NEVIL SCENE GAMES

Level Design Documentation

(AKHILESH HARIRAMANI)
22019088

HOTLINE MIAMI 2
wrong number
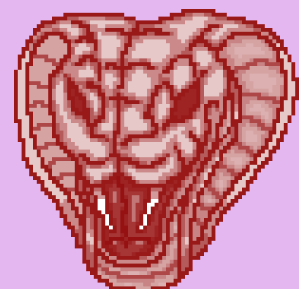
CONTENTS

HIGH LEVEL OVERVIEW

DESIGN MOTIVATIONS

DESIGNER GOALS

No.	Goal
1.	Level should be brutal but fair, pushing players towards fast decisive actions
2.	The puzzle of clearing each room should be fairly simple to understand.
3.	Each Layers challenge should grow in difficulty.
4.	Map flow should feel fast paced with moments of critical thought.
5.	Additional challenges like windows and enemy placements should be prevalent throughout the level, adding a layer of strategy.

LEVEL GOALS

No.	Goal
1.	Players should observe each room and choose the best course of action to tackle it.
2.	Each layer should allow players to get creative in clearing rooms.
3.	Moments in the level should alternate between intense and breathing moments, where players can plan.
4.	Rooms should be easier to clear with players using the character's ability.
5.	Players should be able to use the environment to their advantage turning certain hinderances like doors and windows against the enemy.

KEY ELEMENTS

- **Gameplay:** Ensure each rooms' puzzle it becomes clear after the first few deaths. Avoid unnecessary challenges to ensure a fast-paced map.
- **Soundtrack:** Level should be paced alongside the soundtrack chosen for the level to give the player a great sense of satisfaction and game feel.
- **Pacing:** Each room should be cleared fast and decisively with the player getting enough breathing room to think but not long enough for the level to feel slow.
- **Thematic Design:** Maps design should have a theme and a story to tell making for a memorable experience.
- **Enemies:** A strategic amount of enemies in each room should provide different layers of challenges. Enemies with melee weapons and guns should be placed at appropriate places for the player to make use of later on.
- **Playtesting:** Always Playtest for better balancing and game flow and to identify overly challenging areas.

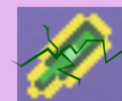# MECHANICS

WEAPONS
Melee:

KNIFE

- **WEAPON TYPE - MELEE**
- **WEAPON - KNIFE**
- **SPEED - FAST**
- **RANGE - LOW**
- **LETHAL THROW - YES**
- **CAN EXECUTE - YES**
- **CAN ONE HIT - YES**
- **KILL HEAVY'S - NO**

BOTTLE

- **WEAPON TYPE - MELEE**
- **WEAPON - BOTTLE**
- **SPEED - FAST**
- **RANGE - LOW**
- **LETHAL THROW - NO**
- **CAN EXECUTE - YES**
- **CAN ONE HIT - NO**
- **KILL HEAVY'S - NO**

BOTTLE BROKEN

- **WEAPON TYPE - MELEE**
- **WEAPON - BOTTLE**
- **SPEED - FAST**
- **RANGE - LOW**
- **LETHAL THROW - YES**
- **CAN EXECUTE - YES**
- **CAN ONE HIT - YES**
- **KILL HEAVY'S - NO**

WEAPONS
Melee:

BAT

WEAPON TYPE - MELEE
WEAPON - BAT
SPEED - MODERATE
RANGE - MEDIUM
LETHAL THROW - NO
CAN EXECUTE - YES
CAN ONE HIT - YES
KILL HEAVY'S - NO

PIPE

- WEAPON TYPE - MELEE
- WEAPON - PIPE
- SPEED - MODERATE
- RANGE - MEDIUM
- LETHAL THROW - NO
- CAN EXECUTE - YES
- CAN ONE HIT - YES
- KILL HEAVY'S - NO

CLUB

- WEAPON TYPE - MELEE
- WEAPON - CLUB
- SPEED - MODERATE
- RANGE - LOW
- LETHAL THROW - NO
- CAN EXECUTE - YES
- CAN ONE HIT - YES
- KILL HEAVY'S - NO

WEAPONS
Projectile:

KALASHNIKOV

- WEAPON TYPE - ASSUALT RIFLE
- WEAPON - AK-47
- SPEED - 600 RPM
- ACCURACY - MODERATE
- LETHAL THROW - NO
- CAN EXECUTE - NO
- CAN ONE HIT - YES
- KILL HEAVY'S - YES
- MAGAZINE - 24
- SILENCED SHOTS - NO

M16

- WEAPON TYPE - ASSUALT RIFLE
- WEAPON - M 16
- SPEED - 860 RPM
- ACCURACY - HIGH
- LETHAL THROW - NO
- CAN EXECUTE - NO
- CAN ONE HIT - YES
- KILL HEAVY'S - YES
- MAGAZINE - 20
- SILENCED SHOTS - NO

UZI

- WEAPON TYPE - SMG
- WEAPON - UZI
- SPEED - 1800 RPM
- RANGE - MEDIUM
- ACCURACY - LOW
- LETHAL THROW - NO
- CAN EXECUTE - NO
- CAN ONE HIT - YES
- KILL HEAVY'S - YES
- MAGAZINE - 30
- SILENCED SHOTS - NO

WEAPONS
Projectile:

9MM

- WEAPON TYPE - PISTOL
- WEAPON - 9MM
- SPEED - SEMI AUTO 260 RPM
- ACCURACY - LOW
- LETHAL THROW - NO
- CAN EXECUTE - NO
- CAN ONE HIT - YES
- KILL HEAVY'S - YES
- MAGAZINE - 15
- SILENCED SHOTS - NO

SILENCED PISTOL

- WEAPON TYPE - SILENCED PISTOL
- WEAPON - BERETTA
- SPEED - SEMI AUTO 260 RPM
- ACCURACY - HIGH
- LETHAL THROW - NO
- CAN EXECUTE - TAKES HUMAN SHIELD
- CAN ONE HIT - YES
- KILL HEAVY'S - YES
- MAGAZINE - 12
- SILENCED SHOTS - YES

NAIL GUN

- WEAPON TYPE - SILENCED GUN
- WEAPON - NAIL GUN
- SPEED - SEMI AUTO 185 RPM
- ACCURACY - LOW
- LETHAL THROW - NO
- CAN EXECUTE - NO
- CAN ONE HIT - YES
- KILL HEAVY'S - YES
- MAGAZINE - 20
- SILENCED SHOTS - YES

WEAPONS
Projectile:

PUMP SHOTGUN

- WEAPON TYPE - PUMP SHOTGUN
- WEAPON - MOSSBERG
- SPEED - PUMP ACTION 130 RPM
- ACCURACY - 6 TO 12 PROJECTILES
- LETHAL THROW - NO
- CAN EXECUTE - NO
- CAN ONE HIT - YES
- KILL HEAVY'S - YES
- MAGAZINE - 6
- SILENCED SHOTS - NO

DOUBLE BARREL

- WEAPON TYPE - SHOTGUN
- WEAPON - DOUBLE BARREL
- SPEED - SEMI AUTO 260 RPM
- ACCURACY - 20 TO 28 PROJECTILES
- LETHAL THROW - NO
- CAN EXECUTE - TAKES HUMAN SHIELD
- CAN ONE HIT - YES
- KILL HEAVY'S - YES
- MAGAZINE - 2
- SILENCED SHOTS - NO

ENEMIES
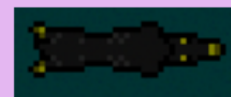# RUSSIAN MAFIA:

ENEMY TYPES

MOBSTERS

- WEAPONS - MULTIPLE
- SPEED - MODERATE
- CAN DIE IN ONE HIT - YES
- CAN BE MELEED - YES
- CAN BE EXECUTED - YES

FAT MOBSTERS

- WEAPONS - NO WEAPONS
- SPEED - SLOW
- CAN DIE IN ONE HIT - NO NEEDS MULTIPLE SHOTS
- CAN BE MELEED - NO
- CAN BE EXECUTED - NO

DOGS

- WEAPONS - NO WEAPONS
- SPEED - FAST
- CAN DIE IN ONE HIT - YES
- CAN BE MELEED - YES (BUT NO HANDS)
- CAN BE EXECUTED - NO

ENEMIES
RUSSIAN MAFIA:

ENEMY BEHAVIOUR

STATIC

STANDS STILL UNTIL PLAYER IS SEEN

WEAPONS AVAILABLE:

IDLE

STANDS STILL UNTIL PLAYER IS SEEN

WEAPONS AVAILABLE:

RANDOM WEAPONS (ALL MAFIA WEAPONS)

PATROL (MELEE)

TURNS 80 DEGREES LEFT WHEN PATH IS BLOCKED

WEAPONS AVAILABLE:

PATROL (GUN)

TURNS 80 DEGREES LEFT WHEN PATH IS BLOCKED

WEAPONS AVAILABLE:

HOTLINE MIAMI 2
wrong number

ENEMIES
RUSSIAN MAFIA:

ENEMY BEHAVIOUR

DOG

FOLLOWS LEFT WALL TURNS AROUND CORNERS

WEAPONS AVAILABLE:

DOG

FAT

TURNS 80 DEGREES LEFT WHEN PATH IS BLOCKED

WEAPONS AVAILABLE:

FISTS

RANDOM(MELEE)

WALKS AROUND RANDOMLY, OCCASIONALLY STOPS

WEAPONS AVAILABLE:

RANDOM(GUN)

WALKS AROUND RANDOMLY, OCCASIONALLY STOPS

WEAPONS AVAILABLE:

HOTLINE MIAMI 2
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PLAYER CHARACTER:
JAKE

Weapons available:

MASK ABILITY

LETHAL THROWS - RENDERS EVERY WEAPON TO BE ABLE TO KILL WHEN THROWN

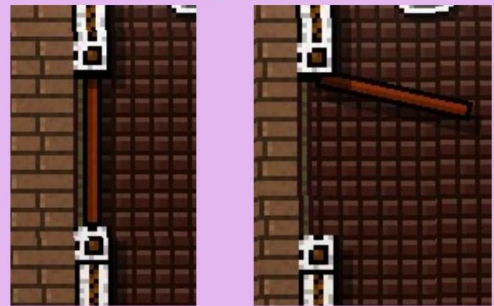# HOTLINE MIAMI 2
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ENVIRONMENT:
GLASS
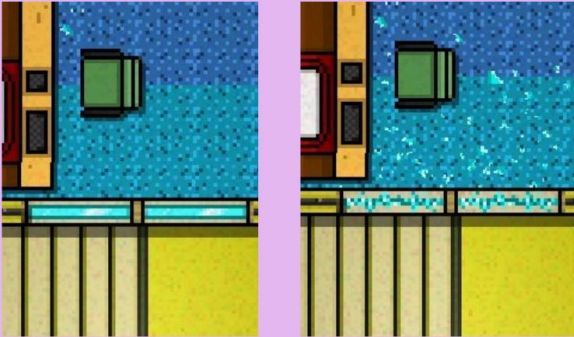
- ENEMIES CAN SEE THROUGH GLASS
- BULLETS AND PROJECTILES PASS THROUGH
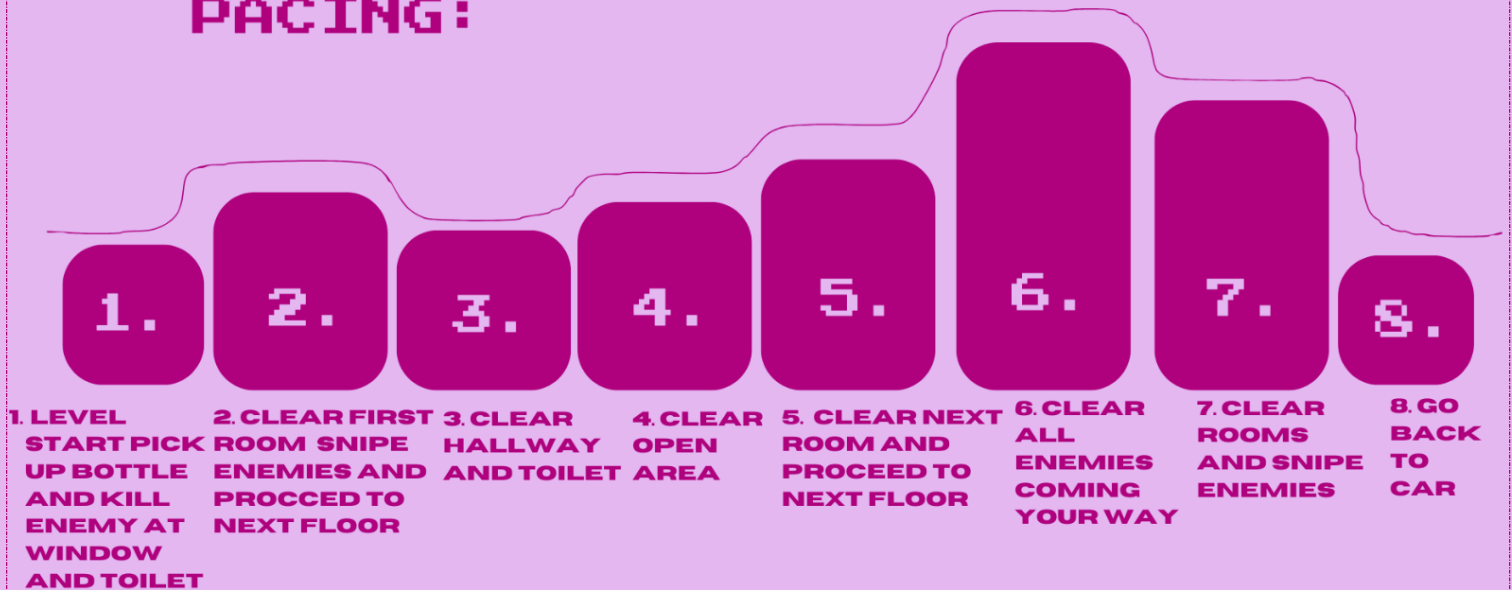- BREAKING GLASS MAKES NOISE

