

# SolusZERO

## LEVEL DESIGN DOCUMENT

PFA 2024



# SOLUS ZERO

## CONTEXT

The Character arrived in the **Sector 10** of the base and have to go in the **Sector 9** but the elevator that connect the 10th to the 9th Sector is not here and the only way to reach the 9th Sector is to **found** an **ability** to pass above the void of elevator shaft. He must **infiltrate** the Light Well and **climb** to the top of it while **avoid enemies** and **resolve** puzzle to **upgrade** his abilities get new ability to be able to enter in the 9th Sector.

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## PACING

10<sup>th</sup> Sector

Exploration 

Margot explore the room and can see through a window the Elevator hall and a turret in there.

Location: Storage room  
Duration: 1min


10<sup>th</sup> Sector

Stealth 

Margot sneak through the corridor and avoid the turret with her abilities.

Location: Corridor  
Duration: 1min

10<sup>th</sup> Sector

Stealth / Exploration 

Guards patrol in the hall.  
Margot avoid them find a way to climb to the 13<sup>th</sup> sector but need to get an upgrade in another room.

Location: Elevator Hall  
Duration: 2min


10<sup>th</sup> Sector

Stealth 

Margot enter in the light well; the place is well-kept and Margot have to deal with turret and guard.  
Multiple path possible.

Location: Light Well  
Duration: 2min

Mutation

Puzzle 

Margot must avoid the toxic gas to reach the mutation's machine, find the mutagen and combine it with vegetal cells to gain the mutation.

Location: Experience room  
Duration: 3min

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## PACING

10<sup>th</sup> Sector


Stealth / parkour 

Margot find an enter in the security room by the roof and be careful of the turret, stay out of sight from the guard and continue is way.

Location: Security room

Duration: 1min

10<sup>th</sup> Sector

Stealth 

Margot reach the Experiment room. Disable the turret of the room and take the grappling mutation

Location: Experiment room

Duration: 1min

10<sup>th</sup> Sector


Parkour / Stealth 

Margot use the grappling mutation to go down while avoiding the guard and go to the elevator hall.

Location: Light Well

Duration: 1min

10<sup>th</sup> Sector

Exploration 

Back in the elevator hall Margot must use her abilities to avoid guard and climb with the grappling to the 9<sup>th</sup> Sector.

Location: Elevator Hall

Duration: 1min

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## INTENTION – STARTING AREA

This is the first room the player discovers upon entering the game.

**1. Player Origin :** The hatch in the ceiling indicates that the player descended from the upper floor. This creates an impression of a mysterious entry, sparking the player's curiosity about what preceded and what awaits.

→ **Engages** the player in the **action**.

**2. View of the Third Room :** A window allows the player to see part of the third room. This piques interest and motivates them to move forward.

→ **Provides** a future vision and a **clear objective**.

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## INTENTION – CORRIDOR CONNECTOR

The U-shaped corridor is the second section of the level, following the starter room. It introduces players to turrets. This corridor is designed to increase the player's tension and vigilance.

**1. Enemies :** A turret at the beginning of the corridor is easy to dodge, and another turret requires the use of the player's power to deceive it. → Introduces the **basic game mechanics** regarding enemies and powers, encouraging the player to **plan** their actions and **use** the **environment** to their advantage.

**2. Use of Cover :** Objects and structures in the corridor provide hiding spots for the player to protect themselves from the turrets. → Teaches the player to **use cover** to avoid **detection**.

**3. Window :** Windows allow the player to see other rooms (not accessible), adding a layer of depth and curiosity. → Creates a sense of **mystery**, inviting the player to continue **exploring** to **understand** what is happening.

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## INTENTION – HALL

This room, visible from the starter, is a multifunctional area. It contains several interactive elements and presents various challenges by introducing mechanics that will be used later in the game.

**1. Presentation of Future Obstacles and Mechanisms :** The open room suggests verticality and a path that can only be used with future equipment (grappling hook).

→ Introduces the **grappling hook** and the possibility of **returning later**, encouraging the player to remember this place and **anticipate** future gameplay.

**2. Enemies :** Two guards patrol simultaneously, leaving a passage between them to sneak through.

→ Teaches the player **patience**, **stealth mechanics**, and **guard behavior**.

**3. Use of Cover :** Objects behind which the player can hide for protection.

→ Continues to **teach** the importance of **cover** for protection and **stealth**, adding **tactical options**.

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## INTENTION – LIGHT WELL

This room is a large circular area with a central skylight. It has three distinct floors with unique features and challenges.

**1. Vertical Structure :** Each floor offers a unique gameplay experience, from puzzles to direct confrontations, and obtaining a new ability.  
→ Encourages **vertical exploration** and engagement with different types of gameplay, while integrating **smooth progression**.

**2. Lighting and Ambiance :** The central skylight creates atmosphere and highlights the room's verticality.  
→ Uses **lighting to guide** the player and create an **immersive** and **striking** atmosphere.

**3. Ability Enhancement :** On the first floor, the experience room allows the player to enhance their ability by solving a puzzle.  
→ Introduces a **break** from the action and adds depth to the gameplay by introducing **puzzles**.

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## INTENTION – LIGHT WELL

**4. Combat and Strategy :** On the second floor, a room with an enemy and a turret combines elements of "combat" and stealth.  
→ Increases **difficulty and tension**, requiring the player to use acquired **skills** to overcome obstacles.

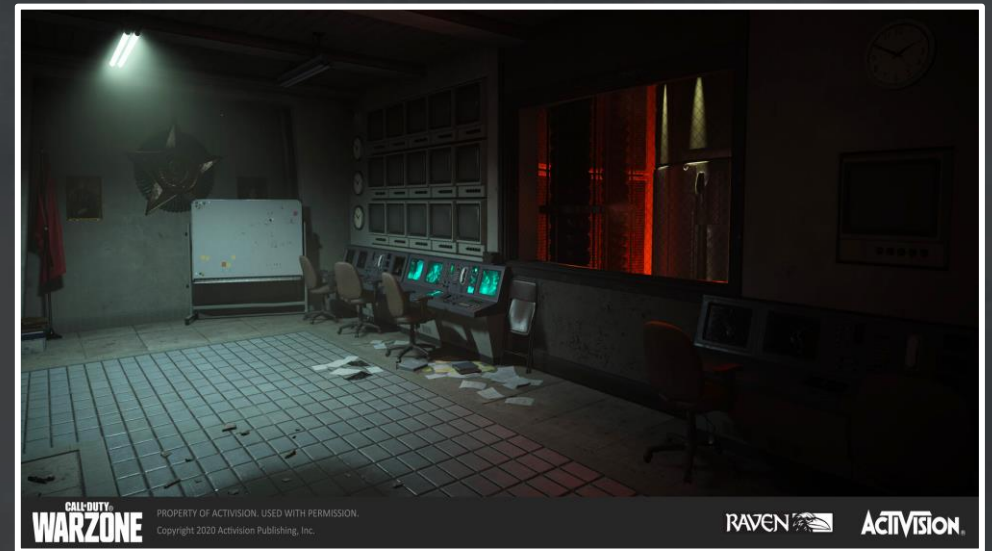
**5. Acquisition of New Abilities :** On the third floor, there is a space where the player can unlock the grappling hook, an essential ability for the end game.  
→ Provides a new tool that offers **new possibilities** for **exploration** and **interaction** with the environment.

