



INCIDENTAL TUTORIALISATION

LEVEL AND GAMEPLAY DESIGNED BY

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PROJECT RESEARCH

LEVEL DESIGN PRINCIPLES

Combat arena's are often described as Skate Parks
Verticality, Ramps, Jump Pads, Swing Bars all add to the feeling of momentum

The Player Should feel like a "Rat in a Maze" in Combat Arenas

Cover, Multiple Floors and Side Paths all contribute to this.

Incidental Combat Encounters are important for pacing
Short Encounters in small spaces that don't keep the player there for very long.

Fun Rooms are great for pacing

Encounters that provide lots of High Power Ammo, Pick Ups or Activatable Traps that are purposely mindless to blast through.

Increasing Time in Space to bring levels to life

Secrets, Pick Ups in Combat Arena's for the player to explore after the fight

Double Back on Rooms to make them feel more purposeful

Large Spaces can hinder the player by providing more space between them and resource recovery

A high amount of Cover and Obstacles make Heavy Demons more intimidating close up

Generally 45-60 minutes in length

2 Skill Checks per level on Avg.

Skill Check: A difficult arena encounter that challenges the player with the latest mechanics and weapons

Little Rewards: Pick ups behind the player when jumping into a new space or off the path routes. Rewarding them for exploring.

COMBAT DESIGN PRINCIPLES

Fights are often referred to as "Combat Puzzles". These Encounters are designed to challenge the player's priority management and are meant to encourage experimentation with their strategy.

Combat Encounters are designed to provide the player with "One more thing then they can handle"

Game is comfortable with frustrating the player - so long as it is teaching the player something

Be wary not to cognitively overload the player

Let the player see the space for a moment before starting a challenging fight.

Provide the player with resources before a big fight

Allows the player to immediately engage in the fight, reduces Cognitive Overload

All Encounters require Fodder Maintains for the duration of the fight to provide the player with opportunities to restack their resources

"Maintains" are NPC's scripted to respawn after death by the Encounter Manager

Shield Soldier Maintains can provide a higher difficulty fodder unit.

There is precedent for "BFG Fights" - Combat Encounters that are designed to be particularly challenging that a BFG is recommended to use.

Provide BFG Ammo on Arena Entry or in a very visible space

The same principle applies to Power Up Encounters

DOOM is a "Fun House", surprises behind doors, things to keep you on your toes



LEVEL METRICS

Doors:
Minimum 4m x 5m OR 5m x 4m

Room Spacings
Minimum 2m (but more is better)

Floor Hatches
Minimum 1.5m by 1.5m

Columns
Minimum 1.5m by 1.5m

Platforms
Minimum 1m Thick

Min for Clamber
3m

Max Double Clamber Height
4m + 1m Railing (Max 8cm from Edge)

Max Double Jump - Clamber
6m (Not for Main Path)

