3D Platformer

Level Design Document

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Contents

Level Design Document 1
Environmental Obstacles 3
Breakable wall 3
Damage breakable wall 3
Button 4
Damage blocks 4
Activation window 4
Arrow shooter 5
Transparent platforms 6
Moving Platforms 6
Moving floors 7
Enemy spawn 7
Checkpoint 7
Level 1 8
Level map 8
Critical path 8
Intensity map 9
Bubble map 9
Level 2 10
Level map 10
Critical path 10
Intensity map 11
Bubble map 12
Level 3 13
Level map 13
Critical path 13
Intensity map 14
Bubble map 14

Environmental Obstacles

Breakable wall

Breakable wall – This acts as wall to block the players abilities to move past it, they can be broken with the use of the players Melee attack or their Ranged attack, It can be used activate other obstacles

Damage	100
Life span	Infinite

Height	Dynamic
Width	Dynamic
Depth	Dynamic

EFFECTS

Melee	Breaks wall
Ranged	Breaks wall, cannot bounce the projectile
Damage	No
Other player interactions	Blocks player collision, Player can stand on it.
Interactable Obstacles	Transparent platforms, Arrow shooter

Damage breakable wall

Damage breakable wall – This work similar to breakable walls, However, if the player comes into contact with the walls, it will damage and kill the player.

Damage	100
Life span	Infinite

Height	Dynamic
Width	Dynamic
Depth	Dynamic

EFFECTS

Melee	Breaks wall
Ranged	Breaks wall, cannot bounce the projectile
Damage	Yes, kills player
Other player interactions	Blocks player collision
Interactable Obstacles	Transparent platforms, Arrow shooter

Button

A simple block that can activate/ interact with another puzzle element, the button can only be activated using the ranged projectile attack

Height	Dynamic
Width	Dynamic
Depth	Dynamic

EFFECTS

Melee	
Ranged	Activates button, cannot bounce the projectile
Damage	No
Other player interactions	
Interactable Obstacles	Transparent platforms, Arrow shooter

Damage blocks

Damage collision that can kill the player.

Damage	100
Life span	Infinite

Height	Dynamic
Width	Dynamic
Depth	Dynamic

EFFECTS

Melee	
Ranged	
Damage	Yes, kills player
Other player interactions	
Interactable Obstacles	

Activation window

A window that the player can jump into to activate certain elements, multiple can be connected to build a set of windows that the player must carefully go through, if the player dies mid-way all the activation windows will be reset, and the player has to go through them all again.

Damage	100
Life span	Infinite

Height	325 cm
Width	215 cm
Depth	50 cm

EFFECTS

Melee	
Ranged	
Damage	Yes, kills player
Other player interactions	After activating it, the player can stand on it. Can be used as platform.
Interactable Obstacles	Transparent platforms

Arrow shooter

Simple dispenser that shoots arrows in a straight line, and can kill the player on hit

Damage	100
Fire rate	0.5 sec
Shooting range	1000
Life span	2 sec

Shooter

Height	100 cm
Width	100 cm
Depth	100 cm

Cover

Height	225 cm
Width	225 cm
Depth	225 cm

Arrow

Radius	40 cm

EFFECTS

Melee	
Ranged	
Damage	Yes, kills player (arrows)

Other player interactions	After deactivating it, the player can stand on it. Can be used as platform.
Interactable Obstacles	Button

Transparent platforms

Transparent platform – Transparent platforms are platforms that needs to be activated by other obstacles to be used. They can be any shape or form and allow the player to walk on or block certain elements to allow the player to go past them.

Height	Dynamic
Width	Dynamic
Depth	Dynamic

EFFECTS

Melee	
Ranged	On activation the projectile can be bounced on.
Damage	No
Other player interactions	After activating it, the player can stand on it. Can be used as platform.
Interactable Obstacles	Button

Moving Platforms

Moving platforms – A small platform that can move in a set speed between 2 locations. Player can use it to travel between them.

Move speed	Dynamic
Move time	10 sec

Height	210
Width	210
Depth	45

EFFECTS

Melee	
Ranged	
Damage	No
Other player interactions	Player can stand on it
Interactable Obstacles	

Moving floors

Moving floors - Square blocks with insides carved out the player must avoid and go past them. Moving floors will move to a set location de-spawn and spawn again at the start location.

Move speed	Dynamic
Move time	5 sec
Life span	6 sec
Spawn rate	6 sec

Height	620 cm
Width	620 cm
Depth	40 cm

EFFECTS

Melee	
Ranged	
Damage	Yes, kills player
Other player interactions	
Interactable Obstacles	

