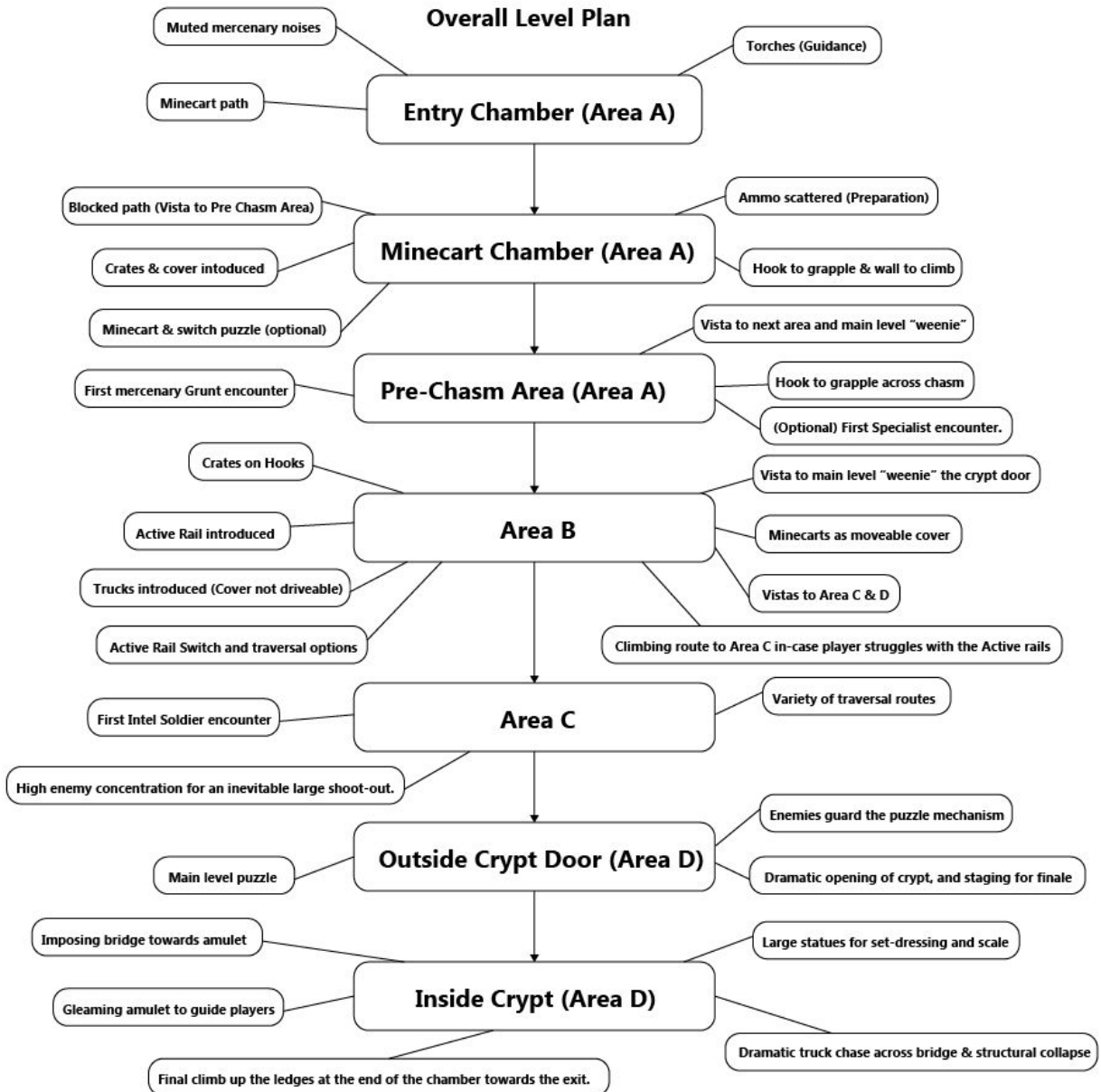


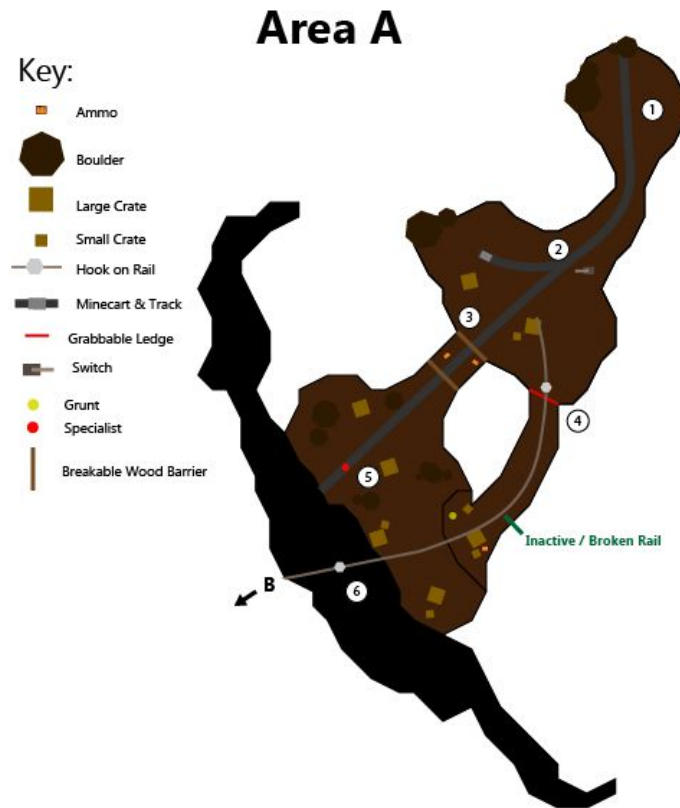
# Single Player Level Mockup for Uncharted-style FPS

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At the end of this document are images of my rough notebook design process, which were then recreated in Adobe Illustrator for clarity.