DOORS

- CAN KNOCK DOWN ENEMIES INFRONT OF THE DOOR
- NOISE ALERT
- ENEMIES CAN OPEN DOORS
- BLOCKS BULLETS

MAP FLOW

## BEATS AND PACING

BEATS AND PACING:

| 1. | 2. | 3. | 4. | 5. | 6. | 7. | 8. |

1. LEVEL START PICK UP BOTTLE AND KILL ENEMY AT WINDOW AND TOILET

2. CLEAR FIRST ROOM SNIPE ENEMIES AND PROCCED TO NEXT FLOOR

3. CLEAR HALLWAY AND TOILET

4. CLEAR OPEN AREA

5. CLEAR NEXT ROOM AND PROCEED TO NEXT FLOOR

6. CLEAR ALL ENEMIES COMING YOUR WAY

7. CLEAR ROOMS AND SNIPE ENEMIES

8. GO BACK TO CAR

- Hotline Miami is a fast paced game requiring the player to think and act fast, causing the levels pacing to become fast as well.
- The main objective is to kill enemies and proceed to the next stage, with this in mind getting the player started on clearing enemies instantly ensures a good pace of intensity and combat as the rooms get harder with more enemies.
- The further you proceed through the level the more challenges arise requiring the player to think and act fast with more enemy combatants in each level. This steadily progresses with the last act being of more intensity.
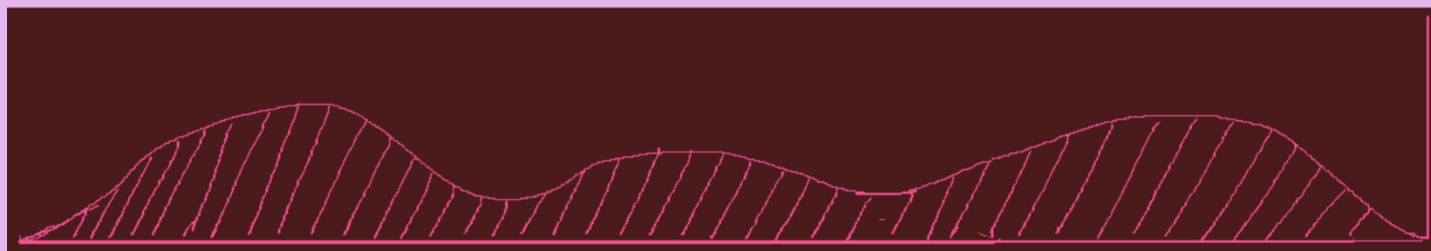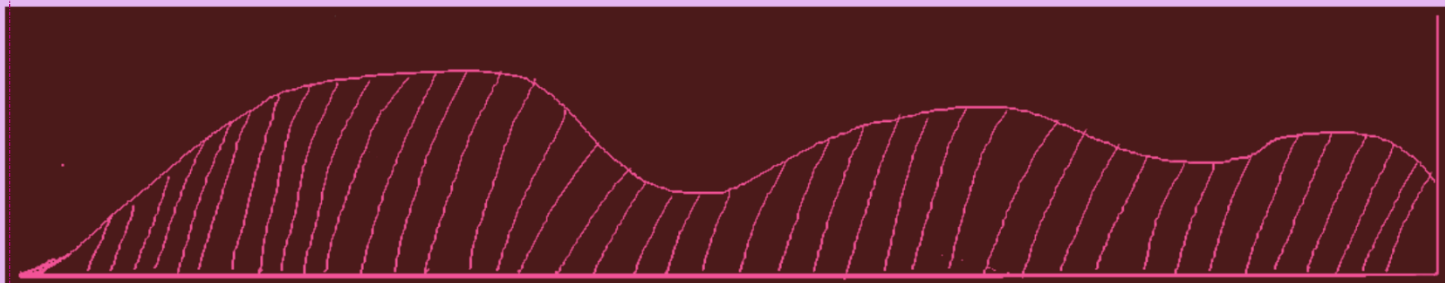
MAP TEMPO:
LAYER 1
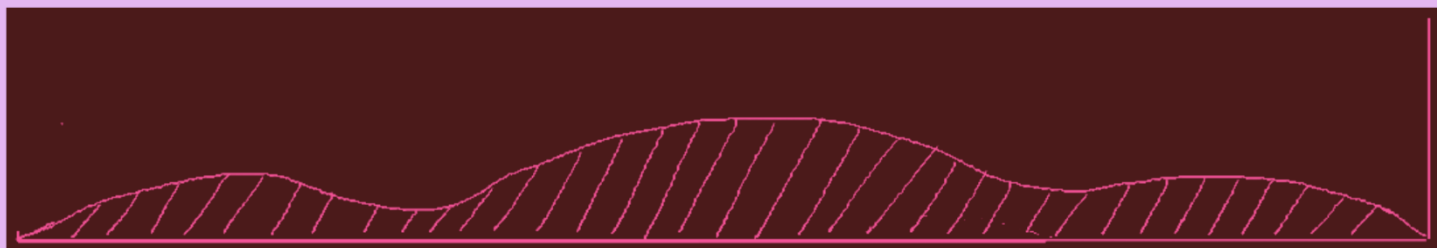
TIME

INTENSITY

MAP TEMPO:
LAYER 2

TIME

INTENSITY

MAP TEMPO:
LAYER 3

TIME

INTENSITY

- The map tempo is split into 3 layers encompassing the 3 floors of the map
- As the player progresses through the level each layer grows in intensity and time. This is because of the increase in difficulty each layer gives.
- Increase of enemy count, puzzles (clearing a room) and size of the level play a huge factor in the increasing tempo of the level.

MAP OVERVIEW

MAP STRUCTURE

Layers: The level is designed with 3 floors in mind, each floor getting progressively harder with the last floor being the toughest challenge.
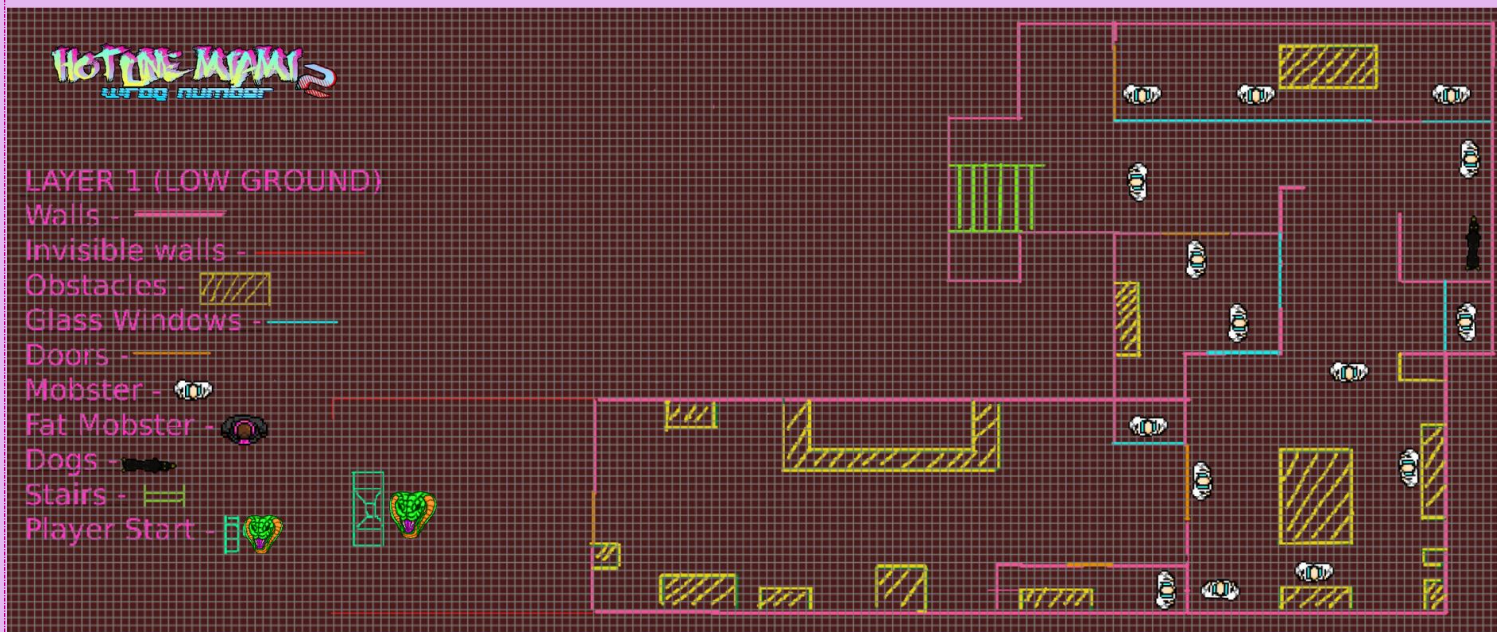
Enemy placement: Each enemy placement and enemy type within the level has purpose. These placements can orchestrate how the level plays out what challenges the player faces and the pickups the player can obtain to beat the level.

