



Level Editor: Farcry 5 Arcade Editor
Genre: First-Person Shooter
Yanfei Chen

CHANGE LIST

Date	Description	Author
October 20, 2023	Playtesters suggested that due to the increased challenge presented by enemies on the cliffs, a buffer zone with cover should be arranged to better assist players in combating these foes. The diagram has been updated in the document to reflect this change.	Yanfei Chen
November 3, 2023	The boulder cluster in the Climbing Area has been removed and replaced with a group of wooden cabins, which are easier for players to spot enemies and navigate through. References to this change, along with updates to the program and diagram, have been made in the document.	Yanfei Chen
November 10, 2023	Feedback from playtesters indicated a scarcity of enemies in the cabin area, leading to an increase in the number of foes in this region. The program and diagram in the document have been updated accordingly.	Yanfei Chen

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STORY

In the serene woodland retreat known as Camp ZZZ, the **ZOMBIE HAVEN SUMMER CAMP** is thrown into turmoil as the living dead break loose!

The camp was originally a safe space where individuals could observe domesticated zombies in their "natural" habitat. It was a fun vacation spot until things went terribly awry. The camp leader makes a desperate call to the camp's administrator, the protagonist **ZIM ZIM**, informing him of the escalating undead crisis. Without hesitation, **ZIM ZIM** ventures forth to Camp Zed, ready to face the challenges ahead and eliminate the zombie menace. This particular camp was renowned for its adventurous activities, and now they serve as obstacles and tools for **ZIM ZIM**.

Key to navigating through the treacherous terrain of Camp ZZZ are the **ZIPLINES**. Strategically positioned, these **ZIPLINES** provide **ZIM ZIM** with a means to swiftly move from high top platforms to the low, surveying the situation from above and striking zombies unsuspectingly. But the ground poses its own challenges. Intricately connected **BRIDGES** and **PLATFORMS**, once used for team-building exercises, now become battlegrounds. **ZIM ZIM** must tread carefully as he combats hordes of zombies, using the terrain to his advantage.

The camp's serene **LAKE**, which was once a recreational spot for boating, has now transformed into a zombie-infested waterscape. Commandeering a **JETSKI**, **ZIM ZIM** zips across the lake, using its mounted guns to target aquatic zombies and those lurking by the shoreline.

As the story unfolds, it becomes evident that someone or something purposely unleashed the zombie outbreak, and it's up to **ZIM ZIM** to not only save the camp but to uncover the truth behind the chaos.



Figure 1. Zim Zim fights against zombies in Camp ZZZ.

REFERENCE

Environment



Figure 2. The camp locates in a forest surrounded by mountains and lake like the reference image.



Figure 3. Reference for cabin area in Camp ZZZ

Setting



Figure 4. Reference for the residential area in Camp ZZZ.



Figure 5. Reference for the wooden structures/bridges/platforms in the level.

Characters

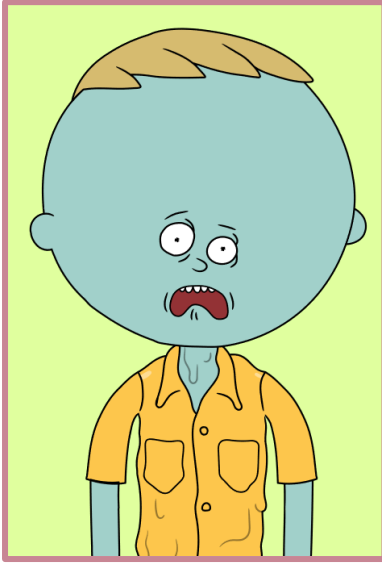


Figure 6 & 7. Reference image for Zim Zim, an annoyed yellow-shirted camp administrator.



Figure 8 & 9. Reference image for zombies, dressed in regular daily outfits.

Objects

Figure 10. The player will be able to navigate the level driving jetski..





Figure 11. Ziplines are scattered throughout the level to assist player's traversal.

