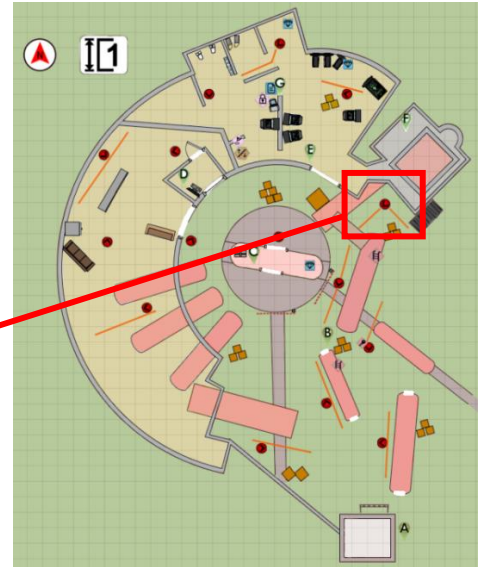


Change list

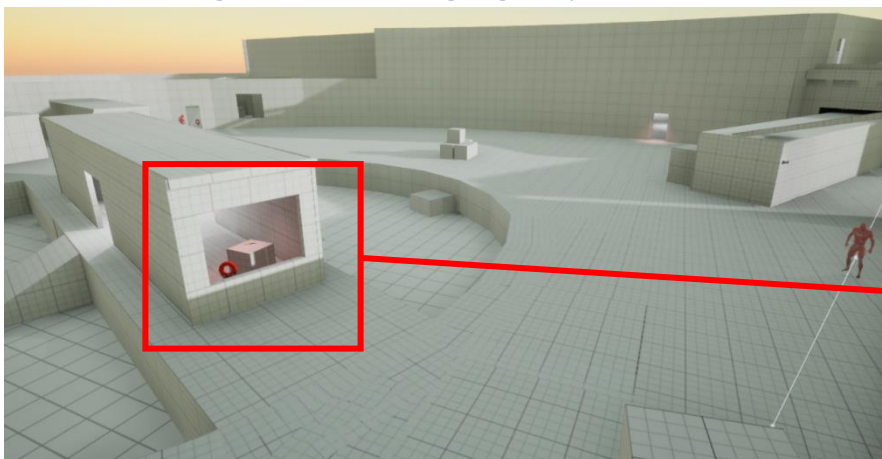
Entrant ID #36

Change One: Adding a Ladder to East Side



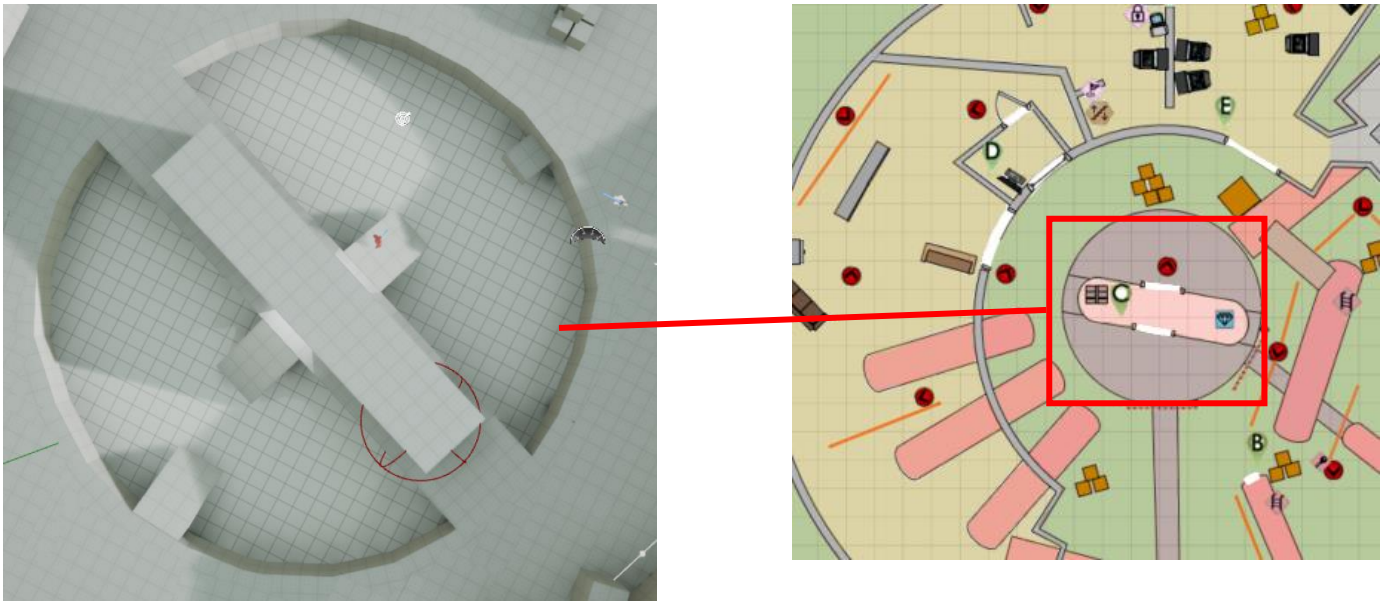
Rational: As per the feedback to make the area less linear and have multiple entry points, I have added a ladder to the outside of the RH Tower/Wreck Room, so players have an alternative entrance to find the Objective Item (inside of the arcade machine on the first floor). Players can now climb this ladder and fall from the second floor* or use the stairs to have 2 more entrance points to the main floor of the building other than the front door. I will also be removing the enemy in that corner to ensure this alternative entrance is accessible to all play types/strategies. **See change 5

