# Level Design Document

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Introduction

I have designed a multiplayer, first-person, capture the flag level for a hack-and-slash game. It is set in a medieval market square. Two teams will fight against each other to retrieve the opponent's flag and return it to their base. Players are restricted to melee combat, except for a crossbow for long range attacks.
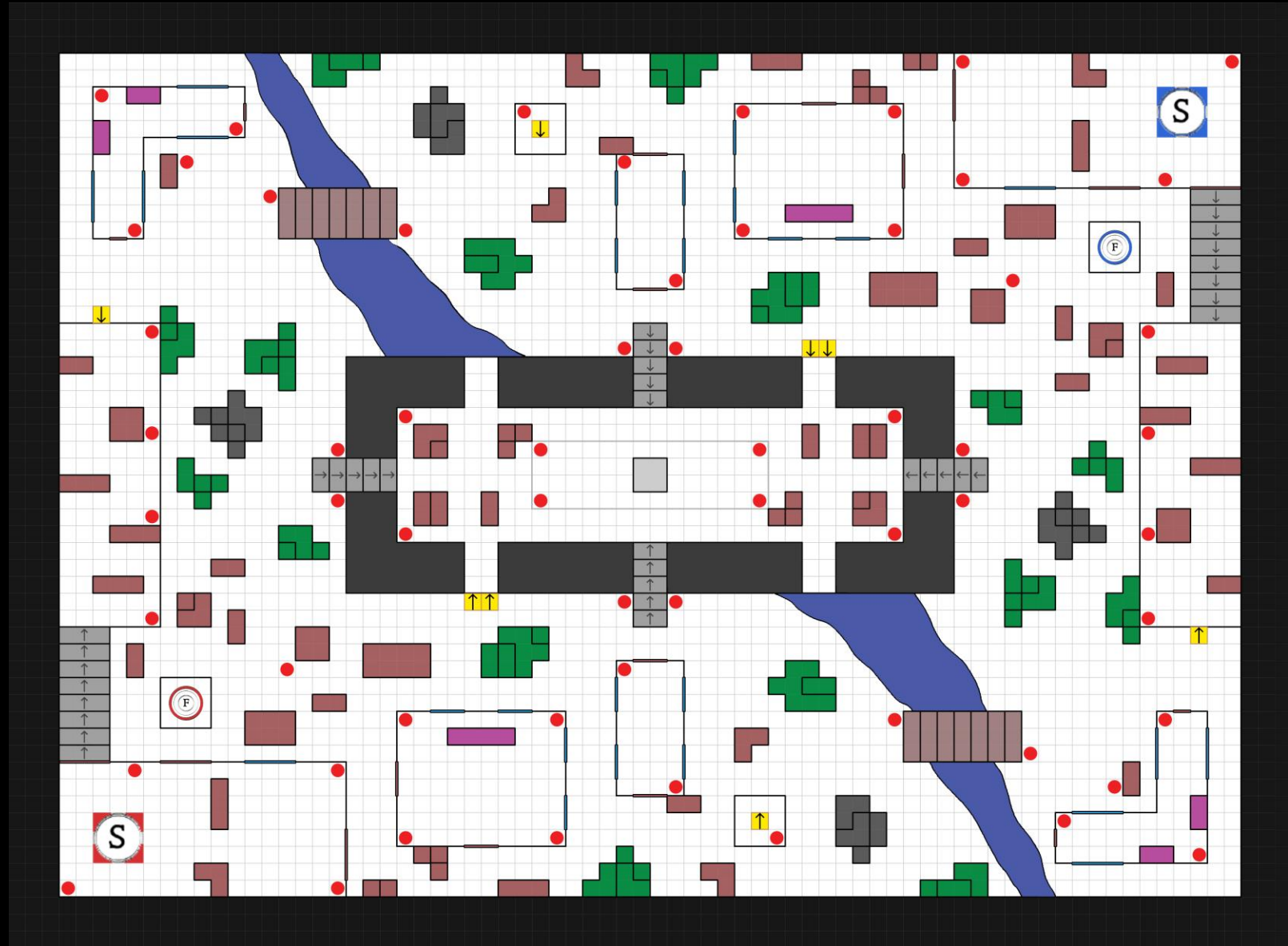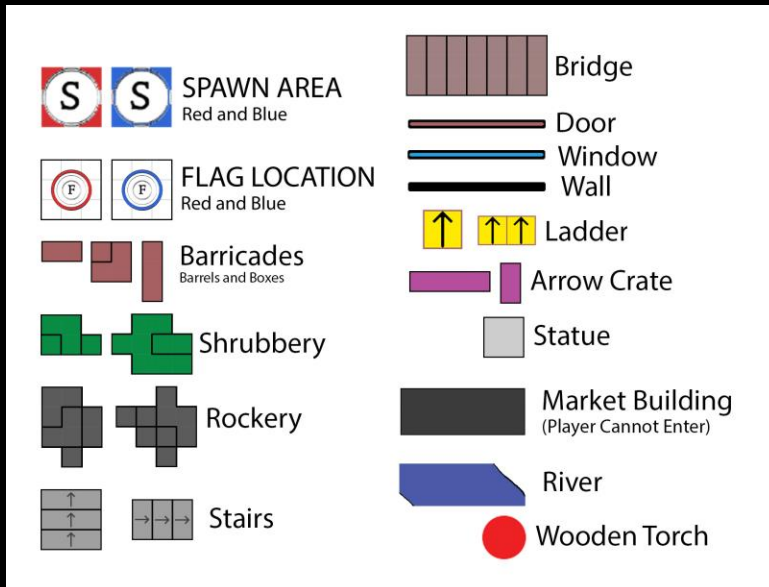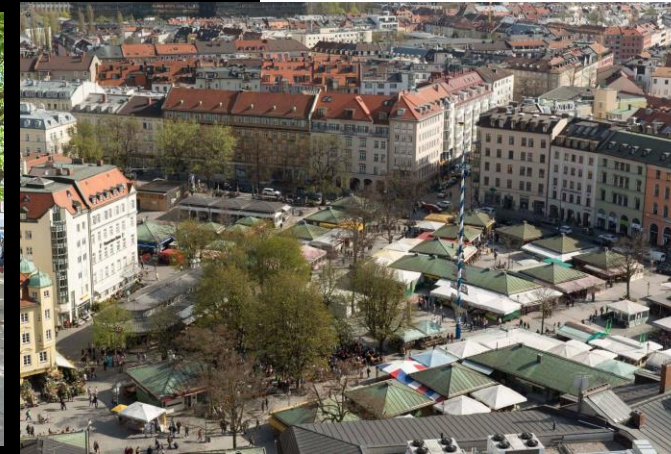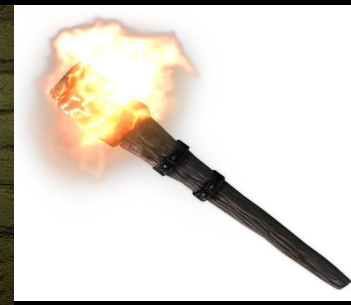

