

MACHINE SLAYER

Machinery Factory Level Design

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Game724 - Level design

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Image from
Carlos Olmos

Character Design

Exterior: A human in armor, 2 meters tall and weighing 130 kilograms (160 kilograms in armor)

Clothing, Armor, and Equipment: The armor worn is medieval in style. The overall color of the armor is a darker metallic tone, and the surface of the material has obvious wear and tear. The heavy weapon equipped is a 1.8-meter long sword, and the light weapon is a 1.2-meter long sword. Heavy weapons can be replaced with armor-piercing blunderbuss (2.4 meters), and light weapons also have blasting cones (1.3 meters).

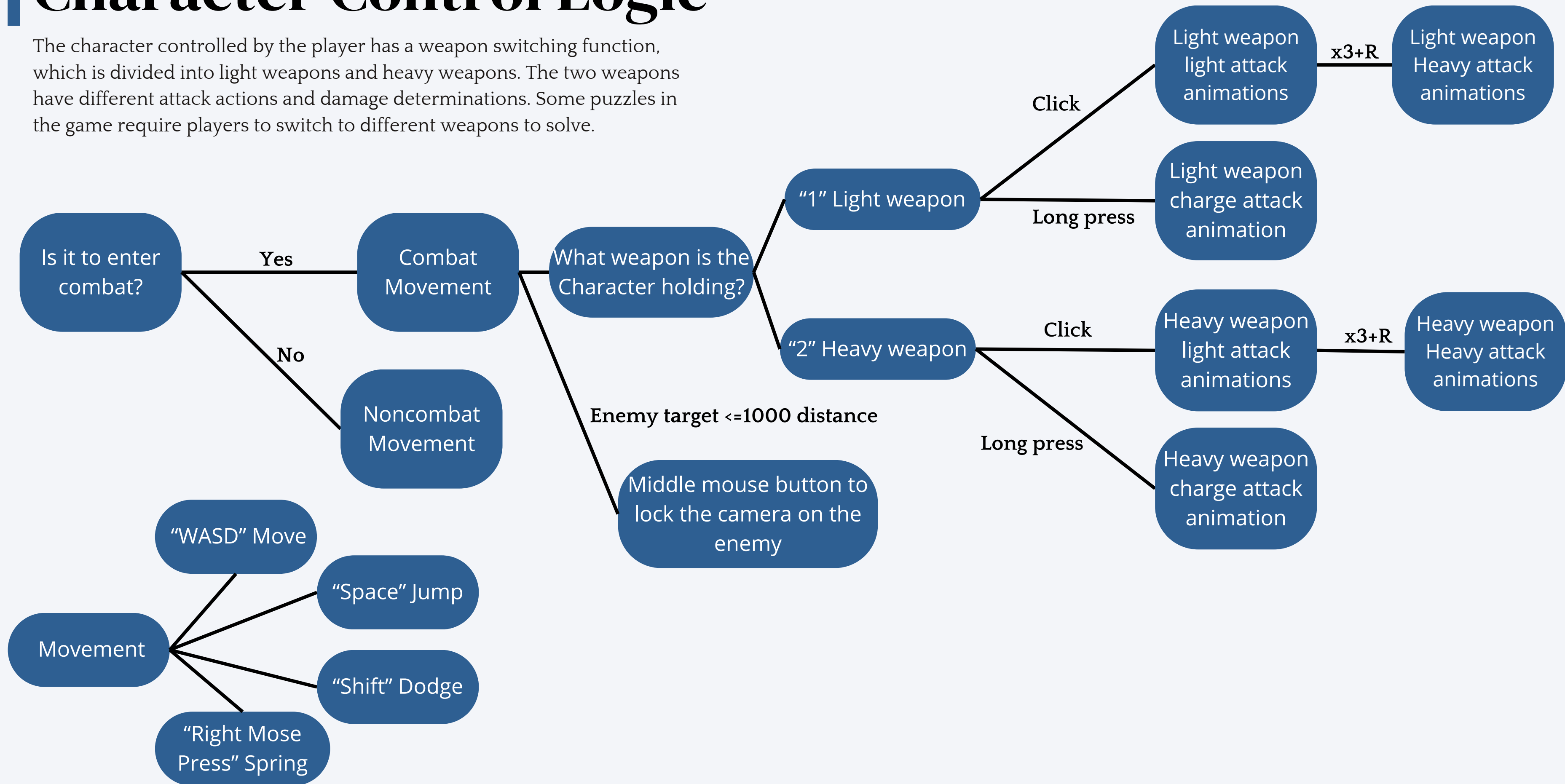


- **Movement abilities:** The Character has a relatively flexible movement ability can roll, jump, and run simultaneously.
- **Attack/defend abilities:** The character has light attacks, heavy attacks, and charged attacks. Different weapons have different attack actions. Heavy attacks can only be released after completing three light attacks. Characters can reduce damage taken by blocking.
- **Health:** The character's health will be displayed in the upper left corner of the screen
- **Additional abilities:**
- It can be activated when a heavy weapon is equipped, and the character will gain dominance for some time (will not enter a stiff state due to being attacked). The character's attacks will reduce the boss's toughness and health. When the toughness returns to zero, some of the weapons (missile launchers) on the boss will fall off, and the boss will not move and attack for some time. Characters can pick up and use weapons dropped from bosses and gain long-range attack capabilities. Weapons dropped by bosses are destroyed after firing a certain number of missiles.
- **Obstacles and advantages:** The character's advantage is that it can obtain new weapons and gain output time by reducing the boss's toughness. The obstacle is that the character does not have long-range attack capabilities, and it will be very uncomfortable to face a boss with long-range attacks.



