

Don't look down LDD

Level structure and overview

Each level within Don't look down is going to be largely explorative, to build tension and to be able to quickly manipulate player emotion while playing the game. While challenge and problems will be provided for the player to overcome, a lot of time should be spent looking around and finding where you need to go.

Throughout this prototype this document will consist of 1 level made up of smaller level segments which will all work to introduce the player to the core gameplay that can be expanded upon in future builds.

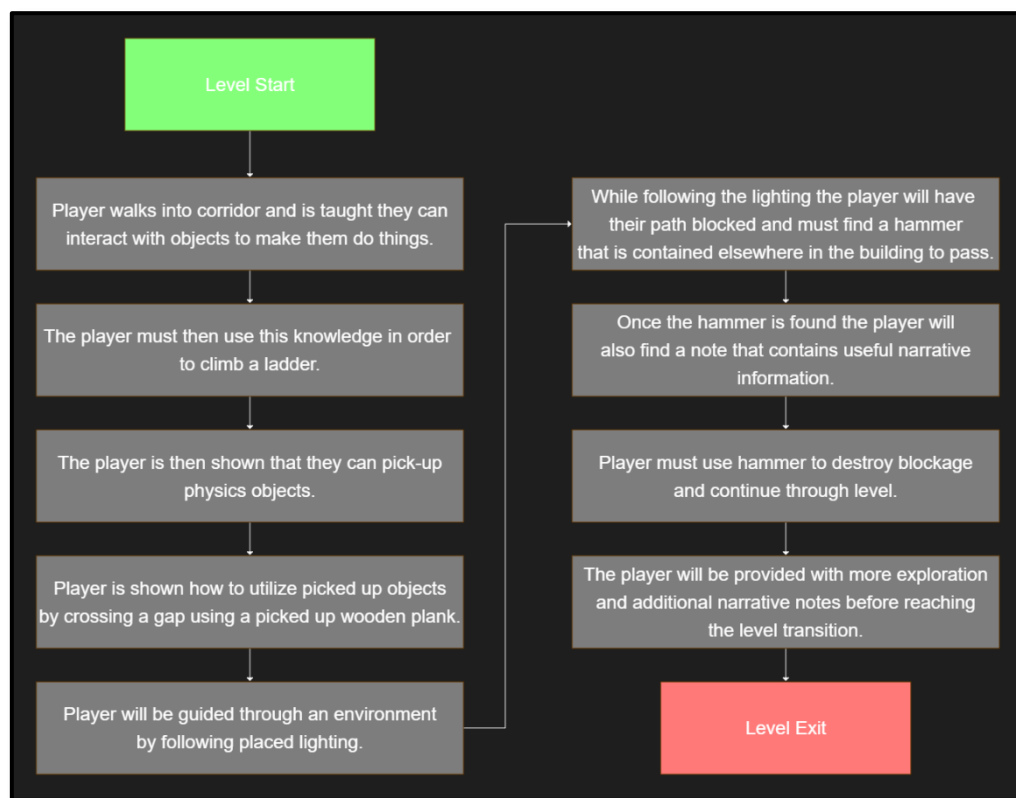
Level structure

The main goal of each level is to progress through the game. However, a few of the starting levels or segments will be used to properly onboard the player and teach them the core mechanics they will be using throughout gameplay.

Each level should help push forward the mystery of where the player is and maybe leave clues for how they can get out and leave.

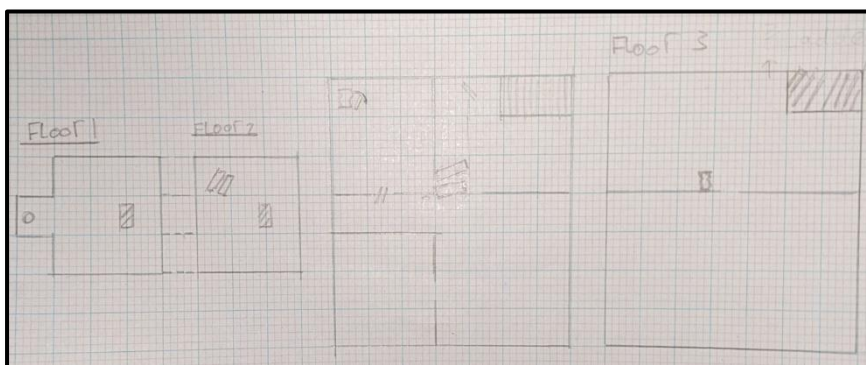
This prototype will consist of 3 levels split up into 5 sections. The first level will mainly help teach the player the core mechanics like established before. The next two will challenge those taught mechanics and the third level will introduce the monster into the game, the antagonistic force.

Level 1A



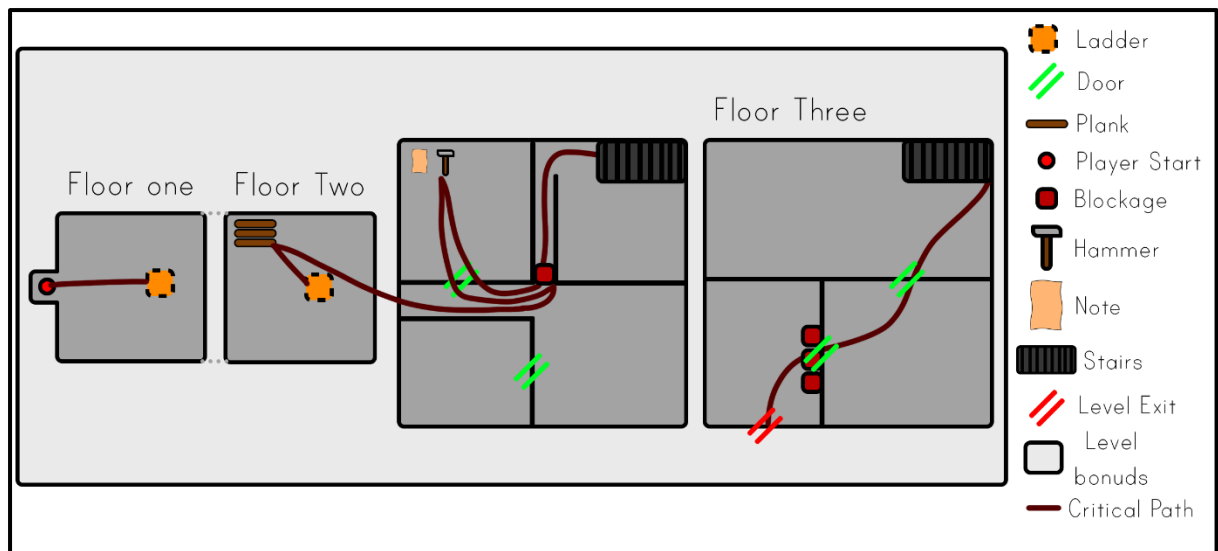
This is the flow of level 1-A. This level's main goal is to introduce two core mechanics the player will be using throughout the gameplay and to get them acquainted with them. This challenge gameplay will not provide much difficulty as it is mainly here as to be introductory.

Sketch



This is the basic sketch for the first level. While this is quite simple, I will provide a cleaner diagram that gets a better idea of what is going on.

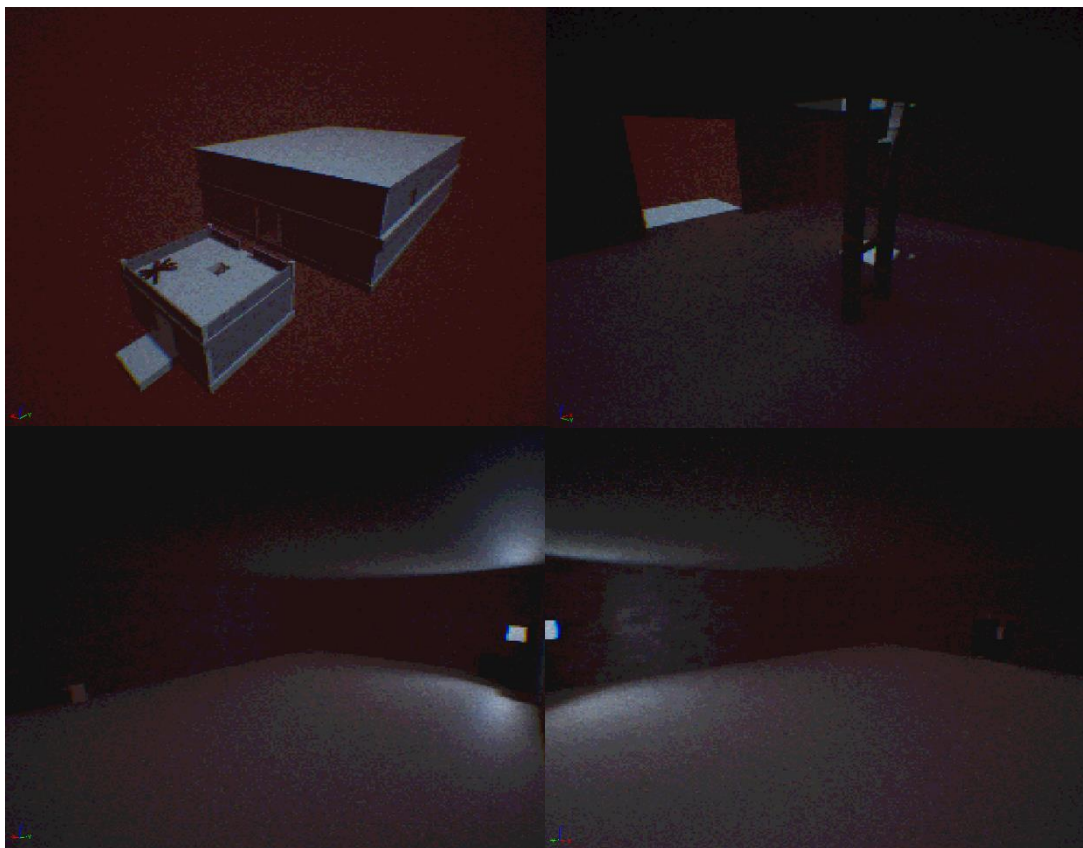
This space is intended to thoroughly showcase that this place is not normal, hence why there are a few floating buildings.



Emphasised in the level design, there is a lot of exploration that can be had here. Roughly about 25% of the level lacks proper function as exploration is an important part to the environment, allowing the player to feel a sense of safety and familiarity to the environment.

This will be used to manipulate the players emotions in later levels.

Blockout



This is the in-engine representation of the level. I have applied some texture and lighting here to get an idea of what it will look like during gameplay, however these still need to be decorated with props.

Mechanics

The mechanics that will be used throughout this level will be **player movement**, **object interaction**, **hammer** and the **journal** system. While, player movement and object interaction are more self-explanatory, the hammer and journal are directly shown to see some of the more unique mechanics in the game as well as to teach these mechanics to the player so they can use them more competently throughout gameplay.

Level goal

The main goal of the level is to onboard the player and get them used to the **object interaction** and **hammer** mechanic. As well as this, it is intended to set the tone for the rest of the game and get them thinking, as well as a little worried for what might come ahead.