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## MOODBOARD - STARTING AREA



Layout / Decor



See the 2<sup>nd</sup> room through the window

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## MOODBOARD - CORRIDOR CONNECTOR

Bright  
Atmosphere



Use of the various  
covers



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## MOODBOARD - HALL

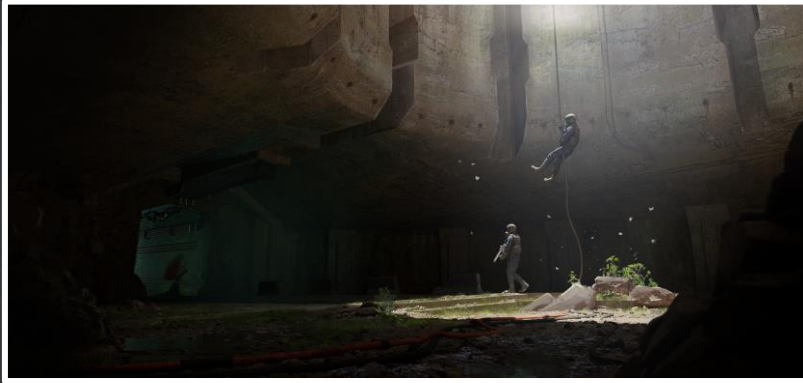
Verticality / Vision on the bottom



Patrol Guard

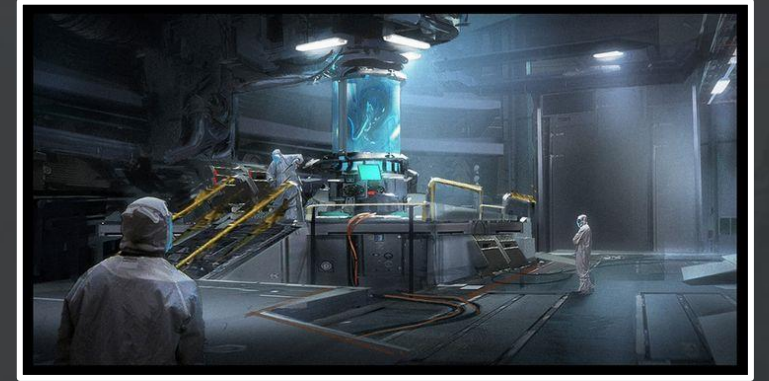
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## MOODBOARD - LIGHT WELL



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## MOODBOARD - EXPERIMENT ROOM #1



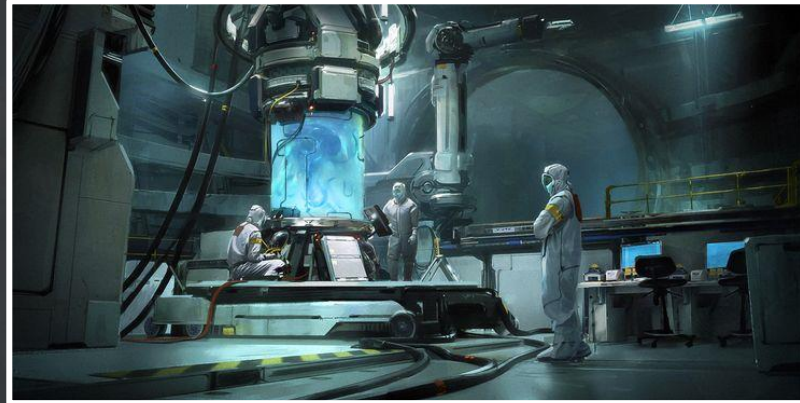
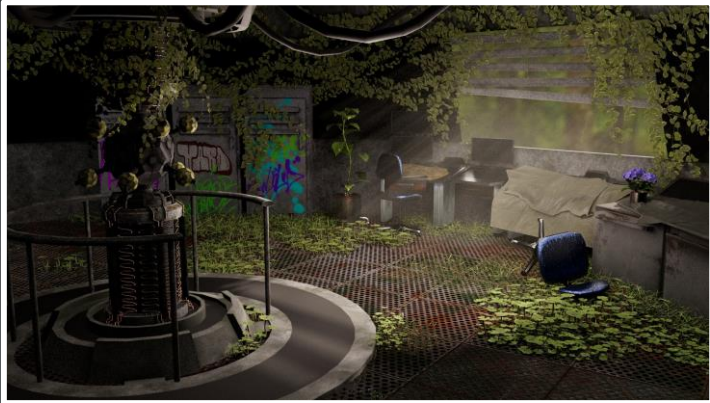
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## MOODBOARD - SECURITY ROOM



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## MOODBOARD - EXPERIMENT ROOM #2



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## MECHANICS

**Grappling Hook :** When the player is close enough to the grappling target, they can aim at it, latch onto it, and zip towards it.

**Climbing :** The character grabs a ledge when in the air and climbs up over it.

**Spores :** Creates an opaque cloud that blocks vision but can be passed through freely. If not aimed, the spores appear where the player stands. If aimed, they appear on the targeted surface. They disappear after a while, and new spores cannot be launched if a cloud is already present.

**Decoy :** Creates a decoy resembling the player, which can attract enemy attention. It disappears after taking too much damage. Only one decoy can be active at a time.

