

Helm's Deep – Level Design Document

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Engine : Chivalry SDK (UDK modified)

Job : Level Design
Game : chivalry Medieval Warfare (Team Objectives)

Level design workflow

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Updates

18/08/2013	<ul style="list-style-type: none">• Layout modification
23/07/2013	<ul style="list-style-type: none">• Picture added
19/07/2013	<ul style="list-style-type: none">• Kismet
14/07/2013	<ul style="list-style-type: none">• Third Objectives
08/07/2013	<ul style="list-style-type: none">• Second objective
06/07/2013	<ul style="list-style-type: none">• Level flow
30/06/2013	<ul style="list-style-type: none">• Document creation

Introduction

Context

Chivalry: Medieval Warfare is a first person action game in which player kill each other. There is no single player mode, the game is a multi-player game.

Helm's Deep is a fantasy keep from the famous book The Lord of The Rings written by J.R.R Tolkien.

Intention

This map is an adaptation of the Helm's Deep to the game mechanic of Chivalry: Medieval Warfare. The Chivalry SDK which is base upon UDK has been released only two month ago. The idea is give player the chance to experienced the battle of Helm's Deep from the book and the films. The films are our primary reference.

Game Modes

The Map has been designed to be able playable in other game modes:

- FFA (Free-For-All)
 - Every players compete against each other. The one with the biggest score at the end of the time wins.
 - There is two map in the game mode
 - Inside the castle (small map)
 - Outside the castle (big map)
- TD (Team deathmatch)
 - Two teams, Agatha and Mason have a reserve of 80 soldiers. Each time one player is killed the reserve lose one. The team who slaughter completely the other team wins!
 - Only one map
 - Inside the castle
- KOTH (King of the Hill)
 - Two teams, Agatha and Mason have to capture a specific area by staying in the zone during a certain amount of time. The first team to capture the zone wins.
 - Only one map
 - Inside the map.
 - Zone to capture
 - The Middle rampart on the second wall the one has long stairs.

What makes this map special?

Replaying the battle of Helm' Deep is something that players enjoy over and over and every medieval game has its Helm's Deep map. This map has been designed to give the players a lot of fun and the possibilities to create epic battles.

This map is also the very first to have been downloadable on Nexusmods.com

What to expect?

- Epic battles
- Fun to play
- Lots of game modes supported

References



Team Objective

Definition

The mode Team Objective lets players fighting each other either on Mason or Agatha side. One team is defined as the attacker and the other as the defender. Attackers have a limited time to accomplish their objectives. Each map has two or more objectives to accomplish. The defenders have to stop the attackers from succeeding.

Objectives of Helm's Deep

The idea was to adapt the Battle of Helm's Deep into some interesting Team Objectives. All objectives and associated maps will be explained later.

Mason: Attackers

- 1 – Destroy the outer wall by pushing the bombcart into it.
- 2 – Destroy the main gate to invade the keep
- 3 – Kill the King in the throne room

Agatha: Defenders

- 1 – Stop the bomb cart
- 2 – Stop Mason before they destroy the main gate
- 3 – Keep the King Alive.

Adaptation



Even if our primary source are the films, some adaptation was needed. First, the field in front the Helm's Deep is mostly composed of dirt and is very flat. In order to get an interesting terrain the field is not flat, is composed of dirt and grass and rock and there are many rocks blocking the direct way to the wall but creating new ways around. There are also three ways to enter in the first wall of the castle and three way to get the throne room (see yellow strokes)



Illustration 2: The Field almost empty

We also add three catapults, one to fire on the wall and two others near the Mason start to fire at the middle of the map.

