

Level Design
Ghost Recon : Breakpoint

Game Setting

Genre

4 players Coop, Open World, Third Person Military Shooter focusing on gunfight gameplay and narratives.

Setting

You play an elite soldier in a hostile environment which has been taken over by a Militia.

Gameplay bricks

You can:

- Walk, Run
- Move Camera
- Shoot
- CQC (when next to an enemy)
- Crouch/Prone
- Climb ladder
- Take Cover
- Jump over a cover
- Interact (only opening doors)

Level Design Ingredients

- Enemies with an alert system (alert is fired if they see you in a range of 5 meters)
 - Soldier: Enemy with a middle range rifle
 - Sniper: Enemy with a long-range rifle
- Explosive barrels
- Vehicles: Jeep, motorcycle, helicopter, boat
- Covers: Crouch or stand
- Doors (always unlocked)

Mission Design

Pitch :

Nomad joins his comrades at HQ. One of them tells him that he has found the plans of a destructive weapon that Wolves are developing thanks to Skell Technologies. Unaware of where this weapon is, his comrade tells him that Aymeric Dulas, a Skell Tech searcher, holds information. After a few exchanges, it is reported that Aymeric has been under surveillance for a few weeks and that he seems to have very regular trips between Wolves's outposts.

Having no more information, the position of Aymeric is still unknown and Nomad will have to look for him in those different outposts.

When he finds it, Nomad questions him and finds out that the weapon is developed on a platform on the middle of the sea, not far from the port. He decides to go there to destroy the weapon before the Wolves can use it.

When Nomad finds the weapon, he destroys it by putting C4 on it. Immediately after the explosion, soldiers of the platform are alerted and call for reinforcement. Enemies come from boats and helicopters and Nomad has to fight them before he can escape.

Intention :

My intention with this mission is to have a gradual rise of the tension to the climax.

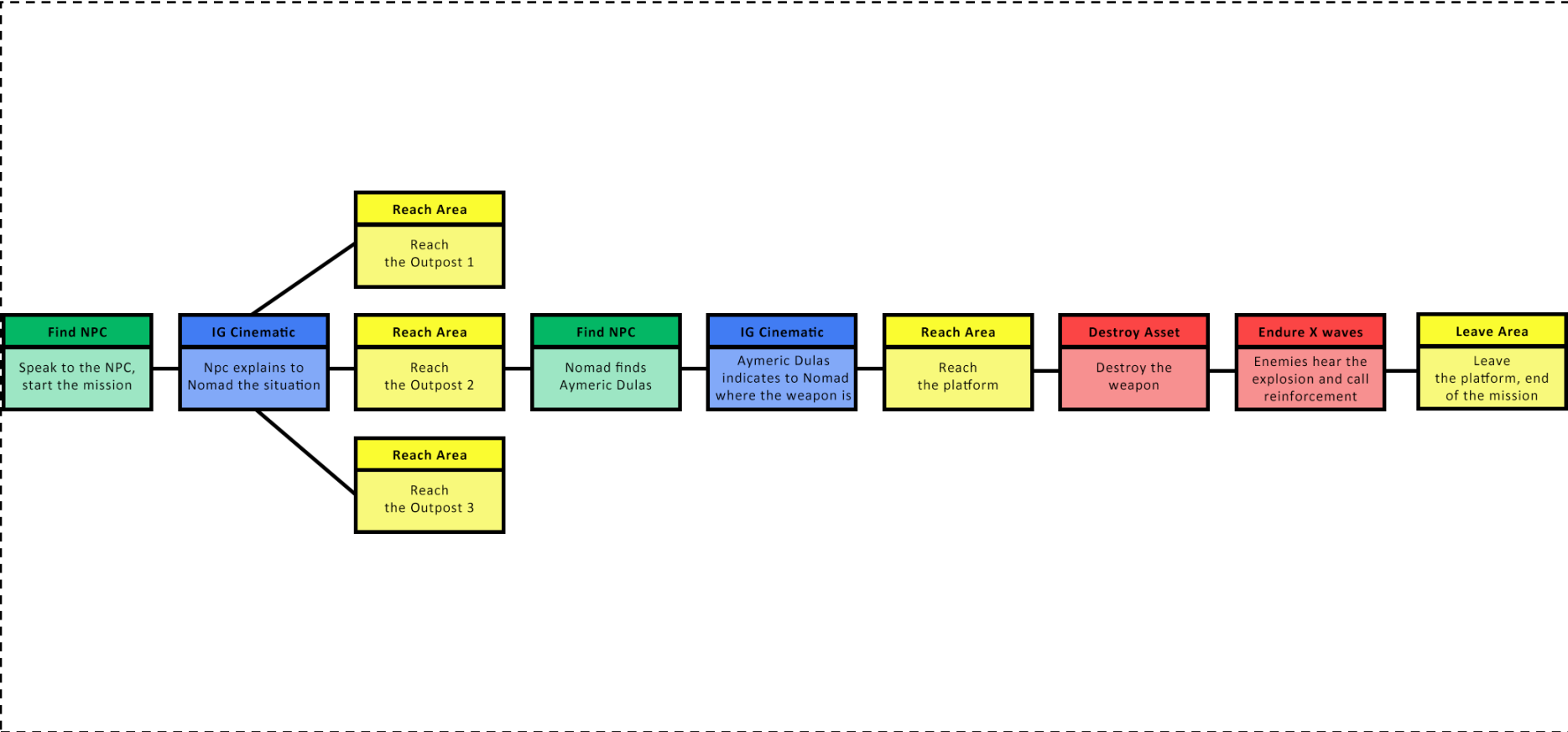
The mission propose to the players to explore the world and to give to the outposts an important role and not just a enemy camp to kill in order to get loot.

