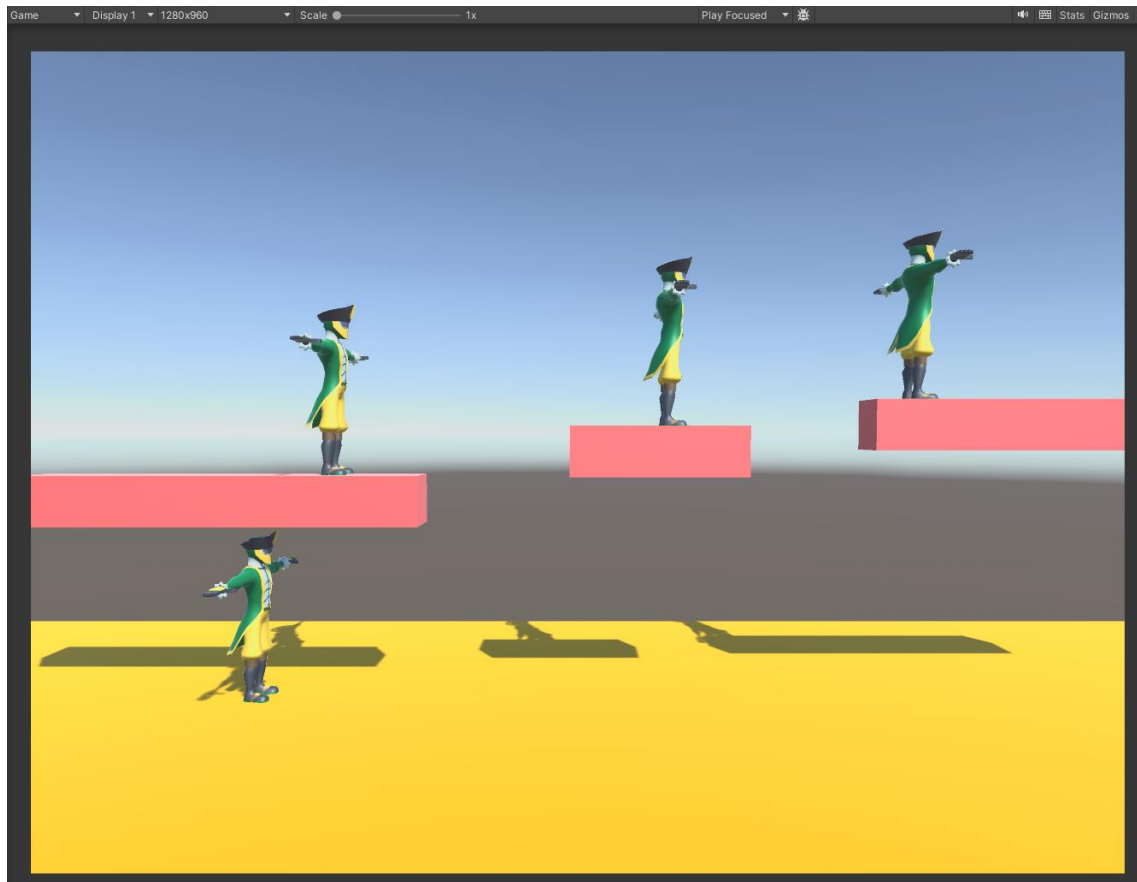


RULES FOR LEVEL DESIGNERS – Franklin Escobar

1. SCALE WITH PLAYER MODEL(s) - please use the player model the artist has made to scale the levels, and adjust to 0.75 scale all around (Makes things easy for artists.)
2. NO BACKTRACKING - do not design the level with the idea that the player can move backwards; THEY WILL NOT.
3. PLEASE TALK WITH THE OTHER DESIGNERS - make sure that you're actively communicating to create similar levels to keep the gameplay consistent.
4. FEEDBACK - please post in the feedback channel of your progress to make sure you are on the right path
5. PLEASE DO NOT MAKE ANYTHING UP - if there are enemies you want to add that are not designed already, ideas that require programming something new, or creating new art that isn't environment related DO NOT PUT IT IN THE WHITEBOX. (if you have an idea that requires anything mentioned above let me know and document it in GREAT DETAIL so that it may be reviewed and potentially added later into the game).
6. YOUR LEVELS MUST INCLUDE - 2 platforming sections at any given moment. This means that there must be a base floor then a platform above that base floor that the player can run on (these platform sections should not block the player from jumping down or jumping up to a platform section). Example below:



7. PLEASE ADJUST THE PLAYER MOVEMENT - work with your fellow designers to tweak the JUMP, RUN, and SHOOTING. I cannot be the one to give you all the answers, please work together and share on the feedback channel about any changes you have made to the player controller.
8. PLAYTEST - Use the player controller to jump and move around your level, make sure you can actually play through the level itself, PLEASE PLAY THROUGH EVERYONE'S LEVELS, I want to make sure everyone gets feedback on those immediately negative or positive.
9. DOCUMENT - Please document all of your changes in a google doc, and have that DOC accessible through the GDD
10. QUESTIONS or CONCERNS - if there's issues with not being able to complete the workload (Understandable) then let me know IMMEDIATELY this whitebox needs to be done LAST WEEK. wish you all good luck
11. PLATFORM - Max platform height is 2 meters
12. FLOOR MEASUREMENT GUIDELINE: The floor must be scaled to:
 - a. X: 5
 - b. Y: 2
 - c. Z: 1.1
13. GAME VIEW DISPLAY - Please set the view at 1280 x 1024 just know that those bottom 64 pixels are cut off
14. Character Settings:
 - a. X: 0.75 Scale
 - b. Y: 0.75 Scale
 - c. Z: 0.75 Scale
15. Camera settings:
 - a. Z: -4.6 position
 - b. Y: 2 position
 - c. X: position varies based on player position
 - d. FOV: 55
16. DOCUMENT YOUR LEVELS: Please write everything about what you did and how your level works.

Basic Level Rules For Everyone (designers: please add to this/make suggestions):

- All Platforms not including the floor will be soft platforms the player can jump through and Jump down from
- The Player Must completely jump through the platform to land on the platform
- All floor and level transitions will fade to Black and then Fade out unless a cutscene is played as the transition (cutscenes are for intro and outro of the game)
- Players WILL NOT be able to join a game during transition from floor or level
- Players Will lose a life if they fall from the camera view (falling through the level)

Level Design

Level 1 (Aquatic and Fitness Center) – Designed by Michael Martin

Concept - The heroes travel back in time to current-day GMU and appear in the Aquatic and Fitness Center's sauna. They burst through the door and prepare to fight their way through the facility, destroying any Stardust robots they see. The players begin the level at one end of the rec pool, right where the sauna door is, proceeding through the close-quarters locker room, bouncing around in the weight gallery, crossing the treadmill conveyors in the cardio gallery, and clearing out the Stardust Soldier in the lobby to gain access to the front doors. After exiting the AFC, the heroes make their way to the Shenandoah Parking Deck, where another cluster of Stardust bots is wreaking havoc.

Section 1 - Pool

Experience - a low-stakes introductory platforming segment with weak enemies. Hop from pool float to pool float, or cross over the water from above by jumping on the hanging lights. The water is shallow, and players can hop back out immediately.

Enemies - striker, blaster

Assets

- **Environment**
 - Floor tiles - shiny, medium gray, small square tiles
 - Windows - tall, roughly 1:4 aspect ratio
 - Walls - white, large brick look
- **Objects**
 - Ladder - shiny metal ladders at opposite ends of pool, should have at least 3 rungs, serves no mechanical purpose, only for aesthetic
- **Interactive**
 - Kickboard - dark blue, larger than normal kickboards, solid platforms, float above water
 - Inflatable - simple ring floaty, can come in multiple colors (pink, yellow-green, baby blue), solid platforms, float above water
 - Hanging lights - industrial lights suspended by rods/cables from ceiling, serve as semi-solid platforms, actual lighting is optional
 - Water - ocean blue volume, no collision, should be glossy/reflective, fills shallow rec pool, mostly cosmetic

Stretch Goals

- Hot tub - Stardust bots in hot tub in background of rec pool, can be oval-shaped, maybe it can be drained because bots are weak to water

Section 2 - Locker Room

Experience - more involved combat in a confined area with multiple floors. Players may choose to jump up to semi-solid ceiling platforms or drop to a lower level to avoid or confront enemies. Detonator enemies' explosions should fill an entire level, encouraging players to change vertical position and engage with the level design. A Supplier is hidden up high near the end of the section, but it is easy to reach and should require no backtracking.

