

Advanced Mission Design - Documentation

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Group Work

Overview



First Person
Shooter



Action
Adventure



Genre Bending

Narrative Overview

The narrative of our levels takes place over various unique environments and leads the player through a genre hopping experience with a focus on dialogue, and environmental storytelling.

Level 1 - Spy

You play as Colt, a secret agent on a mission to steal a document from a Russian warmonger called Vladikov. Accompanied by a woman called Cindy over a radio, Colt weaves his way through Vladikov's masquerade party, discovers the document and fights his way out of the house, escaping through a maze and taking cover in a greenhouse. Pinned down by gunfire, Colt believes his life to be over...

Level 2 - Zombie

However, Colt wakes up to find himself somewhere unfamiliar, an old mansion full of Zombies. Colt is confused and can't shake the feeling that something is very wrong, especially when he is contacted by Cindy, who is now calling him Leon. Colt works his way through the mansion to return two missing statues to their rightful places, opening the basement door which Colt then enters...

Level 3 - Abduction

Colt again finds himself somewhere new, but now he is fully aware of the reality of the situation. He was never Colt, or Leon, and he has no idea where he really is, but he knows he has to get out. Breaking out of some sort of huge chamber, the man finds himself face to face with his reality, he is aboard a ship in space overlooking the earth, he has been abducted and subjected to testing via simulations. As the man explores the ship and fights back against his alien abductors, he discovers that Cindy is a strange creature in a tank and that the Aliens had learned about Humans from movies that they received via hacking TV transmissions. The man eventually reaches the ship's bridge and brings the ship crashing into the Earth.



Characters

Our level only utilises 2 recurring characters, the player (Colt, Leon) and Cindy, who acts as a distant companion directing the player through the levels.

The Man

A normal man abducted by the aliens for their mysterious experiments. The man is left unnamed, but while under alien control he is Colt, a smart mouth secret agent, and Leon, a police officer trapped in a haunted mansion. Both of these characters are inspired by the aliens research into Earth media.

Cindy

Cindy is a voice of reason coming from the other side of The Man's radio, guiding him through the simulations he is trapped in. Cindy uses the voice of a young woman, but is in fact an alien creature encased in a gigantic tank.

Enemies

Russians: Guards of Vladikov's home and party guests. Grizzly and gruff hired goons.

Zombies: Reanimated corpses left to stalk the halls of the haunted mansion.

Aliens: The main antagonists, a race of small intelligent beings who captured The Man.

Inspiration - Narrative

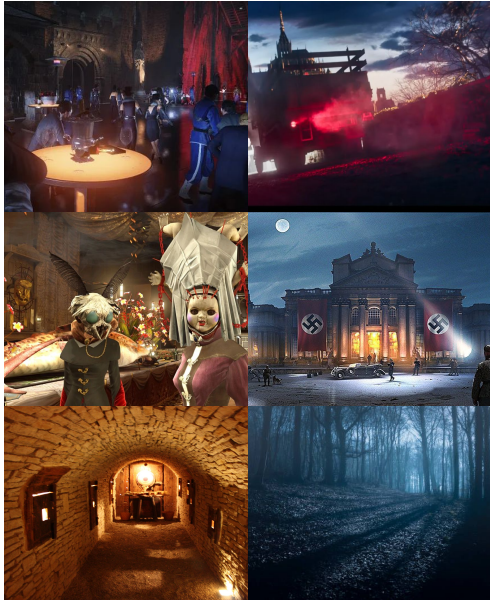
The narrative and design of our levels was primarily inspired by classic, cheesy movies and video games, namely Resident Evil, James Bond, Naked Gun and B-Movie Sci-Fi.

We love the settings and tone of these pieces of media and believed that translating these elements into our levels would provide us with a breadth of creative freedom that other ideas wouldn't, while also offering us the means to create a wholly unique experience.



Inspiration - Setting

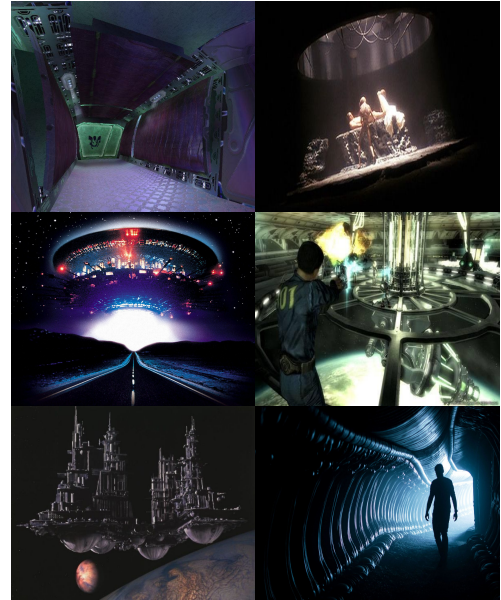
Level 1



Level 2



Level 3

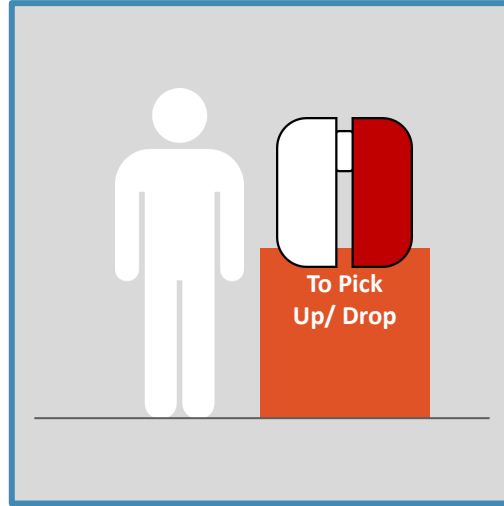


Mechanical Diagrams

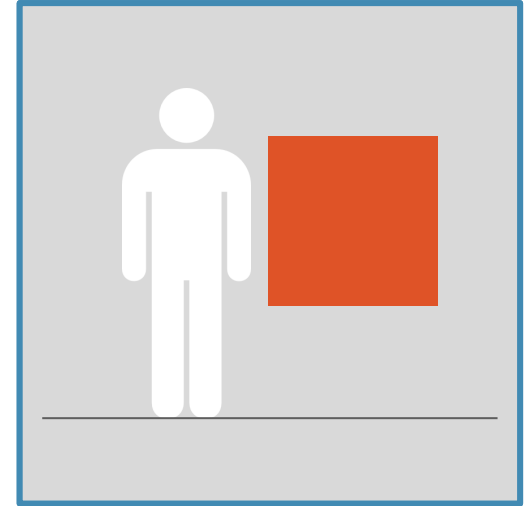
Pick Up Mechanic:



- Enter intractable radius



- Display interact widget



- Click once to Pick up
- Click again to drop



Level 1 - Spy

James Helliwell - S6055906

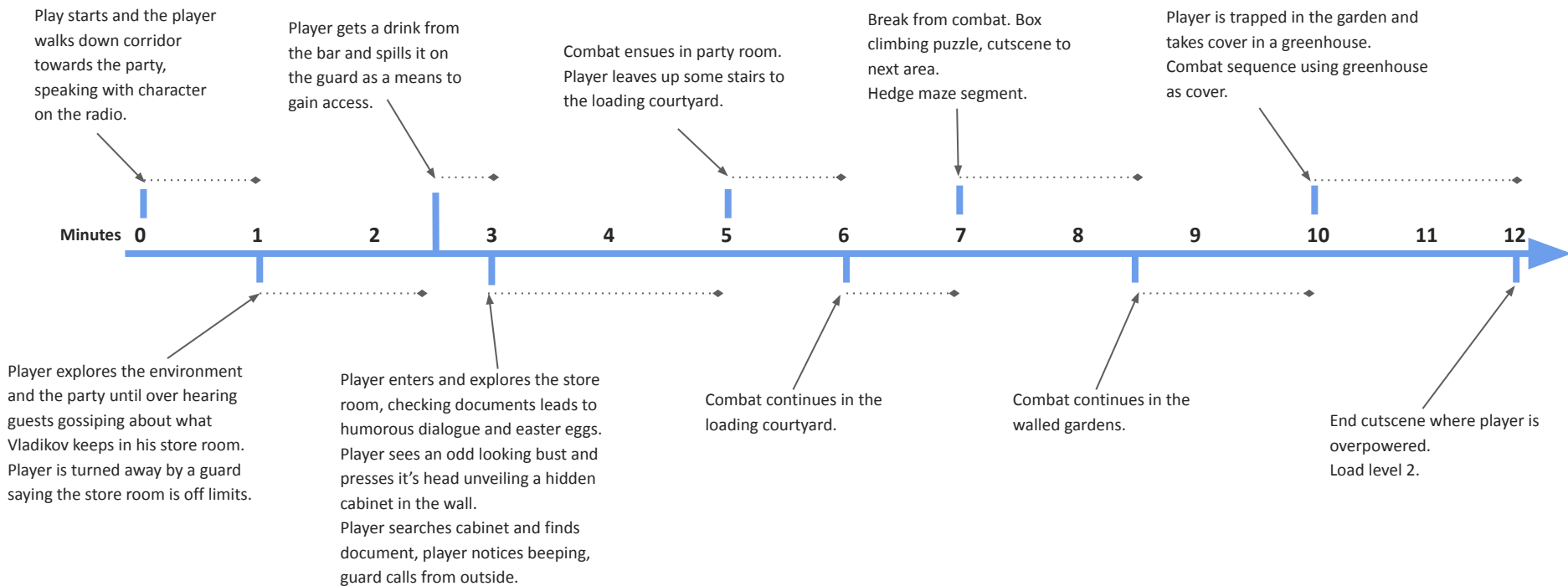
Level Overview

The player is on a mission to infiltrate a secretive party being held by a mysterious man called Vladikov at his walled fortress of a home. The goal, to locate and steal a document categorising Vladikov's many crimes (Including selling and smuggling weapons to dangerous foreign powers) which will bring his illegal acts to an end, changing the tide of "the war".

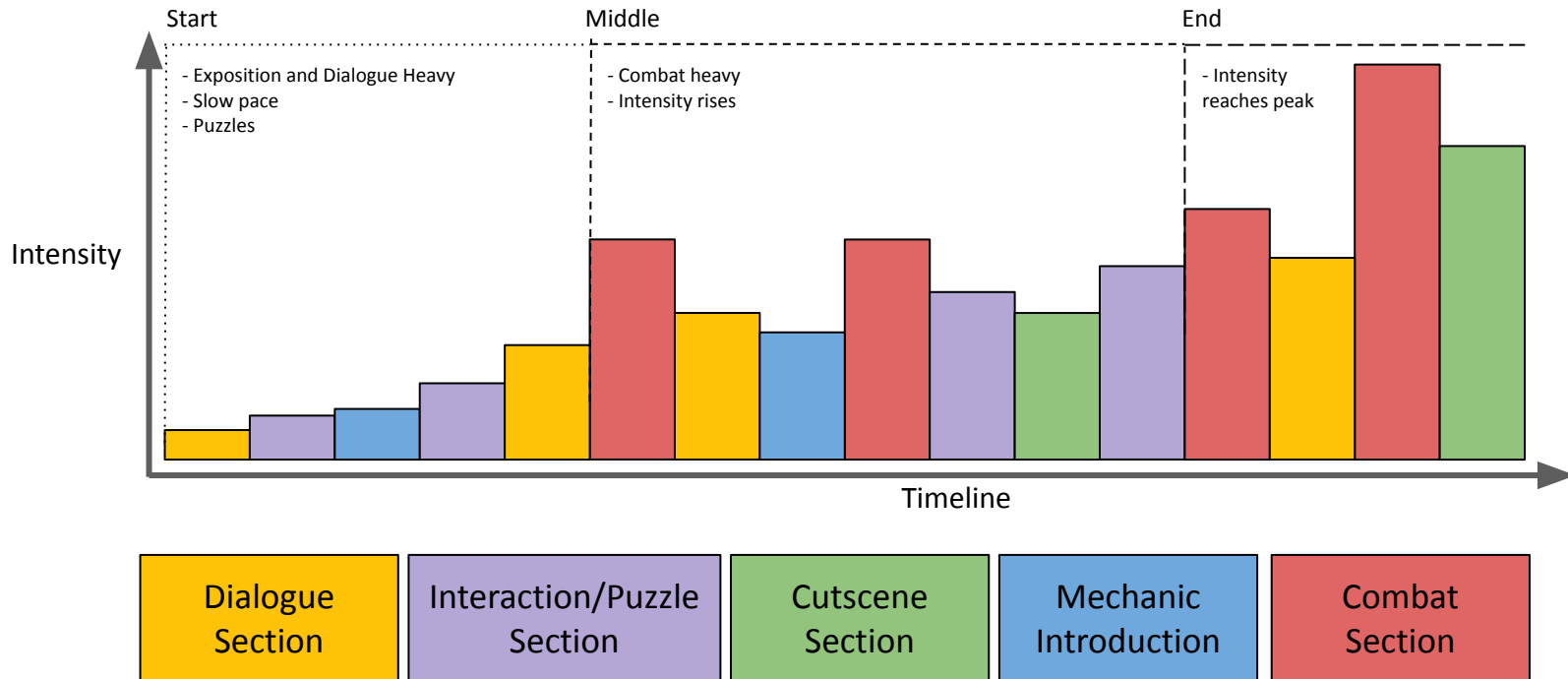
Story beats:

1. Play starts, player walks down corridor towards the party, speaking with character on the radio.
2. Player explores the environment and the party until over hearing guests gossiping about what Vladikov keeps in his store room.
3. Player is turned away by a guard saying the store room is off limits.
4. Player gets a drink from the bar and spills it on the guard as a means to gain access.
5. Player enters and explores the store room, checking documents leads to humorous dialogue and easter eggs.
6. Player sees an odd looking bust and presses it's head unveiling a hidden cabinet in the wall.
7. Player searches cabinet and finds document, player notices beeping, guard calls from outside.
8. Combat ensues in party room.
9. Player leaves up some stairs to the loading courtyard. Combat ensues.
10. Box climbing puzzle, cutscene to next area.
11. Hedge maze segment.
12. Combat ensues.
13. Player is trapped in the garden and takes cover in a Greenhouse.
14. Combat with endless waves for a while.
15. End cutscene where player is overpowered by enemy.

