



LEVEL DESIGN DOCUMENT

VERSION 1.0

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Level Design Document

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1. Overview

1.1 Campaign

Not knowing what lies ahead you reluctantly accepted a quest from an unworldly being promising to grant wishes, fame and unimaginable wealth. Sent to a strange world set in medieval fantasy time you get to experience firsthand how hard it is to survive in this world. Catastrophic monsters haunting cities and environments prevent you from progressing further to the quest reward you were promised which lies at the top of a tower, a tower taller than anything you've imagined. The inhabitants of this world rely on adventurers to defend them from these beasts by clearing this enormous tower, the source of which these monsters originate from. All adventurers start at the very first floor level where a local adventurer's village has been built to help train new heroes, heroes that wish to reach the top of the tower. In this floor all heroes will encounter lesser monsters, easy to kill and level up your stats with. Essential for anyone who wants to reach the second floor.

The tower is enormous, you can find green environments just like the outside world, powered by a magical sun. An adventurer's village has been built here for anyone who dares to take up the task in clearing this tower. This village functions like any other normal village with economics, politics and agriculture. The sole difference is the village gets its source income from slain monster materials, bought and sold by various adventurers, traded further to different lands and continents outside of the tower. This location is not for the weakest of men, it suffers from greed and corruption among the adventurers. Rumor has it there is a guild that kills fellow adventurers for XP to climb the tower faster but that is only rumors and nothing more, making most of the quest seekers a bit frightened by not climbing as fast as they should.

- Changing environments: new worlds to explore and dangerous monsters at every corner
- MMO: Multiplayer campaign driven story.

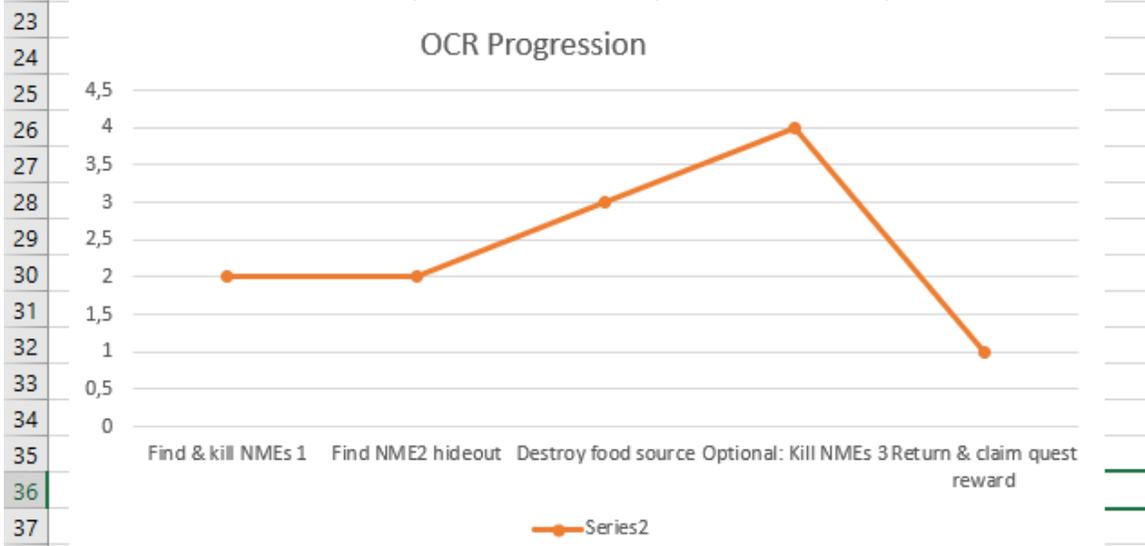
1.2 Mission Location

You find yourself starting in a destroyed castle originating from a forgotten empire, a prominent country that suddenly vanished from the face of the world leaving no trace behind, except now. You are witnessing lost relics guarded by monsters of the tower, lurking within the ruins.

- Forgotten castle
- Outdoors / indoors
- Forest set in medieval time / dark fantasy atmosphere

1.3 Mission Difficulty

	A	B	C	D
1	OCR	Activity	# Of Used	Total Difficulty
2	Find & Kill NMEs 1	Easy Puzzle	1	1
3		NME Melee 1	2	1
4			Total	2
5	Find NME2 hideout	NME Melee 2	2	2
6				
7			Total	2
8	Destroy food source	Easy Puzzle	1	1
9		NME Melee 1	4	2
10			Total	3
11	Optional: Kill NMEs 3	NME Melee 3	3	4
12			Total	4
13	Return & claim quest reward	Easy Puzzle	1	1
14				
15			Total	1
16				
17	Find & kill NMEs 1	2		
18	Find NME2 hideout	2		
19	Destroy food source	3		
20	Optional: Kill NMEs 3	4		
21	Return & claim quest reward	1		
22				



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General: Mission difficulty curve slowly progresses from easy to difficult as the player traverses through the castle ruins and difficulty drastically declines upon completion.

