



LEVEL DESIGN DOCUMENT

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DESIGN INTENT

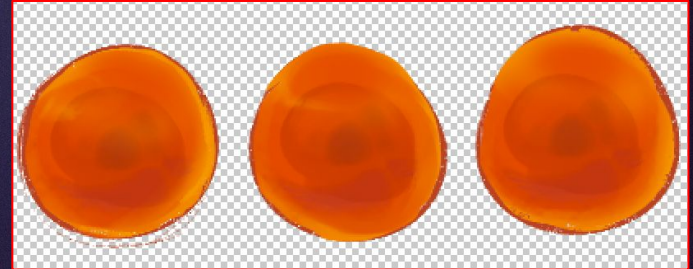
- Arenas: Each level is broken up into arenas that the player does combat in. Defeating all enemies or completing an objective allows for the player to progress
- Simple Level Design: Challenge should come from managing enemy placement around a level, not from frustrating arena design
- Elevation: With the options the player has to move around, using different elevations and tying that in to enemy placement creates interesting challenges for the player to have to solve

ENEMY DESIGN

- Enemy amounts in the levels can vary with the intended experience once AI is implemented
- Large enemy amounts, based on Paint the Town Red
- Low health overall, but more complex methods of dealing with them
 - Basic enemies shouldn't be damage sponges
 - Positions of enemies and arena create challenge
- Player has longer range and some sweeping attacks to manage enemies

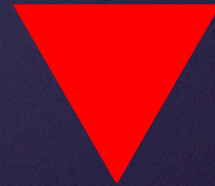
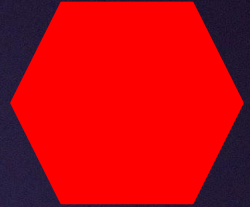
ENEMY REFERENCE

- Melee enemies: rush the player and move around obstacles
- Eggs: hatch into enemies that chase the player down, can be destroyed before hatching if found and attacked fast enough



CUT ENEMIES

- Ranged enemies: stay still, but shoot powerful projectiles at the player
- Flying enemies: Follow the player and must be hit with an air attack

