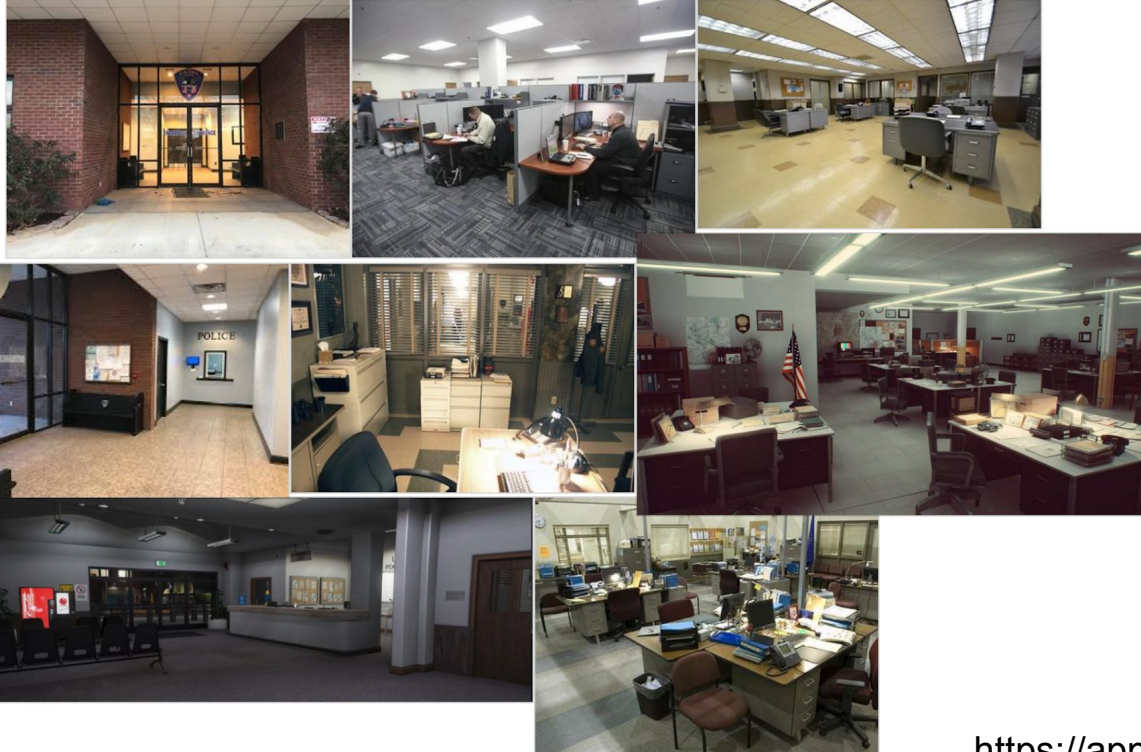


Level Design Document

References & Moodboards

Police Station



Characteristics

basic environment

not modern

groomed

basic technology

Hotel



Characteristics

basic environment

old hotel

small house

low budget

<https://app.milanote.com/1JIY3510Z9JFbZ>

Town



©2005 Sandy Sorlien



Characteristics

small town/village

only a few residents

old buildings

empty streets

Hut (Forest)