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## MECHANICS

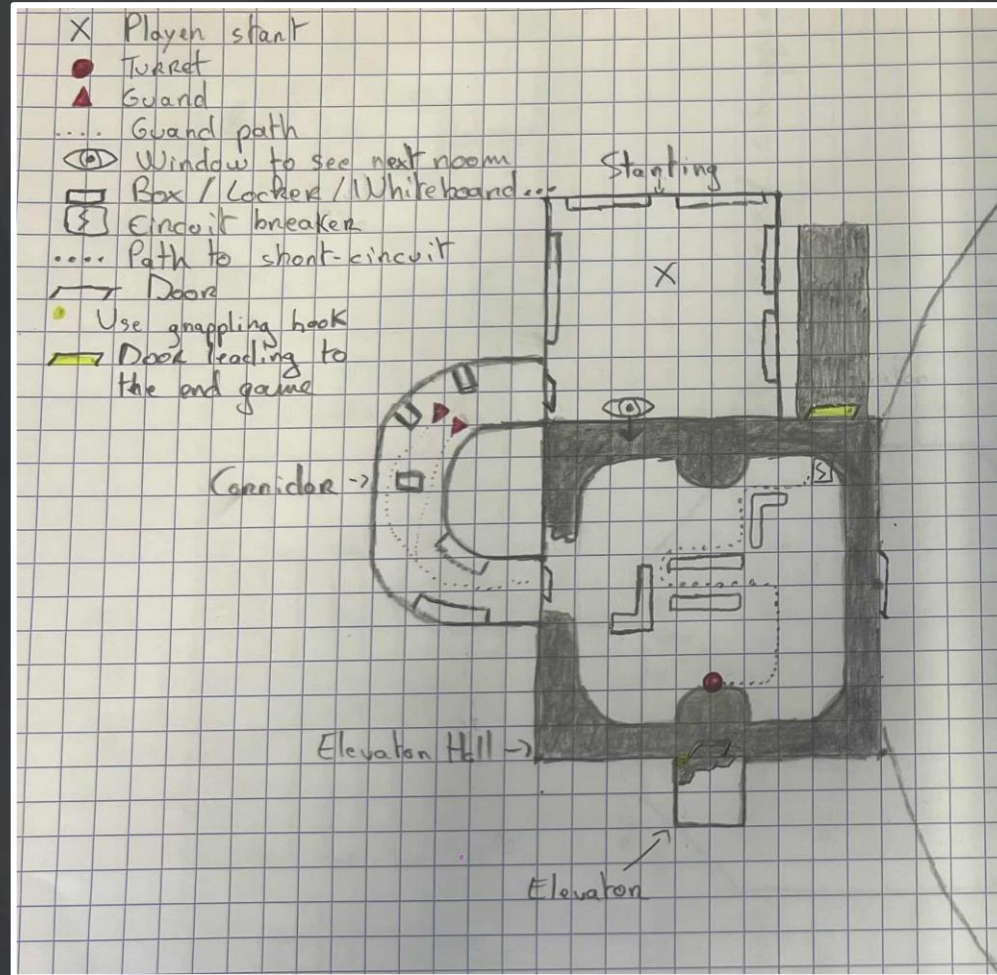
**Fall Damage** : The player takes damage when falling from a great height.

**Turret** : Scans a defined area. If it sees the player or the decoy, it stops scanning and attacks. It resumes scanning after a while if it doesn't see anyone. Can be deactivated by a switch. Turrets can be linked : if one sees the player, all go on alert and continue targeting even out of their line of sight. To escape, no turret should be able to see the player.

**Crouch** : Allows the player to crouch.

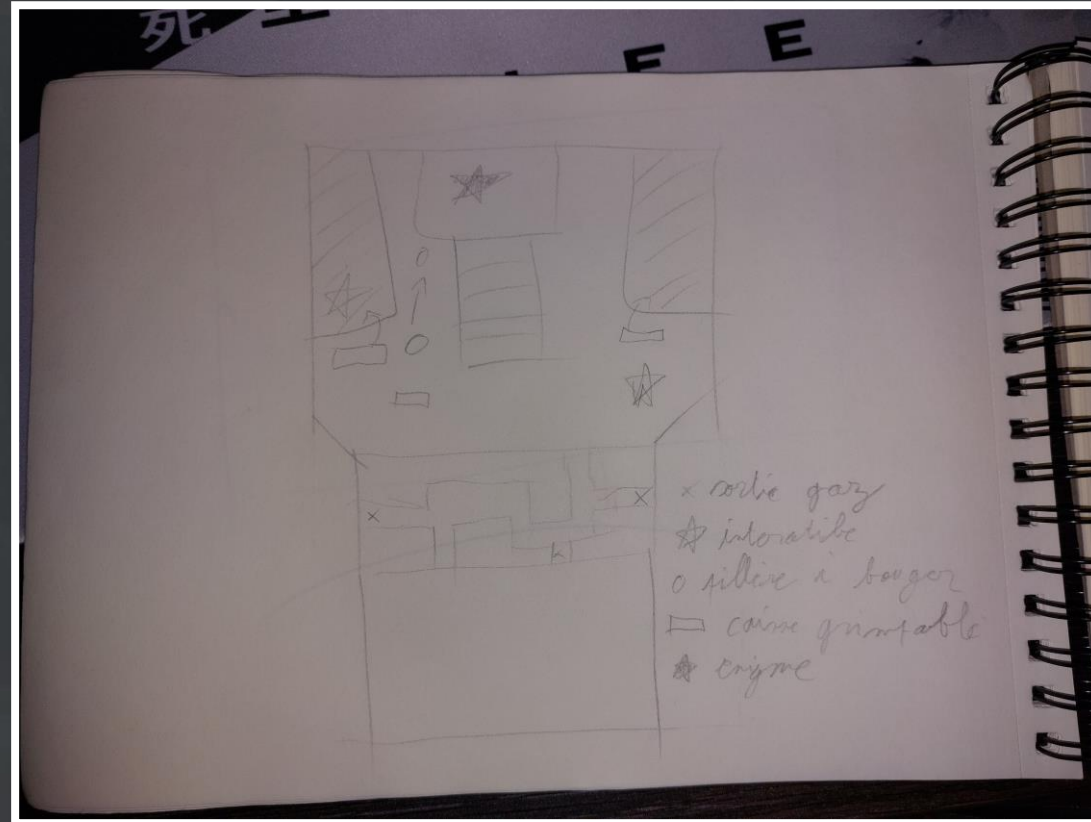
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## SKETCH



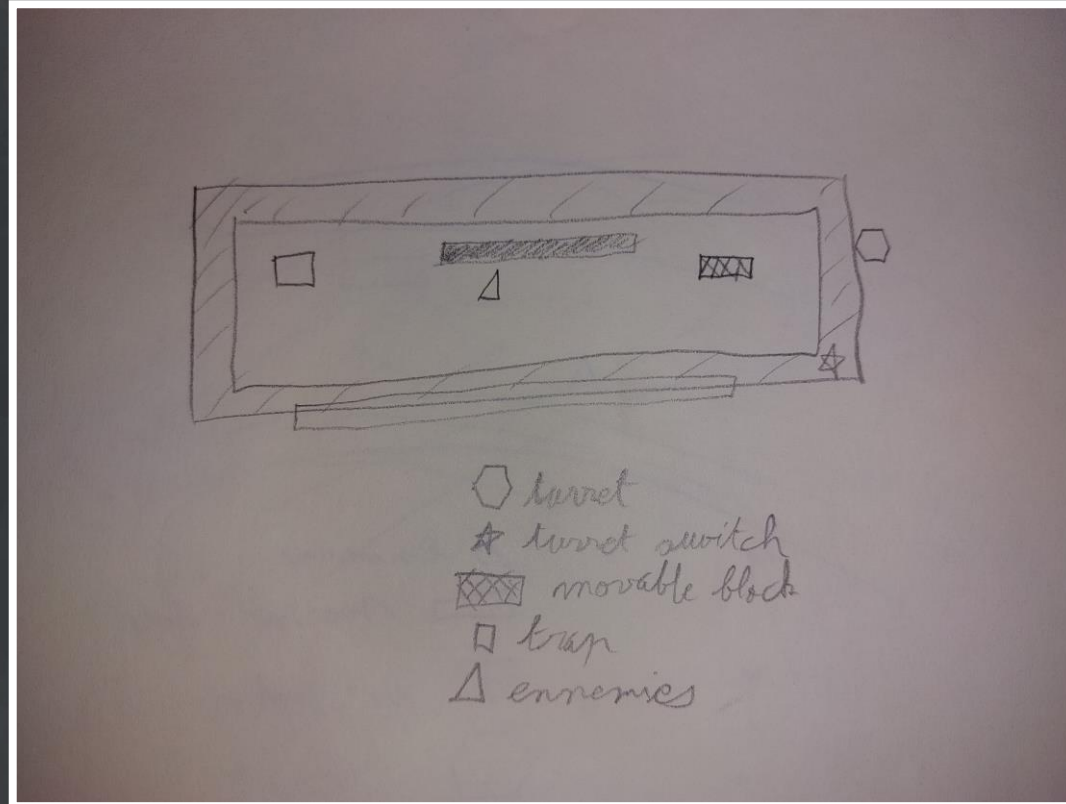
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## SKETCH



