

**GAT315 Project 1: Single
Player FPS Iteration
Report**

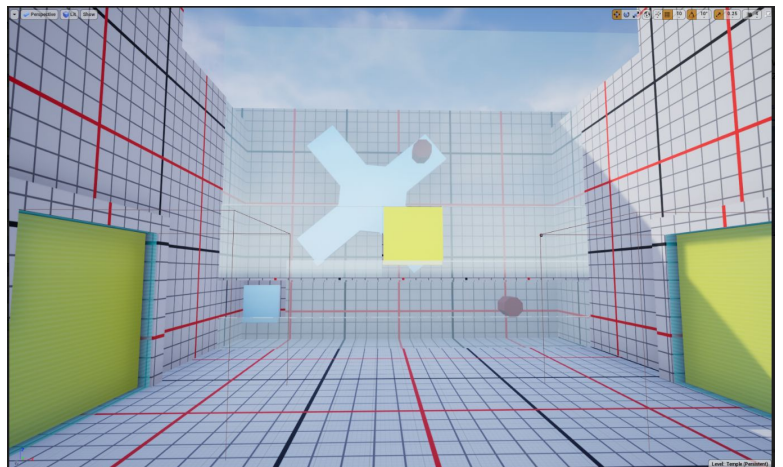
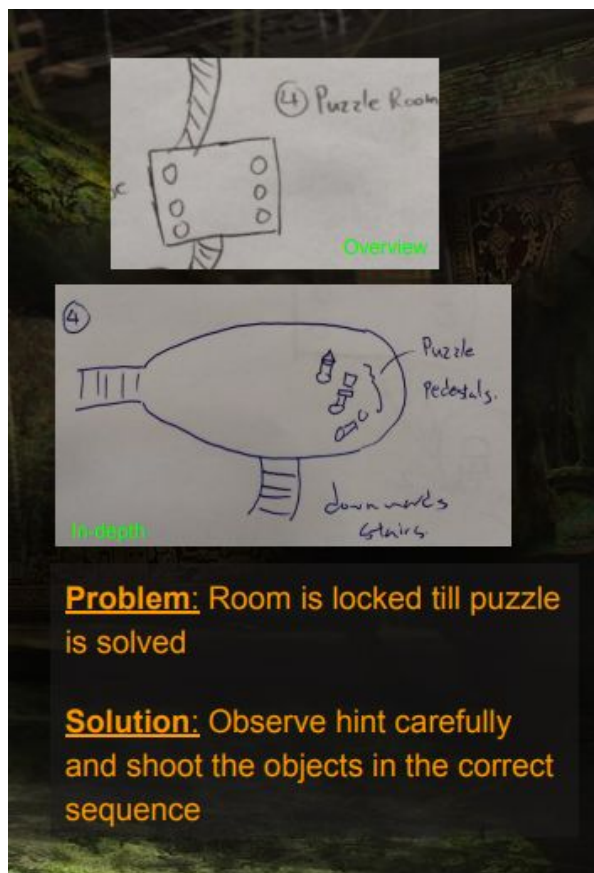
By

Tey Jin Shen Darren

Changes from LDD to V1

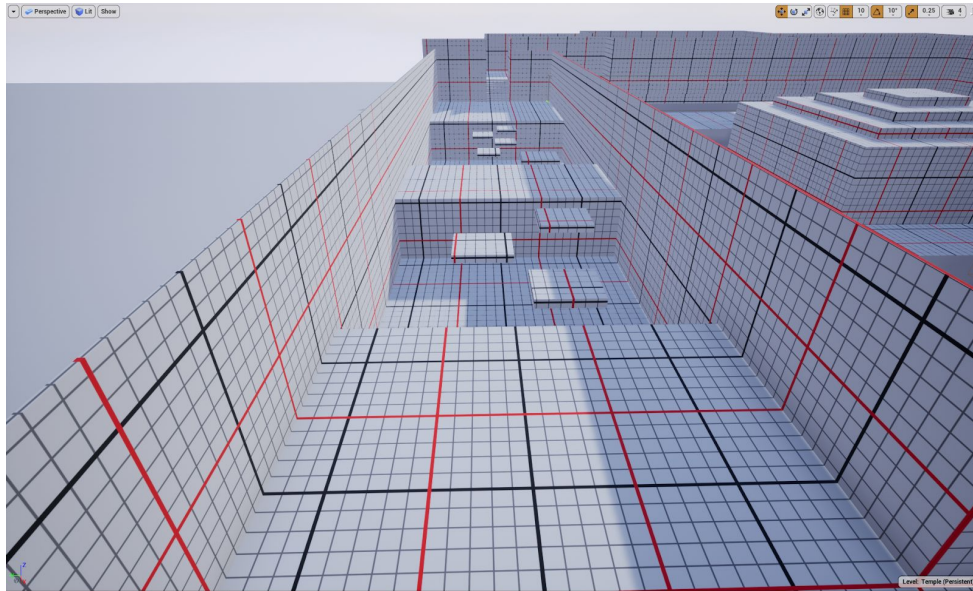
The map design from the LDD to the first grey boxing was rather identical with minor changes. In this phase, I focused on whether the design from the LDD can be replicated using the Unreal Engine. Only a few issues regarding the puzzle concept was changed as well as the original story from the LDD was edited a little to accomodate what was given to me.

