

LEVEL DESIGN DOCUMENT

Location

Inside the [Grand Central Terminal](#), Manhattan (NYC, EE. UU.)



Mission Category

Side Mission Event

Name

Bounty: Ghost

Description

Find and neutralize Frederick "Ghost" Fitch.

Enemy Level

28

Predicted time for this mission

4 – 5 min

Space Combat Type

Mid – Long Combat Range

Special Condition

The players must have completed the Story Mission: Grand Central Station to be able to do this one

Mission Rewards

- 4185 Credits
- 74283 EXP
- Mask Blueprint (Specialized)
- Gear Item (Specialized)

Mission Flow

1. Players will have to kill a bunch of enemies the first minute of gameplay.
2. A second wave harder than the first one changing the types of enemies, this combat it's predicted to be between 1.5 – 2 min.
3. Final wave with some enemies and "Ghost" (Boss), time predicted to this combat is 1 – 1.5 min.

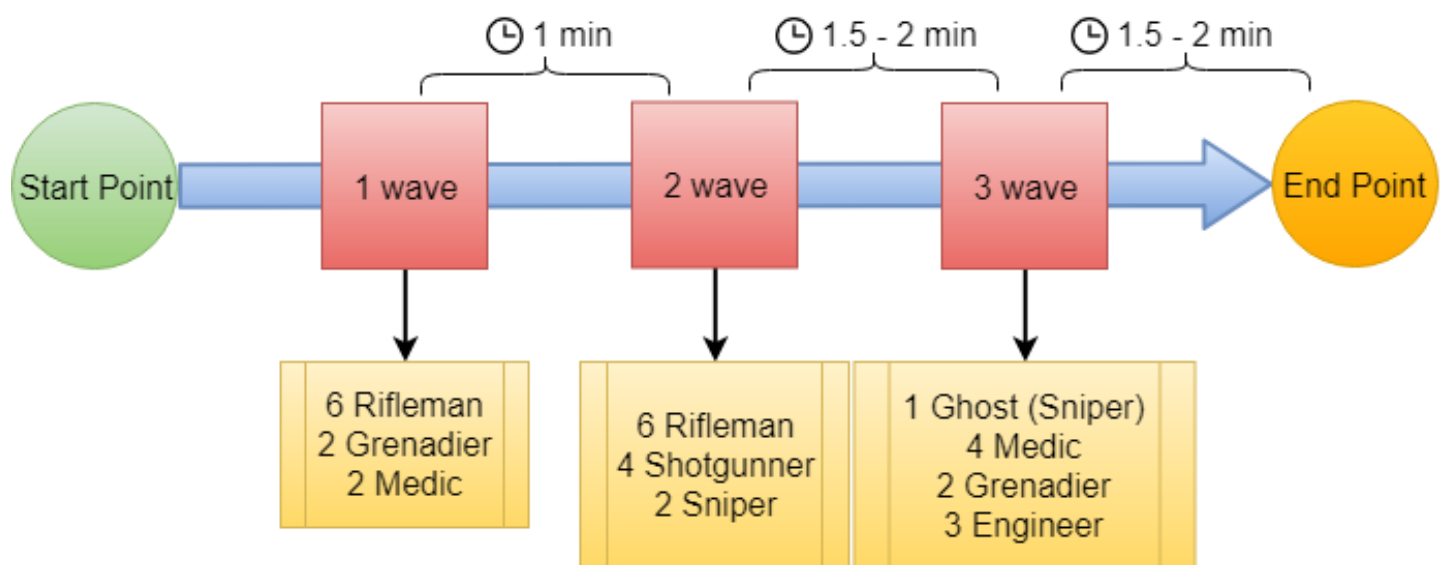


Diagram made with [Draw.io](https://draw.io)

Enemies

Faction

[Last Man Battalion](#)