Below are in-depth design explanations of each area in my planned level ( A through D) and any associated mechanics.



#### Area Notes:

- All gunfights in Area A will not trigger the attention of mercenaries in later areas, so as to reduce the stakes upon the player.

- Crates can be used to climb upon to reach higher areas, or as cover. Large crates for crouching cover, and with smaller crates atop them they offer standing cover.

#### Important Location Notes:

1. Area A opens with the player collecting themselves from their fall. The room they have fallen in is dimly lit, but a torch ahead in the tunnel guides players forward, along with the lines of the old minecart tracks.

2. The tunnel opens to reveal a wider chamber, containing a minecart illuminated by a god-ray, a switch for the tracks, several scattered boxes, barricaded wooden doorways, and a hook suspended on a rail. Bats disturbed by the player's entrance will fly out through the openings by the hook and through gaps in the wooden doors.

3. The player can hear the chatter of mercenaries through the doorway, but cannot get through themselves immediately. They must push or pull the cart back up the slope near where they started, alter the track direction at the fork via the switch, and push the cart back down the slope, thus smashing through the barricades and creating a path forward.

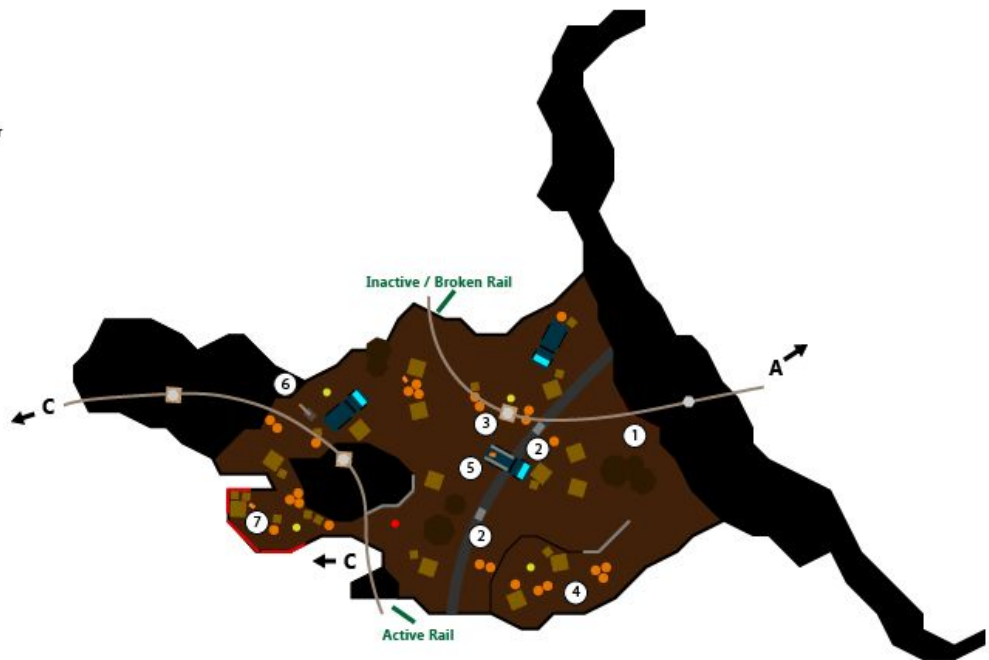
4. If the player chooses to forego the minecart and barricade puzzle, they can climb up to a higher ledge with the help of their grappling hook and an old broken cargo-rail. They will be lead down the tunnel and will be able to strike the grunt from behind with advantageous positioning towards the specialist.

5. If the player completes the minecart puzzle, the specialist will be knocked off the edge into the chasm alongside the cart. If the player simply grapples to progress, he'll pose more of a threat. This location also offers a great vista to the level's main "weenie", the locked crypt entrance. The waterfall by this door becomes faintly audible and draws the player's attention.

6. A hook on the broken rail hangs illuminated in a god-ray to make it stand out. The player will have to use this hook to swing across a chasm in a daring and intense moment. If the player swings properly, they'll land on the other side without a hitch, if not they'll land on the rock-face ledges of the other side and climb their way up.

# Area B

## Key:



## Area Notes:

- The waterfall in Area B (positioned above the Active Rail's lower bounds entry-point) draws the player's attention towards the vista of the crypt door, which can be viewed prominently from throughout this area. As well as the mercenaries positioned on the elevated bridge, which will engage in combat with the player in Area D.

