

Design Test-Level: Dishonored

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Level Name: Harbor



Level Story: The only way to get in the city is through harbor. However, local harbormaster Duke Louse uses his power to block all connection of harbor with main city. It is not only damaging trading in city, but also makes reaching next target much more complicated.

Special Combat Ability: Shapeshifting

Description: When you are grabbing soldier, you can transform into him. You can shapeshift multiple times, because you don't have abilities and parkour mechanics in soldier form. However, you lose shapeshifting if you've been caught, until you find new target to transform into.

Enemies: Soldiers, Duke Louis, Officer

Game Objects: Electric Panel

Collectible: Letter

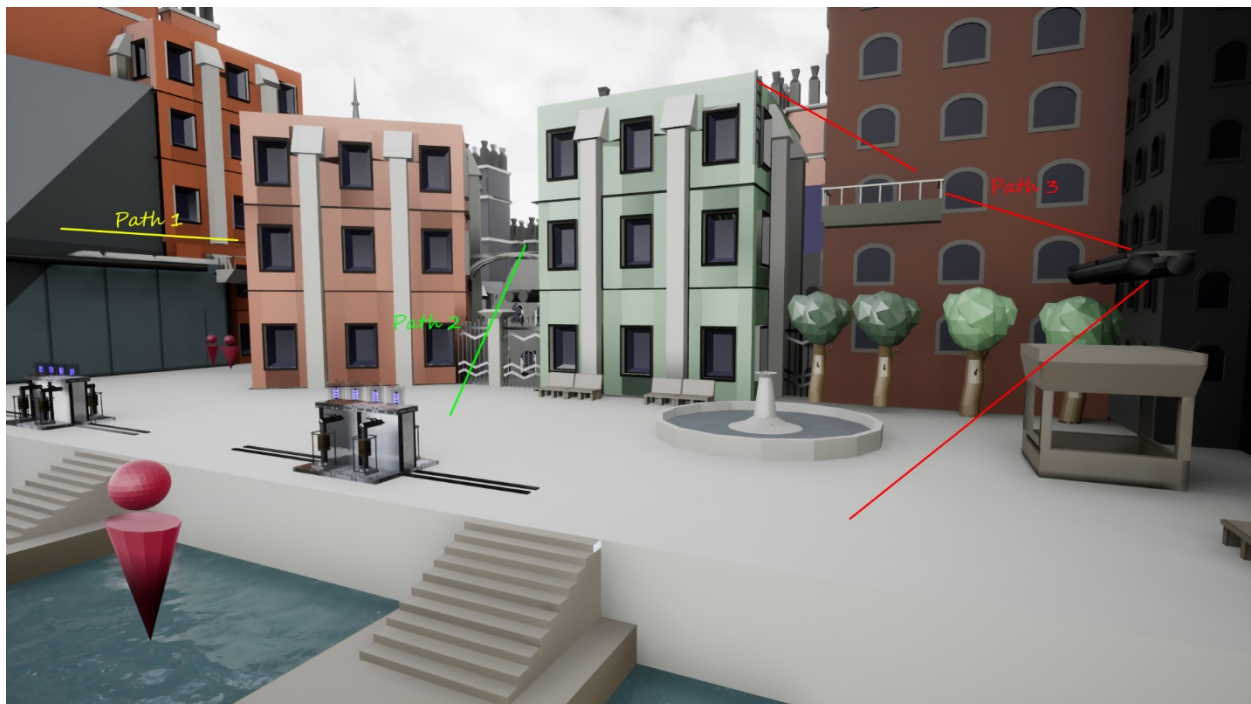
You need to show letter and use Shapeshift to pass gates

Walkthrough:

Whole map has three different sections.

1) Harbor: This area has three possible paths to pass. It is starting area and main goal is to just pass it.

1) First path is too dangerous because of Soldier squad. It's hard to pass it without combat. However fast players can use parkour to jump through them and sneak.



