The Catacombs -Evil Incarnate, Game Level

Presented by

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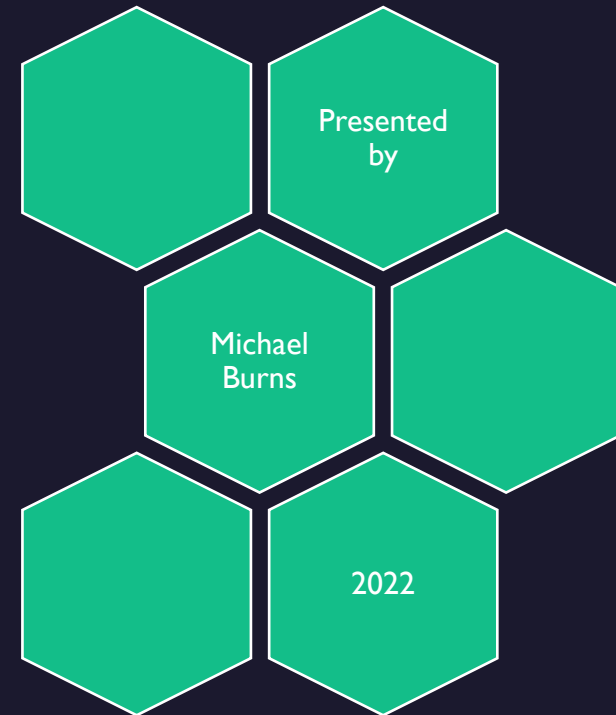
Introduction

- My game is titled "The Catacombs - Evil Incarnate", which is based in a sewer-style setting. The catacombs are the attaching tunnels that form the overall sewer system that keeps the water system operational. I've included multiple rooms with hidden items that are needed to complete each level. The game's premise is to defeat demons and other creatures to get to each room and then ultimately complete the level. There would be multiple levels to complete in the game that would lead to a showdown with the most powerful demons at the end. There would be a few demons hiding throughout the tunnels and then a few clusters of demons to battle in a few rooms. The game's overall feel would be an apocalyptic destroyed world in which to explore.
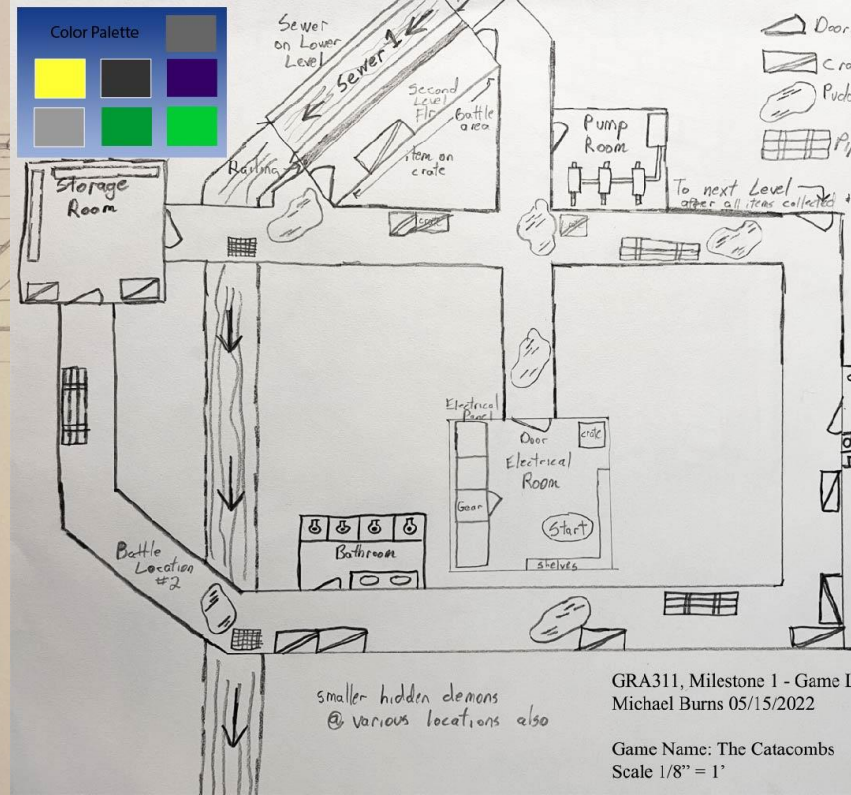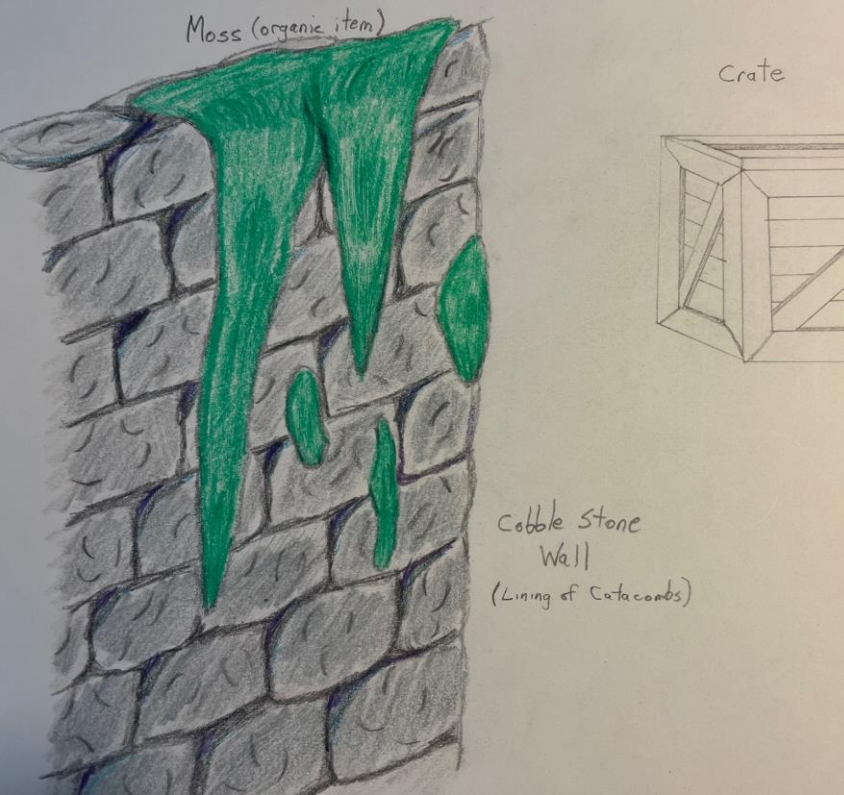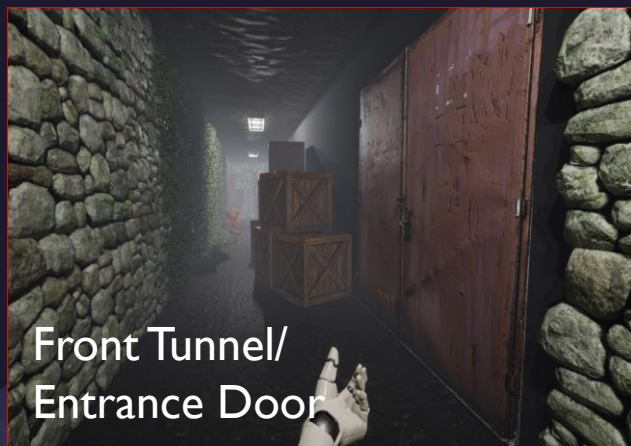
Assets

