

Uncharted 4 - Level Design

Players are tasked with rescuing Sully from the depths of the Belize jungle.



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Uncharted 4 Level Design

This document delivers a full mission brief in a rapid time frame using the Uncharted 4 universe. The whitebox and supporting documentation were created in 4 hours. An initial sketch was created to work from but most of the iteration was done within the sketch-up whitebox.



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Location

Amongst the hot and sticky jungles of Lamanai in Belize.

Goal

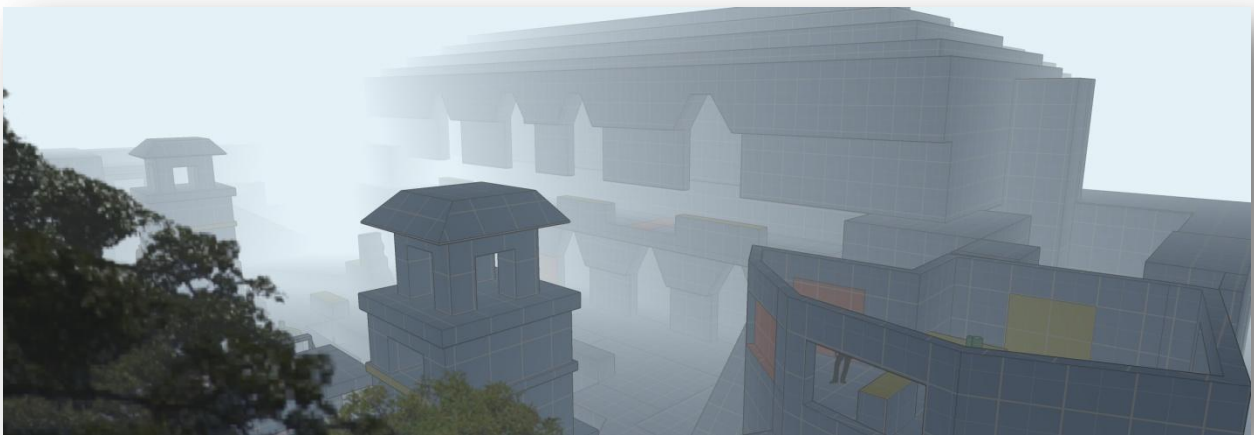
Infiltrate the jungle ruins then locate and rescue victor Sullivan.

Characters

- Nathan Drake
- Victor Sullivan
- The Torturer
- Elana

Mood

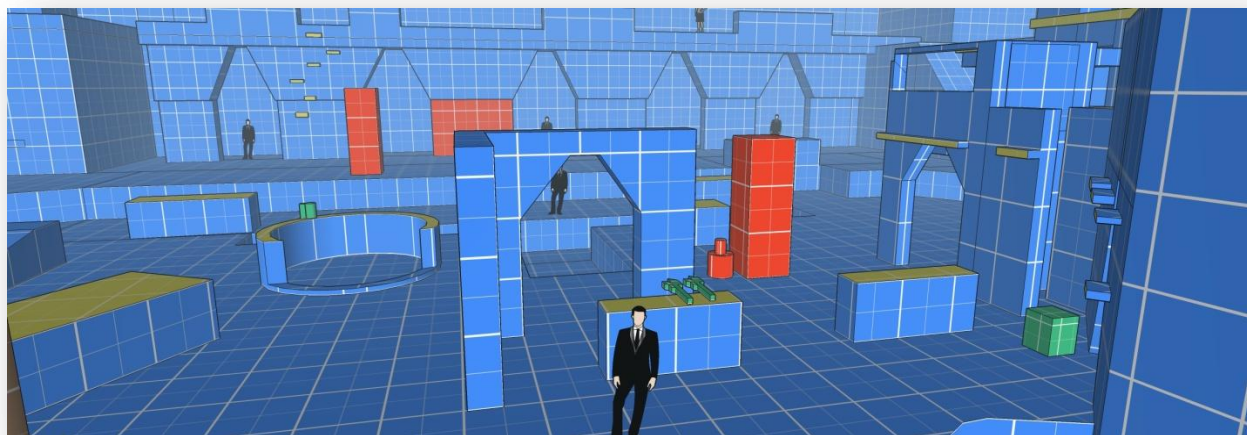
The jungle is oppressive and misty as players leap from their boat and dive down into the depths to avoid the sweeping spotlights. Attacking under cover of darkness; the ancient ruins are swarming with men and Nathan Drake will have quite a challenge on his hands. Volumetric lights catch the mist and AI chat amongst themselves cursing the dank weather and slapping mosquitoes.



