

Level Design Document Assignment

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Port Cardin Docks

The Port Cardin docks is a player versus environment designed for a single player. The player is a vampire who must work their way through the small open world of the level, completing various objectives in order to sail out of the city of Alder Corsair. However, there is a sense of urgency to act as the player has a slowly draining gauge that can only be filled by sucking blood out of human NPCs. This potentially can prevent a player from taking as much time to scout and plan before engaging. If the gauge runs out player goes into blood lust, crying out alerting enemies as well as preventing the player from using certain abilities until they can drink some more blood.

Objective

- Look for captain in the tavern
 - Ease drop on patrons
- Beat the drunks
- Find and free the captain
- Free the crew
- Retrieve the key to the ship from the dock master
- Clear the ship and dock of guards
- Start the ship
- Cut the mooring loose and escape the port

Play time 15-45 minutes

Difficulty: difficulty is on the easier side. This level is meant to be the second or third level of the game. However, unlike most stealth games, there is a sense of urgency to act as the player as a slowly draining gauge that can only be filled by sucking blood out of human NPCs.

Enemies

- Drunkards: bare handed
- Brotherhood of Clarity
 - Clarity brother
 - ➔ armed with sword, close combat fighter
 - Clarity Marksman:
 - ➔ Armed with sniper rifle, long range
 - ➔ Scan wide area with red line
 - ➔ Shots will alert nearby enemies

Player interactions

- Ease drop (pass into ease drop range)
- Ask bar tender
- Hide in barrel
- Mist move: Transform into mist and pass through vents to a set exit point
- Bat flight: Turn into bat and fly to a specified perch point
- Free captain
- Free sailor
- Pickpocket
- Retrieve key
- Cut mooring line
- Start ship
- Assassinate
- Daze: render a guard unconscious with hypnosis. (another enemy can wake them up if they come in contact).
- Drop crate: drop a large hanging crate on someone.
- Hide in barrel
- Pick up body
- Hide body in barrel
- Drink blood: fills blood lust gauge

Items/loot

- Blood: drained from enemies to fill blood thirst gauge.
- Reliquary: currency items picked up from killing or pickpocketing enemies (can be used to upgrade abilities)
- Vampire Text: a special Easter egg pick up with lore in it.

Environment

The level takes place in the City of Aldar Corsair, a city that mixes Victorian and gothic aesthetics with a sense of industrialization and a dark atmosphere. Port Cardin is dingy and dirt, the dock wood is degrading, and cobblestone is filthy with mud as rain falls down. The buildings are equally dirty and decrepit but with warm oil lamp light inside. Two sailing ships with full masts sit in two of the docking berths while one large coal powered metal ship sits on the main dock.

Environmental features

- Perch points
- Barrels: can hide in or hide bodies in
- Hanging crates: can be dropped on enemies
- Vents: can enter in mist form to exit at a connected point
- Alarm bell: if enemies find evidence of you they will sound the alarm. Can be disabled.

Tone and Mood

The tone is rather dreary. It rains through the whole level with a dense cloudy sky with regular lightning flashes. Everything is decrepit worn by the wear and tear of a working dock. The boats and docks have barnacles, wood is starting to rot, brass is corroding and iron rusting. However, interiors in various spaces do have a warmer feel with warm oil lamp light and hard wood such as in the tavern.

Pacing and flow

The level begins by leading the player directly into the tavern to find information on the captain. After ease dropping on some conversation they are tasked with talking to the bartender. During the conversation a brawl ensues. After defeating the drunkards, a cutscene will take the player to a perch on the lighthouse overseeing the docks and begin open level play. As a stealth game the level has a relatively slow pace as one would want to take their time and stay undetected and there are plenty of perches and hiding places to take breaks where they won't be detected. However, the blood thirst mechanic pushes the player to act sooner rather than later as they need to feed on blood from enemies to feed their powers and remain undetected. With an open plan and no defined path to a particular goal and a with locations broadly defined rather than a perfect marker encourages exploration and discovering different paths to the same goal.

Asset list

- Modular dock sections
- Various cargo (crates, barrels, sacks, etc.)
- Modular cobblestone pier and road
- Sewer output
- Sailing ships (two traversable masts, enterable lower deck and captain's cabin)
- Dock crane (one large one small)
- Main steam ship (large, two smoke stacks, interior engine room, interior bridge, open hold)
- Modular tavern pieces (walls, roof, door, windows, wood upper floor, cobblestone first floor)
- Assorted tavern props (tables, chairs, bar, ale kegs, tankards, plates, food, oil lamps, etc)
- Modular stackable large crates
- Hanging crates
- Lighthouse (with perch and turning light)
- Barrel and crate (can be hidden in)
- Vents (can be interacted with to travel through as mist)
- Office pieces (desk, cabinet, table, pens, lamp, bookshelf, sailor theme curios)
- Wood shack pieces
- Jail cell pieces (bars, doors, cot)
- Alarm bell
- Ship vent
- Wall vent

