

"Under" Level Design Documentation

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Sketches

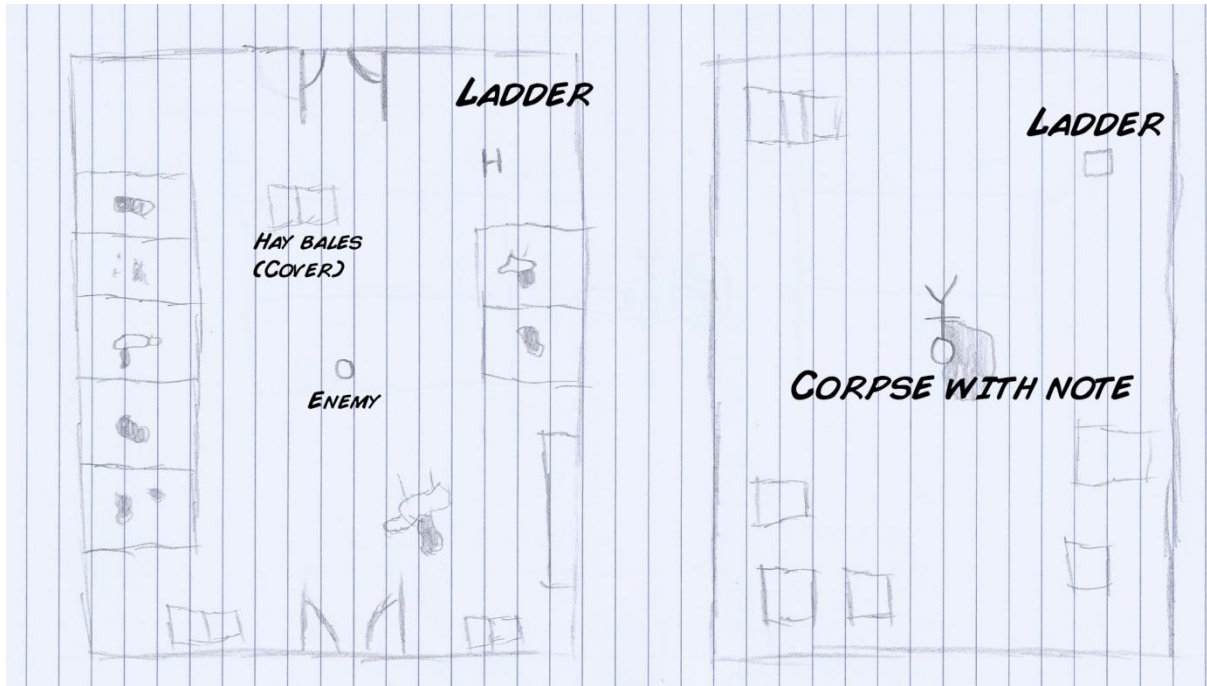


Figure 1- Barn

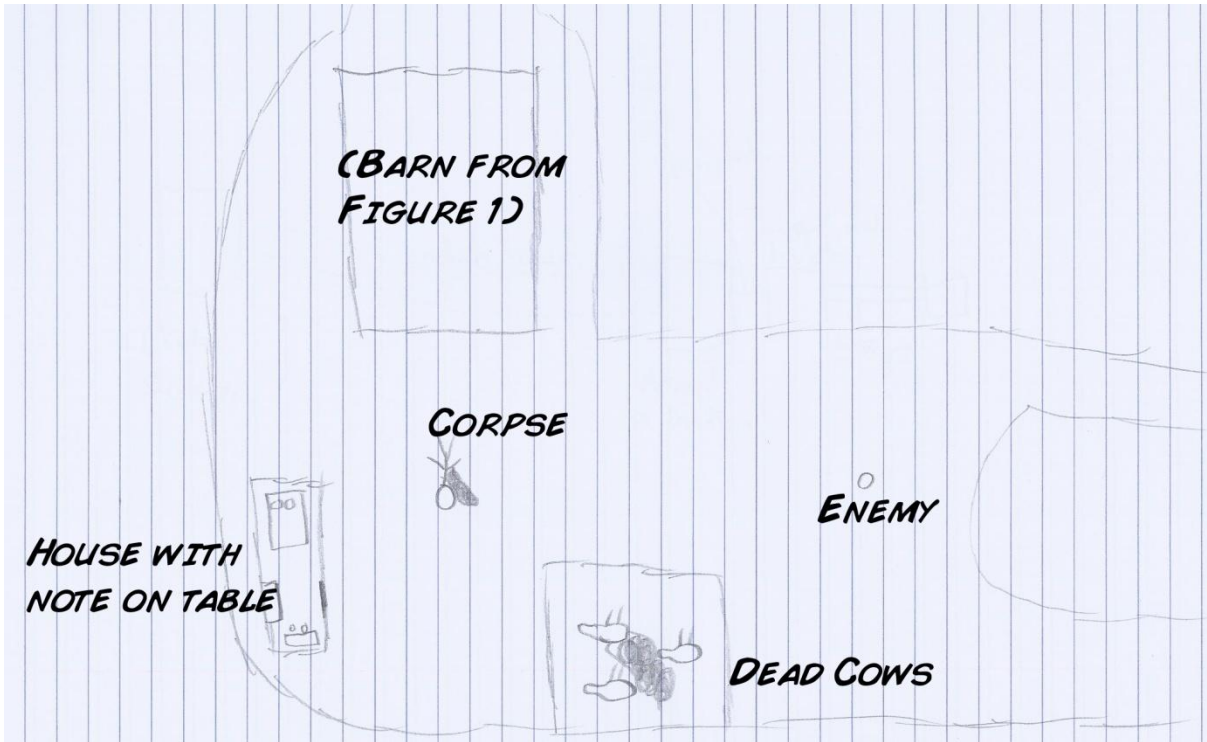


Figure 2- Outside the Barn

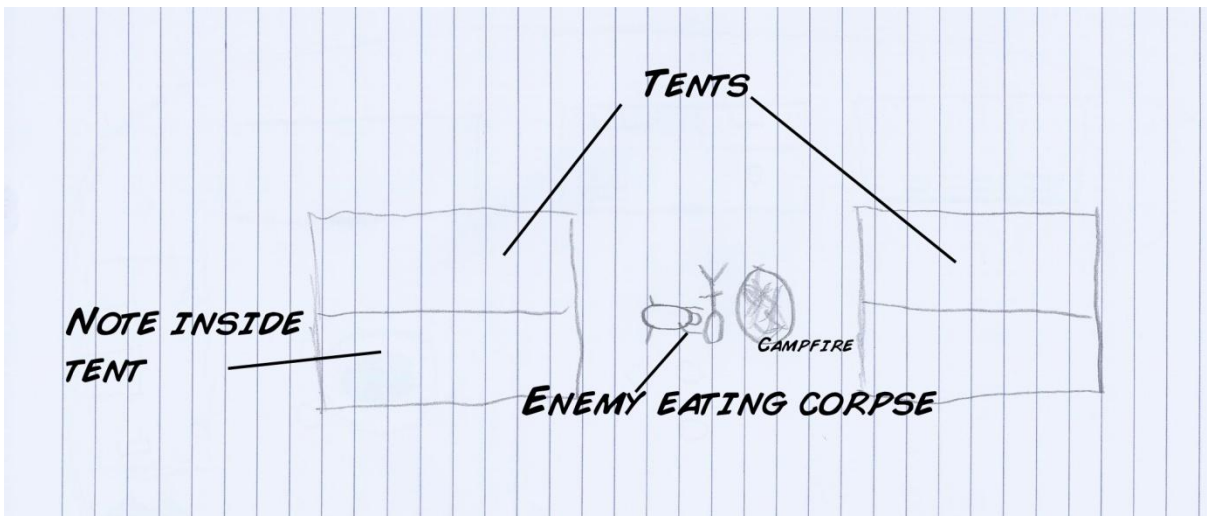


Figure 3- Campsite

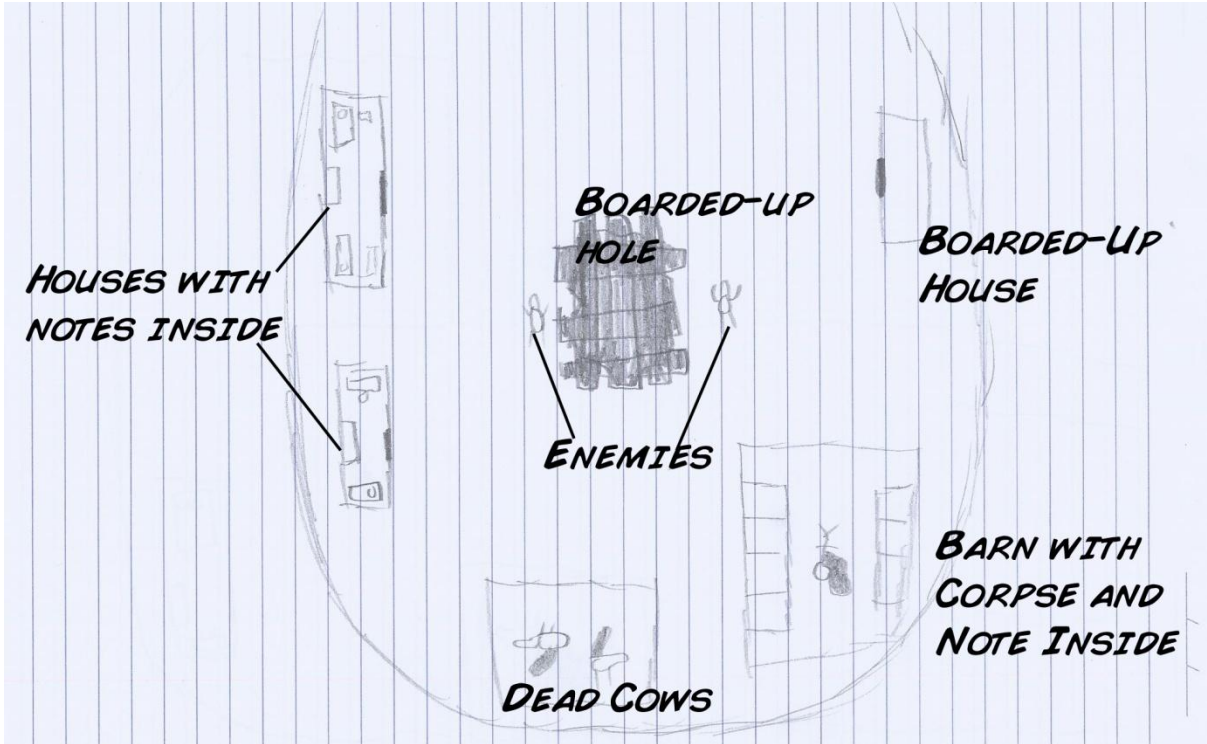


Figure 4- Optional Town

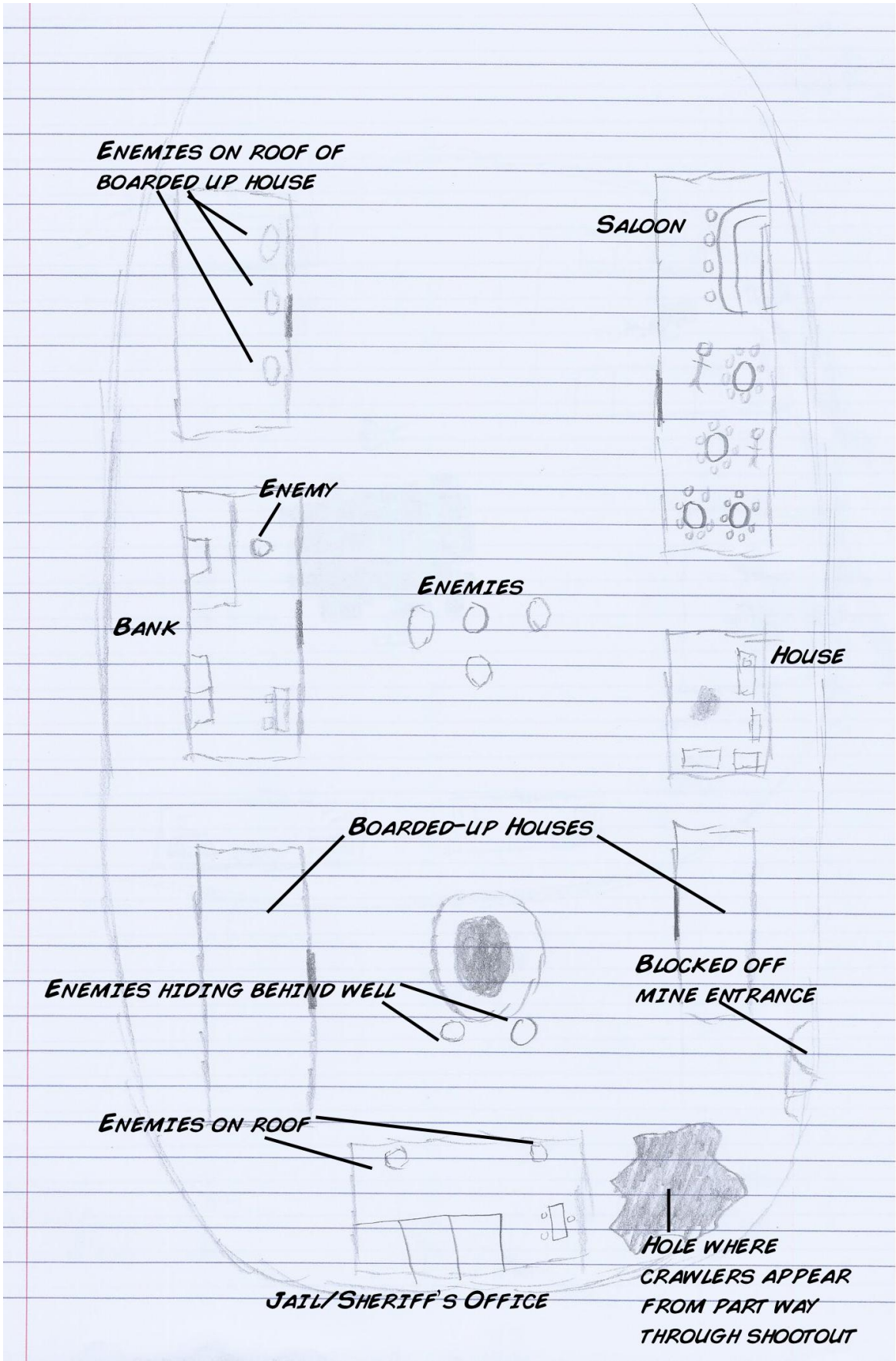


Figure 5- Main Town

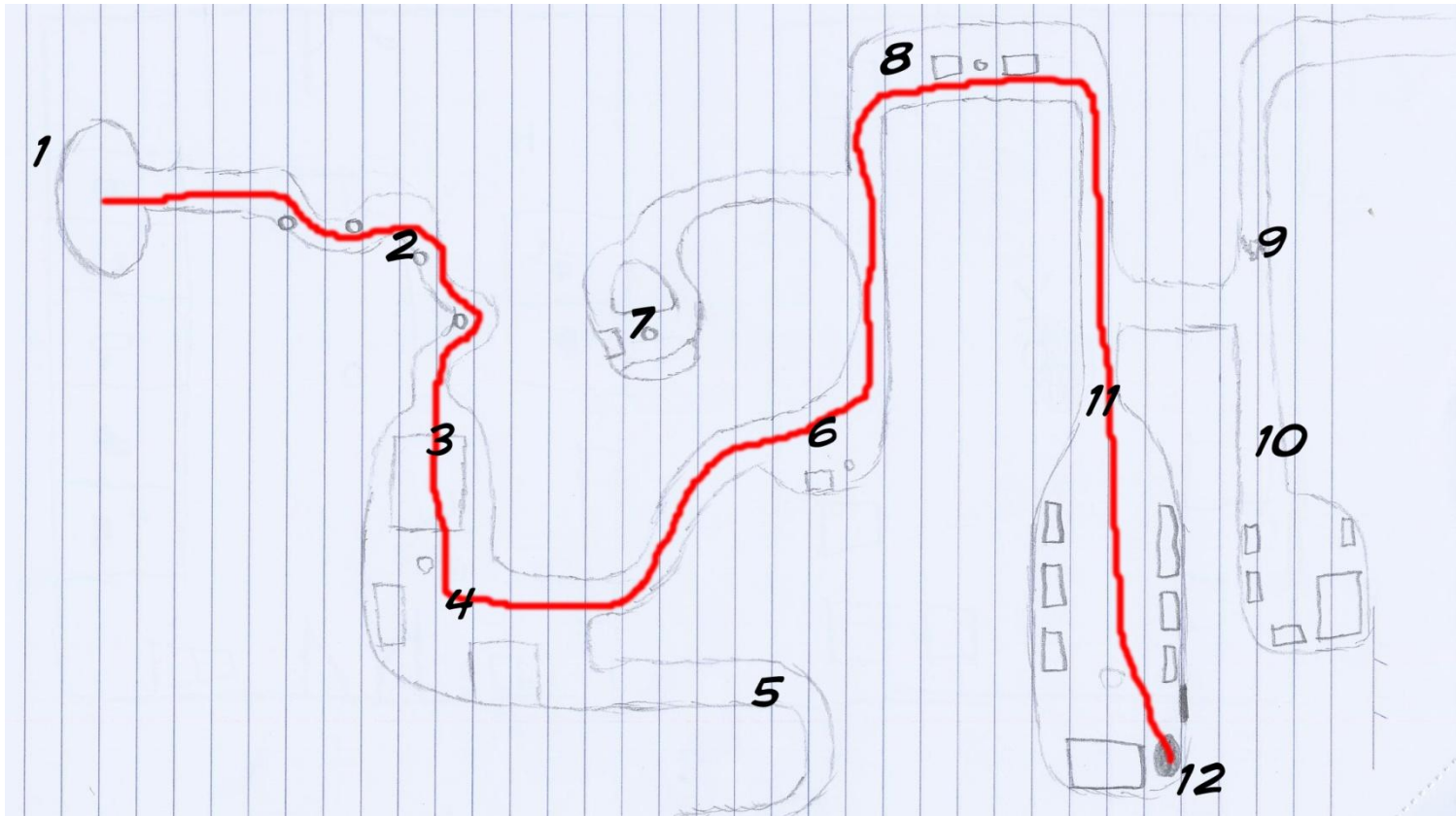


Figure 6- Level Map

Sources of Inspiration

Rachael Encounter, Resident Evil Revelations

