**Level 1**
Into The Unknown

Objective
Make your way through the level and defeat the minion of The Descent to progress to level 2. The level should not take more than 10 min at max.

GAMEPLAY OVERVIEW

Level Progression/ Floor Plan
➢ The player will start the game in a dimly lit hallway.
  ○ The player will initially collect the flashlight right in front of them to make them acquainted with the pickup mechanic.
  ○ The player will have a jog speed and no walk/run.
  ○ The player will be able to jump as the procedural generation will go on increasing in height. Meaning, the player will have to jump to get into the next room
  ○ Evade/Dodge will be introduced in the later rooms when the players face enemies (after dying once in the beginning)
➢ The randomly generated hallway will lead the player straight to an elevator which will lead them up to the next floor (next level)
  ○ An elevator ride would be a much cleaner and more fitting ride to The Descent.
  ○ The elevator will also add a more tense claustrophobic feel which works well with the horror environment and characters we plan to create.
➢ This is how the level will generate and play.

  ○ The level should be a series of interconnected rooms instead of being a straight hallway with rooms on the sides.
  ○ This floor would have a dystopian and dark vibe with more metallic finish as shown in the ref. pic.
  ○ Each room will be populated with traps, enemies and supplies.
  ○ We will have 3 kinds of rooms for level 1 which will serve as the base of the level. Each playthrough will have a unique arrangement of these rooms, which will give the player a unique experience in each try.
    ■ Each room should have a distinct quality : one should contain supplies, one should have enemies and one should have some jumpscare/hidden traps with somewhat visibility of the affordances for these traps, meaning the player can avoid them if they are careful otherwise they just lose health. All rooms should have a similar ambience of a lab in an abandoned and worn down research facility.
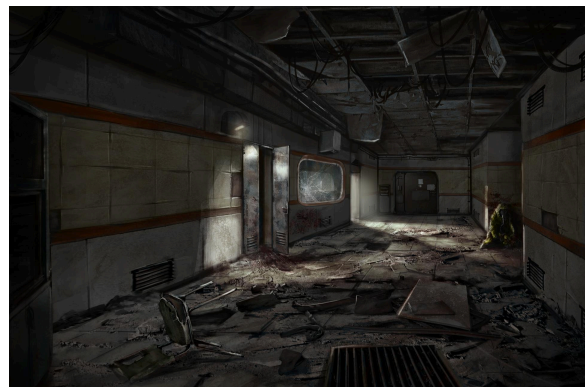
- ■ To Summarize :
  - ● ROOM 1 - Supplies
    - ○ Weapons
      - ■ Melee 1 and 2
      - ■ Gun (no ammo required - works on a cooldown)
  - ● ROOM 2 - Extra
    - ○ Health packs
    - ○ Traps
      - ■ Jumpscares -stretch goal
      - ■ Avoidable traps - Environmental Hazards
        - ● Stuff collapsing - UE5 chaos physics
  - ● ROOM 3
    - ○ Multiple lackeys 1
    - ○ Comparatively fewer lackey 2
  - ● Length of the level : If I say 1 room means the length of the level is 1 then I would like to use the combination of these 3 rooms to generate a level 1 with the min length 10 and max length 26 not including the start and end rooms.
  - ● This level will have a fixed amount of enemies in the rooms and they room opens when all of them are defeated
- ■ The first room will always be empty and begins with the player getting used to the controls (with a light source for now).
- ■ However on every 1st try of the game from the Main Menu, the 2nd room should be an enemy and you have to die there without a doubt. If you then retry from the game over screen then the complete generation will be random. If you go back to the Main Menu and then restart, You Die.
- ○ Below is a floor plan idea I made initially.

