

# “Deadjaw Lodge”

Farcry Arcade Editor  
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Figure 1: Level Exit to Prosperity (Far Cry Editor)

## Change list:

Date	Description	Author
Nov. 1 <sup>st</sup> , 2023	Play testers sequence breaks around the cabin, with an open window and around the side of the cabin, edited level bounds, and blocked potential miscommunication on signifiers	A. McKenzie
Nov 10 <sup>th</sup> , 2023	Players that were not as experienced with first person shooters found the lack of weapons to not give enough affordance to the player, additional weapons and ammo points were scattered throughout the early game.	A. McKenzie
Nov 14 <sup>th</sup> , 2023	A major bug with the marker system and audio cue were resolved, sometimes when players would walk over the bridge, a trigger wouldn't spawn an enemy that runs into the church and guides the player towards the objective	A. McKenzie
Nov 18 <sup>th</sup> 2023	Added Ammo and health in the church to lower the overall difficulty spike within the playable area. Added lights to health and ammo as a signifier in order to improve restock affordance.	A. McKenzie
Nov 20 <sup>th</sup> 2023	Removed trees that unintentionally blocked a background set piece that would otherwise be impossible to see. Additionally raised terrain in DJCG to improve overall visibility of environment pieces.	A.McKenzie

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## Story:

When Mark, an adventurous hiker, strays off the beaten path during a solo expedition, he finds himself lost in the heart of a dense, eerie forest. Desperate for shelter, he stumbles upon **Deadjaw Lodge**, a remote and seemingly **abandoned cabin town** hidden deep within the woods. To his horror, the lodge isn't empty—it's overrun by a **deranged cult** known as “**the Deadjaw**”, who **worship an ancient and malevolent deity**. The land itself seems to be **awakening...**

But there is good news, he may be able to **find help** in a nearby town named **Prosperity**. Will he be able to find aid before the land **consumes him?**



Figure 2: INT: Church of DeadJaw

## References:

### Environment Pillars:

#### 1. Abandoned Town:

- Decaying buildings
- Overgrown vegetation
- Rusted signs
- Broken windows
- Deserted streets

#### 2. Forest:

- Lush vegetation
- Diverse flora and fauna
- Sun-dappled pathways
- Hidden clearings
- Enchanted atmosphere

#### 3. Gothic Horror:

- Dark architecture
- Ominous lighting
- Eerie sounds
- Twisted landscapes
- Imposing structures



# Program / Requirements / Features / Gameplay

## Narrative Program:

### 1. Broken Fence – EXT:

- Entrance to lodge, heavily fogged
- Heavy fences shattered and twisted apart littered with warning signs.

### 2. Deadjaw Campgrounds – EXT:

- Scattered and bloody bodies of civilians, signs of a civilization
  - [cars, park equipment]
- Signs of Cult worship
  - [bodies, text, sacraments glowing mushrooms growing out of sacrificed bodies.]
- Barricades and fortified Sandbags
- Cut Stumps, tended greenery now overgrown.

### 3. Cabin – EXT / INT:

- Doghouse with bloody trough {EXT LIST}
- Broken down family Sign.
- Open Window <Signifier>
- More signs of dead civilians {INT LIST}
- Broken / barricaded doors.
- Bookshelves, Desk, and furniture
- Island Kitchen

### 4. Church of the Dead – INT:

- Organized maps, diagrams, and signs of order
- Dead government workers, Medics, and Military
- Signs of a struggle
- Supply boxes, storage Shelves

### 5. Bridge to Prosperity – EXT:

- Reinforced Sandbags
- Hanging bodies on pillories / Crosses
- Ruined Cars repositioned as barricades.
- Light to Ruined Church in the sky <Signifier>

### 6. Ruined Church – INT:

- Dilapidated walls displayed with disfigured and empty rooms.
- Insects, signs of natural growth
- Sign to Prosperity <Signifier>

