



Dying Light: One Way Ticket

Version 1.0

Designer: Canny
Document Date: 09-30-2023
Intended Level Delivery Date: 12-04-2023

Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Prof. Stephens	09-30-2023

Table of Contents

Table of Contents	2
Table of Figures	3
Level Information	4
Quick Summary	4
Level Feature Overview	4
Level Map (s)	5
Overview Map (Exterior)	5
Overview Map (Interior)	6
Exterior Rooftop Section 1	7
House interior 1	10
Exterior Rooftop section 2	11
House interior 2	13
Exterior Rooftop section 3	14
Museum interior section 1	16
Interior Elevator section	17
Museum Interior section 2	18
Museum interior section 3	19
Skill Progression Chart	20
New Skills/Gameplay Mechanics	20
Dialogue Flow	21
Hook(s)/Gameplay Highlights	22
Context	22
Backstory	22
Aftermath	22
Development Schedule	22
Aesthetic References	23
Museum Exterior	23
Parkour Buildings	24
Museum Interior	24
Unique Requirements and Risks	25
Key Asset Needs	25
References	26

Table of Figures

Figure 1: Overview Map (Exterior) [1]	5
Figure 2 Overview map (Interior) [1]	6
Figure 3 3D view of exterior rooftop section 1 [2].....	7
Figure 4: Exterior Rooftop Section 1 Map [1]	8
Figure 5: House interior 1 map [1].....	10
Figure 6 3D view of exterior rooftop section 2 [2].....	11
Figure 7: Exterior Rooftop section 2 map [1].....	12
Figure 8 House interior 2 map [1]	13
Figure 9 3D view of exterior rooftop section 3 [2].....	14
Figure 10 Exterior Rooftop Section 3 Map [1]	15
Figure 11 Museum interior section 1 map [1]	16
Figure 12 3D view of interior elevator section [2]	17
Figure 13 Museum interior section 2 map [1]	18
Figure 14 Museum interior section 3 map [1]	19
Figure 15 Skill Progression Chart	20
Figure 16 Museum Exterior Reference [3][4][5][6]	23
Figure 17 Parkour Buildings Reference [7][8][9][10]	24
Figure 18 Museum Interior Reference [11][12][13][14]	24

Level Design Document

Level Information

Quick Summary

“One way ticket” is a single-player customized quest for the game *Dying Light*, where the player acts as Crane, who needs to rescue Rahim. Rahim was kidnapped by Rais’ people on his way to steal bombs from one of their hiding spots (the museum). The level focuses on using varied parkour skills to traverse to the main location and then having escalating combat along this way. The player will learn to use explosive stuff to better take down enemies. The estimated gameplay time is around 10 minutes.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	• Pipe [Initial Weapon] • Baseball bat [Initial Weapon] • Machete • American 9mm Pistol • Double-Barrel Shotgun
	Player Skills/Abilities	• Dodge • Stun • Stomp • Dropkick • Melee Throw • Kick Stun • Drop Attack • Slide • Vault
AI	Enemies	• Biter (both weak and strong types) • Gas tank • Rais’ gang
	Friendlys	• Rahim (Hostage) • Jade (Quest giver)
Challenges	Gameplay Themes	• Parkour • Weapon based combat • Kill enemies through explosion
	Obstacles/Hazards	• N/A
	New/Unique Gameplay	• N/A
Aesthetics	Setting (visual theme)	• Building rooftops • Museum • Afternoon

Level Map (s)

Overview Map (Exterior)

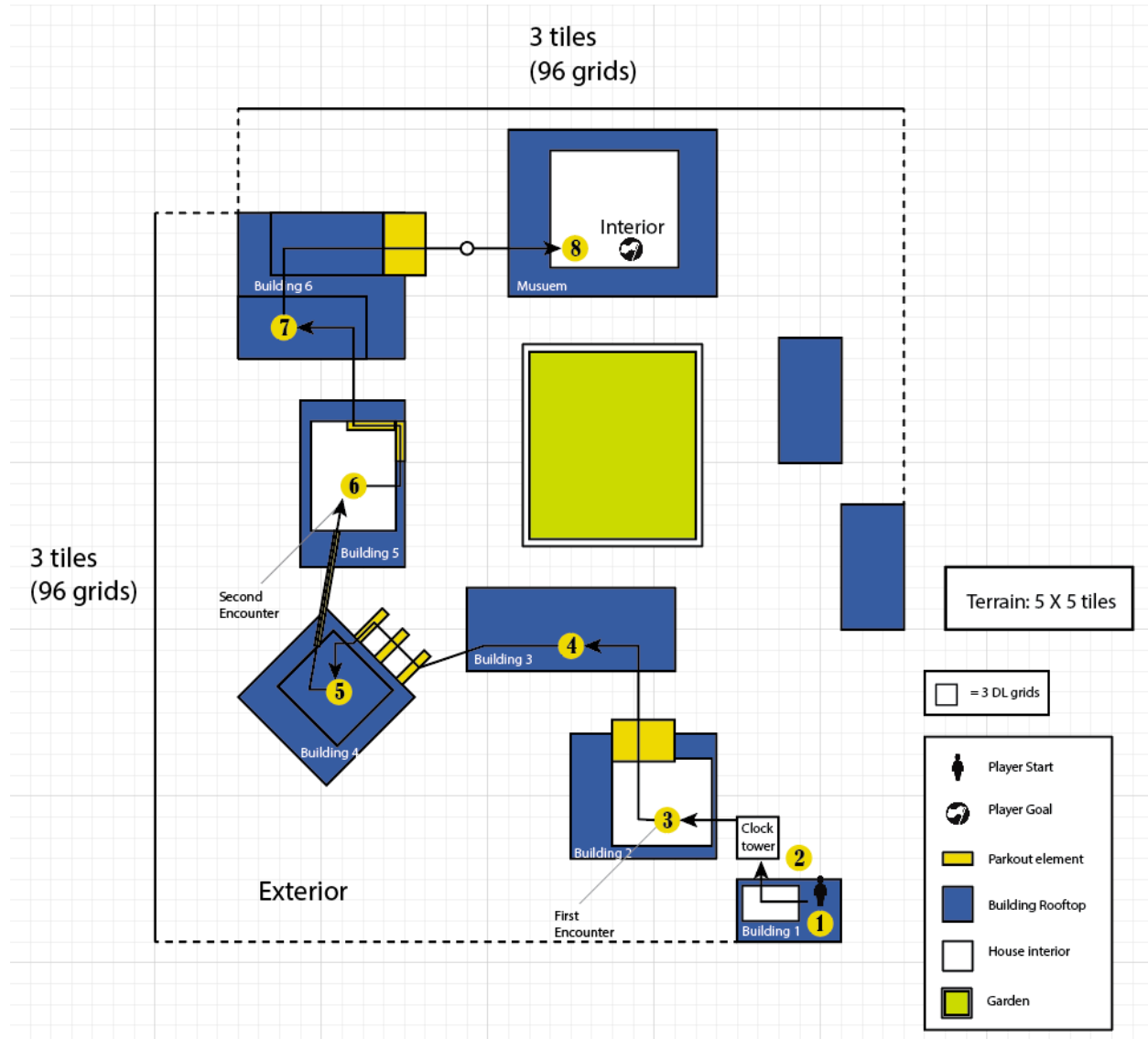


Figure 1: Overview Map (Exterior) [1]

Map Label	Gameplay Summary
1	The player starts on the top of Building 1, seeing the museum building as a landmark as well as a sub-goal.
2	Through some basic parkour skills, the player can reach the clock tower.
3	Jump onto the top of Building 2, the player will fall into the house and meet the first encounter. After exploration, the player exits through the window and slide onto Building 3.
4 - 5	Through more advanced parkour skills, the player can traverse to the top of Building 4. Then wire walk on a thin pipe, the player can enter the house on Building 5.
6	Inside the house, the player will have the second encounter. After which, he will go out through another window and do ledge grabbing to jump onto Building 6.

- 7** On Building 6 there are more parkour sequence, and at the end the player will slide on the pitched roof and seize the moment to catch the pole and reach the top of the museum.
- 8** The player enters the interior of the museum through a hole on the ceiling.

