Fortified Village

Action Adventure Level Design (Uncharted Like)

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Intended Level Delivery : 13/04/2018

INDEX

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Quick Summary & Personal Approach

The player has to **maneuver through a medieval village** to cross the **other side of the river** and **save his friend.**

Personal Value

As a Junior Level Designer, my goal is to **make 3D complex Level & increase my skills in modelisation and design approach**. Action-Adventure game are common in the industry and this level allow me to design huge area with different play styles and **possibility to the player.**

Overview

The level take place next to a river and the player must pass through a medieval village to cross the other side. The level start at the **beginning of the game** and **develop mechanics learn in previous level.**

Intentions

My intention for this level is to produce a **10-15 min of gameplay** representative of one chapter of an action adventure game with the **differents phases of gameplay**, **respecting game design, architecture, and mechanics.**
The final objective is to deliver a **cinematic experience.**
To do so, the level is cut in **3 parts :**

First : **At the begin of the level, player crash his car during a pursuit** and start with only **one path**, **discovering the environment until he arrives to a bridge** in order to access the village. It's a **safe part**, involving **discovery and platform** phase. There is **no enemy and no gunfight.**

Second : For the second part, my intention was to give **more freedom** to the player and **introduce him to fight mechanics** with **few enemies** and **script event** to **increase the tension** of the level.

Third : To end the level, the player must use a tyrolean to get to the other side of the river. I design the last part to be a huge combat space, where the player have many possibilities to break through the building and match with all archetypes of player. The space must have tons of cover and wall for the player to climb on.

Objective Summary

.Get in the medieval village.
.Pass through the entry and sewer.
.Break through the ruins and get to the other side of the river.

Mission Location & References

.Ruins of medieval village.
.Sewer.

Mission Difficulty & Pacing

Catalog Mechanics : To play on **Rational Ingredients and Difficulty**, we need to **set up the mechanics** of the player first :
-Move
-Clamper onto
-Jumping
-Take Over
-Climb
-Rope throwing
-Gunfight (short, mid and long range weapon)
-Swim

Resume :

- **Low Pace at the beginning,** discover the environment and platform.
- **Increase difficulty when the player is in the village** with few guards. Event when the player must run to the sewer.
- **Intense combat fight** with many guard **during the combat phase** into the ruins.

Pacing Graph
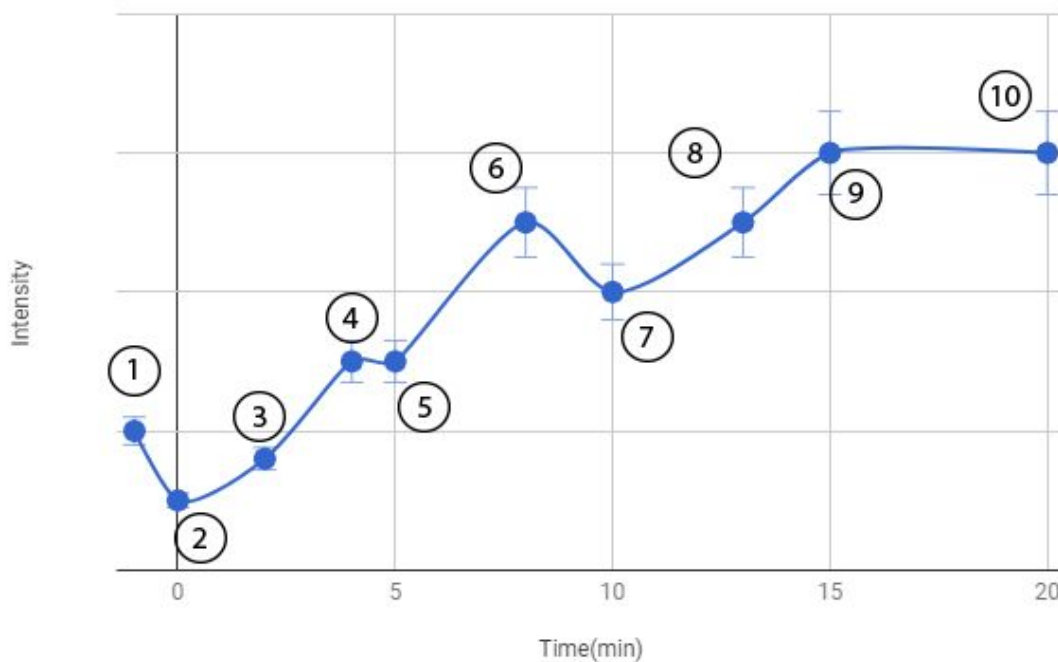
"Nathan is looking for Chloe after she was kidnapped by a terrorist. The only way to find her is to go through an abandoned medieval village under the influence of a criminal organization. He must join the other side of the river to get a boat."

