

Level Design by  
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# THE WATERSLIDE



# THE CHALLENGE



Design a level layout



Build the level using the  
PlayerVERSE



Design a new mechanic  
that would improve the  
level



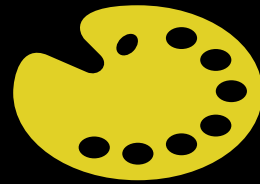
# LEVEL LAYOUT



# TARGET AUDIENCE: CASUAL PLAYERS



Easy to Understand



Iconic theme



Sandbox play



# SETTING: WATERSLIDE

Notable setting

Race to the finish goal

Clear downward objective

Chaos through speed





# DESIGN GOALS

Clear  
destination

Variation

Increasing  
difficulty

Multiple  
paths





BEATS

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Start

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Need for Speed

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Sea of Bumpers

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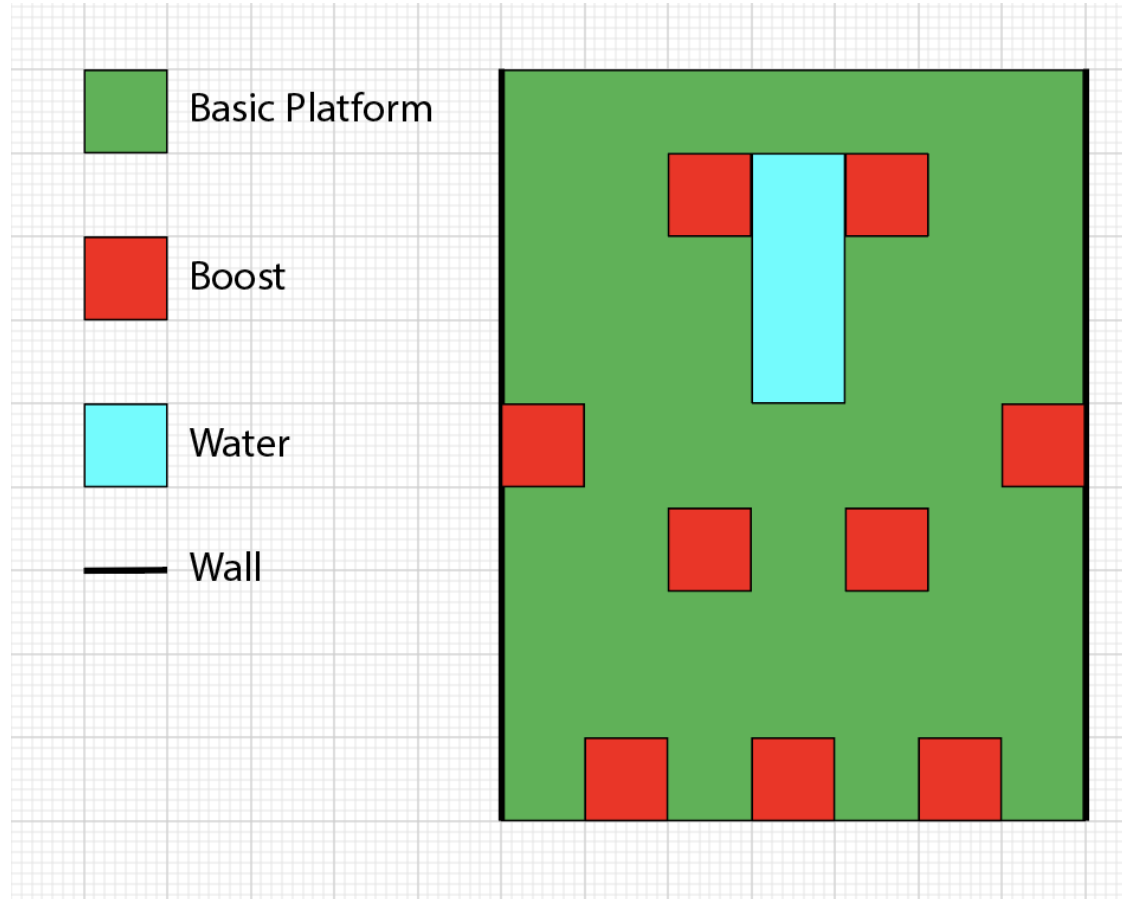
Hammer Challenge

