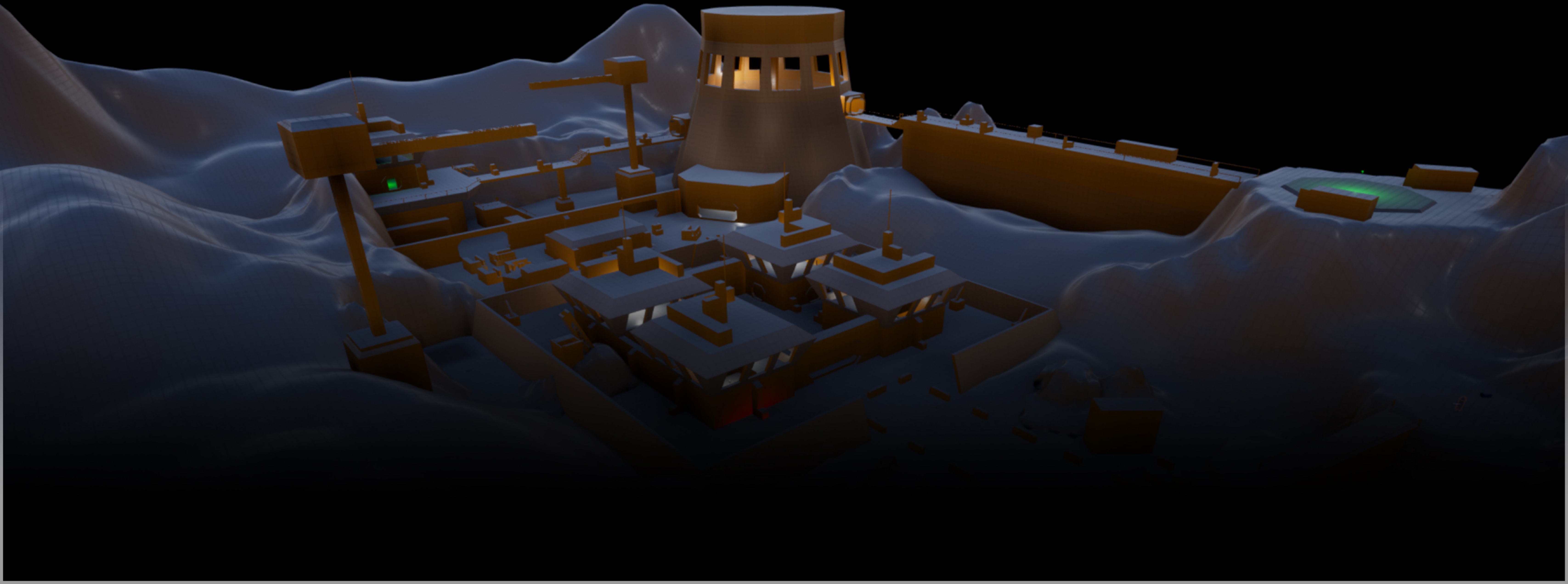


Level Design Test

Richard Acherki



Top Down



Level Brief

Design Time:
20 - 25 hours

Contents:

- 2D Top down overview
- 2D Enemy spawn map
- 2D Critical and secondary path map
- 3D BSP whitebox level geometry

The Mission:

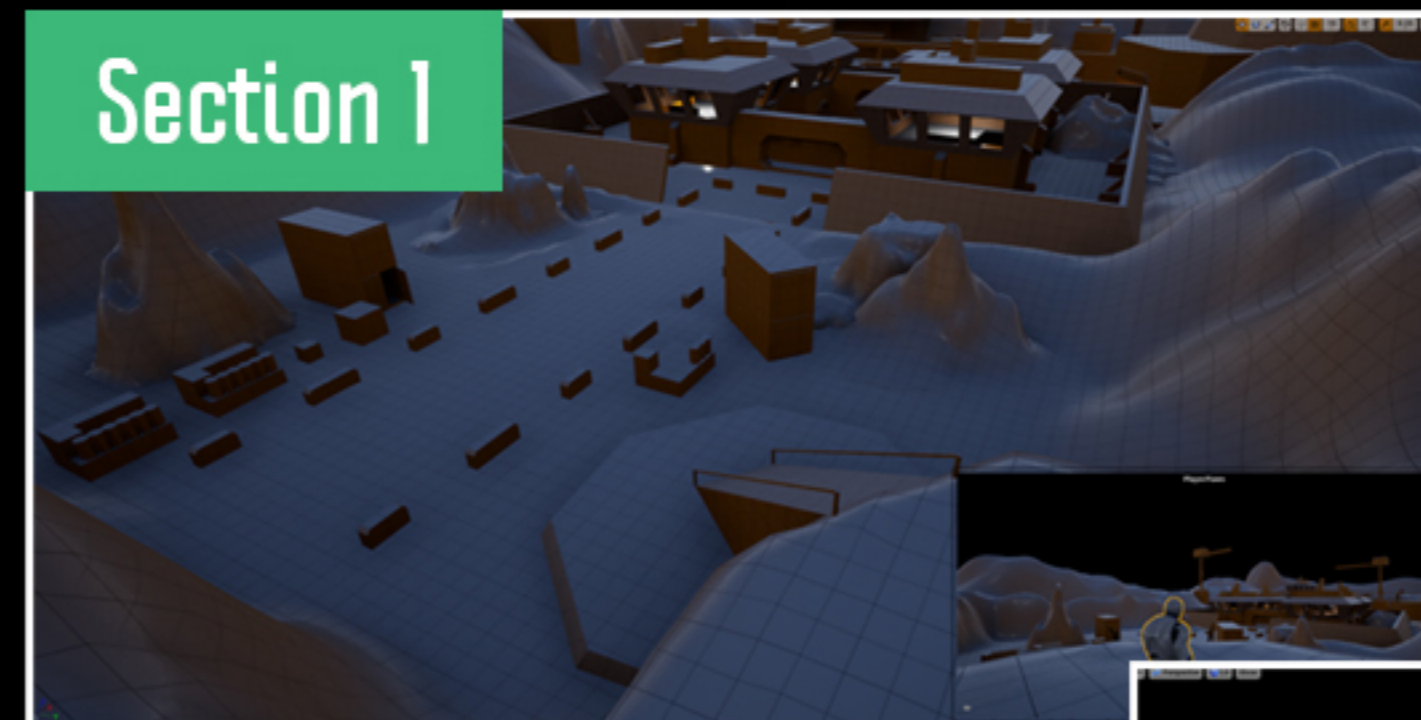
"We've received a distress call from planet LG733, it appears the facility is under attack by an unknown threat. We need you to go in and clean up!"