1. **Car crash**
   Level start when "Nathan Drake" is on a pursuit, and get an accident on the road.
2. **Player Start**
   Nathan get out of his car on fire and find a way to the village.
3. **Climb the mountain**
   Once he arrives at the entrance, the enemies see him and lock the bridge. The only way is to climb the mountain to get behind the door.
4. **Rock is falling !**
   At the end of the climbing phase, Nathan walk on crumbly rock and the platform start to fall. Then, he need to hurry up to stay alive and pass through the bridge.
5. **First Gunfight**
   Once he get in the village, guards start shooting and try to kill the player.
6. **Run from the car**
   When the last enemy died, a cinematic happens where a guard get into a car and go at top speed onto the player. He must run into a small hallway to avoid the car.
7. **Sewer**
   When the player run in the little hallway, the floor broke under his feet and fall down the sewer. This phase is calm and there is no enemies to lower the tension.
8. **Heavy Gun Man**
   Once the player get out of the sewer, a heavy gun man is waiting for him at the top of the hill.
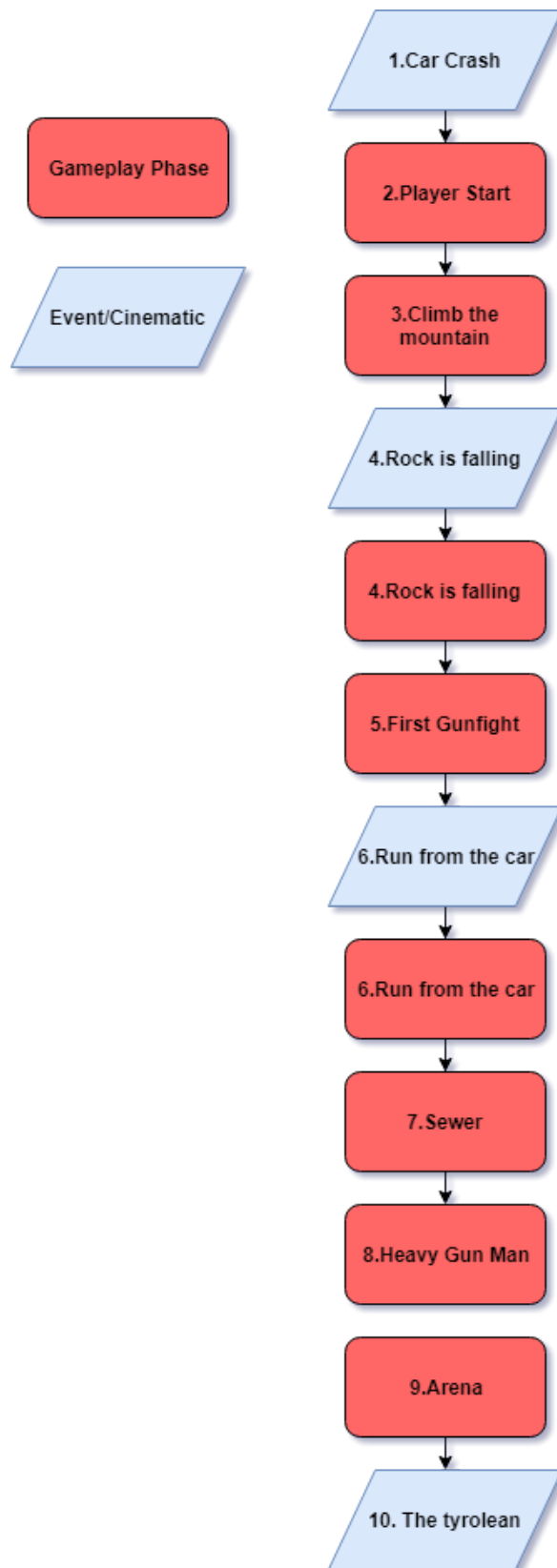9. **Arena**
   After the hill, there is a huge ruins arena and the player must join the tyrolean on the other side.
10. **The tyrolean**
    Last part of the level, player take the tyrolean in the building and escape to the other side of the river.

Each part must support the cinematic experience !