Alder Corsair and Port buildings



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Tavern



Office Furniture



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Steam Ship



Sailing ships



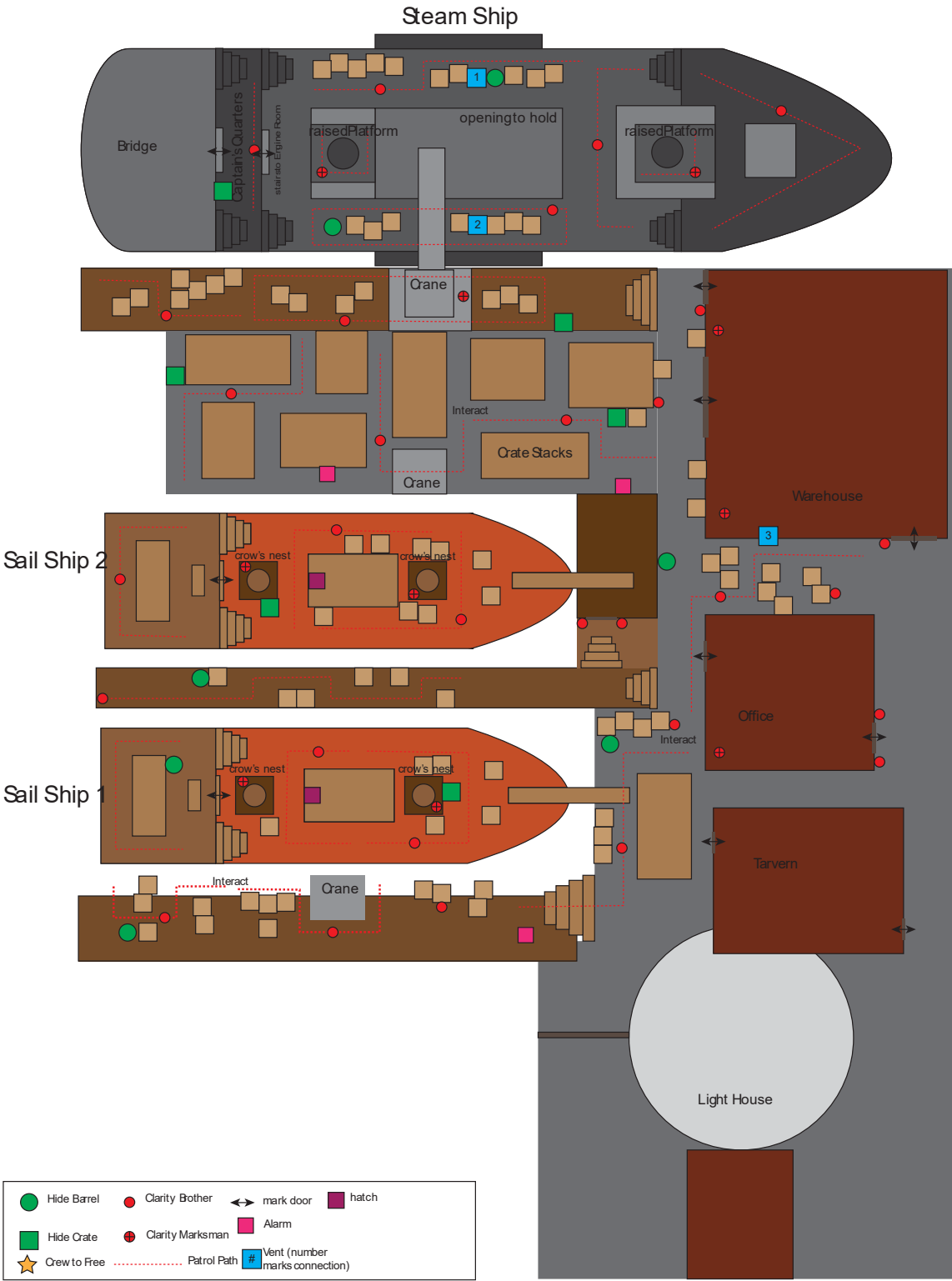
Lighthouse

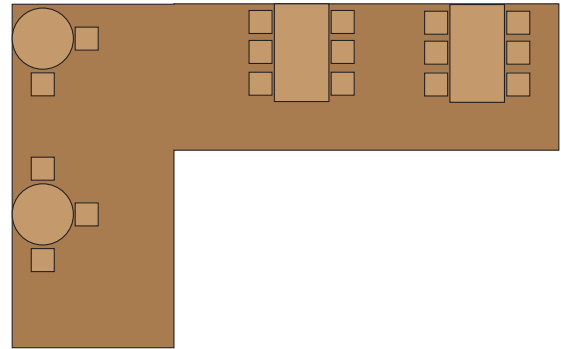


Dock Shack



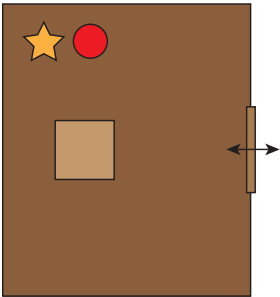
Overhead Layout



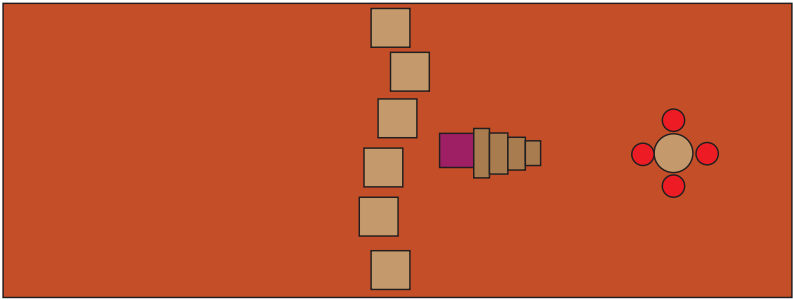


The diagram shows a maze environment with a brown floor and grey walls. A red dashed line traces a path through the maze, starting from a red dot in the bottom-left area, moving right, then up, then right again, and