

Hub/Command Console Level Design Document

Overview:

-The “Hub” serves as the central area that players will continuously enter and exit from different levels of the game. The Hub is more of an area to explore and rest in between levels than an actual level itself. However, the Hub will be completely transformed in the final stretch of the game that leads to the **Command Console**. The first encounter players will have of the Hub is when they leave the **Containment Facilities** where the other experiments/creatures are being held. The Hub will have branching paths that lead to the other levels (**Foundry, Hangar, and eventually Command Console**) with the **Foundry** and **Hangar** levels looping back to the Hub. Players will be forced to enter the **Hangar** before entering the **Foundry** in order to get the access key to the **Foundry**.

-The **Command Console** is the final area that players will encounter. Once players get back from the **Hangar**, they will see that the Hub area is now destroyed due to the monster storming through. The golden path will lead players upwards towards the **Command Console**, which will be located above the Hub. This will be a platforming challenge that also requires the players to use their state-changing powers to reach the top. The **Command Console** will be the final area where players will achieve the game’s ending.

Objectives:

- Explore the other areas of the Space Station (**Foundry, Hangar**)
- Reach the **Command Console**

Playtime:

- 10 to 20 minutes
- Majority of playtime in the Hub will be the final ascension to the **Command Console** and moving from the Hub to other levels in the game

Difficulty:

- The vast majority of the Hub will be easy difficulty due to it being the central area of the game
- Final portion will be easy to medium difficulty combining all of the state-change mechanics with platforming
- Speedrun mode can be medium to high difficulty with a timer involved

Enemies:

- F0374 destroys things around the space station. Doesn't attack the player head on
- Robots can attack the player with lasers and has a forcefield that can be broken with the solid state
- Cameras will shoot projectiles at K3LVN if not in slime state

Player Interactions:

- Players will be able to go up and down stairs leading to new areas.
- Based on mechanics status, could add secret areas in the Hub that players can get into by switching to certain states. (Ex. players can switch to the liquid state to squeeze through a vent that leads to an area with a audio log or a cool view)
- There will be buttons present that players will have to push in order to lift forcefield gates that will stop the player from progressing through the Hub.
- During the **Command Console** section, players will be able to interact with walls, platforms, and different surfaces to reach the top

Items/Loot:

- Not really any items that can be picked up or added to the character
- Could have items that add to the narrative like audio logs depending on scope

Environment:

- The Hub will have two different environments: the **pre-destruction** environment and **post-destruction** environment.

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The **pre-destruction** environment will be welcoming and warm to the player. As the central part of the space station, the Hub will be a large, open area that gives the player an insight as to how large the station really is. For both the scientists on board and the player, the Hub is a place to get from one area to another and a place to take a load off every once in a while. The Hub will be filled with technological consoles and desk areas that past scientists occupied. Multiple, large glass windows will allow the player to look out into space and even see their home planet in the distance. The Hub will have a bottom floor and top floor that can be accessed by stairs. The top floor will have a walkway with a railing that goes around the entire perimeter of the Hub. The Hub will also have multiple banners, flags, icons, emblems, etc that depict the company the scientists work for. Multiple doorways that lead to the other areas will be around the Hub.

The **post-destruction** environment will be darker and chaotic. The player will exit from the Foundry vent that is connected to the Hub to reveal a Hub area that is now almost completely in ruins. Red lights are spinning and the intercom is telling the player that the

station is in critical danger. The roof of the Hub is now destroyed and the beginning of a path can be seen leading up to the **Command Console**.

Tone/Mood:

-The overall mood of the Hub is relaxed and idyllic. Besides the end sequence of the game, the Hub will become a place of comfort and familiarity to the player. Once the player finishes an area of the station and returns to the Hub, they know that nothing crazy will happen while they are in the Hub. On the other hand, once the player sees the Hub destroyed, the mood will shift to madness and confusion.