- Eliminate any threats with extreme prejudice.
- Retrieve the nanotechnology from the cooling tower.
- Exfil via one of the two exit points, the helipad has less cover, but we don't know what's lurking in the tunnels... it's your choice soldier. **Command out.**

Top Down - Area 1



Perspective

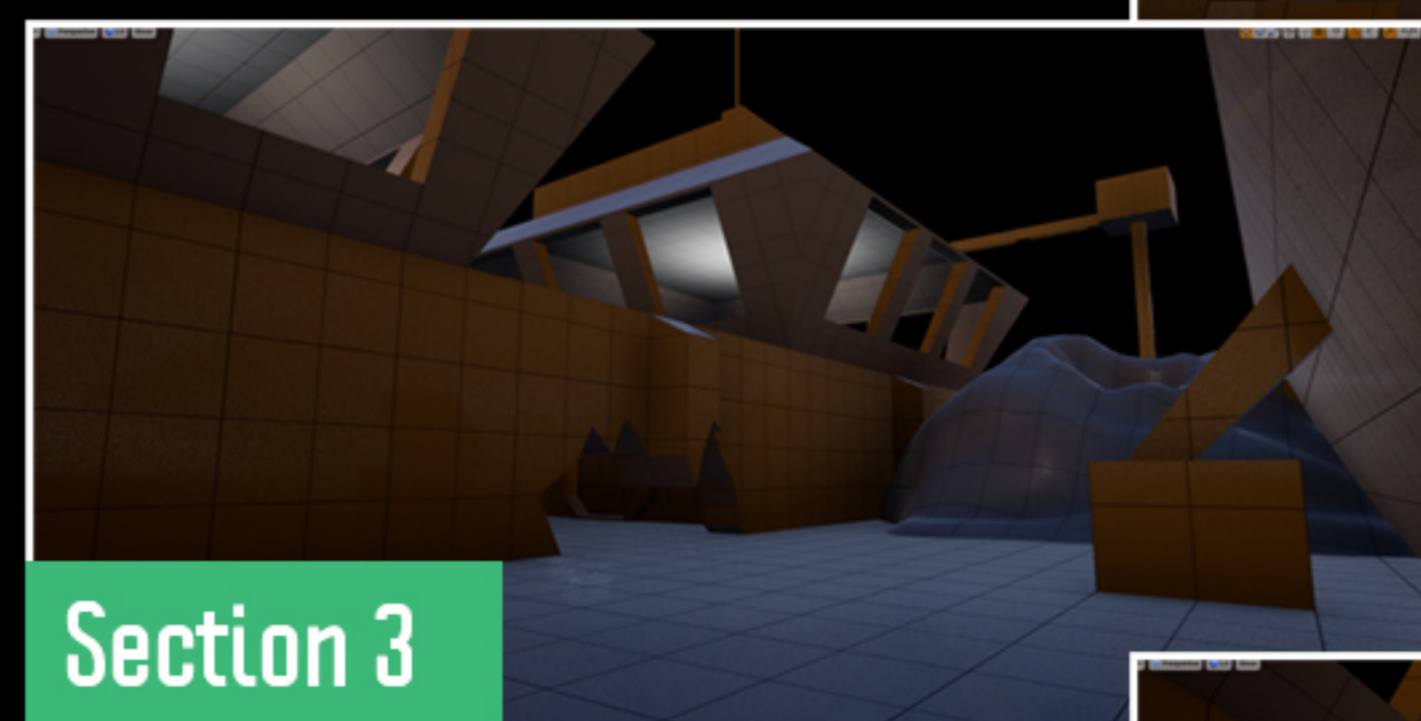


- Docking area with cargo containers and heavy concrete walls.
- Enemies spawn as player descends slope.

- Cargo container drops from crane blocking route.
- Set piece, occurs on player approach.



