

Vengeance Level Design

Document

Episode 1 / Level 1: Big Boss

Overview

Our game takes place in a cyberpunk city of the year 2666, where the environment is filled with evil people and technological robots, the air quality is almost non-existent, and people walk around with masks and everywhere is full of lights and large buildings with cyberpunk colors. Our main character receives news that his sister, whom he has not seen since he was a child, was found dead in a lousy neighborhood one day, and after this news, he begins to investigate the details of the incident. Our character, who is already psychologically unstable, goes crazy after this incident, covers himself with electronic parts, goes after the mafia group that killed his sister, and vows to kill their boss. As a result, when he realizes who the people who killed his brother are and why they did such a thing, things get even more complicated. In this episode, our character fights with a member of the mafia he sees at the scene and tries to kill him.

Players Focus

The focus of the player in this level is to kill mafia guards and after that improve himself with new powers and beat the end-level boss. The player must take the teleport key to continue next level.

Main Objectives

- To kill the guards of the Mafia
- To defeat Mafia Boss

Secondary Objectives

- To collect gold and power-ups
- Solve Puzzles

Characters

Main Characters

Shuji (Our Character)

Melanie (Sister)

Saburo (Main Enemy Boss)

Side Characters

Ryuu (Level Boss)

Mafia Guards

Look and Feel

Architecture Style

The design of the buildings will be covered with large skyscrapers, with extremely neon colors, and the aesthetics of the skyscrapers will be influenced by futuristic designs.

Materials Used

All materials to be used in this level will be made with a futuristic Japanese aesthetic and futuristic theme, inspired by the designs of Imperial Japan from the past.

Environment

This level will take place on one floor of a skyscraper illuminated with high lights. Even though it is night outside the windows of the skyscraper, it will be illuminated with neon lights and create a beautiful view. Inside the skyscraper, there will be old antique products such as Japanese vases.

Lighting

There will be neon and high lighting, but the dark theme will not be compromised.

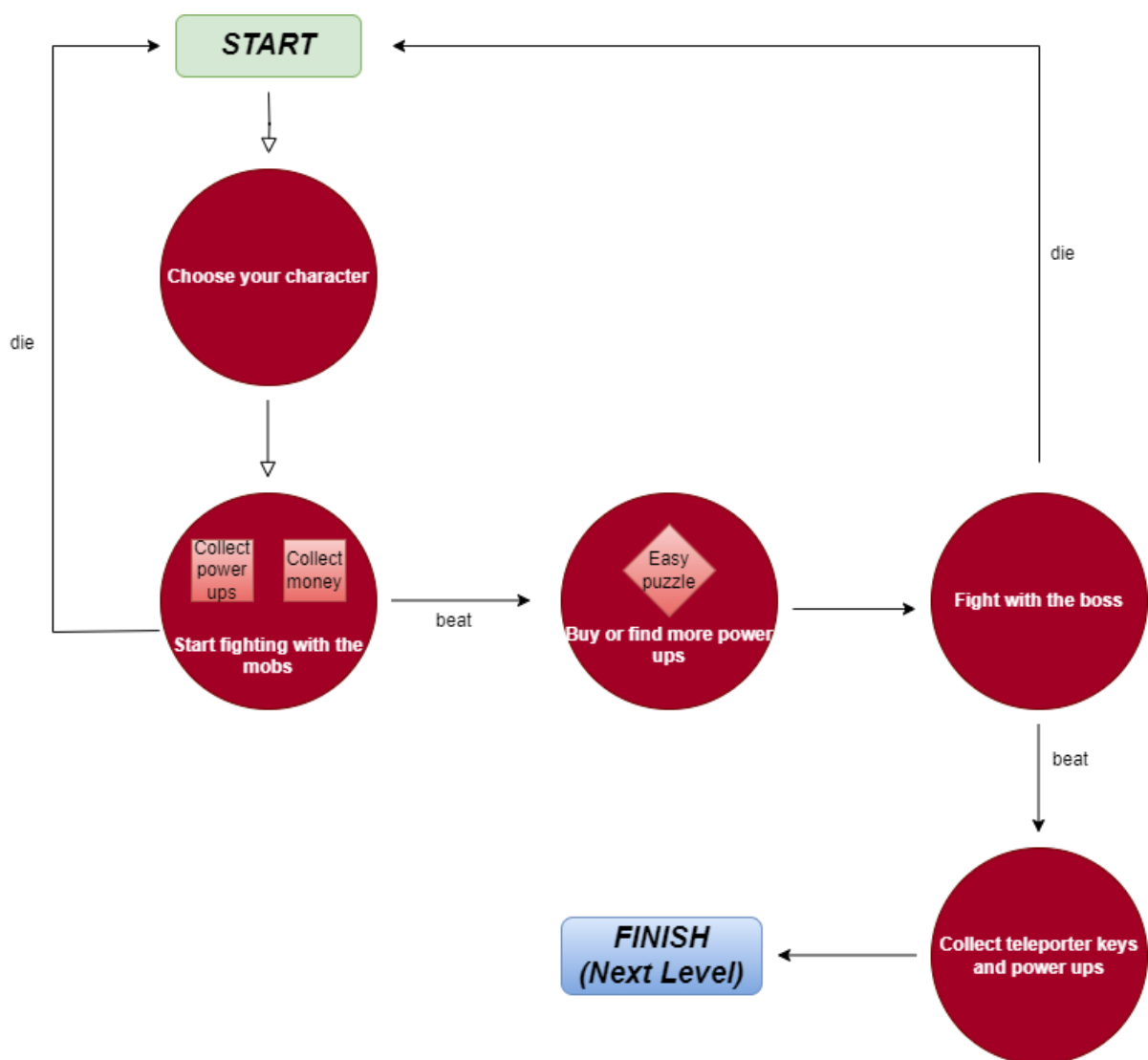
User Interface

Simplicity will be at the forefront of the user interface design to be used in the game. The pause menu and map design will be quite simple and level-oriented. The direction you need to follow will be indicated by a small trace on the map, and the map will grow as you progress in Metroidvania style. In the HUD section, our character's health, armor, the weapons he currently has on him, and the power-ups we have received will appear. You can get detailed information about your character with the TAB key and enlarge the in-game map with the M key.

Gameplay Mechanics

Our game is a game whose main mechanic is rogue-like, that is, based on dying and being reborn, supporting innovation with different power-ups and weapons each time you are born, and also containing beautiful fighting and battle mechanics. The mechanic we specifically use in this level is the hiding behind walls mechanic.

LEVEL FLOW CHART



LEVEL MAP