Find & kill NME 1: This section is a bit familiar to the player. They are introduced to both new and old mechanics that they have seen before. The objective of this is to introduce the player to different low-level NME's and killing 2 NME's. Teaching the player, the main combat elements.

Find NME2 hideout: Difficulty stays the same, but the NME Strength consists of 2 low level NME's. The player must defeat said NME to continue the trail leading to the Monsters hideout. This shouldn't be too difficult as the player has already been used to fighting 2 NME's in equal strength to this new NME introduction.

Destroy food source: The difficulty ramps up a little more. The player encounters low level enemies again but this time there are four of them. The goal of this mission is to learn how to successfully parry off multiple enemies and crippling their strength by destroying the monster's food source.

Optional: Kill NME3: After clearing the castle of monsters you can successfully claim your quest or head further outside of the castle behind a mountain to slay even stronger monsters consisting of 3 total NME's. Difficulty is extremely ramped up and offers a bigger reward upon completion.

Return & claim quest rewards: Difficulty drastically declines as there are no threats to deal with anymore. The player heads back to a village not far away from the castle, to claim a reward.

1.4 Mission Metrics

OCR	Activity	# Of Used	Time Value	Total Time Value
Start	Movement	1	2	2
			Total	2
Find & Kill NME1s	Easy Puzzle	1	2	2
	NME Melee 1	2	2	2
			Total	4
Transition	Movement	1	2	2
			Total	2
Find NME2 hideout	NME Melee 2	1	1	1
			Total	1
Transition	Movement	1	2	2
			Total	2
Destroy food source	Easy Puzzle	1	3	2
	NME melee 1	4	4	4
			Total	6
Transition	Movement	1	2	2
			Total	2
Optional: Kill NMEs 3	NME Melee 3	3	9	9
			Total	9
Transition	Movement	1	2	2
			Total	2
Return & claim quest reward	Easy Puzzle	1	2	2
			Total	2
			Grand Total	32

- The Dimensions of the map are 120 X 58 Units. This is the total physical size
- There are 2 new NMEs that the player is introduced to, NME Melee 2 and NME Melee 3.
- The town is the main dominant in the scene and foreshadows the end goal for the player in the map. Hinted to be in a giant tower showcased with marks and horizontal angles.

2. Environment

2.1 Level Atmosphere/Mood

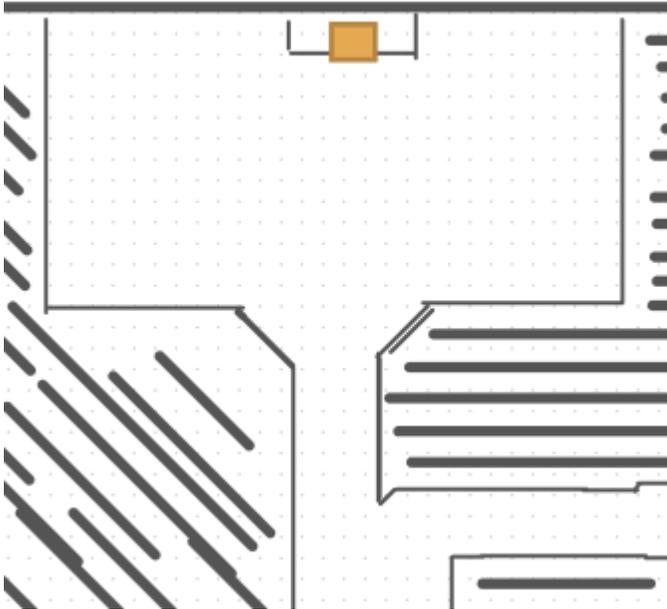
- The Level is bright and ominous. The sun shining behind the enormous tower shining down on the remanence of once was a castle. In an empty room with no roof, you awaken from your slumber. Near this room on the outside are trails leading to other parts of the castle remains. This gives a sensation of wanting to explore and turning to corners to see what lurks around there.