Gameplay Opportunities

- Shoot down pillars to create dynamic cover
- Shoot explosives to collapse towers or rubble onto AI
- Blow up part of the temple beneath AI in elevated positions.
- Seek high ground via traversal paths





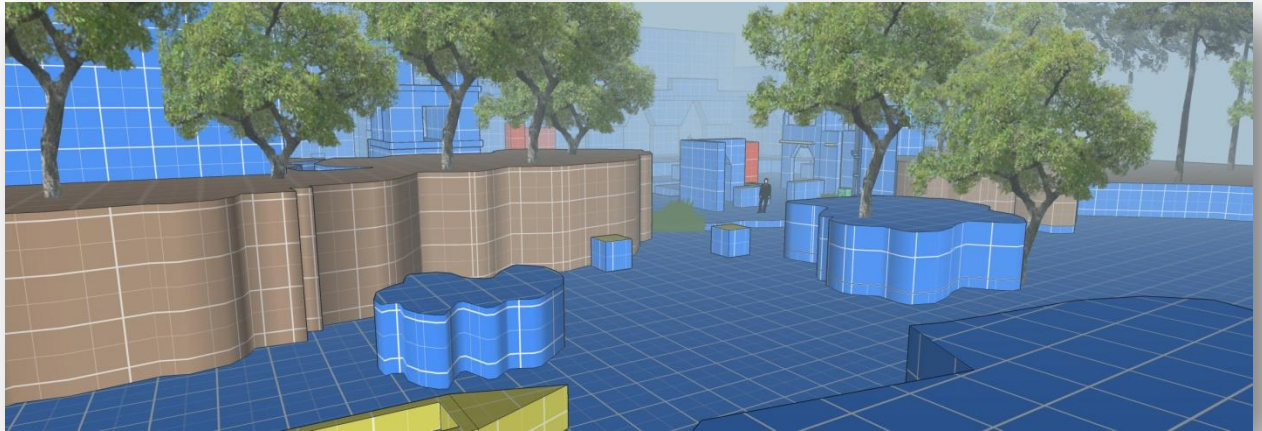
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A Thief's End

Gameplay Beats

Encounter 1

- Gameplay starts as Drake cuts the throttle to his small water craft and dives over the edge - Players need to avoid sweeping spotlights by diving down below the surface and swimming underneath the water to shore. There is no fail condition but players will sustain damage from the Ai if alerted and have no way to respond.



- Be on the lookout for secrets treasure in the murky depths.
- Timing is crucial when surfacing. Players must use line of sight cover to time the exit right.
- Players can go guns blazing from here or methodically stealth in and take out the front patrolling guard; potentially the a spotlight operators too before drawing an alert.
- Players can chose traversal paths to either spot light operator and take them down quietly too.