### 7. Hill to Prosperity – EXT:

- Service Lights and Broken walkway walls
- Carved path,
- Fortifications
  - [Sandbags, wooden walls]

## Gameplay program:

Type	Description	Count
Weapon	Wooden Stick	1
Weapon	Pipe	2
Weapon	Hunting Bow	1
Weapon	Assault Rifle	15
Weapon	Pistol	15
Support	Ammo box	2
Support	Health Kit	3
Enemy	Cult Chosen [Regular]	7
Enemy	Cult Chosen [Bow]	1
Enemy	Zombie Normal	7
Enemy	Zombie Runner	8

## Consumables and Interactables Map:

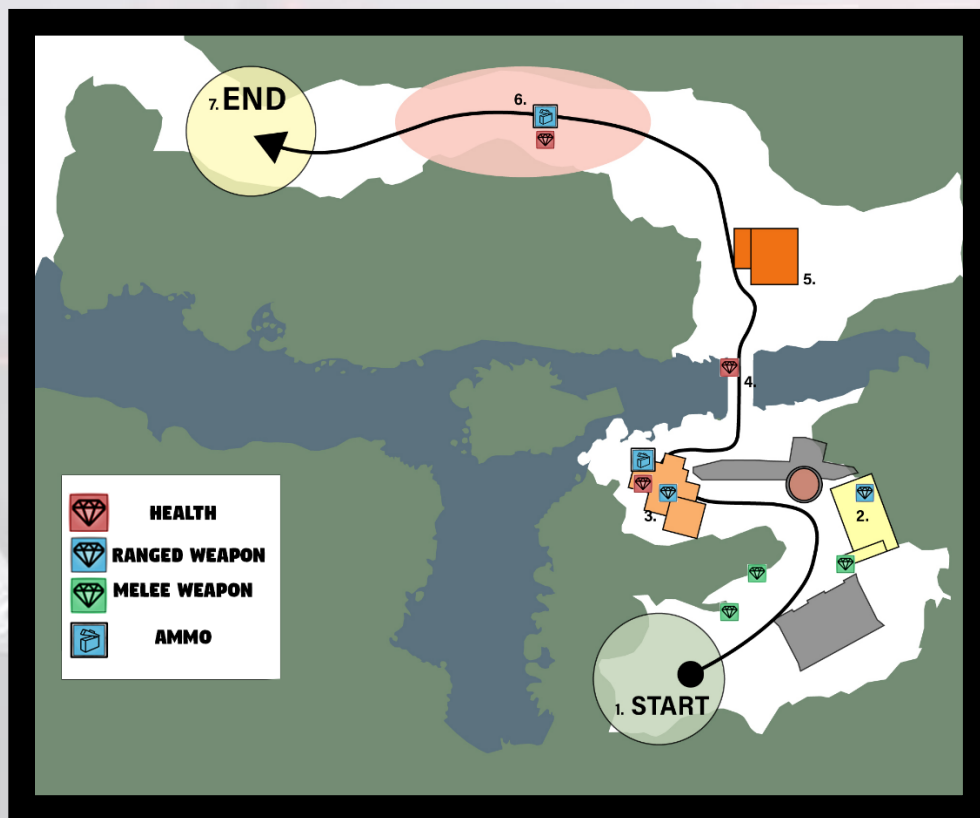


Figure 3: Map of all interactables' on the map

## Diagrams:

### Semi-linear Level Flowchart:

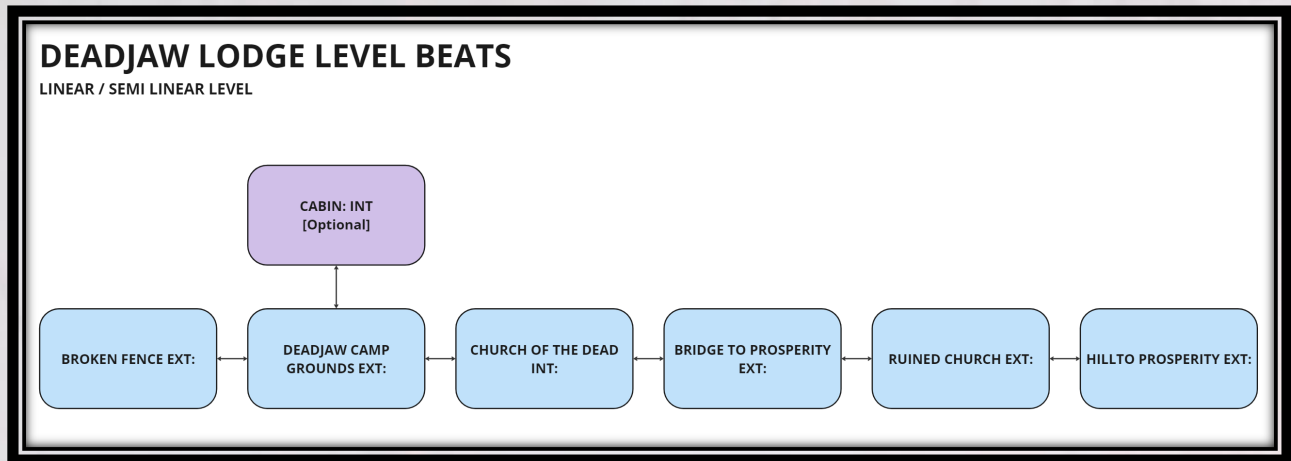


Figure 4: Semi / Linear level will allow easy traversal of map will providing immersive experience.

