

Level design full sail

Design



The theme of the level will revolve around a Mexican old west prison, and you are an ex federal who is being held prisoner for a murder you didn't commit. You will start in a jail yard and be moved to your cell inside where you have to do some collection work for the cellulose boss. The prison will also have access to the sewers underneath to make your escape you are allowed to use this once the cellulose boss has collected his payment. The central level theme is around the plan of escaping your unjust capture.

Visual Style The visual style will be mostly old west Mexico with a splash of modern touches. The outside will be windswept dusty deserts, and the inside will be clay and stone walls with automatic cell doors, will a layer of dust that has been blown in from the outside. You can see rats and other vermin running from one dark corner to the other. The area is dry, arid and hot. The sewer is damp and dark with water dripping off of leaky pipes. The inside of the prison is really run down, defiantly a playpen for ions and does nothing more than keep them locked inside.

Everything looks old and worn out. The prison itself is defiantly not they're to keep anyone comfortable and absolutely nothing is in order. **The Outside** The outside will consist of brick and stonewalls. Along the walls will try to incorporate fans and vents that are really only there to make it look like there is some sort of airflow within this hot desert prison. The outside as stated previously will be sandy with plenty of sand clouds to personify the image that this prison is in the middle of O'Hare.

A smaller detail to add will be the small fence located right outside of the building that most cons will use for visitation. To also personify the hot

desert feeling, a bright sun with a huge glare will be beating down right In the center of this building right Into the center of the courtyard. The Courtyard The courtyard in meant to be a very wide-open area that is nothing but sand and clay. The area as a whole is very large and is surrounded by two floors of cells. These cells are located at both the horizontal ends of the courtyard.

Each cell is occupied by someone different at all times and will try to show the dirty and untidiness theme that is also shown throughout the rest of the prison. The only clean room is the one located at the center hall of the prison where the head con boss lays. There is no roof in the courtyard so even If It rains the dirt and sand turns Into mud and the convicts must make do with It. The Sewer player will come to a corridor of water and many lights to guide the way. Granted some lights will be out, but the walls will be lined with stone to show off the older Tyler of the prison.

The Inside The inside of the prison will be lined with many differed barbed wire fences, barded windows, dirty walls, and clay floors. Vents and fans to the outside of the prison will be their, but show to either be broken or moving very slow to show they are very broken and old. The only cell that will be presented as nice is the top cons cell in which a nicer and cleaner atmosphere. Planned Encounters The planned encounters will be: Planned Encounter A: This will encompass Player Vs. Entity and Player Vs. Object.

The encounter will be a mission requiring the player to collect a water bottle, cigarettes, pornographic material, drugs, and a gold ring. The player will have to collect these items from certain Jail cells, and sometimes will have to

fight the occupants for the items. The player will place the items in the head con's room for access to freedom and if all items are not gathered the player will die instantly. Planned Encounter B: This encounter will fulfill the Player Vs. Environment requirement by making the player have to escape the flooding sewer.

The player will step over a trigger in the environment, and trigger the sewer chase where the player will have to outrun the level filling up with

water/sewage to get to the escape ladder and make it to freedom. Should the player fail to get to the end in time, he will succumb to death. Asset List

The list of assets we will be using is a combo of stuff in the content browser and additions from a mesh catalog. This is from the catalog: SCM

HUH_Building_Type - This includes a lot of the wall textures and gates we will be using for the prison and prison cells.

SCM This contains some broken brick walls, which would be good as

obstacles to slow the player down in the sewers. SCM HUH Deco- This

contains barriers and chains and chain link fences. Other items being used

will be added within the level, however once we have our vision created, we will use of what static meshes we deem best for the setting of our level.

Assets include textures, stairs, walkways, and more. We are at a stage where

we know the basic design of what we would like to include in our level

however changes will most likely be made in the future.