Characteristics

old and small house

wooden building

abandoned for a long time

Bunker



Characteristics

old bunker

stone

cold and wet

environmental storytelling by narrative hints

Forest



Characteristics

dark

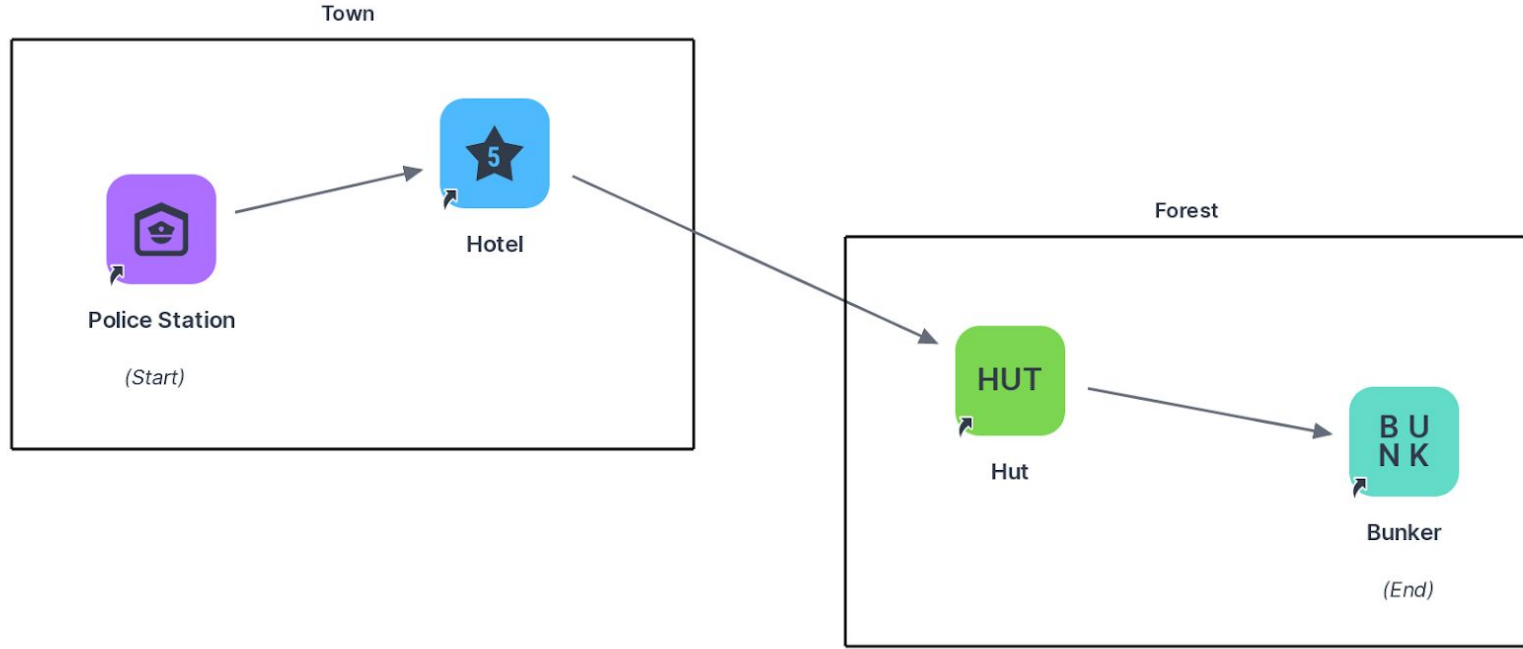
old trees

small footpaths

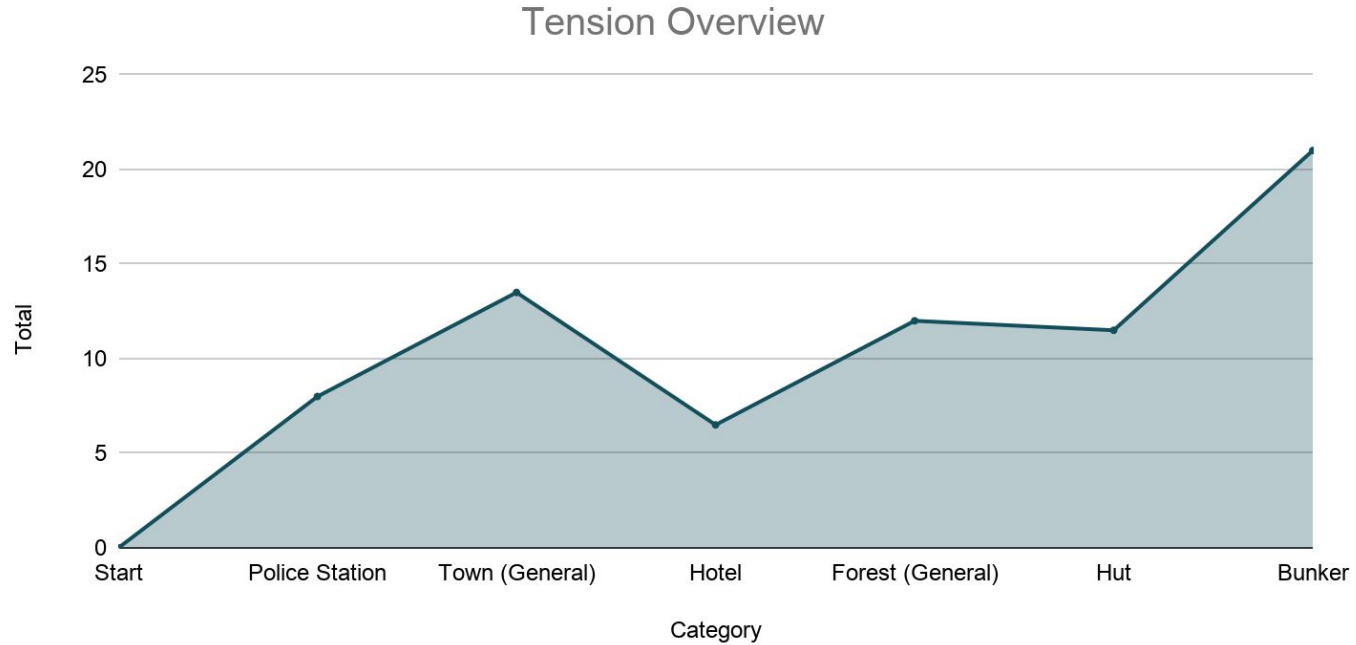
parts covered with water

Concepts

Meta Map



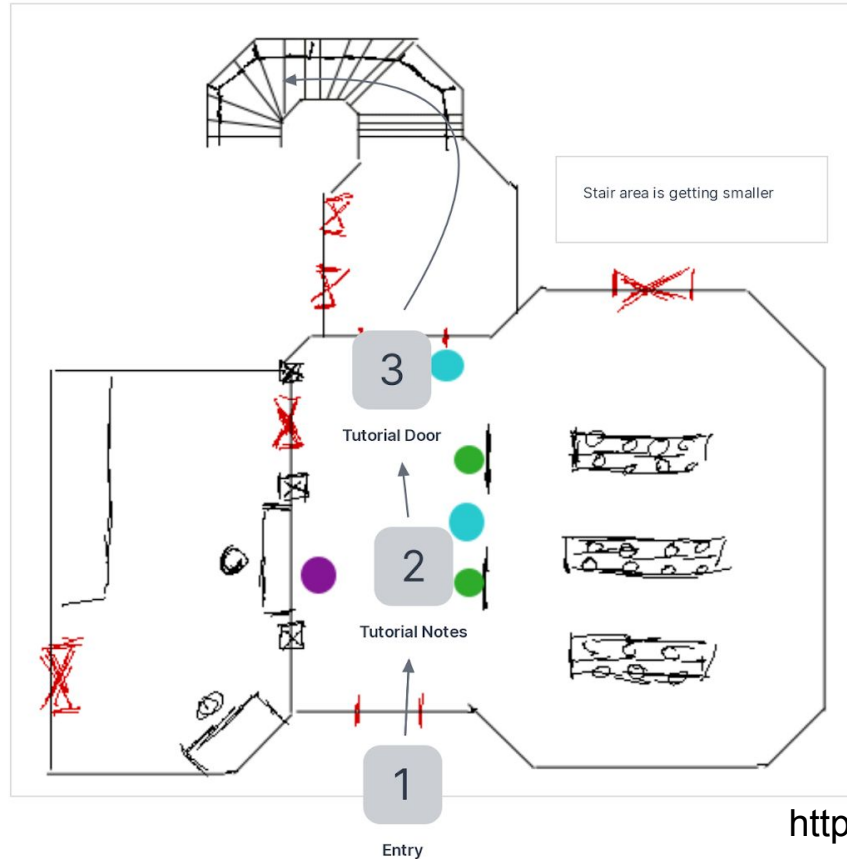
Tension Overview



Mechanics Overview

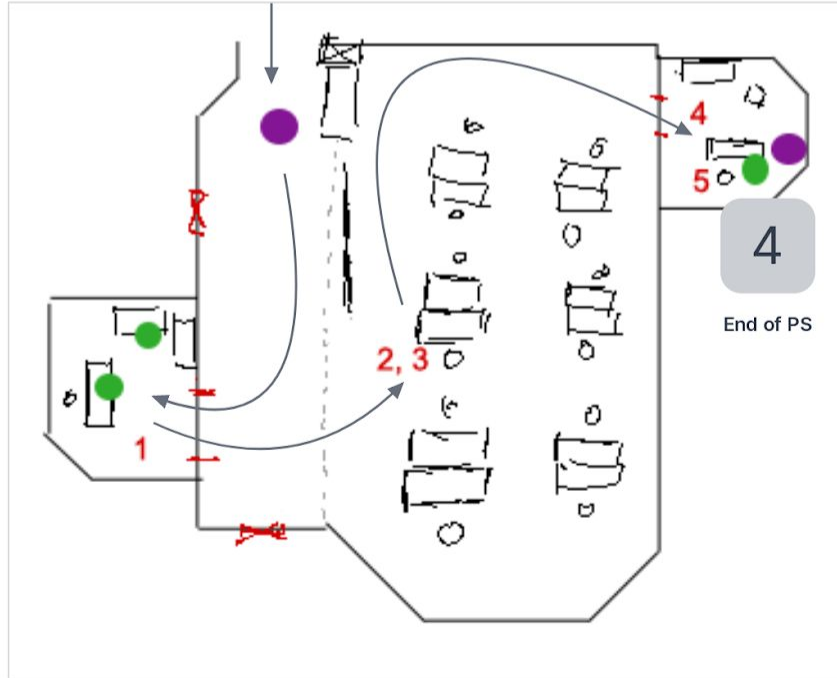
Mechanics	Area					
	Town			Forest		
	Police Station	Town (General)	Hotel	Forest (General)	Hut	Bunker
Basic Movement	Learning	Practice	Practice	Master	Master	Master
Jumping		Learning	Learning	Practice	Master	Master
Crouching				Learning	Practice	Master
Interaction Ladder					Learning	Practice
Interaction Notes	Tutorial					
Interaction (door) lock	Tutorial					
Inventory	Tutorial					
Flashlight & Batteries			Tutorial			
Glowstick					Tutorial	
Night Vision Camera			Tutorial			

