

Discotheque

DangerBall

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**Designer: Team &
Intended Level Delivery Date:
February 22, 2006**

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Revision Notes

1/11/06 – Initial version of document

1/14/06 – Finished LDD; Completed map section and edited previous content.

3/10/06 – Began updating LDD from changes made up till Beta.

3/16/06 – Final LDD Version

Quick Summary

This level is an official DangerBall arena built inside a Discotheque. There are two scoring goals (one at each end) and players will race back and forth between them frantically trying to get the ball and score.

Overview

Campaign

DangerBall doesn't have a single player campaign. DangerBall is a deathmatch style game where you simply play where ever you want to play. The Discotheque is considered the easiest of the three levels to play and an excellent introduction for new players to the world of DangerBall.

Mission Location

- Setting: An officially sanctioned DangerBall arena built inside a Discotheque.
- Time: 12:00am
- Season: Summer
- Weather: Clear Night

Mission Difficulty

- This is the easiest of the three levels. The difficulty is mostly determined by the skill level of the opposing team, but this level is easier to maneuver than the other two due to its more streamlined and straightforward architecture.

Mission Metrics

- Play Time: default 5:00 min
- Physical Length: 18432 Unreal Units
- Physical Area: 110,592 Unreal Units
- Max New Characters: Does not apply to DangerBall.
- Max Visual Themes: One. Discotheque.

Details

Level Atmosphere/Mood

The level takes place in the DangerBall Discotheque arena. The atmosphere will be that of a disco dance party with colorful lights, funky music, and disco balls, etc. The floors either light up in colored blocks or are hardwood floor. Everything in the level is 70's disco themed. Official DangerBall banners and ramps are spread throughout the level.

Story

At one time this was the hottest Disco Dance club in the world, but now it has been converted into an official DangerBall arena. It still retains its disco heritage in the form of disco balls, light up dancing floors, and thousands of tiny decorative lights.