- Story was changed from returning a stolen artifact to completing the trials of the ancient temple to receive the legendary sword.
- Puzzle concept changed from a pattern based puzzle to a puzzle where the secondary weapon's sticky bomb is used. Players will need to use the sticky bombs smartly by shooting a moving platform at the correct timing in order to trigger an unreachable switch via the sticky bomb's explosion.

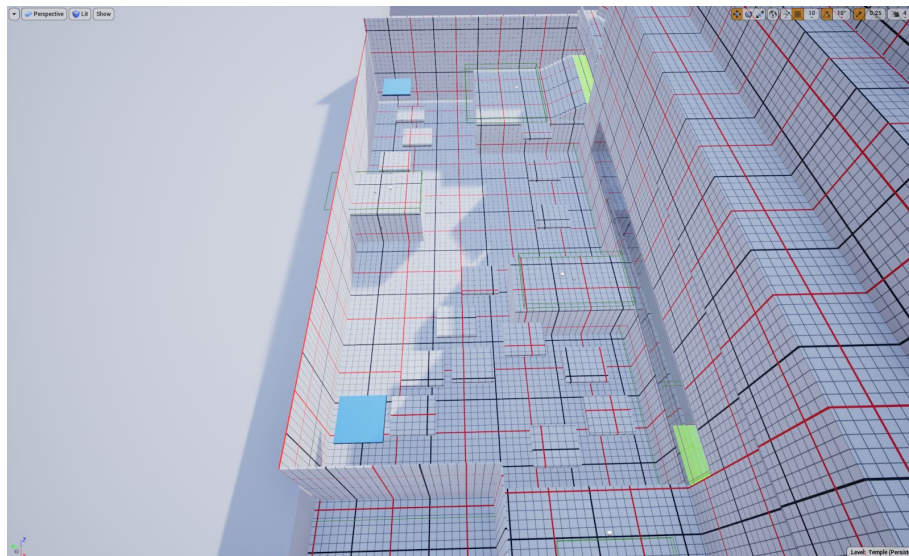


Changes from V1 to V2

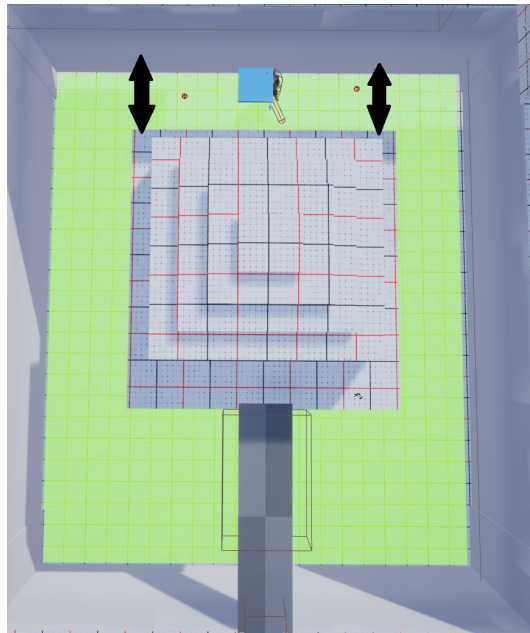
After the first playtest session, I have accumulated various useful feedback in making my level better. One major issue was that my level was too large for the current player's move speed. Other feedback include spatial and mechanical feedback. Here are some of the feedback and changes made.