Success

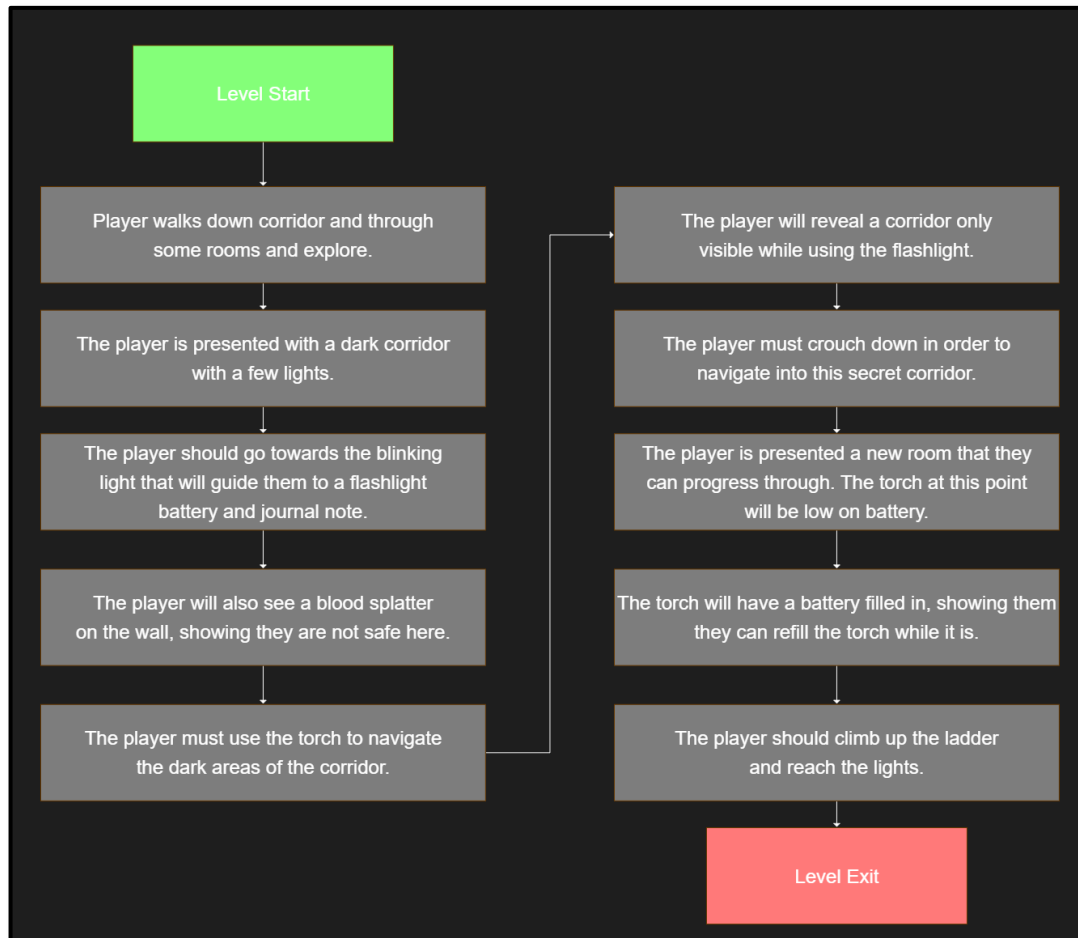
The player will success the level successfully when they reach the level transition at the end of the level. In order to do this they will need to beat two challenges.

- The first challenge is manoeuvring physics objects in order to cross a gap.
- The second challenge is finding the hammer and figuring out it can be used to destroy doors through blockages.

Failure

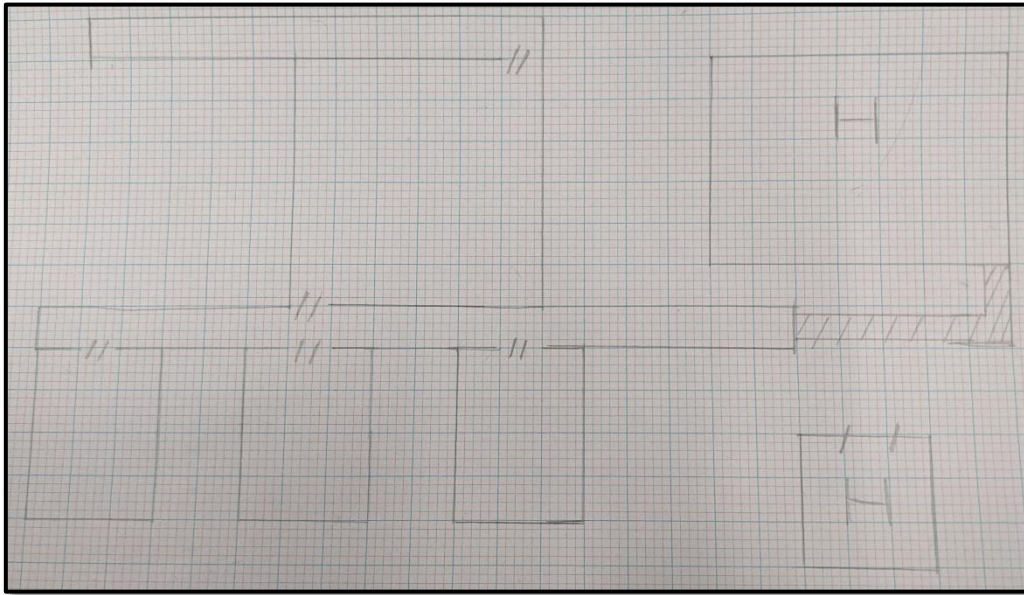
The player can fail this level if they miss a jump and fall into the void below the main bulk of the level. This will cause them to either reload the entire level, or reload their save game.

Level 1B

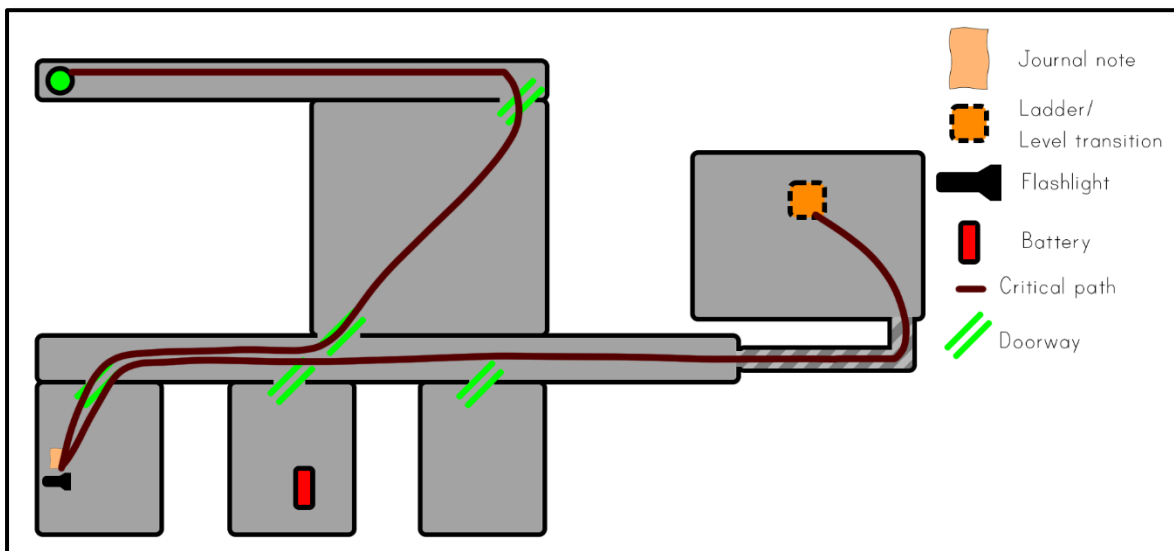


This is the flow of Level 1B. The main goal of this level is to introduce the flashlight the player and also introduce crouching. A new form of movement that will be relevant throughout the rest of the game.

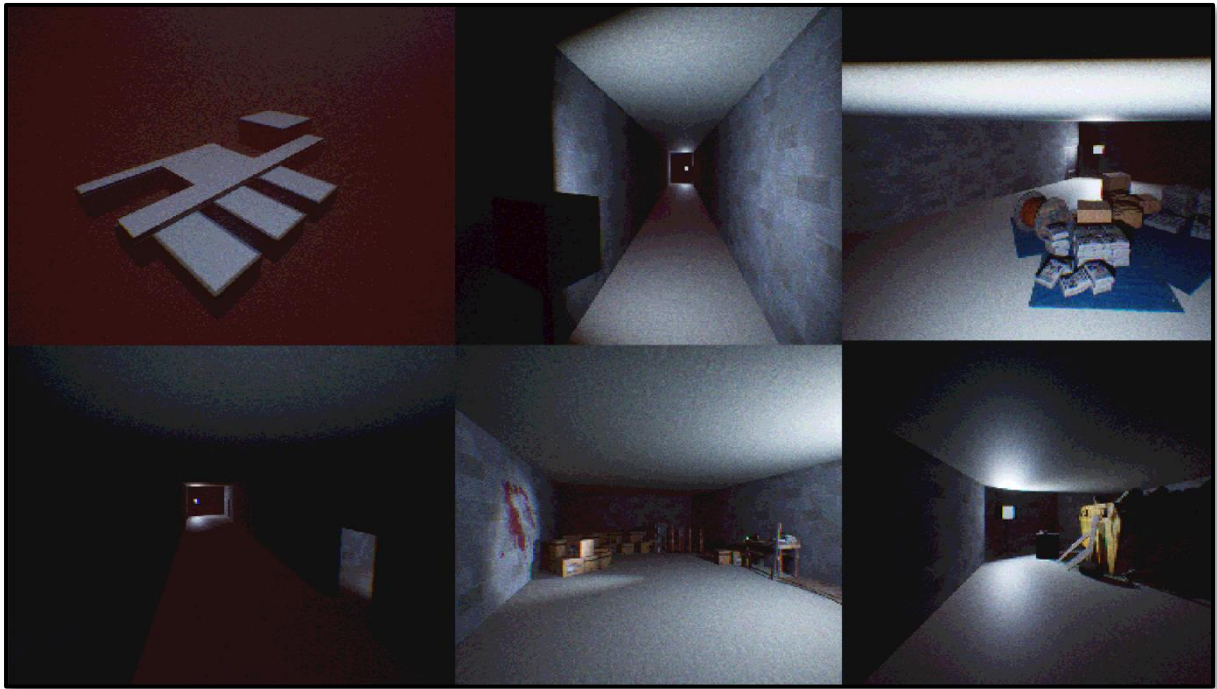
Sketch



While this level is still quite blocky, I tried to give it a more complex shape to make it more interesting to navigate. This level functions as more exploration while also introducing the player to the torch and crouching mechanics.

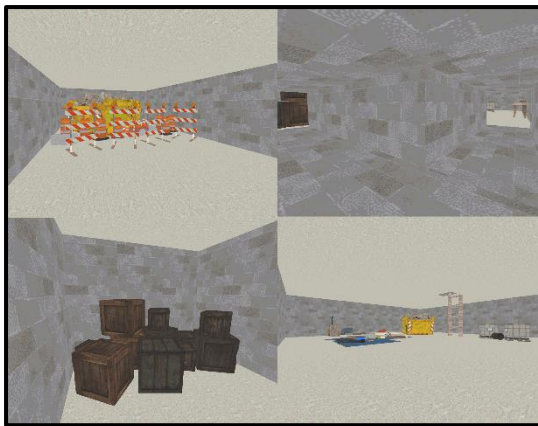


Blockout



This level focuses a lot on its separate rooms putting an emphasis on exploring each one of them in case they find anything new and unique.

