

DISCO DANCE OF DEATH



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Level Design Document



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Overview

Summary

Disco Dance of Death is inspired from the brightness, vibrancy, and high energy of the typical depiction of disco dance clubs. The player spawns into the level at the end of a street, staring straight down it. The player must fight their way through the vibrant zombie-filled nightclub and the rest of the building through hordes of zombies and, eventually, the people running the club and see what the deal is with the zombie-filled nightclub. Once they get through the building and to the top of it, they can get on the roofs of the buildings to get out of this police-infested city block. The time of play should be just about 5 minutes if the players runs straight through on easy mode or up to 10 minutes on hard mode, just because they will have to do a slightly less run-and-gun approach.

Setting

The player spawns into the level at the end of a street, staring straight down it. It's nighttime, and the stretch of road and buildings is fairly dark and dreary. There's police patrolling all around the city, though they have not yet been alerted of the player's presence, and roadblocks all around. Just a few buildings away on the left side of the road, there's a sign with



large letters saying “D.D.’s Night Club” with neon purple and green lights shining both on the sign and into the sky.

Once the player ventures inside, they see bright flashing lights of many, many different colors and hordes of zombies throughout the area. Past the front part of the club are various different rooms and offices of different functions, all with a similar club vibe to it.

Part way up the building, the player will see that the club is mostly a front and a storage for all of these other zombies that cannot get out of the area by themselves. Higher up in the building, it begins looking like parts of a science facility, but still with the club themes within it through the lighting and some of the scenery.

Mood

The environment at the very beginning of the level when the player spawns is supposed to be dark, dreary, and hopeless. The many police and the lighting of the scene will mainly contribute to it. There is a sharp juxtaposition, though, with the rest of the stretch of street and the nightclub.

The nightclub, both inside and outside, and the rest of the building attached to it is almost all vibrant, energetic, brightly colored, and exciting. In certain rooms, there would be break in this atmosphere to a more normal atmosphere, but the sound of the would always still be present to remind the player of the exciting atmosphere of the rest of the building.

Just like the environment, the gameplay within the nightclub is almost always going to be high-activity where the player will be slaughtering enemies and running through this area. The



places with more normal atmosphere will feature slower-paced, lower-activity gameplay that would both function as a break from gameplay tension and a change in tone to not tire the player out from all the energy.

Objectives

Primary Objectives

Clear the Path - The player must fight through large hordes of zombies and some humans throughout the entire building.

Get to the other side of the building - The player must travel through the building to get to the fire escape on the other side and escape through an alleyway behind the building.

Get Out of the Neighborhood - Once the player gets to the alleyway, they would transition into the next level.

Secondary Objective

Why are there Zombies in a Nightclub!? - This serves more as a narrative objective.

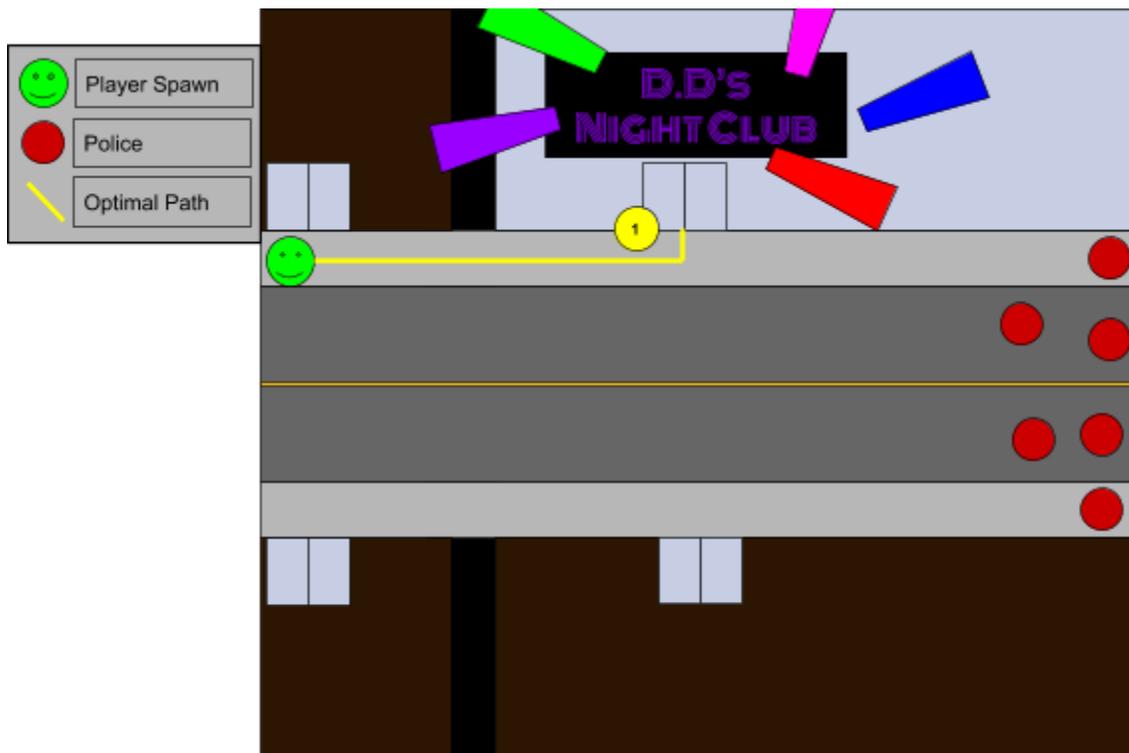
Throughout the play experience, the player will realize that the club is a front and a storage for the zombies to be held. There are scientists further up in the building that are experimenting on the zombies to learn more about them



