

# **Level Design Document**

**Team Asparagus**

**Level Design 2**  
**December 3, 2013**  
**Full Sail University**

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## Theme

The theme for the level is urban sprawl in the later extents of decay. The scrapper is assigned a mission to retrieve antibiotic samples from a long abandoned back-door clinic fronted by a convenience store. Nothing about the environment is clean or sterile. Everything looks as though the denizens of this area picked up and moved out in a hurry. What is left has been rifled through by those left behind. It is as if the buildings have even given up the ghost and will soon return to the dust from which they came.

## Visual Style

The clinic is well concealed. A run down alley chocked full of debris leads to the back of a dilapidated building with a single entrance. The sun still manages to reach the alley, but it does so at odd angles throwing elongated shadows over the scrapper's approach. Inside the clinic dust hangs thick in the air. The triage has been wholly turned on its head. Equipment and supplies lay scattered across the floor. The patient rooms do not fare much better. The building has begun to give way and in places the ceiling hangs on for dear life. The convenience store shows worst the decay of the building. The once pristine isles have long ago shattered into ruin and a path through will be quite hard to find. The parking lot of the convenience store still houses the remains of the customer's vehicles. These empty shells block the store off from the outside world. This delicate ecosystem seems destined to crumble at the slightest touch.



*Figure 1 - Alley Way*



*Figure 2 - Triage*



*Figure 3 - Patient Hallway*



*Figure 4 - Convenience Store*



*Figure 5 - Parking Lot*

## **John Owen – Area 1: The Alley – Action/Combat**

Our level begins with the scrapper being dropped into a dingy alley way littered with debris and trash. The scrapper must make their way through the alley safely and reach the entrance to of the clinic, but this is not as easy as it appears at first glance. This is a small area that could quickly be run through and forgotten by the player, but it is the first impression of the level. Here we will set the tone of the level and attempt to start the player's flow from the first few moments of exploration. Though the area's main mechanical theme is action-combat, there should be a light sprinkling of all of the level's different themes scattered throughout this area to grant the player an introduction to them and foreshadow what they will face in the upcoming areas.

The area begins with the scrapper's back to an impassable pile of rubble. First glimpse down the alley should begin to impart the theme of a dystopian urban landscape. As the scrapper begins to explore they will find their path blocked by a mound of rubble and three jets spewing flames. The scrapper must locate and disable all of the gas valves in the first leg to the alley to continue on towards the clinic.

The alley is quite and calm until the scrapper rounds the corner and moves in front of the sentry turret. When they do, they will activate a motion sensor on the security system and the turret and it will quickly come to life. Lights on either side of the turret will spin and flash, and an alarm will play alerting the scrapper to its activation behind them. The scrapper must dive for cover before the turret begins to fire a slow but steady barrage of shots at the scrapper.

Cover is spaced throughout this second leg of the ally such that the scrapper can dive from cover-point to cover-point avoiding the shots of the turret. The second piece of cover teaches another valuable lesson to the scrapper. This cover-point will be a pile of boxes that can only withstand a shot or two from the turret before being destroyed. This will drive the scrapper on and impart a sense of urgency. The third cover point is again solid, but is also trapped with a proximity triggered bomb. When the scrapper approaches the truck a beeping will alert them to the bomb's activation. The final cover point is again solid and will protect the player as they gain entry to the clinic. To the left of the door, an observant scrapper will spy a fuse box that once interacted with will deactivate the sentry turret.

### **Feature Asset:**

A fuse box will be imported for use in this area. This item is adorned with a caution symbol which should grab the scrapper's attention. When the scrapper interacts with the box, the sentry turret will deactivate.

## Christopher Hill – Area 2: The Triage Clinic

After successful navigation through the alley section, the player will come upon a two-way door leading into what is a makeshift triage clinic. The stark contrast, yet believable transition will be on display as this section boasts a visual/mood mechanical theme. It is important that the dystopian feel continues as the scrapper passes the threshold of the outside world into the remnants of a building the world left behind. This area will make the player feel and react a certain way, as well as prime the player for the latter sections they will encounter.

Upon entry, the player will notice the dynamic, almost sinister, lighting that will be featured throughout the triage. This initial room of the triage will be very recognizable; featuring what would be a sign-in desk and a waiting area. Behind the desk the player will be coaxed by a half open door blocked by some office equipment and rubble. There they will find a money pile, attracting the player through a glow mechanic. The room will feel abruptly closed off and tense, establishing an almost suffocating mood.

Once our player realizes that they cannot enter that doorway, they will move on into what would be the clinical area. Before reaching the door, the player will find an open bathroom area to the right, completing the feel of a waiting area and releasing tiny context clues about our location. The scrapper will have no option but to continue through the door and into the clinical, which will trigger a camera cut-scene of the door slamming or rubble falling to block the path backwards. Upon panning back to the scrapper view, the player will see the particle system of debris falling caused by a tree coming through up through the ground and out the ceiling. To the right will be a room full of hospital equipment, featuring the interactive sphygmomanometer asset.

After a brief exploration the player will pass around the hall and venture right, leading past some diagnostic rooms with debris, hospital beds, gurneys and lighting. Around the second room like this a trigger will cause a bed to fall and a banging sound to startle the scrapper. Continuing down this corridor, the player will navigate the rubble and debris to come upon the exit door and a storage room. Searching the storage room will reward the player with a health pack and item for the Basts. The door exiting to the patient area will not open unless the player has collected these items. After collection, the player will exit a door out of the triage clinic and into the patient area.

### **Feature Asset:**

A wall-mounted sphygmomanometer (blood pressure machine) will be imported and used with interaction in this area. The player will be able to walk over to the sphygmomanometer and use the “E” key to interact with it. It will then give the player realistic blood pressure diagnostics on screen via text.

