

# Level Design Documentation (Peril)

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## High Level Design Overview

Main Objectives – Defeat the boss and escape the area.

Secondary Objectives- Pass through all the areas, so you can understand all the enemies and how the doors can open.

Design Motivations- Design motivation was Doom64 level 1 as it was that I found very much intriguing

Key Elements- The key elements of the map are the acid room in which the player must go across the floor that's filled with acid by jumping over the tiles placed. Then there is the maze in which the player must find the key to unlock the door to the next room. The last element room would be the boss room as the player has to face all the enemies he has faced so far and the boss.

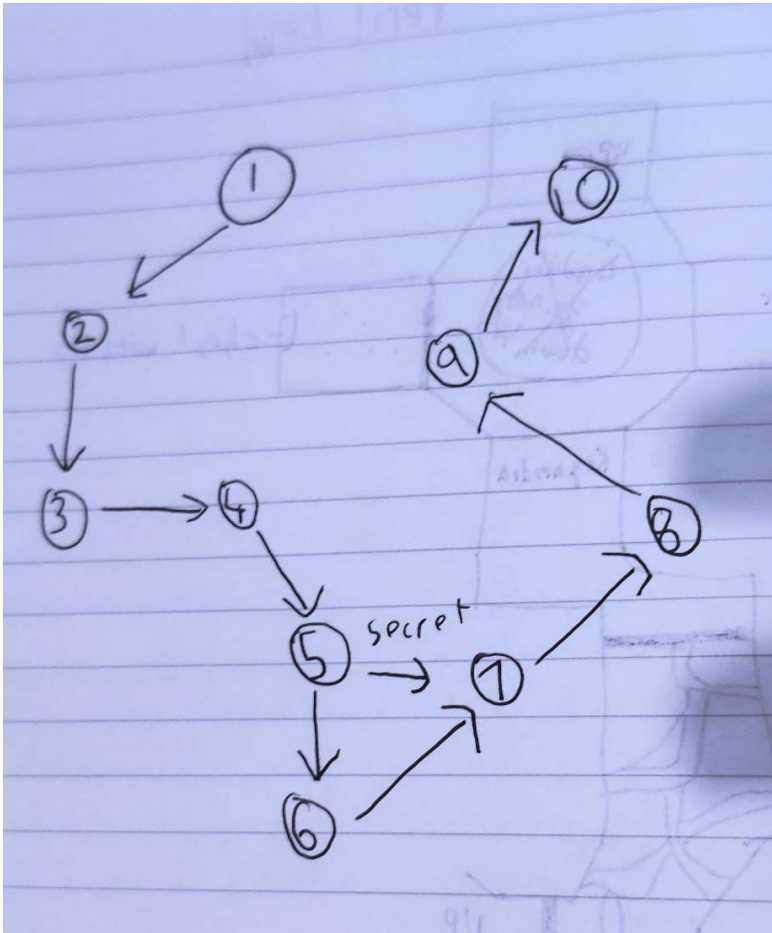
Expected Player Experience- The expected player experience is going to be satisfaction of clearing the level, despair of unable to clear the level or unsatisfied with the time they took to clear the level.

## Overview Map

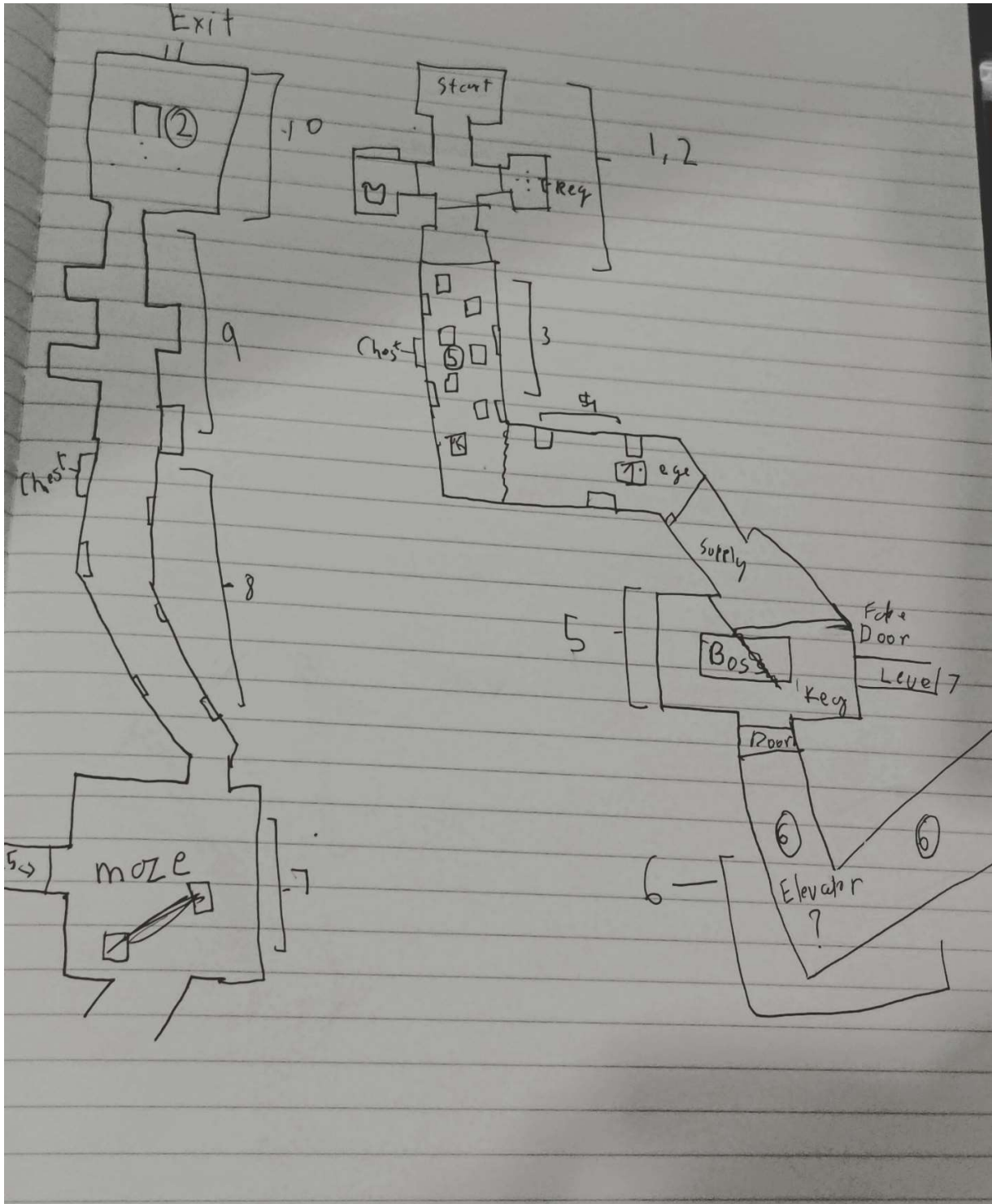
Points of Interest- The point of interest in the game are first the start of the game, where the player learns all the game mechanics before proceeding ahead. Second it would be the mini boss fight which is in 5<sup>th</sup> room as the player fights a bit harder enemy and learns how super ammo learns so he knows its importance. Third would be the projectile room or the 8<sup>th</sup> room as the player must go across a room with acid tiles and projectile shooting across the room in a pattern, so the player must understand the pattern to break it and go across it. Fourth and the last would be the boss room as the player has to face all the enemies he has faced so far and the boss. Also, I have made the boss room look like an exit, feel like an exit but its not. This is to deceive the player to catch him off guard.