An important thing to note is that one of the rooms has blood splattered over the wall. This is to give the first signs that the player may not be as safe as they have been so far and to make them feel a little more uneasy.



These are more screenshots of the level block out with assets involved however the lighting has been disabled due to the areas being too dark to provide a high quality screenshot.

Mechanics

In order to complete this level, the player will have to utilize the mechanics they have been shown thus far, as well as new ones that will be introduced to them throughout this level.

These mechanics include the physic object interaction system, the journal system and the newly introduced crouching and flashlight. The flashlight is the focus of this level as this will be the most important mechanic throughout the rest of the game.

Level goal

The goal of this level was to introduce the flashlight and crouching mechanics in a safe environment that allows the player to get used to it before being challenges at a later stage.

As well as this, similar to most of the levels in this game, it is also used to build up tension and atmosphere that will be exploited towards the end of the game for a big climax.

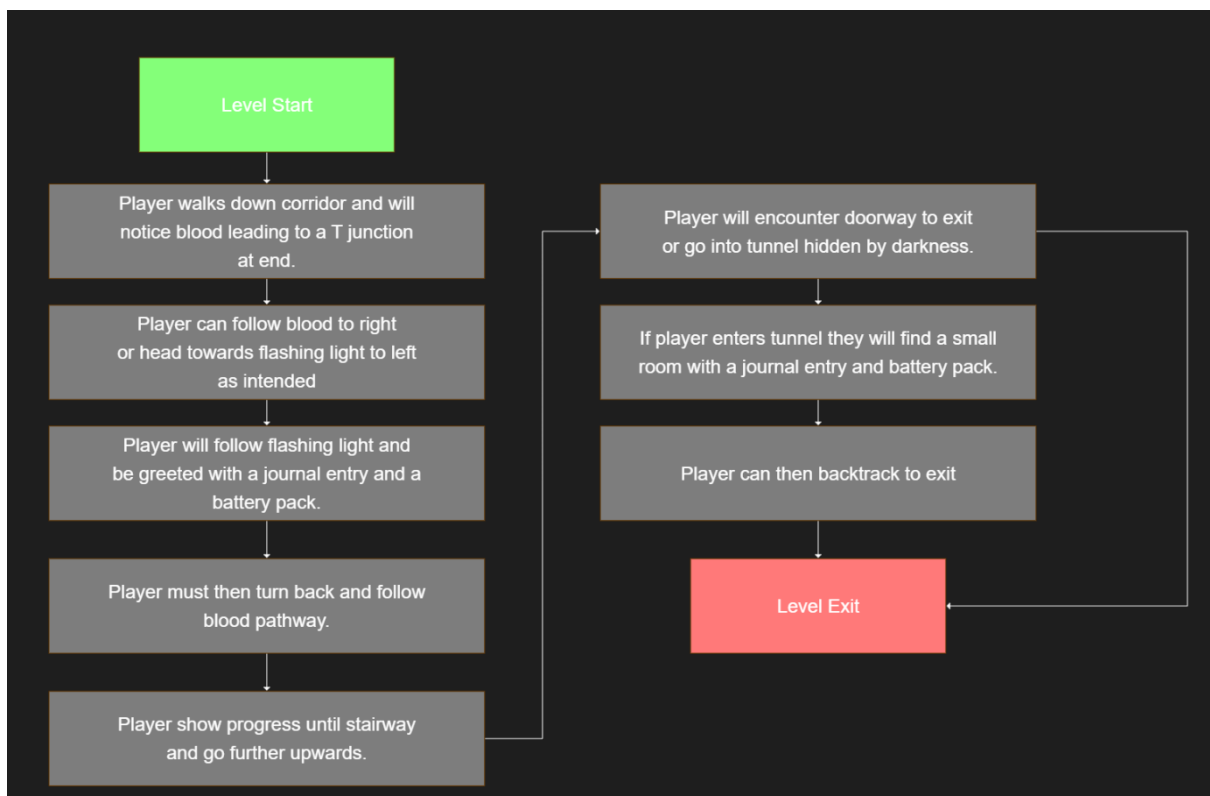
Success

The player succeeds the level once they have picked up the torch and made their way through the level. While it is possible to avoid the torch entirely it is not recommended and the level design heavily signposts towards it.

Failure

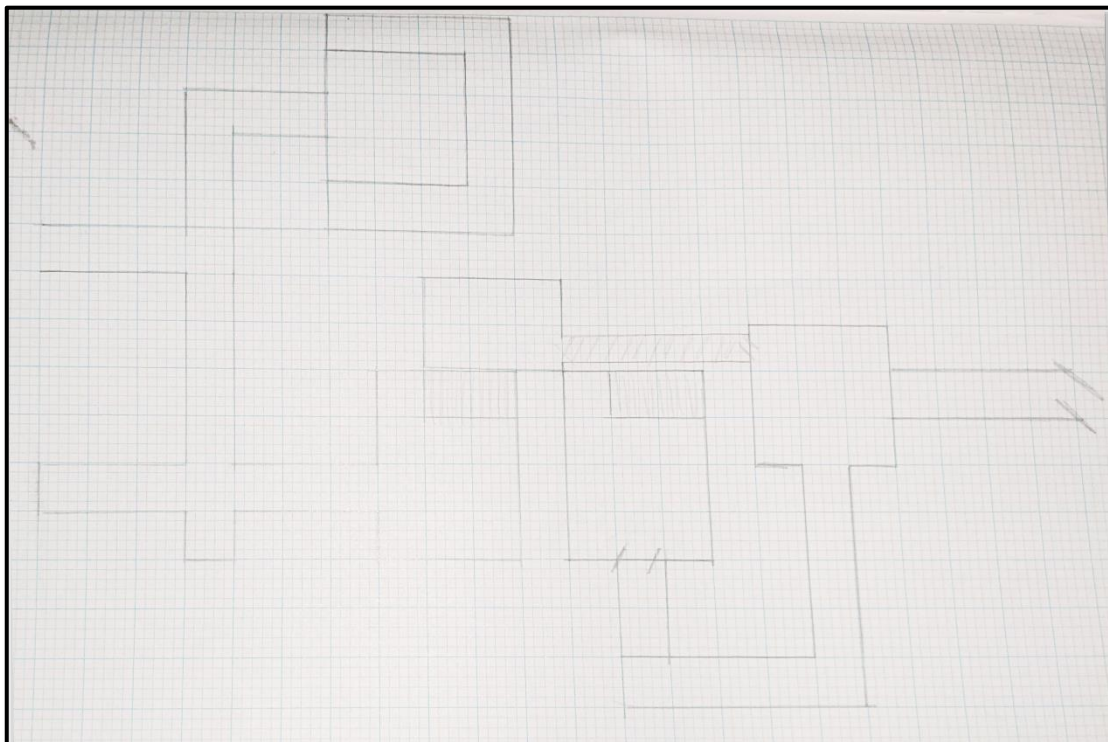
It is not possible to fail this level, however it will be deemed a long term failure if the torch is not picked up.

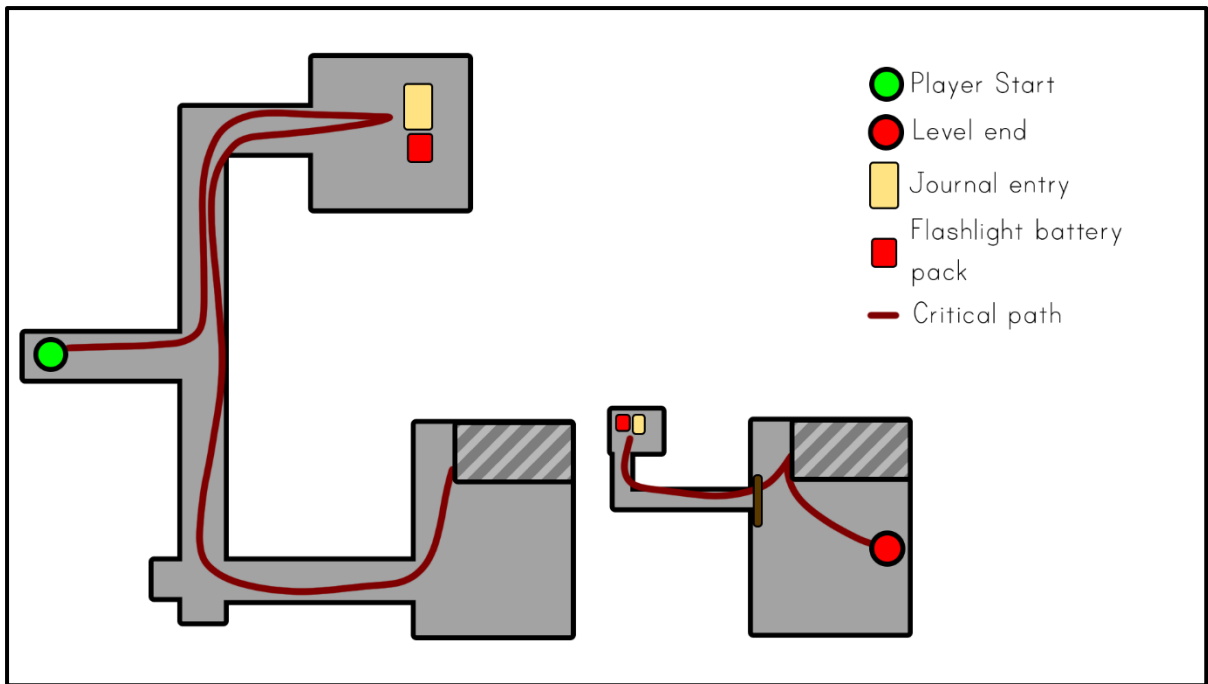
Level 1C



The main goal of this level was to keep on building atmosphere and to test the use of th players flashlight as there will not be much light in this level.

Sketch





While the critical path does not necessarily need to go to the journal or battery pack, it will certainly help the player in their journey as well as giving them more narrative bits to focus on.

This level is intended to get them more comfortable with using the flashlight and to give them a better idea of how to use it sparingly so the player is not stranded in the darkness.

Blockout



As again seen above, this is my blockout for the level planned above. I have already decorated it in these screenshots however.

Mechanics

The main mechanics that will be of use during this level will be the flashlight and the hammer. The flashlight will be mainly used to light up the players path way but also uncover hidden secrets in the darkness that will progress the game. The hammer will be also used to unblock their path.