If these Area D mercenaries are shot at by the player from Area B, they will seek cover and trigger the enemies of Area B to be on high alert for the player. The Area D intel soldier can be taken out early in this manner, but it is an extremely difficult shot to make. If the player's shot at the intel soldier is anything besides a headshot, they will take cover and remain there until forced out.

- Hanging crates will fall and break, offering ammo if they are shot off their hooks. These exposed hooks can then be grappled.

- When grappled on the Active Rail, as the rail takes a hook out of bounds, the player will be forced off the rail and fall back to the map terrain (explained by menacing rocky spikes around the rail as it exits bounds).

- Trucks can be climbed upon (reached by hopping off of larger boxes) and used for cover or elevation advantages in battle.

- If the player engages in overt gun-fights in Area B, enemies in Area C onwards, will be pacing or scouting their surroundings. Stealthy take-outs will prevent heightening future enemies' awareness.

- None of the barrels in this area or later ones are explosive and are intended for cover or climbing.

## Important Location Notes:

1. Area B begins when the player has grappled and swung across the chasm via the suspended hook. This beginning zone is free from enemy sightlines, and will allow player to plan their route towards Area C.

The waterfall and crypt door are fully in view from this position, as well as a later-accessed bridge leading to them. The active rail is running from left to right (relative to the image above) and will draw the player's eye with motion (with the objects attached to it) towards Area C's upper entry-point.

2. The minecarts in Area B can be moved along their tracks to be used as cover in stealth and gunfights.

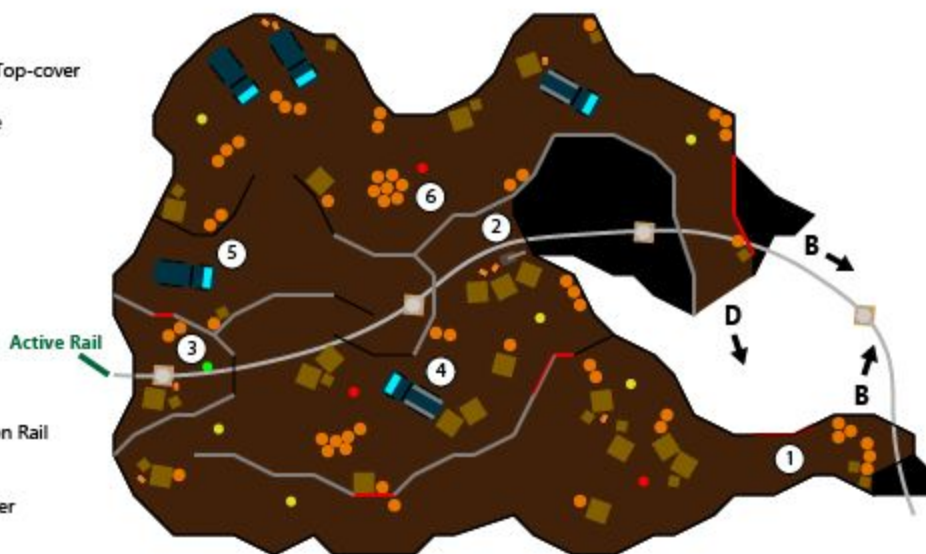
3. The box hanging from the broken rail is suspended over one of the pacing grunts in this area. Shooting it as they walk underneath will offer the player a stealthy take-out and additional ammo. The box is lit by a god-ray, to make it more visible.

4. The grunt standing on this raised ledge is illuminated by a torch behind them. The player must remove this grunt from his post or stay out of his sight to remain undetected. This raised position offers a great vantage point to the player and will help them scout out the specialist ahead.

5. The truck here offers a vantage point towards later sections of the area, as well as elevated cover in battle.
6. The Active Rail's direction can be altered by a switch found in this area, allowing for a choice in pathing. The switch's mechanisms give off a loud whirring noise when idle to guide players to it. The player can leap and grab a hanging crate from the nearby truck and ride it across either of the adjacent chasms. Alternatively, once crates have been shot off the rail, players can grapple the exposed rail hooks for traversal.
7. This back rocky nook is lit by a torch and will guide the player to several scaleable ledges, leading to one of Area C's access routes.

# Area C

## Key:



### Area Notes:

- Light streams in from various cracks above and torches bathe nearby enemies in an orange glow. The falls can still be heard behind the player and help give an audio compass to the player as they move around towards the crypt.

- When grappled on the Active Rail, when the rail takes a hook out of bounds, the player will be forced off the rail and fall back to the map terrain. Explained by the rail's height and the adventurer's unwillingness to leave the site without the amulet.

- If the player engages in overt gun-fights in Area C, enemies in Area D will be pacing or scouting their surroundings.

### Important Location Notes:

1. If the player enters Area C via scaling the rocky walls or taking the active rail vertically and to the right, (relative to this image) they will enter here. The faint murmur of guards ahead signals the player to be alert.

2. If the player enters Area C via grappling or hanging off a box over the larger chasm and under the natural bridge, the player will enter here. A switch nearby offers a means of returning if this route is not to the player's liking.