Level Timeline



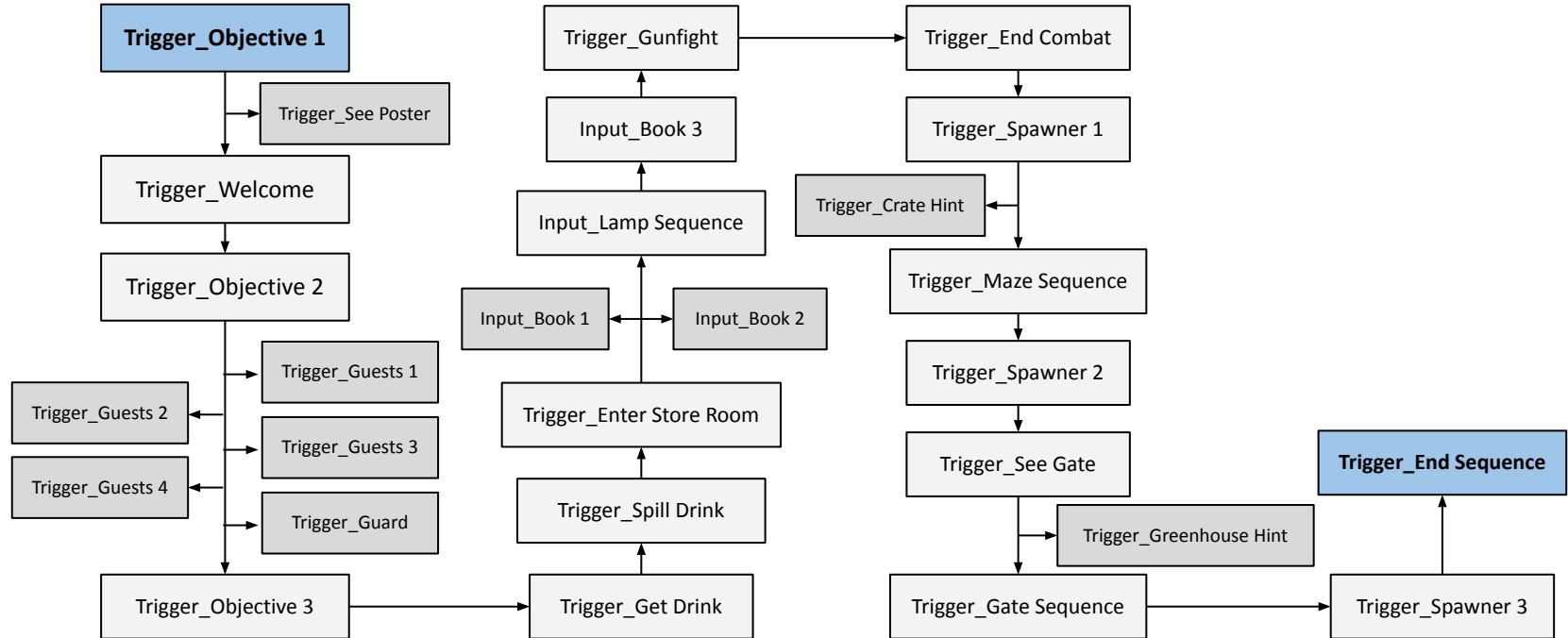
Level Flow Diagram



Dialogue

Situation	Character	Line	Trig No			
Level start	(Player) Agent Colt	Woah, where... Oh wow, swanky digs. I could get used to missions like this Cindy.	1	Secret cabinet and document discovered	(Player) Agent Colt	Vladkov you devious bastard
	Cindy	Stay on task Colt, you locate those documents and you get out of there. That information could change the tides of the whole war!			Cindy	You found them?
	(Player) Agent Colt	Ok mother, get the documents, no fun, got it.			(Player) Agent Colt	I think I just did yeah, yeah this is pretty damning. Theres something else in the safe though...
Player walks down corridor	(Player) Agent Colt	To say Vladkov is trying to stay on the downlow he sure has a lot of security.	2	Guards discover Colt	Cindy	Great, now get out there before that guard comes back. "glitch"
	Cindy	You'd almost think he was under investigation by a secret spy syndicate.			Guard	Come out Pennington, we got you outnumbered
	(Player) Agent Colt	Yeah, almost.			(Player) Agent Colt	I think it might be too late for that.
See's poster on the wall	(Player) Agent Colt	What a time for a Masquerade themed party, it's almost too perfect.	3		Cindy	What did you do?!
Enters the party	Cindy	We just got lucky, nothing more. can't afford to miss this opportunity.			(Player) Agent Colt	Nothing, they must have known I was coming.
Starts mingling	(Player) Agent Colt	Welcome sir			Cindy	You have to get out of there NOW.
Over heard in main party room	(Player) Agent Colt	You'll want to mingle with the guests, find out what they know.	4	After Combat scene 1	(Player) Agent Colt	Colt? Are you there?
	Cindy	Mingling with elites? Sounds like a Saturday			(Player) Agent Colt	Yeah I'm here, you think I can't handle a few hired goons?
	Guest 1	Hey, did you hear what Vladkov keeps in that 'storeroom'?			Cindy	Yeah well there's more than a few, you better get outside and get out of their.
	Guest 2	No? Do tell.			(Player) Agent Colt	You don't have to tell me twice.
After over hearing conversation	Guest 1	Well... lets just say there's a reason it's being guarded!	5	Player ends combat 2	Cindy	You have to get through that gate
	Guest 2	Oh you tease!			(Player) Agent Colt	What are you doing?? "glitch"
	(Player) Agent Colt	Cindy, did you hear that? Maybe it's time for me to get that drink.			Cindy	A maze? Are you serious? Why does this guy have a maze?
	Cindy	I did... What are you going to do? That, that doesnt make sense, you should... "glitch"			(Player) Agent Colt	There, the front gate.
Trying to enter room	(Player) Agent Colt	I've got this, you'll see.	6	Escapes maze	Cindy	It's locked, Cindy there's no way out.
	Guard	Sorry sir, this room is off limits.			(Player) Agent Colt	There's more coming, find cover!
Ordering Drink	(Player) Agent Colt	Oh apologies, I was looking for the bathroom	7	Tries to open gate cutscene	(Player) Agent Colt	Well Colt, you had a good run. Cindy, it's been a pleasure... Cindy?
	Waiter	Red or white sir?			Guard	"Radio chatter"
Drink spilled on guard	(Player) Agent Colt	Red, much appreciated		End of level cutscene	Guest	This vintage is exquisite.
	(Player) Agent Colt	Oh no I'm so dreadfully sorry!			Guest	All these guards are making me uncomfortable, what's Vladkov hiding?
Entering storeroom	Guard	Ughh... it's fine sir, you enjoy your night.		Guest Trigger 1	Guest	I can't believe I put down Ragnarok for this.
Document 1 picked up	(Player) Agent Colt	I'm in, but at the cost of a lovely pintot noir			Guest	Have you heard the simulation theory? Quite fascinating.
Document 2 picked up	Cindy	Ignore that, that's not what you're there for. You can't even read it.		Guest Trigger 2	Guest	
	(Player) Agent Colt	You're right, I dont recognise this language. Wait, how did you know?			Guest	
	Cindy	Just keep looking... "glitch"			Guest	
Document 3 picked up	(Player) Agent Colt	Details of some art? Face meltingly dull.		Guest Trigger 3	Guest	
	Cindy	This tent an easter egg hunt Colt. "glitch"			Guest	

Sequencing Flowchart



Research Items

Environment Details

- Walled gardens
- Stately Homes
- Catacombs
- Transformers 5 Nazi Mansion scene
- British Castle Dungeons
- Sniper Elite 5 Cinematic Trailer
- Indiana Jones
- Dishonoured Party Mission
- Uncharted Party Mission
- Hitman Cult Mission

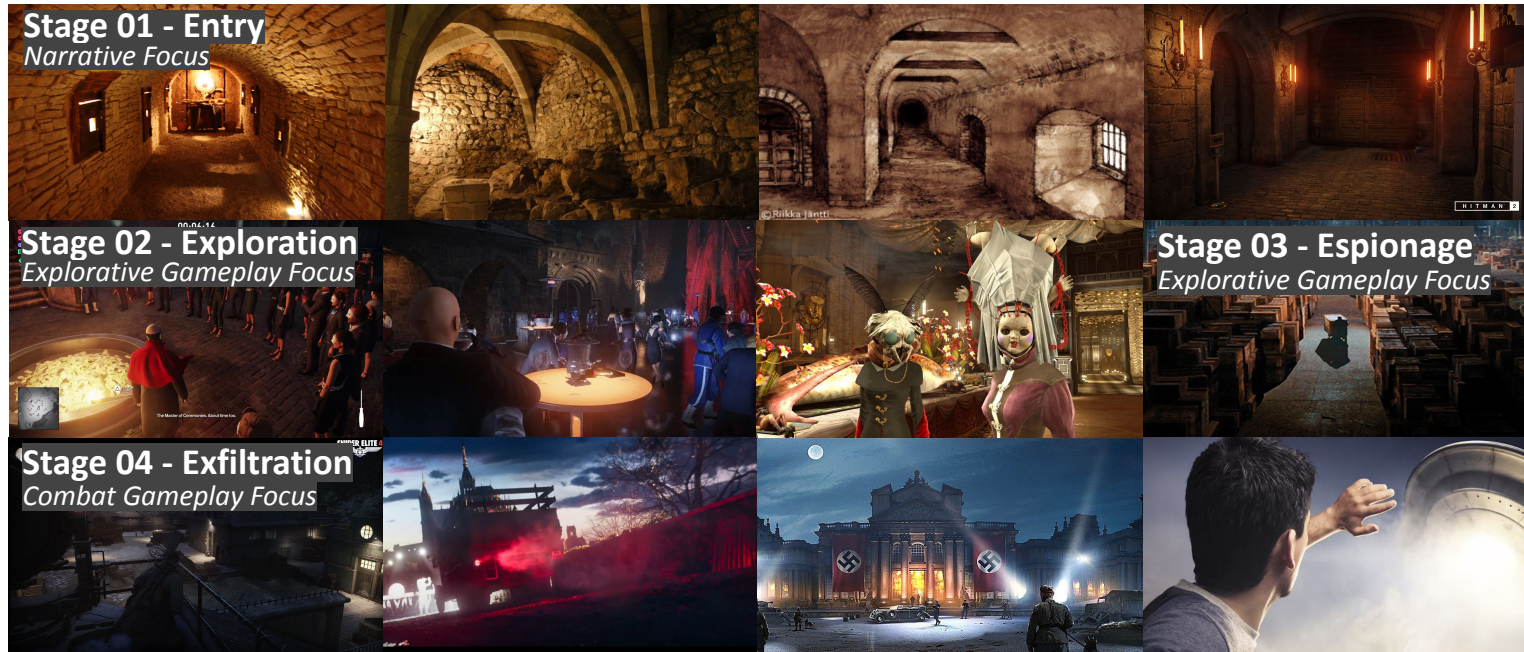
Mission Details

- Dishonoured Party Mission
- Uncharted Party Mission
- Hitman Cult Mission
- James Bond
- Indiana Jones
- Tomb Raider
- Red Dead II Alien Over Church
- Spy Films
- Crime Films
- Classic Movie Cliché



Moodboard - 1

Environment

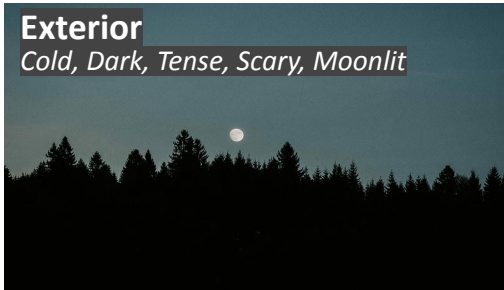


Moodboard - 2

Mood and Weather

Exterior

Cold, Dark, Tense, Scary, Moonlit



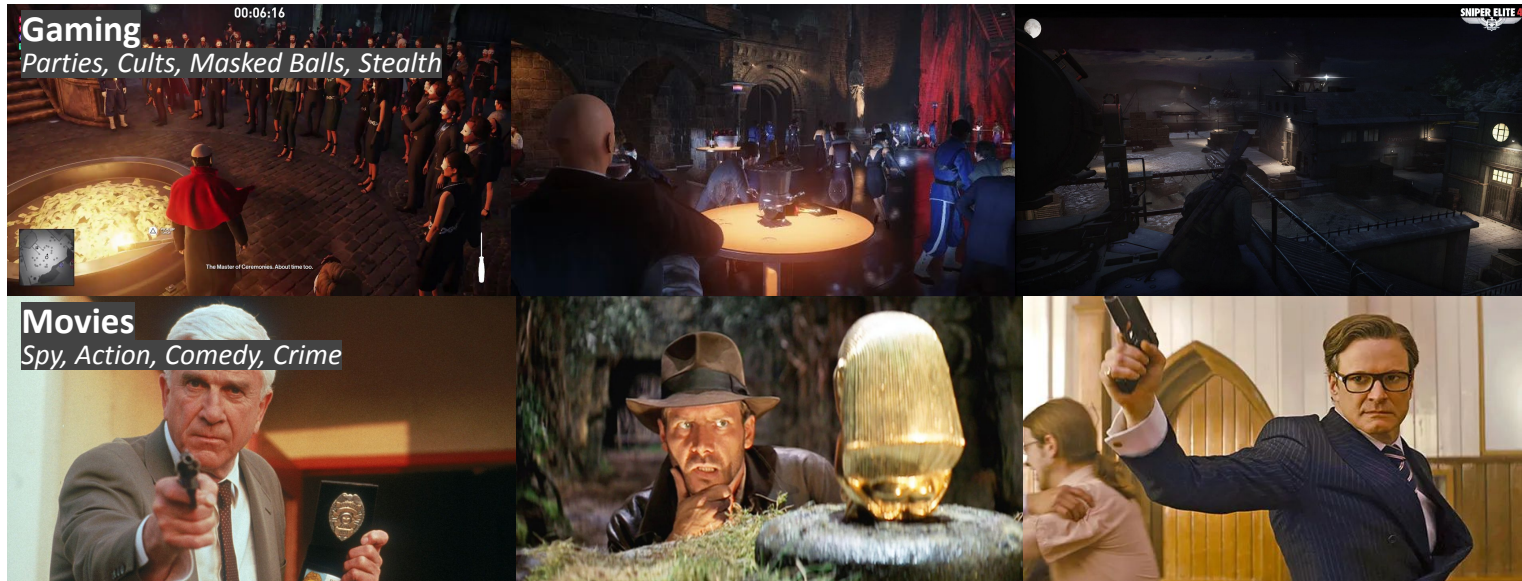
Interior

Warm, Cosy, Comfortable, Candle Lit



Moodboard - 3

Narrative



Research and Result - 1

Cellar



My Level



Dimly Lit - Underground Location - Golden Light - Curved Ceiling - Cells

Colour Palette -



Research and Result - 2

Hitman and Restaurant



My Level



Dimly Lit Party - Underground Location - Golden Light - Mingling Guests - Set Tables - Armed Guards - Red Accents

