



Final Year Project Proposal Doorway To Hell

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Overview



Doorway to Hell is a fantasy action-adventure game set in the medieval era. It will be a third-person game with elements of traps, puzzles, stealth, swordplay and rock climbing/building traversal. I will be taking inspiration from games like uncharted, tomb raider and assassins creed. The campaign will consist of following the protagonist "**Kenric**" traverse through different areas to obtain a dagger hidden on an island.

The dagger of Slakesh is a story of an item which is told among those who grieve death. The dagger was said to have been created by the Devil himself, it is rumored to have the ability to resurrect any dead body it comes into contact with.

Doorway to Hell will consist of one level, areas included in this level will be beaches leading to a forest, an underground cave with a tomb entrance, a temple to the devil and finally inside of a volcano. The player will have to find a way into the volcano to steal the dagger.

Motivation and Rational

I will now be talking about the motivation, Rational and reasoning for why I have chosen to do an action-adventure game level design.

Throughout University I have always found enjoyment out of being a Level Designer and so I have tried to stick to doing work that developed skills in that field to the best of my ability. I have also found that I am able to do gameplay aspects as well and fitting those two things together would enhance my overall level design abilities as I will be able to design a level around mechanics that fit that level. I have decided to not create content for an already existing game as I wanted to make sure I had creative freedom with this project.

Another reason I have decided to do this kind of game is because I want to be able to expand my knowledge of Level Design and an Action-Adventure game will definitely make me have to find new ways to use level design. This will add more to my portfolio and hopefully make me more desirable when looking for work.

My rationale behind this project is that even though my main goal is to focus on Level Design the scale of the project isn't large and unobtainable. With the level not being too large I will be able to give each area more meaning which will challenge me in ways I have not been challenged before. Before this project, I was creating Levels with an idea of what I wanted something to look like however with this project the mechanics you usually find in action-adventure games will be the reason why I make decisions for the layouts of sections within the level.

Methodology and MoSCoW

When it comes to my methodology, I will be using Unreal Engine 5 to create the level as I spent time learning UE5 over the summer and as it is becoming more industry standard, I decided to put my skills to use within this engine. When thinking about the level design from a technical standpoint I will be using blockout tools at first to make sure that I can fully layout the level and make sure that the mechanics I will be using can be used. I will also be drawing out the layouts of the level by using photoshop making sure I have a plan for each section of the map before I actually go into unreal. These layouts will be detailed showing the route that the player will need to take and cut off parts that will progress the level making the player unable to go back. With the mechanics I will be making I will be using blueprint tools within UE5 to work on movement and will add animations using sourced anim packs in order to make sure everything looks fluid.

I will also be using sites like trello and following my project plan to make sure that I know everything that I need to do throughout the production process making sure I do everything on time and not falling behind on work.

I will also make sure to refer back to my research in order to make sure I actually stick to level design norms, however I will try to innovate in ways that benefit my level design. I will also be looking into games such as Lara croft, Uncharted and Assassins Creed to look at mechanics within their games and see how levels/tombs are designed within already published action-adventure games.

I decided to use MoSCoW to make sure that I will be working on what is most important to the level first. I will also be making a trello that I can follow throughout the production of my level.

Must have:

- 1 level with 3 different sections (beach -> forest, underground caves -> tombs, temple -> inside volcano) (3 sections = 6 small biomes)
- Movement mechanics (zipline, rock climbing, building traversal)

Should have:

- traps (2-3), basic puzzles (1-2)

- Stealth mechanics

- 1 patrolling enemy that ends the game if they catch the player

Could have:

- Advanced puzzles (2-3)

- Stealth kills

Would like to have:

- Swordplay

- 1-2 working enemies

Literature review / Additional research

For this project I'll have to do a lot of research into how action-adventure games are laid out and with this I will need to look at real-world remote islands so that I can gain an understanding into the overall terrain and environment I will be creating. I will also have to research tombs/temples and underground caves. I will be doing this by looking at games like tomb raider/uncharted and looking into real-world places so that I can create the best version of the level I want to make.

