NIGHTFALL RUINS

Inspired by *Resident Evil 4: Remake*
Development with UE5

Figure 1: In-game Screen Shot

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CHANGE LIST

Date	Description	Author
Sep 29	Initial Document creation	YH. Xiao
Oct 01	The story and References are finished	YH. Xiao
Oct 03	The program, Metrics and Schedule are finished	YH. Xiao
Oct 05	Diagrams are finished	YH. Xiao
Oct 10	Map done	YH. Xiao
Oct 26	Updated LDD by improving Story, and Program sections for better alignment with the current level design.	YH. Xiao
Nov 01	Diagrams and map updated to align with the current level design	YH. Xiao
Nov 09	Modified the maze area based on feedback: lowered the height of some walls and replaced others with fences to allow players to view other sections of the maze.	YH. Xiao
Nov 15	Adjusted enemy AI functionality: fixed AI issues, reduced the number of enemies and decreased their maximum health to balance difficulty.	YH. Xiao
Nov 17	Rearranged map items and added differently coloured markers in the earlier sections to help players notice alternate routes more easily.	YH. Xiao
Nov 21	Updated LDD document to align with the current level	YH. Xiao
Nov 24	Asset package imported; part level replaced	YH. Xiao
Dec 1	Level layout updated; tutorial section added.	YH. Xiao
Dec 9	All level maps replaced with assets or proper texture; final level done	YH. Xiao

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STORY

Under the command of Albert Wesker, the player assumes the role of a soldier tasked with a covert mission to infiltrate an abandoned castle occupied by hostile forces. Situated in a remote region of Europe, the castle presents a difficult environment with its fortified defenses and strategically placed traps.

At the start of the mission, the player observes the castle from a mountain slope, its imposing structure looming in the distance. By passing a main road guarded by resting enemies, the player may choose between entering through a broken section of the main gate or using a ladder concealed by fallen trees to access a side entrance leading to the castle's front courtyard. The player must eliminate patrolling enemies to ensure safe access to the castle's interior.

Once inside the dark, crumbling castle, the player faces waves of enemies amidst an eerie atmosphere. The dim torchlight flickers across the stone corridors, casting elongated shadows and creating an ominous environment. Despite the linear design of the level, the player must remain vigilant as enemy ambushes and strategic combat scenarios escalate. Progression through the castle requires careful navigation of its treacherous terrain and methodical elimination of adversaries guarding key locations, such as staircases and narrow hallways.

Eventually, the player reaches the second-floor observation deck, where they must descend into a labyrinthine garden repurposed into an intricate combat area. After surviving the garden's challenges, the player arrives at the final objective grand cathedral. Here, a climactic battle unfolds, requiring the player to defeat formidable enemies to secure a key mission item.

With the objective complete, the player exits through the cathedral's rear graveyard, successfully concluding a mission integral to Wesker's larger plans. Failure is not an option; the player's dedication to the mission underscores the stakes and urgency of their role in Wesker's operation.

REFERENCE

Environment & Themes:

Figure 2: Medieval Castle Exterior as reference

Figure 3: Medieval Castle Exterior as reference

Figure 4: Medieval Castle Ruin as map reference

Figure 5:Medieval Castle Ruin as map reference

Figure 6:Medieval Castle Hallway interior

Figure 7:Medieval Castle interior center plaza

Setting:

Figure 8: The ruins in front of the castle gates, player needs to enter the castle with as little disturbance as possible

Figure 9: Inside the collapsed castle, the way forward is complex and difficult

Figure 10: A labyrinth of ruins where the player needs to destroy patrolling enemies while finding the right path

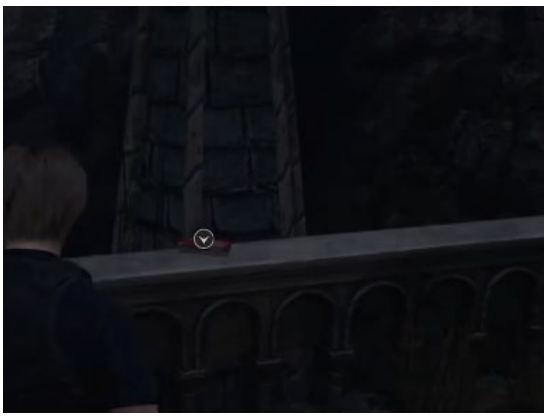


Figure 11: Players need to keep an eye out for enemy supplies

Figure 12: Many of the enemies are at a distance, take them out with accurate shots, or quickly pass through the

