

LEVEL DESIGN CONTEST 2019

If you don't already own Vaporum and want to get acquainted with the puzzle mechanics & monsters first hand, you can [get it now at 50% off on Steam!](#)

Design Assignment & Rules

Objective:

- Design a small, compact, self-contained **level for Vaporum: Lockdown**.

Main parameters:

- Maximum of **20x20 squares**.
- Use **ONLY** the mechanics and enemies described in the [Interactive Elements and Building Blocks & Enemies](#) document.
- Suggested **mid-game difficulty** of the designed puzzles and encounters.
- Creating an **all-level objective** is suggested (a major obstacle comprised of multiple minor tasks).
- Use of **enemies and combat areas** is optional.
- The number of submissions per contestant is not limited.

Dates & Deadline:

- Start: **November 29th 2019**
- End: **January 6th 2020**
- Results announcement: **Depending on the amount of submissions**
- No further submissions will be accepted after this date.

Submission Requirements

- By sending any contest submission to Fatbot Games, the sender agrees to the contest [terms & conditions](#).
- Read the expected [design & documentation example](#) at the end of this document.
- Send us **ONLY archives named** "LDC_[FirstName_LastName]_[Submission#].zip"
- The ZIP file should be a **collection of the following 2 files**:
 - **Floor Plan File**: this can either be a PNG file (*.png) (export from an image editor or a photo of your pen & paper design), or a GridCartographer file (*.gct)
 - **A step-by-step walkthrough description text** of the puzzle/level mechanics and solution in PDF format.

Submission

Send your file(s) to:

contest@fatbot-games.com

Judging Criteria

The developers from **Fatbot Games** will **individually check every contest entry** and winners will be selected according to the following criteria:

- **Design Originality**
 - Resourceful use of the design elements
 - Inventive use of the elements
- **Fun Factor**
 - Appropriate difficulty & balance
 - Fun curve
- **Documentation**
 - Readability and efficiency of the walkthrough design and floor plan
 - Concept art and sketches of the designed spaces are a plus

Tools

- **Pen & paper, any image editor, or a dedicated mapping program** of your choice ([Grid Cartographer](#), [RPG Map Editor 2](#), [Tiled Map Editor](#), etc.).
- We **prefer to use Grid Cartographer** to design levels for our games, but this is not a requirement for the contest! By the way, the tool is currently [40% off on Steam!](#)

Prizes

- [1x Vaporum - Signature Edition \(Nintendo Switch\)](#)
 - **Collector's edition, a physical copy** of Vaporum on Nintendo Switch
 - External **box signed by the developers** - or not. Winner's choice.
- Possibility of the design getting into the final game (**Vaporum: Lockdown**), depending on the decision of Fatbot Games.
- If the winning design is used in the game, **the author will be credited** in the game's Credits screen (by their real name, nickname, or anonymously).

Communication

- Fatbot Discord Server - [Contest Channel](#)
- Contest coordinator e-mail: jozef.vanco@fatbot-games.com
- Constantly updated [contest FAQ](#).

Disclaimer

By submitting your design to the contest, you give Fatbot Games all rights to the work. Fatbot Games reserves the following rights:

- Not to use the winning design in Vaporum: Lockdown.
- To use any of the submitted designs in their original form, or to alter them in any way and use them as such.
- To cancel the contest, for any reason, without announcing the winner.

If Fatbot Games decides to use any of the submitted designs, all authors of the designs will be included in the Credits screen in Vaporum: Lockdown (by their real names, nicknames, or anonymously). It is important that you are comfortable with these terms before making a contest submission.

We can't wait to see what kind of ingenious ideas the community harbors, and to lay our hands on your submissions! So, let your creative juices flow and, above all, have fun! :)

Level design example:

This is an example level design doc from one of the levels in the original game, Vaporum. It uses quite a few interactive elements to create an intricate puzzle with some optional rewards. Note that this is only a part of the whole level. Your design should be larger (up to 20x20).

Vaporum: The Librarian (Level 4)

Door Sync Puzzle Design & Walkthrough



This is how the final submission should roughly look like.

Goals

Main: Get a [Silver Key](#) (you need it to get to the other half of the Librarian Level) and one of [the books](#) (quest item needed for solving the level puzzle). Open all four doors (**D3 - D6**) to get access to the other rooms of this area.

Side: Solve the pushing crate puzzle to get to the extra (bonus) items.

Walkthrough

- You enter the room via the door **(D1)**.
- In the middle of the northern wall is a sign with text **(i)**: *Door Synchronization Testing Facility*.
- After opening, each of the four doors **(D3-D6)** close after the following delay:
 - **D3**: 3 seconds
 - **D4**: 0.75 seconds
 - **D5**: 7 seconds
 - **D6**: 5 seconds
- Click each button **(b1 - b4)** of all four doors before the timer runs out. There is a ticking sound that goes on until one of the doors closes. If you do this:
 - All 4 doors **(D3-D6)** open together with all other unnumbered doors in this area and the entrance door **(D1)** closes.
- Get a [Silver Key](#) from chest **(c1)**.
- **(b5)** activates receptor shooter **(s1)**. When the signal hits receptor **(r1)**, it opens door **(D2)**.
- **(b6)** activates receptor shooter **(s2)**. When the signal hits receptor **(r2)**, it opens door **(D1)**.
- Get pushable/pullable crate **(A)** into pit **(1)**.
- Get pushable/pullable crate **(B)** into pit **(2)**.
 - Get items from chest **(c2)**.
- Get pushable/pullable crate **(C)** into pit **(5)**.
- Get pushable/pullable crate **(D)** into pit **(3)**.
 - Get a [Fumium Key](#) from chest **(c3)**.
- Unlock door **(D7)** with the [Fumium Key](#).
- Get [The Book](#) from drawer **(c4)**.
- Get pushable/pullable crate **(E)** into pit **(4)**.
 - Get [Bonus Item](#) from the chest behind the fumium locked door **(D7)**.

Contest FAQ

- **Do I have to use Grid Cartographer for level design?**
 - No. Although we prefer GC, an image (in PNG format) of your level is perfectly fine! It can either be a photo of your pen & paper design, or a direct export from an image editor, if you're using one.