

Mobile Manipulation Arena*

“New York”

Level Design Document

Paul van Luling
December 2015

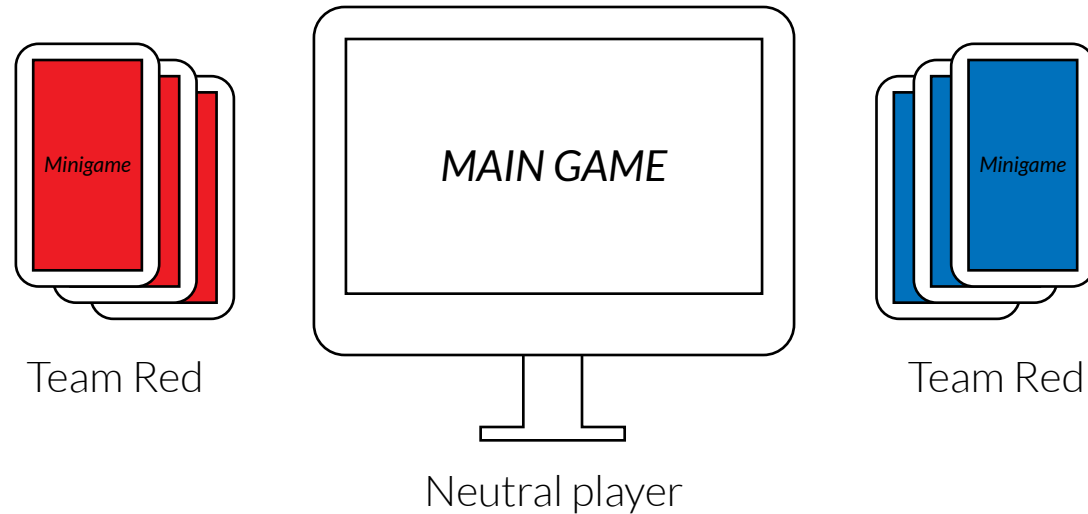
*Working title

New York Level Design

Game concept (without going into too much detail)

Objectives Main player:

- Complete 3 objectives in an open world.
- He/she does this through platforming.



Objectives Mobile players:

- Alter level to guide main player to objective that corresponds with their team.
- Mobile players can earn points to guide the player by either waiting in the main screen or playing a minigame.

New York Level Design

Level abstracts

Location

- An astronaut food facility on the moon.

Position

- The facility is randomly generated with obstacles.

Story/narrative

- There had been something gone terribly wrong in the facility, it is your job to find out what and fix it.

Player info

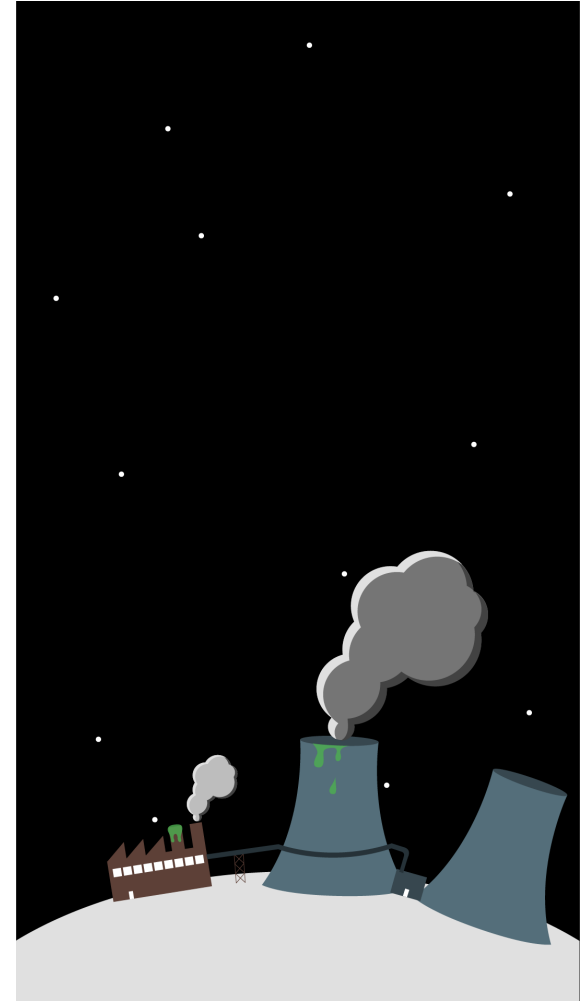
- Astronaut from earth on a mission to look what happened at the moon.

Setting

- The year 2147 earthlings have expanded to other planets and the moon.