## Aesthetic (Look and Feel)

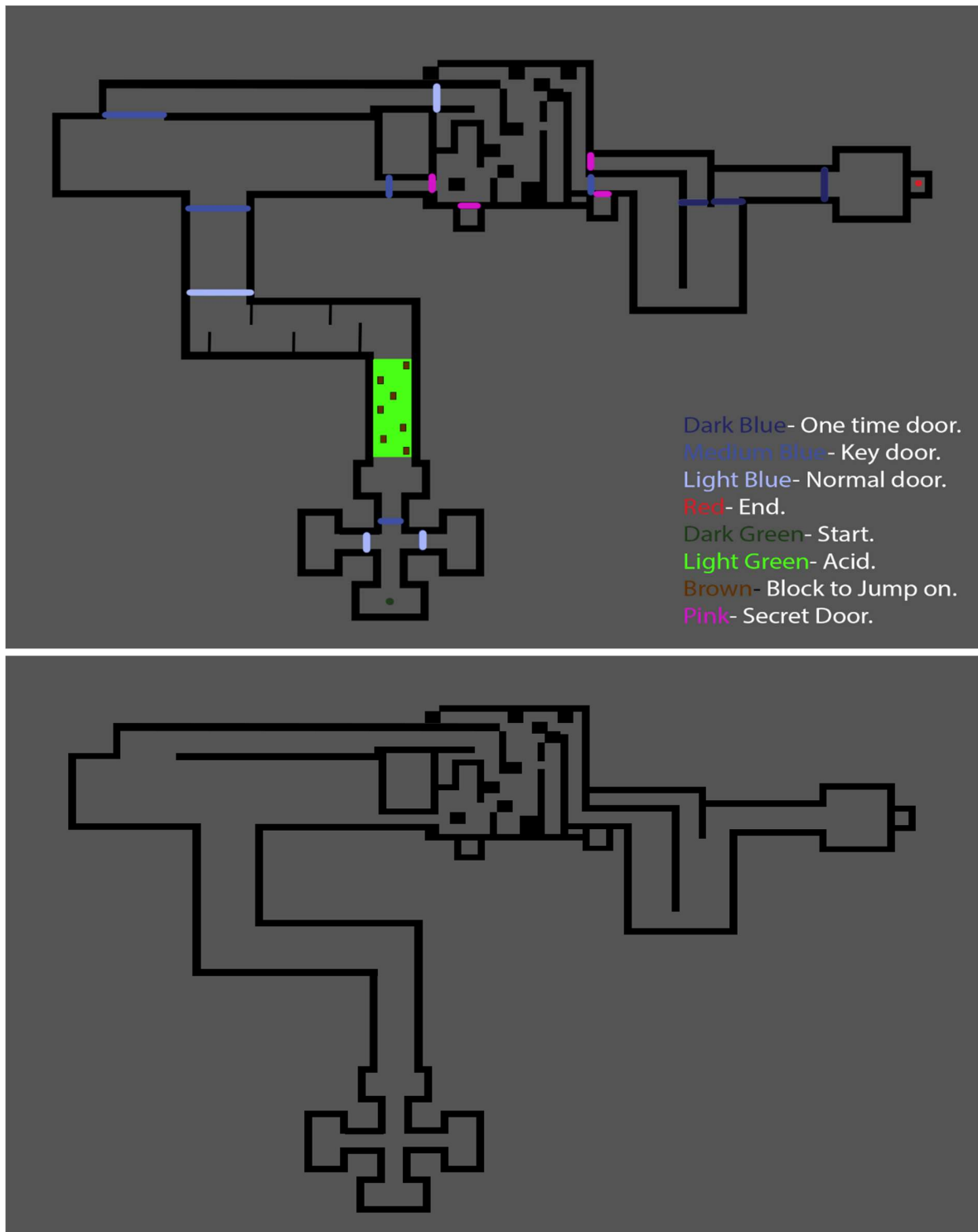
This is the bubble map of the peril map



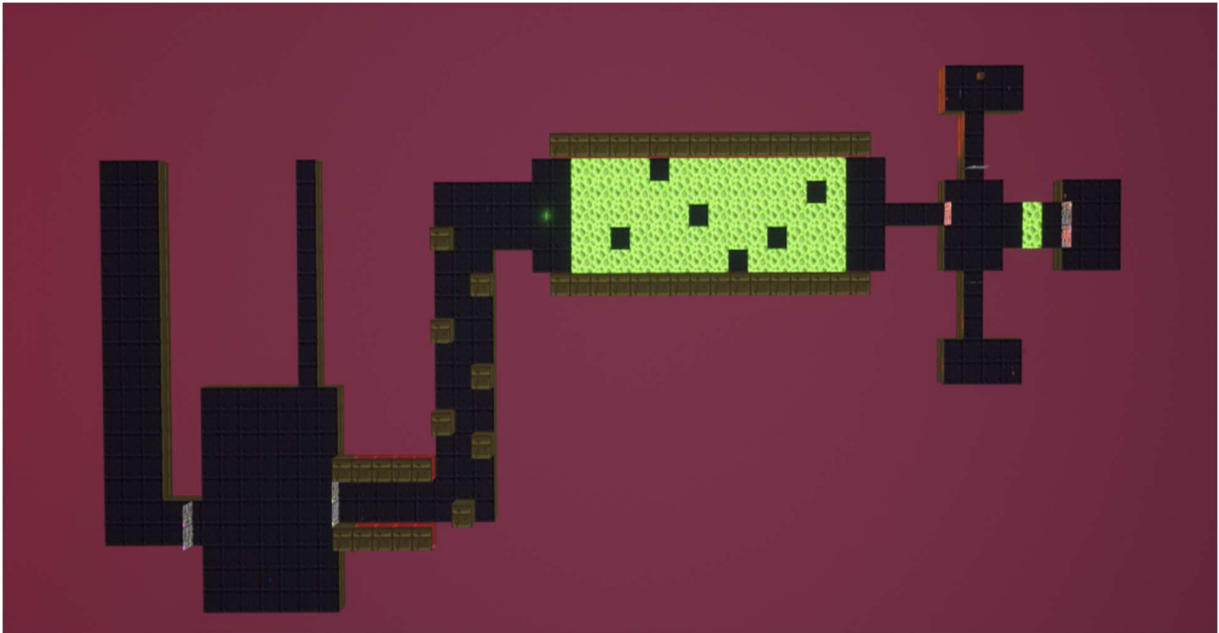
This is the first iteration design of the level on paper



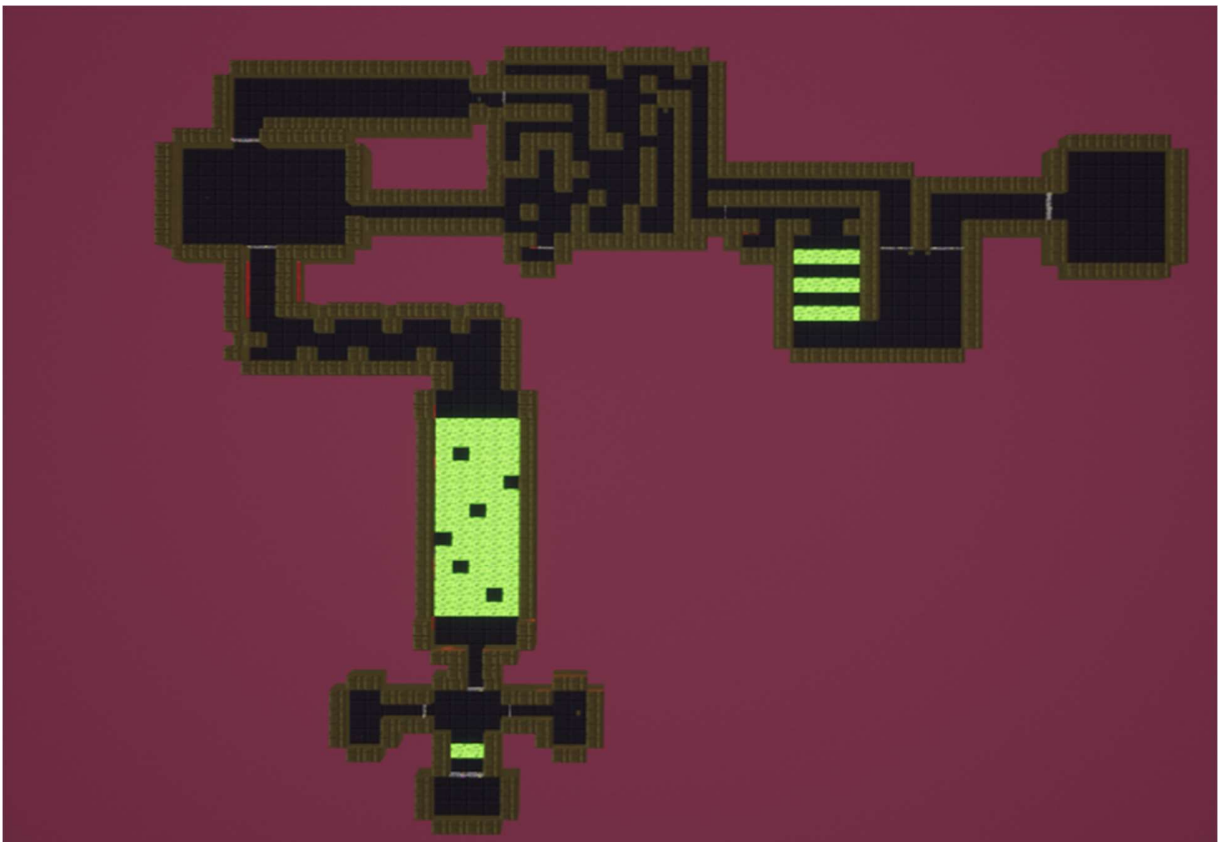
These are the annotated versions of the level