Gameplay Walkthrough

The Road - Player Spawn Area

The player first spawns on the road outside of the nightclub with just an **SMG**. This area is primarily to show the overall theme of the world outside of the nightclub - a dark, dreary, dreadful environment full of intimidating police that are carrying much scarier guns. It seems like the police may have set up some sort of police barricade with far too many police to take on at once.



Top-Down View of the Layout



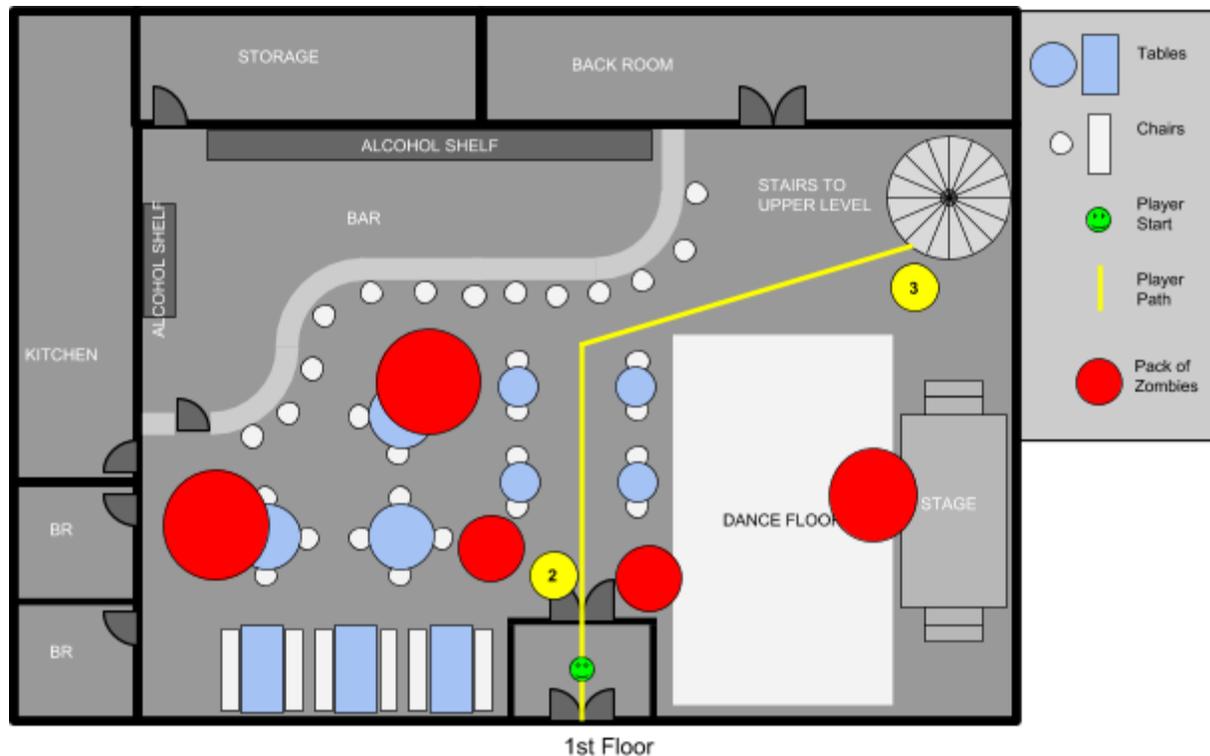
1. The player quite simply walks from their start straight to the door while the police are looking the other way.



