

# VERNON



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LEVEL DESIGNER & QA SPECIALIST

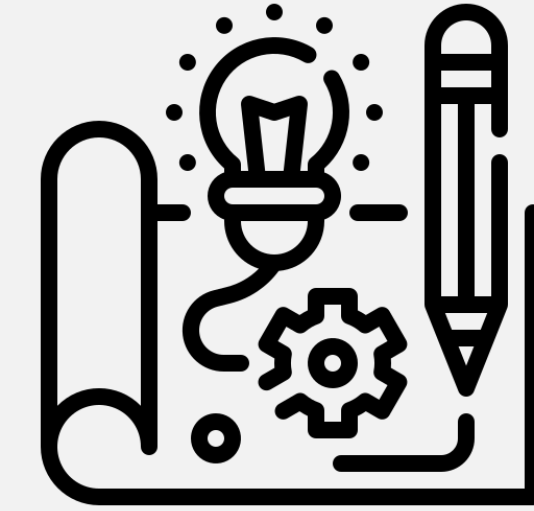


# DESIGN ETHER



## Always Question

Choose the correct questions to ask, and let the answers inform the solutions to the task at hand.

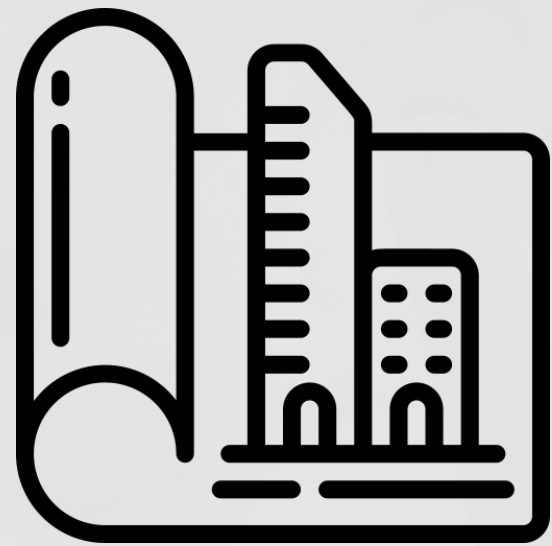


## Form Follows Fun

Design spaces so that players may always intuit where to find the kernels of fun.



# DESIGN GOALS



Tell stories, hold emotions, inform, and inspire via **environmental storytelling.**



Support game mechanics with interactive puzzles to promote **player engagement.**



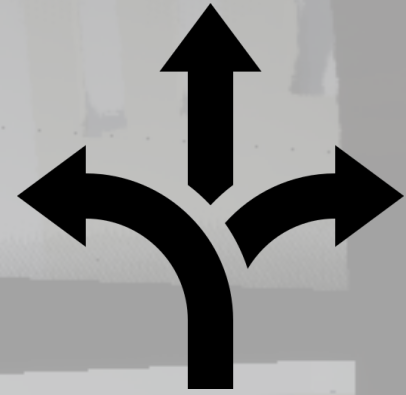
# CAPTAIN – HUB

SETTLEMENT

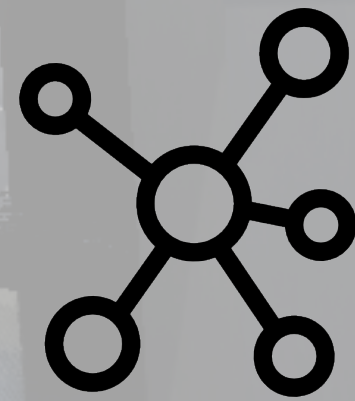




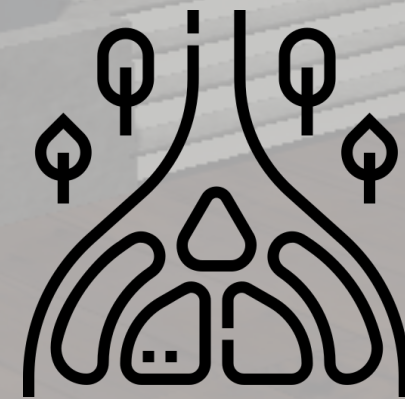
# DESIGN PILLARS



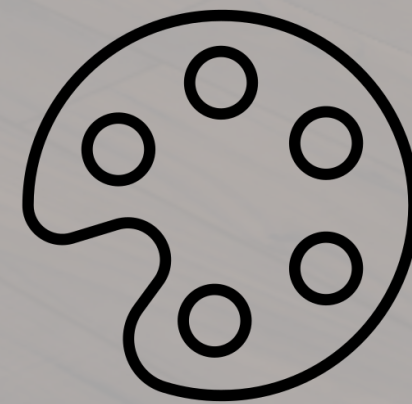
**Multiple entries** to provide players with many approaches, ensuring accessibility and traversability.



**Hub & spokes level structure**, allowing the player to intuit points of interest and get there fast.



**Water-focused features** throughout the hub, partitioning districts and reinforcing the theme.



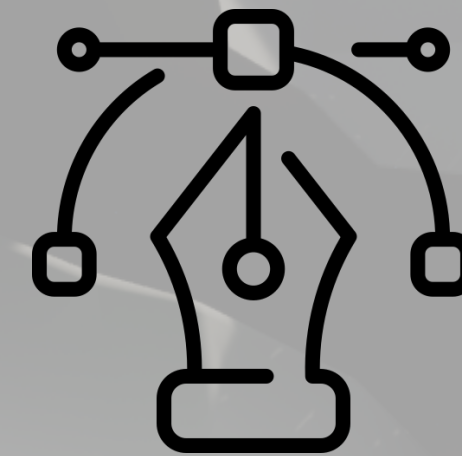
**Consistent mood and asset language**, allowing players to assess their location immediately.





## What is the goal?

A central hub that serves as the first large settlement introduced to the player after the tutorial, complete with shops, NPCs, facilities, and a stage for a future boss fight.



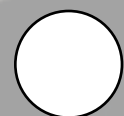
## What tools are used?

Maya  
Unreal Engine 4  
Illustrator  
Various assets

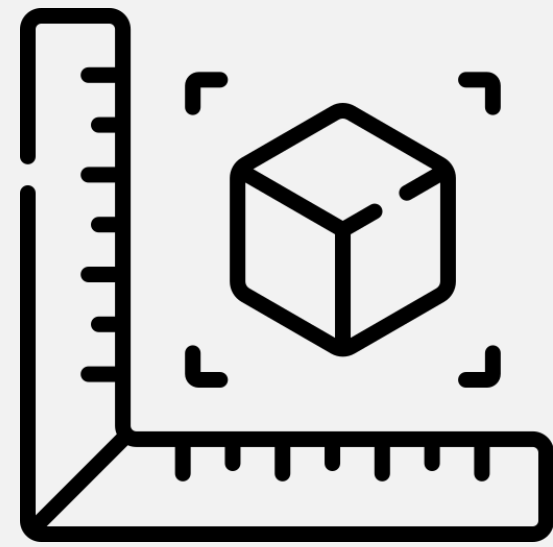


## What are must-haves?

Captain's Quarters  
Events Plaza  
Tavern  
Workshop  
Market  
3x Entrances  
Waterfront (Boss)







## Metrics

Dictate concrete measurement standards for core facets of gameplay.

PLAYER HEIGHT	<2M
PLAYER JUMP	2.5M
HALF COVER	1M
FULL COVER	2M
DOORWAY	2 x 3M
WINDOWS	3 x 3M
WALL WIDTH	0.5M
SINGLE STORY	5M
ROAD	8M







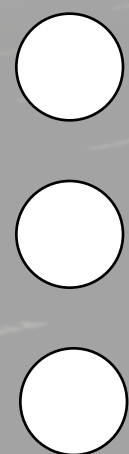
## Scale

Decide size and feel of a space in relation to the gameplay.

**ENGAGEMENT DISTANCES**  
**SMALL SCALE** <10M  
**MID RANGE** <30M  
**LONG RANGE** >40

**NORMAL SIZE ROOM 8METERS**

<b>HEIGHTS</b>	<b>1M</b>	<b>2M</b>	<b>4-5M</b>	<b>8M</b>
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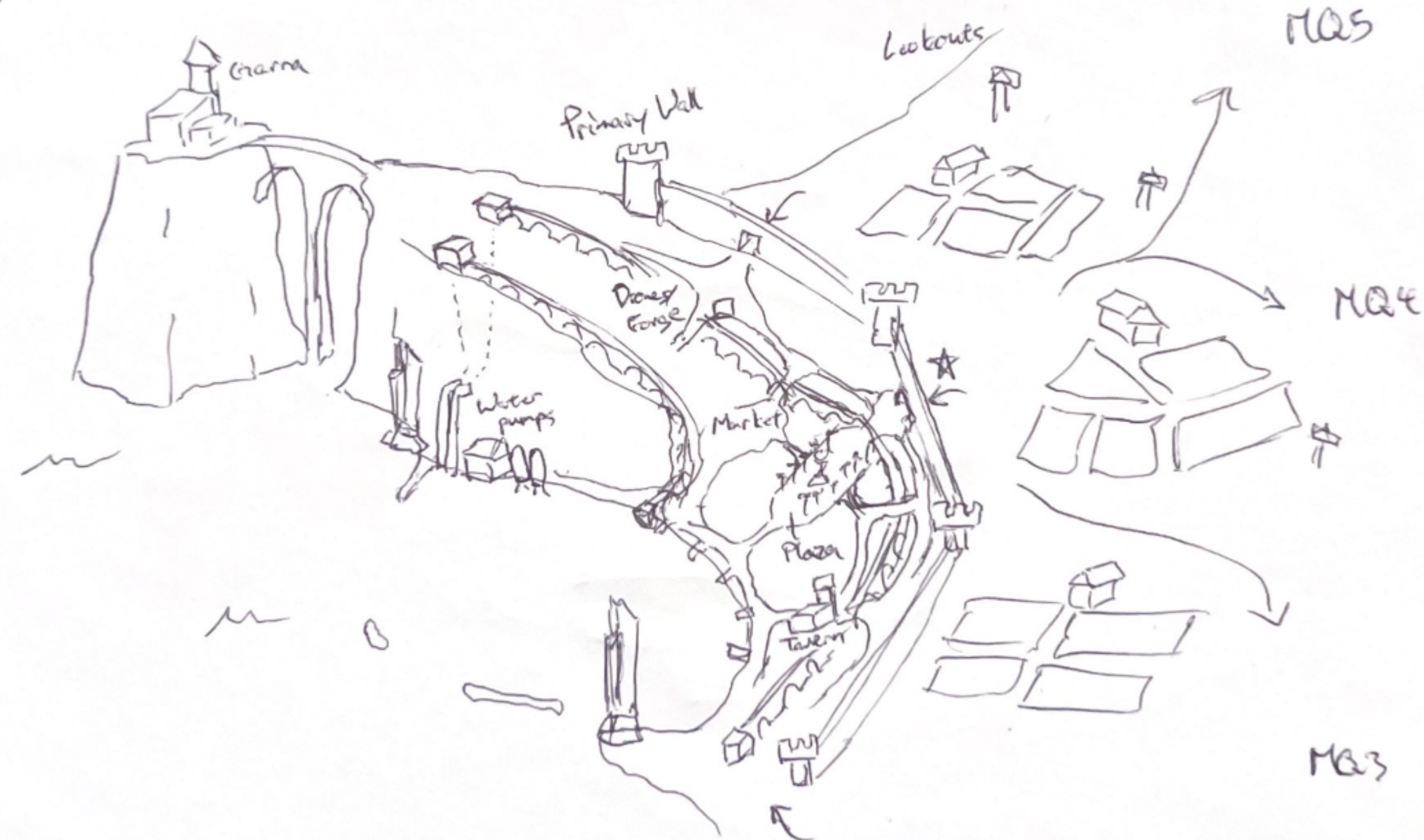