Enemy spawn

Spawns selected enemy on location

EFFECTS

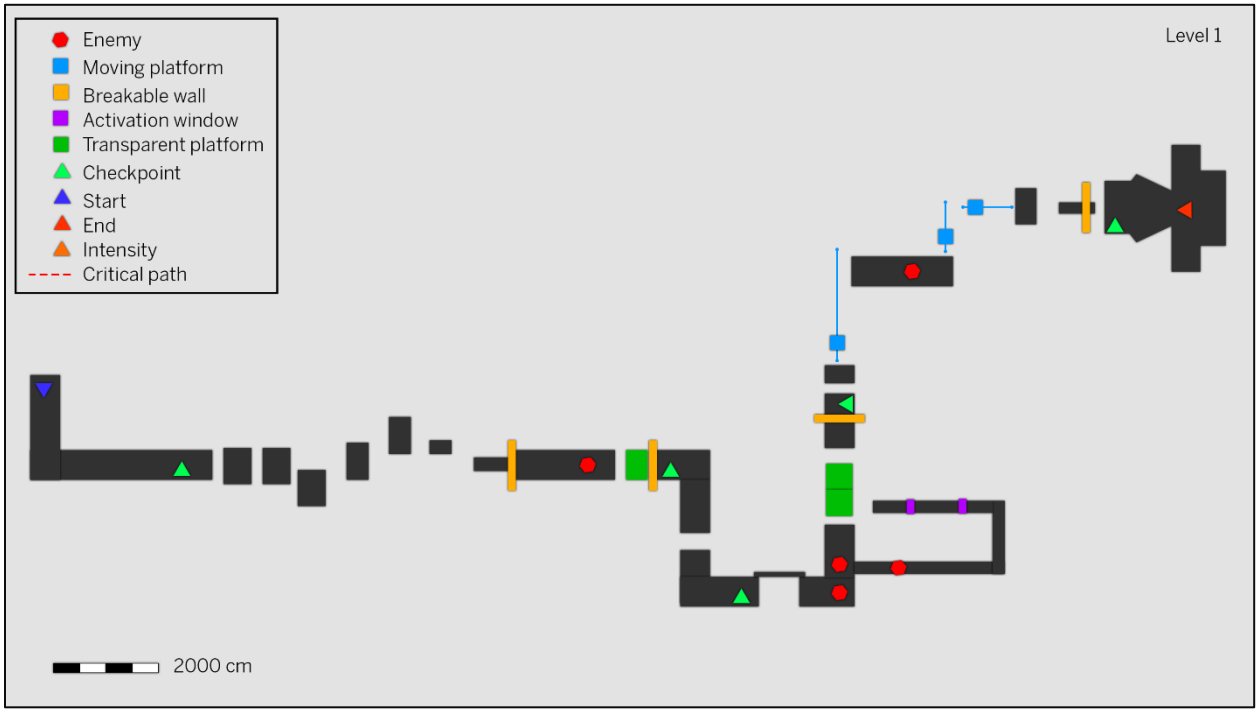
Melee	
Ranged	
Damage	No
Other player interactions	
Interactable Obstacles	

Checkpoint

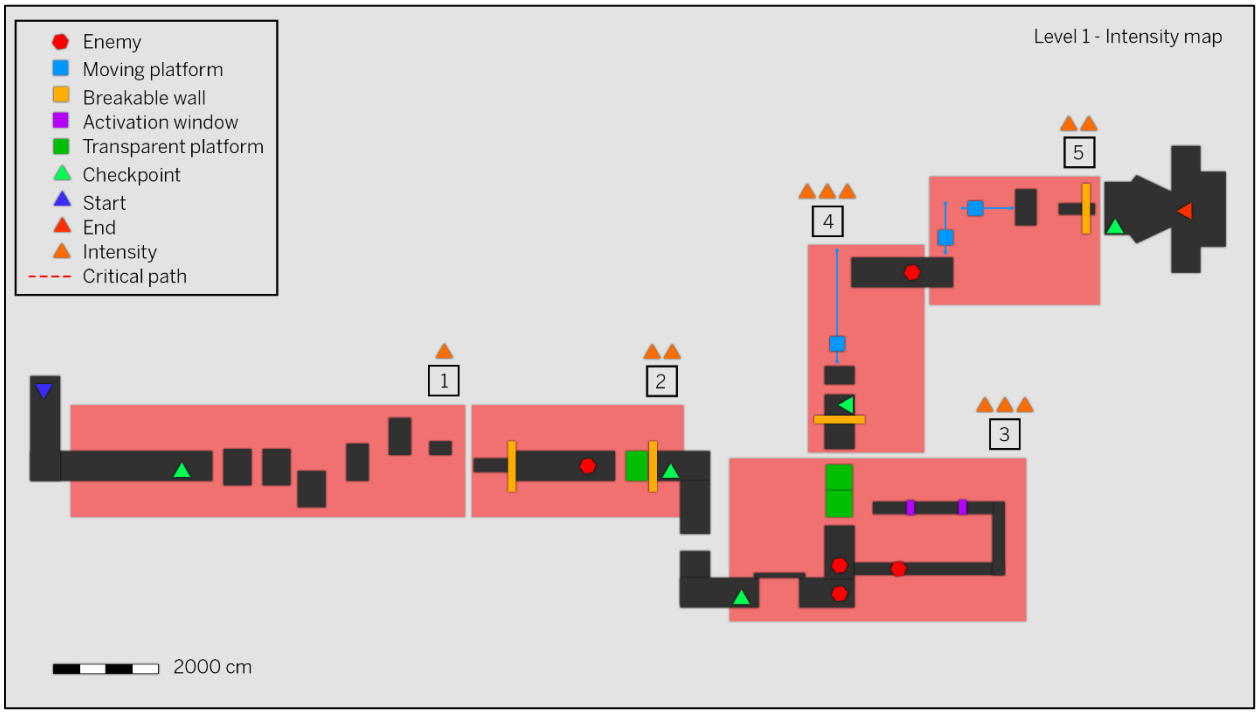
Allows the player to respawn if they interact with the checkpoint by walking into it.