2.1.1 Story

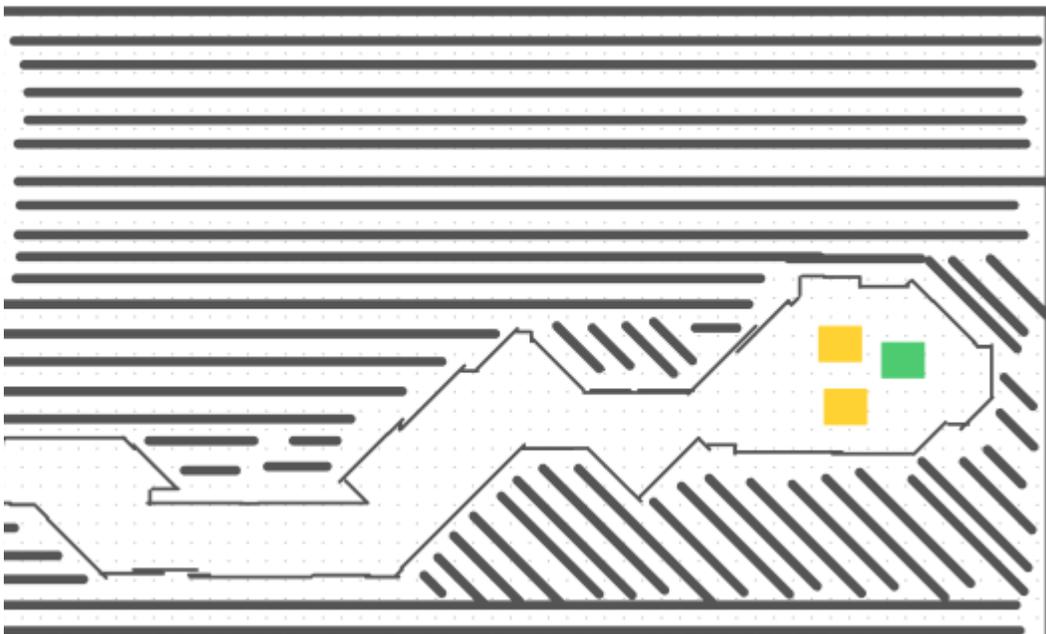
- Not knowing what lies ahead you reluctantly accepted a quest from an unworldly being promising to grant wishes, fame and unimaginable wealth. Sent to a strange world set in medieval fantasy time you find yourself located in a castle, crawling with monsters. No memories left on who you were before, only this new version of you with a new body, armour set & a new purpose of living. Standing in ancient castle remains a vague message appears inside your consciousness, a strange request from an unknown individual or entity. Asking to get rid of the monsters occupying this castle with compensation once done. You get to experience firsthand how hard it is to survive in this world. Catastrophic monsters haunting cities and environments prevent you from progressing further to the quest reward you were promised which lies at the top of a tower, a tower larger and taller than anything you've witnessed before. They say this tower is hard to miss since you can see it half across the earth, giving a cold and at the same time a warm sensation whenever you look up to it.

2.1.2 Major Areas/Visual Themes

Start: This is the starting location and introduction for the player. This section is made from ruins of a castle room. Destroyed floor, ceiling, walls and more. It's the first section of a total of 4.

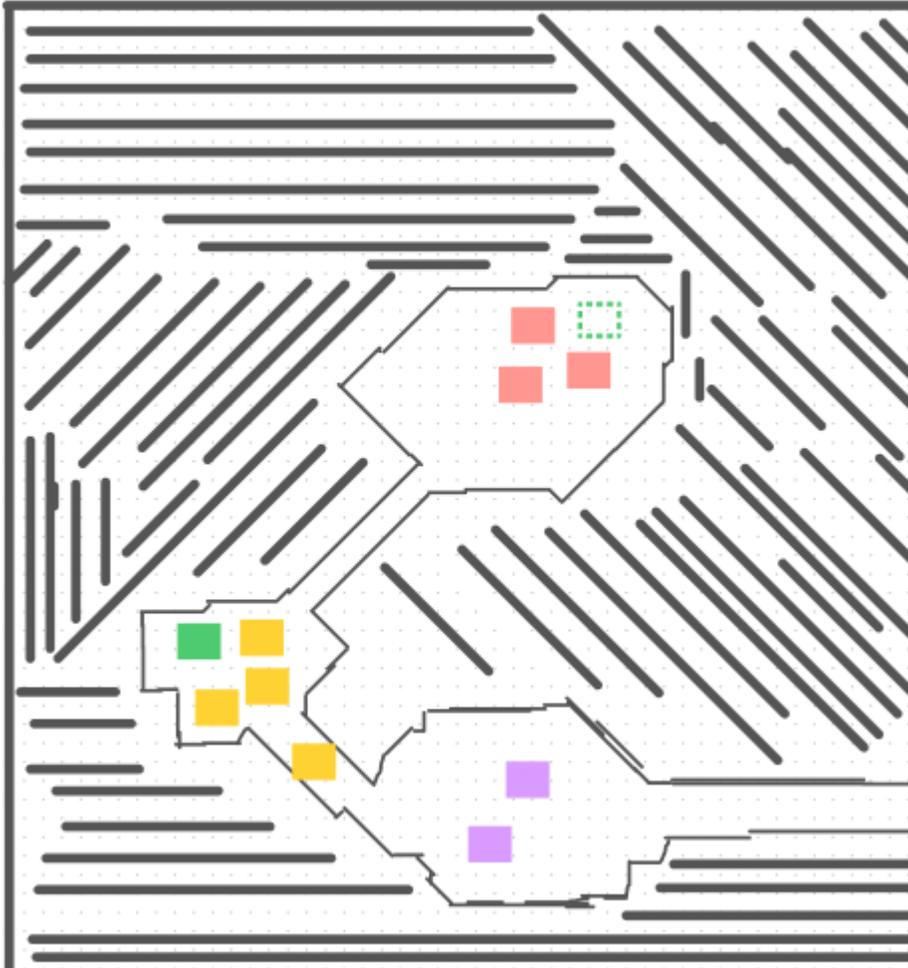


Find & kill NME 1: This OCR takes place outside, leading the player through a path filled with remains of the castle & nature taking over it over time that has passed. Before encountering foes, there is an old staircase leading into a destroyed white tower with no roof where monsters likes to roam around.