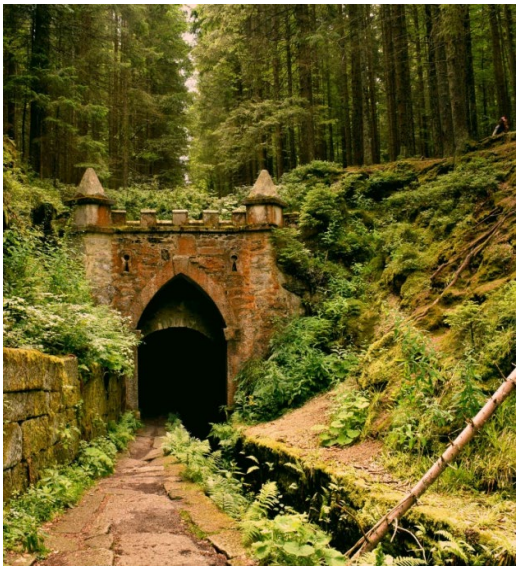


Figure 13: The final destination, a tunnel to next level

Figure 14: Hidden supply room

Figure 15: Player will face wavs of enemies, use the environment properly to defeat all of them

Characters:

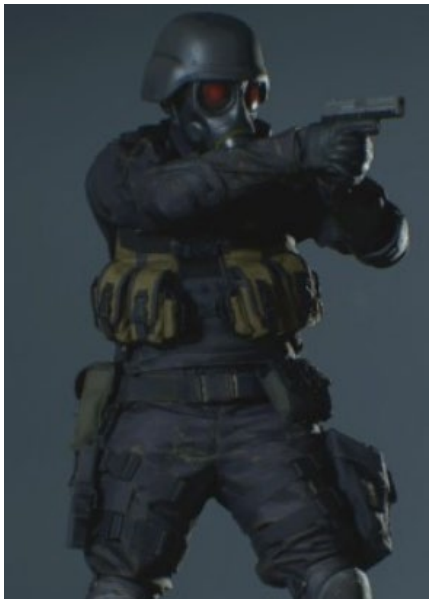


Figure 16: The player, Wesker's royal solider

Figure 17: Melee enemies in the game

Figure 18:Well-trained Enemy solider

PROGRAM

Narrative Program

Narrative Program

- **Section 1: Ruined Landfield (Outside the Castle)**
  - Landmarks:
  - A ruined outpost in the middle, with castle debris and an abandoned guard station.
  - A wide main road on the right, featuring multiple resting enemies, supply crates, a shotgun, and truck cargo.
  - A narrow path on the left, obstructed by climbable obstacles or crouchable barriers, leading to a small enemy-guarded storage area with supplies.
- Regions:
  - Middle Section: Clear debris or minor enemy resistance to proceed toward the main gate.
  - Right Path (Main Road): Engage resting enemies in combat to gather significant supplies.
  - Left Path (Narrow Trail): A stealth-friendly route with minimal resistance, leading to a hidden resource stash.
- Nodes:
  - Castle Entrance: Players can either climb through the broken gate to the courtyard or use a hidden ladder on the left side, obscured by trees, to access the second-floor entrance.
- Paths:
  - Main Path: A direct route through the middle section and into the main gate.
  - Branching Paths:
    - Right Path: A combat-heavy route with high rewards.
    - Left Path: A stealthy, obstacle-based path with guarded resources.
- Edges:
  - Natural cliffs and dense fog block the outer perimeter of the landfield, funneling players toward the castle.

- **Section 2: Inside the Castle**
  - Landmarks:
  - A wide courtyard with a broken fountain in the center.
  - Surrounding structures: remnants of horse stables and carriage sheds along the courtyard perimeter.
  - A simple stone wall pathway accessible from the ladder route, leading to a second-floor observation deck with a sniper rifle.
- Regions:
  - Castle Courtyard: Combats occur in the open space, with enemy patrols and defensive positions near the fountain and stables.

    - Second-Floor Pathway: Provides a tactical vantage point for sniping and resource collection.
- Nodes:
    - Observation deck on the second floor for retrieving a sniper rifle.
    - Key access points to enter the castle interior from either the courtyard or second-floor pathway.
- Paths:
    - Courtyard Route: Combat-heavy, with patrol enemies and mid-range combat engagements.
    - Second-Floor Route: Sniping opportunities with minimal enemy resistance.
- Edges:
    - The castle walls and broken-down stables define the play area and guide players toward the main entrance of the castle's interior.

- **Section 3: Maze and Cathedral**
    - Landmarks:
    - Maze Area: Features ruined garden pathways, small alcoves, and hidden supplies.
    - Cathedral: A grand interior with towering ceilings and an ominous central altar.
- Regions:
    - Maze: Light combat with small enemy ambushes; hidden supplies are in dead-end paths opposite the correct route.
    - Cathedral Hall: A single-boss arena where the player faces the final enemy.
- Nodes:
    - Supplies in the maze's incorrect routes for resource replenishment.
    - Boss fight area with environmental covers like pillars and pews.
- Paths:
    - Maze Path: Simple navigation with minimal challenge and occasional enemy encounters.
    - Cathedral Path: A linear progression into the boss fight.
- Edges:
    - Enclosed maze boundaries funnel players through the designated routes.
    - The cathedral hall is sealed until the boss is defeated or the item is stolen.