## Peter Muir – Area 3: Patient Rooms – Exploration

After exiting the Triage area, the player will come into a hallway with several doors on either side of them. The hallway will have a few objects scattered throughout (like gurneys). Most doors will be locked or blocked in some way, but three or four will be open. It is in the player's interest to investigate these rooms. There will be no enemies, but the area will be somewhat dark so the player feels compelled to be careful.

Inside the rooms there will be beds, chairs and cabinets from when the clinic was occupied. The player will search through the rooms for anything useful. Each open room will be rather small and the player should be able to find what they are looking for. Any given room will have *no more* than one object of interest (cash/supplies), but not every room will have something. There will be cash in one room and supplies in another.

To ensure the player does not leave the clinic before finding the supplies needed, the door leading to the back of the convenience store will not open unless the player has picked them up. There will be a message telling the player why the door won't open. To make things faster, the room with the supplies may be labeled differently than the others. The room may simply be labeled as storage, so the prompt could suggest looking in that particular room. The player will also be notified that they can leave when the supplies have been picked up.

Near the end of the area, possibly as the player is leaving into the convenience store, the player will trigger a scripted event. The event will consist mainly of noises and banging coming from behind them, hopefully giving the player a sense of urgency. The goal is to make the player aware that there are other people in the area looking for them. As if the turret in the alley could have broadcasted a signal to other people nearby that someone has come into their territory.

### **Feature Asset:**

The added asset will be a beat-up old gurney. It has a very old and worn look. There is quite a bit of rust on all of the metal, as well as a rotting look to the bed portion itself. The gurney is unfolded (as in standing up, rather than lying down as it would in an ambulance). It will have a simple box for a collision model, and no specific sounds for it.

## **Andrew Montgomery – Area 4: Convenience Store – Architectural Puzzle**

The section of our level that will have the architectural puzzle mechanic theme in it is the Convenience Store. This section of our level will be pretty linear for the most part. When the player arrives in this section of the level they will walk into a store that is run down and is just disastrous in every meaning of the word. The only clear goal that the player can glimpse is a door on the other side of the store.

Immediately when the player walks in they can't just go straight because of the aisle shelves blocking the path. So they must follow a path around the fallen shelves until it opens up. Further down this shelf made hall, the player will encounter a trip wire. If the player isn't careful the trip wire will activate and a hidden bomb/explosion will go off. Just past the trip wire lies a heavily debris blocked and locked door.

Continuing along the path of shelves the player will encounter two different paths that they can take. If they go to the left the player will have to crawl under a fallen shelf in order to obtain some money that is hidden. The only thing with going down this path is that it is a dead end and the player will have to retrace their steps and head down the other path.

As the player continues down the other path they will notice that they are getting closer to the front of the store, but are quickly disappointed by yet another shelf blocking their way out. As they follow the maze of fallen shelves and store items the player will reach a part of the store that has a shelf that has fallen over, but it looks like they could climb over it. If the shelf weren't covered in debris. The player can use their grav-gun to move aside some of the debris. Which will give them room to jump up and over the fallen shelf.

Just past the debris and fallen shelf there will be a pressure plate. If the pressure plate has enough weight set upon it, it will trigger a mechanical device that will swing a wooden bat with nails in it. This bat will swing at whatever was on the pressure plate. So maybe the something set upon this pressure plate will allow the player to pass without causing harm to them.

Just past the pressure plate and the swinging mechanical bat stands a tree. This tree is growing out of the ground because a part of the ceiling has fallen and cracked open the floor to the earth. Once the player passes the tree, they are free to move onto the final section of our level; the parking lot.

### **Featured Asset:**

Located just before the trip wire there is a keg that the player can pick up with their grav-gun and use it to activate the trip wire. The player will be able to use this keg throughout the Convenience Store section in order to get passed the traps located here.

## **Robert Ryan – Area 5: The Parking Lot –**

### **Plot Overview:**

After the Scrapper has infiltrated the clinic and collected the necessary medical items requested by the Basts, the player then proceeds through the patient rooms and convenience store. After surveying each of these rooms, gathering all of the objects and information they can (including the cash needed to become a citizen of the Bastion), they find the exit into the next area: the parking lot. Once here, the goal is to safely arrive at the helicopter for extraction. Unfortunately for the Scrapper, that task is not so easy, as various environmental hazards and widespread destruction restrict the Scrapper's movement.

### **Visual Overview:**

The parking lot will continue with the post-apocalyptic theme within scraps and will include various old, worn out, and ruined objects. The player can see the surrounding areas outside of the convenience store/gas station parking lot, which include a distant Bastion, woodland areas, an intersection, and other nearby stores.

### **Gameplay Overview:**

The player begins outside of the convenience store and is given two paths, one to the west, and another diagonally north-east. There are cars, rubble, and fencing placed throughout the area to influence the movement of the player and to prevent the player from leaving the area. If the player takes the path to the west they eventually arrive at a wall of fire created from a nearby fuel pump, this environmental danger forces the player to turn around. Although the player can't continue forward through the west path, they are rewarded for trying as hidden cash is located slightly south of the burning fuel pump. The player can walk over the cash to receive \$100. The player must then take the other north-east path to continue towards the extraction. When traveling along this path the player comes to a trench/horizontal crater that is far too broad and deep to cross, so the player must find another way through. The player then continues to move through several sections of rubble and destroyed cars/buses around the trench to get to the extraction zone. As the player arrives to the extraction zone they trigger a cinematic event which pans across a path to the helicopter and then focuses on the helicopter for a few seconds.

### **Feature Asset:**

The player is warned about the trench that is blocking the direct path to the helicopter as they approach it with the feature asset of this area of the level, which is a hazard sign that pictures a truck dropping objects that resemble rocks or rubble.