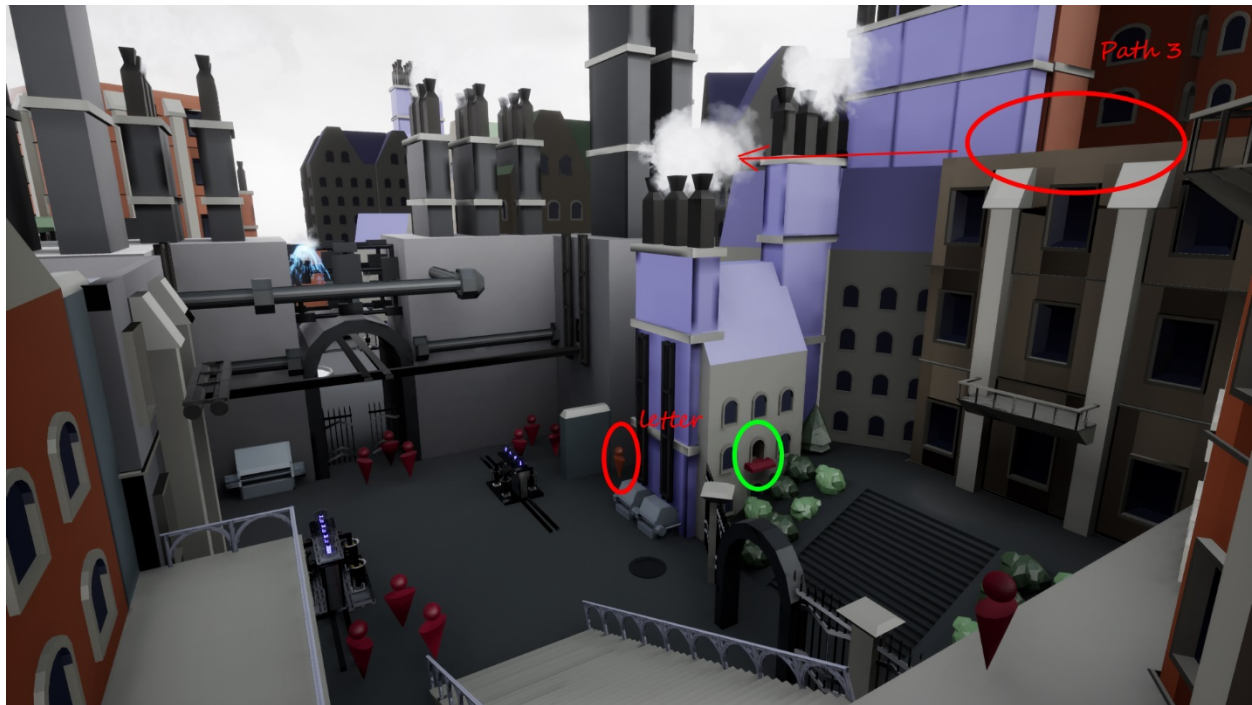
2) Second path is using space between two buildings. Its pretty safe and easy to use.

3) Third path requires to use parkour mechanics and it works best for players who like to use high ground. However, lonely guard on roof might surprise them. It's not recommended to try rush this path.



2) Main Street:

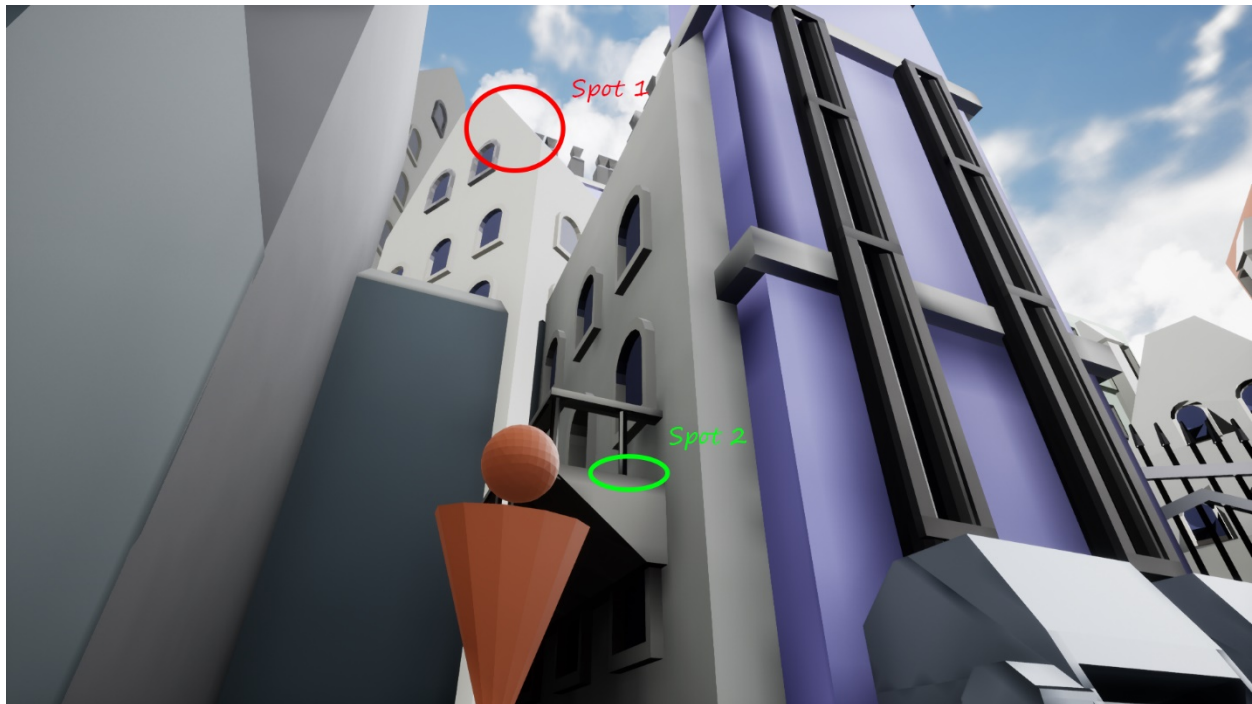
Main area for level. Goal is to pass gates. Player needs to find Soldier with special letter and use Shapeshift to pass Groups of soldiers.



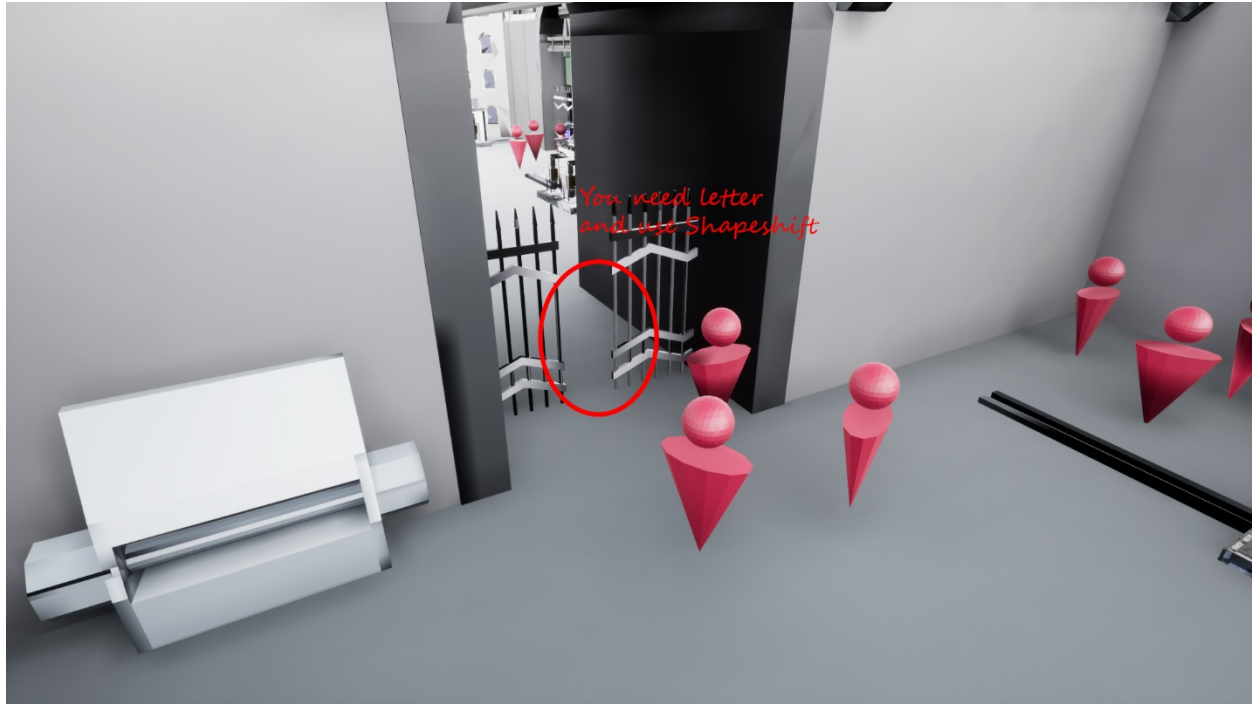
Depend on which path player used he will start in different positions.
It's also possible to have a good hardcore fight here.