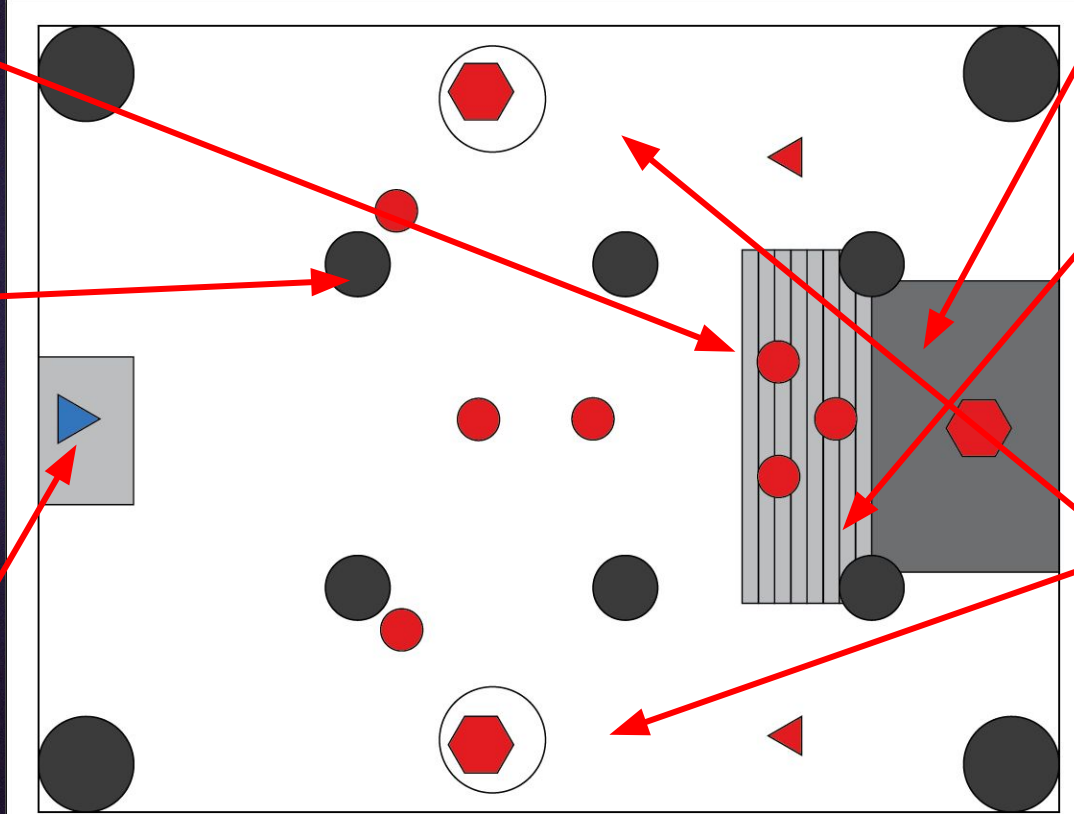


LEVEL ONE: CONCEPT

Melee enemies
in middle

Pillars for cover

Player start in
arena



High elevation
w/ ranged
enemy

Stairs to access
higher level

Ranged and
flying enemies
on flanks