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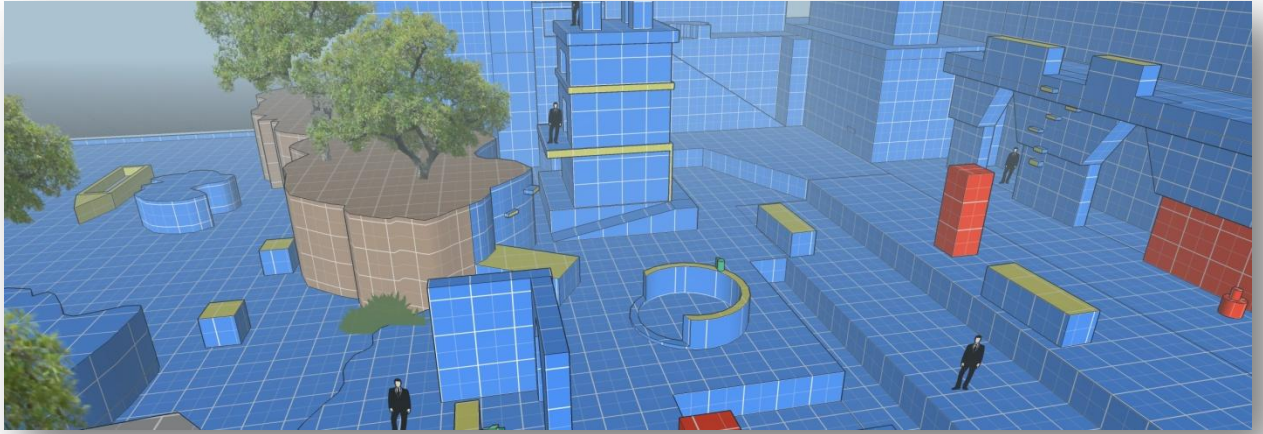
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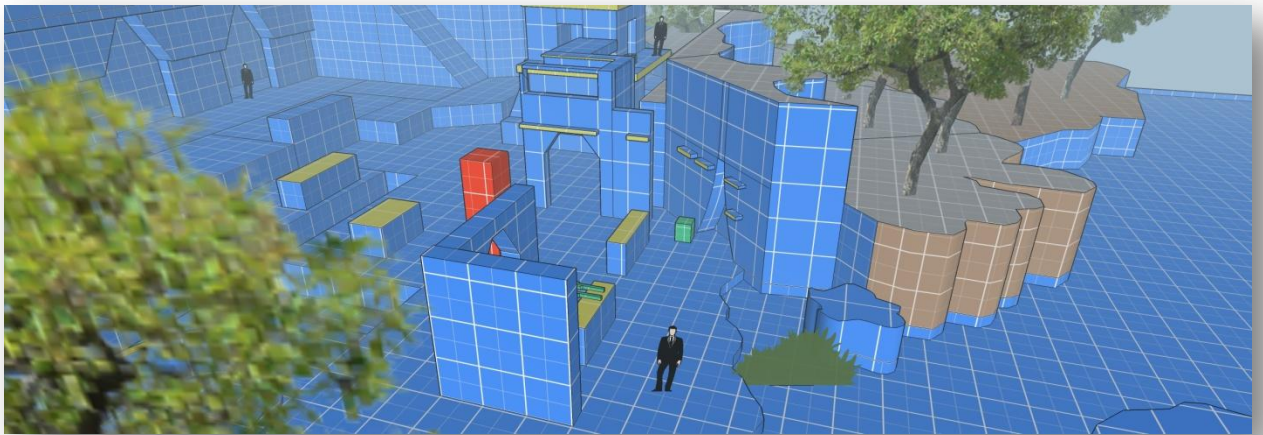
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Left path to spotlight



Right path to spotlight



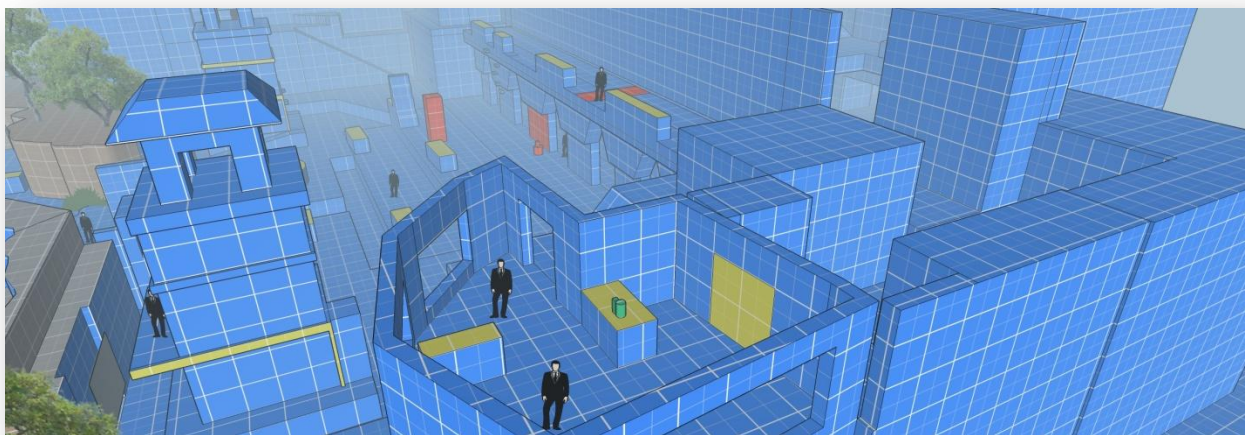
- The action kicks off and AI swarm into the area from the temple once either spot light operator is killed or any of the AI go alert attacking from in front of the player and elevated positions.
- The gameplay escalates and players will be challenged with a solid amount of grunt AI as well as some reinforcements from the top left of the map.

level event - AI blow out a wall/door and attack from this new vantage point on the right in the tower.