If player wants to avoid fights:

- Find letter and use Shape shift.
To reach Officer with letter. Player can continue to use roofs if he chose Path 3. Or use window to walk through building (Green spot).

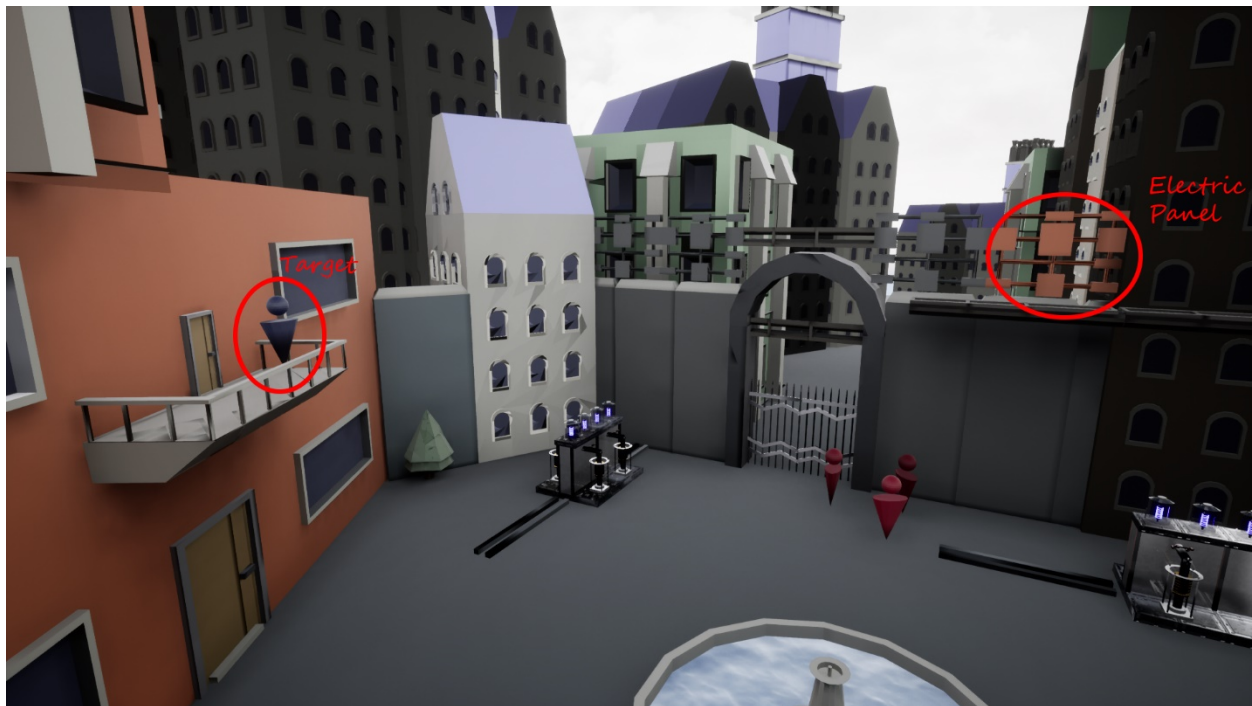


If player has Letter and Shapeshifts in soldier, he can pass gates. It better to walk faster because soldiers are suspicious.