Change Two: Changing Key Location



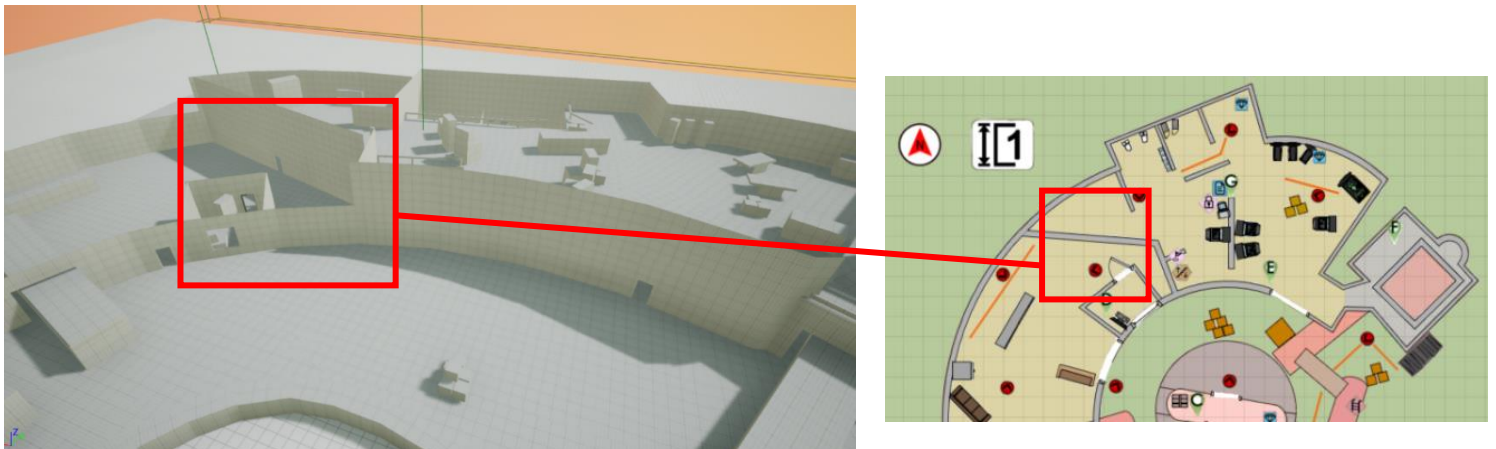
Rational: Due to the design constraints, I had to rethink where the key was and change it from being something a guard was carrying to a standstill location. Considering different playstyles, and how it is impossible to get the key without killing a guard, it was best to have removed the guard originally carrying the key and move the key to the interior of the roundabout train, so pacifist players could still get the mission item. Originally this is where the side mission's treasure would be placed.

