



Questweavers



Zhanqi Yang | Artist



Aurora Liu | Artist



Jiakun Wu | Designer, Co-Producer



Joshua Kaplan | Programmer



Yicheng (Ethan) Zhu | Programmer



Steve Wang | Producer



Ruth Comley
| Instructor



Chris Klug
| Instructor



Ricardo Washington
| Instructor



John Dessler
| Consultant



Liam Neely | External Sound Designer

A level design project based on the “RIFTS” IP, creating a third-person **stealth adventure** level about **escaping** a mist-filled landscape and its supernatural threats.

Player Experience Goals



```
graph TD; A[Player Experience Goals] --- B[Mystery]; A --- C[Tension]; A --- D[Mastery]
```

Mystery

Tension

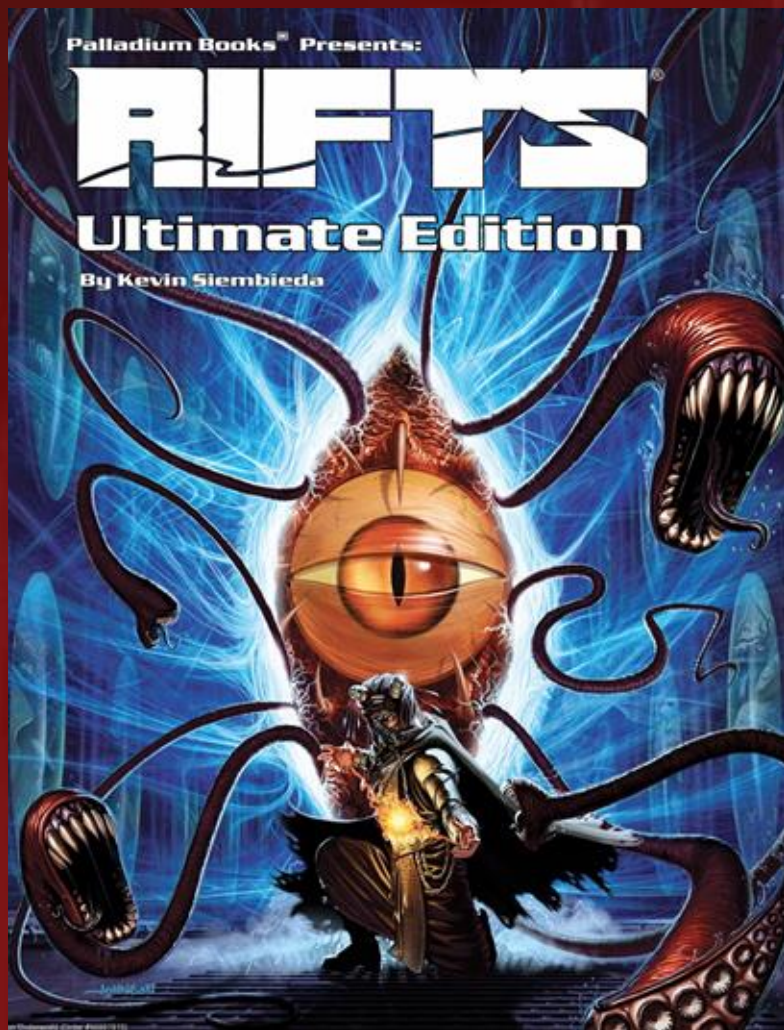
Mastery

Palladium Books® Presents:

RIFTS®

Ultimate Edition

By Kevin Siembieda



PALLADIUM BOOKS® PRESENTS:

