SORN – Level Design Document – Level 2

1. Level Overview

- Level Name: *The Lab*
- Game: *SORN*
- Level Type: (Combat/Narrative Driven)
- Player Count: 1
- Estimated Playtime: 5-8 minutes
- Difficulty Tier: Medium/Hard
- Primary Player Fantasy: Explore the Lab and find the Super-Weapon

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2. Narrative & Context

Story Purpose:

This level exists because our narrative has taken us to the Lab in search of more information about the superweapon that destroyed J-12's home.

Narrative Beats:

- Beat 1: "**Lights On - Spawned in the Mech Bay of the Lab, players will make their way to the** broken door and make their way into the lab, looking for the Server Room.
- Beat 2: "**Bio-Bots" -** The player will hack the main server, uncovering information about 3 main files – Acid, R&D, Reactor.
- Beat 3: "**Atrium**" - Players will head to the generator room to destroy the back-up generator, giving power to R&D at the end of the level. Destroying this generator wakes up the rest of the lab defenses.

- Beat 4: “**R&D Dome** - Players will make their way back through the Mech Bay on the way to the Lab Rooms, running into the Lab defenses that have activated after destroying the back-up generator.

World Lore Elements: Decals showing what PMC I am attacking

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3. Player Goals & Objectives

Primary Objectives: Discover Havens Superweapon

Secondary/Optional Objectives:

- Clear enemies in Mech Bay
- Sabotage the Reactor
- Clear enemies in Atrium

Fail Conditions: Losing all health results in death, resetting player to previous checkpoint

Success Conditions: Progressing to the next beat is possible (doors unlock)

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4. Level Flow & Structure

Entry Point: Drop in Mech Bay via hub ship

Critical Path Summary:

1. Head to Server Room
2. Uncover Information
3. Turn Off Back-Up Generator
4. Mech Bay
5. Lab Room
6. Acid Room
7. Atrium
8. R&D Dome

9. Escape the Lab

Exit Point: Shoot the glass and jump into hub ship.

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5. Gameplay Mechanics Used

Core Mechanics Highlighted: Bio-Bots

New Mechanics Introduced (if any):

- Window Destruction
- Bio-Bots

Mechanics Reinforced: Target lock on, rockets

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6. Combat Design

Combat Style: Enclosed hallways, vertical movement

Enemy Types: Turrets, drones, hermit, laser turret, opposing mech, bio-enemies

Enemy Placement Philosophy: Enemies are placed strategically for balance as well as **breadcrumbing.**

Encounter Progression:

1. Encounter 1: On the way to the Server Room, players faced with drones breadcrumbed out.
2. Encounter 2: At the generator room a minor enemy encounter.
3. Encounter 3: In the Mech Bay on the way to Lab Room, turrets and drones.
4. Encounter 4: In the hallways on the way to Lab Room, drones breadcrumbing to Lab.
5. Encounter 5: Player will fight waves of Bio-Bots in Acid Room.
6. Encounter 5: Player will fight waves made up of all enemies in the Atrium.
7. Encounter 6: Player will fight [Boss?] in R&D Dome.

Difficulty Ramp: More enemies faced as level progresses, as well as variety

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7. Exploration & Navigation

Traversal Mechanics:

- Jumping
- Upward thrusting
- Boosting state
- Dash

Landmarks & Wayfinding: Objective markers with distance

Secrets / Optional Paths: On future playthroughs

Risk vs Reward Elements: Limited amount of rockets and heals per level

8. Boss Fight Level 2

Implementation – A mech boss that hovers and boosts backwards around the dome while shooting at the player. The middle donut of the dome will shoot out lasers that need to be dodged by the player while they are following and shooting at the boss. The boss then needs to be able to engage in arena combat (exactly like Level 1 boss).

Phases – 2 phases -

Phase 1 – You are immediatley knocked to the base ground of the dome by the boss and engage in chasing the boss around the dome while it flies backwards shooting at you, and the player must dodge lasers while shooting at the boss.

Phase 2 – Halfway through the boss's health, the boss destroys the middle of the dome, opening the dome into an arena fight similar to level 1 boss fight.

Entering & Leaving Boss Arena –

Entering on the second floor of the lab, players will come to the end of a walkway that will then extend all the way out to the platform in the middle of the dome (think cerebro from x-men).

Leaving the dome will have the player shoot through the glass and head out to the hub ship right outside.

Length – Approximately 2-3 minutes (60-90 seconds for each phase).

12. Technical Considerations

Performance Targets: Solid 60 FPS

Streaming / Level Partitioning: Level streaming is used to load/unload levels not needed. Additionally, it is used so we can work in the same level at the same time in engine

Blueprint / System Dependencies: Enemy BP, Mech BP, Train BP and splines

Known Risks: Different designers working on same levels can cause creative differences, or result in a level that is not cohesive

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13. Player Experience Goals

Intended Emotions: Exhilaration and satisfaction

Pacing Notes: Beginning moments are calm, but once the player turns on the power, enemy encounters will be consistent, with minimal downtime in hallways and after defeating enemies in Atrium.

Moments to Remember: R&D Run

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14. Metrics & Testing Notes

Time to Complete: 5-8 minutes

Death Hotspots: R&D Run

Player Confusion Points:

- Understanding that players can only progress when their current objective is complete

Iteration Notes: Images, design process, and thought process should be presented in the #level chat and explained thoroughly. This includes intentions, concepts, future changes, and any assets/systems that need to be made or implemented for the next iteration

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15. Open Questions / To-Do

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