Minimum Ceiling Height (Minor Areas)
4m

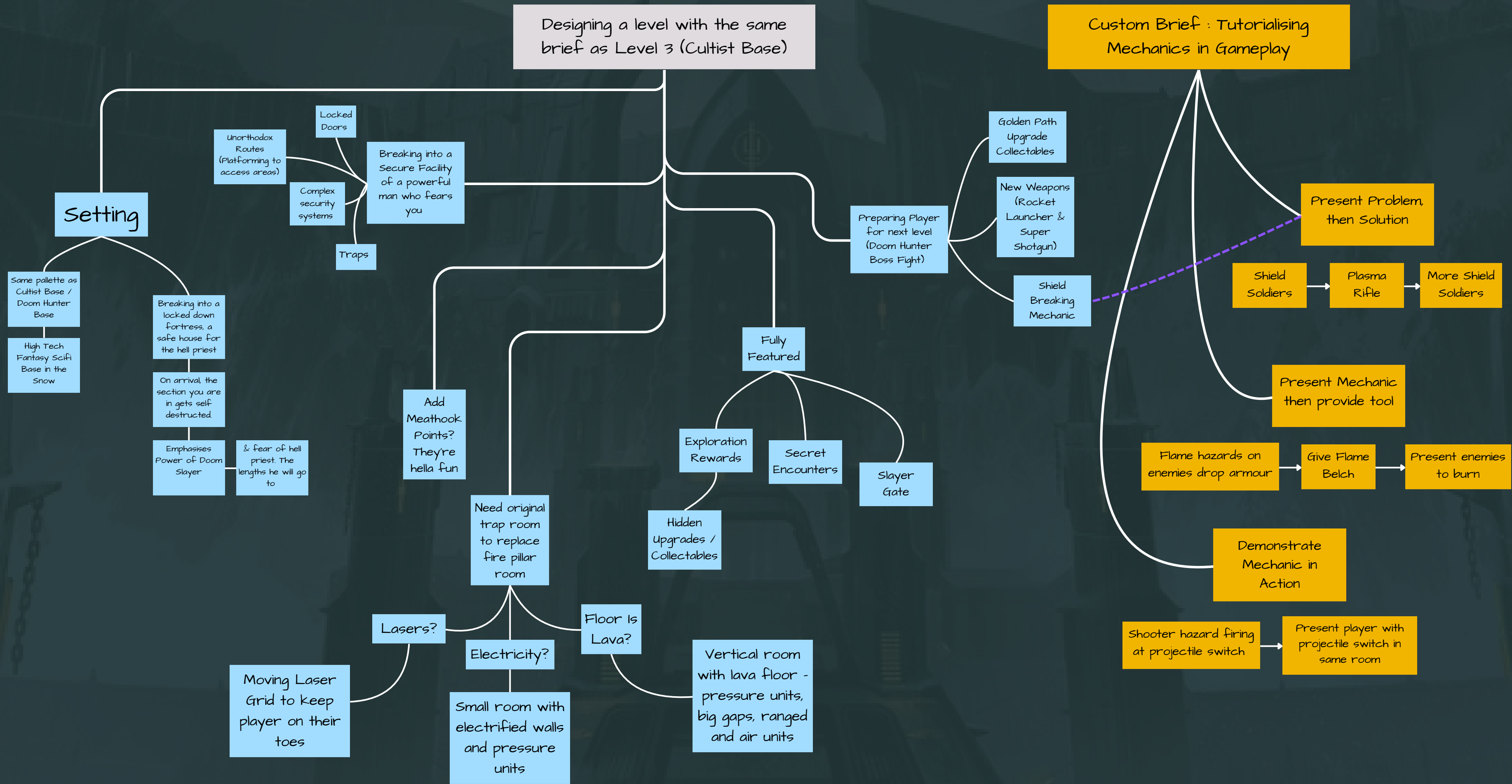
Minimum Ceiling Height (Major Areas)
5m

Minimum Space Width
4m

Double Dash from Standing Distance
18m

Double Dash from Run Distance
32m

IDEA GENERATION



DOOM ETERNAL

THE FORTRESS

MISSION OBJECTIVE

Break the Fortress, Retrieve your last Arsenal and Kill the Cultist Leader.

LOCATION STORY

Hidden in the Arctic, the Cultist's Base is the centre of their technological research and development. Here, they keep the Slayer's Arsenal where they scan, assess and understand his capabilities.

LOCATION MOODBOARD



DOOM Eternal Cultist Base Concept Art - Jan Lane

GAMEPLAY SUMMARY

GAMEPLAY BREAKDOWN

- A DESTROYED FACILITY**
Platforming, intro distance capabilities, small encounters on the way.
- B INCONVENIENT SHIELDS**
Intro, Shield Soldiers. When Completed, open access to Plasma Rifle pick up in room
- C INCONVENIENT SHIELDS PT2**
Upon picking up the Plasma Rifle, spawn final wave. Shield Soldiers first
- D UNDER THE BRIDGE**
Platforming puzzle, traverse across the underbelly of the large bridge over the chasm
- E FORTRESS LOWER LEVEL**
Surprise! Mancubus Attack, followed by a hell knight on death
- F FORTRESS HUB**
1 Mancubus as heavy unit supported by Hell Knight - Shield Soldiers Support
- G SHOCK TRAP ROOM**
Small room with electricity, shield enemies and an increasing amount of air units
- H SHIELD TENSION**
3 Carcass units with a lot of fodder
- I GATE CONTROL ONE**
Small fight to lower the pace and replenish resources
- J FORTRESS HUB II**
Mancubi and Carcasses supported by fodder
- K EXTERNAL TRAVERSAL**
Hazardous traversal across and up the fortress wall
- L RAMPARTS**
Fighting more vertically capable enemies in open air space
- M COURTYARD**
Medium open air, 3 tier courtyard arena with heavy combat waves.
- N GATE CONTROL TWO**
Whiplash introduction - small fight
- O FORTRESS HUB III - WHIPLASH**
Two Whiplashes, accompanied by a Mancubus and Fodder
- P SHOTGUN SHRINE**
Fodder and Hell Knight supported by Carcass
- Q MEATHOOK TRAVERSAL**
Hazardous traversal through electrified passageways with the Meathook
- R SLAYER GATE**
Gate and Key found in Meathook Traversal Section
- S BLOOD PUNCH 'EM UP**
Bloodpunch arena pace breaker, lots of BP refills, lots of medium enemies.
- T FINAL SKILL CHECK**
Everything we've taught and fought, in one large arena.