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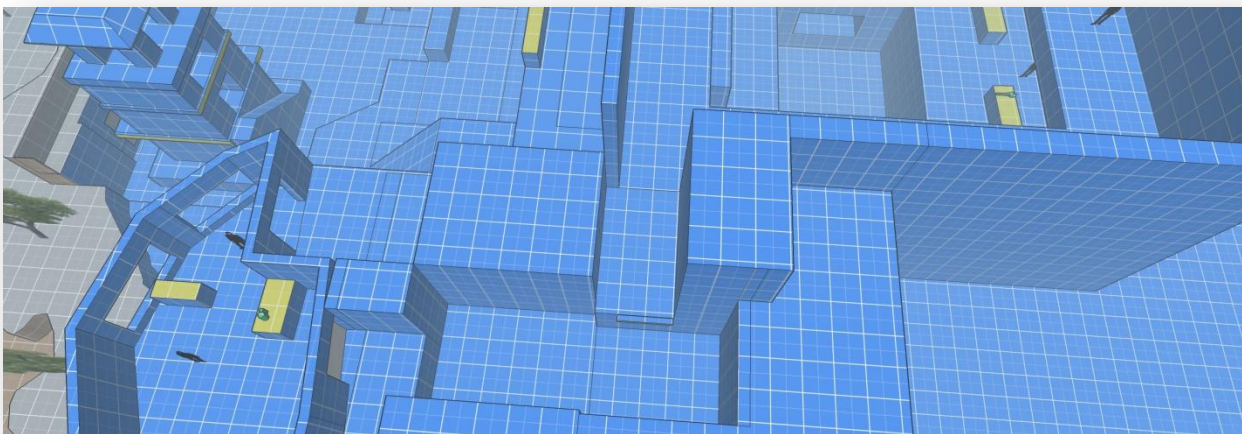
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- Players move to the top right hand tower to progress guided by clearing the new threat.
- Players will have to do an interact to move through into the next area at the back of the right tower; lifting wood and debris up and squeezing through where it will collapse behind them.

Players are forced down a one way drop at this point obscuring the level behind them completely culling everything behind the player and loading in the next area outside the transition room.

Transition Room

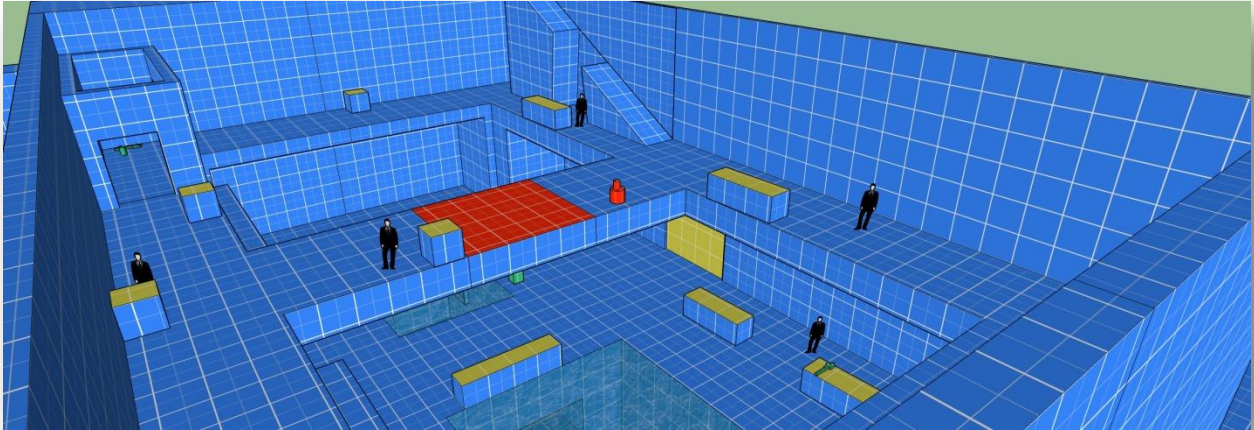


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Encounter 2

Gameplay Opportunities



- Shoot out the explosive on the bridge in order to drop the AI to their deaths whilst still allowing a metric jump across.
- A careless AI has left a Sniper rifle in the back room for long shots across and down into the room.