Level 1

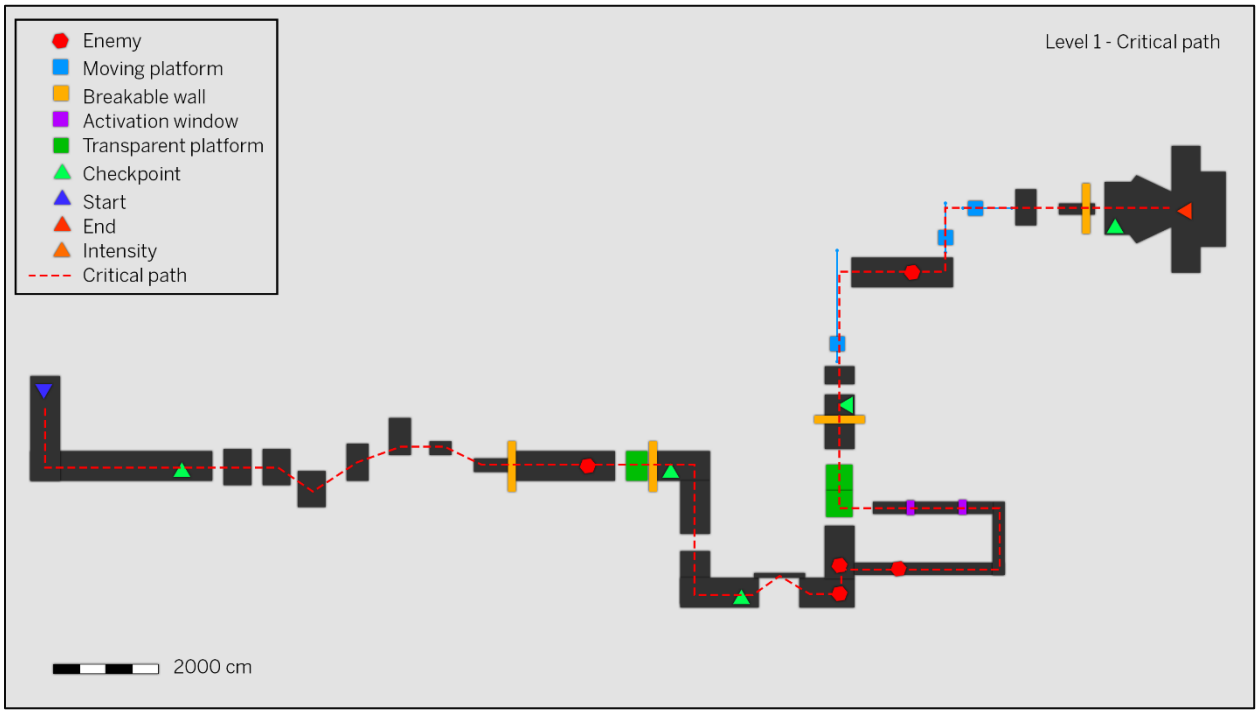
Level map



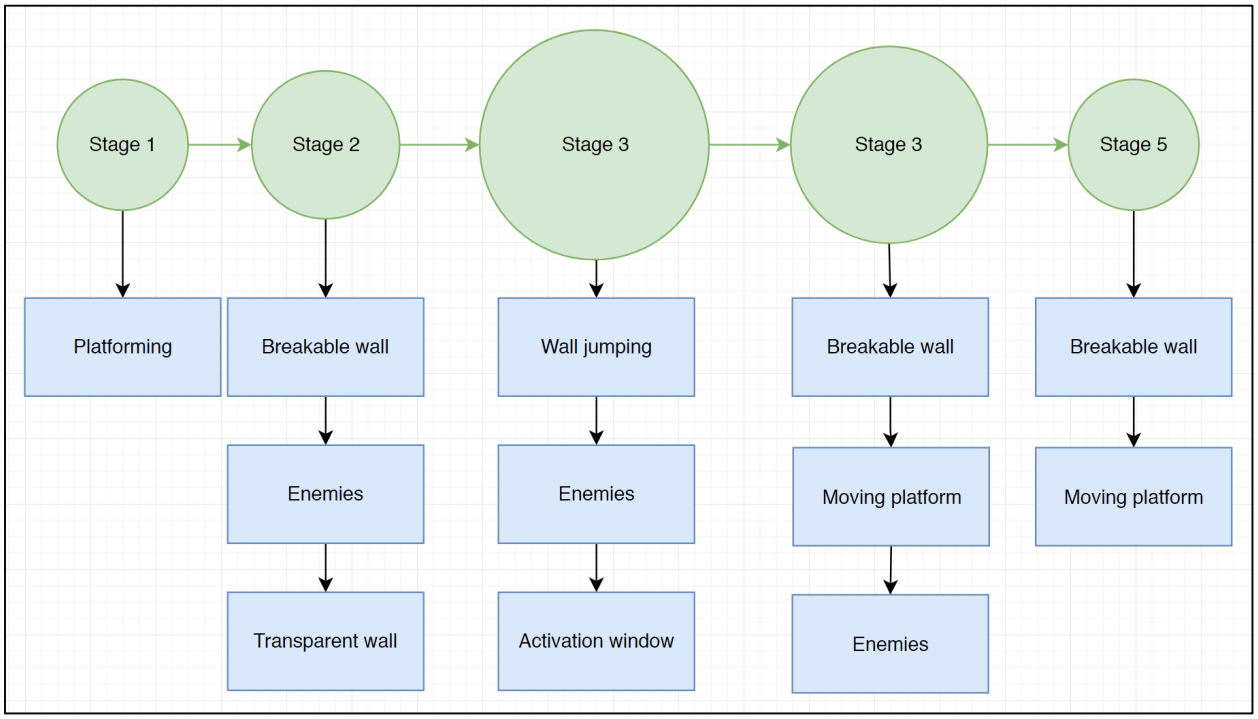
Critical path



Intensity map

