



LEVEL DESIGN DOCUMENT

Shutterbug

Abstract

A level design document for the upcoming game “Shutterbug”

Eyecandy Studios

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Level Design Overview

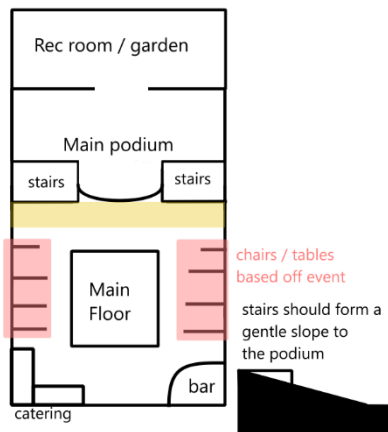
Level Design Concept

There will be a hall with three main parts to it that will stay the same throughout all the levels. Each level is able to distinguish themselves from each other with having different events that will be held in the hall, and the different events will include different themes and objects.

The hall also has different elevation levels so that the player isn't able to capture everything from one place on the map and they have to instead travel to parts of the hall to capture photos of everything.

Main Level Layout/Architecture

Yellow area should be kept clear to allow access to the stairs properly



Level Information – New year's

Theme and Characters

Characters

Each level will include a main or main characters depending on what the type of event is happening in the level, and each level will also have side characters as well. This level's main characters are:

Main character/s:

- New Year's Host
- Singer
- Future Husband
- Future Wife

Side characters:

- Friends
- Workers

Theme

The new year's party level will have black and gold decorations, drinks, balloons, glitter and sparklers. These things thematically fit with what would be found in the level.

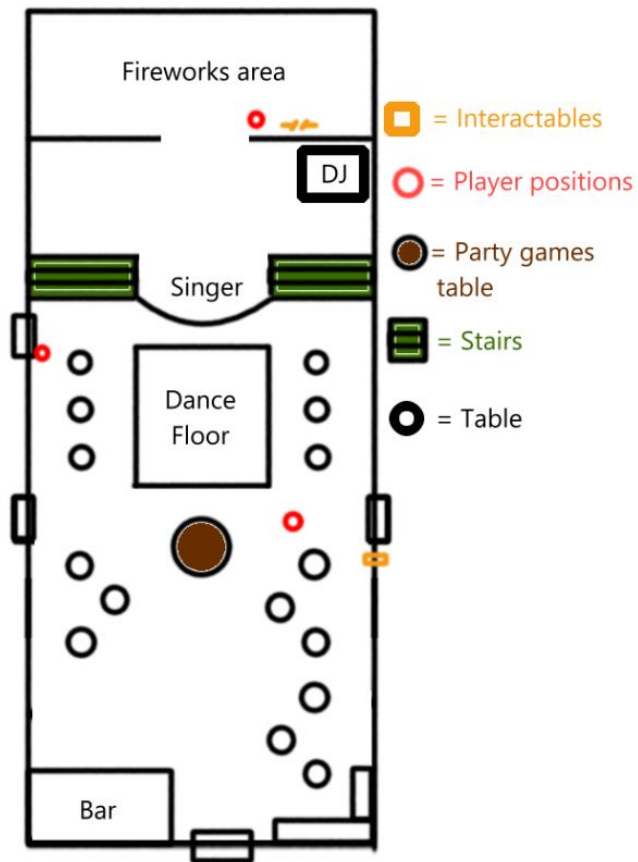
Level location

The location that the level will be set in will be a hired function venue that is able to host a range of different events for people that has staff that is able to provide catering and drinks to the people at the venue.

Level setting

Young adults and adults partying in a venue that has very sparkly colours and flashy decorations celebrating the new year that is about to arrive.

Level Layout/Architecture



○ = positions for the player to stand around the level

Level Design

Main Objectives – Magical Moments

Each level will include moments that are unique to that level, and the player will have to take photos of them to score points. The moments that the player will have to take photos of in this level will be:

- New year's countdown + fireworks
 - Balcony is too bright – turn off the light by pressing a hidden switch outside on the ground.
- Party games (something like beer pong)
 - Table is dark – can press light button on the right-side door to turn it on
- Champagne popping off and raising glasses in group cheer
 - A person will go into the podium, speak in the microphone and pop open a champagne while everyone raises their glasses and scream "Cheers!"
- People dancing on the dance floor
 - A person will go into the podium, start singing in the microphone. Other people will stand up from their seats, go into the middle dance floor and start dancing.