LEVEL TWO: CONCEPT

Ranged enemies are at difficult spots

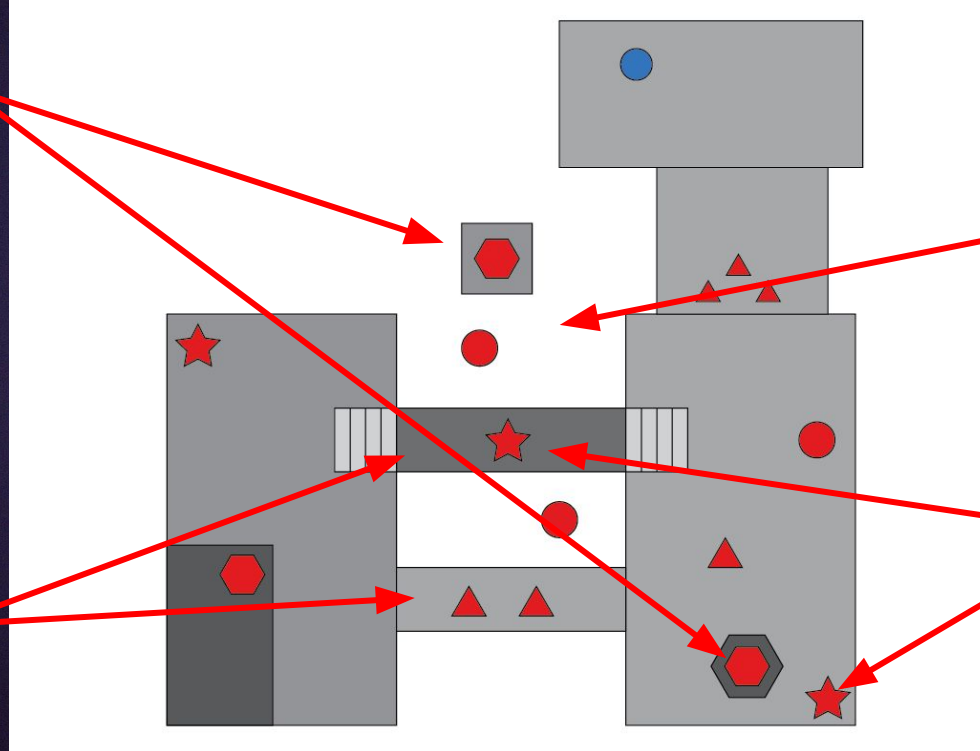
Less cover against ranged enemy

Small bridges connect areas

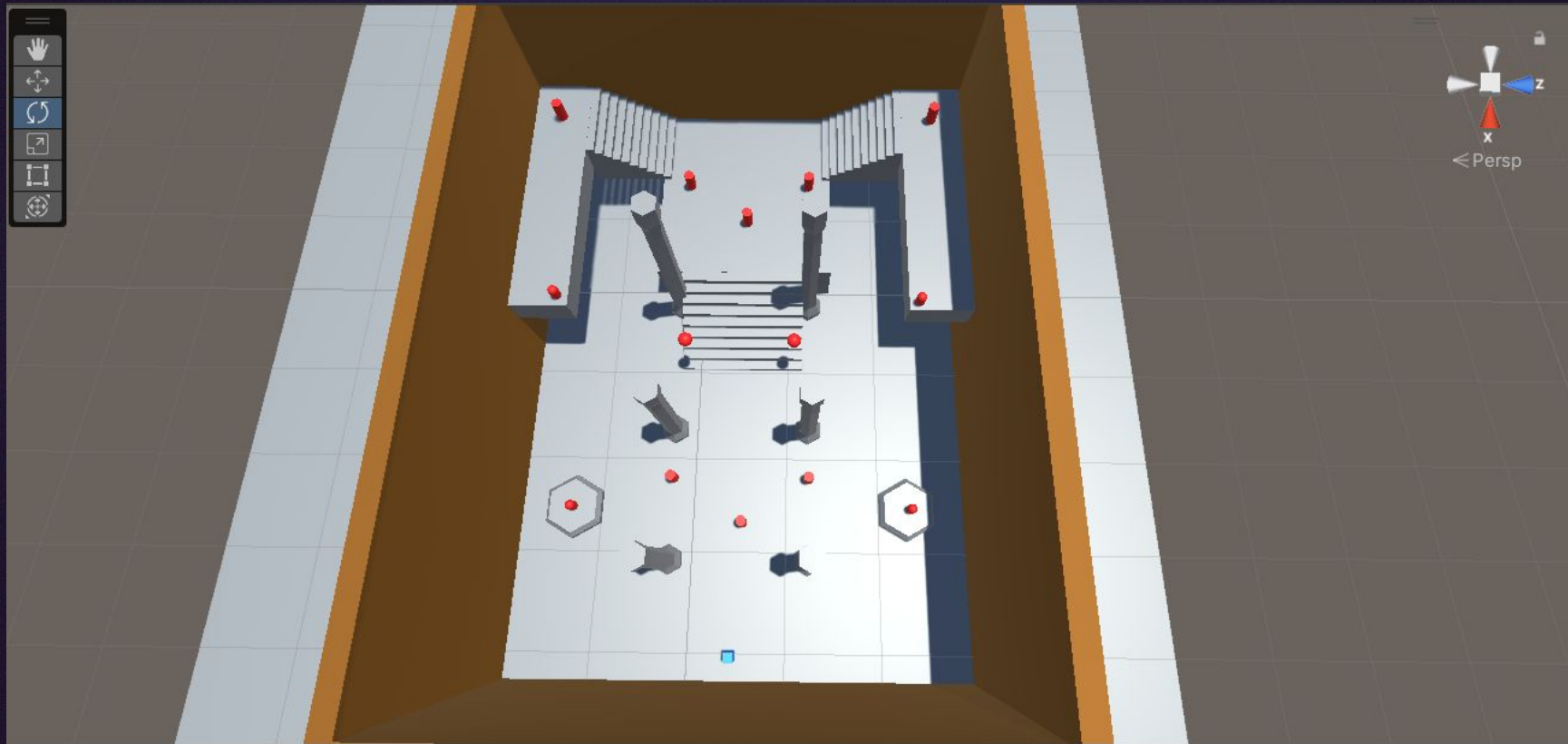
Asymmetrical design