### Adjacency Matrix:

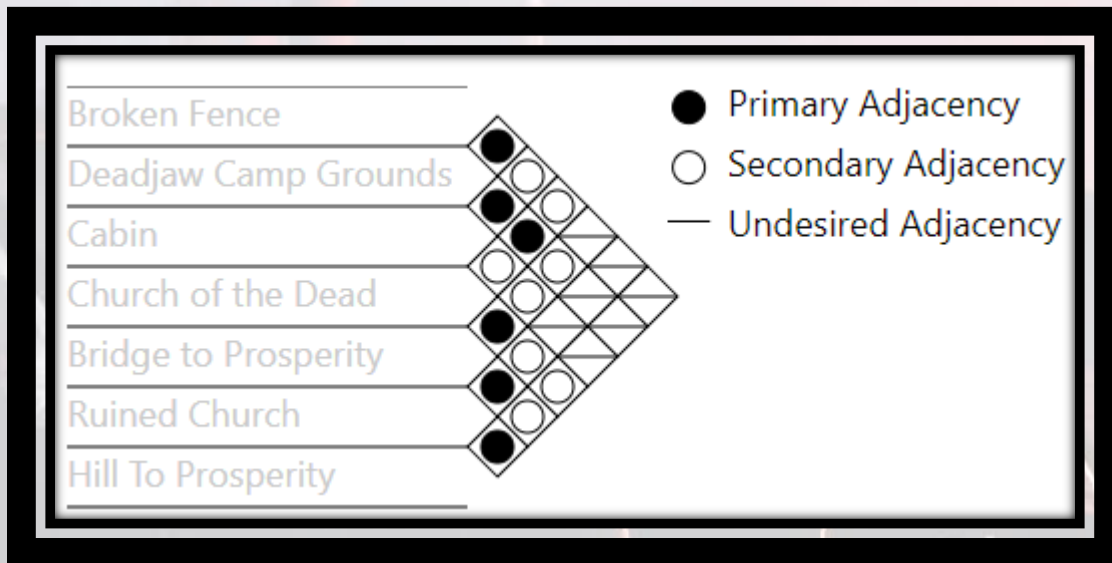


Figure 5: Graph Highlighting Map closeness