Game-play elements

- Platforming / puzzle









New York Level Design

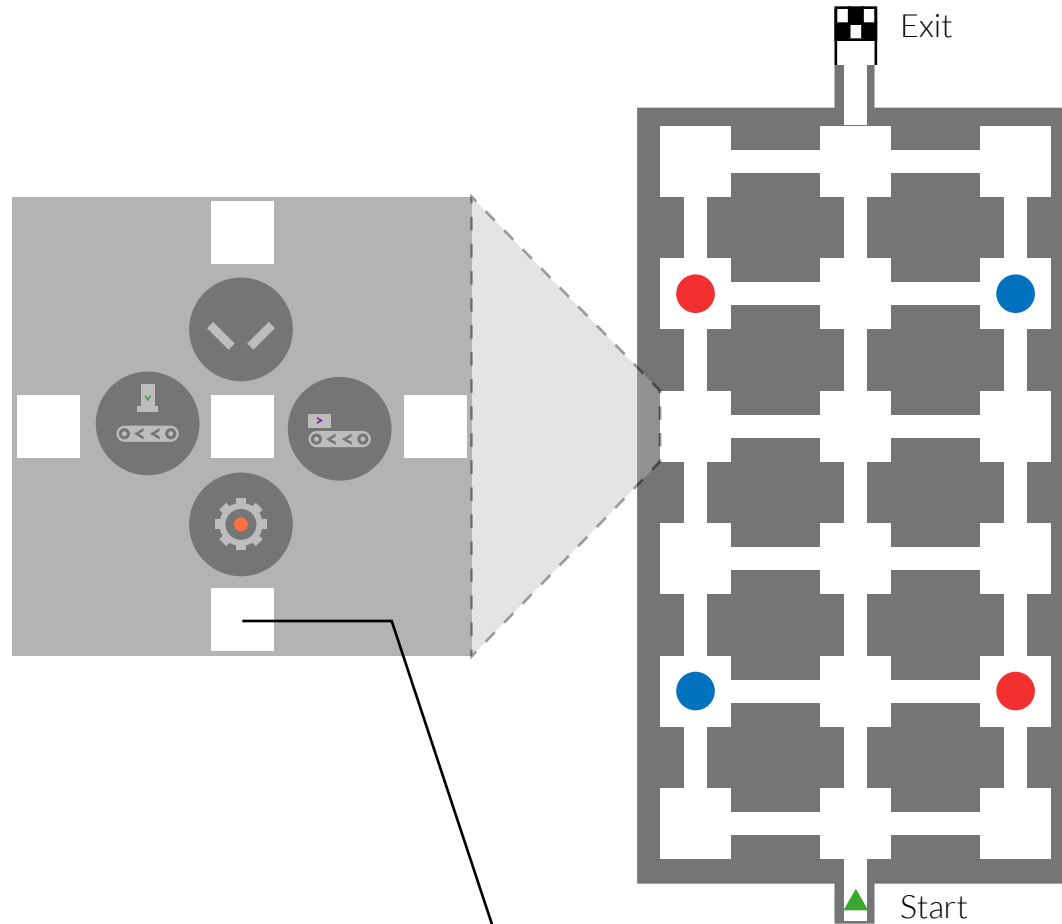
Level constructs

Did you know?

It is called New York because the level looks like how the streets in New York are layed out.

Legend

-  Obstacle: Trapdoors
-  Obstacle: Cogwheel trap
-  Obstacle: Conveyer belt and piston trap
-  Obstacle: Conveyer belt and pushblock trap
-  Objective for Red team
-  Objective for Blue team









Level overview

When a player falls off the raised parts of the map the player will be teleported to the begin of that section (the place where the player entered the section).

New York Level Design Challenges

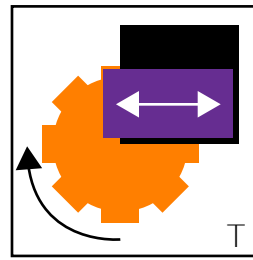
These are all the obstacles the player can encounter during the game. View the 3D Blockout to see how they look in the level.

