

# Mason Prison – Level Design Document

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Engine : Chivalry SDK (UDK modified)

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

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*Level design workflow*

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## Updates

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25/08/2013	<ul style="list-style-type: none"><li>• Map illustrations</li></ul>
17/08/2013	<ul style="list-style-type: none"><li>• Add level maps</li></ul>
14/08/2013	<ul style="list-style-type: none"><li>• Add Third Objectives</li></ul>
01/08/2013	<ul style="list-style-type: none"><li>• Document creation</li></ul>

# Introduction

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## Context

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

*Mason Prison is a completely new map. After a defeat during on battleground a garrison of Agatha soldier were taken as prisoners to a remote prison located nearby the crimson bay on an island.*

## Intention

Most of Chivalry's Team Objective map require players to invade a castle. I choose to depict an evasion from a prison which offers new level design opportunity. Players start inside the prison and make their way up to the surface to escape.

## Game Modes

The Map has also 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 one map in the game mode
    - On the surface in the courtyard of the prison.
- TD (Team deathmatch)
  - Two teams, Agatha and Mason have a reserve of 80 soldiers. Each time one player is killed the reserve decreased. The team who slaughters completely the other team wins.
  - Only one map
    - On the surface in the courtyard of the prison
- Duel
  - Two players are fighting each other in two round wins.
  - Only one map
    - Inside the Prison

## What makes this map special?

Mason Prison is a map that is totally original. It has been designed to give the players a lot of fun and sensation. The big middle stairs give players the feeling of fighting like Robin Hood in the famous movie. Narrow, deadly, only one against one. The map promotes a good team work that is essential.

## What to expect?

- Narrow passage and strong fight
- Fun to play
- Lots of game modes supported

## Technique

Time approximation: 1 month

Software:

- Chivalry SDK
- Photoshop
- Illustrator

## References

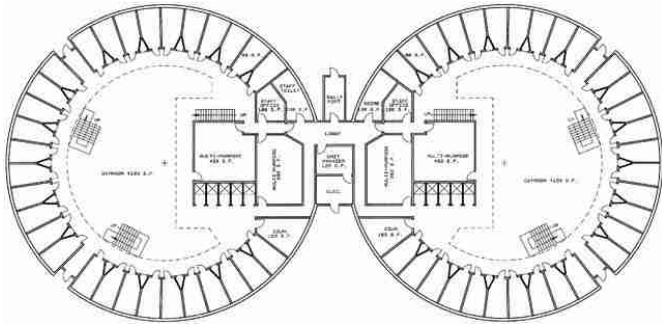


Illustration 2: Medium prison

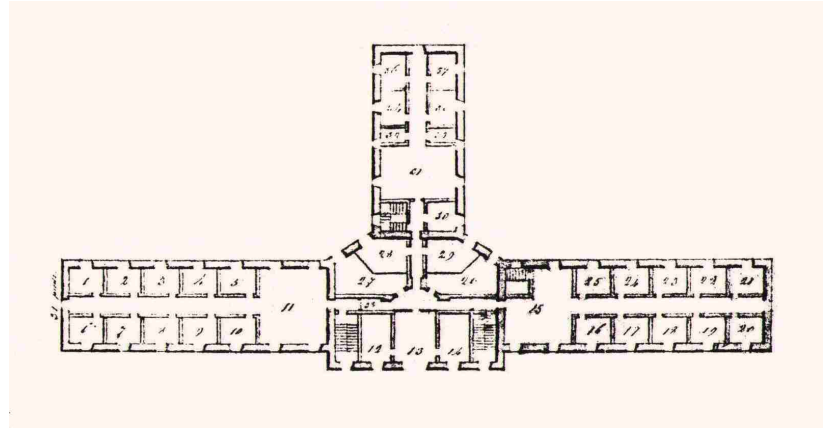


Illustration 1: Plan Montreal prison - 1838



Illustration 4: Chillon Castle dungeon



Illustration 3: The Adventures of Robin Hood "Stair Fight"



Illustration 5: Borgholm Castle (sweden)

# Team Objective

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## 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 attacker from succeeding.

## Objectives of Mason Prison

The idea was to take the point of view of a group of imprisoned soldiers. A prison is also mainly composed of thigh corridor to avoid prisoners grouping. This gives an interesting challenge to design a prison and to balance the design between corridors and open conflict zones.