3. An intel soldier stands suspended in a light beam atop an elevated ledge. They are the main enemy of this area and is meant to be the immediate focus of the player's attention. As such the Active Rail guides the player's eyes to the intel soldier and even offers a creative means of defeat via the hanging crates. The player can also grapple and ride the rail to dispose of the intel soldier, but will draw the attention of all nearby enemies in doing so. If the player doesn't take him out from afar this enemy will cause a larger shoot-out.













4. A truck in this lower area offers an alternate route to the nearby ledge, other than the more exposed ramp. If the nearby specialist has been alerted from a prior area, he will be rounding this truck repeatedly clockwise.

5. This truck offers a means of accessing the intel soldier if the player has already scaled the dirt ramps. It can be leapt atop from the nearby ledge with barrels.

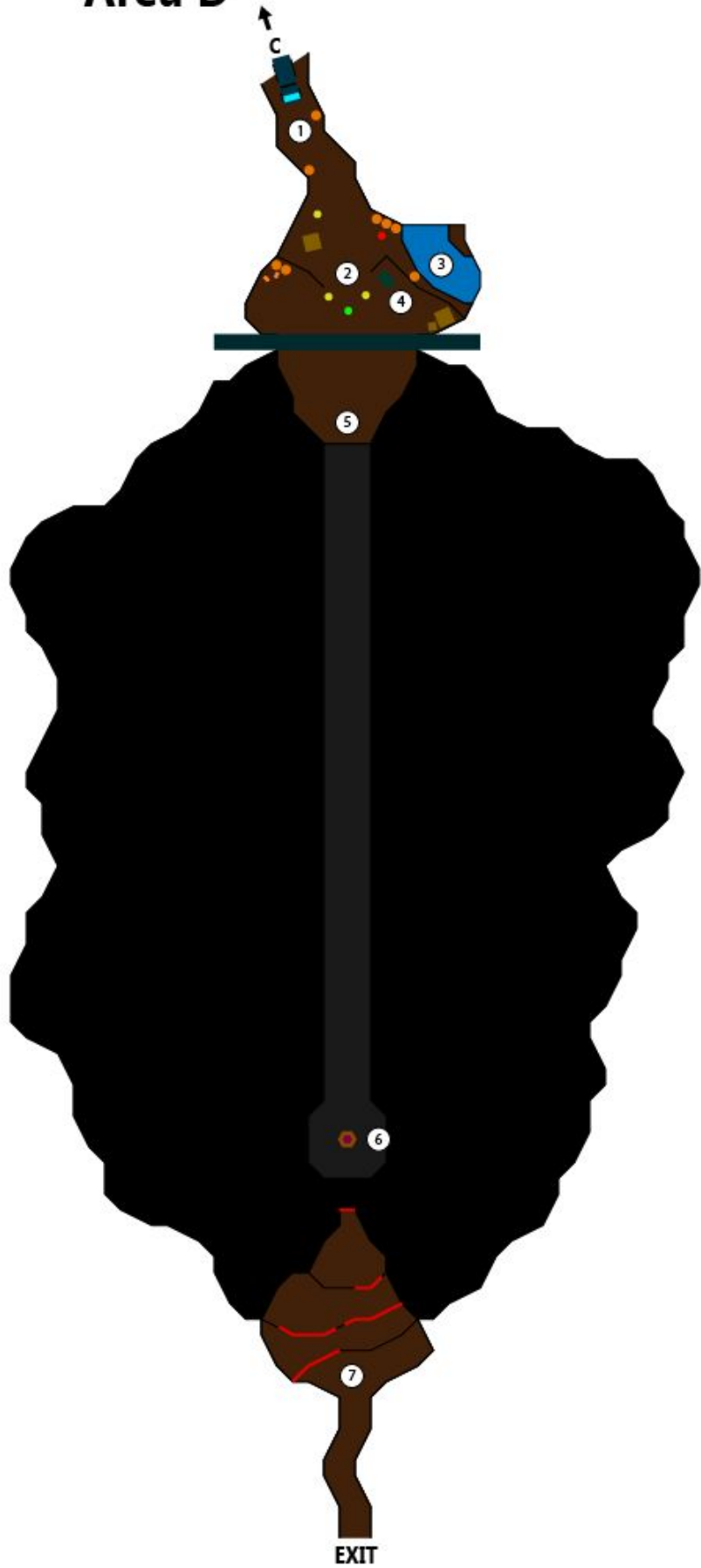
6. This specialist will be pacing around his barrels counter-clockwise, regardless of whether the player has been engaging in overt combat or been detected.

# Area D

## Key:

-  Amulet
-  Switch
-  Barrel
-  Truck
-  Grabbable Ledge
-  Intel
-  Grunt
-  Specialist
-  Large Crate
-  Small Crate
-  Ammo
-  Crypt Puzzle Buttons

 Crypt Door



**Area Notes:**

- A waterfall runs down the surface of a mechanism on the crypt door offering both a visual and audio draw to the player's attention and re-focusing them on their destination. The door is also framed by two bright torches.

- The central crypt chamber's chasm houses 3 large statues with extended arms around separate waterfalls gushing from cracks in the crypt's vaulted ceiling above. These statues are intended to offer a visual reward for level-progression and to set the scale of the upcoming encounter.