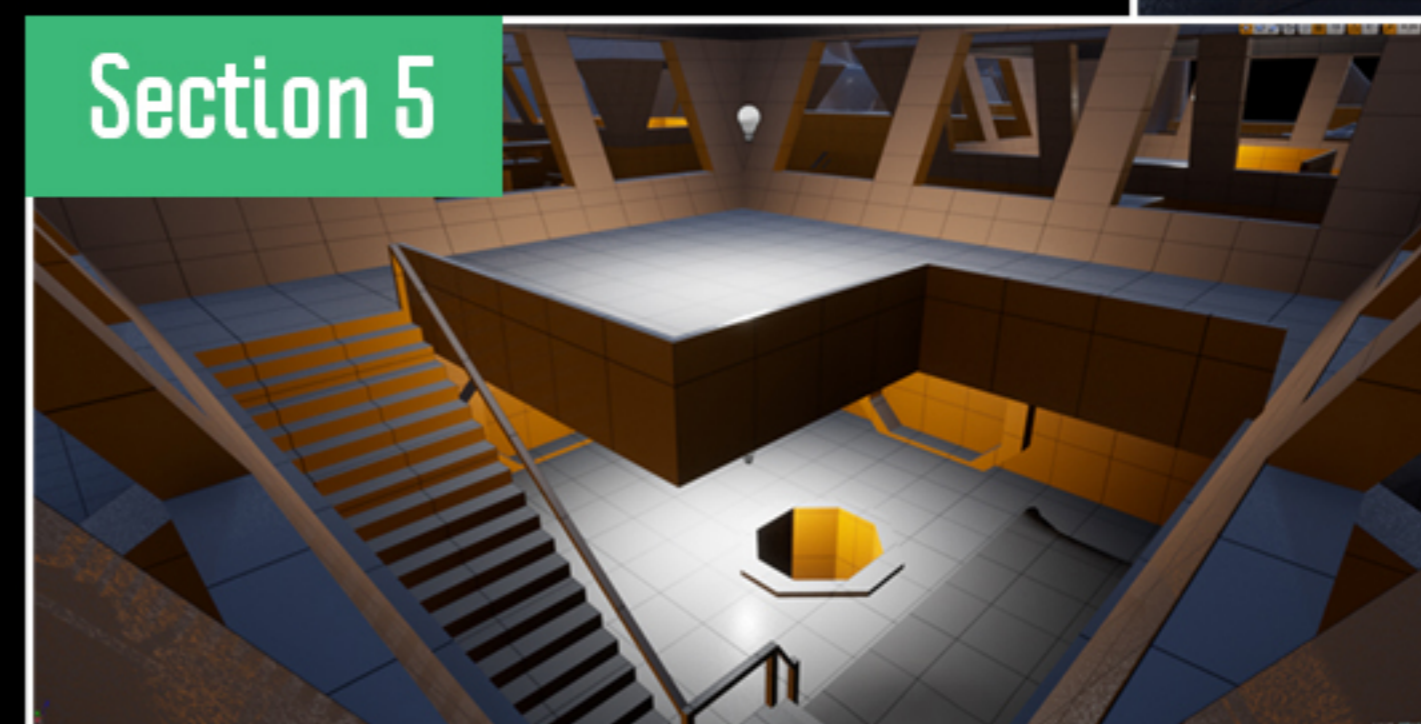
- Progress blocked by landslide. Broken wall allows entrance into main square.



- Secret 1 accessed via gantries between buildings closest to broken wall.



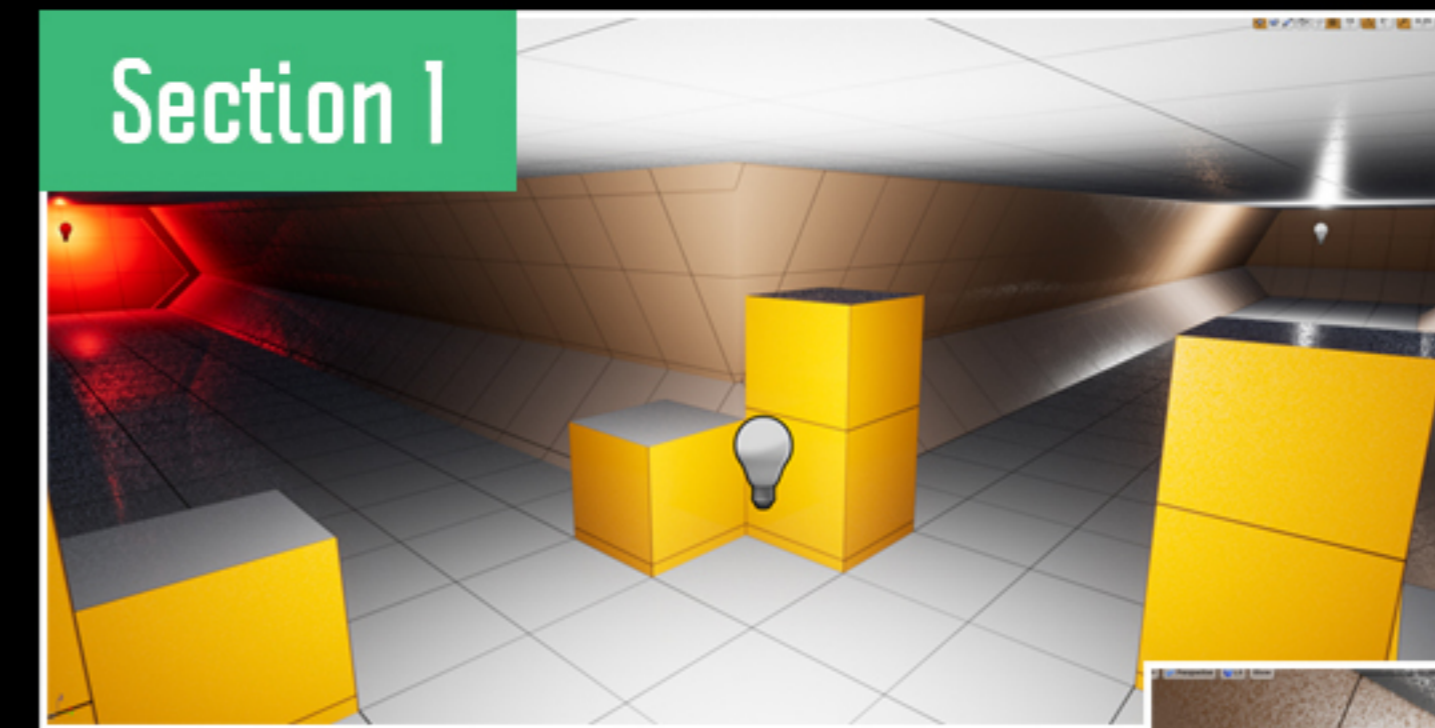
- Climb between buildings.
- Use windows and traverse gantry to access tunnels.