Phases:

```
                                         ┌─────────────────┐
                                        ╱   1.Car Crash    ╱
                                       ╱─────────────────╱
                                              │
                                              ▼
┌──────────────────┐             ┌─────────────────┐
│  Gameplay Phase  │             │  2.Player Start │
└──────────────────┘             └─────────────────┘
                                              │
                                              ▼
  ┌─────────────────┐            ┌─────────────────┐
 ╱ Event/Cinematic ╱             │   3.Climb the   │
╱─────────────────╱              │    mountain     │
                                 └─────────────────┘
                                              │
                                              ▼
                                   ┌─────────────────┐
                                  ╱ 4.Rock is falling╱
                                 ╱─────────────────╱
                                              │
                                              ▼
                                 ┌─────────────────┐
                                 │ 4.Rock is falling│
                                 └─────────────────┘
                                              │
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                                 ┌─────────────────┐
                                 │ 5.First Gunfight │
                                 └─────────────────┘
                                              │
                                              ▼
                                   ┌─────────────────┐
                                  ╱ 6.Run from the car╱
                                 ╱─────────────────╱
                                              │
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                                 ┌─────────────────┐
                                 │ 6.Run from the car│
                                 └─────────────────┘
                                              │
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                                 ┌─────────────────┐
                                 │    7.Sewer      │
                                 └─────────────────┘
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                                 ┌─────────────────┐
                                 │  8.Heavy Gun Man │
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                                 ┌─────────────────┐
                                 │    9.Arena      │
                                 └─────────────────┘
                                              │
                                              ▼
                                   ┌─────────────────┐
                                  ╱  10. The tyrolean ╱
                                 ╱─────────────────╱
```

For each part, **difficulty must increase with player skills** :

Parts	Ingredients Difficulty
1.Car Crash	/
2.Player Start	Move
3.Climb the mountain	**Climb + Rope Throwing**
4.Rock is falling	**Move +, Climb +**
5.First gunfight	**Gunfight**
6.Run from the car	Move+
7.Sewer	Move, Swim
8.Heavy Gun Man	**Take Over, Climb+, Move+, Gunfight**
9.Arena	**Climb ++, Move++, Gunfight ++**
10.Tyrolean	/

Mission Metrics

.Play time is estimated to be between 10 and 15 min of gameplay.
.Player height = 2m.
.Player move = 1m.
.Walkable = >1m in length and width, incline less than 30 degrees.
.Tiny Walkway = 1m width.
.Big Walkway = 2m width.
.Jump to a ledge = <3.5m.
Jump width max = 3m.
.Cover :

	Meters(m)
Not cover	0-0.5
Buffer zone!	1
Low Cover	1-1.25
Buffer Zone!	1.25-1.75
High Cover	>1.75

2D Layout
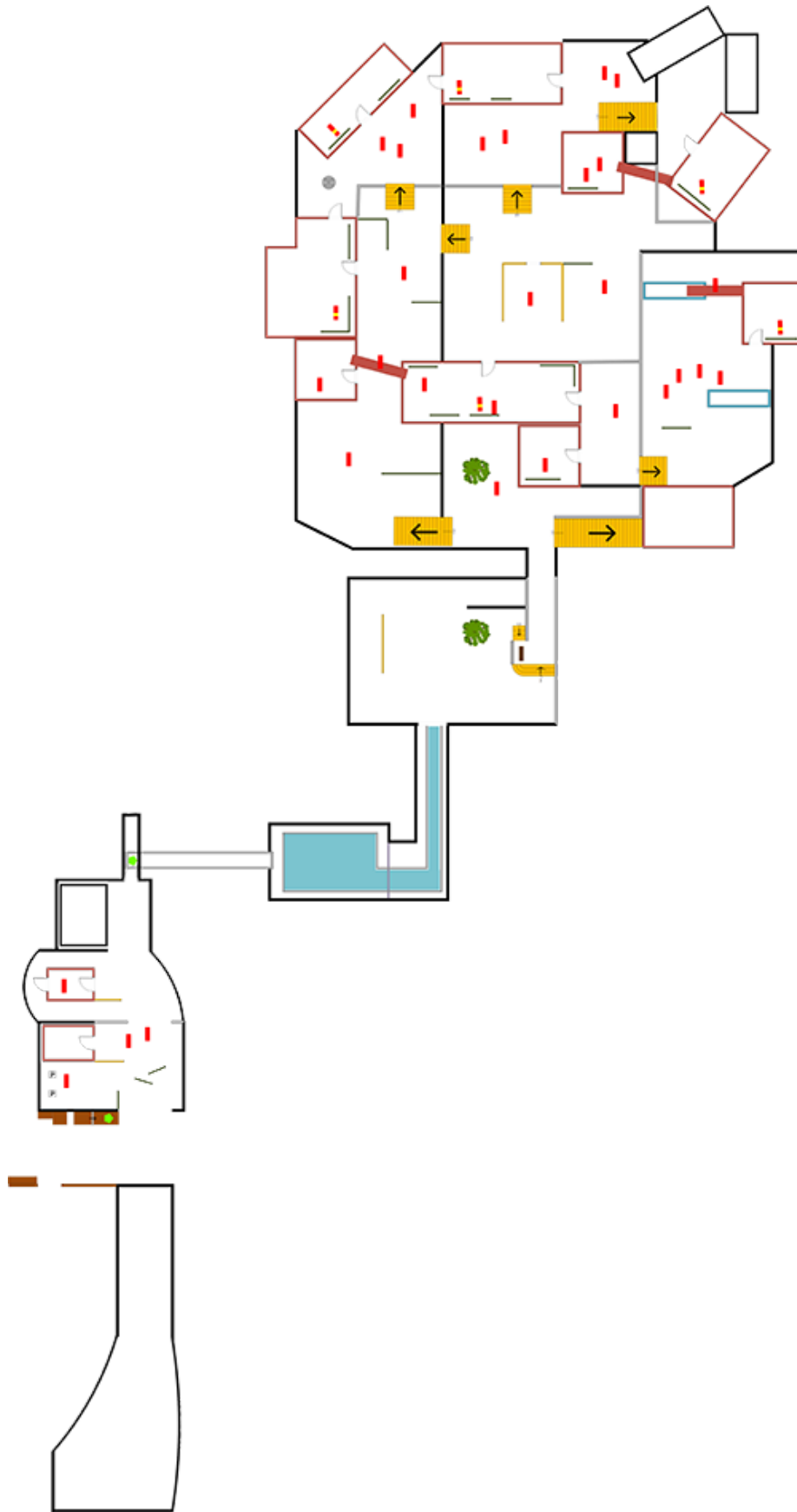
Flowmap : First Part, Introducing & Platform.