Change Three: Alterations to the Roundabout



Rational: In my original 2D map, I included train tracks connected to the roundabout and did not have any place for players to enter/exit the dip in the floor. I originally figured it was at a height that a player could just but as I was building the world, having it at that height looked wrong. After some playtesting I also decided to change the blocks in the Structural to ramps for the final, so players aren't detected/heard by nearby enemies when entering the roundabout. As well as the tracks in the trainyard made things too distracting and the aesthetic was outweighed by its actual usefulness to the design of the level, so I cut them.

Change Four: Added Side door on West Side



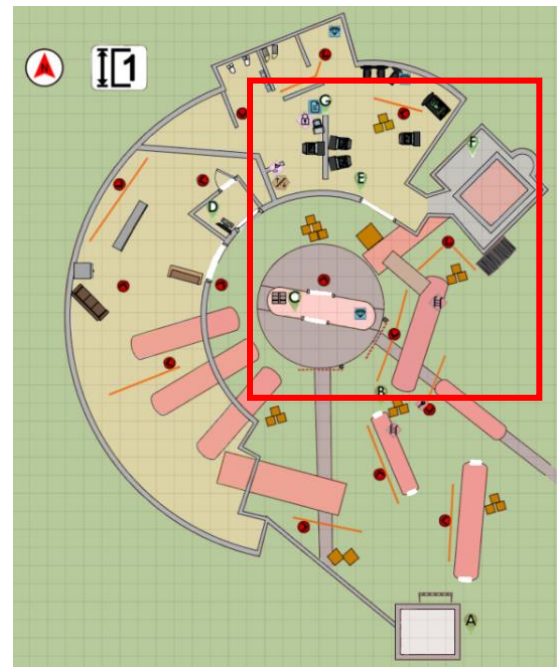
Rational: In line with the feedback to make the progression less linear and adding more points of entrance I added a door between the Train house and the Wreck room portions of the Roundhouse. This adds a third point of entrance for the player and is utilized in the escape sequence.

Change Five: Adding Leading guardrails to Second Level



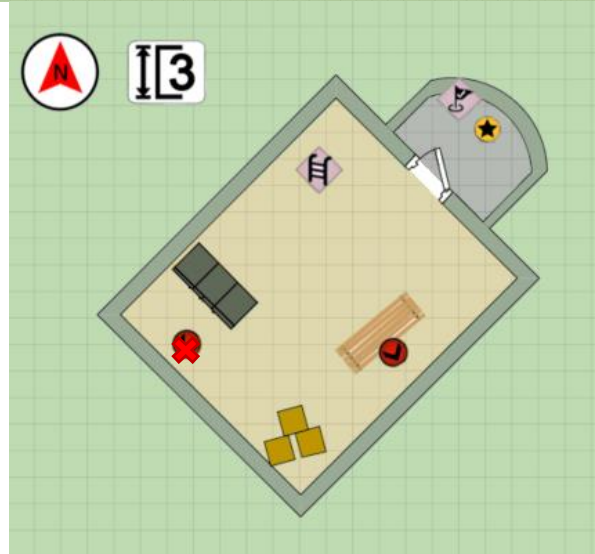
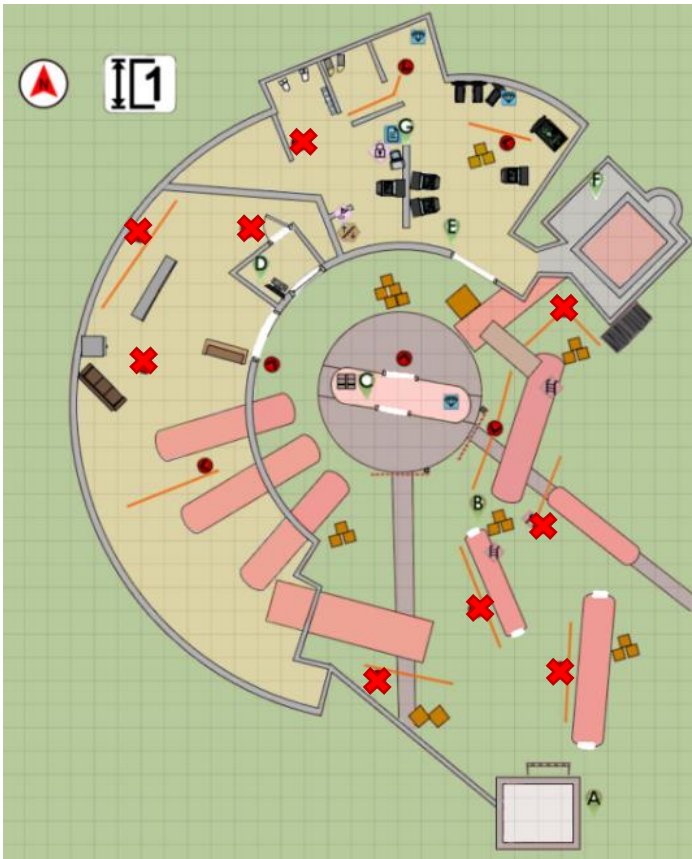
Rational: To aid in guiding the player both when infiltrating if they choose to enter from the new ladder on the east side and as an alternative route (opposed to the stairs) during the escape sequence. This added geometry also ensures they do not accidentally fall through the hole. This change also helps build the world/Wreck room a little bit better, seeing how this is a recent timeline, it wouldn't make sense to have such a large gap in infrastructure already take place. These guardrails help to cement the idea that this was a part of the original pre-apocalyptic architecture