# MAPS:

## Beatmap: Player Progression and Difficulty

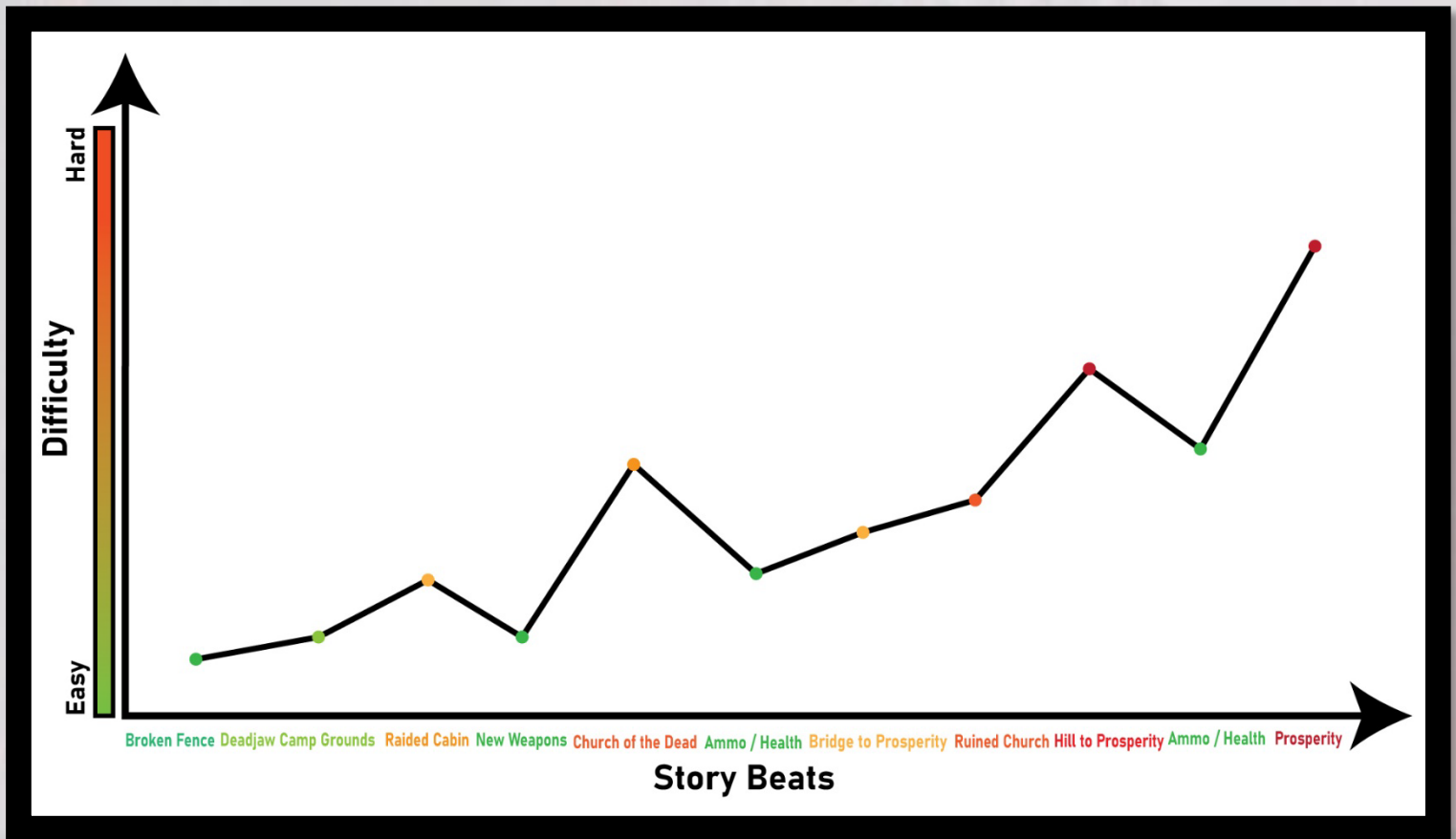
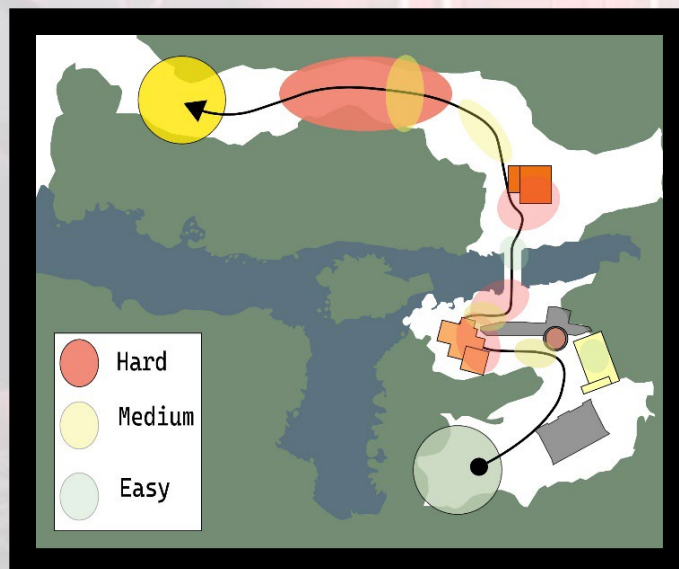


