



Picture: Harran Trainstaion Square

Dying Light: Escaping Harran Trainstation

Version 1.0

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Level information

Escape Harran Train station is a CO-OP level for Dying Light that takes place mainly outside the train station but also inside a trainyard and some sewers underneath the station.

The players is about to escape Harran and thought that the trainstation was a good place to get themselves out. But so did many more citizens that are now stuck inside the station with zombies swarming around. Help the citizens to safezone the square in front of the Train station. Fight your way through hordes of zombies and find your way out of the city.



Mood Picture: Representing feel of the map

Level arrangement

The level is supposed to be a hardmode styled level with lots of zombies and big waves of both virals and biters. The design is focused around cooperating with your friend to finish the missions assigned to you. The design is mostly based on combat over the other part of dying light that is climbing. The reason for this is that I want to keep the players stuck to a certain area since I've chosen a linear design in the level.

General Level Information

WOW-moment

There is supposed to be a suppression-room that will challenge the players to run away from volatiles and angry biters and get to safety. I want the players to feel the adrenaline pump and to take a deep breath after they finished this part

Location

I want the architectural style to follow european cities like Gdansk, Copenhagen, Amsterdam with colorful building mixed with an industrial stamp. And since it will be placed in a train station I want the transition from industrialstyle to "old-town" style to feel real.



Mood Picture: Representing architectural style

Environment

Since I'm making a dying light level I want the general feel of the level to be playable both during day and night. I don't want the weather to be rainy or to foggy.

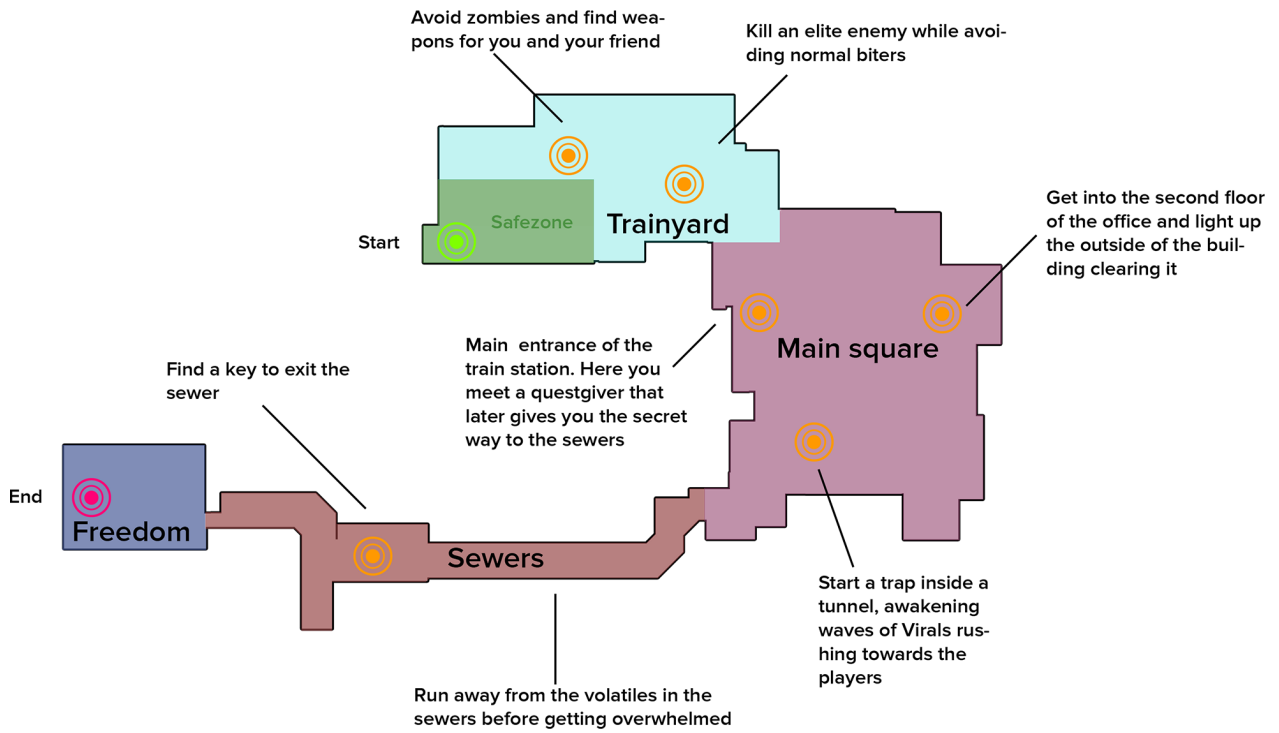
Sound

I want the sound to follow the theme of dying light with clear sounds outside and distinct sound inside that matches where the player is (office, train station, warehouse, sewer etc).

Objective

The players objective is to work together to escape the city and get to a car parked outside the sewers.