Colour Palette -

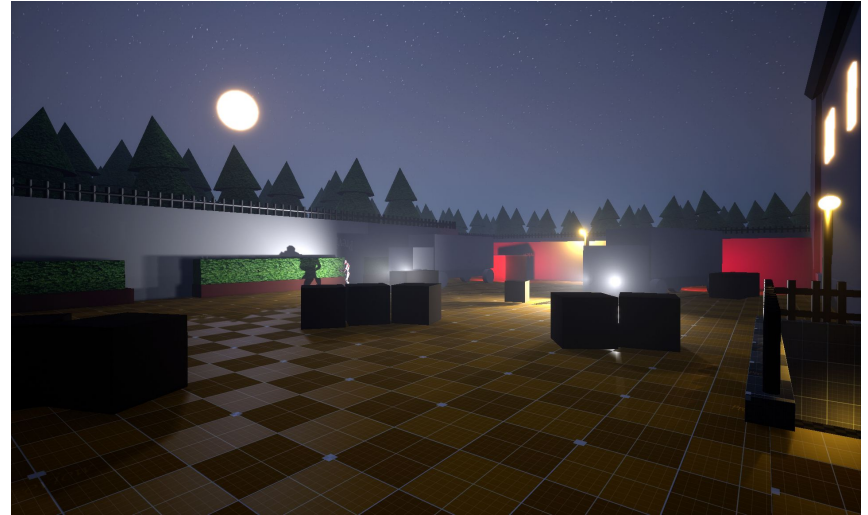


Research and Result - 3

Sniper Elite and Transformers



My Level



Courtyard Setting - Dim Golden Lighting - Red Truck Light illumination - Weather - Time Of Day - Moonlit - Militaristic Elements

Colour Palette -

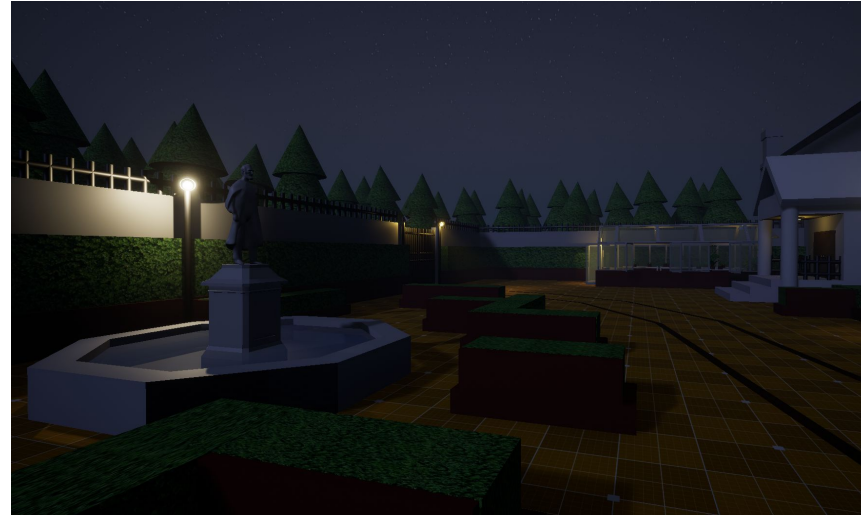


Research and Result - 4

Walled Gardens and Greenhouses



My Level



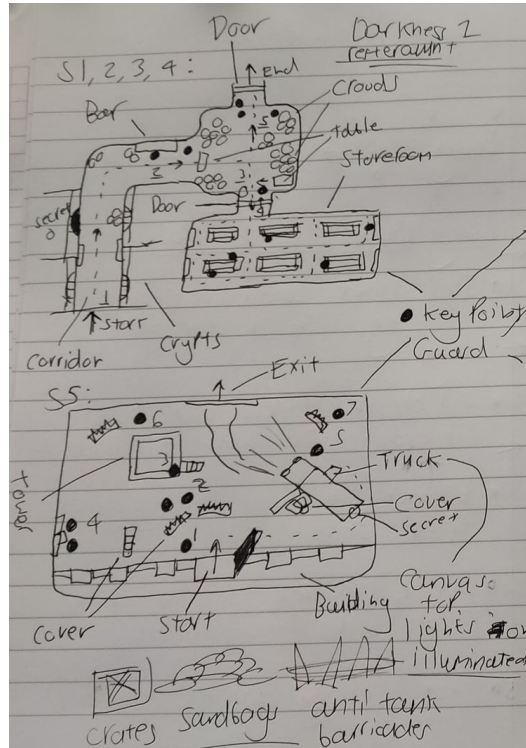
Walled Garden - Dim Golden Lighting - Greenhouse - Weather - Time Of Day - Moonlit - Stately Home

Colour Palette -

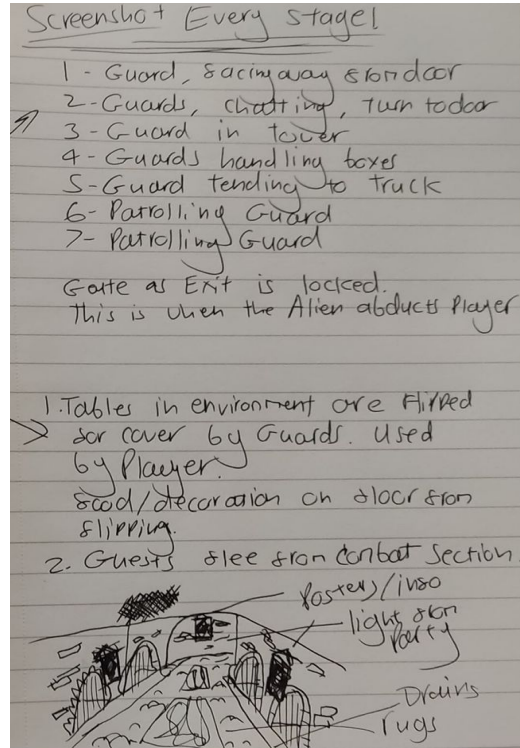


Layout Sketches

Interior first sketch design



Exterior first sketch design



Screenshot Every stage

- 1 - Guard, facing away from door
- 2 - Guards, chatting, turn to door
- 3 - Guard in tower
- 4 - Guards handling boxes
- 5 - Guard tending to truck
- 6 - Patrolling Guard
- 7 - Patrolling Guard

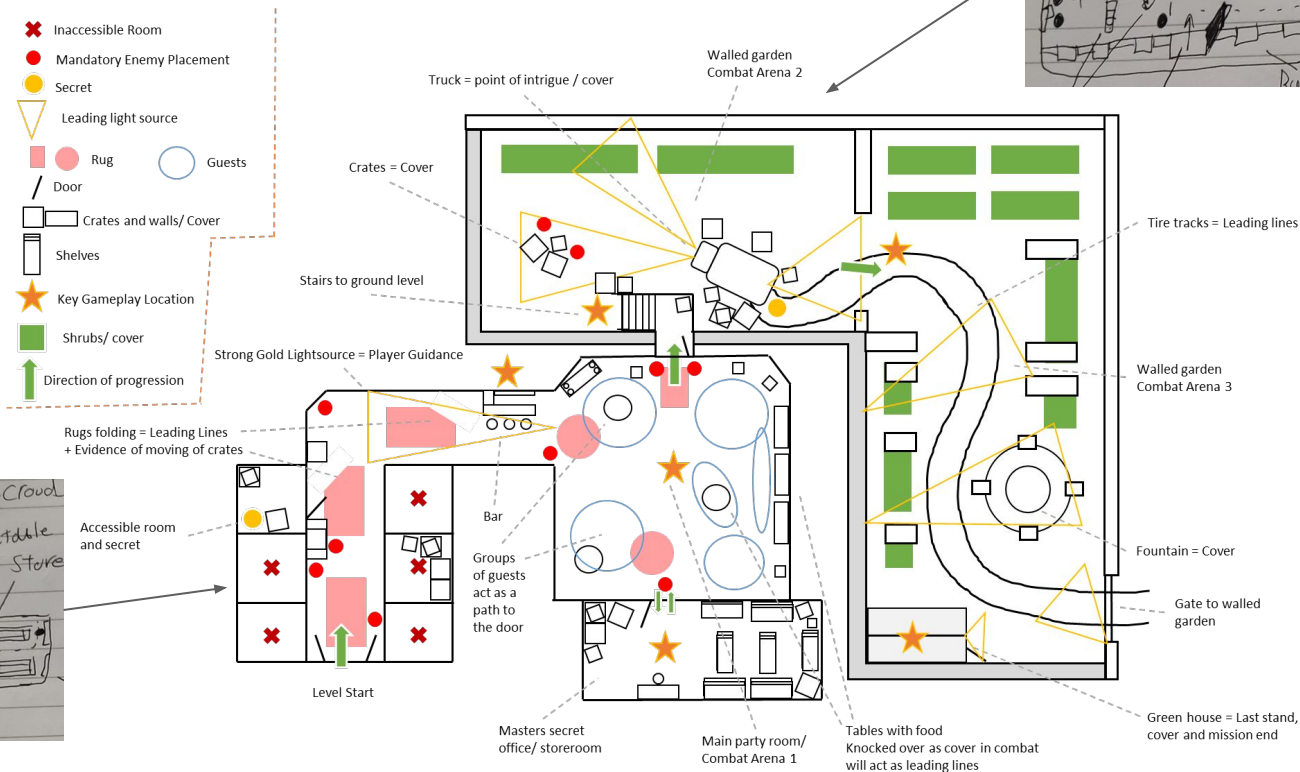
Gate as Exit is locked.
This is when the Alien abducts Player

1. Tables in environment are flipped for cover by Guards. Used by Player.
Food/decoration on floor from slipping.
2. Guards flee from combat section.

Interior perspective sketch



Layout Diagram - 1



Legend:

- ✗ Inaccessible Room
- Mandatory Enemy Placement
- Secret
- △ Leading light source
- Rug
- Guests
- Door
- Crates and walls/ Cover
- Shelves
- ★ Key Gameplay Location
- Shrubs/ cover
- Direction of progression

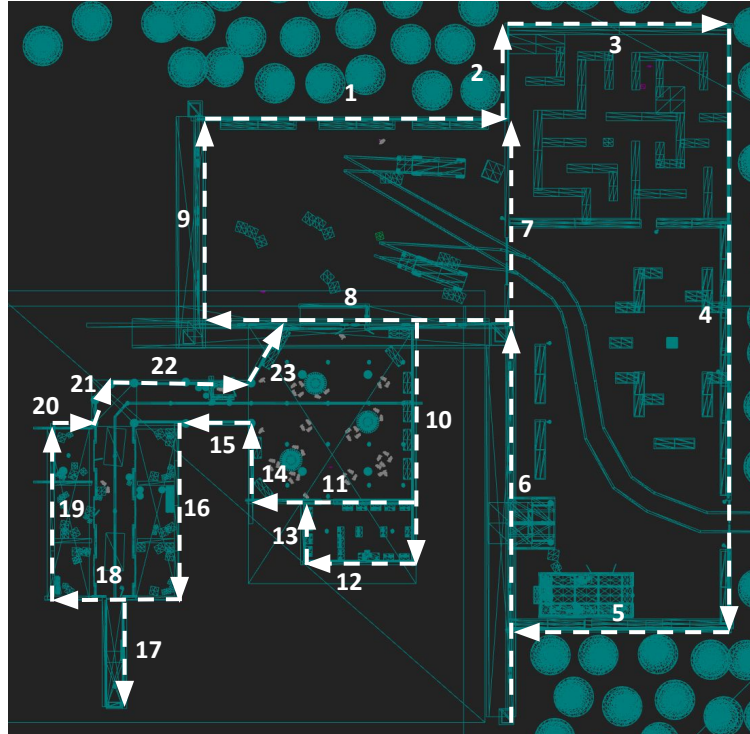
Map Callouts:

