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Project 3 - Level Design Document

High concept statement:

The objective of this level is to proceed to the next area through a construction site. The level starts out facing away from the back door of an abandoned factory. The player proceeds through a headcrab-infested maze of construction materials. From there, the player drops down into the unfinished construction of a concrete basement. The exit is visible as a pulley-elevator tower, overhead lighting grabbing the attention of the player. The player will encounter and fight headcrabs, headcrab zombies, a poison headcrab, and eventually a poison headcrab zombie throughout the basement. To ride the elevator up to the exit, the player must complete a physics puzzle requiring them to scavenge three crates. The player stacks them onto one elevator platform while they stand on the other, countering their weight to raise them out of the basement area.

The style is going to be a mixture of industrial-looking concrete, brick, and metal buildings. The buildings should appear to be in disuse. Debris should be used sparingly, as the idea is that they aren't completely destroyed.

Buildings on the surface should have a mining town theme.

The basement overhead is open to the sky, which is where minimal natural light comes in.

Pulleys and toggle-platforms should be logically themed to be some part of Father Grigori's traps or to be old parts of the construction site.































Most rooms in the basement should be very dark and hard to see in, with few light sources. Fire and electric lamps could be logical light sources, but keep it logical. While they should be in logical places, it is important to put them in places that maintains pace with the combat and brings attention to puzzle mechanics and places of interest.

Intended length of play:

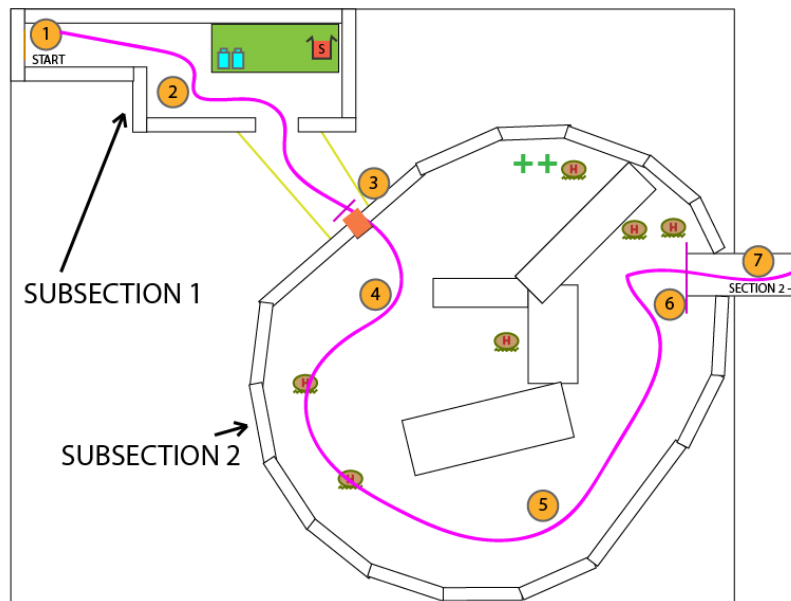
The level is intended to take 7-10 minutes.

Map/Optimal Path:

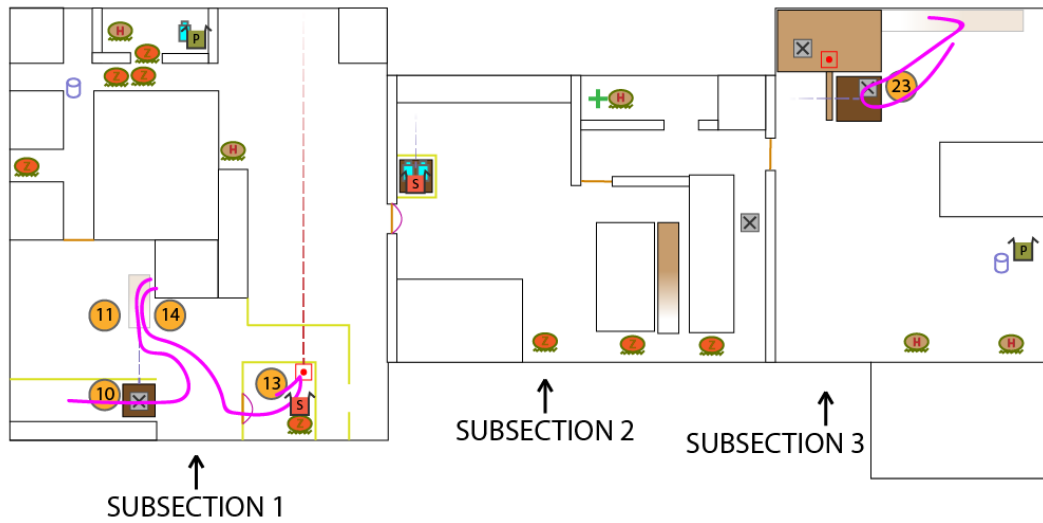
KEY:

 - STEP	 - NPC: Poison Headcrab Zombie	 - Breakable Wood
 - PATH	 - NPC: Poison Headcrab	 - Unbreakable Glass
 - Ammo: Shotgun	 - NPC: Headcrab	 - Explosive Barrel
 - Ammo: Pistol	 - NPC: Headcrab Zombie	 - Unbreakable Crate
 - Ammo: 357		 - Locked Door
 - Suit Battery	 - Prop: Table	 - Door
 - Health Kit	 - Lower Floor Wall	 - Fence
 - Wire	 - Ramp: Anti-Backtracking	 - Ladder
 - Button	 - Ramp: Between Floors	 - Pulley Platform
 - Pulley	 - Ramp: Physics	 - Plank
		 - Wall

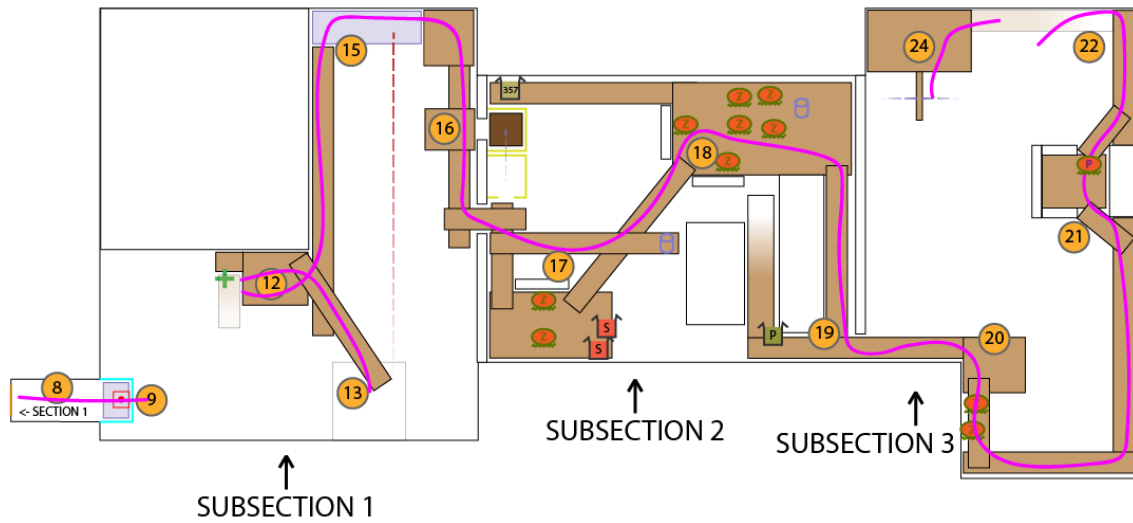
SECTION 1



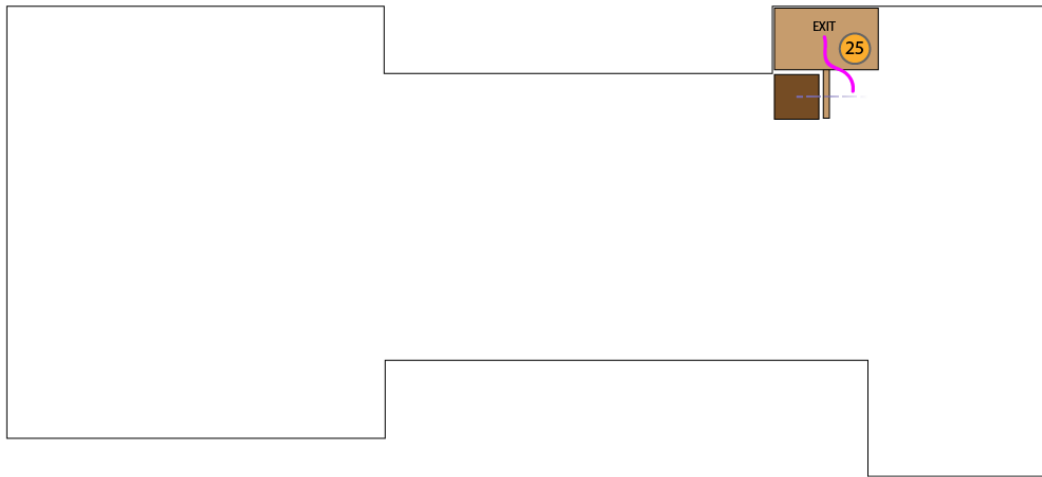
SECTION 2 - Floor 1



SECTION 2 - Floor 2



SECTION 2 - Floor 3



Asset List:

- Shotgun Ammo
- Pistol Ammo
- 357 Ammo
- Suit Battery
- Health Kit
- Glass texture
- Headcrab
- Headcrab Zombie
- Poison Headcrab
- Poison Headcrab Zombie
- Table (Physics)
- Crate (Physics)
- Wooden Trolley (Physics)
- Wire (texture)
- Button model, animation
- Pulley Wheel Model, rope texture
- Wood panel textures (At least 3 different variations)
- Door model (At least 2 different variations)
- Lock
- Door open sound effect
- Unlock sound effect
- Explosive Barrel
- Unbreakable Crate Texture
- Fence (model)
- Car (model)
- Concrete Wall textures
- Overhead Electric lamp model
- Button press sound
- Spark sound
- Metal platform activate sound (upright)
- Metal platform deactivate sound (down)
- Wood creaking and slamming sound effect (for ramp lowering)