<http://youtu.be/ccZQ4VioGcY?t=20m49s>

This encounter was an inspiration because of the way it creates atmosphere. The boss is scary and a threat even when it's not there, because you can hear her calling out to you in a creepy voice, moving around in the vents. It also has a journal which explains backstory while getting increasingly horrifying, which is what I want from notes in my level.

'Weird West' pictures



<http://cinedork.com/2010/11/13/review-red-dead-redemption-undead-nightmare/>



<http://beyondvictoriana.com/2010/06/20/beyond-victoriana31-wounded-range-part-1-guest-blog-by-noah-meernaum/>

These pictures were an inspiration because they provide examples of horror aesthetics and atmosphere within a Western setting. I wanted to replicate the eerie, barely lit tone of these images in my level.

Western Towns



<http://www.anomalousmaterial.com/movies/2012/02/fantastic-first-pictures-of-the-set-of-quentin-tarantinos-django-unchained/>



<http://www.newsday.com/travel/wild-west-towns-a-travel-guide-1.3739399>

These images served as reference as to the aesthetics of western towns for use in my level. In all the images I could find, the towns were depicted with most buildings close by each other in a line, with a 'lane' of sorts flowing down the middle.

Red Dead Redemption Undead Nightmare Soundtrack

<http://www.youtube.com/watch?v=zzQoP5hfT44>

http://www.youtube.com/watch?v=8jP3avbrs_A

http://www.youtube.com/watch?v=DwhcsuZ_F68

<http://www.youtube.com/watch?v=V9u4ixKH2E>

These tracks were a big inspiration for my level, because of the way they have a distinctly Western feel, while twisting it into something atmospheric and eerie.