Character Control Logic

The character controlled by the player has a weapon switching function, which is divided into light weapons and heavy weapons. The two weapons have different attack actions and damage determinations. Some puzzles in the game require players to switch to different weapons to solve.



Summary

As a machine slayer, the player receives a mission to explore mechanical ruins. Players need to go deep into the mechanical ruins and explore the history and origins of mechanical creatures.

Game Type

This level is a third-person adventure game with light puzzle elements and some combat elements. The combat part will be slightly tricky, but it suits players who like challenges.

Entry and Exit:

- When the game starts, the camera perspective slowly switches from first-person to third-person, and the environment around the character begins to appear.
- As the game ends, the camera gradually zooms out into the long shot before showing the player the exploding landscape at the heart of the factory.



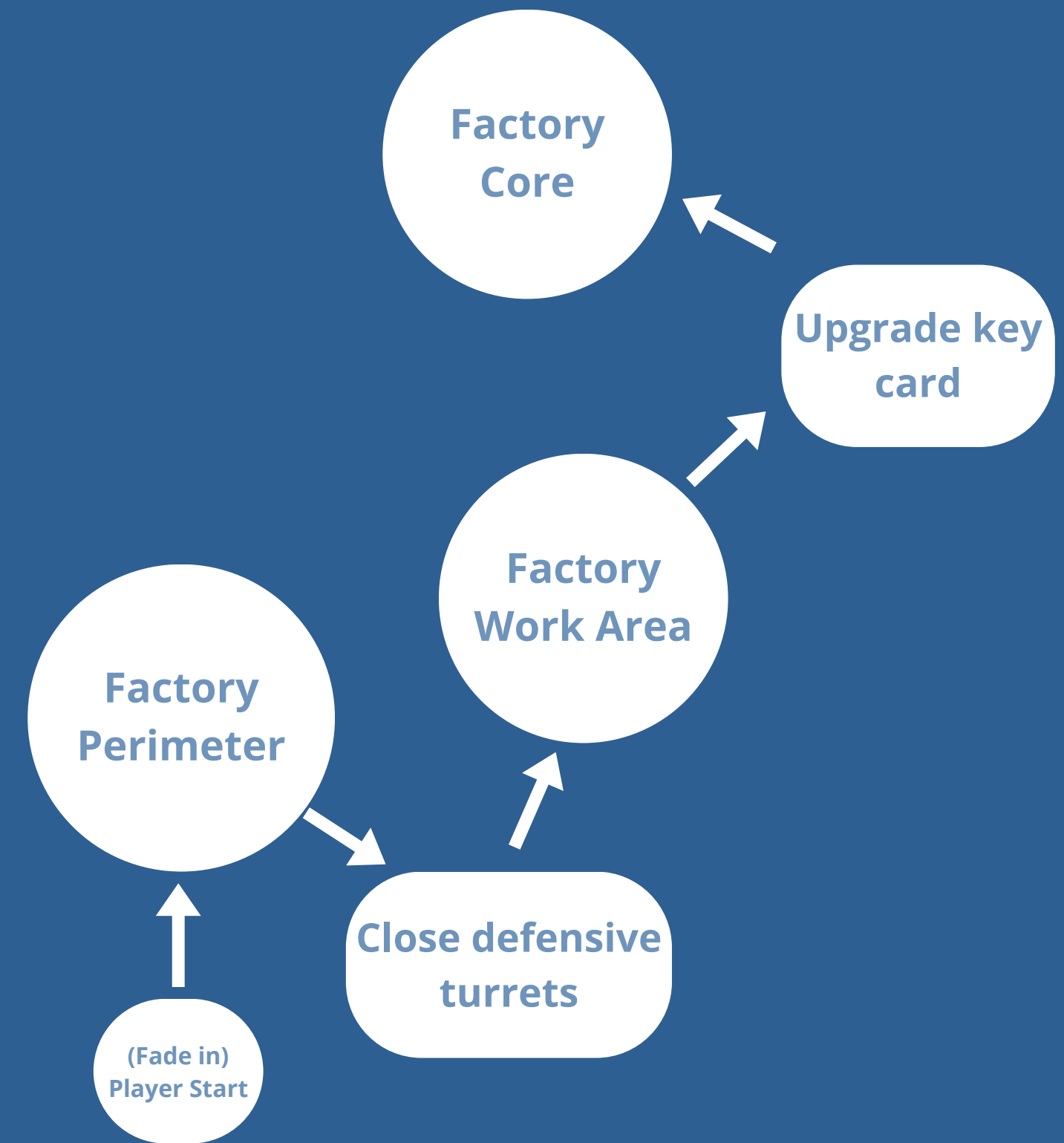
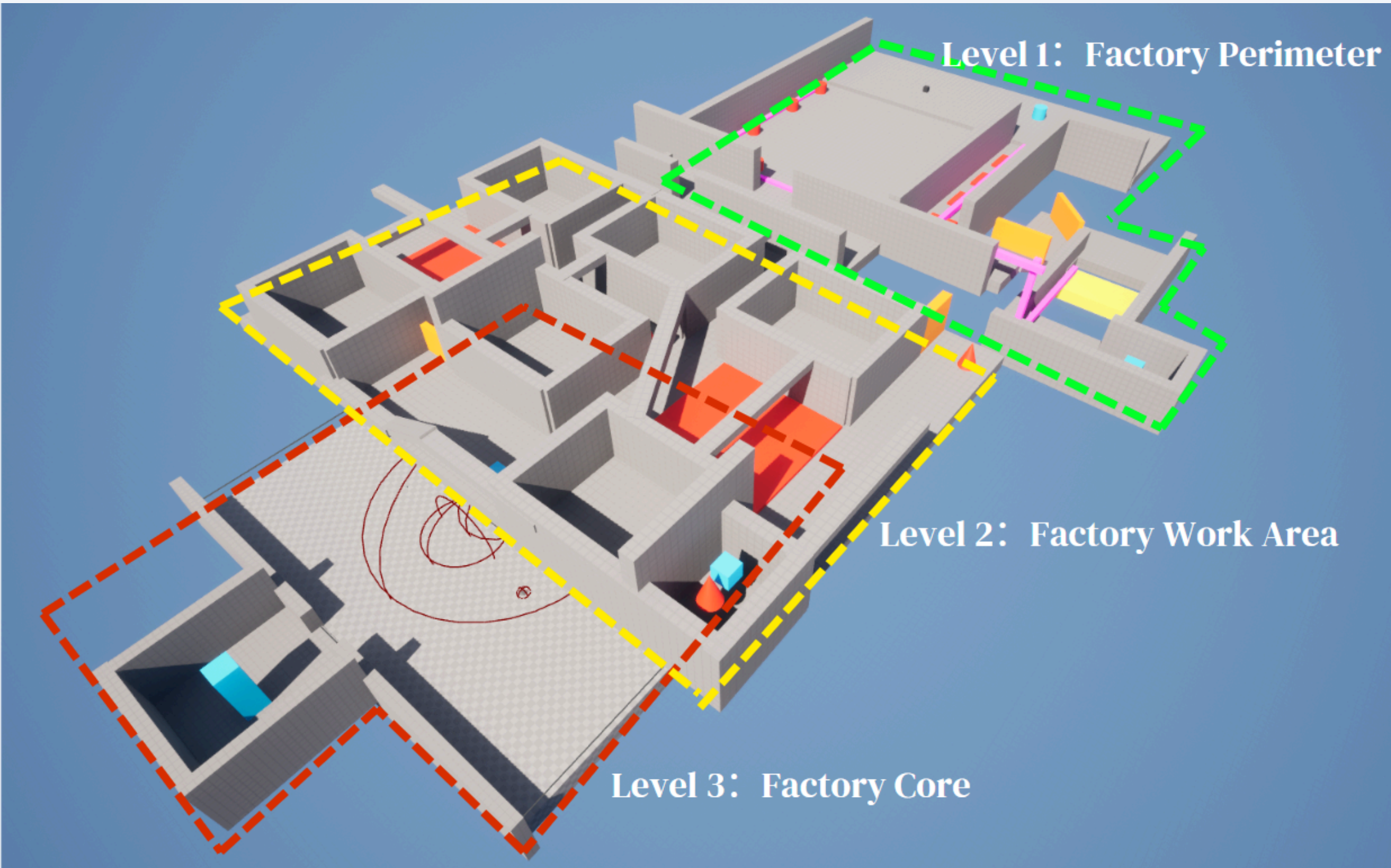
Playtime