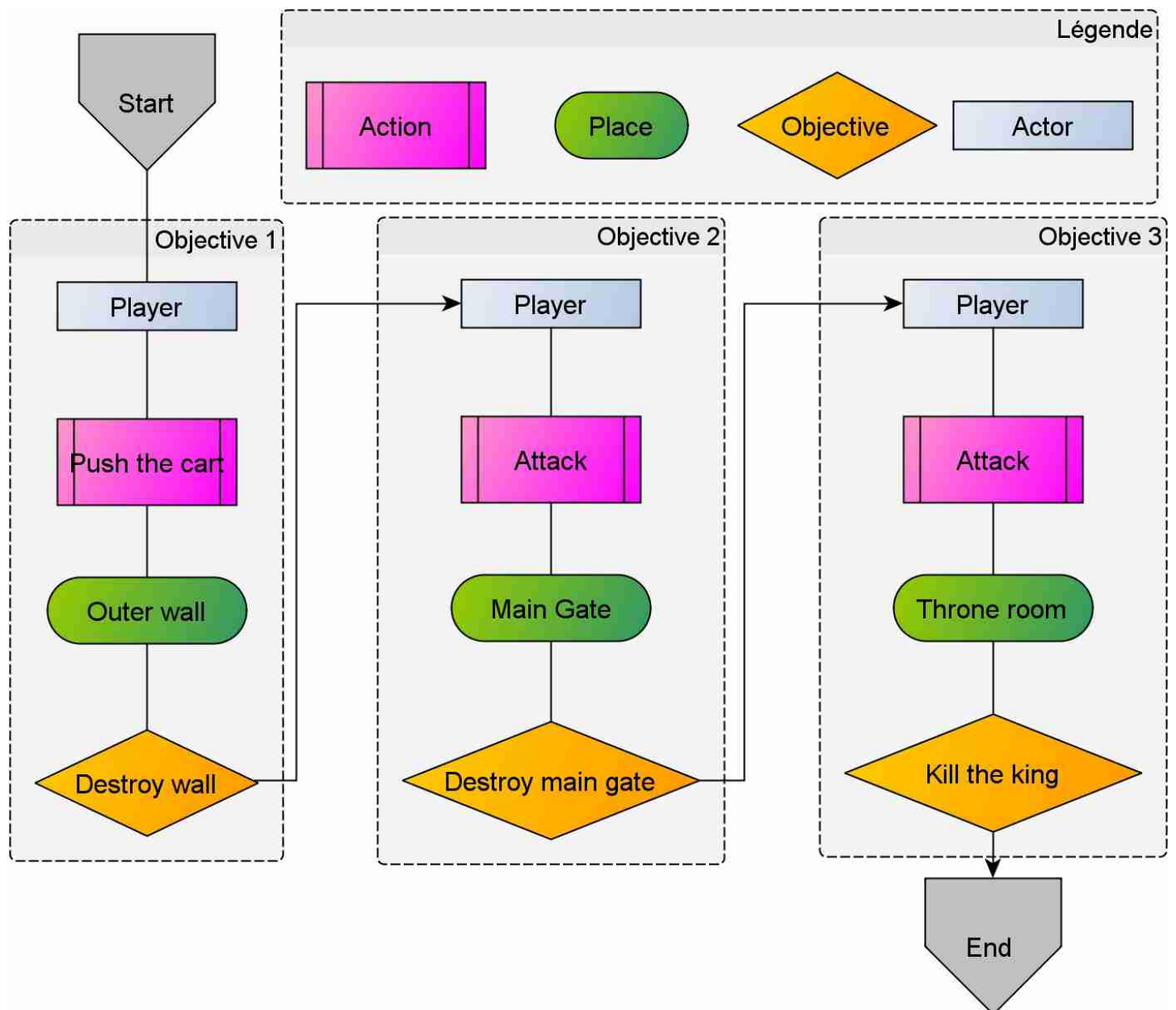
Illustration 1: Global map of Helm Deep



Illustration 3: The final version the field

Level Flow

The Level is very linear to match the original content of the game. The objectives follow the battle depicted in the Lord of the Ring movie to ensure a good adaptation.



First Objective

Challenge

The first objective when you are attacking the castle is to push the bomb cart to the outer wall in order to create a breach.



Illustration 4: The grate who will be destroy

Circulation

- The bomb cart follow the red rounded line to the wall (see below).
- Masons have three entries points.
- The players have many ways to get the wall
 - The left one is longer but leads to an ammo box and a catapult. This point a strategic one. The catapult and the ammo box are on a wood structure which is also a good point of view for archer. The point located at the middle of the two sides is a secondary objective in itself. It give an advantage but it is also a difficult point to keep.