### **Agatha: Attackers**

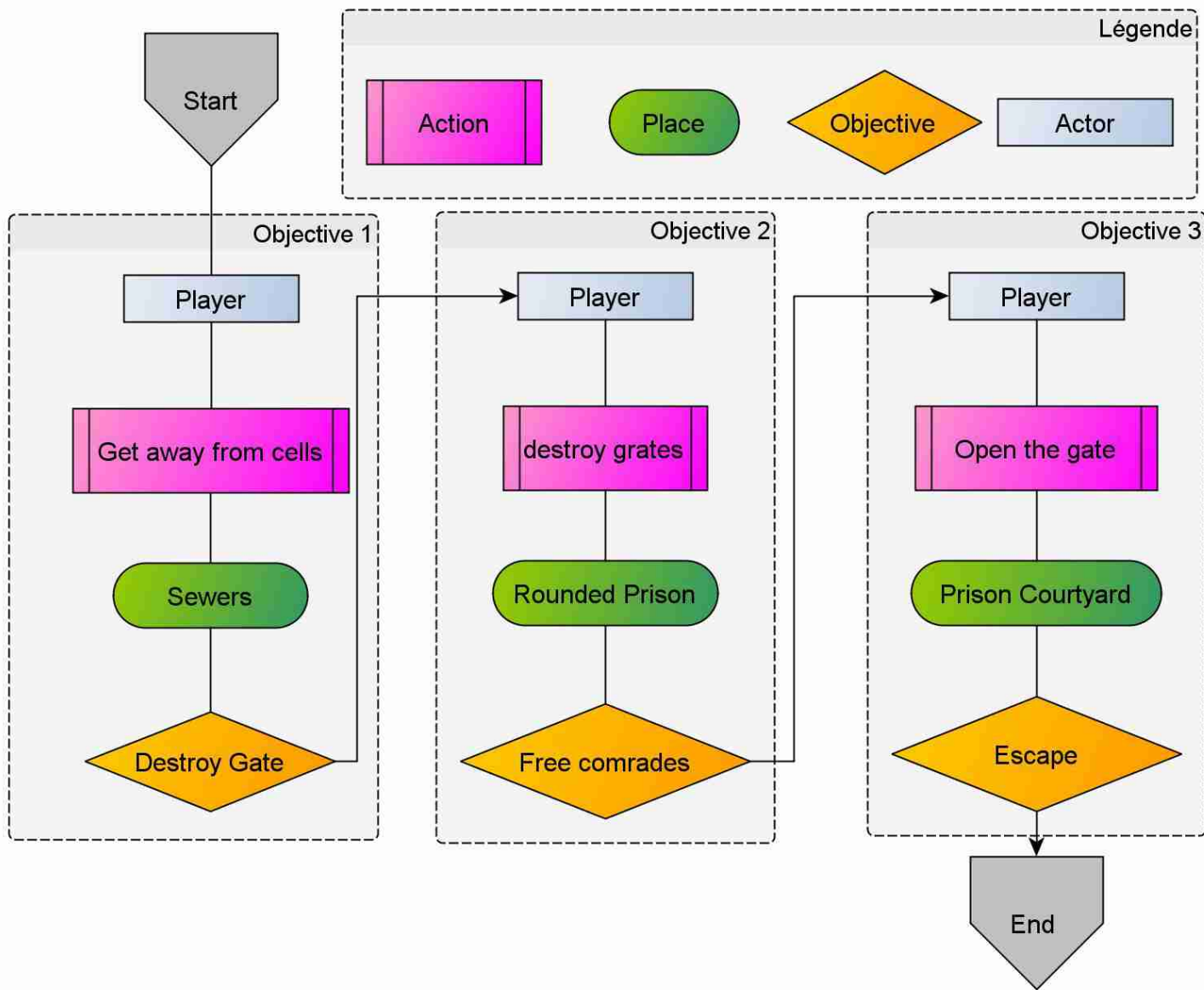
- 1 – Destroy the gate that separate the sewers from the rounded prison
- 2 – Free other prisoners
- 3 – Escape from the prison opening the gate.

### **Mason: Defenders**

- 1 – Stop prisoners
- 2 – Stop Agatha from freeing their comrades
- 3 – Avoid the opening of the gate

# Level Flow

The Level is very linear and match the original content of the game. Players must accomplish their objective one after another.



# First Objective

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## Challenge

Agatha's soldier spawn in the sewers or also called the “Soon to be tortured block”. The first objective is to get to the gate that separate them the rounded prison and destroy it.



*Illustration 6: The gate you need to destroy*

## Circulation

- Agatha soldiers spawn into two rooms made of cells
- There are 3 corridors that lead to the gate
- Each corridor has two sidewalks separated with deadly water.
- Player can jump from sidewalk to sidewalk or pass through wooden planks



