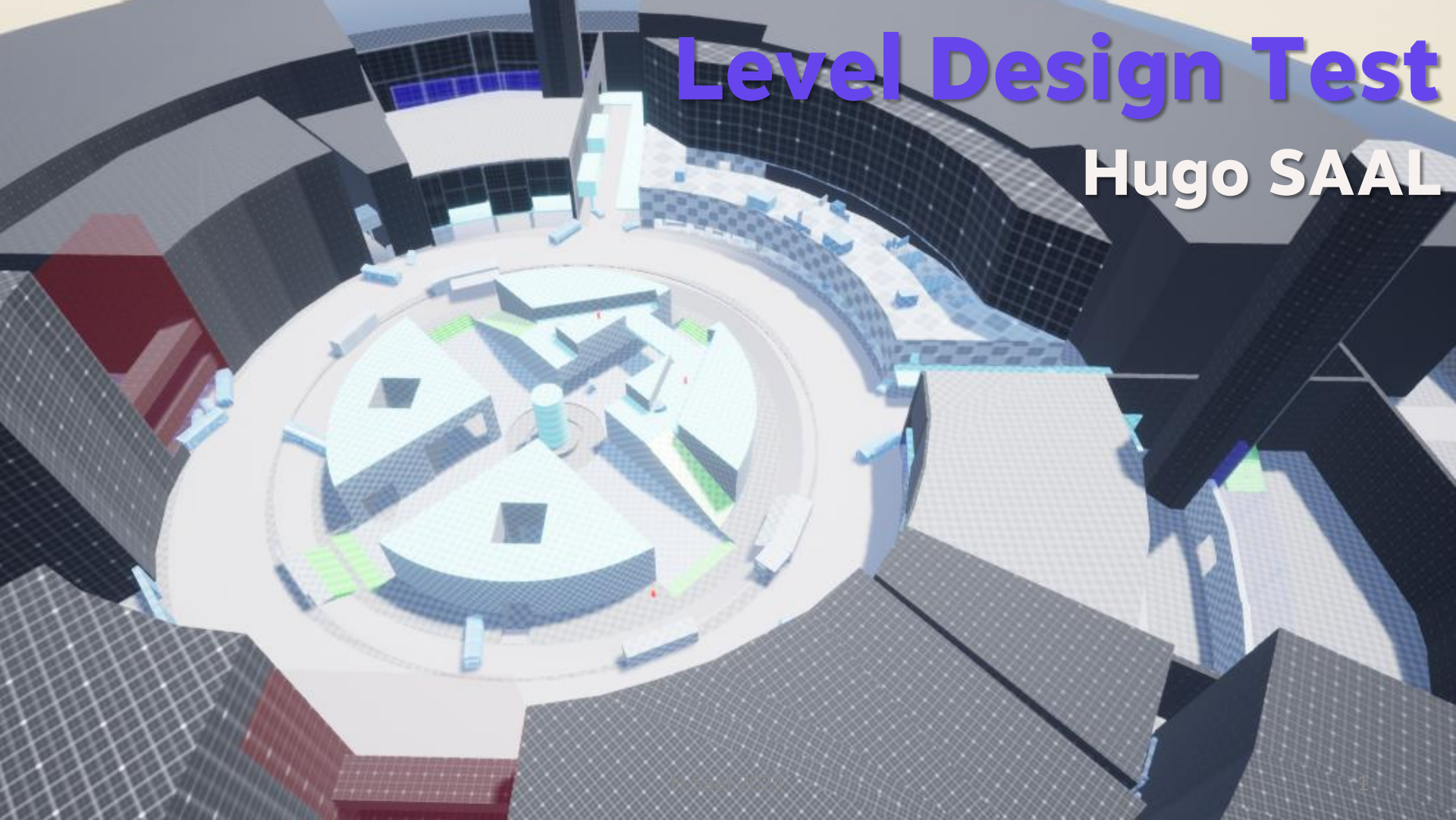


Level Design Test

Hugo SAAL



Summary

Part 1 – Game mode : Overwatch Unbelievable blitz

- Rules
- Game mode modifier Array
- Game mode flow chart

Part 2 – LD Concept : Unbelievable City Training (UCT)

- Layout
- LD Concept
- Molecular LD
- Area Concept
- 3D Whitebox
- Level Artist Brief & Resource Needed

Game mode : Overwatch Unbelievable blitz

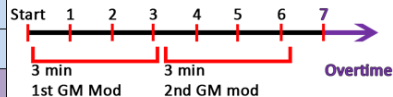
- The Unbelievable blitz is a fast paced arcade game mode where the team will have to defeat the enemy team and face a lot of different elements based on a ever changing map and Affixes (Player move speed, damage buffs ...)
 - Each team spawns (and respawns) in two different bases on a symmetrical map
 - Each team has to fight for an objective, the team who wins the objective gets **1 Game Point**
 - There is a total of 2 Objectives, one at a time (an objective is up for 3 in-game minutes) and a last event called Doom
 - Every objective is composed of a **“Gamemode Modifier”** and a **“Map Modifier”**
 - If a teamfight stalls (very long) or an objective goes into overtime, a last affix is applied to the players named **“Stats Modifier”** and can stack up to 3 times
 - The 1st team to have **2 Game Points** or eliminate all the enemy team in the last event wins the game

