Welcome to the Level Design team, the purpose of this doc is to let you know some rules, production steps and ideas about the Wardens Rising Level Design... If you have some doubt please feel free to call me (@Giordano Jankovski)

About Wardens Rising

Wardens Rising is a blend of fast-paced Action RPG Shooter and base defense concepts... The main idea is to protect the CORE from the WAVES of enemies, the player can place TOWERS in the TOWER GRID, using the SYNTHESYS generated by POWER NODES, also the player can kill the enemies using the primary attack, using ITEMS and SKILLS, the enemies drop ENERGY SOULS that is used to buy upgrades. The Wardens Rising camera is fixed and ISOMETRIC. Different from others isometric's games, the player movement is very free, the player can jump, shoot, place TOWERS, use SKILLS, use ITEMS, and many others actions...
In the course of game the WARDEN will play four regions in CAMPAIGN (Solo Mode):

1. FOREST
2. ARTIC
3. DESERT
4. VULCANIC

Each region will have 7 maps being the last one a BOSS MAP.
We have another section on MAP SELECTION called MISSIONS where the player is allowed to play with friends in a CO-OP mode. Each map will be totally different from the other maps and will have a unique theme.

Production Steps

1. Moodboard/References
2. Sketch in Photoshop
3. Evaluation of the sketch and possible adjustments - Boss
4. Grey boxing/Blocking
5. Gameplay test (The LD team need to ask to GD to create enemy WAVES and do a test)
6. Evaluation of the gameplay test - Boss
7. Minimap design (UI Team)

Level Rules

- **CORE Location:** Need to be always in the center of the map;
- **PORTALS:** The minimum is 2 portals and the maximum is 5;

- **POWER NODES:** Should to be placed 5 each map;
- **CORE Acess points:** The minimum is 2 entrances and the maximum is 4;
- **Greybox/Props:** The majority of the props should be placed in a orthographic degrees (With some exceptions when we want to break some flow, normally with small props, foliage, etc...)
  - Angles: 0º, 45º, 90º, 135º, 180º, 225º, 270º, 315º and 360º degrees.
- **Heights:** We want to have only 3 different layers of height (Not counting the ground/river/lave) and in some maps when strictly necessary we can use 4 layer, normally this layer 4 is used not in a gameplay space but used to define the bounds of the gameplay (Waterfalls, mountains, etc...)
  - Layer 0: 500 (CM, UE units)
  - Layer 1: 1000 (CM, UE units)
  - Layer 2: 1500 (CM, UE units)
  - Layer 3: 2000/3000 (CM, UE units)
- **Size:** The level need to have the minimum of 30 Grids and 56 at the maximum, each grid have 5.000cm squared.
- **BANNER/HEALING STATION:** Every map needs to have a BANNER and HEALING STATION, both around/near CORE.

Level Tips

- More portals means more difficulty to a level, since you need to defend more paths and may have to battle WAVES on many fronts.
- More paths BRANCHING means more difficulty to a level, since you can't predict which enemies will go one way or another and there are more total pathway to defend.
- CHOKE POINTS is the idea of two paths going close, and this make things easier since players can build TOWERS to reach many paths at the same time and camp there too. Player of course needs to have AOE TOWERS, ITEMS, or abilities to take advantage of this fully. Design with CHOKE POINTS in mind, allowing the player to feel smart identifying them. To prevent CHOKE POINTS from making things too easy ensure the terrain prevents a large build up of TOWERS near CHOKE POINTS.
- Shorter paths are harder since enemies can reach the CORE fast. Longer paths allow players more time to think and strategize
- The POWER NODES have a crucial function in gameplay because they produce SYNTHESIS witch is used to place TOWERS, we have to place the POWER NODES strategically along the map, thinking in witch portals/paths will hit that POWER NODES and also thinking the player will be constantly running to repair and protect them, so we have to consider how quickly and easily these can be reached. They should be placed near a path but not on a path and not so close to the CORE (we want the player moving around)
- We have control about the places the player will put TOWERS, we can add or change some spots on TOWER GRID, so we need to be careful about that, fewer builds spots means that will be harder, spots above
- We want to design the levels thinking about TOWERS range and the types of TOWERS we have

- We want to avoid vertical maps, like climbing a mountain while player shots the player
- It would be great to have some shortcuts in the maps, to allow player to use and also to allow enemies that don't follow paths (Huntress, Saboteur, etc...) to use theses shortcuts
- We have to thinking in some cool spaces to place Banner and healing station while doing the level sketch, both need to be around CORE and the healing station needs to be ALWAYS near banner.

Pillars of Fun

- Players need to feel smart about their TOWERS choice and placement, so for this purpose it's important to have some TOWER GOOD SPOTS at the level. Are there special locations to build that make it harder for enemies to attack? Are there special locations to build that make the TOWERS reach more than one path? Are there hard to reach places that protect those TOWERS from TROLL SMASHERS?
- Movement around the map is part of the fun. We want players to feel smart and skilled in the ways they choose to navigate the map from point A to B to C using run, jump/glide, sprint, and ITEMS like teleporters.
  - Finding the best places for killing enemies with your hero or TOWERS based on the environment can be part of the fun.
  - Are there good places to camp before attacking or to kite enemies into a bunch of TOWERS?
  - Are there good places to run or retreat to when things get too crazy?
  - Are there any hard-to-reach vantage points from which to shoot or launch abilities?
- We want players to feel smart and skilled by how they go about defeating 100's of enemies in a single battle taking less than 15 minutes.
- Players will want to feel smart and powerful in how they use their tactical ITEMS. Design the level thinking about the best spots to place ITEMS like walls, teleporters, illusions, etc...
- We want players to feel smart discovering shortcuts on maps