Textures

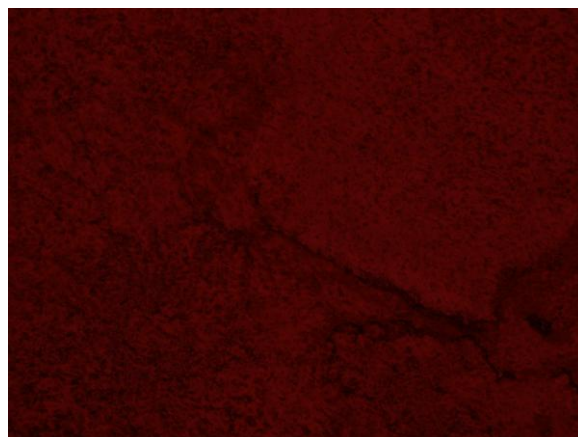
Here's but a few of the textures I used in my level:



http://www.spiralgraphics.biz/packs/terrain_desert_barren/index.htm?40

<http://www.granitegurus.com/2010/12/faq-friday-what-do-different-groups-of.html>

These are my textures for the canyon, the left is the main texture, the one on the right is for the paths on the canyon floor. I wanted dark textures to add to the atmosphere, but with a contrast between the two to make it easy for the player to identify paths they can traverse.