Top Down - Area 2

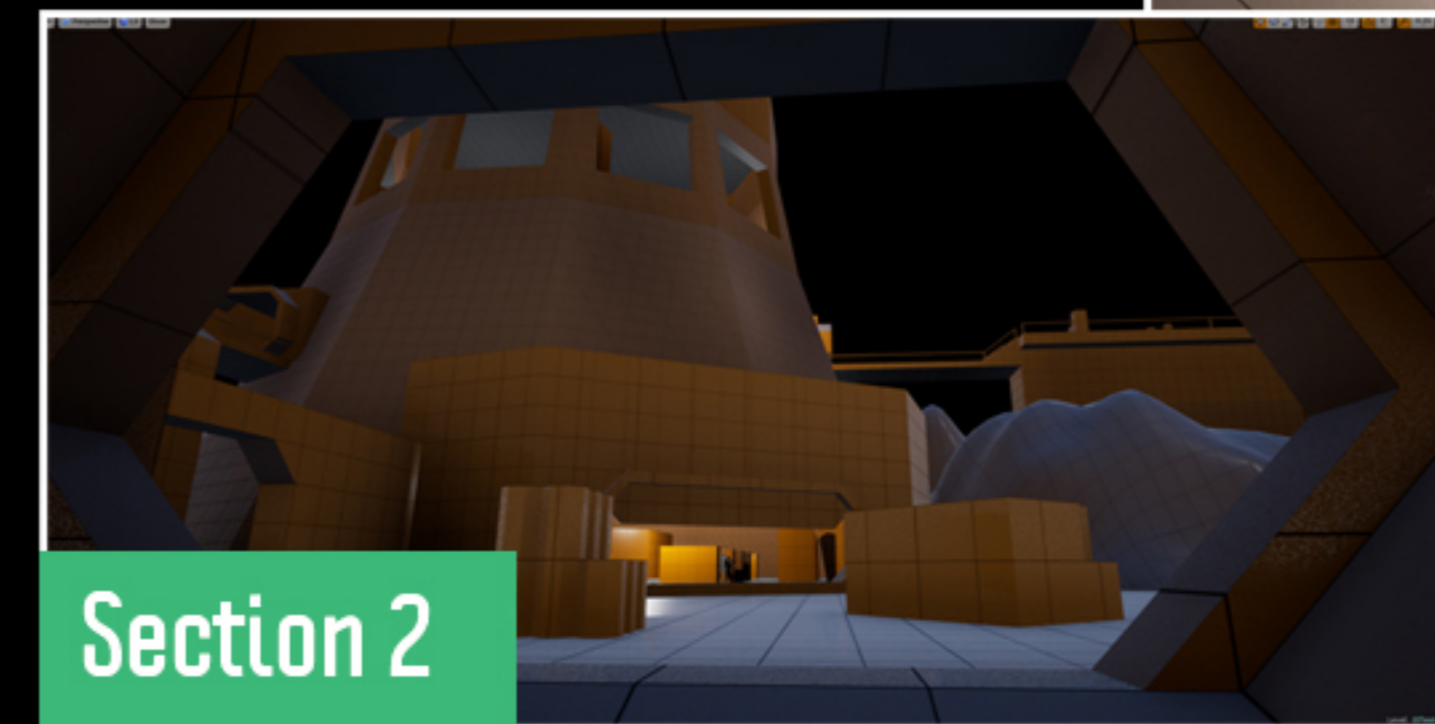
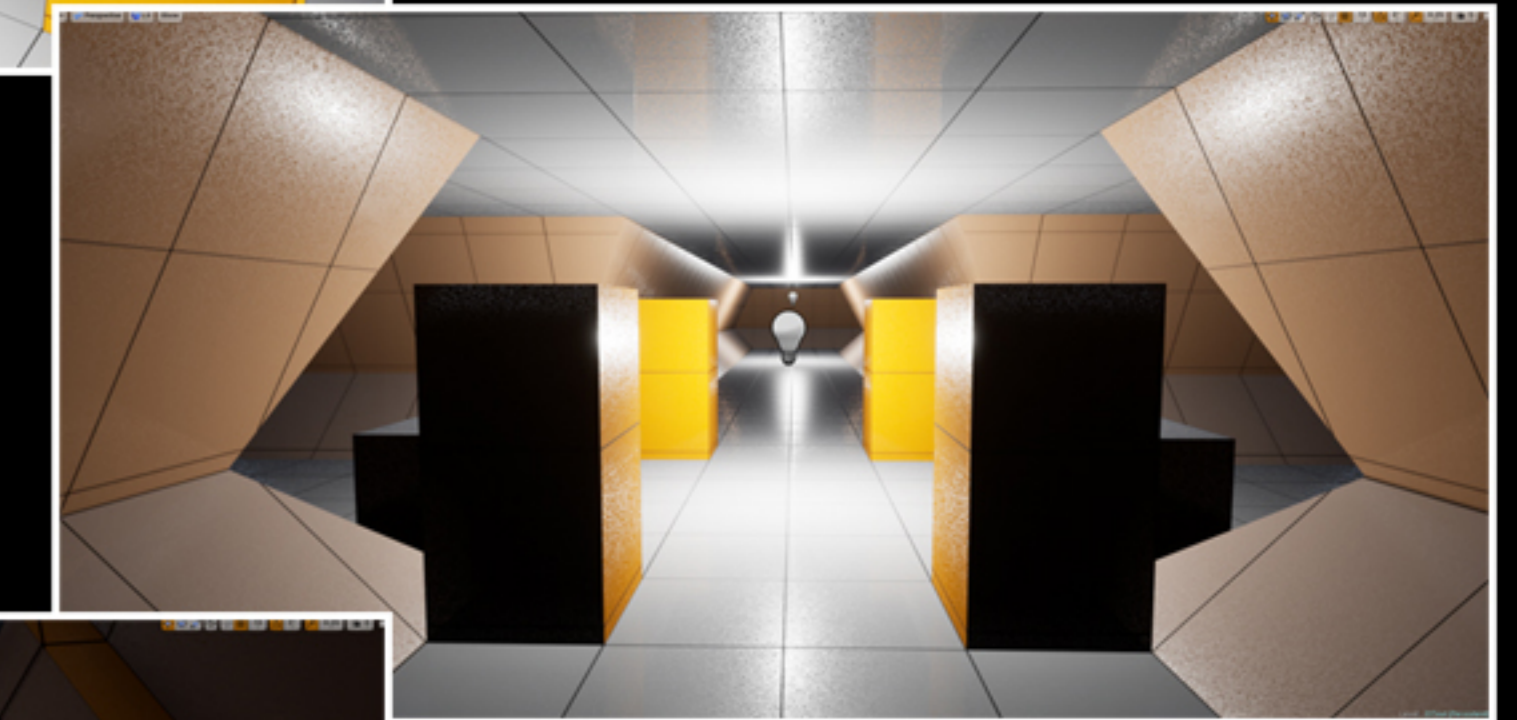