RIFTS® CHINA I™

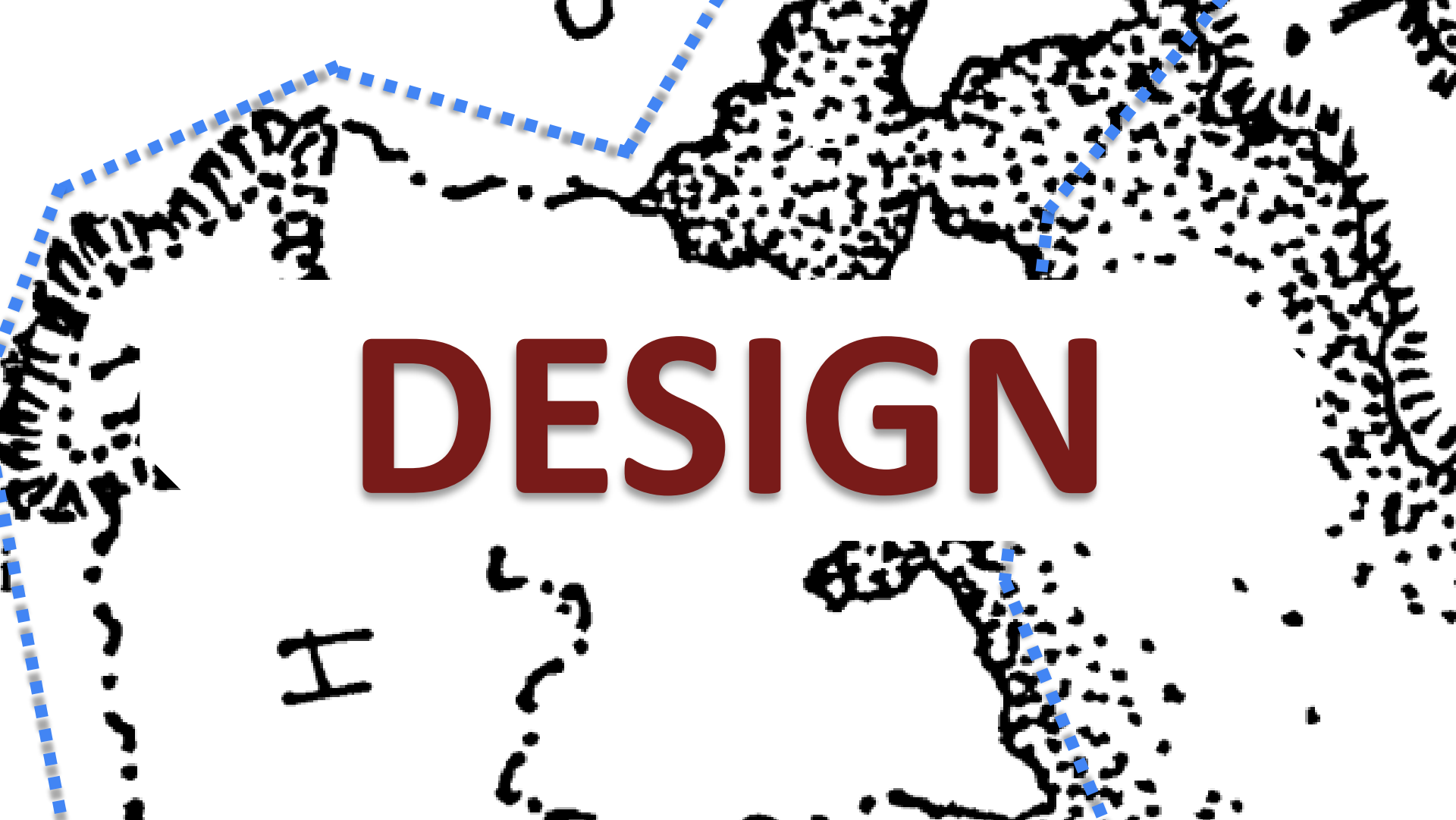
RIFTS® WORLD BOOK 24: THE YAMA KINGS



BY KEVIN SIEMBIEDA & ERICK WUJCIK

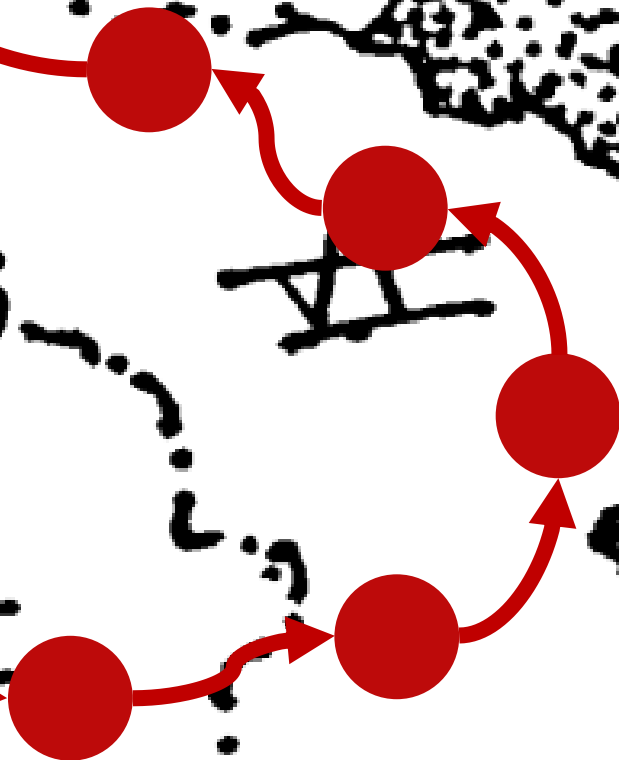






DESIGN

Reach



*** Following Stories***

Accept

Reach

Enter

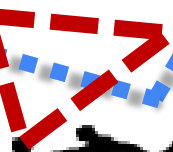
na

FORBIDDEN
CITY

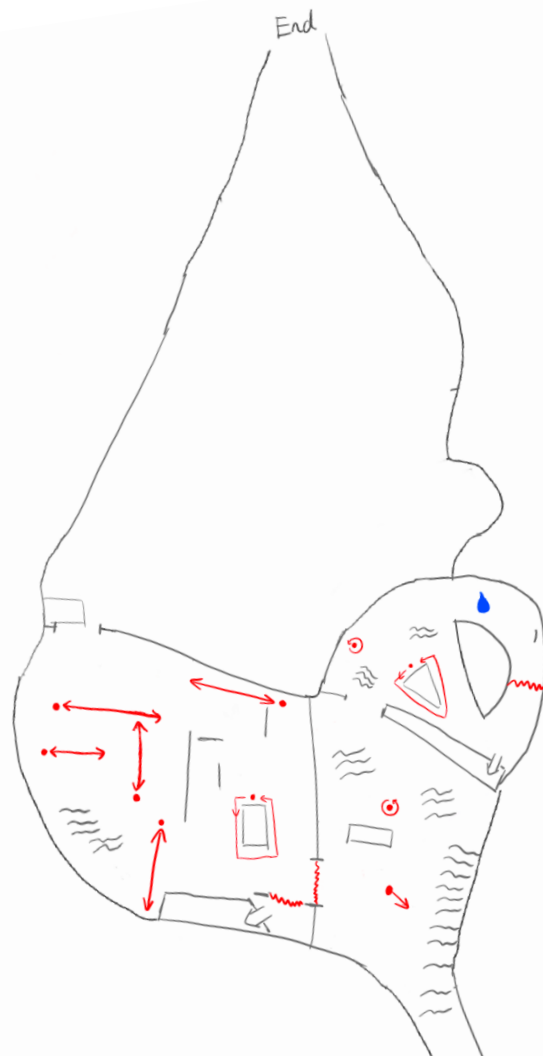
GO

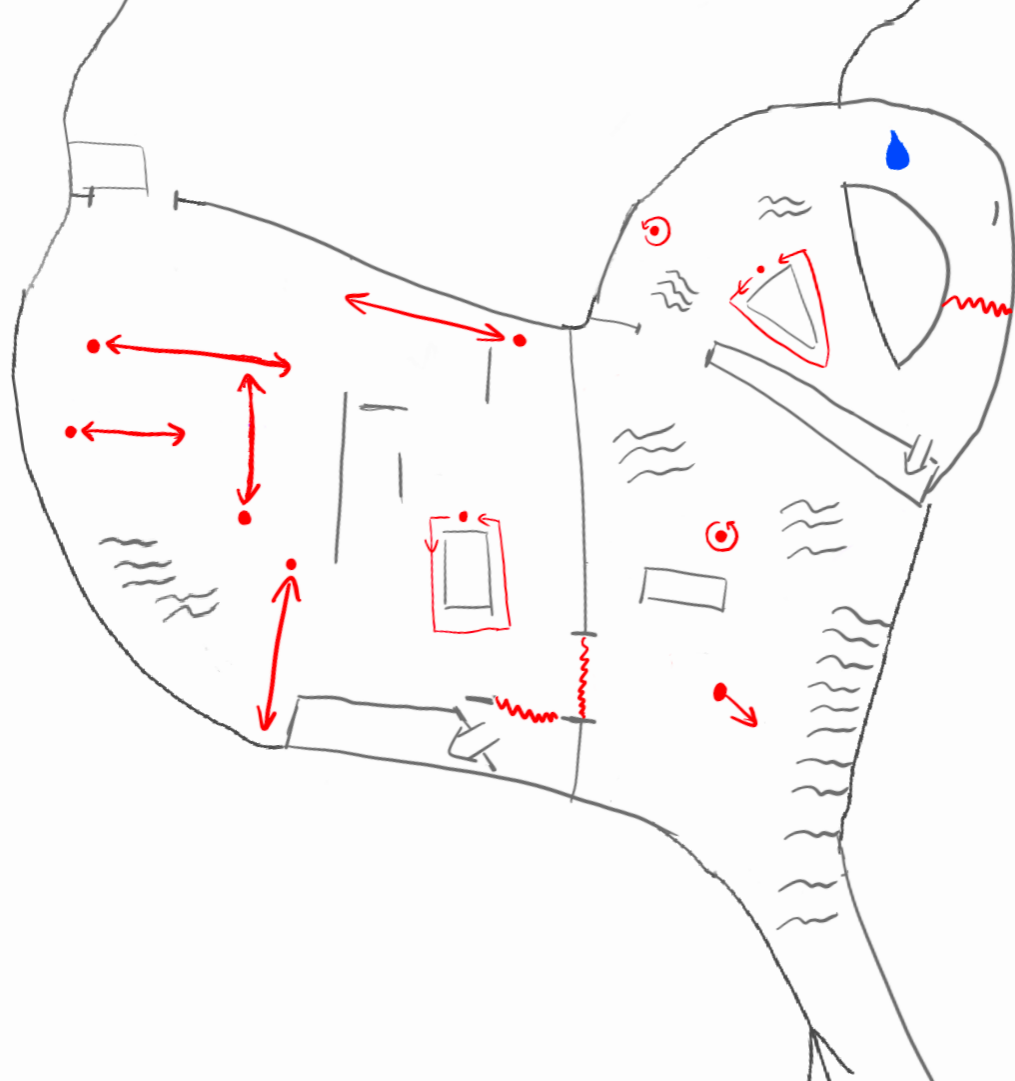
na

THE GREAT WALL



II







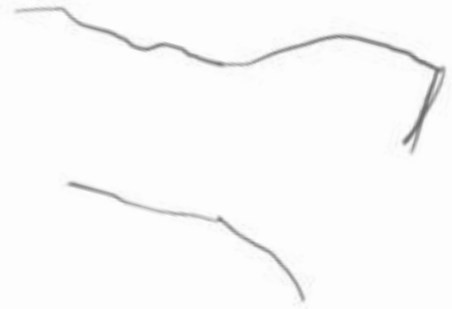
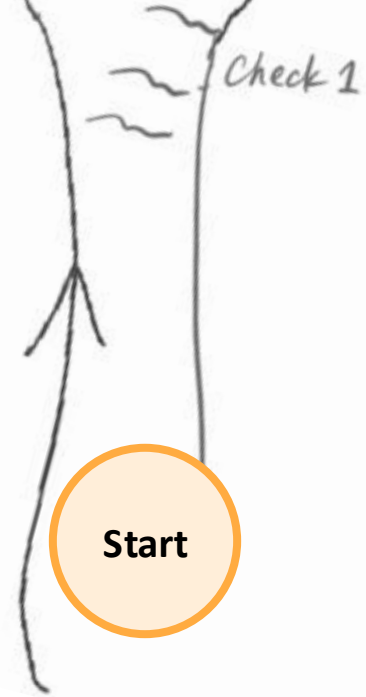
Foggy Forest
with several broken
buildings