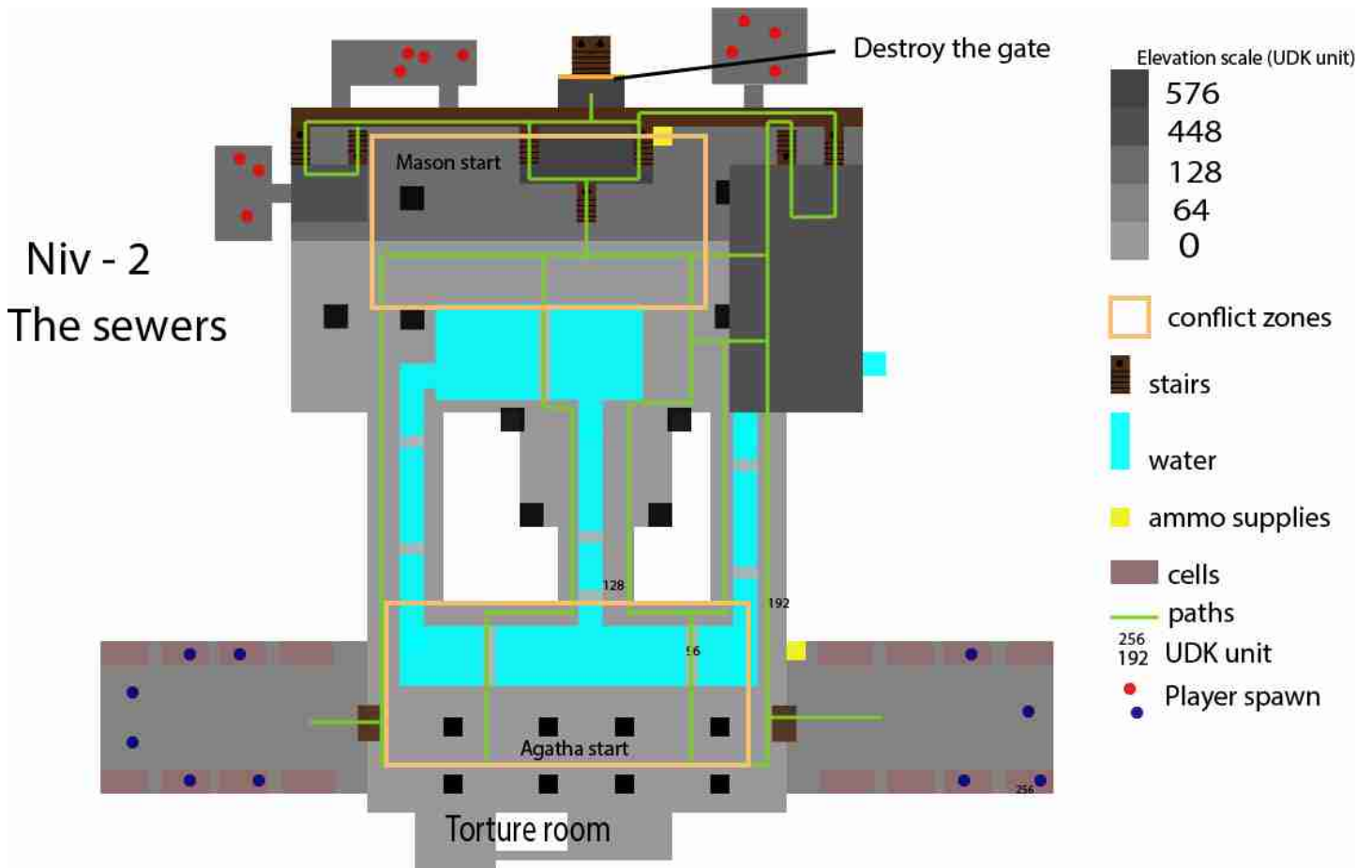


Illustration 7: The sewers

The sewer is an illustration of the need to adjust between corridor and open space area. The two conflict zones are connected by three corridors in which players can only be in single file. This ensured an overwhelming feeling of tension. Move on, fight without dying from sword or deadly water.



Illustration 8: Conflict zone view from the gate



Illustration 9: Example of a corridor

## Kismet

The kismet ensure the development of the game logic and control the destruction of the gate.