Night Club Reference Image

D.D.'s Nightclub - 2nd Area

The first floor of the club is a large area with a bar, several tables and booths to eat at, a dance floor, and a stage. There are several doors throughout that connect to other rooms as well. The interior is filled with lights of many different colors flashing and moving. The club is well populated, but instead of humans, it is absolutely packed with zombies.



2. Player walks through the entrance (transition) room and into the club. Hordes of zombies are immediately visible to the player. Some zombies are facing towards the player right at the beginning and will go to attack the player.

3. Player fights through hordes of zombies to get to the stairs. Before getting to the stairs, the player can venture to other rooms. In the Kitchen, there will be a **Crowbar** leaning against the wall for the player can pick up. In the Back Room, there is a **Shotgun** sitting on a table for the player to pick up. Furthermore, behind the bar, there will be a pistol.

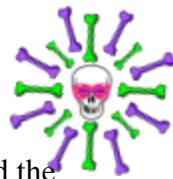


First Floor of Nighclub Reference Image (Replace people with zombies)

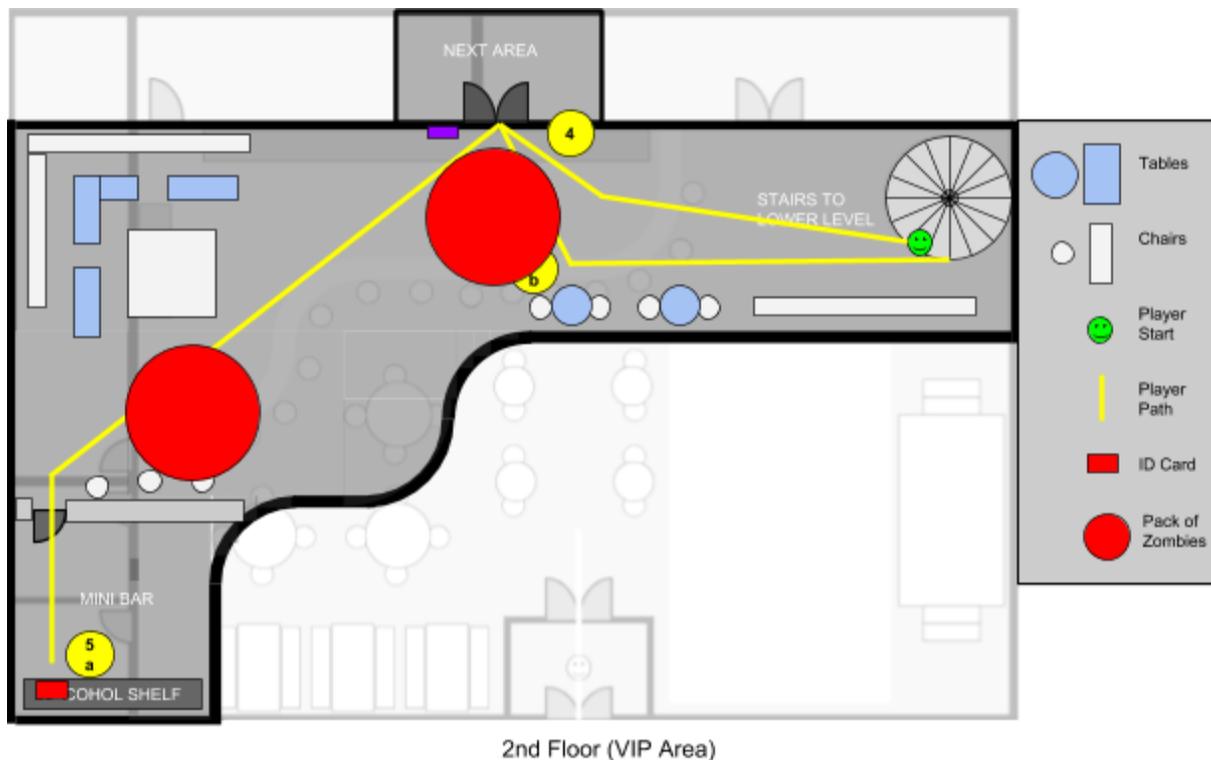


Bar in First Floor of the Club Reference Image

The second floor of the club is a balcony that overlooks the first floor. It is marked as a VIP space, but although the zombies may try, they're not going to keep you from going up there. There are more eating areas along with a mini-bar. The curved, jutted out part of the balcony is