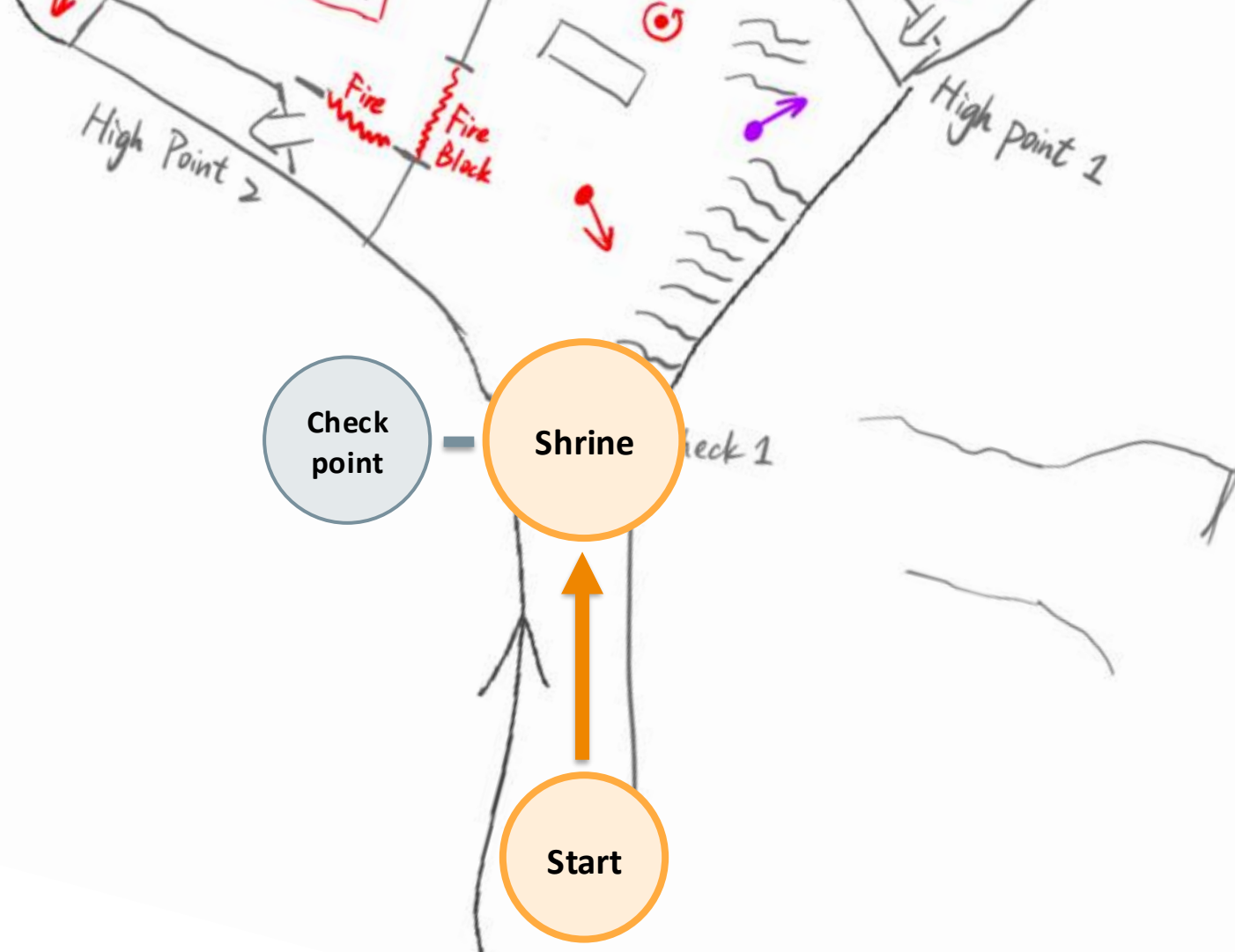
Some gaps here
+ enemies wandering that need to be
blocked by mist
+ fire maulers
+ some puzzles need to create fog



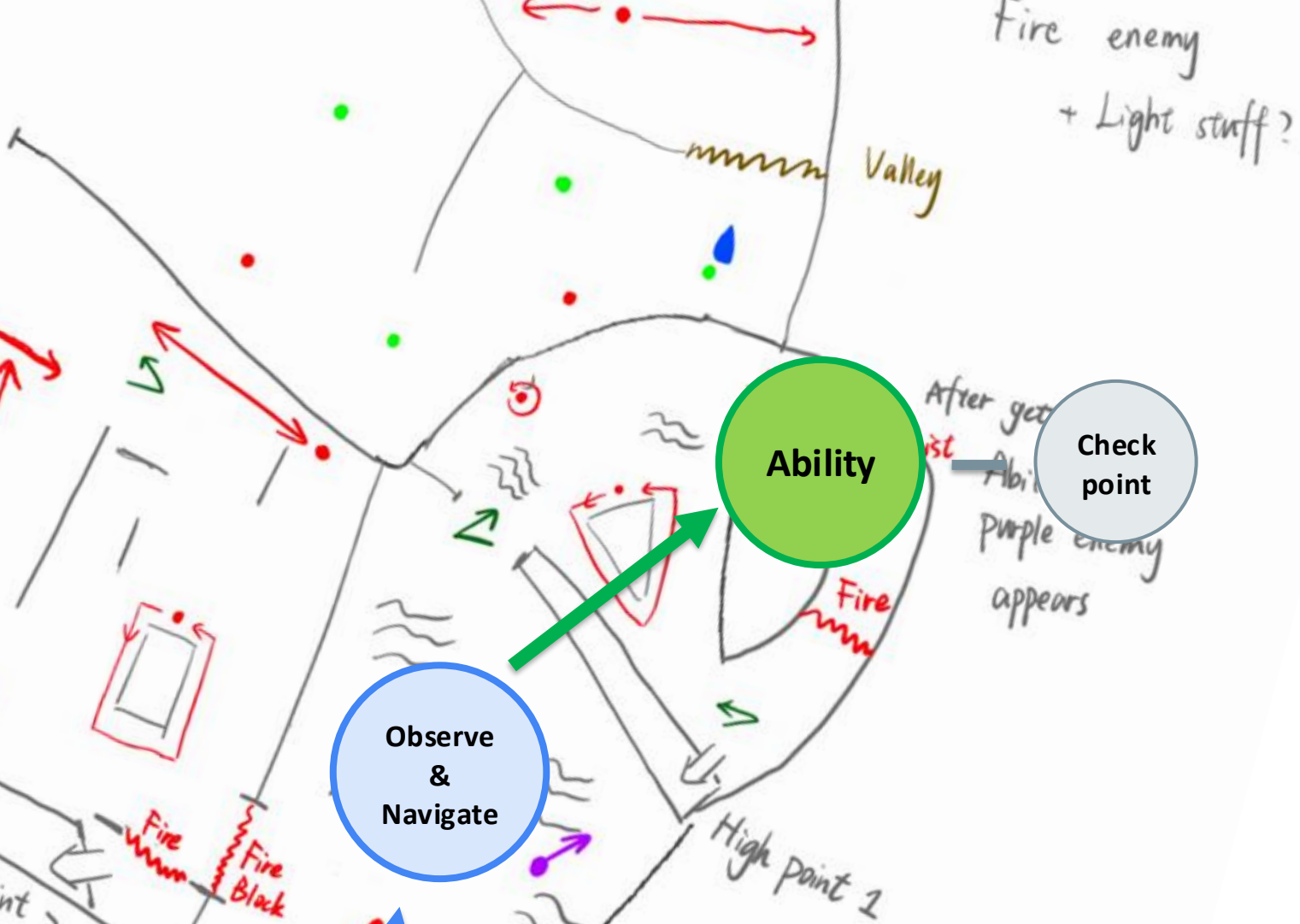
Fire enemy
+ Lights stuff?