A lot of the research I will be doing within this project is to do with the level design as it is what I want to do in the future. As I will be using a volcano as the focus point of my level I will also need to research into how islands usually form around that. As the game is fantasy, I will have some creative freedom in the fact that I will be able to create a somewhat different landscape.

I have and will be researching into level design and mechanics a lot throughout this project and so I will be researching these books:

Leveldesignbook.com. (2017). *What is level design - The Level Design Book*. [online] Available at: <https://book.leveldesignbook.com/introduction>.

Blueprints Visual Scripting. (2022) [online] Available

at: https://learning.oreilly.com/library/view/blueprints-visual-scripting/9781801811583/?sso_link=yes&sso_link_from=teesside-university.

GDC Vault. [online] Available at: <https://www.gdcvault.com/>.

Fundamentals of game design. (2013) [online] <https://learning.oreilly.com/library/view/fundamentals-of-game/9780133435726/>.

An Architectural Approach to Level Design. (2018) [online] <https://learning.oreilly.com/library/view/an-architectural-approach/9781466585416/>.

Level Up!: The Guide to Great Video Game Design. (2010) [online] <https://learning.oreilly.com/library/view/level-up-the/9780470688670/>.

Ethics Research

An ethical issue I could probably might have could be plagiarism considering I am basing my game off of Lara croft and uncharted. Due to taking inspiration from these games if I take too much or create basically a copy of those games I could have problems with the creation of my game. As I am also making a game to do with hell I will also have to do research into the religion of Christianity so that I don't deviate too far from the source material. This is because some people might take offense to the inaccuracy of my depiction of hell.

Project Deliverables



For my Final Year Project I'll be delivering:

1 small-medium sized Level set on a remote island

The level will have 3 sections: Beach/forest, Underground caves/tombs, Temple/Inside Volcano

Traversal mechanics such as: Climbing rockfaces, sliding under small surfaces, ziplining across ropes

1 playable character

Traps around the level

Working bow and arrow for world events

Puzzles (basic at first but if I have time will be more complex)

2 types of enemies (Stretch goal)

Combat/stealth (Stretch goal)

Project Plan

WEEK	WEEK DATES	TASK	MAIN SUBMISSIONS	
1	23/01/2023	Proposal and Pre-Production.		
2	30/01/2023	Continue Pre-Production and Research.		
3	06/02/2023	Submit Proposal. Finalise Research.	Proposal - 07/02/2023	
4	13/02/2023	Start on core mechanics (climbing, zipline, ledge hang). Blockout first section of level		
5	20/02/2023	Continue on core mechanics (vaulting, sliding, other movement), start work on other sections		
6	27/02/2023	Submit progress review. Finalise level layout, work on traps/puzzles		Progress Review - 28/02/2023
7	06/03/2023	Continue work on traps/puzzles, make stealth mechanic		
8	13/03/2023	continue with stealth and add world events		
9	20/03/2023	Replace Blockout with available assets.		
10	27/03/2023	Work on any desirable mechanics that I have time to add		
11	03/04/2023	SPRING BREAK		
12	10/04/2023	SPRING BREAK		
13	17/04/2023	SPRING BREAK		
14	24/04/2023	Finalise level and polish mechanics.		
15	01/05/2023	Submit Product. Prepare for VIVA. Polish the game.	Product and VIVA - 02/05/2023	
16	08/05/2023	Submit Project Report.	Project Report - 09/05/2023	

References

Leveldesignbook.com. (2017). *What is level design - The Level Design Book*. [online] Available at: <https://book.leveldesignbook.com/introduction>.

Blueprints Visual Scripting. (2022) [online] Available at: https://learning.oreilly.com/library/view/blueprints-visual-scripting/9781801811583/?sso_link=yes&sso_link_from=teesside-university.

GDC Vault. [online] Available at: <https://www.gdcvault.com/>.

Fundamentals of game design. (2013) [online] <https://learning.oreilly.com/library/view/fundamentals-of-game/9780133435726/>.

An Architectural Approach to Level Design. (2018) [online] <https://learning.oreilly.com/library/view/an-architectural-approach/9781466585416/>.

Level Up!: The Guide to Great Video Game Design. (2010) [online] <https://learning.oreilly.com/library/view/level-up-the/9780470688670/>.