



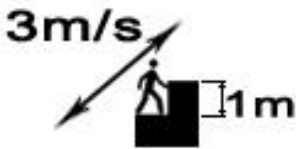

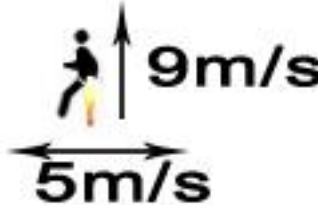

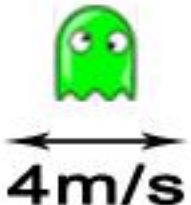
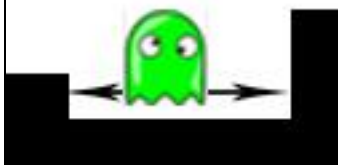

# Level design test




## 1 Overview

Simple game with the goal to open the Exit door and escape the level. The Exit is usually locked so Player has to find a key to unlock it first. Main hero uses jetpack to reach high places and avoid enemies.

## 2 Entities in level

Player character			
	Size: 1x2 m		
MOVEMENT			
Walk	Walk over obstacle Up to 1 m o height	Fall down No damage from fall	Jetpack jump Up to 40 m of height.  Only one jump per one recharge.  During jump player can controll horizontal movement as well.

			
<b>Monster</b>			
	<b>Size:</b> 2x2 m <b>Function:</b> Contact with the monster is instant death for player character		
<b>MOVEMENT</b>	<b>AI</b>		
<b>Walk</b>	Monster just wanders from obstacle to obstacle in constant speed There is no idle Monster can't overcome any obstacles but passes by keys and rechargers Monster doesn't chase the player, it just follows the movement pattern		
			

Recharger		
	Size	1x1 m
	Function	Recharges player's jetpack for 1 jump. Player can't carry more than one recharger at once.
	Special	Respawns in 5 seconds after taken.
Door		
	Size	1x2 m
	Function	Blocking player's progress. Needs to be unlocked with key.
	Special	There are several doors in level of different color. The key of the same color fits to the specific door.
Key		
	Size	1x1 m
	Function	Unlocks the door of the same color as is of the key

### 3 Gameplay seeds used in the level

These are the bricks of the gameplay shaped according to basic features (movement, monster's AI etc.) I used to build my test level.

#### 3.1 Tail the monster

When the monster goes away from the player it is safe for him to follow monster to get for key or. recharger. Just don't forget to think ahead on escaping route.

#### 3.2 Run from the monster

It is possible to run from enemy for some limited time eg. to the edge of the platform, stairs etc. Monster is faster then player and thus he lose 1m each second when he runs from monster.

#### 3.3 Monster's playground expansion

Sometimes monster is moving in space too narrow for player to navigate around it. By removing obstacle (eg. door) from it's way monster has longer trail to follow and player can use one of the movements described above to get achieve his goal.