- Dust particle effects
- Winch sound effect
- Ambient Zombie moan/scream sound effects
- Wind ambient sounds
- Warehouse ambient sounds
- Spooky Ambient Music
- Calm Ambient Music

Walkthrough:

1. The player spawns in **Section 1** with a crowbar, pistol, revolver, and shotgun. They have just entered a hallway through a door to get where they are now.
2. The player takes ammunition and suit batteries from the table before exiting the building, approaching the ladder.
3. The player breaks the wood and climbs up the ladder (preventing them from backtracking), falling into the subsection 2.
4. Subsection 2 has headcrabs that burrow out of the ground upon entering into the player's view. The construction materials should not allow the player to climb over and get to the exit. Note that the way out (Step 6) should be visible over the construction materials. Subsection 2 is on a large pile of sand or garbage that should slightly ramp up towards the way out.
5. The player finds their way around the car maze, killing the headcrabs they encounter, approaching a boarded-up doorway.
6. The player breaks the boards with their crowbar or by shooting at them, as they were taught in Step 3.
7. The player proceeds through the room.
8. Entering the door leads to **Section 2**, the player walks toward and onto the toggle-platform (platforms that can be activated or deactivated with the press of its connected button). Note that the player can look out through the glass to observe the area they are about to be dropped into. At least the third floor portion of the exit pulley elevator should be visible from here, and should be drawn attention to with a string of wires leading to a light source.
9. The player presses the button in front of them, deactivating the toggle-platform, and dropping them to the first floor.
10. After falling down to the first floor, the player is confronted with a crate resting on top of a pulley-constrained platform. The crate should be completely blocking the way of the player. Once the player moves the crate, the platform rises, allowing the player to proceed, and at

the same time the pulley drops the ramp (this event should be loud and give off particle effects to get attention from the player). A health-pack slides down the ramp to lure the player. The unbreakable crate may be carried to and optionally used in Step 16, and is required for Step 24. Note that the button surrounded by fence should have a light source or an effect that draws attention. At this point they may shoot through the fence to kill the headcrab zombie. The door is locked on the outside, but can be unlocked and stays permanently open when opened from the inside.

11. The player may choose to explore instead of proceeding up the ramp to Floor 2. They cannot leave Subsection 1 until Step 13 is completed and after this they will be able to backtrack if they open the door on Floor 1 between Subsection 1 and Subsection 2 while standing in Subsection 2.
12. After walking up the ramp, the player now can walk across the planks in Floor 2. Walking north, the player finds that they cannot proceed due to the toggle-platform being deactivated. To proceed, the player walks across the planks south-east to drop down into the fenced-in area with the button in Floor 1. At this point they are given another chance to notice the zombie and kill it.
13. The player falls into the fenced-in area, awaking the zombie. The player kills the zombie. The player pushes the button, activating the toggle-platform it is linked to. Note that a wire should run from the button to the toggle-platform and its activation should give off sparks and make spark sounds to draw attention. The player then opens the door and it remains permanently open.
14. The player walks up the ramp again.
15. The player walks across the now-activated toggle-platform.
16. The player can continue to enter Subsection 2 or may place the unbreakable crate encountered in Step 10 through the wall, which weighs down the pulley and pulls up the cache of items that can be accessed once the player enters Subsection 2. Note that the player should NOT be able to fit through the hole to stand on either of these

pulley platforms. Use a player clip brush to guarantee this. The player is able to retrieve the crate at any time once the pulley platform lowers to Floor 1.

17. The player may fight the zombies to get shotgun ammunition, drop down to the first floor, or may proceed through Subsection 2. The player may knock off or pick up an explosive barrel along the way.
18. The player encounters sleeping zombies that they can kill with the explosive barrel behind it. At this point the player may scavenge Subsection 2 for ammunition and health.
19. The player enters Subsection 3. Note the ramp linking floor 1 and 2. An extra indestructible crate underneath the ramp may be found to use with Step 24.
20. The player turns the corner and encounter two headcrab zombies. Note that the wooden platforms they are standing on don't allow for strafing room so that they are forced to back up, jump off, or confront the threat. If the player falls off, two headcrabs will burrow out of the first floor to attack.
21. The player encounters a poison headcrab zombie in an enclosed space. This space should have room for enough strafing and the walls should block view to the poison headcrab zombie until the player gets close.
22. The platform the player encounters right before getting to the exit pulley elevator drops down into a permanent ramp from floor 1 to the pulley elevator on floor 2.
23. The player presses the button to release the pulley elevator. If the player presses the button again, the elevator will return to the 2nd floor, and further button presses continue these toggled actions. The player backtracks to bring a minimum of 3 crates back to the elevator.
24. The player takes the ramp to return to floor 2, placing the crates onto one of the elevator platforms. While standing on one platform while pressing the button, the pulley system will counter the player's weight and raise the player up to Floor 3.

25. The player walks off of the pulley elevator platform and exits the level.

Resource Images:







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