Grid Square = 1mx1m

Inspirations

Mordhau [videogame]
Chivalry 2 [videogame]

Environment

The level is set across a river in the rural countryside, with trees, shrubbery and rockery spread throughout the level to create close-encounters between players. Wooden bridges are set across the river to create different pathways for the player.

Location

The level is set in a small town, with a river flowing underneath the central market square. Stalls are placed around a fountain, in the centre of the town.

Buildings can be entered; they are made from stone and wood.
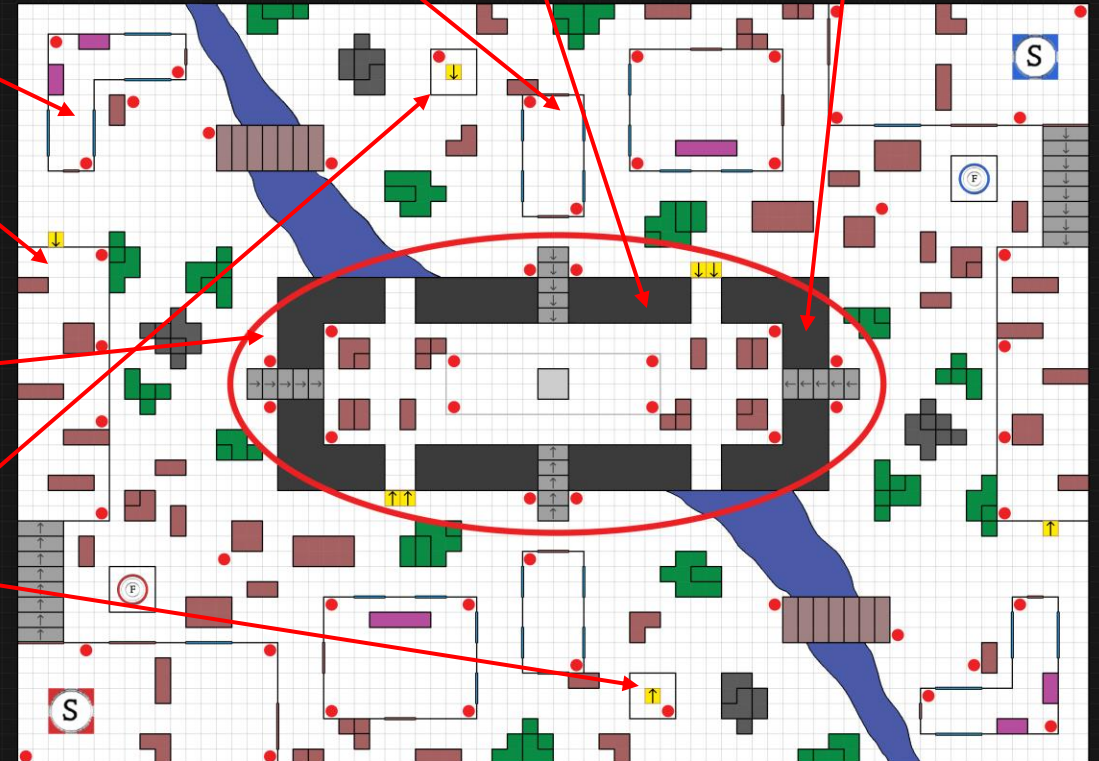

Stone buildings

Market Stalls

I like the market stalls surrounding a central area.

Look-out tower

Theme

The theme is medieval, set in the early 12th century. Featuring both wood and stone buildings, with cloth market stands in the centre of the town. Set at nighttime, the level is lit with wooden torches. Barrels and Boxes are scattered about the market area. The players will use a mix of swords and bows to attack the enemy due to the restricted weaponry from the period.
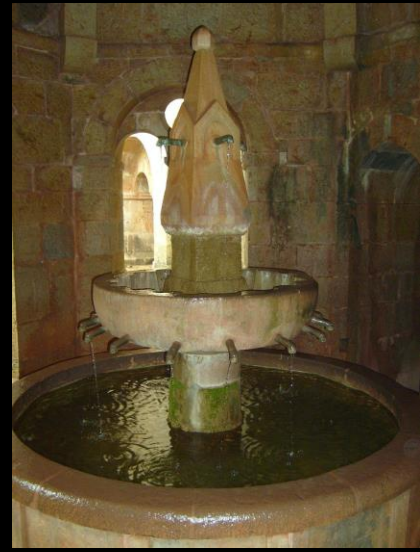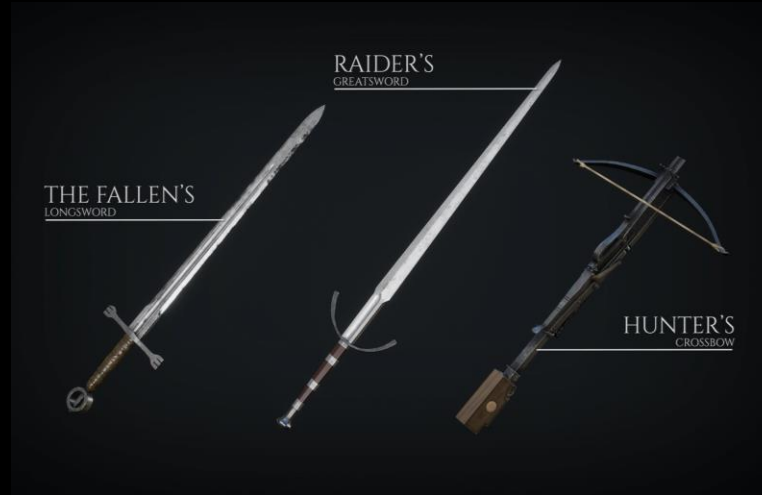
Lighting