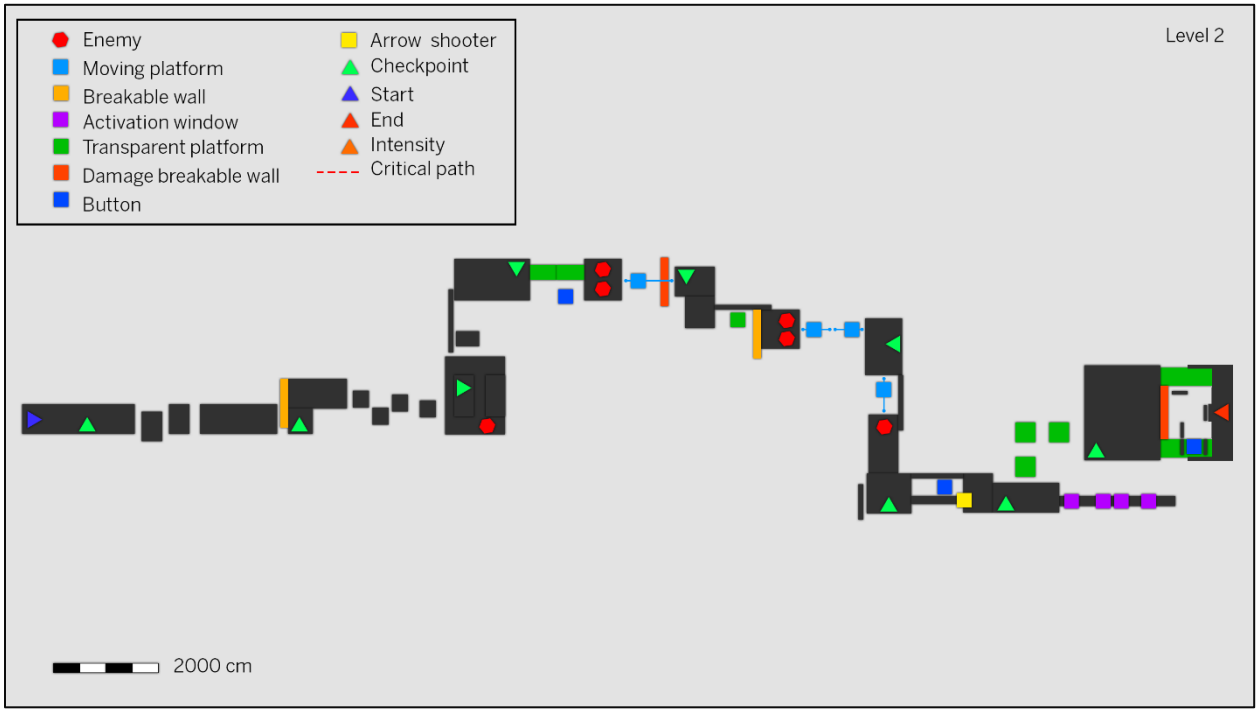


Bubble map

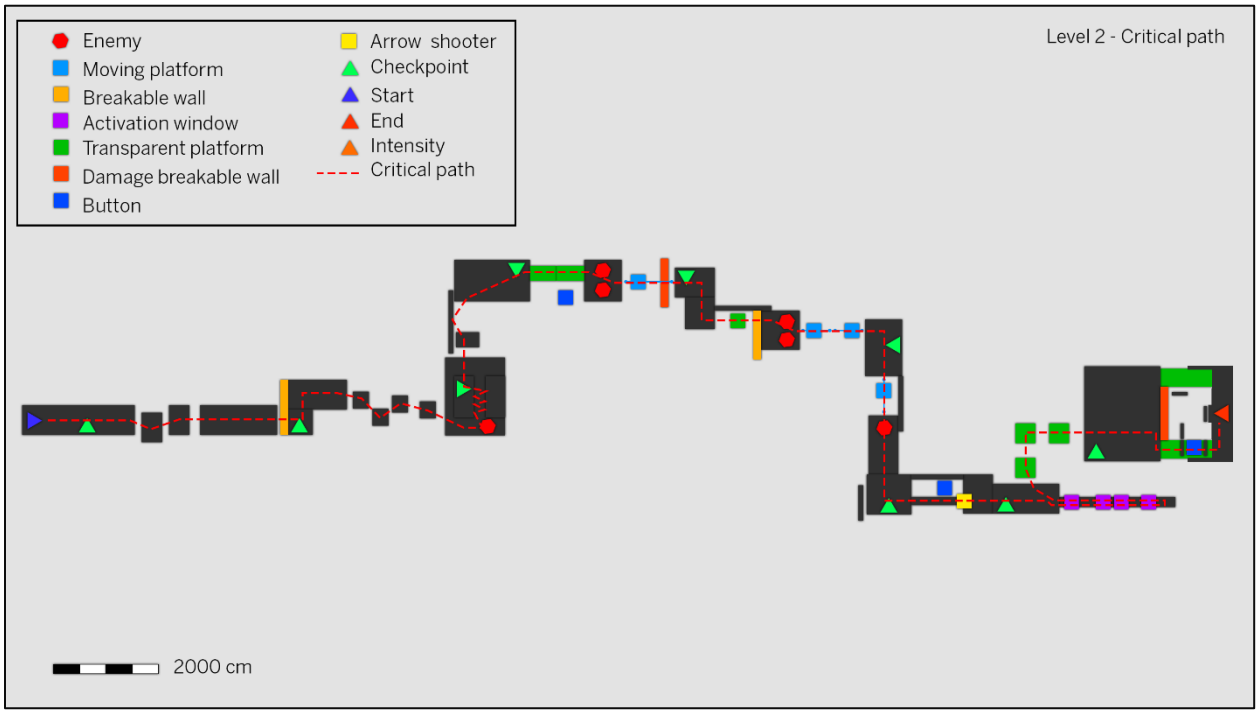


Level 2

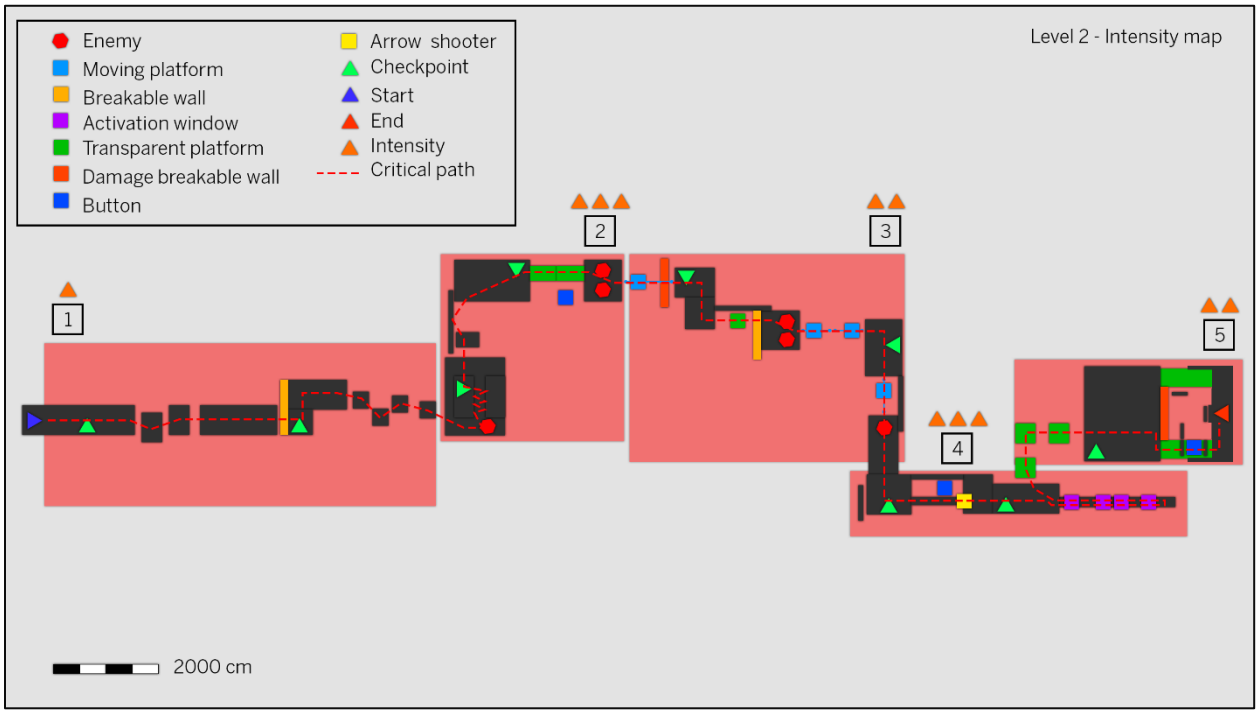
Level map