- Truck = point of intrigue / cover
- Crates = Cover
- Stairs to ground level
- Strong Gold Lightsource = Player Guidance
- Rugs folding = Leading Lines + Evidence of moving of crates
- Accessible room and secret
- Bar
- Groups of guests act as a path to the door
- Level Start
- Masters secret office/ storeroom
- Main party room/ Combat Arena 1
- Tables with food Knocked over as cover in combat will act as leading lines
- Walled garden Combat Arena 2
- Tire tracks = Leading lines
- Walled garden Combat Arena 3
- Fountain = Cover
- Gate to walled garden
- Green house = Last stand, cover and mission end



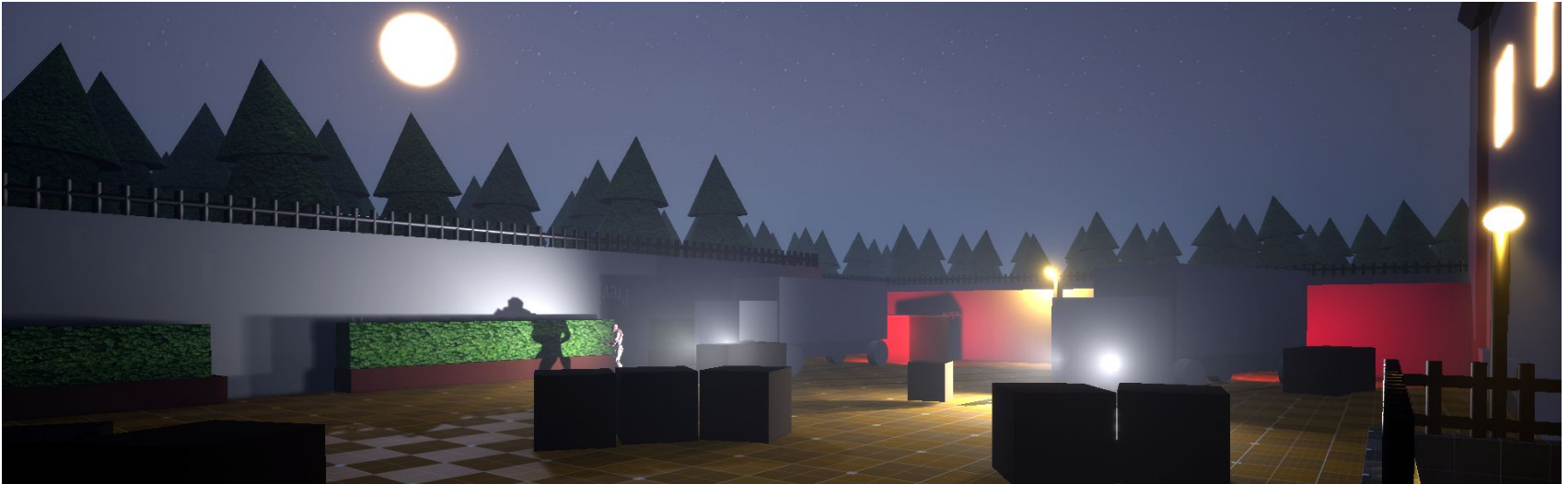
Layout Dimensions

1. 4000 cm
2. 1200 cm
3. 2700 cm
4. 7400 cm
5. 2700 cm
6. 3800 cm
7. 2500 cm
8. 4000 cm
9. 2500 cm
10. 2900 cm
11. 2000 cm
12. 1350 cm
13. 800 cm
14. 1000 cm
15. 900 cm
16. 2100 cm
17. 1300 cm
18. 1600 cm
19. 2100 cm
20. 600 cm
21. 600 cm
22. 1700 cm
23. 800 cm



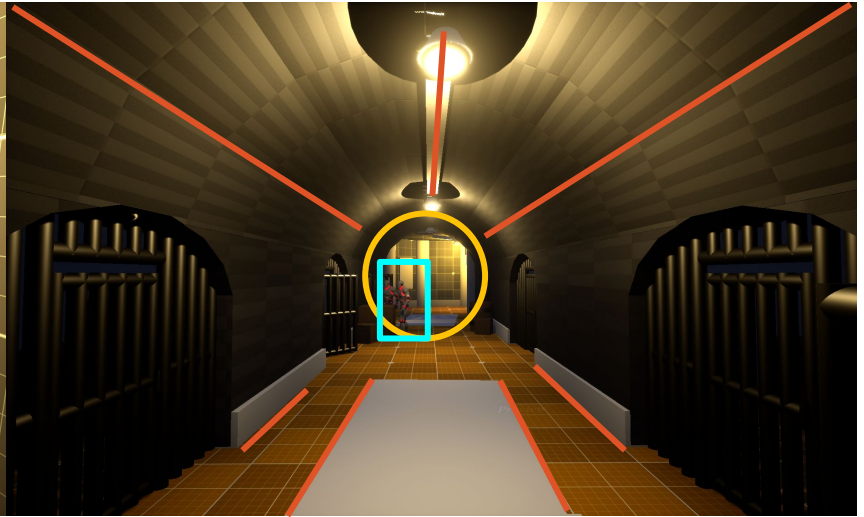
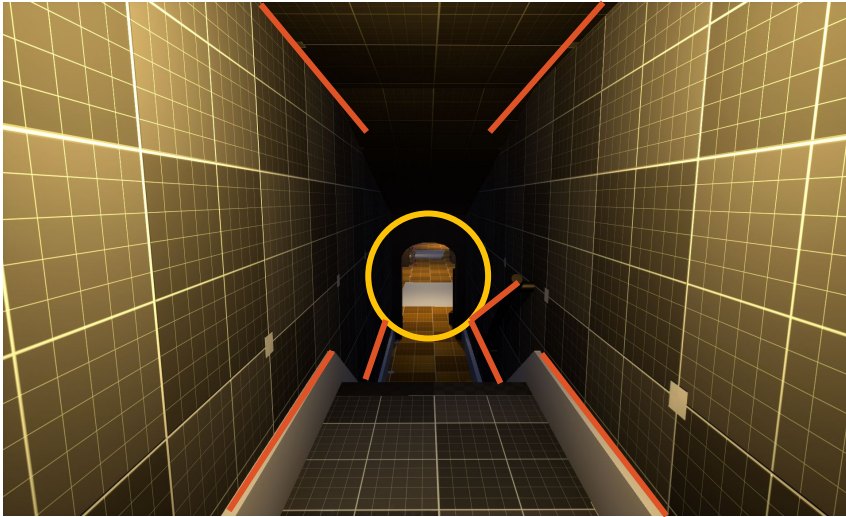
Level Visuals

Following the ICA I opted to not put an emphasis on the visuals of my level, instead prioritising function via blueprints, level layout, lighting and design principles. I feel that if the level effectively translates as intended and conveys the information it needs to clearly, then I have done a good job as a level designer and my work could be easily understood and built upon by an environment art team.



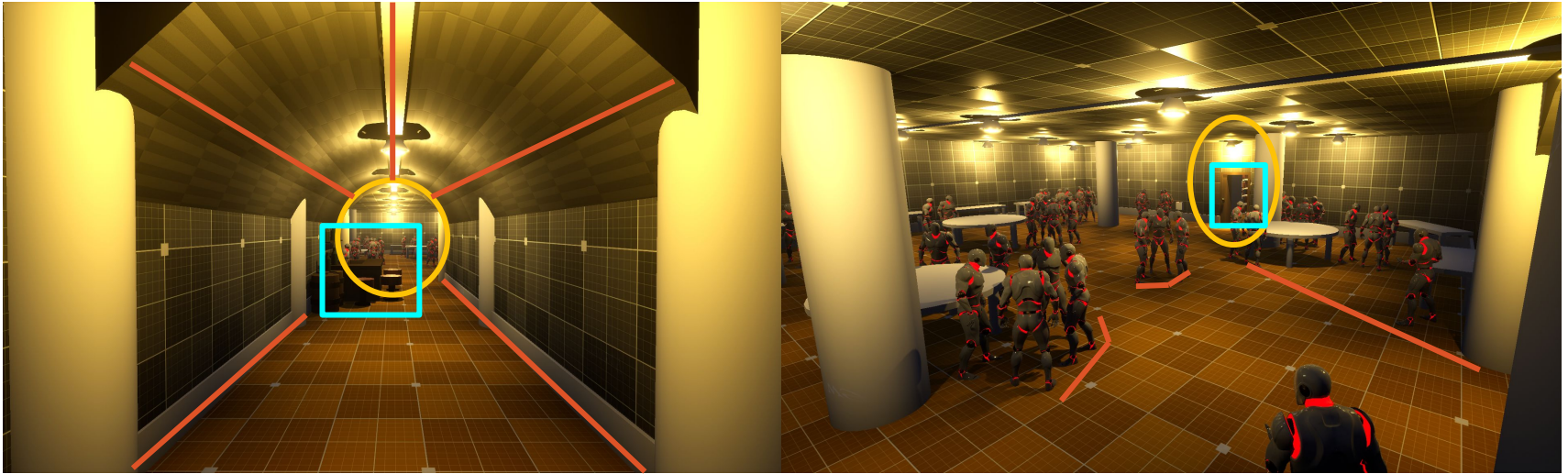
Design Details - 1

Leading Lines  Light Focal Points  Key Points/Affordance




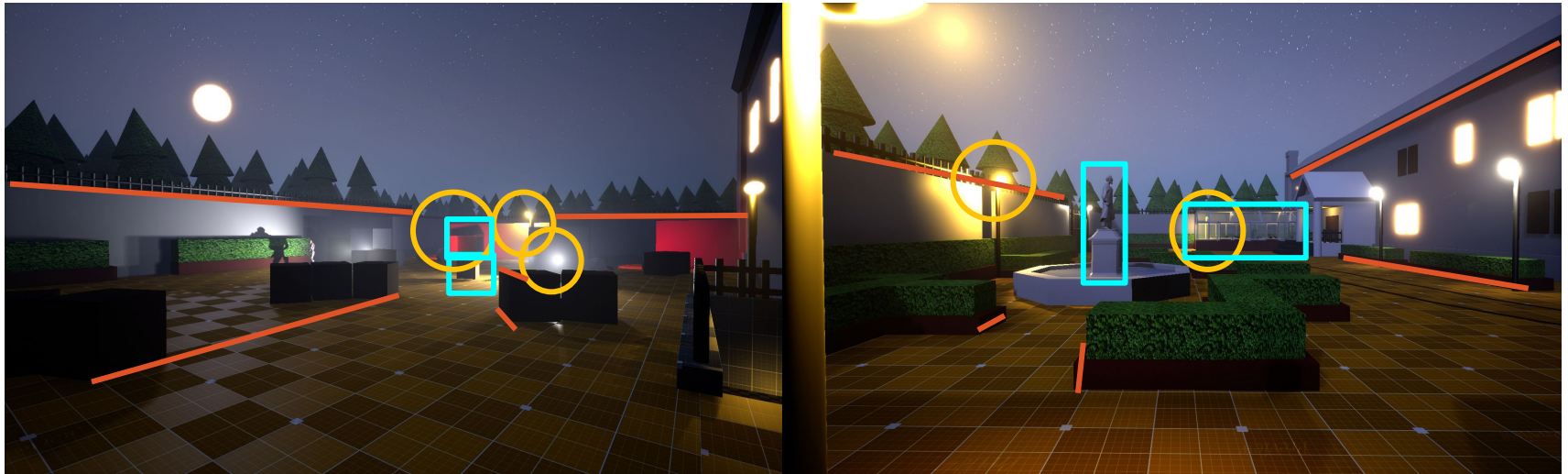
Design Details - 2

Leading Lines  Light Focal Points  Key Points/Affordance



Design Details - 3

Leading Lines  Light Focal Points  Key Points/Affordance



Level Streaming

Party:

- Entrance is open.
- Exit is unlit and guarded but open, foreshadowing future path and alluding to another area.
- Guests are present and laid out to guide player.

Gunfight:

- Entrance is closed with tables previously used as dressing.
- Exit is now lit and half closed, allowing for player guidance and teaching pick up/ drop mechanic.
- Tables used as barricades leave a channel to the exit.



Cinematic Storyboards - 1

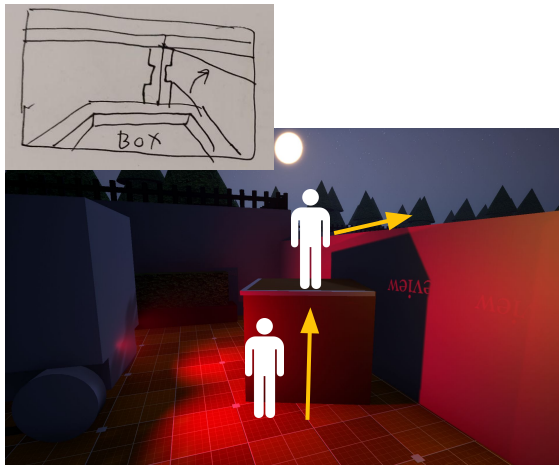


- Interact with light.
- Light twists.

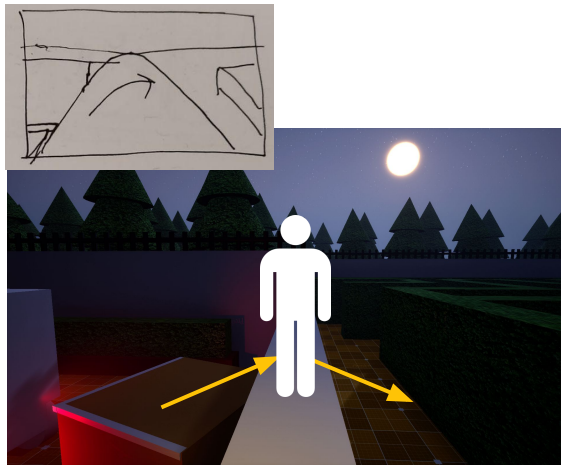


- Portrait opens.
- Camera leans into safe behind portrait, pulls out document.
- Camera looks at small red light, beeping starts.
- Camera turns to door.

