

**SLEDGEHAMMER
GAMES**

LEVEL DESIGN TEST

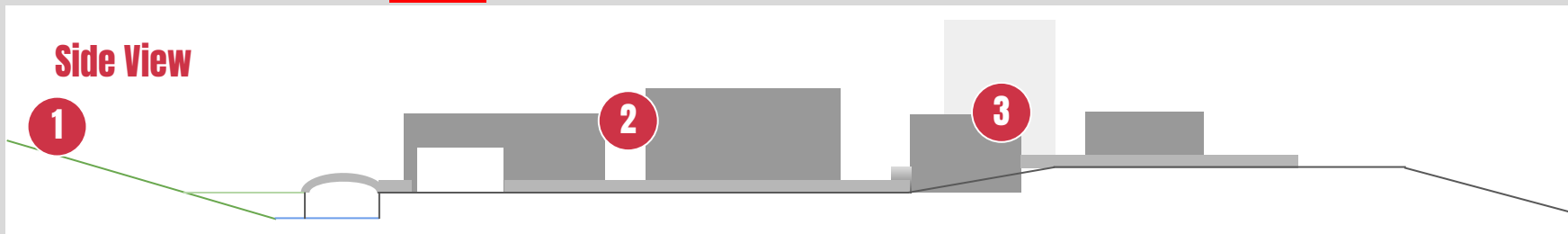
Richard Acherki

Previous Area



Next Area

Side View



Playthrough

1. Forest Pasture

Opening area begins on a raised open pasture surrounded by large trees with dense forest hemming the player in.

A vista of the river, bridge and village showcase the large scale battle between the Russian and German troops.

- Russian troops (**purple**) who have taken up defensive positions behind overturned carts and large trees. (**green** and **brown**)
- German troops (**red**) fire from building balconies (**grey**) and the **main street**, these troops can reinforce until the player reaches the **main street**
- A sniper (**green**) resides inside a building that is raised over the **main street**
- The open pasture has large trees allowing for cover based battle with Germans at distance
- Russian troops are in the river by the bridge, the river is waist height with fast flowing stopping the player from exploring too far up stream
- Stepping stones provide a route across the river to the wall leading to the **main street**.

Set Piece 1: Bridge Detonation

- As the player battles AI from a distance drawing closer to the river causes the **Germans to blow up the small bridge** and russian troops on it
- The bridge can no longer be traversed however, the destruction opens up **climbable routes (pink)** from the river up the wall and onto the **main street**.
- These routes lead to the **main street** and **Area 2 Village Square**

Playthrough

2. Village Square

A main street leads into an open village square, Germans have set up machine gun post in the village square and are fortified in the area.

- As well as **machine gun posts (turquoise)** numerous **sandbag barricades (Yellow)** and overturned carts (**brown**) provide **multiple routes to progress**
- The ends of the **main road** are barricaded with rubble **forcing forwards movement**
- Overturned carts provide cover, whilst other carts offer space below creating **speed crawl routes (blue)**
- German forces are also in **vantage points on balconies** and shooting from windows (**grey**).
- Routes to the north and south of the village square offer **alternate routes** through narrow alleyways focusing on **CQB battle experiences**
- Ground level windows and cellar entrances offer **speed crawl routes (blue)** to flank German troops
- The village slopes upwards to a large **belltower** with a **climbable route (pink)** and sniper (**green**), nearby buildings have stairs and slopes to their entrances

Set Piece 2: Tower Bell Crash

- Climbing the bell tower causes **German troops to begin storming the building** from ground level
- Polina can **use her knife to cut the bell loose** sending it crashing down destroying the wooden stairwells and crushing the oncoming troops
- A new **exfil from the building is created** allowing the player to slide down to continue their journey
- Venturing over to the far side of the bell tower facing the **courtyard, Set Piece 3** will begin otherwise this occurs when the player reaches ground level

Playthrough

3. Courtyard

A courtyard area with a small fountain and wooden carts that leads back into the forest and the next area of the level

- A vehicle and **sandbag barricades (Yellow)** surround a small fountain with carts (**brown**) providing additional cover
- Carts offer space below creating **speed crawl routes (blue)**
- Small buildings offer **climbable routes (pink)** creating vantage points to attack the oncoming Nazi swarm

Set Piece 3: Nazi Swarm

- German troops **swarm the area and create a battleline** at the mouth of the courtyard and inside the forest
- **Additional Russian troops will join the player** entering the area from the West
- This set piece can be triggered when the player is either on the ground and entering **Area 3** or in the **bell tower**

Key Moments

Bridge Detonation

BIG WAR GOAL

Bridge explodes sending russians flying

Areas of the main street are now accessible from the river.

The player can use Polinas climbing ability to reach them.

Tower Bell Crash

REVENGE GOAL

Crush Nazis with a large bell

After climbing the bell tower Polina can cut the bells rope

It crashes down crushing the advancing nazis below and creating a quick escape route.

Nazi Swarm

REVENGE GOAL

Blast through a swarm of Nazi troops

As Polina reaches the courtyard reinforcements arrive from the forest behind the village

Engage in:
Ground level CQB
OR
Snipe fest from the bell tower

Addressing Feedback

- **Lack of encouragement to explore and progress forward**
 - A vista view at outset offers players a read on their goal and chance to plan their forward path
 - Cover is provided to create multiple enticing routes through the area utilizing Polinas abilities
 - Natural and man made barricades focus player attention on the correct direction of movement
- **Limited exciting or surprising moments**
 - 3 additional set pieces offering exciting WOW moments paced throughout the area
 - Set pieces create new routes offering players choice
- **Lack of Impact for the “Big War” and “Revenge” goals**
 - Enhanced German resistance with more entrenchment
 - Clearer views of the battle between the two forces from the outset
- **The layout does not feel “European”**
 - A more structure village utilizing classic Fachwerk / stone buildings and a gothic bell tower
 - Forest terrain leading into the village captures the european feel

Notes

- **The reference imagery used is inspired by german villages**
 - I was unsure of how rural i should go (**farmland rural or village rural**) i opted for the latter as i believe it provided a more striking European feel and bigger visual impact
 - This could however be modified to use more rural settings, specifically a farm and would apply the following tweaks:
 - Replacing the Village Square buildings with a farmhouse and connecting stables
 - Replacing other buildings with large Barns (areas with upper areas and vantage points)
 - Replacing the Bell Tower with a large feed storage unit
 - Replacing the area to the East of the village with arable farm land including farm walls and posts and old farm equipment
- **I have not included layouts for inside the buildings to keep the test time down**

References



Alleyways



Balconies



Pasture Vista

References



Bridges / Rivers / Stepping Stones



**Towers /
Village Square / Architecture /
sloped ramps / stairs**