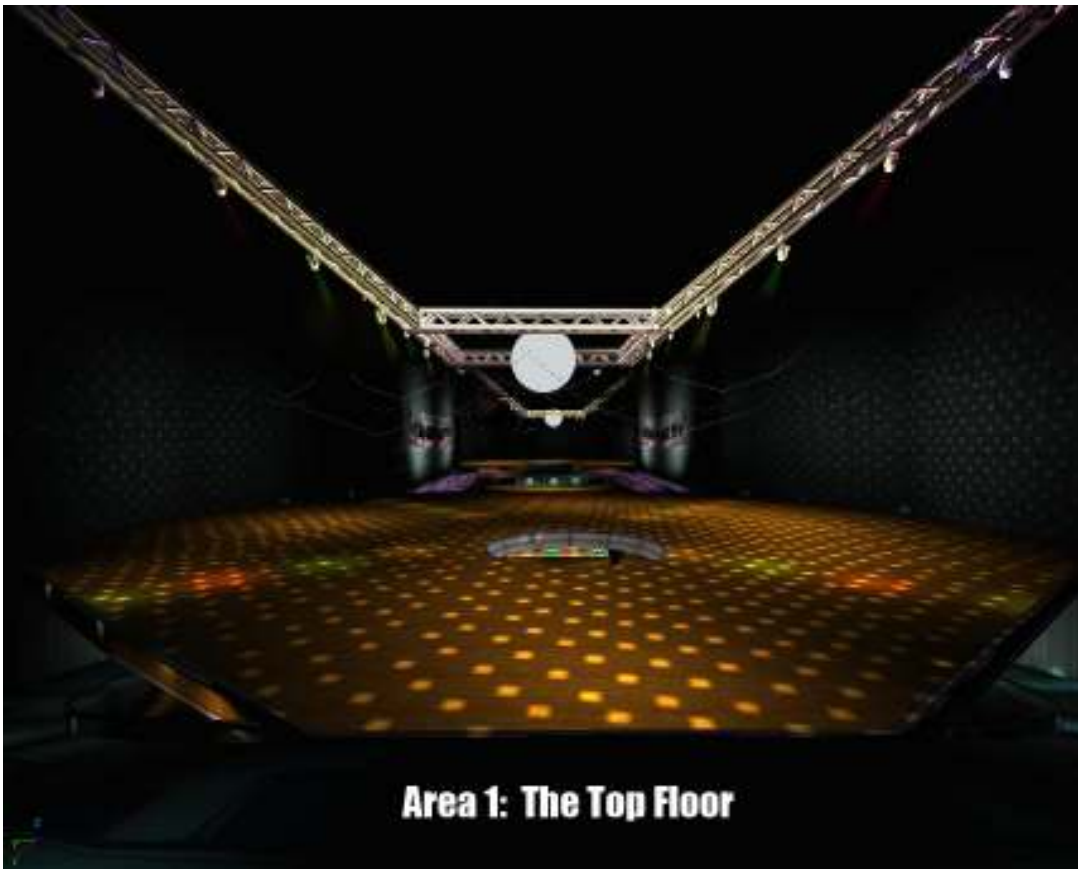
Major Areas/Visual Themes

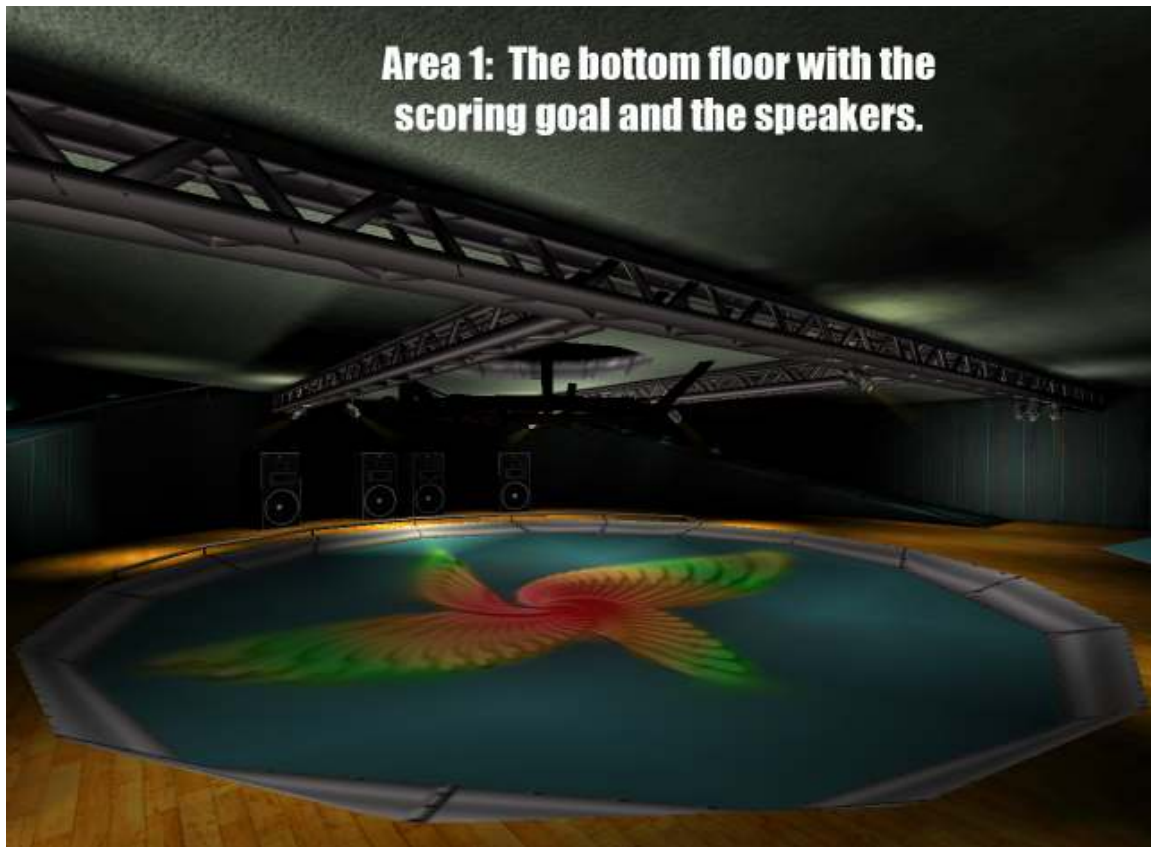
Area 1: Discotheque Scoring Area

Area Description:

There are 2 Discotheque Scoring Areas, one at each end of the level. Both Discotheque Scoring Areas are exactly the same, only mirrored. They consist of a circular bottom and top floor with two ramps curving up the back side of the circle to the top floor. The Top floor has a disco ball and rotating disco lighting projectors as well as a lighting grid that shines down multi colored lights. There is a hole in the center of the top floor where the scoring goal is. To score players must skate up the ramps to the top floor and then drop down through the goal. The bottom floor has a dip in the center of the room with a rail grind curving around the backside of the dip. Behind the rail grind are thumping speakers. There are also 2 ramps with rail grinds on the bottom floor near Area 2. Players spawn in the center of the bottom floor facing towards the center of the map.







Gameplay:

Area 1 has two floors. On the bottom floor there is a ramp on each side that leads up to the top floor. In the middle of the bottom floor there is a disco floor that dips down slightly. On the top floor there is a goal in the center of the room positioned horizontally that leads to the first floor. The level flows back and forth between the two scoring goals until time runs out. To score you must skate up to the top floor and drop down through the goal. If the defense is smart they will wait at the bottom for when the ball carrier drops through giving them an opportunity to steal the ball and make a break for it. And so after every score there is a good chance that the opposing team can steal the ball giving this level a high turnover rate.

Area 2: Speed Section

Area Description:

The Speed Section connects the two Discotheque Scoring Areas together. Like Area 1 it also has two floors. The top floor has 2 long light grids that the player can rail grind on between scoring areas. At each end there are also ramps with booster pads that launch the player just short of the other end of the arena. The bottom floor is a long corridor that dips down in the center into a light-up disco floor. The ball spawns in the center of the disco floor. The sides of the corridor have rails to grind on as well as a small ramp with booster pads.



Gameplay:

This is the corridor between the scoring goal areas and players will want to travel through here as fast as possible. They have several options. If they take the top route they can rail grind across the gap (which is faster than skating) or they can use the booster pads on the ramps to launch them all the way to Area 1 at the opposite end of the arena. On the bottom floor they can skate downhill through the center and pickup grenades along the way, rail grind along the raised rails, or use the booster pads on the ramps on the sides for a quick burst of speed. Each path has its own advantages.

Map Objectives

- Primary – Score more goals than the other team.
- Secondary – Beat down your opponents.
- Hidden – Prove that you are the Disco King by finding the hidden chickens/ bowling pins.

Challenge Highlights

- There will be lots of high speed chases in Area 2: Speed Section.
- Rail Grinding between scoring goal platforms.

WOW Moments

- While the player is skating up to the goal to score the area is lit up with flashing disco lights and a disco ball, all portrayed with spectacular projector effects.
- The initial speed rush and melee frenzy to the center to grab the ball.
- Chasing down ball carriers or being chased in the Speed Section.

Actors***Player***

- Model(s): There are two types of player classes: Jammers & Blockers. Jammers are fast and agile while Blockers are big and tough. Each class has a different model.
- Inventory: Every player selects one melee weapon at the beginning of the match. They cannot change it until next match. Grenades can be picked up during the match. A player can hold 1 of each grenade simultaneously.
 - Baseball Bat: Melee weapon. A high damage melee weapon.
 - Riot Shield: A low damage melee weapon. Provides some damage reduction from attacks.
 - Molotov Cocktail: Grenade. Causes area effect damage.
 - Foam Grenade: Grenade. Causes area effect slow down.
 - Oil Can: Grenade. Causes area effect "spinning out of control" debuff.
- Start Location: The teams start on each side of the level in the dip of Area 1 on the 1st floor.
- Motives/Objectives: Win!!