Enemies - striker, blaster, detonator, supplier

Assets

- Environment
 - Floor - marbled look, gray, no tiling, no shine
 - Lockers - several sections of lockers in background of the room, 2 lockers stack vertically, each one should be as wide as player characters
 - Walls - same as pool section
 - No windows
- Objects
 - Bench - simple rectangular wood benches with no back, 1 per locker section, stays in background, should be long enough for 2-3 people to sit on
- Interactive
 - Ceiling tiles - serve as semi-solid platforms, can be black, simple rectangular prisms, gaps in ceiling allow players to drop back down a level

Stretch Goals

- Shower stalls - series of narrow spaces with shower heads and Stardust bots pretending to clean themselves, floor drain in middle of shower area, small gray tiling on upper half of walls in the stalls, white shower curtains (optional), stays in background

Section 3A - Weight Gallery (This section will be combined with cardio gallery due to time/budget constraints)

Experience - colossal dumbbells stand on the floor and hang from the ceiling, impeding the progress of the heroes unless they can jump over and duck under them with proper timing. Skilled players can avoid these obstacles by climbing across the ceiling lights. These dumbbells also serve as solid cover, blocking projectiles from the heroes and the enemies, encouraging players to look for openings in Stardust attack patterns and retaliating. Detonators' explosions may be easier to avoid by standing atop a tall dumbbell.

Enemies - striker, blaster, detonator, supplier, flyer

Assets

- Environment
 - Walls - see pool section
 - Floor - smooth, little shine, deep blue
 - No windows
- Objects
 - Ceiling fan - simple 3/4-blade fan works, prefer if they rotate, AFC uses a black 10-blade fan for weight and cardio areas
- Interactive
 - Dumbbell platforms - solid, usually stood on one side to serve as tall platform, blocks projectile fire from players and enemies, can sit on ground or hang from ceiling

Stretch Goals

- Trampoline - portable design, black, varies in width, bounces players upward when landing on it, would require level design changes to facilitate bouncing
- Mirrors - floor-to-ceiling, covers almost entire back wall, can reflect players or just be a shiny opaque surface
- Punching bags - large, tall, black, cylindrical bags suspended from ceiling, Stardust bots can be seen near them (implied that they are practicing their punches), background only
- Weight bench - equipment for bench presses, padded area is black, resting spot for weights is medium-light gray, can have bar with weights on it (optional)
- Weight rack - shelf-like system for holding free weights, all medium gray, has 2 shelves of weights, holds a dozen or more weights per shelf, weights on shelves can use same model as dumbbell platforms if desired

Section 3B - Cardio Gallery

Experience - this area is infested with Stardust Flyers, which are extremely mobile and dangerous. Because the cardio gallery is more spacious, they can fly around as they please, and the heroes will have to tread carefully or be overwhelmed by flying robots. The floor is also extremely damaged and contains several large holes that players can fall into if they are not careful. Other Stardust bots can be seen running on treadmills in the background.

Enemies - striker, blaster, supplier, flyer

Assets

- Environment
 - Floor - see weight gallery section
 - Windows - large, nearly floor-to-ceiling and wall-to-wall, 3 panels tall

- Walls - see pool section
- Objects
 - Cubby - large wooden shelf with square spaces for patrons to store items, has standard box collision, AFC cubby is 7 spaces tall and 11 spaces wide
 - Hanging lights - see pool section
 - Treadmill - background object, Stardust bots can run or drive across conveyor, design can be as simple as desired, uses light and dark gray colors for various parts (screen, belt, handles dark)
 - Ceiling fan - see weight gallery section

Stretch Goals

- Conveyor belt - pushes players and grounded enemies to the left or right

Level 2 (Shenandoah Parking Lot) – Designed by Philip “Drew” Jones

Concept - The enemy is harvesting cars from the Parking Deck! In order to stop them, our heroes will have to make their way to the top of the Shenandoah Parking Deck to confront their nefarious operations. The parking deck is filled with cars strewn about and waiting for the players at the top is a giant magnetic crane boss ready to snuff out our players hopes of taking the robots down!