The level is set at night-time, lit by moonlight and wooden torches.

Flames on torches give off a red hue. Red is an aggressive colour which brings out the alertness in players, creating faster decision making for a more intense gameplay (Călin and Bîrsănescu, 2017). The torches have been placed around the level, mostly in buildings as well as surrounding the central market.
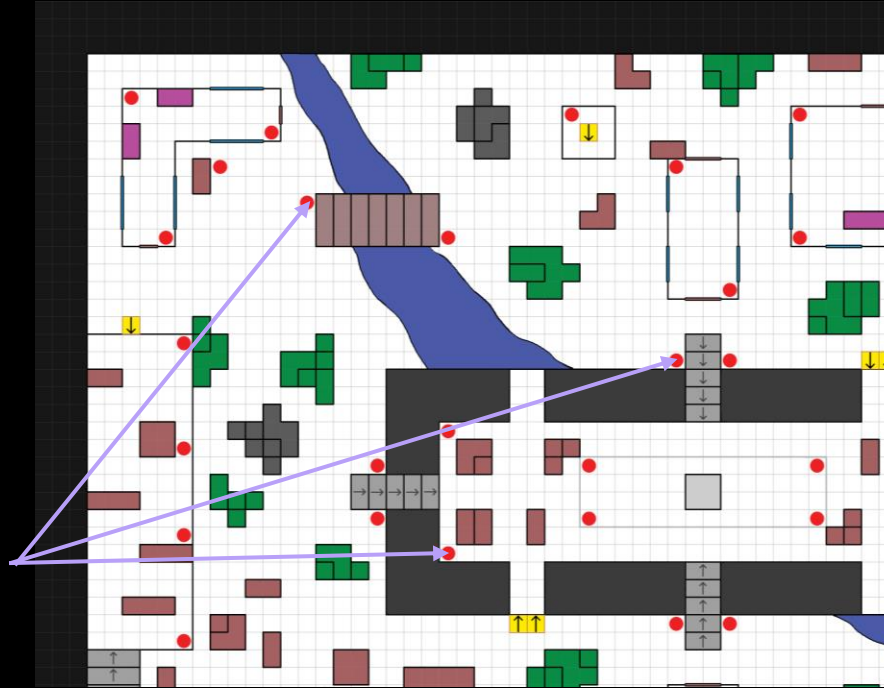
The outskirts of the map are dark, lit by the moonlight, black is a colour associated with mystery and intelligence – which will encourage the players to use a stealthier approach to defeat opponents. (Călin and Bîrsănescu, 2017)

I like the dark environment created by dim moonlight, specifically the ground and silhouette of the trees. The low levels of light will allow players to hide better, allowing them to avoid the enemy team.