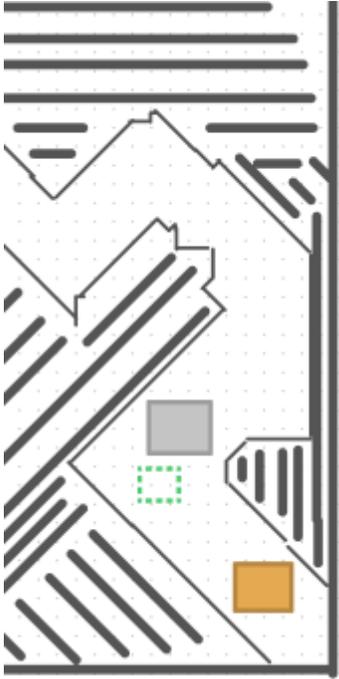
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Find NME2 hideout & Destroy food source & Optional: Kill NME3: This OCR consist of 3 different sections. A forest path leading to a mountainous terrain. Monsters keep their food supplies in a cool place inside the forest. Rotten with spells of death you can smell their hideout from a mile away. There are strong bodyguards at the front taking care of the entrance, weaker guards protecting food supplies and the strongest keep to themselves at the mountains, away from weaklings.

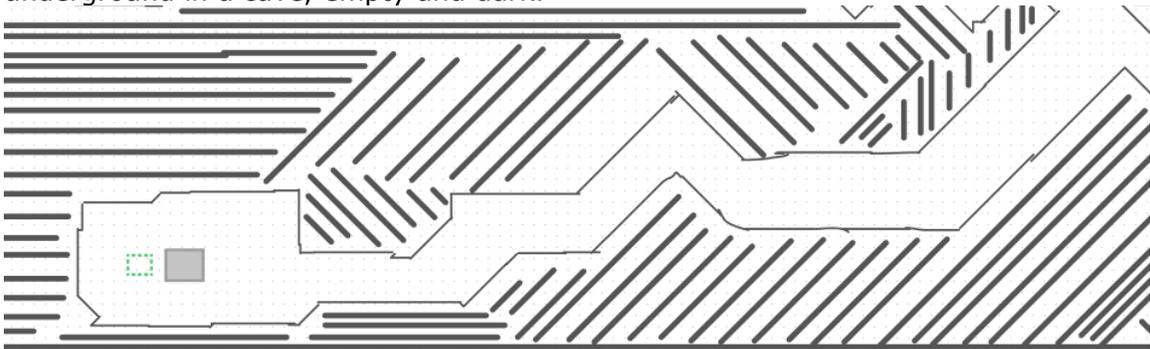


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Return & claim quest rewards: Following the forest path and avoiding the dark forest you find yourself looking at two teleportation paths. One bright, one darker. Both leading somewhere, one to another god killer and the other to the village nearby. A teleportation device for adventures to use for fast travel between worlds.



Extra: A optional pathway into the darker area of the forest where there is said the former empires forgotten fortune is located. Guarded by an unknown giant monster capable of defeating gods, no one has ever dared to step foot inside. Once entered the dark forest you get lost in a foggy environment and suddenly find yourself underground in a cave, empty and dark.



2.2 Map Objectives

- The main objective of the mission is to defeat the monster occupying the ancient empire castle and head to the village afterwards.
- There are 7 total objectives as mentioned but some are optional, and others are apart of the same flow making it a total of 5 objectives.
 - **Find & kill NME 1:** These low-level enemies will act as training dummies.
 - **Find NME2 hideout:** This will give the player more time to explore, gain xp and become stronger before a bigger fight. Getting to know the mechanics against stronger opponents.
 - **Destroy food source:** In order to complete the quest, clearing the tower of monsters and being able to visit the village. One must kill 4 low level NME's and burning food supplies.
 - **Optional quests:** To further test your skills against even stronger foes and claim a bigger reward than what was promised. Not a mandatory quest to complete in order to progress.
 - **Return & claim quest rewards:** Visiting the village and exploring what more mechanics & dynamics the game has to offer.

2.3 Challenge Highlights

- The Level will consist of NME's the player will have to defeat.
- Each OCR will introduce new variants of NME's to mix the battle strategies for the player.