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Boulder Fall

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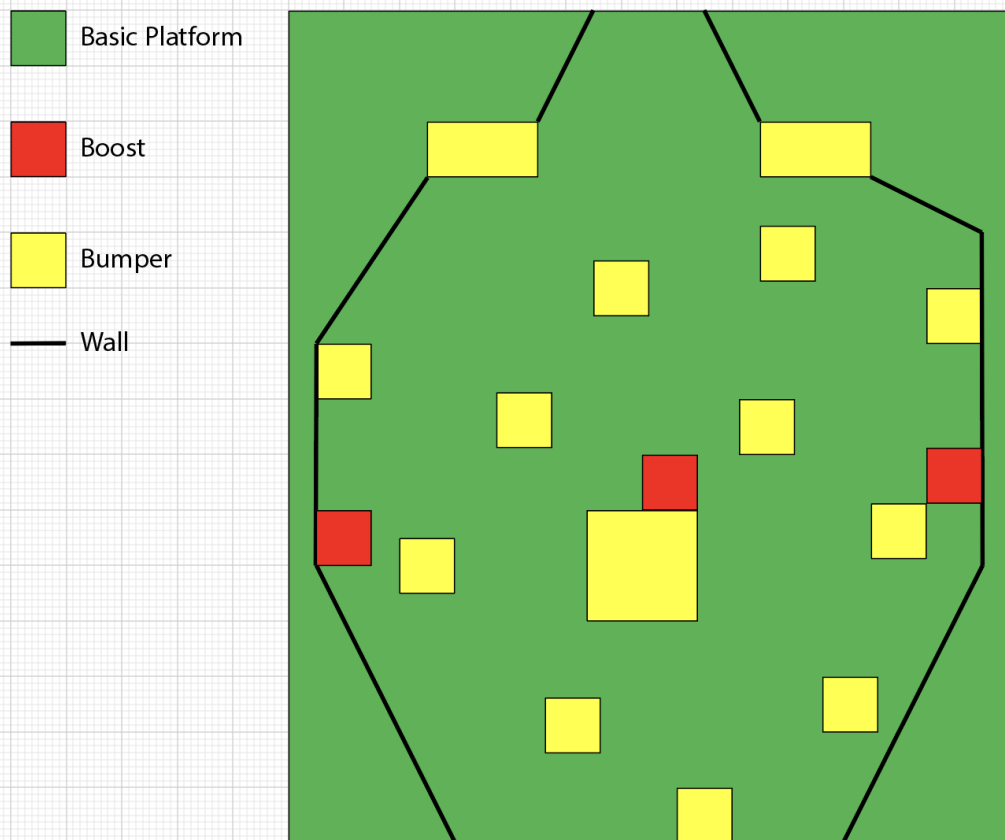
Finish