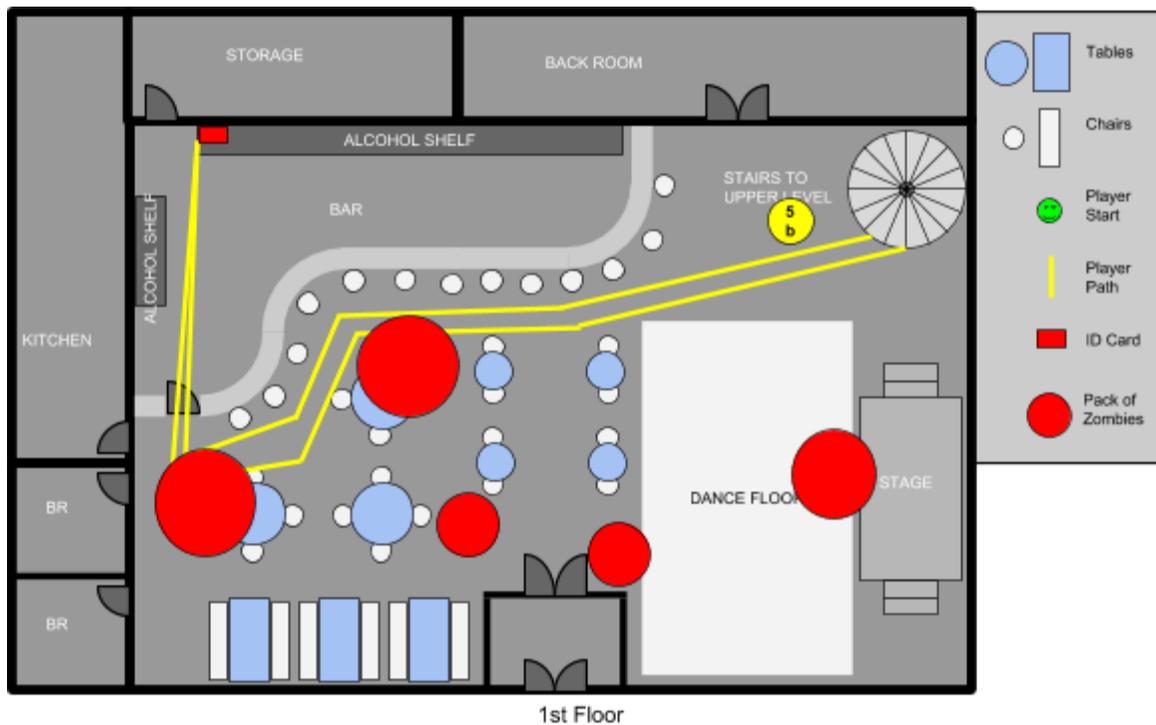
primarily used for guests to stand and hang out there while looking out to the dance floor and the stage.



4. Player fights through more zombies on the 2nd floor balcony to get to the back door. On the way to the door, the player will see several corpses of police on the ground as well, along with some blood stains that lead through under the door. When the player gets to the door, unfortunately the door is locked. If the player tries to open the door, they will be prompted that they need a key card. From here, there are then two different routes the player can take.