Game mode modifier Array

Unbelievable Blitz (Overwatch game mode)					
Type	Name of the Affixes	Infos	Duration	"Map Timer" (Start/1st GM mod/2nd GM mod /	Additional Info
Roles Related	Normal Roles	All Roles are available	All match	Start	announced at the start of the match
	Not *this Role*	*Role name* is locked from the hero selection	All match	Start	announced at the start of the match
	Only *this Role*	*Role name* is the only available in the selection	All match	Start	announced at the start of the match
Stats Modifier	Ultimate Surge	The Heroes get their full ultimate bar and gain an effect after using ultimate (x2 Ult Charge speed)	Short	Random	If a Teamfight or an Overtime stall for too long, the game manager will lauche 1 of this modifier randomly to speed up the game
	Berserk	The Heroes do damages x2 Damages and x2 Healing	Short	End game or If GM mod goes to overtime	
	Brittle	Given & personal healing (except medpack) are halved / Barrier take X2 damage (Reinhardt's Barrier field, Orisa's Protective Barrier, Winston's Barrier Projector ...)	Short	End game or If GM mod goes to overtime	
Map Modifier	Floor is lava	the bottom part of the map is filled with lava for a small amount of time	Medium	1st GM mod or 2nd GM mod	this also activates bridge between buildings roofs and the lava is an instakill regardless hp or bonus
	Low Grav	The gravity is lowered from approx 9,8m/s² to 2m/s²	Medium	1st GM mod or 2nd GM mod	Allow the hero to reacher higher ground without usings ramps and stairs
	Earthquake	The ground of the facility is unstable, this makes the player jump high every 5 to 10 secondes	Short	1st GM mod or 2nd GM mod	This modifier alter the map by removing somebuilding and closing some path
	Fire	Some building are assaulted by the flames, this makes some buildings harder to get into (inflicts a damages over the time effect to the hero while in the building)	Short	1st GM mod or 2nd GM mod	Forces the heroes to fight outside
	Instant Freeze	If a player stands for too long in the same place, this will create an Area of effect around them dealing a small amount of damage to everyone nearby standing in the area	Short	1st GM mod or 2nd GM mod	Forces the heroes to move around the map
Gamemode modifier (aka GM mod)	Rescue	Injured Citizen are scattered around the map, every citizen brought to the team base is worth a Rescue Point and the team with more Rescue Point point win a Game Point (only if the game is set on "only support")	if Objective done	1st GM mod or 2nd GM mod	If a Team is losing , the objective will be closer to their base to ingage a comeback for them
	King Off the Hill	both teams have to fight for a selected area around the map to win a Game Point	if Objective done	1st GM mod or 2nd GM mod	
	Neutral Flag	both teams have to fight for a neutral flag place in the map, if a team bring a flag to the enemile base they win a Game Point	if Objective done	1st GM mod or 2nd GM mod	
	Omniac Rise	both teams have to searche and destroy evil omniacs spread around the map gaining omniac scrap based on the model, with the team with the most scrap winning a Game Point (only if the game is NOT set on "only support")	if Objective done	1st GM mod or 2nd GM mod	If a Hero dies while carrying scrap, the scrap will drop on the floor and can be taken by other heroes (allies or enemies)
	The End is Near / Doom	If the Game Point score is tied this creates a new end game where heroes no longer respawn and the teams fight to control a neutral area, winning either through time or eliminating the opposing team	till the end	End Game	This modifier is always forced after 6 minutes / The neutral point is always place at the center of the map

Ingame time : 7 Minutes (+ - short Overtime if Objectiv is contested)

Rules : 1st team to have 2 **Game Point** or the team who win the End Game win the match



At Start

1 Roles Related

Added if Overtime

Every "GM Mod"