Change Six: Playable Area



Rational: To accommodate the boundaries of a 64 x 64 playable area, I had to adjust the placement of some game objects to help block out the key essence of the map while still containing all necessary gameplay within the area. Here I have changed slightly the placement of some of the trains and moved the RH tower closer to the Roundhouse building/Wreck Room. Also, as indicated by the red X on the snapshot from the left, I have chosen to keep the same starting area for the players to ensure a similar play feel and allow exploration, strategy and planned routes to occur. And the blue X indicates the end location of the escape sequence.

Change Seven: Enemies



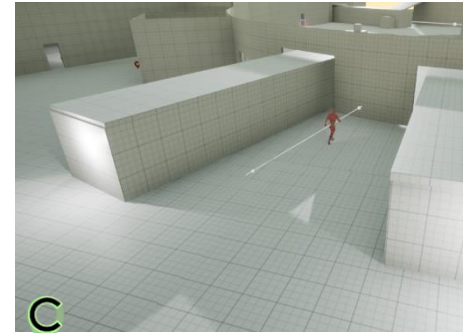
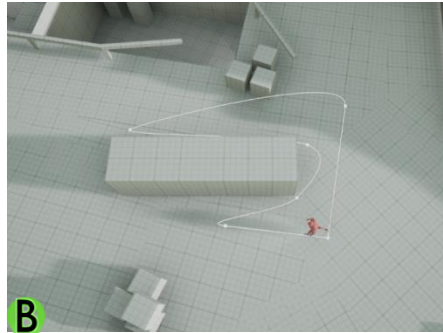
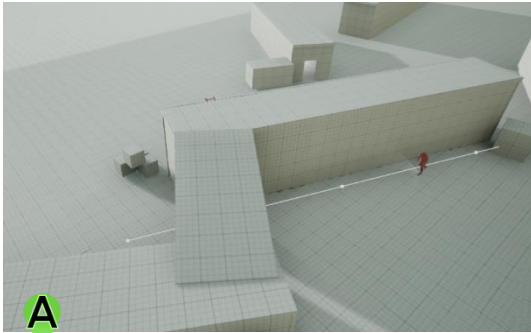
Rational: Seeing how the requirement was to not exceed 12 NPCs (excluding the contact NPC), and I originally designed my map with 24 guards in mind, I had some cutting down I had to do. All X's on the maps above indicate a guard that will be removed/not present in the final playable pass.

My initial thought process was to remove all of the enemies outside of the 64x64 playable area first* and then take away any guards that would make the player feel overwhelmed for the area or would interfere with my new entrances. So now I have 6 guards on the ground floor, 4 on the second floor and only one on the third floor to accommodate the feature**. This represents roughly the enemy's positions and routes* while still accommodating challenging gameplay for the key playstyles.