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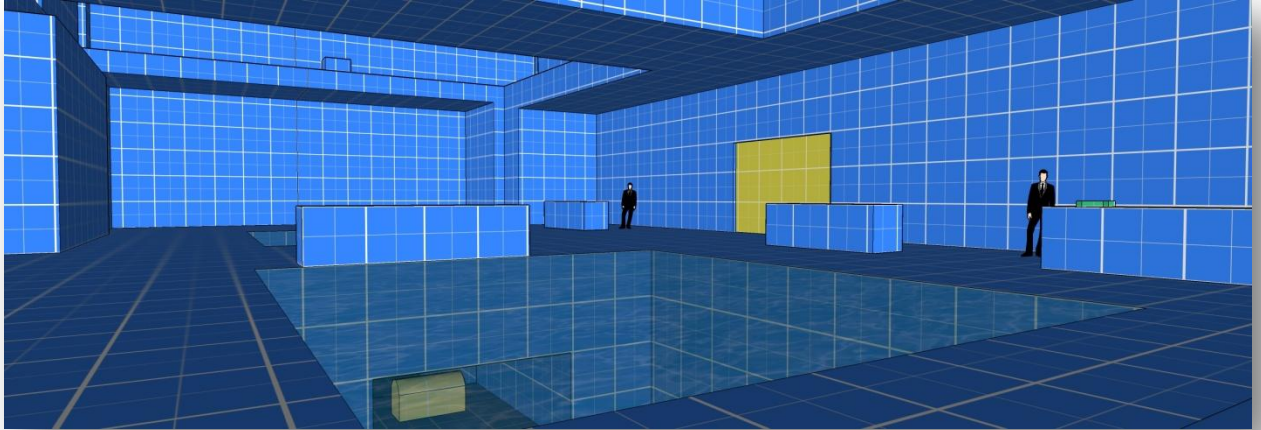
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Encounter 2

- Players are assailed from the multiple tiered room with higher level infantry making formidable attacks and using cover from the floor and raised rubble. A single sniper is in the top left room; prioritizing him as a target will allow you to use his weapon or the ammo stores he has.



- AI filter around the edges of the room using cover and attacking.
- No further re-enforcements spawn once you eliminate the threats in the room.
- Players can ledge hang and traverse down to the bottom or use a stair case.

Audio event: *Sully tells the player the door is sealed shut but they can potentially swim up into the room via one of the pools. The pools are extremely deep so the player will have to improvise to get to him.*

Cut scene event - *Drake picks up one of the massive bits of stone debris - "here goes nothing" and plummets into the murky water holding the debris.*

Water Puzzle

- Players use the stone to plummet faster than they would be able to swim in order to drop quickly to the depth required.