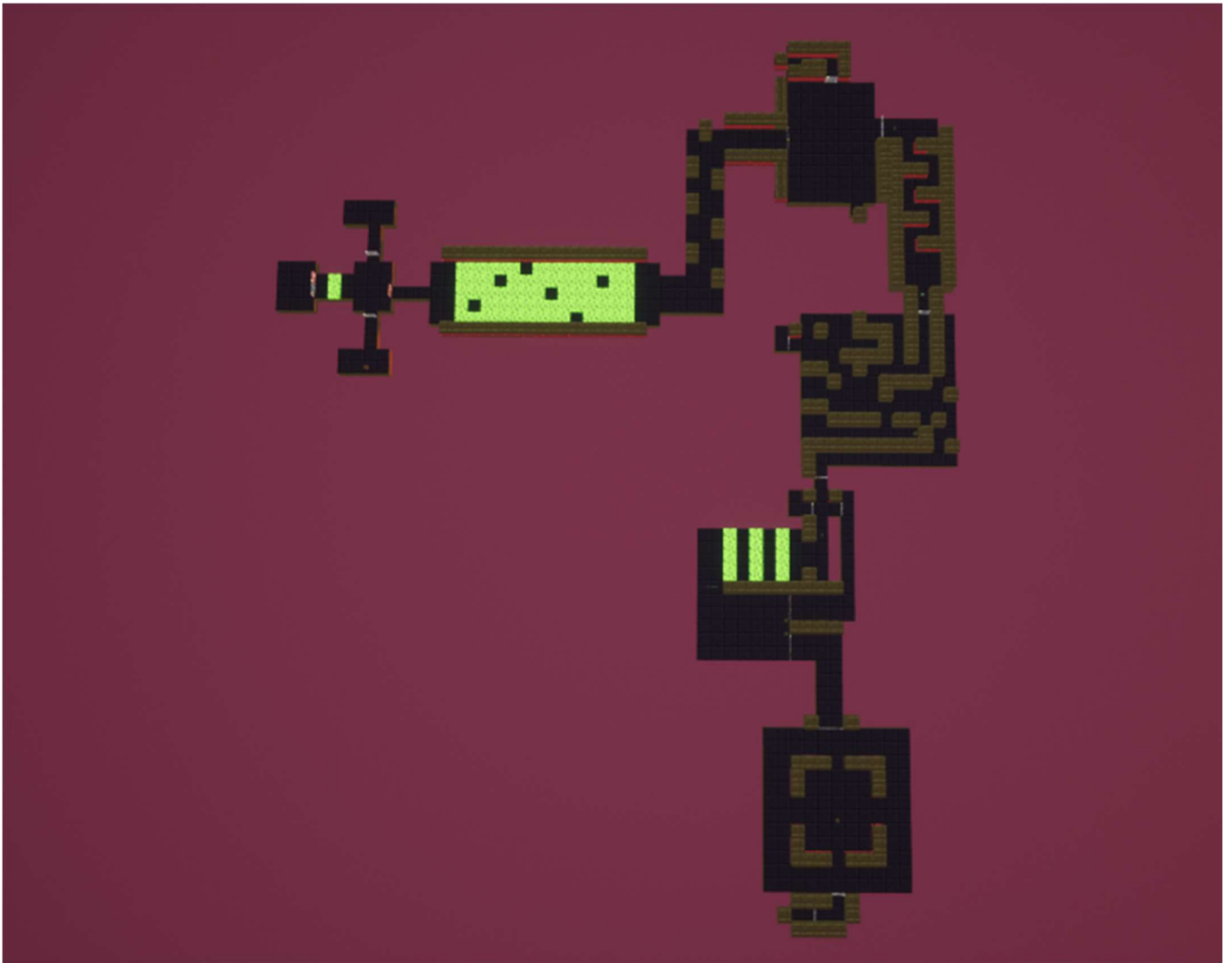
This is the level being made fill section 6



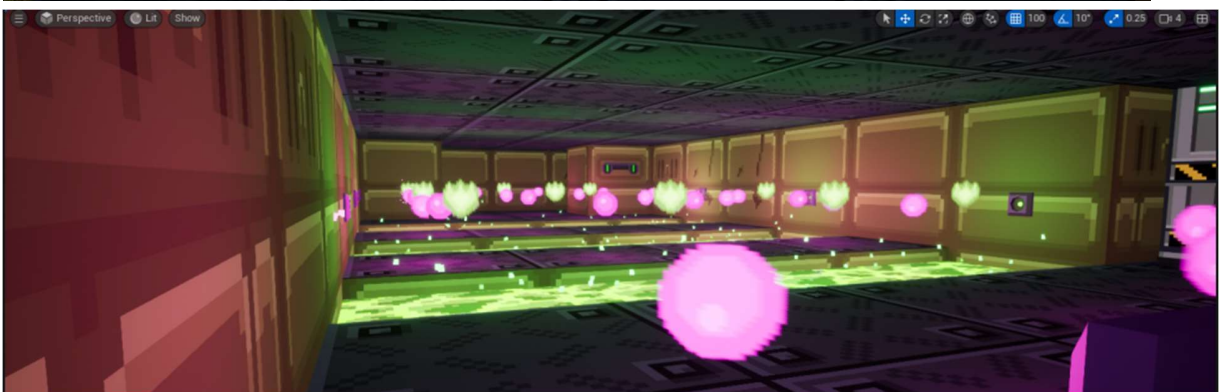
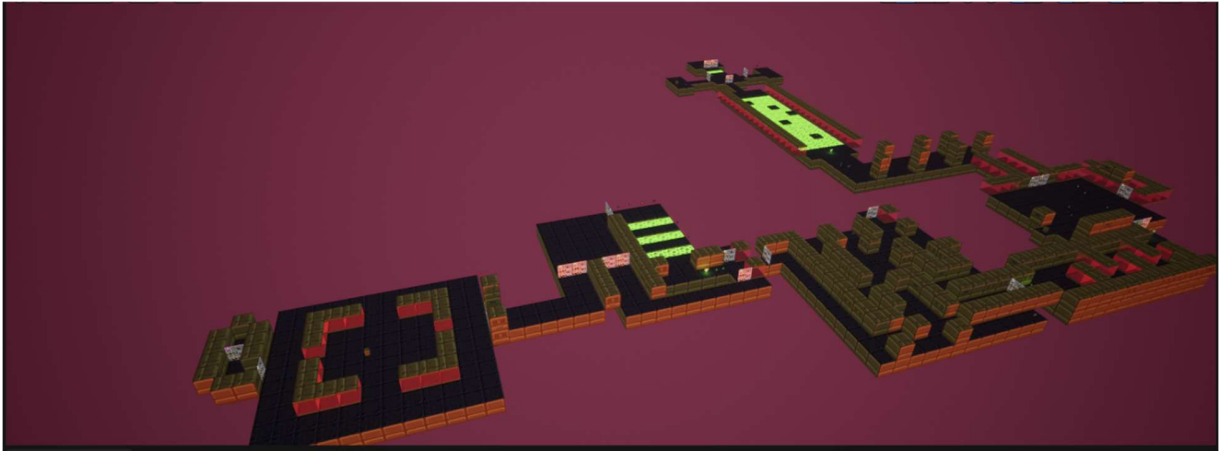
This is the complete level before the changes