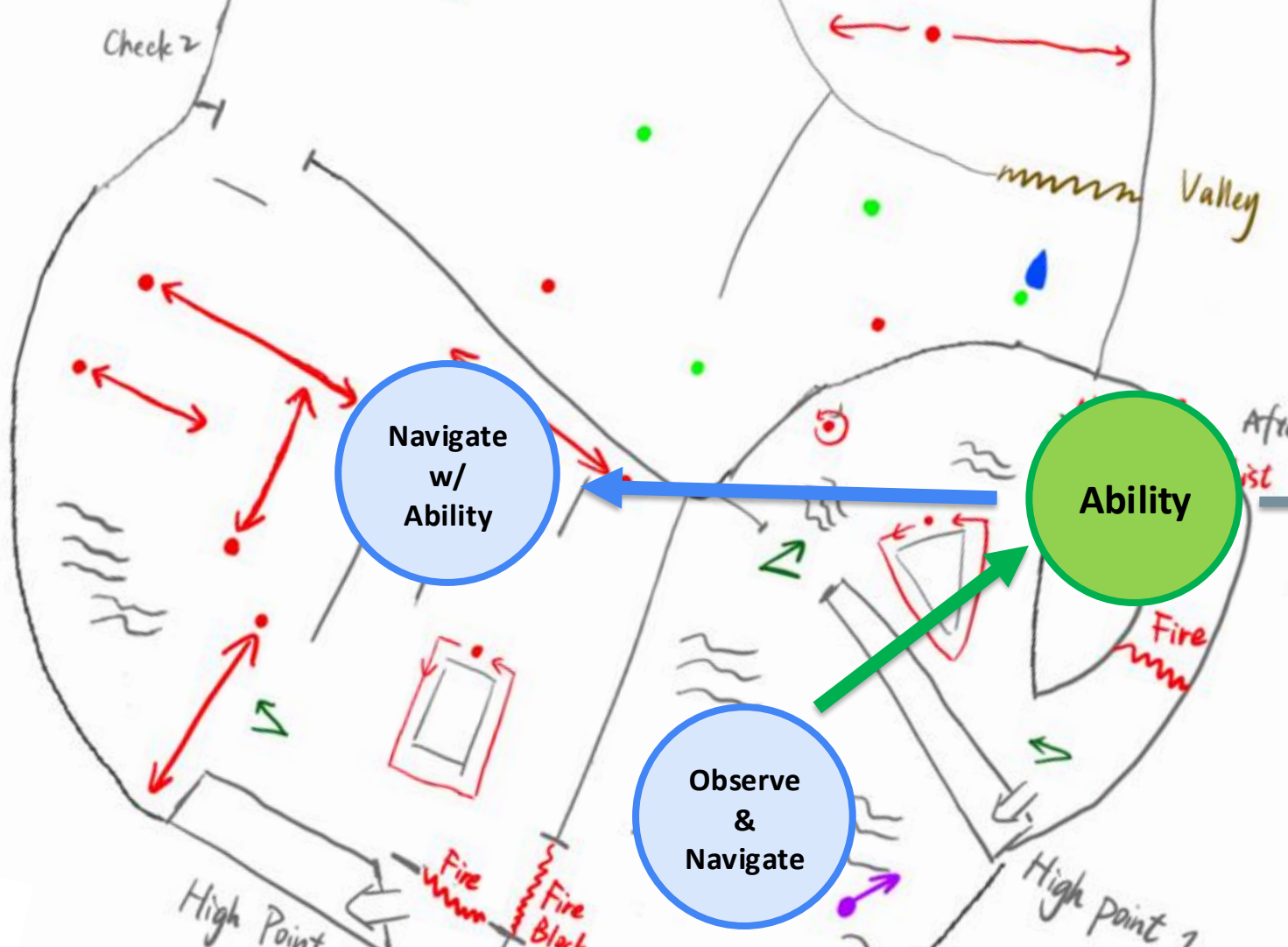
After getting
Ability,
purple enemy
appears