Types

Rifleman



Shotgunner



Medic



Grenadier



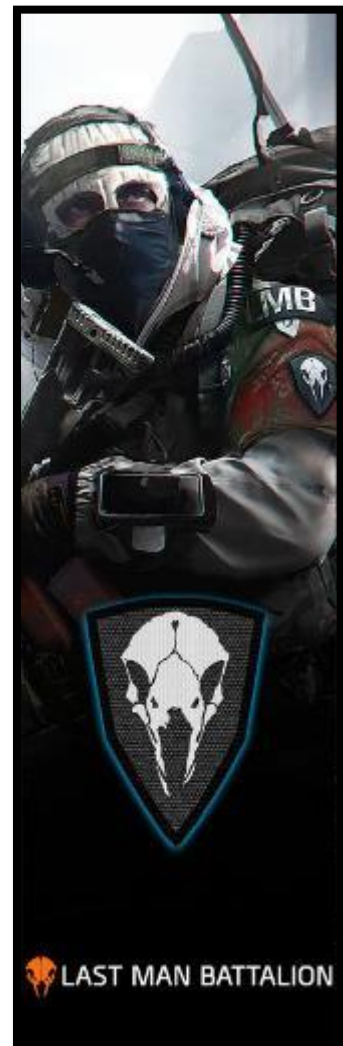
Engineer



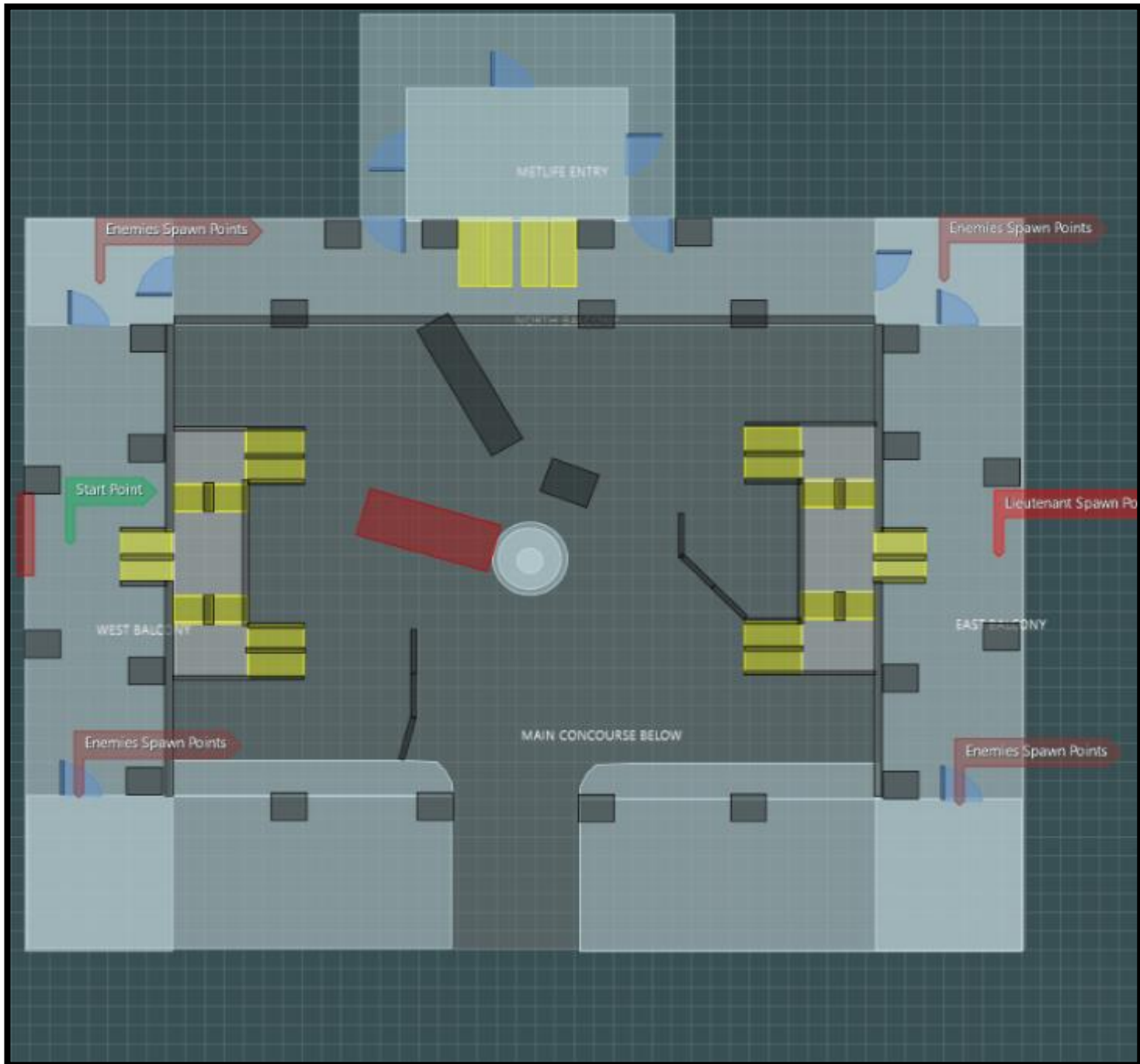
Sniper



Boss "Ghost"