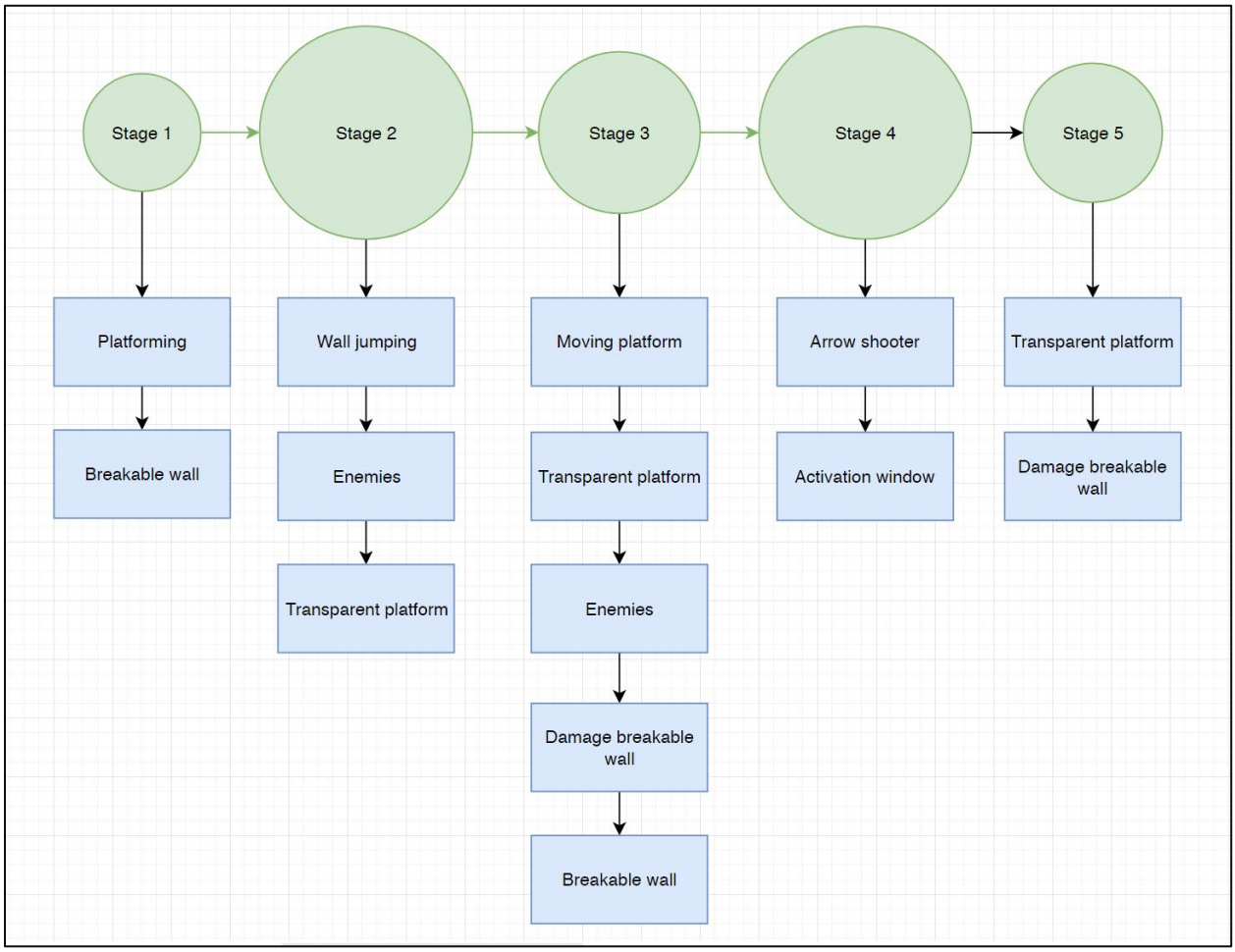
Critical path



Intensity map

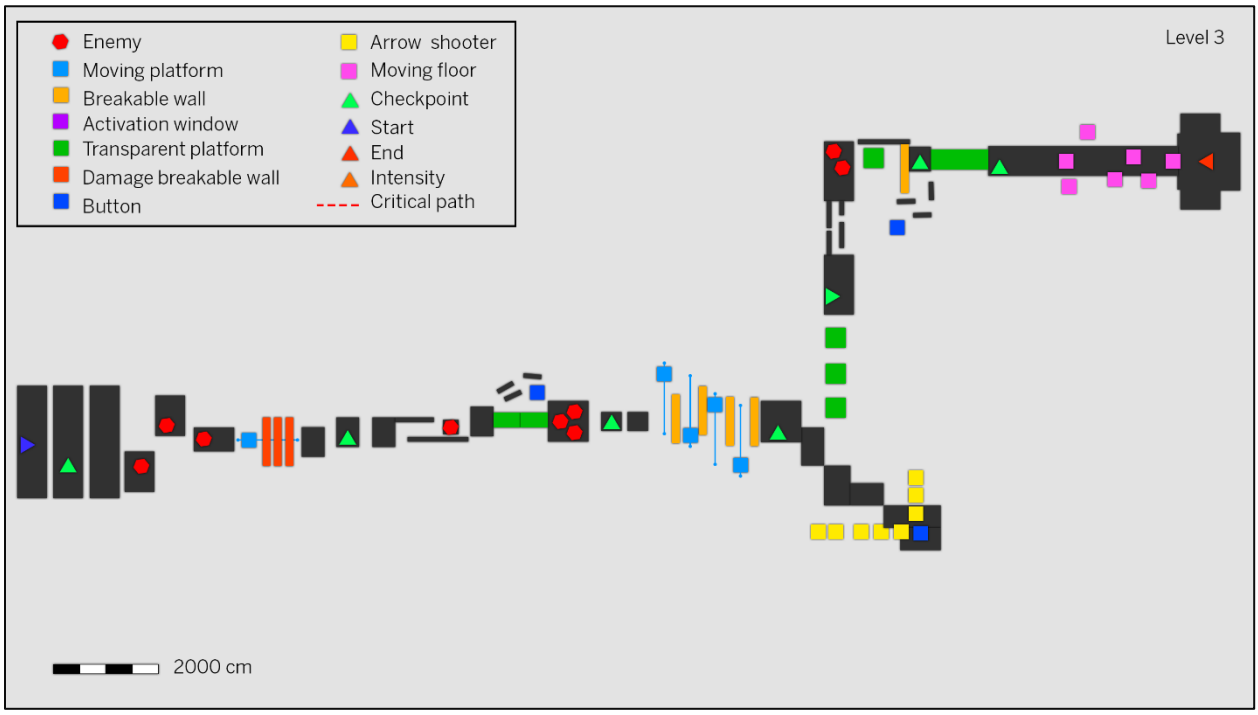


Bubble map