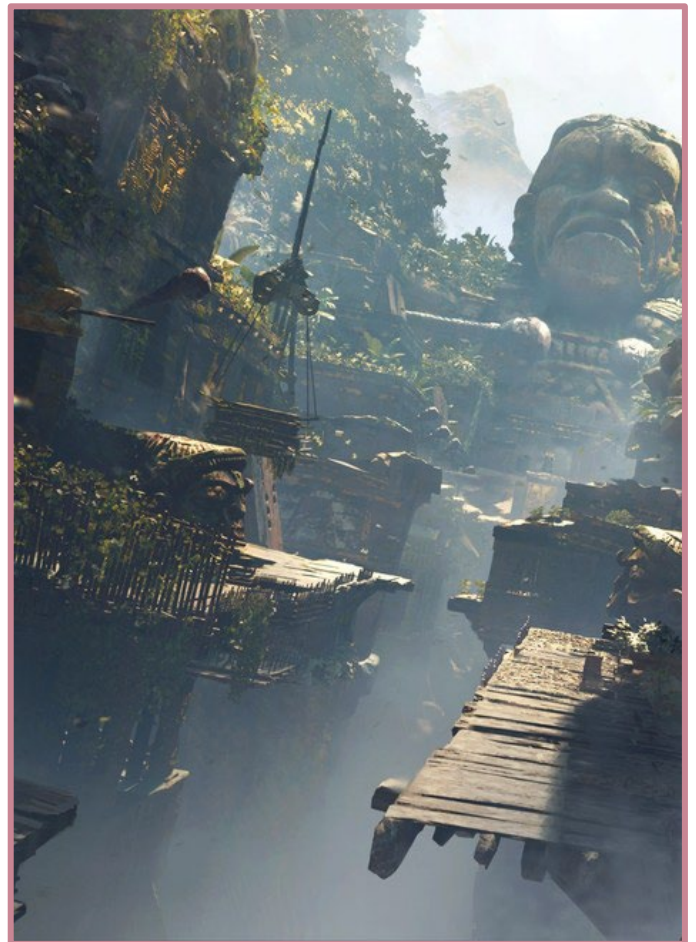


Figure 12 & 13. Reference image for intricate platforms and climbable areas in the level.

Style



Figure 14, 15, 16. Reference image for the overall atmosphere of the level. Incorporated horror and comedic elements.



PROGRAM

Narrative Program

Summer Camp Entrance

- Zombie Enclosure
- Parking Lot

Residential Area

- Information Cabin
- Storage Cabin
- Large Cabin
- 1 Watch Tower

Cabin Area

- 3 Cabins
- 1 Suspension Bridge
- Waterfall
- 3 Wooden Stairs
- 1 Jetski

Activity Area

- Shelter
- 3 Suspension Bridges
- 1 Wooden Tower
- 2 Small Wooden Platforms
- 1 Large Wooden Platform

Lookout Area

- 1 Large Terrace
- 1 Jetski

Gameplay Program

Summer Camp Entrance

- Player Spawn Point
- Parking Lot
- 1 Melee Weapon

Residential Area

- Information Cabin
- 1 Melee Weapon
- 1 Handgun
- 2 Ammos
- 1 Health
- 1 Walker (Enemy)
- Storage Cabin
- 1 Melee Weapon
- 1 Rifle
- 2 Ammos
- 1 Walker

Large Cabin
1 Sniper
4 Ammos
1 Health
1 Walker
1 Roach (Enemy)

Watch Tower
1 Rifle
2 Ammos
1 Zipline (Traversal)

Cabin Area

3 Cabins
8 Explosives
5 Covers
4 Ammos
2 Health
1 Suspension Bridge
Waterfall
1 Explosive Weapon
3 Ammos
1 Behemoth (Elite Enemy)
3 Walkers
1 Jetski