Level Progression

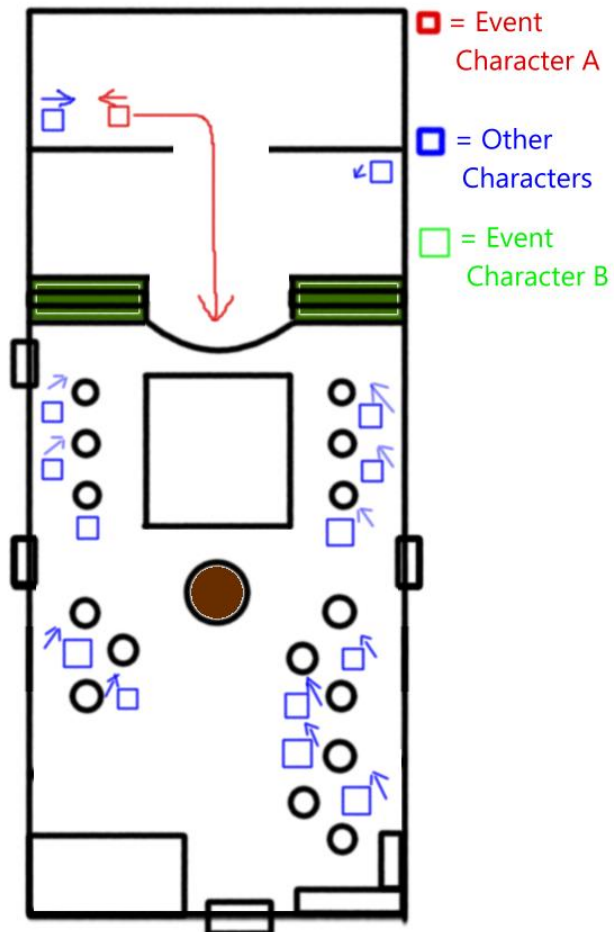
There are 4 main moments placed throughout the level that happen at set times. 1 of the moments are static and happen at the same time in the level every time that level is played, whereas the other 3 moments interchange between each other when the level is replayed.



The level will last from 7:30 PM and ends at 12:30 AM (5Hours), one hour in-game time is one minute in real life (5 minutes).

Moment 1 – Popping off champagne and raising glasses in group cheer

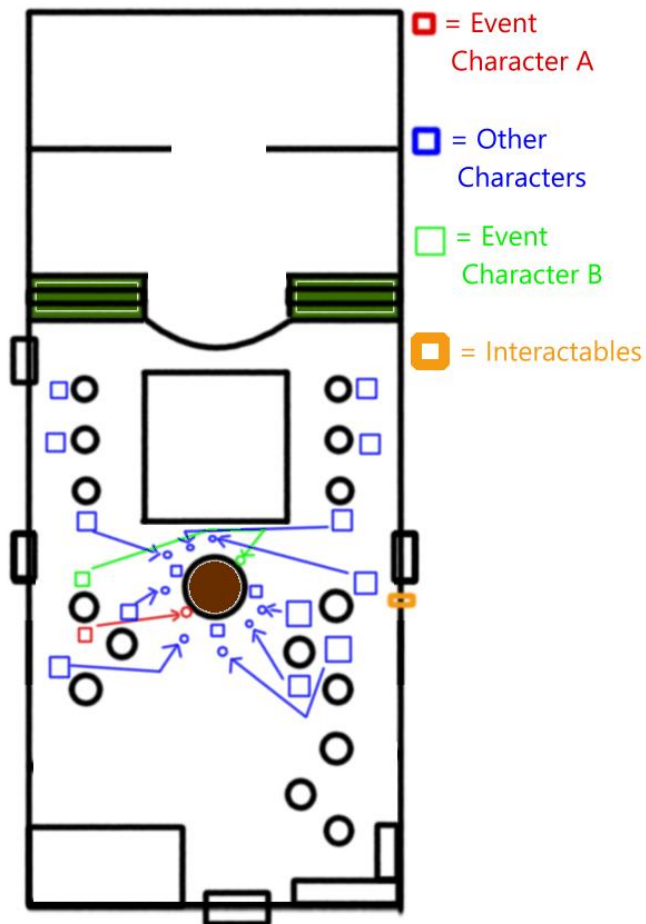
Starts at 8:30 PM (60 seconds from start), no distractions or object interaction required.
Lasts until 9 PM (30 seconds real-time)



1. The host (Event Character A) will move from the garden (or from any other place) into the podium.
2. Everyone who was idling will stop what they are doing and look towards the host.
3. The host will start to chatter about being happy to host this event and thanks everyone for coming before taking out a closed bottle of champagne
4. the host will pop the champagne, and everyone will raise their glasses and cheer towards the host. < - Perfect timing