Moreover, it gives to players a certain freedom because they'll be able to choose the order of the outposts they'll attack.

Also, the mission propose different approaches and the players will have to make tactical choices to accomplish it.

Finally, the mission propose a little exotic environment (the platform on the sea) which can renew their interest for exploration and find new atypical zones.

Mission Flow



Mission Breakdown

First, the NPC introduces the players to the context of the mission and what they'll have to do.

The first phase is to find Aymeric in one of the 3 enemy outposts, pushes the players to explore in hostile territory and offers them tactical choices : they can decide to separate to save time or attack (or infiltrate) all together the same camp. Players doesn't know in which outpost Aymeric is, and so it will rise tension and bring surprise to players.

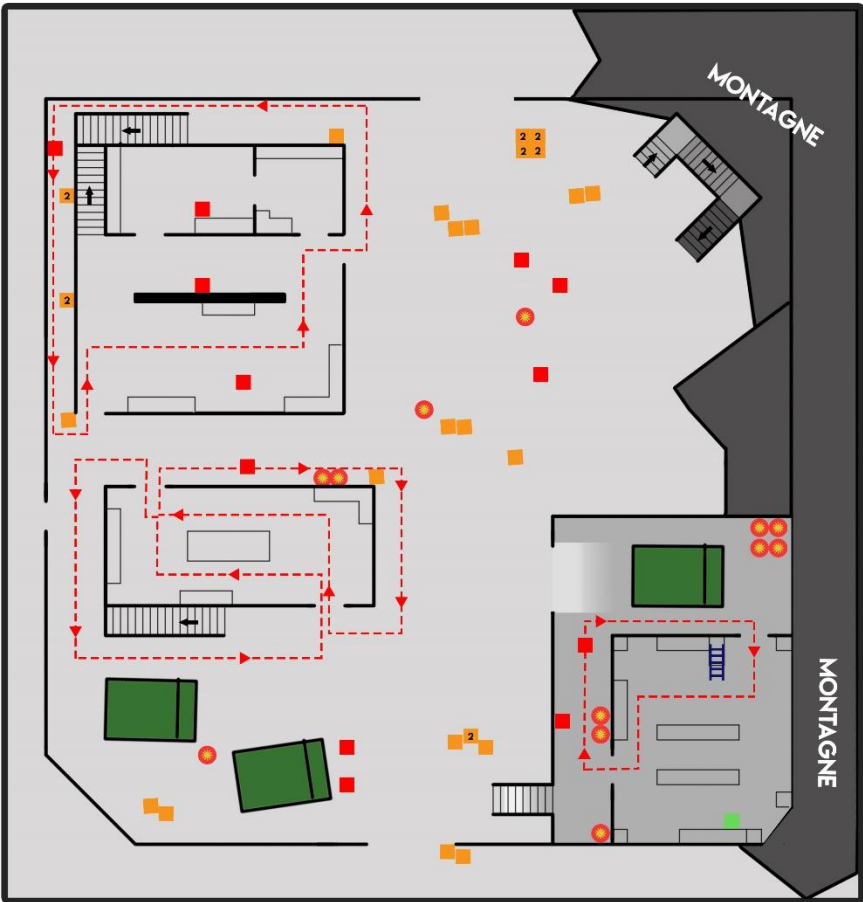
When they find him, a little cinematic allows players to take a break and to learn what they'll have to do next.

