Buurdhis Sanctuary

Level Design Document

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💡 Level Pitch

- A high paced **FPS multiplayer deathmatch** level developed for the Unreal Tournament Game, for 8 to 12 players.

- The level takes place on the **ruins of an ancient civilization**, hidden in the depths of the rainforest. They used to worship the god Buurdhis until an unknown incident caused them to disappear without a trace.

- **Core concept:**
  - Ascendent pilgrimage path from the citadel pier to the top of the massive Buurdhis Sanctuary → **constant verticality**
  - Other entrances to the lower temple floors are given through secret passages or interconnected buildings.

Setting & Theme

- The playable space consists in the **streets and buildings** of the citadel, which revolve around the huge **Buurdhis Sanctuary** that emerges from the center of the map.

- The **primary**, pilgrimage path will be highly distinguishable and generally wider that the rest, in order to achieve a ceremonious feeling. The periferic buildings and paths outside the main one will serve as **secondary**, flanking routes.

- Although not vital on a fast paced FPS, the level is intended to have small pieces of **environmental storytelling** to make players come up with theories about what happened to this place.

🏛 Level Design Pillars

- ### Multiple approaches

  The level should allow for **multiple ways to approach combat**. Not only to allow for different playstyles and player freedom, but also to get players to think about their surroundings more

- ### Verticality

  The level should focus on **different elevations**. Partially to make players feel like they're playing in a three-dimensional space, but also because it ties into the core mechanics with the lifts and jumpads, as well as the wall-running.

- ### Contrast

  The level should have constant **interior-exterior contrast** between the sanctuary and the outside. That way we prevent players from thinking they are tied up to specific space for too long. To achieve this, the temple should have multiple secondary entrances all across its perimeter.

🎮 Game Mechanics

- **Weapon pickup**

  Since **which weapons are available** is really important in an arena shooter, the level should have enough variety of weapons so that they more effective at different parts of the level and ranges (incentivizing the player to **swap weapons**).

- **Lifts / jumpads**

  These are elements that **provide height in a fast way**. In such a vertical level like Buurdhis, there should be plenty of them so players can avoid using long, boring slopes to reach certain heights. Although jumpads have a fixed trajectory, lifts offer the "lift jump" mechanic, which allow the player to reach higher if they perform a well-timed jump at the end of the lift time. Every lift of Buurdhis will have support for lifts jumps for **connectivity** and **dynamism** purposes.

- **Power ups**

  They grant the player **powerful but temporal abilities**, that can tip the scales of the match in matter of seconds. Since the level is intended to be bigger than the average, it should count with at least 3 different power ups. Although what may seem, the blockout is highly influenced by these elements and can determine whether these are overpowered or not.

Look & Feel - Moodboard

Look & Feel

- **Architecture Style**

  The level will be influenced by elements from diverse ancient south-american empires (inca, aztec, mayan) to create my own unique style.

- **Materials**

  The primary materials will consist of archaic building elements combined with growing jungle vegetation (i.e. different variations of mossy stones, ivy, lianas and water).

- **Lighting**

  The level is played at sunset. A green-ish tone will be present all across the map to subconsciously set the player in the jungle. The outside areas will have a considerable contrast with the overall dark ambient of the interior of the temple, being only lit by the light rays that seep through the temple openings.

Challenges

The primary challenges that come with this level have to do with **balancing**:

- The **constant verticality** of the level, although generally positive and our level design pillar, can create really unfavorable and frustrating situations for the players spawning in in the lowground. The level should then have plenty of ways to gain height easily for every player, regardless of their spawn point.

- The wide, open spaces of the outside zones can cause particularly **long sightlines**. This is vital issue in a PvP multiplayer level and must be handled and cut down since the first blockout iteration in order to ensure fairness.

- The tendency to always go higher that the level promotes can turn the lower parts into **dead zones.** To solve this I will place items accordingly to "artificially" create points of interest.