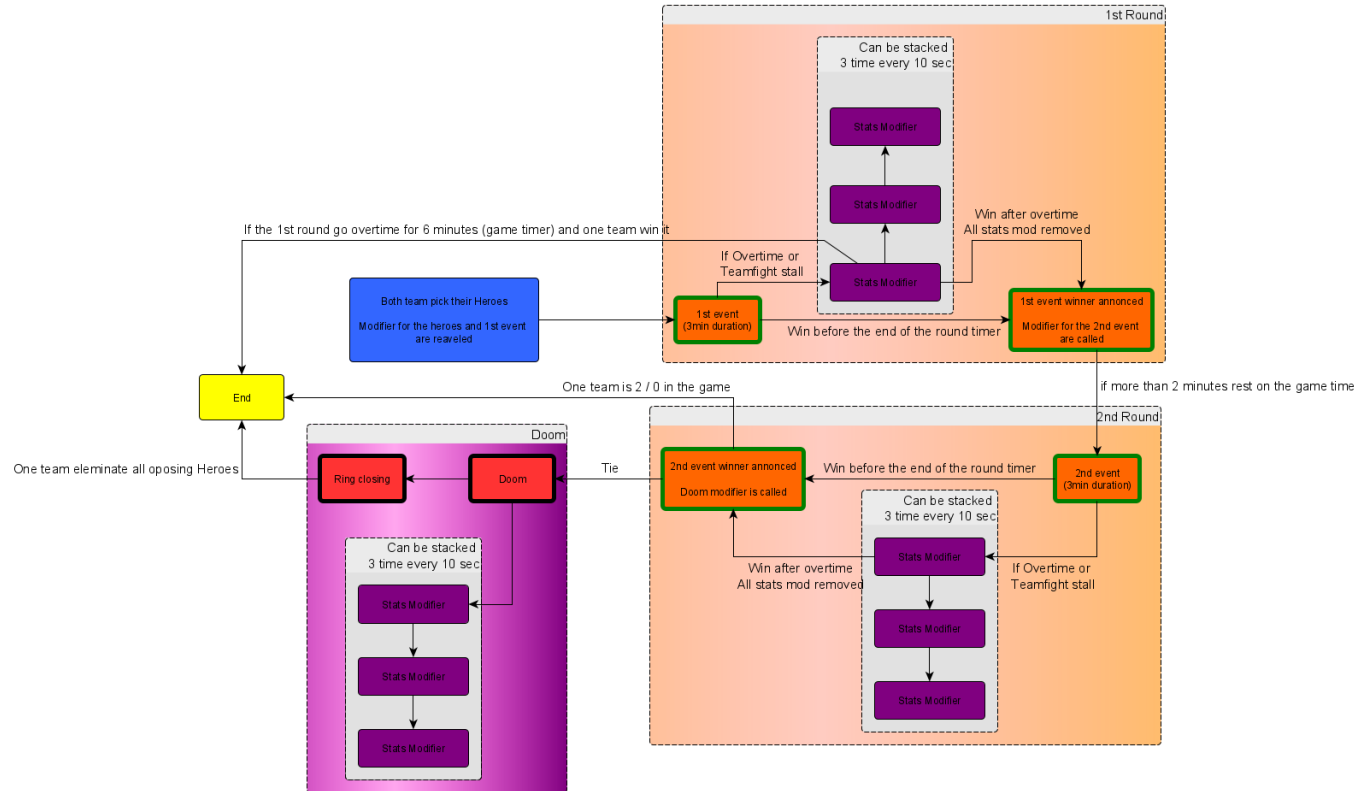
1 GM Mod

+

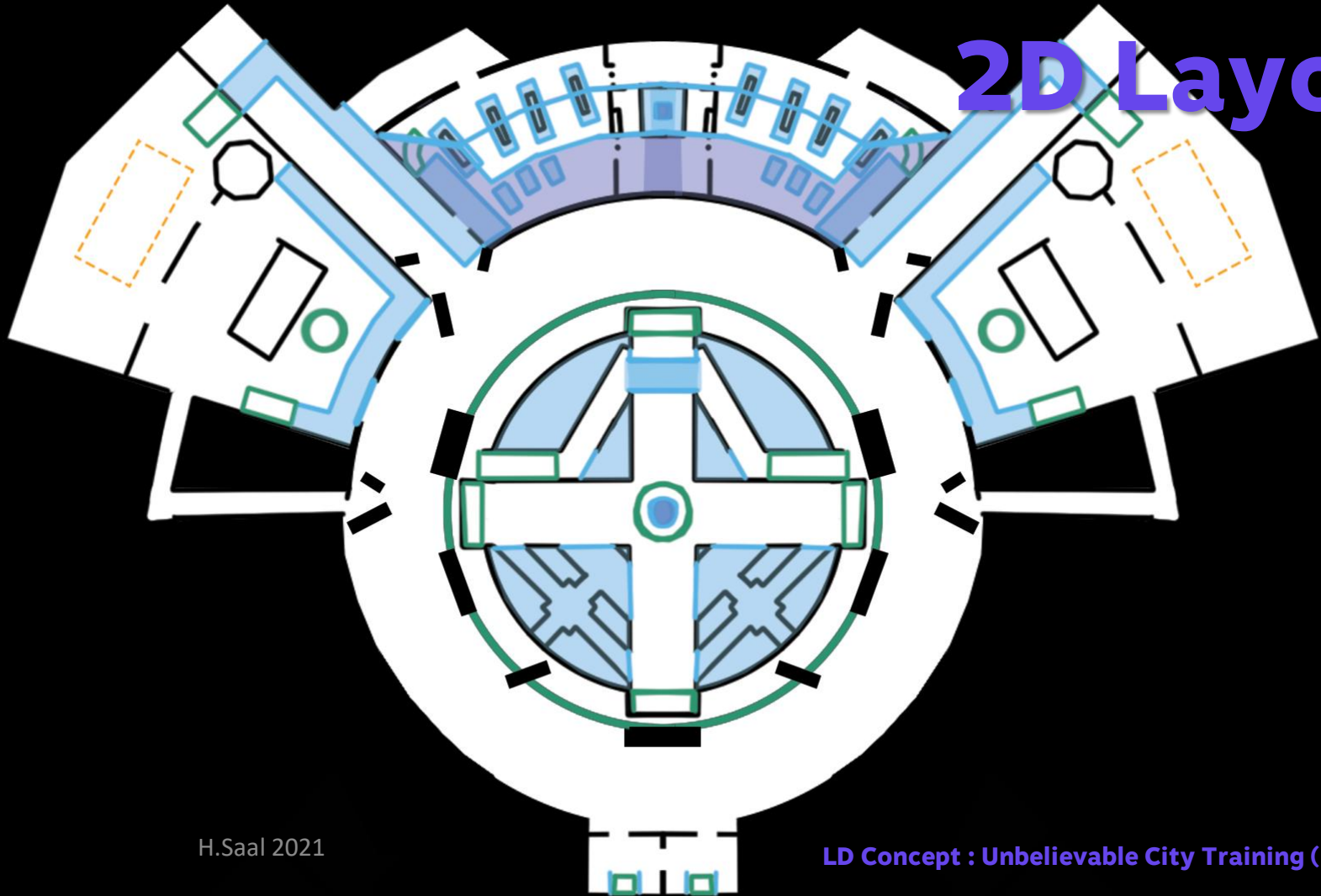
1 Map Modifier

1 Stats Modifier

Game mode flow chart

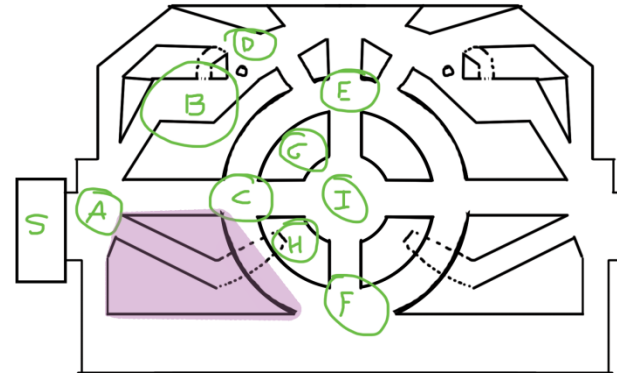


2D Layout

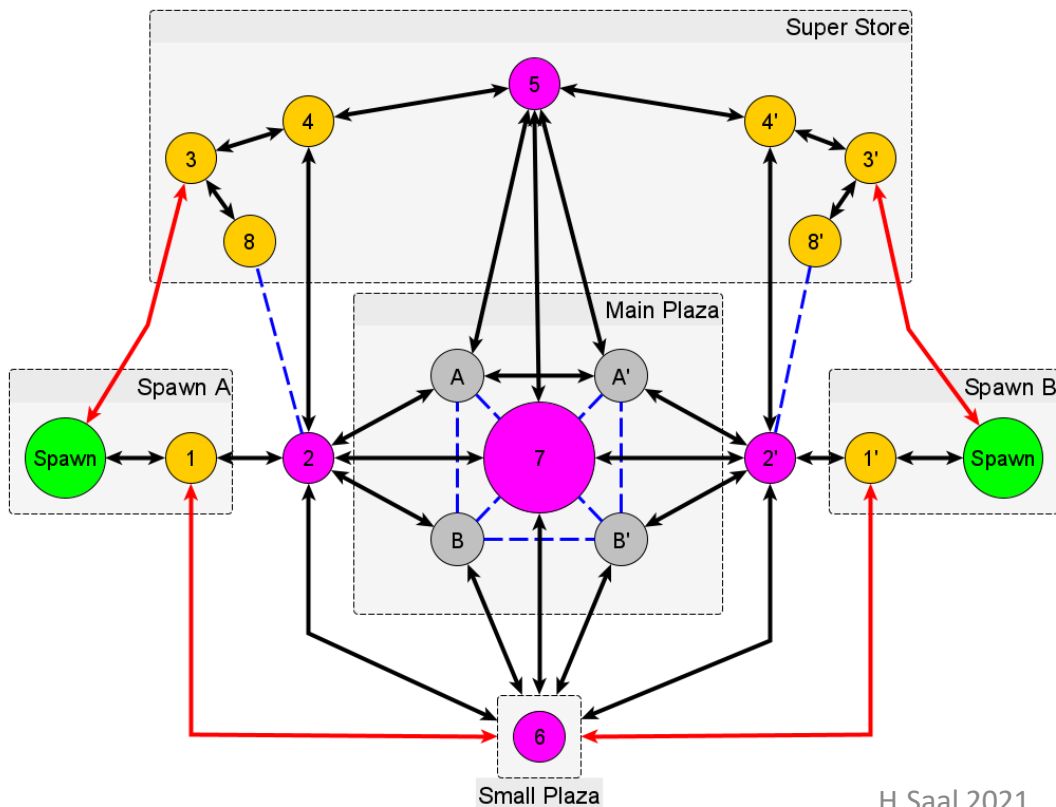


LD Concept : (UCT)