Environment: Environment plays a huge factor within the levels' difficulty. Enemies and the player can see through glass windows allowing them to shoot through it while doors and walls act as breathing spaces for the player to think and strategize.
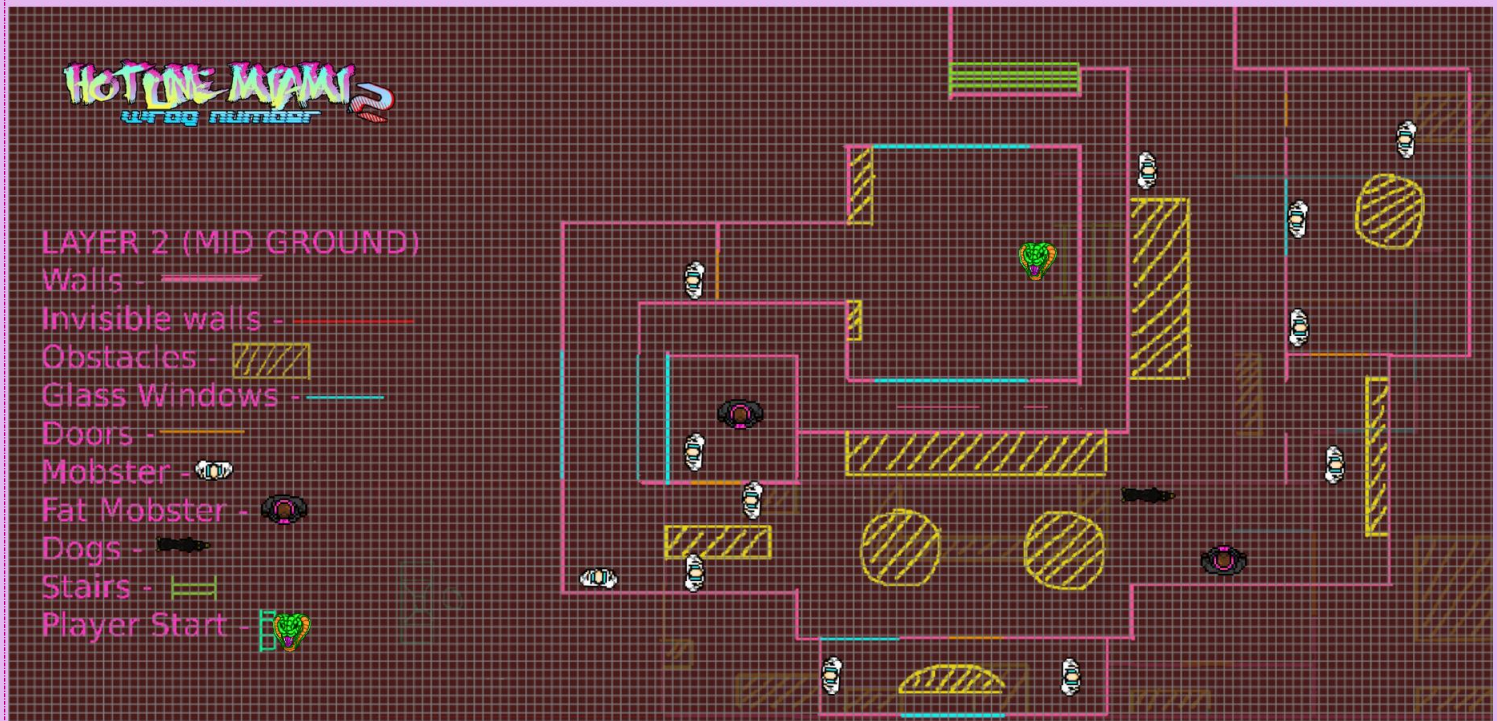
MAP:

LAYER 1 (LOW GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

MAP:

LAYER 2 (MID GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

MAP:

LAYER 3 (HIGH GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

HARDCOVER:

HOTLINE MIAMI 2
wrong number

LAYER 1 (LOW GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

HARDCOVER:

HOTLINE MIAMI 2
wrong number

LAYER 2 (MID GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

HARDCOVER:

LAYER 3 (HIGH GROUND)
Walls - ————
Invisible walls - ————
Obstacles -
Glass Windows - ————
Doors - ————
Mobster -
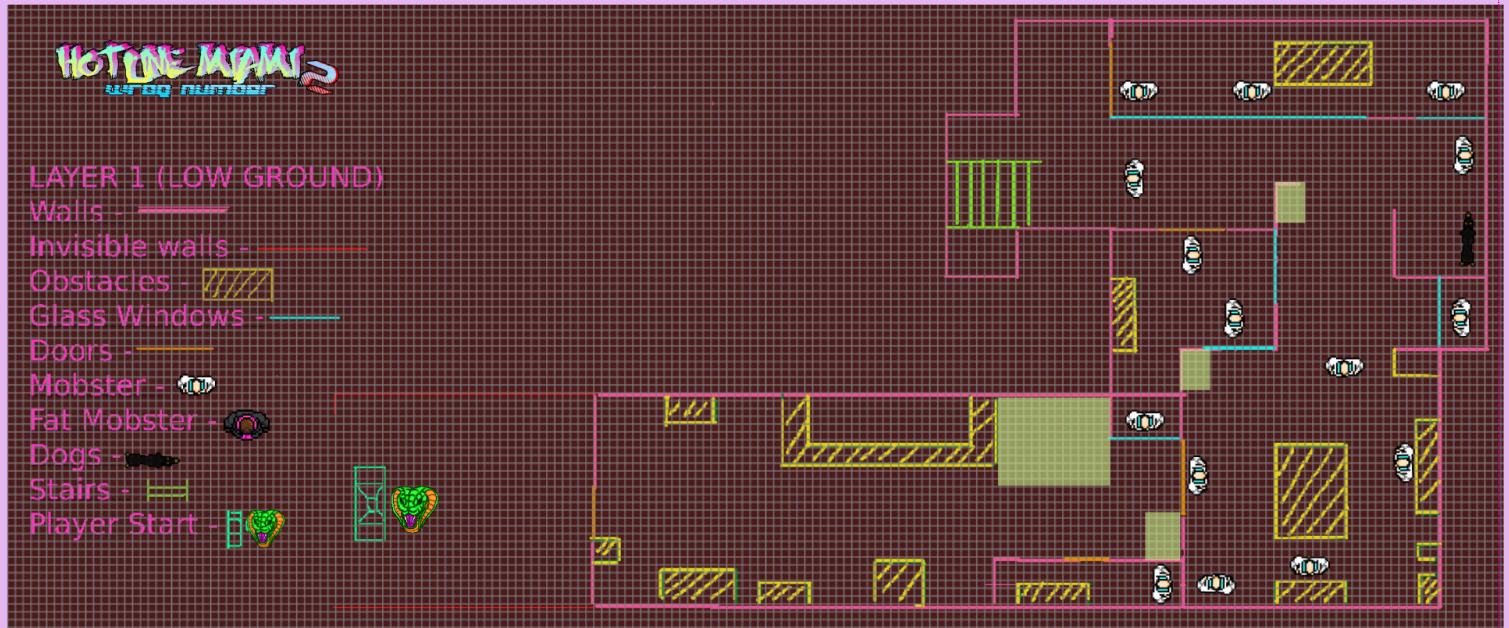Fat Mobster -
Dogs -
Stairs -
Player Start -

- The hardcover highlighted are the games walls their main objective is to keep the player and enemies funneled in
- Unlike the windows in the level they cannot be hot through and act as breathing spaces for the player to plan and recuperate
- Doors in the level act as semi hard cover as in they cannot be shot through but once opened still maintain the properties of a hard cover.

OCCULDERS:

LAYER 1 (LOW GROUND)
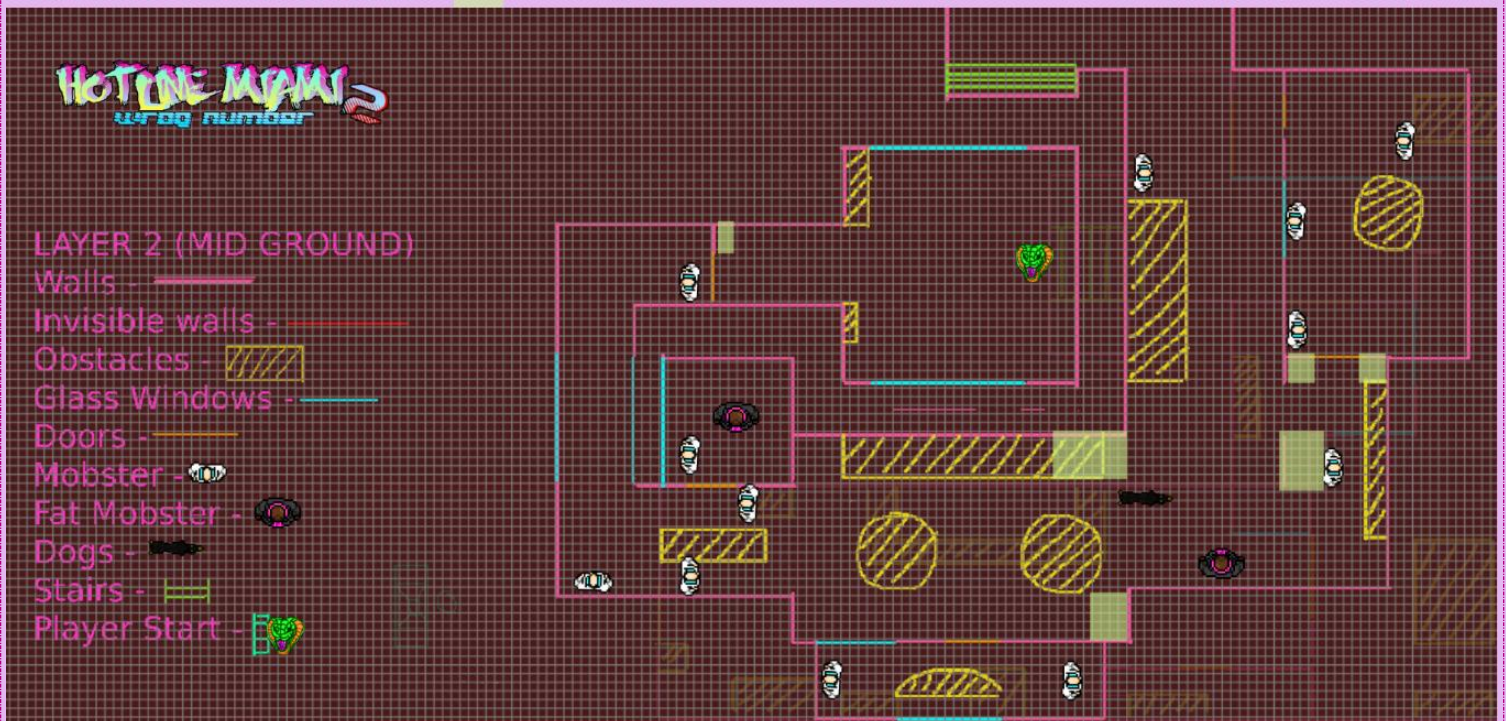Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

OCCULDERS:

LAYER 2 (MID GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

OCCULDERS:

