

Level Design Document: "Bank"

Level Designer: Maximilian Santa, 08.11.2023

Overview

This level is set in an urban environment. The player starts in their character's apartment, equipped with essential tools and weapons. The goal is to access a high-security bank, steal a USB drive from the bank boss's office, and safely extract back to the apartment to upload the documents.

Level Layout:

- Start Point: **Apartment**
Areas: **The Bank**
- 1. Floor Lobby
 - 2. Floor Offices
 - 1. Floor Underground Garage
 - 3. Floor Roof
 - 1. FloorBackyard

Level Estimation:

Level: Two days
Document: Half day
Gamepaly Video: Half day

Level Objectives:

- 1. Gather Intel
- 2. Reach the Bank
- 3. Infiltrate the Bank
- 4. Locate the Bank Boss Office
- 5. Locate the key for the office
- 6. Retriev the USB
- 7. Escape the Bank
- 8. Return to the Apartment

1. Floor Lobby

The Lobby, where the main entrance is, is heavily guarded to keep intruders out. It's a spacious area with plenty of hiding spots to move around stealthily. The Security Office is in this area, and players can locate the key to access it from the bank boss, where the USB is kept.

Legend

NPC standing with line of sight

NPC patrol path

Orange objects = Interactive Gameplay elements

3. Floor Roof

To get to the roof, players must use a grappling hook. The area is open but blocked by a fence and platforms, so players need to find their way around. They can also use vents and objects for cover. Two speakers are there for NPCs to call for backup. To leave the roof, players can use a tower to slide down to a train bridge.

1. Floor Backyard

The Backyard is a small area with limited options for players who prefer a stealthy approach. It's heavily guarded, but players can use it to either enter the bank through the underground garage or to exit after completing the mission by climbing down a ladder placed on a truck. I have added two speakers for the NPCs to call support, if necessary.

Level Layout:

3. Floor Roof

2. Floor Offices

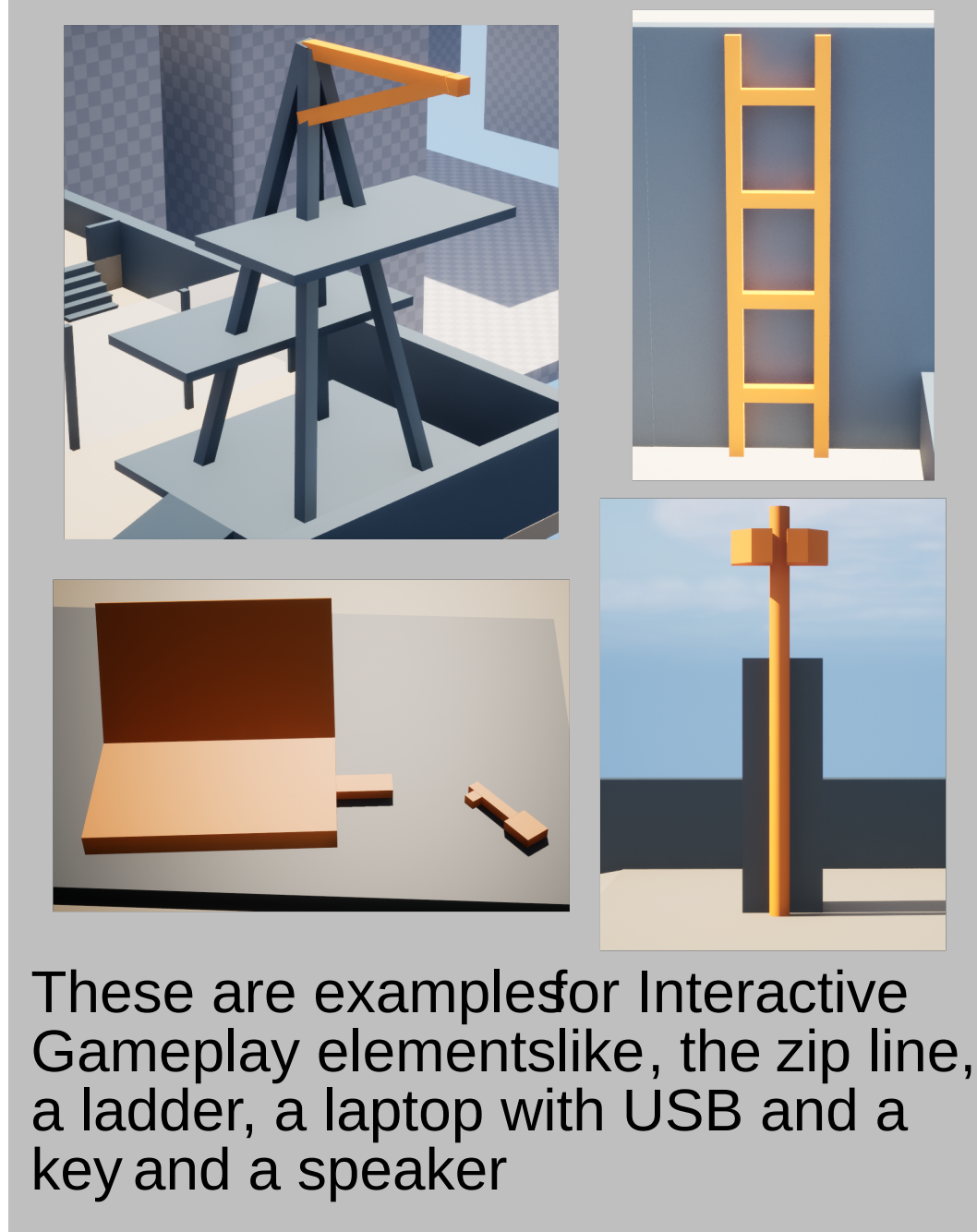
1. Floor Backyard

1. Floor Lobby

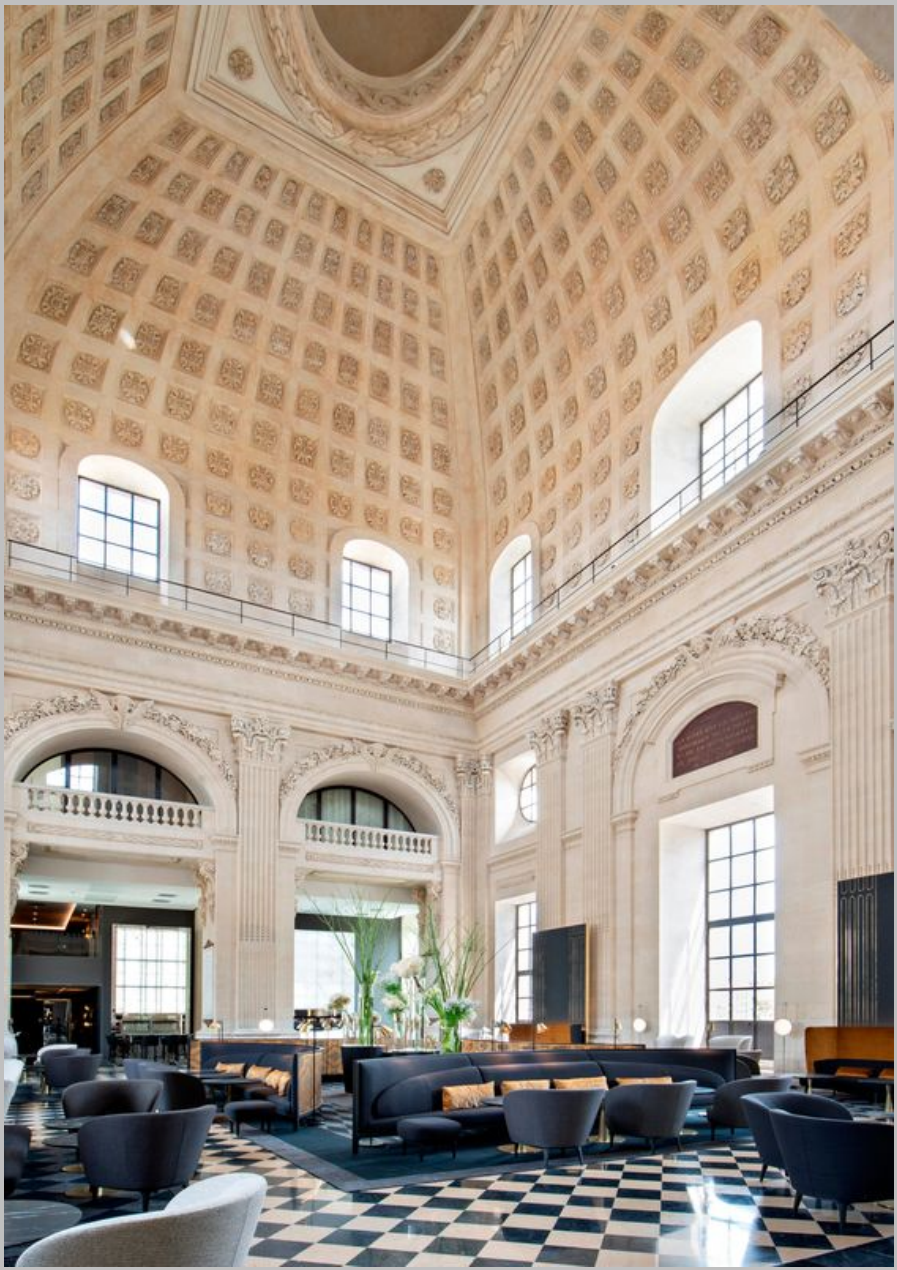
-1. Floor Underground Garage

-1. Floor Sewer

The sewers are connected to the underground garage. It's a dark and dirty area. The sewers lead to a small guardhouse within the underground garage.



