

# GAME DESIGN PORTFOLIO

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# Keep On Rollin' - Side Scroller

The intent of this project was to learn how to create my own tutorial map. Prior to this project I was assigned to find and break down a side scrolling map, so I chose a personal childhood favorite of mine: Donkey Kong Country for the Nintendo 64.

Using assets given to me, I had to create a side-scrolling platformer game. I decided to focus my attention on layout of the level, progression of difficulty, and creating a feeling of tension as you 'run' through the level in an attempt to outrun the large boulders racing to smash you before you can reach the treasure.

During this project, I learned:

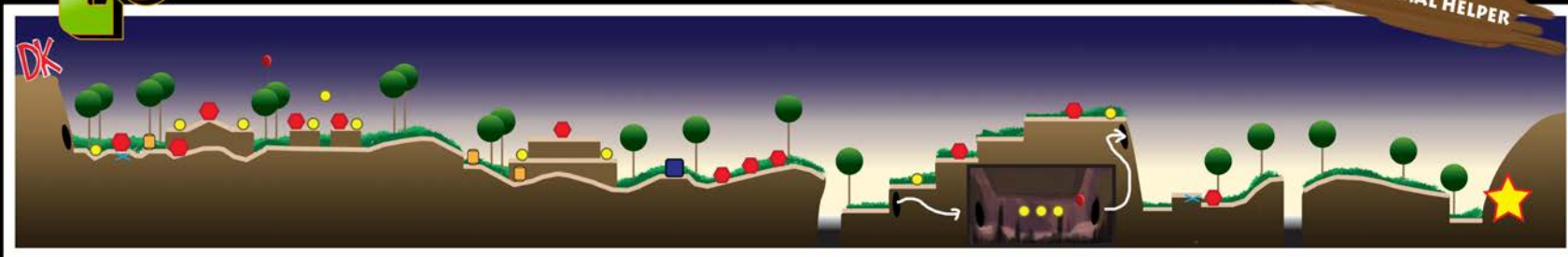
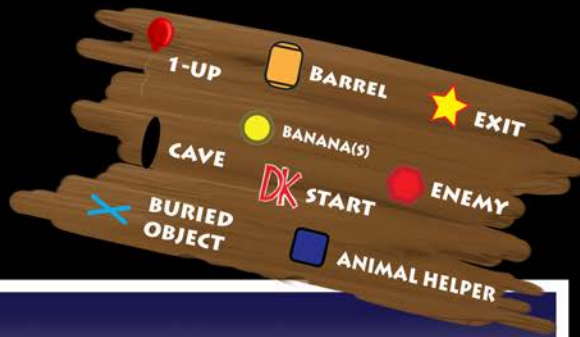
- Introduction of game mechanics to the player