Legend

-  Rotating platform
-  Pushblock
-  Moving platform
-  Conveyerbelt
-  Piston
-  Trapdoors

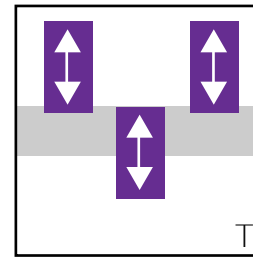
T Topdown

S Side view



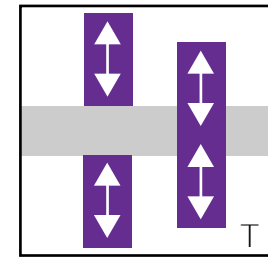
Cogwheel and Pushblock

Cog rotates automatically
Pushblock can be turned on and off by mobile players



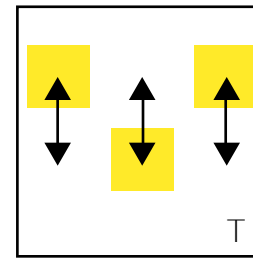
Pushwalls

Walls are static and can be turned on by mobile players



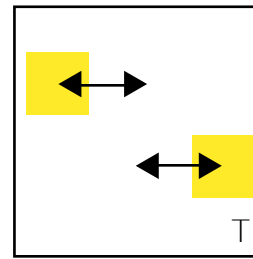
Doors

Doors are static and can be turned on by mobile players



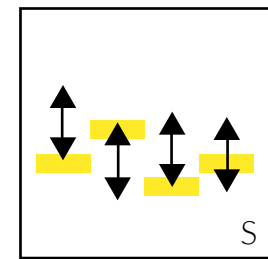
Zigzag platforms

Platforms are static and can be turned on by mobile players



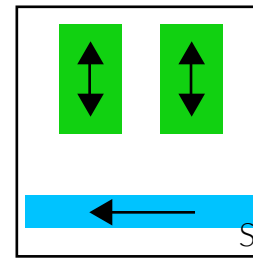
Moving platforms

Platforms are static and can be turned on by mobile players



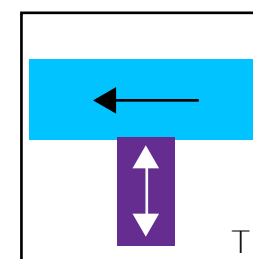
Vertical moving platforms

Platforms are static and can be turned on by mobile players



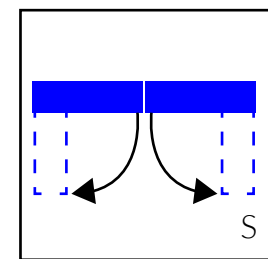
Conveyerbelt and Pistons

Conveyerbelt pushes automatically
Pistons can be turned on and off by mobile players



Conveyerbelt and Pushblock

Conveyerbelt pushes automatically
Pushblock can be turned on and off by mobile players