Police Station - Ground Floor



-  Narrative Hints
-  Diary Entry
-  Horror Effect
-  Key
-  Door
-  Tutorial

Police Station - First Floor



Effect Pattern


1) Sound after collecting second note

2) Computer monitor turns on after player leaves room

3) monitor turns off if player is in range

4) flickering light after 3

5) monitor turns on

 Narrative Hints

 Diary Entry

 Horror Effect

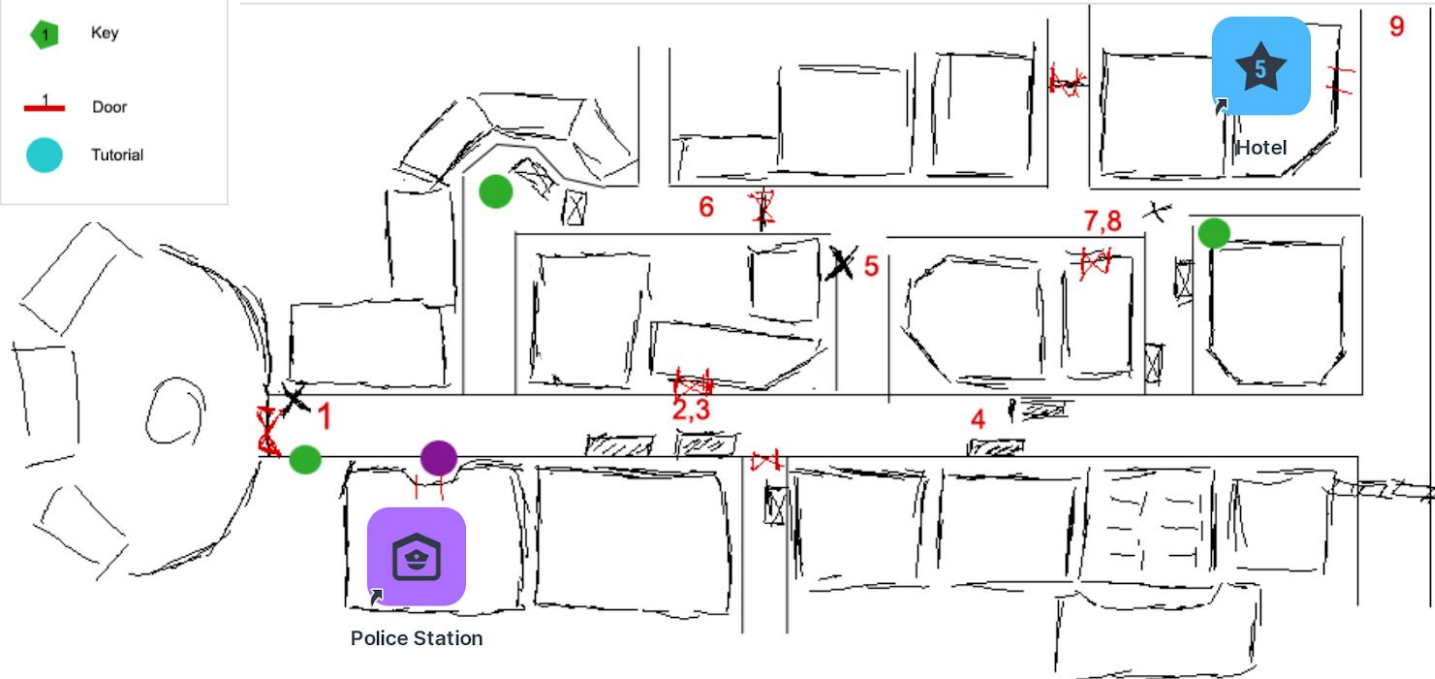
 Key

 Door

 Tutorial

Town

-  Narrative Hints
-  Diary Entry
-  Horror Effect
-  Key
-  Door
-  Tutorial



Effect Pattern

1) flickering light

2) door opens if player is in range

3) door closes if player is near to it

4) visual Contact with enemy

5) flickering light

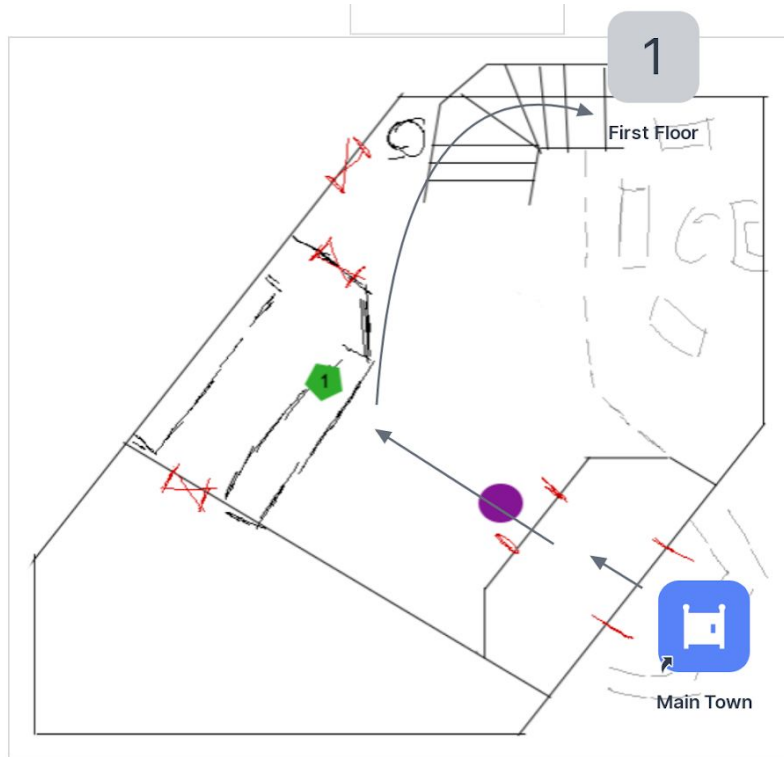
6) jumpscare if player is in range

7) door opens if player is in range

8) door closes if player is near to it

9) visual contact with enemy

Hotel - Ground Floor



Items (Ground)