# LAYOUT

## SKETCH

- Fortified
- Mercantile
- Joyful, beautiful





# LAYOUT

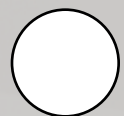
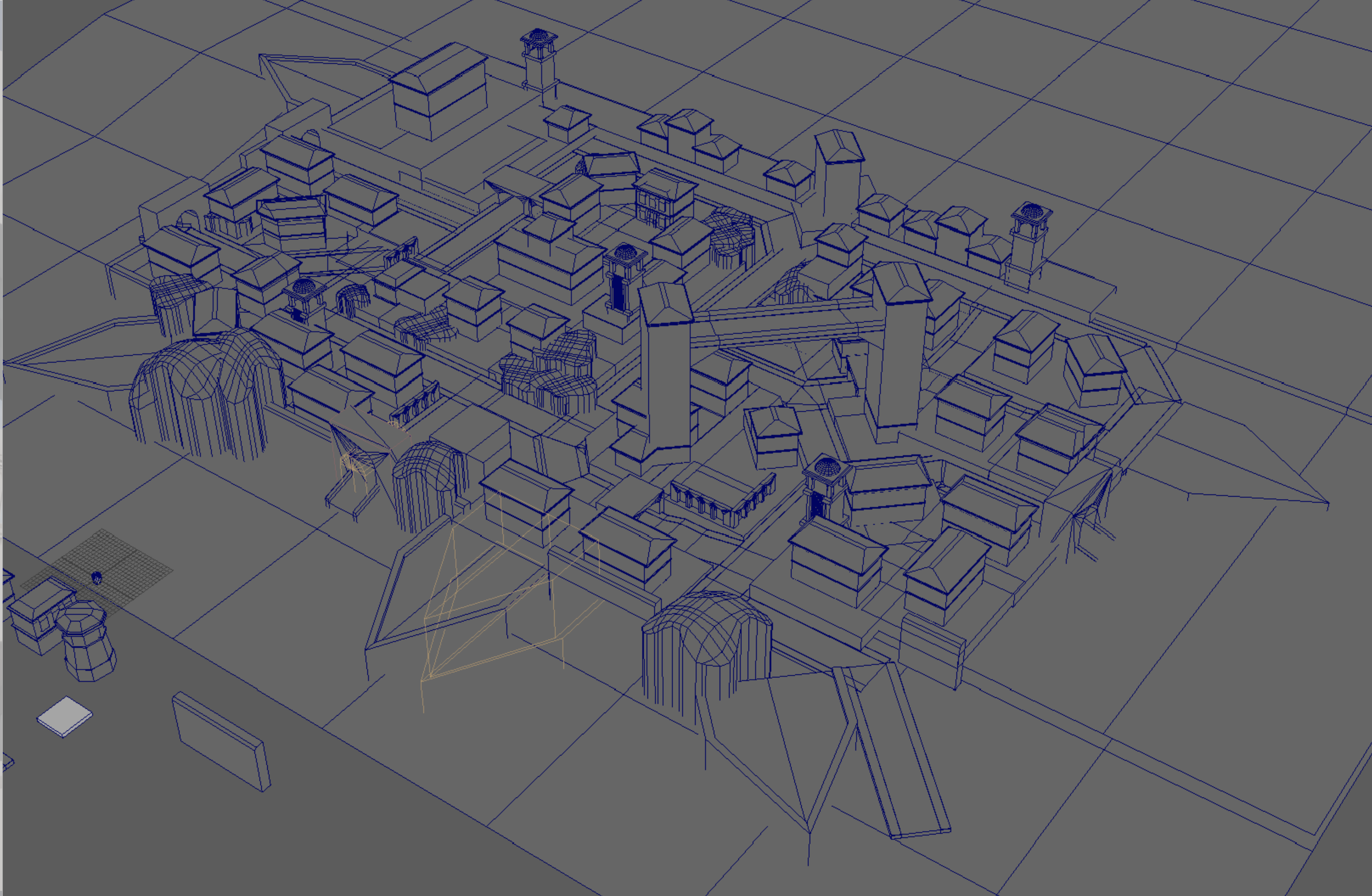
## COMBAT