- UCT is a map placed in a training ground of Overwatch, it can be changed and reformed at will with a lot of different scenarios (terrorist attack, earthquake ...). Here the training ground takes the shape of a city center/mall
- I created this map with a bottom top approach, I knew I wanted to have something small with many centers of interest to make the map and the game mode shine
- So after making my 1st map sketches and looking for references with Google maps I stumbled on “Place Charles de Gaulle” in Paris whose shape is quite interesting



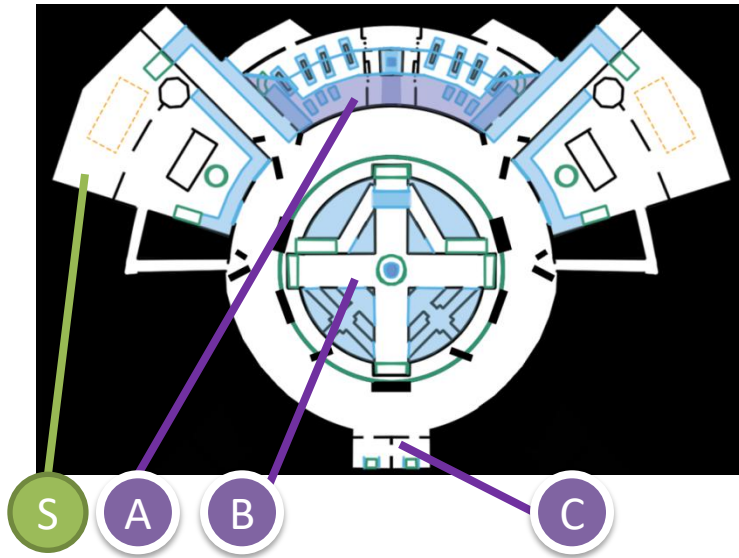
LD Concept : UCT (Molecular diagram)



1 to 8 : center of interest
A to B : related to main plaza
Purple cell : Objective Area

Black line : players path
Blue line : Flying heroes path
Red line : Team only path

Area Concept : (UCT)



- **S (Team Base) :**

Large area where the team spawns and respawns. It's made like a Hub where you can access different "activities" and areas (go to Super Store, take the stairs to the sniper watch point...)

- **A (Super Store) :**

Curved Intimate space which creates interesting lines of sight, the shelves on the ground floor provide cover from front, side and sky attack, can be accessed by 5 different gateways . This area also contains a high roofs to get a nice vantage point of the whole map

- **B (Main Plaza) :**

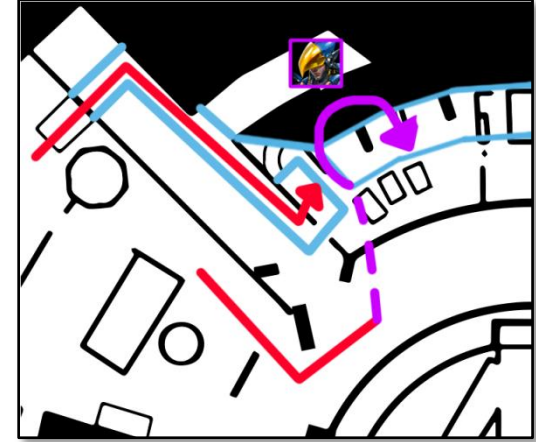
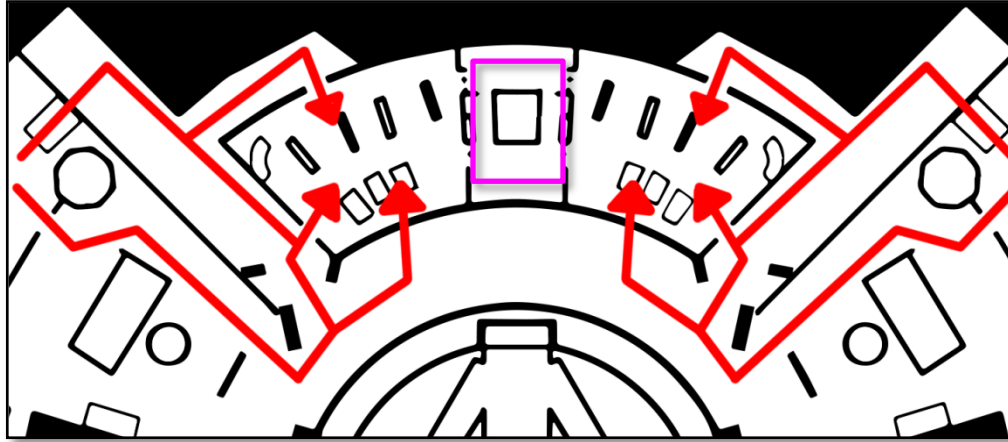
The major Prospect space of the map contains 2 kinds of buildings (4 in total).When arriving at the Main Plaza the team can chose to either get inside to be covered from flanking shot and sky assault or to take a ramp and assault the opposing team. The monument in the middle and the recess provide cover while crossing the plaza.

The team who wins the early fight on this area will be in good shape for the rest of the game

- **C (Inner Courtyard) :**

Based at the end of a no man's land, this Narrow Space is hard to claim but the team who managed to do so gained strong cover and good line of sight against the other area of the map. If the team have to fight here this will be quick and brutal !