Linear Design
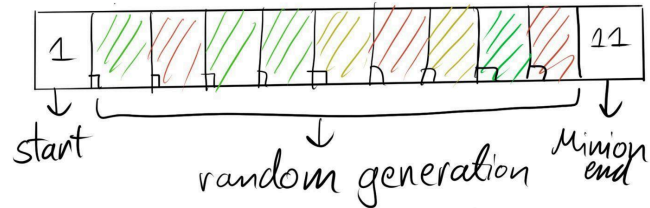
2 Directional Design

- Path
- Path
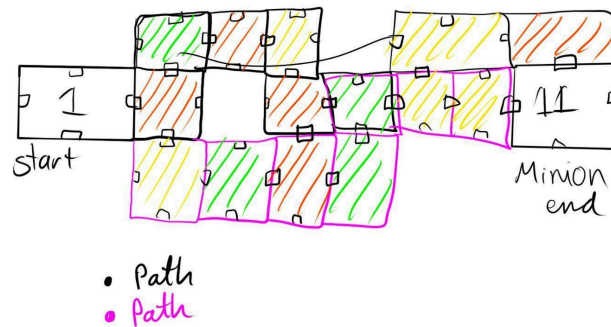
      ■ A nonlinear generation would make the player lose sense of direction which I think is a good thing to have in a horror game.
      ■ Update : We are doing non linear level generation thanks to tech lead
      ■ This level will not contain any terminal rooms. Only a golden path should be available to the players.
- ➤ The final room will consist of The Minion of The Descent,
  - ○ Defeating the minion would open the elevator.
    - ■ Minion Combat
    - ■ The elevator journey should be long enough to suggest that you came up several floors.
  - ○ Level 1 will have only a single ending.

Enemies

- ➢ Lackey 1
  - ○ Enemy type one.
    - ■ Someone like a scientist who once worked at this research facility or a blob
    - ■ Movable - avoids player projectiles
  - ○ Health : 30
  - ○ Evade Movement Speed : Make UPROPERTY
  - ○ Appearance : In the rooms while progressing the level.
  - ○ Number of attack patterns : 1
  - ○ Type of attack
    - ■ Ranged 1 : low damage, faster attack rate, single projectile
    - ■ Damage = 20
    - ■ Rate : 1 attack/ 2sec
      - ● Will evade ranged attacks during the cooldown
    - ■ Speed :
- ➢ Lackey 2
  - ○ Enemy type two.
    - ■ Someone like a scientist who once worked at this research facility or a blob
    - ■ Movable - avoids player projectiles and follows player to attack
  - ○ Health : 60
  - ○ Follow Movement Speed : Make UPROPERTY
  - ○ Appearance : In the rooms while progressing the level.
  - ○ Number of attack patterns : 1
  - ○ Type of attack
    - ■ Melee 1 : High damage, slower attack rate, single sweep motion
    - ■ Damage = 30
    - ■ Rate : 1 attack/ 3sec
      - ● Stay stationary during cooldown
    - ■ Speed :
- ➢ The First Minion
  - ○ Enemy type two
    - ■ Not human - an entity like the Descent - a blob
    - ■ Mostly stationary
    - ■ Side to side movement- not necessary as bullets don't affect it initially
      - ● Stretch goal
    - ■ Health : 250
  - ○ Projectiles go through the Minion
    - ■ Projectiles don't work on Minion until health is down by 50% - this means only melee attacks work initially
  - ○ Appearance : Final room of level 1 which is not procedurally generated
  - ○ Number of attack patterns : 2
  - ○ Types of attacks :

- Area 1 : high damage, single area attack, higher time intervals between attacks
  - Damage : 50
  - Time interval : 8
  - Good gameplay in the initial fight with minion when ranges attack dont work
- Ranged 1 : low damage, burst projectiles, small time interval between attacks
  - 4 bursts in a row
  - Damage : 10 per burst projectile, total : 40
  - Time interval
    - .5 sec between each projectile of one burst
    - 3sec between bursts
  - Speed :

Player Combat
- Player Health : 100
- Melee attack
  - Number of attack patterns
    - 1st single sweep motion
    - 2nd single sweep motion with different asset
      - different weapons with same motion but different stats and assets
  - Damage :
    - Melee 1: 15/attack
    - Melee 2 : 25/attack
  - Time interval :
    - Melee 1 and 2 : 1.5s to finish one sweep motion (1 attack)
  - Speed :

- Ranged attack
  - Number of attack patterns : 1
  - Damage : 30
  - Time interval : 6 sec
  - An energy weapon which goes with the theme of the game, i.e., research facility, horror and relates to the supernatural entity.
    - Waiting for an asset by Art Lead
  - Speed :

Collections
- Melee Weapon 1
  - Will be spawned first only once in the first room having collectibles
- Melee Weapon 2

- - Will be spawned right after when (number of rooms generated / 2) have been cleared in a same collectible room
- ➢ Ranged Weapon 1
  - ○ Will be spawned maximum two rooms before the Minion boss fight to make the player get used to the weapon.
- ➢ Health
  - ○ Will be spawned on the floor in collectible room
  - ○ Player can carry only 1 at a time
  - ○ Randomly spawn only 1 in the room when playerInventory.hasHealthPack()==false and stop spawning once the player has picked one up. Start spawn again once the pack has been used.

Level 2
To The Descent

Objective
Make your way through the next level and make your way to The Descent.
The level should not take more than 10 min at max.