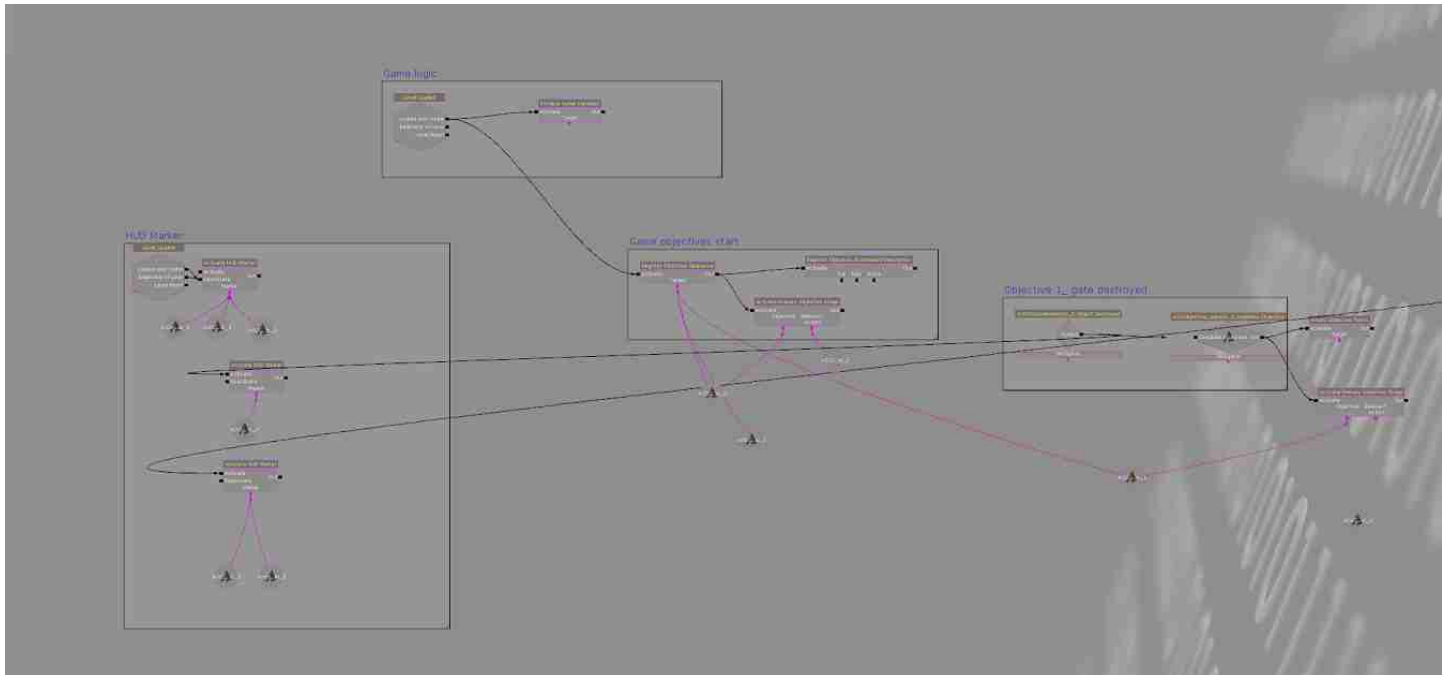


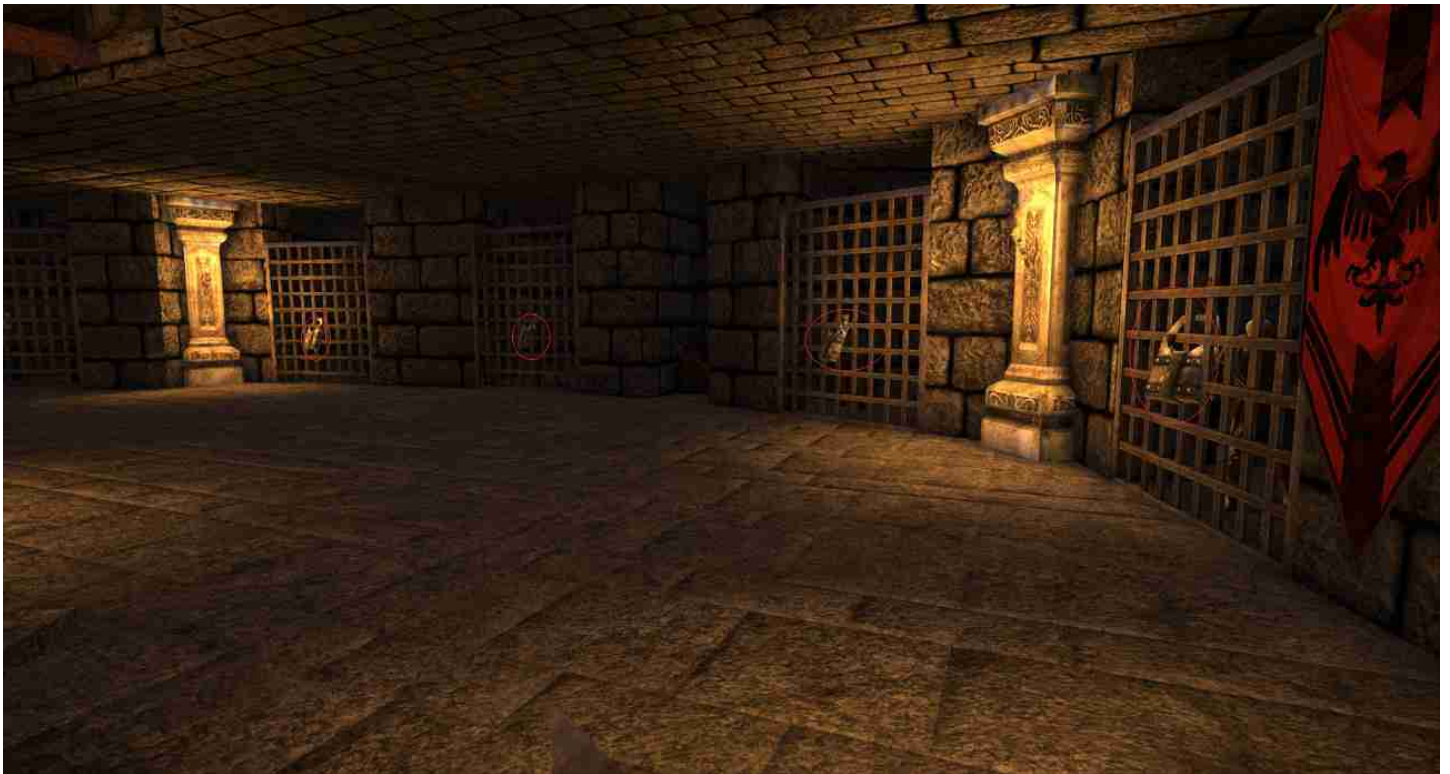
Illustration 10: Kismet sequence objective 1

# Second Objective

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## Challenge

The second objective is to free comrade from the prison cells. To free them, player has to destroy the lock on the grating. There is 23 comrades to help but up to 30 cells to search for them. Each cell does not include a comrade to free. Make sure you don't forget anyone.



*Illustration 11: Destroy the lock to free your comrades*

## Circulation

- This part is called “Rounded Prison”
- It is made of a giant wooden pylon with a stair around the edge.
- Three floors and each floor has a second stair or more. Thus players have many ways to go up
- Narrow passage to ensure strong fight between teams
- The grey area on the outside has been taken away because of lack of relevance