This texture is an edited version of the canyon path texture I made, and the one I used to show blood spill on the canyon floor. I wanted blood to add to the atmosphere by showing that something horrible has happened in the level, and that you're walking right towards whatever caused it. It worked really well, the level took on a totally different atmosphere just by adding this in spots.



<http://jpolka.blogspot.com.au/2007/07/sea-urchin.html>

This is the texture I used for the Crawlers. I knew I had to use it once I saw it because of how twisted and disgusting it looked, which is how I want the enemies to look. It almost makes me sick just looking at it, which is actually great for what I want it for.

Game Documentation

Player Actions

Movement- walking, running, swimming, vaulting over small objects like crates and fences, climbing ladders

Combat- shoot with guns and melee attacks with knives, your fists and torches. The player can also take damage as well, and when their health is depleted they return back to the last save made by the game or player.

Pick up items- e.g. ammo, torches to light your way, keys to unlock doors

Read- notes and diaries containing lore and backstory can be found throughout the world and read

Cover- you can take cover behind the landscape and objects in the environment to make yourself harder to shoot

Open- doors and containers can be opened by the player. Containers include chests, cupboards and safes. Safes can only be opened if you know the combination though.

Loot- The player can take items off of the corpses of enemies and NPCs found through the levels, and items inside containers

Save and Load- the game autosaves at the beginning of each level, but it is up to the player to make manual saves after that or face losing progress when they die or quit. This allows the player to determine how much risk is in each action. Want the game to be a bit more lenient? Save after every encounter. Want a brutal game? Don't manual save at all, restart a level each time you die.

Setting/World

The game is set in a typical western world, where sheriffs and marshals try to bring about justice in a lawless land. The world is decorated with prisons, saloons, farms and canyons, with long distances in between each town. Things are about to get shaken up, however, as creatures labelled Crawlers start breaking out from underground and killing whole towns- animals, people, everything. In pursuit of these creatures play will eventually progress into twisted and horrific subterranean areas far beneath the surface.

Story

Clint McCain is a sheriff in the town of Greystone, trying to maintain order in an out of control world. In one particular busy week, after locking up a number of criminals, he is in pursuit of a horse thief who, while fleeing, falls into the Goldberg Canyon. Clint slides down after him and chases him into a barn, where the thief opens fire and Clint has no choice but to shoot him. Clint progresses through the canyon, and the town of Goldberg within it, finding bodies of townspeople and animals brutally mauled, and pieces of writing left behind hinting at something horrible happening. He's attacked by some crazed survivors, and some twisted, demonic creatures at the town's main square. He heads into the hole the creatures came out of, and after navigating some sprawling tunnels finds a nest of some sorts which links into the mine above. Similar attacks start getting reported across the state, making the citizens restless and criminals taking advantage of the situation to up the scale of their crimes. The country is falling apart, and Clint has to try and maintain order and keep the pieces together while putting a stop to the attacks of these creatures. Eventually it's made clear that the creatures have been underground for centuries, and are being disturbed by the activity going on in the mines, and Clint has to find the main hive and kill off the Queen to stop the attacks for good. Concurrent to this, there's a subplot in which Clint tracks down and kills the Black Buffalo Gang, the gang responsible for the death of Clint's best friend and deputy a few years ago.

Player Character

The player takes on the role of Clint McCain, the sheriff of a town called Greystone. He is a just, compassionate man with a strong sense of justice. He seeks to rid the area of crime so that his once prosperous town can return to how it used to be during its heyday. In particular he is after the gang that killed his best friend, and deputy. He is thrust into a situation out of his depth, when an infestation of horrifying creatures breaks out across the state, and most people who could do anything about it are fleeing across the borders, while those who remain are increasingly becoming a threat in of themselves.

Other characters

Charlie Wilson- Clint's deputy and best friend who was killed by the Black Buffalo Gang

"Dirty Bull"- the ruthless leader of the Black Buffalo Gang

Black Buffalo Gang- a bunch of no good criminals causing chaos across the land, led by the mysterious "Dirty Bull"

Human enemies- you'll encounter a variety of human enemies throughout the game. **Criminals** will shoot at you from afar, and are well stocked up with ammunition. They use a variety of weapons, including revolvers, rifles and shotguns. They're smart enemies, and will reposition themselves and

use cover effectively in order to take you out. **Survivors** are people who've suffered from Crawler attacks, and will likely have watched their loved ones be slaughtered and their homes destroyed. Due to their mental imbalance, these enemies aren't self preserving, and will attack you more aggressively, chasing you down and using makeshift melee weapons as well as firearms. They don't have as much ammunition to use on you though due to their circumstances.

