

3D FPS level design

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Story:

The player is fighting their way through a base of enemies hold up in packaging and storage building. Sturdy, metal tables offer short cover and tall shelves of crates offer taller cover.

Inspiration and References:

Older shooter games like Call of Duty were the main inspiration, with levels designed to provide more interest to the player. Elevation and room layouts take inspirations more from modern shooters, namely the modern renditions of Doom or Ultrakill.

Gameplay Requirements:

- Classic FPS gameplay, limited or non-existent modern features (wall running, active abilities, etc).
- Linear levels, clear goal to move forward, avoid large open-ended level design.
- Simple guns, as simple as possible within Unreal Tournament.
- Good introduction to the rifle weapon, longer ranged than the default pistol.
- Generally short sightlines, to avoid too many enemies being visible at once, and to provide emphases to the longer range sections designed for the rifle.

Development Tool:

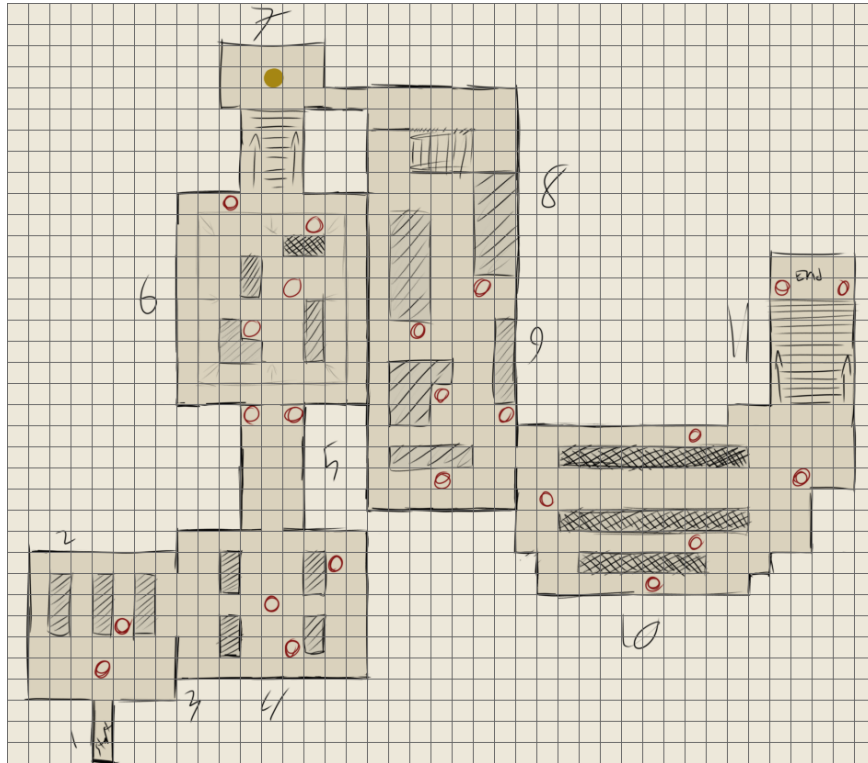
The primary tool used to develop the map was Unreal Tournament Editor. It allowed for rapid greyboxing within the Unreal Engine, and had a library of incredibly useful assets already in the program including the 3D controller and the firearms.

Diagrams and Map:

Beat Diagram

	Difficulty (0-5)	Pacing (Slow - Fast)	Time (second)	Content
<u>1 Start</u>	0	Super Slow	1-2	N/A (space for player to get bearings)
2 First enemy	2	Fast	4-5	1-2 easy to finish off enemies, basic cover
3 Reinforcements	3	Medium	10-15	2-3 enemies enter room to attack player
4 Break	1	Slow	5-10	Basic cover, in case players runs ahead and fights in this room
<u>5 Room two start</u>	2	Slow	15	Closed in area, 2 enemies to guard that room
6 main room two	4	Fast	25	Medium cover, 3-4 enemies, area slightly lower that player start
7 Rifle	1	Slow	10	Player unlocks rifle, above next room
<u>8 Room three</u>	2	Medium	25	Elevation over enemies, range really benefits the rifle
9 Break	1	Slow	15	Moving through room three, break from action
<u>10 Room four start</u>	4	Medium	30	Rows of cover with long sightlines, fights end up either very close of pretty far ranges
11 End stairs	3	Slow	20	Tall stairs to level end, 2 enemies at top with bolt rifles, mirror to first encounter with rifle

Level Map Sketch



Level Flow Graph