Perspective



- Melee enemies spawn in waves from multiple directions.
- Enemy waves spawn one direction at a time.

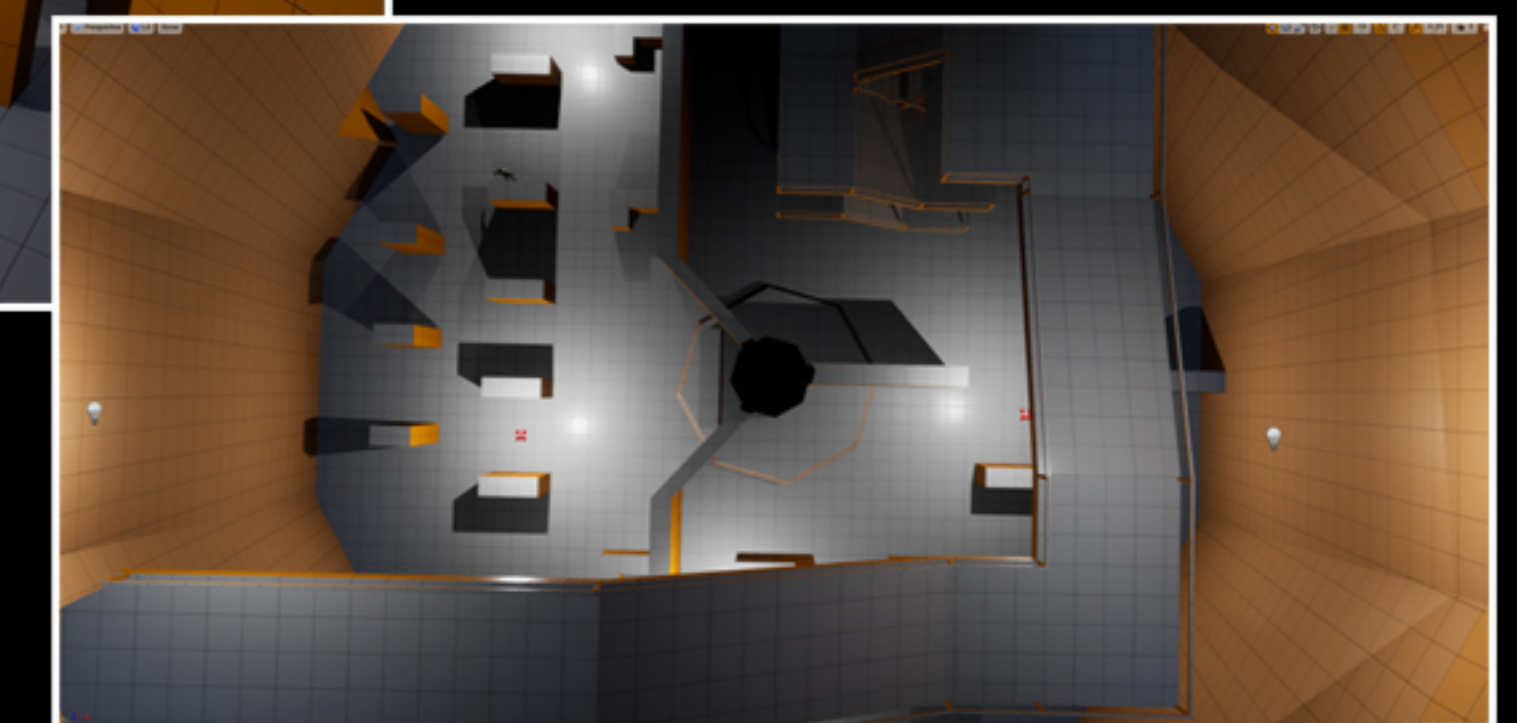
- Player exits facing cooling towers.