Exterior wall, terrain limit

Platform(2m width)

Climbable Wall (2-3m height)

Falling Platform & Event

4m

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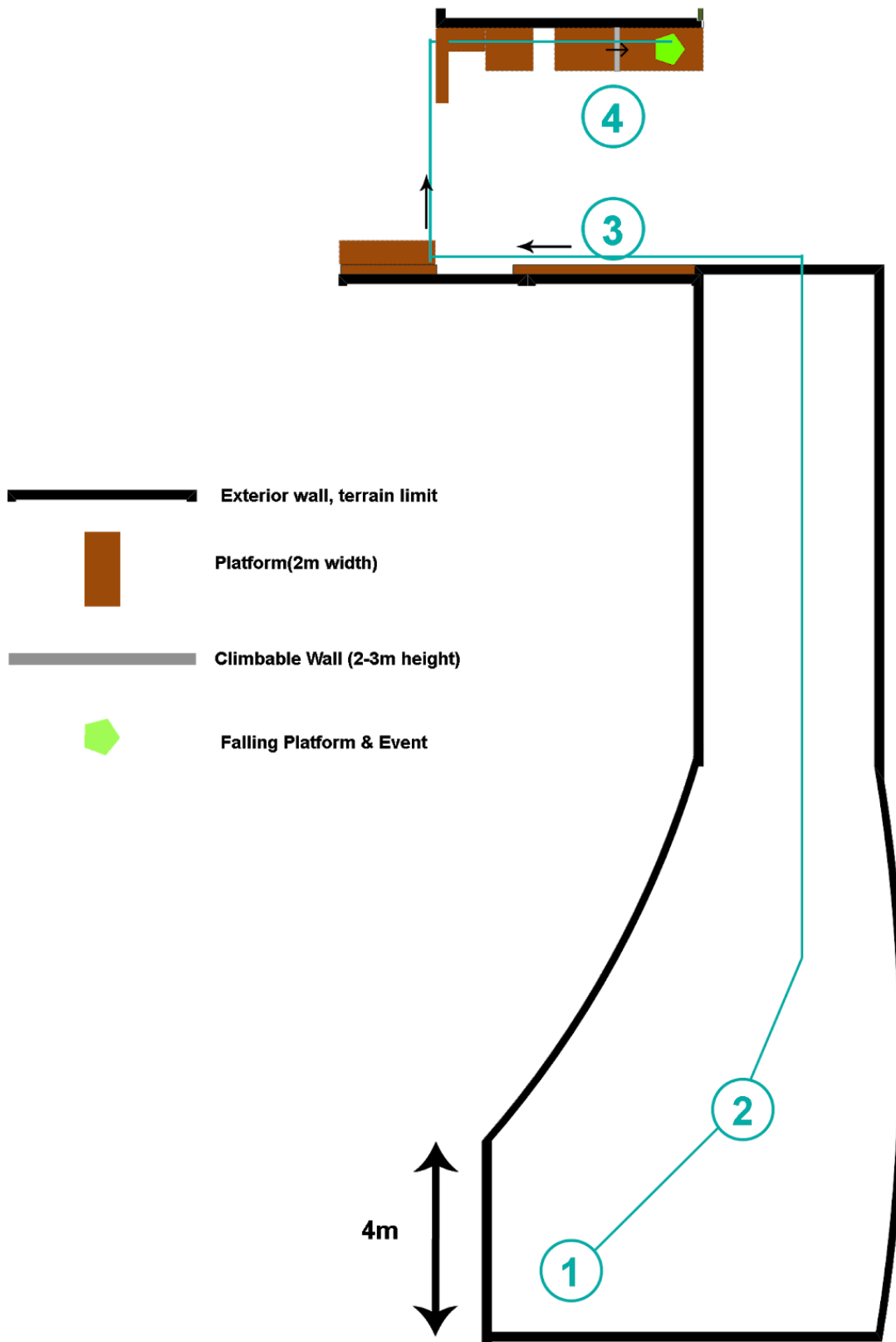
-Player car crash along the river and he **jump just