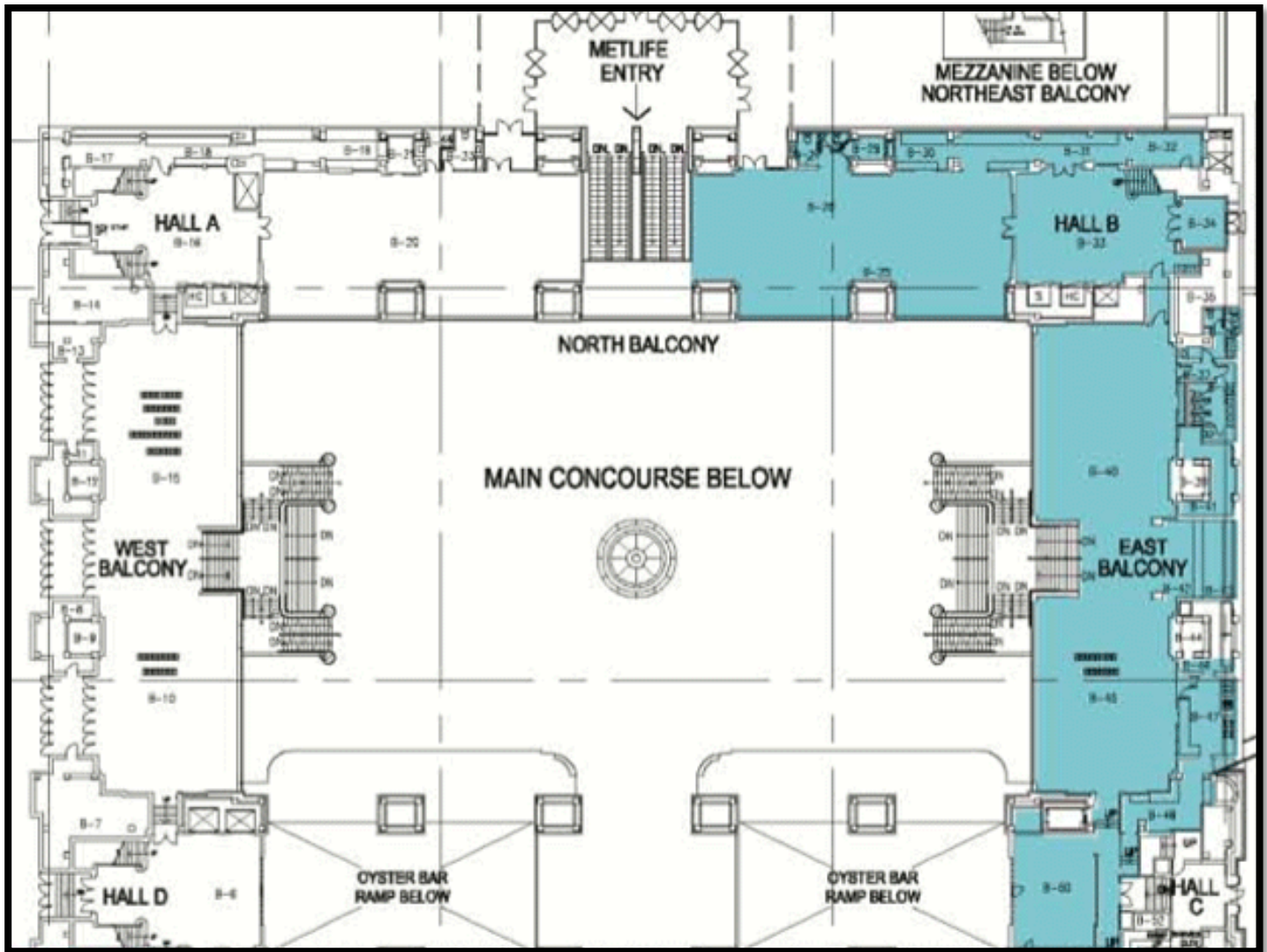


2D Layout



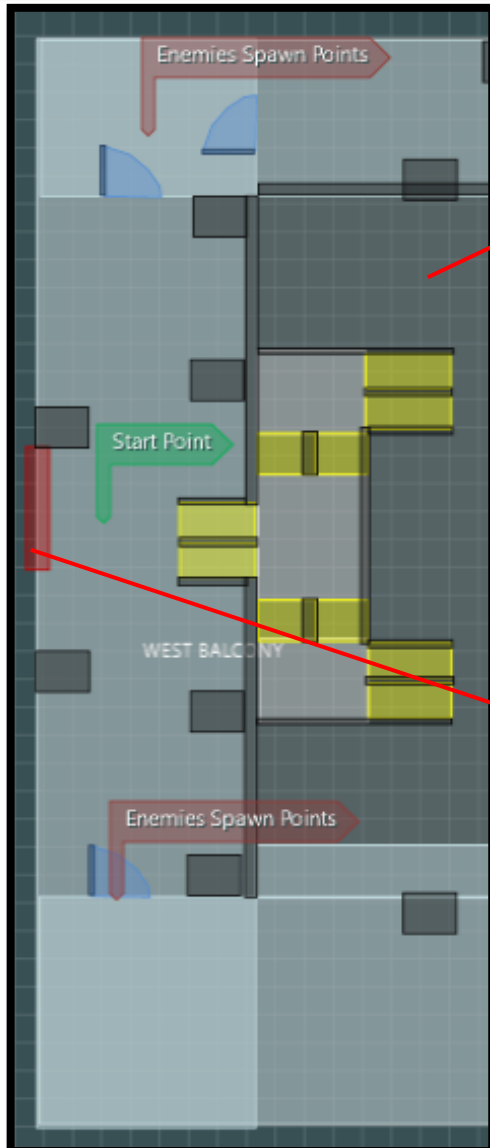
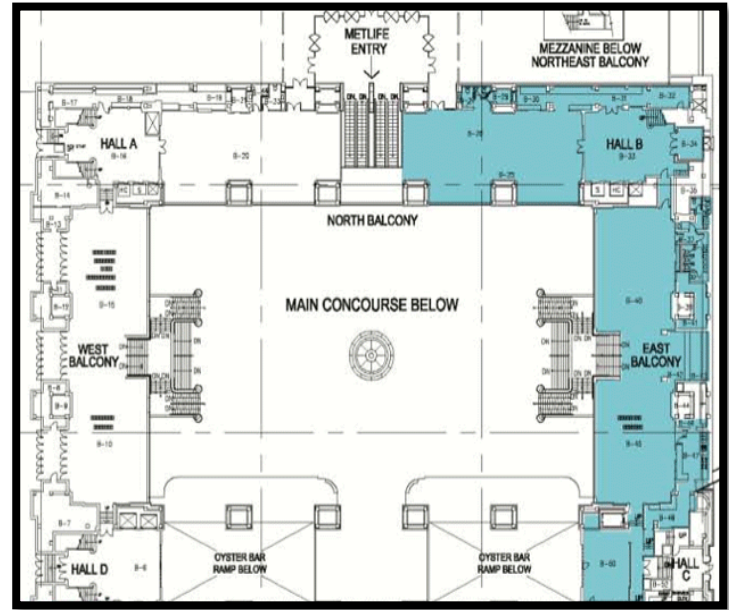
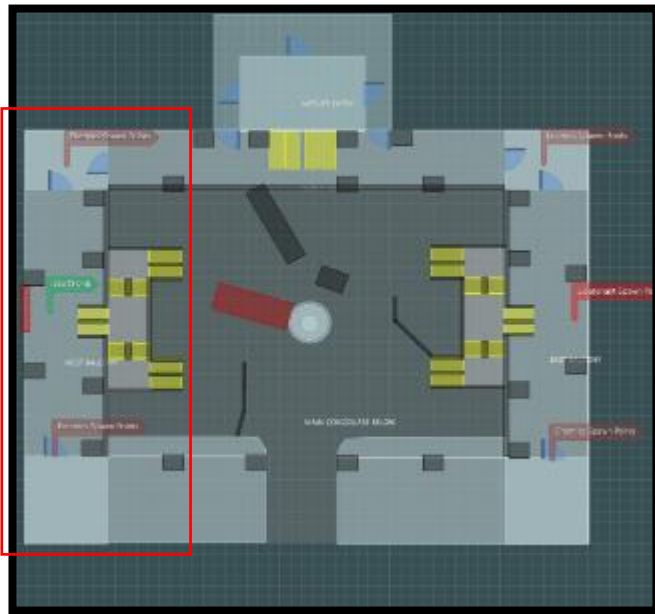
Gameplay 2D Layout

Made with [Articy:Draft](#)



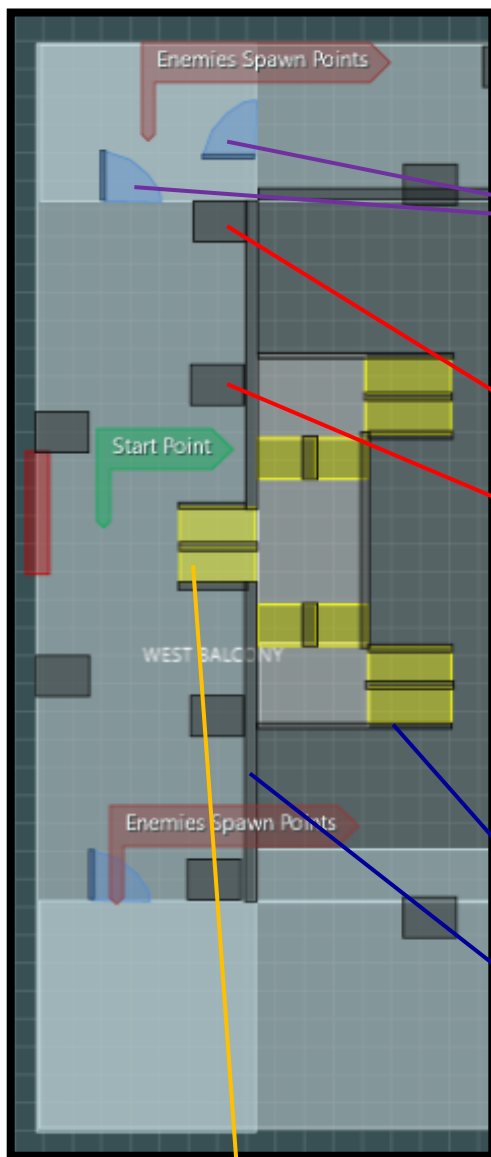
Grand Central Terminal Original Blueprint

Level Design Explanation



Detailed Description

This section of the level is where the players are going to start the side mission, the red box of the window indicates that through that hole is the entrance to the inside of the Grand Central Terminal.