Check
point

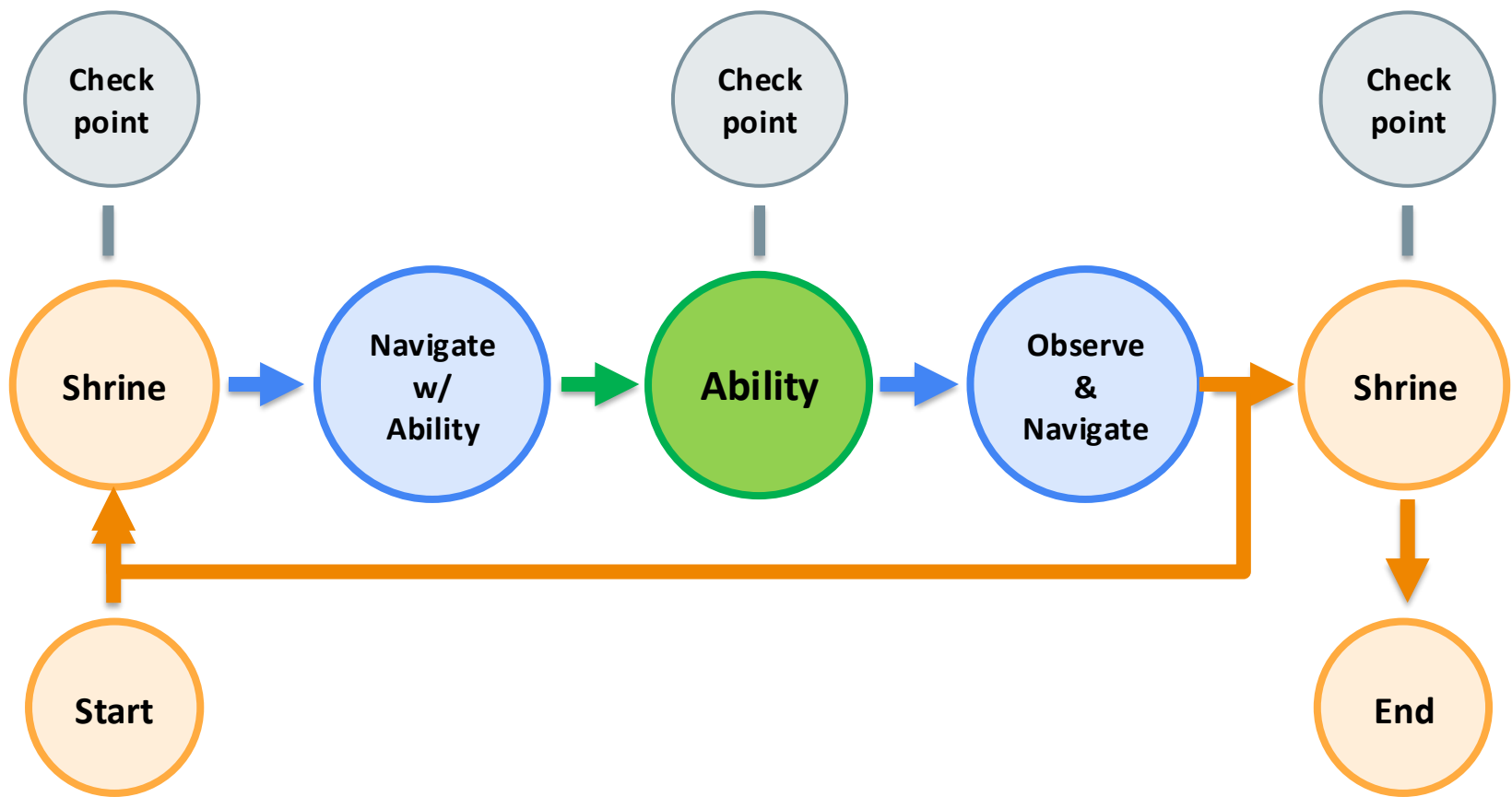
Shrine

Navigate
w/
Ability

blocked by m
+ fire monsters
+ some puzzles needs to create

Check 2

A



DEMO



Mist Mechanics



Block
Vision



Puts Out
Fires



Muffle
Sound



Hinder
Movement

Mist Abilities



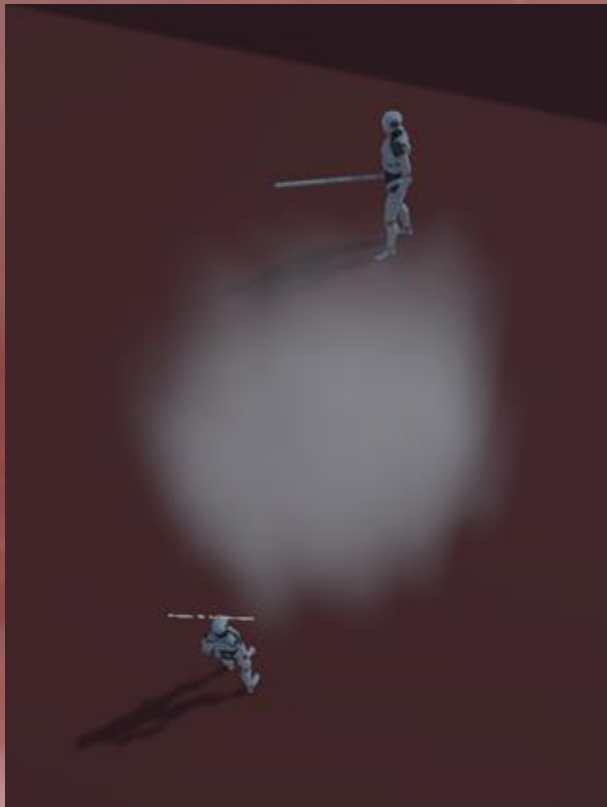
Create



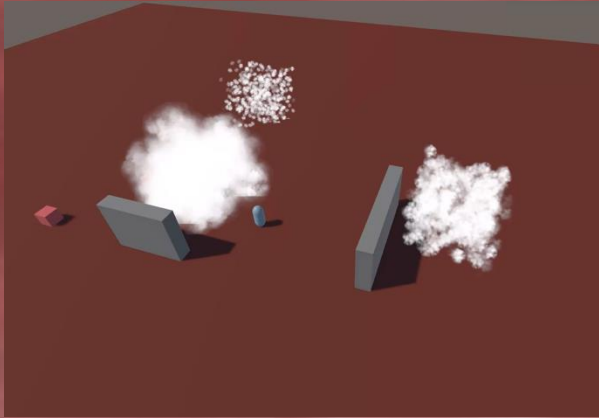
Solidify



Remove



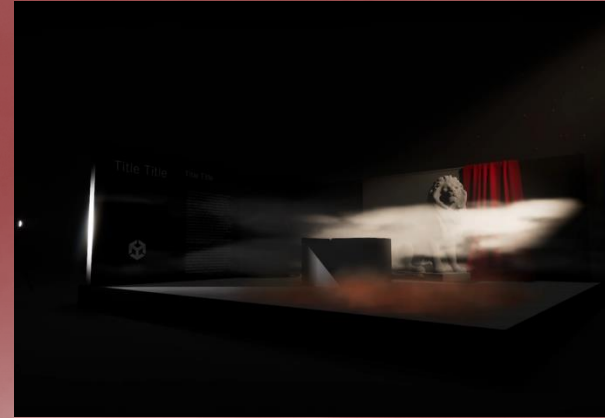