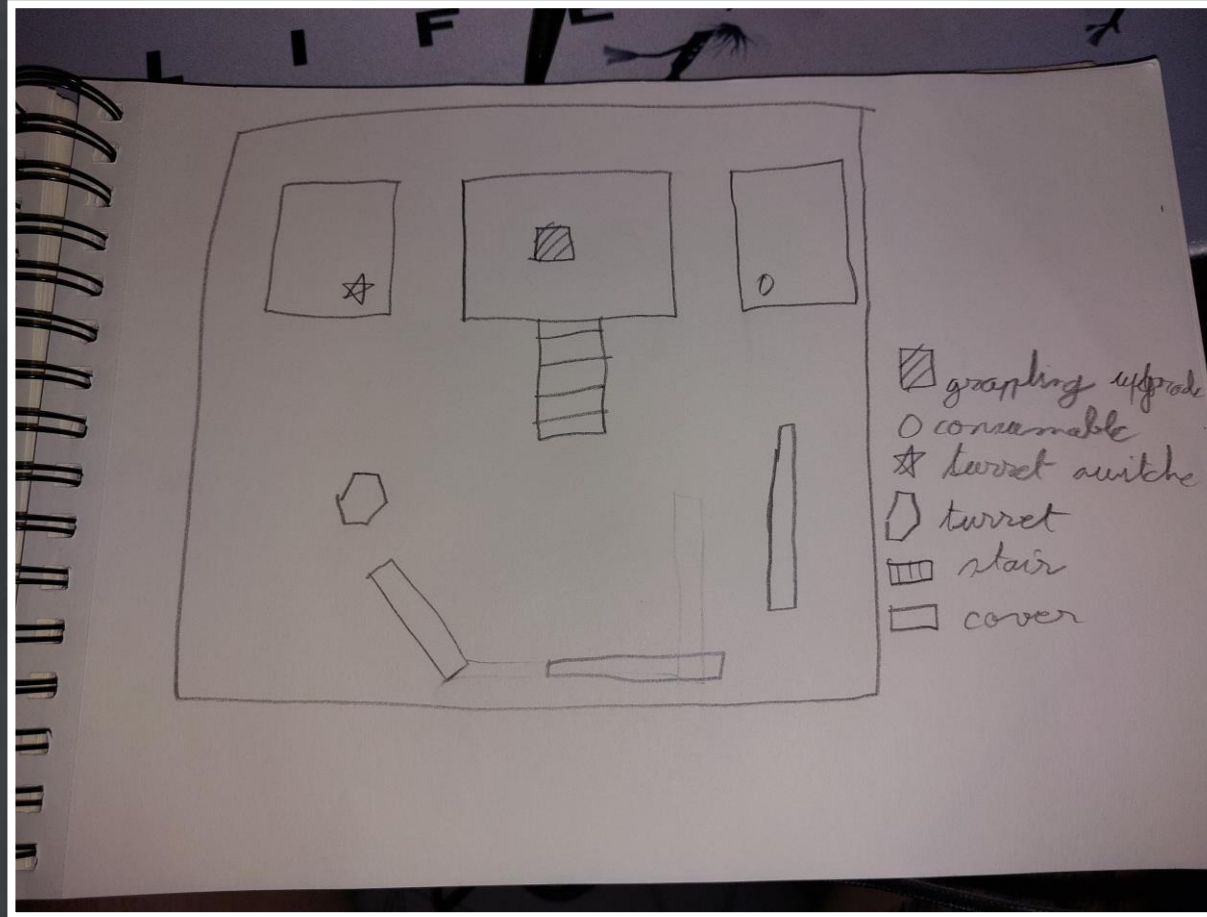
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## SKETCH



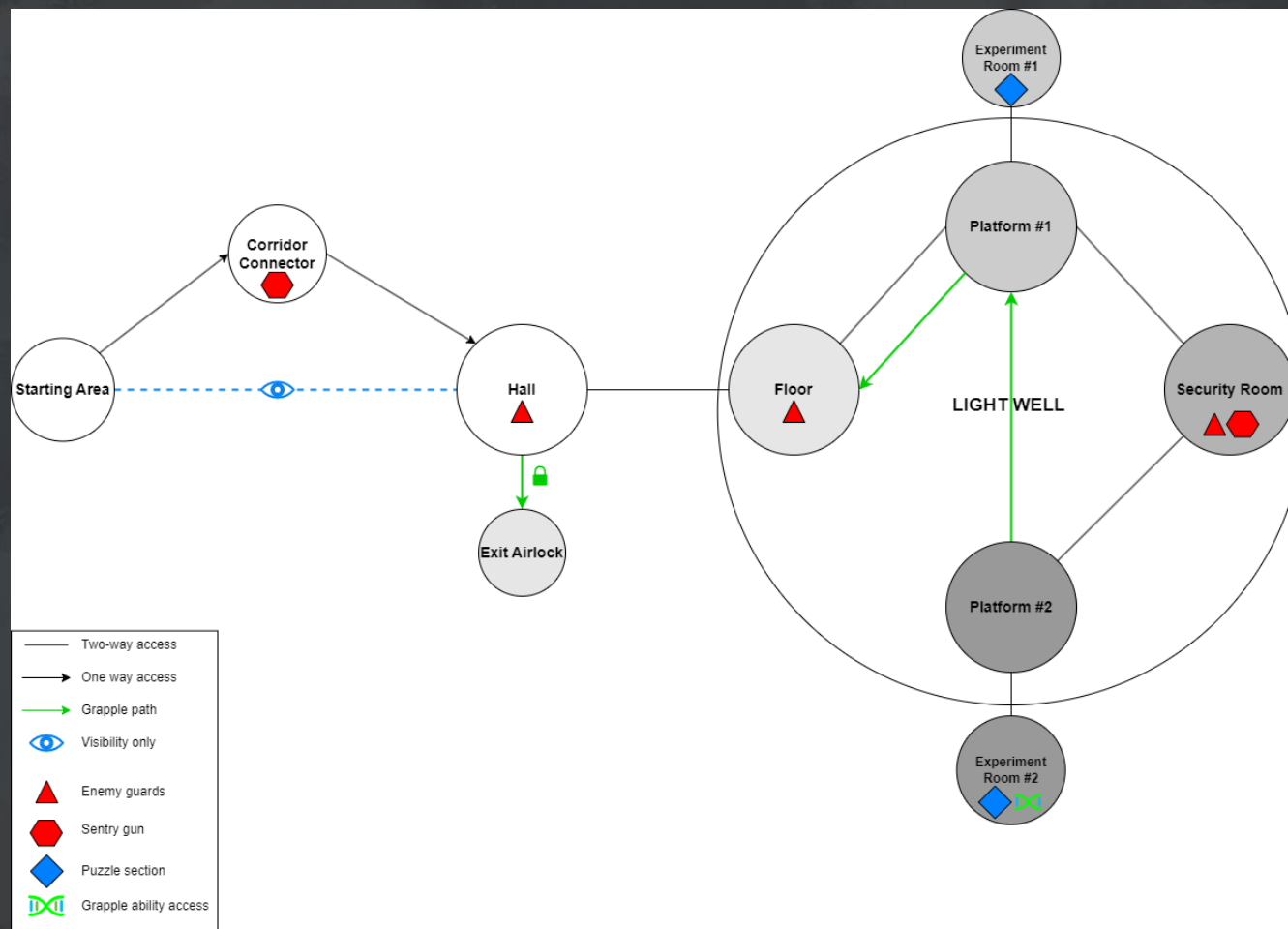
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## SKETCH