- Puzzle-based platforming and timing

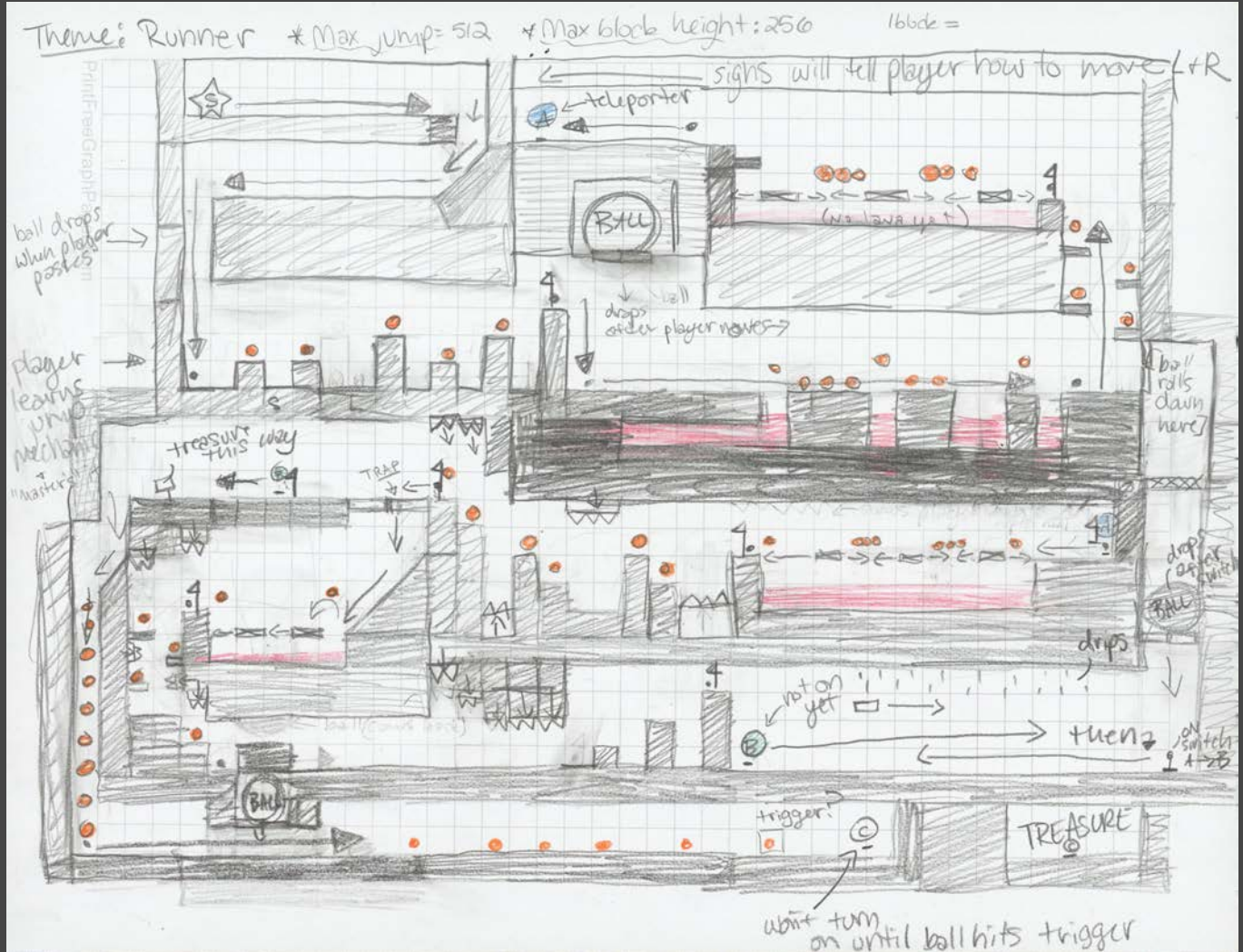
- Visual coding: dynamic platforms, checkpoints, restarts, and the rolling boulder hazard.

# DONKEY KONG COUNTRY

AREA ONE - LEVEL ONE LAYOUT  