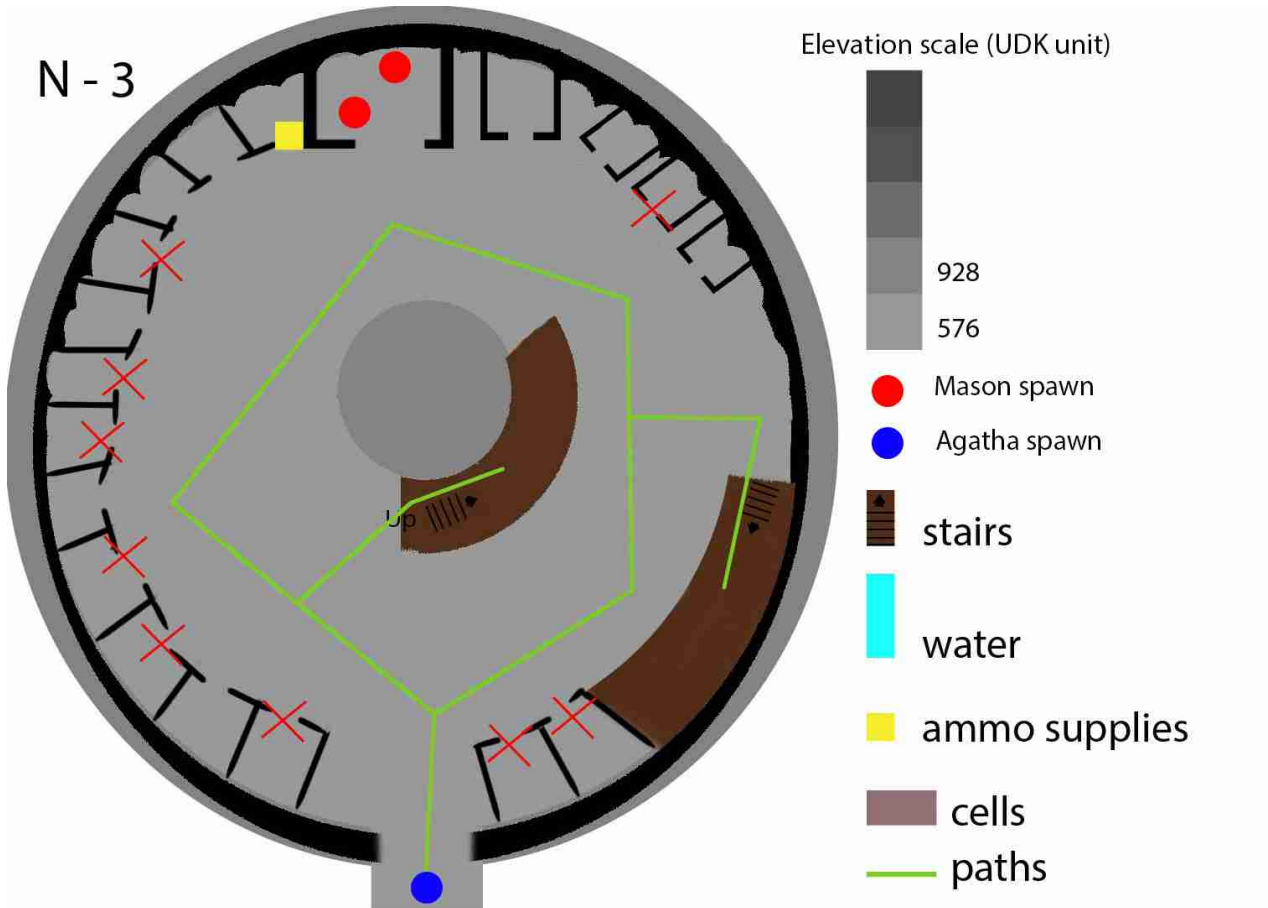


Illustration 12: First floor

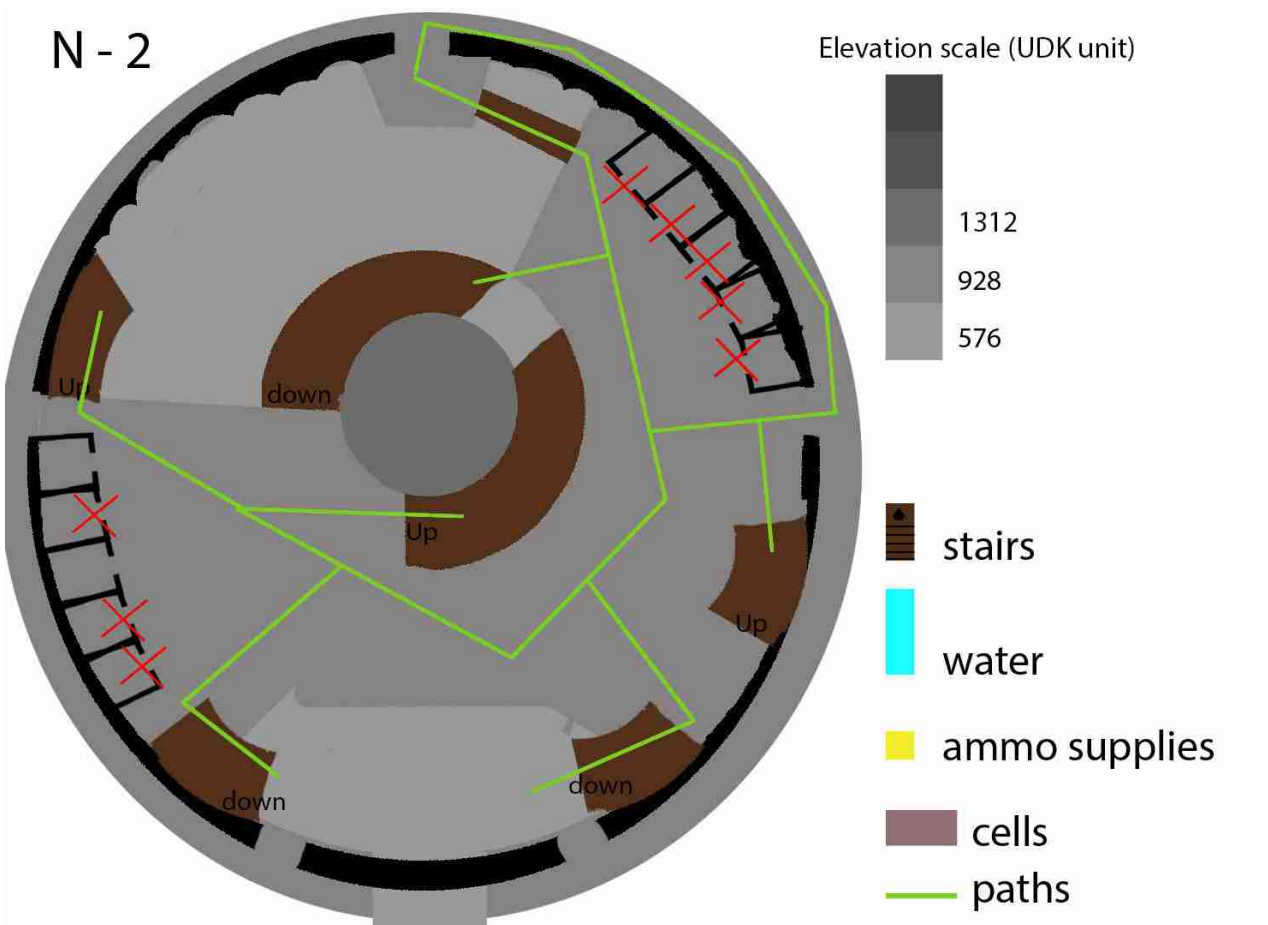


Illustration 13: Second floor

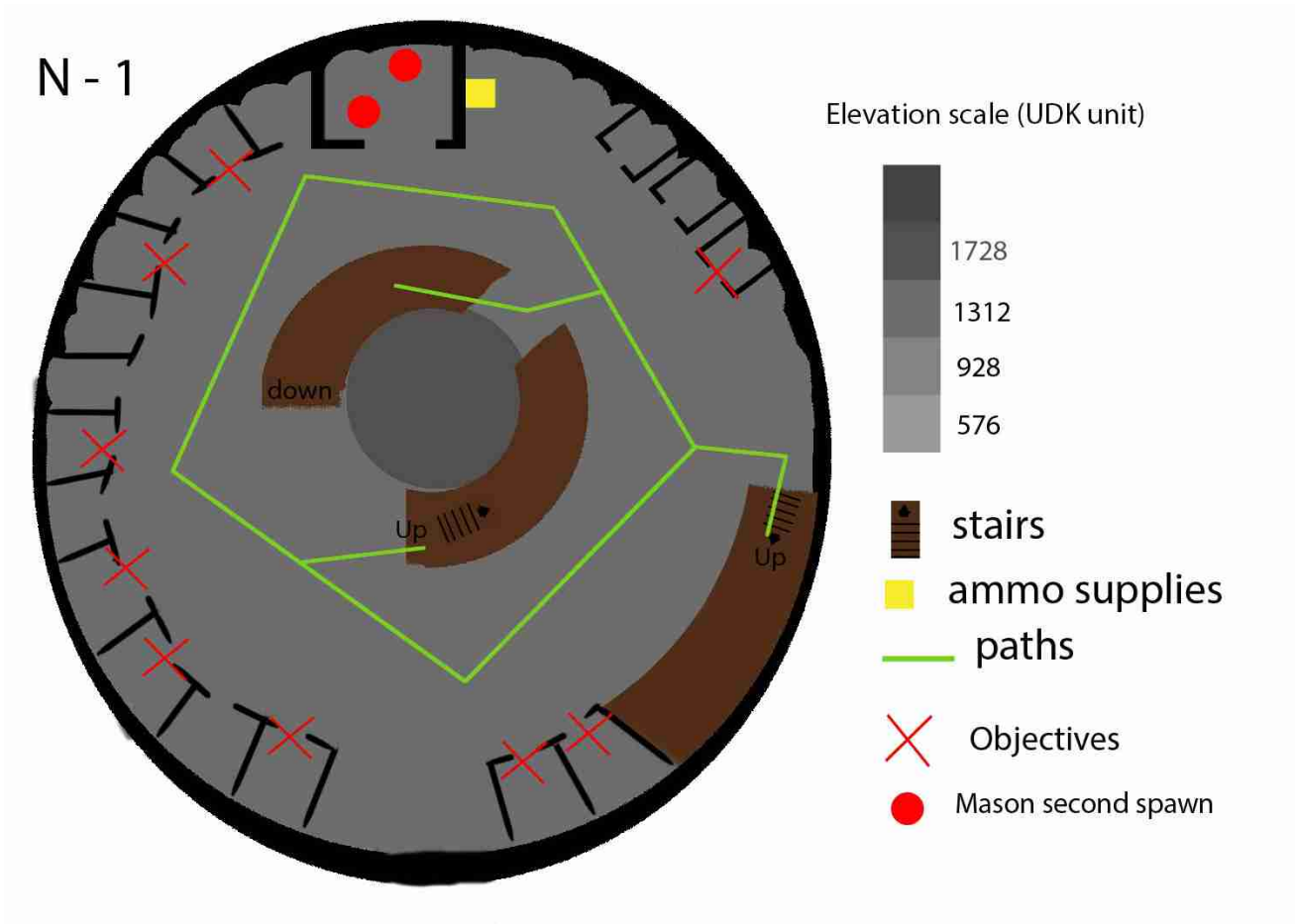


Illustration 14: Third floor

The third floor is almost identical with the first floor. This ensure to give players the feeling of a never ending rounded prison. Yet, from the third floor, players can go up the main building of the prison and start the third objective.



Illustration 15: The big middle stairs

## Kismet

Kismet is used to count how many comrades have been freed and the game logic.