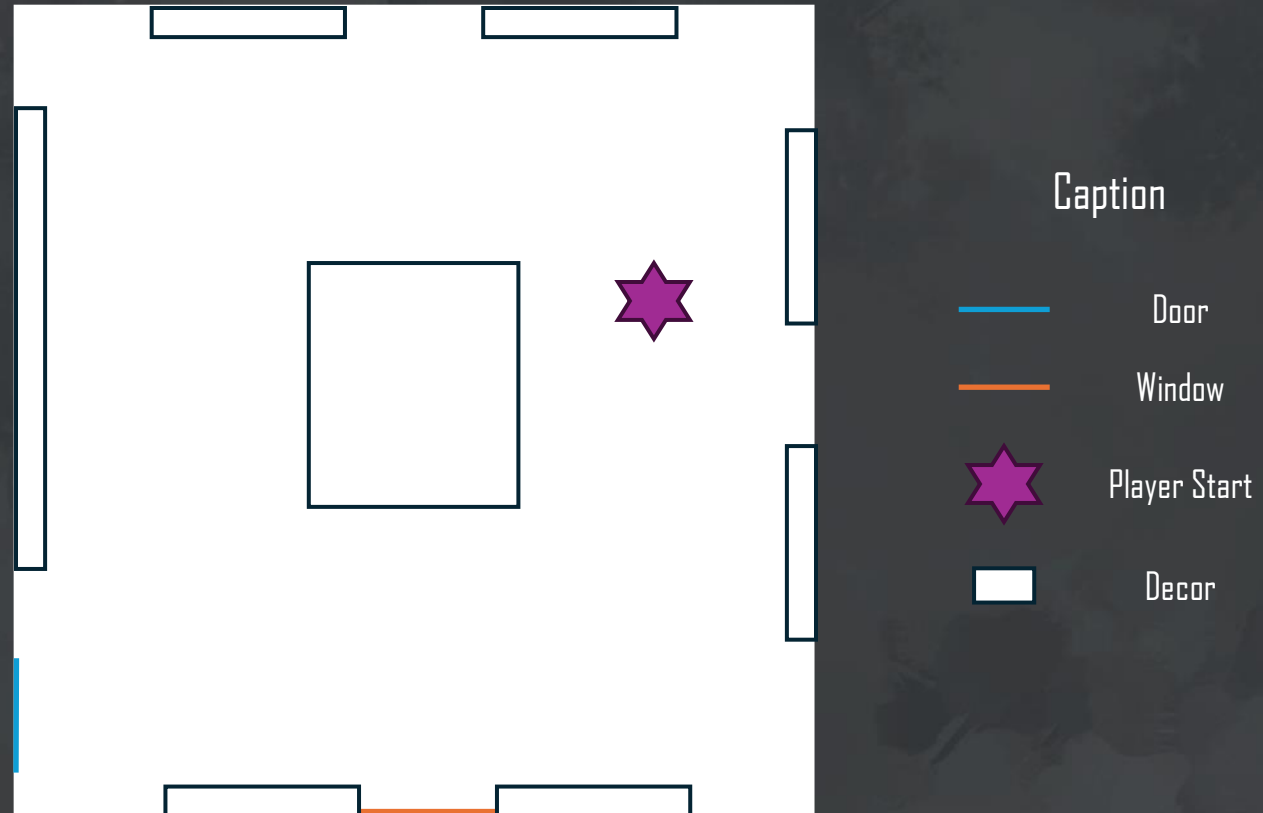
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## MOLECULAR DIAGRAM



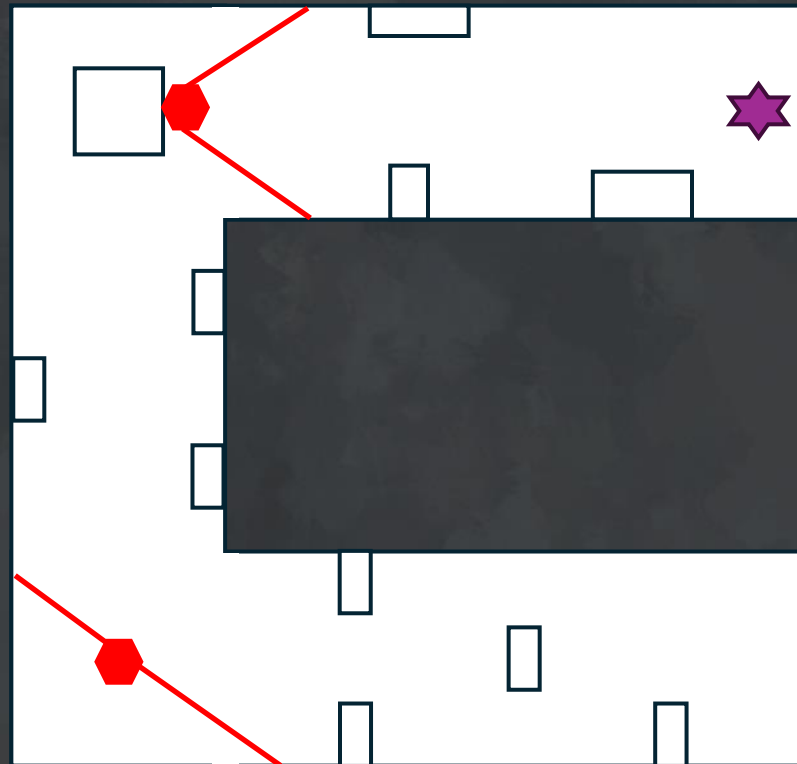
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## LAYOUT - STARTING AREA