Level Progression/ Floor Plan
- ➢ After moving up through the elevator, the player will exit directly into the procedurally generated rooms of the level 2.
- ➢ The player will have both the melee weapons and the ranged weapon from the start.
- ➢ The level will progress similar to level 1, through a set of generated rooms.
  - ○ Level 2 will still have 3 rooms however they will be completely different.
  - ○ Each room will be populated with traps, enemies and supplies.
  - ○ Each playthrough will be unique and the level will include terminal rooms now.
    - ■ Terminal rooms will have health packs on the floor.
- ➢ The level will lead the player to The Descent
- ➢ New set of 3 rooms which are very distinct visually and use different(faster pace/tense) audio.
  - ○ In this level there will be a fixed set of rooms again but what spawns in those rooms will not be fixed. Any room can contain anything ranging from supplies to enemies.
  - ○ This level will not have a fixed number of enemies.
    - ■ Door to the next room opens after killing a certain amount of enemies but they will keep spawning.

- The room will always have enemies in it(keep spawning)
- Health drops after killing enemies in every room
- The final room will consist of another elevator which will lead you to floor 3
  - Defeating The Descent will win the game
    - Descent Combat
  - Level 2 may have two ending
    - Kill Descent
    - Escape, leaving the descent to live

Collections
- Melee Weapons
  - Will carry on from level 1
- Ranged Weapon 1
  - Will carry on from level 1
- Health
  - Will be spawned randomly in the terminal rooms only(player has to be lucky enough)
  - Player can carry only 1 at a time
  - WIll spawn in the rooms continuously spawning the lackeys when you kill the last lackey to open the next door.
- Lore
  - Notebook containing one version from segment 1.
  - The lore should not be intractable if there are enemies in the room.

Enemies
- Same Minion as level 1 again along with several lackeys
- Or 2 Minions
- Depends on the playtest

Level 3
The Descent

Objective
Kill The Descent

Progression
- The Descent boss fight will take place in a single room, double the size of the previous room.
- The player will have 2 melee weapons and 1 ranged weapon carried over from the previous level.
- The exit door will only open after defeating The Descent.
- It'll be a premade room, therefore same in every replay of the game.

➢ The player can move around the level freely while fighting The Descent.
➢ The area surrounding the machine(between machine ramps) will have concealed spike pits.
   ○ There will be 4 pits in total.
   ○ The pits will start uncovering in random order as the damage dealt to the boss increases.
   ○ Should be uncovered with every 10% percent damage dealt on the boss so that by the time the armor is gone, most the pits will be uncovered.

Enemies/Combat
➢ The Descent
   ○ Appearance - A blob-y thing flowing out of the machine and connecting this world to their through a rift opening up in space
   ○ Stationary initially
   ○ Health = 300
   ○ Number of attack patterns = 2
      ■ Attack type 1 :
         ● High Damage Melee/Area
         ● Damage = 40
         ● Area damage when within its attack radius
            ○ This attack work like a pulse originating from around the rift
            ○ Charge time 3 sec
            ○ This attack will knock the player down from the ramp.
         ● Show using particle effects and a charge
      ■ Attack type 2 :
         ● Ranged - shoots spikes
         ● Damage = 30
         ● Burst - similar to lackey
         ● Rate = 2 shots then ⅚ sec cooldown
         ● Speed : (faster than lackey projectile speed)
      ■ Attack 3 ???
         ● Mixes with ability 3 (teleport)
         ● Instead of teleporting, sudden dash towards the player dealing damage
         ● Also results in changing the boss position
         ● Either this or Teleport Ability
   ○ Number of abilities = 3
      ■ Ability 1 :
         ● Armor
         ● No ranged damage from player until health is below 70%
         ● Players can only do melee attacks on the stem of The Descent that is connected to the rift until the armor is in action.
         ● Players will need to climb up on the machine ramps to attack the stem. Climbing up on the ramps will trigger the pulsating attack by The Descent

- - - Armor regenerates when health is 40%.
  - ■ Ability 2 :
    - ● Summoning
    - ● Summon 4 lackeys every time The Descent's health drops by 25%
  - ■ Ability 3 :
    - ● Teleport
    - ● Change position in room randomly after a fixed time interval of 15 sec
    - ● Either this or Attack 3
  - ■ Extra Abilities ??
    - ● Darkness
    - ● Turn off the lights when health is below 10% - only flashlight remains
- ○ Heath Drops
  - ■ 1 medkit drops in the level after every Summoning