2.4 Actors

2.4.1 Player

- There will have one sword and armour kit for the entire level.
- OCR 1 is the start location. This location is where the player will begin their journey.
- The main objective for this character (player) is to defeat monsters occupying the ancient empire castle

2.4.2 NME List

2.4.2.1 NME Melee 1



- Melee enemy
- Objective: Kill the player
- The lowest tier of Melee NME
- They are in OCR 2

2.4.2.2 NME Melee 2



- Melee enemy
- Objective: Kill the player
- The second tier of Melee NME
- They are in OCR 4

2.4.2.3 NME Melee 3



- Melee enemy
- Objective: Kill the player
- The third tier of Melee NME
- They are in OCR 8

2.4.2.4 NME Caster 1

- N/A

2.4.2.5 NME Caster 2

- N/A

3. User Interface

- In – Game Information:
 - Objective menu at the beginning of the level
 - OCR list will be shown as they progress
 - Map unlocks upon completion to the village
- HUD Elements
 - Health / Stamina / Armor / Weapons

4. Gameplay

4.1 Gameplay Mechanics

- Main Mechanics
 - Explore
 - Fight
 - Die

- Secondary Mechanics
 - Solve Puzzles
 - Gain XP

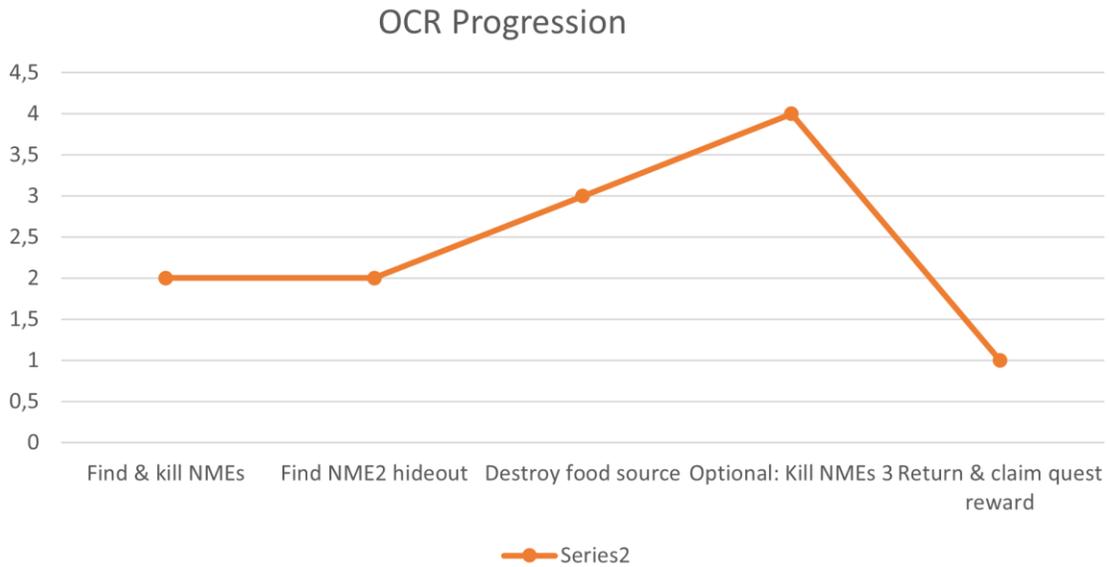
- Fighting:
 - The player will encounter 3 types of NMEs
 - Melee 1
 - Melee 1 NME can only attack when the target is within 3 meters
 - Their abilities are limited:
 - Basic attack
 - Basic combo attack

 - Melee 2
 - Melee 1 NME can only attack when the target is within 3 meters
 - Their abilities are limited:
 - Basic attack
 - combo attack
 - Slow

 - Melee 3
 - Melee 1 NME can only attack when the target is within 3 meters
 - Their abilities are limited:
 - Heavy attack
 - Heavy combo attack
 - Bleed