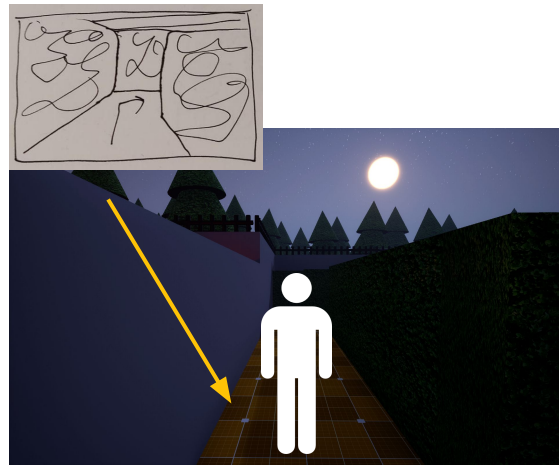
Cinematic Storyboards - 2



- Upon climbing on the large box during the climbing puzzle.
- Transfer from gameplay.
- Looking towards north wall.

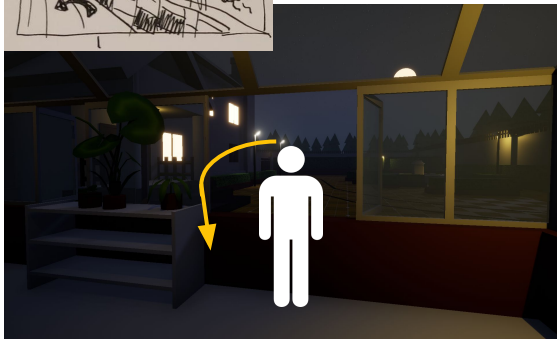
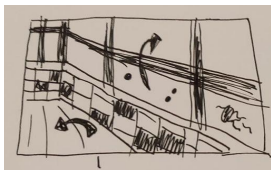


- Camera raises and moves to the right mimicking vaulting over the wall.



- Player falls and lands in maze.
- Play dialogue.
- Transfer to gameplay.

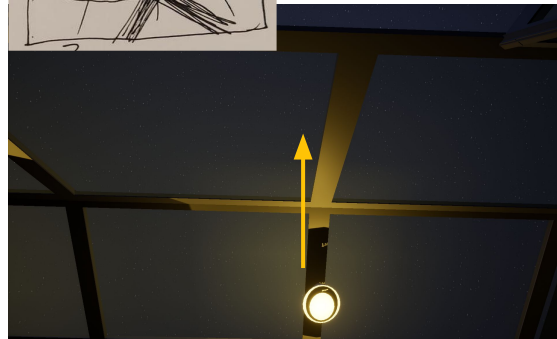
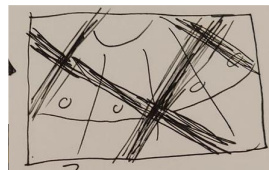
Cinematic Storyboards - 3



- Transfer from gameplay.
- Gunshots and yelling in background.



- Camera pans showing plants.
- Gunshots and yelling get closer.



- Looks up through greenhouse ceiling.
- Gunshots and yelling stop.

- Play dialogue line
- Fade to black
- Load Level 2.

Asset References

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- **Statue Mesh** - free3d.com. (n.d.). *ParkStatue Free 3D Model - .obj .stl - Free3D*. [online] Available at: <https://free3d.com/3d-model/parkstatue--945438.html> [Accessed 3 Dec. 2022].



Level 2 - Zombie

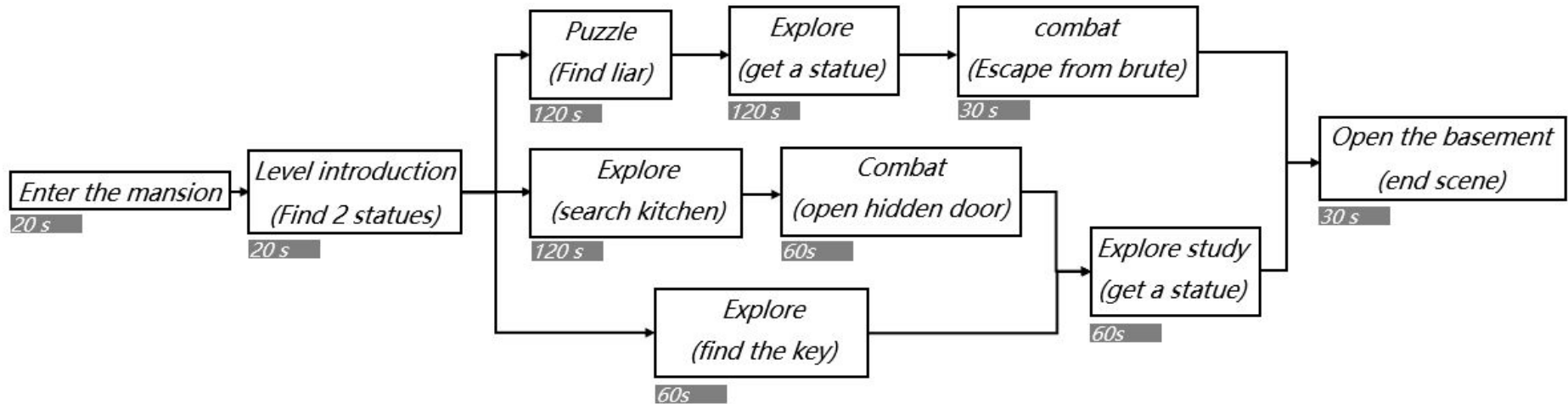
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Level Overview

This level will be like the classic resident evil series: dodging or fighting enemies, finding the key, unlock new areas. Players need to allocate the limited supply, choose to fight or run, and defeat the last boss.

The player is captured by aliens, being experimented so this level all happens in his mental world. At the beginning of the level, player finds himself in a mansion, losing all his weapons and memories. During the gameplay, he could hear the voice of Cindy but can not remember who is she. After exploring this mansion, he founds 2 statues and use them to unlock the basement, in there he sees a mysterious cube, then recovers all his memories, and realizes he is not in the real world.

Level Flow



Moodboard



Moodboard



Hall



droplight

carpet

pillar



Dinner room



hearth

candlestick

table



Moodboard



study



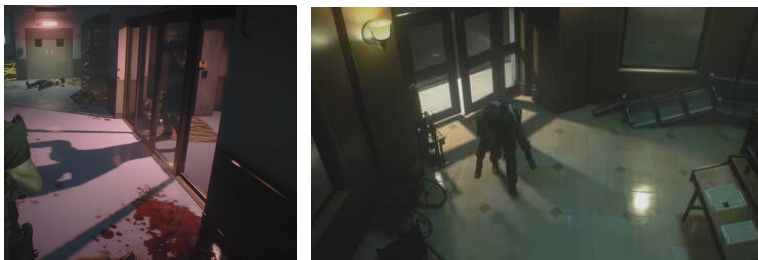
*bookshelf
desk*

gallery



*paint
statue
light*

Reference level



Resident Evil 3 Remake Hospital stage

Length:20min

Process:

Record player



Changing room key



ID card

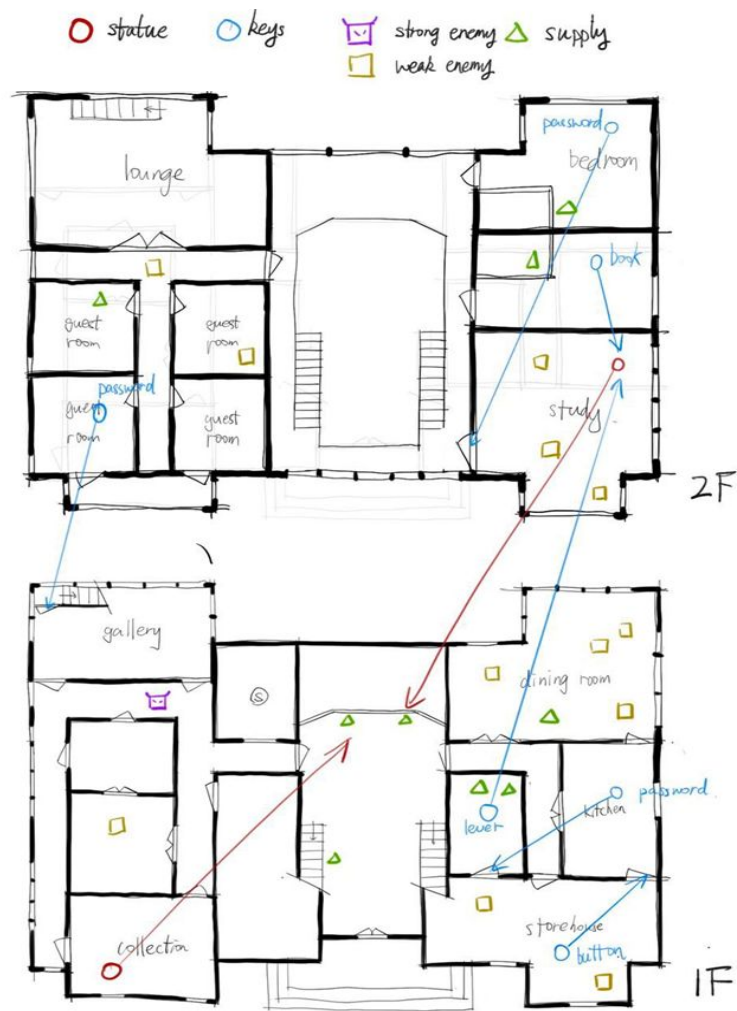
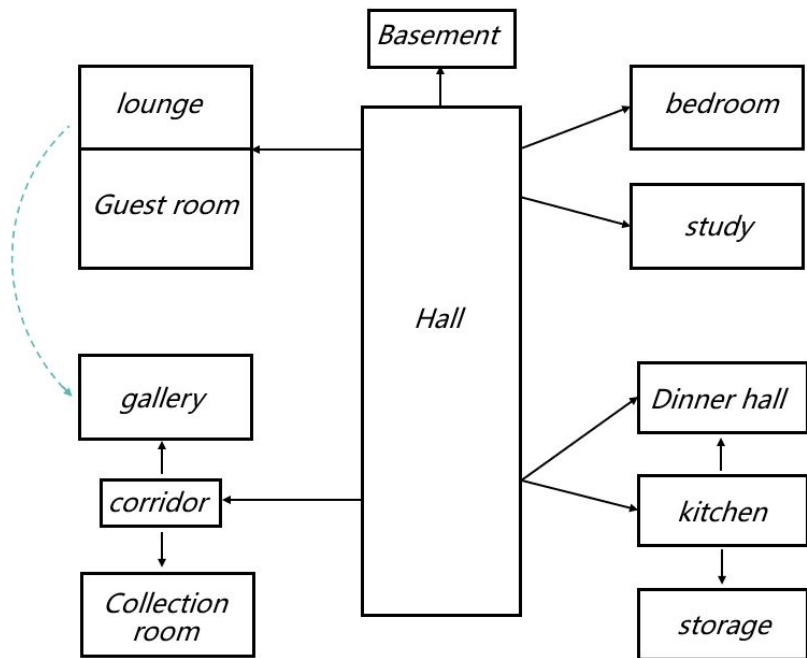


Recording tape

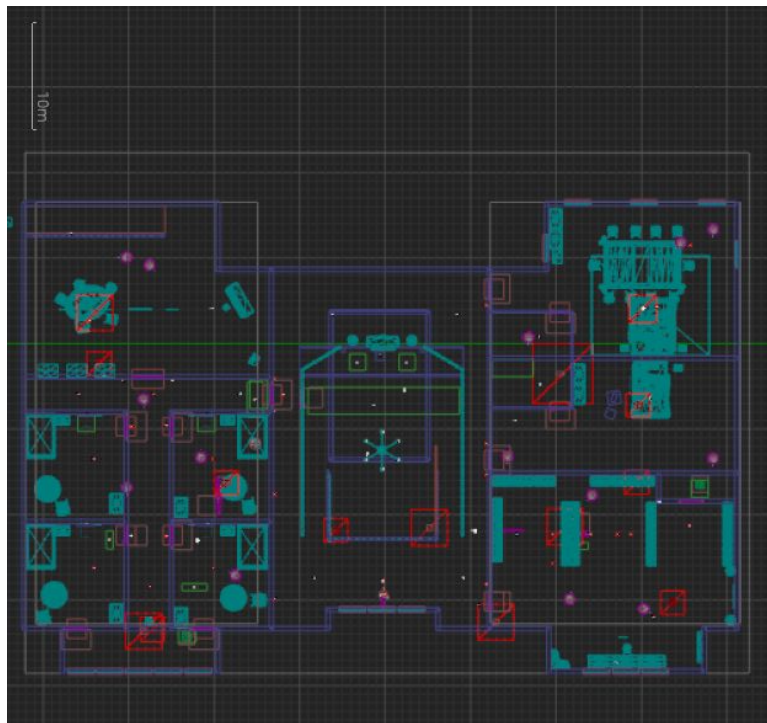


Vaccine

Layout

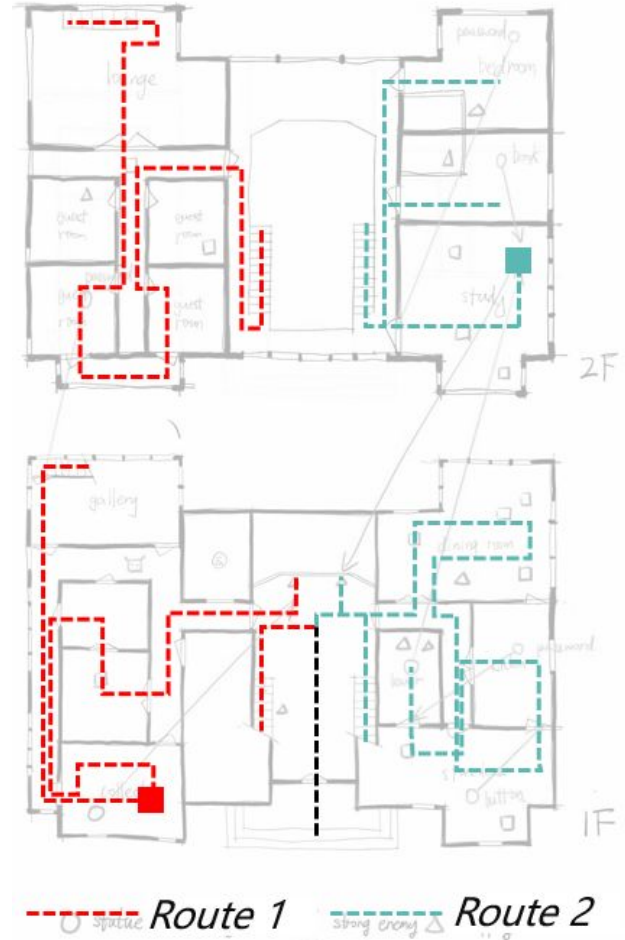


Layout



Streaming

In this Level, player need to collect 2 statues in the different sides of the mansion. The flow in left side part (route 1) is linear, with a puzzle and chase battle. The right side part (route 2) is more freely to explore, relatively. Player could choose to explore which route first and each route provide a different experience.