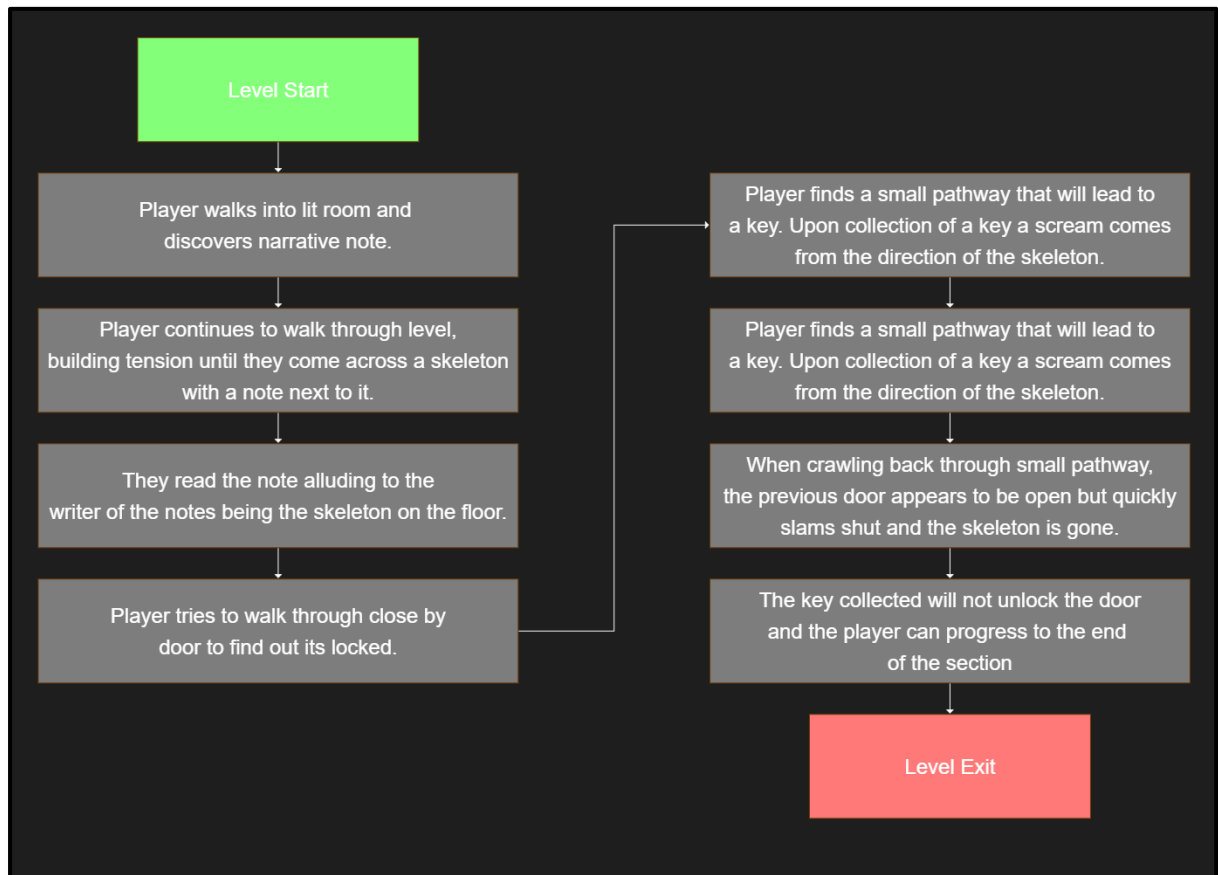
Success

In this level the player simply succeeds by getting to the next section, however, minor successes can be scaled by them finding the journal notes and battery packs scattered through.

Failure

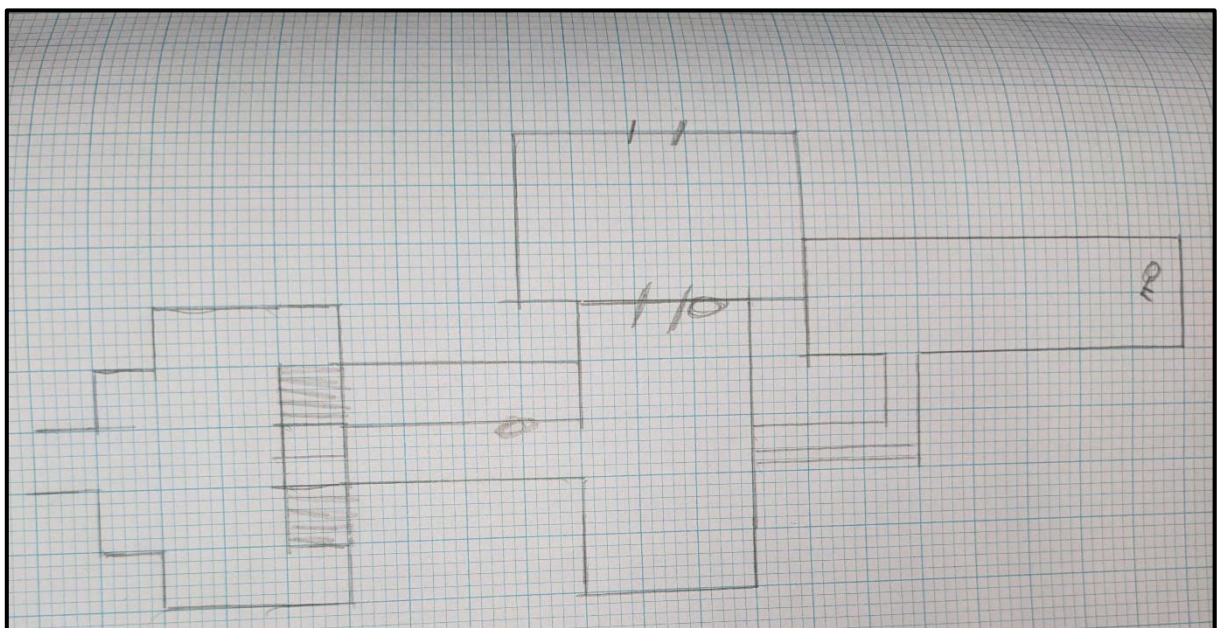
There is no failure on this level, other than them wasting time, flashlight battery or getting lost. Nothing here will ever cause permanent loss.

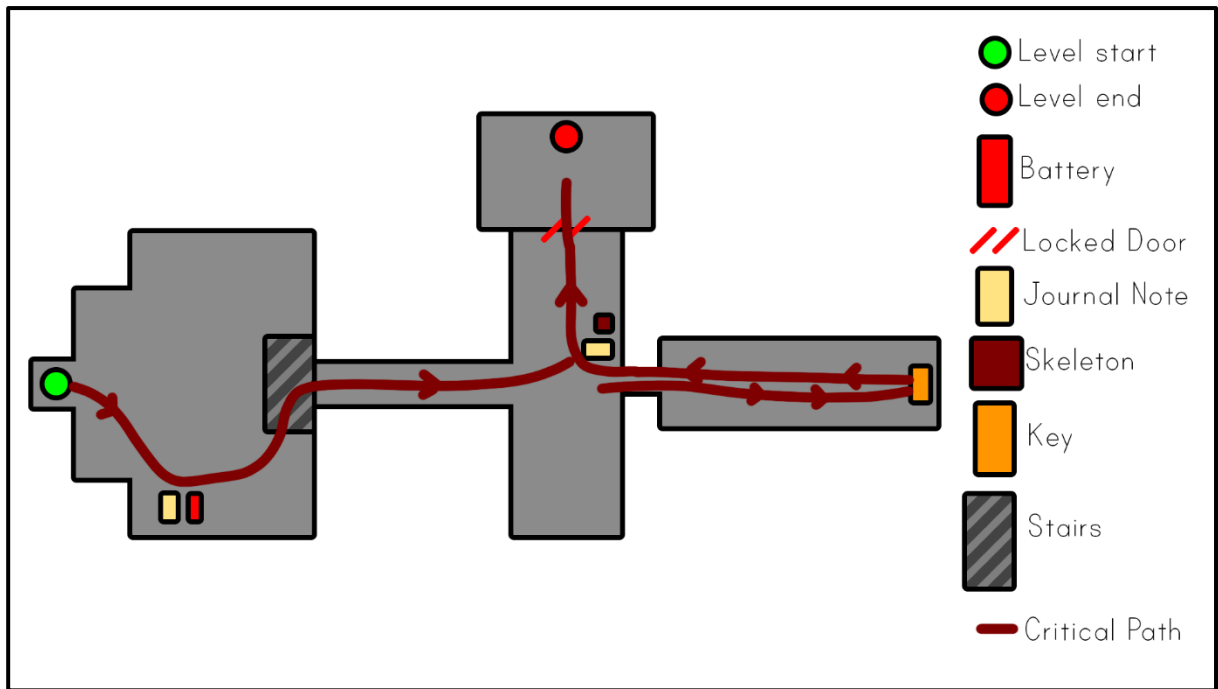
Level 1D



This is the main flow of level 1D. This generally wraps up introducing any new mechanics and also introduces the presence of the main enemy of the game.

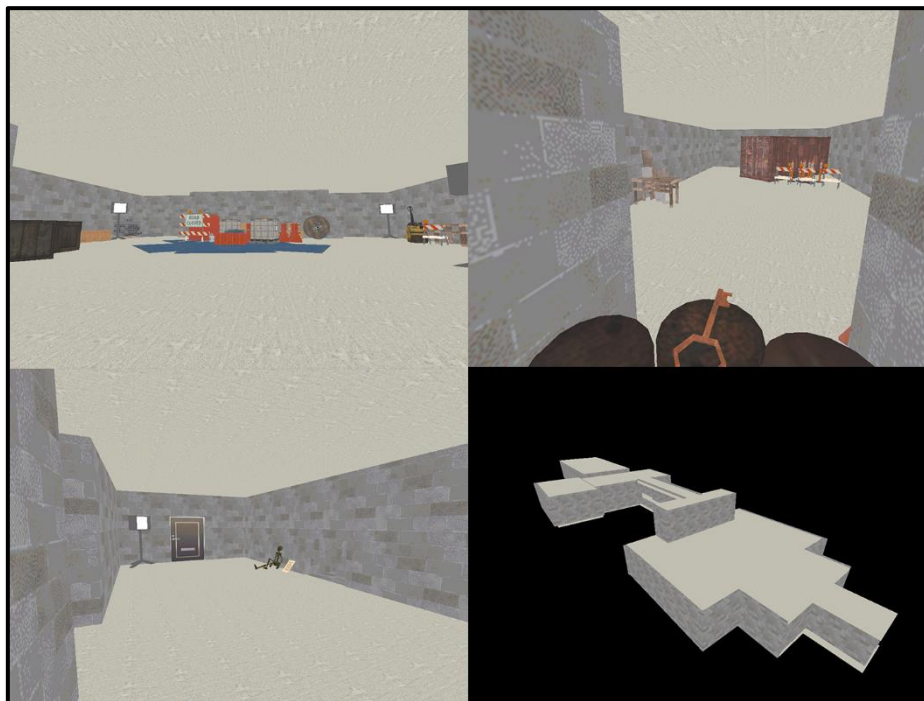
Sketch





This level is mainly to here to finally introduce locked doors and keys to the player as well as introducing the idea of the skeleton to them.

Blockout



Mechanics

The core mechanics that will be used in this level are, a key and locked door mechanic, which is going to be shown for the first time here. As well as the previous mechanics of a note, battery, flashlight and so on.

Level goal

The goal of this level is to build atmosphere and introduce the skeleton for the first time.