Figure 6: Difficulty walkthrough of Level Beatmap (Top) Visualization (Bottom)

## Difficulty Map:



## Beat Map Overview:

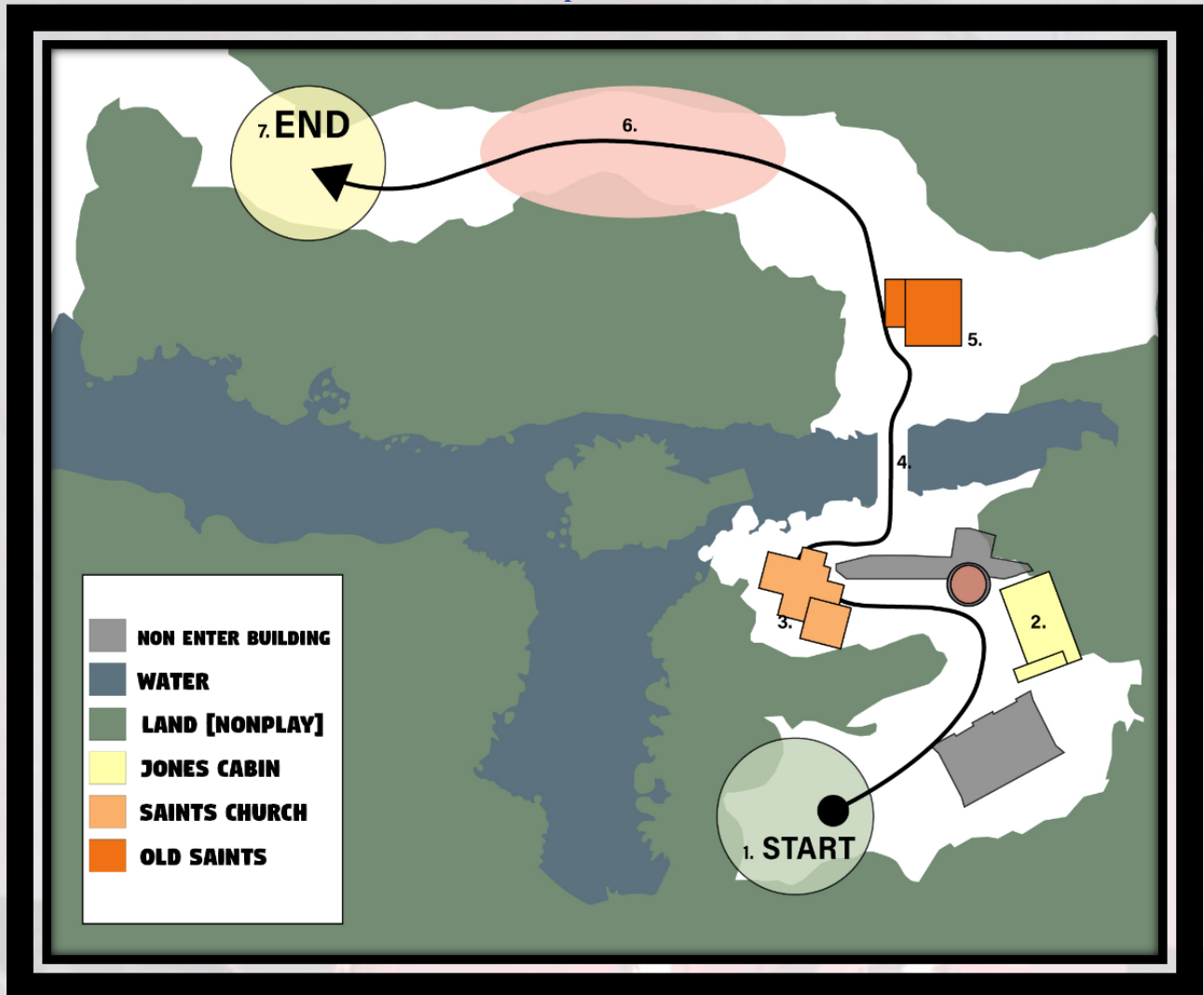


Figure 7: First pass of top-down map