Key Actors**Actor 1: DOES NOT APPLY TO DANGEROBALL**

- Model(s) DOES NOT APPLY TO DANGEROBALL

- Inventory DOES NOT APPLY TO DANGEROBALL
- Motives/Objectives DOES NOT APPLY TO DANGEROBALL
- Starting Location DOES NOT APPLY TO DANGEROBALL

Supporting Actors

Actor 1: DOES NOT APPLY TO DANGEROBALL

- Model(s) DOES NOT APPLY TO DANGEROBALL
- Inventory DOES NOT APPLY TO DANGEROBALL
- Motives/Objectives DOES NOT APPLY TO DANGEROBALL
- Uses Within Level DOES NOT APPLY TO DANGEROBALL

User Interface

- Pre-Game Information
 - Briefing: DOES NOT APPLY TO DANGEROBALL
 - Etc...
- In-Game Information
 - Introduction DOES NOT APPLY TO DANGEROBALL
 - Conclusion DOES NOT APPLY TO DANGEROBALL
 - Etc.. DOES NOT APPLY TO DANGEROBALL
- Post Game Information
 - Debriefing: Announcer shouts the winner.
 - Stats DOES NOT APPLY TO DANGEROBALL
 - Etc... DOES NOT APPLY TO DANGEROBALL
- HUD Elements
 - Normal Elements Used: Use the standard DangerBall HUD
 - Special Elements Required: DOES NOT APPLY TO DANGEROBALL

Gameplay

Gameplay Mechanics

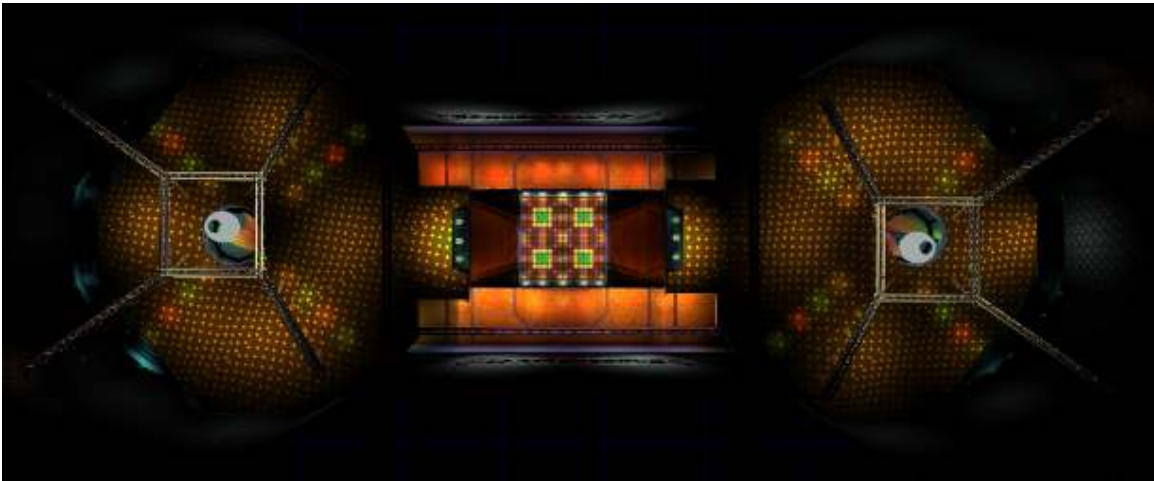
- Prerequisite Skills: Jumping, Rail Grinding, Melee Attacking, Goal Scoring, Throwing & Dropping Grenades.
- Skills Learned: Teamwork

Level Progression Chart

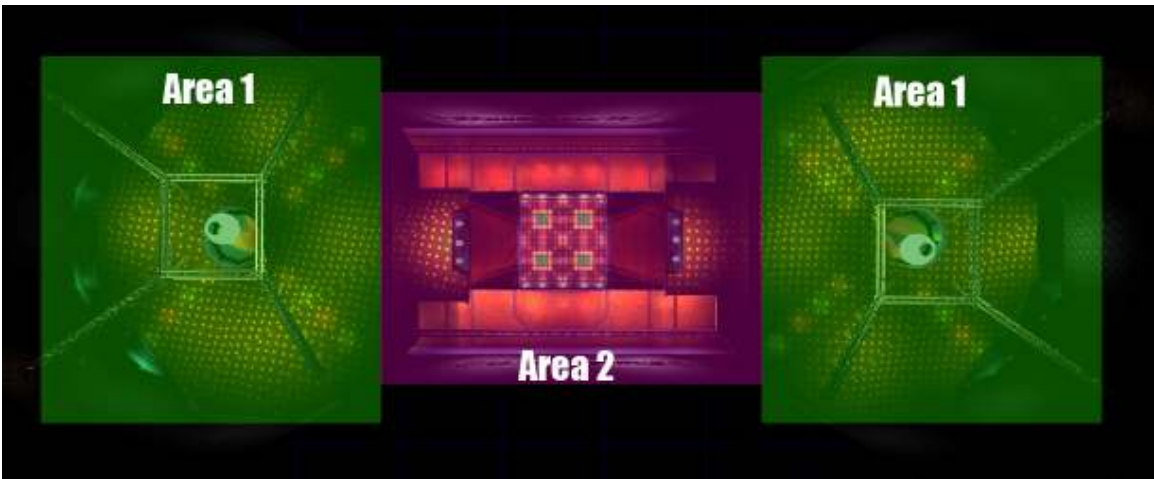
- Depicts gameplay, difficulty, and tempo over time throughout the level with Wow Moments, Challenge Highlights, and Objectives clearly identified:
 - See Level 1 and Level 2 Critical Path Maps