Gameplay Program

- **Section 1: Ruined Landfield**
    - Enemies: 5–7 enemies distributed across the three paths (middle, right, and left), focusing on varied encounters:
        - Right Path: Moderate combat with clustered enemies.
        - Left Path: Minimal combat, 1–2 enemies guarding supplies.
- Pickups:
    - Right Path: Ammo, health, a shotgun.
    - Left Path: Limited resources in the enemy-guarded stash.

    - Middle Section: Small ammo and health pickups.
- Spawn Points: Enemies rest or patrol visibly, positioned for direct encounters or ambush opportunities.

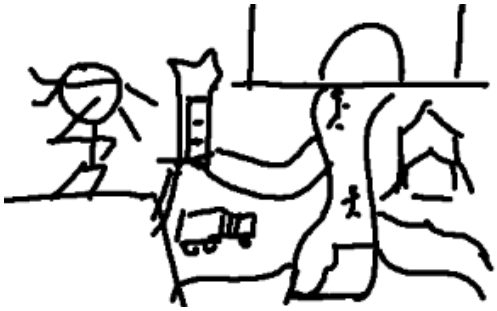
- **Section 2: Inside the Castle**
    - Enemies: 8–10 patrolling enemies in the courtyard and small defensive groups on the second floor.
- Pickups:
    - Courtyard: Scattered ammo and health.
    - Second Floor: A sniper rifle and limited resources.
- Spawn Points:
    - Courtyard: Stationary guards around the fountain and stables.
    - Second Floor: Patrol enemies guarding the observation deck.

- **Section 3: Maze and Cathedral**
    - Maze:
        - Enemies: 2–3 enemies in hidden ambush positions.
        - Pickups: Supplies in dead-end paths (ammo, health).
- Cathedral:
    - Enemies: 1 boss enemy with unique attack patterns.
    - Pickups: Limited health and ammo available during the boss fight.
    - Objective: Either defeat the boss or stealthily retrieve the mission item to escape.

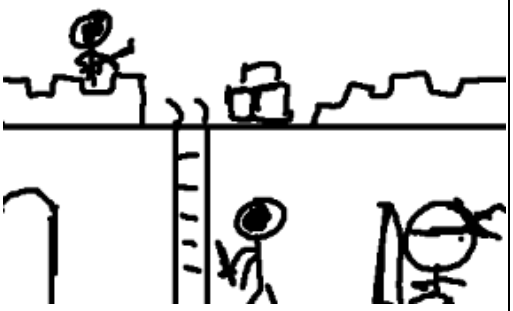
DIAGRAMS

Storyboard diagram: Mission – Nightfall

1. I will find it and bring it back to him as Wesker's command.



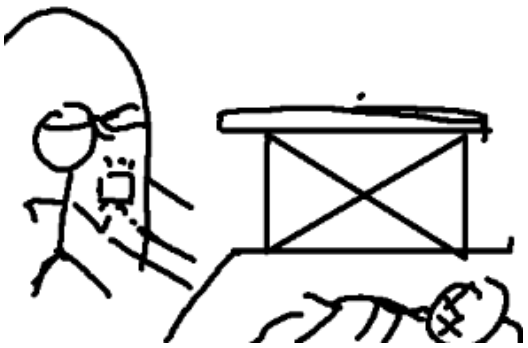
2. A castle ruin with guards must be the location intel mentioned.