## Metrics:

### Player Metrics:

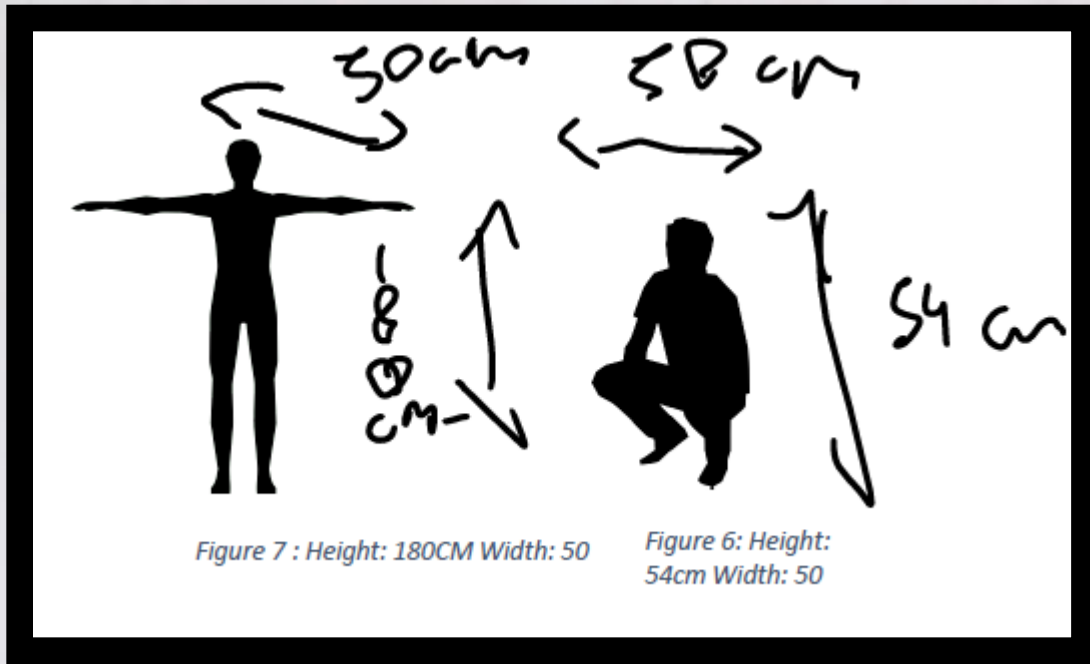
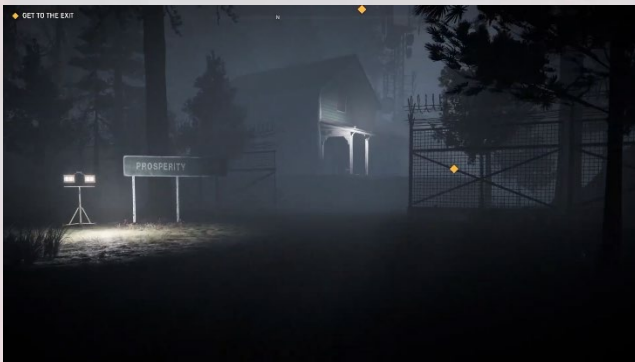


Figure 8: Note\* Enemies have same general height as player.