Map(s)

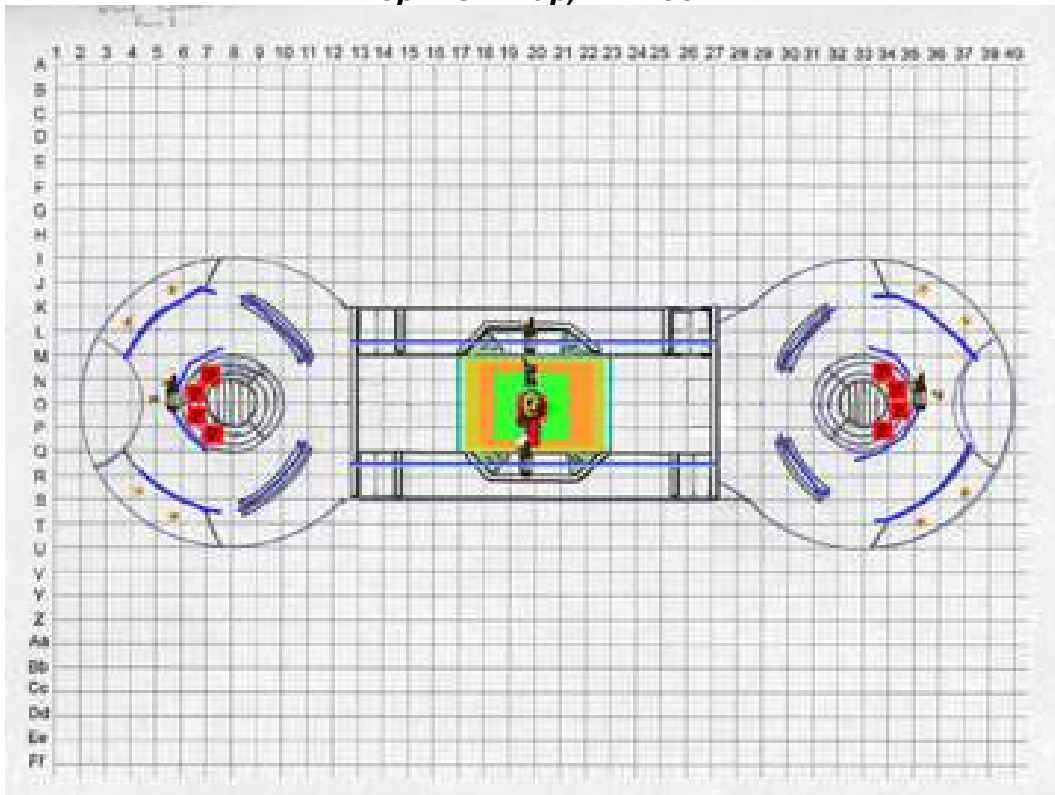
Top View, ScreenShot



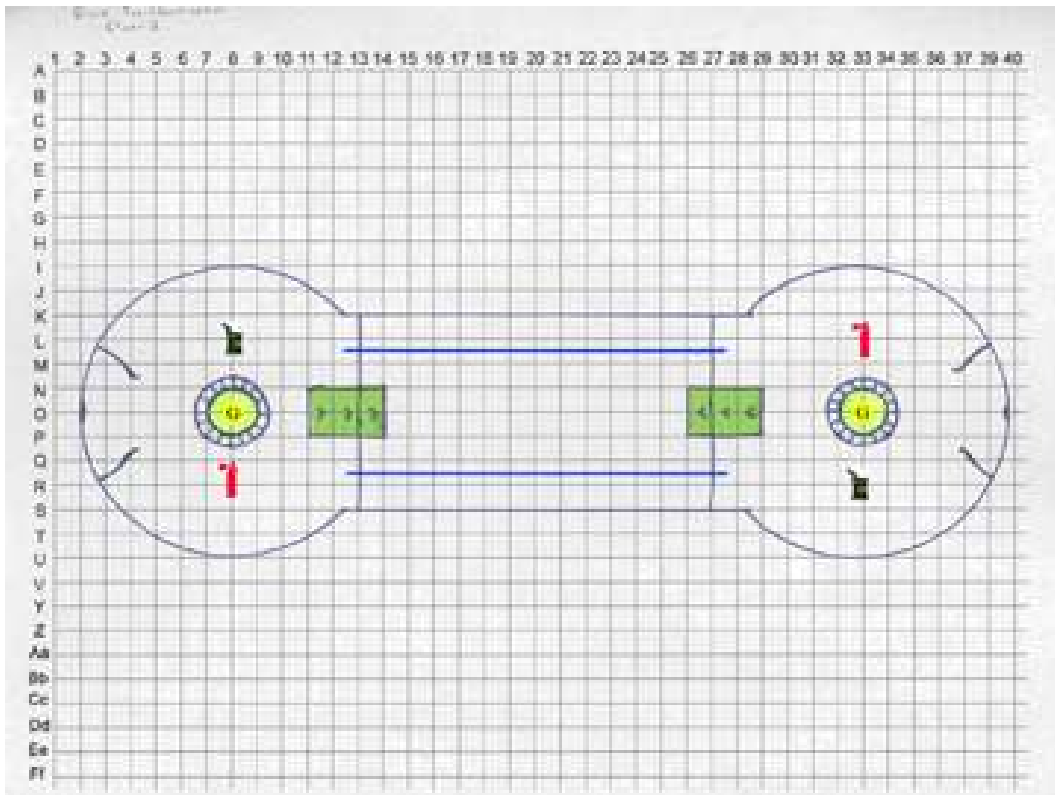
Top View, Divided by Area



Top View Map, 1st Floor



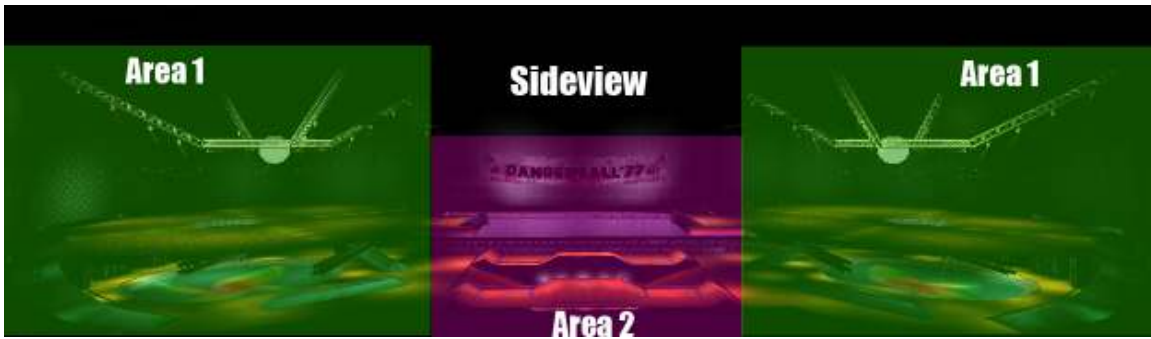
Top View Map, 2nd Floor



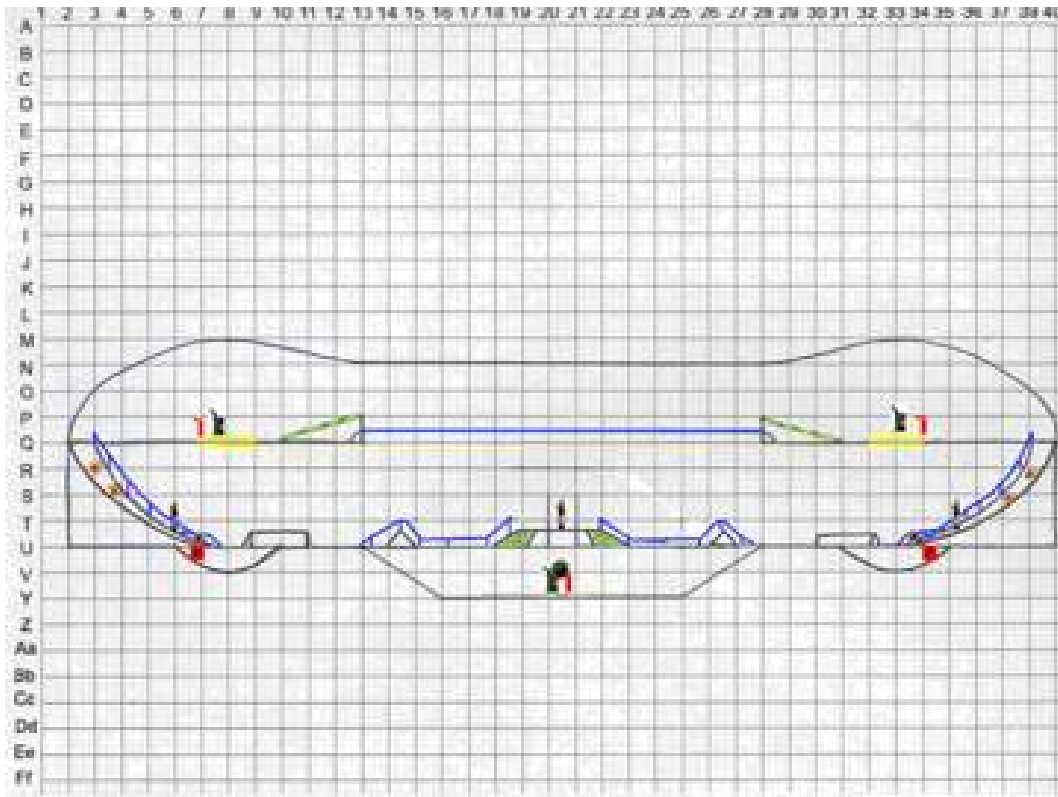
Side View, ScreenShot



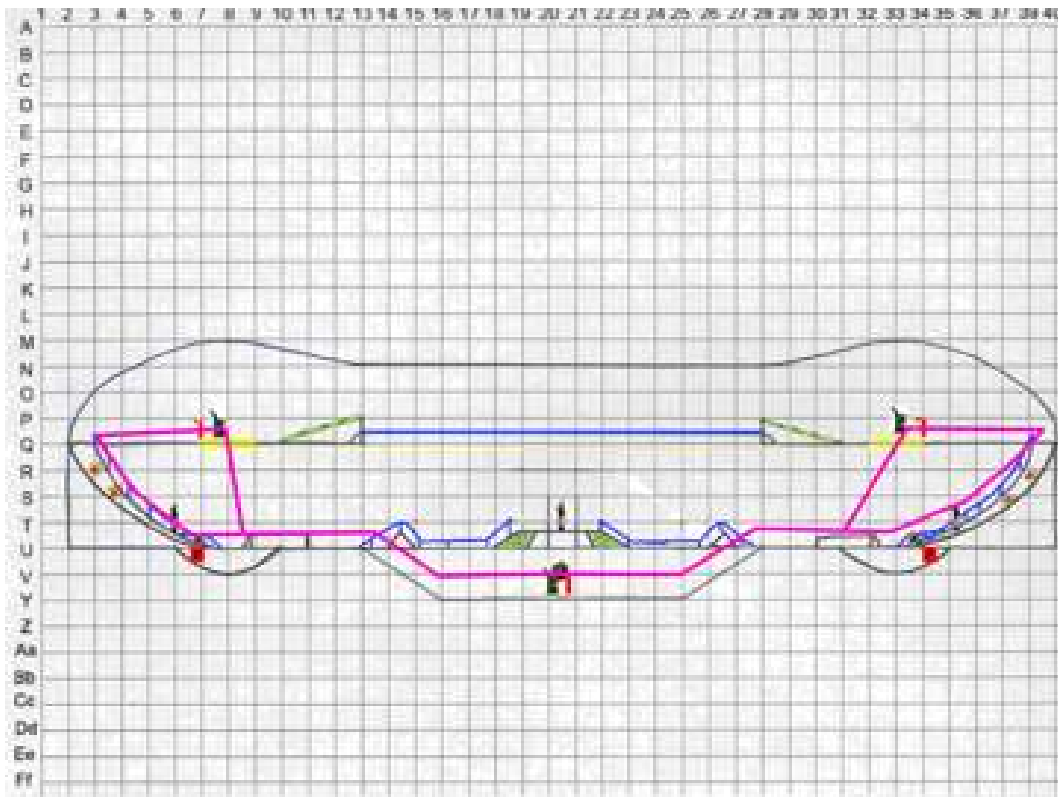
Side View, Divided by Area




Side View Map





Critical Path




Map Key

 - Goal


 - Ball Spawn