Illustration 5: A strategic point

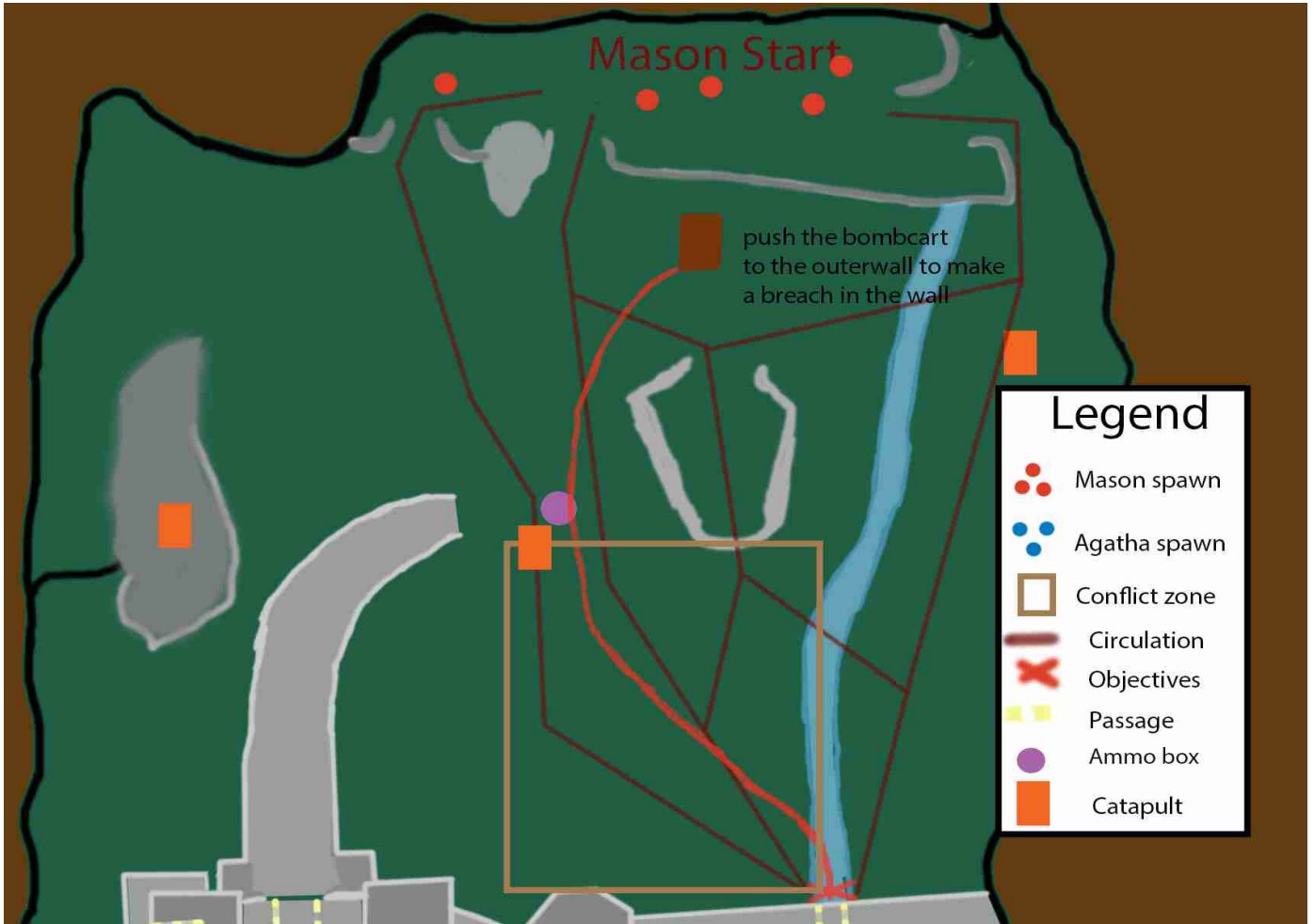


Illustration 6: First Objective

Features

Catapults

There is three catapults that can be used with three different ranges (see emplacement above).

Ammo Box

Each side has an ammo box next to the spawn but in the conflict zone there is only one ammo box for both team (see emplacement above)

Kismet

The Bomb cart moves thanks to the kismet script language.