# BLOCKOUT

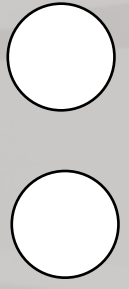
DRAFT





# BLOCKOUT

ITERATION





# BLOCKOUT

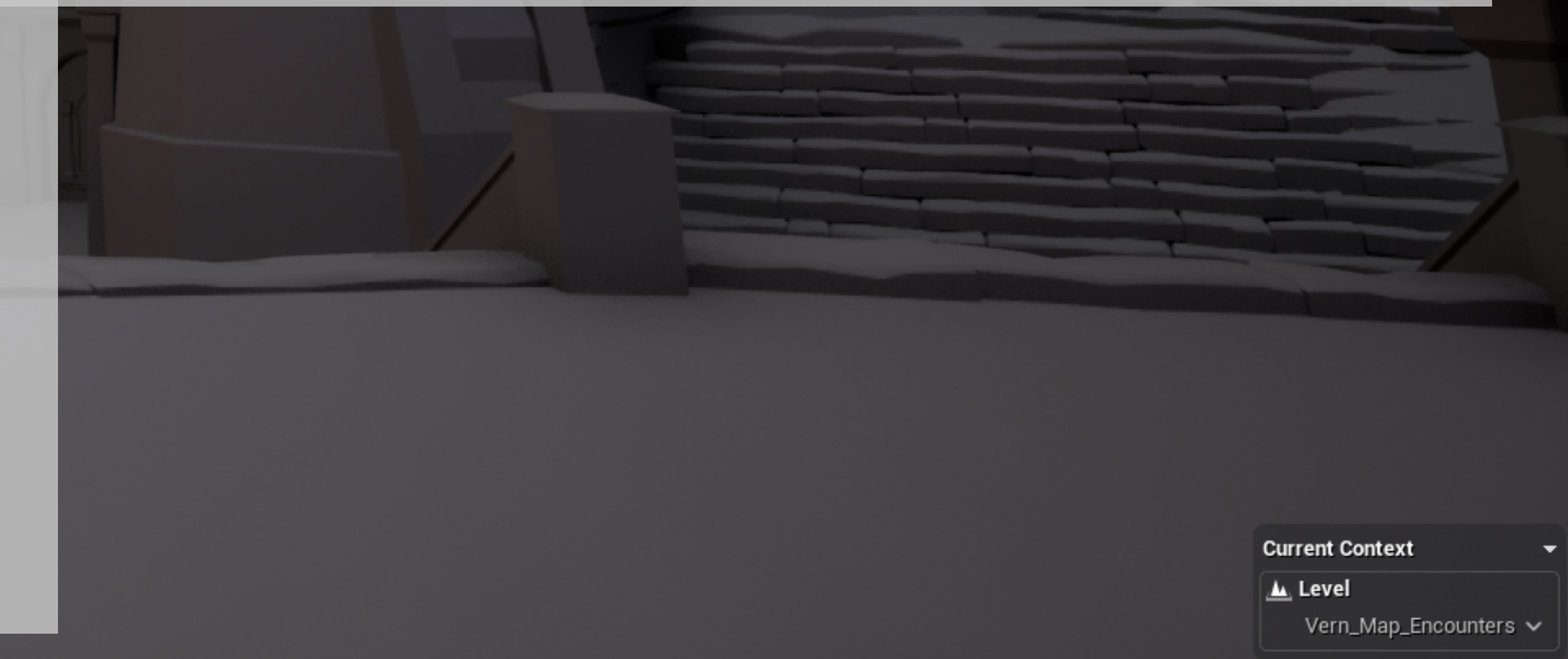
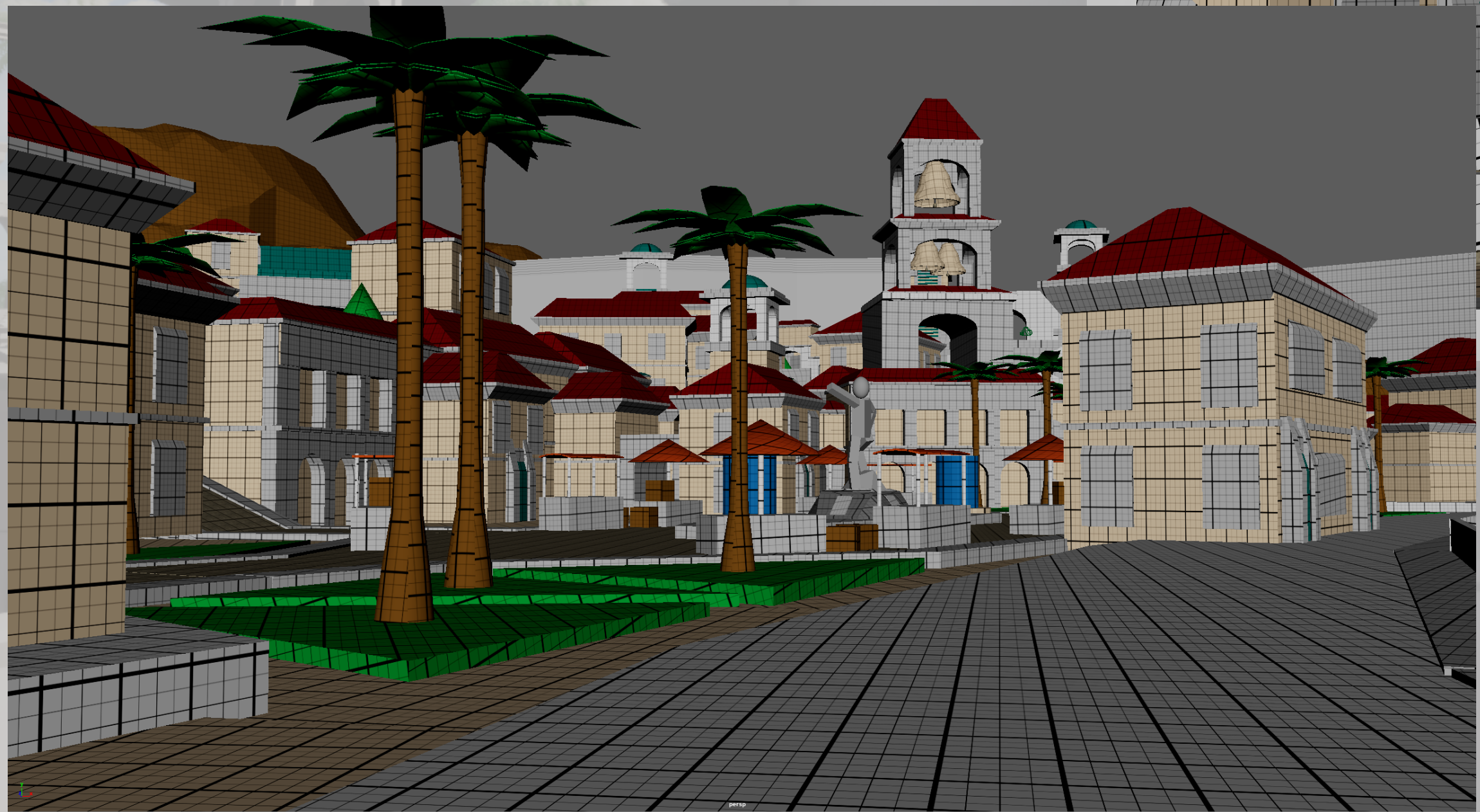
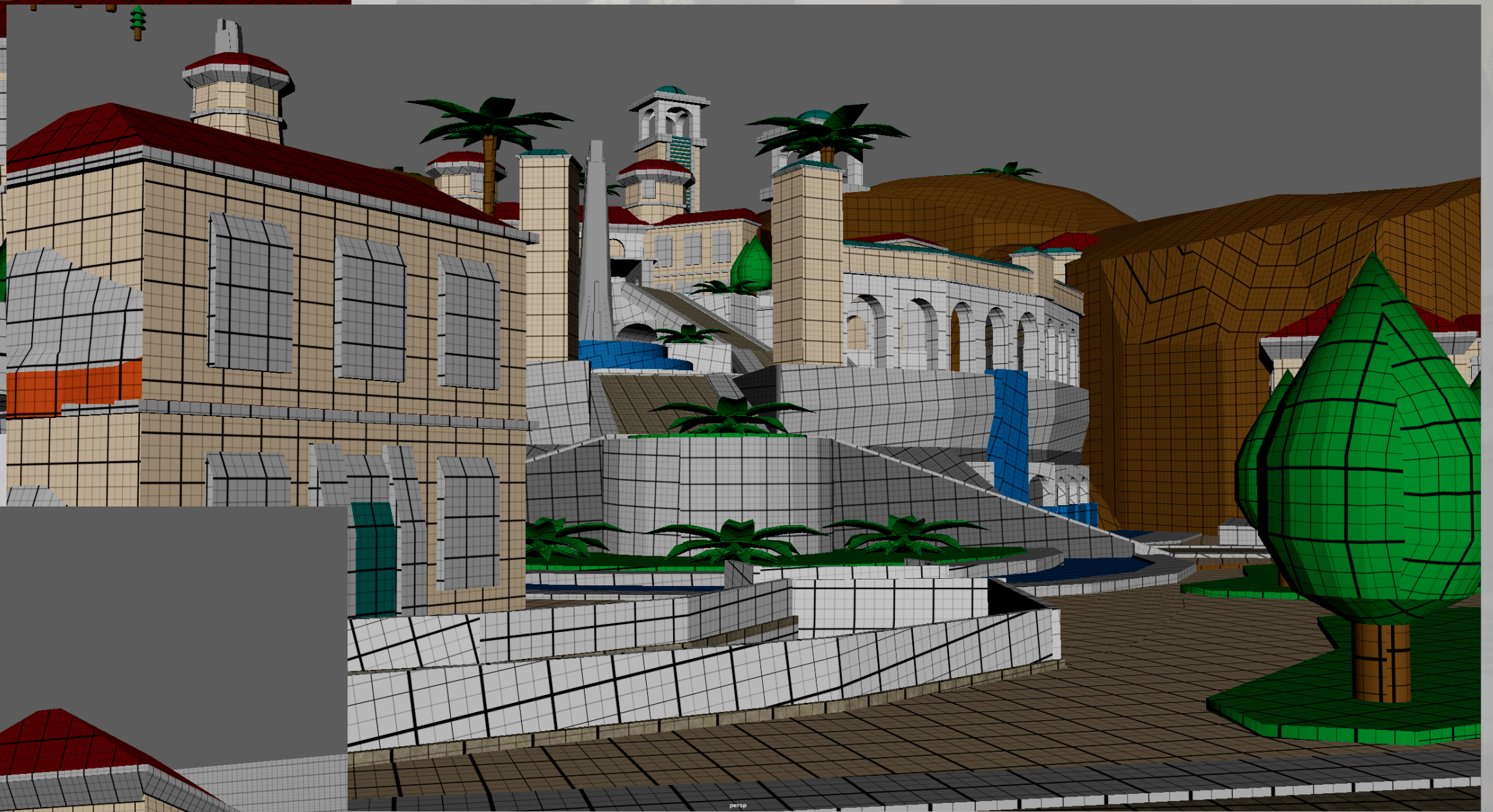
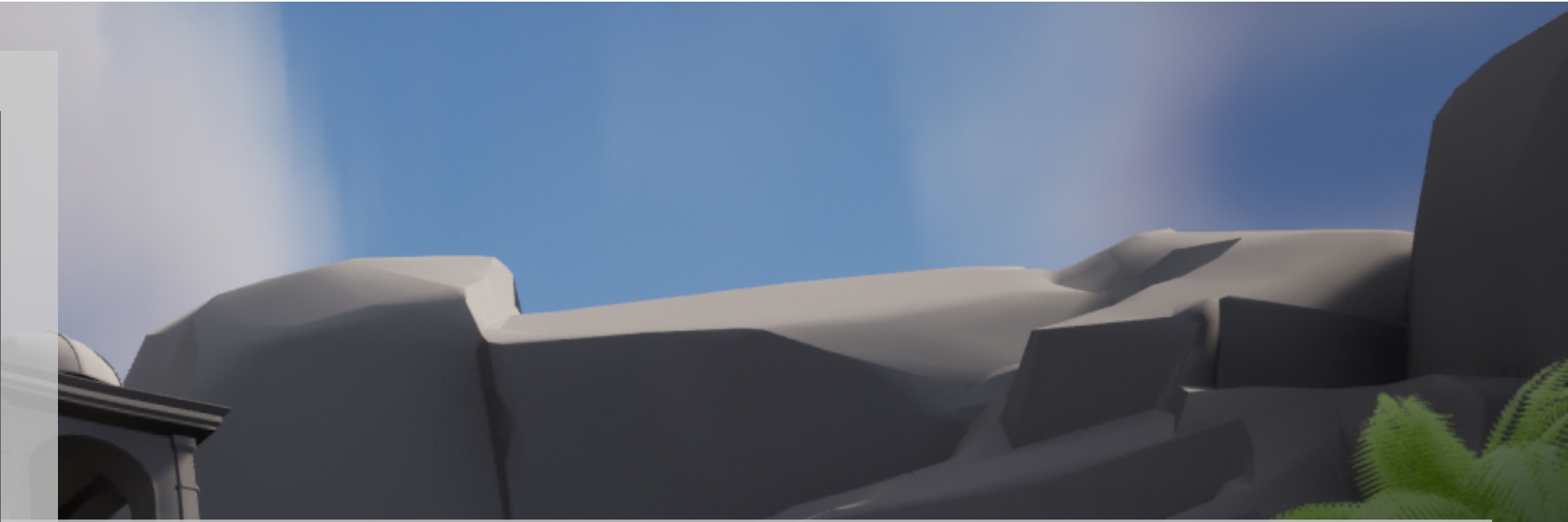
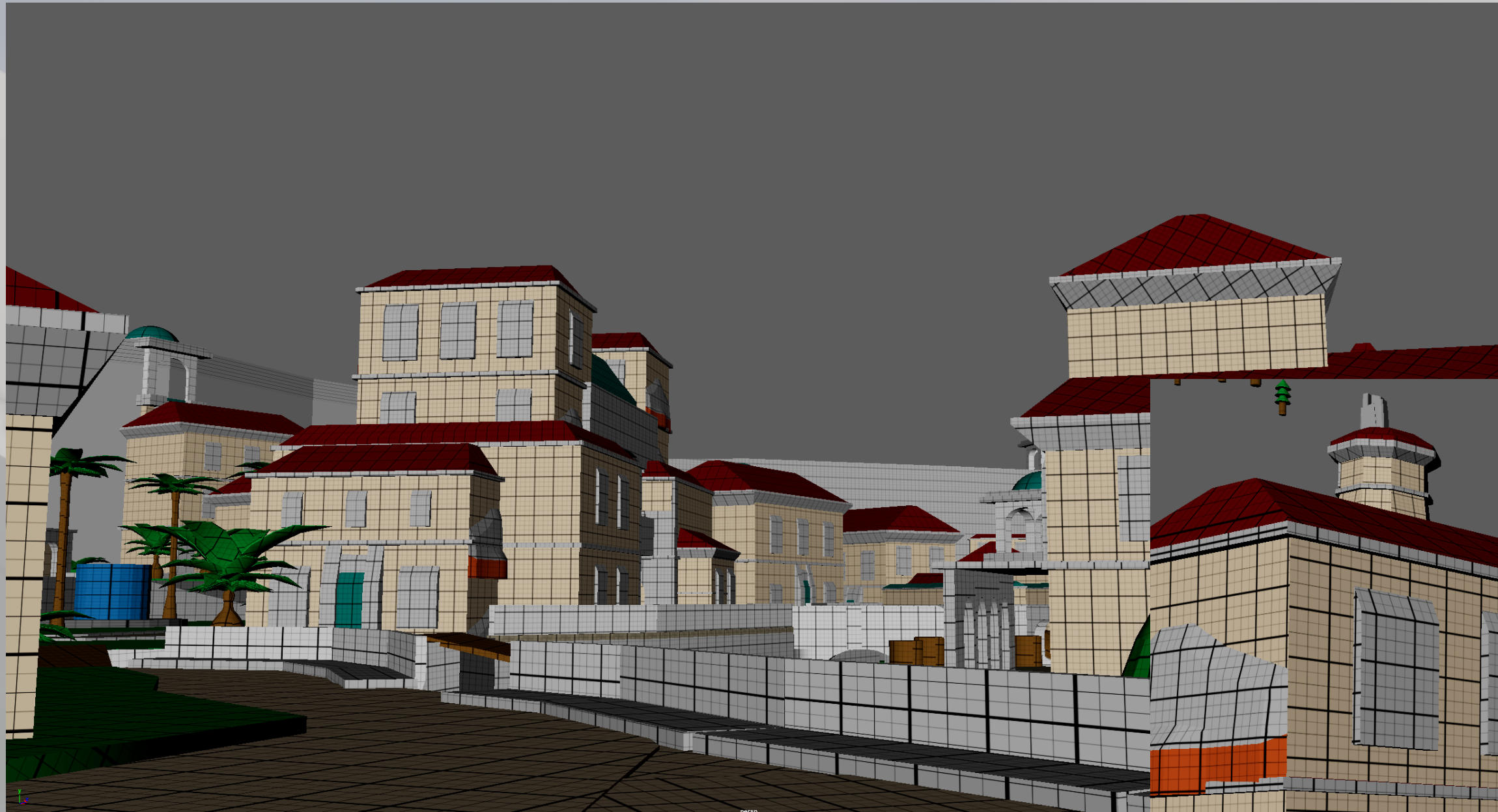
ITERATION