 - Player Spawns

 - Booster Pad

 - Random Grenade Pickup

 - Rail Grinds

 - Molotov Pickup

 - Fire Extinguisher Pickup

 - Oil Can Pickup

Detailed Map Description:

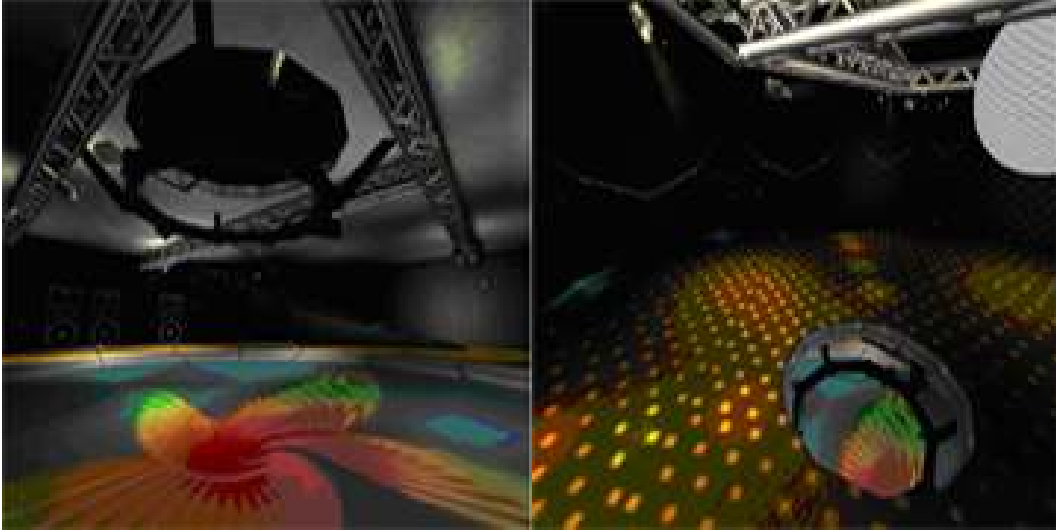
Area 1: Discotheque Scoring Area

Gameplay:

The main gameplay feature in this area is the scoring goal. To score a player must carry the ball up one of the two ramps and then jump down through the floor and the scoring goal. This gives the opposing team plenty of time to try and catch the ball carrier to steal the ball and score themselves, or if they don't think they can catch her they can wait at the bottom for her as she drops through to score and take the ball from her then.

Player spawns are in this area and so the initial rush to get the ball will start from this area. Depending upon who spawns where it could end up being an instant blood bath or a neck to neck race for the ball.

There are also several grenade pickups in this area.



Area 2: Speed Section

Gameplay:

This area is all about speed. It is long and spacious, has rail grinds (which are faster than skating), and has booster pads set on top of ramps. Players will be racing between the two goal points through this section so there will be plenty of combat taking place here as well. There are also several grenade pickups in this area to add some variety to the combat.