Overview Map (Interior)

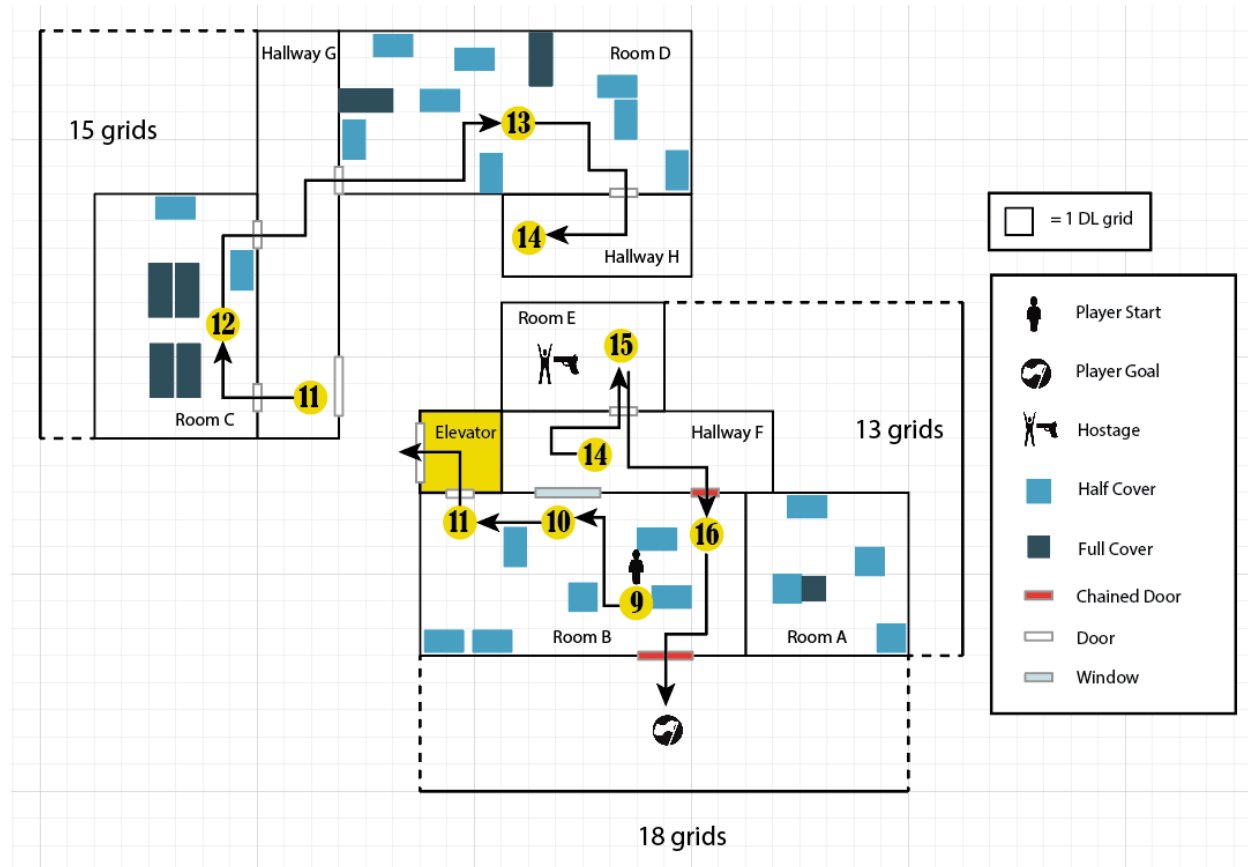


Figure 2 Overview map (Interior) [1]

Map Label	Gameplay Summary
9	The player drops from the ceiling into the museum (4 th floor), then explores Room B and Room A.
10	Through the window, the player can see the hostage (Rahim) is held in a room on the other side.
11	Go to the elevator and find out the elevator is broken, so the player needs to climb through the elevator to reach the higher floor.
12	The player explores and kills zombies in Room C.
13	Explore and clear enemies in Room D.
14	The player exits Room D, then jumps at the end of the hallway to go back to the lower floor and land on the Hallway F.
15	Step into Room E and save the hostage there. The hostage will give the player a keycard.
16	The player goes through the chained door and then use the keycard to open the front door and exits.

Exterior Rooftop Section 1

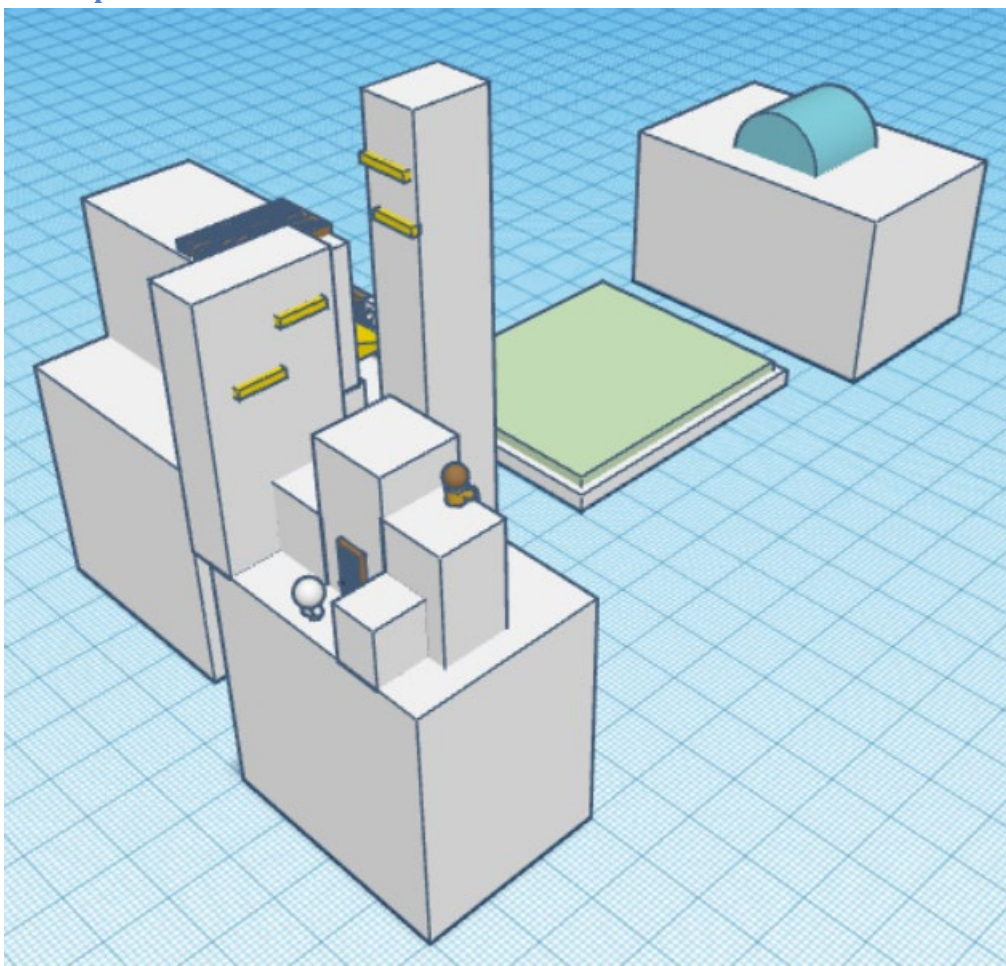


Figure 3 3D view of exterior rooftop section 1 [2]