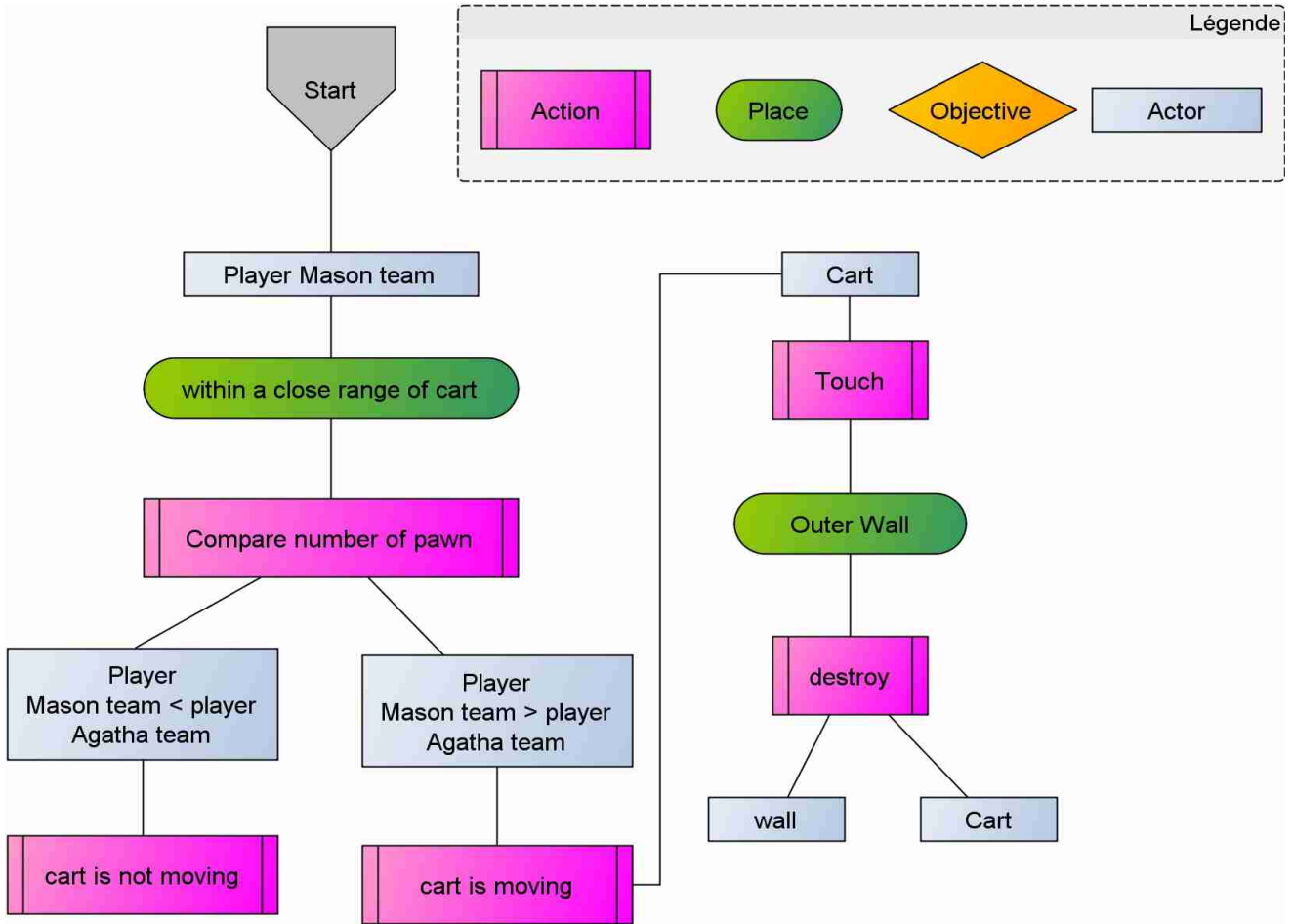


Illustration 7: Kismet working graph

Kismet overview

The kismet controls the behavior of the bomb cart. If there is more Mason's soldiers than Agatha's soldiers to push it then the bomb cart moves to ward the objectives. When it moves Mason's soldiers who push gain points each second.