Streaming Route 1

Route1

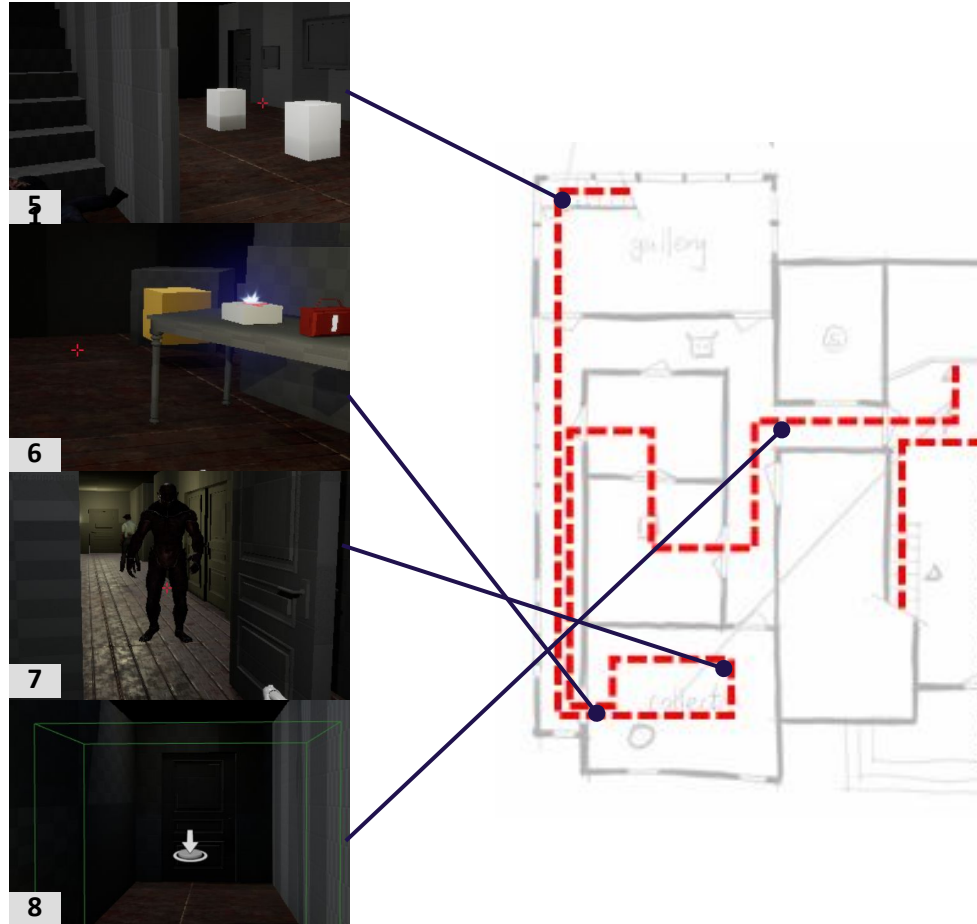
1. Go to the west side of 1st floor.
2. Get hint on the lounge door.
3. Put the right button in the guest room.
4. Enter the lounge.
5. Go to the west side of ground floor.
6. Find the statue in the collection room.
7. A strong enemy appears.
8. Escape to the center hall.



Streaming Route 1

Route1

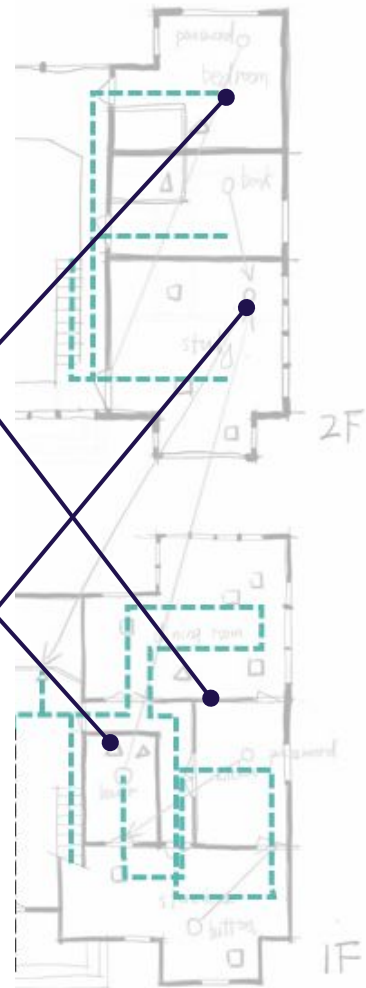
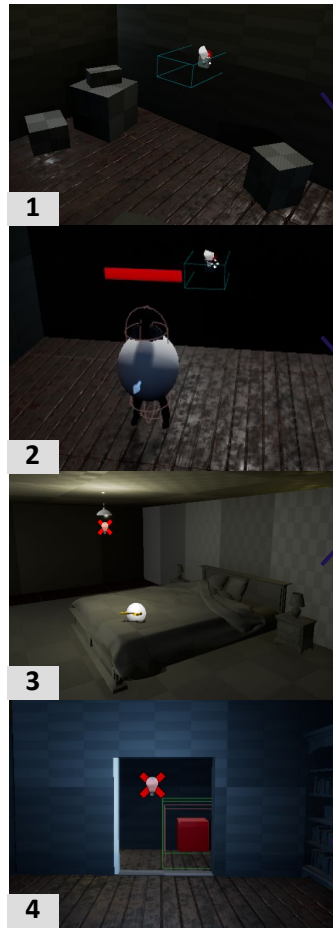
1. Go to the west side of 1st floor.
2. Get hint on the lounge door.
3. Put the right button in the guest room.
4. Enter the lounge.
5. Go to the west side of ground floor.
6. Find the statue in the collection room.
7. A strong enemy appears.
8. Escape to the center hall.



Streaming Route 2

Route 2

1. Put the button in storage.
2. Open the hiding room in storage and pull the lever in it.
3. Get the key for study in the bedroom.
4. Get the statue in the study.



Enemy



Normal zombie

Health:100 Damage:15
Easy to defeat,low damage,
Usually in groups.



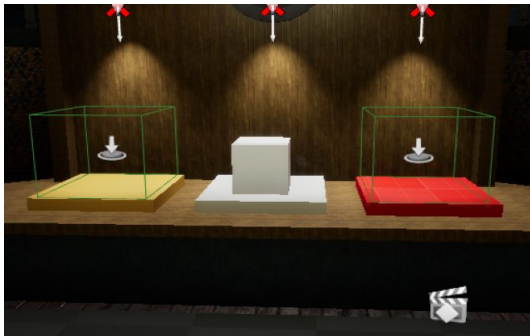
Elite zombie

Health:1000 Damage:50
hard to defeat,Move faster,
Try to avoid it.

Level Visuals

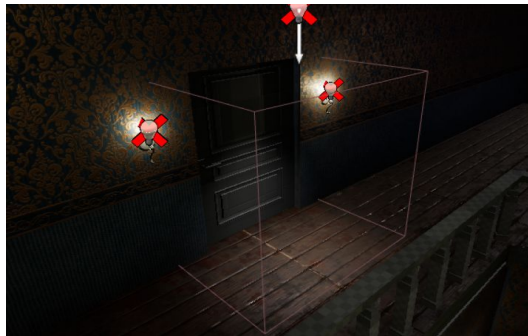
Color

Use different colors to indicate corresponding items.



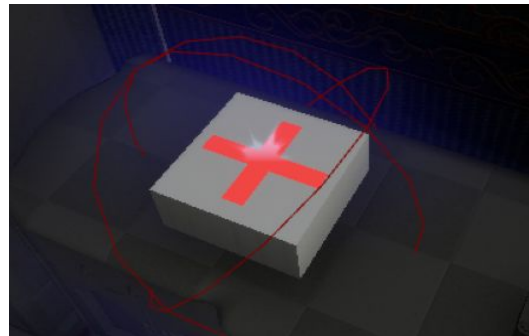
Illumination

Set multiple illuminations to emphasize doors, key items and buttons.



Flicker

Add a flicker particle system on pick up items.



Dialogue

Situation	Character	Line
level begin at main entrance	(Player) Leon	Huh? Where am I? Wasn't I just? No.
	Cindy	Leon? Are you there?
	(Player) Leon	Cindy? What's going on? What happened to Vladikov?... And did you just call me Leon?
	Cindy	Vladikov? This is no time for jokes Leon, you need to get that basement open.
	(Player) Leon	But... but my names Colt... isnt it?
seeing the gear in hall	(Player) Leon	Huh, it looks like theres something missing.
	Cindy	Statues? Go and find them, maybe they'll give you access to the basement somehow.
	(Player) Leon	Maybe, but are you going to tell me what's going on Cindy?... Cindy?... Fine.
encounter a zombie first time	(Player) Leon	Was that... Was that a zombie? You have got to be kidding me!
After first combat encounter	(Player) Leon	First Russians now Zombies? None of this makes any sense.
seeing the gear in guest rooms	(Player) Leon	I guess I need to find the right button.
find a statue first time	(Player) Leon	A statue, best get this back to it's rightful spot.
press a button	(Player) Leon	Sounds like that opened something.
find second statue	(Player) Leon	There you are, lets you back downstairs. You gonna chime in Cindy?... No?
Basement opens	(Player) Leon	Finally.
	Cindy	Go on Colt, you did it.
	(Player) Leon	Colt? You said Colt? Im not Colt or Leon am I? Im no spy, I never was. Who even are you? Where are you?
Enters basement	(Player) Leon	No answers huh? Maybe I'll find some down... here.. oh my god...

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Level 3 - Abduction

Jay Narin - B1732670

Level Overview

The player wakes up dazed and confused in a bright white room in an unknown location. Upon some exploration, they come to realise they are onboard some type of alien craft stationed just outside of Earth's orbit. The player must find a way off the ship and back to earth, by whatever means necessary.

Story Beats

1. Cutsce of player waking up in a daze.
2. Player leaves the chamber, reflecting on where they could be.
3. After exiting a hallway, the player comes across a landing, where they see Earth in the distance. The player reflects on what they are seeing.
4. Player enters a laboratory area where simulations are being researched.
5. Combat begins in the laboratory area.
6. Once combat has ended, a locked door, that leads to the maintenance area, opens.
7. Combat begins again as the player fights their way to safety in the ship's air ducts.
8. Player navigates themselves through the air ducts, where they fall through a grate leading to one of the ships engines.
9. After walking through one of the engine walkways, the player comes the main control room.
10. Entering the control room, thee player presses a button to crash the ship.
11. Once the button is pressed, enemies spawn in and combat begins for 30 seconds.
12. After 30 seconds, cutsce of the ship crashing plays.

Level Flow

2 Minutes

- Cuts scene of player waking up in a daze.
- Player leaves the chamber, reflecting on where they could be.

1.5 Minutes

- After exiting a hallway, the player comes across a landing, where they see Earth in the distance. The player reflects on what they are seeing and explores the area.

2 Minutes

- Player enters a laboratory area where simulations are being researched.
- Combat begins in the laboratory area.