Activity Area

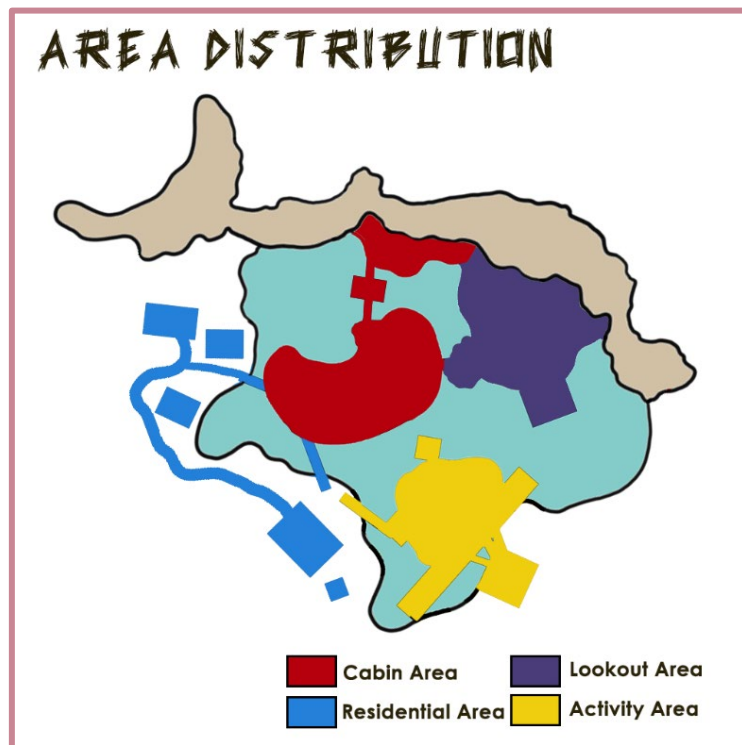
Shelter
3 Suspension Bridge
1 Wooden Tower
1 Rifle
1 Ammos
1 Health
1 Roach
2 Small Wooden Platform
6 Ammos
1 Handgun
1 Explosive
3 Walkers
Large Wooden Platform
3 Covers
1 Heavy Weapon
1 Sniper
4 Ammos
5 Explosives