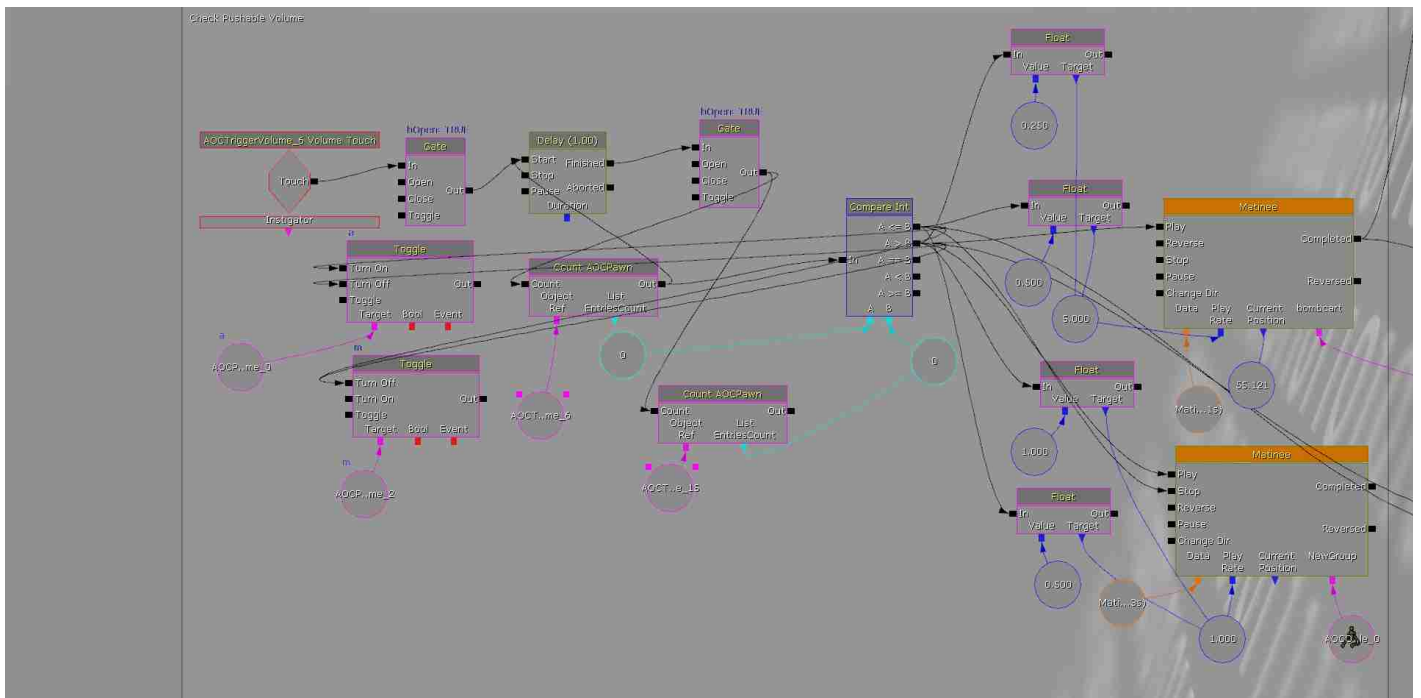


Illustration 8: Kismet scripting

Second Objective

Challenge

The second objective requires players to destroy the main gate of Helm's Deep to invade it.



Circulation

This second part is taking place on the right side of the map (from Mason's point of view). The conflict is thus moved next to the castle. However, the Mason team can enter the castle through two ways in order to try to destroy the gate from the inside.

- Short way
 - using the secret passage next to the gate (the same used by the Aragorn and Gimli in the movie)
- Long way
 - passing through the tower which give a way to the first and the second wall.