LAYER 3 (HIGH GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
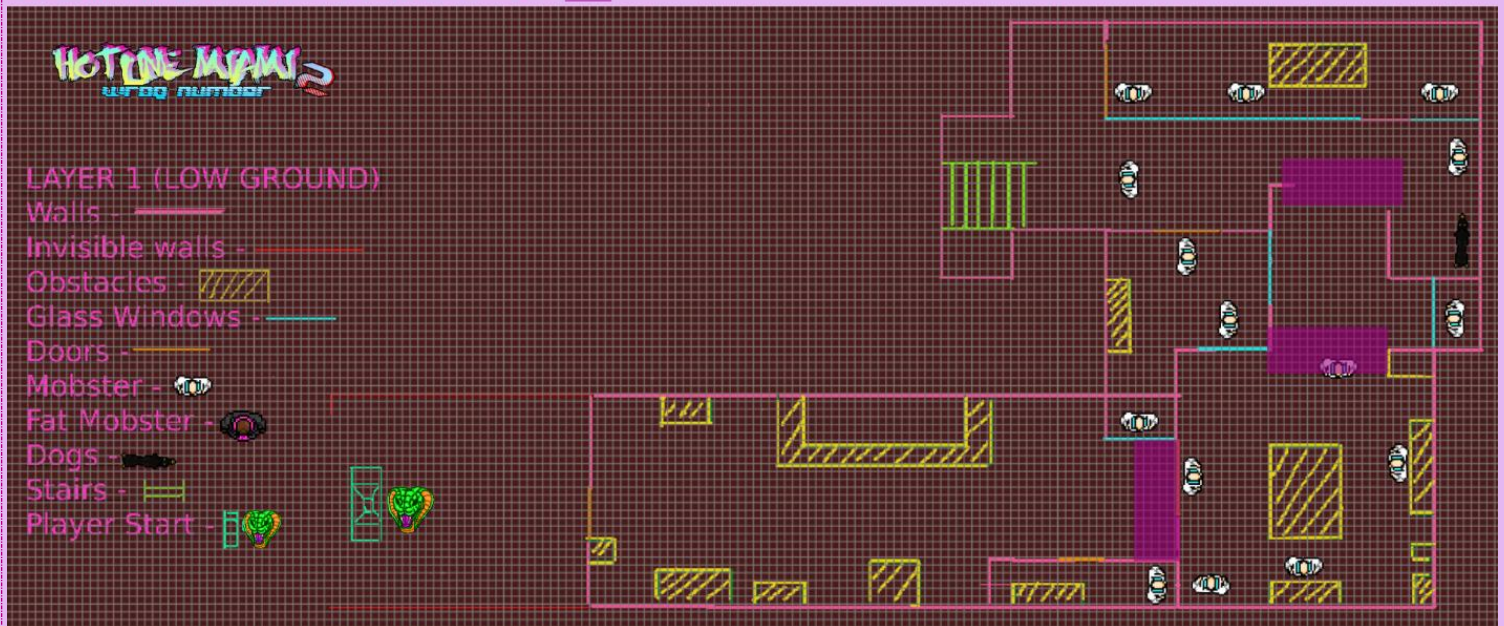Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -
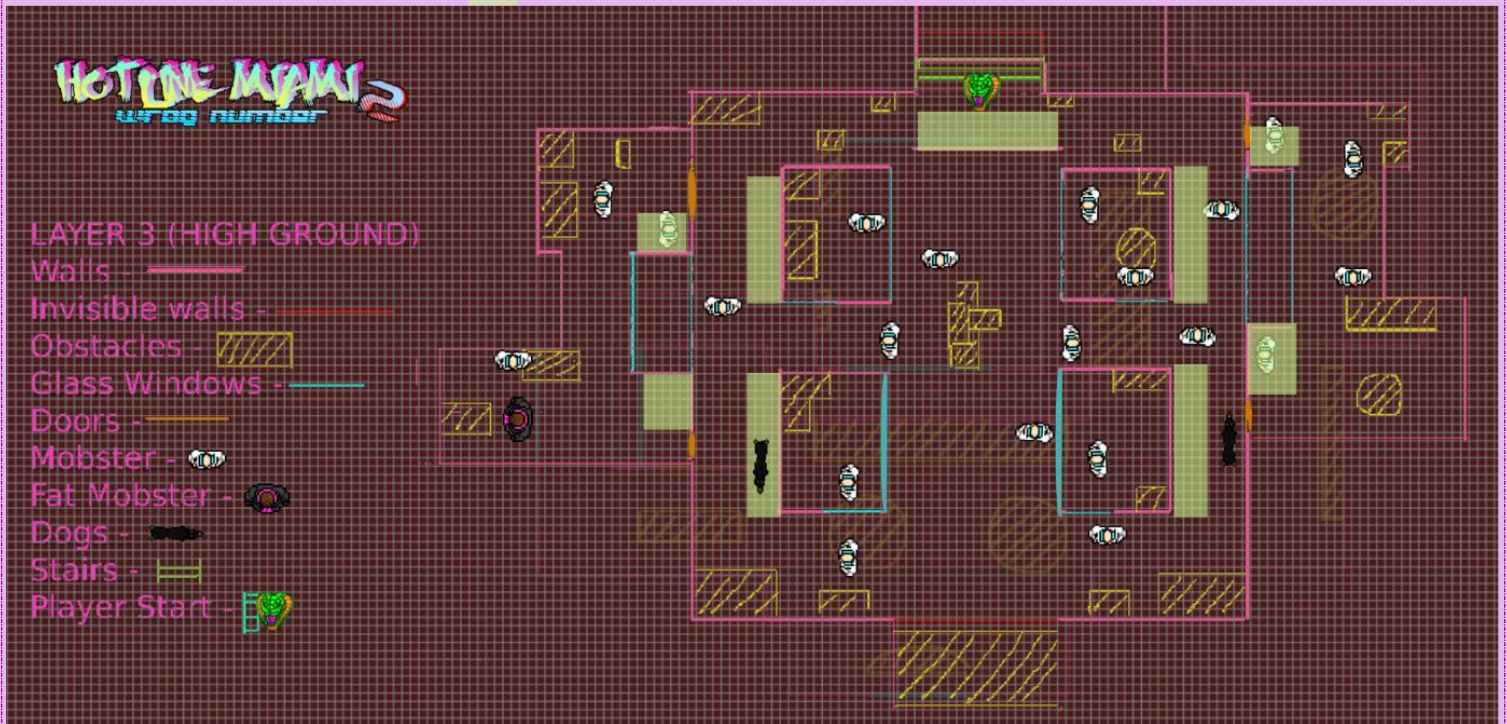
- Every occulder highlighted act as breathing spaces in the map.
- In a level where enemies can get gain a sightline on you through windows, these help the player recuperate and plan for their next move.
- Players can also use these spaces and take advantage of them for their own line of sights when clearing floors and hallways.
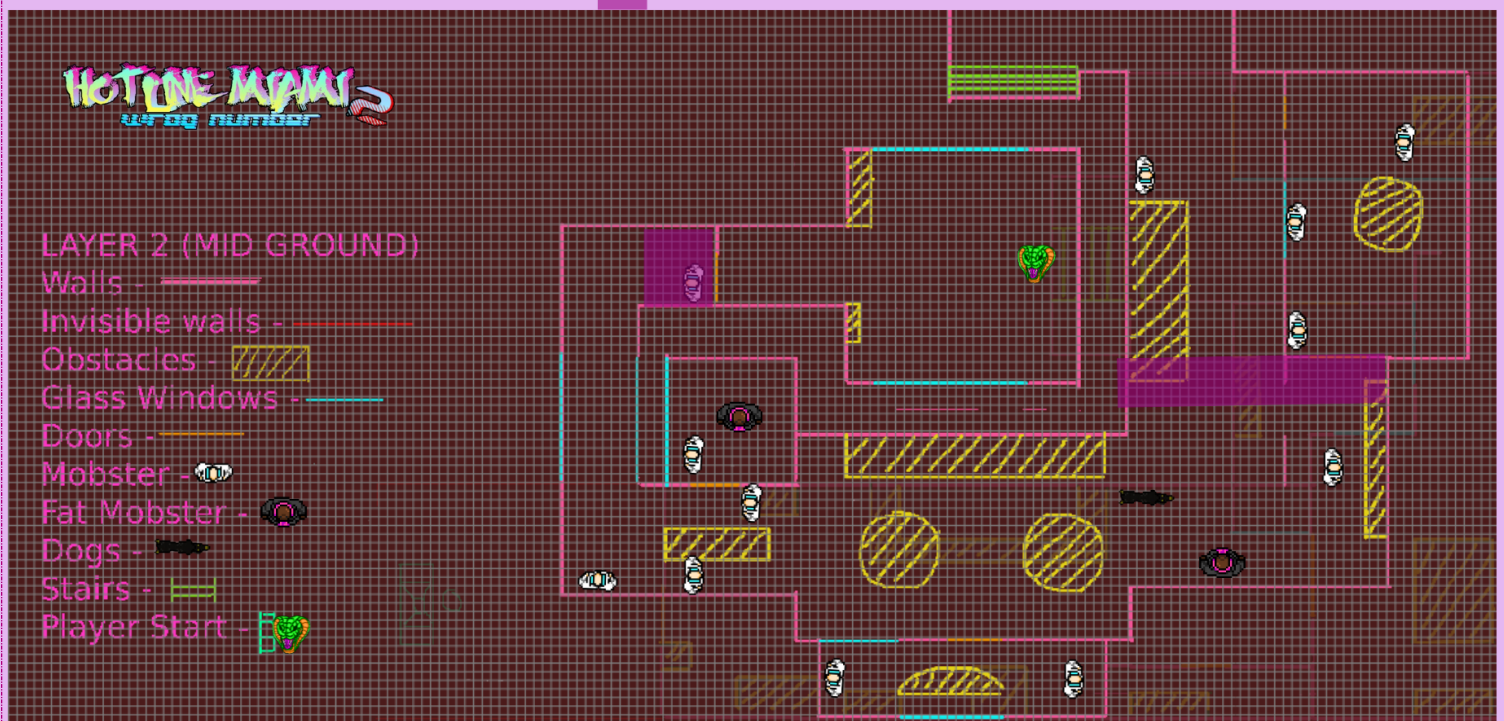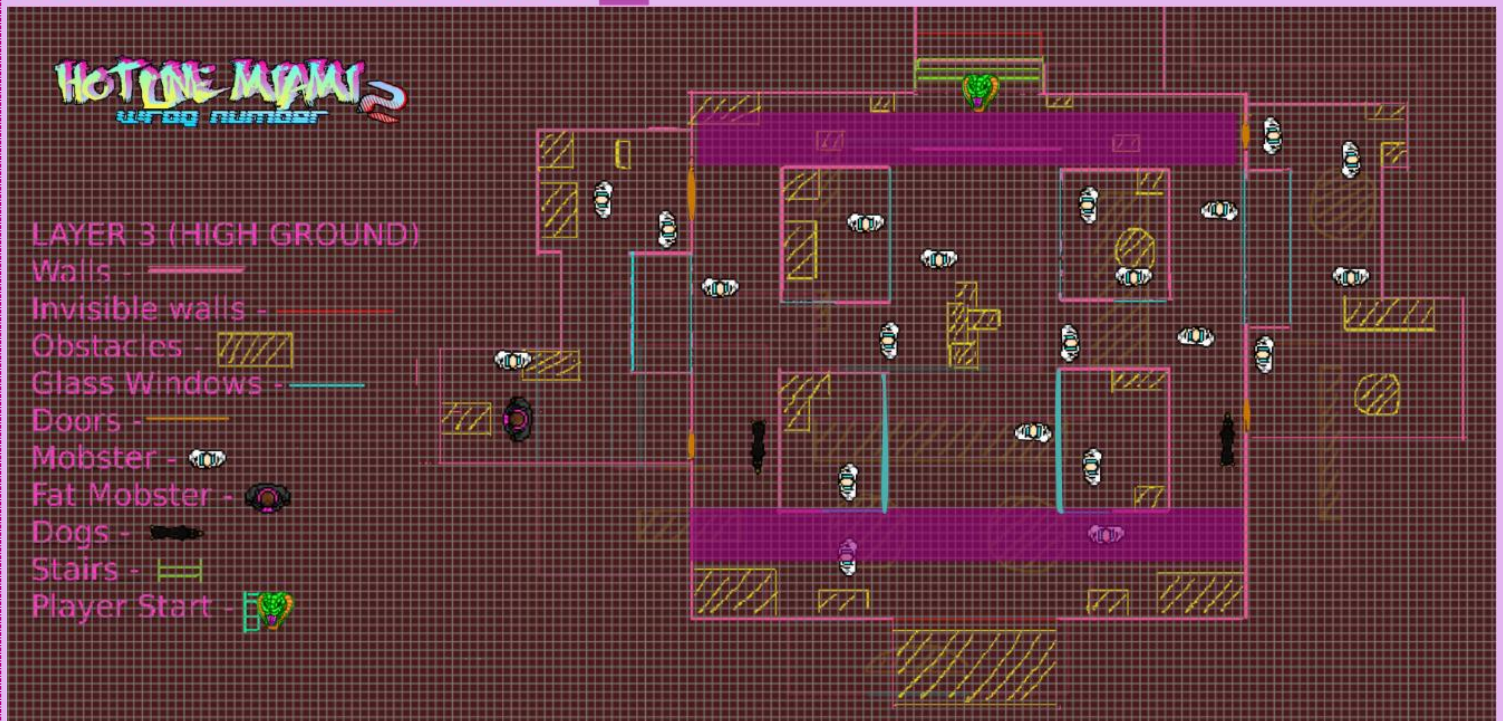
CHOKE POINTS: ▮

HOTLINE MIAMI 2
wrong number

LAYER 1 (LOW GROUND)
Walls —
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

CHOKE POINTS: ▮

HOTLINE MIAMI 2
wrong number

LAYER 2 (MID GROUND)
Walls —
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

CHOKE POINTS:

LAYER 3 (HIGH GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
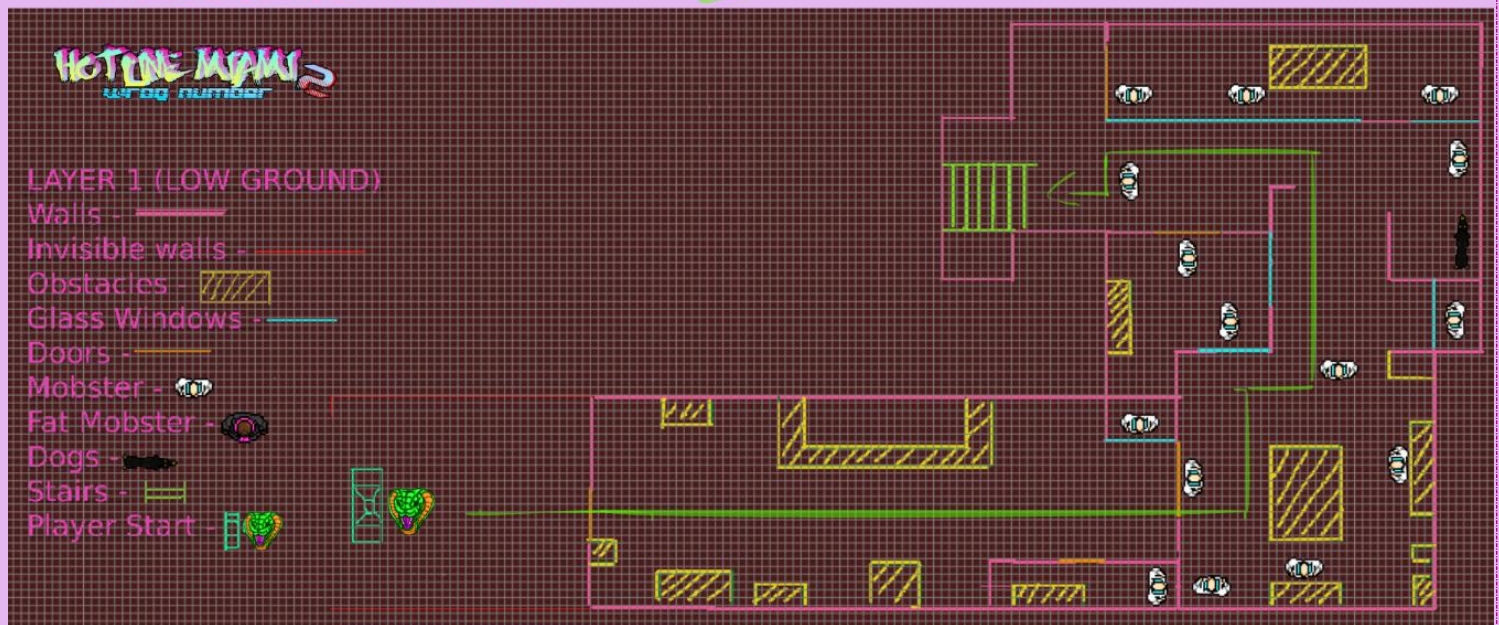Dogs -
Stairs -
Player Start -

- Choke points in hotline Miami act as areas of focused conflict the player would need to push through to progress in the level
- These choked points are caused by enemies engaging and moving towards the players or the player baiting enemies to take them out.
- Other instances would be a player being backed up into an area and being forced to be decisive with the danger to come.
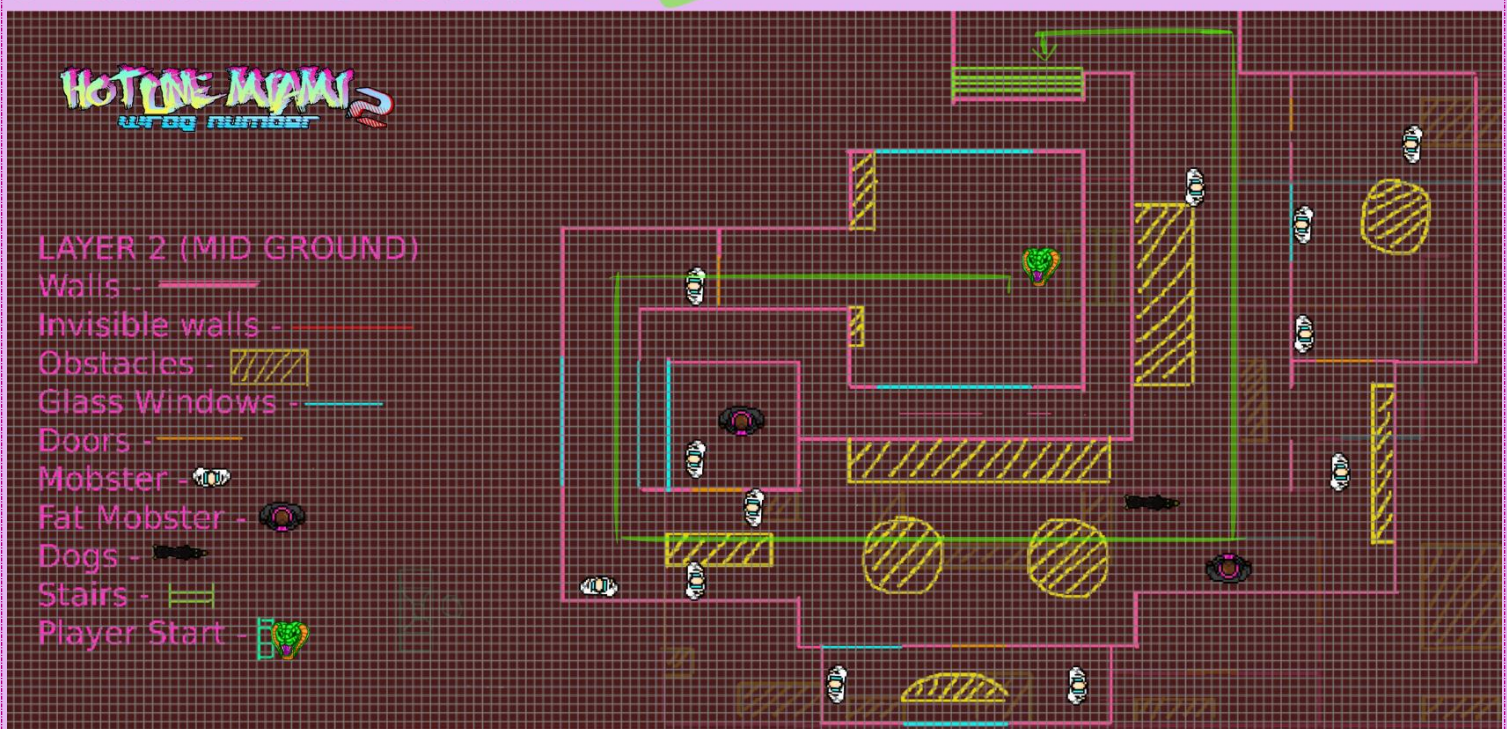
PLAYER PATH: →

LAYER 1 (LOW GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start

PLAYER PATH: →

LAYER 2 (MID GROUND)
Walls -
Invisible walls -
Obstacles -
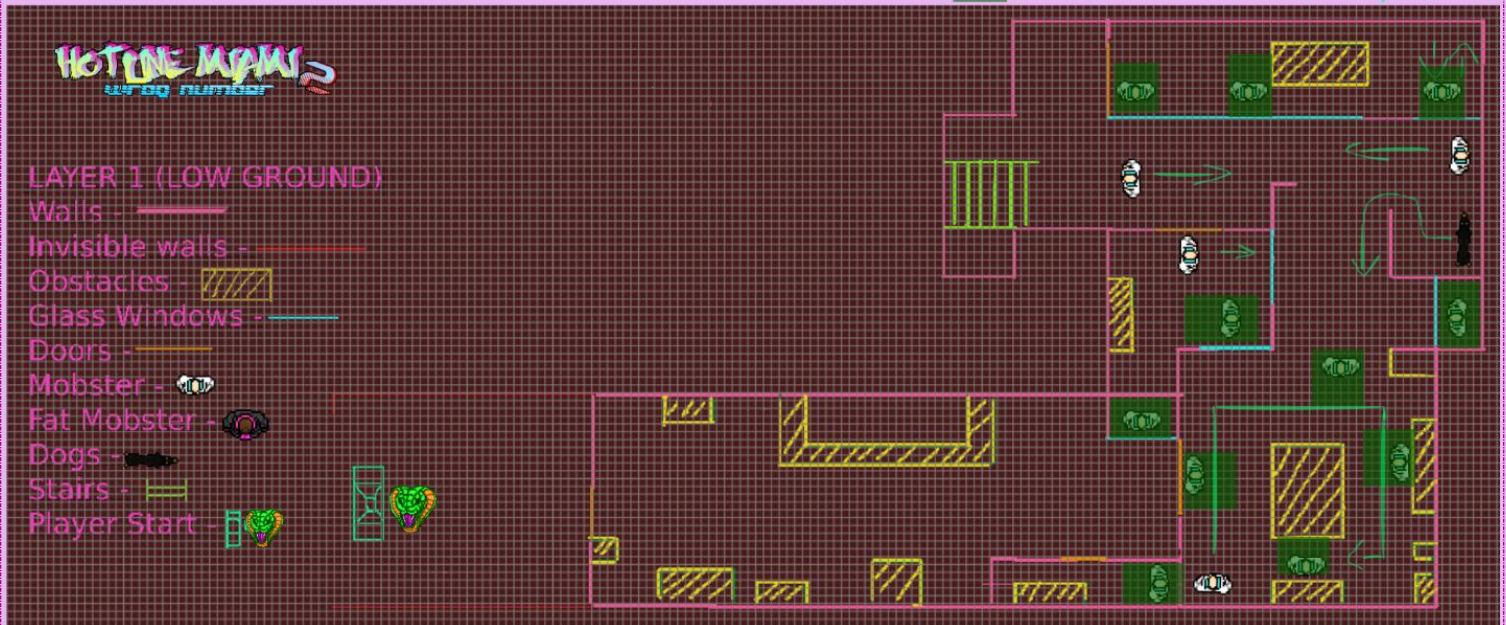Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

- All the layers have a linear path with the challenge being in figuring out how to clear the rooms
- Since the paths are linear the level experience can be more curated a certain way. I chose to do this since I did not want to give the player much freedom in clearing a room, this helps in creating a rooms puzzle and having the player beat it a certain way.