Lookout Area

1 Large Terrace
3 Roaches
1 Behemoth
2 Ziplines
1 Jetski

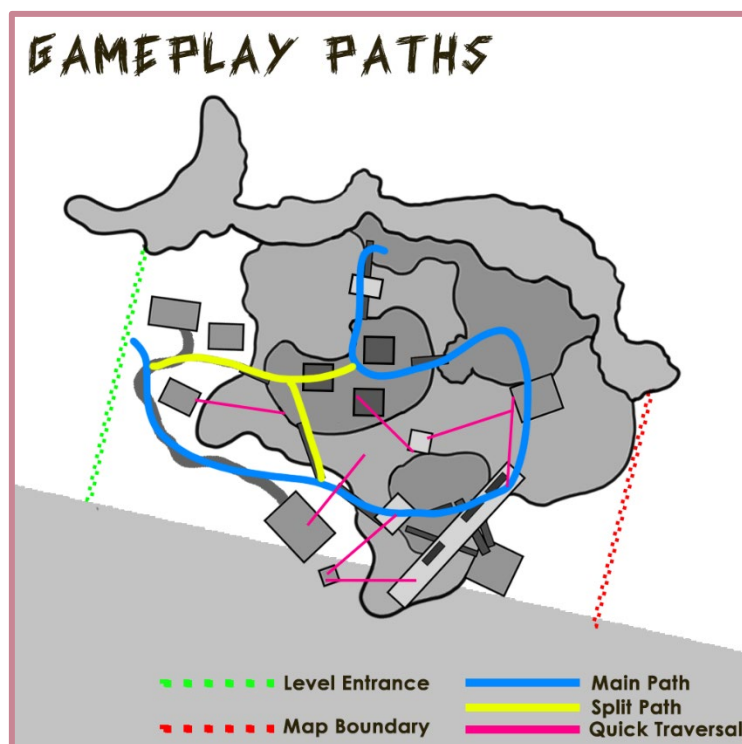
DIAGRAMS

Diagram – Regions



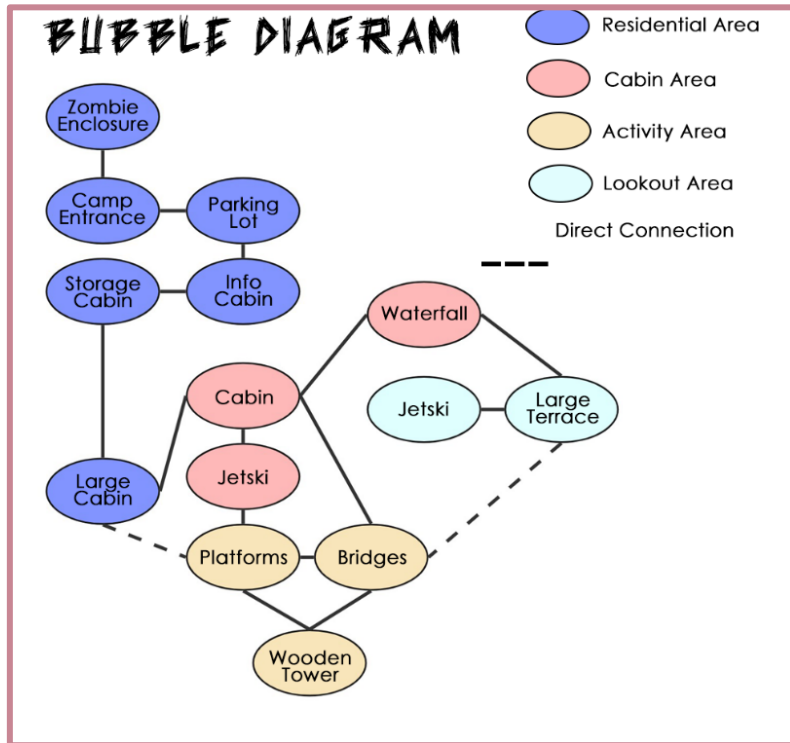
