

Level Design Document

Week 6 - Cole Beernaerts

Index

- [Overview](#)
- [Atmosphere](#)
 - [Reference Images](#)
 - [Story](#)
 - [Theme](#)
- [Features](#)
 - [Weapons](#)
 - [Pickups](#)
- [Moments](#)
- [Map](#)
 - [Legend](#)

Overview

The level is based around the inside of a giant laser weapon. The gimmick for this level is that after a certain interval of time, locking off an area of the map, and killing any players caught in the laser. The map is circular with corridors looping around the building.

Atmosphere

Reference Images



Story

The level takes place inside a live giant laser cannon, which is firing periodically.

Theme

Futuristic / Energy themed.

Features

Weapons

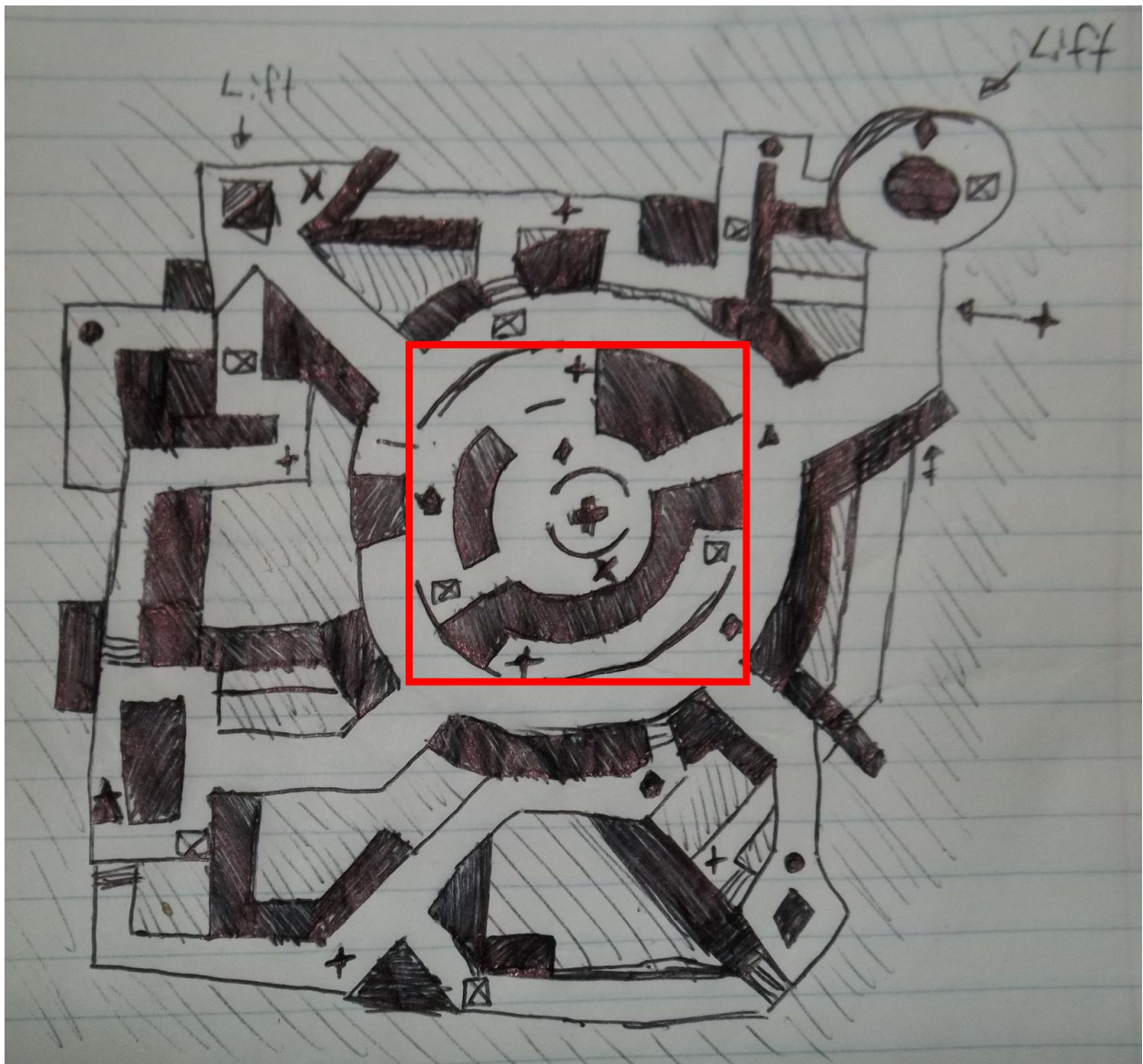
- Shock Rifle
- Minigun
- Flak Cannon
- Sniper Rifle