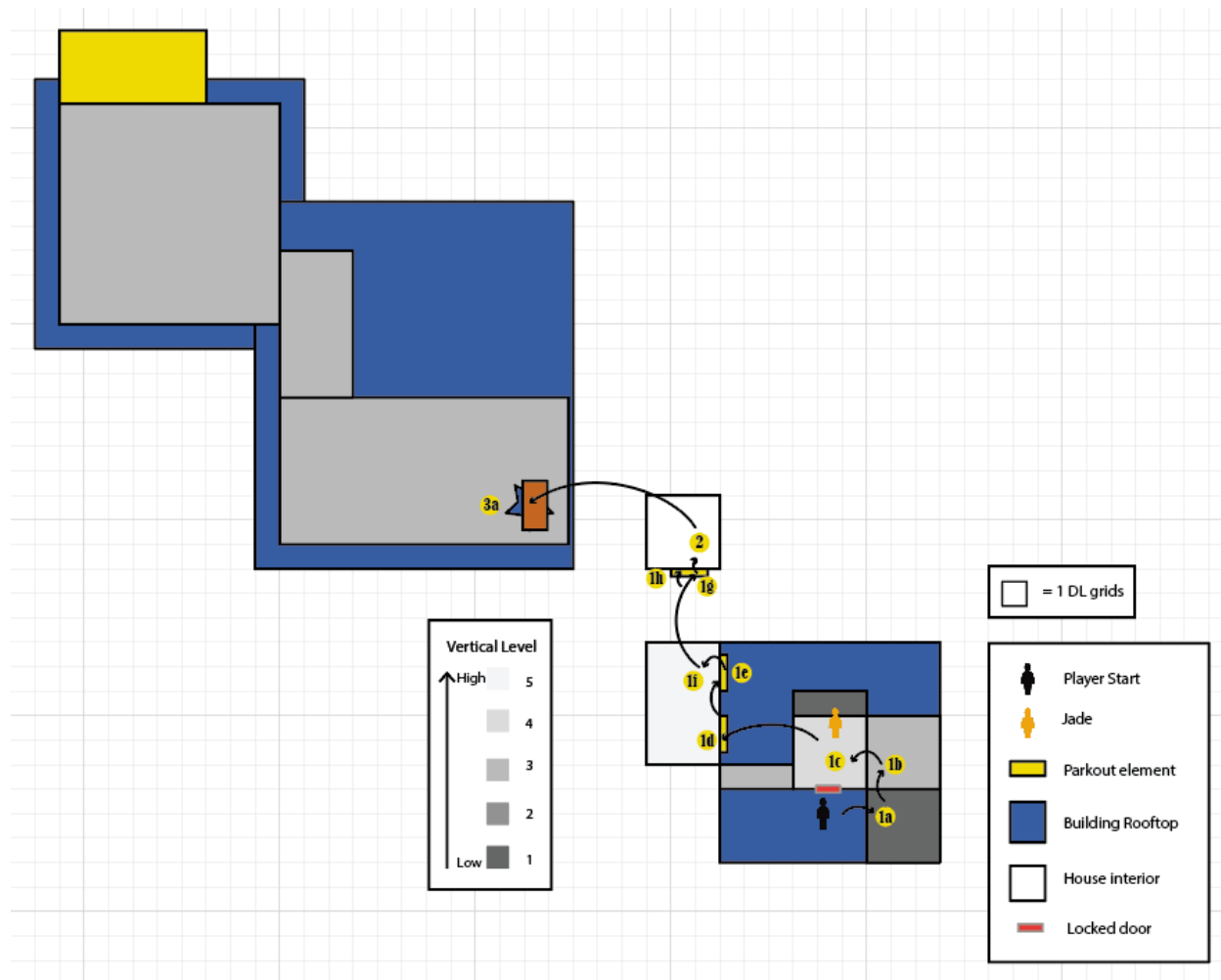


Figure 4: Exterior Rooftop Section 1 Map [1]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Easy parkour sequence	The player starts on the top of Building 1, using parkour skills to reach the clock tower at (2)	-	0:00	
1a		Ledge grabbing	2	0:05	
1b		Ledge grabbing	2	0:10	
1c	[Dialogue] Talk with Jade	Ledge grabbing	1	0:40	
1d		Jumping + Ledge grabbing	4	0:45	
1e		Horizontal Ledge grabbing	3	0:50	
1f		Ledge grabbing	2	0:55	
1g		Jumping + Ledge grabbing	5	1:00	
1h		Ledge grabbing	2	1:05	
2	Reach the top of the clock tower		-		
3a	Jump onto the top of the house	The player jumps from the clock tower to the lower house, landing on the	2	1:10	Yes

		fragile wood board and fall into the house.			
--	--	---	--	--	--

House interior 1

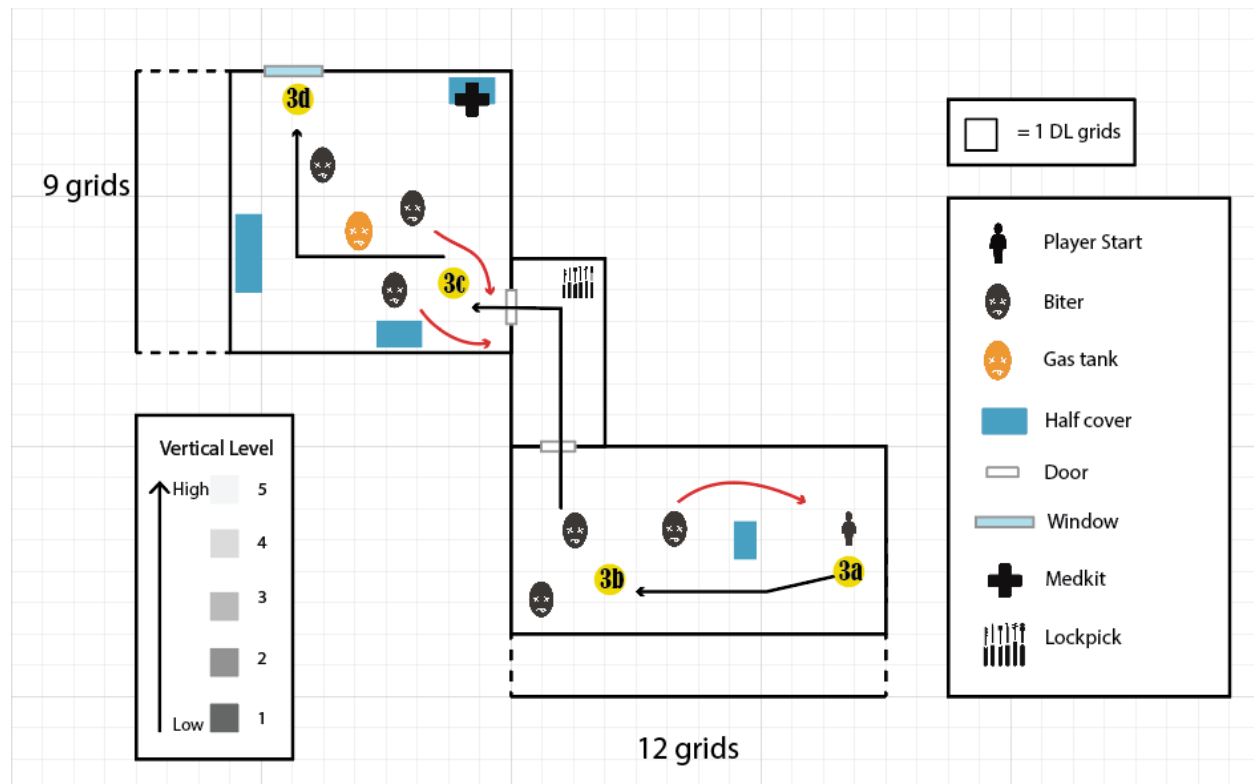


Figure 5: House interior 1 map [1]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
3a	Fall onto this position	N/A	-	1:10	
3b	Encounter with 3 biters		3	1:15	
3c	Encounter with 3 biters and 1 gas tank	New enemy: Gas tank Learn to use the explosive tank to kill other enemies	4	1:30	
3d	Exit the house through the window	Explore and get some supplies	-	1:35	

Exterior Rooftop section 2

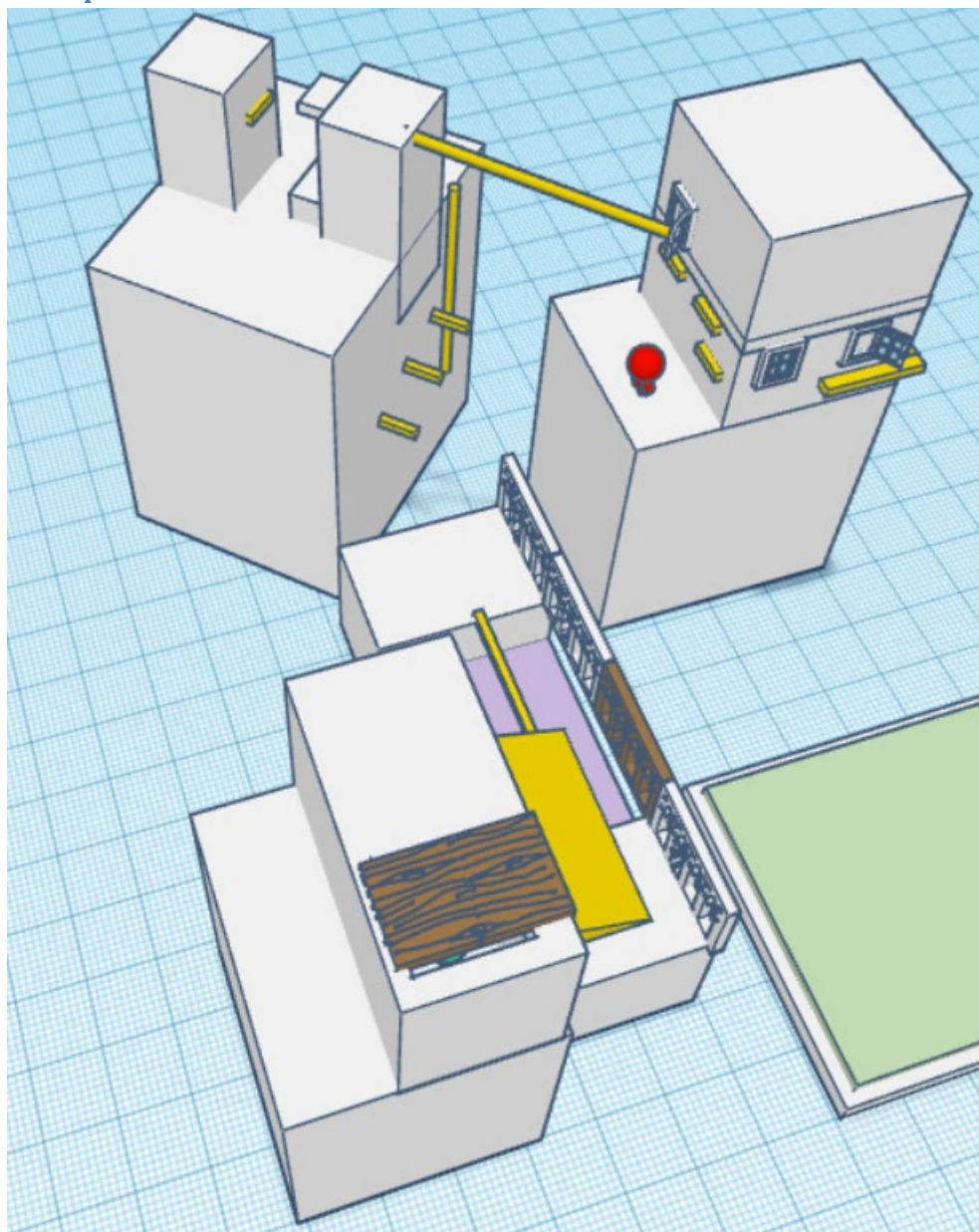


Figure 6 3D view of exterior rooftop section 2 [2]

