



INTERNSHIP APPLICATION

WHAT DOES GUERRILLA GAMES HAVE TO OFFER?

- I. **The best learning experience** the Netherlands has to offer concerning game and level design.
- II. **Specialist guidance** of design process sections which are not available in smaller companies.
- III. The ultimate start of an **international career** in the games industry.
- IV. A **compelling game world** and a strong concentration on narrative design.

WHAT DO I HAVE TO OFFER?

- I. A **structural perfectionist** who makes sure every aspect or concept is researched, documented and at its very best.
- II. Experience with **working in teams**, taking responsibility and communicating.
- III. **Internationally orientated** and proficient in speaking and writing the English language.
- IV. **Affinity with shooters** and an interest in **narrative design**.

HOW DOES THIS FIT?

From presentations and interviews with employees I noticed that Guerrilla Games is a very well-oiled machine where every gear is perfectly aligned to create a great combined effort. My goal is to work abroad in a big games company and being responsible for the game- and level-designs of the greatest games in the world. The same type of games Guerrilla games is creating right now.

I have already made steps along the way but there is still a long road in front of me. Right now I would like to learn from the best designers possible and work hard to continue evolving my skills so I can eventually equal them.



1

PREPARATION

MULTIPLAYER LEVEL DESIGN.

Voor mijn ISA-project ga ik een multiplayer level maken voor de game Half-Life 2 Deathmatch, een standaard multiplayer shooter waar een uitgebreide level editor bij zit. De Hammer Editor. Met de Hammer Editor heb ik al redelijk wat ervaring en omdat elke level editor anders is vind ik het niet zo nuttig om zo'n programma te moeten leren voor mijn ISA. Daarom kies ik er een waar ik al vaker mee gewerkt heb zodat ik mij kan focussen op het design gedeelte van level zoals de path-flow, stragische gebieden en vooral de gameplay. Doordat ik niet te veel hooi op mijn vork wil nemen kies ik er voor geen custom models en textures te gebruiken maar de models / textures die bij de game geleverd worden te gebruiken.

BIJLAGE 2 TIJDSBESTEDING

Om de 4 studiepunten voor de ISA opdracht te halen is van mij verwacht 4 x 28 (112) uur aan dit project te besteden.

Stage 1, START Voorbereiding **14 december 2009**

- | | | |
|----|------------------|------------------|
| 1. | Theorie | 3 weken / 10 uur |
| 2. | Stijl en lay-out | 2 weken / 20 uur |

Stage 2, Creëren **18 januari 2009**

- | | | |
|----|-------|--|
| 3. | Alpha | 10 weken / 70 uur |
| 4. | Beta | n.v.t (besproken en niet van belang verklaard) |
| 5. | Final | n.v.t (besproken en niet van belang verklaard) |

Stage 3, END Beschouwend **1 juni 2010**

- | | | |
|----|--------------|---------------------|
| 6. | Documentatie | 1 week / 7 uur |
| 7. | Updates | onbepaald / 10+ uur |

Rest:

- | | | |
|-----|-----------------------|----------|
| 8. | Referentie Materiaal | 2 uur |
| 9. | Playtests | 6 uur |
| 10. | Playtest klaarmaken | 6 uur |
| 11. | Tussentijdse meetings | 0.75 uur |

TOTAAL AANTAL UREN: 122.75 uur



RESEARCH

“Ben’s small bible of realistic multiplayer level design”

„an article describing how to make a multiplayer level from scratch to the end for a realistic setting“

an article by
Benjamin Bauer

2004

PUNTEN OM OP TE LETTEN (THEORIE)