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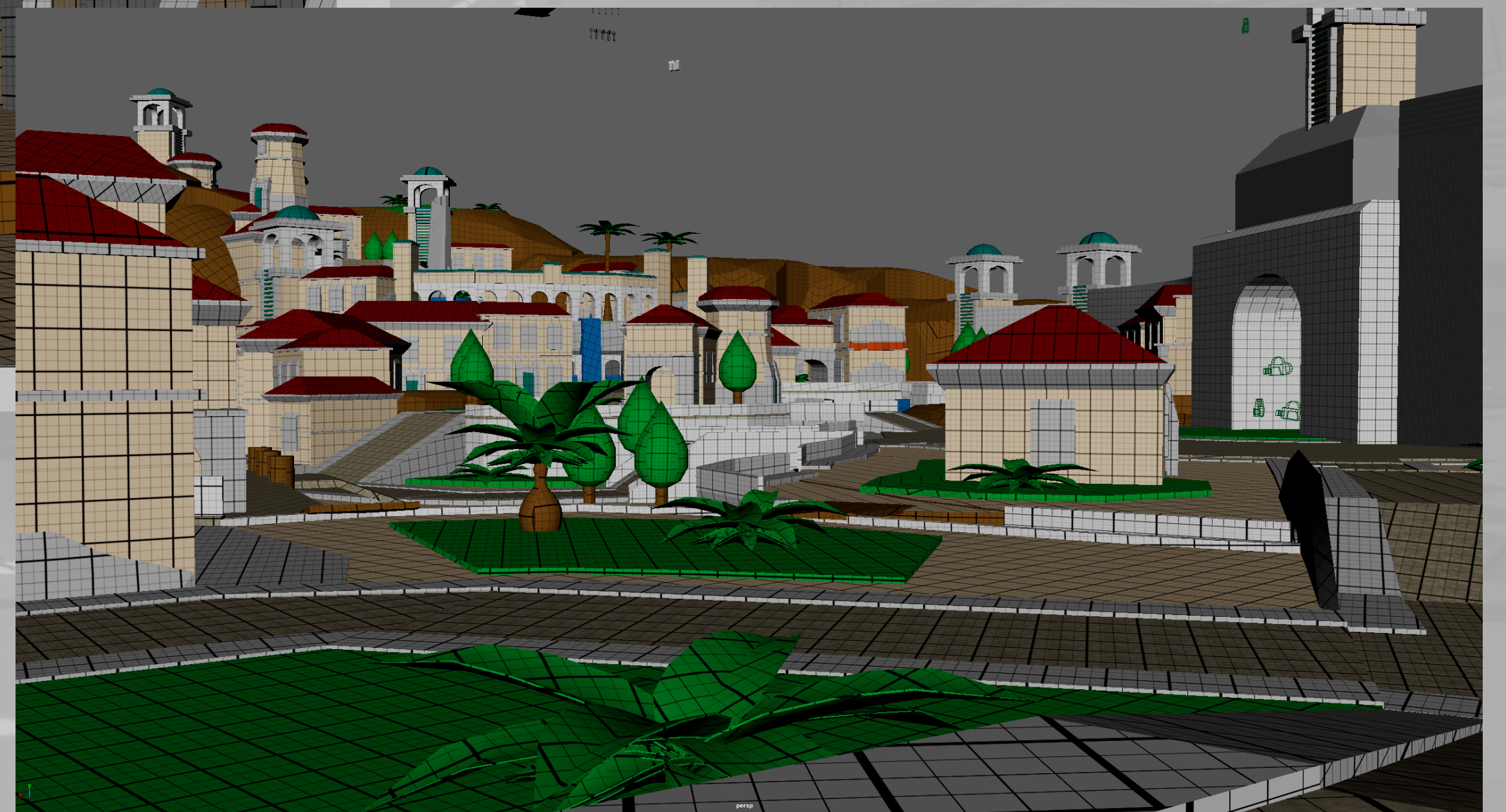
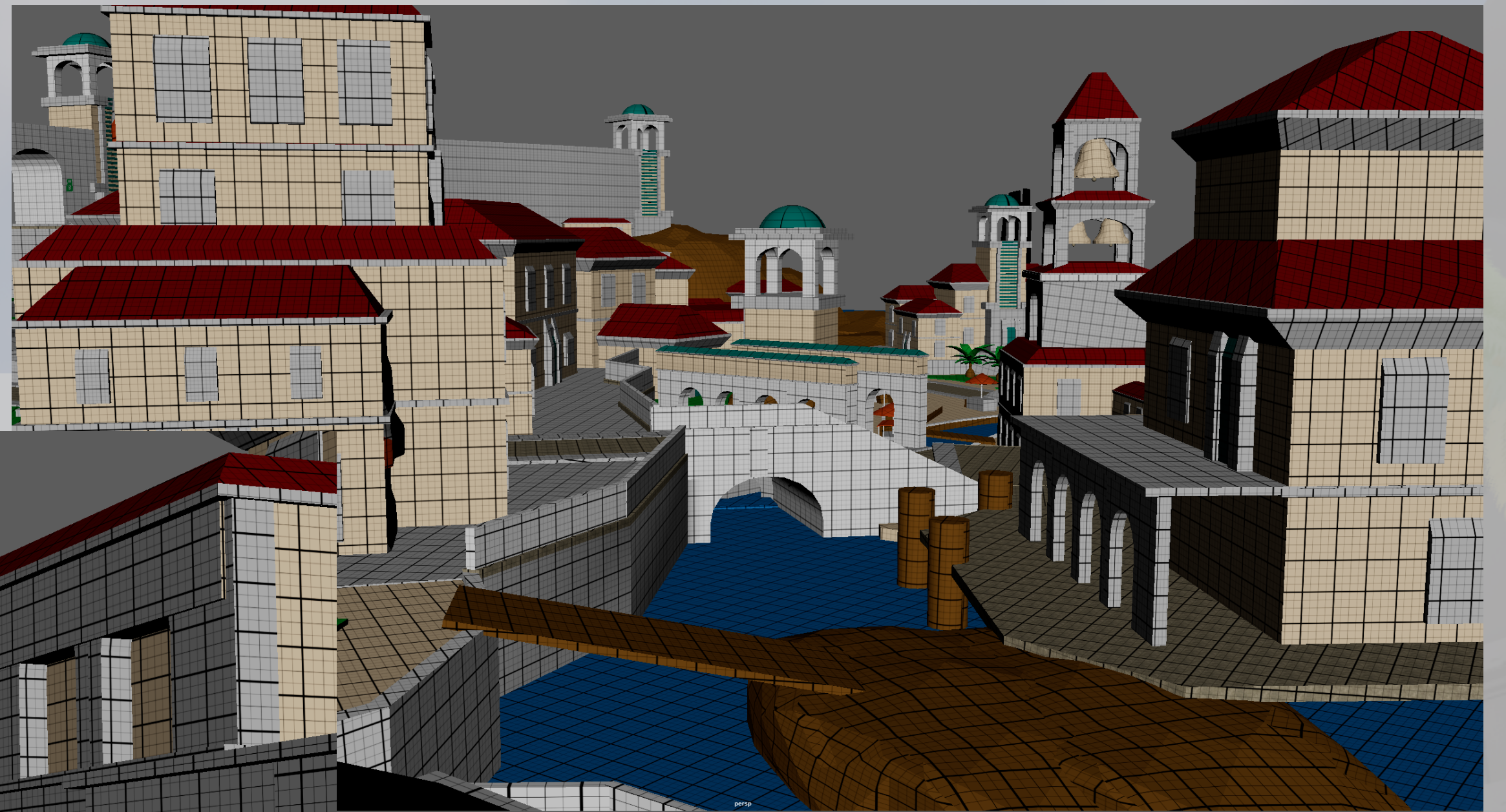
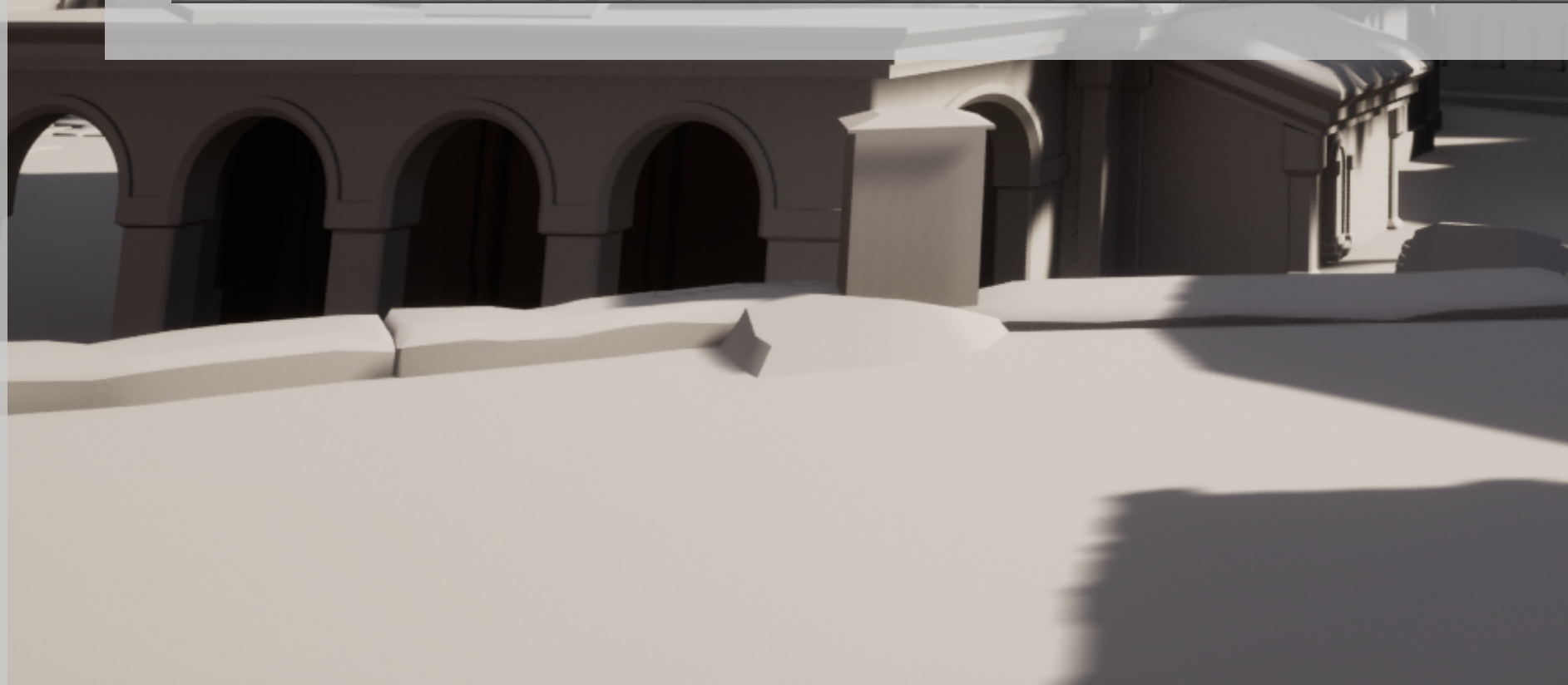
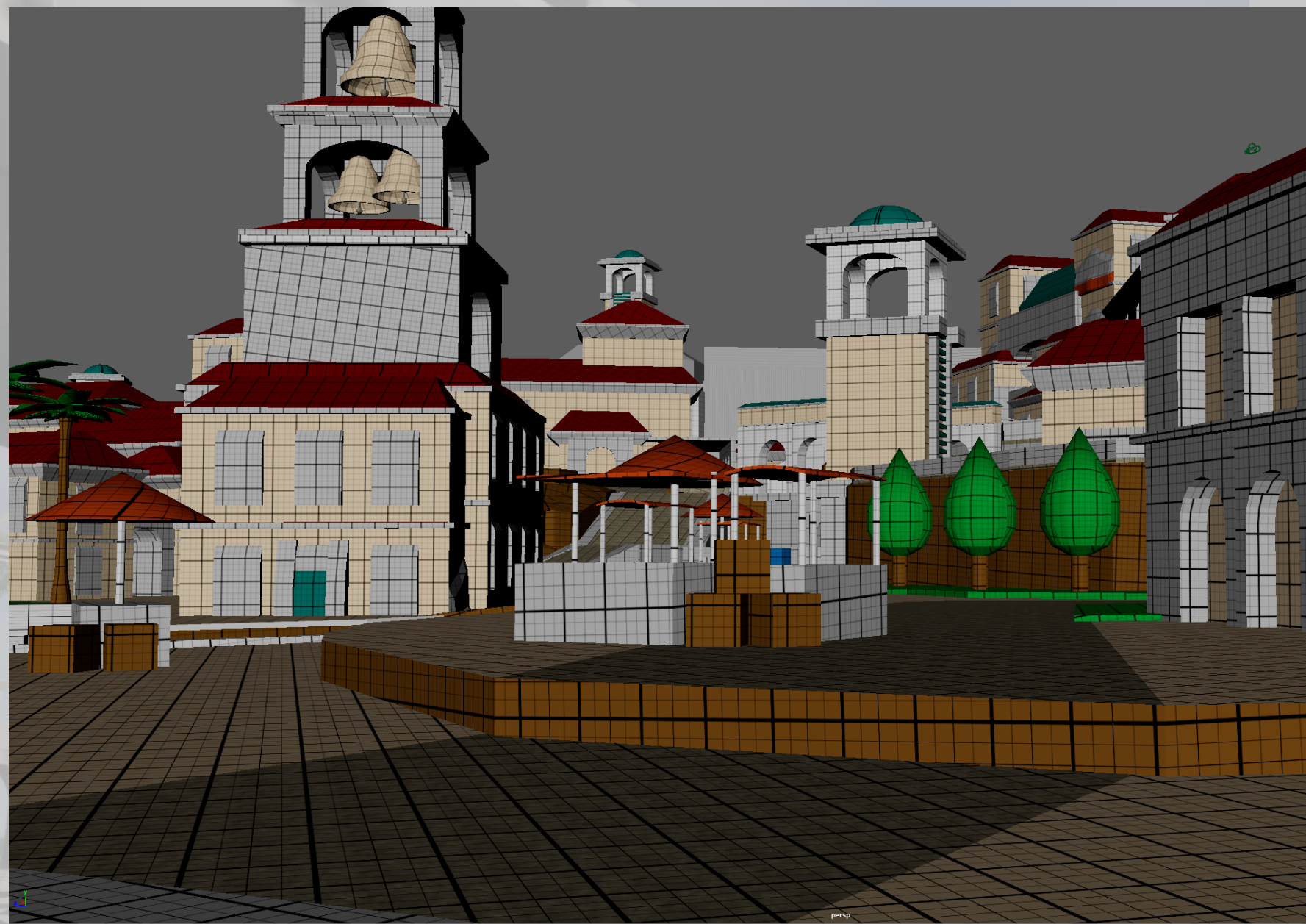
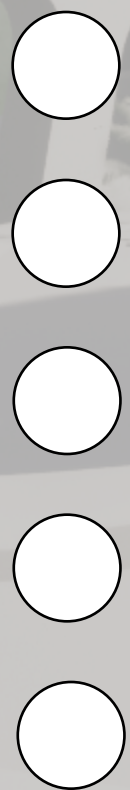
FRAMING





