

Game Design Document & Level Design Document

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Concept

Intent / Pitch

Level Design project, largely inspired by the Japanese island "[Gunkanjima](#)" (Hashima Island). Aside from the architecture itself, the gameplay that the level will be developed for is a hide and seek style, 1v3 asymmetrical PvP game. Only a few movement tools and basic elements such as player movement and camera controls will be used as means of showing off the space in a player perspective. The rest of the game will be outlined in this document as a means of showing intent behind the design of the level.

Player Goals

Runners:

- Hide - The main goal of a runner is to hide. Runners would have various skills and movement abilities to find hiding spots around the map.
- Avoid capture - If a runner is found their goal becomes to, as the name suggests, run and attempt to escape line of sight to be able to hide from the seeker once more.

Seeker

- Track - The seeker's main goal is to find runners. The seeker would have various skills and ways to flush out runners from their hiding spots after amounts of time where runners are stagnant.
- Capture - After finding a runner the seeker's goal becomes to "catch" them

World and Context

Parkour island based on Hashima Island. 3-4 people decided to investigate a "haunted" island at night. What they realized shortly after arriving is that the island truly did have something wrong with it and that they were being stalked. They must avoid being caught until the morning when someone arrives to take them back to the mainland.

Controls

Both player types use traditional WASD and mouse movement schemes to control their characters, along with E to interact, and space to jump.

Gameplay

Win / Loss States

As for the balance of an asymmetrical 3v1 style game there tends to be a very hard skew towards one side in terms of gameplay fairness. This will not be addressed for the level design portion of this project as not all abilities/movement tools will be implemented, nor will multiplayer functionality. This will make testing for balance impossible and will thus be ignored, with instead a focus on how fluid a tester's movement around the level and understanding of the basic concept applies.

Runners Win (Seeker Loses)

To win, runners must escape the level after evading the seeker for an amount of time (Ex. 2 minutes). Escaping can be done by the player reaching a point on the map and going through a door or gate symbolizing that it is an exit. There will be at least two exits on the map to prevent the seeker simply standing by the door and waiting for other players to come to them.

Seeker Wins (Runners Lose)

The seeker wins when they have caught all of the runners

Runner Gameplay

Movement Tools

For the MVP the two movement tools that will be implemented (currently planned) are a grappling hook and jump (bigger jump where the player can hold down the spacebar to jump higher/farther). The grappling hook would allow the player to use momentum and their own skill to traverse complex paths of the level that would likely be impossible to cross on foot, or simply get around the level faster than running.

Abilities/Skills

For the MVP no abilities or skills will be implemented. Various potential abilities and skills will lend as inspiration during the creation of the level. For example, a running player would have audible footsteps. This would allow players (the seeker specifically) to hear each other without needing to see each other. A skill allowing players to temporarily run in silence would allow them escape from the seeker potentially without giving away the direction they ran in.

Level Interactions (WIP section)

Level interactions are any moving parts that exist in the level, from doors to more complex mechanics. The only currently planned level interaction is a zip line, allowing players to quickly traverse long stretches of the map quickly.

Escaping

To win, runners must escape the level after evading the seeker for an amount of time (Ex. 2 minutes). Escaping can be done by the player reaching a point on the map and going through a door or gate symbolizing that it is an exit. There will be at least two exits on the map to prevent the seeker simply standing by the door and waiting for other players to come to them.

Seeker Gameplay

Movement Tools

Movement tools (as currently planned) will be the same for the Runners and the Seeker. Thus this section is the same as the previous one in the Runner section.

For the MVP the two movement tools that will be implemented (currently planned) are a grappling hook and jump (bigger jump where the player can hold down the spacebar to jump higher/farther). The grappling hook would allow the player to use momentum and their own skill to traverse complex paths of the level that would likely be impossible to cross on foot, or simply get around the level faster than running.

Abilities/Skills

For the MVP no abilities or skills will be implemented. Various potential abilities and skills will lend as inspiration during the creation of the level. For the Seeker, the abilities and skills would be the opposite of that of the Runners. While the Runners are focused on hiding and escape tactics, the Seeker aims to track down and flush them out. For example, a pseudo-heat vision where if a player lingers in an area too long the seeker will begin to see a reddish-orange haze begin to form. This would allow the Seeker to have a sense of where a player is hiding and begin to investigate that area and cause the Runner to have to move.

Level Interactions/Traps (WIP section)

Level interactions are any moving parts that exist in the level, from doors to more complex mechanics. The only currently planned level interaction is a zipline, allowing players to quickly traverse long stretches of the map quickly.

Additionally, the Seeker would have access to traps. Traps would enable the Seeker to activate and prepare an area ahead of time before chasing Runner into it, cornering them and making catching them easier. Traps would consist of mechanics such as locking off areas such as by locking a door, or turning off lights (with an ability for the Seeker to see in low light).

Levels

Tutorial

The Tutorial level is a small parkour area to introduce the player to their movement tools (that are in the demo/minimum viable product). Players learn the basics and then are free to jump into the main level.

Main level - The Island

The main level is an island and is based on Hashima Island.

[Concept Images](#)

Slide deck of concept images from Hashima Island

Areas

Residential Block

Industrial Block

Park

Forest

Docks

Rough Blockout