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## LAYOUT - CORRIDOR CONNECTOR



### Caption

- Door
- Window
- ★ Player Start
- Cover
- Turret
- Range

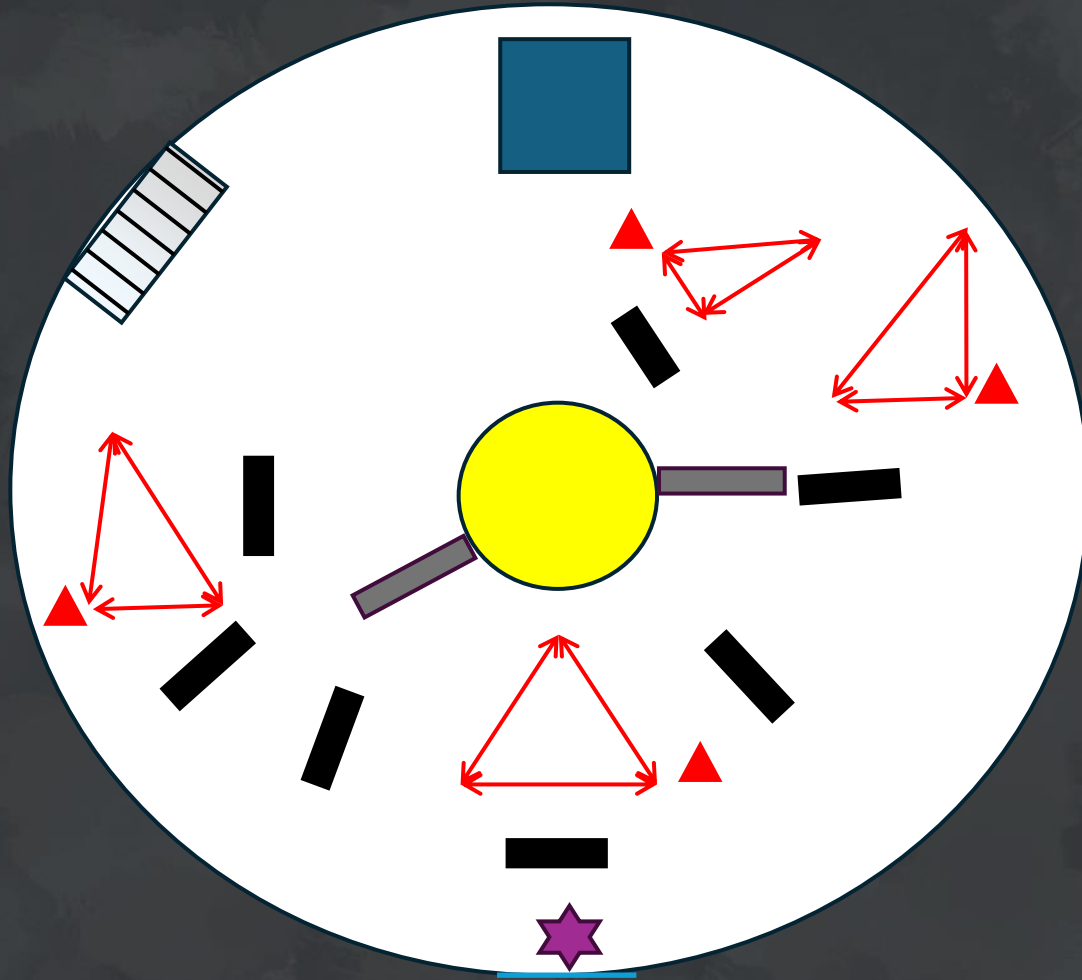
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## LAYOUT - HALL



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## LAYOUT - LIGHT WELL FLOOR