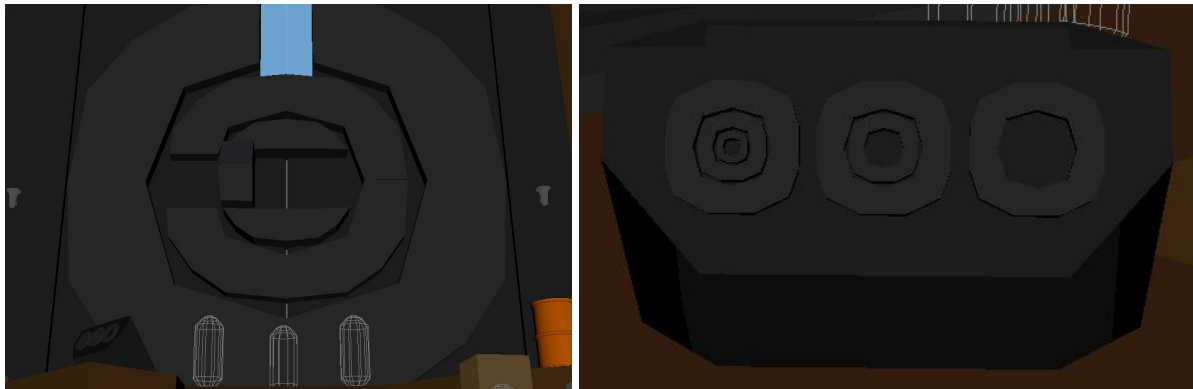
- The amulet gleams even at a distance to draw the player across the bridge.

**Important Location Notes:**

1. The player will have to make use of the cover offered on the terrain bridge leading up to the crypt door and take out the enemies posted about it.

2. The mercenaries posted in front of the door can be alerted by the intel officer if the player comes too close.

3. The smaller stone structure near the door houses the main puzzle mechanism used to open the crypt. By pressing three separate buttons the player must make the gaps of rings on the door align at their tops, allowing the waterfall to reach the door's central mechanism. Doing this will open the crypt door, accompanied by a large audio-cue, signalling both the player and the mercenaries.



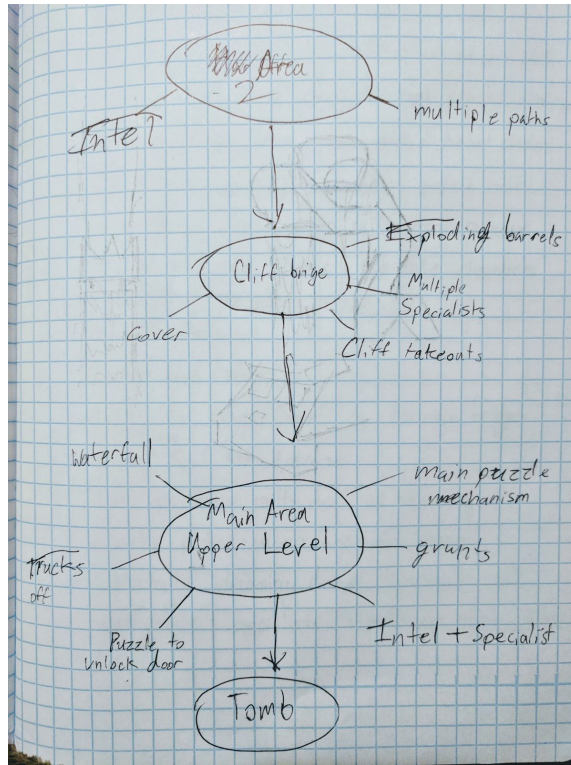
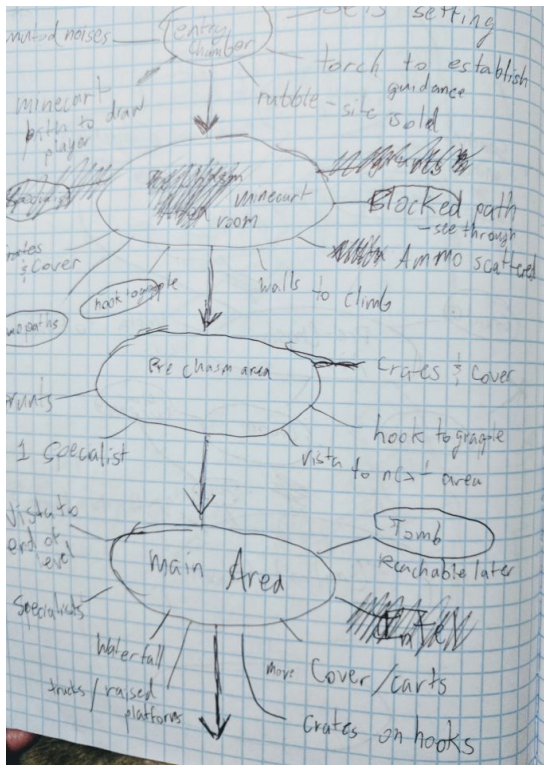
The three buttons of the mechanism correspond to the three rings of the door itself. Pushing the button with three rings will spin all three rings on the door 90 degrees clockwise. Pushing the button with two rings will spin the outer two rings on the door 90 degrees clockwise. Pushing the button with the sole ring will rotate the outermost ring 90 degrees clockwise.