4.2 Level Progression Chart

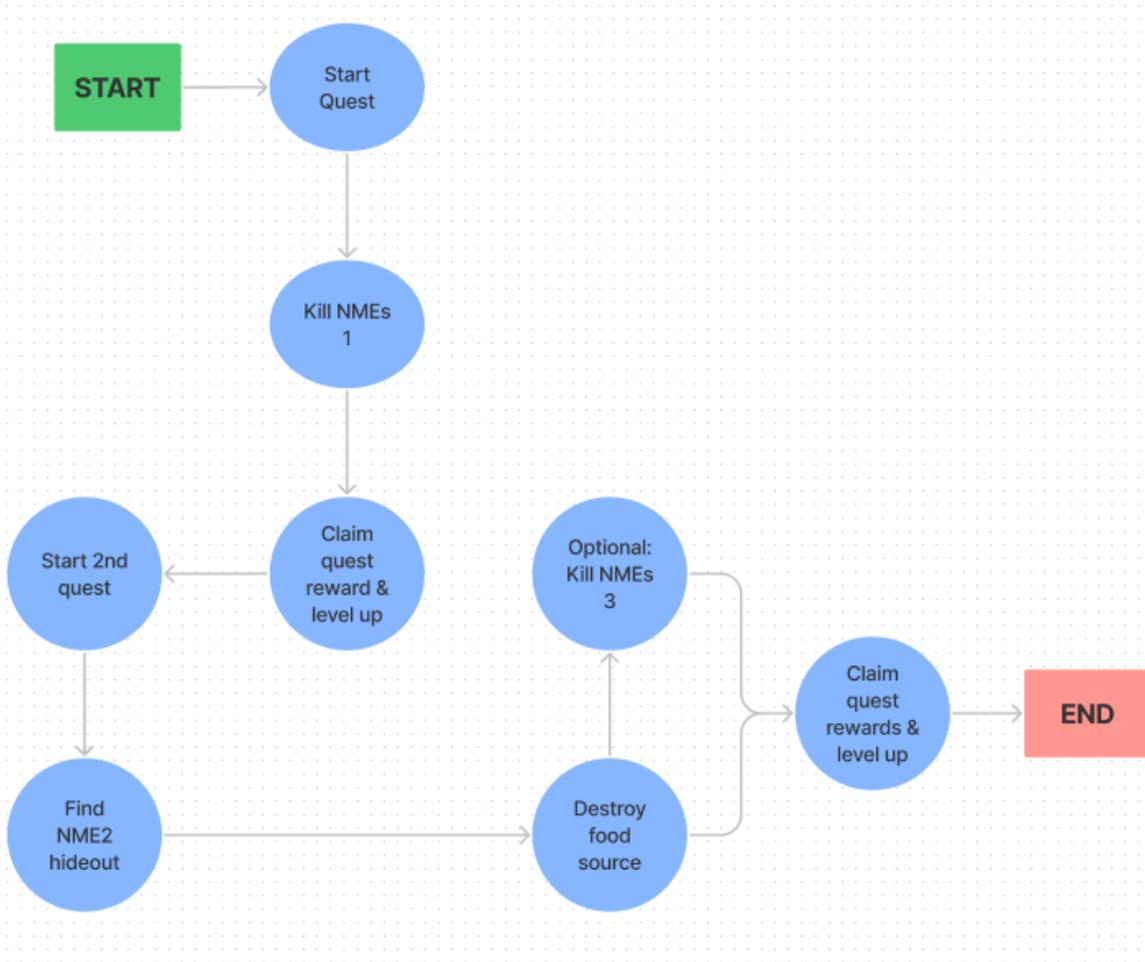
- The Following is the level progression chart for the map. It showcases the different encounters the player will see



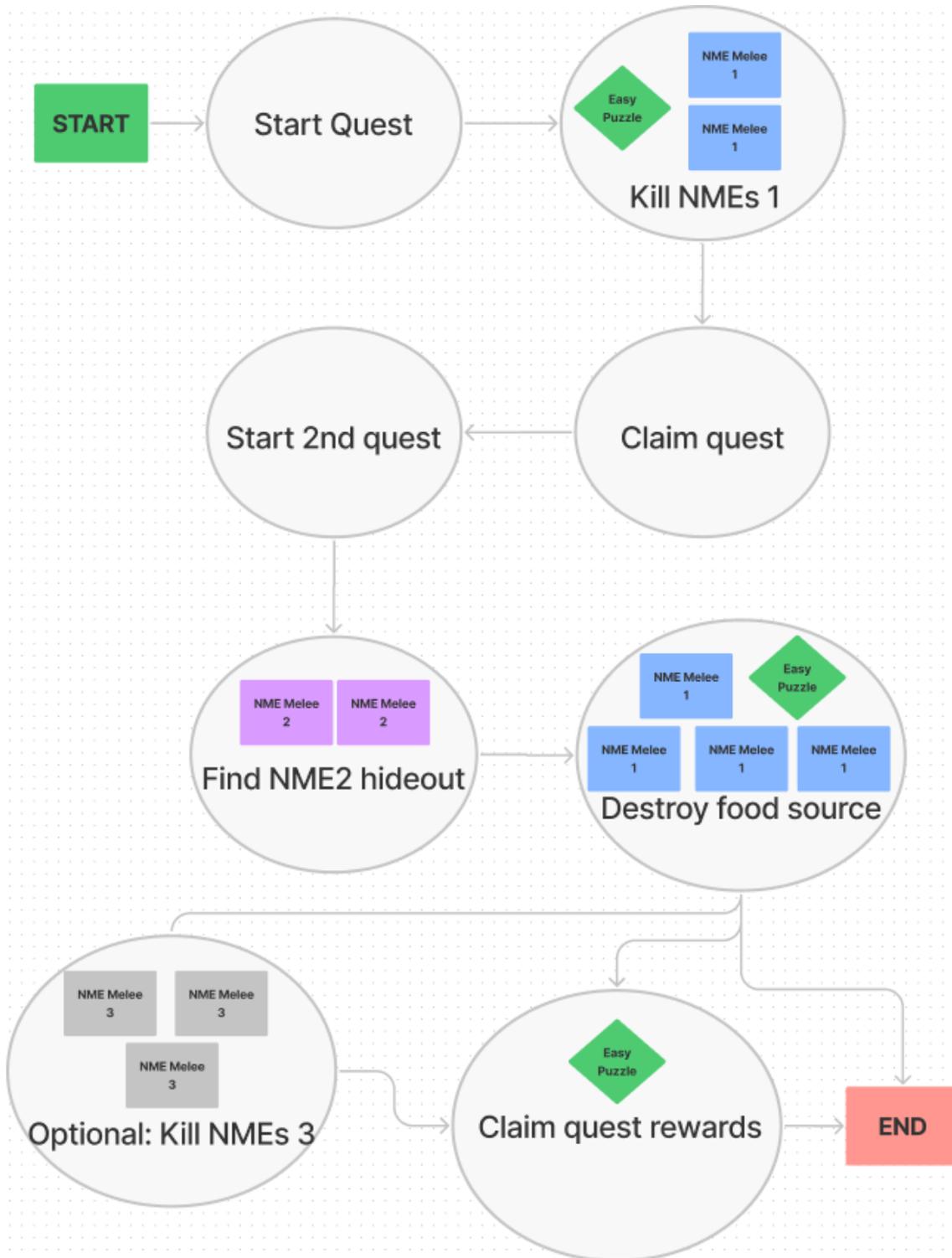
Activity	# Of Used	Difficulty	Total Difficulty
Easy Puzzle	3	1	3
Medium Puzzle	0	2	0
NME Melee 1	6	1	6
NME Melee 2	2	2	4
NME Melee 3	3	3	9
			0
			0
		Total	22