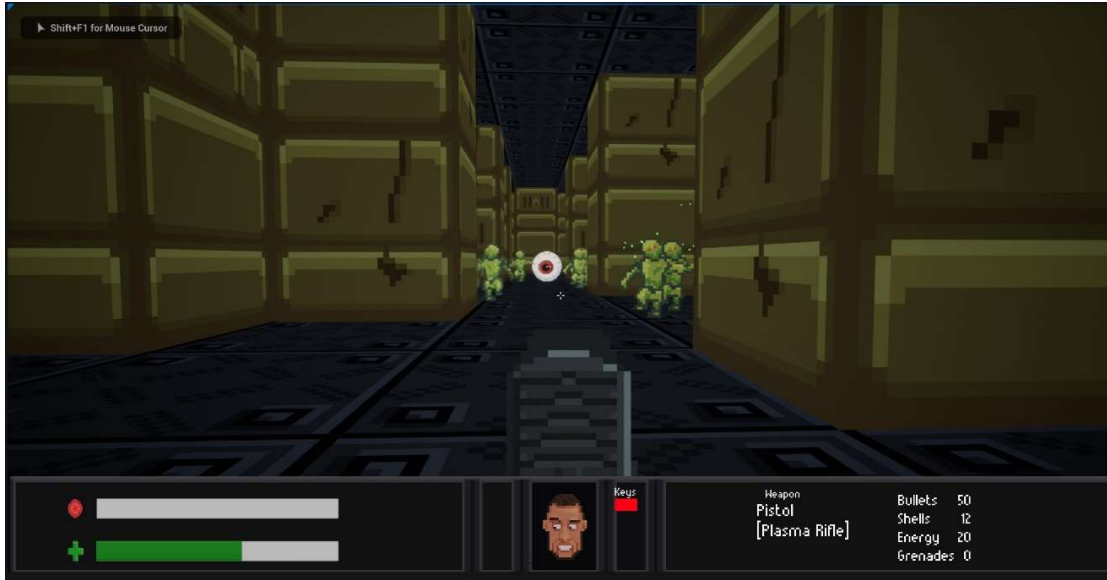
This is the updated level. I removed the hidden pathway from section 5 and added it as a path in section 9, it solely up to the player if he wants to go there and activate the lever to open the door to the items that are located at the entrance of section 8. I also increased the size of the boss room to give the player a bit more space to move around.

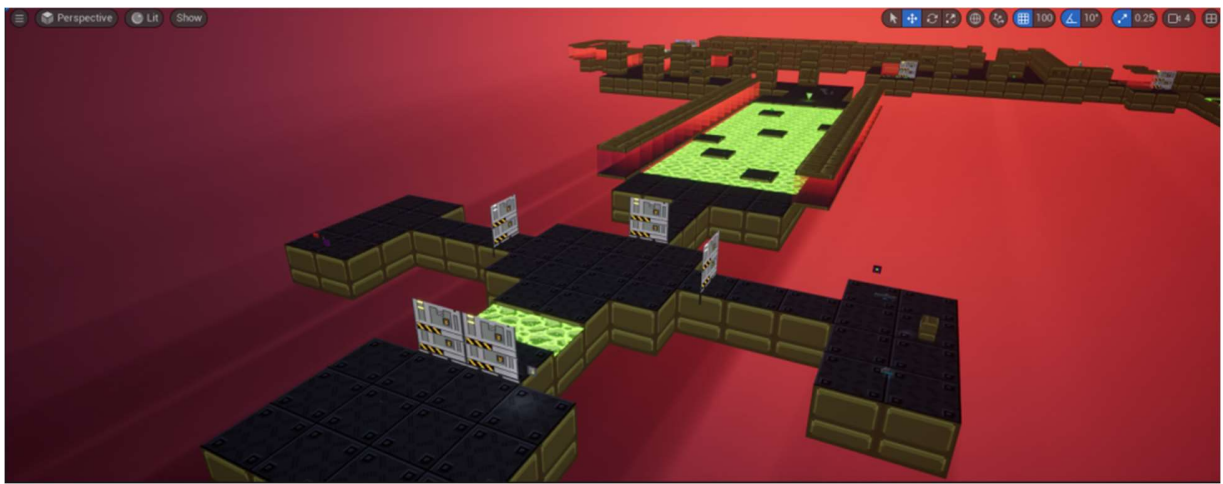
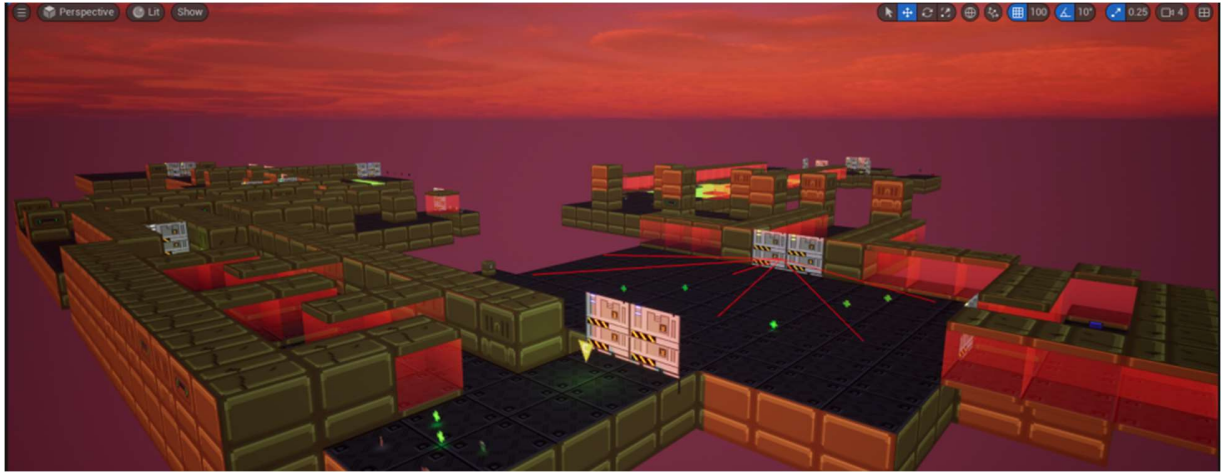