3. Not too heavily guarded, but which way should I go?

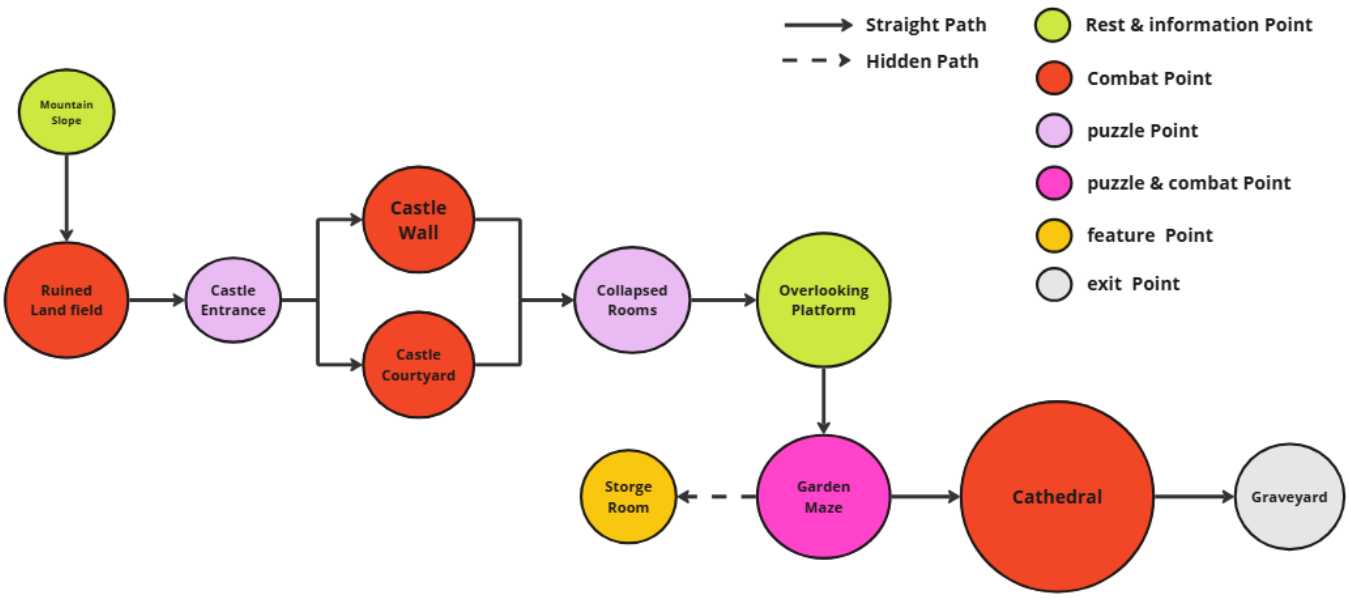
4. A garden maze, of course. The cathedral behind it is the target location!

5. Hand over the item, or you will be a dead body!

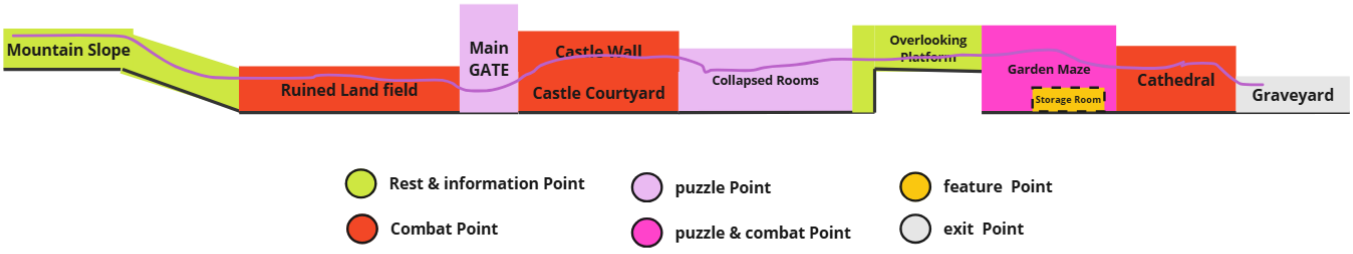


6. Mission accomplished, now time to leave the island.

Bubble diagram: WIP Linear Map Design



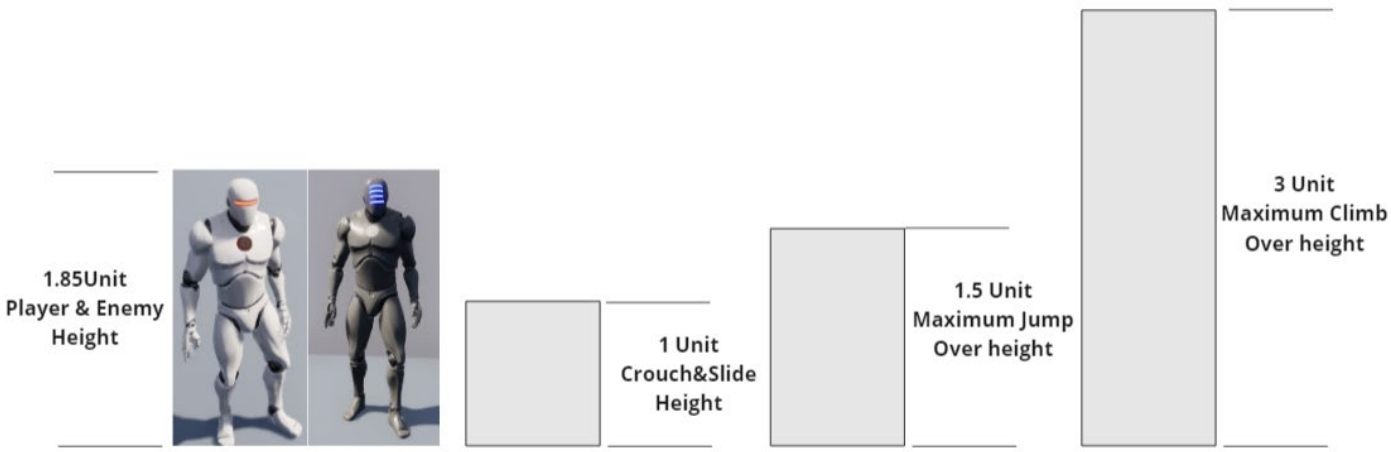
Section Parti Diagram: WIP Linear Map Design