In the second part, the tension rises again because the platform is much bigger than an outpost, which will be more challenging for the players. So players will have to put in place different strategies on their approach of this zone (swimming, boat, helicopter ?).

The highlight of this mission is when the explosion detonates, destroying the weapon and alerting the enemies, which will rise the tension and push the players to do all they can to survive and escape.

Level Design

2D Top Down Level

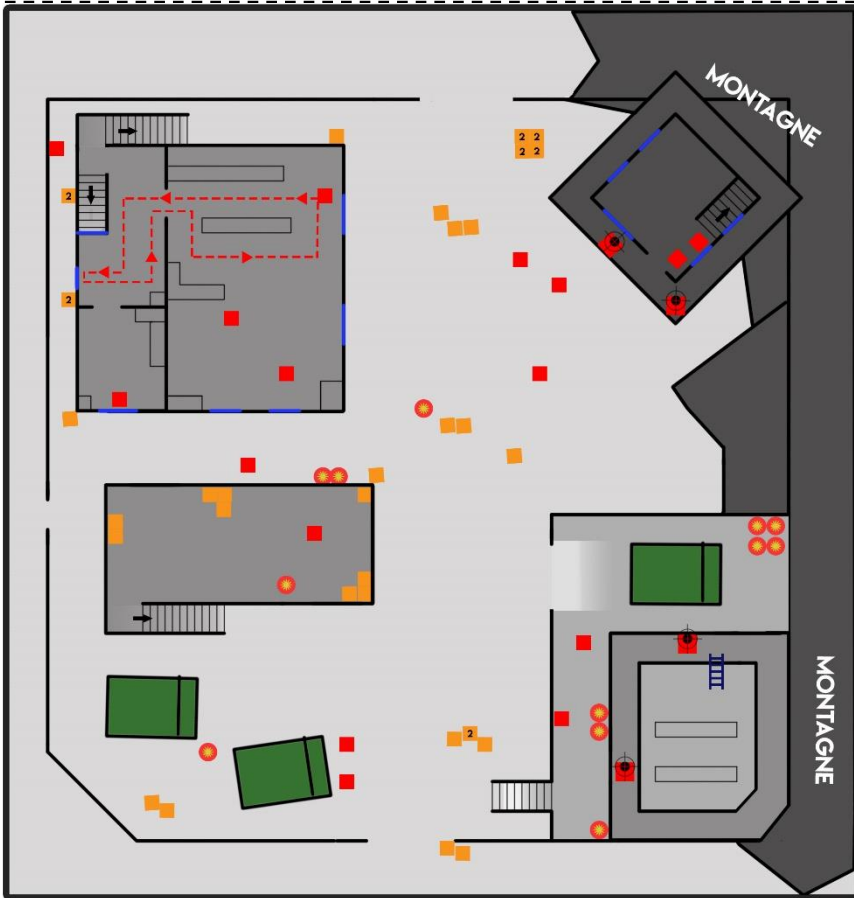


LD : 1st and 2nd Floor



- 1ST FLOOR
 - 2ND FLOOR
 - 3RD FLOOR
 - 4TH FLOOR
- EXPLOSIVE BARREL
 - CROUCH COVER
 - STAND COVER
- SOLDIER
 - SNIPER
- CAR
 - LADDER
- OBJECTIVE
 - WINDOW

LD : 3rd and 4th Floor



- 1ST FLOOR
- 2ND FLOOR
- 3RD FLOOR
- 4TH FLOOR
- EXPLOSIVE BARREL
- CROUCH COVER
- STAND COVER
- SOLDIER
- SNIPER
- CAR
- LADDER
- OBJECTIVE
- WINDOW