Here are few pictures of the level showcasing all the areas



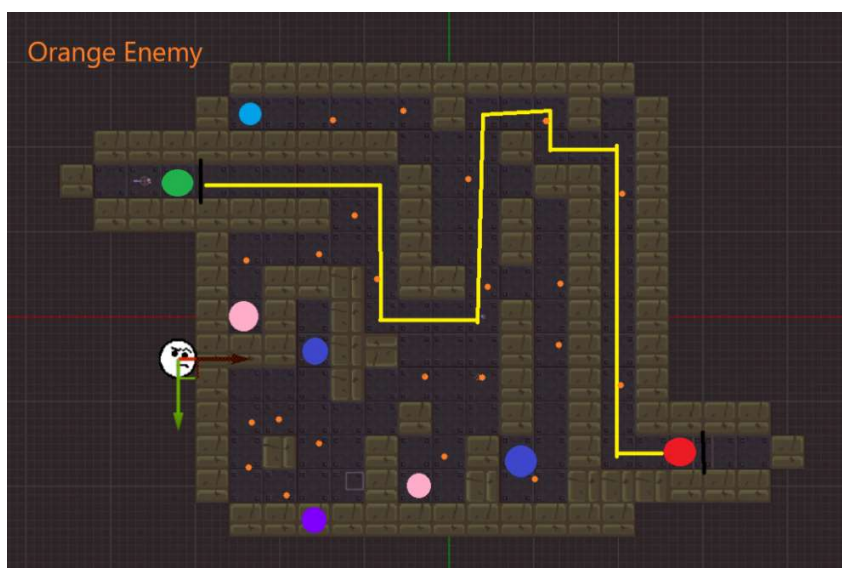
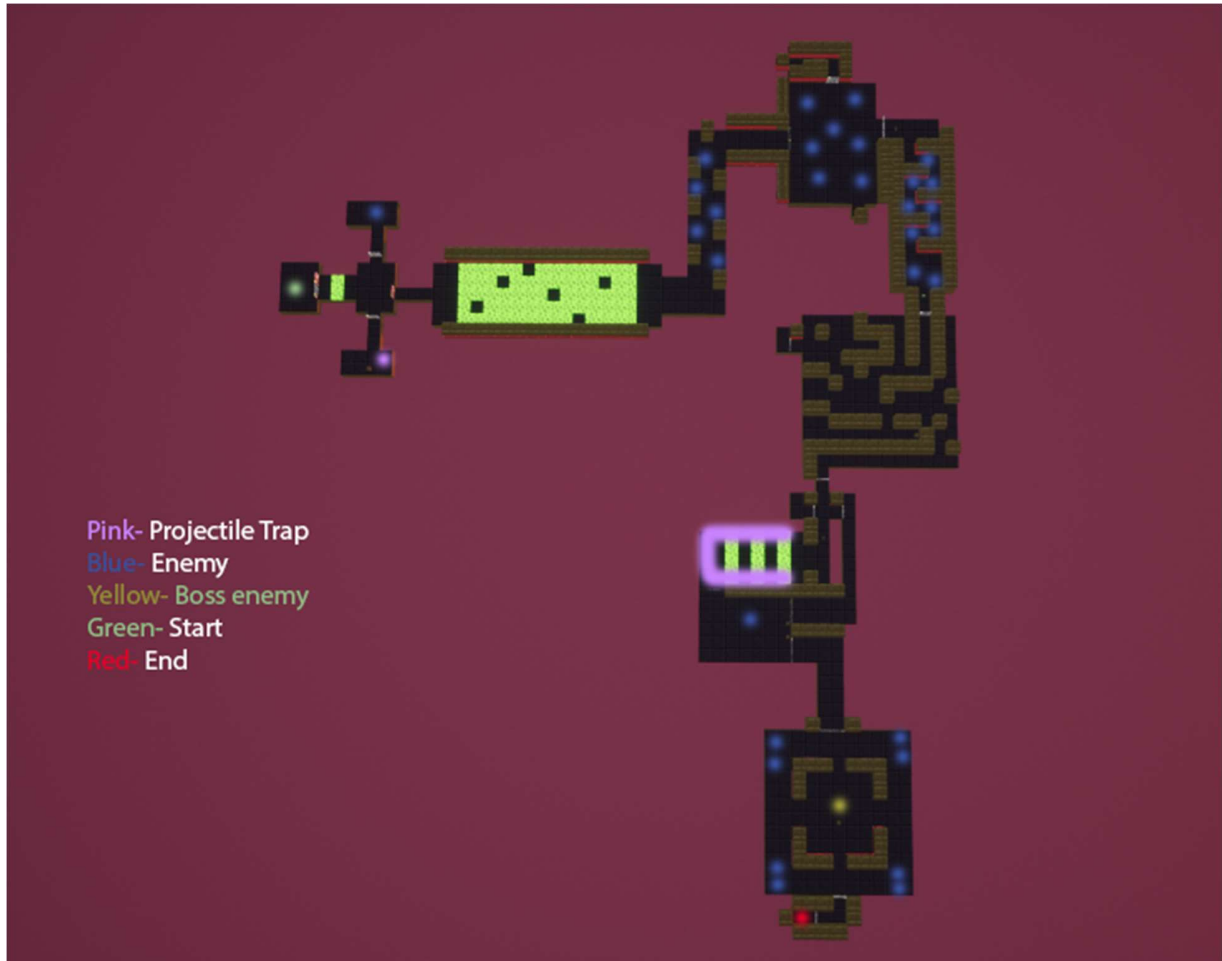






## Enemy Placement Map

Here is the enemy placement map of the whole level.



So, my level is divided in 10 sections, and this was an overview of where the enemies are placed. Now I will show which and how many enemies are placed.

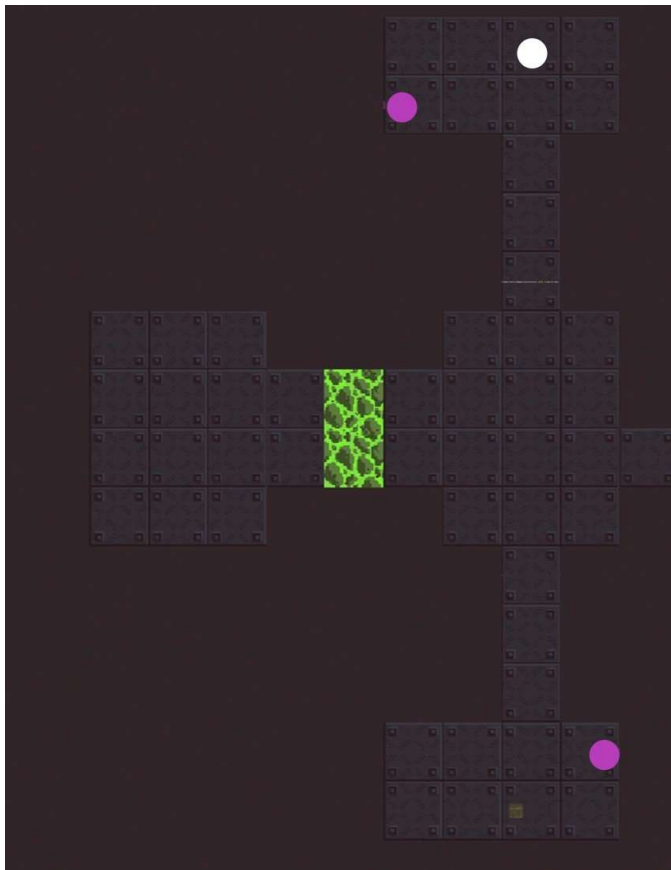
Section 1 has no enemy.

Section 2 has one enemy that is the skull guy, it also has a projectile launcher there placed. The reason I set that up is for the player to understand the game controls and learn that enemy's attack pattern. I placed the skull enemy there as he just jumps and has a good delay between attack which made it easier for the player to kill.

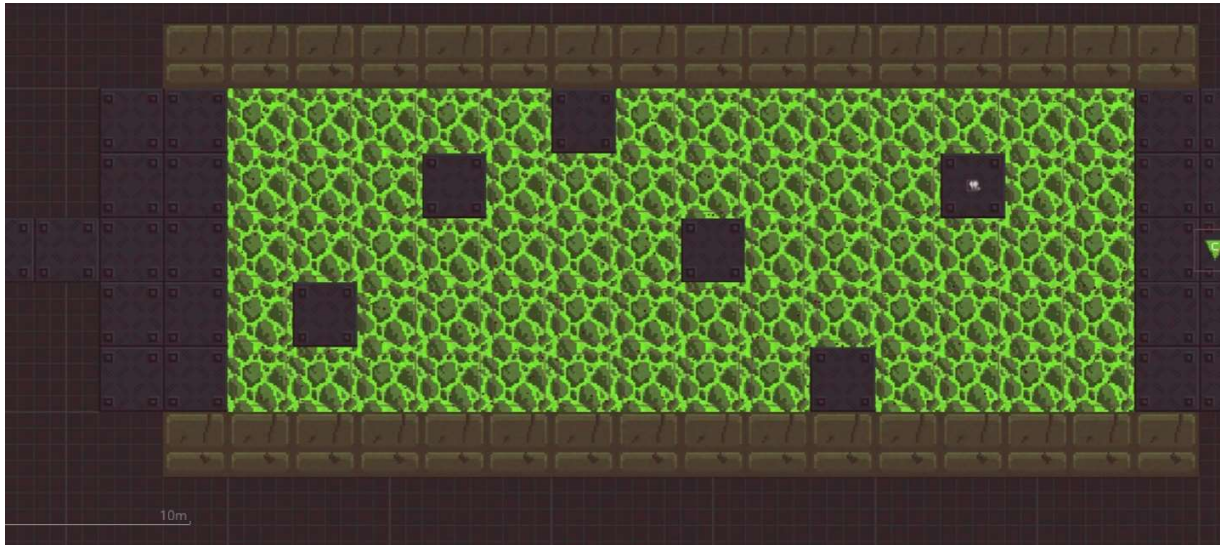
### Key

Pink- Projectile launcher.

White- Skull guy.



Section 3 has no enemy but has an acid floor. I added the acid here so the player understands about the damage from acid.