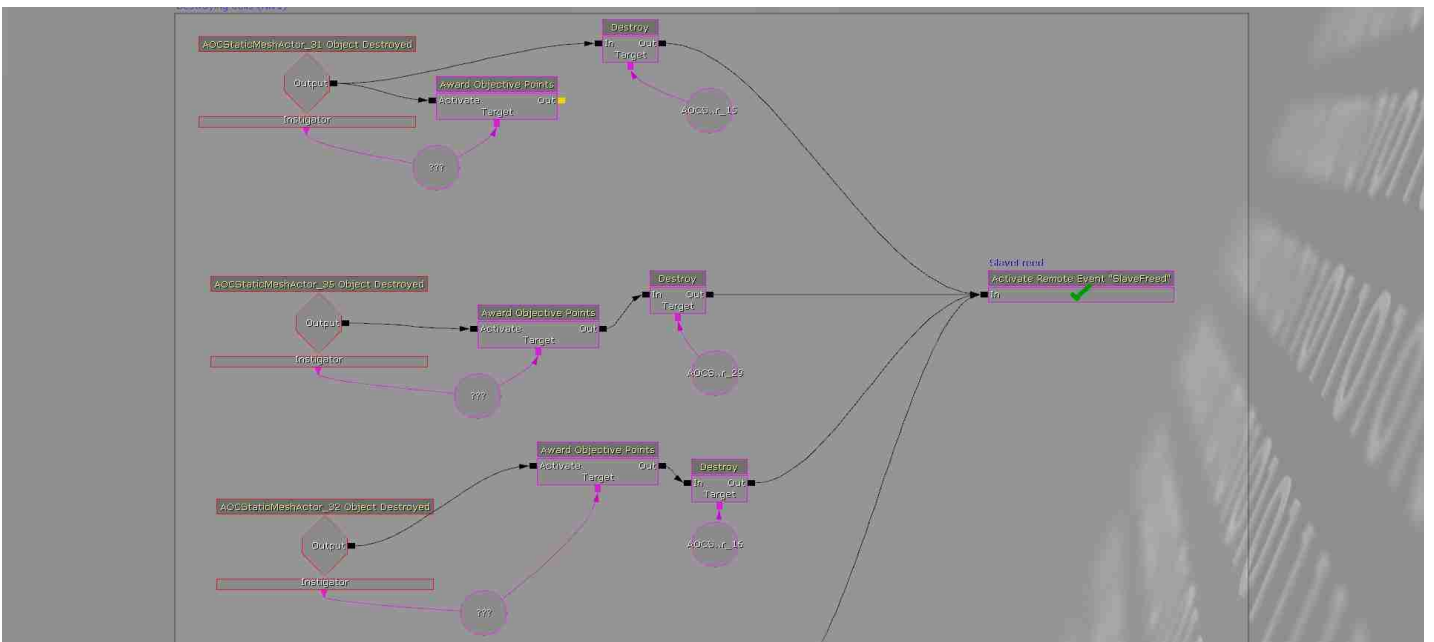


Illustration 16: Kismet sequence for counting freed

# Third Objective

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## Challenge

The third objective is to escape from the prison by opening the main gate. To do so, Agatha soldiers have to stand near the opening mechanism for at least 60 seconds.



*Illustration 17: Freedom in 60 seconds*

## Circulation

- This third part is taking place in the courtyard of the prison.
- Large and open space to favor great battle
- Inside and over the rampart
- Narrow passage through the remains of an old building

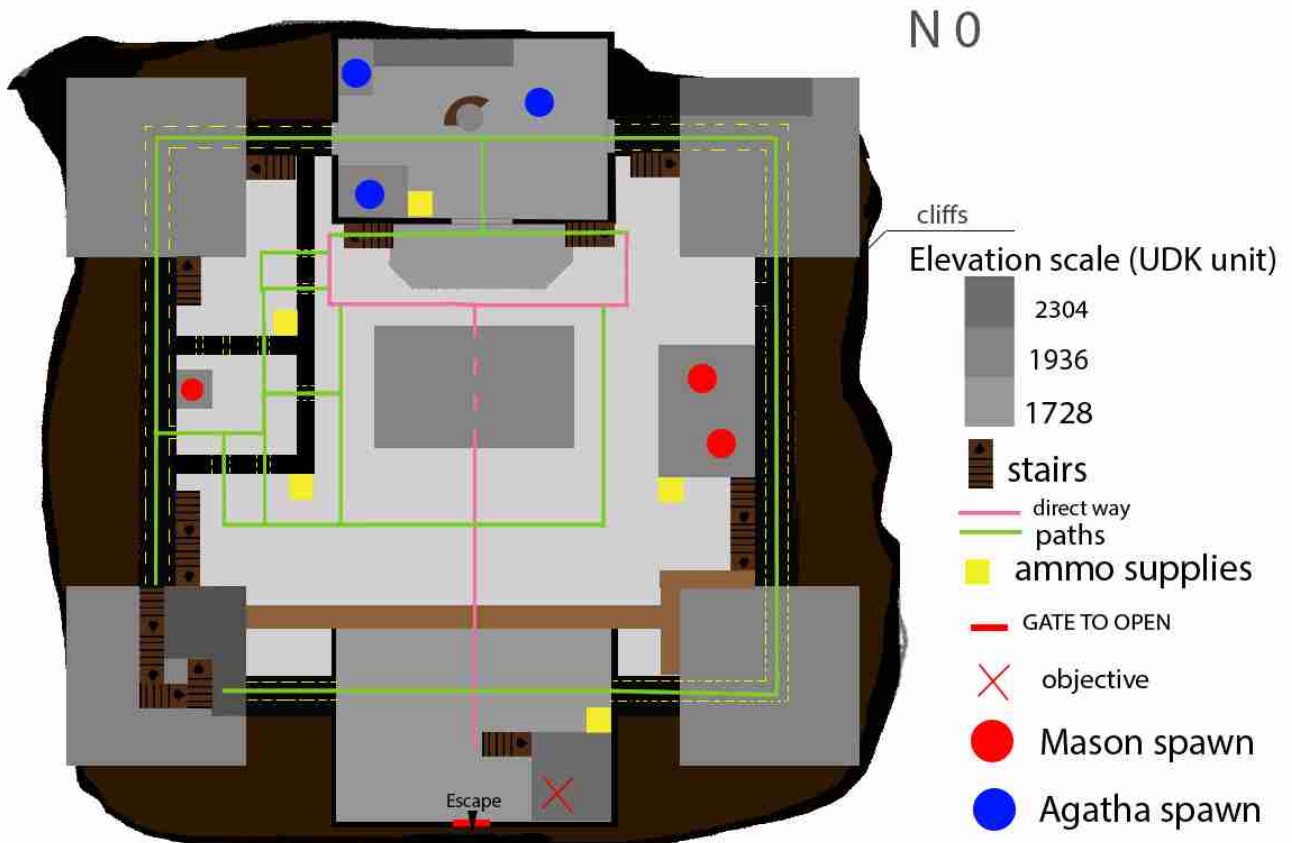


Illustration 18: The prison Courtyard

The prison courtyard lets players breath as they can fight outdoor in an open space area. The courtyard is a big conflict zone that contrast with the rounded prison.