4.3 Level Flow Chart

The following is the flow chart for both overall and individual OCRs

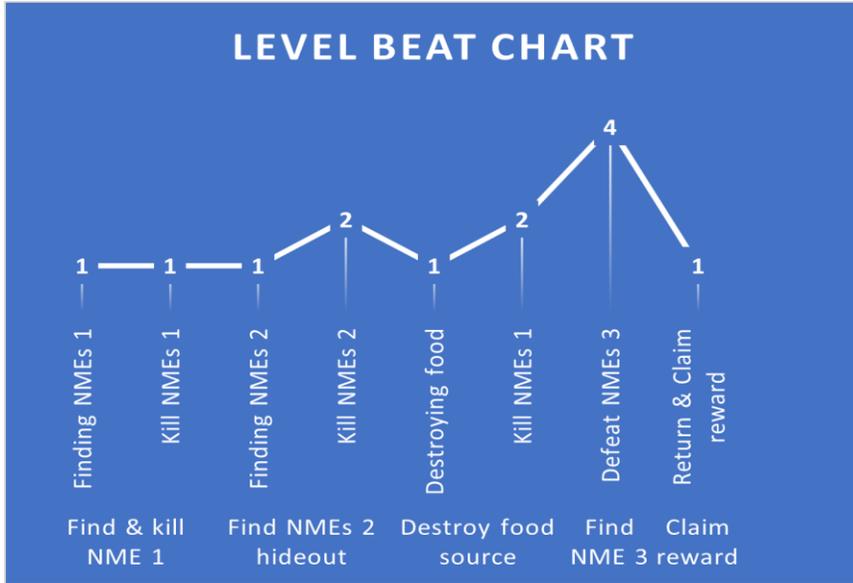


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4.4 Level Beat Chart

- The Following is the Level Beat Chart for the map.
- Each Section is valued at the corresponding difficulty the OCR has