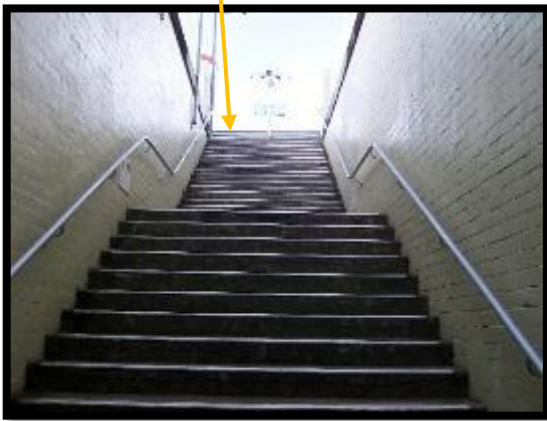
Enemies will appear through these doors



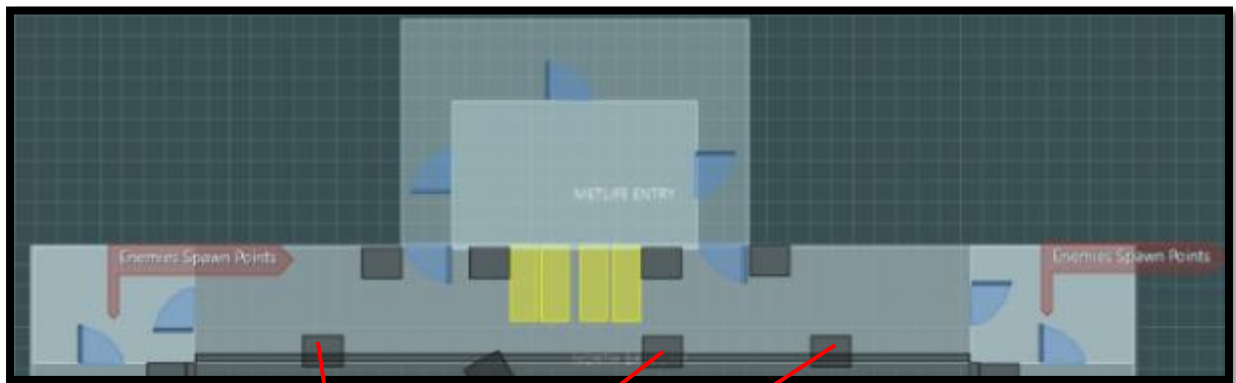
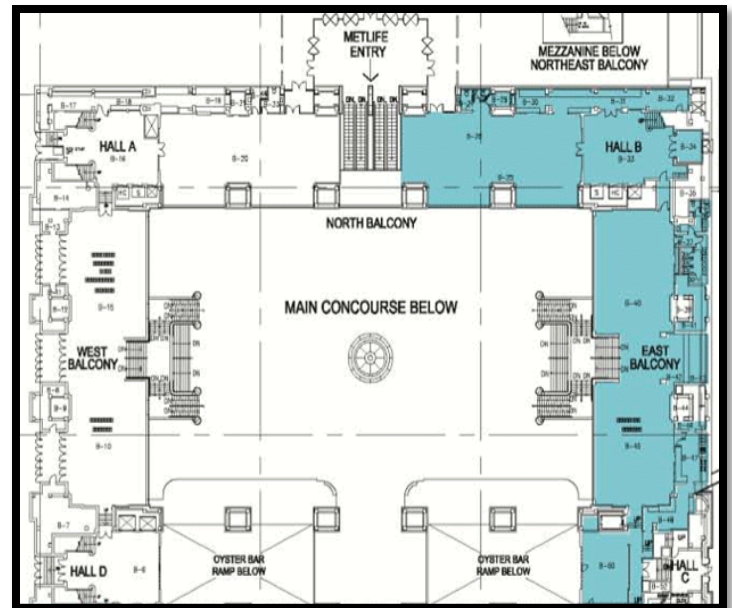
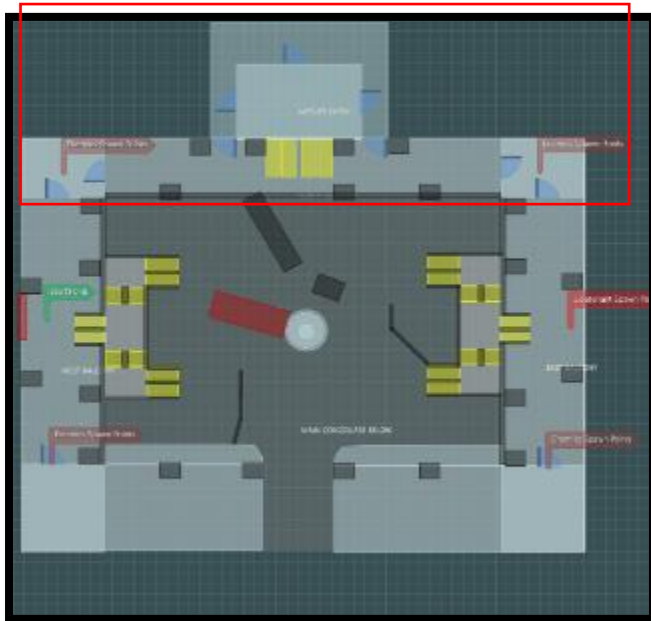
Different kind of boxes that works as low covers 1.2 m



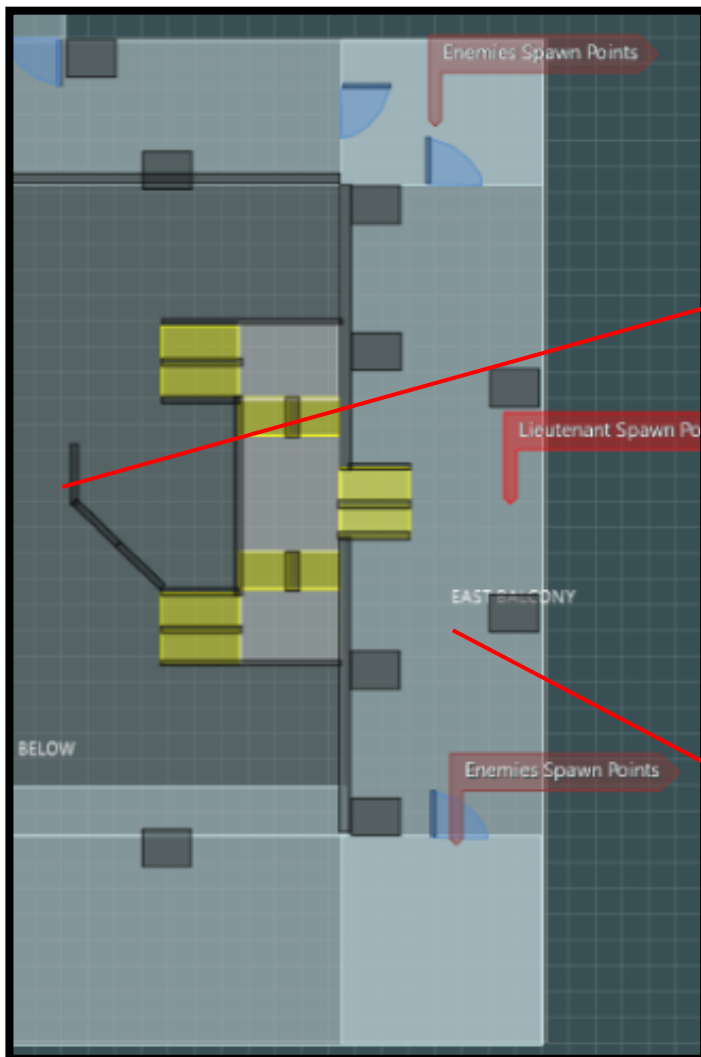
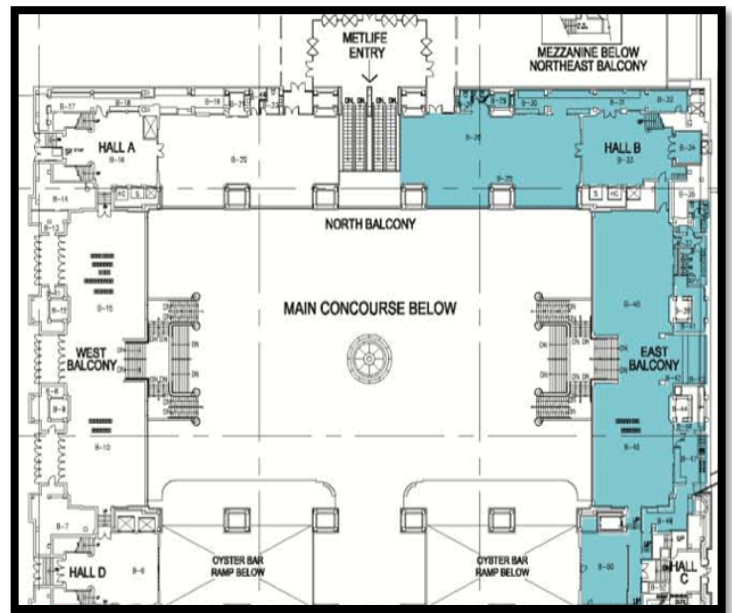
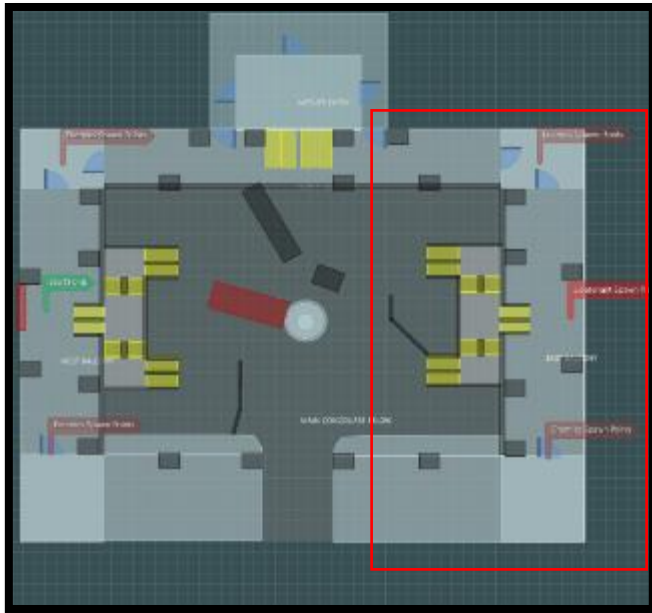
The long black objects on the layout are low cover parapets of 1.2 m