2.5 Minutes

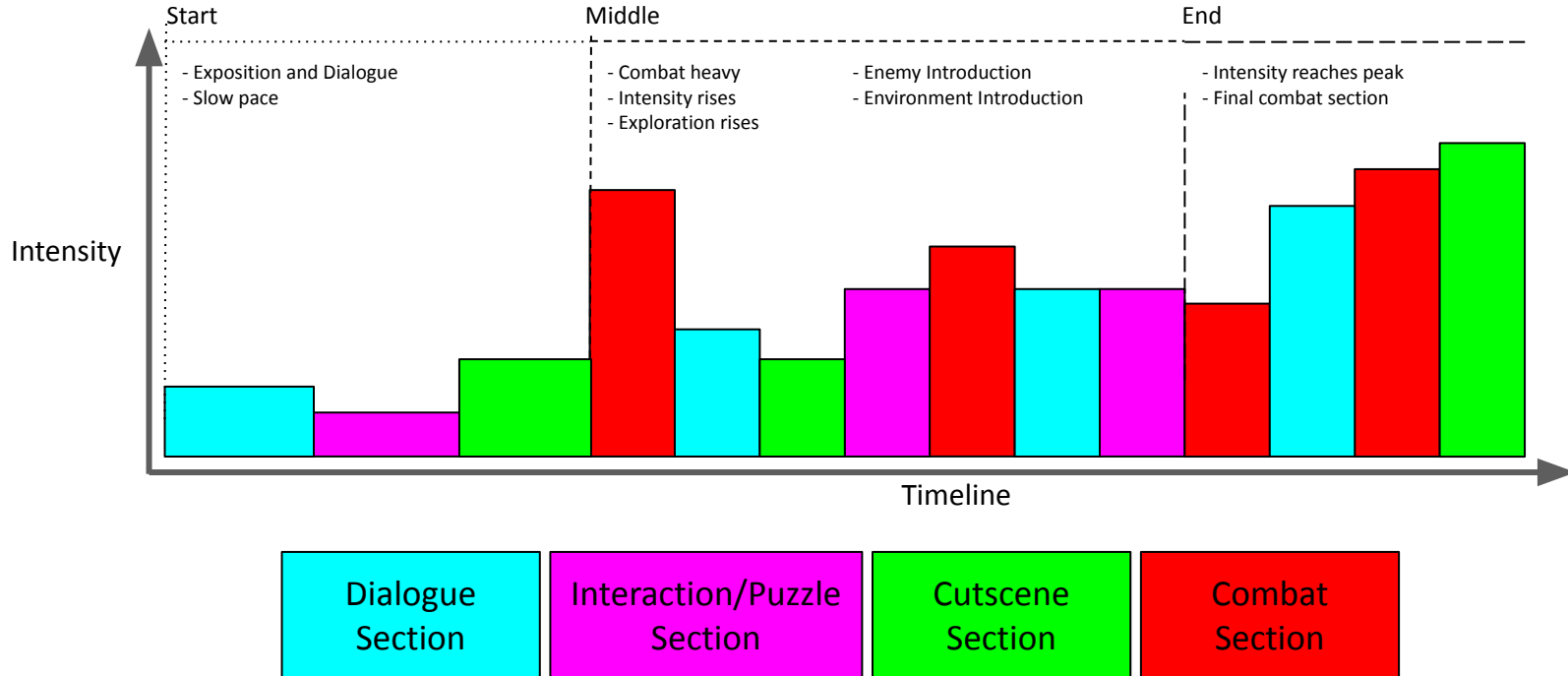
- Once combat has ended, a locked door, that leads to the maintenance area, opens.
- Combat begins again as the player fights their way to safety in the ship's air ducts.
- Player navigates themselves through the air ducts, where they fall through a grate leading to one of the ship's engines.

3 Minutes

- Entering the control room, the player presses a button to crash the ship.
- Once the button is pressed, enemies spawn in and combat begins for 30 seconds.
- After 30 seconds, cutscene of the ship crashing plays.

Total Flow Time: 11 Minutes

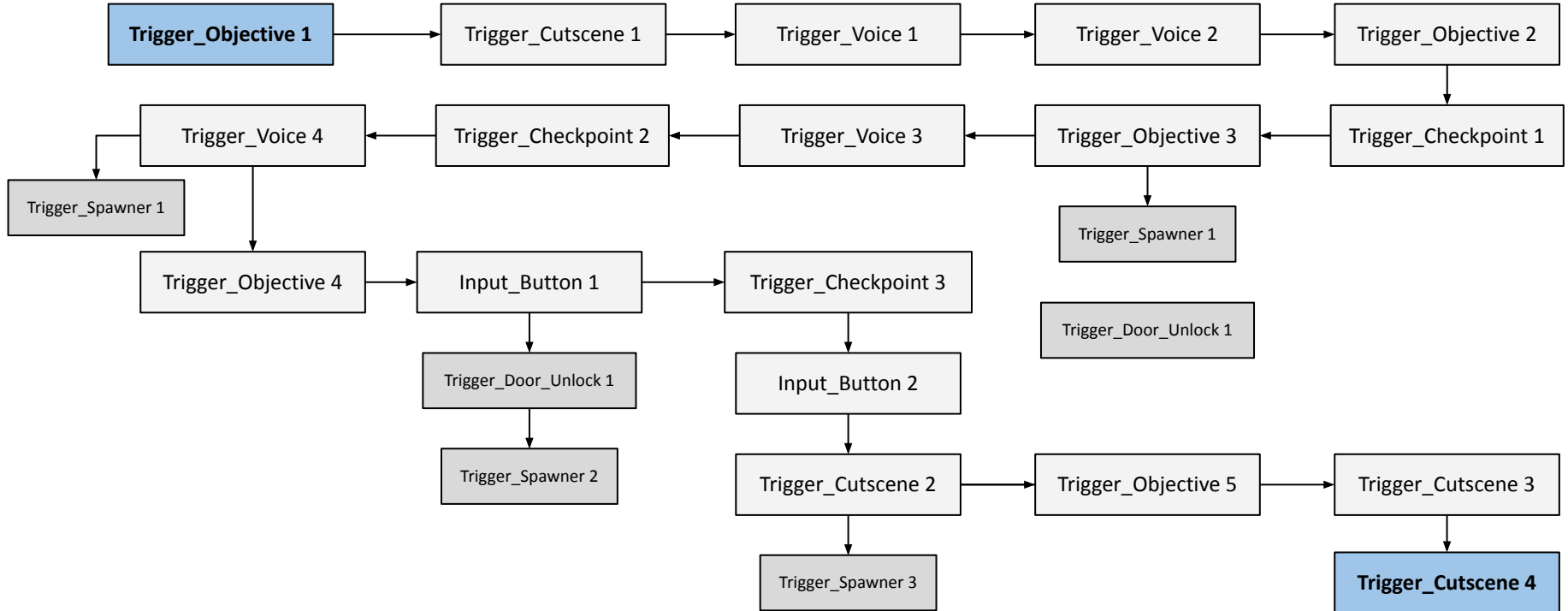
Level Flow Diagram



Dialogue

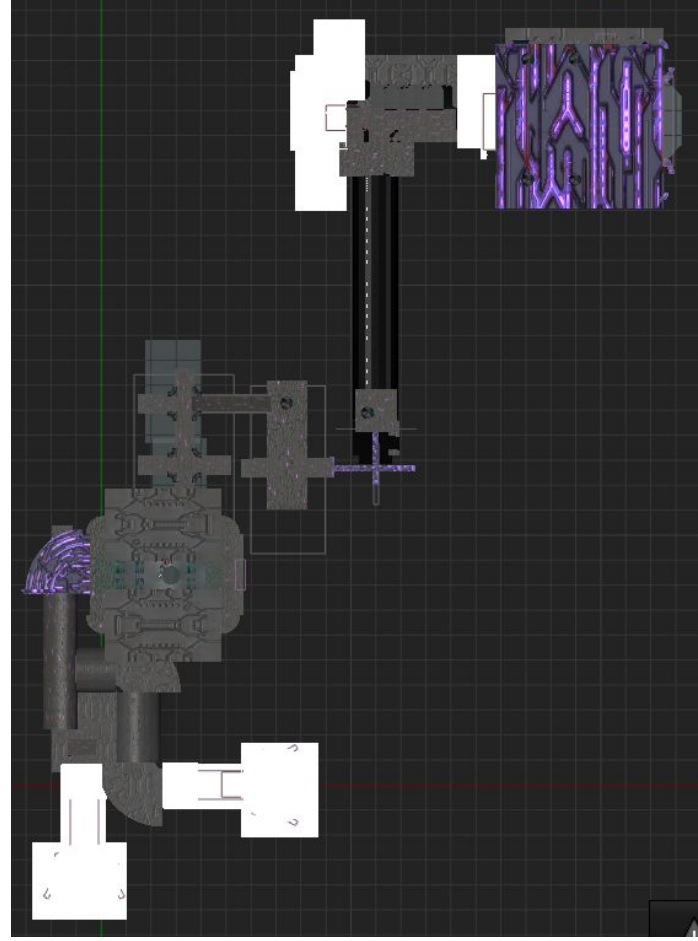
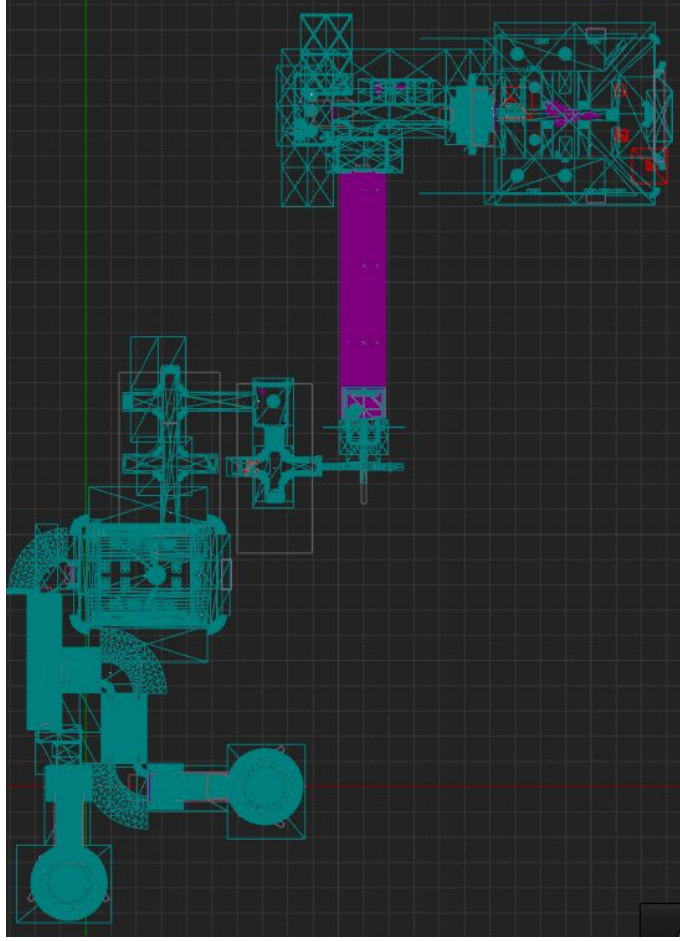
Situation	Character	Line
Level Start (Behind bar mid fight)	(Player) Cowboy	AH, What in tarnation? *Coughs* Where are the zombies? Where am I? I'm a cowboy? What is going on?
	Cindy	Howdy stranger
	(Player) Norm	Shut the fuck up Cindy! Who are you? Where are you?
All enemy types attack	(Player) Norm	This is so wrong.
Simulation starts collapsing	(Player) Norm	What, Is, Going, ON!
	Cindy	Ho Ho Ho Howdy Howdy Ho Ho
Wakes up on ship	(Player) Norm	What is this place?
Walks down corridor	(Player) Norm	Cindy? You there?... Was she ever there?
Sees earth around corner	(Player) Norm	What? There's no way... Oh my god...
Keeps walking	(Player) Norm	Right, im on a spaceship, there's probably aliens. Holy shit I got abducted by aliens?
Sees aliens and starts combat	(Player) Norm	Aliens! AND CINDY!?!? THAT'S CINDY?!
Finishes combat	(Player) Norm	I was in an Alien simulator? Jesus christ, I have to get out of here.
Gets to ships controls	(Player) Norm	Big red button? Surely not right?
Presses button.	(Player) Norm	Well that did something... oh christ...