finally up to a red dot in the top-right area. There are several green squares and yellow rectangles scattered throughout the maze. A grey double-headed arrow is located on the left wall, and another is on the right wall. A small grey square is located in the bottom-left corner.

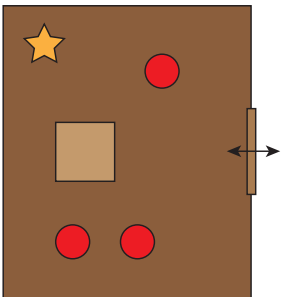
Sail Ship 2 captain's cabin



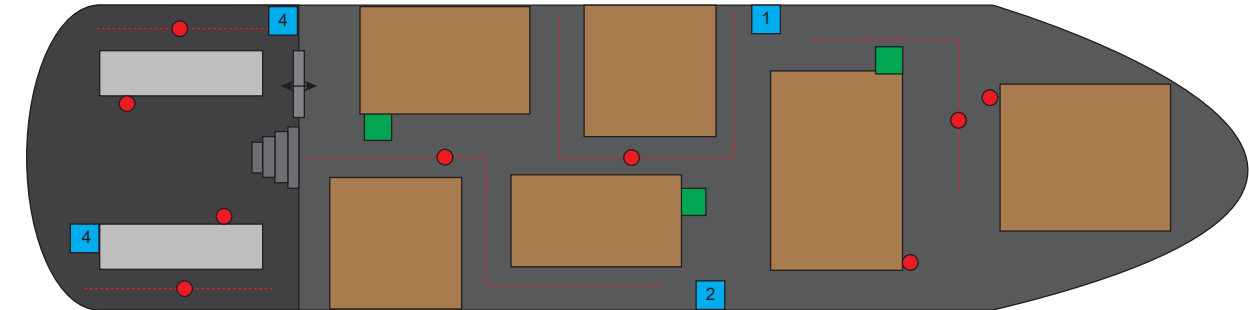
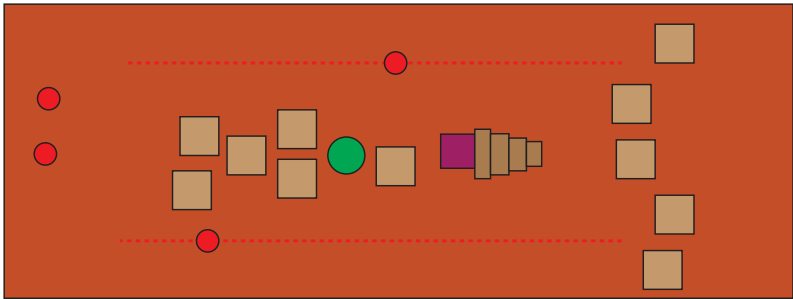
InsideSail Ship 2



Sail Ship 2 captain's cabin



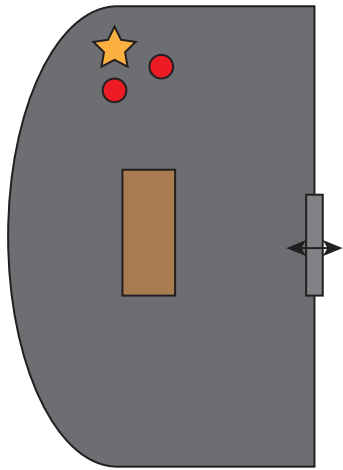
InsideSail Ship 1



engine Room

Steam Ship Hold

steam shipCaptain's Cabin



steam ship bridge