Movement and Intensity Map

The outside routes are longer and slower but are more covered.
The Inside route is the direct route which will encounter more enemies.
Each route features a place for players to defend from.
Level features a multi-route layout because players dislike being forced onto one path. (Feil and Scattergood 2005, p. 48)
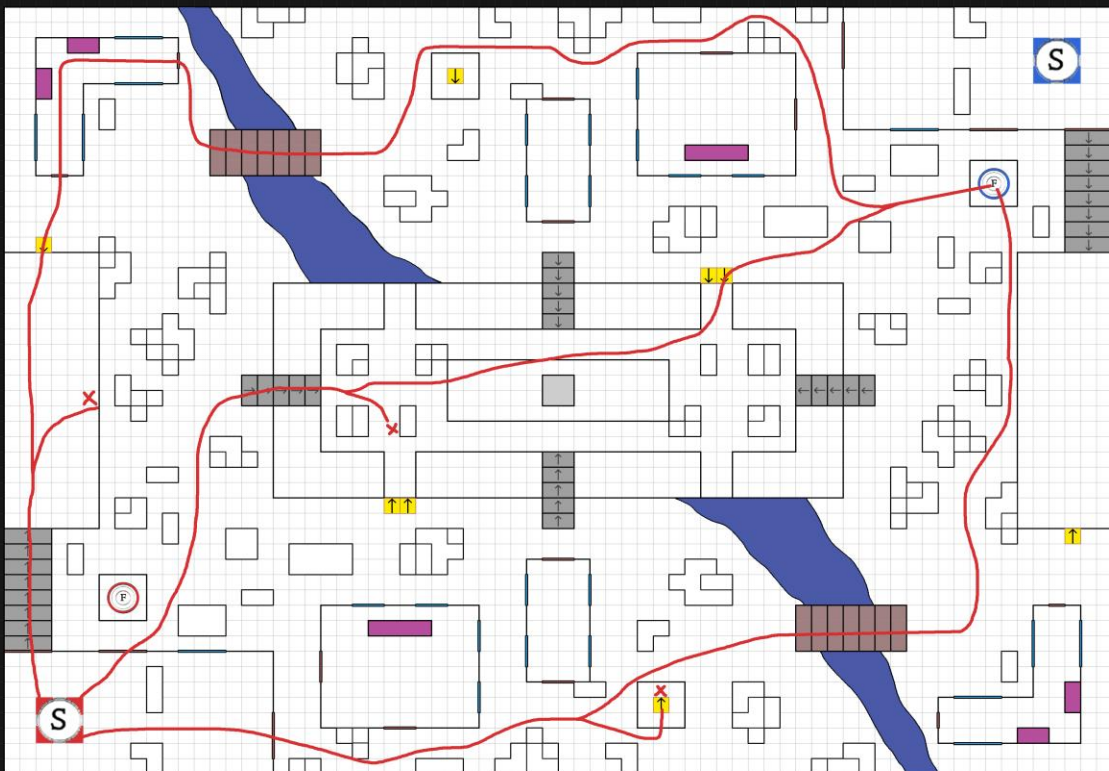
This intensity map shows where players will be most likely to encounter an enemy player, red being the more dangerous area. The safer sections are situated around the spawn points of the players' team. Dangerous sections are where teams must cross to reach the opposing side – thus encountering more enemies.

