

# DOWNPOUR OF ANGUISH

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Level Design

## OBJECTIVES

For this project, I wanted to attempt to guide the player around an open ended level without the use of a map. I also wanted to tell a compelling narrative, that had impact and focused on real life issues.

### THE STORY

I focused the story on an estranged father attempting to reconnect with his son, With the back drop being a live changing event. Inspired by real life research.

### THE DESIGN

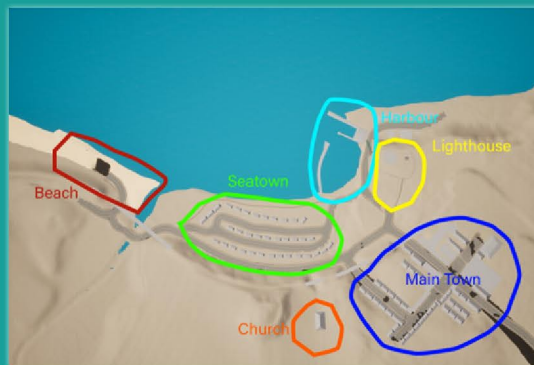
I designed a Level that was based off a real life location. I wanted to show the players the changes of the map over time. Having different areas they could access at different points.

### COGNITIVE MAP

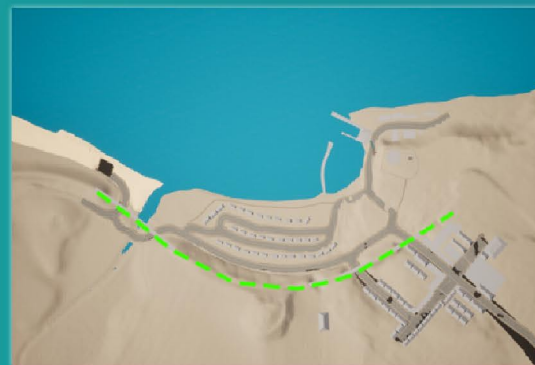
Using Theory from Kevin Lynch's The Image of the City. I planned to use Districts, Nodes, Paths Edges and Landmarks to help build a cognitive map of the environment to aid players as they are playing



Landmarks



Districts



Edges