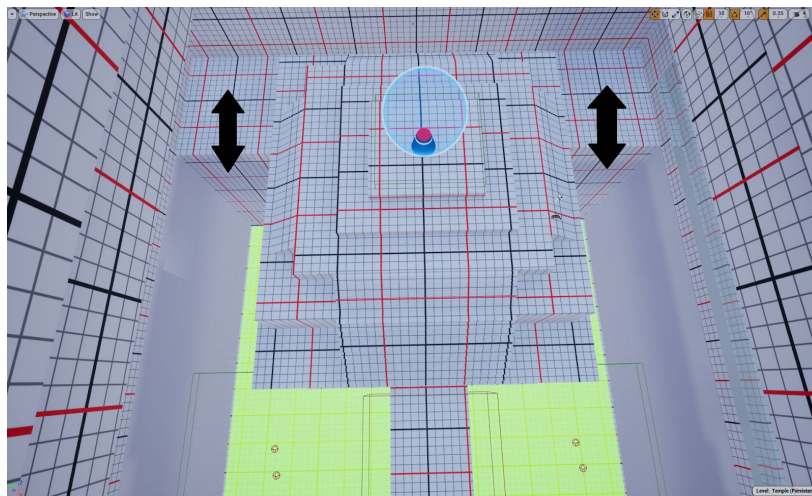
Feedback: The distance of the platforms in the traversal section are too inconsistent. Jumps should cater to non-sprint jump. There were a few redundant jumps as the gaps between platforms were too small.



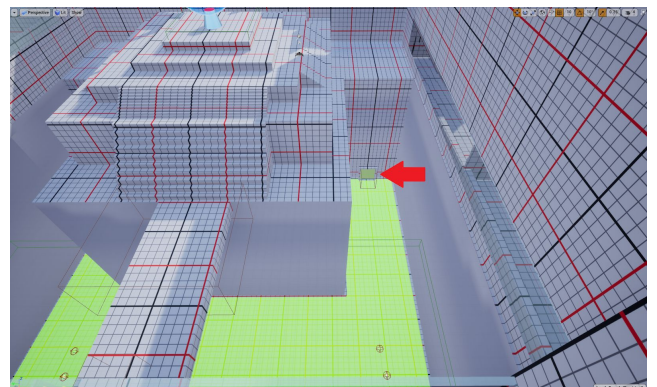
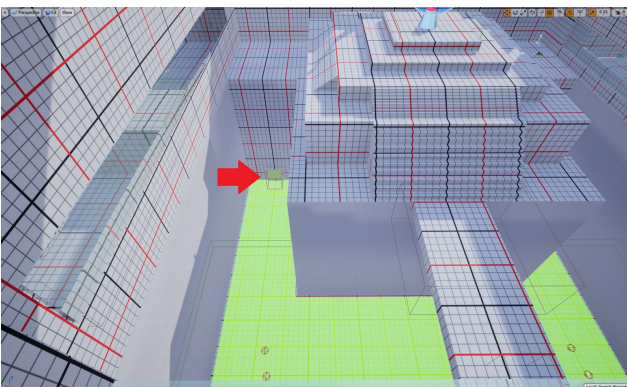
Changes: I overhauled the jump section to make it more interesting. The distance between platforms that are deemed redundant and those that did not cater to non-sprint jumps were changed. Overall the pathing is less linear and offers more variety in jumping directions.