LD Concept : detailed gameplay 1/3



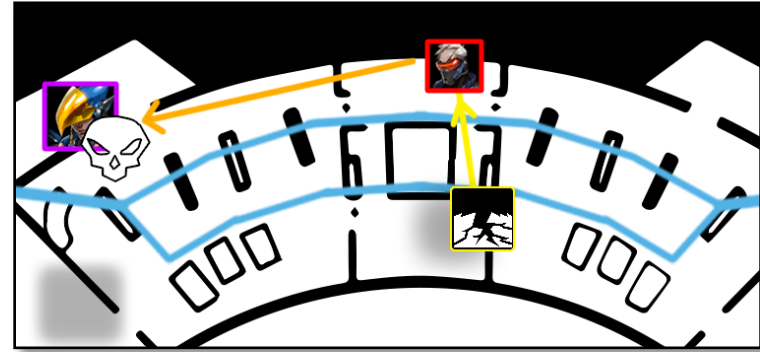
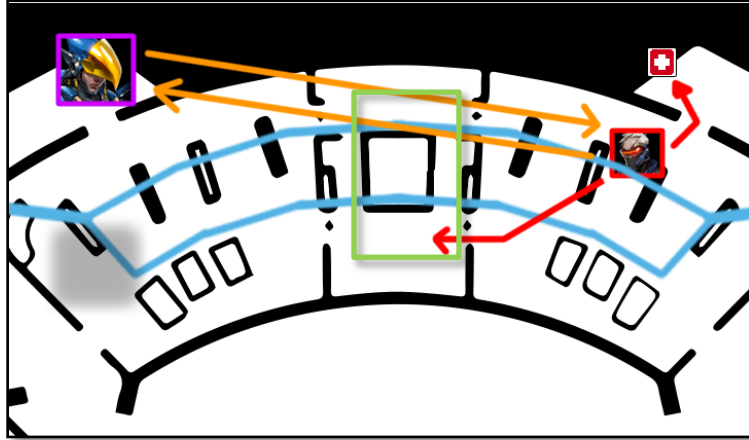
Beginning of the round :

Both teams have access to the Super Store by 5 different ways (by the **main plaza**, the **backstreet**, the **Road Artery Gateway**, **Catwalk** from base to Super store or the **Roof** for the flyer heroes).

On this example the round is set to **Neutral Control Point** and **Earthquake**

During the 1st seconds of the encounter you want to harass with ranged Damages Heroes whilst getting closer to the **Control Point**.

LD Concept : detailed gameplay 2/3

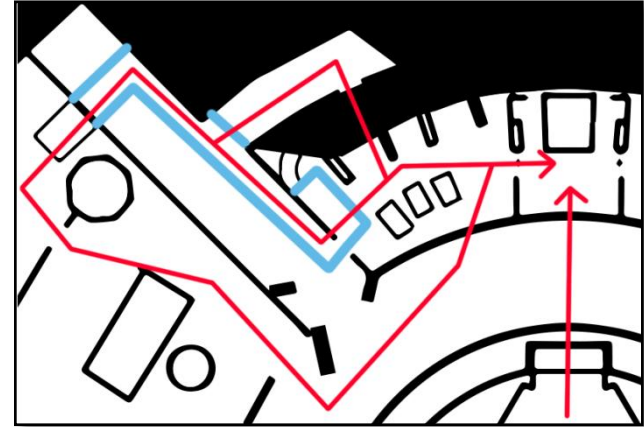
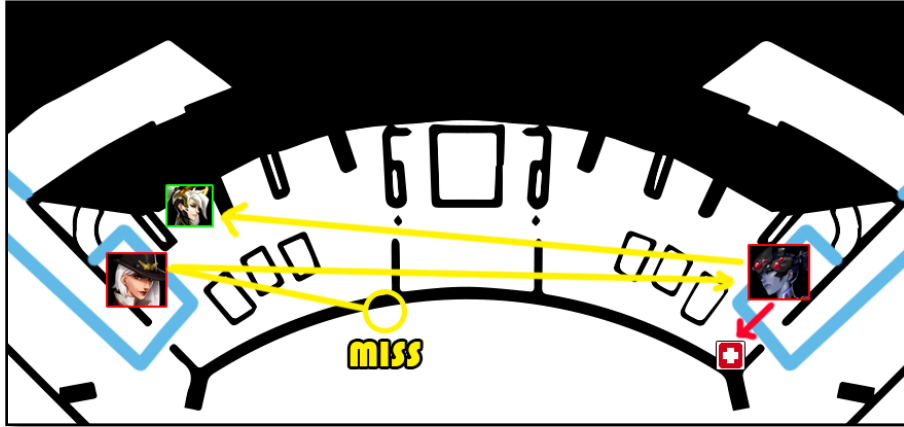


Mid fight:

In this example we have a **Soldier 76** facing a flying **Pharah**, whilst she is trying to blast the enemy team with her “Rocket launcher”, **Soldier 76** can use the Shelf to cover form direct shots and if he gets low he can heal himself and his team with his “Biotic Field” or “Sprint” to the heal back in the Backstreet. When he has recovered a bit he can counter attack to force **Pharah** to backoff. Finally the soldier can access the **control point** and begin the capture while the **Pharah** is away.

But ! A Lucky **Earthquake** send **Soldier 76** into the air and he gets a clean elimination on the fleeing **Pharah**

LD Concept : detailed gameplay 3/3



Sniper encounter:

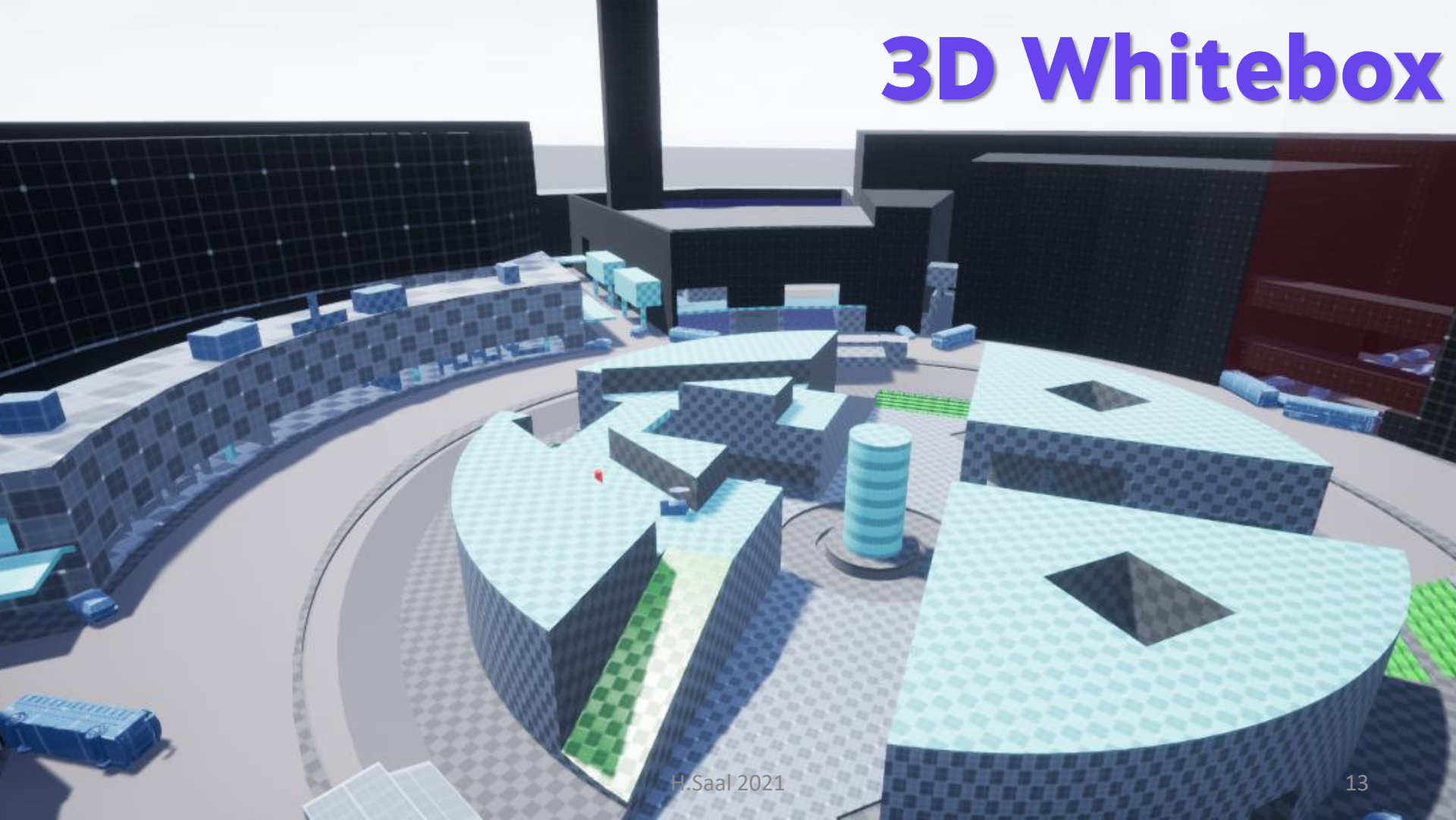
While trying to take down a **Mercy**, **Widowmaker** will put herself in some trouble and expose herself versus **Ashe**.

Widow took a shot from **Ashe** and has no choice but to get to the ground to get a **Heal pack** and protect herself thanks to the inner rounded wall which cuts the enemy sniper line of sight.

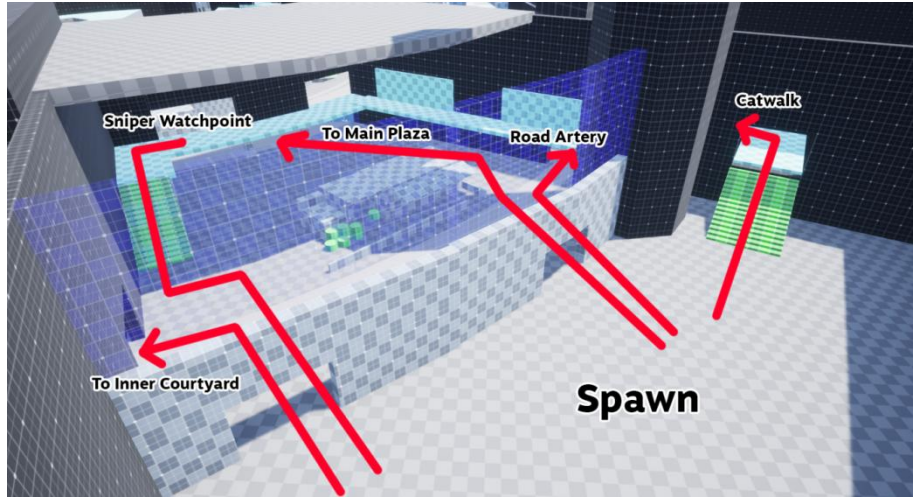
Close By :

The super store is close to the **base spawn** (about 10 sec to reach the middle of super store from **Catwalk**). The Heroes who fight here will have to take care of the other Heroes how can flank by **Main Plaza**

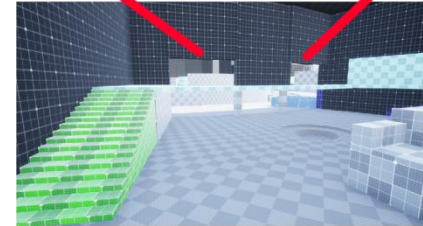
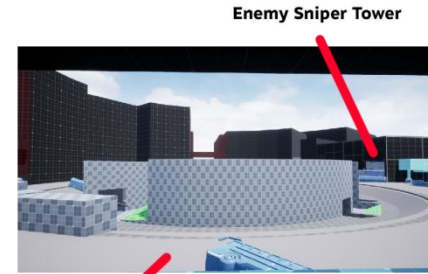
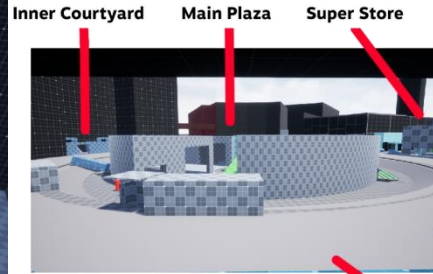
3D Whitebox



