



Level Design Proposals

NEPPIS RACING

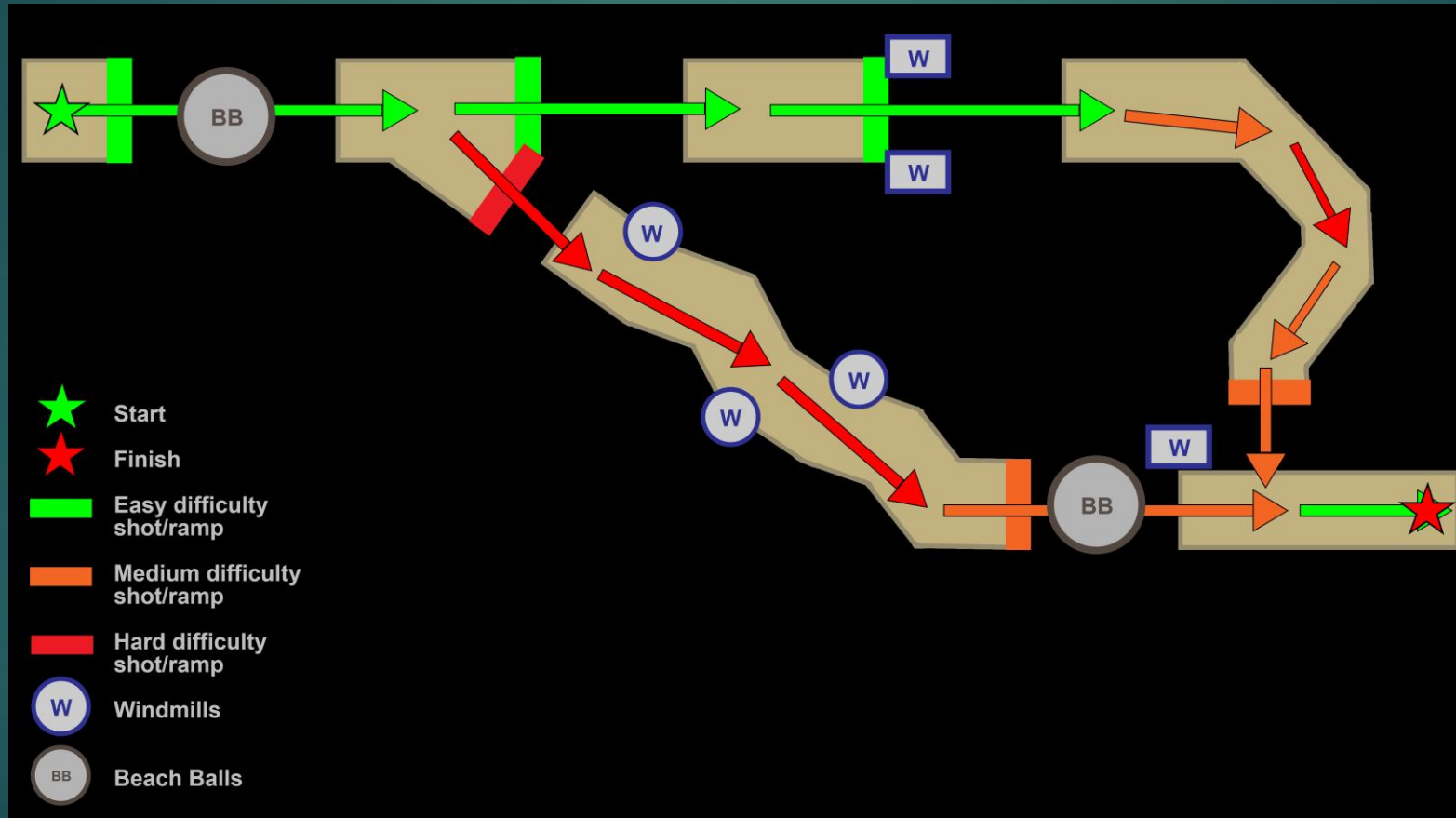
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Level theme details

- ▶ Sandbox in a garden
- ▶ Toys scattered around
- ▶ Water in the sandbox
- ▶ Hand crafted tracks
- ▶ Sunny weather



Level A: Layout



Distances between islands and gameplay objects will need polishing to get the intended look and feel.

Level A: Goals/Details

- ▶ Single player difficulty: Medium
- ▶ Multiplayer difficulty: Medium

- ▶ Offering the players a difficult but fast route and a slow but easy route towards the finish line.

- ▶ Players should be able to finish the game in about 8 turns per player.

- ▶ Possibility to use game objects to increase distance traveled in one turn (e.g. Hitting a windmill from the right angle and speed in order to fly forward).

- ▶ Players need to pay attention to the environment, shooting the car recklessly has a high chance of failure while aiming carefully will lead to success and perhaps sooner than expected.

Level B: Goals/Details

- ▶ Single player difficulty: Easy
- ▶ Multiplayer difficulty: Hard
- ▶ Increasing the interactivity between players through creating a level with a lot of opportunities to slow each other down and bump each other into hazards.
- ▶ Players can choose the same route as the other player to try and bump each other off the track or into hazards.
- ▶ Players need to pay attention to the environment, shooting the car recklessly has a high chance of failure while aiming carefully will lead to success and perhaps sooner than expected.
- ▶ Should feel like a playground to the players, instead of just a track where the player has to race from Start to Finish.