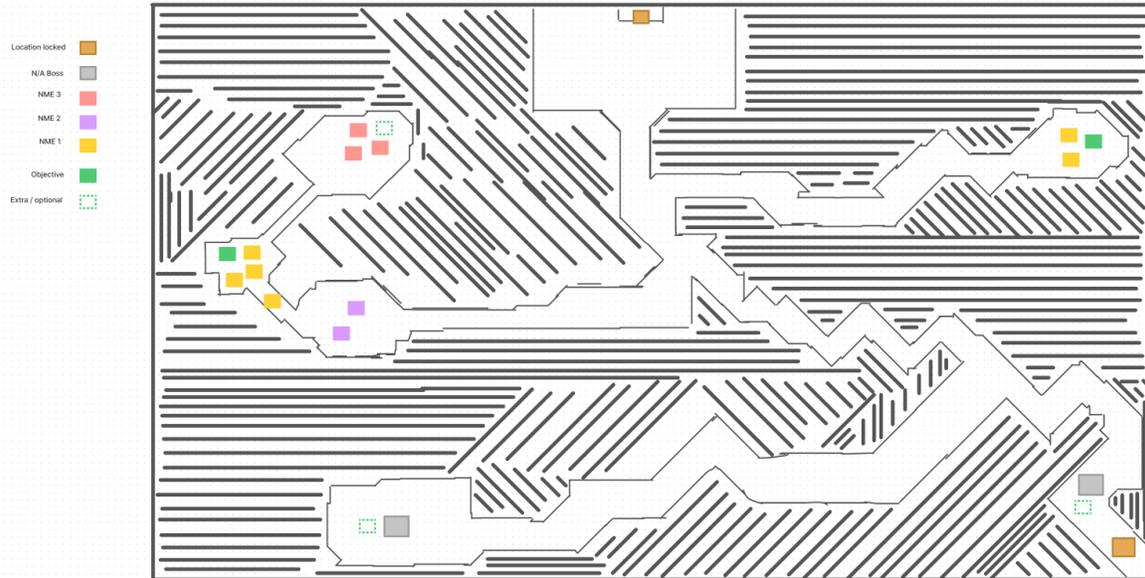


- The following is the list for all the activities and their respective difficulty values

Activity	Description	Difficulty
Easy Puzzle	Takes less than 2min	1
Medium Puzzle	Takes less than 3min	2
Hard Puzzle	Takes less than 5min	4
NME Melee 1	Takes less than 30sec to Defeat	1
NME Melee 2	Takes less than 2min to Defeat	2
NME Melee 3	Takes less than 3min to Defeat	4

4.5 Level Layout

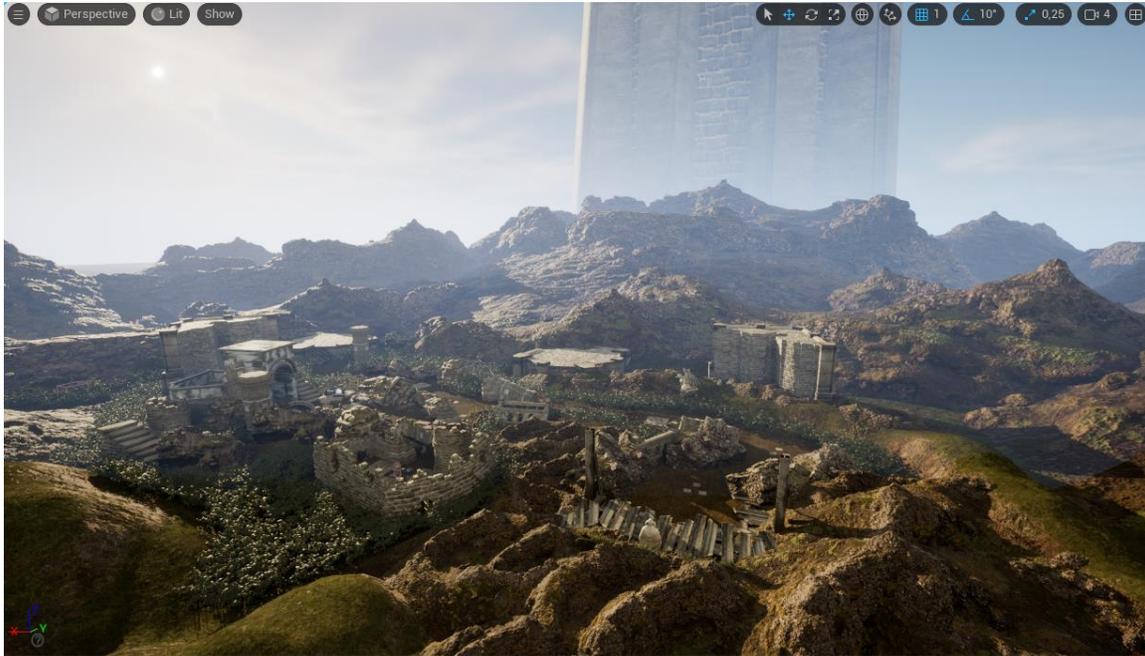
- This is the overall Level Layout for the map



5 Level Design

5.1 Demo 1

- Linear map approach. The player can only follow a certain path, unable to traverse from it.
- Built on UE5



5.2 Demo 2

- Open world approach. The player can explore the map freely, able to traverse from the main objective.
- Built on UE4



YouTube link showcasing the level & gameplay with enemy dummies.
https://www.youtube.com/watch?v=pgRNIn9pee4&ab_channel=Konan

5.3 Demo 3

- Bigger open world approach. The player can explore the map even more freely, able to traverse from the main objective.
- Procedural generated foliage
- Dominant tower showcase, main area to reach for each level.
- Built on UE4



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- More images as a 3rd-person character
- Missing main elements (OCR), adding on future iterations



- Updated tower visuals.



6 Sources

6.1 Videos

- <https://studio.youtube.com/video/pgRNIn9pee4/edit>

7 Contact

7.1 Links & sites

- <https://neoludos.io/>
- <https://www.linkedin.com/in/konan-murad-100927200/>
- <https://konanmurad.com/>
- Email: konan.maher@gmail.com