- Enemies spawn as player nears exit of the tunnel.
- Exploring this area spawns additional enemies based on player location.



- Chest objective found next to the circular pillar
- Enemies spawn from around the wall and from the bridge above.

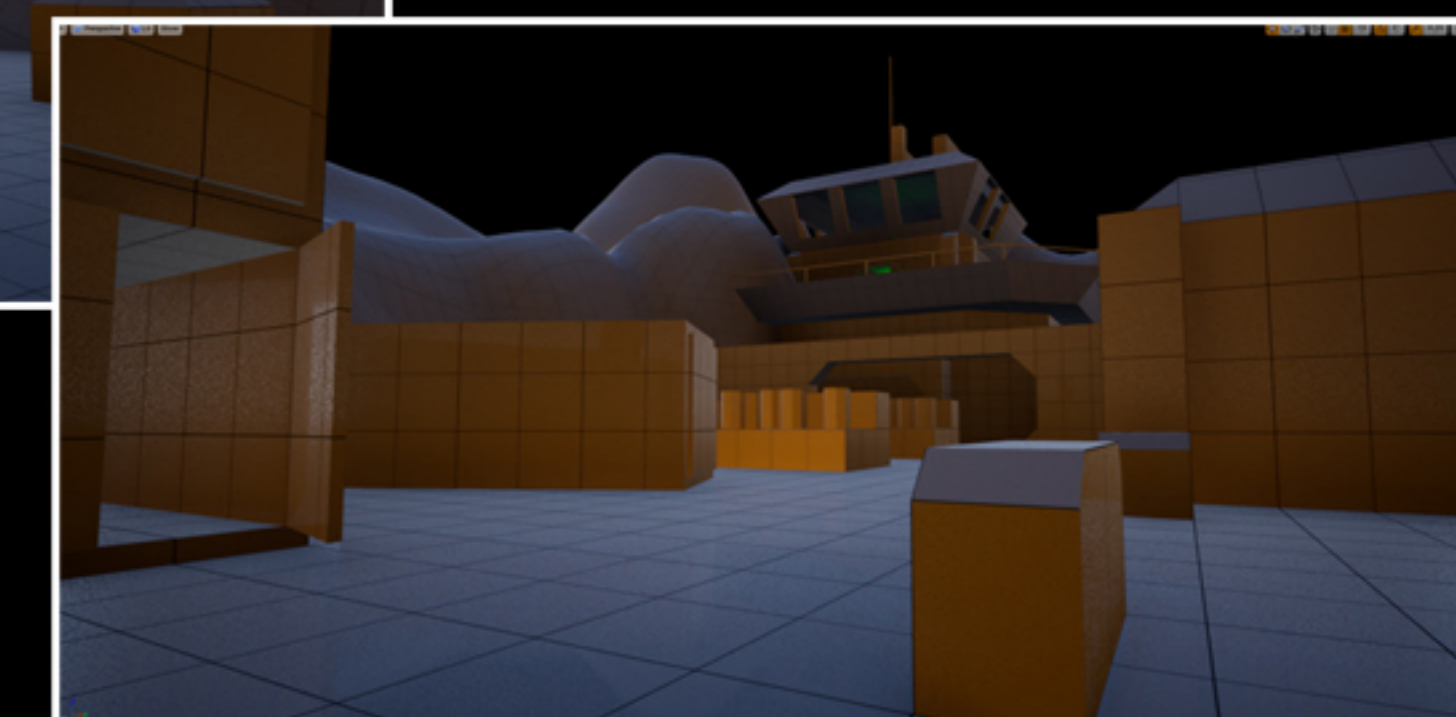
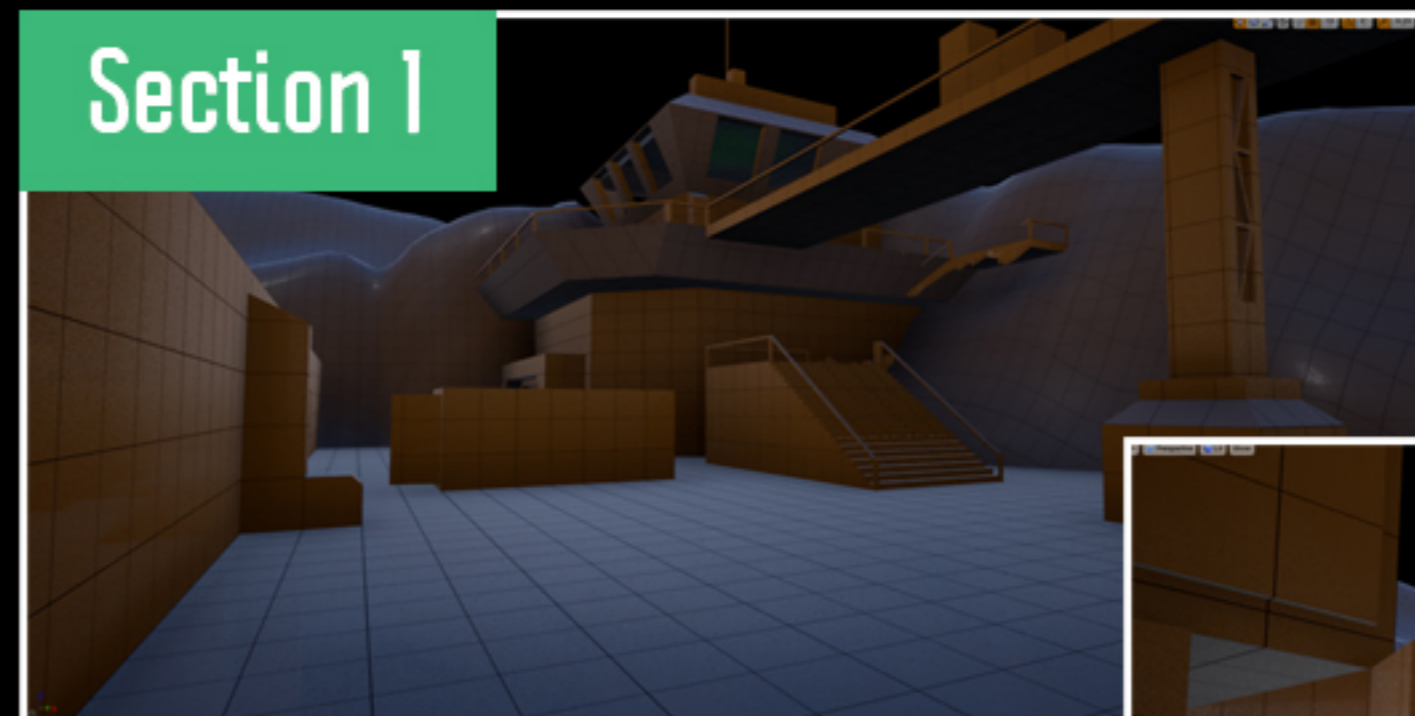