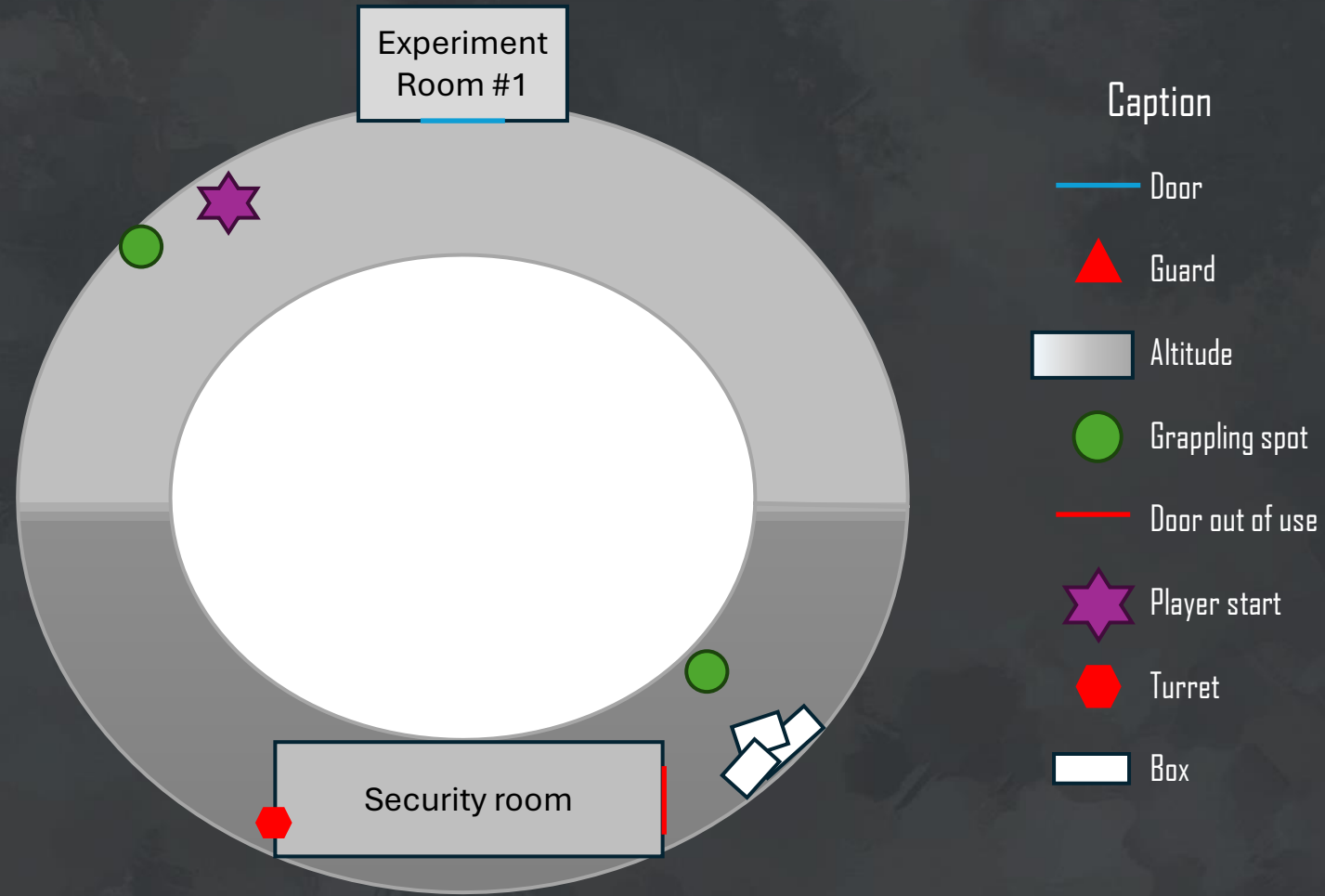


### Caption

- Door
- Guard
- Altitude
- Stair
- Grappling spot
- Path Guard
- Player start
- Guard focus
- Light well
- Cover
- Turret's range

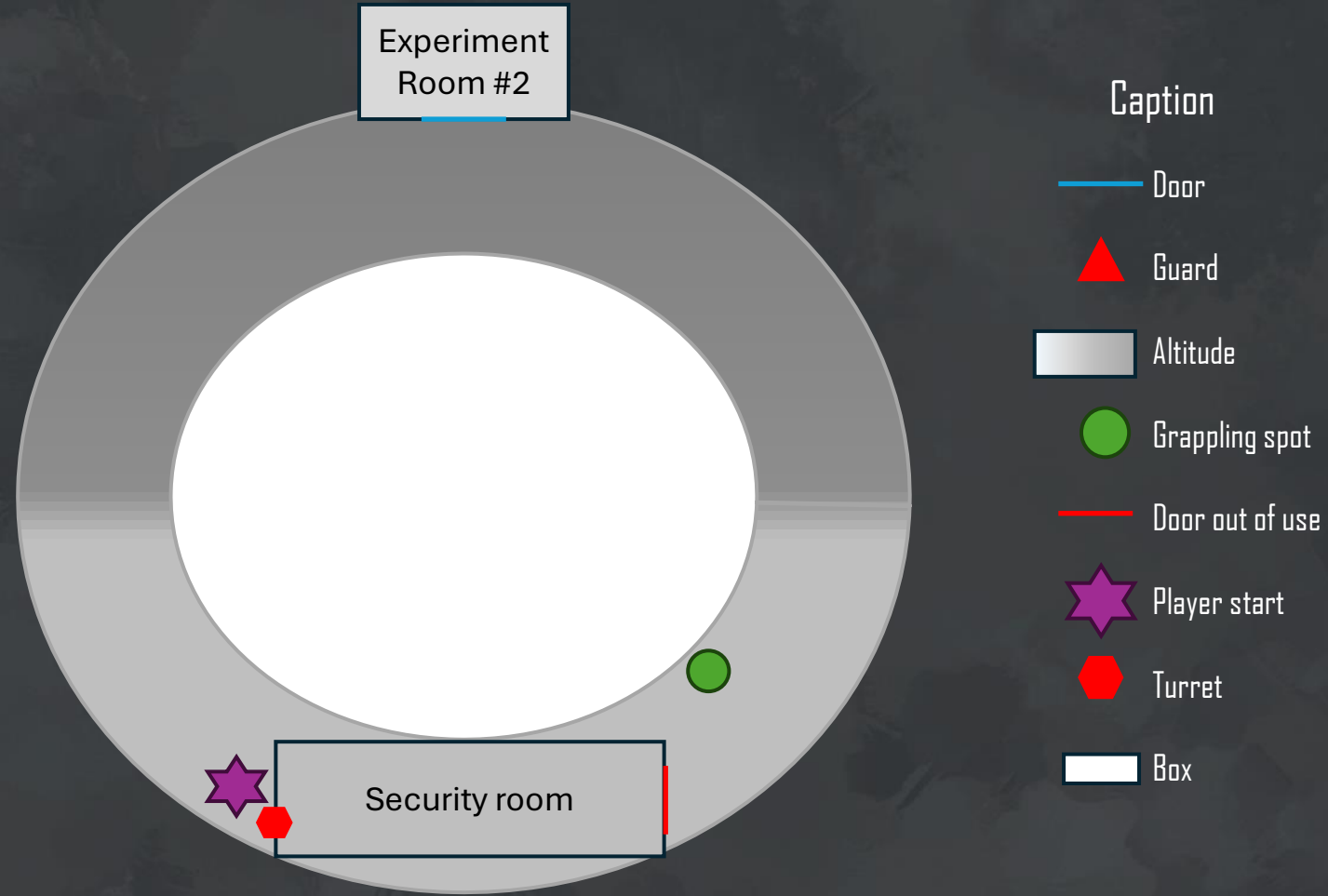
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## LAYOUT - LIGHT WELL PLATFORM #1



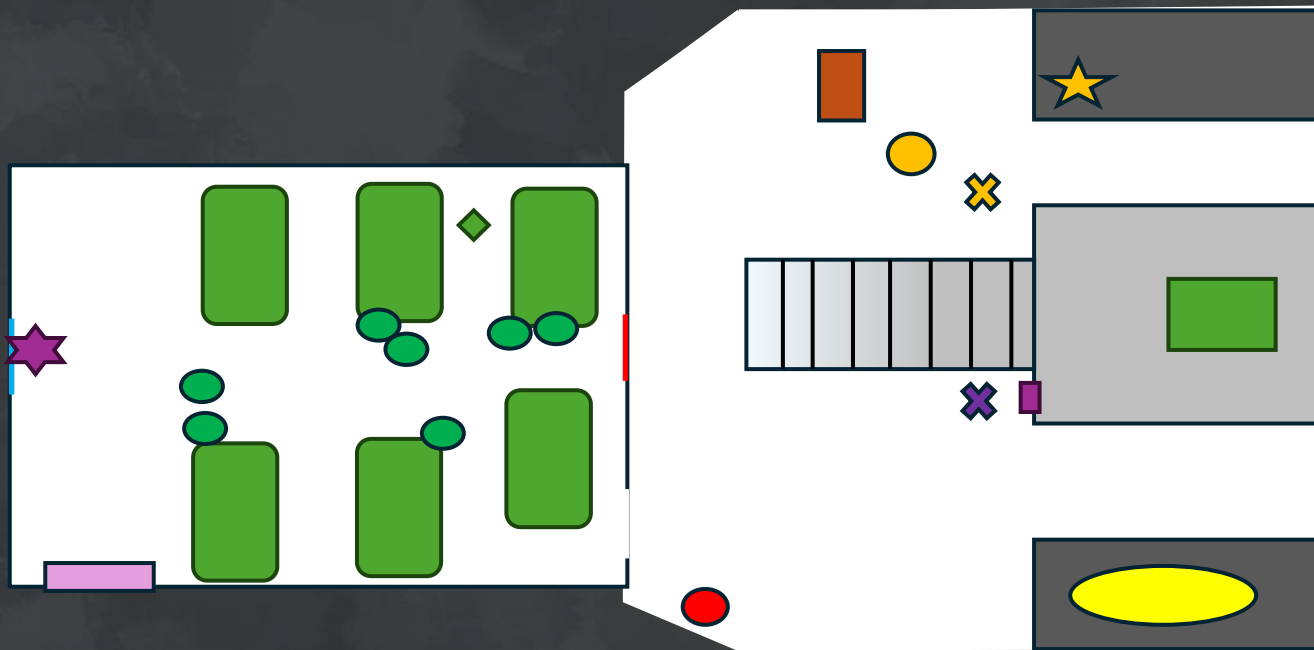
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## LAYOUT - LIGHT WELL PLATFORM #2