### Object Metrics:

Object	Count	Length (m)	Width (m)	Height (m)
Church Prefab	1	30	20	15
Cabin Prefab	1	15	10	8
Dilapidated Church Prefab	1	25	15	10
Overhang	-	-	-	6
Sign	5	4	2	3
Trees	-	-	-	5-20
Boxes	10	Variable	Variable	Variable

# Screenshots:



## Action Items: Redesigning Level Using Architectural Principles

### Principles 1: Planes (Horizontal) – Raised Importance



Description: Raised Overall terrain because players never noticed any of the mushrooms or dead bodies within the environment, perceiving the sandbags to be something to hop over and explore or ignore. This should lessen any potential confusion in pathing

## Principles 2: Composition – Lighting – Contrast / Attraction / Importance





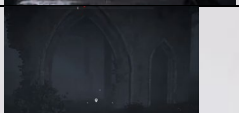


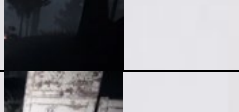
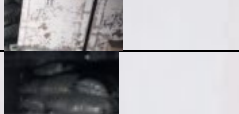

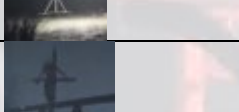
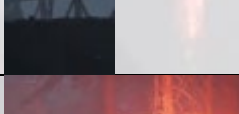

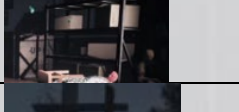
Description: Players in playtest could not see the health and ammo packs provided because the spotlight was conflicting with natural light in room, added to external “moonlights” to not only shine light on ammo packs, but also bodies on the ground.

### Principles 3: Lines – On Axis / Off Axis – Lowered Terrain / Importance – Enclosed Plane



Description: In a previous build, I unintentionally placed trees on the terrain that blocked the players ability to see an off map set piece, additionally I tweaked the lighting to be a little brighter to highlight the dead bodies on the dock. Warning the player of potential danger up ahead.

## Schedule:

Thumbnail	Type	Name	# Used
	Large Prefab	Church	1
	Large Prefab	Cabin	1
	Large Prefab	Dilapidated Church Prefab	1
	Prefab	Sign	6
	Prefab	Trees	125
	Prefab	Boxes	15
	Prefab	Sandbag	10
	Prefab	Box Light	5
	Prefab	Hanging Corpse	3
	Prefab	Debris	4
	Prefab	Shelves	6
	Prefab	Light Post	18



## Deadlines:

<b>Project</b>	<b>Date Due</b>	<b>Date Completed</b>
<i><b>LDD WIP</b></i>	2023/10/12	2023/10/10
<i><b>DIAGRAMS / MAPS</b></i>	2023/10/12	2023/10/10
<i><b>PLAYTEST QUESTIONS</b></i>	2023/10/19	2023/10/07
<i><b>PLAYABLE GREYBOX</b></i>	2023/10/19	2023/10/12
<i><b>ANSWERS</b></i>	2023/10/20	2023/11/28
<i><b>LDD UPDATE</b></i>	2023/11/16	2023/11/22
<i><b>PLAYTEST ROUND 2</b></i>	2023/11/30	2023/12/01
<i><b>ANSWERS 2</b></i>	2023/12/01	2023/12/01
<i><b>MARKUPS</b></i>	2023/12/08	2023/12/10
<i><b>FINAL BUILD &amp; PLAYABLE</b></i>	2023/12/15	2023/12/10