BY: AJ MIZE



# Rough Map Version - Keep on Rollin'



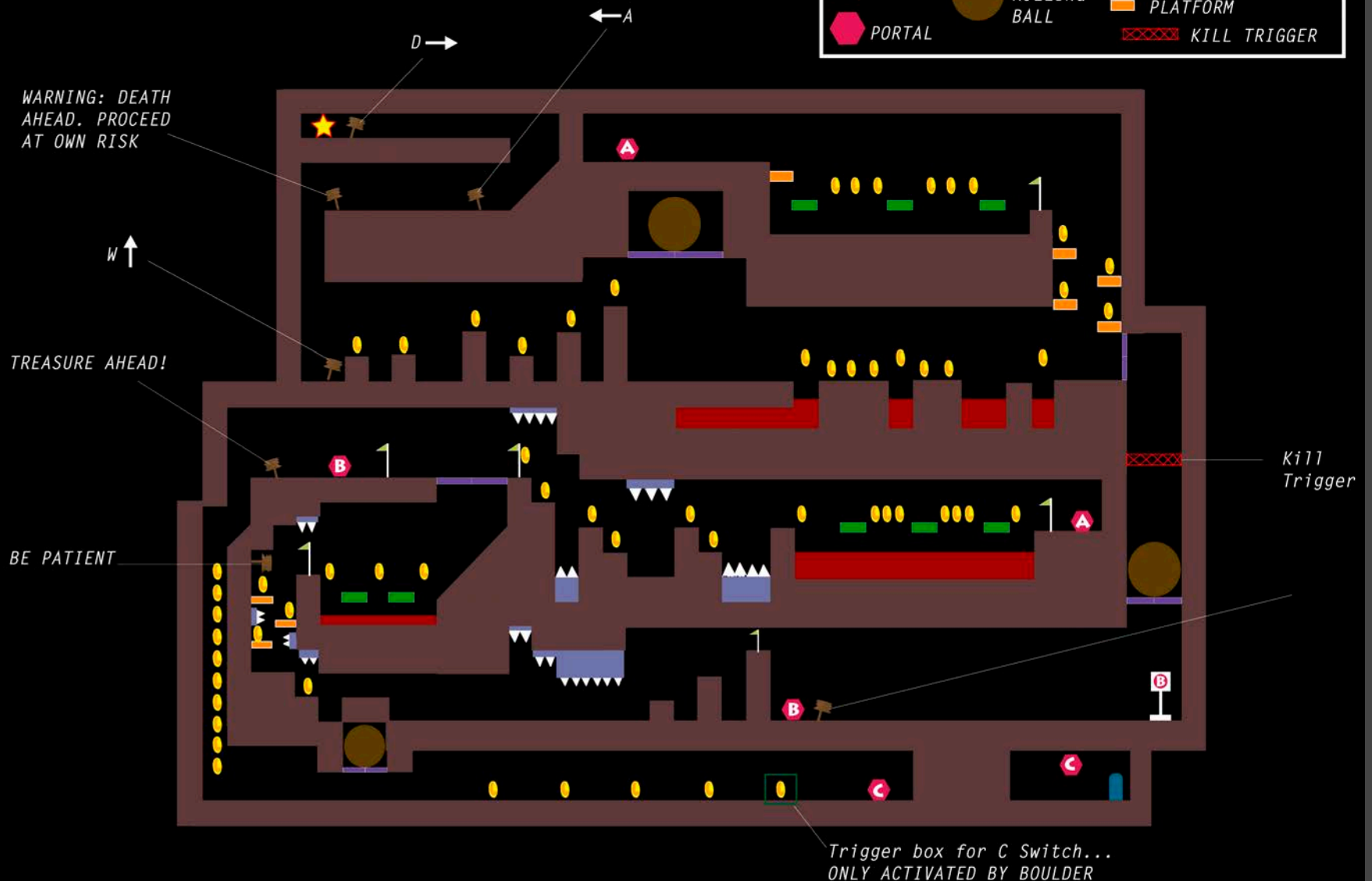
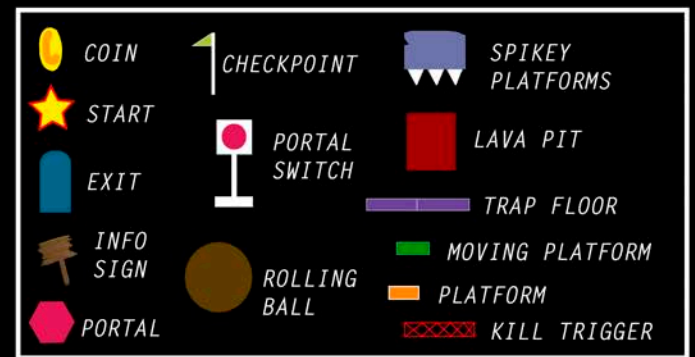
# Vector Map Version - Keep on Rollin'