Top down Overview



Level/Quest Walkthrough

[1] Obtain weapons to fight with:
Search through the trainyard to find weapons and gear that will help you to fight zombies and protect yourself in you happen to encounter them. There will be weapons placed inside trains and outside in strongholds.

[2] Kill the elite enemy guarding the trainyard
While you are looking for weapons there will be a Goon (slow, high damage-enemy) following you around. Take this enemy out once you are well-equipped

[3] Find the main entrance to the train station
Initiate contact with the citizens stuck inside the train station. Receive quests from the NPC called Madsen to clear out the main square in front of the train station.

[4, 5, 6] Safezone
One of three quests that is about clearing the square in front of the station. The players will need to figure out a way to climb up to the second floor of the station and closing some doors to make it a safezone.

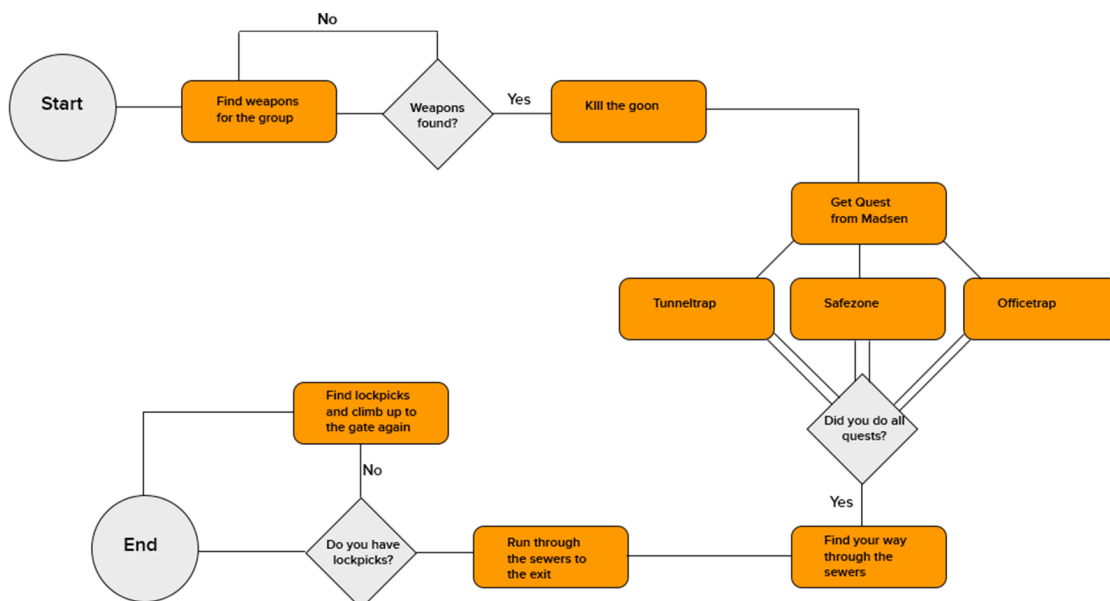
[4, 5, 6] Clearing out the office
One of three quests that is about clearing the square in front of the station. Light up the outside of the office pulling a trigger that is inside the office. Take out dangerous zombies and traverse through some tight vents.

[7] Finding the sewers
Go back to Madsen to retrieve information about a secret exit through the sewers. Move your way into the sewers by killing dangerous zombies.