Yellow boxes are stairs that connects the 1 floor with the 2 floor

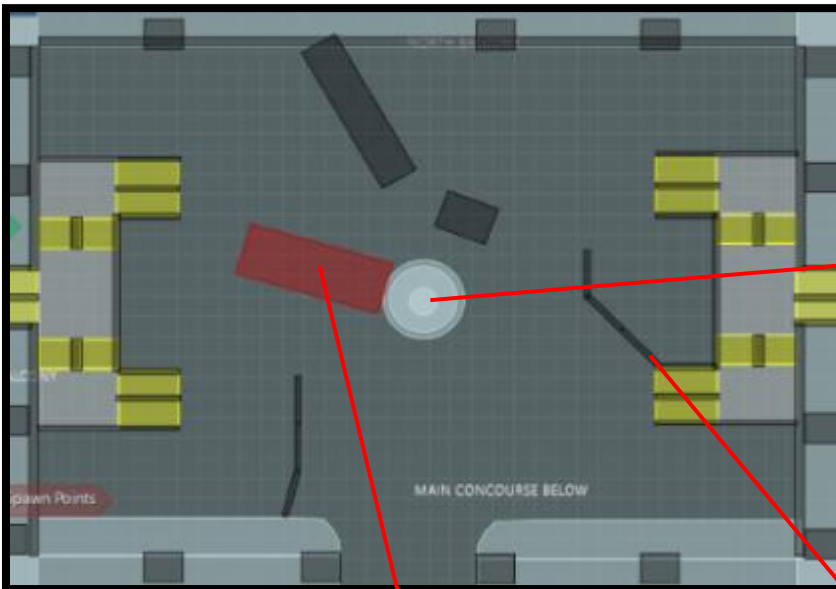
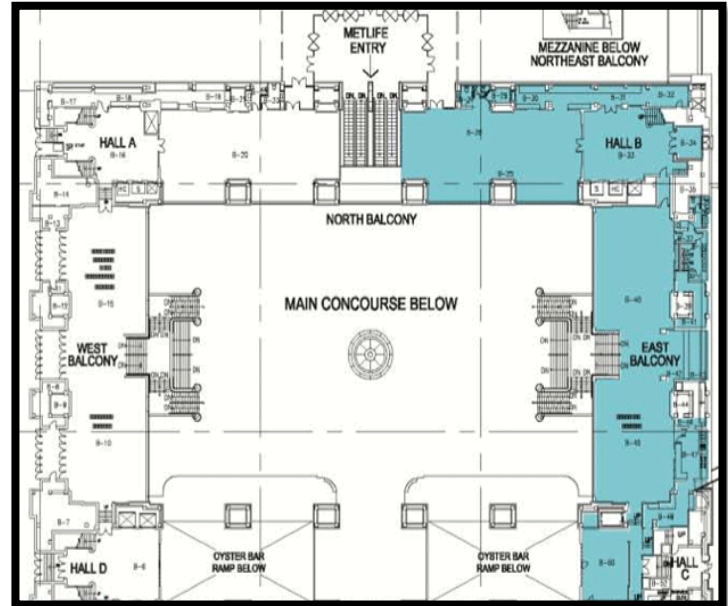
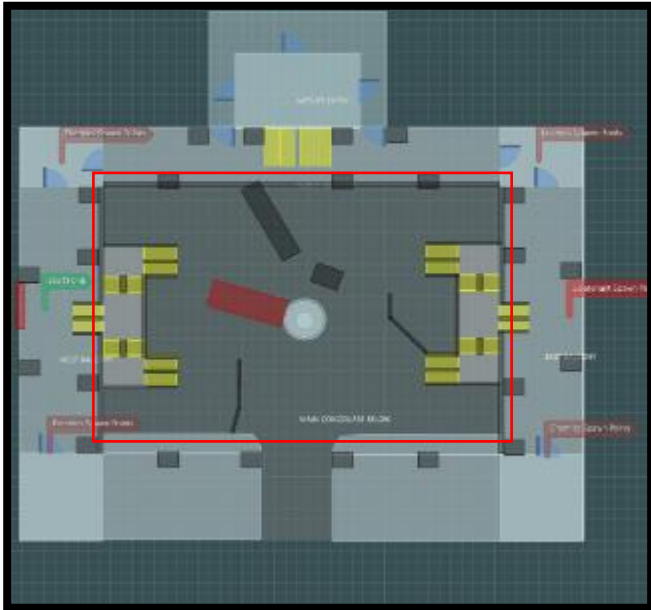


The black boxes of the north balcony and the south entrance are the classic columns of the Grand Central Terminal, this kind of structure are considered High covers of more than 2m.