## KEEP ON ROLLING

AJ Mize

GAME228\_03

Scott Carroll



# Keep On Rollin' Playthrough Video

<https://youtu.be/jiJF8D0tPwY>

# **Invasion - Racing Game**

**For this project I was assigned to create a race track. Once again, I was given the task of finding a game to break down and pull apart, and so I chose a more modern game: Sonic & Sega All-Stars Racing. I also took a look at another racing game from my favorite series of all time, Jak and Daxter: Jak X: Combat Racing.**

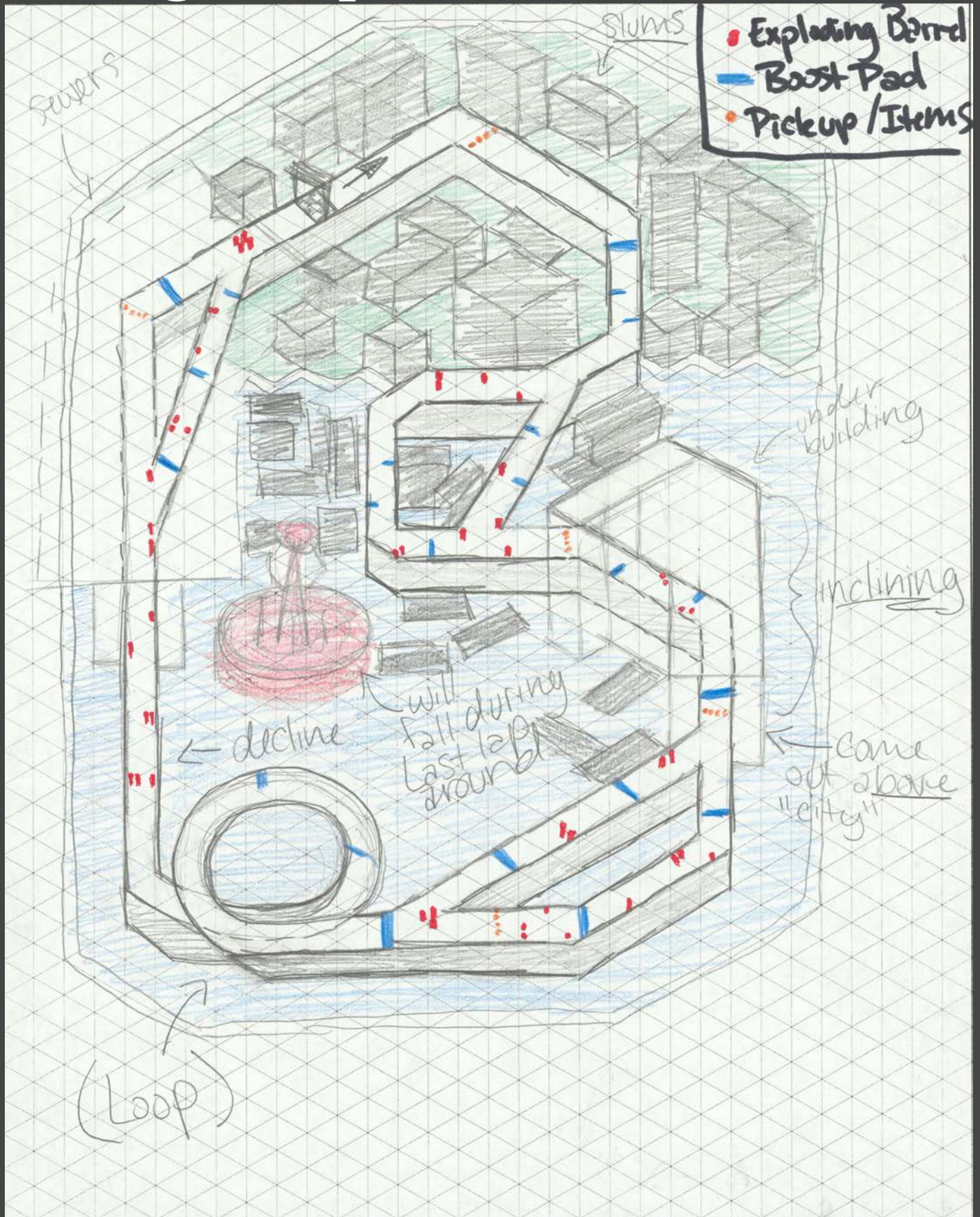
**I wanted to create a sort of homage to the series by making a racing game that takes place during an invasion. I took inspiration from some of the elevation changes in Sonic & Sega All-Stars Racing and visual themes from Jak II, Jak III, and Jak X: Combat Racing, to create this concept.**

**During this project, I:**

- Created and scripted exploding barrel hazards as well as the falling meteor hazards**
- Laid out and designed the entire level from beginning to end, keeping in mind my visual target(s)**
- Scripted the ship falling into the map and other little moments, as well as the trailer**
- Created storyboards for progression of level and its different mechanics**