before it explode**, he must catch up the terrorist and start to **move towards the village.**
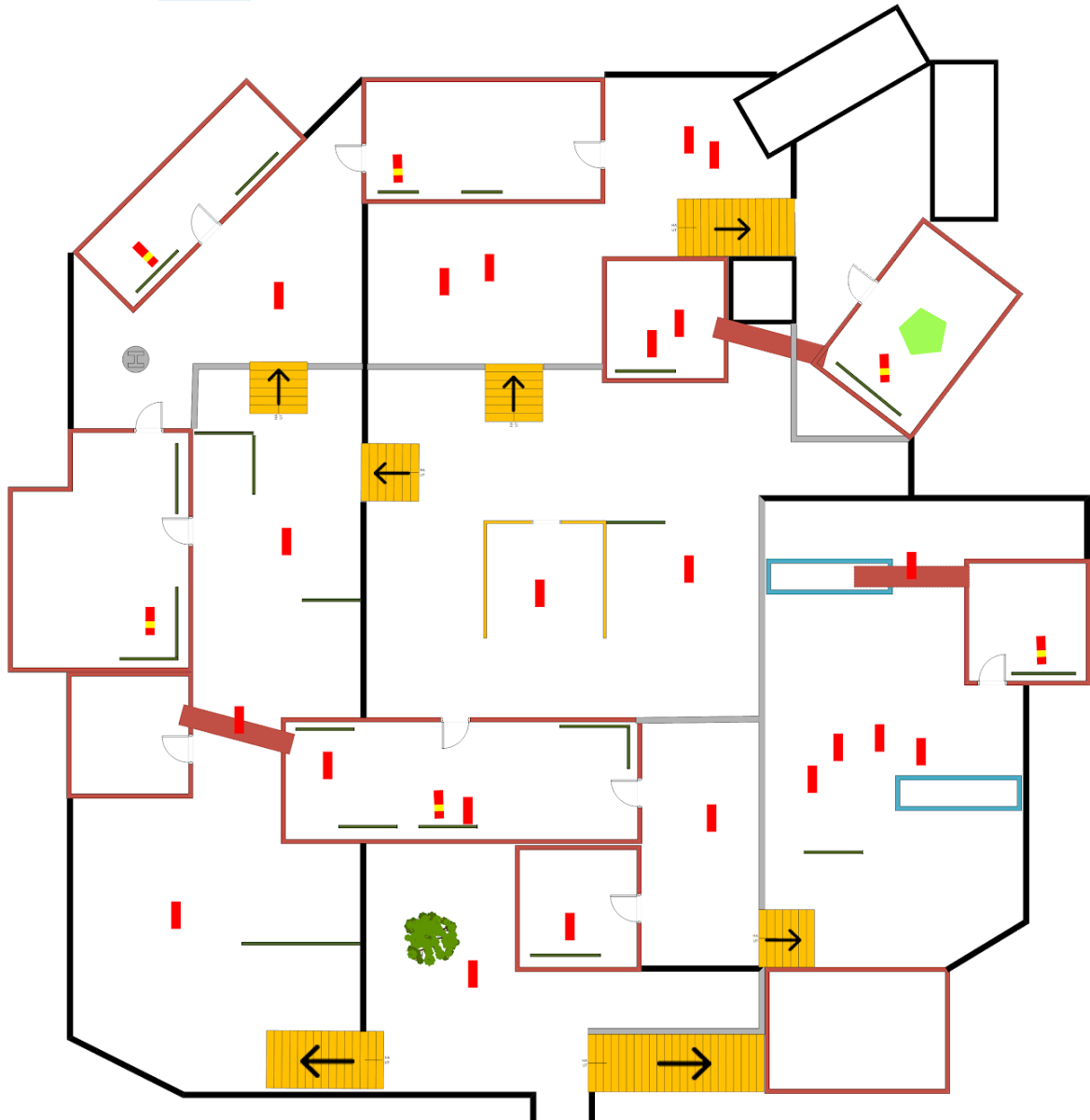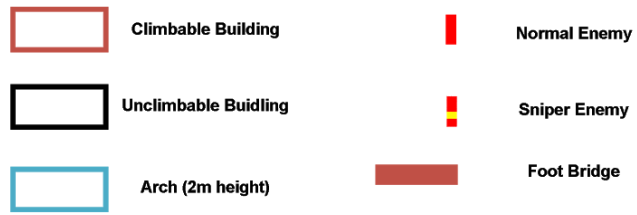**The drawbridge is not raised and the player must cross by the mountain** (3).