RED TEAM MOVEMENT PATH
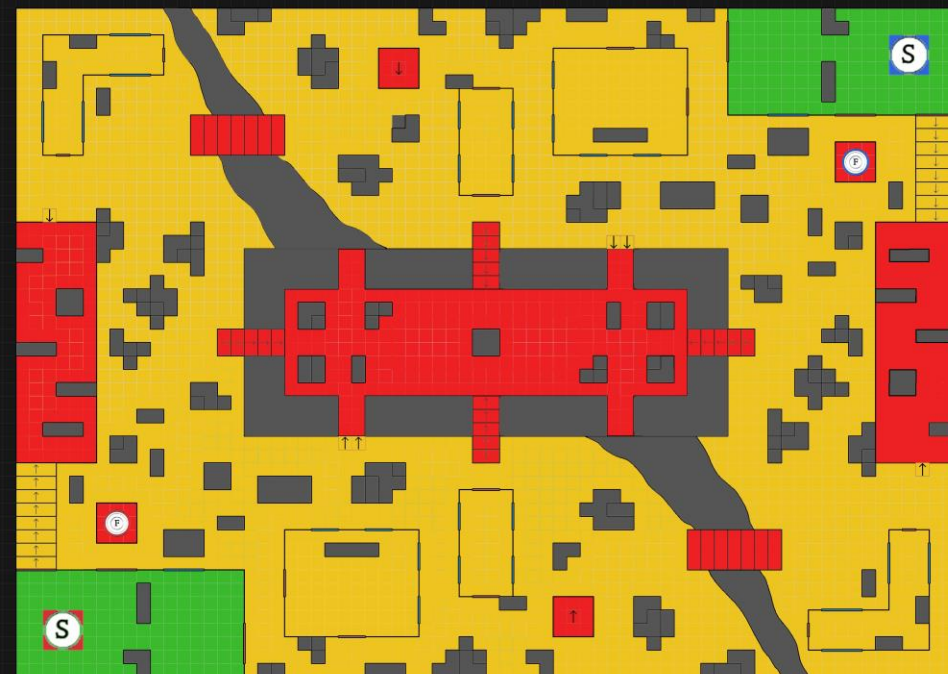
Lines of Sight and Cover

Due to the Crossbow Towers being taller than the surrounding area, players can use a crossbow to cover different sections of the map for long range attacks.

Barrels, boxes, bushes, and rocks have been placed throughout the level to break direct lines of sight, also to provide cover to the player. Crates and boxes can be found in the form of high cover and low cover, to allow cover from long-range crossbow attacks.