Experience - Player's will be enduring a gauntlet of enemies through a tunnel-like structure to reach the top of the parking deck.

Enemies - Striker, Blaster, Flyer, Soldier, Detonator

Assets -

Environment

- Floor
 - The floor of the deck will look like parking deck street tiles.
- Pillars
 - Pillars in the parking deck will have floor posters like the one linked below, just like the real parking deck.

Objects

- Waste Bins
 - On each level of the parking deck, there is a set of waste bins that can randomly be placed anywhere in the level as background elements.
- On the bottom floor, there is Bike Rack near the start of the level. There are a couple car lifts acting as light platforms for players to walk on and pass through.
- There is a Golf cart placed near the entrance of the deck as an extra environment detail.

Interactive Elements

- **Cars**
 - The parking deck will have downed cars littered throughout it that players must jump over to get around.
- **Pendant Lights**
 - Suspended Platforms in the level are hanging from these pendant lights. These will also be a background element.

Level 3 (Johnson Center) – Designed by Dylan Felt

Concept - Our heroes have defeated the Stardust robots throughout campus, and it's time to invade their home base: the Johnson Center. Starting on the first floor, players make their way through the food court, jumping over fallen pillars and using tables and banners as platforms for changing elevation. After making it to the spiral staircase at the end of the hall, the heroes walk up to the second floor to continue their purge. This floor is filled with more tables, banners, and broken pillars, but is also heavily populated with tall study cubby platforms. The background is filled with desks and cubbies, with a few study rooms dotting the hall. Eventually, the heroes reach an elevator that they enter to reach the final boss on the bottom floor.

Section 1 - Food Court

Experience - Lots of enemies attacking from various elevations. Maintaining high ground by shooting from the tops of propaganda banners is critical as you make your way past the many tables strewn about.

Enemies - Striker, Blaster, Flyer, Soldier, Detonator, Stomper, Supplier, Spring

Assets

- **Environment**
 - Floor - Gray and white tiles, alternating in a large checkerboard pattern.
 - Walls - Varying food chain order windows, parodying the food options at the real Johnson Center restaurants loosely based on real-life locations (listed in parentheses)
 - Moo n' Goo (Steak n' Shake)
 - Craze Pizza (Blaze Pizza)
 - Pulplay (Chipotle)
- **Objects**
 - Broken pillars - White, cracked, and protruding from ground at varying angles. Would be best if one end of the pillar were flat and the other was at an angle.
 - Trash cans - Gray, rectangular, taller than tables, mostly strewn about in background

- Chairs - Simple wooden black chairs
- Interactive
 - Tables - Round, wooden tables that act as platforms
 - Hanging Propaganda Banner - Has strings going diagonally upward from the top corners to suspend it from ceiling for players. Single model can be used with different textures for a small handful of designs.

Section 2 - Study Hall

Experience: The Stardust company's last stand. Many enemies litter the hall, including deadly Supernovas. Tall study cubbies allow for additional elevation, so the player can constantly hop around and destroy robots from all angles.

Enemies - Striker, Flyer, Stomper, Soldier, Blaster, Supernova, Detonator, Supplier, Spring

Assets

- Environment
 - Floor - Gray carpet with square pattern
 - Walls - White walls with square windows
 - Study Rooms - Square rooms with a single door and window on each side; scattered sparingly throughout the background
- Objects
 - Broken pillars - White, cracked, and protruding from ground at varying angles. Would be best if one end of the pillar were flat and the other was at an angle.
- Interactive
 - Tables - Rectangular tables with gray tops
 - Cubby - Small desk with wooden walls on 3 sides and a blue triangle roof