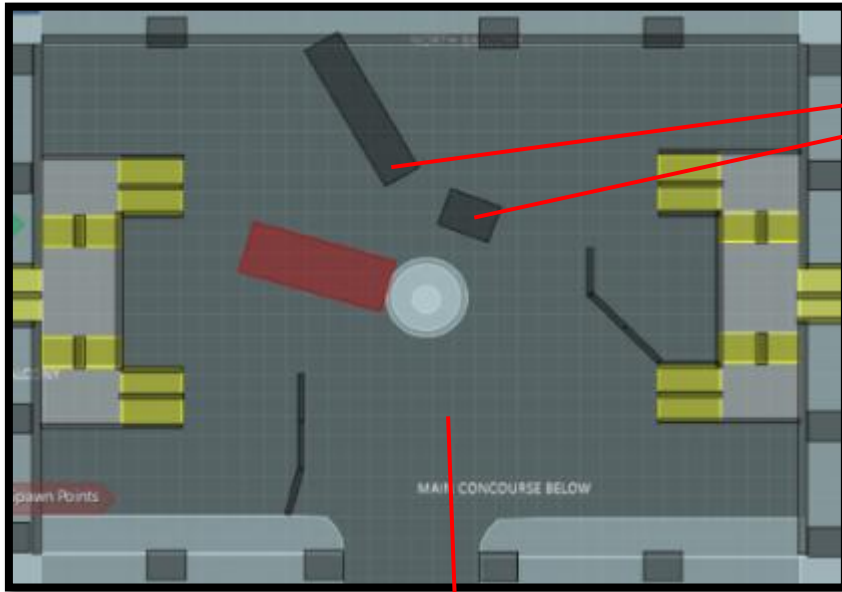


Those short black boxes are military low covers of 1 m of height





Those short black boxes are military low covers of 1 m of height



Context and Environmental Storytelling

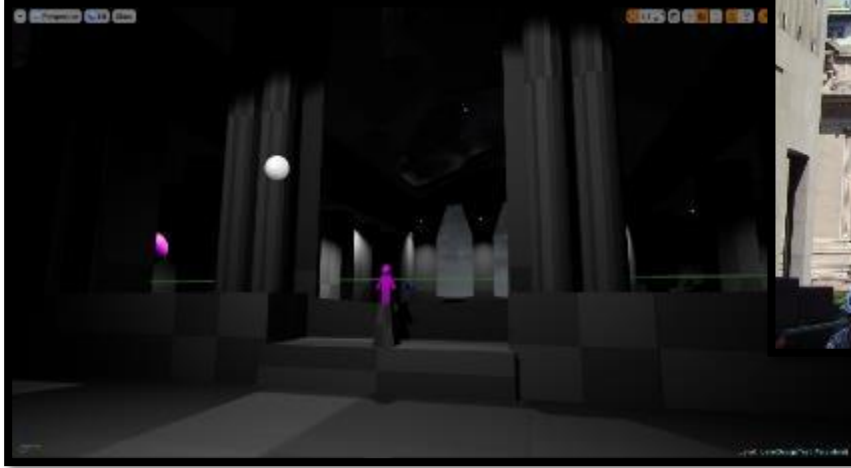
After the “Grand Central Station” Story Mission, one of their lieutenant of the Last Man Battalion faction called Ghost, enter into the station crashing one of their military tracks over the west balcony big window to get inside and make the Grand Central Terminal an operation base for their plans, that is why there is a lot of military assets inside the station environment and some destroyed objects of the station.