# BLOCKOUT

FRAMING



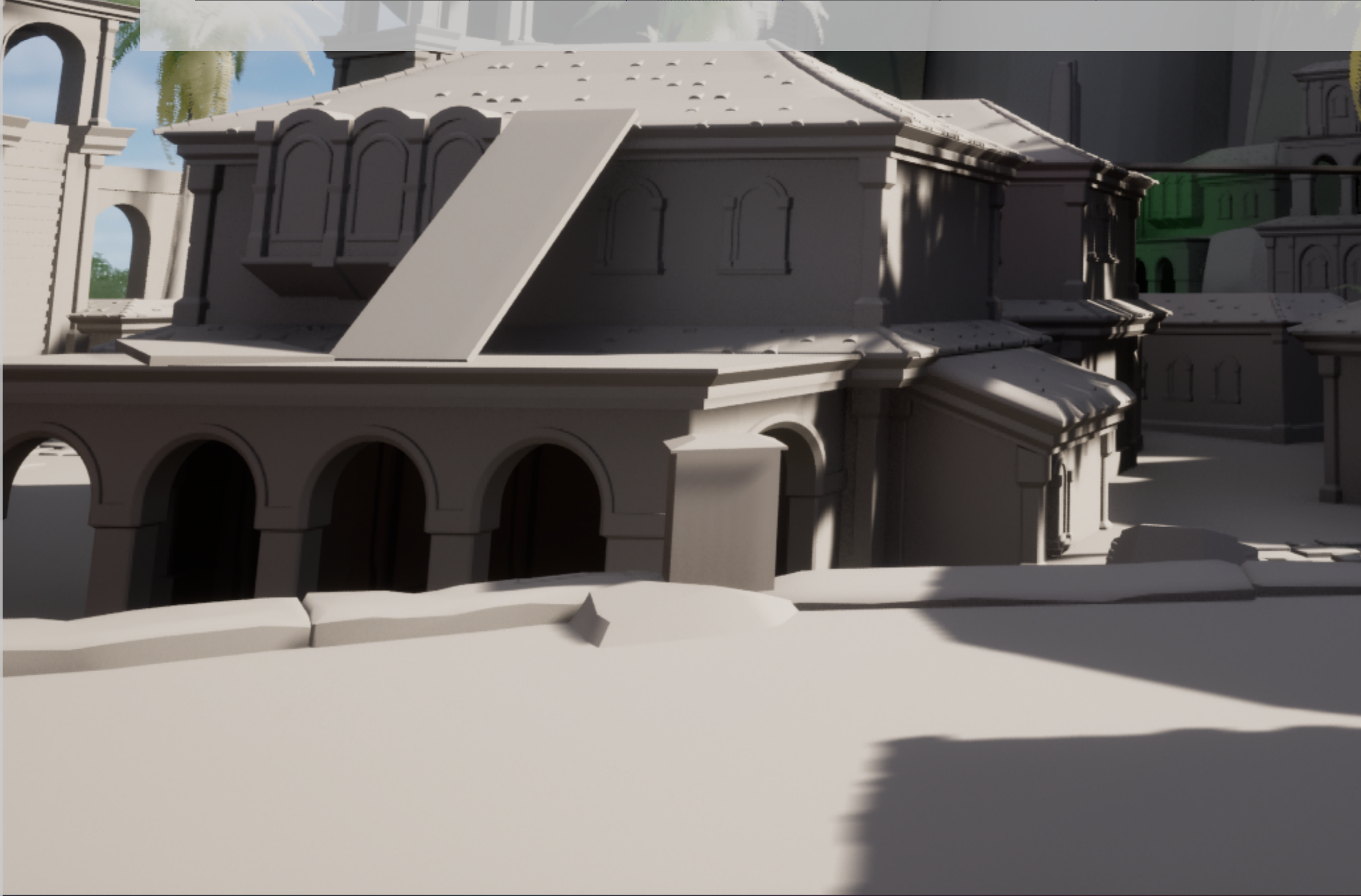
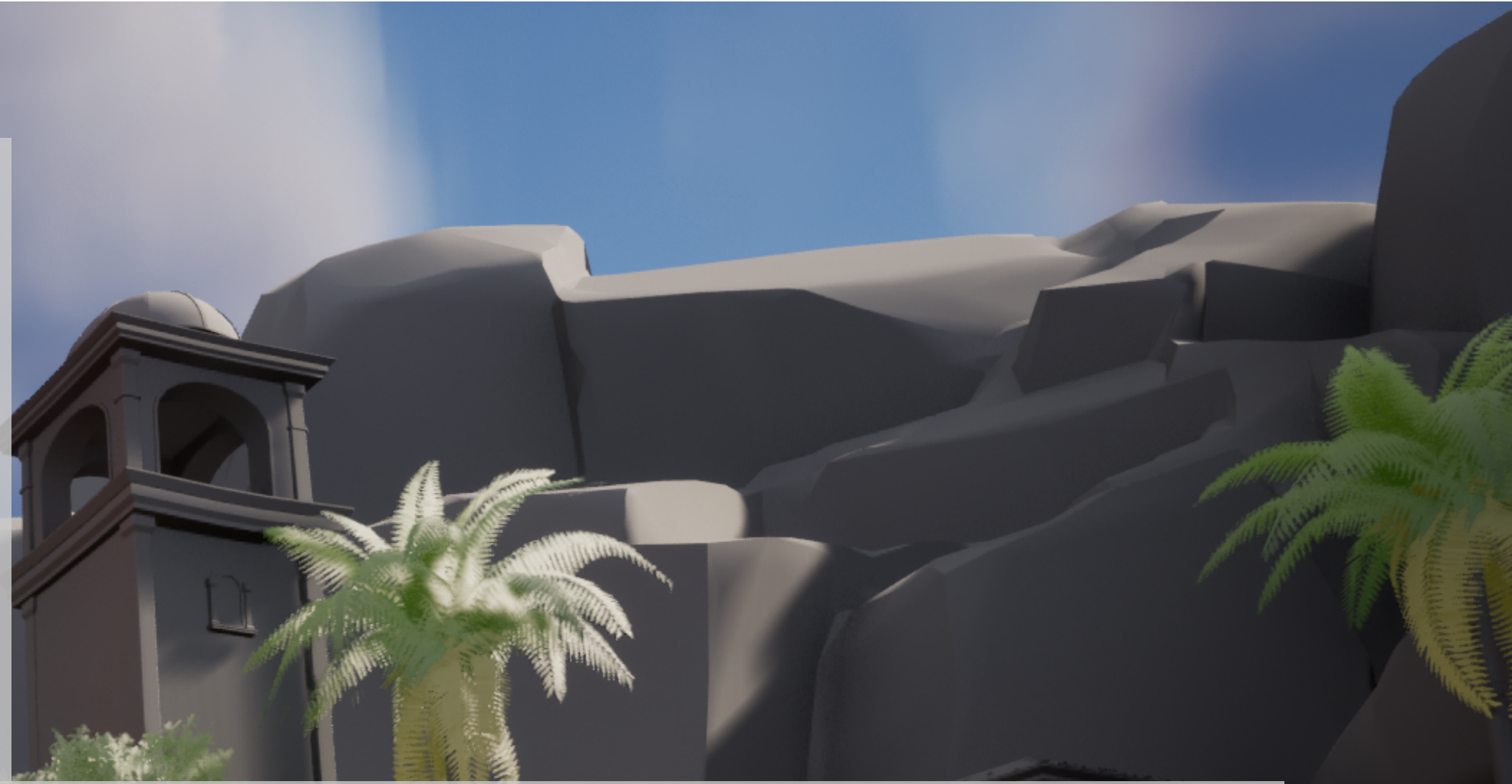
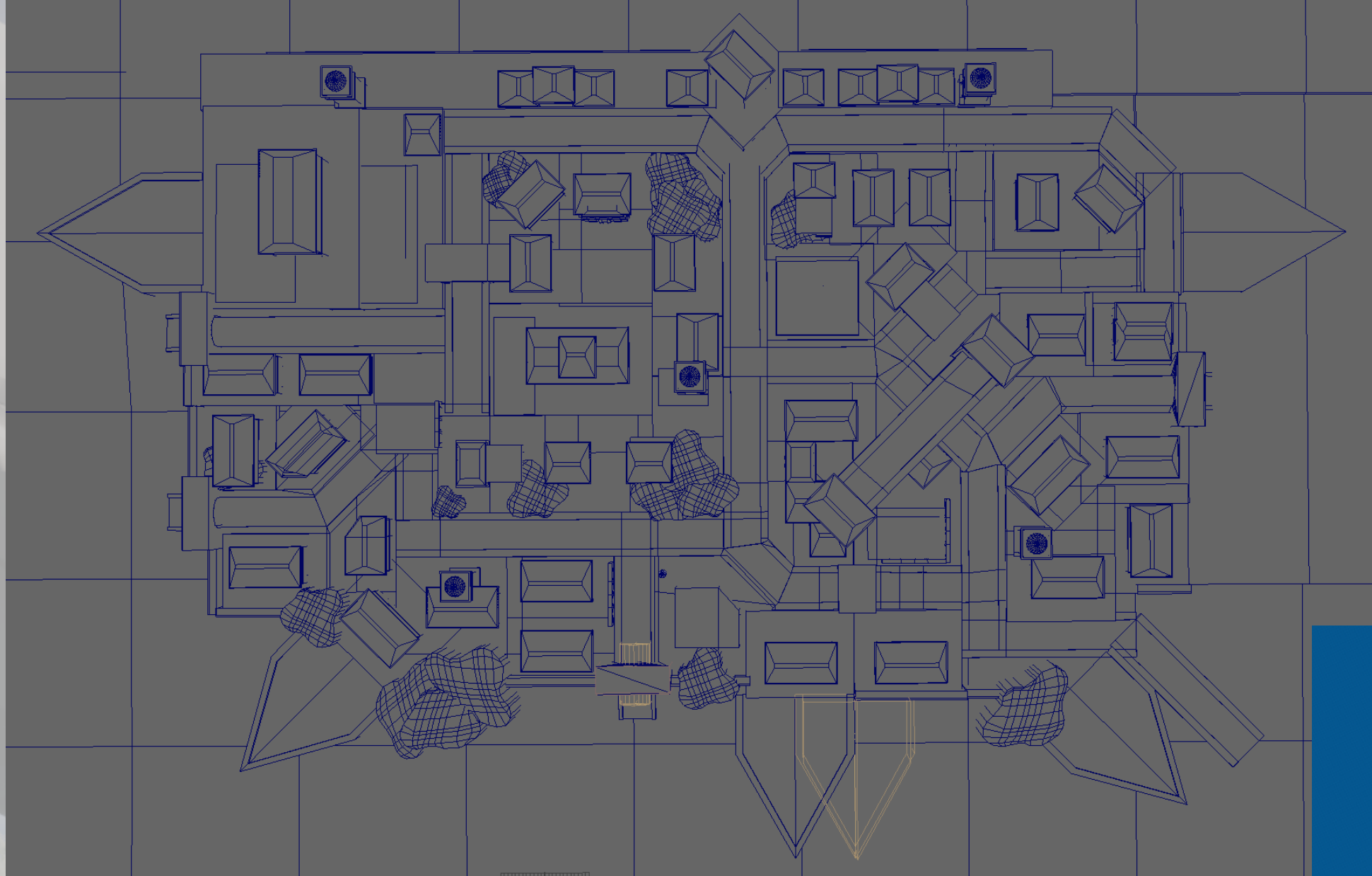
Level