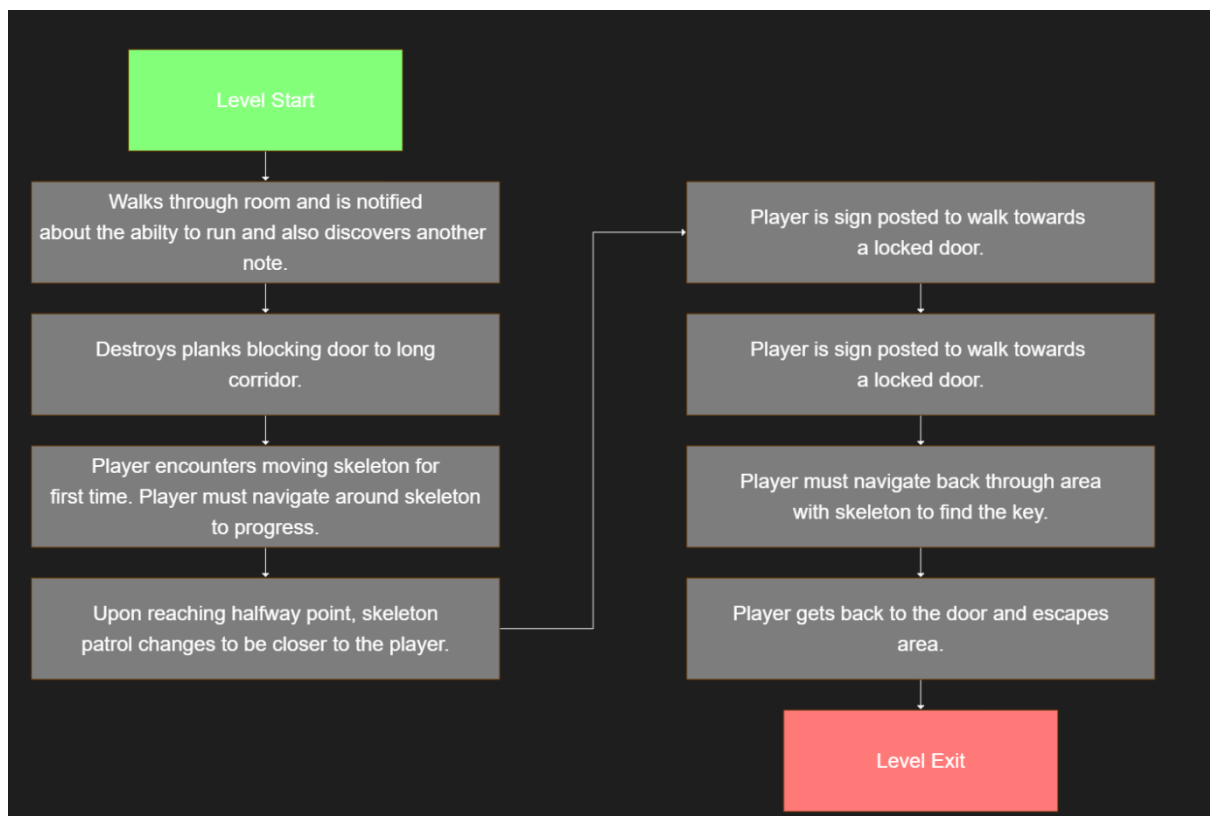
Success

In order to complete the level the player must find the key that is hidden and use it to open the locked door to progress. They should also be picking up the journal notes that they find around.

Failure

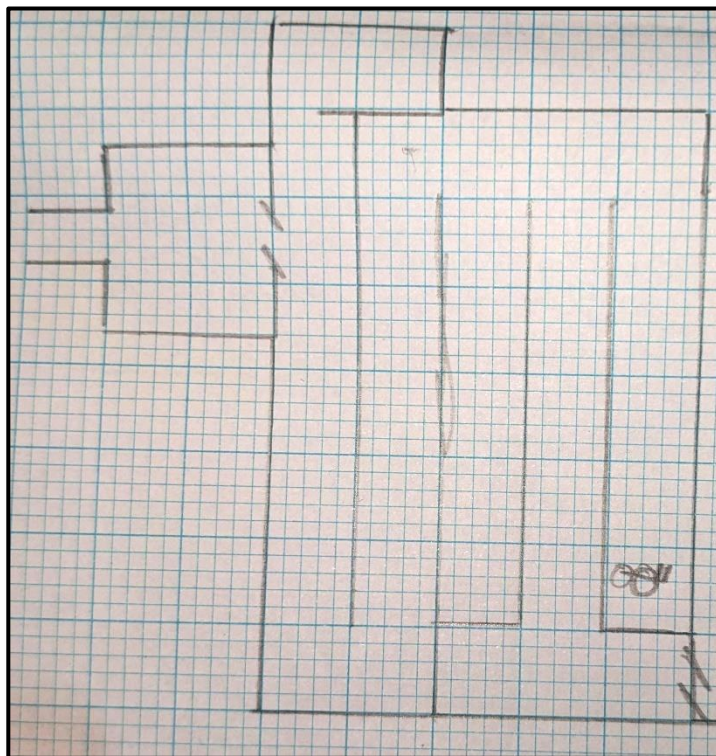
Similarly to previous levels there are no strict failures here but if the player cannot find the key they will sort of lose.

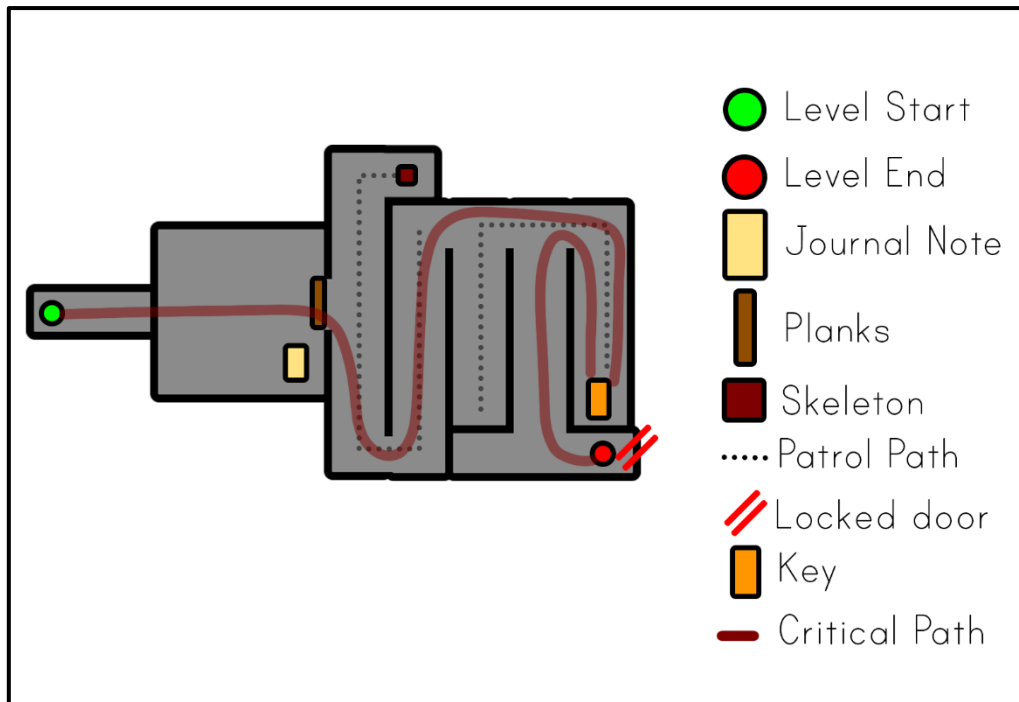
Level 2A



This levels main goal was to introduce to the player the skeleton as an enemy that can hamper their progress and prepare them for more difficult encounters.

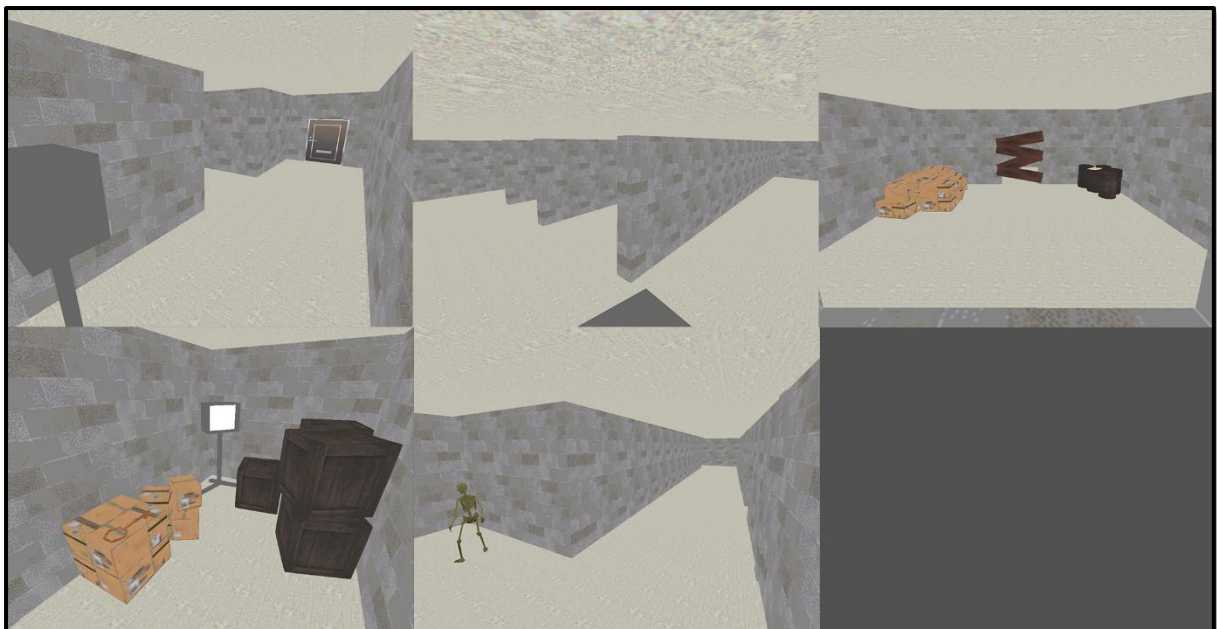
Sketch





One thing that is important to note with this level is the player will be guided towards the door first to add the challenge of going through the skeletons patrol path again in order to reach the key for the locked door.

Blockout



Mechanics

The main mechanics to be used throughout his level will be the skeleton enemy that has now been introduced to the player. He will patrol and chase the player if they are caught by him so must try not to.

Level goal

This level's main goal is to challenge the player and show them they are no longer safe in this environment as well as to build tension and to make them more paranoid than they should have been prior.