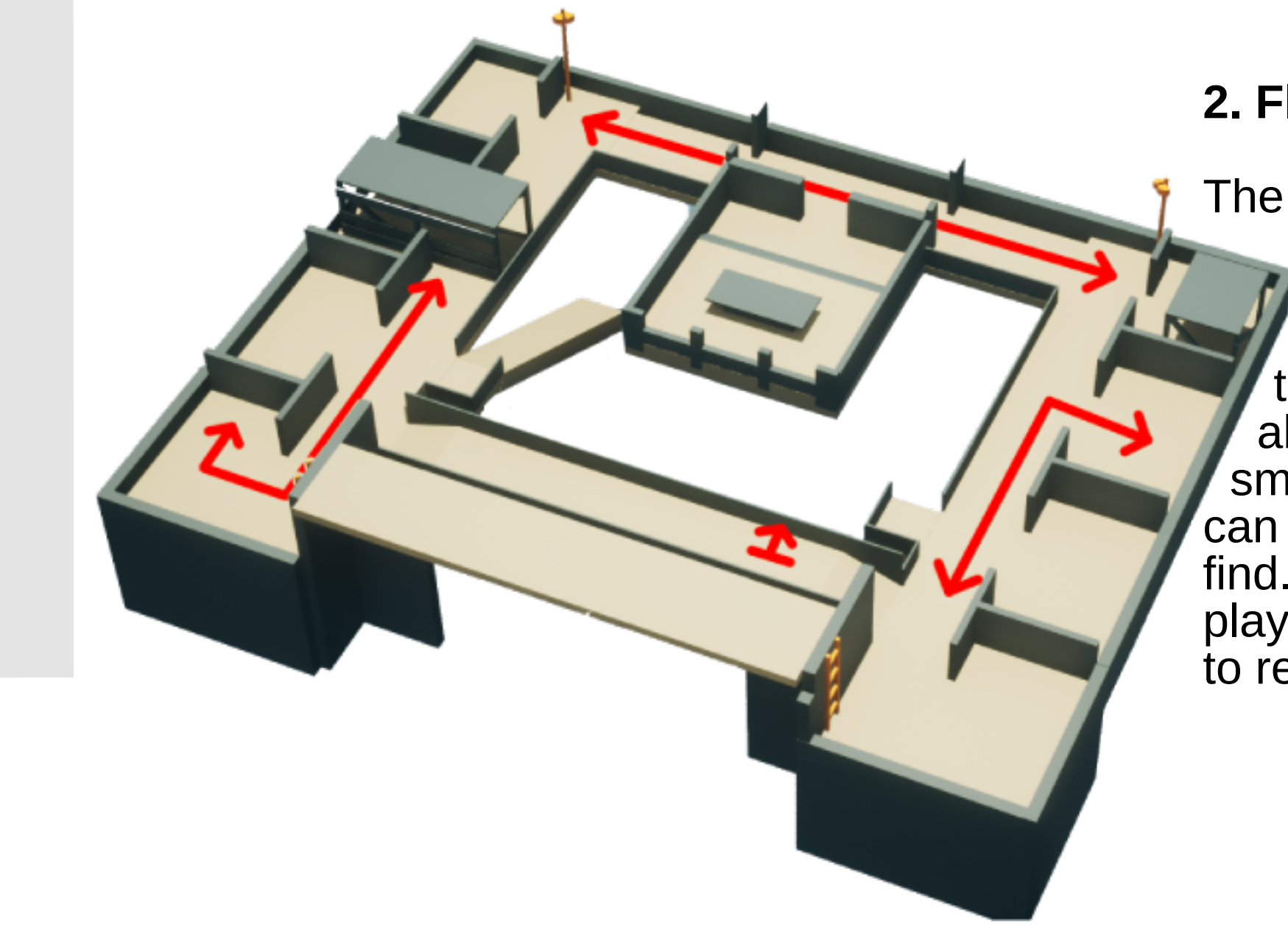
These are examples for Interactive Gameplay elements like the zip line, a ladder, a laptop with USB and a key and a speaker



Inspiration:
Here you can see some inspirations for my level that i have used. The left picture is the look and feel for the bank. The middle picture is for the apartment and the right for the outside of the bank. You can find more on Pinterest https://www.pinterest.de/maxi_legend/bank/

2. Floor Offices

The offices are still under heavy construction. Players can enter the area directly through the train bridge or the scaffolding. This area is above the lobby, and from a small indoor bridge, players can spot the USB they need to find. One path is blocked, so players must take a longer route to reach the office.



-1. Floor Underground Garage

The The Underground Garage is where money and important documents are transported. It's heavily guarded with police cars to ensure bank security. This area is darker in contrast. Players can get in and out through a small tunnel leading to the sewers, the backyard, or via the stairs. Many NPCs patrol this area, and there are two speakers, one of which can be deactivated to prevent NPC backup.