Climb Steps :
-Go through the platform where he can't touch the bottom.
-First jump to a walkable platform (2x2m).
-Use the rope to get to the other side of the mountain.
-Second jump.
-Climb a 2m height rock.
-Then the platform start falling and player need to hurry up.

Flowmap : Second Part, Introducing to gunfight & increase tension.

Elite Enemy, HeavyGun

Normal Enemy, SMG Gun

Water/Sewer

High Cover (1.5/2m width) ; (>1.75m)

Low Cover (1.5/2m width) ; (1/1.25m)

Climbable Building (3m Height)

8

7

6

5

P

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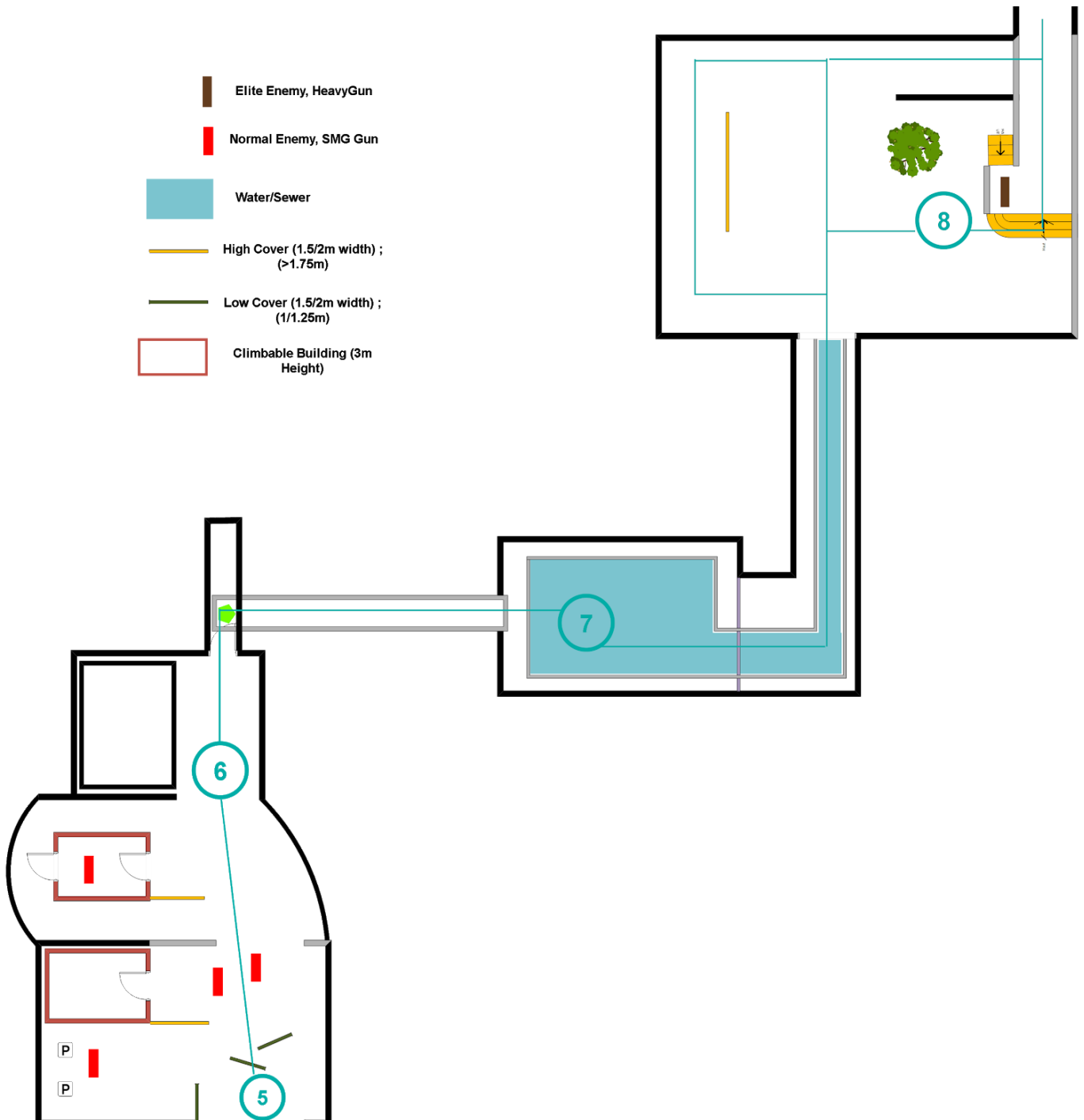
-Player has a **short breath** before the gunfight.