GAMEPLAY SKETCHING



KEY:



DESIGN OBJECTIVE

Tutorialise and Build Upon game Mechanics within Level, Encounter and Gameplay Design

MECHANIC INTRODUCTIONS

Plasma Rifle / Shield Breaking
Meathook Traversal

DEMON INTRODUCTIONS

Shield Soldier Mancubus
Carcass Doom Hunter
Whiplash

FUN ROOMS

Blood Punch 'em Up

SECRET ENCOUNTERS

Shield Tension
Whiplash

SLAYER GATE

Prowler
Cyber Mancubus
Pain Elemental

COLLECTABLES

2 Weapon Mods 2 Toys
3 1UP's 1 Record
1 Rune 1 Cheat Code
1 Sentinel Crystal
5 Suit Tokens

BEATS AND PACING

ENCOUNTER	A	B	C	D	E	F	G	H	I	J
INTENSITY	1	2	3	2	2	3	4	3	2	3
EST. LENGTH										
EST. LENGTH	3 MINS	5 MINS		2 MINS	1 MINS	3 MINS	5 MINS	1 MINS	3 MINS	3 MINS
GAMEPLAY TYPE	PLATFORMING	ARENA COMBAT	ARENA COMBAT	PLATFORMING	INCIDENTAL COMBAT	INCIDENTAL COMBAT	ARENA COMBAT	SECRET ENCOUNTER	INCIDENTAL COMBAT	INCIDENTAL COMBAT
LOCATION	Destroyed Facility	Plasma Rifle Vault		Exterior: Under Bridge	Fortress: Lower Floor	Fortress Hub	Fortress: Left Wing Loop		F: Security I	Fortress Hub
PLAYER ONBOARDING	Platforming Distance Capabilities	Shield Soldiers / Shield Breaking			Mancubus	Reinforce Shield Breaking			Carcass Demon	
COLLECTABLES	• Suit Taken	• Plasma Rifle (End)		• Suit Taken • Weapon Mod		• Suit Taken	• Rocket Launcher (Start) • Sentinel Crystal (End)		• Weapon Mod	
SECRETS	• 1UP		• Shield Soldier Toy (End)	• 1UP	• Vinyl					
OBJECTIVE	ACQUIRE PLASMA RIFLE			ENTER THE FORTRESS		RELEASE FORTRESS LOCKDOWN 0/2			RELEASE FORTRESS LOCKDOWN 1/2	
HERO MOMENTS	SELF DESTRUCT			BRIDGE VISTA						
^Approx 25 Mins^										
ENCOUNTER	K	L	M	N	O	P	Q	R	S	T
INTENSITY	2	3	4	2	3	3	2	5	3	5
EST. LENGTH										
EST. LENGTH	2 MINS	3 MINS	5 MINS	2 MINS	2 MINS	3 MINS	2 MINS	5 MINS	3 MINS	5 MINS
GAMEPLAY TYPE	PLATFORMING	INCIDENTAL COMBAT	ARENA COMBAT	INCIDENTAL COMBAT	SECRET ENCOUNTER	INCIDENTAL COMBAT	PLATFORMING	SLAYER GATE	ARENA COMBAT	ARENA COMBAT
LOCATION	Fortress Buttress	Ramparts	Courtyard	F: Security II	Fortress Hub	Shotgun Shrine	Power Passageway	Slayer Gate Arena	Blood Room	Train Station
PLAYER ONBOARDING		Whiplash					Meathook Traversal		• Suit Taken	
COLLECTABLES		• Suit Taken				• Super Shotgun		• Slayer Gate Rewards		
SECRETS	• Cheat Code			• Rune	• 1UP		• Slayer Gate Key			
OBJECTIVE	RELEASE FORTRESS LOCKDOWN 1/2					FIND AND KILL THE HELL PRIEST				
HERO MOMENTS						TALKING TRAM				
^Approx 30 Mins^										
Total Approx Runtime - 55 Minutes (100% Progression)										