Concept Art

- My initial Sketch designs for my game-level mockup. I started out by creating an ideal tunnel design to establish a working sewer system.(pic 2) I then had to create a sketch portraying what I wanted part of the scene to look like(pic 3). Then I just needed to create a sketch of one organic material object which is a moss that is used throughout my level. The second object is my crate asset that is used mainly for enemy hiding areas and hiding behind as cover protection(pic 1).

Game Screen Shots

Pump Room View 1

Pump Room View 2

Breakroom

Rear Storage Room

Bathroom/Hallway

Front Tunnel/
Entrance Door

Middle Tunnel/
Electrical Room View

Middle Tunnel Area

Sewer Room

Inside Courtyard View

Outside Courtyard
View

Electrical Room/
Player Start

Content

Terrain Features: I wanted to focus on a dark apocalyptic-style world as my level progressed. I needed it to seem overgrown and derelict like an abandoned world would be.

Organic Assets: I created a LOD asset that mimics the appearance of moss to add to the moist dark underworld appearance. I also added a flowing water feature to create the flowing sewer water system. I wanted to add to the apocalyptic feel by adding some burning assets inside and out of the building with working fire assets.

Architectural Assets: I created a catacomb-looking tunnel system that would be the focal point of the level. I imagine old stone or cobblestone walls in a damp environment with overgrowths like moss growing on the walls and floors. I would imagine that there would be a pump room and a lower sewer/water system that is visible. I created in Maya a wooden crate asset that was primarily needed for demon hiding spots throughout the level.

Foliage: The outside was created by adding a dozen trees and flowing tall unkempt grass assets. These were prefabricated assets I found in Unreal Marketplace.

Textures: I used textures a lot on my flooring to create different types of flooring to visually see. A concrete texture was used outside and on the breakroom/bathroom floors. For the tunnel floors, I used very dirty old brick flooring to achieve a derelict look.

Content (2)

Lights: I added two dozen lights to multiple light fixture assets to create the dingy and murky look of the tunnels. I had to play with brightness levels to achieve a feel that worked for the world. I also added skylight and directional lighting to achieve enough lighting outside of the tunnel area. The lighting seemed too dark when in play mode when peering outside.

World Beyond: I also added large rocks to create an illusion of mountains and hills. I wanted a feeling of distance when peering out of the windows by also adding mountain-like rocks to the distance far behind other rock assets. This allowed for back mountains to move faster when peering side-to-side.

Additional items specific to this level: Additional assets I found already prefabricated included a dumpster, old sofa, wood tables, steel oil drums, old rusty pipes, and a few others. This was done to add fill-in and give the player more to look at while exploring the game level.

Summary

- I thoroughly enjoyed this course and am saddened it is coming to a close. I hope to become more in tune with Unreal Engine and create gaming environments as a full-time career.

Thank You

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