DE PUNTEN

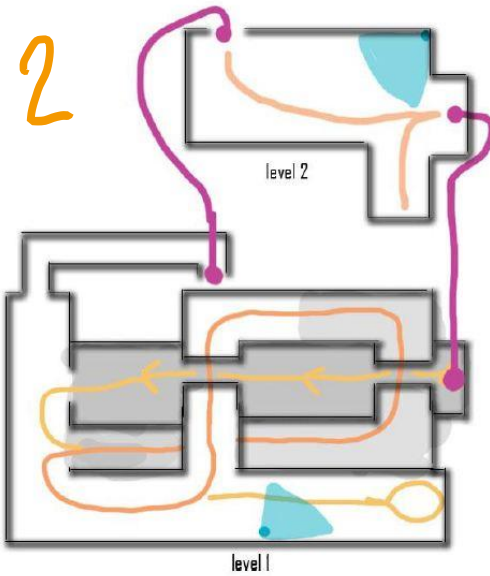
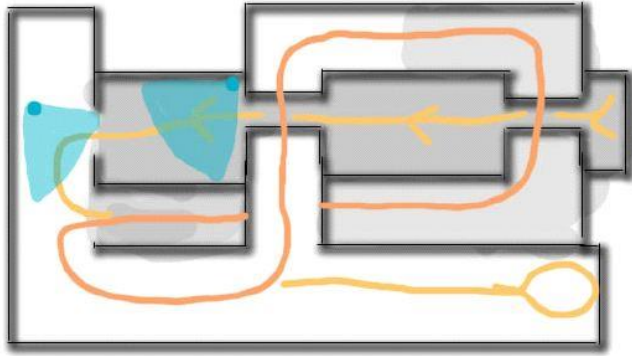
1. *Plan your map on paper before opening the editor.*
2. *Don't build your map inside a big box.*
3. *Wall columns are one of the best (but also most obvious) ways of breaking down boring walls.*
4. *Floor detail is most important, then come walls (especially the area around doors). No-one ever looks up so ceilings are the least important, especially if there are high walls. Make sure ceilings aren't too salient, leave them dark. You can add some detail at random places, though, to surprise the player. Make sure there's something at least mildly interesting in any direction the player can look.*
5. *Use non-right-angled layouts and photos of real world places as a reference. The look and feel of a room can be established with some basic brushwork and lighting.*
6. *Transitions between floors and walls and walls and ceilings should look fluent. Make sure the textures fit both in theme and colour. Add some borders and trims where necessary.*
7. *Never confuse graphics and graphics technology.*
8. *Make sure your map runs at similar speed as any official map.*
9. *Give every room, corridor and piece of architecture a purpose.*
10. *Add landmarks the player can use for orientation and simplify the layout to only a few main areas that make it clear where to go.*
11. *Avoid dead ends.*
12. *Avoid choke points.*
13. *Avoid death pits and hidden traps.*
14. *People don't play dark maps.*

A screenshot of the Valve Developer Community website. The page title is "VALVE Developer Community". The main content area shows the article "Creating a Level" (Redirected from Designing a Level). The article text begins with "Level design begins deep where that first spark of inspiration comes from. It has many forms during, and after Hammer has been loaded. Hammer is a tool for level design. It allows the player to explore; thus, a deeper understanding of the level design process would allow the important to remember Hammer makes the level; it should not make the idea. There's a lot to learn about why it's used and the process using it takes, what other programs help, and...". A "Contents [hide]" section is visible, listing: 1 What's involved, 2 Start to finish (with sub-items 2.1 Concept, 2.2 Development, 2.3 Construction, 2.4 Evaluation, 2.5 Releasing), 3 Mechanics and gameplay, and 4 Conclusion. The left sidebar contains navigation links: Main Page, Source SDK index, Recent changes, Random page, Support (Getting help, Source SDK FAQ, Level Design FAQ, SDK Help Forums), Community (Community events, Community portal, Steam Games), and Toolbox (What links here).