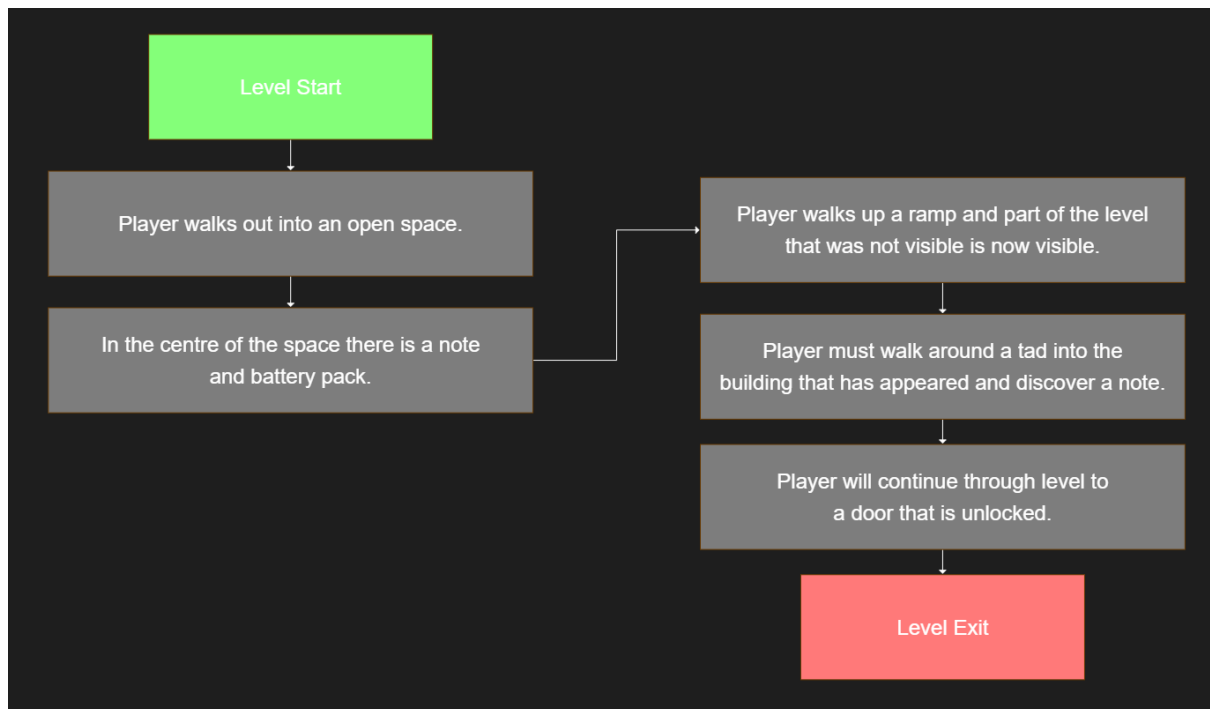
Success

The success of this level requires them to pick up the key and reach the end to unlock the door.

Failure

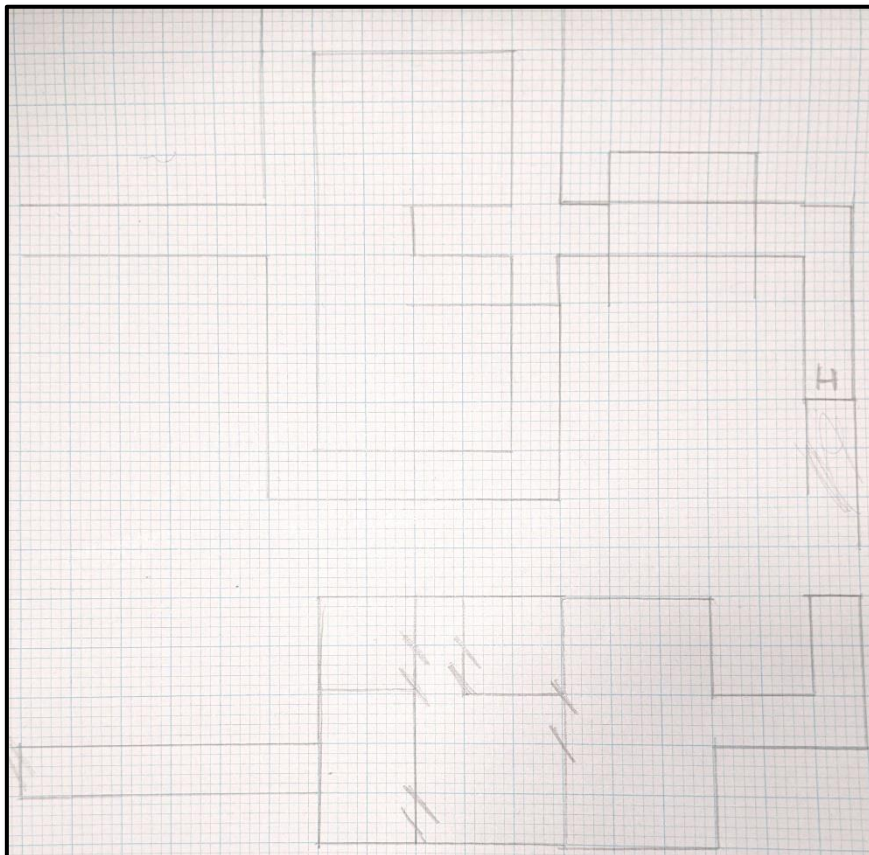
In this level the player can fail if they are attacked and killed by the skeleton, forcing them to reset to the level start.

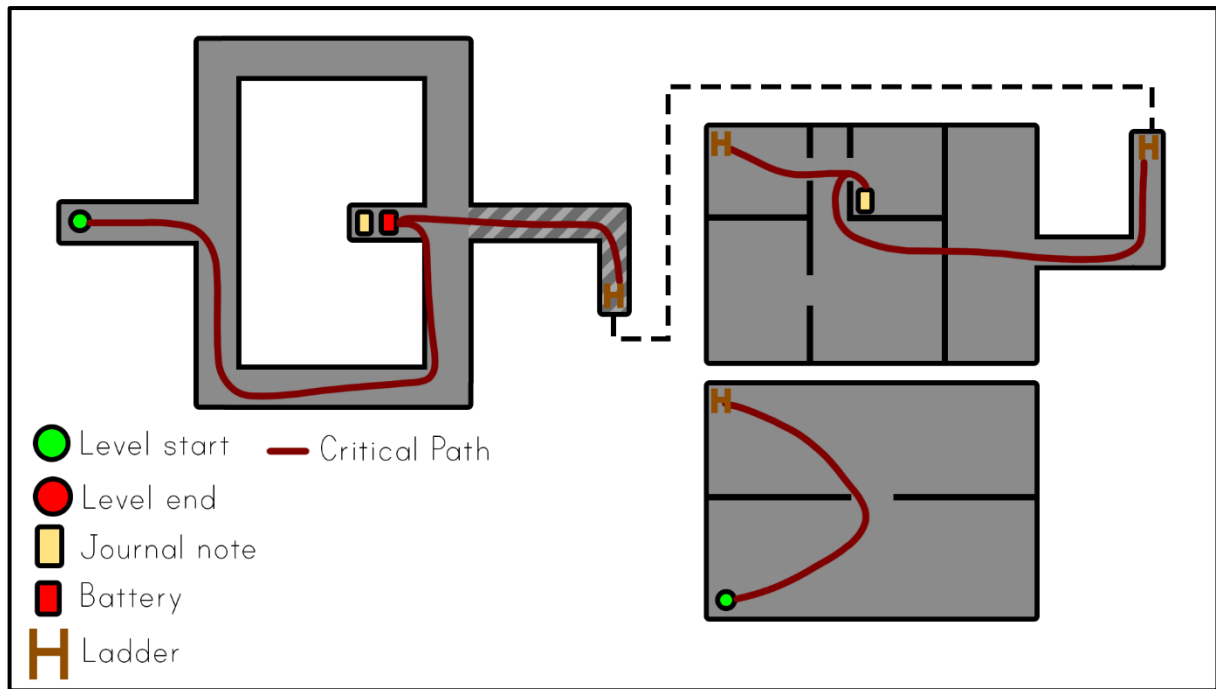
Level 2B



This level is a little smaller in flow and function but this is due to the goal of the level being primarily to build atmosphere.

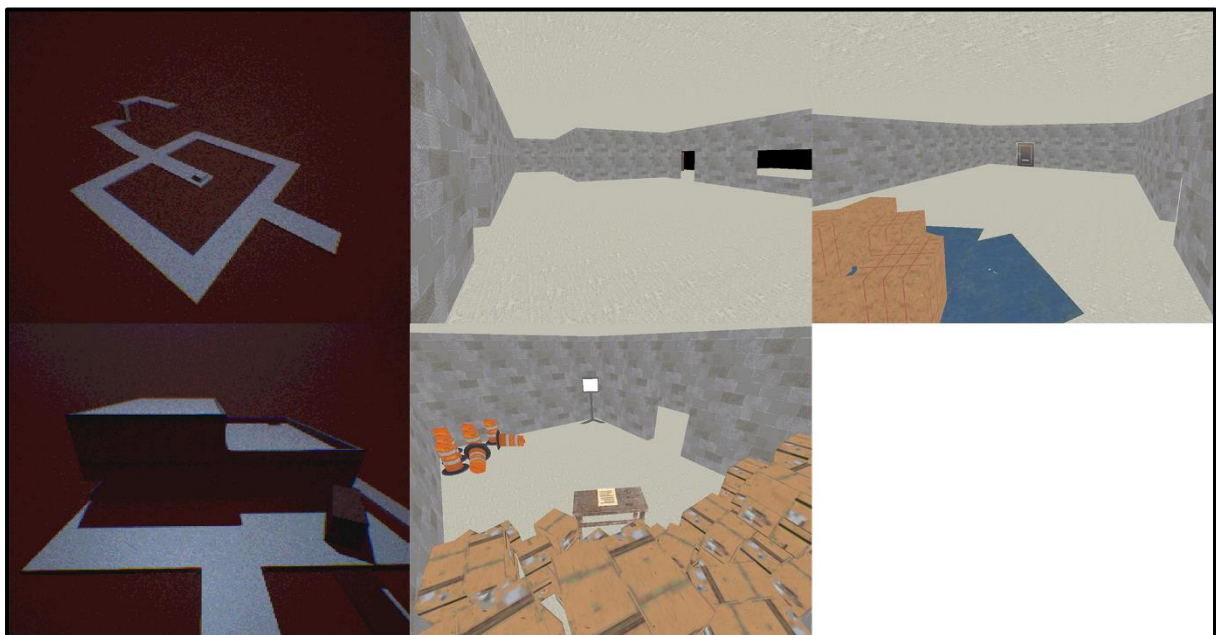
Sketch





This level is going to be set mostly outside in order to sort of separate itself and differentiate itself from the previous part of the game. The world this game is set in is starting to fall apart and the player through the notes should be starting to form some ideas about what is going on.

Blockout



Mechanics

The mechanics at use in this level are the journal notes, batteries and ladder. However, these are not essential they will be placed so the player is likely to use them.

Level goal

The goal of this level is to build atmosphere. It is meant to confirm to the player this place has no way of being real. The environment here will defy real world physics and help build atmosphere.