3D WB : Spawn



Sniper Tower

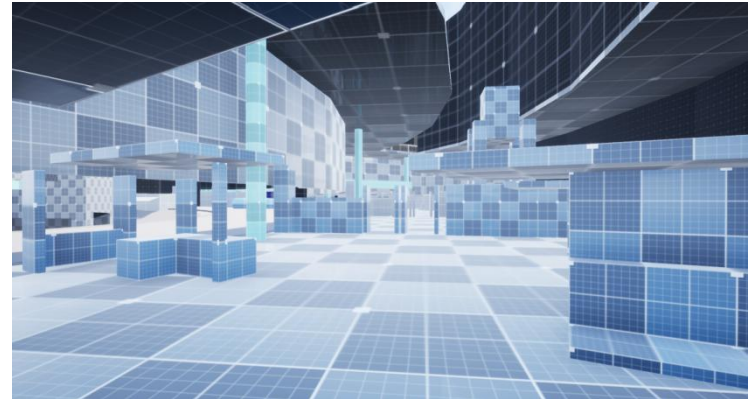
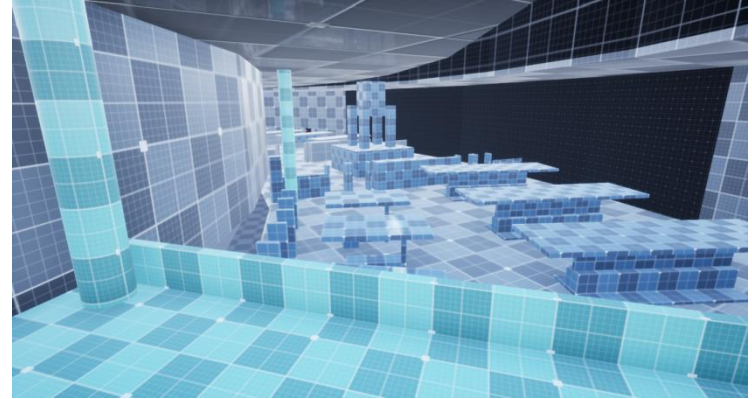
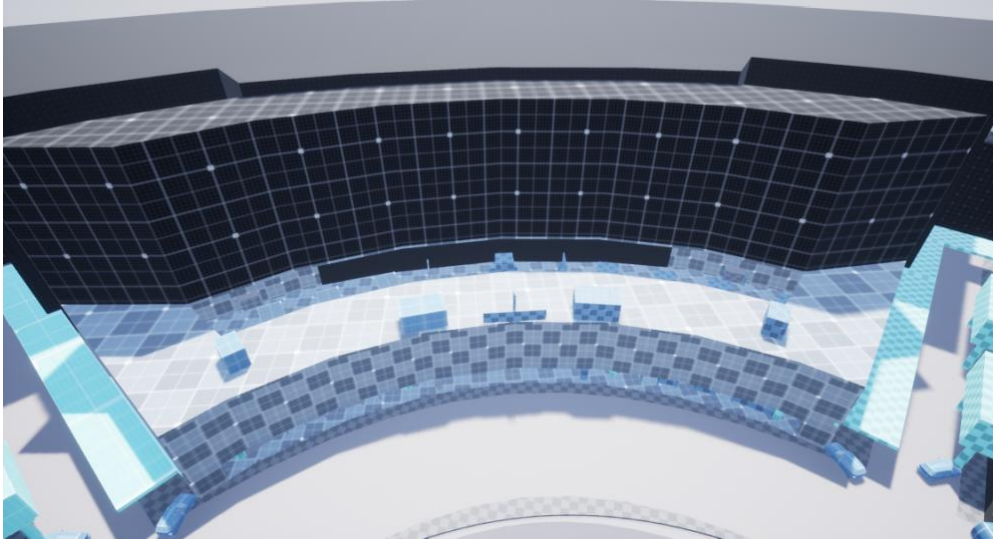


Team Base :

Spacious Spawn zone to move around with Heroes before the game starts, great windows at the entrance provide information on enemy movement.

Hub based with all exits leading to a major area of the map

3D WB : Super Store

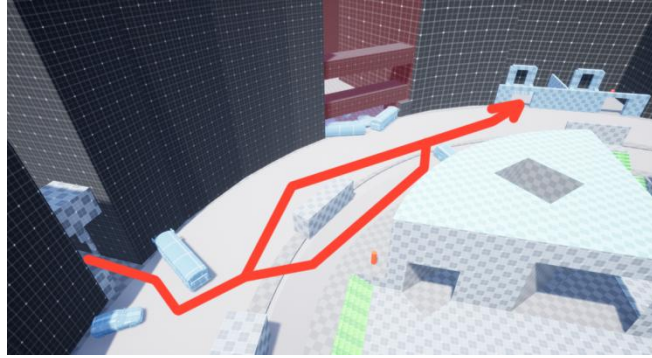
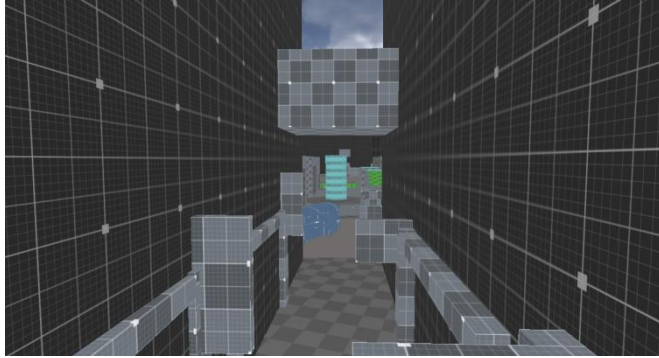


Super Store :

(top picture = entry by Catwalk base)

(Bottom picture = entry by Road Artery)