*See Change 8

**See Change 9

Change Eight: Updated Enemy Routes & Locations

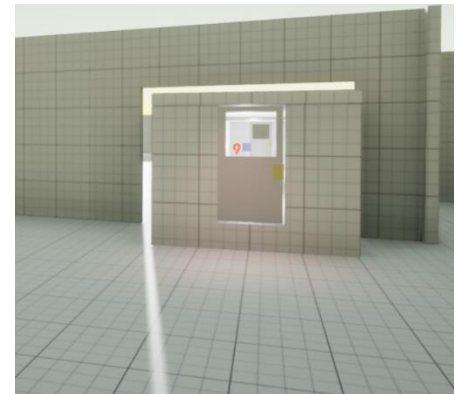
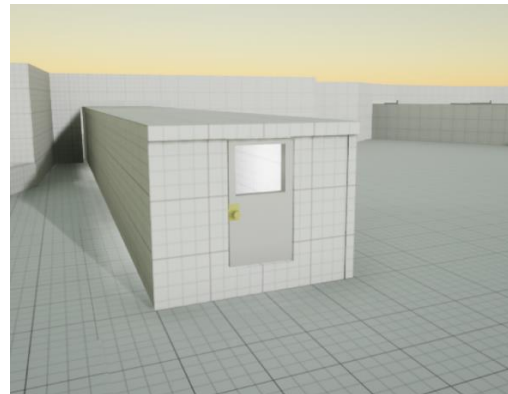
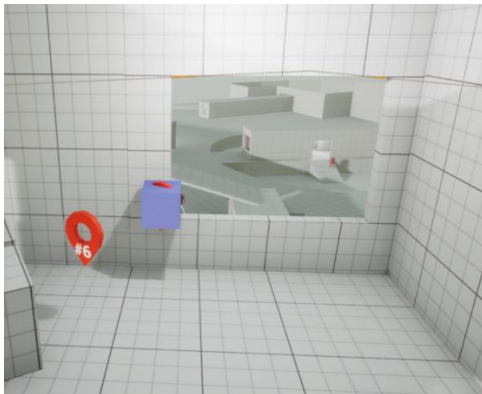


Rational: For the path in image A, I lengthened that guard's patrol to accommodate for the removal of the other guard that was designed to patrol the corner at the bottom of the RH tower. The removal of that guard was to ensure all play styles could access the new entrance to the Wreck Room (via the east side ladder), but by adding a few more paces in the initial guard's spline path, there is still an element of challenge for the players.

For path in image B, I altered the path to accommodate for two things, the first was the removal of the guard that was placed in the MDD in the top corner as well to accommodate feedback I received. Two of my play testers noted that the guard's path/placement, when originally circling the entirety of that cover, made entering the second level unfair because they would be seen as soon as they climbed the stairs.

Finally, for image C, I placed an enemy back that I originally plotted out in my MDD but thought to remove for the final because it fell outside of the POI volume. However, after play testing, and getting an overwhelming response that the escape sequence felt underwhelming I thought to add the enemy back to spike the adrenaline of the player during the last leg of the escape sequence.

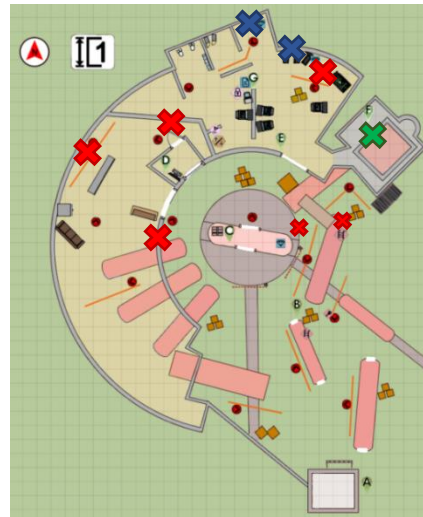
Change Nine: New Feature/Added Doors to Trains



Rational: In line with the design's curveball, I have implemented a series of switches that remotely open doors. The doors were implemented in the train car of the most south west train attached to the building, as it leads out to the "escape" area, triggering the end of the mission. The first switch (pictured on the left) opens the interior train door (on the right) there is another switch inside that train that opens the exterior door (middle image). This switch also required some additional geometry and to change the geo in the train to be double sided and to have the ends have doors instead of walls. The location of the doors was designed to have the player explore as much of the map as possible in the escape sequence. The location of the first switch was designed to give players a clear line of sight of where to go next.