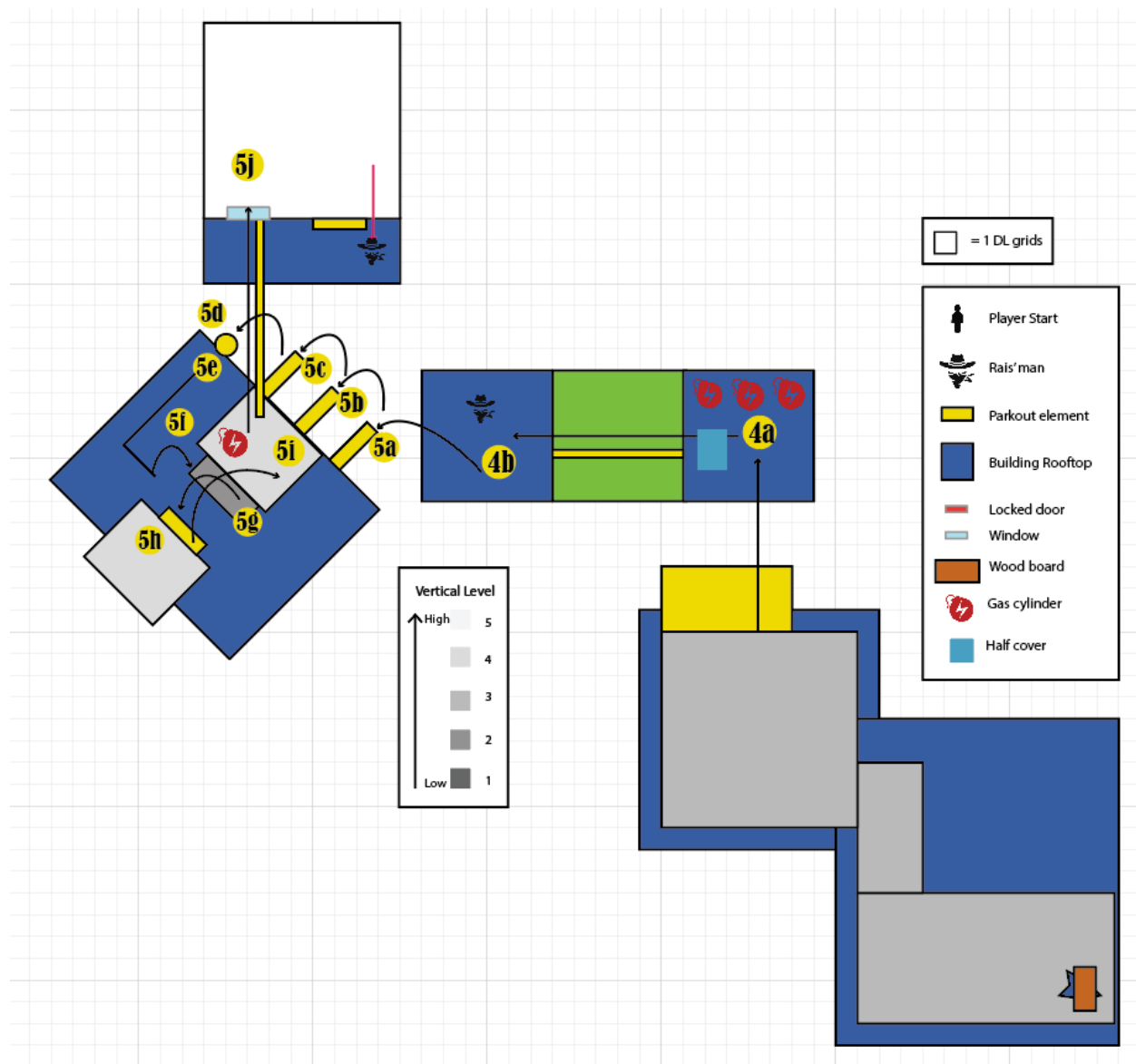


Figure 7: Exterior Rooftop section 2 map [1]

Map Tag	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
4	Medium parkour sequence			1:35	
4a	The player climbs out from the window of house and slide through the roof to reach Building 3	Sliding New tool: Gas Cylinder	1	1:40	Yes
4b	Encounter with 1 Rais' man	Wire walking The player can pick the gas cylinder up and throw it toward Rais' man to attack him.	5	2:00	
5a		Jumping + ledge grabbing	4	2:05	

5b		Ledge grabbing	2	2:10	
5c		Ledge grabbing	2	2:15	
5d		Ledge grabbing	3	2:20	
5e		Climbing	1	2:25	
5f		Ledge grabbing	2	2:30	
5g		Jumping + ledge grabbing	4	2:35	
5h	Rais' man came out from the house	Reversed jumping + ledge grabbing	5	2:40	
5i	Encounter with 1 Rais' man	Wire walking Here the player can pick up the gas cylinder on the roof to throw at the enemy	2	2:50	
5j	Enter the 2nd house through the window	New weapon: Pistol	1	2:50	

House interior 2

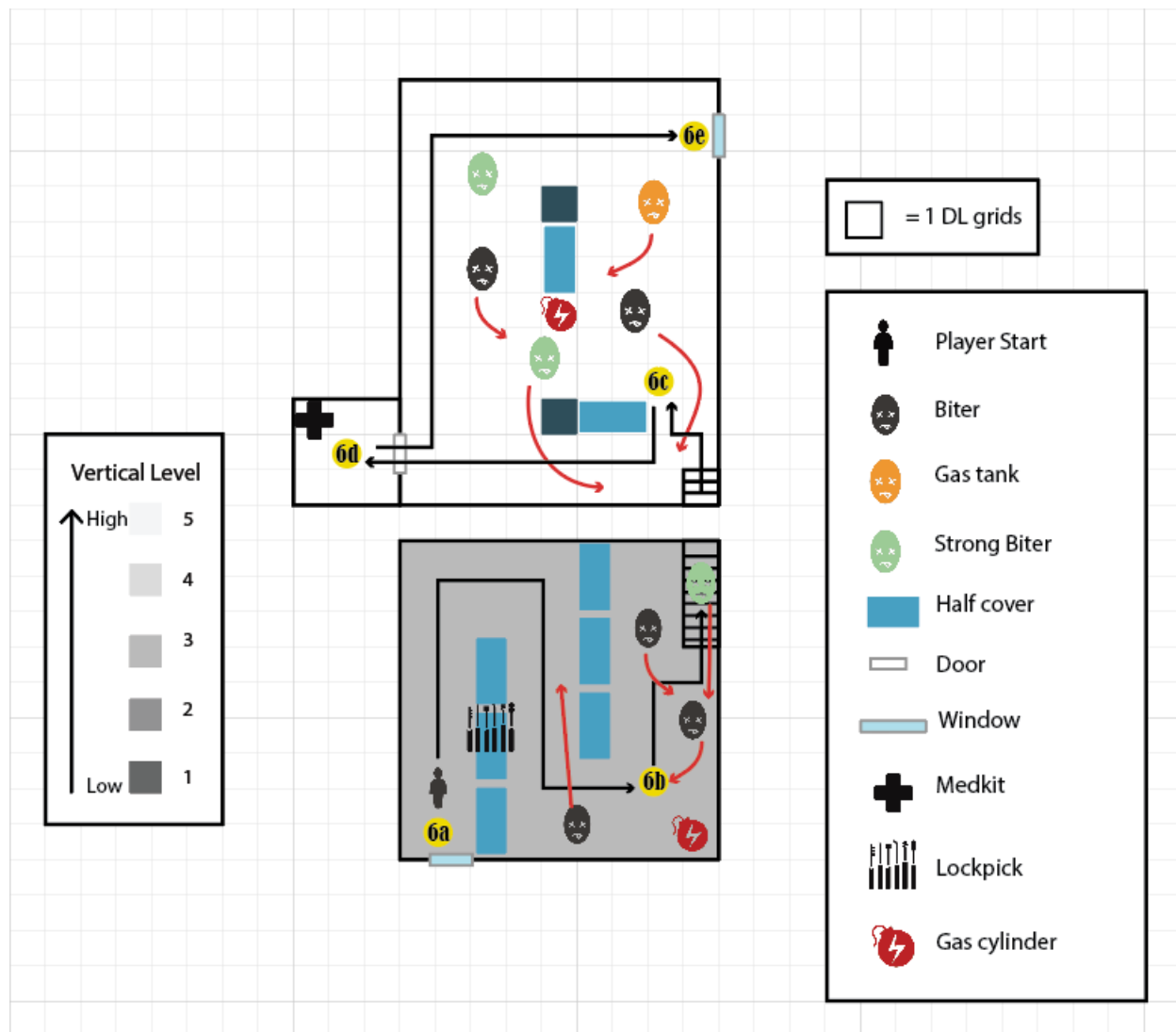


Figure 8 House interior 2 map [1]

