

Level Design Document

Assignment 2 - Cole Beernaerts

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Overview

In this level, players compete in a cramped space. This encourages more encounters and danger at every corner. The level has a simplistic design, so it's easy to keep track of where you are in comparison to the level and landmarks.

Atmosphere

Reference Images



Story

This map takes place in a war-torn abandoned building.

Theme

The map is worn down, broken and shattered. Remnants of a once-pristine building can be seen in the wreckage. The structure struggles to keep appearance as it is nearly collapsing.

Features

Weapons

Bio Rifle
Link Gun
Impact Hammer

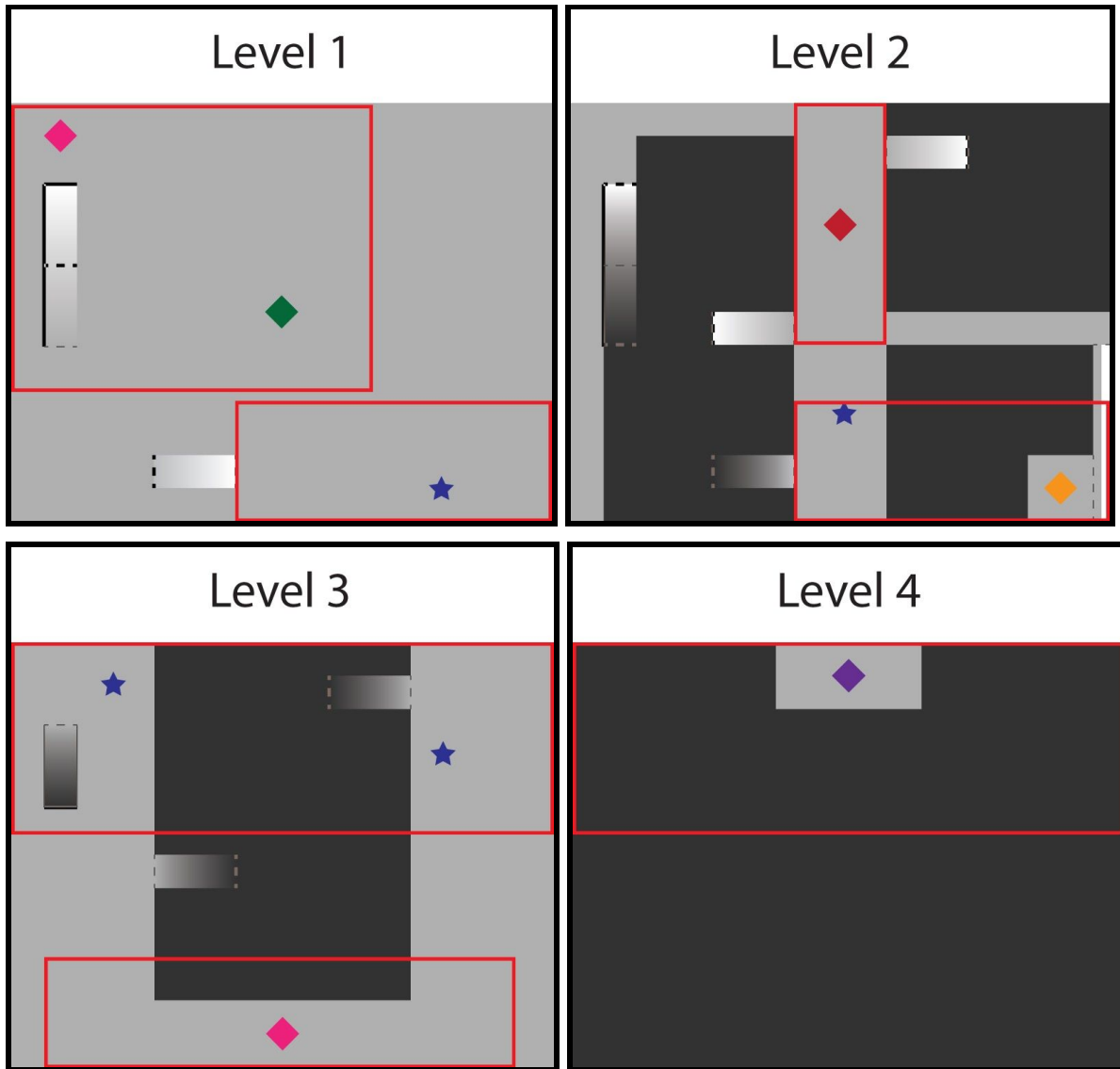
Pickups

Medium Health
Small Health
Armor

Moments

- Players battling over the armor at the top of the map.
- Running up / down floors and catching eye-contact with players with twitch reactions
- Dropping on top of players from higher levels

Map



Legend

Light Grey Areas: Current Floor

Dark Grey Areas: Floor Below

White Areas: Floor Above

Red Outlines: Combat Areas

Solid Black Lines: Walls

Dashed Lines: Stair / Slope Transitions

Blue Star: Launch Pads

Orange Diamond: Medium Health Pickup

Pink Diamond: Small Health Pickup

Purple Diamond: Armor Pickup

Red Diamond: Impact Hammer Pickup

Green Diamond: Bio Rifle Pickup