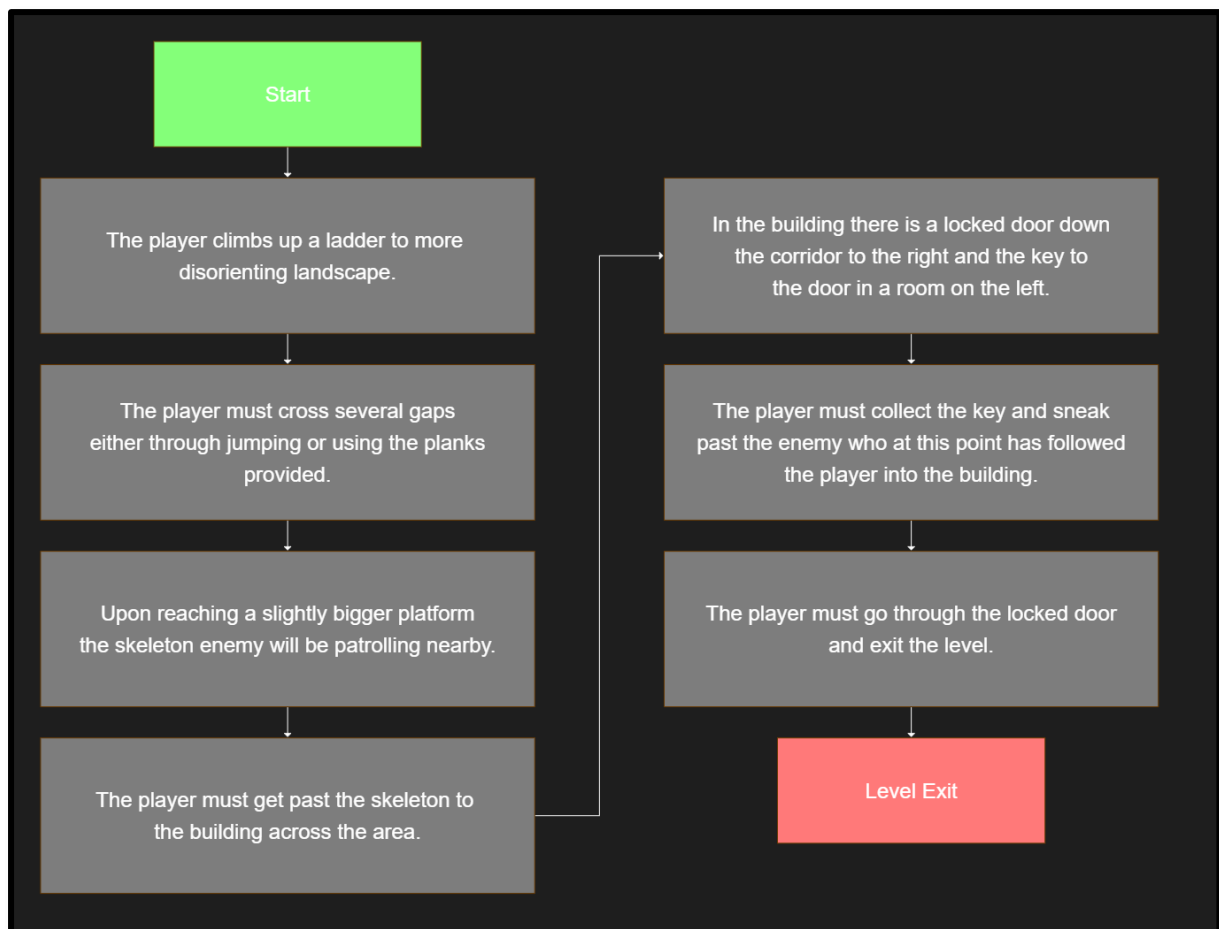
Success

The player must just walk to the end of the level to get succeed. There is no real challenge in this level.

Failure

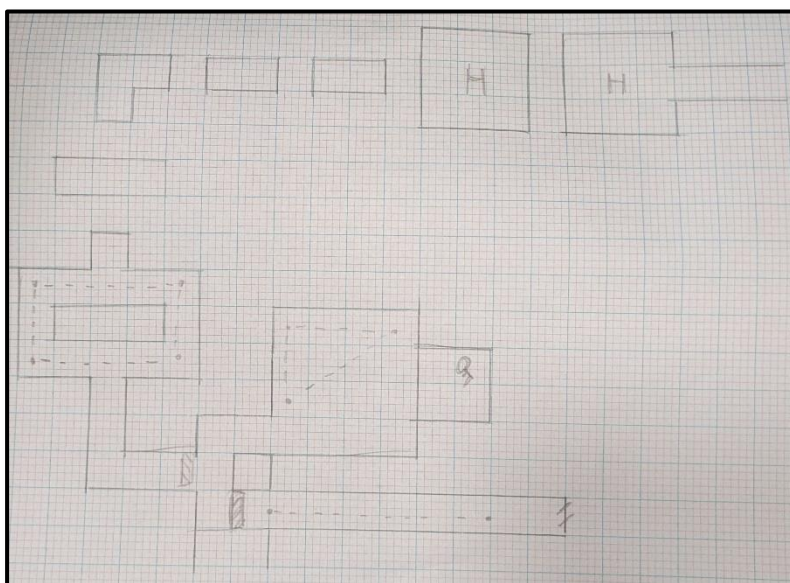
There is no real threat to this level, however if the player falls out of the world, they will reset from the biggening.

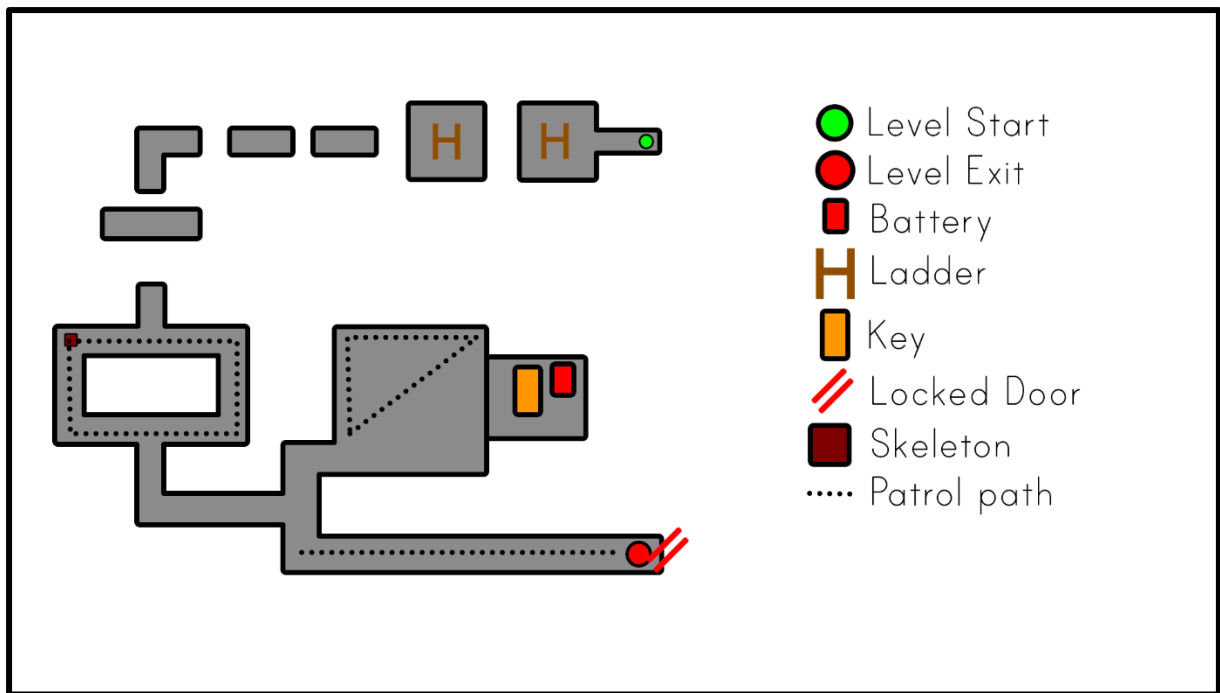
Level 2C



The main focus of this level is to show the landscape deteriorating more severely as well as provide more challenge in the form of the physics system and the enemy skeleton.

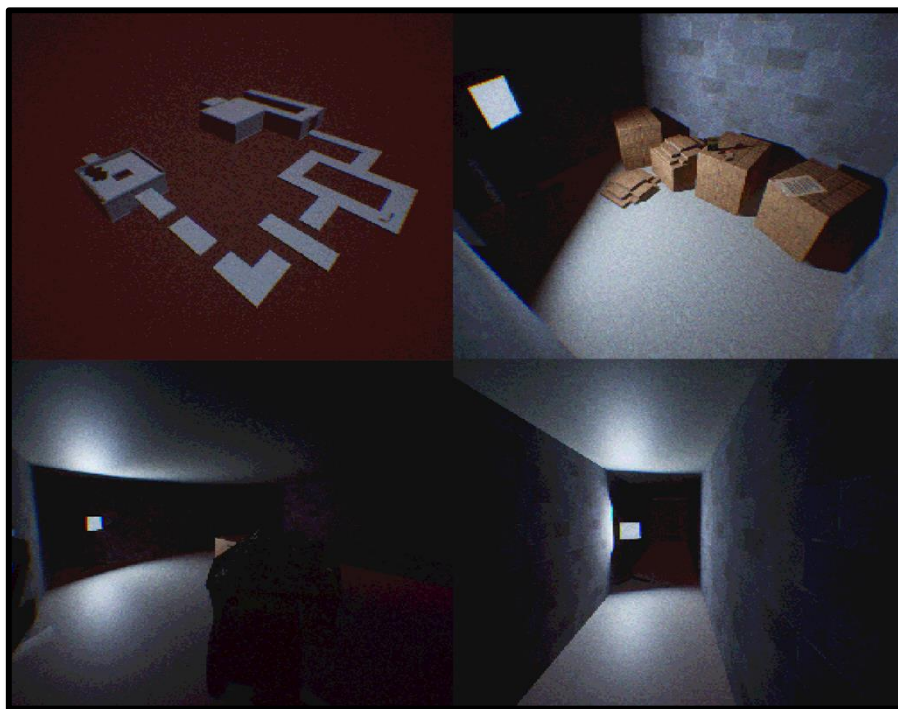
Sketch





An important thing to note is the skeleton's patrol path updates specifically to when the player moves into each corridor/room as the skeleton is loosely following the player even without any evident knowledge that the player is there.

Blockout



Mechanics

This level uses the skeleton, ladder, battery, torch and journal mechanic. The skeleton will have multiple updating patrols throughout the level to keep the player on edge.

Level Goal

The goal of this level is to navigate around the skeleton and get the key and journal piece housed within before continuing to the exit.