Map Tag	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
6a	Player enters the house through the window. Encounter with 1 biter in the narrowed way between bookshelves.	Enter the lower level of the house Reinforce use the gas cylinder to attack enemies • New weapon: Machete	2	2:50	
6b	Encounter with 2 biters and 1 strong biter	New enemy: Strong biter	6	3:15	
6c	Encounter with 2 biters, 2 strong biters and 1 gas tank	Reinforce to use the gas tank or the gas cylinder to take down enemy easily	7	3:40	
6d	Explore the room to get more supplies		1	3:50	
6e	Exit the house through the window		-	3:55	

Exterior Rooftop section 3

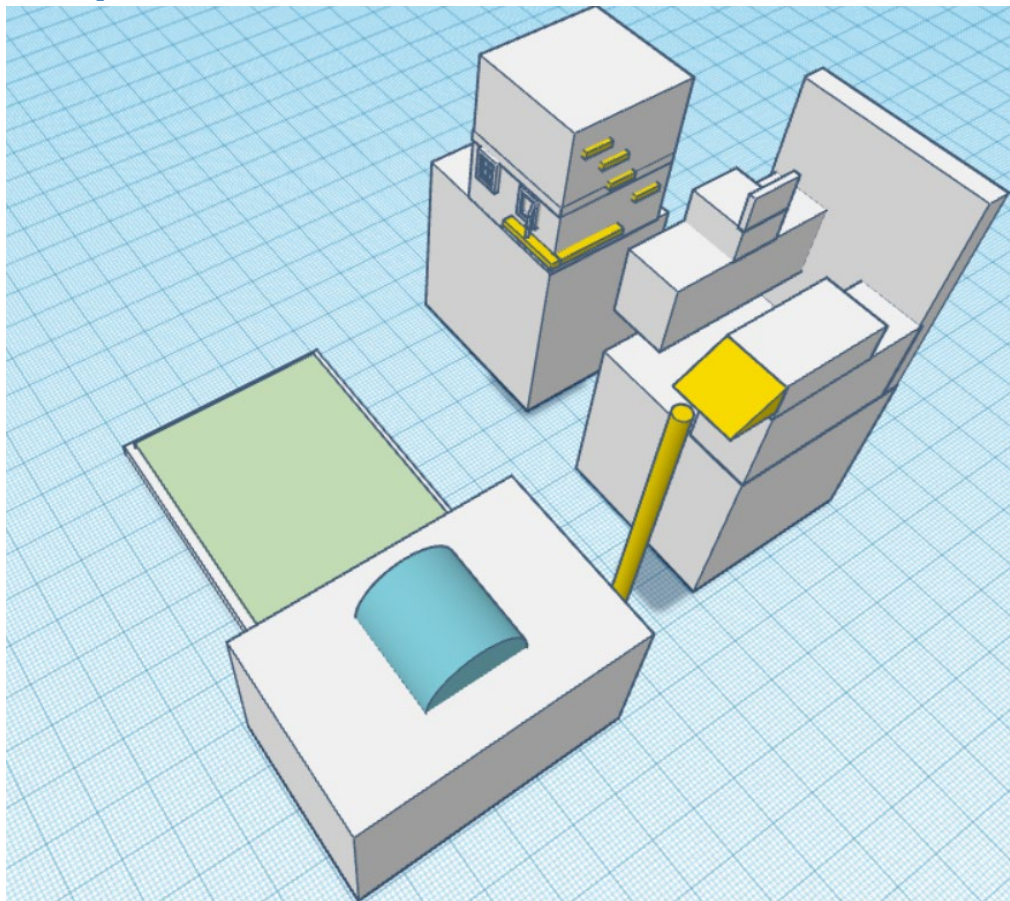


Figure 9 3D view of exterior rooftop section 3 [2]

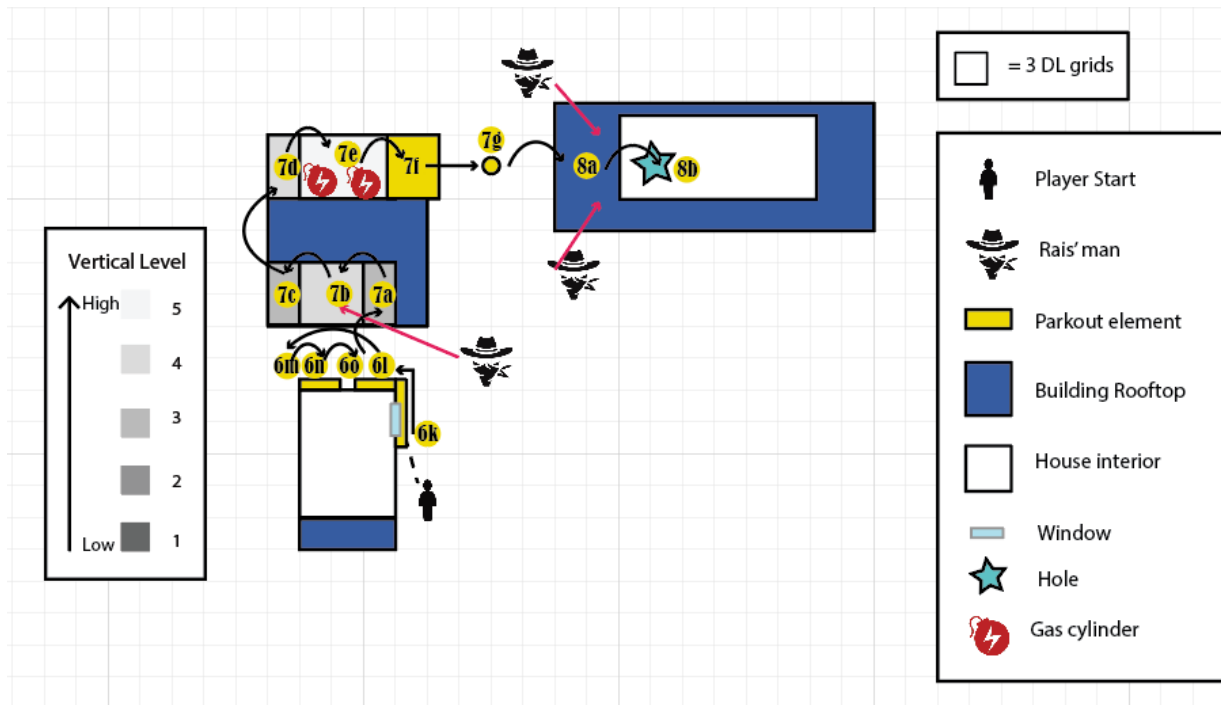


Figure 10 Exterior Rooftop Section 3 Map [1]

Map Tag	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
6k	The player climbs out of the window of the house and walk on the thin beam to turn at the corner.		-	3:55	
6l	Encounter with 1 Rais' man	Ledge grabbing	2	4:10	
6m		Ledge grabbing	2	4:15	
6n		Ledge grabbing	2	4:20	
6o		Ledge grabbing	2	4:25	
7a		Reversed jumping	4	4:30	
7b		Ledge grabbing	2	4:35	
7c		Jumping	1	4:40	
7d		Jumping	2	4:45	
7e		Ledge Grabbing	4	4:50	
7f		Sliding + Grabbing	5	4:55	
7g		Climbing	2	5:05	
8a	Reach the rooftop of the museum. Encounter with 2 Rais' man	Jumping Throw gas cylinder	2	5:30	
8b	Enter the museum through the hole	-	1	5:35	