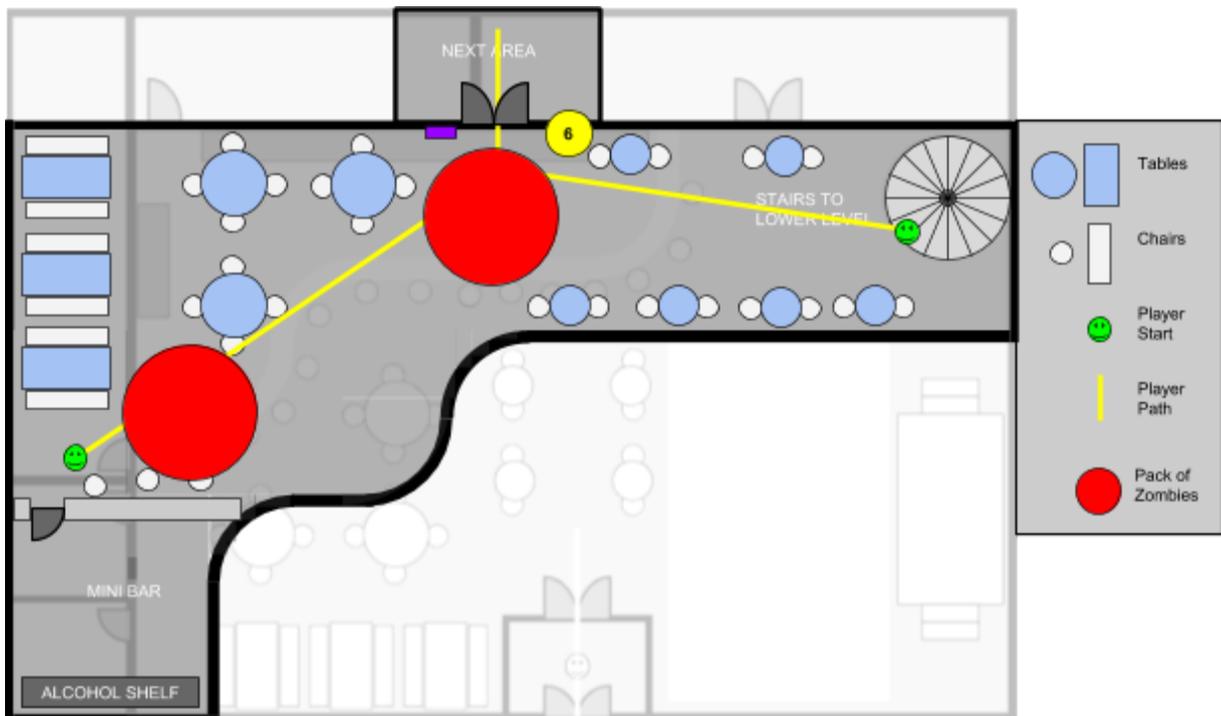
5a. The player can either walk to the minibar to get an ID card from the prior bartender up there. The player can pick up the ID card before going to the door as well.



5b. The player can walk downstairs to get the ID card from the bartender that used to be at the 1st floor bar. The player can pick up the ID card before going to the door as well.