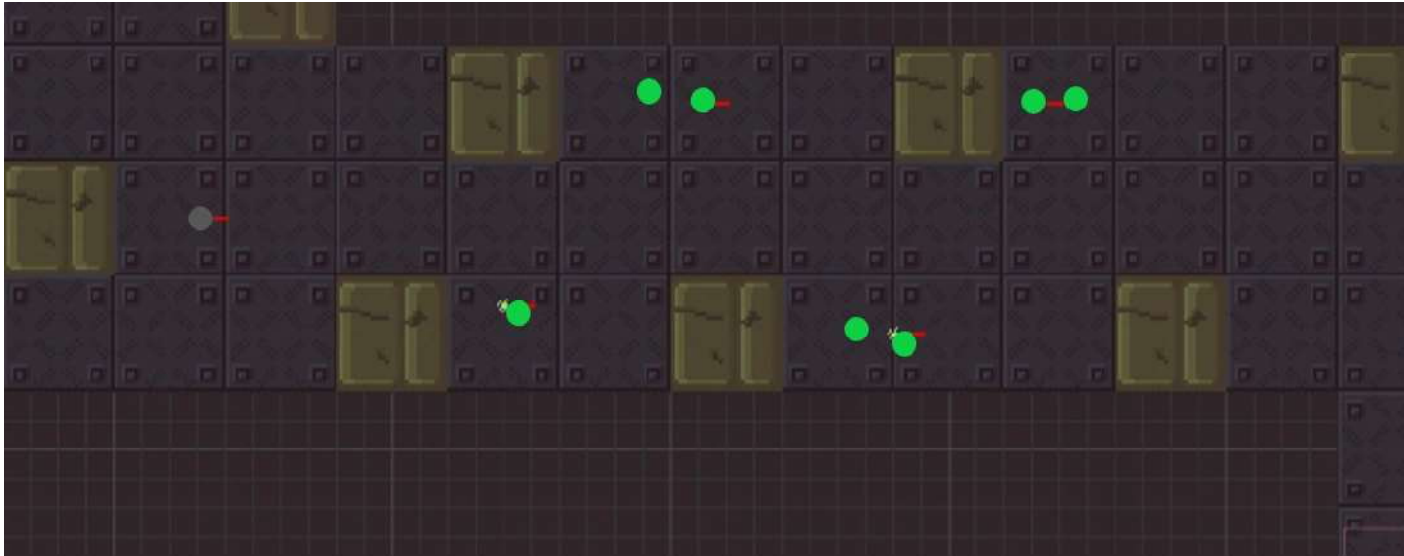


Section 4 has seven zombies and one eye enemy. I had placed them over there because zombies are the easy enemies to kill, and eye is a bit difficult enemy as it can shoot its block shield. I was trying to balance it in a progressive. I kept the zombies here as they are the slowest enemy and an eye enemy as he shoots projectile. I wanted the player to understand about how to kill enemies from a distance and not to rush towards them after killing them.

### **Key**

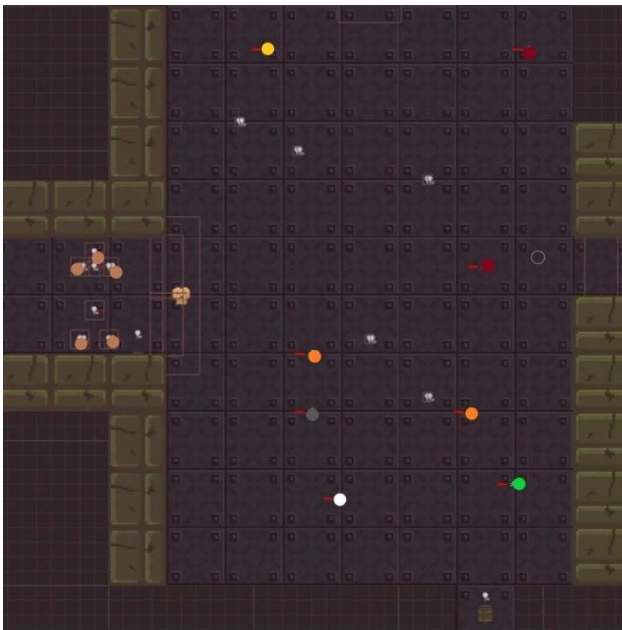
Grey- Eye.

Green- Zombie.



Section 5 has one zombie, one eye, one skull guy, one crab, two small crabs and two-gun crab. It's like a mini boss fight. I placed these enemies and the special ammo outside the room to learn how special ammo works. It's up to the player if he wants to use it right now or later.

He can find more special ammo later in the game only if he finds all of them. I added these enemies here so the player is aware of what kind of enemies he may face ahead and to give a variety of enemy to the player.



**Key**

Grey- Eye.

Green- Zombie.

Red- Gun crab.

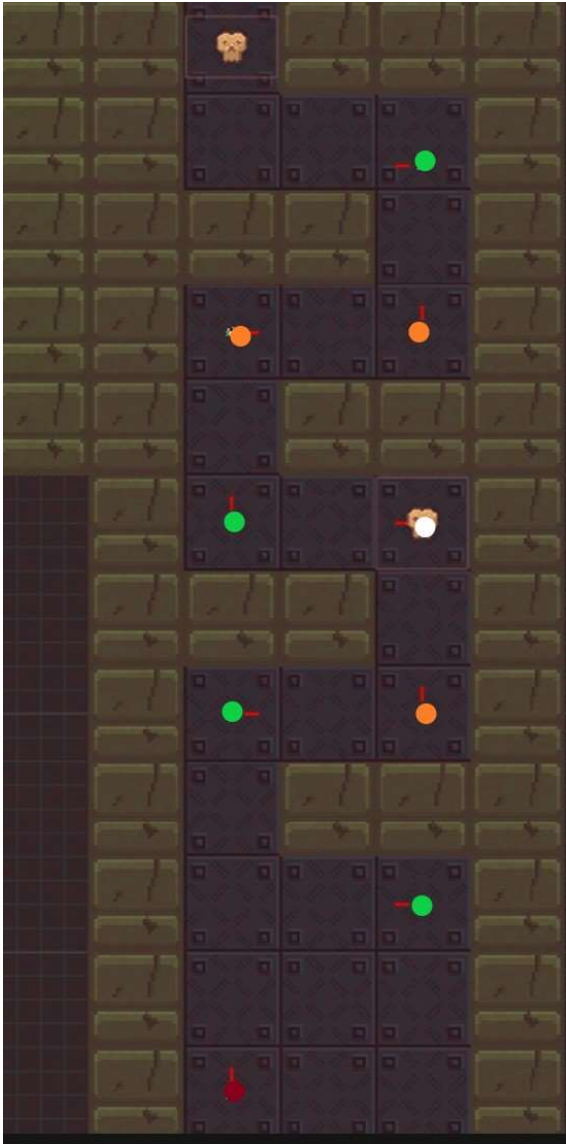
Orange- Small crab.

Yellow- Crab.

White- Skull guy.

Brown- Special ammo.

Section 6 has four zombies, three small crabs, one skull guy and one gun crab. I had placed in a zig zag pattern so the player can fight each enemy before progressing towards section 7 that's a maze. The reason I set that up is for the player to understand the game controls and learn that enemy's attack pattern. After the mini boss fight, I wanted to pace down the game so the player can recover from it. That's why I added the zombies, small crab, skull guy as they are the easiest enemies to be killed. Then I added the gun crab to get the player into the feeling that he is going to experience in the next section.



### Key

Green- Zombie.

Red- Gun crab.

Orange- Small crab.

White- Skull guy.

Section 7 has two small crabs, four crabs and six zombies. I placed the enemies in a random position except the ones in the exit hallway and the ones near the secret door area to make it look suspicious so the player can avoid going there. Player is going to



focus on finding the exit so I kept the easy enemies so he doesn't have to worry about 2 things at a time.