Museum interior section 1

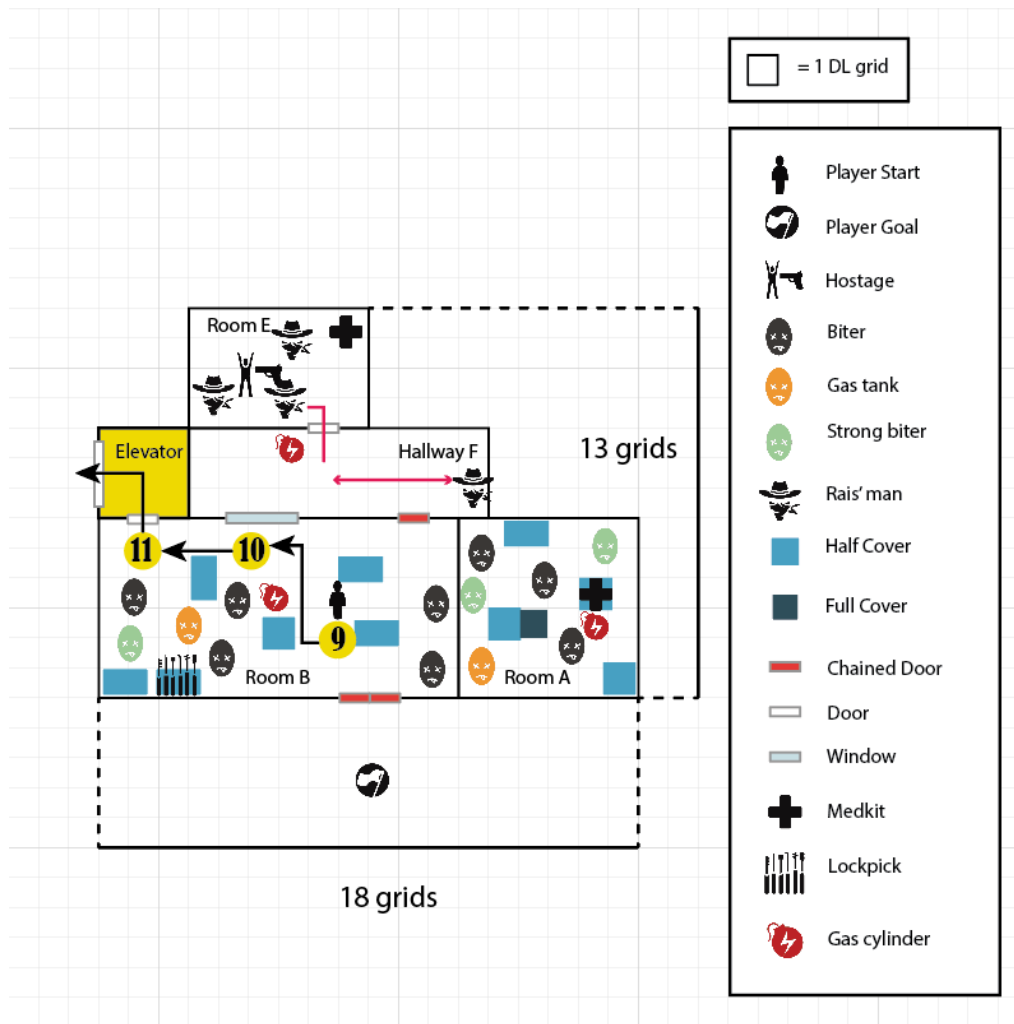


Figure 11 Museum interior section 1 map [1]

Map Tag	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
9	The player falls from the hole in the ceiling and lands on the ground of the museum. [Dialogue] Radio call with Jade	There are a lot of biters and several gas tanks. The player can reinforce what they have learned before to take biters down.	5	5:35	
10	See through the glass window and notice the hostage is held in the room at the other end.	The door to Hallway F is chained, so the player can only open it from the other side.	5	5:45	
11	Go to the Elevator to go upstairs.	The elevator is broken and cannot run. The player has to do parkour to get upstairs.		5:55	

Interior Elevator section

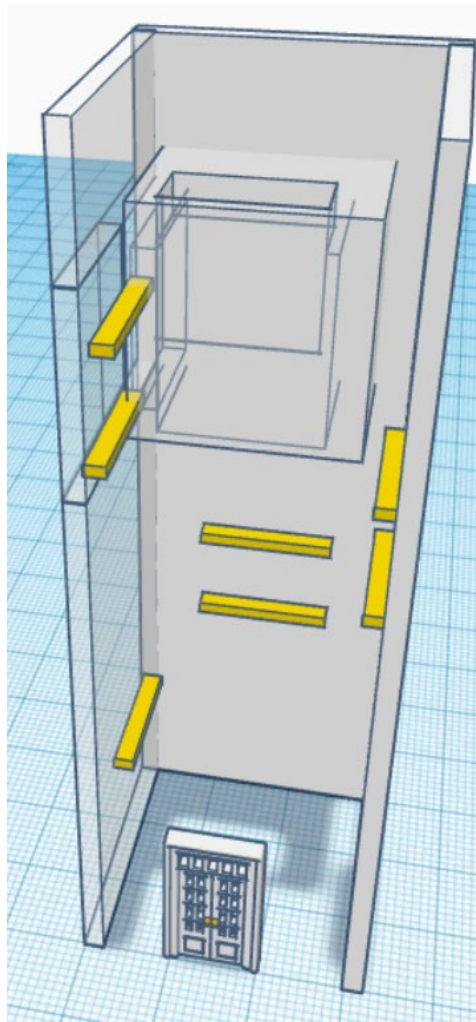


Figure 12 3D view of interior elevator section [2]

Map Tag	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
11a	Parkour sequence	Ledge grabbing	2	5:55	
11b		Jumping + ledge grabbing	3	6:00	
11c		Ledge grabbing	2	6:05	
11d		Jumping + ledge grabbing	3	6:10	
11e		Ledge grabbing	2	6:15	
11f		Reverse jumping + ledge grabbing	4	6:20	
11g		Ledge grabbing	2	6:25	
11h		Ledge grabbing	2	6:30	
11i	Enter the elevator through the hole on its ceiling, then leave through the elevator door	New weapon: Shotgun	1	6:35	

Museum Interior section 2

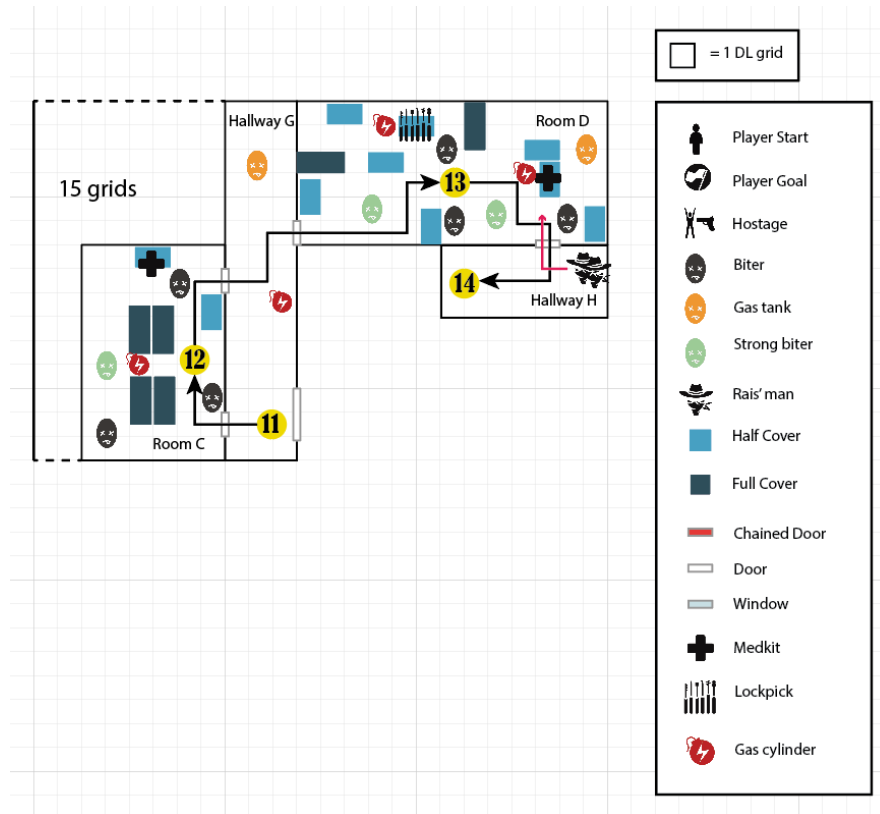


Figure 13 Museum interior section 2 map [1]

Map Tag	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
11	Exit the elevator, the player arrives the upper floor in the museum.	The player can see a gas tank wandering along the hallway. If they want to make use of it, they can lure him into Room C to help killing other enemies.	2	6:35	
12	Enter Room C and encounter 1 strong biter and 3 biters.		6	6:55	
13	Go through the hallway G and enter Room D. Encounter with 2 strong biters and 3 biters and 1 gas tank.		8	7:30	
14	Encounter with 2 Rais' men. Exit Room D and enter hallway F. Jump at the end of the hallway.	Before the player exit Room D, 2 Rais' men would come in and fight with the player.	6	8:00	

