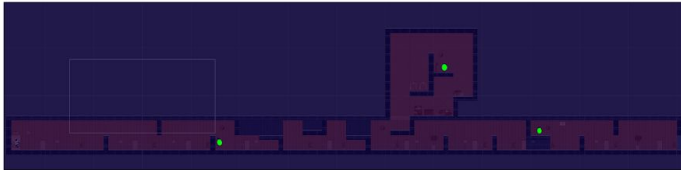
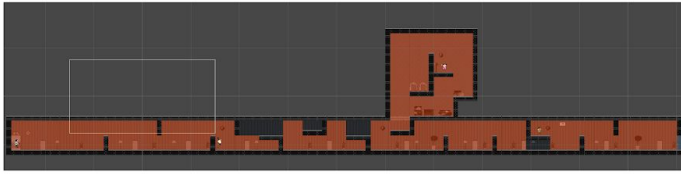


Level Design Breakdown - Flyer Hydrant



A.



B.

Gameplay -

Flyer Hydrant is a single player “platformer” where you play a jet-pack-riding firefighter trying to reach civilians in time before the flames overwhelm.

Design Goals -

Controlling player character is designed to feel silly. Because manipulation is difficult, level design should use broad strokes, but mastery is the intended goal, and so each level must teach nuance.

Mechanics -

Green dots on the images in this document indicate NPCs to be saved. Each NPC comes with a timer attached, at the end of which they will die and no longer be rescuable.

Orange dots on the image indicate fire. Fires can be passed through at the cost of some health, but require attention for safe passage. Player jetpack fires water to allow movement, and extinguishing fire requires the player to hover over the flame for a brief moment. Player may also spin 360 degrees, but the player character will move away from anything the jet of water points toward, creating tension.

Obstacles include delay-based obstacles that you must move out of the way to progress, or which slow you down, and punishment-based obstacles that increase difficulty if triggered (punishment obstacles are represented as pink dots on map B).

-- Continue below for a breakdown of the above levels --



Design Goals -

Speed. NPC timer on this level is very low, and player goal is simply to get from start (S) to end (E) in the fastest time possible. Players who complete this level should learn more finite control of their character at high speeds. Corridors are designed to allow ease of movement, while punishing mindless speed. Punishment here, however, is very soft.

Obstacles -

There are no mechanical obstacles in this level, aside from the standard fire. Difficulty in this level is implicit to the timer built into the NPCs. Navigation in this level focuses on up and down movement around walls placed in the way to disrupt direct movement. “Cup”-shaped walls will force reckless players to backtrack slightly, losing precious seconds.

NPC Placement -

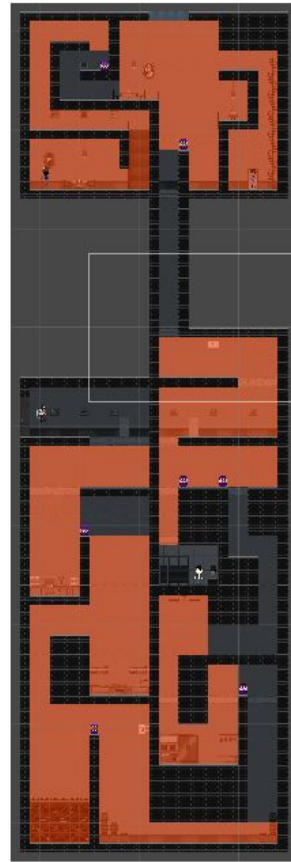
1. NPC 1 is near the left of the map, just below the natural angle players would take, requiring minimal effort to pick up
2. NPC 2 is in a side room, well off the beaten path and requiring a significant diversion. Fire is placed heavily in this room, forcing players to stop and put them out before proceeding
3. NPC 3 is placed in a reversal of the “cup” walls seen earlier in the level. This means that anyone wishing to get this NPC must stop and turn around entirely. I’ve also placed fires at the top and bottom of the entrance here, forcing players to put those out or take damage to rescue the NPC, further slowing them down here.

Design Goals -

Precision. This level is all about learning to navigate difficult spaces, with a particular focus on vertical movement, which is particularly problematic with our control scheme. Players of this level are explicitly required to develop downward movement skills at the beginning of this level, and then learn control of their vertical momentum as the level progresses.

Obstacles -

Explosive Barrels are littered throughout the map in this level (denoted in bright pink). These barrels, if touched by the player at all, will fall over and create additional fire within the level (denoted here by dark red dots). This additional fire is placed with the intention of slowing down the player and increasing the amount of damage taken over the course of playing through the level. There is no way to fly through this level quickly and survive, so players must be careful in their movements to either avoid the barrels, or to take the time to extinguish their fire.



NPC Placement -

1. NPC 1 is placed below the critical path, and after the player has been given 2 chances to see them (from below, and from the side, along the critical path). This NPC has 2 explosive barrels above but is otherwise unobstructed by fire. A roof exists above both barrels, which can be used to help avoid them.
2. NPC 2 and 3 exist within a large room at the top of the level. Players can leave immediately upon entering this room, but rescuing either NPC requires tricky downward movement. NPC 2 is on the right, and is at the bottom of a short drop, with flames hovering above them, and a barrel near the entrance to this room, which fills this space with extra fire.
3. NPC 3 is on the left, at the end of a long, tight corridor. This corridor includes a hard-to-avoid barrel that fills the hall with fire. Most of this hallway is sideways, requiring precise control to extinguish, and adding significant time to the player's score.