**See [Feature Description](#) for more in depth description, blueprints and expanded rational*

Change Ten: Alarm System



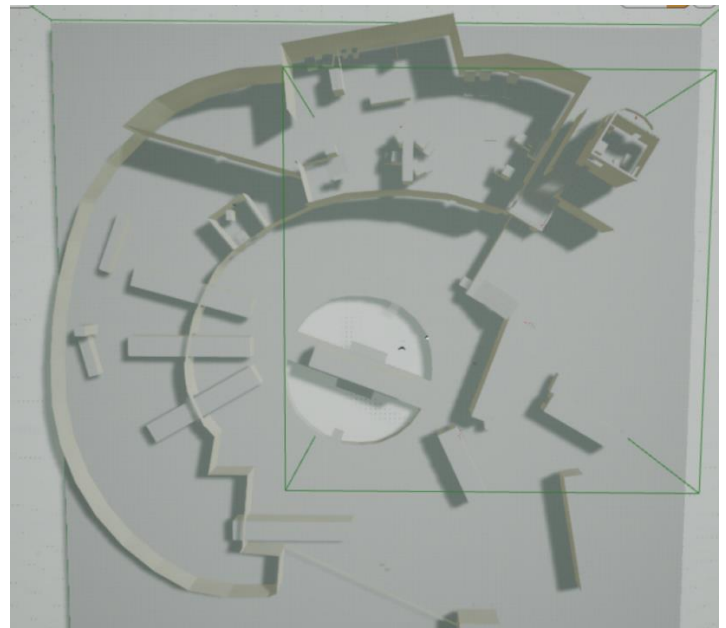
- ✖ = 1ST Floor placement
- ✖ = 2nd Floor placement
- ✖ = 3rd Floor placement

Rational: To better portray the feel of the mission, particularly the escape sequence I implemented a security system. The image on the right annotates all the locations of the alarm lights. Placed strategically to alert nearly all enemies in the level. And the images on the left show the in-game alarm box and lights. Because I could not script a way for the VIP to trigger the alarm, I modified the blueprint for the alarm box to activate the alarm upon interaction, opposed to disarming it. I have annotated the area instructing the player to pull the alarm once they interact with the VIP. This will act as a good placeholder until a more finalized version of the level is ready.

Change Eleven: Lighting to Guide Player



New/Final Playable



Old/Structural

Rational: To both aid in guiding the player and to add a more finished look to the grey box level, I decided to implement/build lighting for the level. The placement guides the players to key areas/gives them something to follow while also illuminating enticing paths. For example, the lights strung along the west side of the map act as a guide for players during the escape sequence. **Note: as you can see, I have also deleted any unnecessary geometry from the level to ensure only elements that affect gameplay are present.

Switches Remotely Opening Doors

New Gameplay Feature

Entrant ID #36

Description

The switch is activated by pressing E (the common interact button for this platform) when the player is within the collision space. This was made by creating and connecting 2 separate blueprint assets. A switch and a door for it to open. The first button/switched when pressed prints a line on the screen saying "First Door Opened" indicating to the player there is a second switch/door to activate. And when players get to the second switch inside the train cart, they will know that the switch will open the door for them.