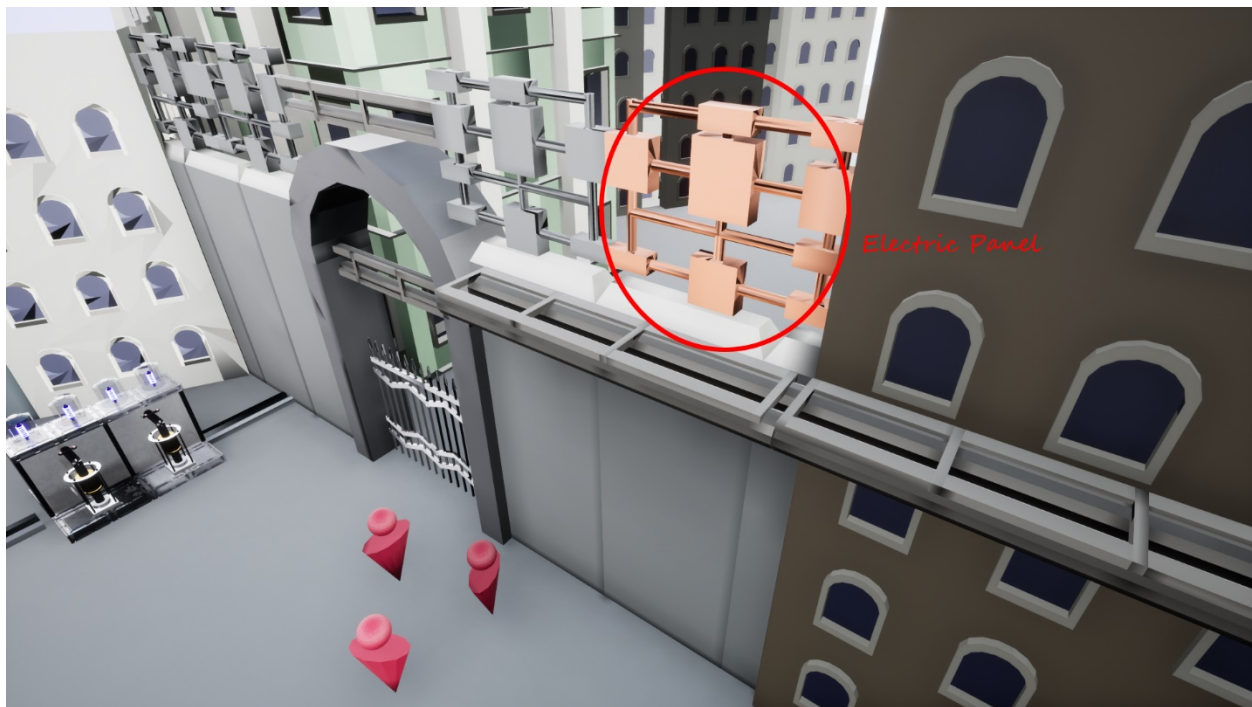
- Another way to pass enemies is to use tubes and jump through gate with right timing. However, it is too risky.

3) Plaza



Plaza is the last part of level there you need to deal with Duke Louse. Unfortunately he is hiding in the building and player needs to lure him out.

Player needs to interact with Electric Panel to disable power in building to force him out to scream on soldiers.



To deal with Duke player can:

- 1) Use ranged weapon (But he will be noticed, and alarm will start immediately).
- 2) Jump on balcony and get him in melee. (It's better option because player will be able to use Shapeshift to escape much easier)



After completing goal player will move to the next part of city.

Level Map

Level Design Test

Level Name: Harbor

Legend:

- Player Start
- F Finish
- Parkour Element
- Roof
- Building
- G Gates
- T Target
- L Letter
- s Soldier