Illustration 19: Mason House from guillotine place



# Kismet

kismet is used to count the time and triggered the gate opening as well as control game logics.

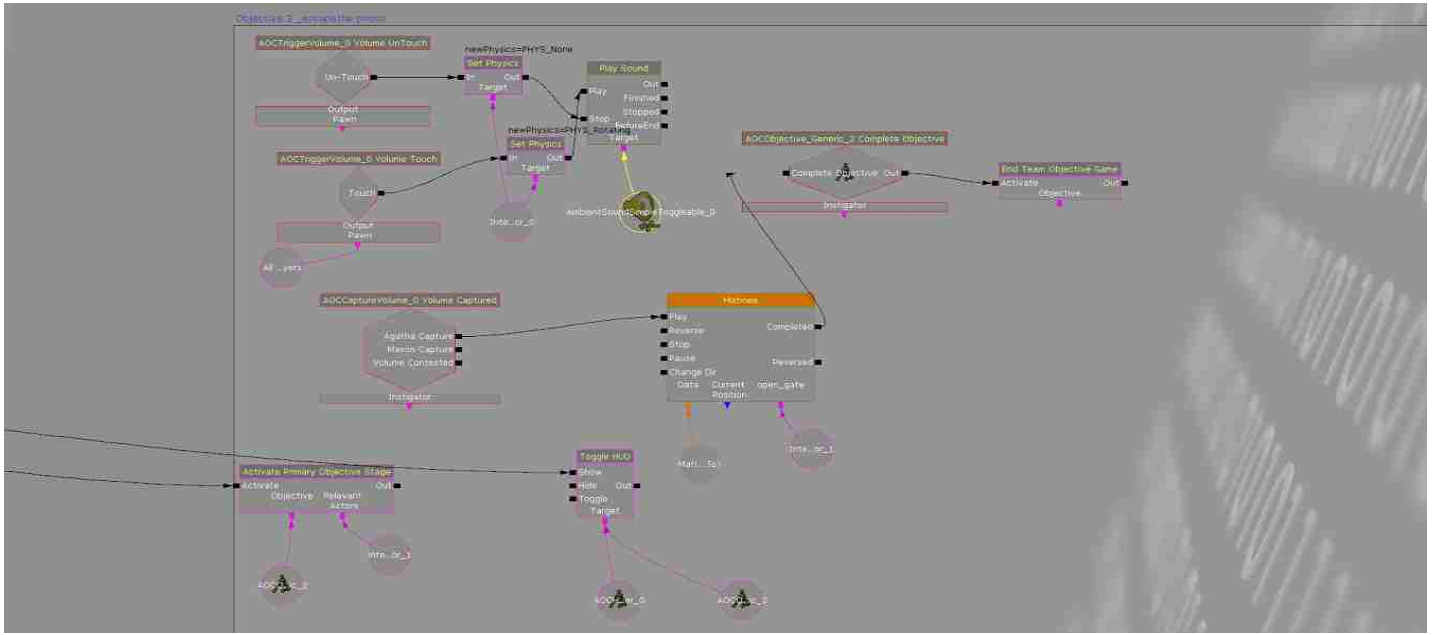


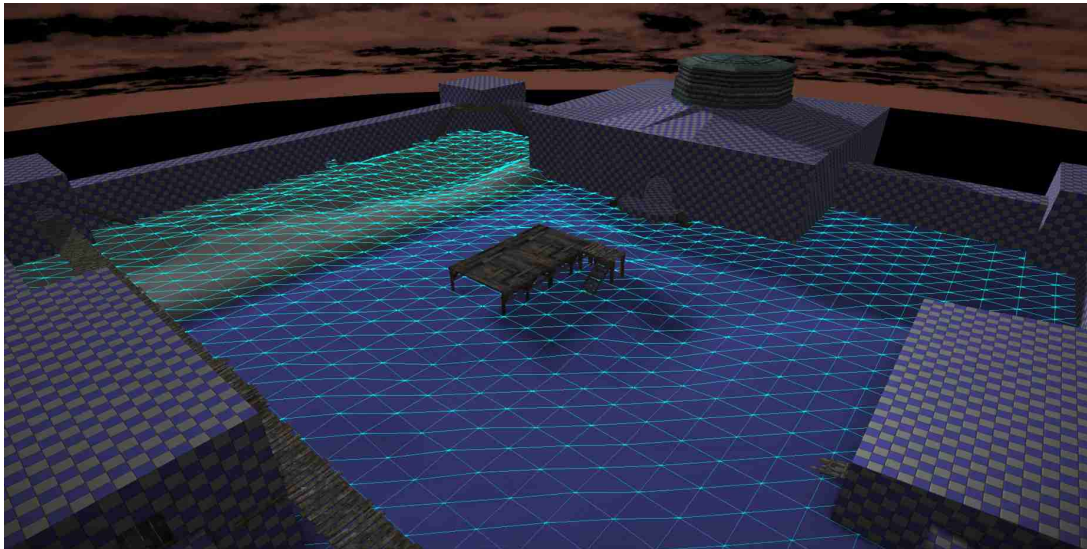
Illustration 20: Kismet Objective 3



Illustration 21: Prison courtyard from main entry

# Map Illustrations

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*Illustration 22: Courtyard (early BSP)*



*Illustration 23: Courtyard (no light still WIP)*



*Illustration 24: Courtyard (Lighted final)*



*Illustration 25: Torture Room*



*Illustration 26: Prison from above*