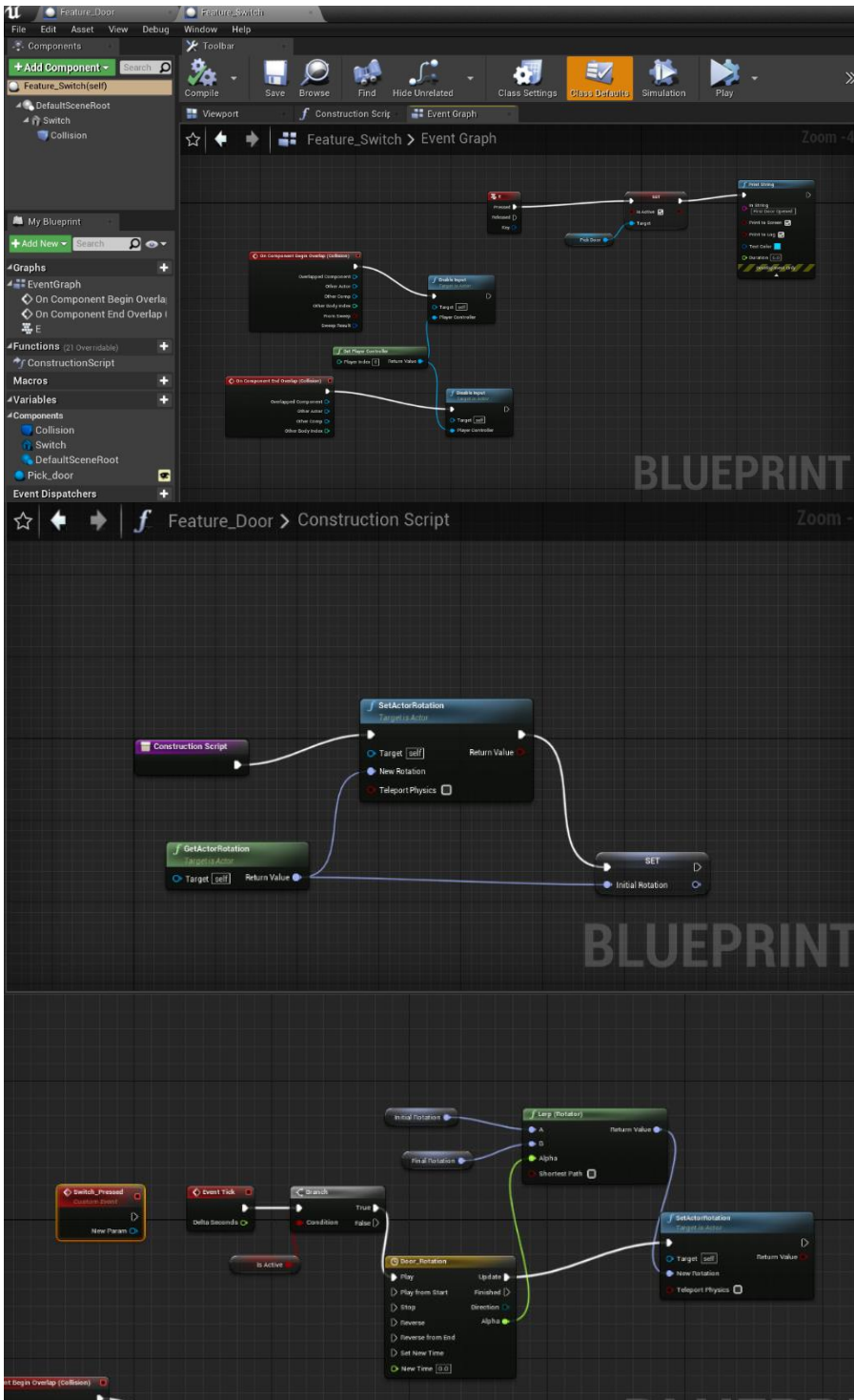
Rational

When tasked with a curveball that included teaching a new feature during an escape sequence, I knew I needed to capture the following 3 elements into my feature to make it memorable and impactful for a beginning level:

1. It must not be too intimidating/Easy to teach in an overwhelming environment.
2. It must possess the possibility to grow in complexity (in theory) for a full game.
3. It must enrich the escape sequence while taking advantage of the layout.

With these 3 factors in mind, I came up with the feature of switches that remotely open doors, which satisfied each need. This was easy to teach because pressing a button is something easy to get players to do, especially when it is in direct line of their path of action. So, I wasn't worried about it being too intimidating. Next, because this level is to be the first level in the game, the feature should have room to grow in complexity. For example, in a more complex scenario of this feature there could be buttons that have to be pressed in specific order. Or, having them linked to timers that will close the door after a period of time to truly challenge the player. And finally, the task of ensuring that the feature enriches the escape sequence and took advantage of my environment. With the west side of the game play area being pretty much unused in the main mission, I chose to use that as a base of the linear escape sequence. This forces the player to explore a mostly ignored section of the map to get to the end goal.

Blueprints



These Blueprints can be found in the project under the names “Feature_Door” and “Feature_Switch” in Contents>Blueprints.

For the “Switch” I decided to construct it out of a small mesh cube. By utilizing a simple methodology, I found in similar tutorials, I made it so pressing the E button within the collision area, it would pick the door it is assigned to and set it to active. For the Door I have a construction script and event graph. The construction script is mainly in charge of checking the current rotation of the door. For the door’s event graph, it takes the starting rotation and the desired final rotation values (which I manually record and input in the details window of the editor) and moves it according to the Timeline when it is set to active by the player activating the switch.