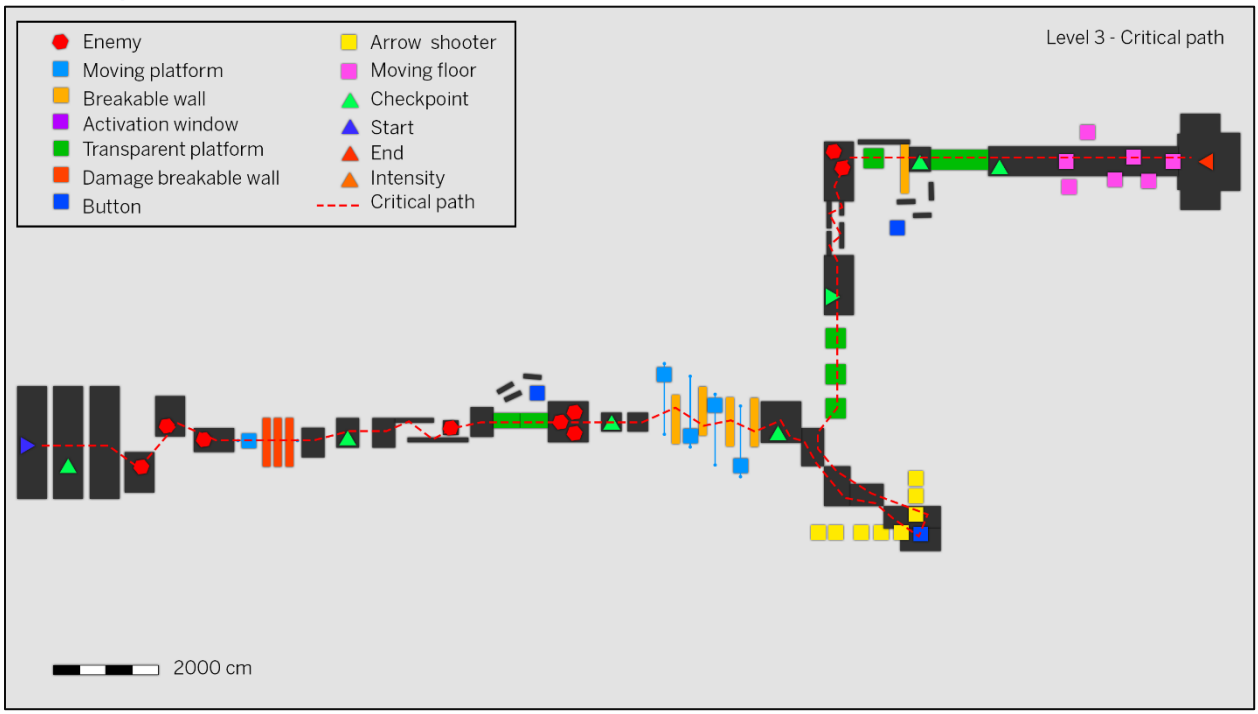

Stage 1
Stage 2
Stage 3
Stage 4
Stage 5
Platforming
Wall jumping
Moving platform
Arrow shooter
Transparent platform
Breakable wall
Enemies
Transparent platform
Activation window
Damage breakable wall
Transparent platform
Enemies
Damage breakable wall
Breakable wall