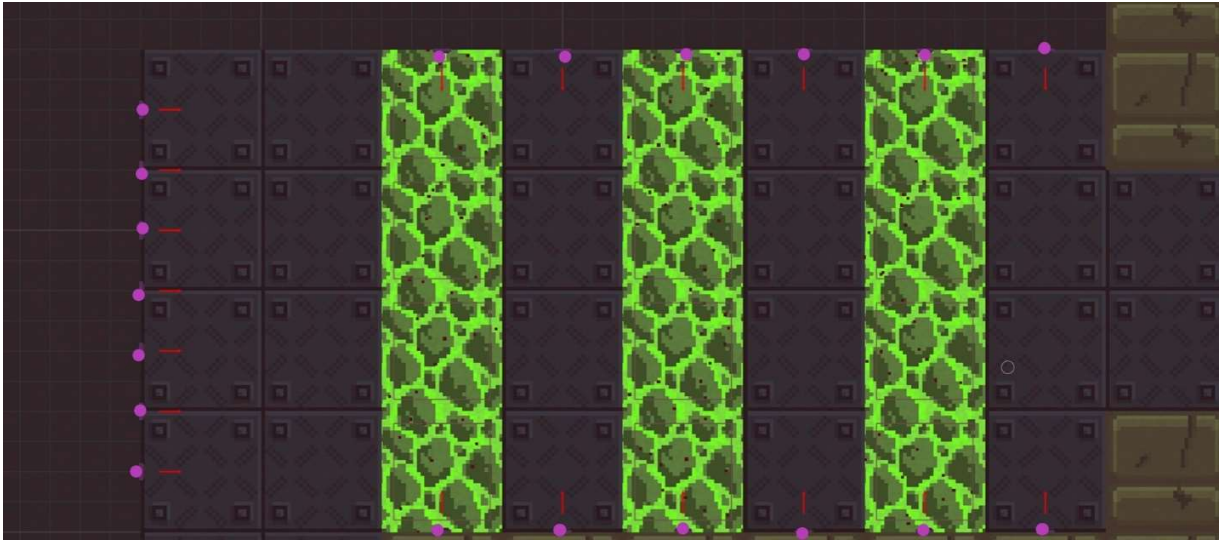
**Key**

Green- Zombie.

Orange- Small crab.

Yellow- Crab.

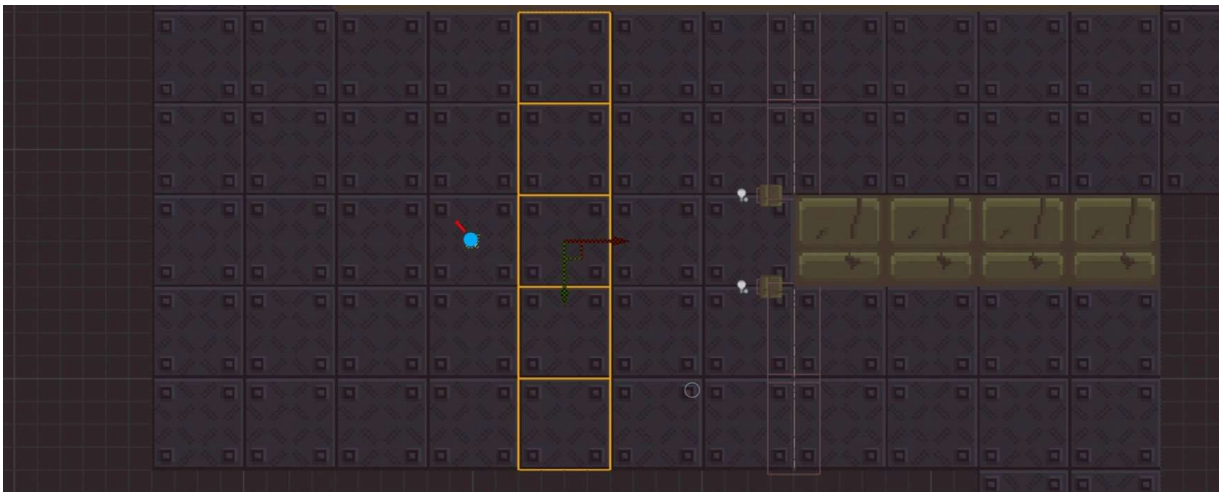
Section 8 has no enemy but has an acid floor and projectile launchers in the room. Players must find the right timing before crossing them and not get caught in the crossfire. I added these for a change of pace so the player can have a different experience and to build up the pressure on him.



**Key**

Pink- Projectile launcher.

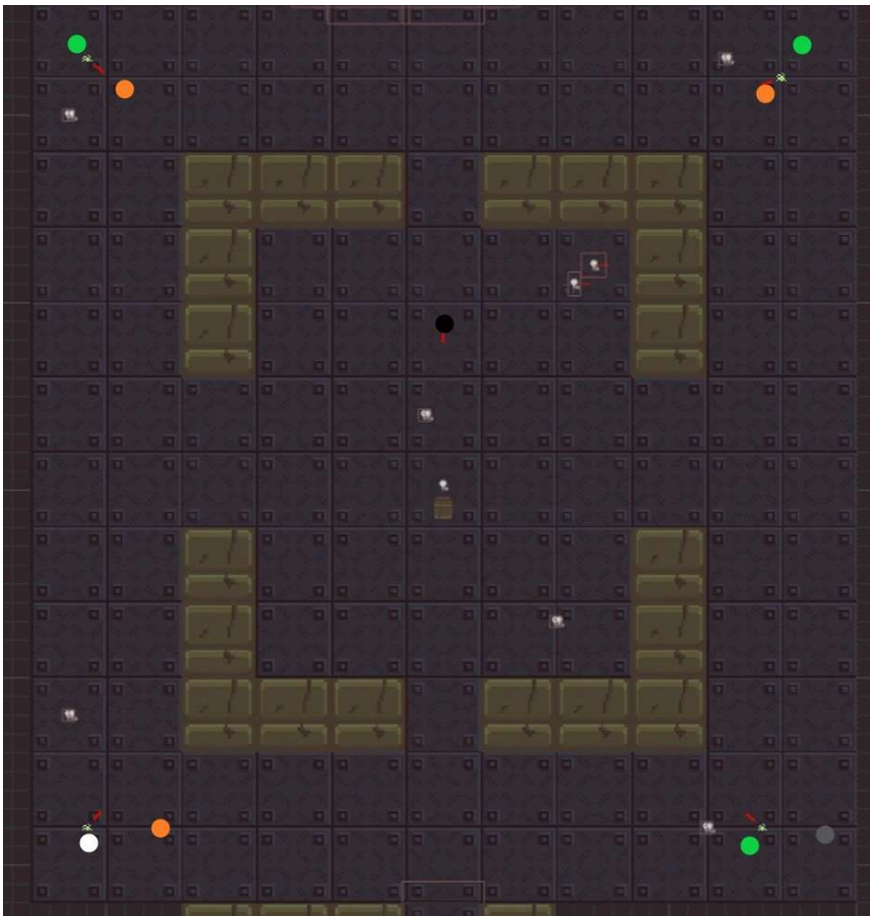
Section 9 has 1 eye guard enemy. I placed only one enemy there to cool down the pace of the game as the player just came from a high pace area and is heading towards the boss room. This is to prepare him for the final fight. To give the player a small push to get ready for the final boss fight. I put the eye guard as it was a new enemy for the player so he feels he may find him in the next section.



**Key**

Blue- Eye guard.

Section 10 has 3 zombies, 3 small crabs, 1 skull guy, 1 eye enemy, and 1 eye boss. The reason for this is because I wanted to tell the player that he has reached the end of the game and the door in front of him is the exit. That's where he is wrong as it looks like an exit, feels like an exit but it's not an exit it's a trap. As soon as the player opens the first door and reaches towards the second door to open, he spawns the boss. Only after killing him, he can open the second door and finish the game. I added this list of enemies in the first half so he feels this is the boss fight until he fall for the trap then comes out and see's the actual boss.



### Key

Green- Zombie.

Orange- Small crab.