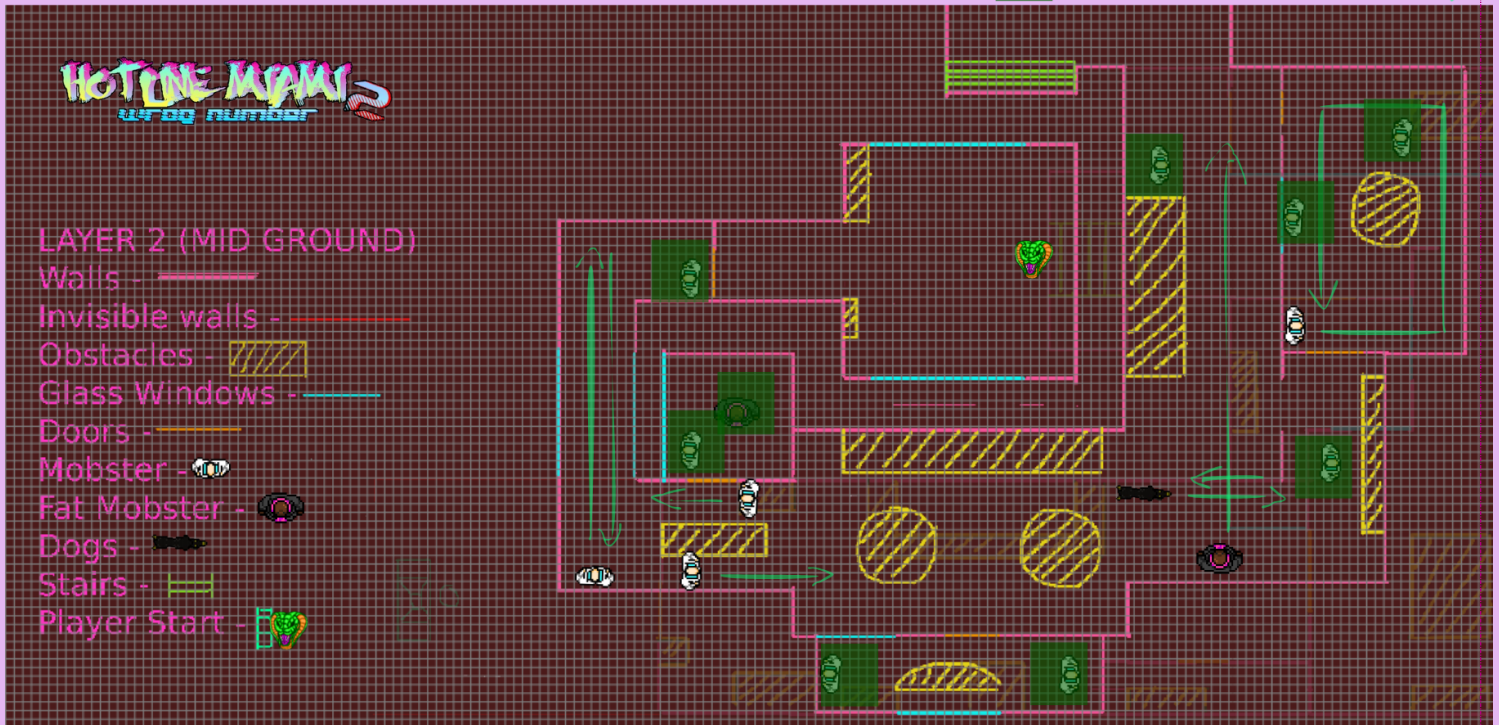ENEMY PATH: STATIONARY = ☐ MOVING = →

LAYER 1 (LOW GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

ENEMY PATH: STATIONARY = ▮ MOVING = →

LAYER 2 (MID GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

LAYER 3 (HIGH GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -
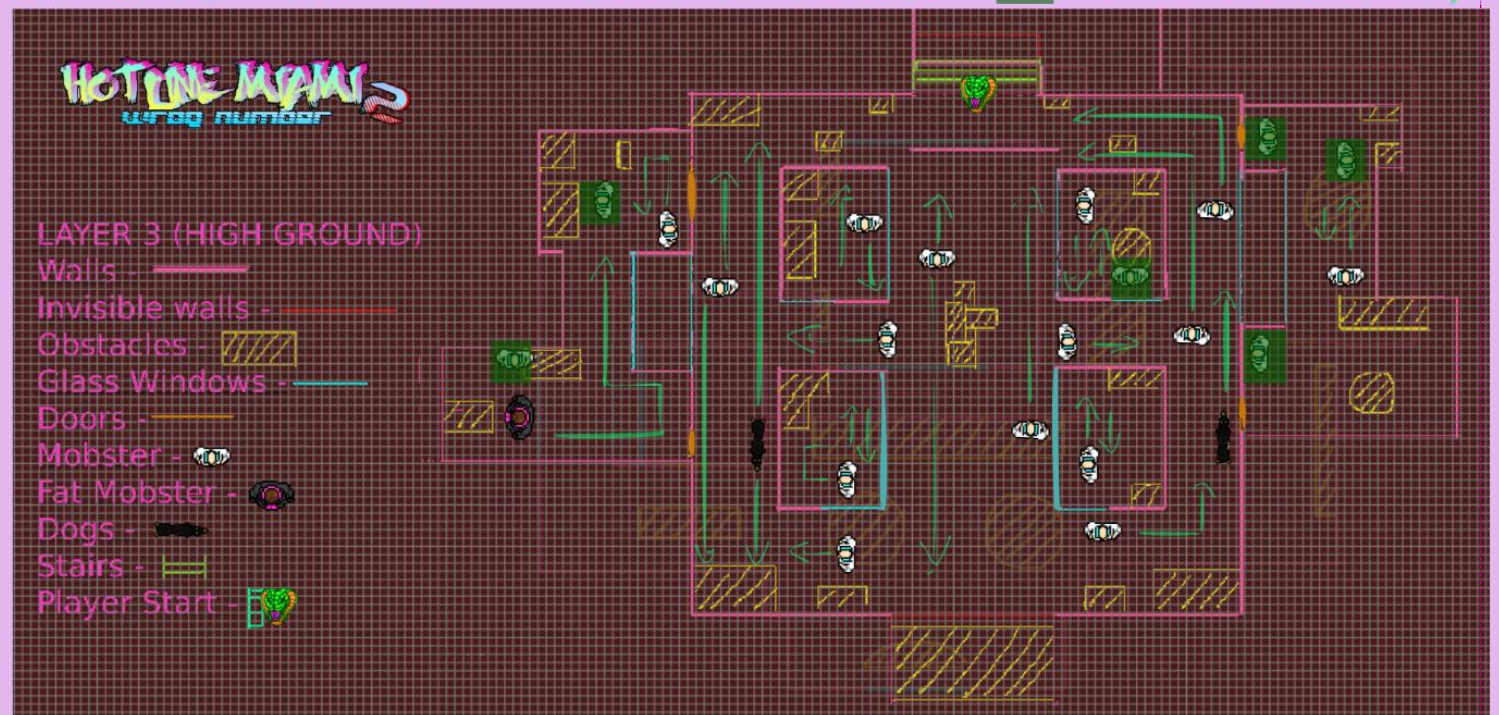
- Enemy positions in hotline Miami play a big influence on how a level is played out. This in combination with windows and weapon variety is what turns hotline Miami to a semi puzzle game.
- The first layer has a lot of enemies in a stationary position, this is done to get the player used to the character mechanic "lethal throws", right as the level begins. Patrolling Enemies are placed as well to pressure the player to move.
- The second layer introduces the fat mobster and more moving enemies. The fat mobster patrols the area and can only be shot. This requires the player to think ahead and conserve weapons when choosing to tackle the fat mobster.
- The last layer Involves a bunching of moving enemies which would eventually lead them to the player start. This influences how the last layer plays out by the player having a last stand situation at the start with enemies coming from both directions. Patrolling enemies are placed in different positions to influence the pace and to not overwhelm the player with too many enemies at once.
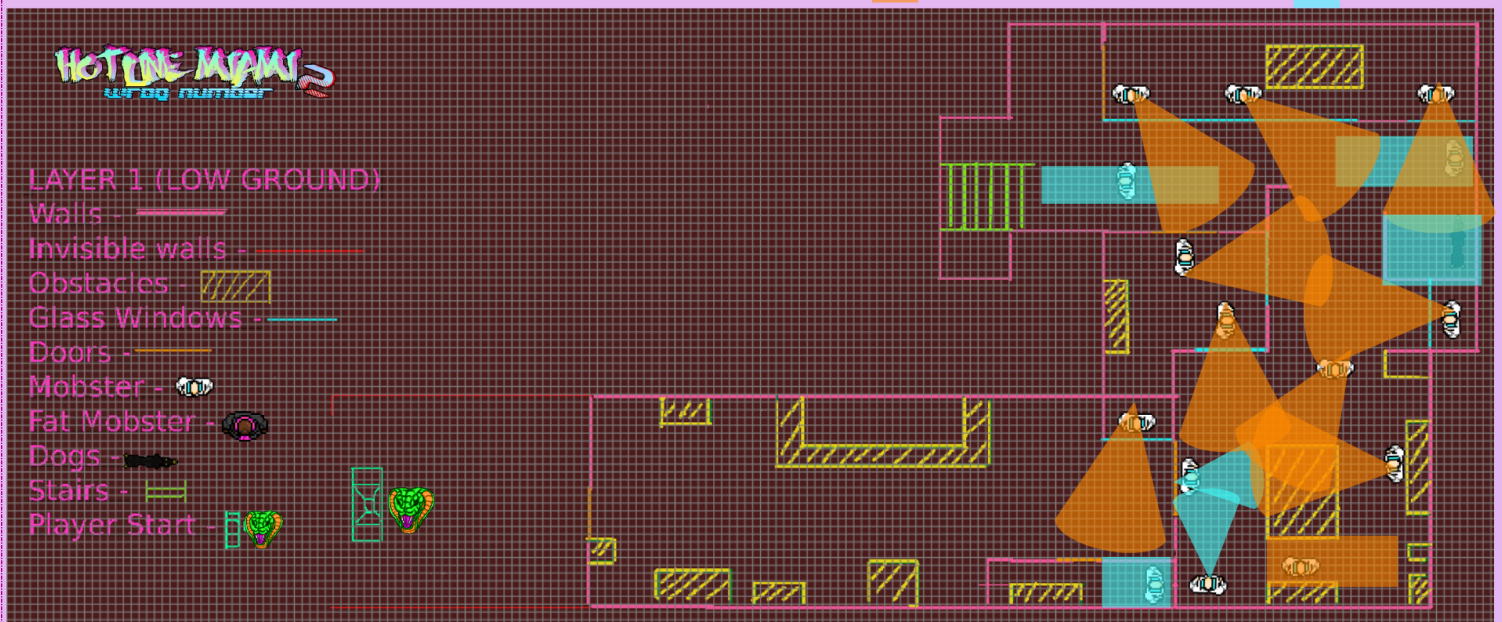
SIGHTLINES

ENEMY SIGHTLINES: GUN = ⬛   MELEE = ⬛

LAYER 1 (LOW GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

LAYER 2 (MID GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
Stairs -
Player Start -

