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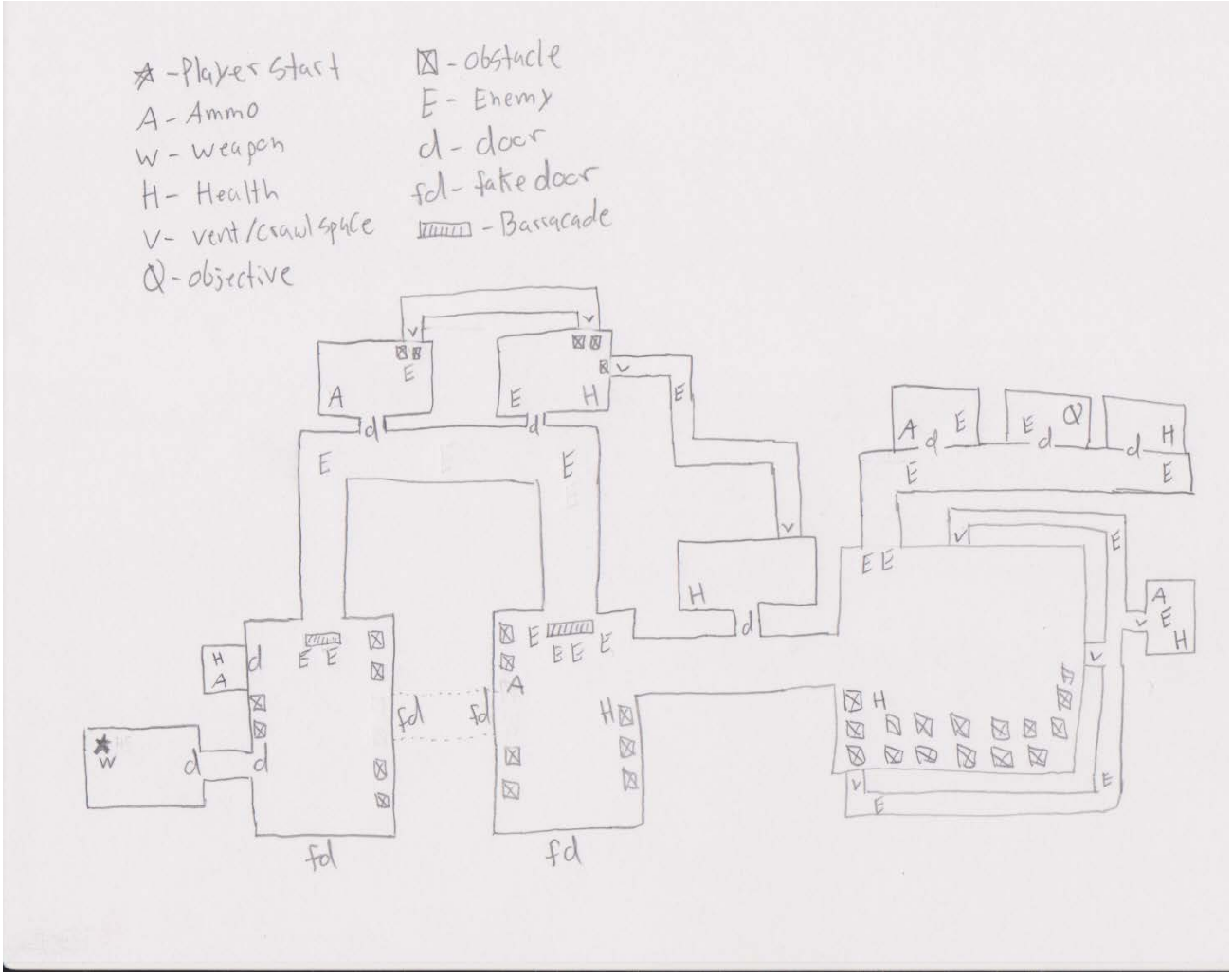
Level Design 796

FPS Top Down Layout

The FPS I choose for this is Half-Life 2. I will use the source engine to create an indoor single player level. The player is expected to have played at least some of the game and will not need an introduction to how the game is played.

The level takes place inside of an abandoned storage faculty. The player is looking from something in one of the offices further inside the compound. The level will have a variety of enemies for the player to encounter. There will be a few different routes that the player can take and will each have their own challenges to overcome.

The level ends when the player reaches the objective. If they die they will have to restart. There are health and ammo pickups scattered throughout the level. The level is pretty straightforward so the player really shouldn't need much guidance.