Level Design Visual Reference

OUTPOSTS REFERENCES



CALL OF DUTY



FAR CRY



FALLOUT



SEA OF THIEVES

PLATFORME REFERENCES



COD 4



007: CASINO ROYAL



SUPER MARIO SUNSHINE

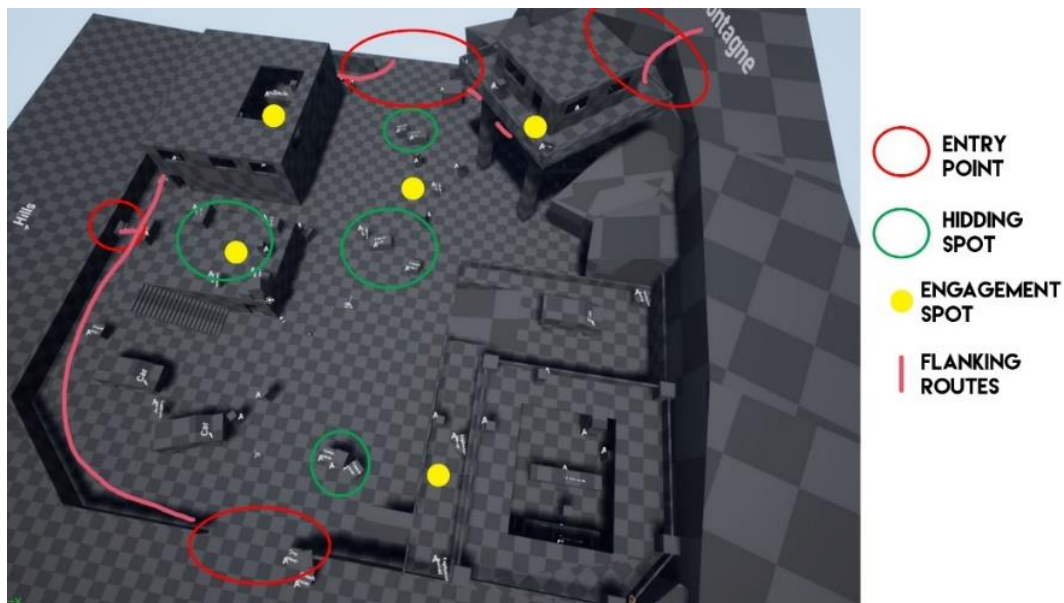
OIL RIG

OIL RIG

Level Design intentions

My level is a Wolves outpost. There are not a lot of enemies but the situation can quickly degenerate if they trigger the alarm.

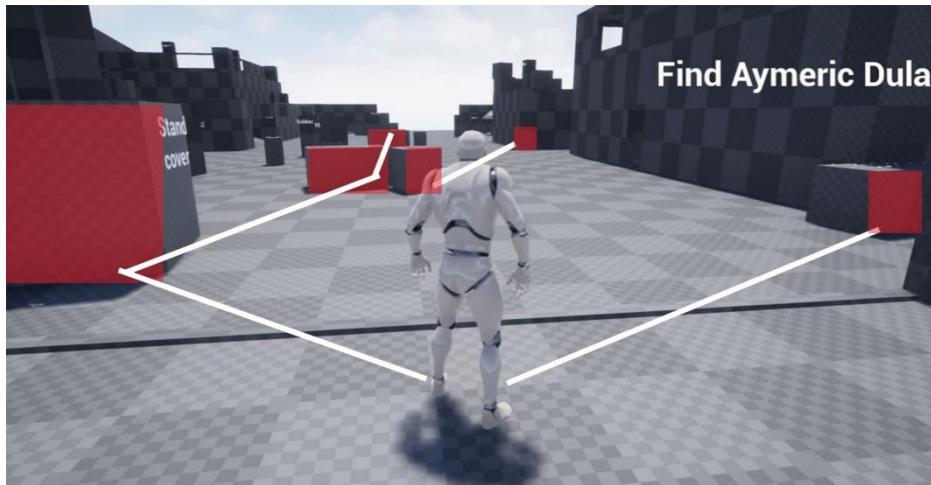
My purpose was to use those outposts, that are scattered around the environment that act as a small encounter for the player, as one of my principal element for my mission because they are placed in the world in such a way that allows the player to approach it however they may choose. By putting flanking routes, hiding spots and engagement spots, it gives to the player a number of options to choose.



Picture of the level, showing the different approaches

Most of the enemies are visible, outside or visible through windows, allowing long rifle players to eliminate some long-range targets without taking any risk.

Also, I put several hiding spots for the players that wish infiltrate the outpost without being caught and to facilitate CQC.



Layered cover placed to give the players a path

I added verticality to my level to allow sniper players to have a global view of the area. Also, players preferring infiltration can take their heights to infiltrate the tower and eliminate crucial targets (snipers) to infiltrate without being spotted.