LAYER 3 (HIGH GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
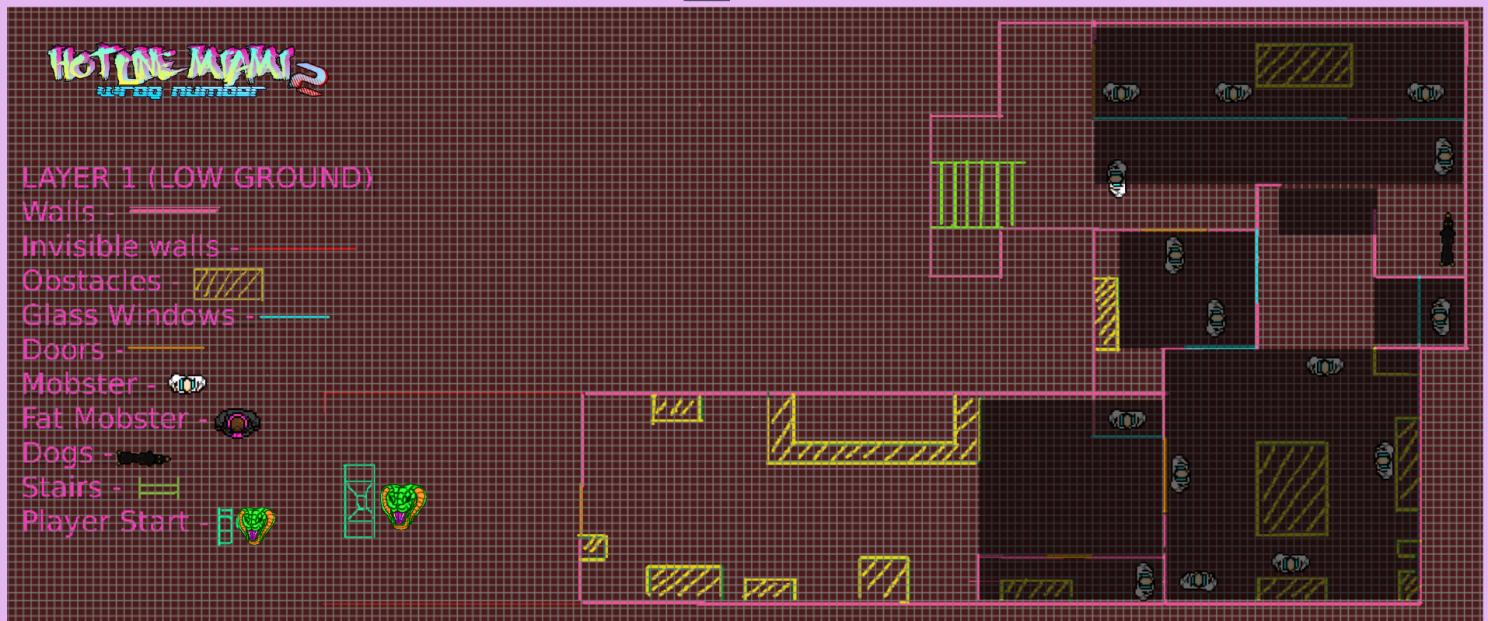Fat Mobster -
Dogs -
Stairs -
Player Start -
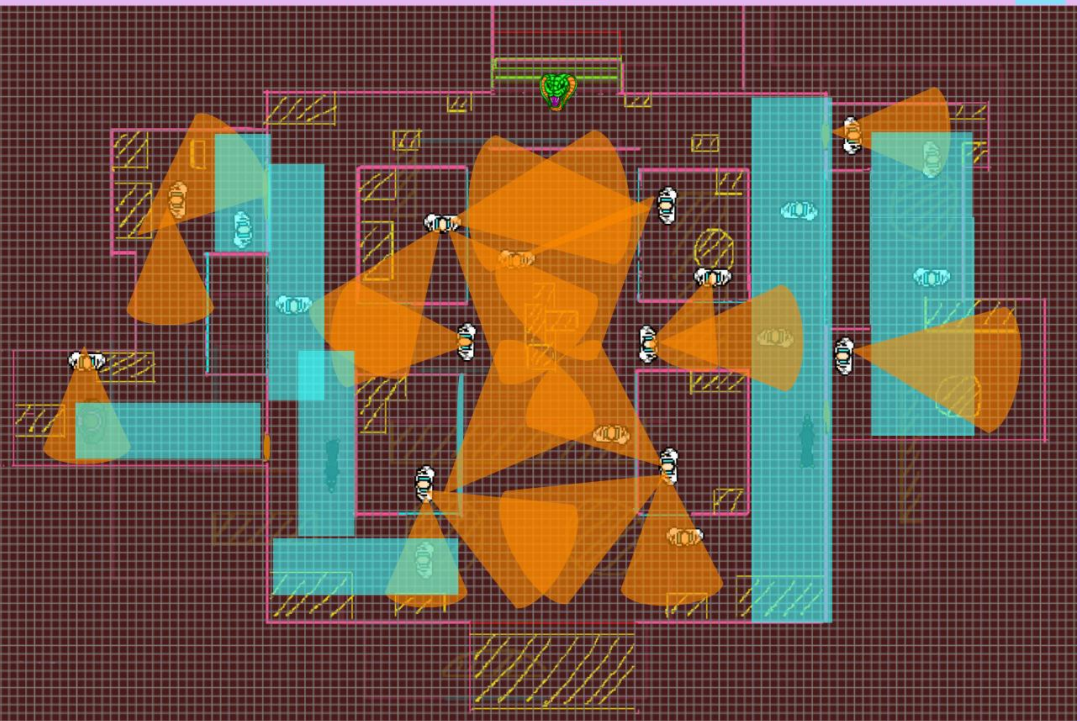
- Sightlines in hotline Miami can make or break a level. Enemy sightlines can curate where the player is supposed to move in a room, it also plays a huge factor in the pacing of the game.
- Windows also allow enemies to see through and shoot. This adds another layer of difficulty and can throw off or surprise the player in many ways.
- The first 2 floors have windows right from the beginning to get the player used to how a window works. Enemies with melee weapons will see the player and chase him down while the ones with guns will just shoot through the window.
- With how enemy behavior works with lines of sight, players can abuse this to pull enemies towards them and take them out.
- All line-of-sight positions are designed with this in mind. Enemies with guns surprise the player and slow down the pace whereas enemies with melee weapons force the player to move.
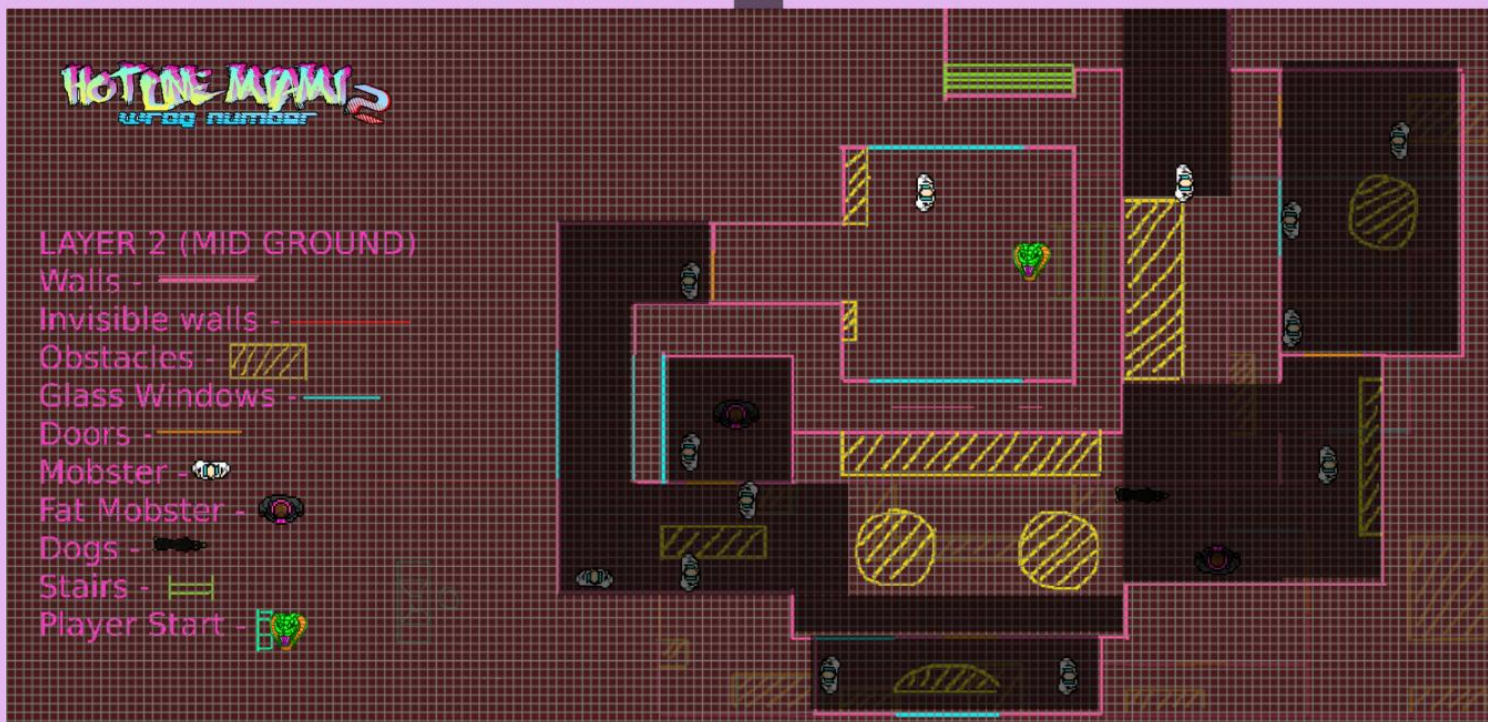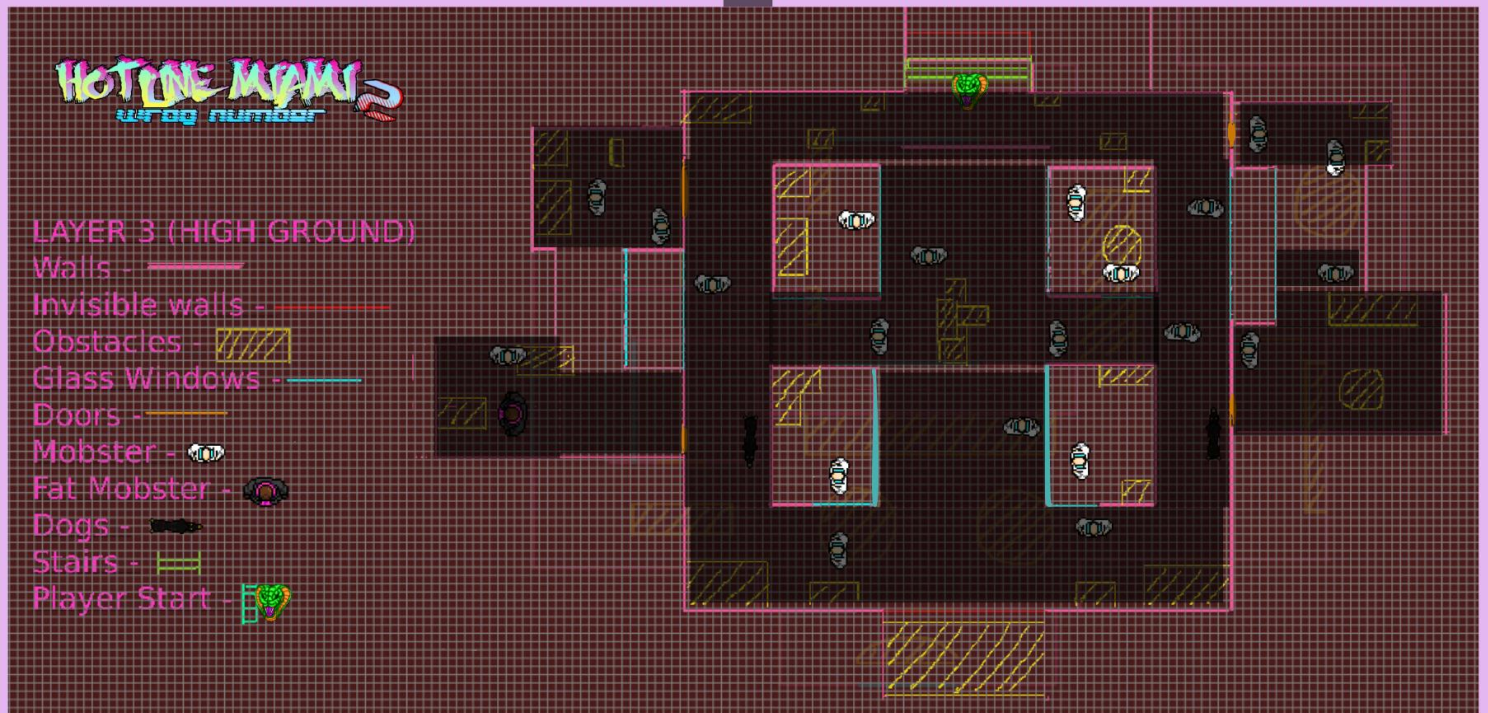
CONFLICT POINTS:

LAYER 1 (LOW GROUND)
Walls -
Invisible walls -
Obstacles -
Glass Windows -
Doors -
Mobster -
Fat Mobster -
Dogs -
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Player Start -

CONFLICT POINTS:

LAYER 2 (MID GROUND)
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CONFLICT POINTS:

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Dogs -
Stairs -
Player Start -

- Hotline Miami's main objective is to clear rooms and proceed to the next floor. With how enemy behavior is laid out with the player being chased, it means that conflict points in the level can practically happen anywhere.
- The player can get creative when it comes to clearing rooms; they can choose to go silent, guns blazing or snipe enemies from afar. With all these decisions the player can make, it can influence where the player and enemies may end up in the level.
- The highlighted areas show where most of the fights would mostly take place, even in with all the options the player can tackle the level with. Though the fights can take place in the non-highlighted spots, there are certain conditions that must be met for a fight to take place there.
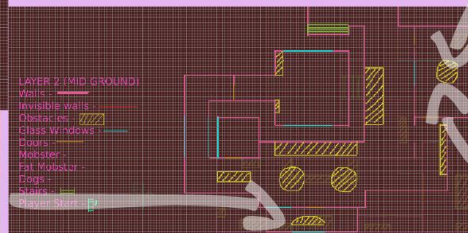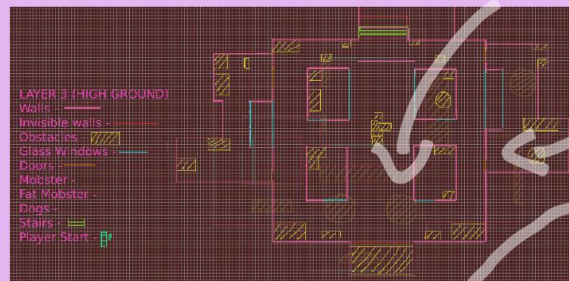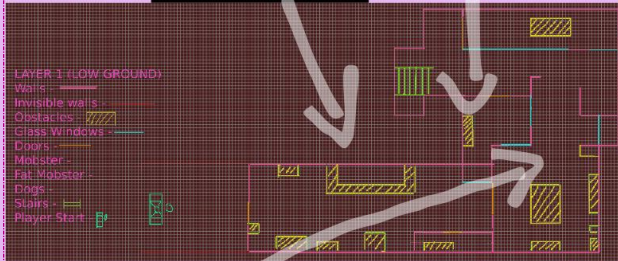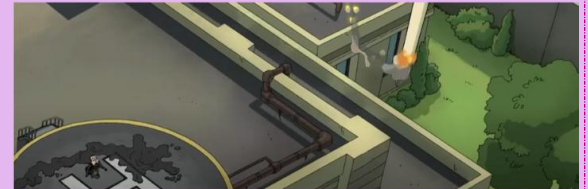
REWARDS

ICON	Reward	Explanation
	Grade	The grade is a reward the player attains after beating a level. This grade can vary depending on how well the player performs when playing the level
	Combo points	Combo points are gained with how many enemies the player kills consecutively in a row, these points multiply and eventually add up to a final grade.
	Enemy placements	The player can be rewarded by taking out enemies that carry weapons, these weapons can then be used to kill fat enemies which can only be hurt by weapons.