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## LAYOUT - EXPERIMENT ROOM #1

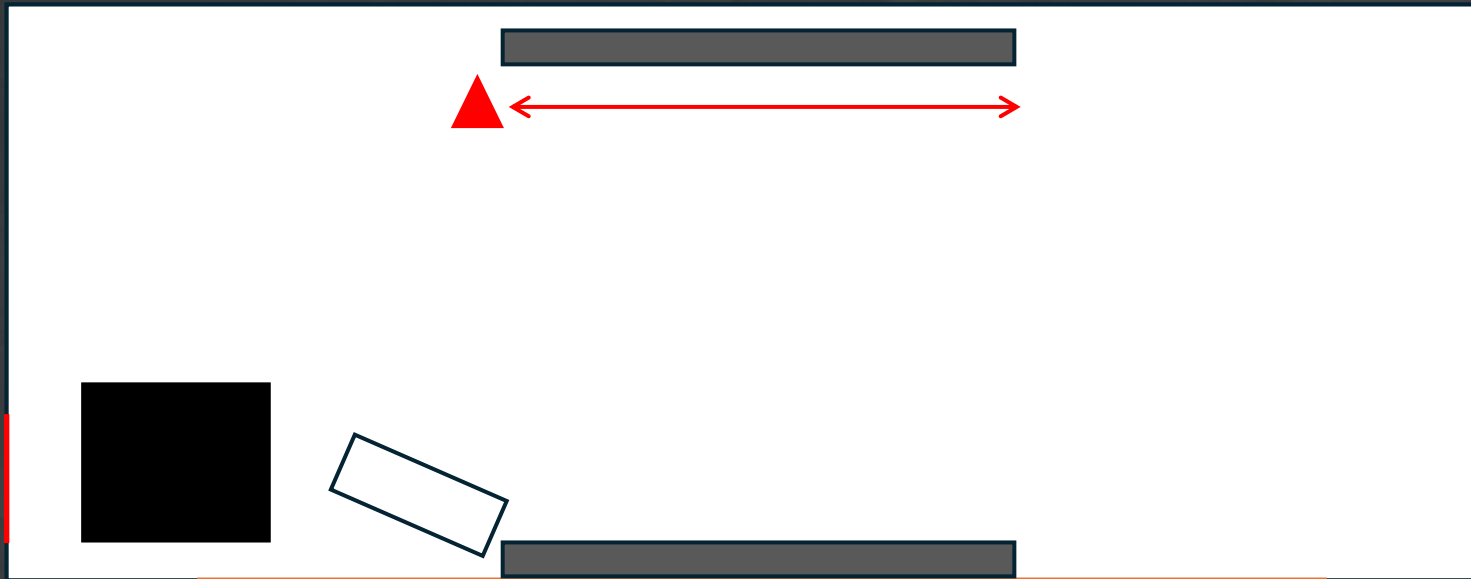


### Caption

	Player Start / End		Gas sluice		Movable converter		Converter solve position		Spore demonstration		Vegetal cells injector
	Door		Movable Box		Upgrade machine		Player solve position		Light		Incubator
	Dangerous Door		Stairs		Altitude		Mutagen		Consumable		Root

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## LAYOUT - SECURITY ROOM

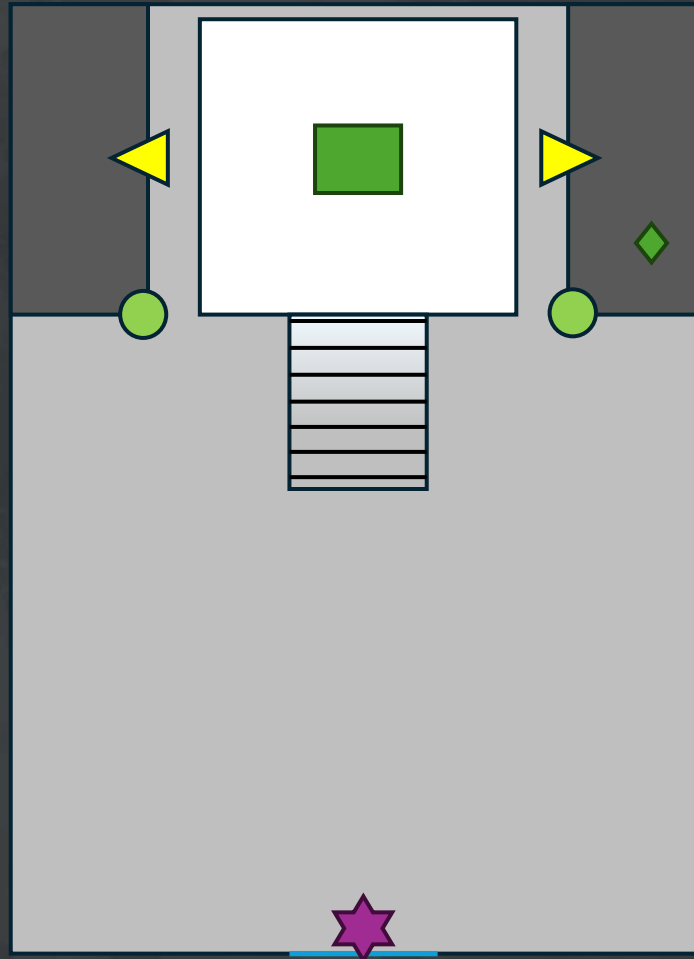


### Caption

- Door
- Door out of use
- Window
- Turret
- ▲ Guard
- Computer
- Trap
- Altitude
- Cover

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## LAYOUT - EXPERIMENT ROOM #2



### Caption

-  Altitude
-  Grappling spot
-  Spotlight
-  Player Start
-  Door
-  Consumable
-  Cover
-  Grappling access