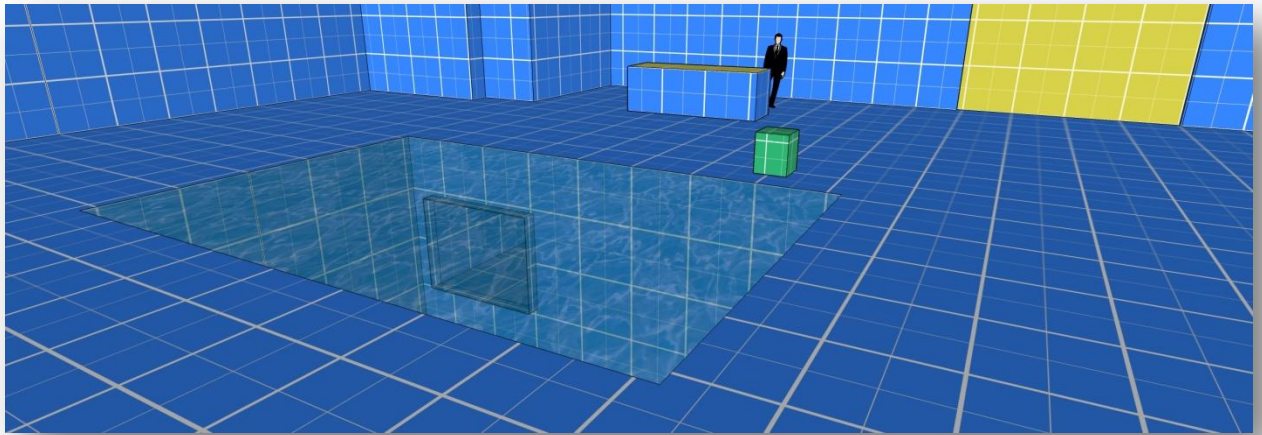
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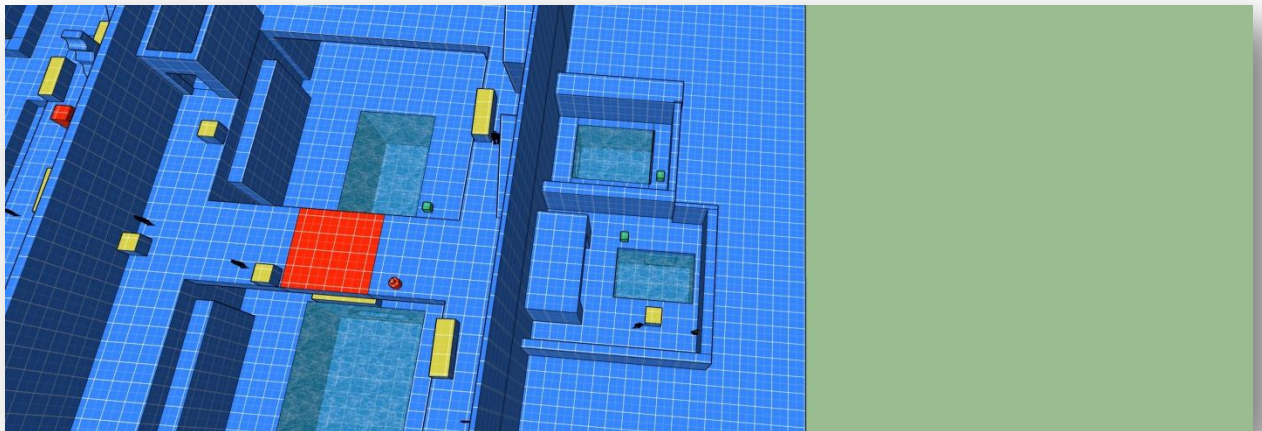
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The area is populated with a few large interact debris and stones that will re-spawn off screen if required.

- Small crocodiles swim off into the depths but provide no threat.
- As players plummet down into the depths they must detach from the stone at the right time and then swim for their lives through the tunnel to the next air pool.
- There is also a handy bit of treasure off the beaten path.

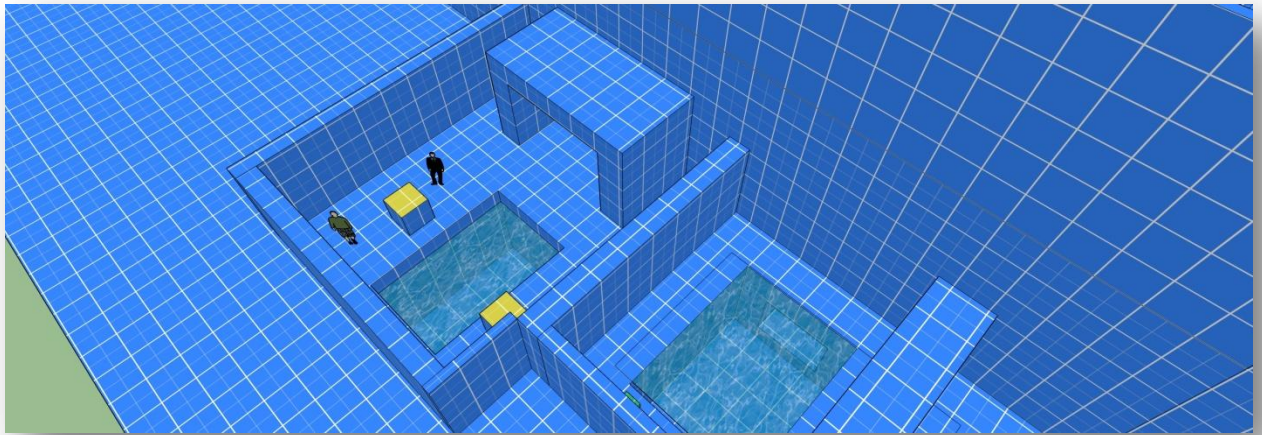


- Players will need to evacuate the pool and grab more debris/rubble in order to plummet at speed and get to the third pool.