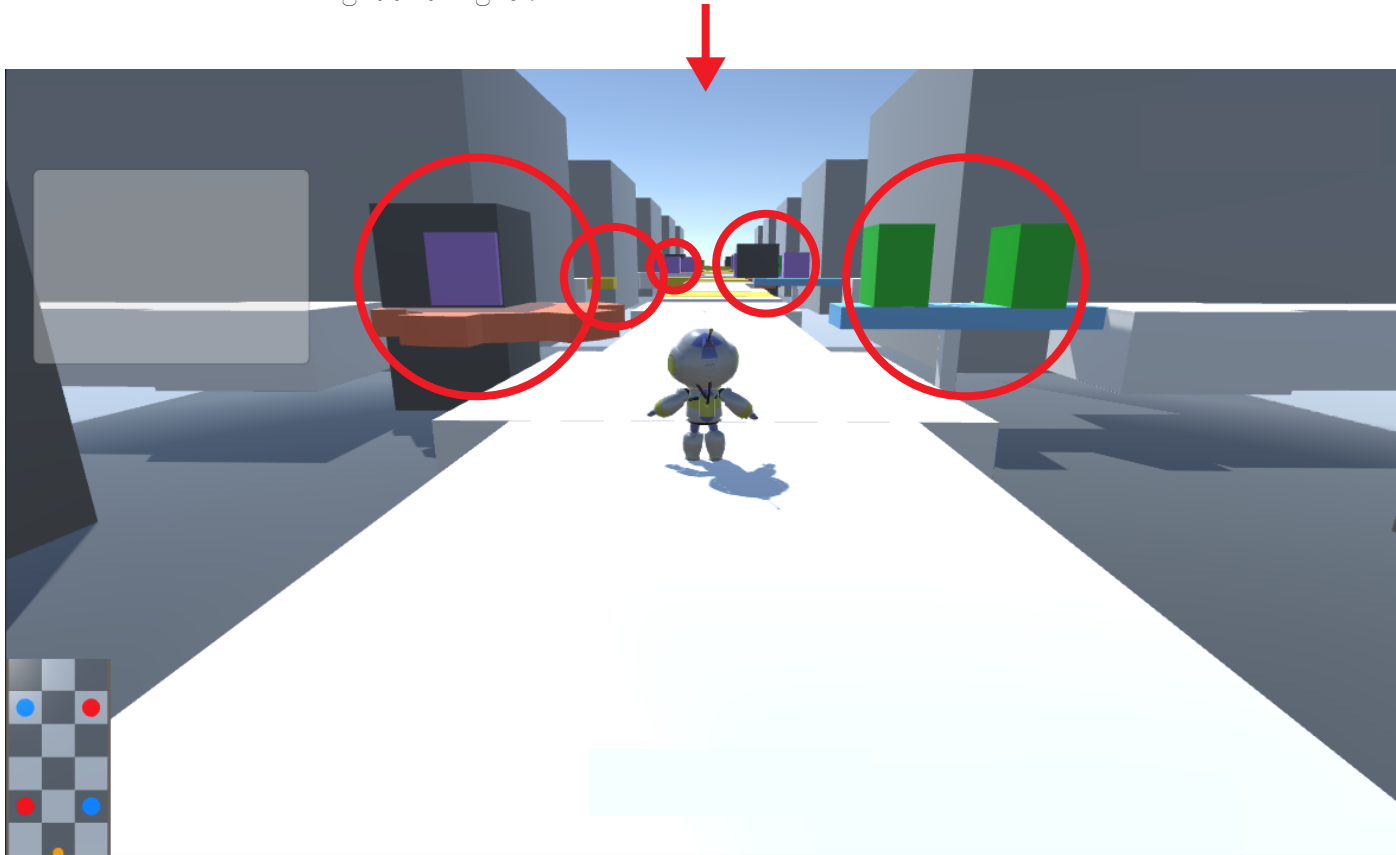
Trapdoors

Trapdoors can be opened by mobile players

New York Level Design

Level user experience

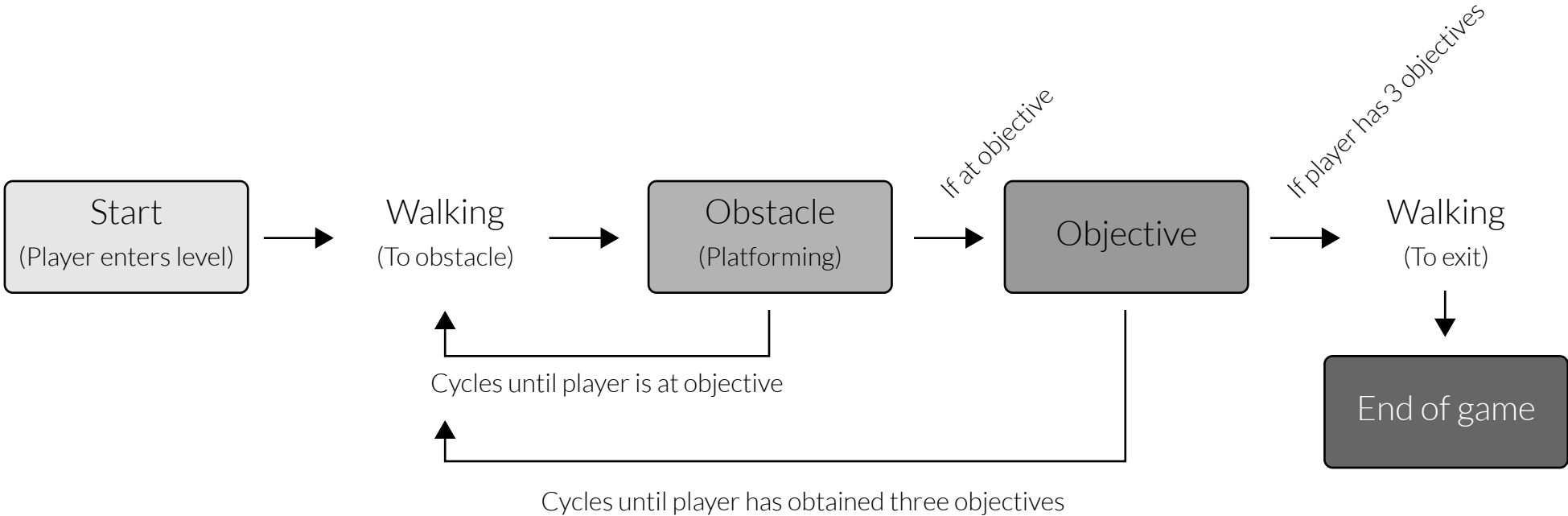
When the player enters the arena, he/she will see several obstacles which he/she needs to overcome to get to the goal.



These obstacles are also the way the audience will guide the main player to their objective.

New York Level Design

Game play narrative



Mobile Manipulation Arena*

“New York”

Level Design Document

Paul van Luling
December 2015

*Working title