Pacing and Flow:

-There is no set flow for the Hub. Players can spend as much time in the Hub as they want, but it will not progress the game. The most common instance players will be in the Hub is going from one zone to the next. However, going from the destroyed Hub to the **Command Console** could speed up the flow as it is the last stage of the game. Below are all of the transitions from different zones to the Hub as the game progresses:

Containment Facilities -> Hub

Hub -> Hangar

Hangar -> Hub

Hub -> Foundry

Foundry -> Hub

Hub -> Command Console

Asset Packs:

Modular Sci-Fi Office: <https://www.unrealengine.com/marketplace/en-US/product/modular-sci-fi-office>

Modular SciFi Season 1 Starter Bundle:
<https://www.unrealengine.com/marketplace/en-US/product/modular-scifi-season-1-starter-bundle>

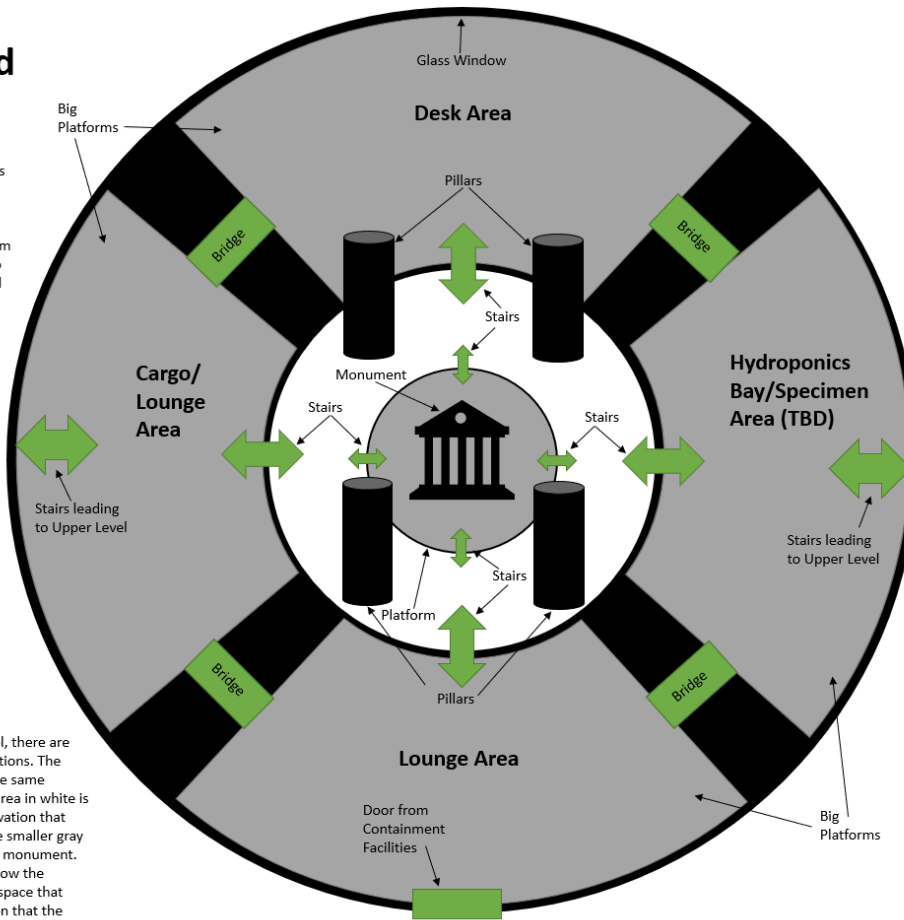
Modular SciFi Props 1:
<https://www.unrealengine.com/marketplace/en-US/product/modular-scifi-props-i>

Stylized Sci-Fi Pack:
<https://www.unrealengine.com/marketplace/en-US/product/stylized-sci-fi-pack>

Level Layout:

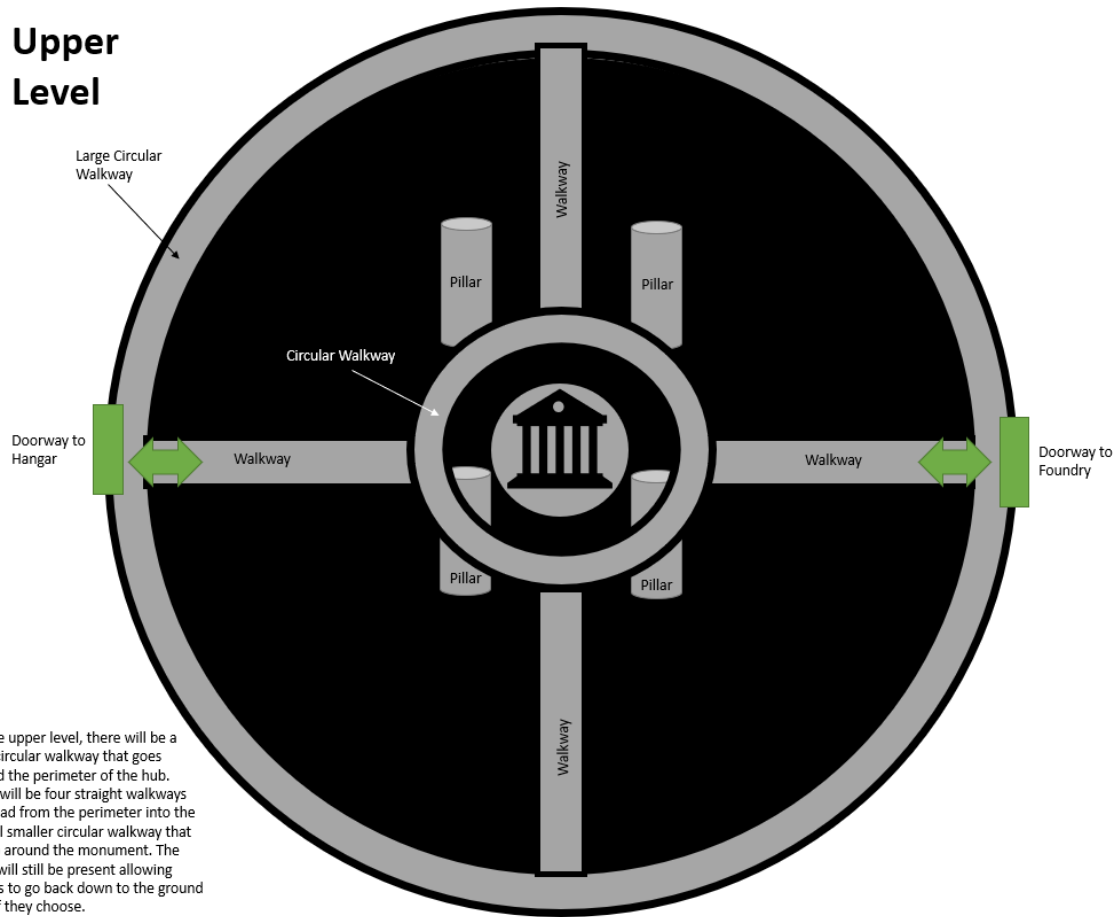
Ground Level

The ground level has four large platforms around the exterior with bridges interconnecting them and stairs leading to the central area and monument.



On the ground level, there are two different elevations. The areas in gray are the same elevation and the area in white is a slightly lower elevation that goes back up to the smaller gray area that holds the monument. The black areas below the bridges are empty space that gives the impression that the space station is very large.

Upper Level



For the upper level, there will be a large circular walkway that goes around the perimeter of the hub. There will be four straight walkways that lead from the perimeter into the central smaller circular walkway that will go around the monument. The stairs will still be present allowing players to go back down to the ground level if they choose.