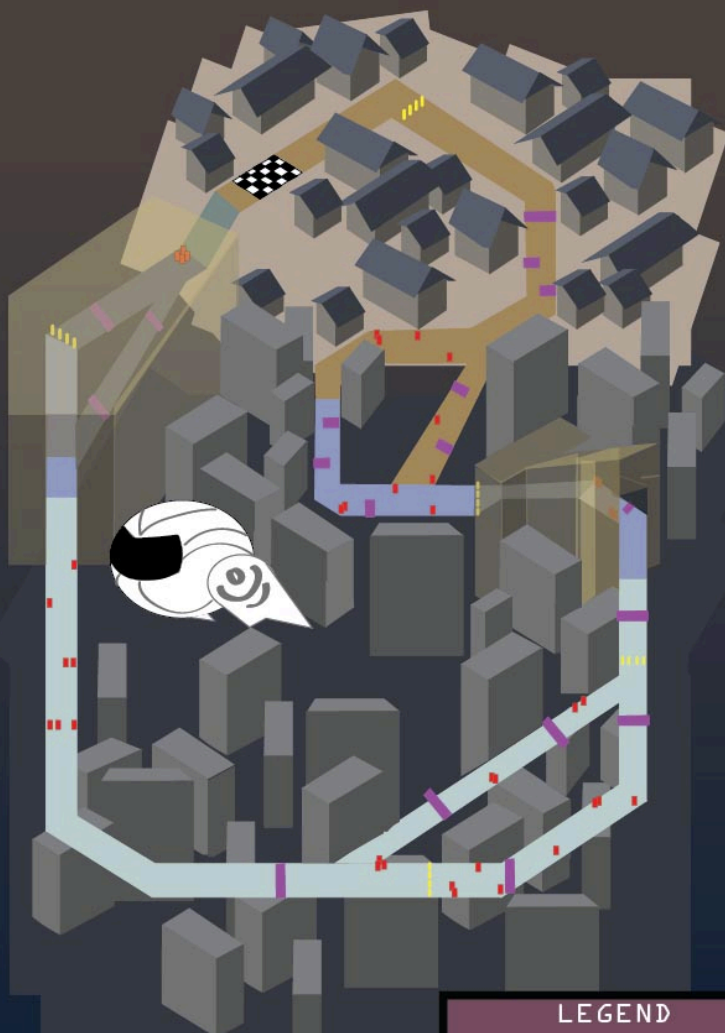
# Rough Map Version 1 - Invasion





# Vector Map Version - Invasion

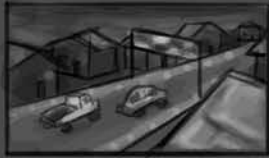
## INVASION



### LEGEND

- BOOST PADS
- EXPLODING BARREL
- ITEMS
- START/FINISH
- SPACESHIP (ENEMY)

# Invasion Storyboards



*START*



*Intro to ITEMS*



*Intro to BOOST  
PADS*



*Intro to Exploding  
Barrels*



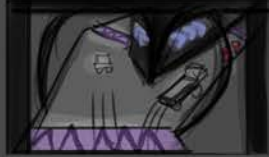
*Combination of Boost  
and Barrels*



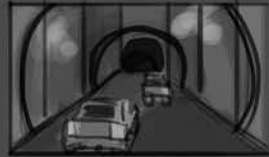
*Going into a Tunnel*



*Bottleneck at end*



*Split into 2 paths*



*Dramatic Decline*



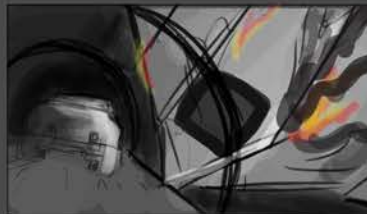
*Another Tunnel*



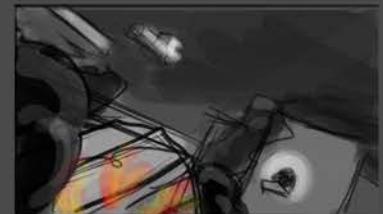
*Race to Finish*



*Random Fireballs fall from sky  
-- city under attack*



*Second lap around Mothership  
falls into decline track*



*Third lap players must jump  
gap*

# **Invasion - Trailer**

**<https://youtu.be/Z9-UPXTbi6c>**

# Year of the Snake - FPS Level

This project involved me needing to create a first person shooter level. Because this involved multiple people, it also provided new and challenging obstacles when it came to designing a level that could be fair and fun. Just like other projects before, I needed to find and break down another game's level, and I chose the map Well from Team Fortress 2. I also created storyboards for a really important choke point on the map so I could break down how and why it was so effective, as well as important, during gameplay.

From there I decided I wanted my FPS level inside of a Chinese Temple that was celebrating New Years, and picked the snake as a visual theme.

For this project, I:

- Designed and laid the entire map

- Took into account different player's strategies, creating high, low, and middle ground areas