Level 3

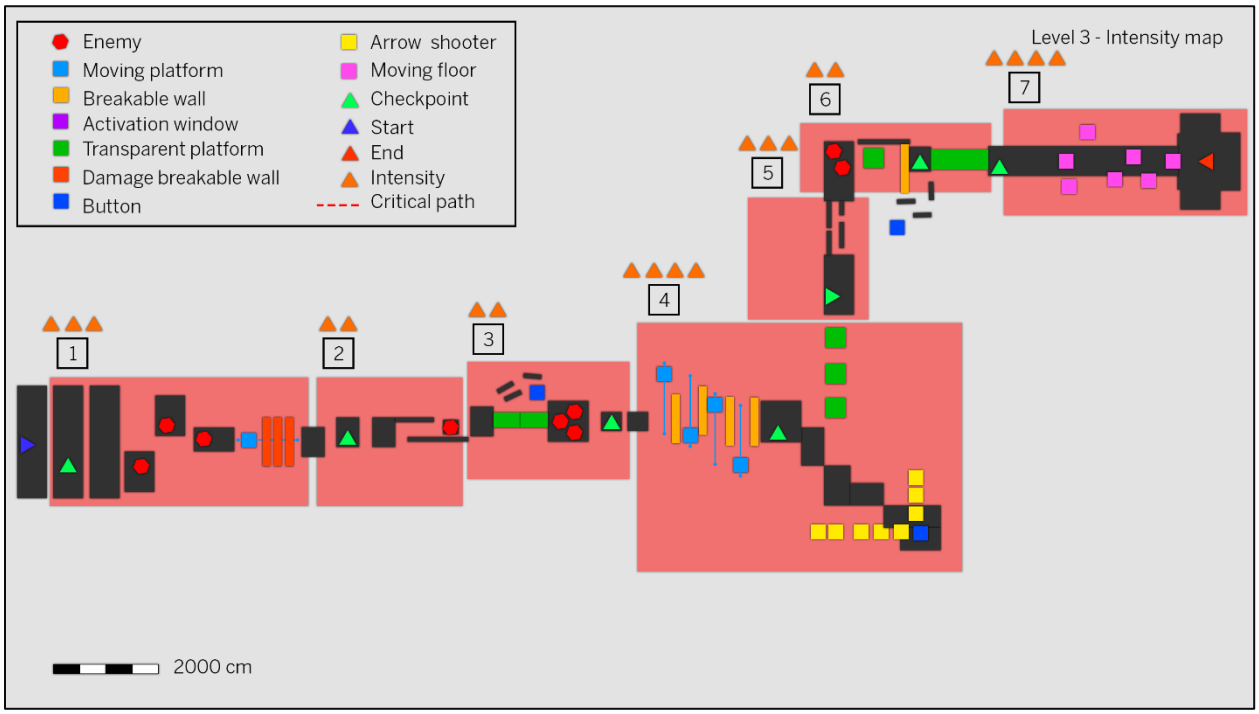
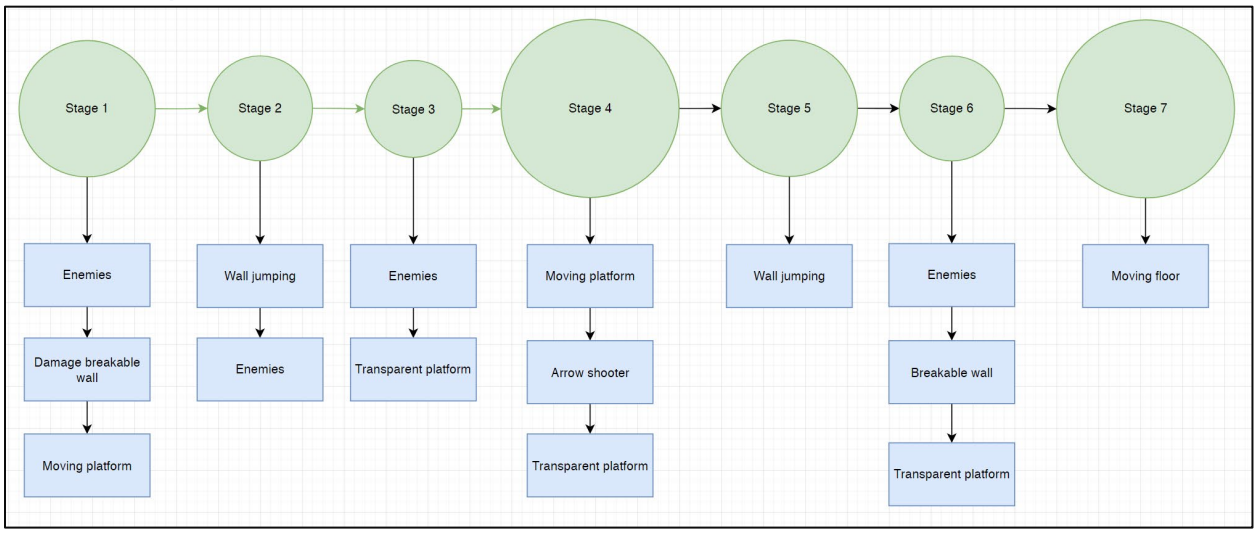
Level map



Critical path



Intensity map



Bubble map