Considering the difficulty of the battle at the boss level and the player's understanding of the puzzles, the play time is about 15-20 minutes.

Setting

This mechanical ruin is like a steel factory. Although the facilities inside the ruins have long been old and rusty, they are still in operation. The ruins' first area is the factory's periphery, covered by the factory's automatic defense system. Players must find a way to get past the defense system and enter the factory. The second area is the working area of the factory, which is divided into several areas and is often patrolled by mechanical guards. Players need to find the permission card to enter the factory's core. The third area is the core area of the factory, which provides the energy for the factory's operation and is guarded by powerful Boss.

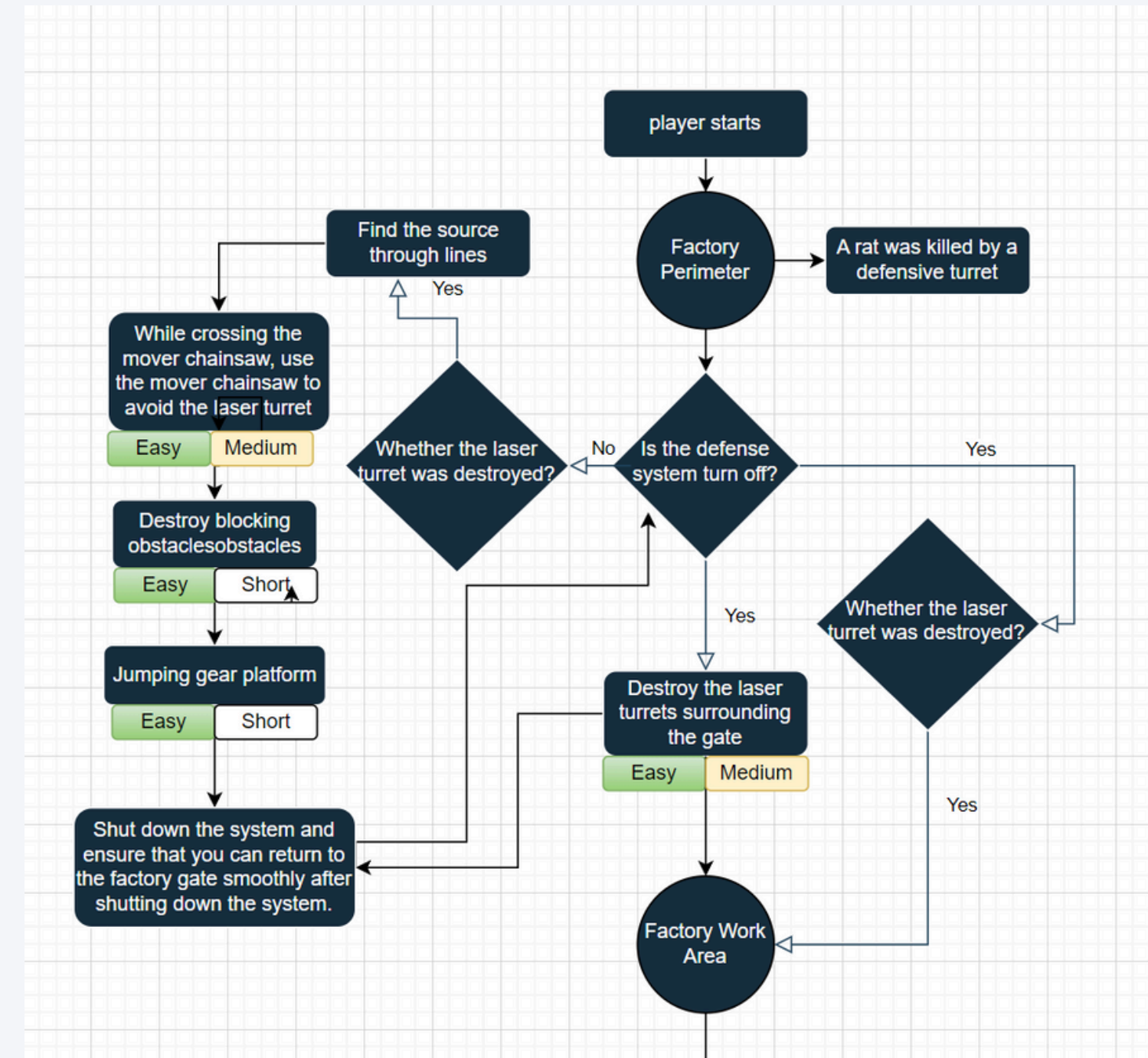
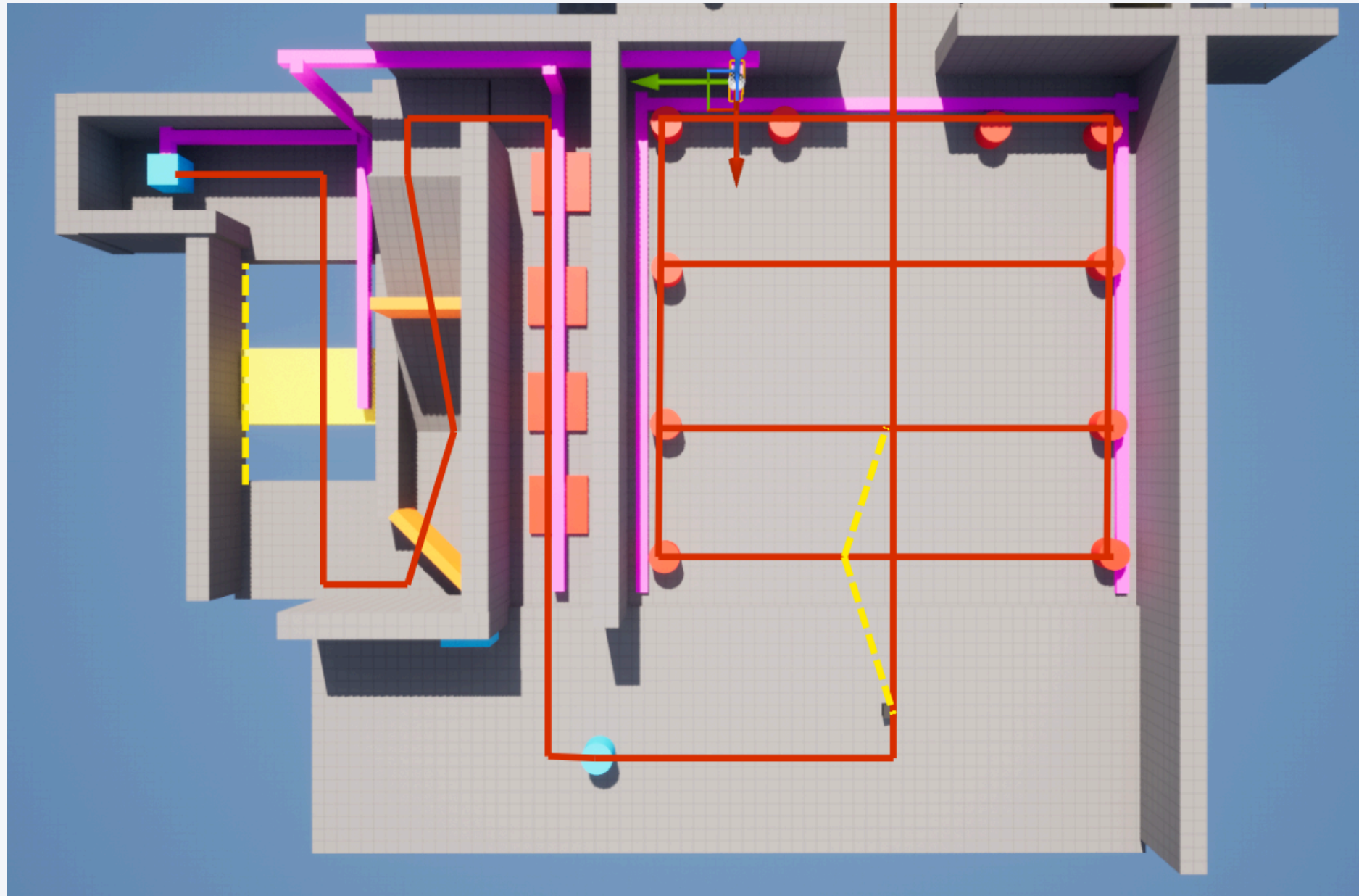
Level Design



Factory Perimeter

Encounter I Summery

The defense system has two switches. Players need to turn off both switches before the defense system can be turned off. Players can deduce the approximate location of the system switch based on the lines connecting the turrets in the defense system, then go to the switch location and turn off the defense system.