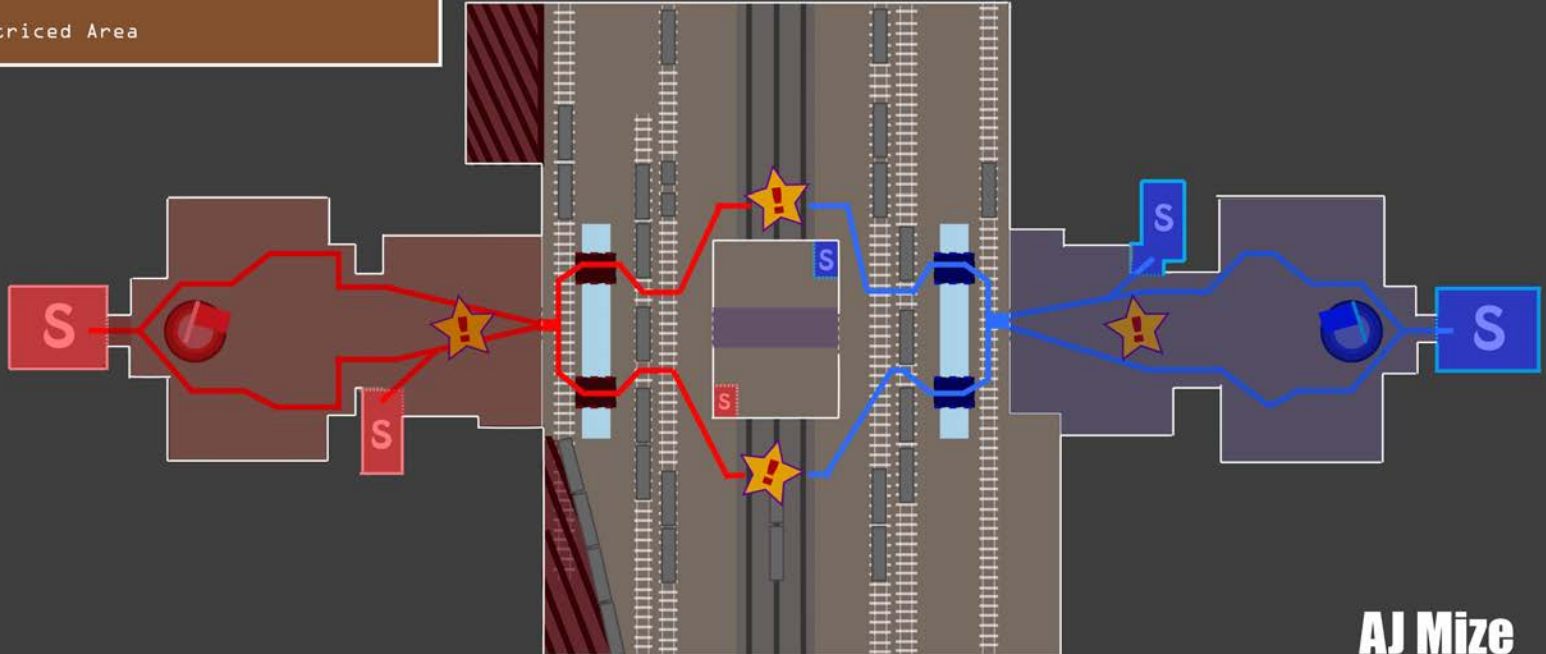
- Created choke points near the middle of the map where most players would end up battling, creating a sort of tug of war between the two sides trying to reach the rocket launcher

- Balanced out ammo and health pickups by placing them close to areas of conflict so there would be less chances of camping or griefing

# Team Fortress 2: Well Map Vector

## LEGEND

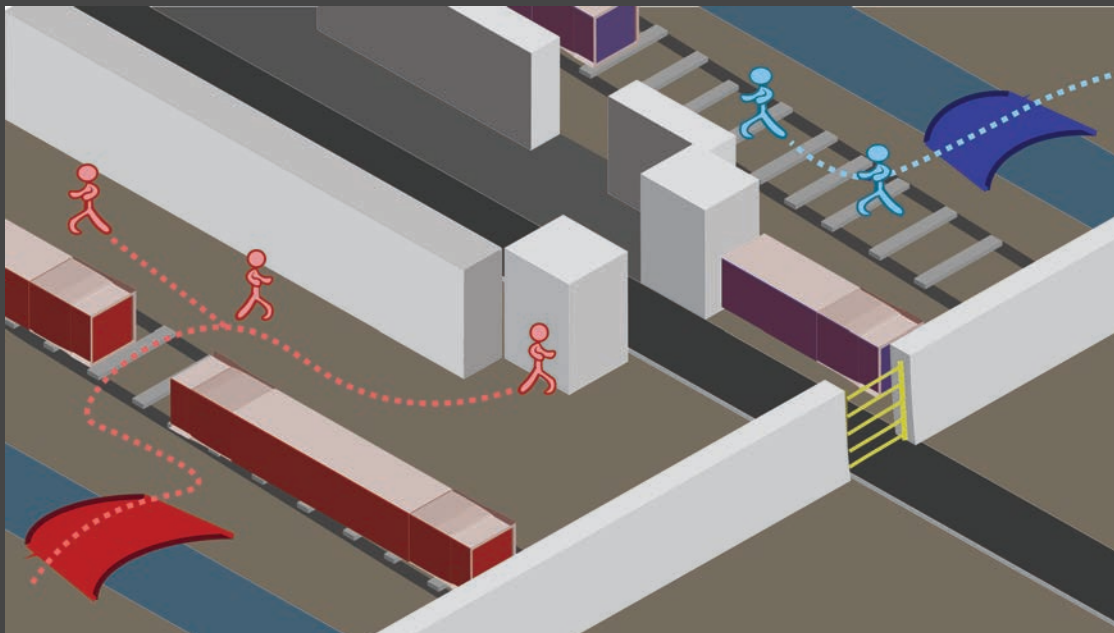
-  Red Spawn Points
-  Blue Spawn Points
-  Battle Zone
-  Blue Path (main)
-  Red Path (main)
-  Restricted Area
-  Red Flag
-  Blue Flag
-  Train/Train Car
-  Bridges