Ratio: 1:100

Diagram – Paths



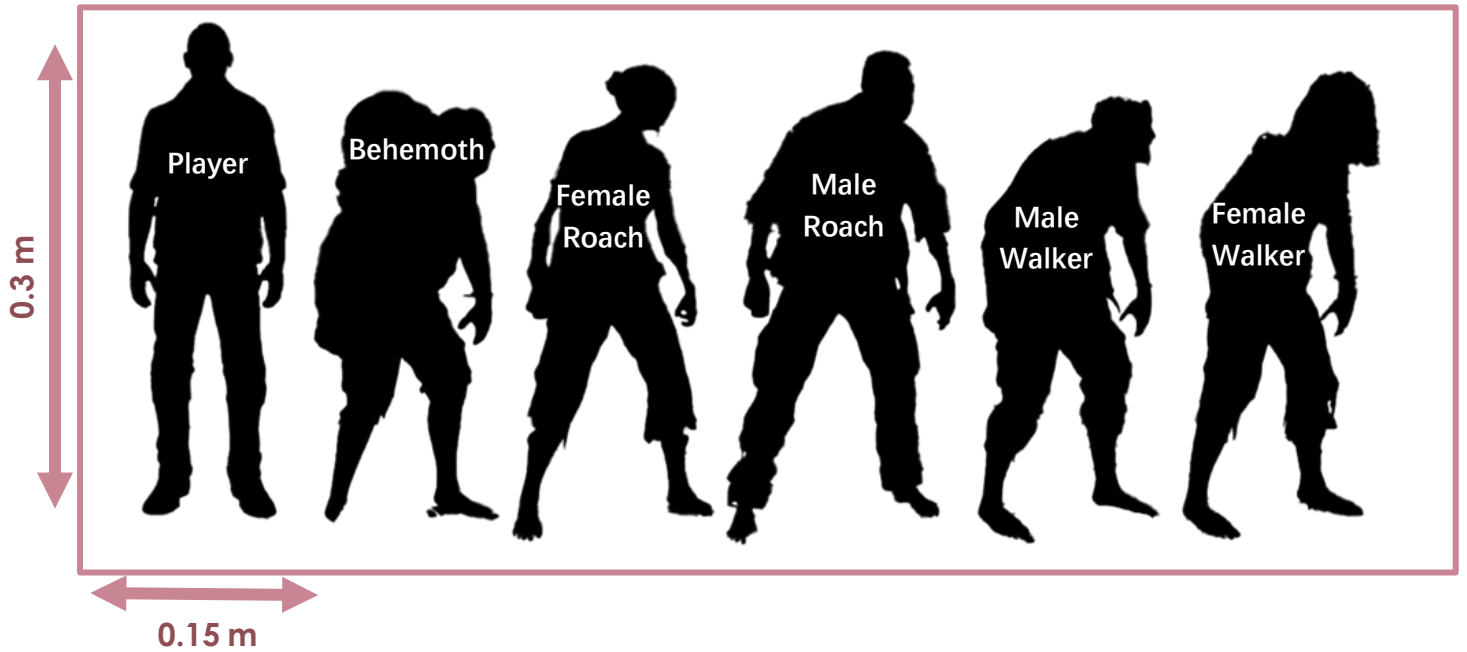
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Diagram – Bubble