Key 1: Room Key

-  Narrative Hints
-  Diary Entry
-  Horror Effect
-  Key
-  Door
-  Tutorial

Hotel - First Floor



Effect Pattern (FF)


1) Sound

2) Sound

3) light turns off

4) Sound of a closing door

5) Door opens if player is looking at it

 Narrative Hints

 Diary Entry

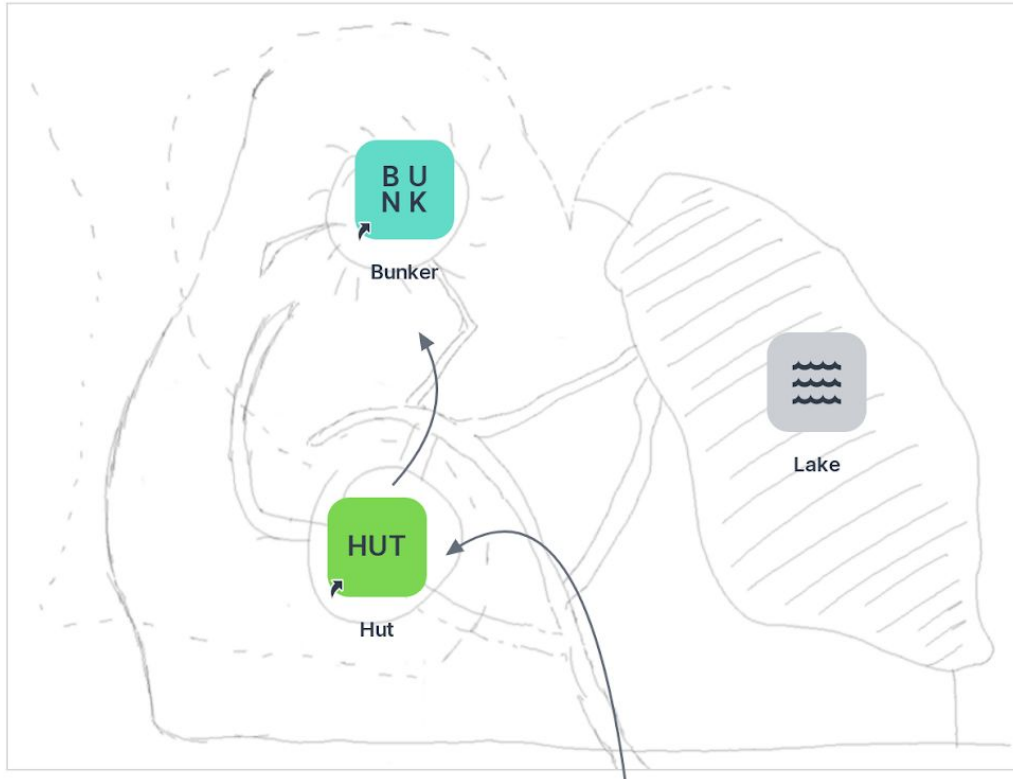
 Horror Effect

 Key

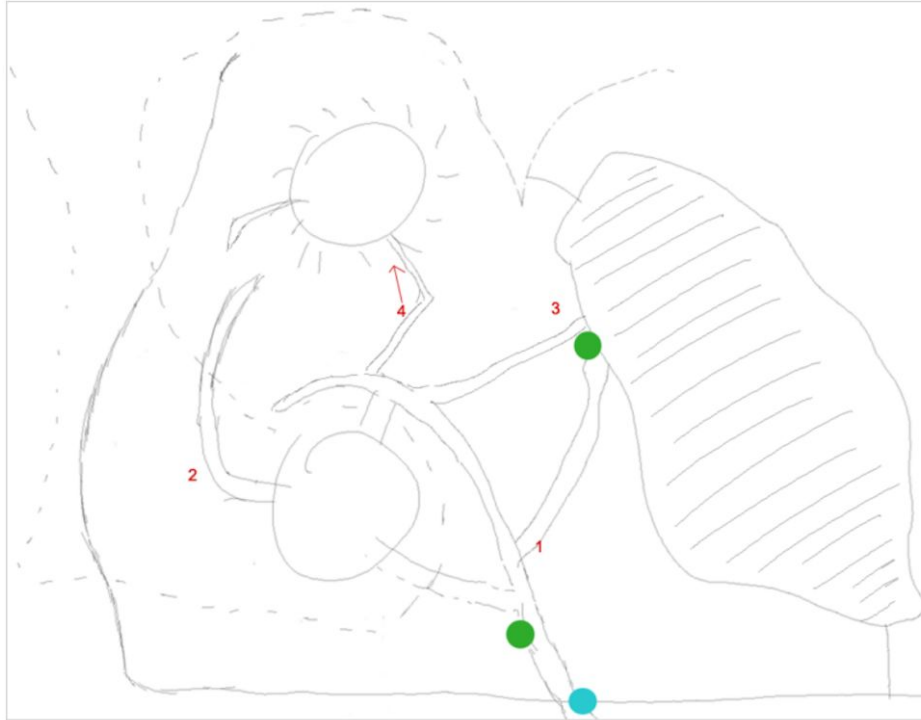
 Door

 Tutorial

Forest - General Overview



Forest - Effects and Content




Effect Pattern

1) Visual Contact

2) Visual Contact

3) Sound

4) Enemy chasing player towards the bunker

 Narrative Hints

 Diary Entry

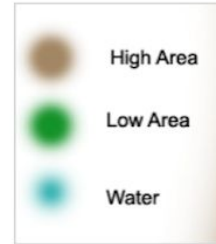
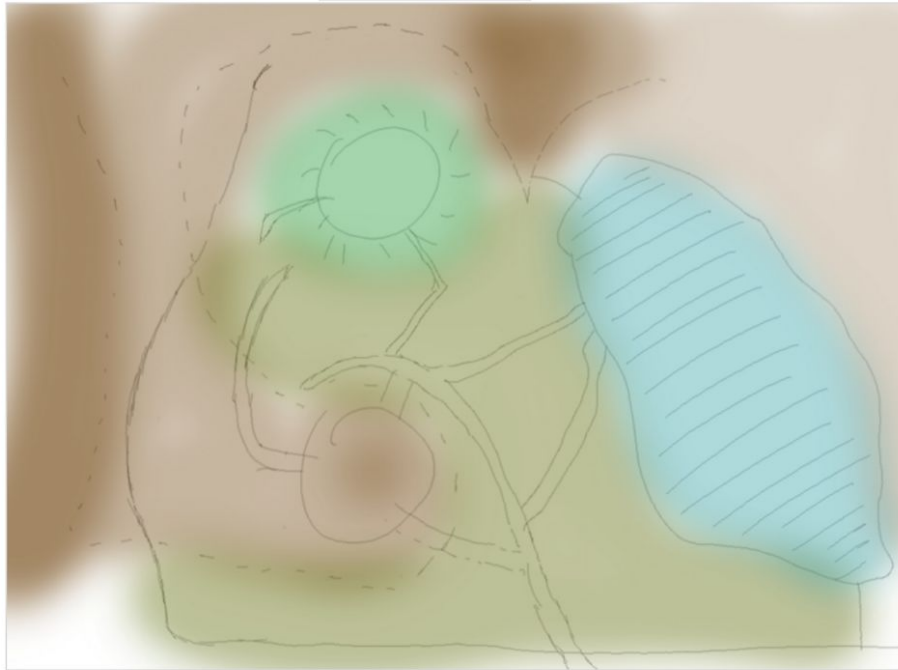
 Horror Effect