Museum interior section 3

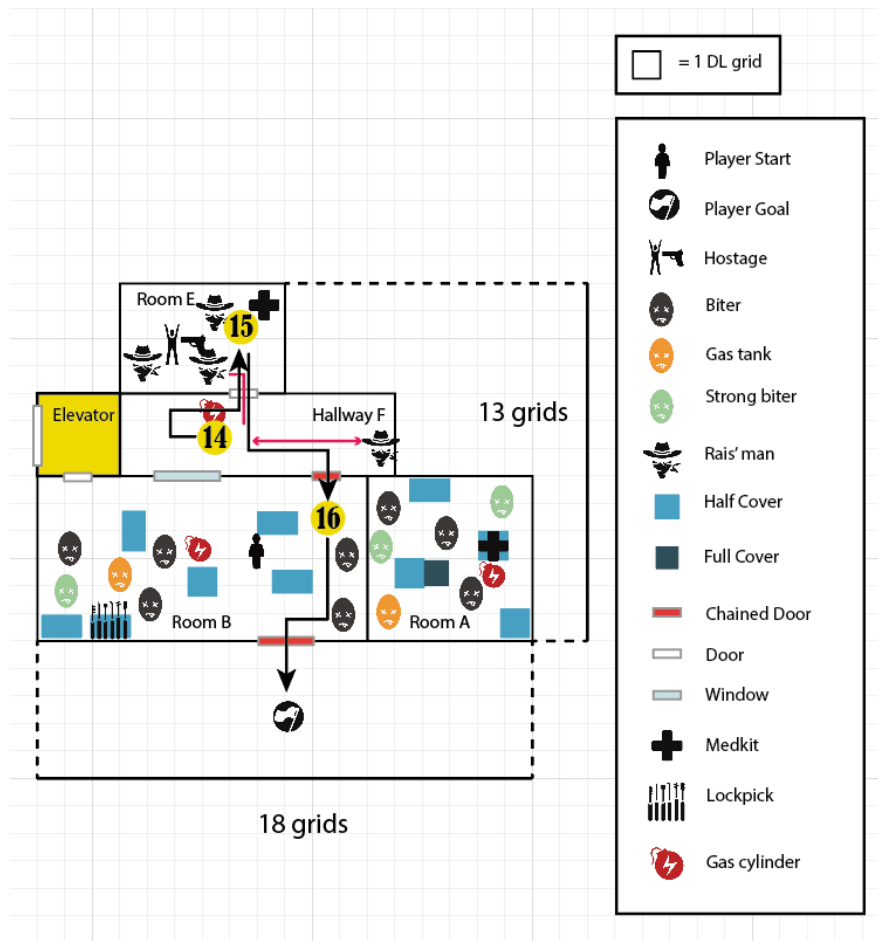


Figure 14 Museum interior section 3 map [1]

Map Tag	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
14	Player lands in the hallway F and encounter with 1 Rais' man.	The player can use the gas cylinder to help taking down enemies.	6	8:00	
15	The player enters the final room and saves the hostage. Encounter with 3 Rais' men. [Dialogue] Talk with Rahim	Rahim gives the player the keycard he can use to unlock the front door.	8	8:30	
16	Open the chained door and enter Room B. Encounter with a bunch of biters and gas tanks.		5	8:50	
17	Escape the museum through the front door. [Dialogue] Talk with Rahim and Jade (Radio call)		1	9:30	

Skill Progression Chart

	Rooftop 1			Roof 2		Rooftop 3			Museum 1			Museum 2			Museum 3		
Marker ID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Actions																	
Move	E	E	E	E	E	M	M	M	M	M	M	M	M	M	M	M	
Jump	E	E	E	M	E	M	M	M	M	M	M	M	M	M	M	M	
Ledge Grab	E			M		M	M				M						
Climb				E			M				M						
Interact			E														
Use explosion			E	M	M	M	M	M	M	M	M	M	M	M	M	M	
Weapons																	
Pipe	E	E	M	M	M	M	M	M	M	M	M	M	H	H	H	H	
Bat	E	E	M	M	M	M	M	M	M	M	M	M	H	H	H	H	
Machete						E	M	M	M	M	M	M	H	H	H	H	
Pistol					E	M	M	M	M	M	M	M	H	H	H	H	
Shotgun											E	M	H	H	H	H	
Enemies																	
Biter			E			M			M	M	M	M	H			M	
Strong Biter						E			M	M	M	M	H			M	
Gas tank			E			M			M	M	M		M			M	
Rais' gang				E		M		M						H	H		
	1:05	1:10	1:35	2:50	2:50	3:55	5:05	5:30	5:35	5:45	6:35	6:55	7:30	8:00	8:30	8:50	9:30

	Legend			
	E	M	H	X
New skills	Intro	Reinforce	Master	
Starting Sk	Beginner	Advanced	Expert	Master
Challenges	Easy	Medium	Hard	Legendary

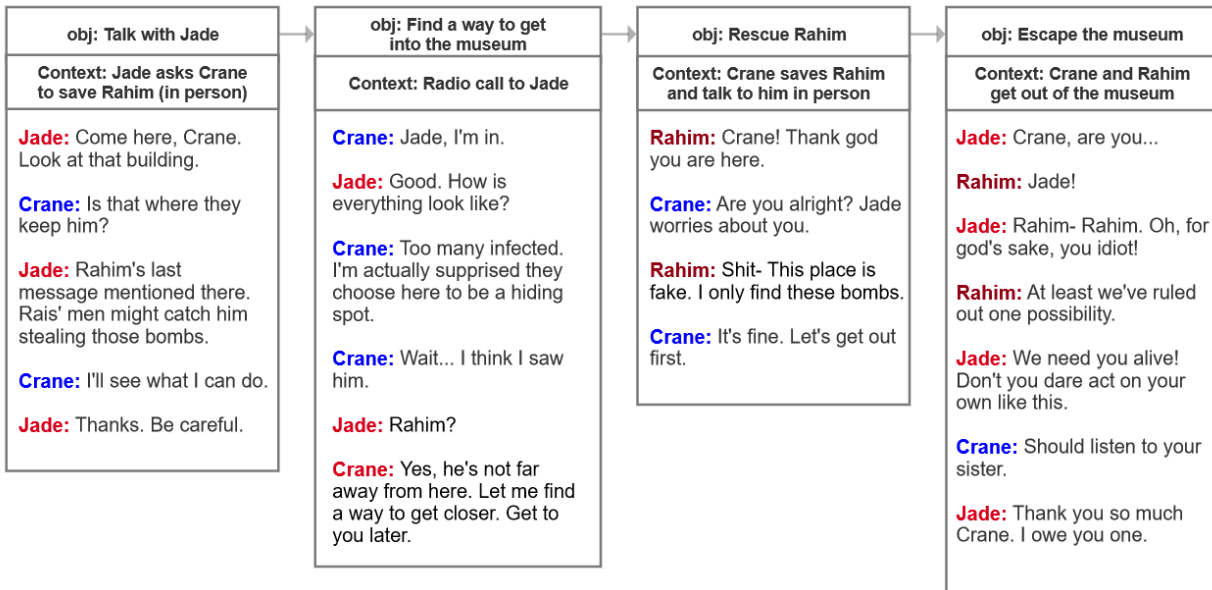
Figure 15 Skill Progression Chart

New Skills/Gameplay Mechanics

N/A

Dialogue Flow

Level Start



Level End

Hook(s)/Gameplay Highlights

- Rooftop parkour with great sightseeing!
- Use explosions to kill enemies
- Rescue the hostage before the bomb explodes.

Context

This level fits in the front half of the main stories before Rahim's death. Rahim is eager to do something himself but gets into trouble because of that, Crane has to save him.

Backstory

Rahim told Crane his plan of planting bombs into a building which turns out to be Volatile's nest, and he just found a hiding spot of Rais' (the museum) where he hid many bombs. Crane asked him not to act rashly, but Rahim refused to listen and ran away. Crane then got Jade's call, who asked him to get Rahim back. Rais' men kidnapped Rahim and kept him as a hostage. Crane needs to get into the museum to rescue him.

Aftermath

Crane saved Rahim from the museum, and it explodes just after they leave. With the bombs they got, Rahim and Crane can start to plant bombs into Volatile's nest according to their plans. (The sibling quest)

Development Schedule

Milestone	Date
LDD	Oct 2 nd , 2023
Whitebox	Oct 16 th , 2023
Initial Gameplay	Nov 6 th , 2023
Gameplay Complete	Nov 20 th , 2023
Aesthetics	Nov 27 th , 2023
Launch	Dec 4 th , 2023

Aesthetic References

This level takes place around a famous tourist attraction museum, which is located in Old Town. The museum itself is a 4-5 level building with an obvious yellow color while other buildings are Greek blue-and-white color pattern.