Vern\_Map\_Encounters



# BLOCKOUT

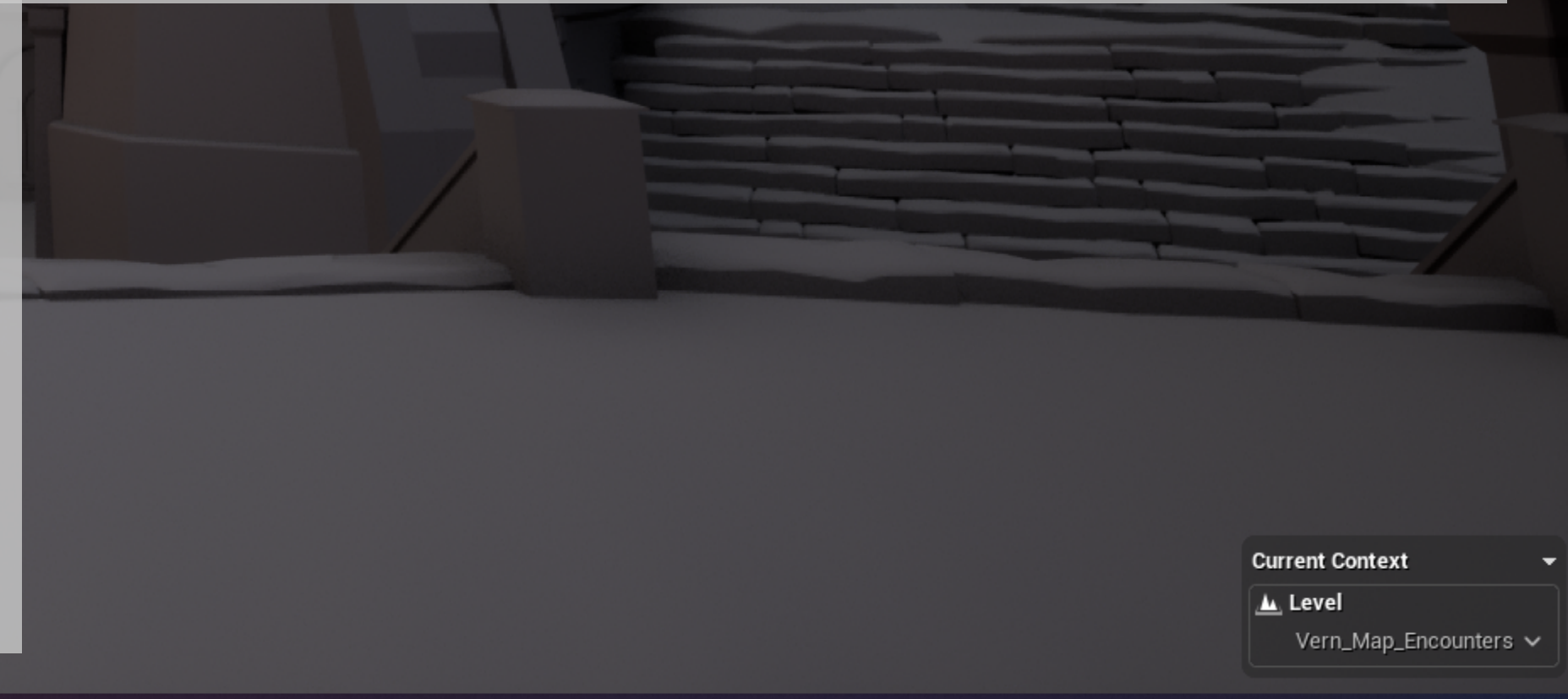
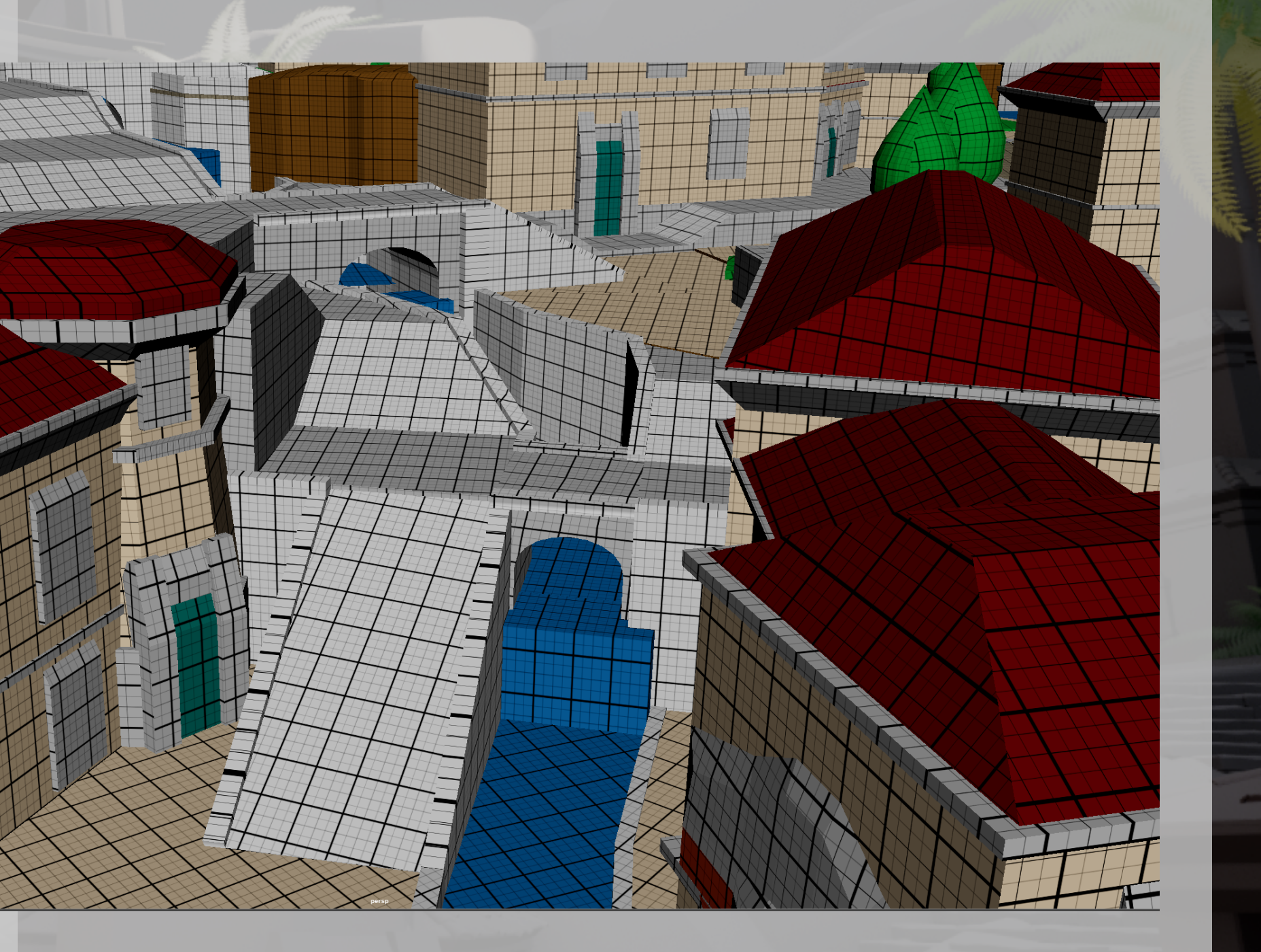
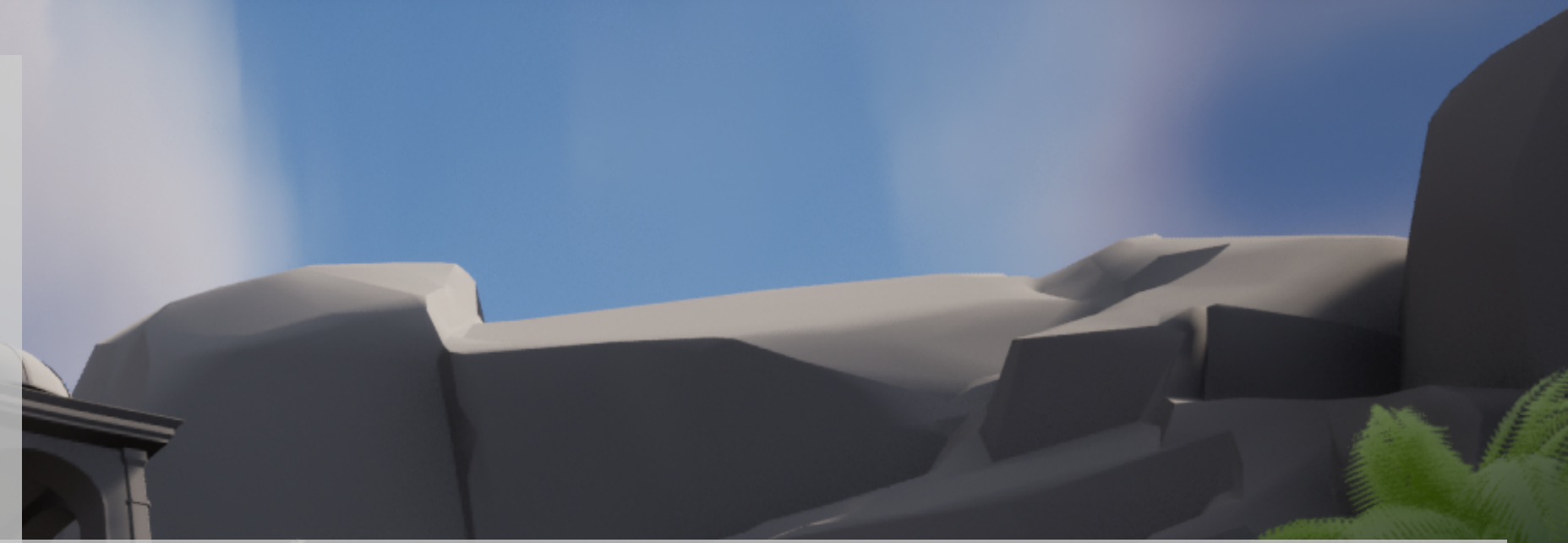