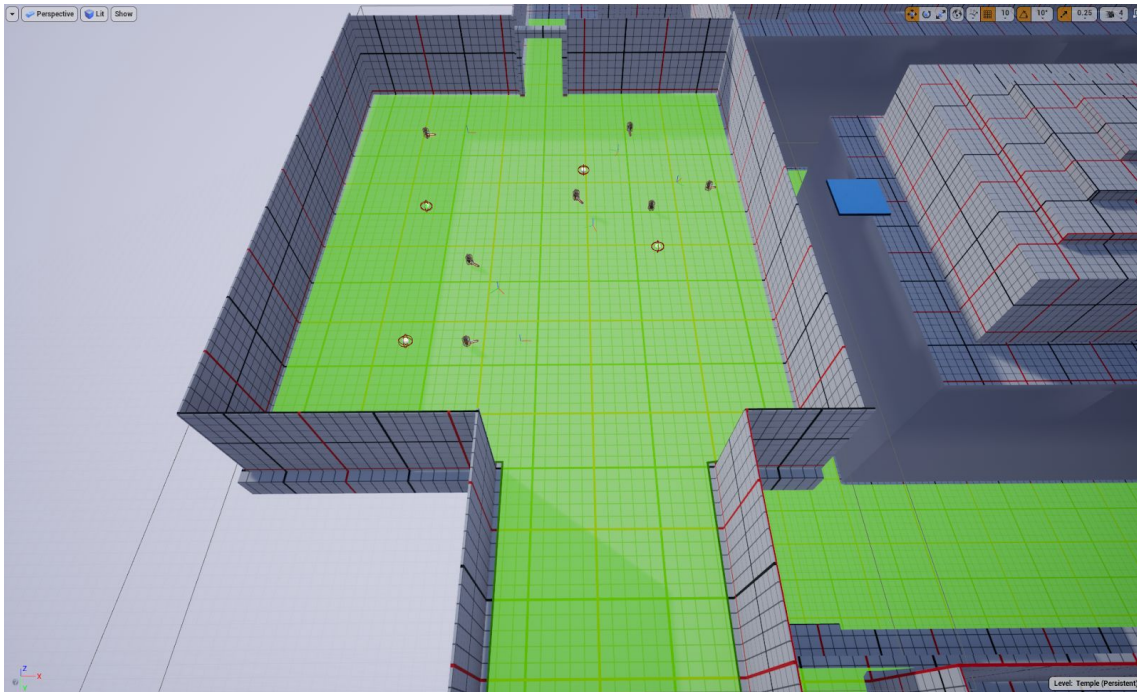


Feedback: The area behind the altar is redundant, disorientates the player when they use the platform as the direction of where to jump off is unclear.

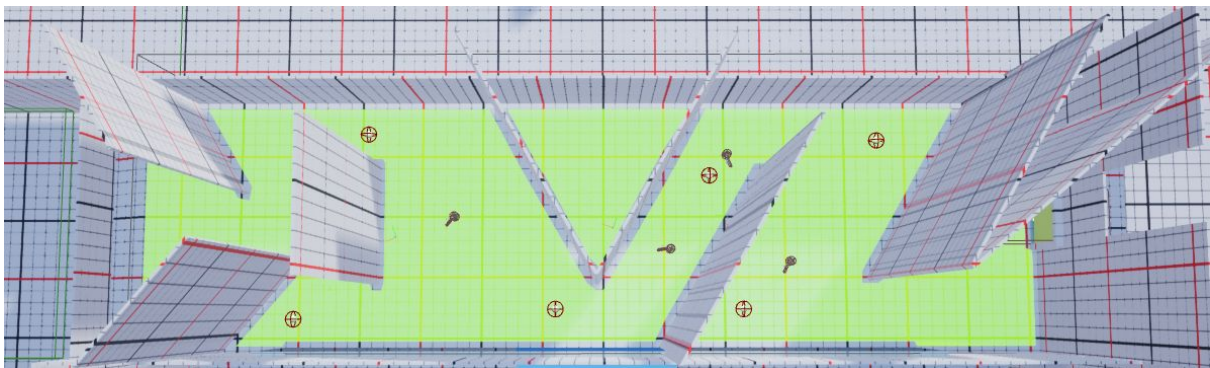


Changes: I pushed the altar back all the way to remove the empty spaces. I then created two entrances, one on the left and another on the right that leads to an underground passage that will bring the player up to the altar shown below. This removes the empty spaces and creates two alternate paths for the player to choose from.