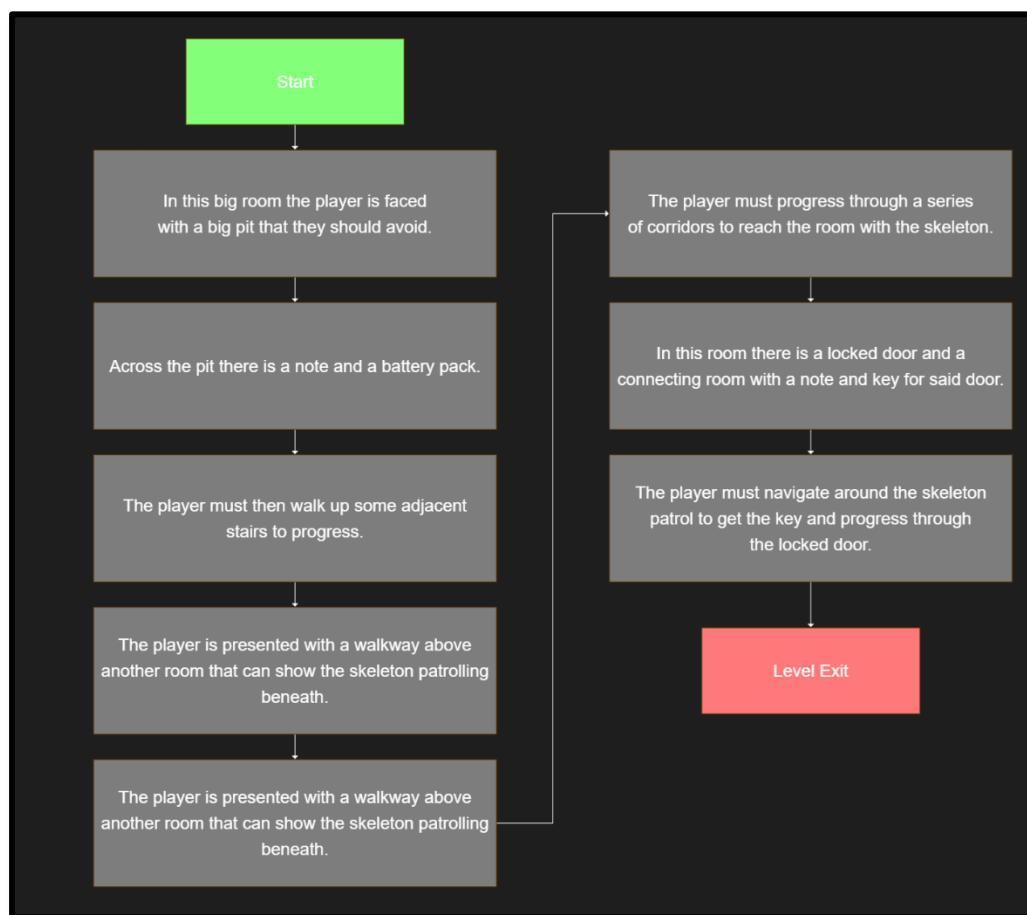
Success

To complete this level the player must collect the key and get to the exit door.

Failure

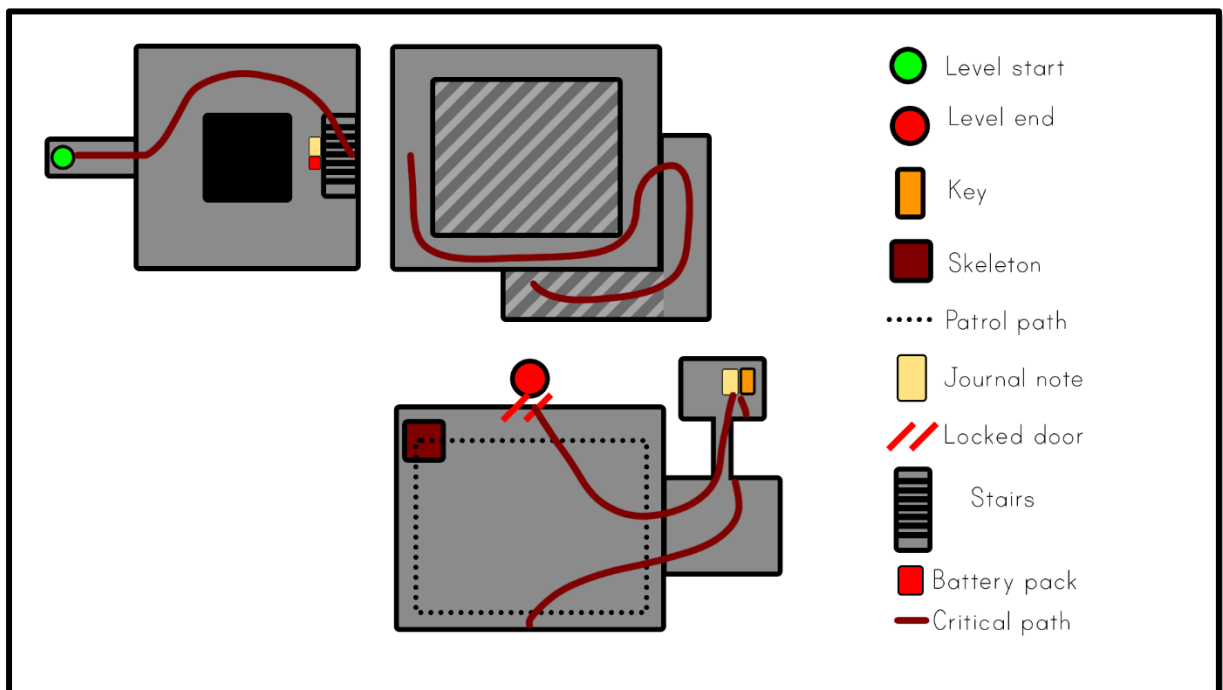
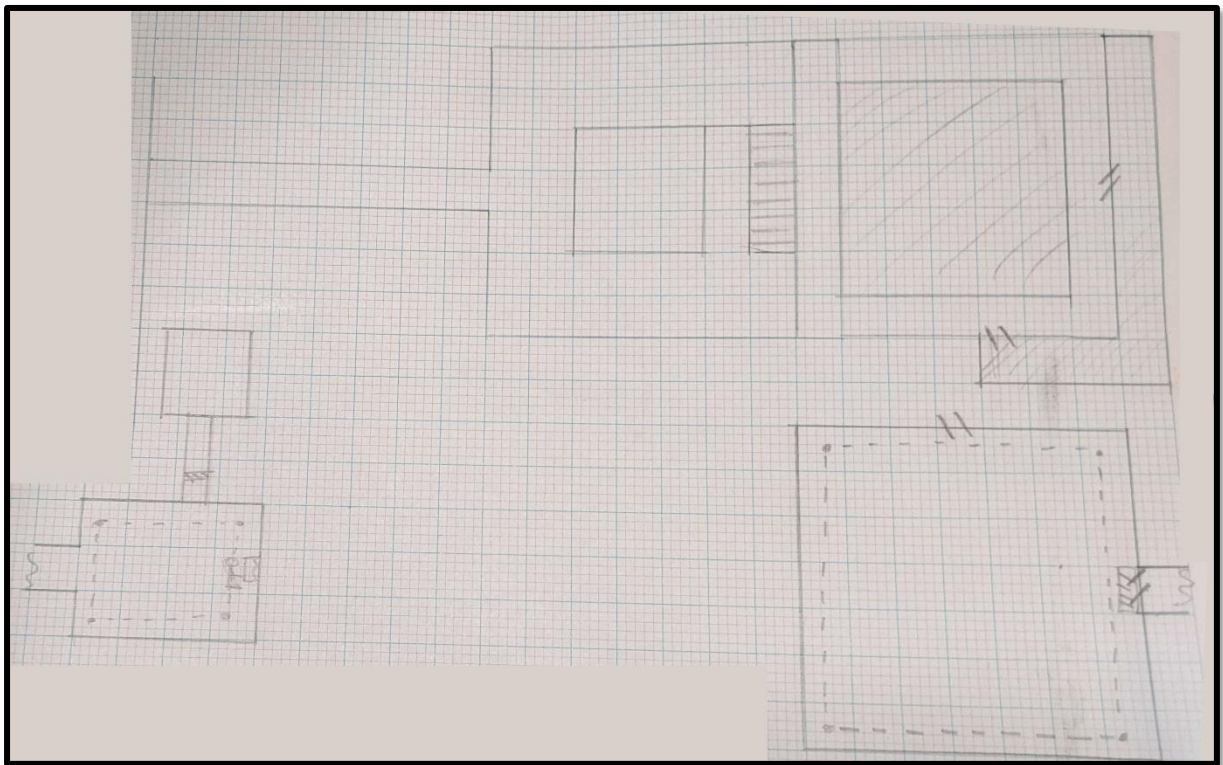
The player can fail this level in multiple ways. Either by being hit by the skeleton too much and dying or by dropping off the map in the deteriorated section.

Level 2D



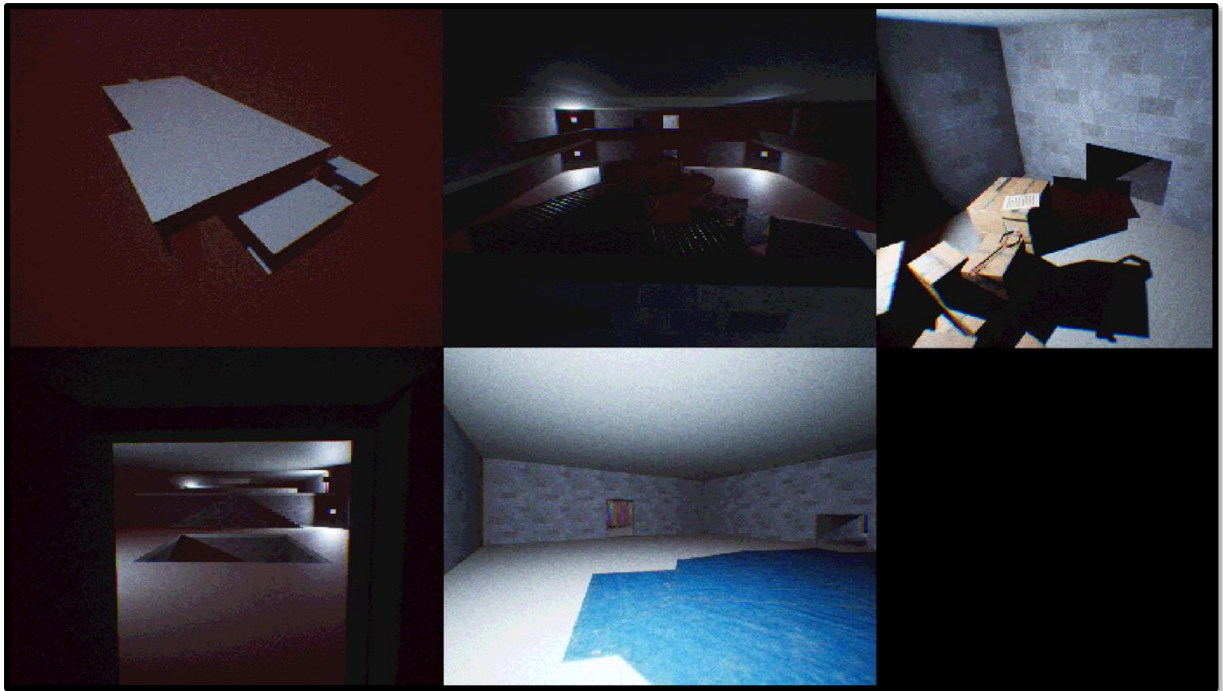
The main goal of this level is to act as a final challenge to the player before they reach the end of the game. They will encounter the skeleton one final time in a wide open area making it hard to avoid.

Sketch



This level is a lot of open space mainly for the skeleton to be able to see the player easily, proving more of a challenge. There will still be things spread out periodically for the player to hide behind.

Blockout



Mechanics

This level uses all of the previous mechanics. The skeleton, Key, torch, and journal system.

Level Goal

The goal of the level is to get the key hidden in one of the rooms and escape to the level exit without dying to the skeleton.

Success

The player wins when they get the key and exit out of the locked door.

Failure

The player loses if they are killed by the skeleton.