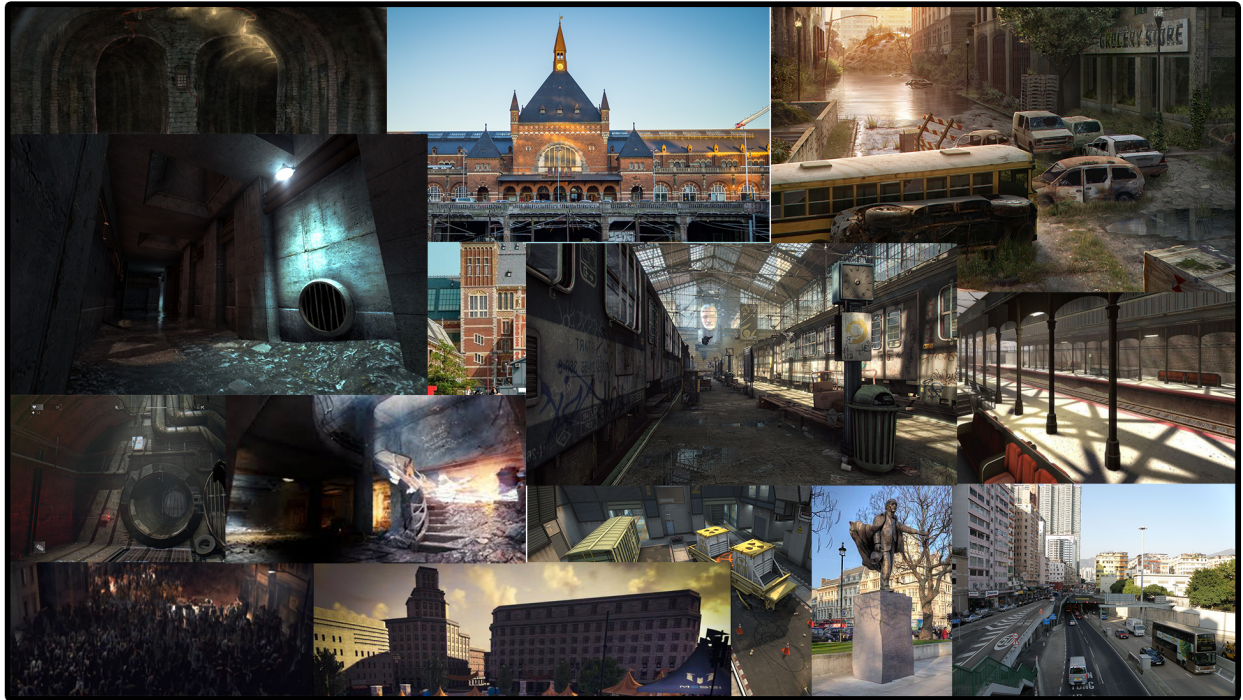
[8] Dangerous Volatiles
Once you walk into the sewers you will see volatiles through some bars in the sewers. Find your way through the sewers by running away from the volatiles. Don't stop you will die.

[3] Find the key
Once you reach the exit you will realize that you had no key to open the door out of the sewers. Go back into the sewers into a trash hole, jump in and find lockpicks and climb your way up to the exit

[3] The car, the end
Once you've reached the car the level is finished

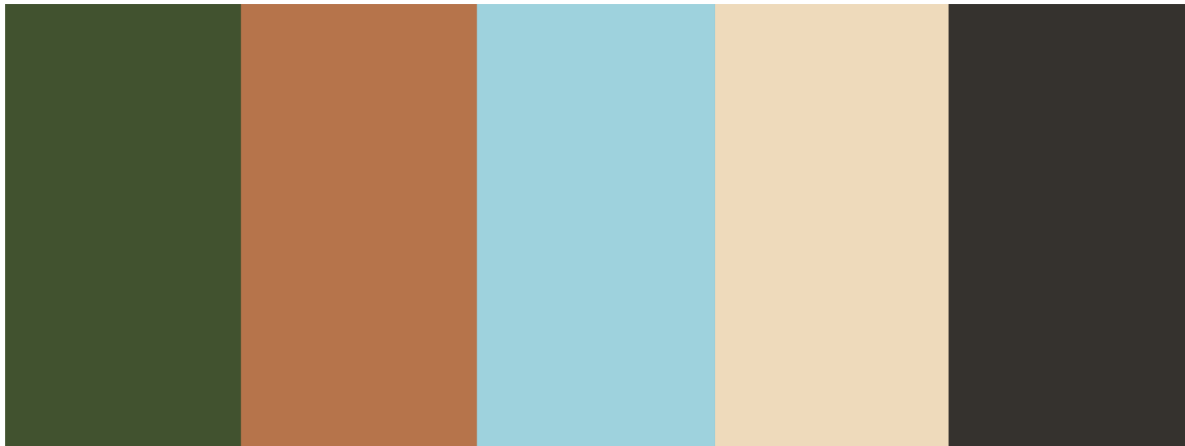


Moodboard



Color scheme

Color scheme of train yard and trainstation. What colors will I use to make my design more distinct



Color scheme of the Sewers. What colors will I use to make my design more distinct



Level Motivation

Why is this level fun?

“Escape Harran Train station” is fun because it offers a good balance of gameplay between combat and exploring while doing a bit of environmental storytelling.

It gives the players some suspenseful moments while also giving them the thrill of running away from strong monsters.

It offers the players more like raidlike linear level that is different from the original Dying Light.

What makes this level/quest interesting/memorable?

After getting a request to help some citizens to fight the zombies the players immediately feels suspense, preparing for combat.

One of the interesting parts of the level is the goon fight. Taking down a powerful enemy together is always a challenge. Using both players to avoid zombies while dealing with such powerful enemy is intriguing for the players

Another interesting part of the quest is the environment. How the player will change the environment after he finished some quests will always be memorable.

Finally, the most memorable part of the level will be the sewers, to be chased by the most powerful enemies in the game is really hard and gives the player a feeling of completion once they’ve managed to run away from them

How will you communicate to the player what they need to do?

The quest tracking in the UI will be the main way to communicate what the next task for the player is.

The player will also use “Survival senses” to find certain items and places in the quests.

Brief scripted dialogs will explain for the player the overall quests

Quest objectives play a big role in allowing the players to see where they need to go