Moment 2 – Beer pong

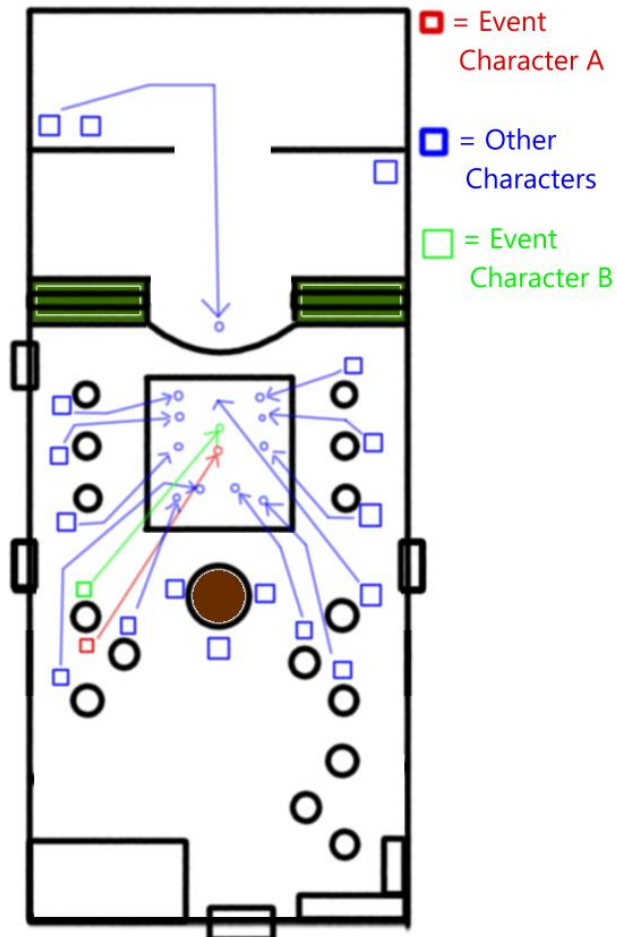
Starts at 9:30 PM (120 seconds from start), finishes at 10 PM (30 second duration).
There is an interactable button that will light up the Beer pong table in the middle.



1. Character A (Man) and Character B (Woman) will move into the beer pong table, 3 people who are already there will rearrange slightly.
2. Other NPCs will crowd around the table, but conveniently leaving an empty space in-between the table and the camera.
3. Everyone will start playing beer pong, until Character A scores a win and cheers while everyone act surprised and then cheer < - Perfect timing

Moment 3 – People dancing on the dance floor

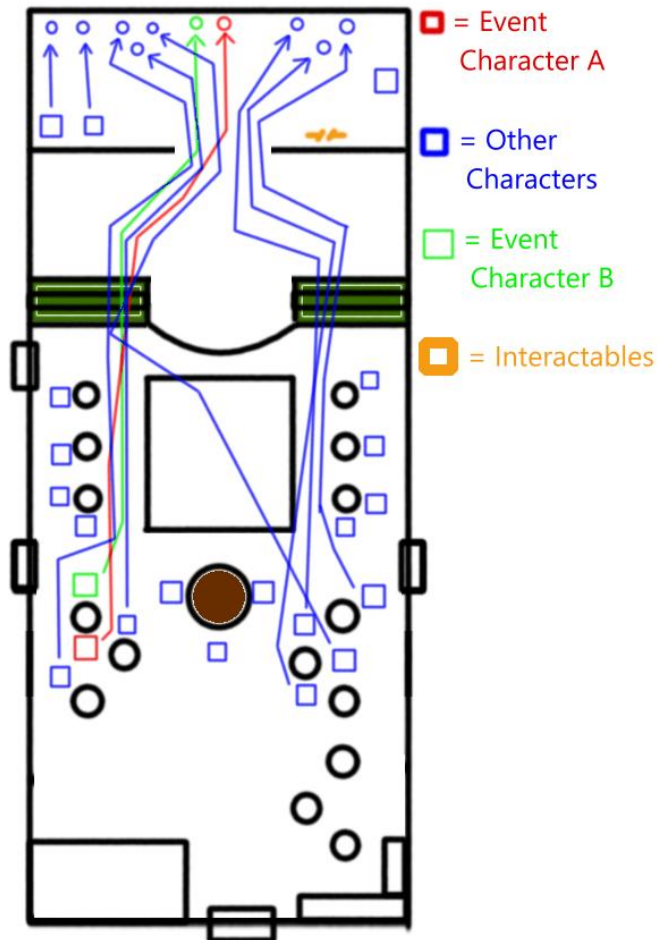
Starts at 10:30 PM (180 seconds from start), Finishes at 11 PM (30 second duration).



1. One character will walk from the garden into the podium, and 10 other NPC will fill the dance floor.
2. Character A (Man) and Character B (Woman) start to move into the center of the dance floor after everyone has moved
3. Character in the podium will then start singing, and everyone on the dance floor will start dancing.
4. Character A and Character B will then start to dance differently from the others in the center. < - Perfect timing

Moment 4 – New year’s countdown + fireworks

Starts at 11:30 PM (240 seconds from start) and ends at 12:30 AM (60 second duration)



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1. From 11 PM (360 seconds) to 11:30 PM, NPC and both Character A and Character B will move to the garden.
2. The Host and the singer in the leftmost side of the garden will tell everyone if they are ready and to start the countdown.
3. Everyone will start to count down from 10, and is synced to the time when the hour reached midnight
4. Fireworks then pop out, everyone cheers, Character A and Character B will hold hands. < - Perfect timing