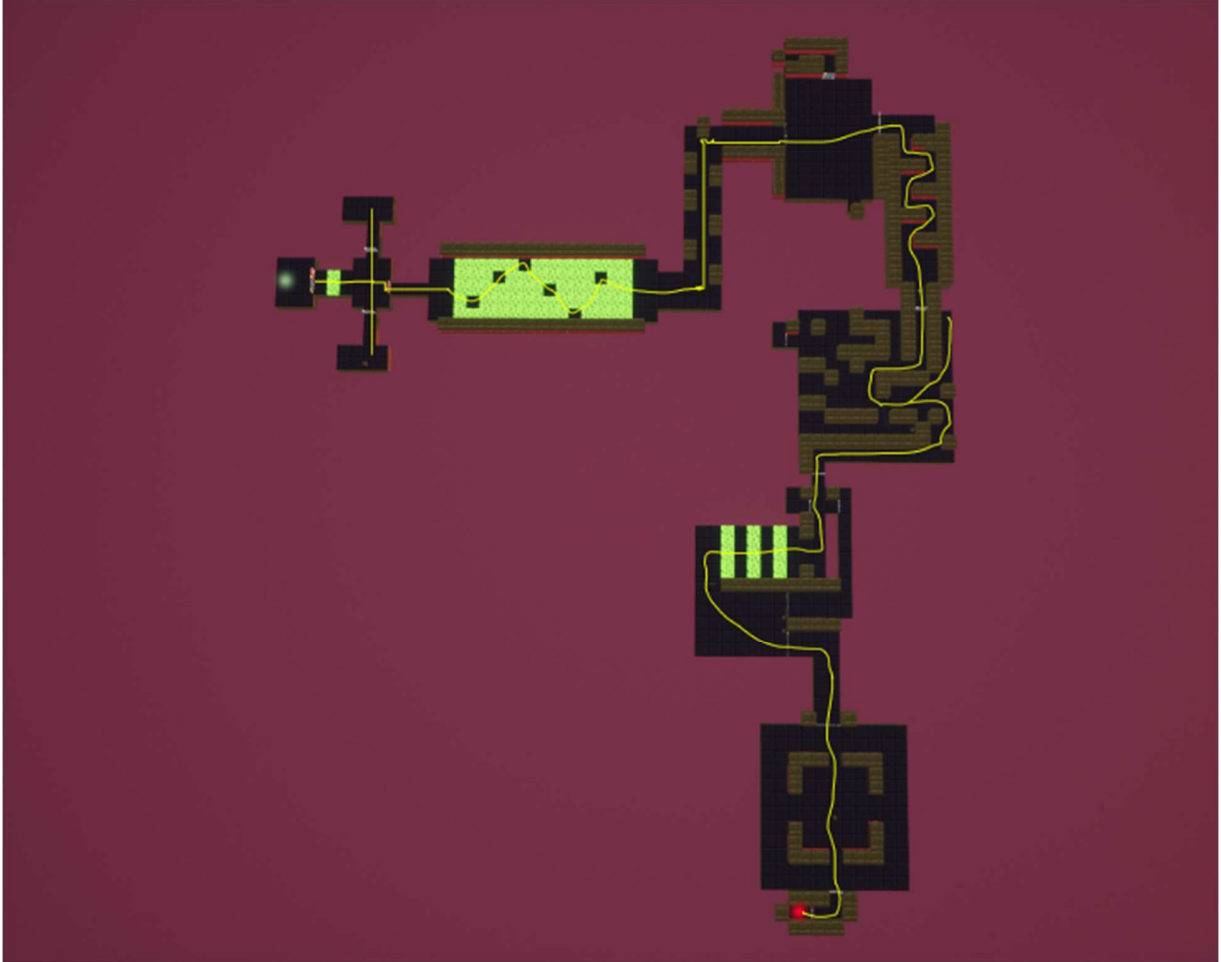
White- Skull guy.

Grey- Eye.

Black- Eye boss.

## Pathway Maps

### Golden Paths



### Key

Green- start.

Red- end.

Yellow- Pathway.

## Level Pacing

### Rewards

The reward pattern is in this manner-

Section 2 gives the player red key, plasma rifle, rifle ammo and pistol ammo. I placed the rifle here so the player can get used to it and use to kill the enemies ahead.

Section 3 gives the player health.

Section 4 gives the player trigun, trigun ammo, rifle ammo and health. Over here I gave the player the option to switch weapons so he can get the hang of which weapon he is comfortable with.

Section 5 gives the player blue key, special ammo, trigun ammo, rifle ammo and pistol ammo. Gave the player the ammo before the mini boss fights.

Section 6 gives the player health, trigun ammo, rifle ammo and pistol ammo.

Section 7 gives the player a green key, health, rifle ammo, grenade launcher (if they find the button to open the door to the room which has the launcher in it). Just so they can get it as a reward for extra work.

Section 8 gives the player health.

Section 9 gives the player health and special ammo.

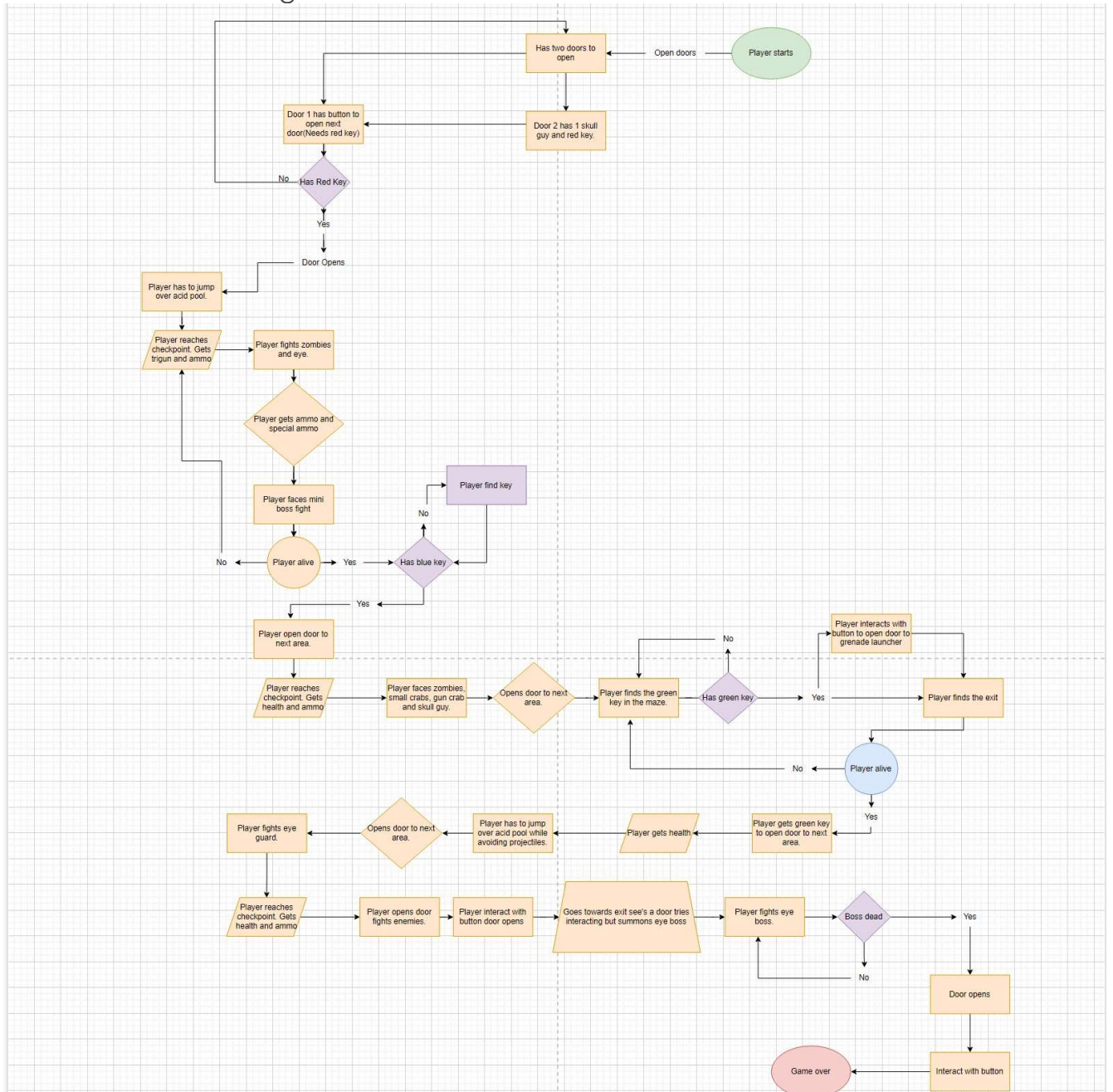
Section 10 gives player health, trigun ammo, rifle ammo and pistol ammo

### Challenges

The challenge for the player to reach the end. It is in a progressive manner, so the player starts from the basic enemy to difficult enemies, so he learns their attack pattern and how to defeat them ahead. While killing the enemy's player must keep his ammo in check as there aren't many ammo pickups of few gun types.

# Flowchart

Here is the flow of the game.



## Balance Considerations

### **Expected Issues**

The expected issue was too much ammo, less ammo, enemies are difficult to handle, enemies are too easy to kill, player are confused in navigation around in the maze and there are less health pickups.

### **Testing Plan**

Players will play the game and their kills, and time will be noted. After that they will be asked about their opinion on the level and what did they liked and did not like.

The 4 people who tested my level here are their timing of finishing the level-

Player A- 2 minutes 34 seconds.

Player B- 7 minutes 13 seconds.

Player C- 9 minutes 45 seconds.

Player D- 8 minutes 03 seconds.