-**4 Enemies are defending the parking at the entrance of the village**, There is **two small cover** to allow the player to hide. Another low cover at the left manage the another guard on the parking.

-The last guard is **hide on the second building** before the "car event".

-The part on the sewer is **calm and linear**, player need to **swim below the grating.**

-When leaving the sewer, the player **has to face a heavy gun man**. He has **different paths to kill him**, circumvent the guard or a more direct approach.

Flowmap : Final Part, the Arena.

Climbable Building

Unclimbable Buidling

Arch (2m height)

Normal Enemy

Sniper Enemy

Foot Bridge

-The last part is a **huge arena** where the player can get to the tyrolean in different ways.

Risk & Rewards :

The arena has three "major' axes :

The left part :
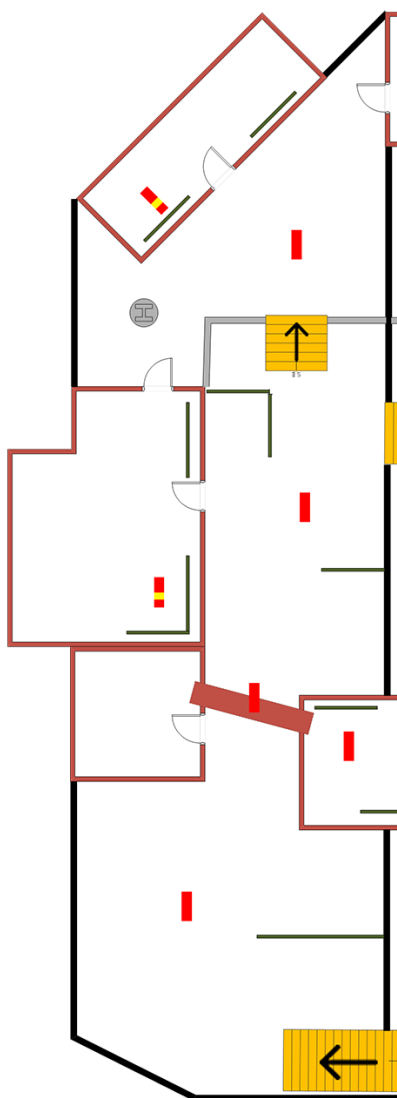
-**The left part of the arena is the longest part** to get to the tyrolean but the **least dangerous**. Indeed, there is just **2 sniper** NPC and **4 normal** NPC, more cover. and the player can pass through the building without being in "huge" danger.