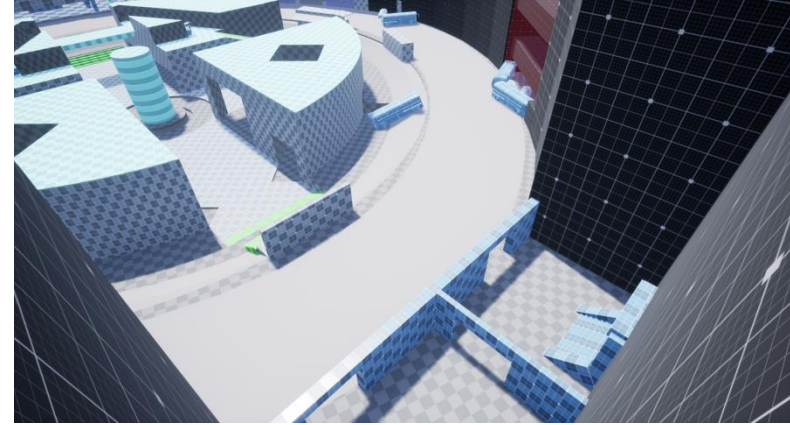
3D WB : Spawn to Inner Courtyard



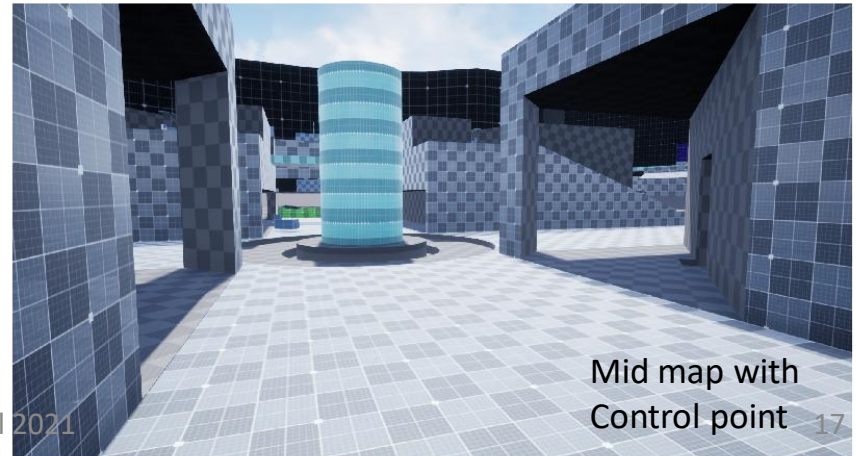
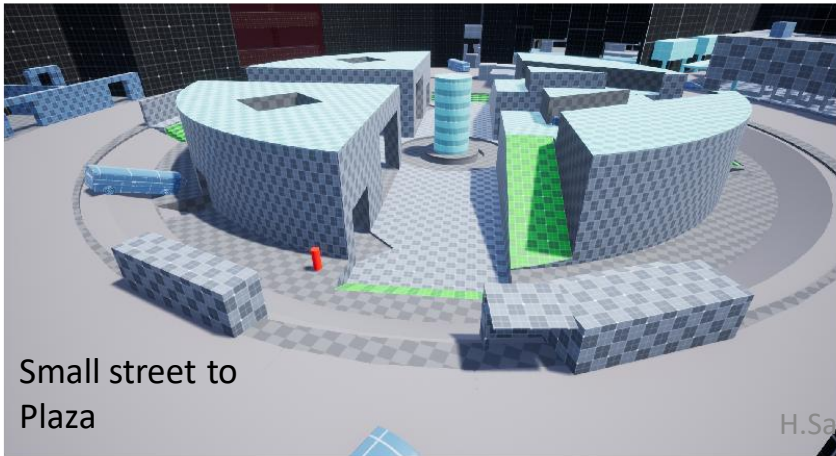
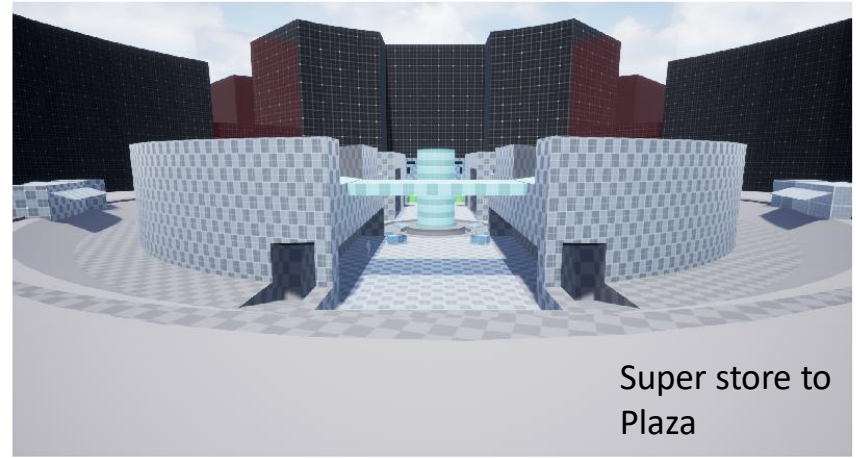
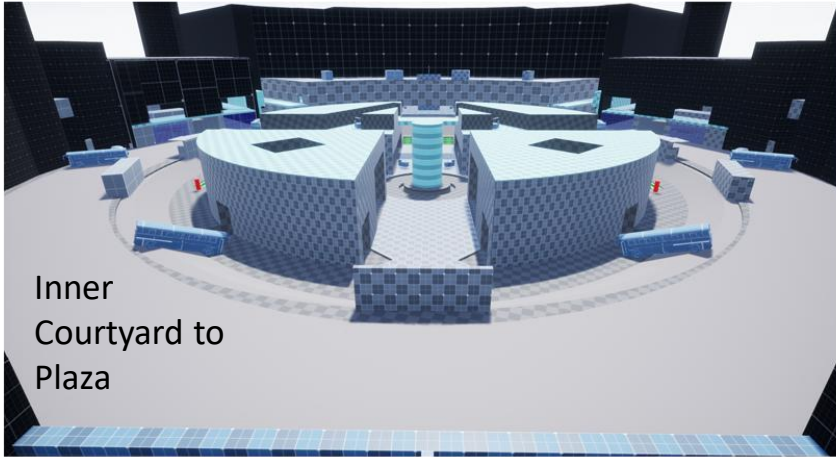
Path from Base to Inner courtyard

Inner Courtyard:

Player can use the **small street** by the spawn to get to the Road near **Main Plaza**, as the way is easy and protected (can't be aimed at from across the map) but when you exit you have less and less cover till the final sprint to the area



3D WB : Main Plaza



Level Artist Brief

Brief:

The level will take place in a sort of **Nuketown** (cf : Call of Duty) with **Semi-Futuristic buildings** Like we can see in all the cities of **Overwatch** (**Numbani, Lijang tower, Busan downtown...**) but in a simulator where anything can happen and be generated by holographic projectors, some of the buildings could have “**flickering bug shaders**” to increase the “we are in a simulation feeling

For the Skysphere we can do something like the ground of the “**Danger Room**” in **Marvel Heroes** (the concept of the Danger room is pretty much the feeling I would like for the map)

On the other hand , we could use some of the assets already made in the OW maps like the cars, trucks, bus, stall, pylon ...

Because the map is perfectly symmetrical and it's almost one asset for two, we might need another texture map to increase the diversity of the visuals



Source

- **For Whiteboxing**
 - SUPER GRID by ZeOrb
 - Bus model by printable_models (on Free 3D)
 - Car model by printable_models (on Free 3D)
- **Level Artist Brief**
 - Nuketown 2025 (Call of Duty Black Ops II)
 - Numbani & Hollywood (Overwatch)
 - Danger room (Marvel : Xmen)
 - Danger room (Marvel Heroes)

A 3D architectural rendering of a circular building complex. The central courtyard features a large, light-colored, curved structure with a central square opening. The surrounding urban environment includes various building shapes, some with grid-like textures, and a mix of colors like grey, blue, and red. The text "thank you for reading me" is overlaid in the center in a bold, blue, sans-serif font.

thank you for reading me