3D Blockout

Engine Used:
Unreal Engine 4



Screenshots

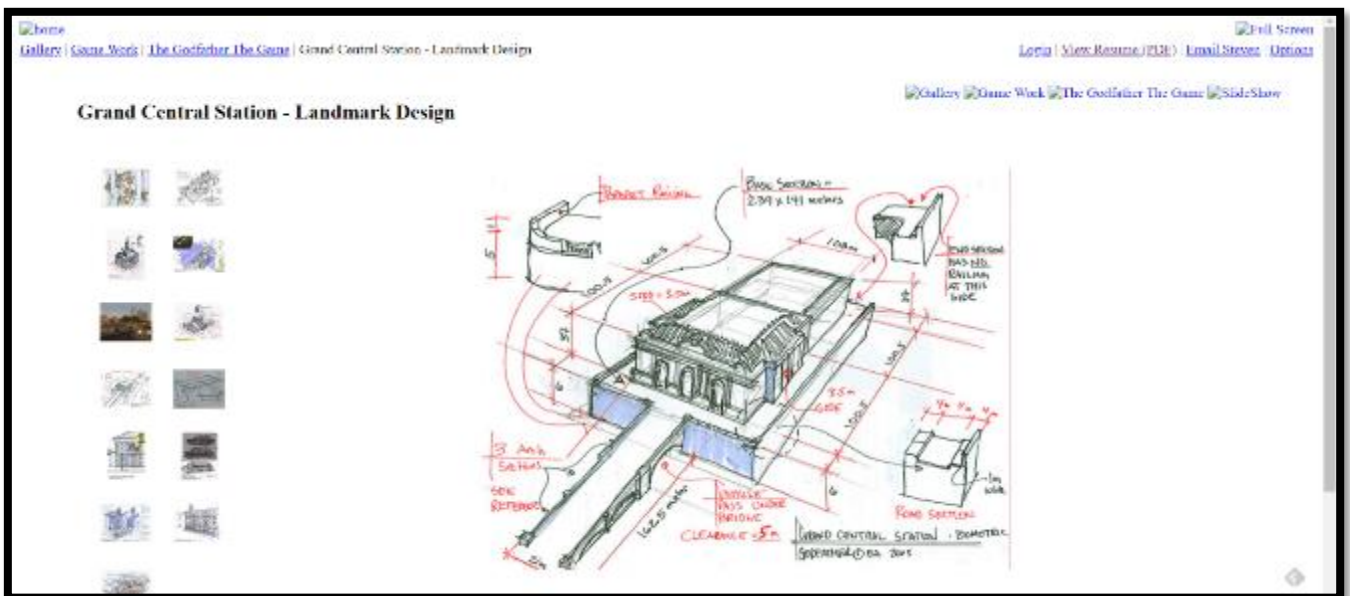


Explanation

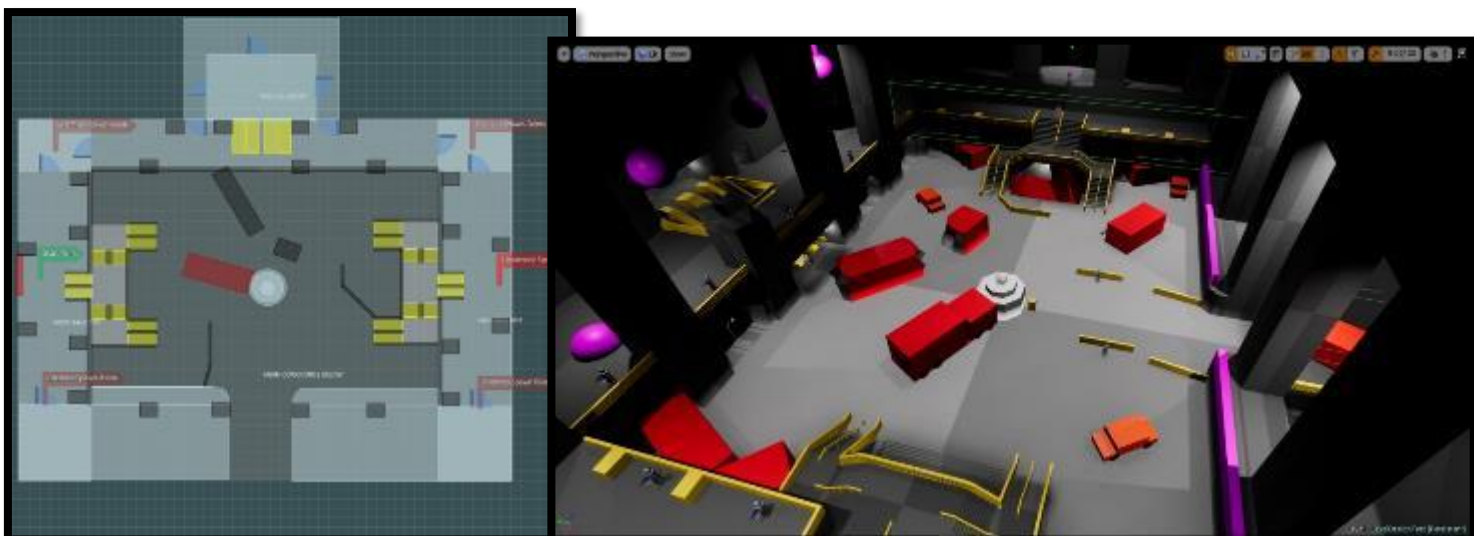
When I started to make the 3D Blockout from the 2D Gameplay Layout, the first problem that I found was the scale of the space that I selected, because I didn't know about the real dimensions of the Grand Central Terminal.

So, to solve this problem I search on the internet for architecture websites related to Grand Central Terminal to see if I could find the real scales of the building, so I can recreate it in UE4,

I found a web, from an Architecture student that he actually is an Architecture Level Designer in many games, with a blueprint of the Grand Central Terminal and it was helpful for making the Blockout.

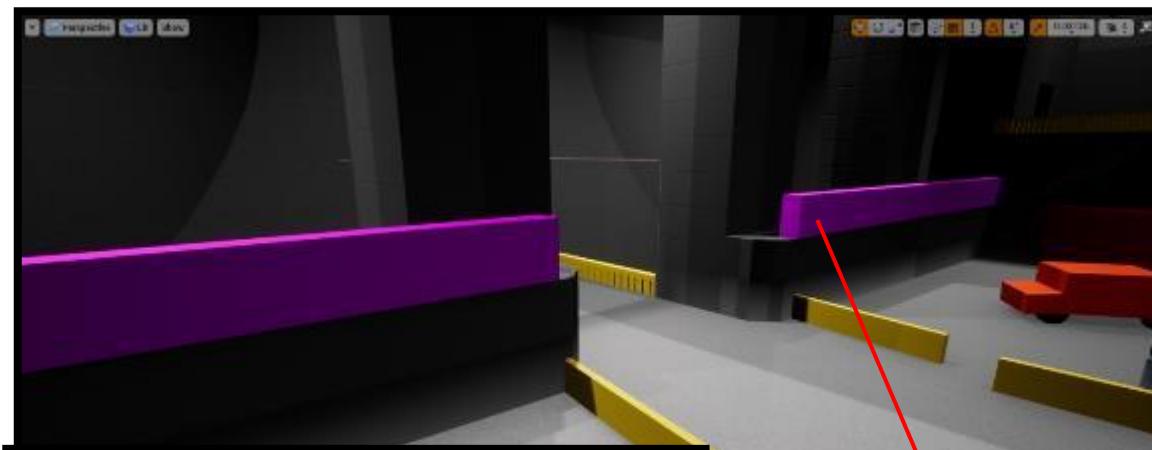
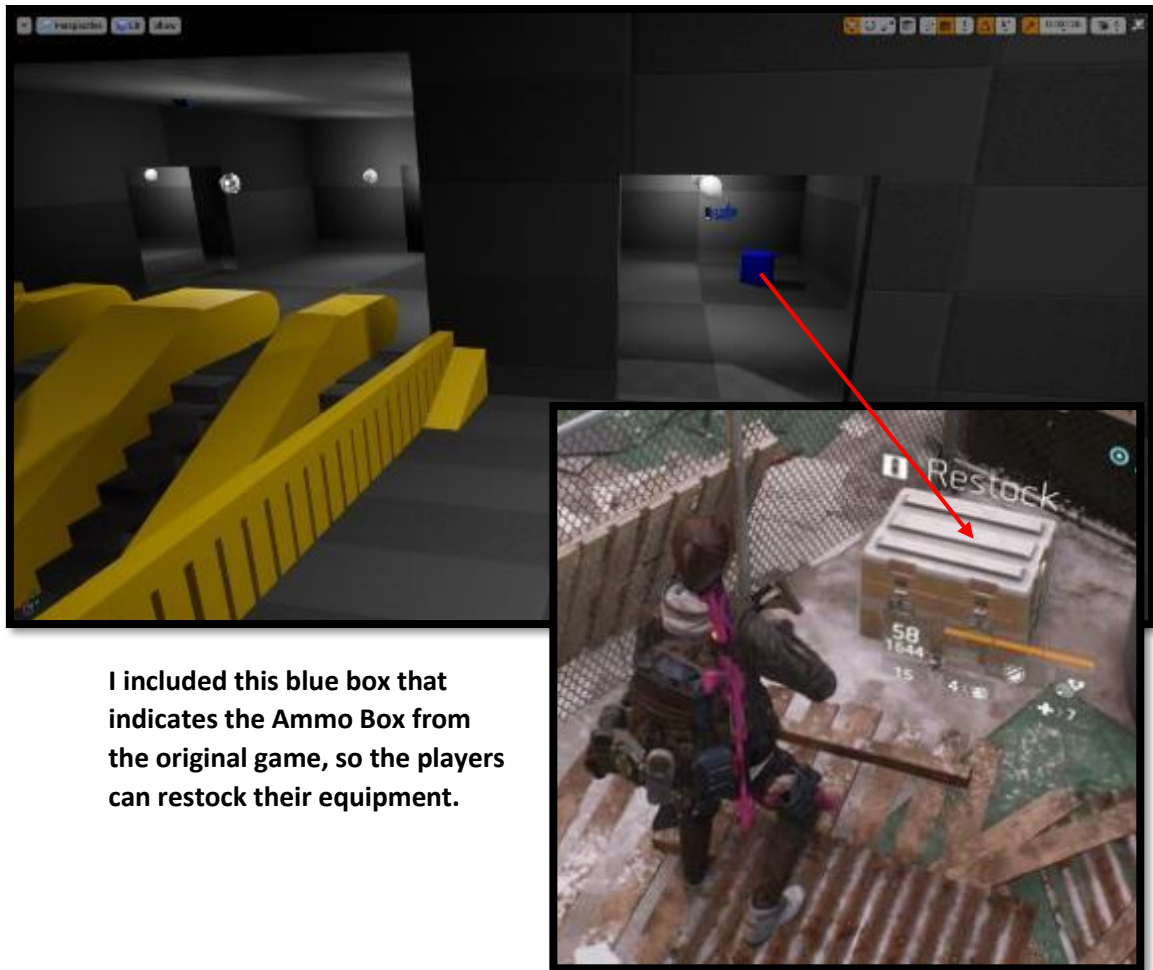


The second problem that I found was the first iteration of the 2D Gameplay Layout, that I realize that the first iteration in the layout was a bit poor and simple, having lots of blank spaces that was making the level feel empty, so I decided to make a second iteration directly on the 3D Blockout and add to it more assets (parapets and environmental storytelling objects that can work as covers) to make the gameplay more rich and create a better game feel.



