

The Crossbow Level Design Document

Title: The Lost Crossbow

Summary/Objective: You play as a survivor trying to retake your crossbow which was stolen by a local gang of bandits. Your goal is to find a way into the main bandit camp, steal one of their buggies, enter the gang leader's tunnel and kill him to finally retrieve your crossbow. There will be many zombies and bandits present that will hinder your way forward. The player must rely on their parkour and combat skills to reach the missing crossbow.

Flow: The level flow is consistent and engaging. Gameplay including lootable objects and containers, enemies, parkour, and driving a buggy will consistently keep the player on the edge of their seat. Players will achieve an optimal flow as they progress through the level.

Pacing: The level pacing is primarily fast paced. The player is safe on rooftops after eliminating the zombies on top of them which can slow the pacing of the level down significantly. However, on the ground level, the player will be constantly pursued by zombies or attacked by bandits. Players can be punished by missing certain jumps.

Mechanics:

- Parkour (running, jumping, climbing, sliding, etc.)
- Combat (melee & ranged)
- Lockpicking containers
- Driving & utilizing buggy weapons (flamethrower & electric shock)

Enemies:

- Biters (standard zombies, low health, low damage, slow)
- Goon (larger zombie with large weapon, high health, very high damage, very slow)
- Toads (ranged attack zombie spitting acid, medium health, medium damage over time, slow)
- Demolisher (very large juggernaut zombie, high health, high damage, fast)
- Melee Soldier (human with melee weapon, low health, medium damage, fast)
- Ranged Soldier (human with firearm, low health, high damage, fast)
- Bandit Boss (human with gun, medium health, high damage, fast)

Skill Level: High skill level expectation

Stress Level: Medium to High stress

Playtime: Anywhere from 7 minutes to 12 minutes

Mission: The Lost Crossbow

Aesthetic: The main aesthetic from this level is end of the world or apocalypse. The moment the player enters the main playable space they will see cars burning, dead bodies on the ground, trash everywhere, and zombies

filling the streets. The time of day during the level is sunset which perfectly captures the eerie and unknown feeling of the environment and allows the fire effects to draw the players eye as a prominent source of light. The few humans remaining in this level are heavily fortified behind barricades and barbed wire further immersing the player into the feeling of the world coming to an end.

Pickups/Interactables:

- Corpses of zombies or soldiers are lootable
- Cars, vans, containers, and boxes can be searched and looted
- A rifle can be found on top of the bandit outpost if players choose to enter the outpost from the roof
- A drivable buggy