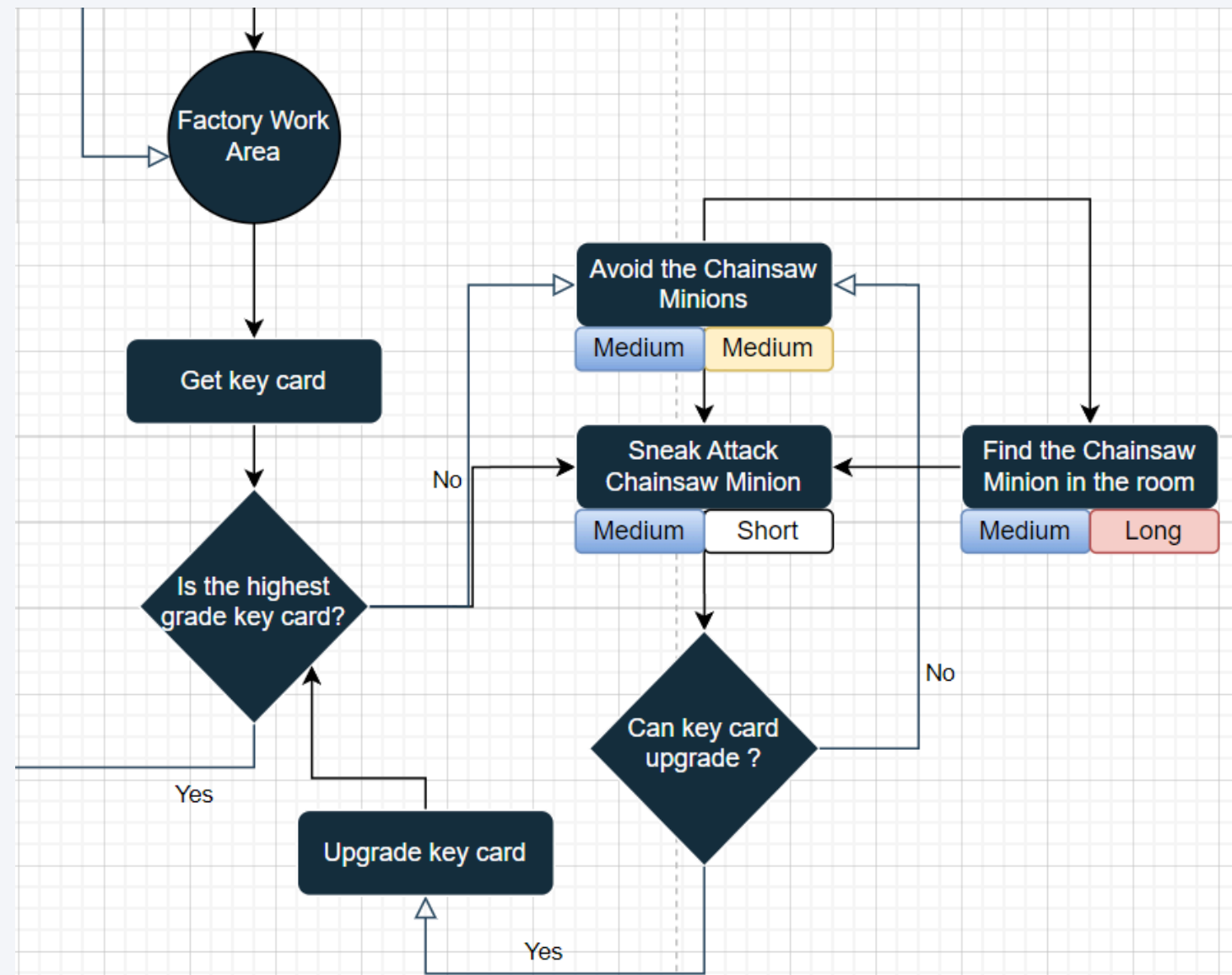
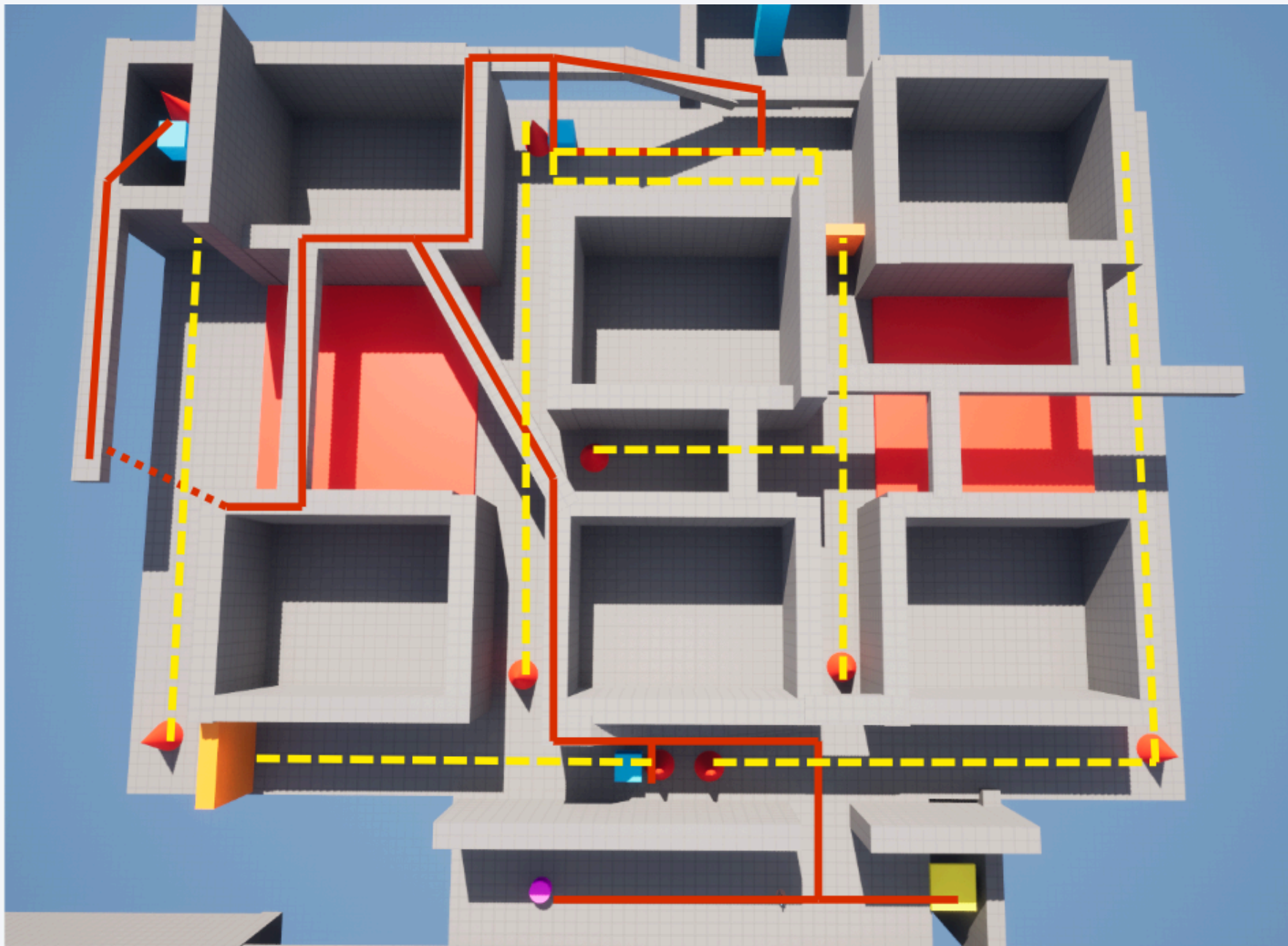