METRICS

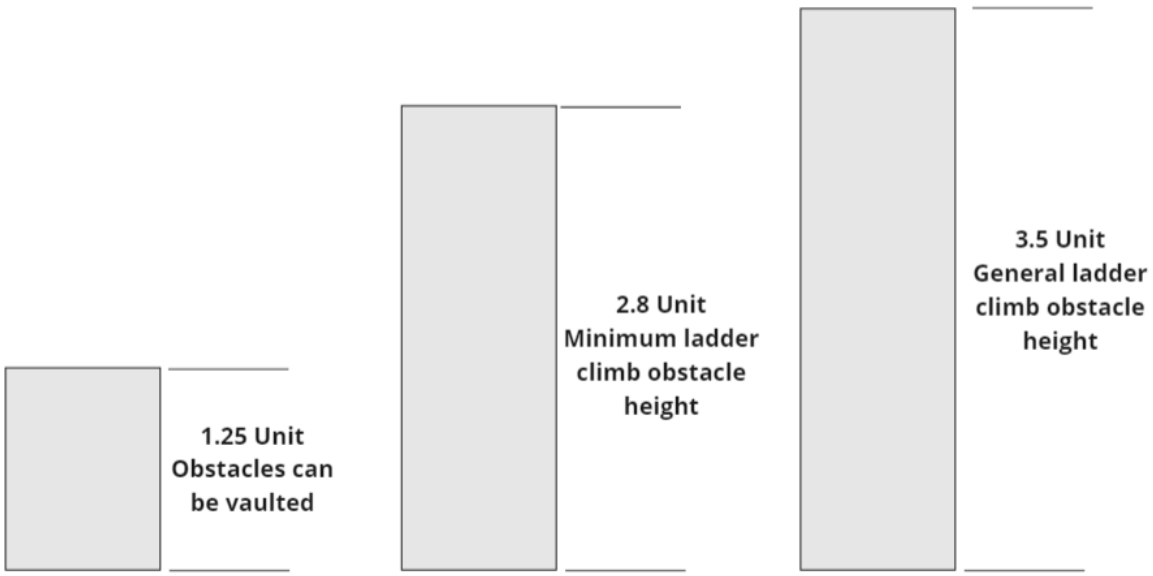
Character Metric:

Character height & related action metric



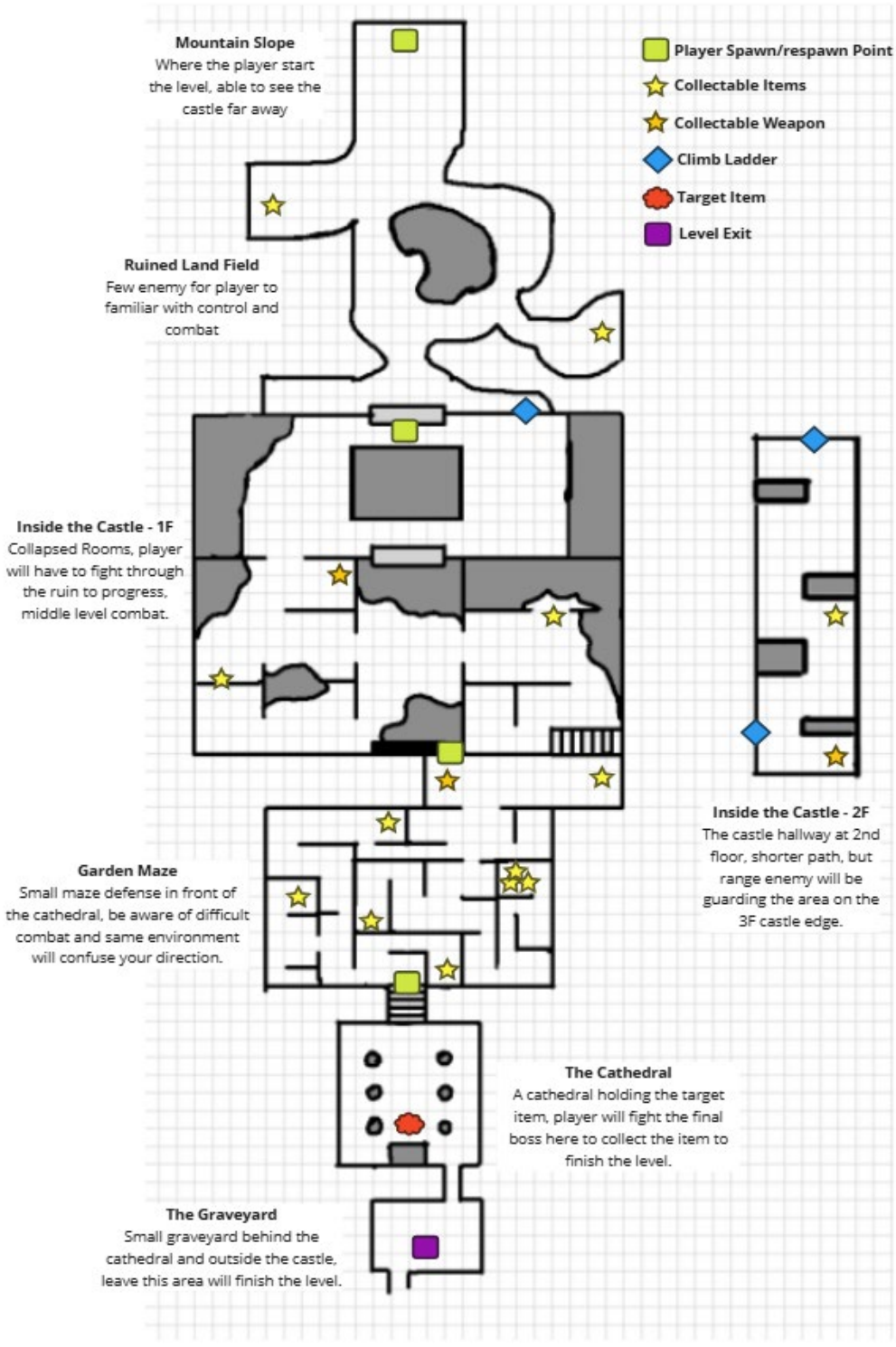
Object/Environment Metric:

Environment & obstacles metric



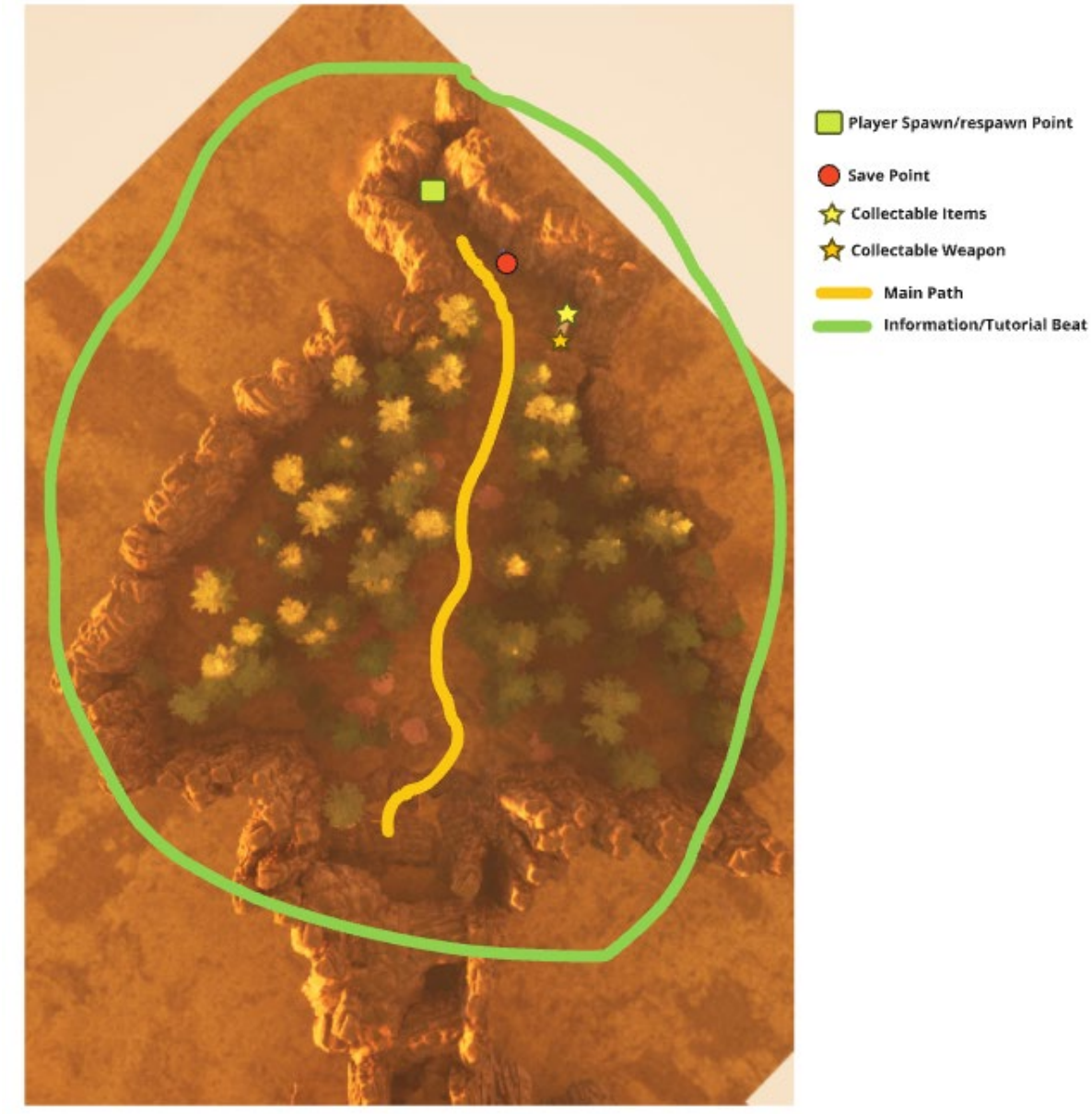
MAPS

The Nightfall Castle

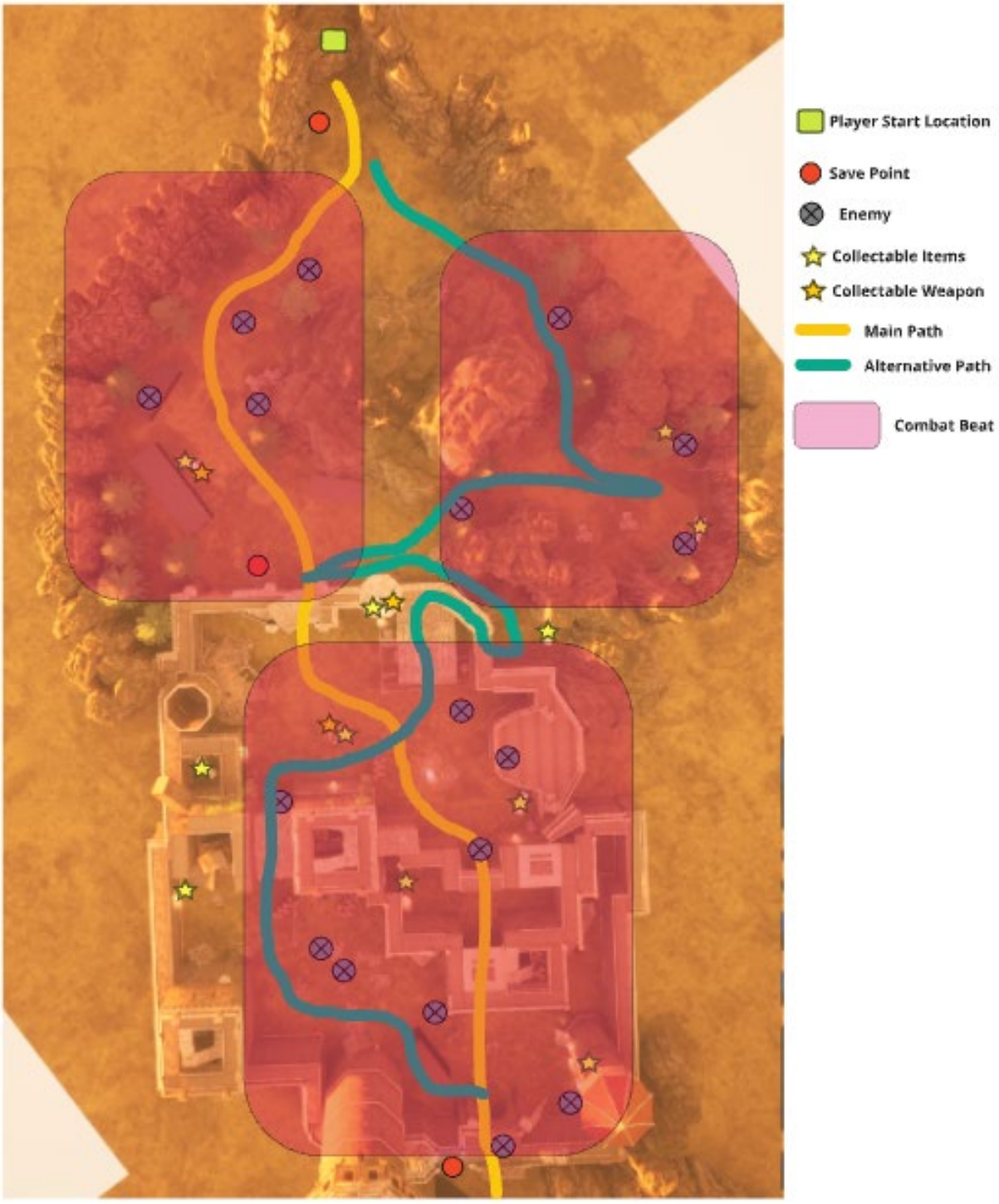


GAMEPLAY MAPS

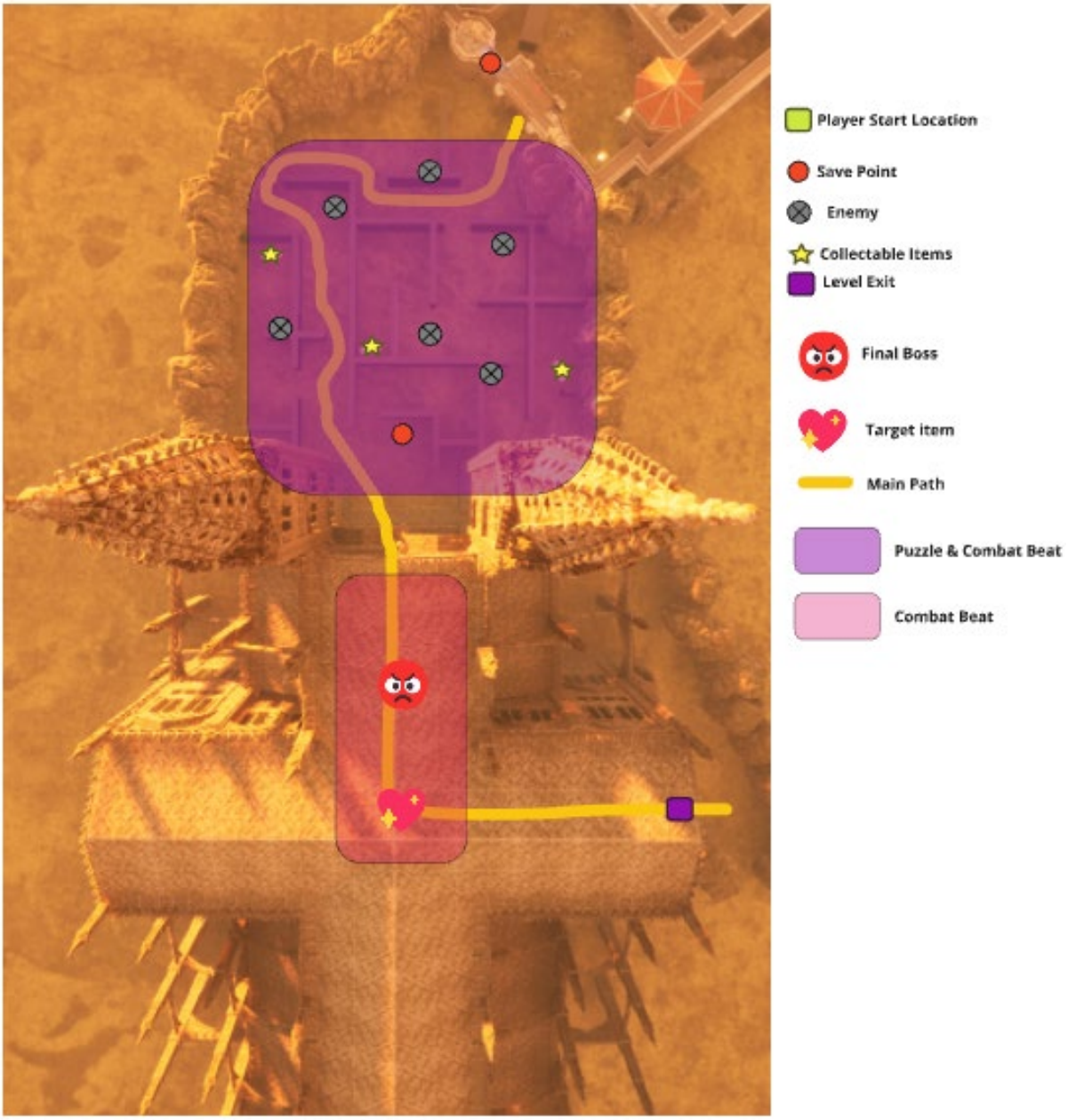
Section 1: Tutorial Area



Section 2: Combat Challenge Area



Section 3: Puzzle and Boss Area



SCHEDULE

Mission and Story Structure

The player's mission is to infiltrate the Ruined Castle, fight enemies, solve puzzles, and reach the Secret Cathedral for the final boss battle.

- Stage 1: Enter the ruined land and fight enemies while learning the controls.
- Stage 2: Travel through the collapsed castle and manage limited resources while solving puzzles and fighting patrolling enemies.
- Stage 3: Reach the secret cathedral, defeat the Boss, collect the key item, and escape through the back door.

Project Deadlines

Date	Project Contents
Oct 5	The diagram and Map design are finished.
Oct 12	Playtest Greybox level and test question
Oct 16	Revised Greybox level build
Nov 9	Update LDD with playtest feedback.
Nov 16	Update level build with focus test question
Dec 7	Final polished level and LDD due