The middle part :
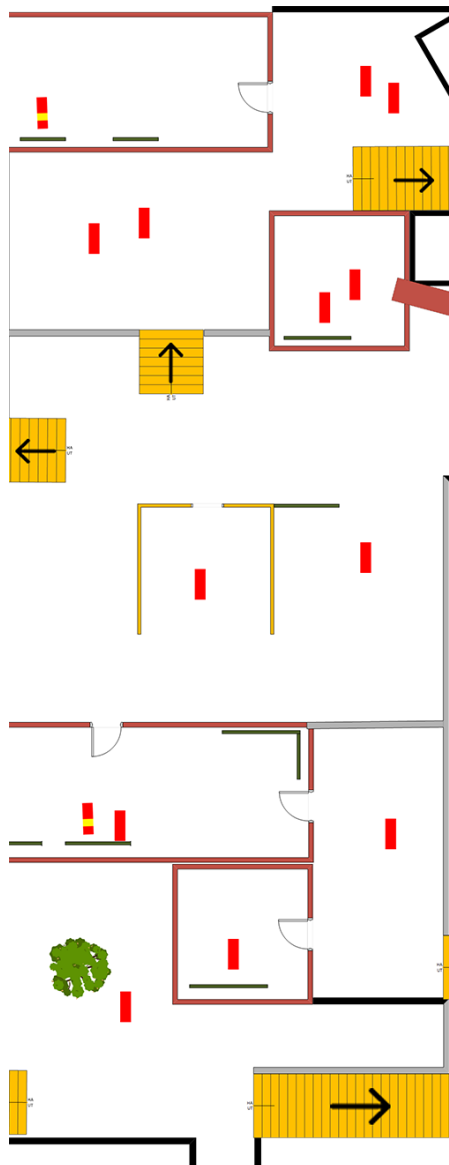
- The middle part is the **most dangerous place for a head-on approach** archetypes of player. There is **2 sniper NPC and 13 normal NPC.**
-Furthermore, enemies to the left AND right can also attack the player when they're alerted.

-To handle the difficulty, **a huge cover place at the middle allow the player to defend himself** for a more "action" experience.
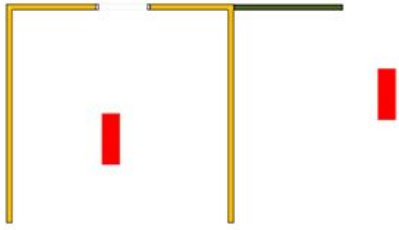
The right part :
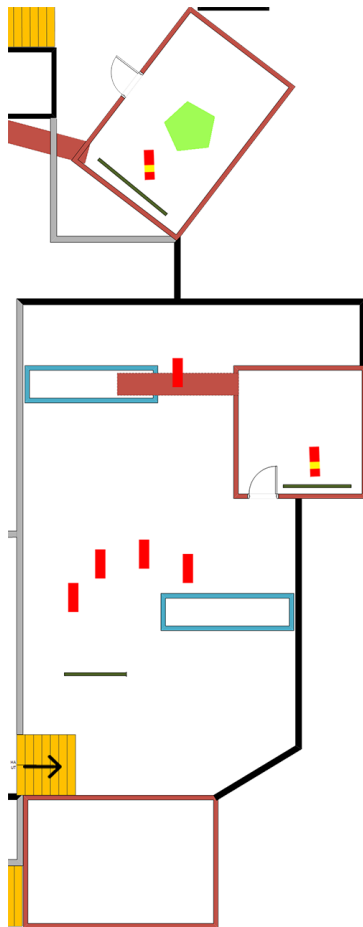
-The right path is a **more sneaky approach** with "groups" of enemies, playing cards.
-But few cover and arches allow the player to have an **"aerial" approach** crossing, the roofs or even take a good fight (1 sniper NPC and 5 normal NPC).

Verticality and Horizontality :

- During the combat phase, player must distinct the Verticality such as climbing and platform.
- Horizontality means combat phase and gameplay action.

Production Strategy

Assets

Most of the assets are already including in the game, but few elements can be missing to create the level such as :

STATIC MESH :

-Climbable building
        -SM_Wall(2x2m)
        -SM_WallWindow
        -SM_WallDoor
        -SM_Floor(2x2m)

-Unclimbable building
        -SM_Wall(2x2m)
        -SM_WallWindow
        -SM_WallDoor
        -SM_Floor(2x2m)

-Low Cover Ruins
        -SM_LC(1m)
        -SM_LC(2m)

-High Cover Ruins
        -SM_HC(1m)
        -SM_HC(2m)

-Tyrolean
        -SM_Tyrolean

ANIMATIONS

-Nathan Drake when he's falling to the sewer.

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Production Time

Sketch : 2 - 3 days.
Playtest phase : 2 days
White Boxing : 4 - 5 days
Playtest phase : 2 days
Enemy path & props implementation : 3 - 4 days
Playtest phase : 2 days
Polish : 1 week + Environment Artist

Playtest Phase

Action-Adventure games like Uncharted use **Environment Language affordances(Defined, Cultural, Interred) to guide the player.**
Cultural affordances are those we recognize from our real world, so the playtest phase must include **environment artists** to respect the realism of the level.

To do so, Playtest phase pass through :
-First, the designer can test the level if it's working and find some bugs.
-QA tester, testing features, collision bugs, and report it with documents to the designer.
-Last part with artist and constraints like polygons, metrics, similarity with real world.