2nd Floor Balcony Reference Image

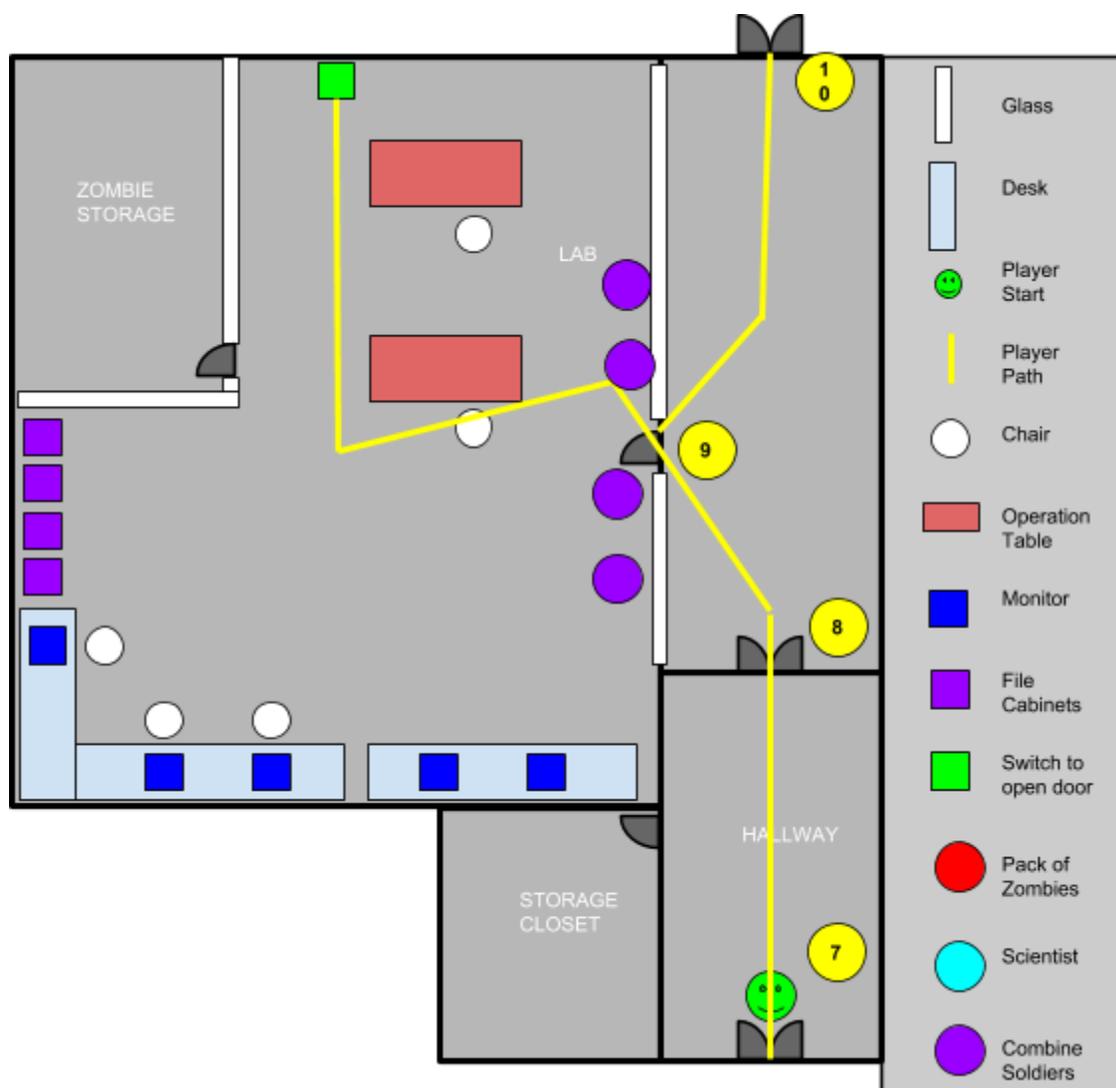


2nd Floor (VIP Area)



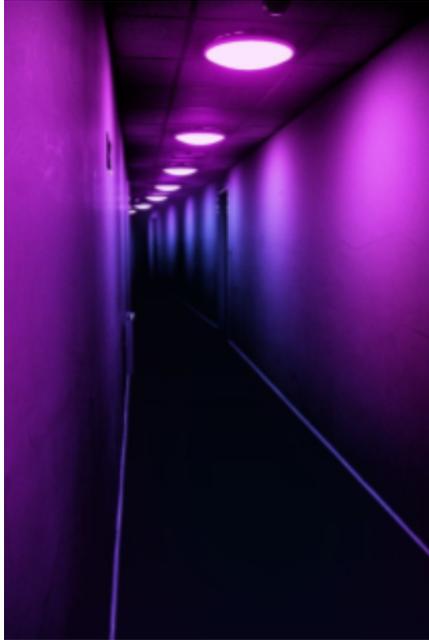
6. The player then walks from where they got the ID card to the door, clicks the interact button (E by default), the door makes a sound to tell the player it worked, then the door opens.

Disco Labs - 3rd Area





7. Once the player walks through the door, they will be in hallway. This hallway will mostly be used as a small break area and a transition area from the club to the next area. There is, however, a storage closet on the left that has some medical supplies in it including a **Large Health Pack** that the player can use to heal back up. Off close looking, there will also be **some ammo for the SMG** that is sort of hidden behind some junk, but still visible to the player.
8. When the player goes through, there will be a trigger that will have the “doctors” inside look towards the player. The far door across the hallway will lock, forcing the player to fight.
9. The scientists run away in fear of the player while the Combine Soldiers turn around and fight the player. The Combine Soldiers will be placed so that they are between you and the **Zombie Storage**. Due to the lowerer accuracy of the SMG, it is fairly possible that the player shoots the glass to the **Zombie Storage** and lets the horde of zombies free. These zombies are both aggressive towards the other NPCs and towards the player.
10. The player proceeds back through the double doors at the end of the hallway to the next area.