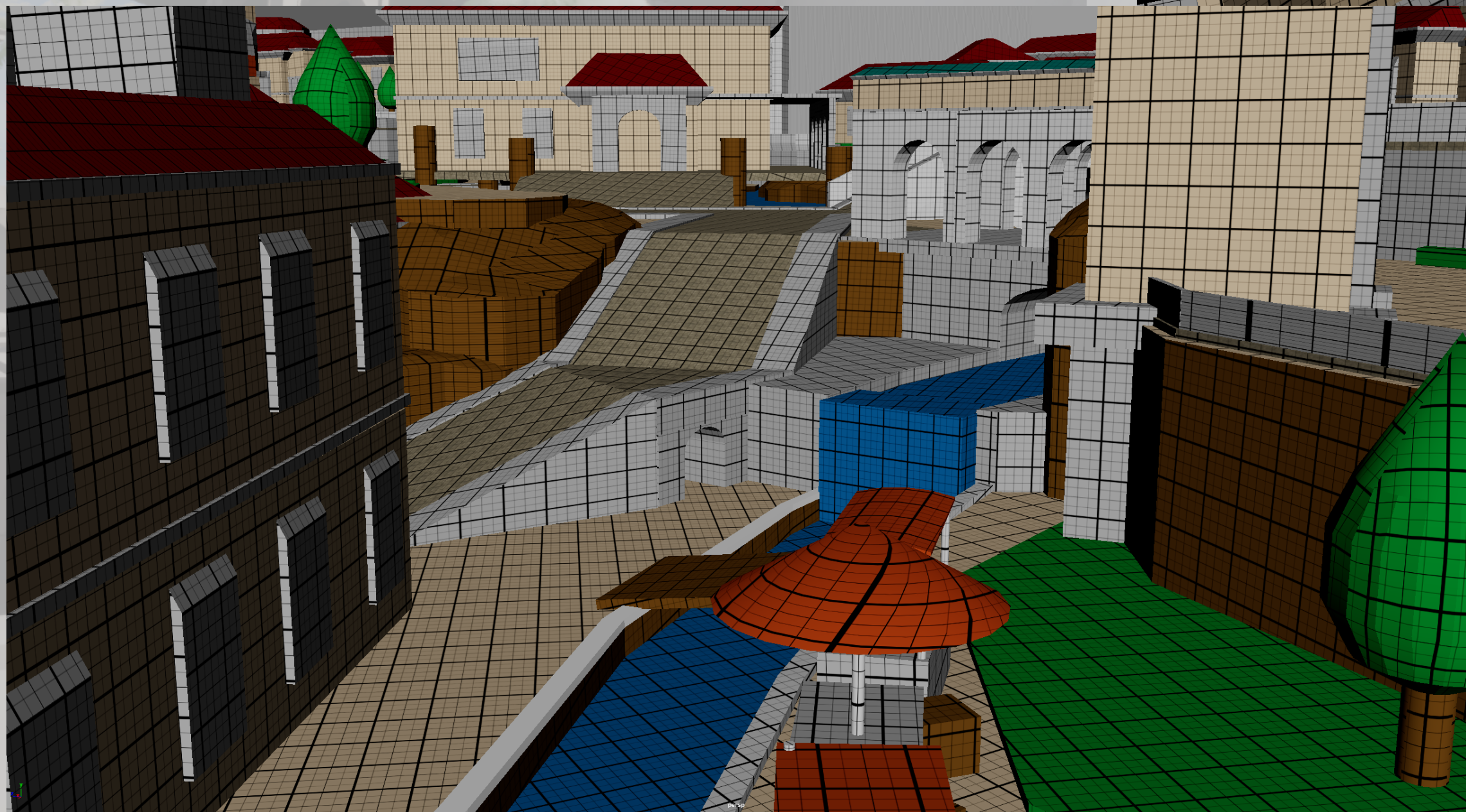
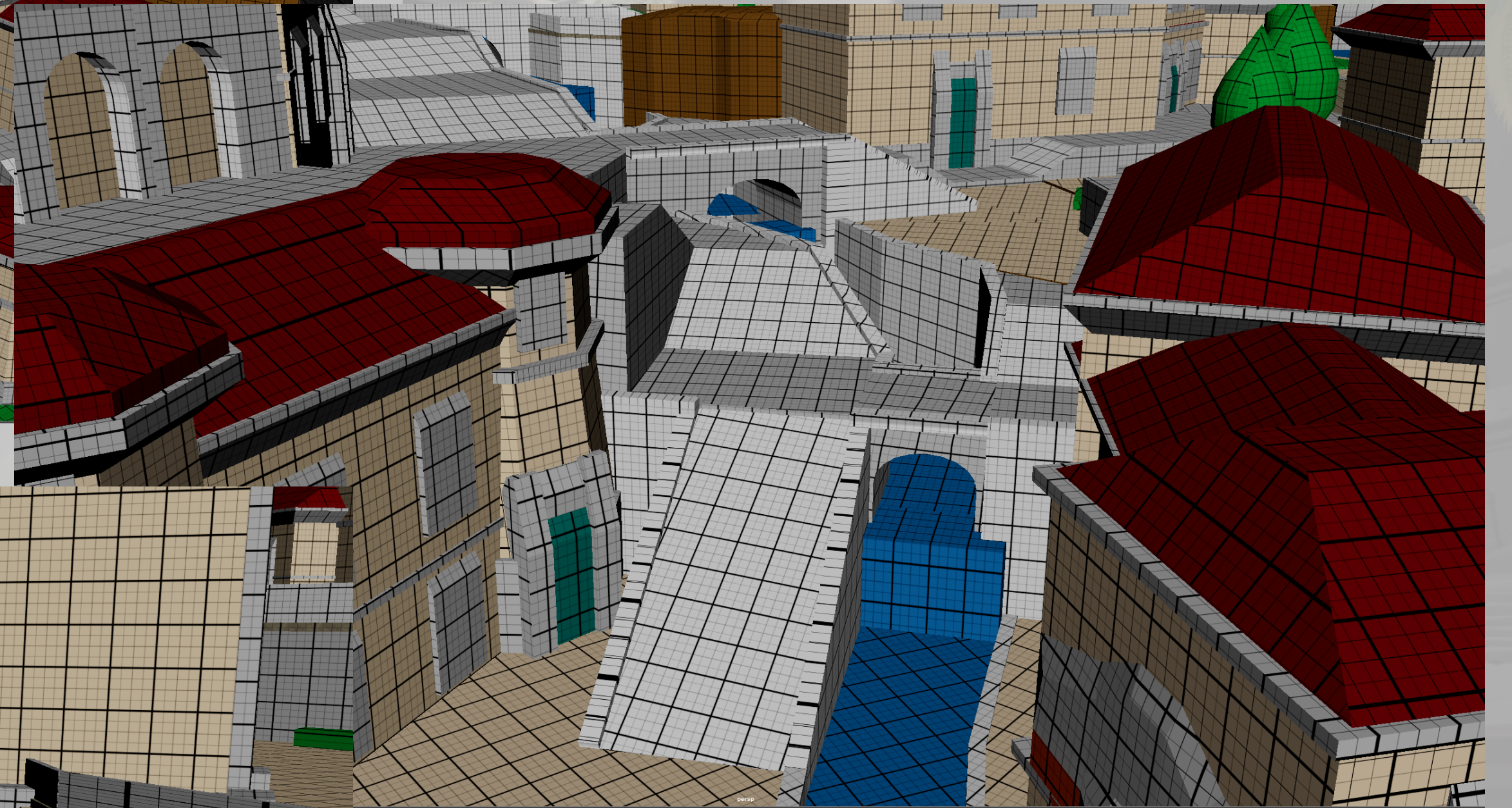
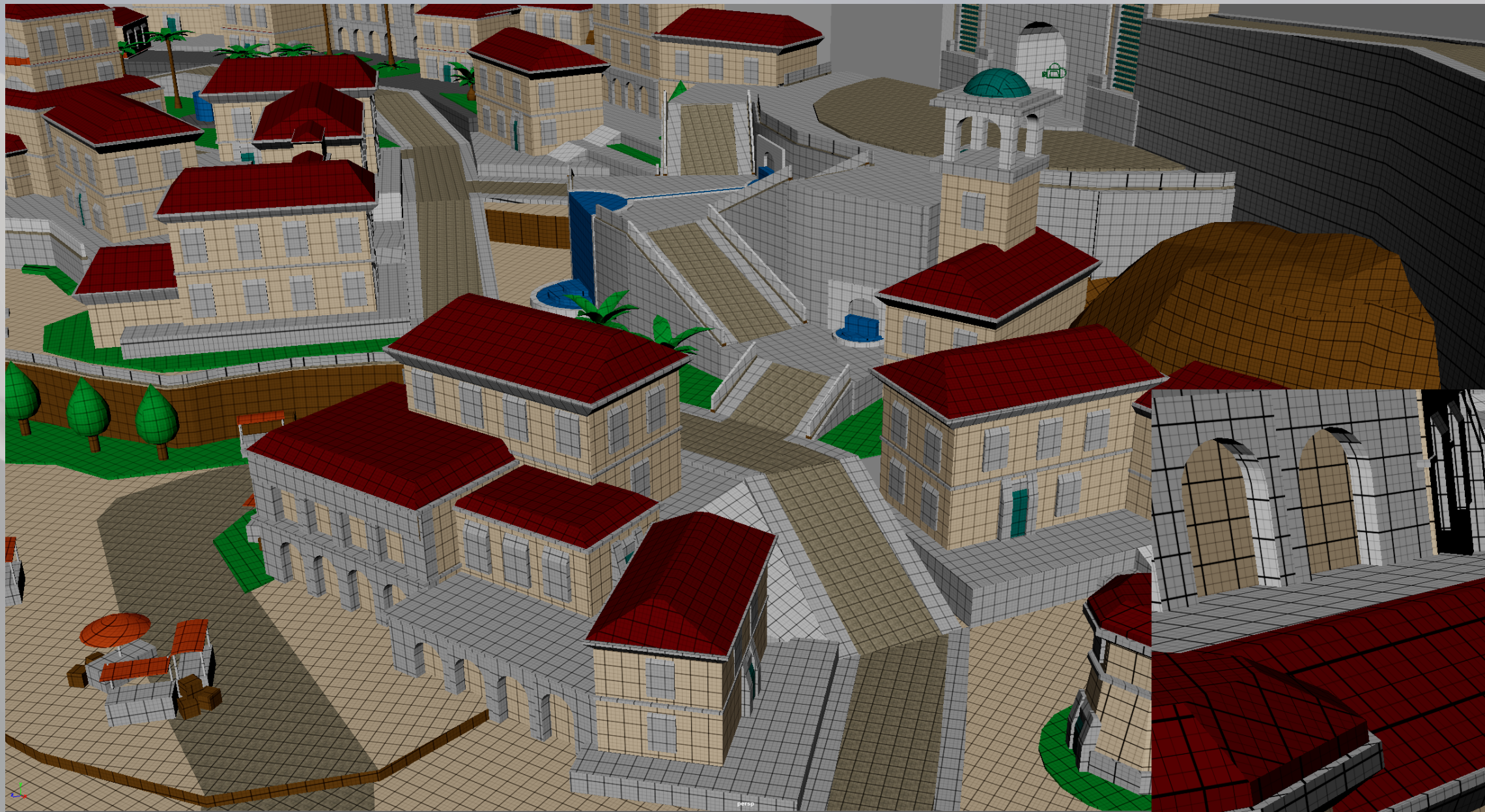
BREAK RECTILINEAR