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Rescue Sully

- Surfacing in the third pool the player sees Sully bound on a chair where he has been tortured; he's not in good shape.
- There is no sign of the person responsible.

Audio Event: *The player is warned to be careful as the "creepy bastard" is still around.*

- Players interact in order to free Sully's ropes and get him out of the chair.

Cutscene: As Nate fumbles with the ropes a door is heard creaking. Before Nate can turn to face the threat he is grappled and slammed to the ground by Sully's torturer. Gameplay resumes.

- The player must brawl the torturer until he is stunned with attacks and counters.
- Players must grapple him once stunned allowing Sully to attack him too.
- The room is broken and destroyed as the pair are swung around by the giant breaking away wall sections and statues.
- The torturer requires a formidable beating to take down using objects in the room and debris to bolster their attacks whilst stunned.

CS - The torturer is finally killed and slams to the ground where Drake gives him an unceremonious kick into the water pool. Drake then thuds to the ground to rest and wipe the blood from his brow. Sully lands next to him and examines his bleeding knuckles then drapes an arm around Drake. "It's good to see you kid" You took your sweet time though." "Time to get out of here"



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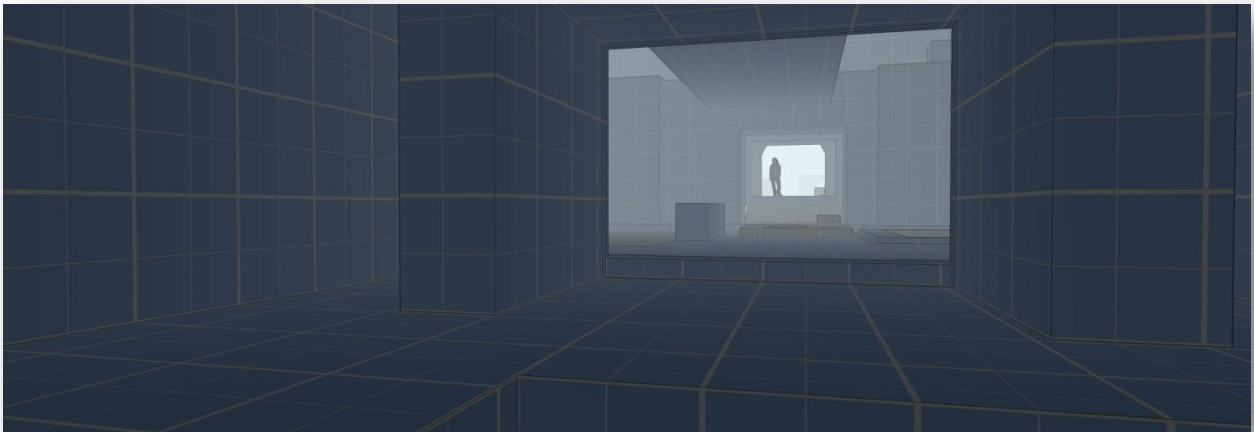
Sully is aided by Drake into cover. The room fills with troops accompanied by the clutter of enemies getting into position. The doors in front of them are blasted down and as the smoke clears Elana is revealed

- "what did I miss?"

Gunfire smashes into the ground around her pocking the ground and drake opens fire at the assailants.

"not much then!"

Elana returns fire.



Gameplay resumes

- Clear the room of remaining threats.
- Reach Elaina and make your way out the front of the fortress to the waiting speed boat.
- Clear elites and grunts that have taken up residence in the fortress gardens.

Level Event:

A group of speedboats is seen approaching the shore - man the smg in the tower and turn it on the approaching speedboats.

"Do these guys ever know when to quit"

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Clear the water of speed boats in order to exit the environment.





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Sketch-up File Notes:

- *Blue Box - General gameplay*
- *Red - Blow up or destructible*
- *Gold - Interact surface or Traversable*
- *Green - Grenades and weapon and rubble box to plunge into pools*
- *Yellow - Collectables*
- *Brown - organic rock - non game play space.*

General Notes:

I think it's worth optimizing the encounter with transition points and vis mesh regardless of platform. It gives us more bandwidth and freedom within each area to really push the detail to the limit. The PS4 will have much greater potential for active AI and draw distance, active entities, draw calls etc but if the level is optimised even with current platforms in mind we can use that bandwidth elsewhere.



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A Thief's End