METRICS

Character Metrics



Character	L	H
Player	0.15	0.3
Behemoth	0.15	0.25
Female Roach	0.2	0.27
Male Roach	0.2	0.28
Male Walker	0.15	0.25
Female Walker	0.15	0.26

Object Metrics

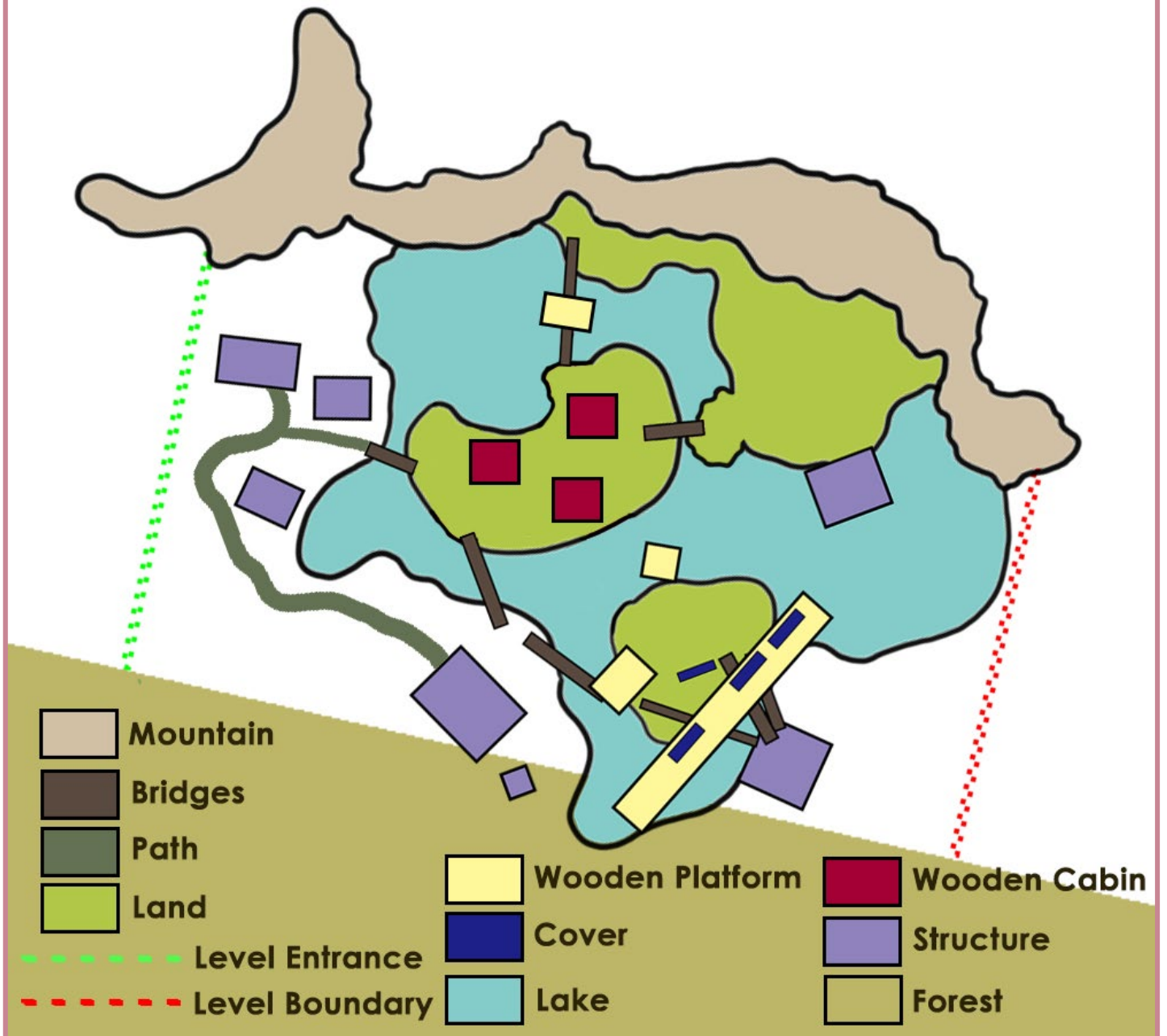
Object	Size(m)			Residential Area
	L	W	H	
Cabin Camp	2.7	1	0.6	1
Cabin Small	2.4	1.2	1	1
Cabin Large	2.7	1.8	1.2	1
Sign Old Welcome	2.1	0.1	0.75	1
Watch Tower	0.9	0.9	2.7	1
Car Damaged	1.0	0.6	0.28	2
Parking Lot	1.5	0.6	0.3	1