- Factory gate: will be closed due to system shutdown.
- Rat: Will be killed by laser turret at the beginning of the game.
- Laser Turret: When activated, it will attack any creature that is close to it.
- Energy lines: lines that provide energy to equipment outside the factory.
- Factory stamping equipment: The stamping equipment operated by the factory will cause massive damage to passing players.
- Obstacles: Can only be destroyed by heavy attacks.
- Gear Platform: A platform that moves through factory gears.
- Energy system: When shut down, it will shut down the operation of all equipment outside the factory.

Factory Work Area

Encounter II Summery

Factory workspaces are three-dimensional, with multiple rooms, interlacing passages, and pipes. Players will receive a keycard at the workspace's entrance. They aim to defeat specific chainsaw minions and upgrade the keycard to the highest level. Although players cannot effectively attack Chainsaw Minions from the front, they can reasonably defeat them through gameplay skills.

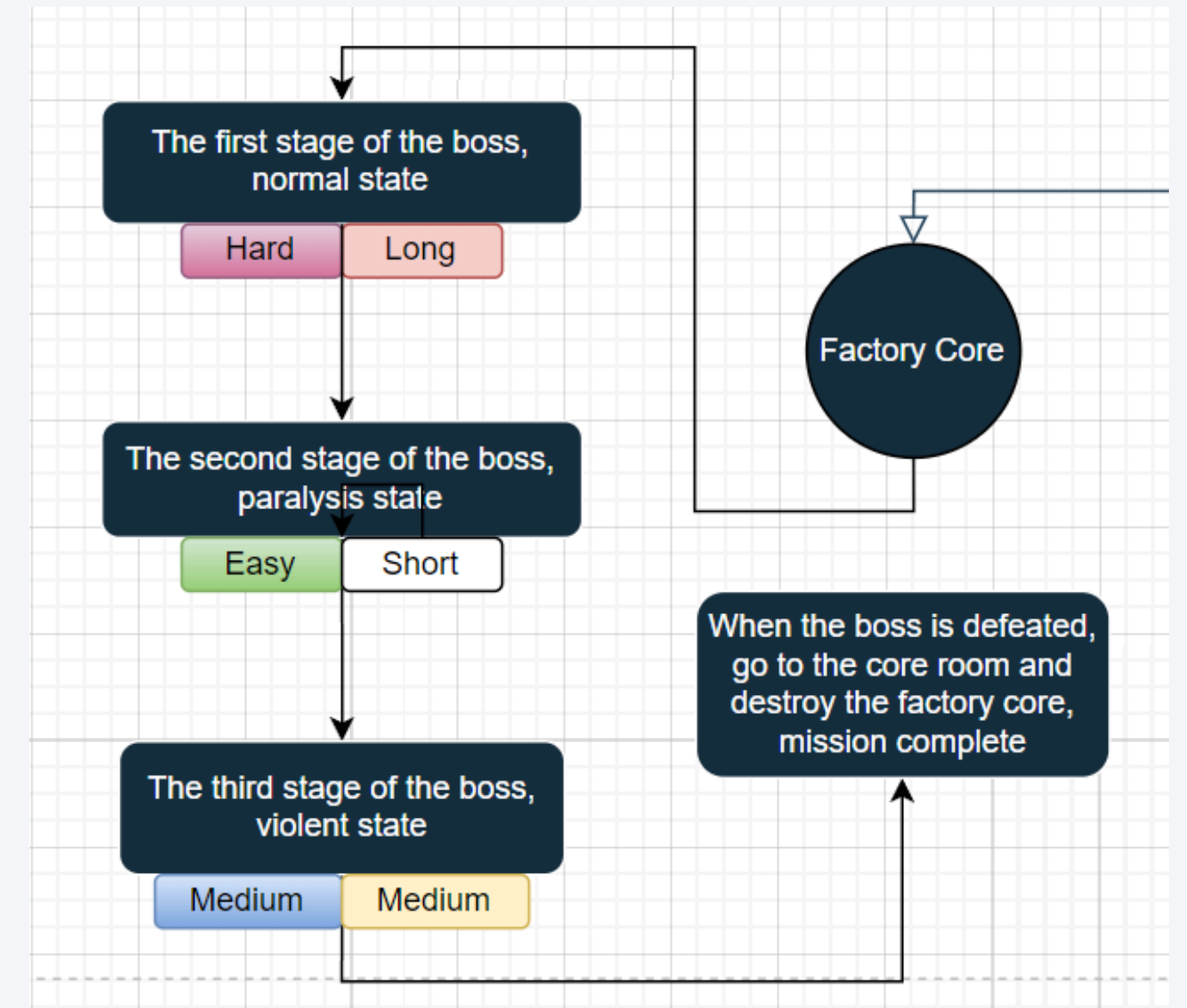
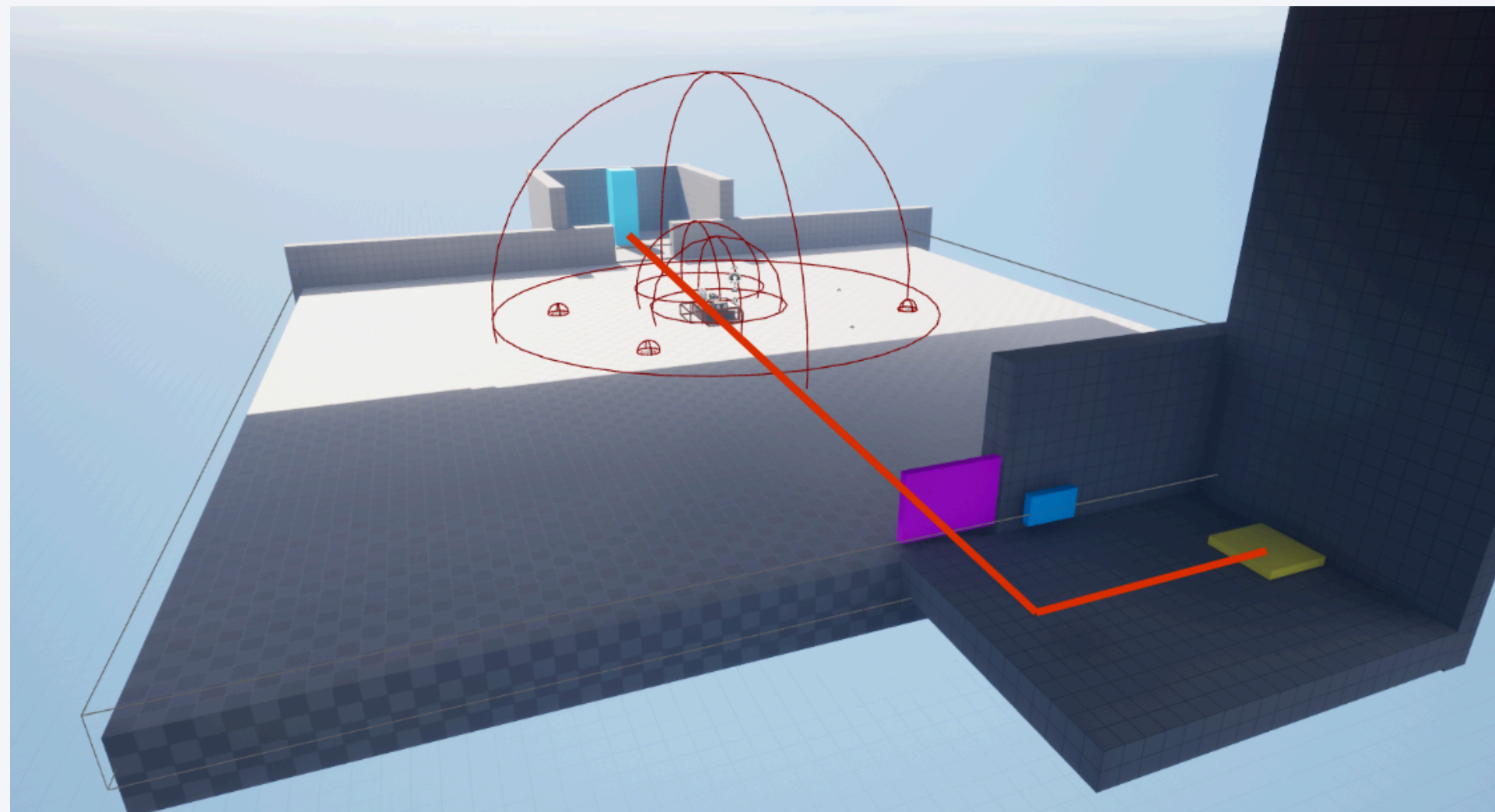


- Chainsaw Minion Wreck: Abandoned Chainsaw Minion, where the player obtains the key card.
- Chainsaw Minions: Enemies that patrol the passageways of the factory work area and are difficult to defeat from the front.
- Special Chainsaw Minion: Same as the normal Chainsaw Minion, but the player can upgrade the key card after defeating it.
- Elevator: The elevator leading to the core of the factory.
- Obstacles: Can only be destroyed by heavy attacks.
- Dangerous area: There are mines in this area. Entering may trigger the mines and cause damage.
- Ventilation ducts: Ventilation ducts in the factory that players can walk on.

