

Level Concept – <Temporary Title>

1 Notes

Add notes and concept edits here, if this is to be a “living document” on a server. Make sure each edit has the name and time marked, for instance:

12/12/04 – Added new reference photos for Locations section (EB)

12/06/04 – Created document (EB)

2 Location

Use this section to outline where the level will take place, for example:

2.1 Geographic Location

2.2 Time of Day

2.3 Current Weather

2.4 Architecture or Terrain Style

2.5 Visual Reference

3 Player

This section describes information about the player in the level:

3.1 Player Start Location

3.2 Player Inventory

3.3 Briefing/Starting Information

3.4 Reasons For Being There

4 Objectives

This section contains the vital information about that the player needs to do to win the mission or finish the level successfully.

4.1 Main/Primary Objectives

4.2 Secondary Objectives

4.3 Bonus Objectives

4.4 Hidden Objectives

5 Challenge Highlights

What are the key challenges and encounters that will happen in the level?

5.1 Combat Encounters

5.2 Stealth Encounters

5.3 Puzzles

5.4 Conversations

5.5 Boss Battles

6 Wow Factor

What are the memorable moments (not represented in the section above) that will stick with the player?

6.2 Introduction Area

6.3 Hidden Valley

6.4 Ranch

6.5 Final Battle Area

7 Map Description

This section allows you to verbally describe key areas of the level, explain complicated sections and generally provide other team members with an vision of the environment.

For example:

7.1 Surface Deck: The outside of ship is a storm. There is heavy rain blowing across the deck making it hard to see very far (lots of distance fogging ☺). This will mean the player will advance slowly until he can make out the form of a guard or sentry and have to either plan a way around them or eliminate them quickly and without commotion. On either side of the central gantry are huge square funnels with rainwater pouring down the sides. These funnels are lethal, as the force of the rainwater drives turbines on its way down to the tanks below. Falling into these turbines will cause severe death to the player. However it will be possible to shoot enemies walking over the funnels, or close-attack them, and have them fall to their watery graves below.

There will be frequent thunder and flashes of lightning, making light-amplification equipment useless for several seconds after each bolt of lightening (as the equipment tries to compensate for overload).

7.2 Control Tower

7.3 Escape Zeppelin

8 Assets and Requirements

List here anything that you know the level will require in terms of external assets

8.1 Models

8.2 Textures

8.3 Sounds

8.4 Lighting

8.5 Effects

Sketches and Additional Reference