Object	Size(m)			Climbing Area
	L	W	H	
Platform Corner	1.8	0.9	1.2	2
Platform Medium 01	2.7	1.8	1.5	1
Platform Medium 02	2.4	1.5	1.8	3
Platform Large	3	1.2	2.1	1
Platform Wood	1.5	0.9	0.05	7
Bridge Wood	1.5	0.6	0.05	2
Suspension Bridge	2.1	0.6	0.3	1
Deck Long	2.4	0.9	1.8	3

Object	Size(m)			Activity Area
	L	W	H	
Tower Wooden	2.4	1.5	1.5	1
Platform Large	3.6	1	2.4	1
Suspension Bridge	2.1	0.6	0.3	2
Dock Medium	1.8	1.2	0.75	1
Platform Rustic	1.8	1.2	0.05	2
Staircase Wood	1.2	1	1.5	1
Awning	1.5	0.6	1.2	4
Shelter	2.1	1	1.2	1
Object	Size(m)			Outlook Area
	L	W	H	
Terrace Large	2.1	1.5	1.8	1

MAP

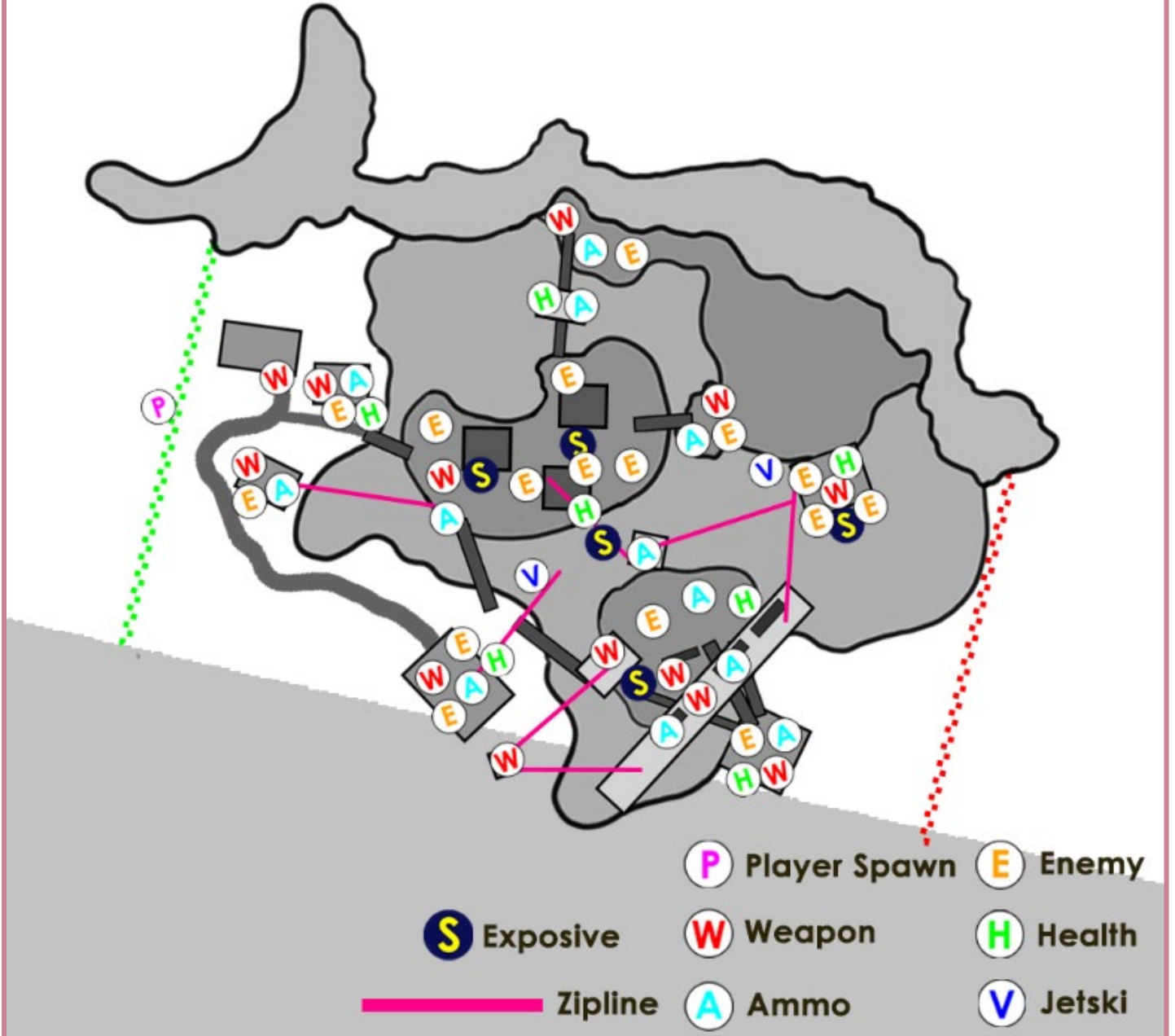
LEVEL MAP



Ratio: 1:100

GAMEPLAY MAP

GAMEPLAY



Ratio: 1:100

SCHEDULE

Mission

The game mode for this level is "assault". This means that players need to eliminate all the enemies in the level to clear it.

Deadlines

	Deadlines				
	Sept 14 th Week 2	Sept 21 st Week 3	Sept 28 th Week 4	Oct 12 th Week 6	Oct 19 th ~ 20 th Week 7
Task	Game Intention Select level editor and pitch a game	Similar Case Study Select similar level and analyze	First Functional Playable	LDD WIP (Maps & Diagrams Included)	Playtest Sessions & Playable Greybox

	Deadlines				
	Nov 16 th Week 9	Nov 30 th Week11	Dec 1 st Week 12	Dec 8 th Week 13	Dec 15 th Week 14
Task	Update LDD	2 nd Playtest Session	Markups	LDD Final	Final Playable Level