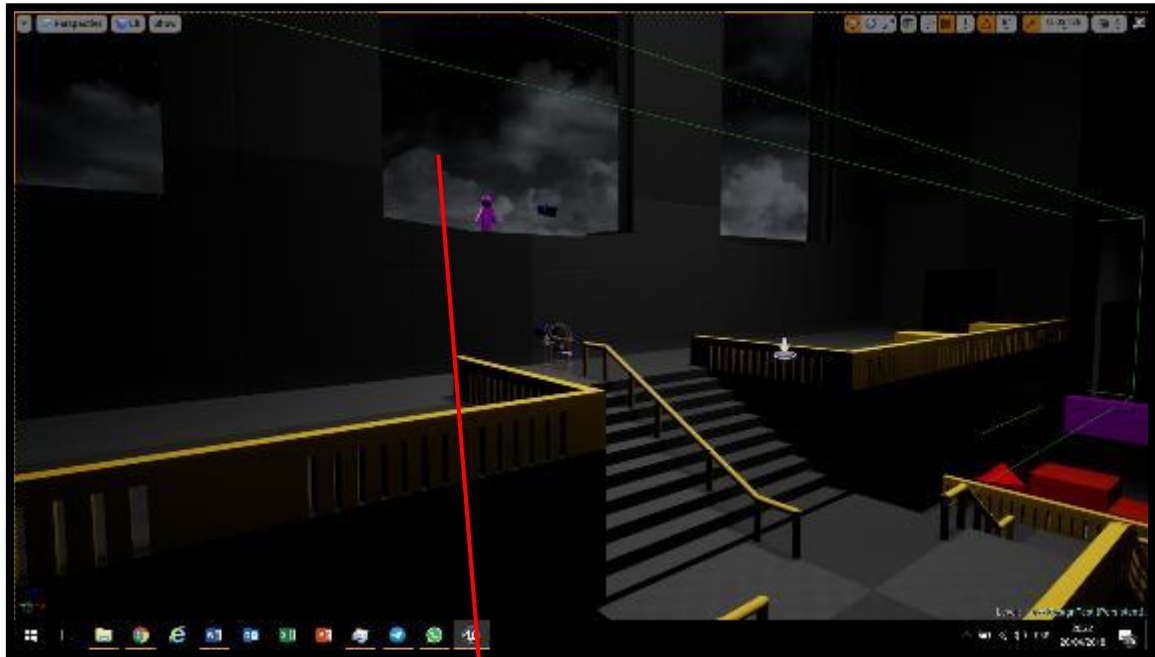


The big red boxes in the 3D Blockout are the industrial containers.

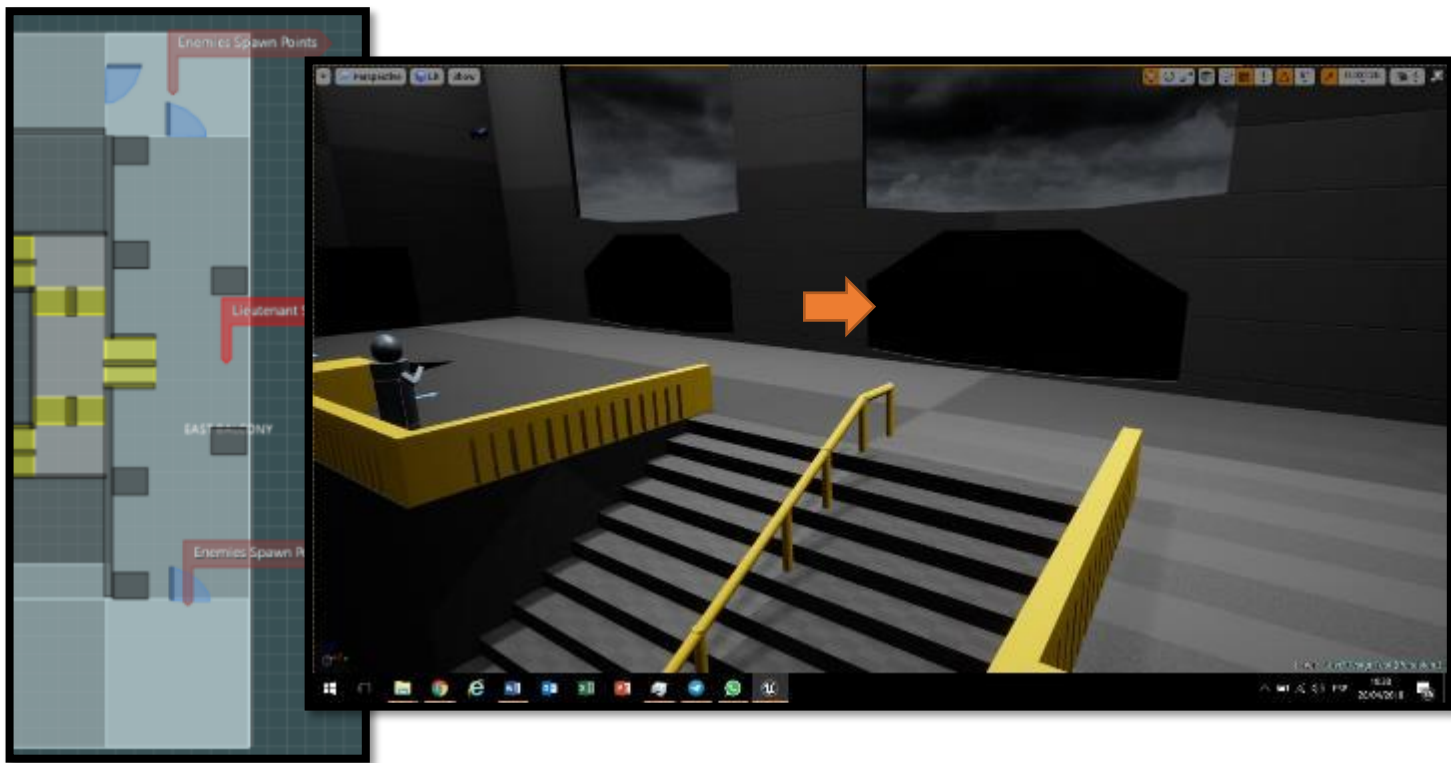


As I said before, for stating the mission the players must have completed the Story Mission: Grand Central Station to be able to do this one.

To enter the station the player must come to the front of the Grand Central Terminal building where they will find that the window of the middle is broken, and they can pass through it.



Once the player has defeated the boss, the exit will be the door from where the boss arrives at the gameplay space, that it's located in the East Balcony of the Grand Central Terminal.



Art References for Environment Artists