BEAT 1:  
NEED FOR  
SPEED







# BEAT 2: SEA OF BUMPERS

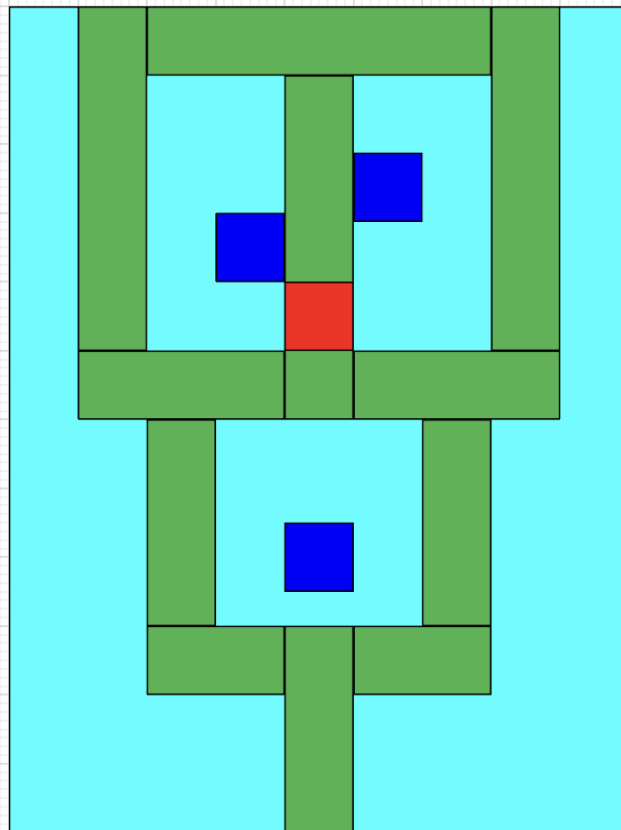


Basic Platform

Boost

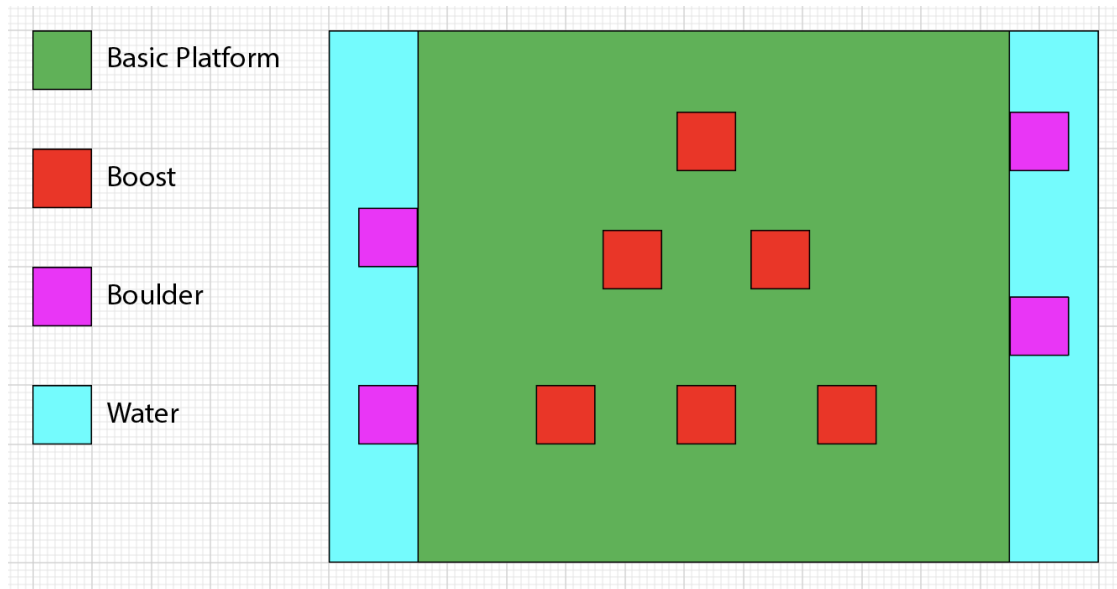
Hammer

Water



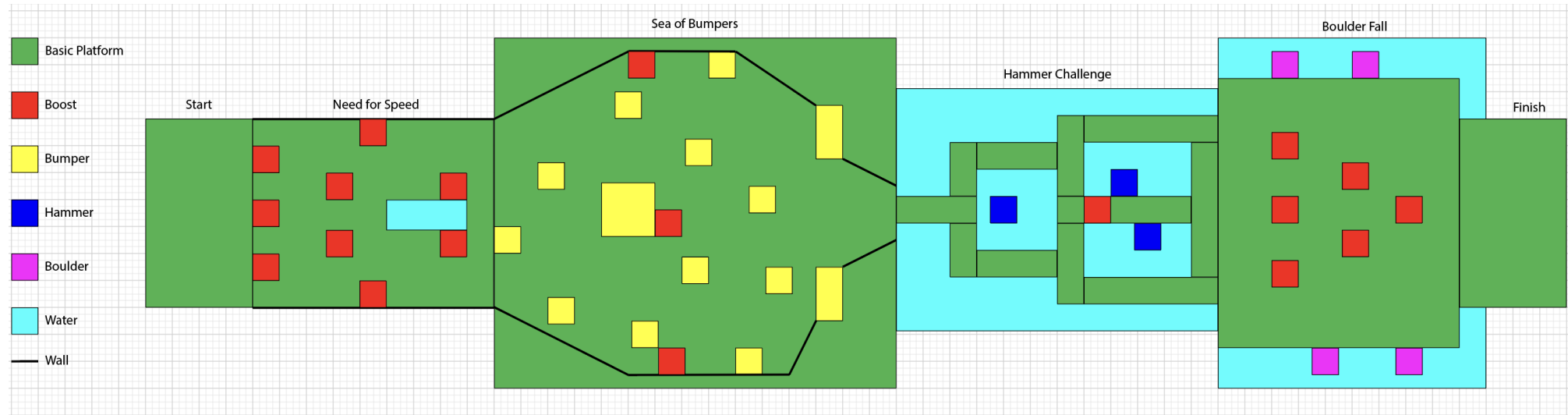
# BEAT 3: HAMMER CHALLENGE





# BEAT 4: BOULDER FALL





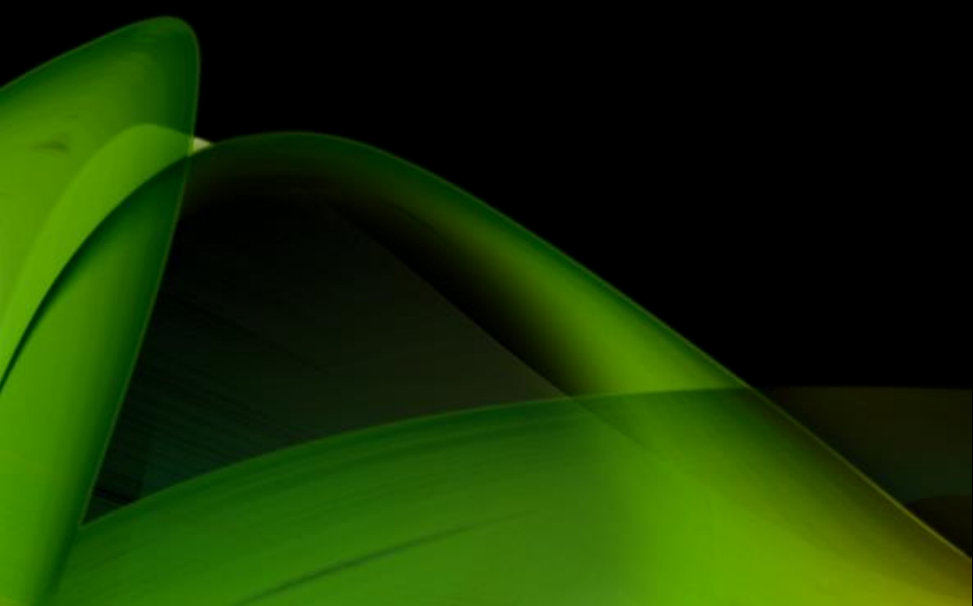
# WATERSLIDE LEVEL LAYOUT



# PLAYERVERSE LEVEL

- <http://kk-game-dev-uploads.s3.amazonaws.com/playerVERSE/demo/index.html?level=remote:demo-0.9%2Fpvuuid%3A6b75356c-7935-436b-a638-7%2FThe%20Waterslide%2F1633223424>





# EDITOR ADJUSTMENTS

- Need For Speed: removed initial centre boost since it would launch directly into the water hazard
- Seas of Bumpers: adjusted bumper locations based on how the space felt
- Hammer Challenge: switched to axes since they had a wider initial swing
- Boulder Fall: realigned the boulders to roll in between the boosters



# POTENTIAL EDITOR IMPROVEMENTS

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Camera zoom out

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Platform size presets

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Multi-select tool

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Keyboard shortcuts

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Object names in menu



# NEW MECHANIC: ZIPLINE

- Players jump on and the zipline carries them from one point to another
- Ziplines can be one player at a time or multiple players at once
- Can be used to divide sections of the Waterslide



# ZIPLINE: USE CASES

Connect different  
sections of a level

Provide a shortcut if  
placed strategically

Increase competition by  
being a limited resource





THANK YOU!