Mist Implementation



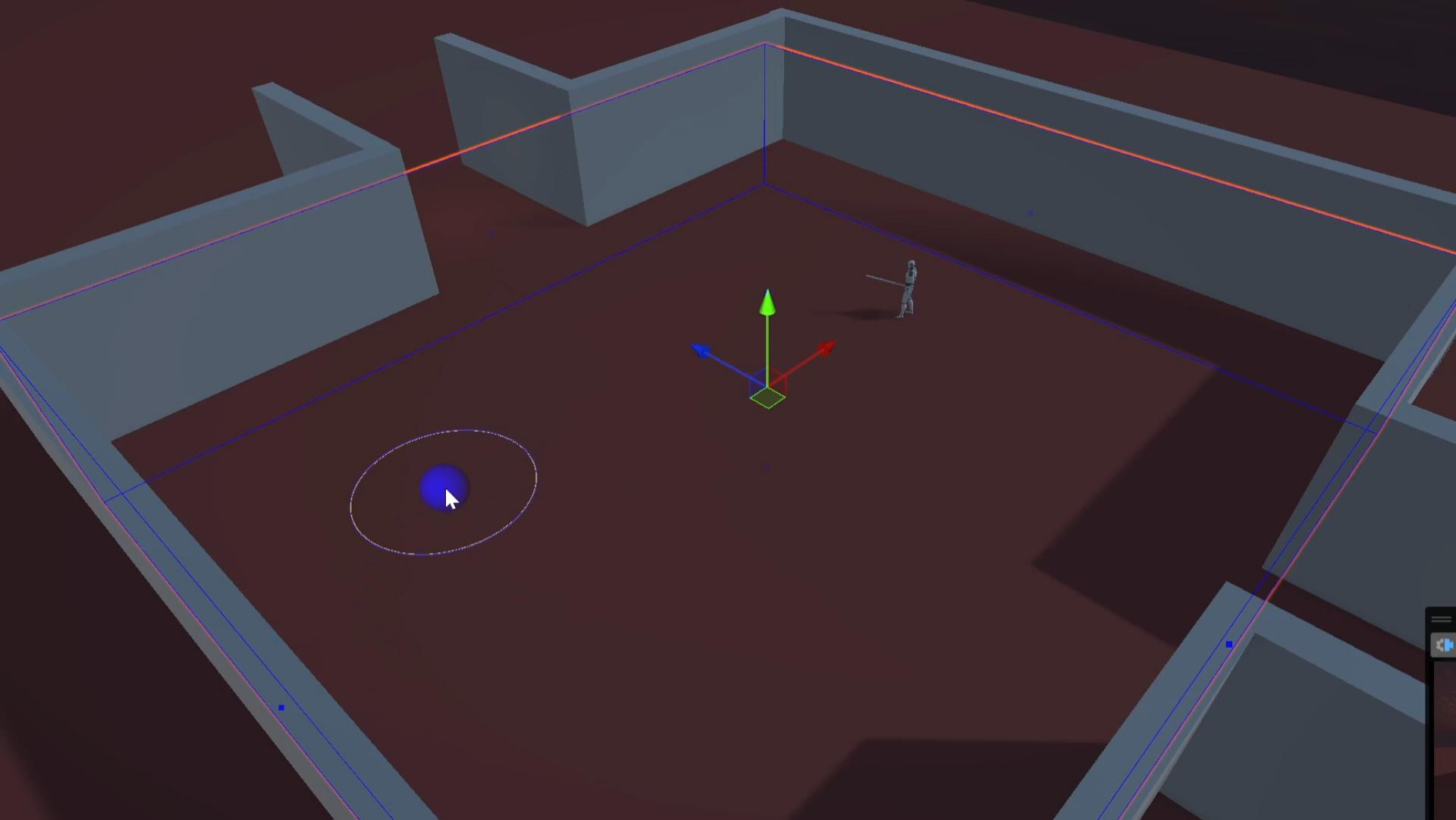
Particles



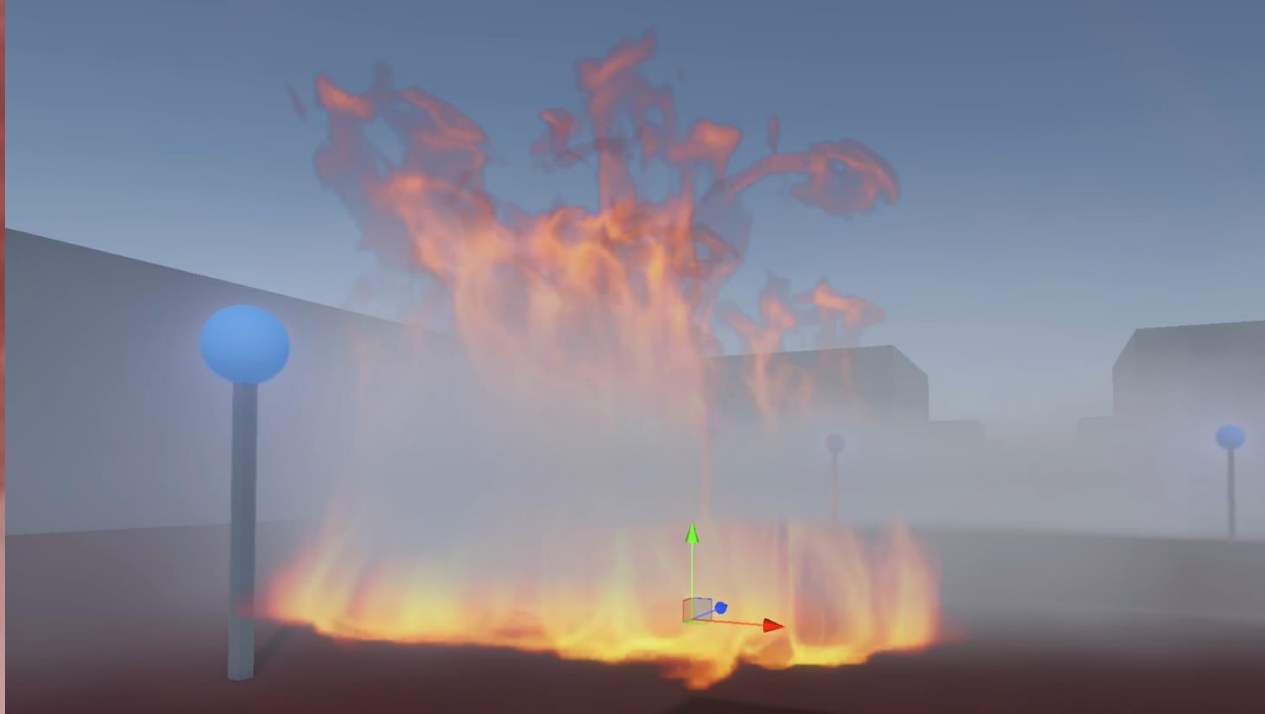
Volumetric Fog
& Mist 2



HDRP

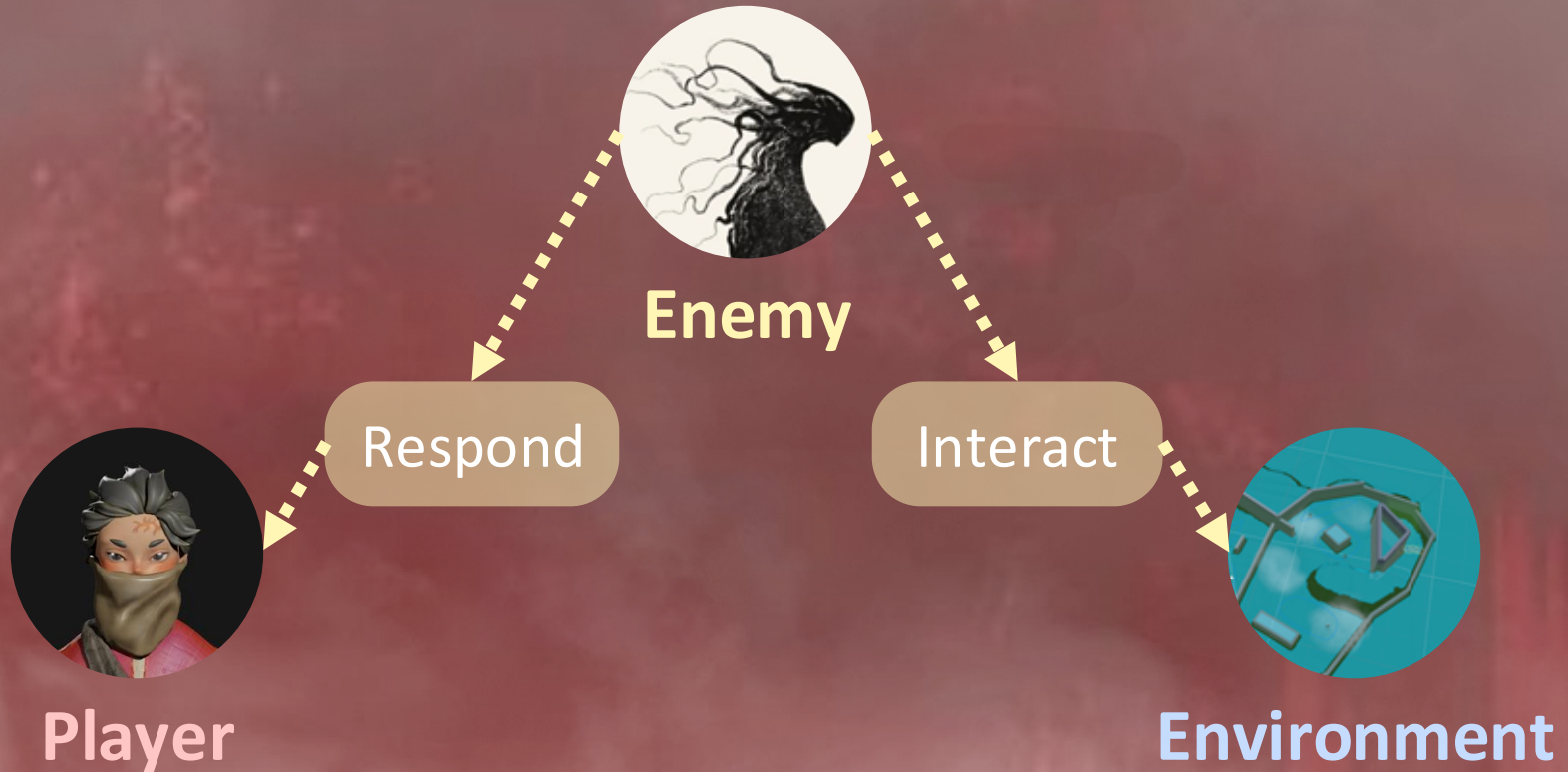


Mist Transparency Issue



ENEMY

Overview



Overview



Enemy



Player

**Goal Oriented
Action Planning**



Environment

Goal Oriented Action Planning

- World State -



Player

Current world state:

- ✓ Player alive
- ✓ Player visible
- ✗ Player far from me



Enemy

Goal Oriented Action Planning

- Goal -



Player

Goal: turn world state



Player alive



Player dead



Enemy

Goal Oriented Action Planning

- Action -



Player

Action: Attack player

Requirement: ☒ Player close to me

Outcome: ☒ Player dead



Enemy

Goal Oriented Action Planning

- Action -



Player

Action: Chase player

Requirement: ☒ Player visible

Outcome: ☒ Player close to me



Enemy

Action: Attack player

Requirement: ☒ Player close to me

Outcome: ☒ Player dead

Goal Oriented Action Planning



Player

- Plan -

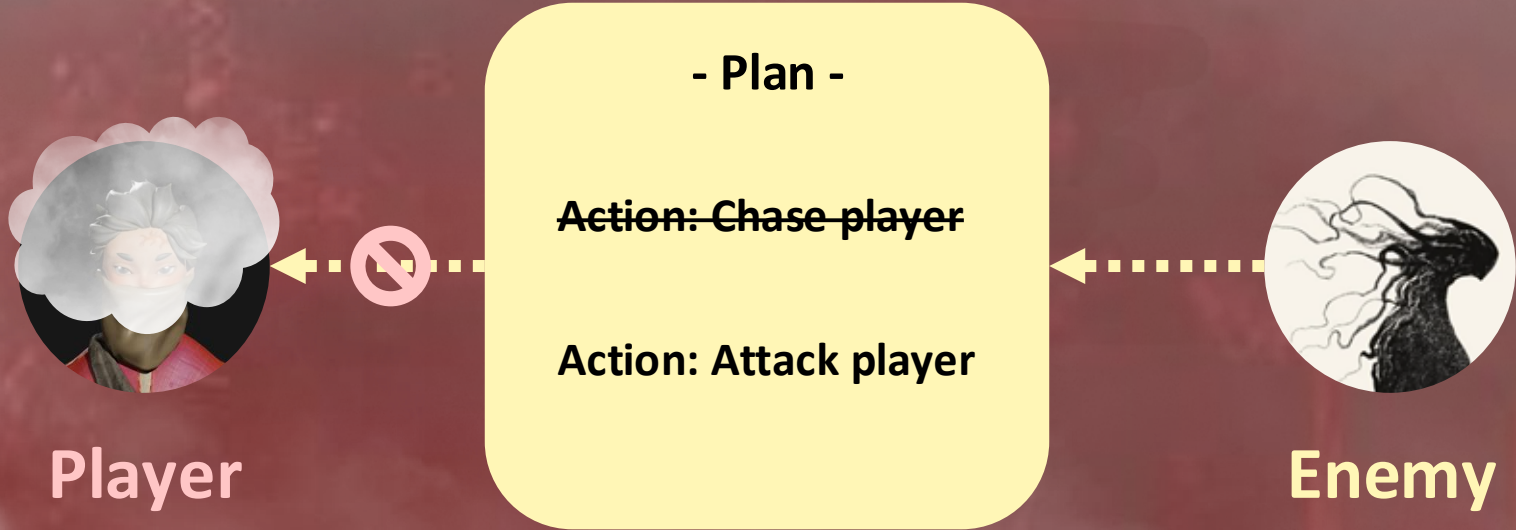
Action: Chase player

Action: Attack player

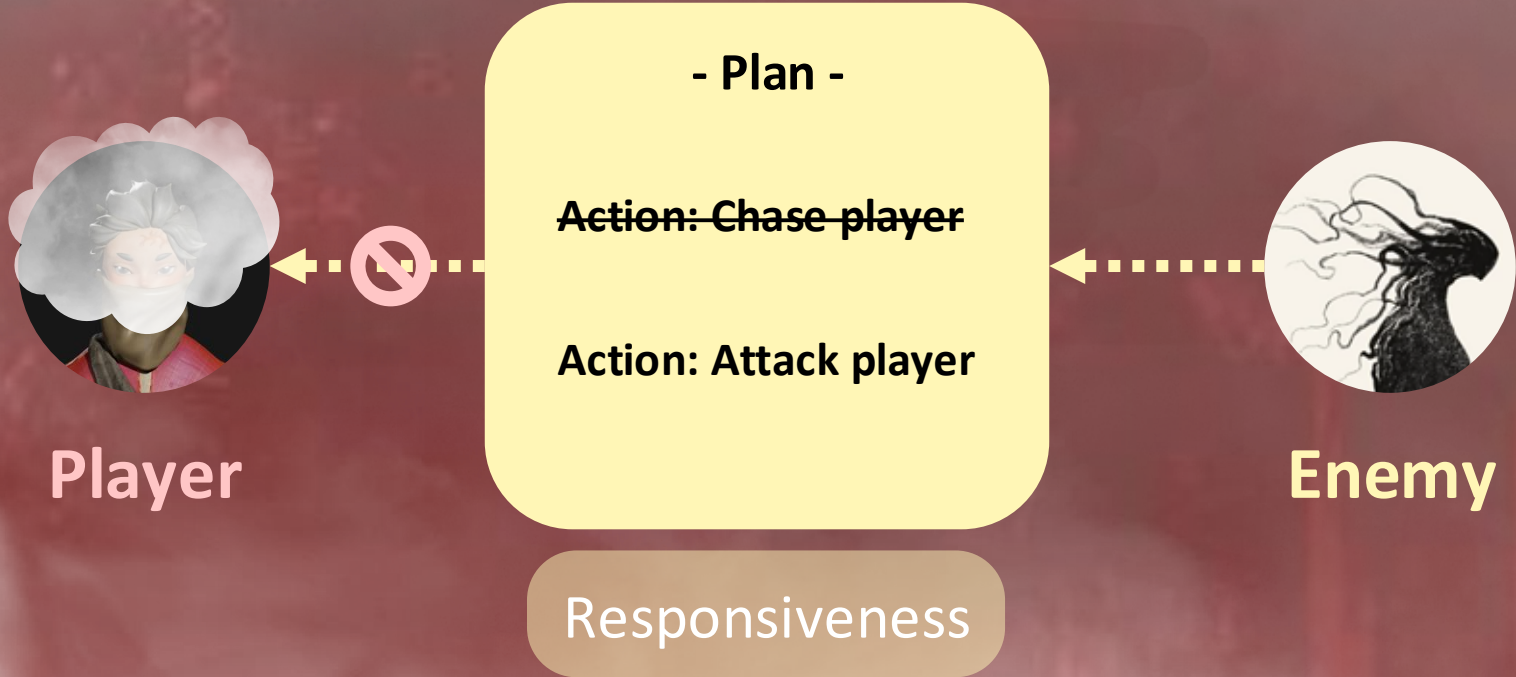


Enemy

Goal Oriented Action Planning



Goal Oriented Action Planning



Goal Oriented Action Planning



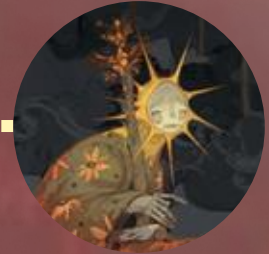
Player

- Plan -

Action: Remove mist

~~Action: Chase player~~

Action: Attack player



Elite Enemy

Goal Oriented Action Planning



Player

- Plan -

Action: Remove mist

Action: Chase player

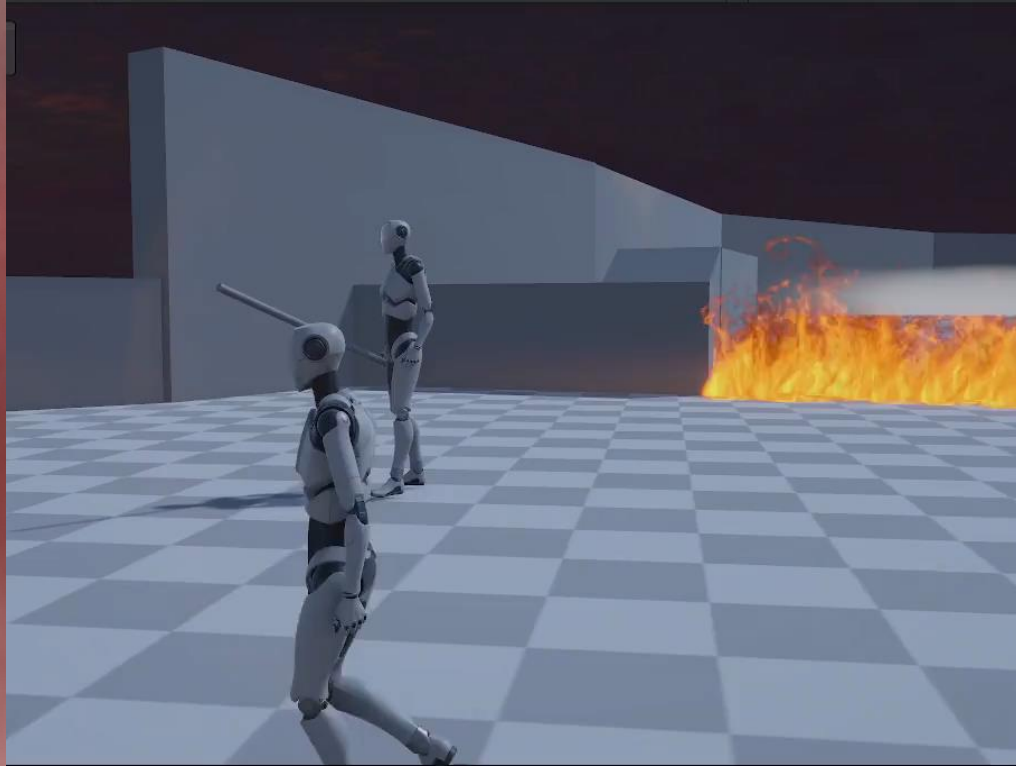
Action: Attack player



Elite Enemy

Interactivity

Communicating Intent



Sound

Animation

UI

ART

Art - Enemies

Shadow Guard



Perceptual Instability

Stone Lantern



Ontological Erosion

The Forgotten Arbiter



Hierarchical Collapse

Art - Player



Art - Player



Facial Details

Art - Player



Posture & Silhouette