Crawlers- Crawlers are twisted creatures that have lived underground for thousands of years, but have now been awakened by mining operations in the land. They are bursting out through the ground above and leaving destruction in their wake. There are a few kinds of Crawlers you'll encounter throughout the game, each with their own nicknames, but only the basic Creep kind appears in this level.

Creeps- these enemies are fast, and walk on all fours. They are reptilian creatures slightly resembling coyotes. One on their own isn't a threat, but they always stick in packs, meaning you can be overwhelmed very easily.

Scorps- this variety looks like a bipedal scorpion, and can spray an acidic venom from its tail, with a devastating effect

Huggers- these enemies are small, but hard to shoot and very deadly. They'll scurry over to you and leap onto your face, dealing lots of damage unless you shake them off.

There are also a number of 'Boss' varieties who will appear at certain points that require a specific method to defeat, and are sort of like puzzles. Among them is the Queen, who, when killed, destroys all other Crawlers out there.

Level Guide

Background Info: This guide uses Figure 6 as a reference. The main path throughout the level is marked in red. The level is set at night, and is very dark, with faint illumination by the moon. Thus in order to get a better view of the environment, the player needs to carry a torch. Ammo is also limited, meaning the player needs to find it around the place. By searching the insides of buildings, the player can find these resources, as well as notes/journal entries which explain the backstory of the game's events and add to the atmosphere. This level is near the beginning of the game, and is its real turning point. It takes place about an hour or two in, and is when the game starts to fully become a horror game. Up until this point you've been dealing with the Western side mostly, taking care of criminals and upholding the law. You've heard word of strange attacks and encounters with weird creatures from townsfolk, but it's been shrugged off as nonsense and hysteria. Then, as you're chasing a criminal who's stolen a carriage, you find yourself trapped in Goldberg Canyon, where the nightmare is about to begin.

In-game Markers: It should be obvious what most things in the level are by their shape and textures (capsules with cowhide textures are cows, tall wooden rectangles in buildings are bookshelves and cupboards etc.), but some are not so obvious. Here's what they mean:

- People are represented by tall, upright capsules coloured in peach. If they are lying down horizontally, they're a corpse. In this level, all living humans are enemies who will shoot you on sight.
- Crawlers are represented by long, horizontal capsules with a scaly texture. These are enemies that will attack you.
- Notes and resource stashes are represented by small rectangles with a parchment texture on them.

While chasing a criminal who's stolen a carriage, a cutscene plays (1). One of the wheels on his carriage breaks, causing him to crash and fall into the canyon. He lands safely into a pool of water, so Clint slides down after him, in pursuit. Clint chases him through the canyon (2), but since he had a headstart he is always ahead of you. Due to the winding nature of this section, you only get brief glimpses of him before he ducks around the corner, preventing you from shooting him. Occasionally he will turn around and open fire on you, forcing you to take cover behind the boulders which are marked on the map. If you don't take cover he'll kill you with a couple of shots. Once you've fired at him a couple of times, he will keep running, and this process will repeat until he runs into the barn (3). This barn is mapped out in Figure 1.

Inside the barn, the criminal shoots at you again, forcing you to take cover behind some hay bales. This time when you shoot him, you can kill him. Once you kill him, Clint notices the slain cows around the barn, with blood and bits of carcasses everywhere, and wonders what happened here. A scream is heard from outside. The player can go investigate the scream outside right away, or take their time searching the barn. If they climb the ladder inside, they'll find the corpse of a man, and next to him a note and resource stash. If the player picks up this note, they'll hear a snarling noise from down below, and will find the corpse of the criminal mutilated as if attacked by an animal when they return to the ground level.

The player goes outside the barn (4) which is represented by Figure 2. In the centre of this area is a corpse, with a trail of bloody footprints leading from it. Nearby there's a building with a note and resource stash inside. Before following the footprints, the player can choose to take the branching path towards (5). As they head down that way, they notice puddles of blood. Some of these puddles have torn diary pages in them. These entries get increasingly more intense as the player heads down into the canyon, until they find a mauled human corpse at the end in a massive pool of blood, holding a diary with more notes in them. They can also loot him to take his weapons and supplies.