4. Once the player enters the crypt, they will hear the distant sounds of the mercenary trucks starting up, the hero is cued to begin running across the bridge, accompanied by dramatic music as the trucks near the crypt. Once the player is halfway across the bridge, trucks will roar into the crypt and begin crossing the bridge. The player will be tasked with shooting behind themselves to keep the trucks from catching up until they reach the amulet.

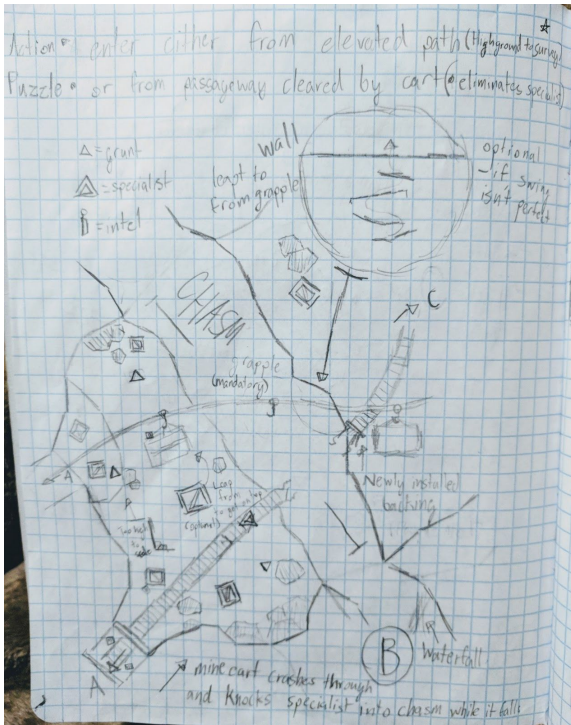
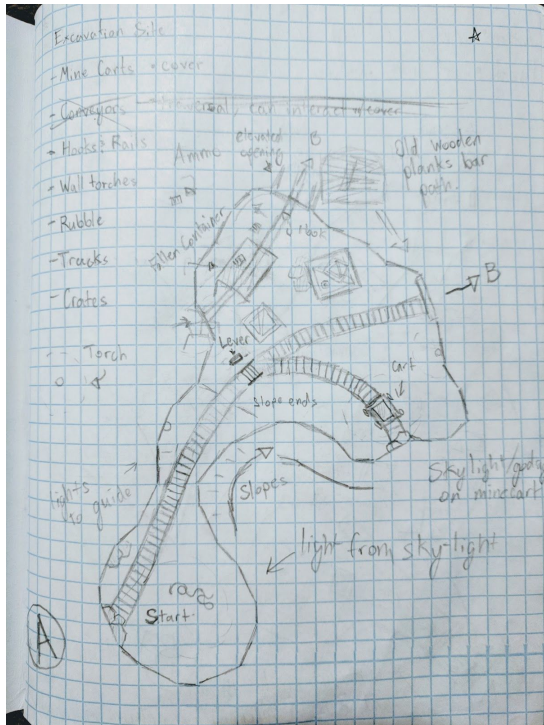
5. Once the amulet has been reached, the player will pry it out off the crypt coffin with their knife which will trigger the bridge and and structure to collapse. This forces the player to leap for the nearby ledge in a thrilling moment, the mercenary trucks falling and exploding behind them.

6. Even with the bridge destroyed, the player is still not safe. Mercenaries posted across the chasm will attempt to take inaccurate shots at the player as they scramble for the exit, forcing them to not stop moving for extended periods. If the player remains moving, they will be safe in this final stretch. Once the player is through the exit tunnel, the level ends.

# Planning phase, rough mock-ups and ideas images from notebook:



Above: Original level planning.



Above: Map design for Area A.





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Area A Desc.

- Small Dark area - specialist on cart path
- Light streams from above through cracks in ceiling
- Muffled Chatter from mercenaries near chasm
- Minecart path guides player along puzzle route
- hook hangs from broken rail, offers traversal
- Wooden boarded doors separate chambers
- ~~grapple across chasm to area B~~