AJ Mize

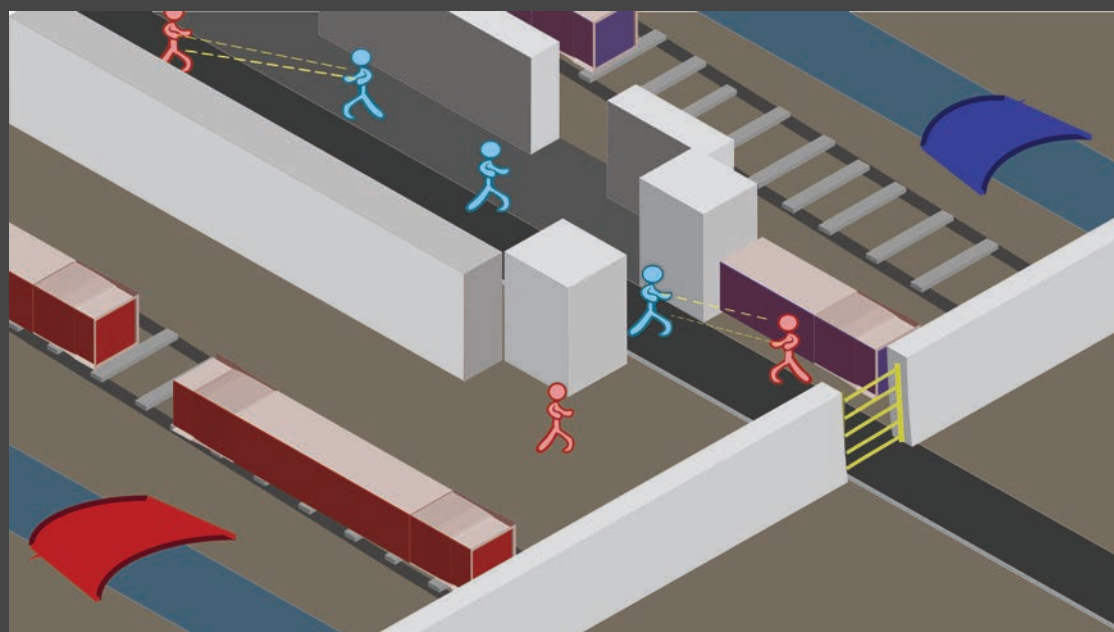


# 1



Players spawn on either side of the map and the middle, and attempt to reach the opposite side to steal the other team's flag. Players automatically see battle or quickly meet in the middle to play a game of tug-of-war over who gains control of the map.

# 2



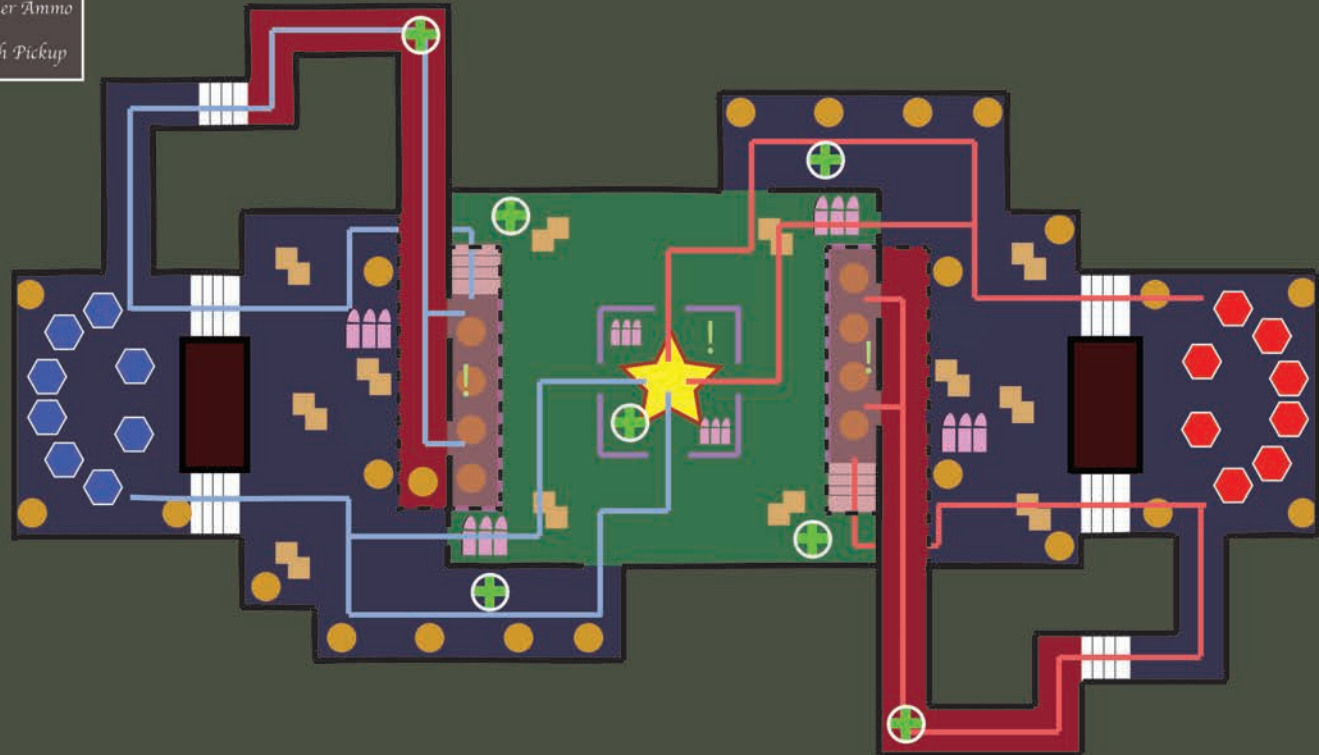
Players can bottleneck other players within the train station area (found in the middle of the map) as well as pin them on the train tracks so the train then becomes an environmental hazard that can be used as an advantage or disadvantage.