The player can then follow the footprints to (6), where they encounter a crazed survivor muttering nonsense. When he sees the player, he snaps and shoots at you, leaving no choice but to kill him. His corpse can be looted for supplies. Following the footsteps further into the canyon, the player sees something scurry around the corner to (8). However, instead of following it they can take the branching path to (7), where they find another building with a note and supplies inside.

When the player reaches (8), shown by Figure 3, they see shadows of some twisted creatures (Crawlers), projected onto the canyon walls by the campfire. They can be taken out from a distance, but if they player goes near them they'll notice you and attack. A note can be found inside one of the tents. Clint then wonders what's happened to the town of Goldberg further in the canyon, and decides to head off and investigate.

The player will encounter a branching path near (11). They can turn left, at which point they'll see a landslide blocking the way out of the canyon, with a wagon and unfortunate driver crushed underneath (9). They can then head towards (10) which is marked by Figure 4. In the centre of town is a hole in the ground that has been boarded off, but Crawlers have broken out of a small area of it, and are roaming the town. You can't fit into the hole though. Searching the nearby buildings will turn up more notes and resources for the player. They can then head back towards (11) for the final part of the level.

(11) is a larger town than the one in Figure 4, and is represented by Figure 5. The crazed survivors in the town will yell hysterically at you and open fire on you. Part way through the shootout, crawlers will break out of the ground at (12), and attack both you and the survivors, making it a three-way confrontation as opposed to just Player vs. Enemies. This is the big moment the entire level has been building up to, where the tension has reached its critical point and now mass hysteria is breaking out. Once all the enemies are dealt with, the player can search the nearby buildings. All the buildings that aren't blocked off have notes and plenty of resources inside to replenish the player's supply since they would have used a lot of bullets and health items in this shootout. Inside the bank on the west of the town are safes the player can crack open, which have even more supplies inside if you can work out the combinations based off the note inside the bank.

After the shootout, Clint will remark about the hole (12), hinting at the player to investigate it. When the player gets close enough, a cutscene will play where Clint checks out the hole. Behind him, you can see a lone Crawler slowly emerge from the well and crawl over to Clint. It pounces on him, knocking him into the hole and ending the level. The next level takes place in a crawler nest underground, where Clint starts with low health due to his attack and fall.

Asset List

Models

- Clint
- Criminal
- Survivors (a handful of unique models that can be reused)
- Two-storey barn
- One-storey barn
- Hay bales
- Boulders
- Terrain
- Tents
- Campfires
- Wells
- Fences
- Doors
- One-storey and two-storey buildings (only a few kinds, the base models can be reused, but resized, decorated with different textures and filled with different furniture)
- Notes

- Furniture (tables, cupboards, shelves, chairs, beds etc)
- Crawlers (Creep variety)
- Guns
- Torch
- Knife
- Water
- Ladders
- Cows
- Wagons

Textures

All the above models will need to be textured. Some will need to show some variation though e.g. Not all cows should have the same markings, survivors will wear different clothes, and buildings can be textured differently to differentiate themselves despite using the same (or similar) models. Bloodied and damaged versions of various textures will also be required for decoration, ambience and to show the bloodied footprints that indicate to the player where to go.

Sounds

- Fire burning
- Gun shots (different sounds for different guns)
- Knife slash
- Torch swipe
- Bullet piercing flesh
- Crawler snarl
- Crawler grunts
- Crawler bite
- Crawler slash
- Footsteps (different sounds for different terrain)
- Voice acting
- Survivor screams
- Background ambience
- Background music
- Container opening
- Page turn
- Water noises

Scripts

- Animation scripts for all humans and enemies
- Particle system for fires
- Scripts for each player action mentioned previously in the following categories:
 - Movement (e.g. scripts allowing walking and running)
 - Combat (e.g. projectile scripts and health/game over scripts)
 - Pick up items

- Read (i.e. showing text onscreen when picking up a note and allowing the player to change pages if it's a book)
- Cover
- Open (e.g. Door/container opening scripts)
- Loot
- Save and Load
- AI for human enemies that allow use of the same base actions as the player, while sticking to the type of enemy they are
- Crawler (Creep) AI
- Cutscene triggering scripts