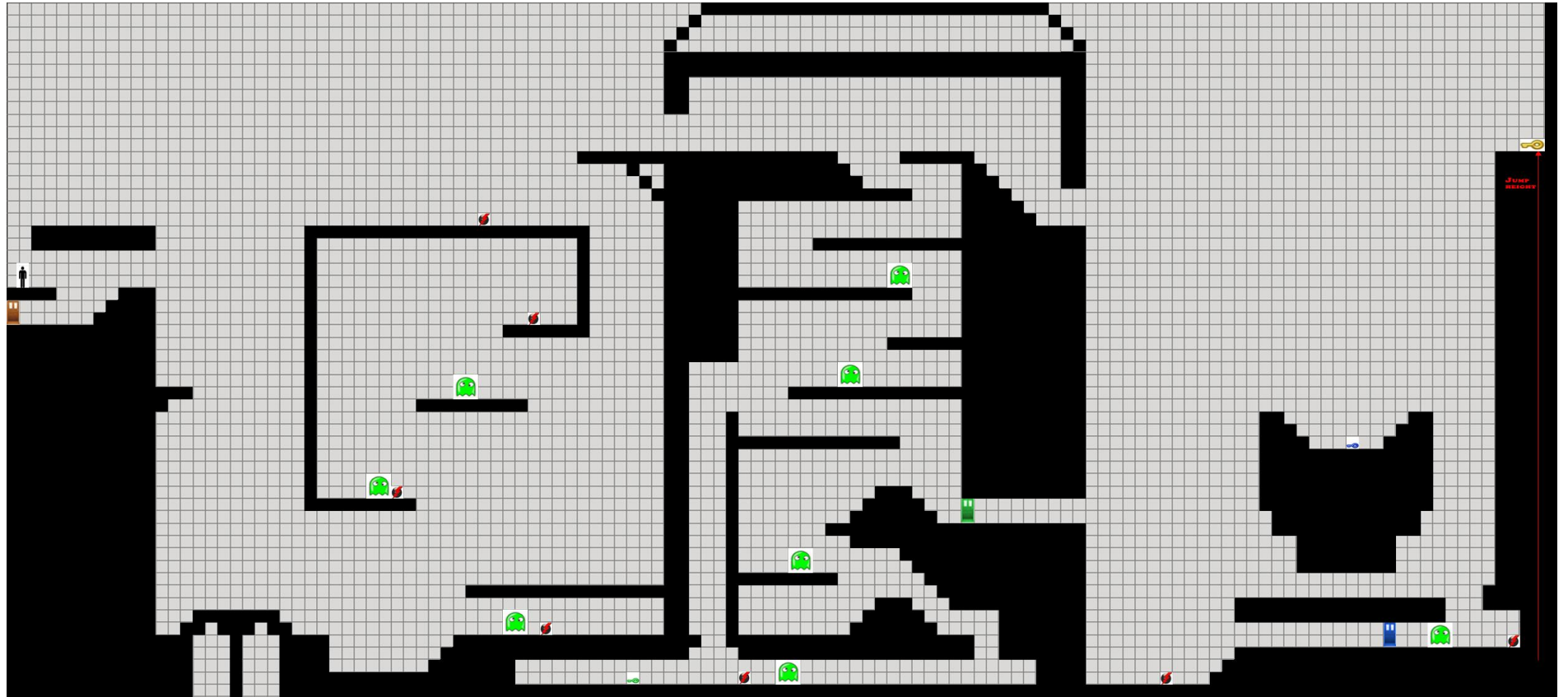
#### 3.4 Timed jetpack jump

Player has to time his jetpack jump precisely to avoid moving monster on upper platform.

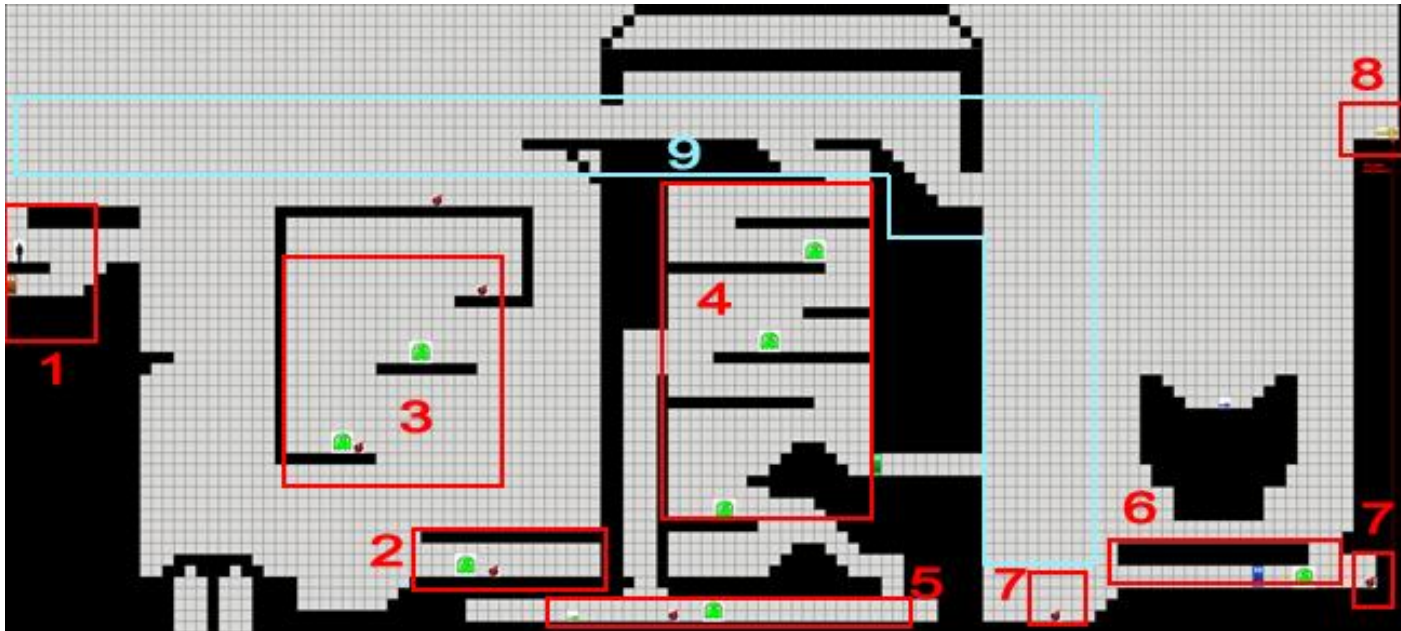
#### 3.5 Multiple uses of recharger

Some rechargers will be used more then once because player will need to go back this way and jump to another direction. This is when the respawn feature of the recharger comes in handy.

## 4 The level



## 5 Level structure



1. Presenting player the goal (door-need a key)

2. Tail the monster pattern

3. Timed jetpack jump pattern

4. Run from monster pattern. Another door (green) is presented.

5. Tail the monster pattern- green key obtained.

6. Monster's playground expansion pattern – unlock the blue door to let monster free.

7. Multiple uses of rechargers pattern

8. Obtaining the brown key for the exit from the level

9. Level's "victory lap"