Hallway Reference Image

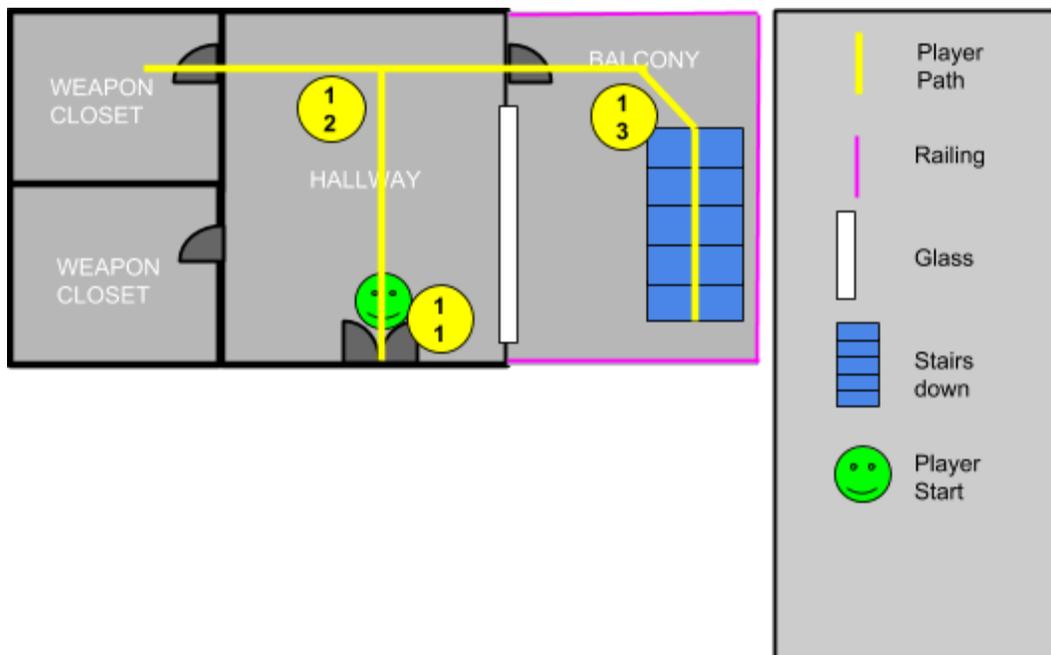


Supply Closet Reference Image



Operation Room Reference Image

The Balcony - 4th Area



11. Player enters into the hallway



12. Player can either go to the weapon closet, which has a **Shotgun with ammo and more SMG ammo**, or head straight to the balcony. The balcony would be over an alleyway with more blocks of roads in the distance filled with more police.

13. Player goes down the stairs to the parking lot then back behind the alleyway below to progress to the next level

Asset List

Streets

- Textures

- Asphalt
- Concrete
- Brick
- Sleek, stainless-steel-like metal
- Glass
- Slightly rough door metal

- Models

- Police / Guards
- Police vehicles
- Fire Hydrant



- Trash on the road
- Trash can
- Parking Meters
- Doors
- Matt for in front of the door
- Sign saying “D.D.’s Nightclub”
- Pointing lights
- Sound
 - Police talking
 - Occasional police siren

D.D.’s Nightclub

- Textures
 - Dance floor made of vinyl
 - Hardwood for floors and stage
 - Hardwood for counters and furniture
 - Fully transparent glass
 - Opaque glass
 - Material that seats of booths are made out of
 - Metal for support beams
 - Metal for railings
 - Cushions for seats and couches



- Models

- Spiral stairs
- Alcohol bottles
- Tables
- Seats
- Booths
- Couches
- Toilet
- Bathroom sink
- Bathroom stall
- Paper towel dispenser
- Urinal
- Kitchen pots and pans
- Kitchen utensils
- Kitchen sink
- Stove
- Oven
- Microwave
- Refrigerator / Freezer
- Cabinets
- Counter
- Zombies
- ID Card
- ID Card reader



- Point lights
- DJ Mixer table
- Sound
 - Unlock door sound
 - “Ding” for the card being read

Disco Labs

- Textures
 - Tile floor
 - Tile ceiling
 - Metal for operating tables
 - Glass
 - Metal for work tables
 - Blood splatter
- Models
 - Desk
 - Computers
 - Operating table
 - Tools for operations and surgery
 - Door
 - Large switch
 - Point lights



- Cleaning supplies (broom, mop, mop bucket, etc.)
- Shelves
- Rolling metal table for tools
- Trash can
- Sink
- Cabinets

- **Sound**
 - Lock door sound
 - “Ding” for the door being unlocked

The Balcony

- **Textures**
 - Metal grate for the balcony
 - Metal for the railings
 - Point lights
 - Asphalt
 - Concrete
 - Brick
 - Glass

- **Models**
 - Police / Guards
 - Police vehicles



- Fire Hydrant
 - Trash on the road
 - Trash can
 - Parking Meters
 - Stairs
- **Sound**
- Police talking
 - Occasional police siren