Top Down - Area 2 continued

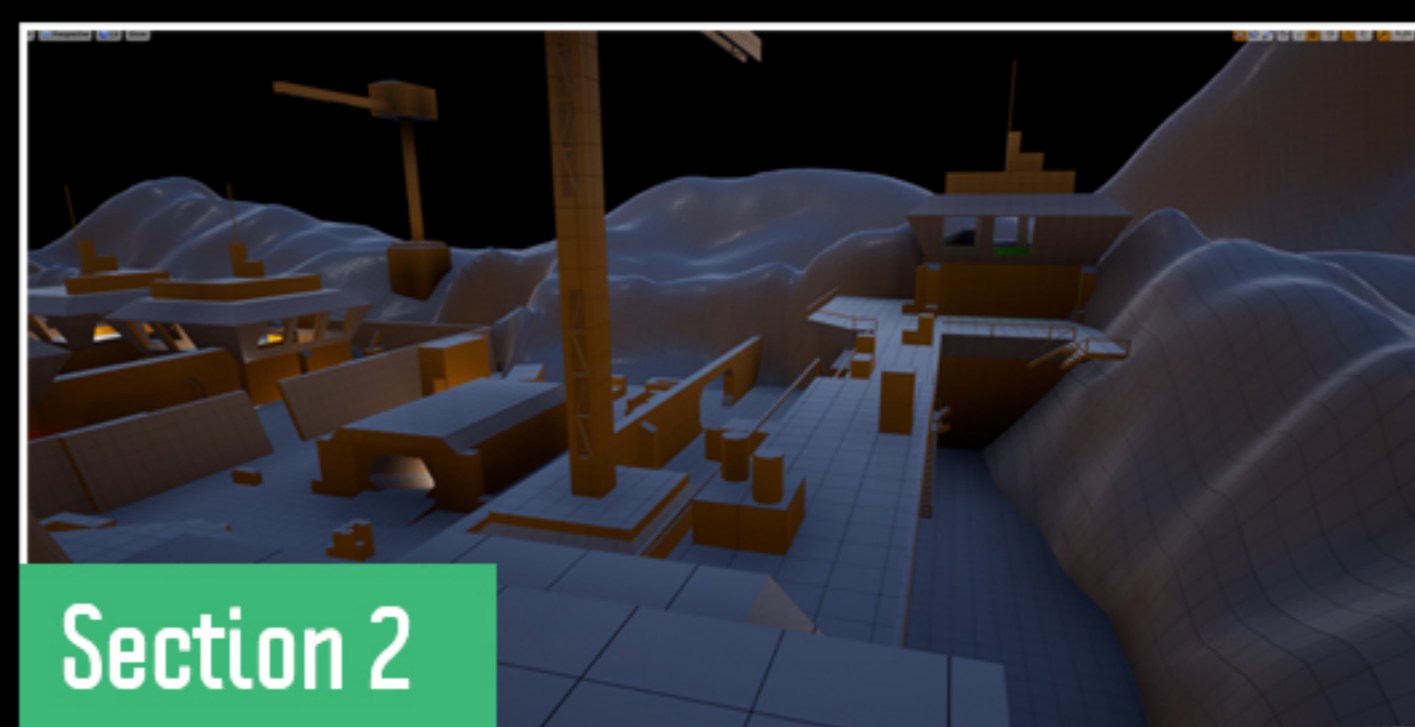


Perspective

Section 1



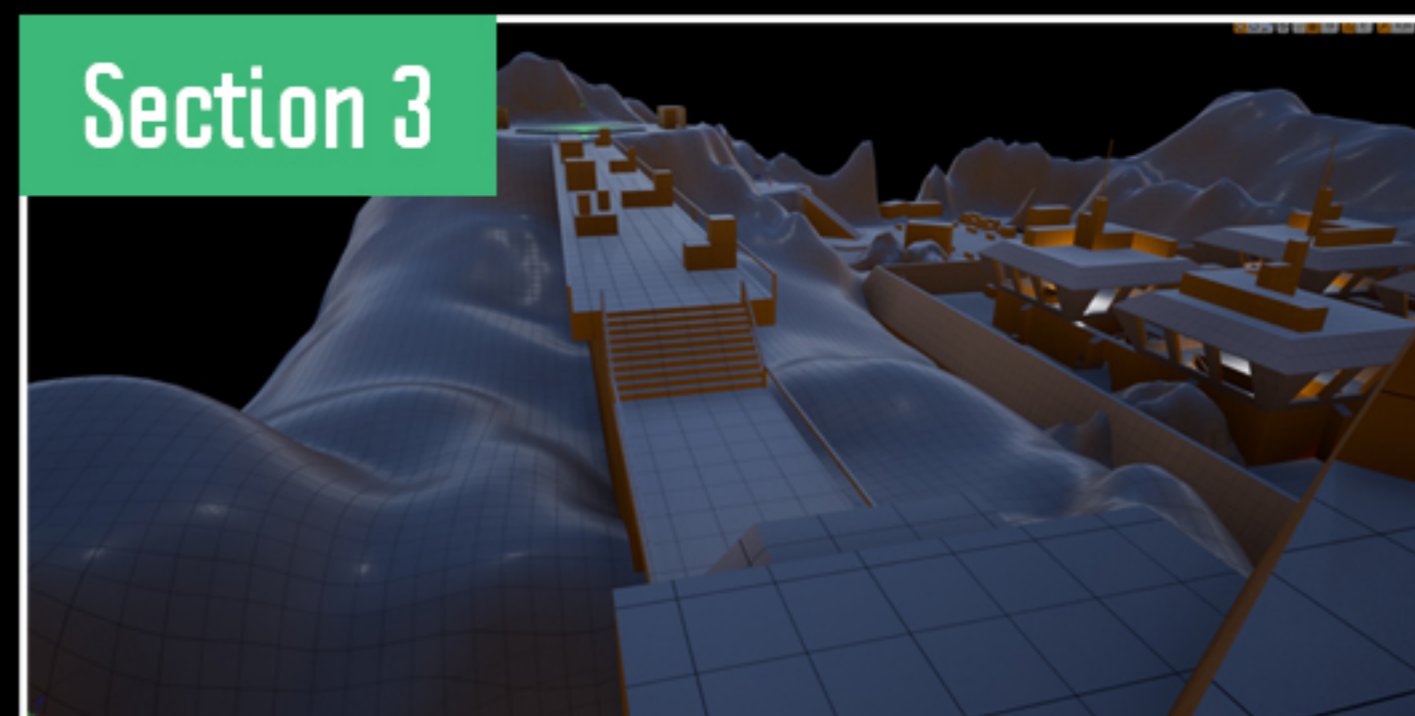
- Secret 2 can be found in a cargo container.
- Stairwell exit is destroyed pushing the player into the cooling tower.



Section 2

- Exits are accessed via the cooling tower bridges.
- 1st level exit is inside the building at the end of the bridge.
- Enemies spawn as player moves across the bridge.

Section 3



- 2nd Level exit is at the helipad in a mountain area.
- Enemies spawn as player moves across the bridge.