 Key

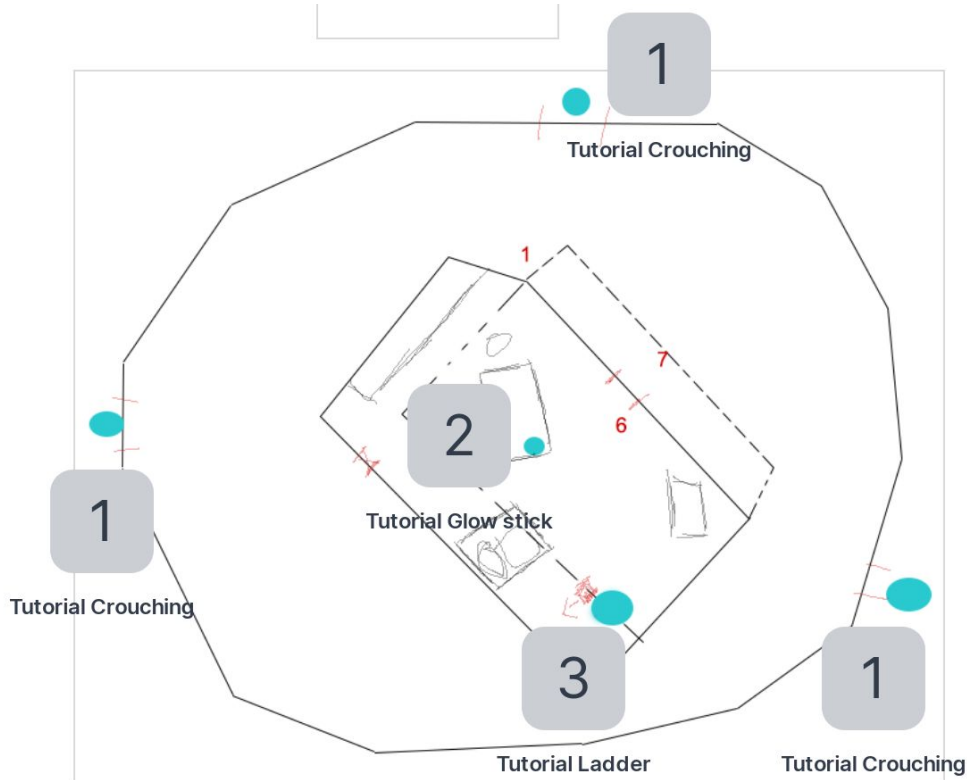
 Door

 Tutorial

Forest - Height Map



Hut - Ground floor



Effect Pattern

1) flickering light

2) light turns off

3) front door closes

4) second door opens

5) Sound

6) Sound

7) Jumpscare enemy

 Narrative Hints

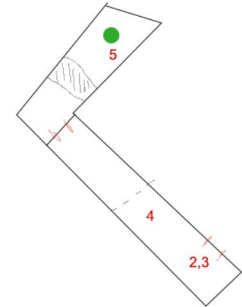
 Diary Entry

 Horror Effect

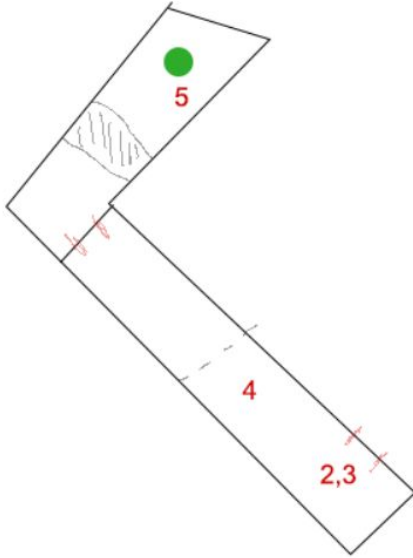
 Key

 Door

 Tutorial



Hut - First floor



Effect Pattern

1) flickering light

2) light turns off


3) front door closes

4) second door opens

5) Sound

6) Sound

7) Jumpscare enemy

 Narrative Hints

 Diary Entry

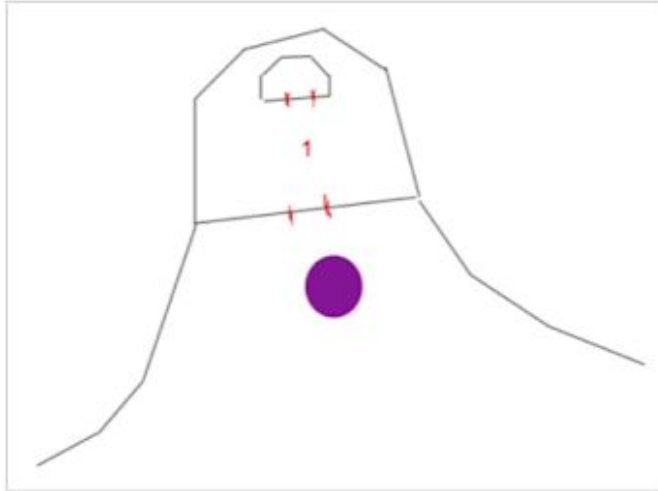
 Horror Effect

 Key

 Door

 Tutorial

Bunker - Entrance



Effect Pattern

1) and 6) flickering light

2) door closes if player is in range and 3) sound is player inside the room