Barricades
Barrels and Boxes

Shrubbery

Rockery
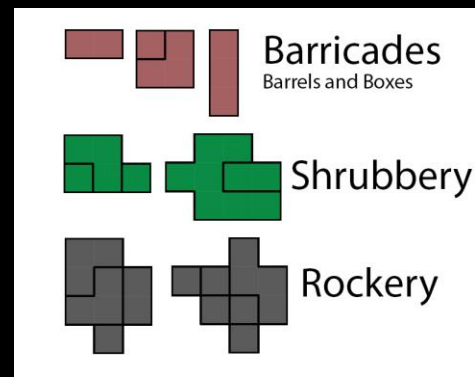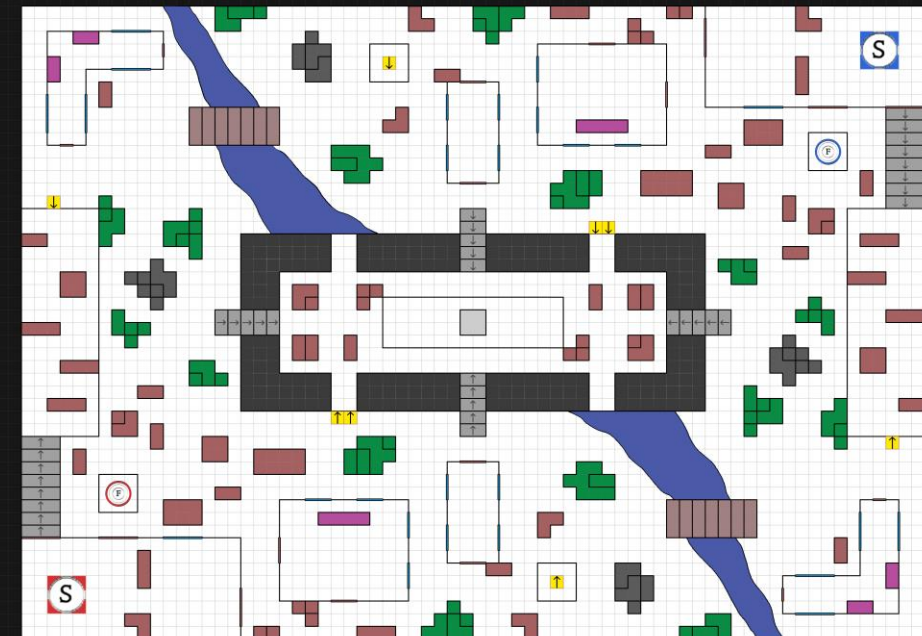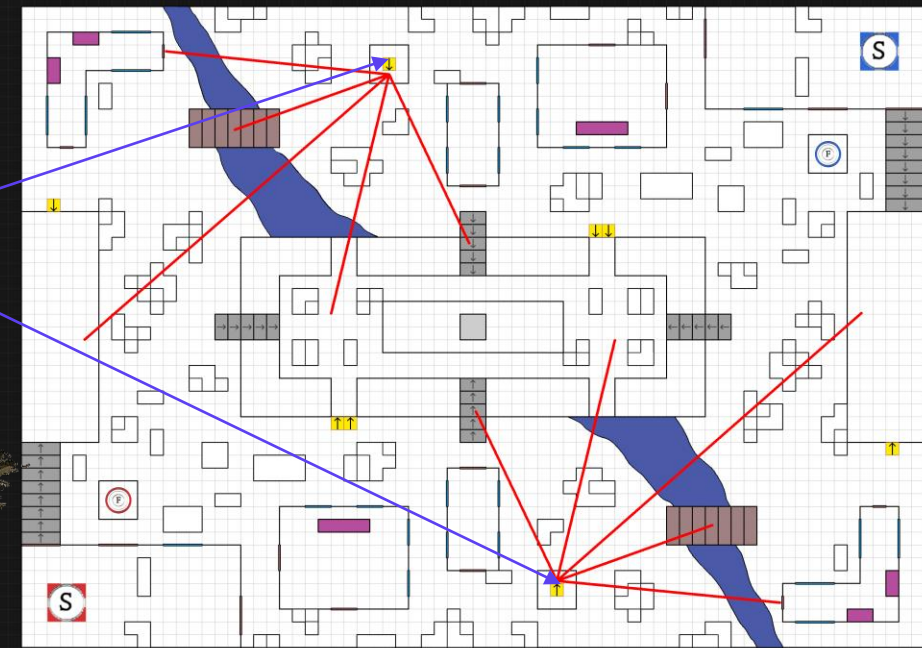
Gameplay Features

The level features rotational symmetry to balance the Capture the Flag game mode as symmetrical maps are for modes where teams are in both the attacking and defending role (Kuoppala, 2019).

The game features close quarters combat for a hack and slash style of play, due to the weapons available in the medieval period, like: Mordhau and Chivalry 2.

The map features ladders for traversal within the map. It features arrow crates to resupply players using a crossbow, these crates have been placed away from the crossbow towers to ensure a player cannot "camp" in one space.