AESTHETICS (LOOK AND FEEL)

VISUAL DEVELOPMENT

Visual development:

LAYER 3 (HIGH GROUND)
Walls
Invisible walls
Obstacles
Glass Windows
Doors
Mobster
Fat Mobster
Dogs
Stairs
Player Start

LAYER 1 (LOW GROUND)
Walls
Invisible walls
Obstacles
Glass Windows
Doors
Mobster
Fat Mobster
Dogs
Stairs
Player Start

LAYER 2 (MID GROUND)
Walls
Invisible walls
Obstacles
Glass Windows
Doors
Mobster
Fat Mobster
Dogs
Stairs
Player Start

- In hotline Miami's setting you are sent out to kill a bunch of mobsters, these mobsters vary with the Russian mob, Colombian mafia, police officers and so on.
- My main inspiration for this level Is a Russian mob hideout handling a gambling operation. The name of the level is "Games" this introduces a theme to the level with every floor and room in the level having something game related, whether it be casino games or arcade machines the main narrative for this level is that the mafia is always busy with something game related
- The level starts off in a bar with the player eventually uncovering up a gambling operation. Money counters and dead bodies have been placed in the level to show shady dealings. The player then proceeds to the second floor unveiling a hidden casino with lavish looks. The end of the level takes place on the rooftop with rain over the level for added dramatic effect.
- The character chosen for this level "jake" is a patriot within the narrative context for the game. So, he being the one to take them out ads another narrative layer.

VISUAL AND AUDIO AFFORDANCE

| Affordances	Explanation
Enemy footsteps	Enemy footsteps can indicate the enemy's location to the player and where the player should go next in the floor
Glass Windows	Glass windows are a clear indication of an enemy being close by a glass window since they act as a LOS for the player or enemy. They can also be broken to create sound.
Level Layout	The level layout is mainly linear with enemies acting as breadcrumbs on the way to the next floor

Enemy Footsteps

Glass Windows

Level layout

ENEMY   BREADCRUMB

LINEAR PATH
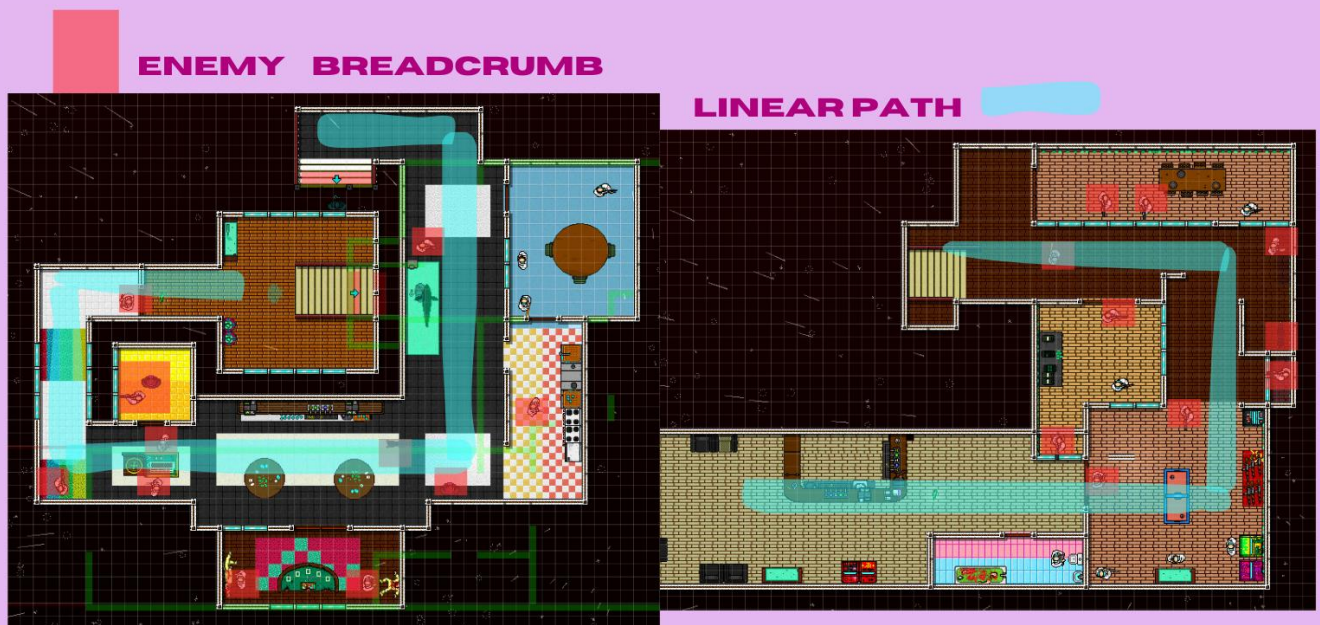
BALANCE

CONSIDERATIONS

No.	Considerations
1.	An influx of enemies in a floor
2.	Too many sightlines for enemies to take out the player which hinders any play making
3.	Allowing the player to get the best weapons early on making each room trivial to beat

1.

 Too many enemies in a room with no consideration can make a level feel unfair and boring.

2.

Too many sight lines can completely kill the pacing of a level causing the player to stay still and fight instead of having a mix of movement and breathing spaces.

3.

Letting the player gain an overpowered weapon early on can kill the excitement and difficulty of the level. For example, the nail gun has 20 nails, is silent and can nearly one shot every enemy. This trivializes the level as the player has nothing much to learn.

EXPECTED ISSUES

Issues	Explanation
Player testing	Since The level is designed for experienced players with a good grasp of the game's mechanics, newcomers would not be able to grasp mechanics that quickly and might not understand the levels intended design.
Level editor	The level editor for the most part seems intuitive, though unexpected issues might come up which might delay the levels polishing or refinement.

LEVEL DEVELOPMENT LOG
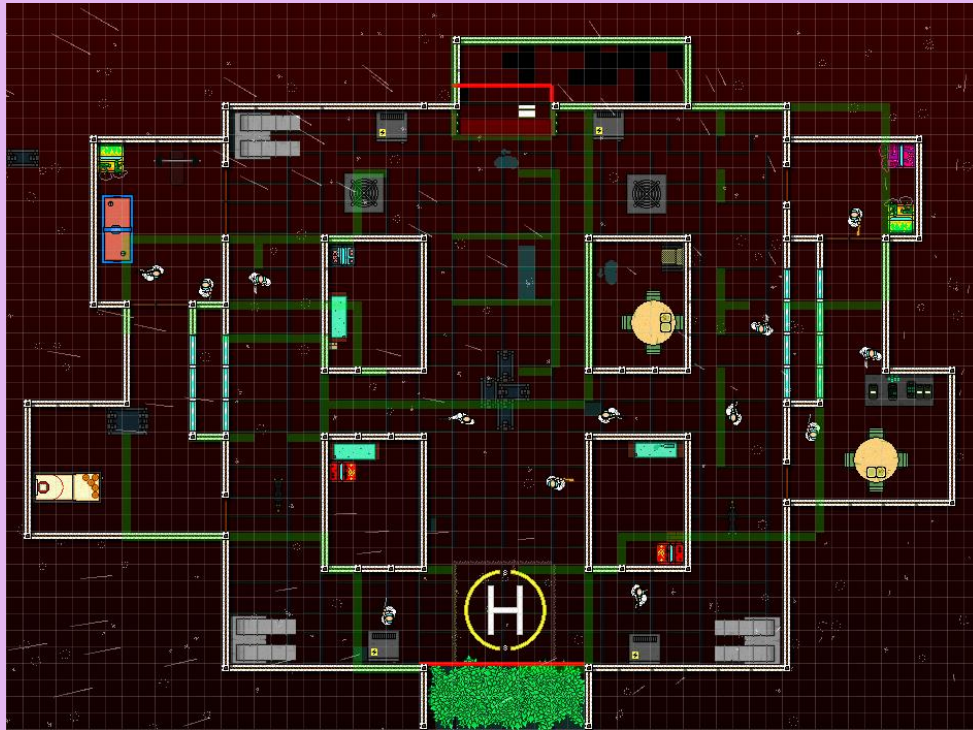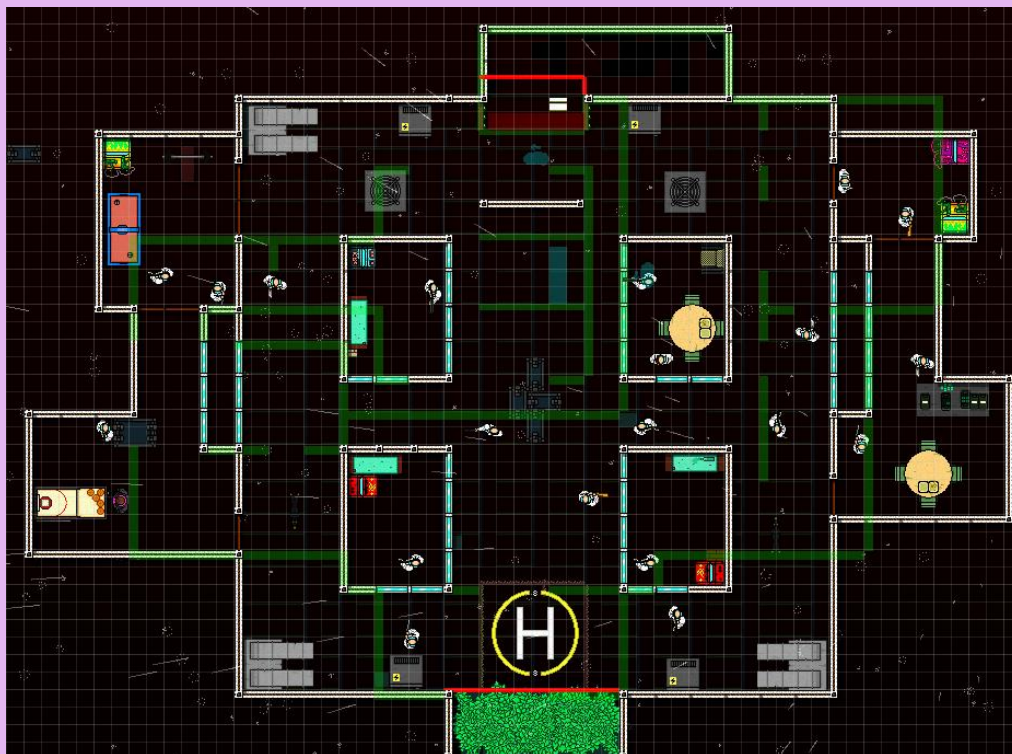
Layer 1 iteration 1

Layer 1 iteration 2

Layer 1 iteration 3

Layer 2 iteration 1

Layer 2 iteration 2

Layer 2 iteration 3

Layer 3 iteration 1

Layer 3 iteration 2

Layer 3 iteration 3