# 3



Players can then create ways to take out the other remaining players before moving on to the other side of the map in an attempt to steal the opposite team's flag and gain control of the map.

# Year of the Snake FPS Map



# Francine

This assignment was actually one of my thesis pitches. It revolved around you making as little noise as possible or else you were killed by your not-so-friendly imaginary friend: Francine. It was a horror style puzzle/exploration game inspired by Layers of Fear, Tattletale, and Resident Evil 7: Biohazard.

For this project, I:

- Laid out/designed the entire level, as well as the visual development and storyboards
- Visually scripted Francine, including all of her reactions to audio-based disturbances
- Visually scripted any and all cutscenes seen in-game or for the trailer
- Created a very basic AI behaviour tree using Unreal Engine 4 for pathing purposes
- Made a Rip-O-matic that visually described the game's mood and concept

# Francine

**Rip-O-Matic: <https://youtu.be/x9IfjhsXjIE>**

**Trailer: <https://youtu.be/LegJnKnEhrs>**

**Gameplay: <https://youtu.be/0yyICrMkyKA>**

**\*All content within the Rip-O-Matic was used for educational purposes ONLY**

# Lucifer's Garden

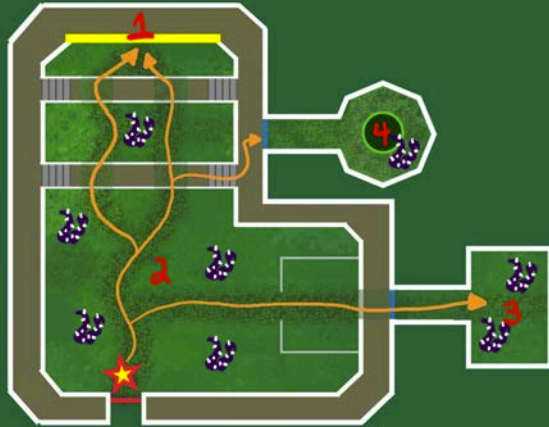
This assignment was my second thesis pitch. I really had a lot of fun designing the mechanics for this one because I wanted to mimic the regenerative HP, Stamina, and Magic meters from Skyrim. The concept was that you were a demon hunting exorcist, set out on a journey to help rid the people of the demons plaguing the land, specifically holy sites like the garden my game takes place in, and purify what the demons have corrupted along the way.

For this game, I:

- Laid out and designed the entire level, including the visual development and storyboards, and made a Rip-O-Matic to visually describe the game's mood and concept
- Created the regenerative mechanics of the HP, Stamina, and Magic meters
- Scripted any and all cutscenes
- Retargeted skeletons to other meshes for animation purposes, as well as visually scripted the animations for different uses (attack, death, on hit, etc.)
- Visually coded the player's melee mechanics, as well as the player death and game over screen
- Created a simple HUD with visual cues, letting the player know which spell they were using and how much of each meter they were using/had left
- Visually scripted the plant demon animations and progression of difficulty both in their attacks and across the level, as well as their attack characteristics or deaths



# Lucifer's Garden - Top Down Map



## LEGEND

	Player Path		Player Start
	Gate		No Entry
	Magic Doors		Stairs
	Big Ol' Tree		Corrupted Plants

# Lucifer's Garden

**Rip-O-Matic: <https://youtu.be/0A1j8yKgGS4>**

**Gameplay Video: [https://youtu.be/\\_eRXhc7HPQM](https://youtu.be/_eRXhc7HPQM)**

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