Pickups

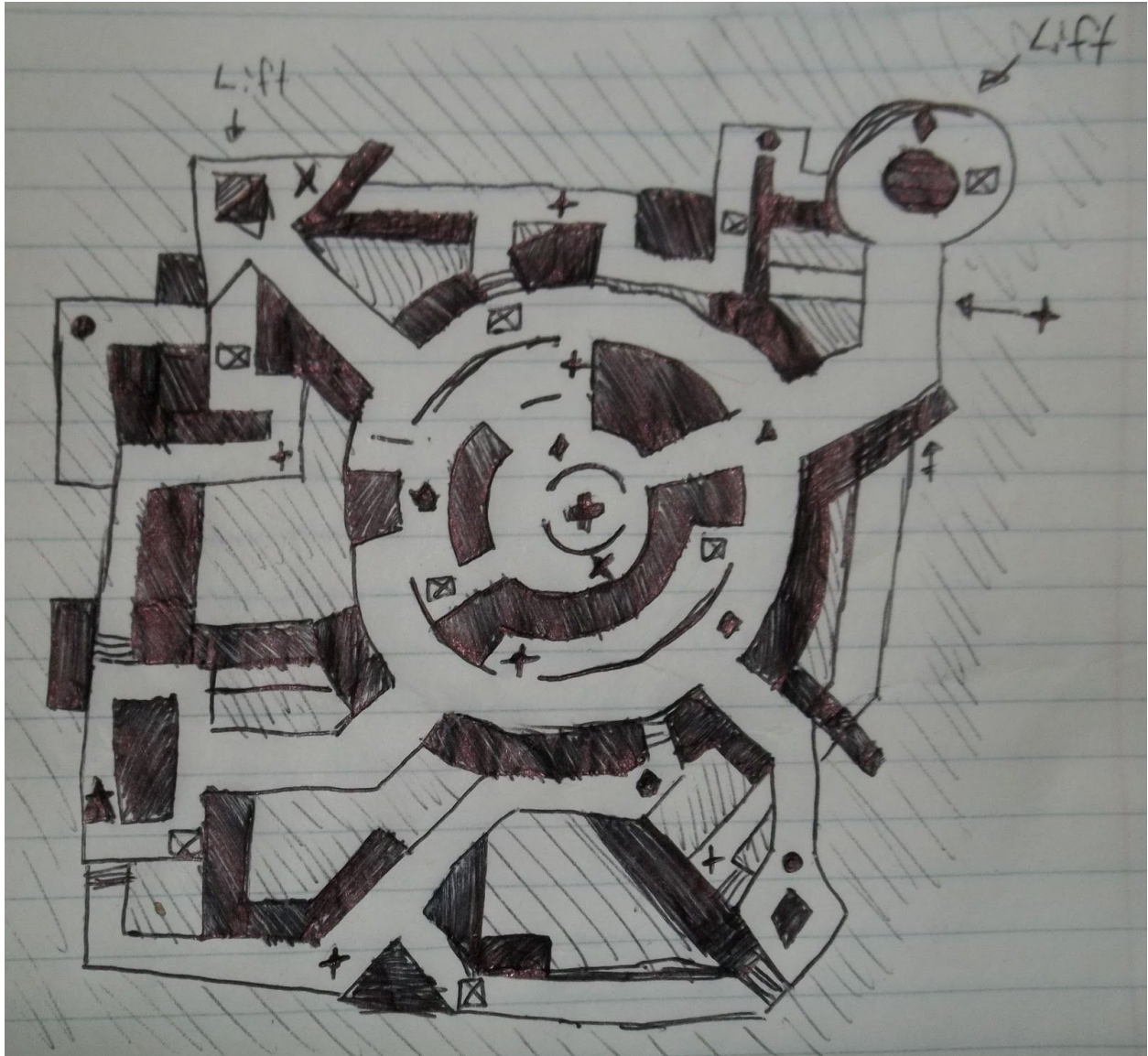
Small Health
Large Health
Armor

Moments

For this moment, the laser will begin to charge up and once it is charged, the doors will close and the laser fires, killing anyone caught in the room. In that time, the centre room is locked off and someone can stay in that room for a few seconds, as well as forcing players to use the outer rings of the building.



Map



Legend

Small +: Small Health Pickup

Bold +: Large Health Pickup

X: Armor Pickup

◆ : Shock Rifle

▲ : Minigun

Pentagon ◈ : Flak Cannon

Big Circle • : Sniper Rifle