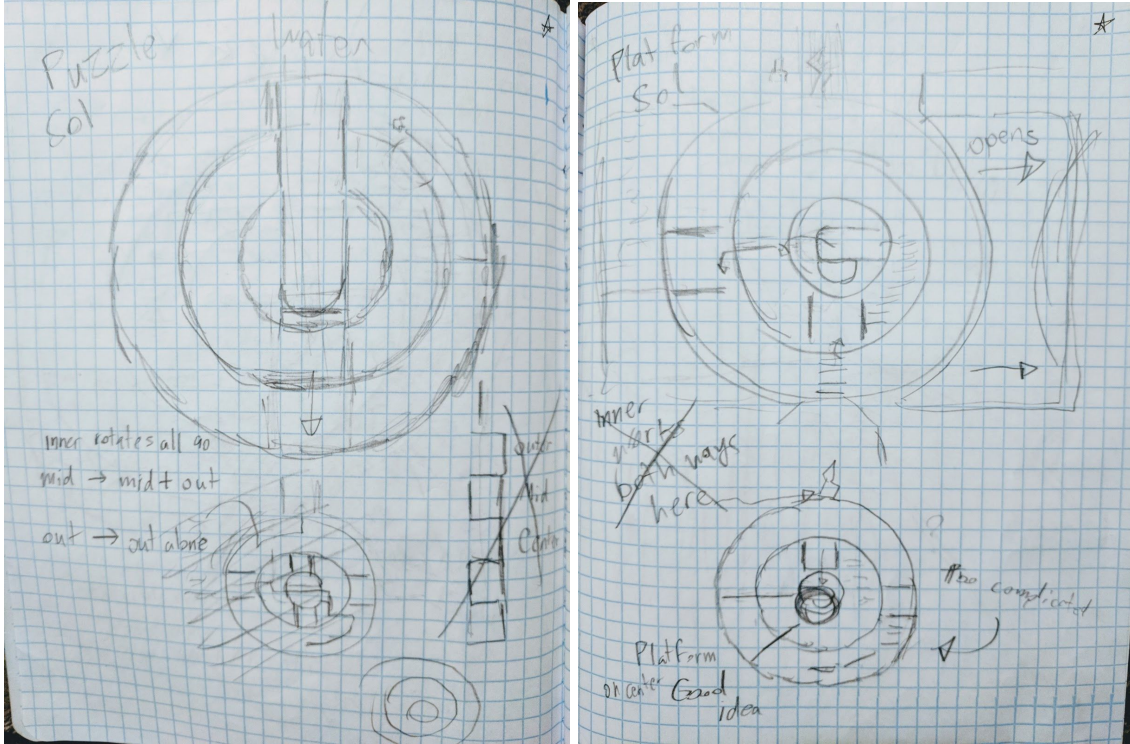
Area B Desc.

- Wide open chamber
- Vista to Crypt Door  $\approx$  terrain bridge
- Working <sup>moving</sup> Rail for traversal
- Crate on broken rail to drop on mercenary
- tracks parked - mercs are more present
- waterfalls streaming down through cracks
- more grunts  $\approx$  specialists stealth or small gunfights

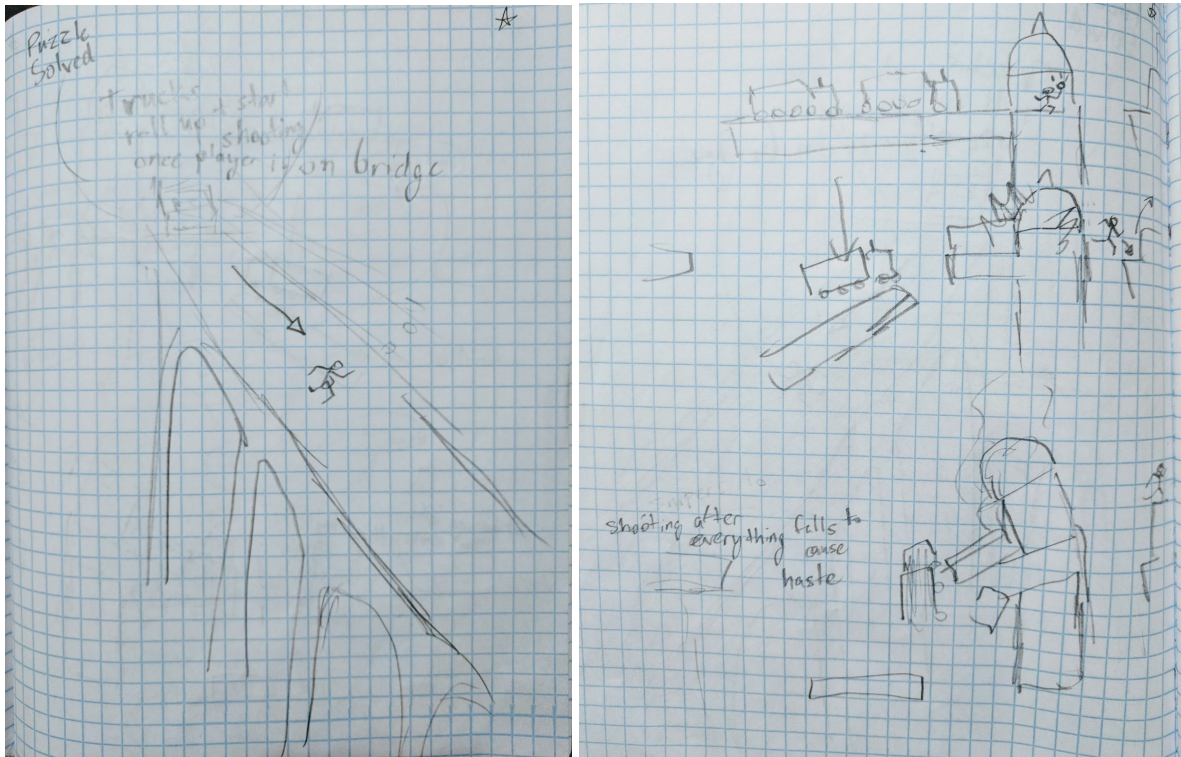
Above: Map design for Area B & thematic planning.