Art - Player



Scale & Proportion

Art - Player

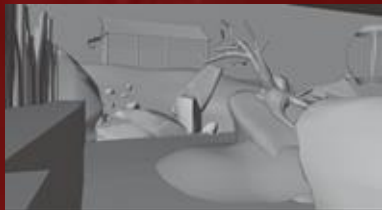


Position

Art - Environment



3



4



Art - Environment



2

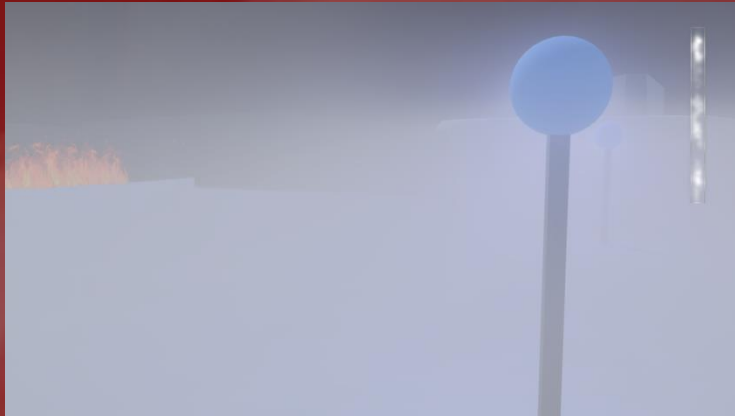


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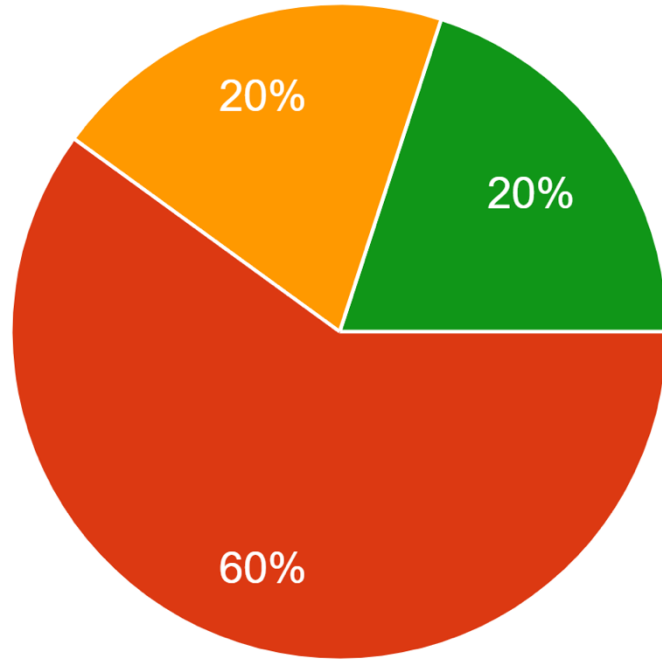


PRODUCTION

Playtest Feedbacks



Playtest Feedbacks



- Third-person (Far away)
- Third-person (Close-up)
- Third-person (Over-the-shoulder)
- First-person
- Not sure

Playtest Feedbacks



Timeline

Week 2

- Materials researched
- Ideas pitched and decided
- Level design drafted

Week 3

- 1/4s
- Production design drafted
- Map design drafted

Week 5

- Playtest night
- Production design finished
- Design questions drafted

Timeline

Week 6

- Gray box prototype for the first half of the level
- Design document drafted

Week 7

- Halves
- Map design revised for first half of the level

Week 10

- First half of the level polished
- Grey box prototype for the latter half of the level

Timeline

Week 7

- Halves
- Map design revised for first half of the level

Week 10

- First half of the level polished
- Grey box prototype for the latter half of the level

Week 13

- Softs
- Entire level polished and ready



Our Goal:

Create a third-person **stealth adventure** level based on the “RIFTS” IP, where player tries to **escape** from a mist-filled landscape and its supernatural threats.

Player Experience Goals:

- Mystery
- Tension
- Mastery