4) first door opens again

5) jumpscare as player turns

7) sound

8) enemy chasing player

9) door closes and "jumpscare" - end of the game


 Narrative Hints

 Diary Entry

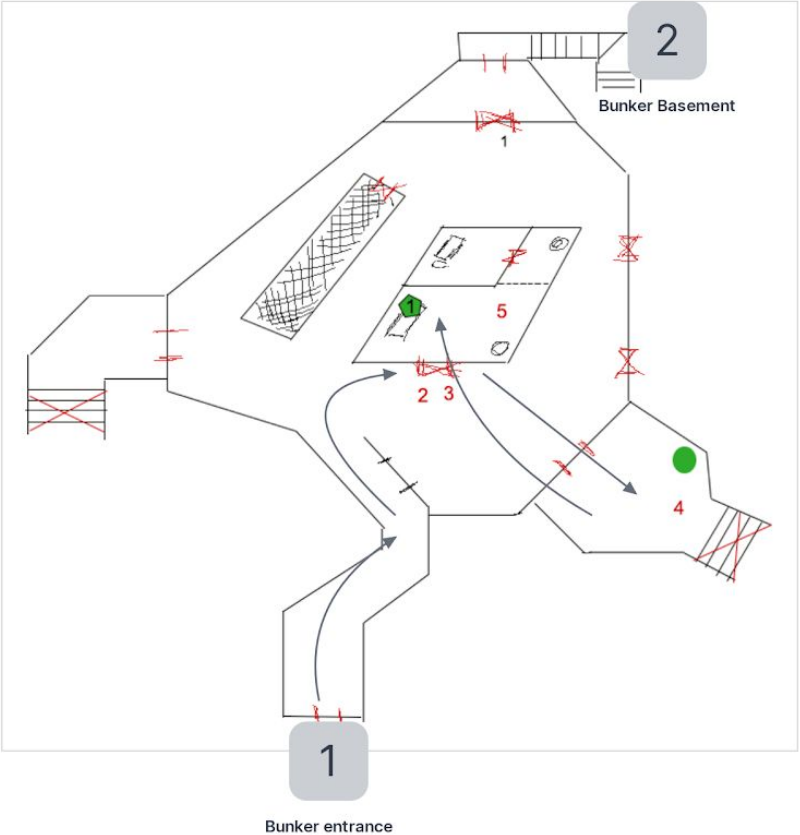
 Horror Effect

 Key

 Door

 Tutorial

Bunker - Ground Floor



Effect Pattern

1) and 6) flickering light

2) door closes if player is in range and 3) sound is player inside the room

4) first door opens again

5) jumpscare as player turns

7) sound

8) enemy chasing player

9) door closes and "jumpscare" - end of the game



Narrative Hints



Diary Entry



Horror Effect



Key



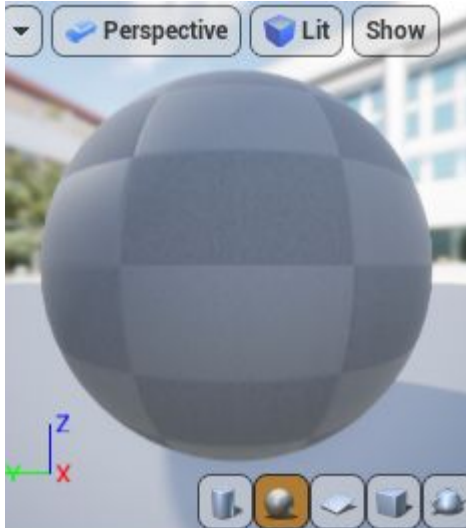
Door



Tutorial

Color Coding (Blockouts)

Color Coding - Ground



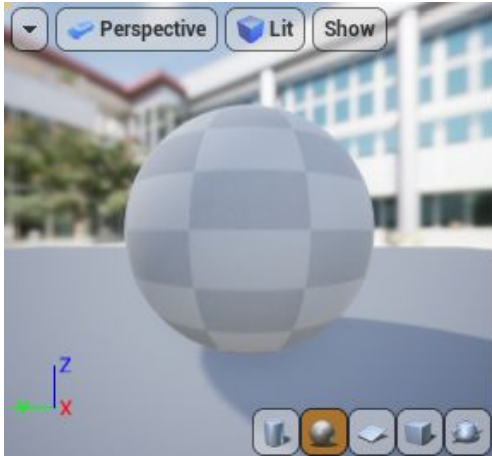