Pit damages and resets player

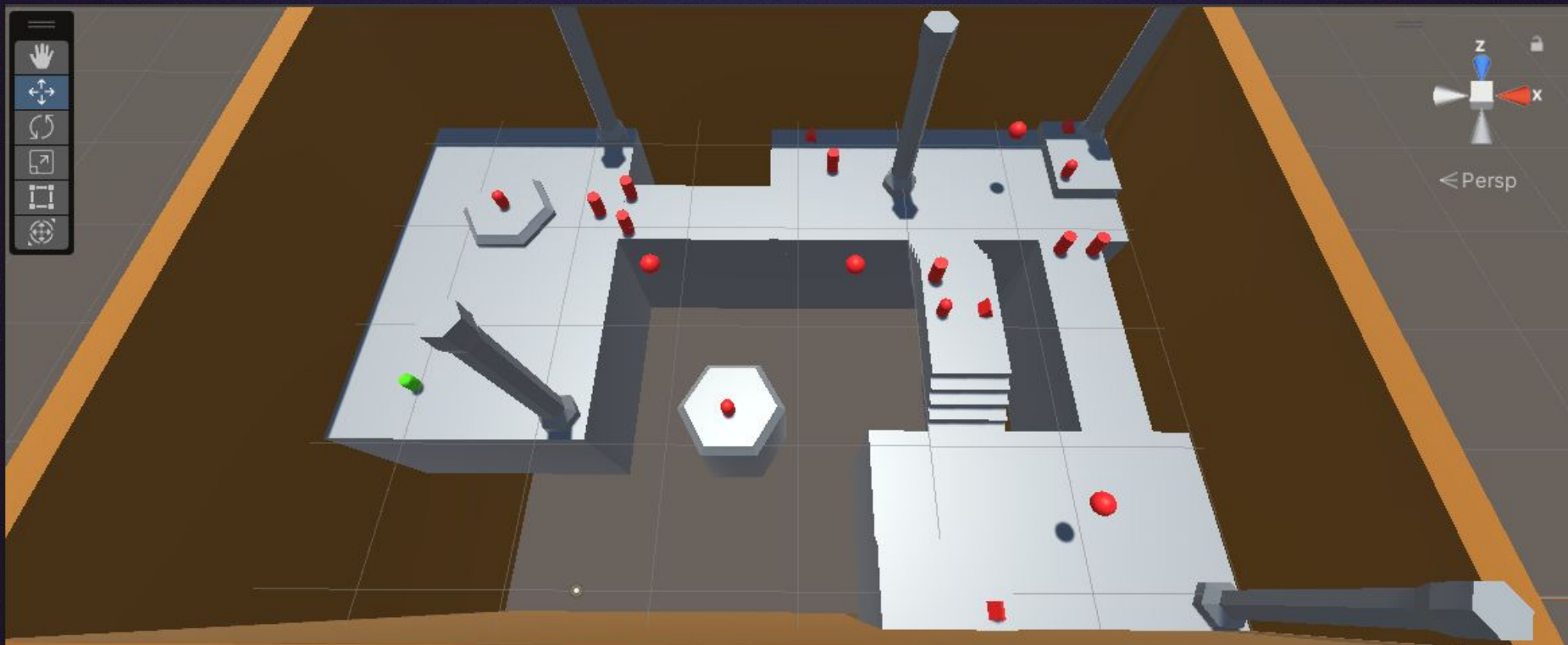
Introduction of grimmiling eggs



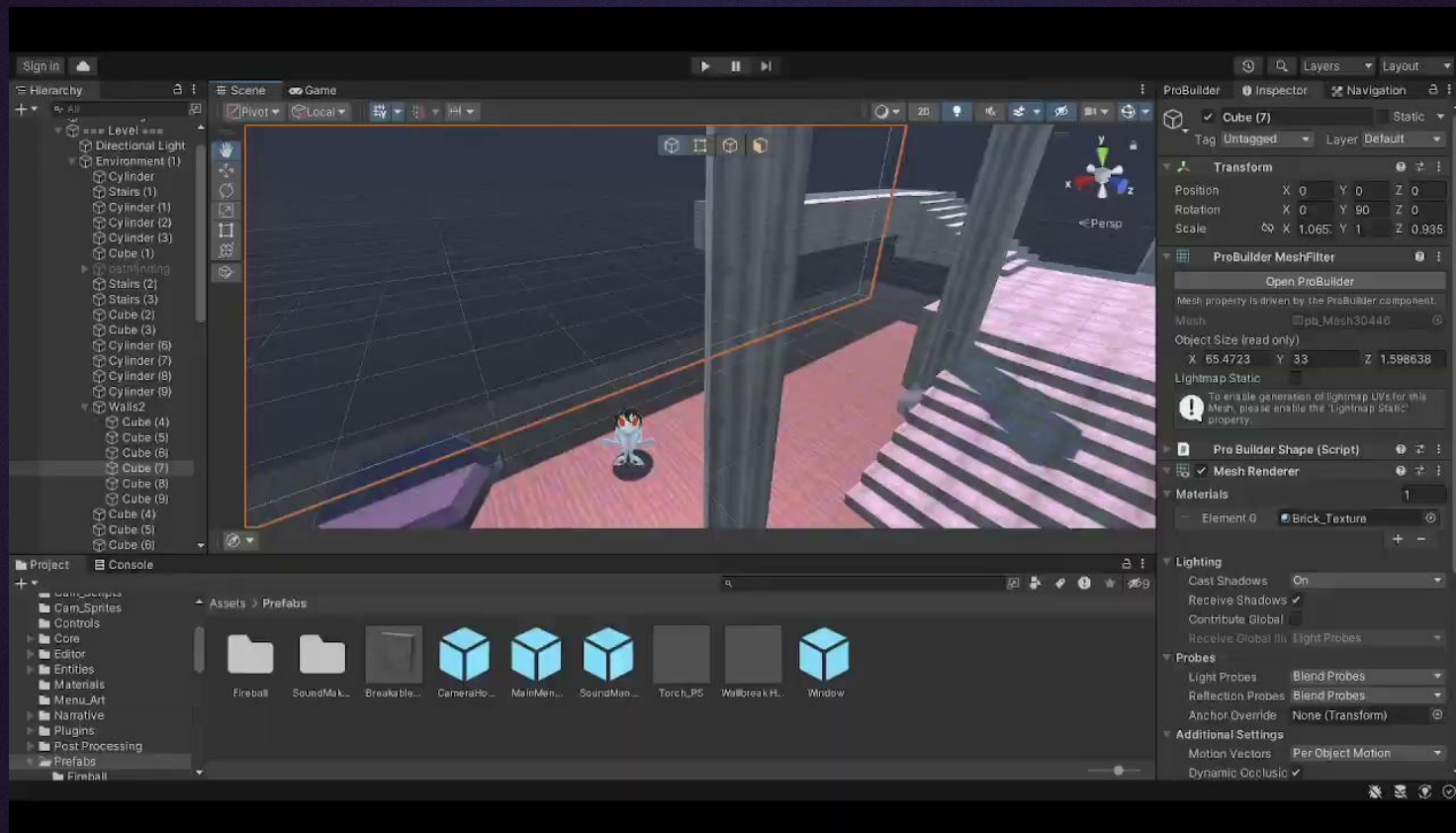
LEVEL ONE: GREYBOXING



LEVEL TWO: GREYBOXING



LEVEL ONE: FINAL



LEVEL TWO: FINAL