Above: Area C planning and preliminary puzzle design.

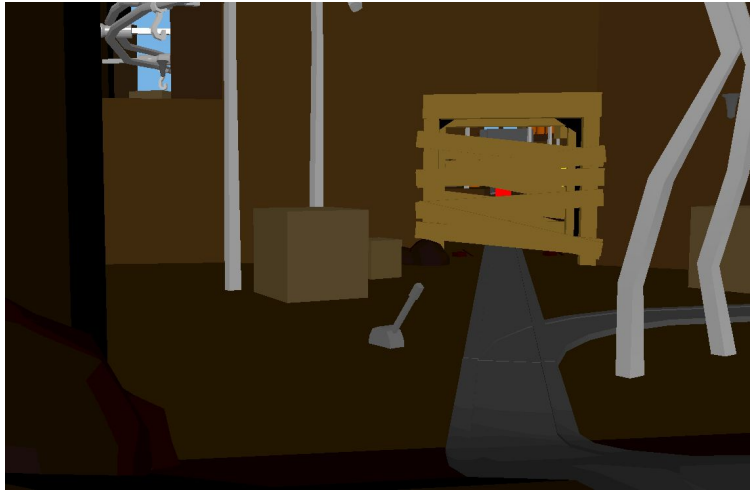


Above: More puzzle iteration.

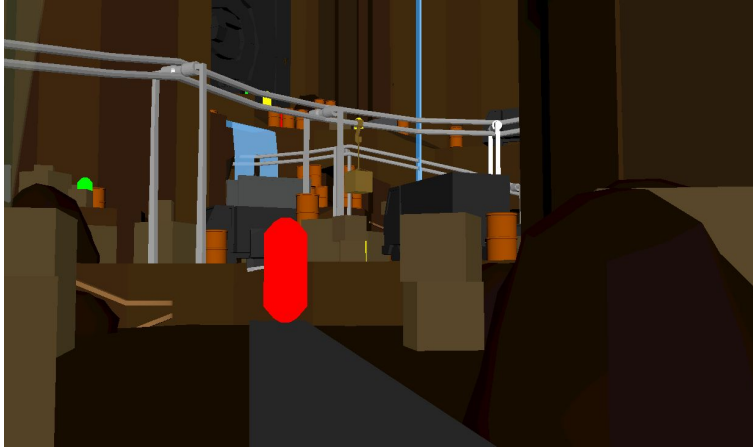


Above: Final Sequence planning.

## Screenshots from Block-mesh:



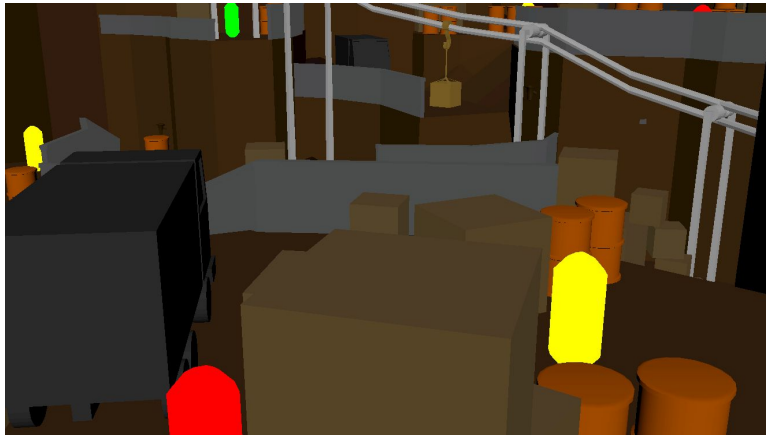
Above: Minecart Chamber (Area A)



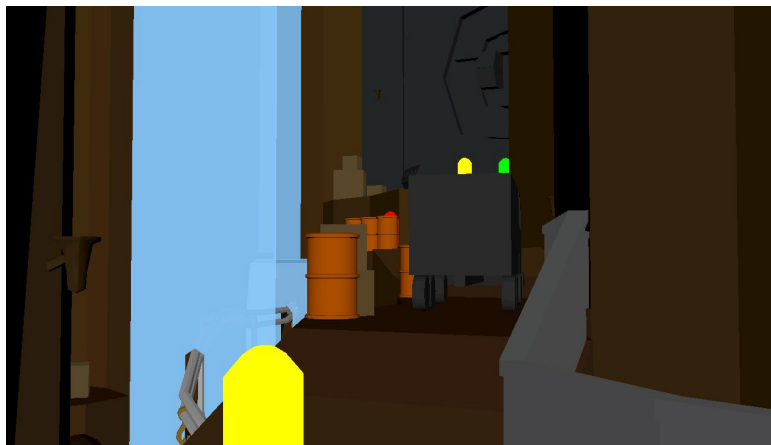
Above (both images): Pre-Chasm Area (Area A) - Vista to Crypt Door and Area B.



Above: Vista to Crypt Door from Area B.



Above: Vista to Area C from Area C upper-entry.



Above: Vista from Area D to crypt door across the natural rock bridge.



Above: View across the bridge from other side of the crypt door. The exit tunnel visible in the background.