RAIDER'S GREATSWORD

THE FALLEN'S LONGSWORD

HUNTER'S CROSSBOW

↑ ↑↑↑ Ladder

Arrow Crate

CHIVALRY II
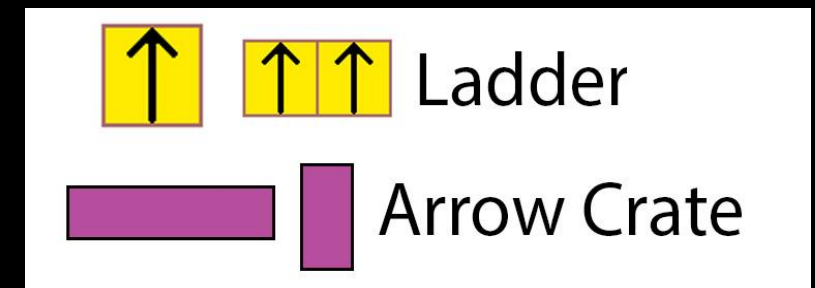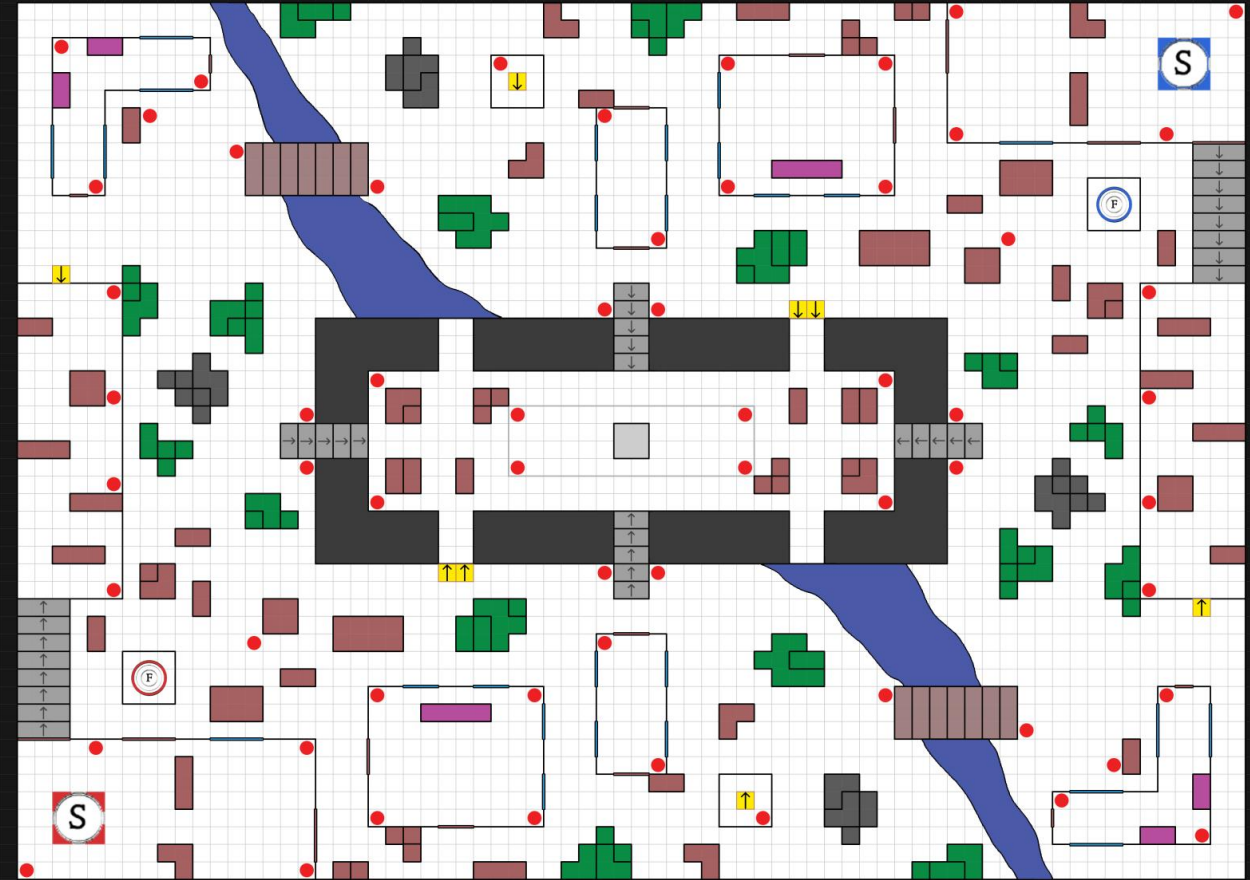
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