Factory Core

Encounter III Summery

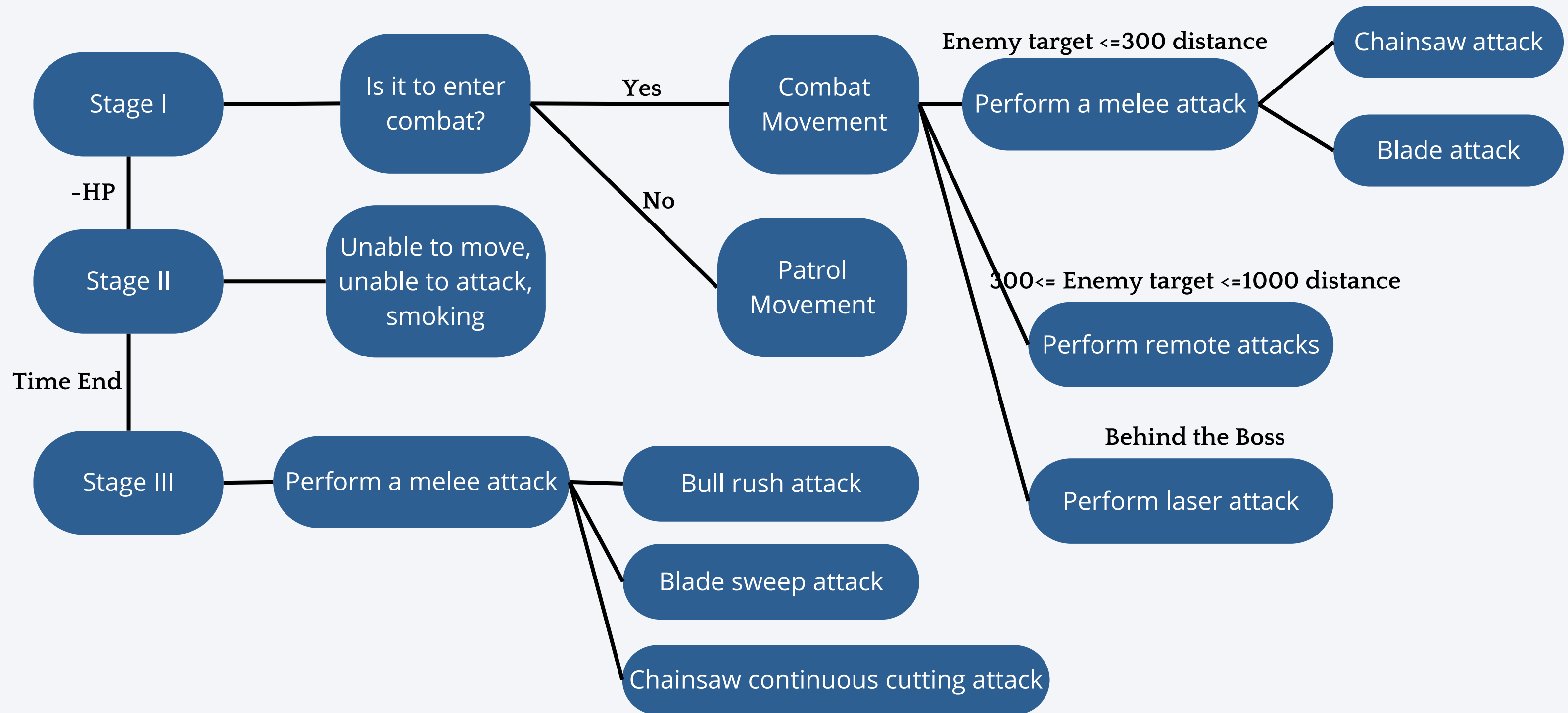
In front of the core area of the factory, a Boss is guarding this area. Players must avoid the Boss's long-range attacks while approaching it and causing effective attacks on it. The Boss will enter the second stage when the player deducts a certain amount of blood from the Boss. At the same time, the bazooka equipped on the Boss will fall, and players can pick up the RPG and attack the Boss.



- Notice board: Give players effective information.
- Permission door: requires the highest level key card to open.
- Factory Core: Provides the main energy for the factory and completes the mission after being destroyed.
- Core Guardian (Boss): The enemy who guards the factory's core. This enemy has three states. In the first state, it will attack players close to it through long-range attacks, and when players get close, it will use melee attacks. When its HP is reduced to a certain level, it will enter the second state for some time when it cannot move or attack. When it ends from the second state, it immediately enters the third state, touches the long-range attack weapons on the body, and adds new melee weapons and actions.

Boss Logic

Boss has three stages and will use different behavioral logic according to different actions of players.





Level 1: Factory Perimeter

This 3D architectural rendering shows a complex factory layout with various rooms, corridors, and structural elements. The layout is divided into three distinct levels, each highlighted by a different colored dashed line. Level 1, the topmost level, is outlined in green and represents the outer perimeter of the facility. It contains several rooms, including a large open area with a yellow floor and some equipment. Level 2, the middle level, is outlined in yellow and represents the main work area. It features a large central hall with a red floor, several smaller rooms, and a complex network of corridors. Level 3, the bottom level, is outlined in red and represents the core of the factory. It includes a large room with a blue floor and a smaller room with a red floor. The rendering is set against a blue background, and the overall style is that of a 3D architectural model.

Level 2: Factory Work Area

Level 3: Factory Core