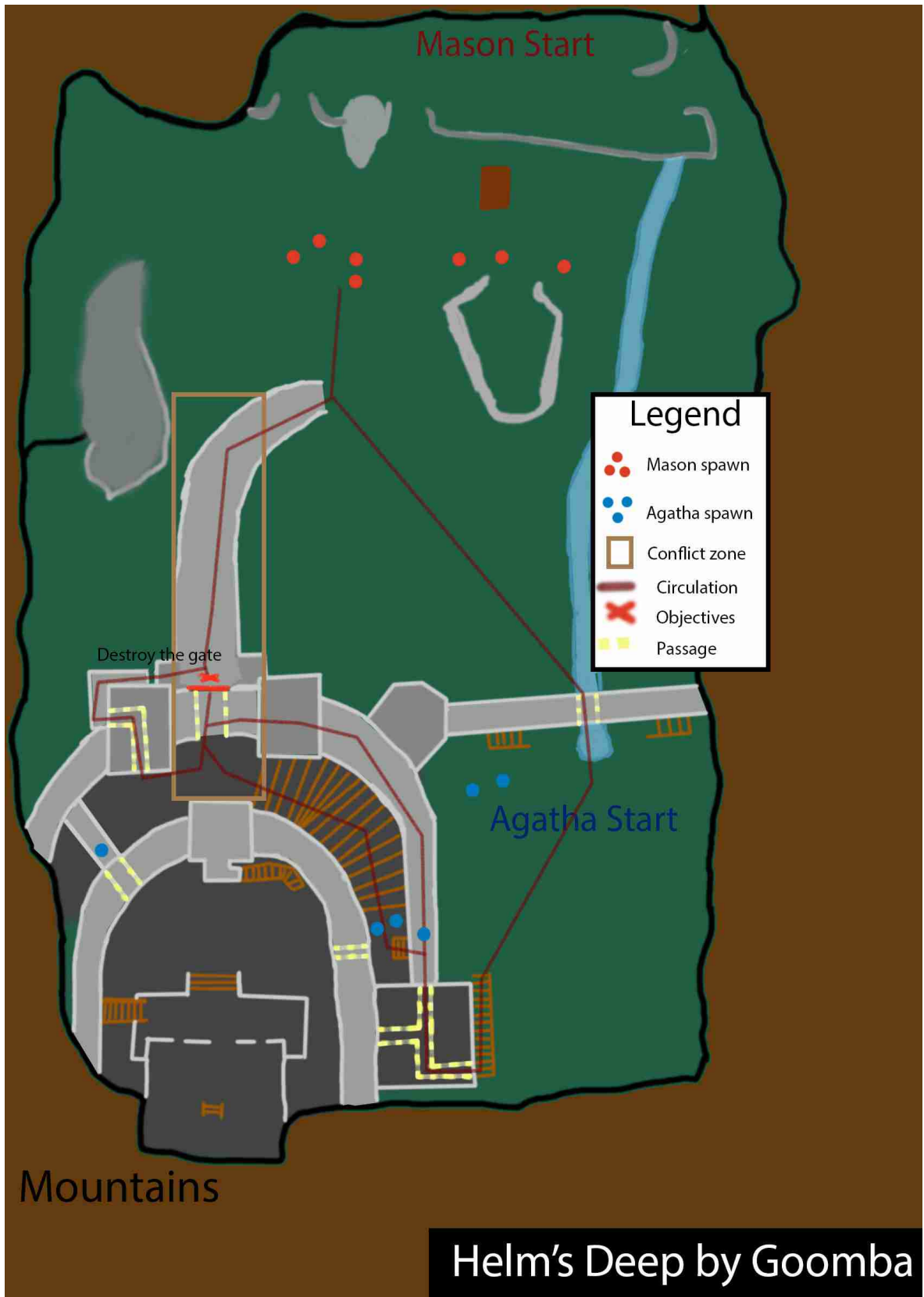


Illustration 9: Second objective

Features

Catapults

Only two of three catapults can be efficient in this second part to cover the attackers.



Illustration 10: The nearest catapult to the gate

Ammo Box

Each team has one ammo box next to its spawn.

Oil Pot

The defenders (Agatha team) can throw oil on the attackers when they are next to the gate. Oil deals with great damage and is difficult to avoid.

Scorpions

The defenders can also use two scorpions to attack from above and with a long range weapon.



Illustration 11: 2 scorpions and 1 oil pot to defend the castle

Kismet

There is not much kismet in this part though it is used to control the emitter and the destruction of the gate and the game logics.

Third Objective

Challenge

The third objective requires players to kill the Agatha King who is in the throne room inside the Castle.



Illustration 12: The throne room after a succeeded attack

Circulation

This third part is taking place exclusively inside the castle. Mason Players have to climb up to the throne room. The conflict is thus moved inside the castle in front and in the throne room.

Depend on where they spawn Mason Team players have three ways to climb up to in front of the throne room. Then there is four door to get in the throne room to kill the king.

- Shortest way
 - following the long stairs
- middle way
 - right side of the rampart takes players directly in front of the throne room.
- Long way
 - passing though the tower allows to get form first wall to second and then to the throne room from above



Illustration 13: Third Objective

Features

This third part contains only one ammo box per team. This part is much more centered on direct confrontation than the others.

Kismet

There is not much kismet in this part though it is used to control destruction of the doors and the games logics