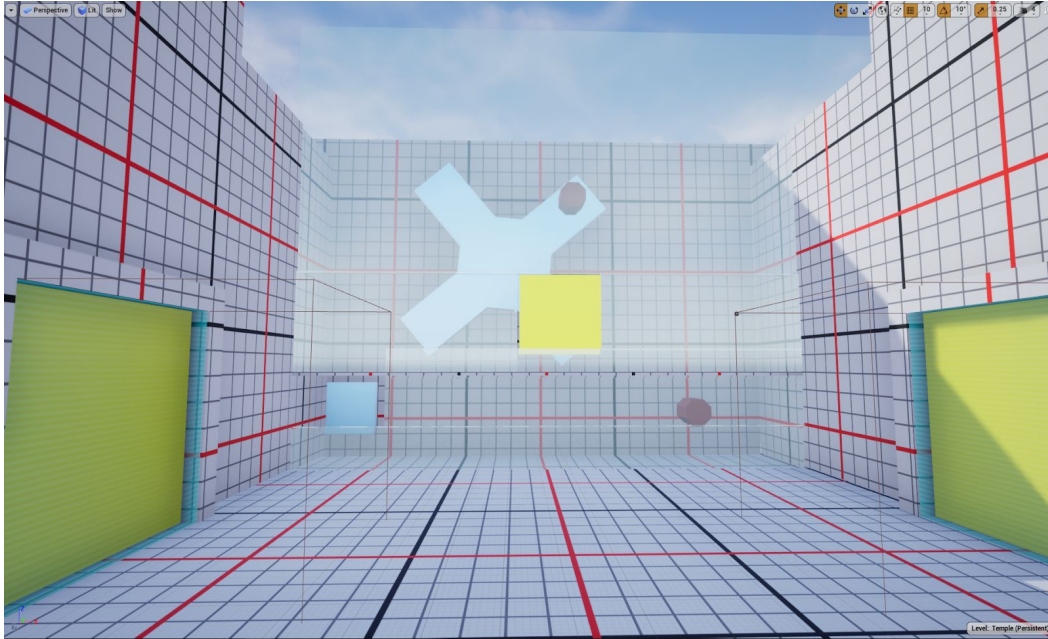


Feedback: The combat section is too open with no interesting covers or room design.



Changes: The room was too large for my level, I shrank it down and populated the room with walls and unique designs. I also rearranged the enemies to make it more meaningful and interesting for the player. I also had to ensure that players were able to see the first enemy before entering to allow them to adjust to the change in pace. The combat room is now more exciting and interesting to navigate than before.

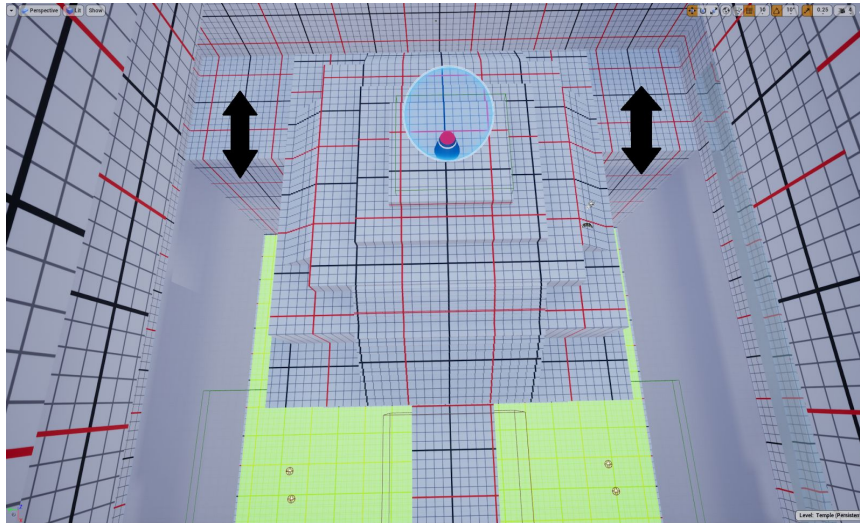
Minor Changes



- Added the third and final puzzle
- Slowed down fan turning speed in puzzle room
- Added more ammo in areas
- Added more minions for more challenge
- Changed the final switch in lobby to match the player's return timing to allow them to see the switch rising up.
- Added steps to the altar to allow players to climb
- Added a more encouraging drop from the combat zone to the puzzle room as many players were very hesitant to drop down.

Changes from V2 to Final

The second playtest sessions for my level was well received, there were mostly feedback for minor issues which were easy to fix.



Feedback: The two different entrances to the same area below the altar was very confusing. Players thought that the two different doors will lead to different areas which was not the case.



Changes: To negate such confusions, I removed the two pathways and instead carved out a new one in the middle. This removes the confusion caused by letting players think that there were two different paths and instead allows them to focus on the main door. The overall area was also shrunk which is good as I did not want the combat to be all over the area.

Minor Changes

- Fixed areas where the puzzle switch could be shot by peeking from below
- Removed an enemy in the combat zone as it appeared too suddenly
- Added red button to the first door in the lobby to teach players that the switch can be used to interact with the door
- Puzzle room size became smaller
- Slowed down a moving platform in the traversal section
- Minor tunes to platform distance in traversal section
- Added hints for players in puzzle room
- Beautify the level with Unreal Engine Assets

Conclusion

Overall, I am happy with how my level turned out. There were times where I wasn't able to capture the story and sense of place I had wanted from my LDD in my Unreal Engine prototype due to the materials and assets available. But this was promptly solved by making some changes to the architecture of the level as well as adding in the appropriate assets.

The changes from the original puzzle in the LDD to the current one took some time to think of by it worked out nicely as well. Luckily I was able to edit the detonation timing of the secondary weapon without touching the original files and this led to the success of the puzzle.