Museum Exterior

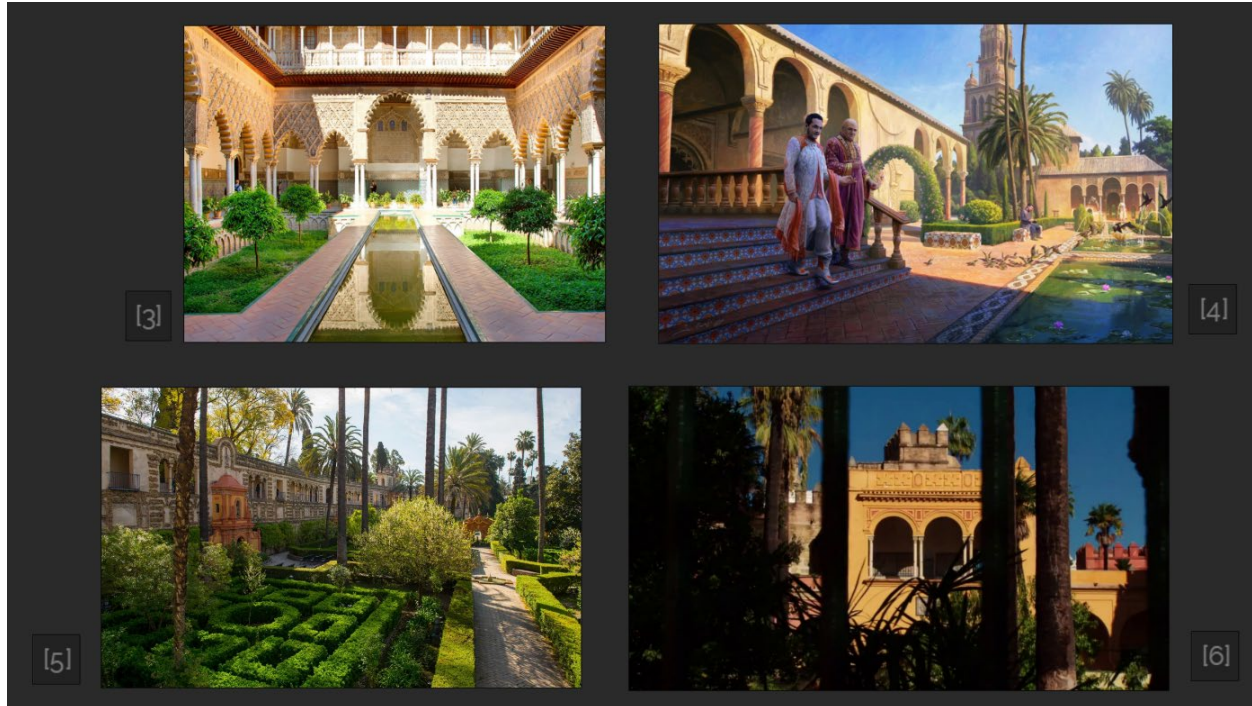


Figure 16 Museum Exterior Reference [3][4][5][6]

Parkour Buildings



Figure 17 Parkour Buildings Reference [7][8][9][10]

Museum Interior

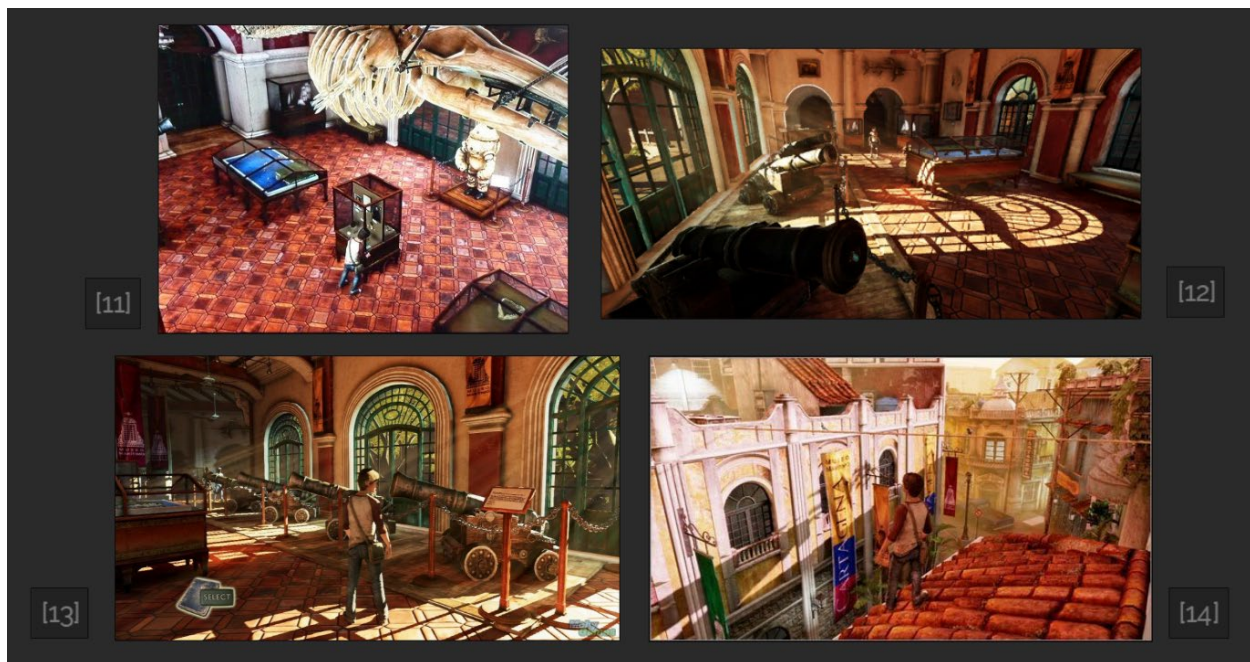


Figure 18 Museum Interior Reference [11][12][13][14]

Unique Requirements and Risks

Map Label	Description	Type	Priority
16	Unlock door by key card	Scripting	High
N/A	Jade radio calls	Scripting	High
9	Bomb counting down	Scripting	High
16	Bomb explosion cutscene	Movie	Medium
4	Bomb pick up and throw	Scripting	High

Key Asset Needs

Description	Type	Priority
Museum kit	Mesh	High
Blue-White building kit	Mesh	High
Pipes, ledges, roof ramps	Mesh	High
Elevator kit	Mesh	High
Plants kit	Mesh	Medium
Rahim Npc	Model & Anim	High
Jade Npc	Model & Anim	High
Water	Water	Medium
Key card	Mesh	High
Bomb	Mesh	High

References

[Cover Image]

<http://vignette4.wikia.nocookie.net/callofduty/images/d/d6/Hostage.jpg/revision/latest?cb=20120508064922>

[1] Canny Yuan, images made by Adobe Illustrator in Sep 23th, 2023

[2] Canny Yuan, images made by Tinkercad in Sep 23th, 2023

[3] Water gardens, Dorne, Westeros

https://media.cntraveler.com/photos/5718581280cf3e034f9742de/master/w_1200,c_limit/dorne-water-gardens-alcazar-palace-cr-alamy-CPD0W3.jpg

[4] Garden – A wiki of ice and fire

https://awoiaf.westeros.org/thumb.php?f=Joshua_Cairosvarysbajaredessevilla.jpg&width=1200

[5] The Ultimate guide to 'Game of Thrones' Filming Locations

<https://i.pinimg.com/originals/b3/28/a4/b328a43e5c7f8a04019894aaef6ecb3.jpg>

[6] The water garden of Dorne – Game of Thrones

https://64.media.tumblr.com/da315057d598d950546fff8580bbc3af/tumblr_njhlbmFgku1u30k2to2_1280.png

[7] Satorini | House styles, Architecture

<https://i.pinimg.com/736x/98/8a/af/988aaf0b116c271a12e440293064e0ff--santorini-greece-travel-ideas.jpg>

[8] Why Greek Island Houses are blue and white

https://greekreporter.com/wp-content/uploads/2020/08/GR_Santorini_3.jpg

[9] Wonderful blue-white houses Santorini

<https://thumbs.dreamstime.com/b/wonderful-blue-white-houses-santorini-island-greece-traditional-white-houses-blue-painted-architectural-details-luxury-hotels-104019743.jpg>

[10] Best travel photos

<https://i.pinimg.com/originals/9f/a4/65/9fa46548075784c8f004621cc9883e07.jpg>

[11] Uncharted 3: Drake's Deception <https://www.blondenerd.com/wp-content/uploads/2012/07/museum.jpg>

[12] <https://i.pinimg.com/originals/bb/ac/51/bbac511dff9ff956d174104df5efc2e5.png>

[13] Uncharted 3 PS3

<https://1.bp.blogspot.com/-e7-nJO-Yp1s/U86dk-FkW6I/AAAAAAAAAWU/5ymvEVu00P8/s1600/u3-museum.jpg>

[14] Uncharted 3 Chapter 3

<https://guides.gamepressure.com/uncharted-3-drakes-deception/gfx/word/113321921.jpg>