Sequencing Flowchart

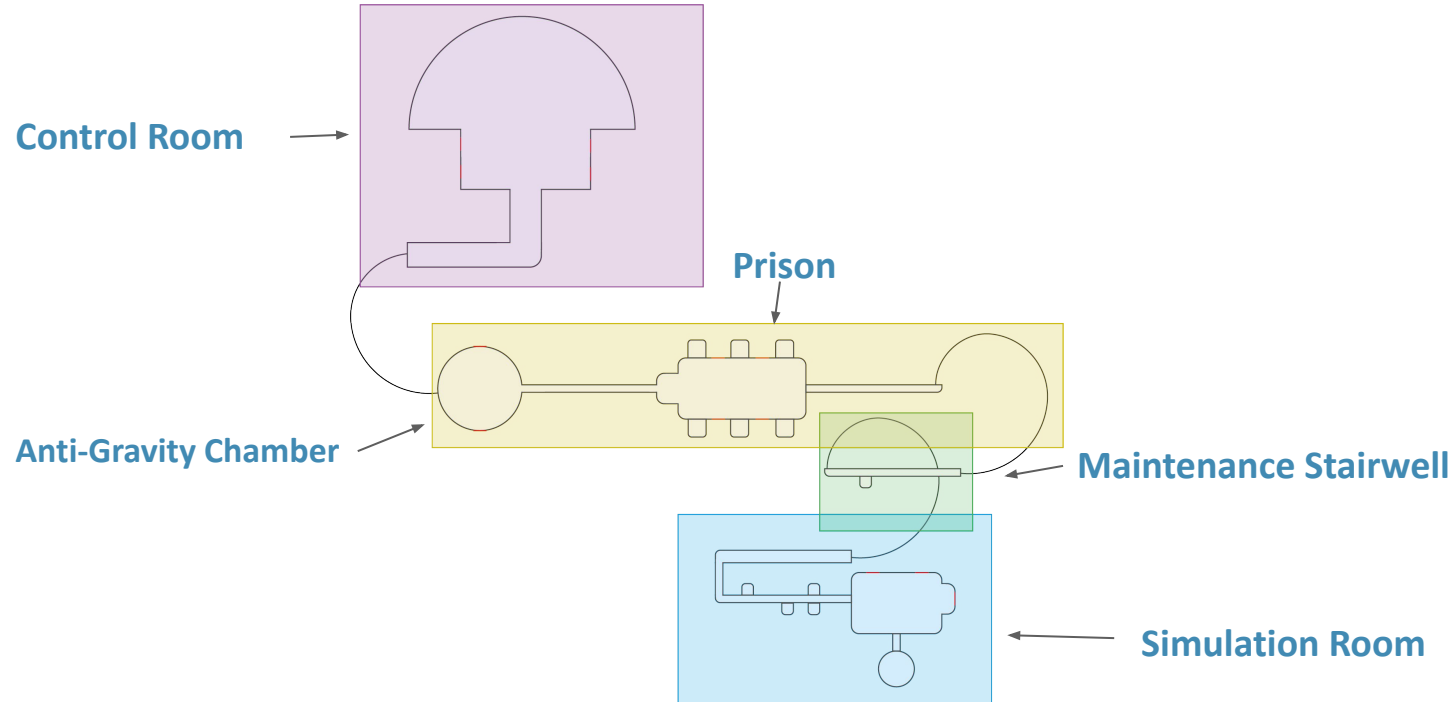


Moodboard



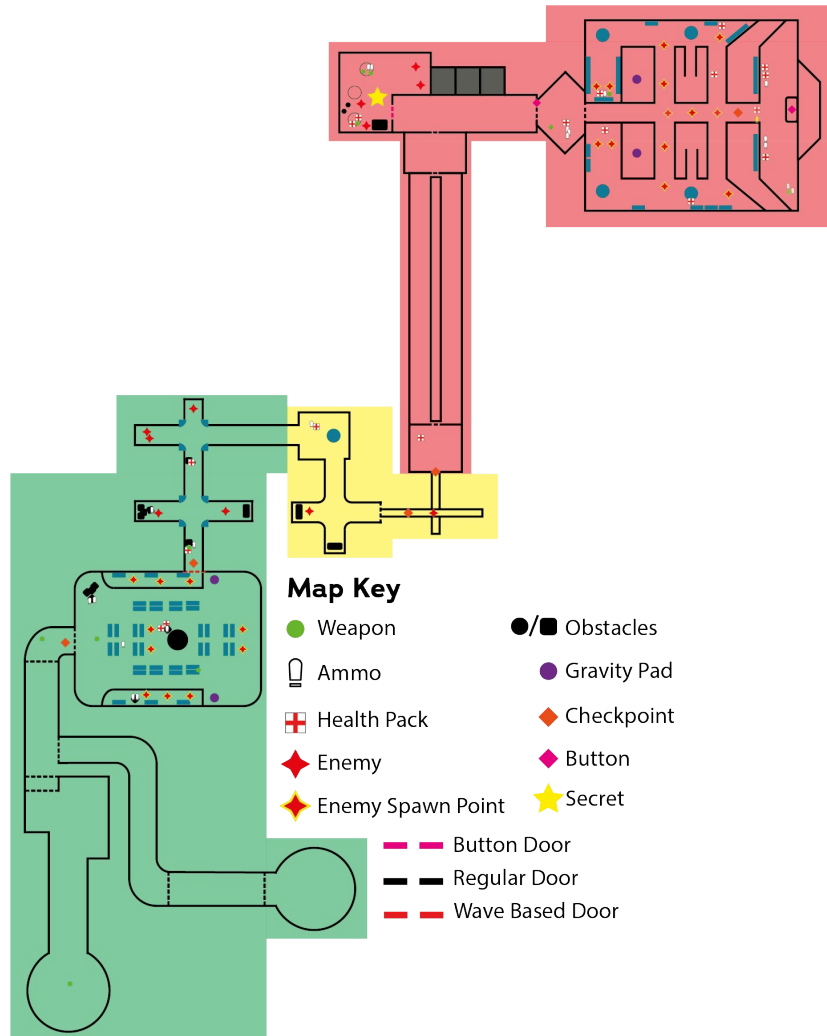


Layout Diagram - First Pass



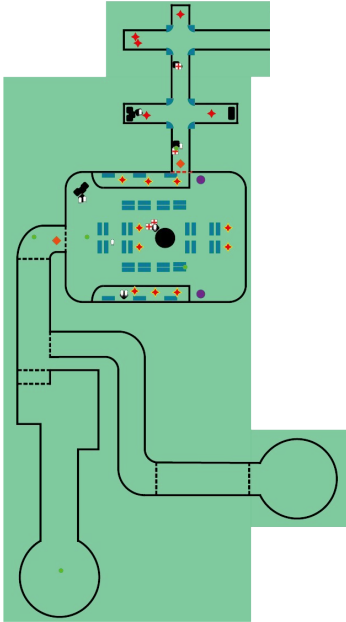
Layout Diagram

- Final Pass

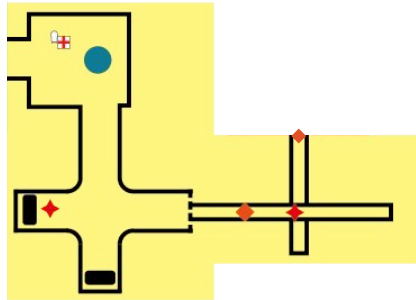


Layout Diagram - Final Pass

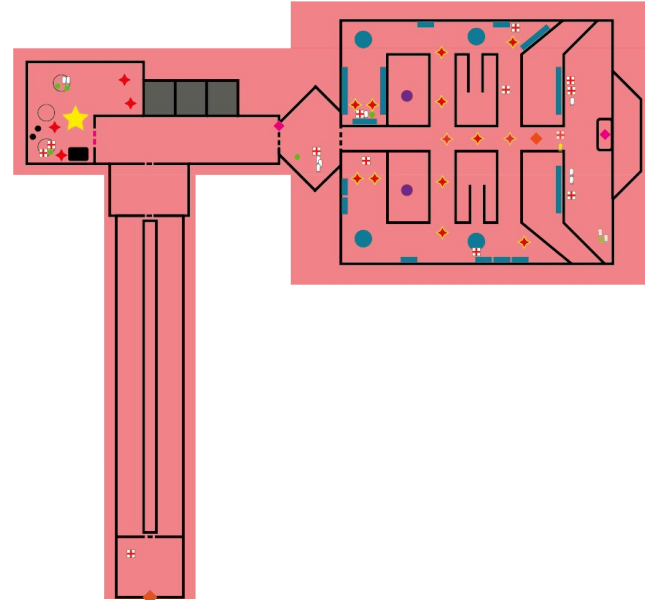
Level 1 - Simulation



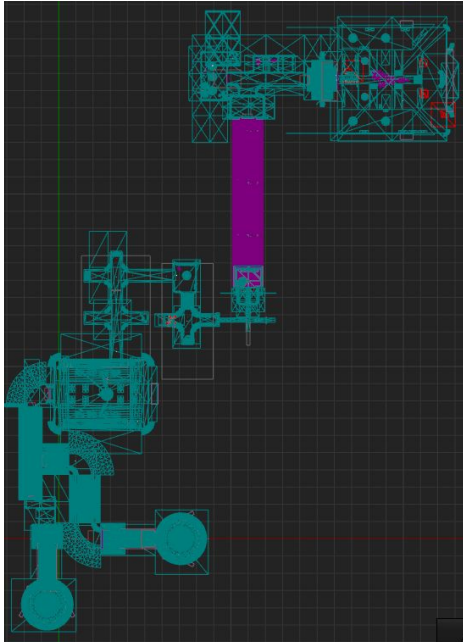
Level 2 - Maintenance



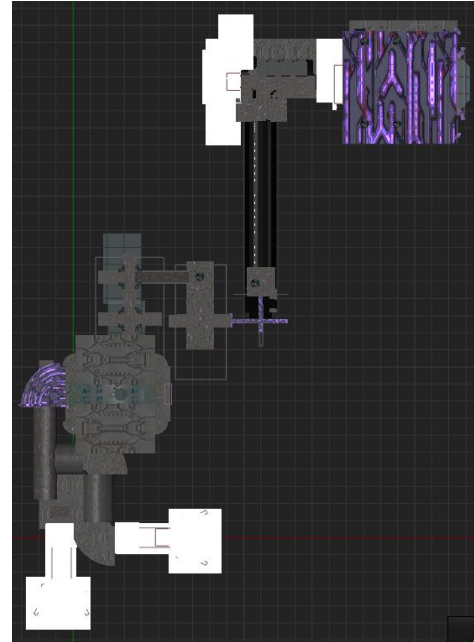
Level 3 - Control Room



Layout Diagram - Second Pass




Wireframe





Lit

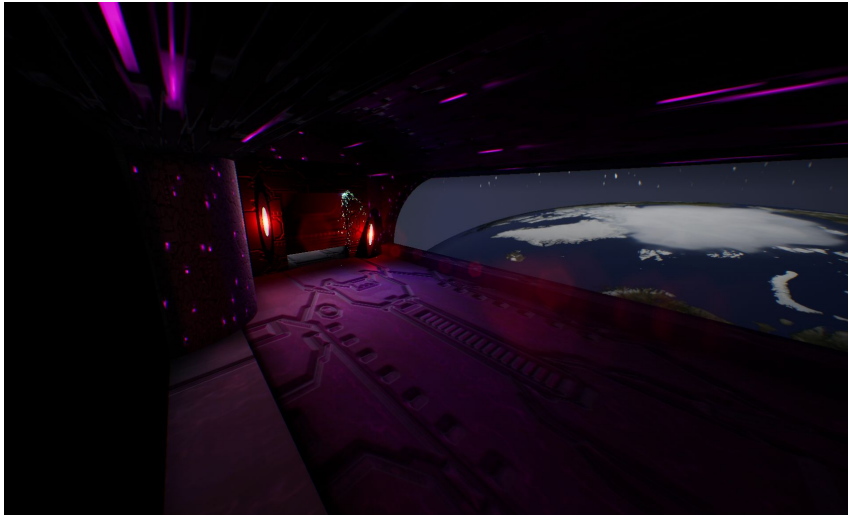
Design Details - 1

Leading Lines  Light Focal Points  Key Points/Affordance





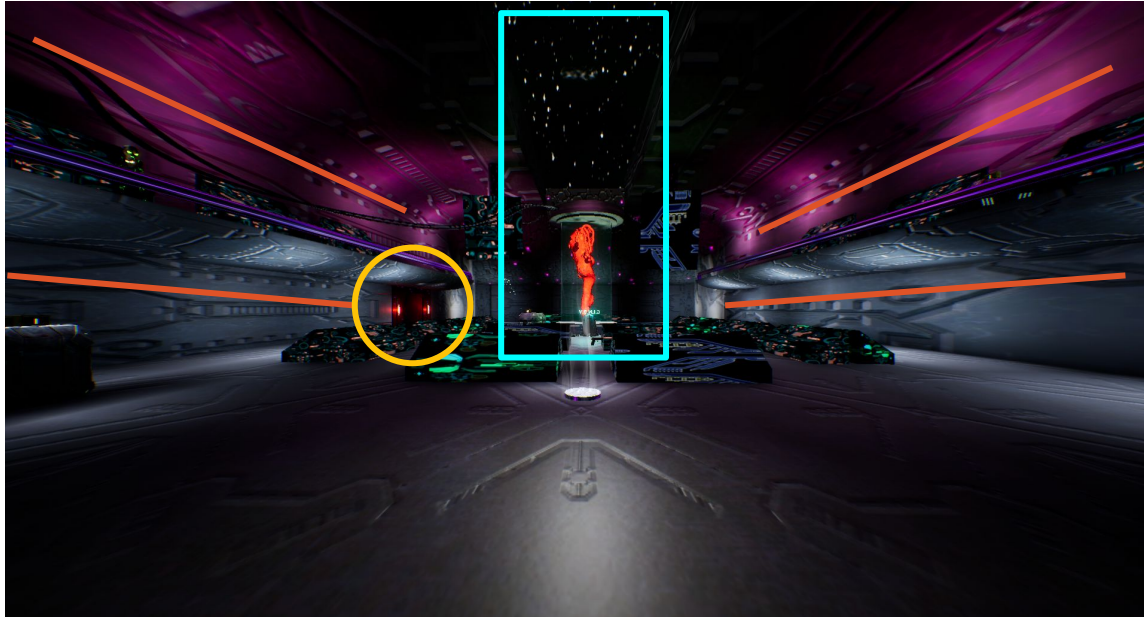
Design Details - 2

Leading Lines  Light Focal Points  Key Points/Affordance



Design Details - 3

Leading Lines  Light Focal Points  Key Points/Affordance





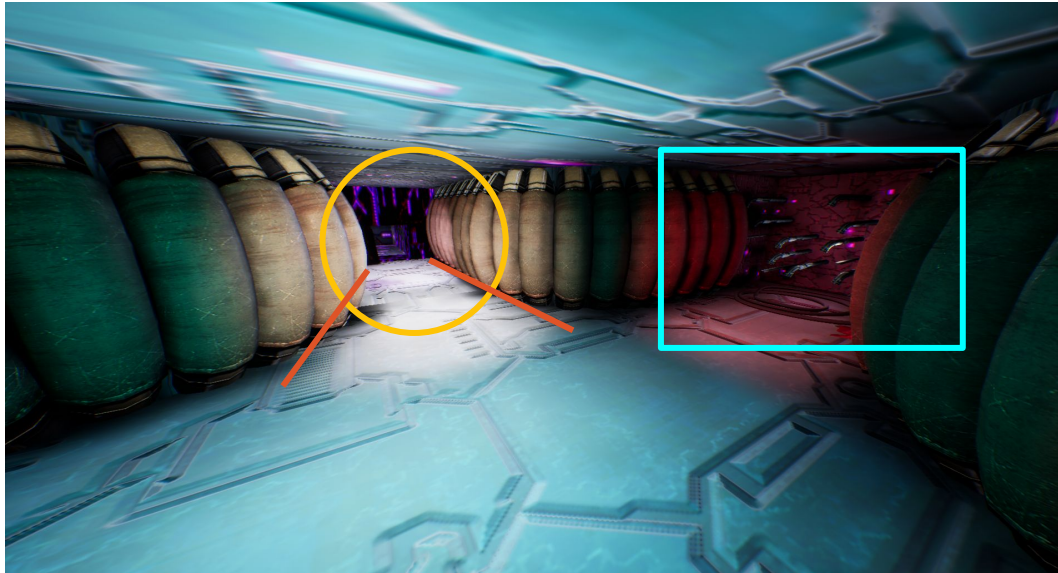
Design Details - 4

Leading Lines Light Focal Points Key Points/Affordance



Design Details - 5

Leading Lines  Light Focal Points  Key Points/Affordance



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