Name: "WorldGridMaterial_Base"

Color: grey

Usage:

- basic ground tiles
- floor tiles
- streets and forest floor

Color Coding - Building



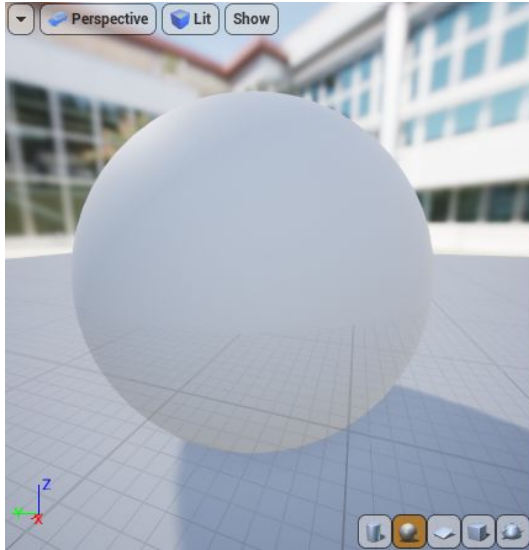
Name: "WorldGridMaterial_White"

Color: white

Usage:

- basic building tiles
- walls

Color Coding - Building



Name: "He_RampMaterial"

Color: white (without checker)

Usage:

- special building tiles
- all kind of stairs

Color Coding - Objects



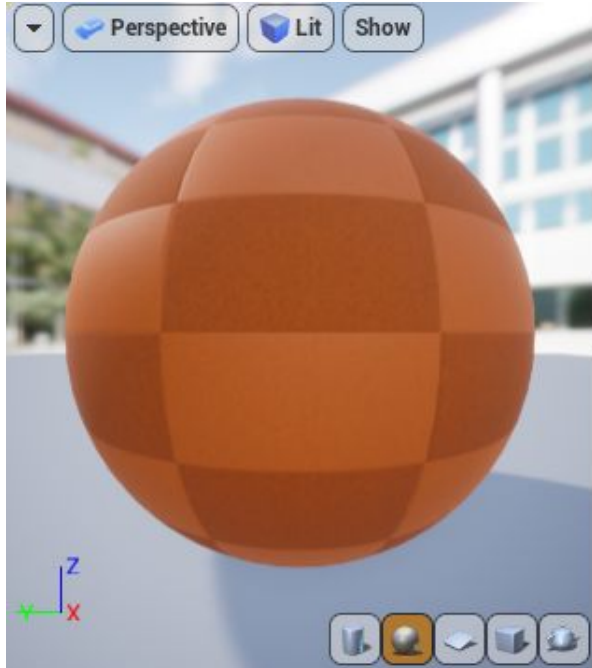
Name: "He_RampMaterial_Blue"

Color: blue (without checker)

Usage:

- objects
- blocking objects
- room content

Color Coding - Interactables



Name: "WorldGridMaterial_Orange"

Color: orange

Usage:

- interactables*
- items*

* if color changing is available; some assets need to be used with the final art version