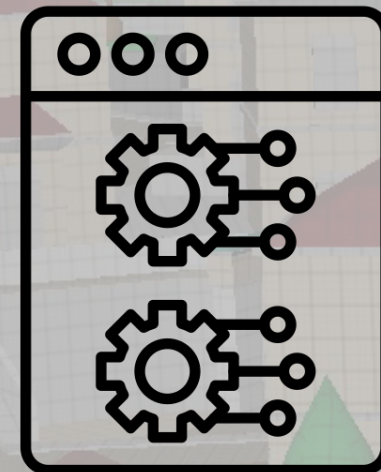
# BLOCKOUT

BREAK FLATNESS



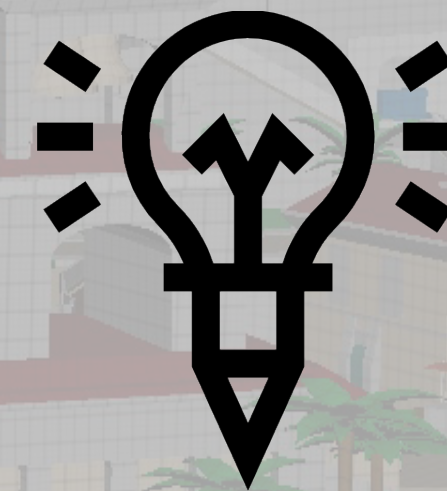


# SCRIPT / ART / LIGHT



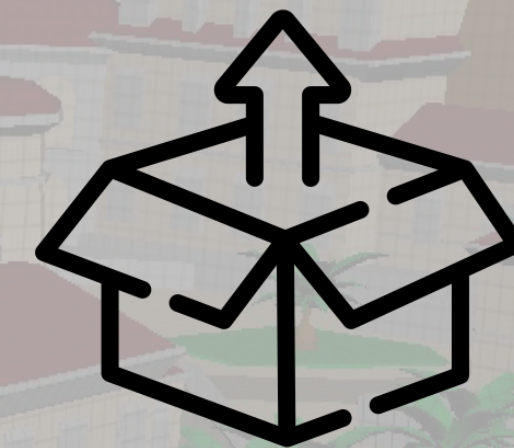
## Scripting

Define and implement basic interactions to begin functional playtesting.



## Lighting & Art Pass

Set dress the level with the help of environmental art team to further polish and refine player progression and readability.



## Release

Document and implement the level into the game; this does not mean the level is finished.



FIN

Thank you!