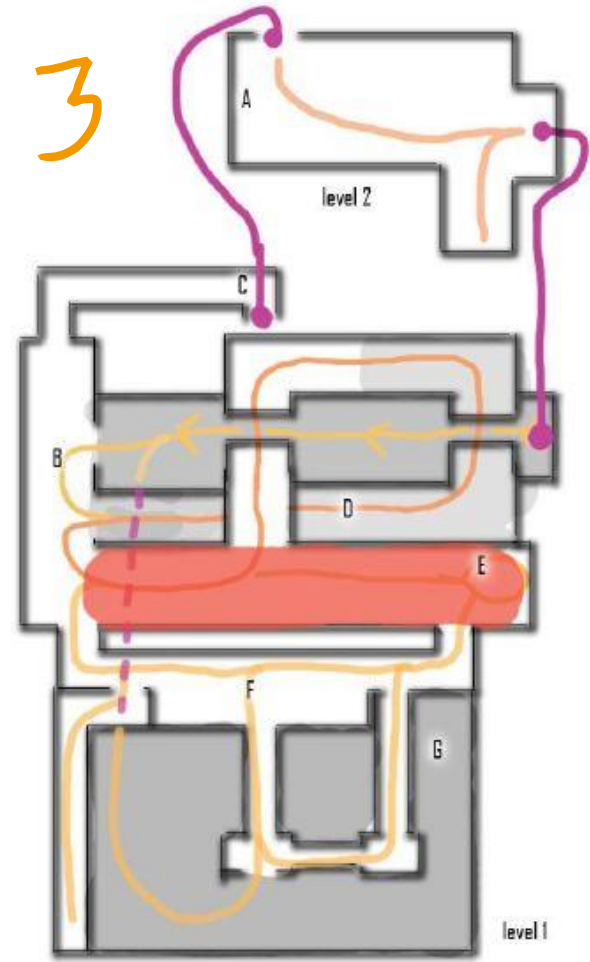


3

CONCEPTUALIZATION



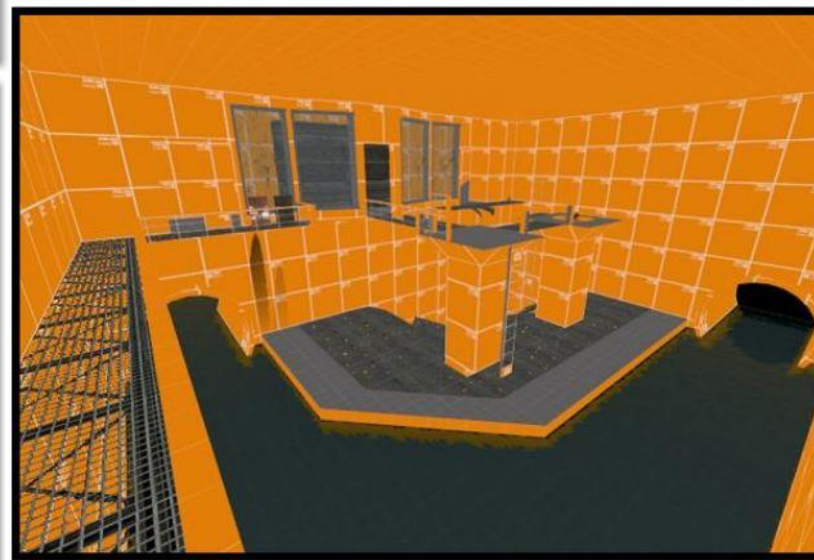
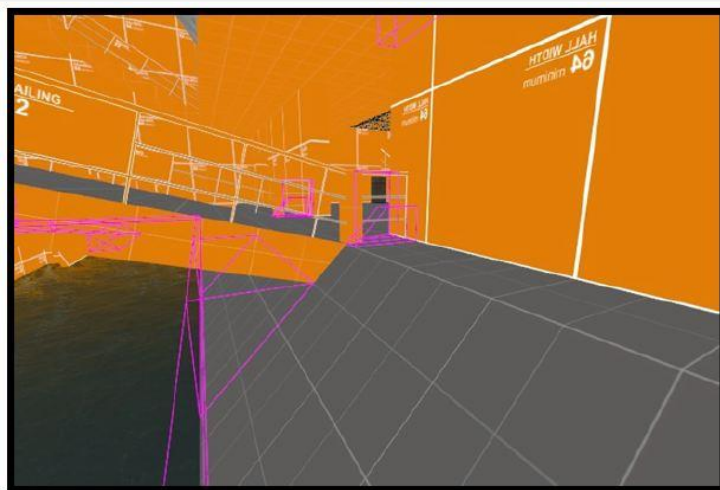
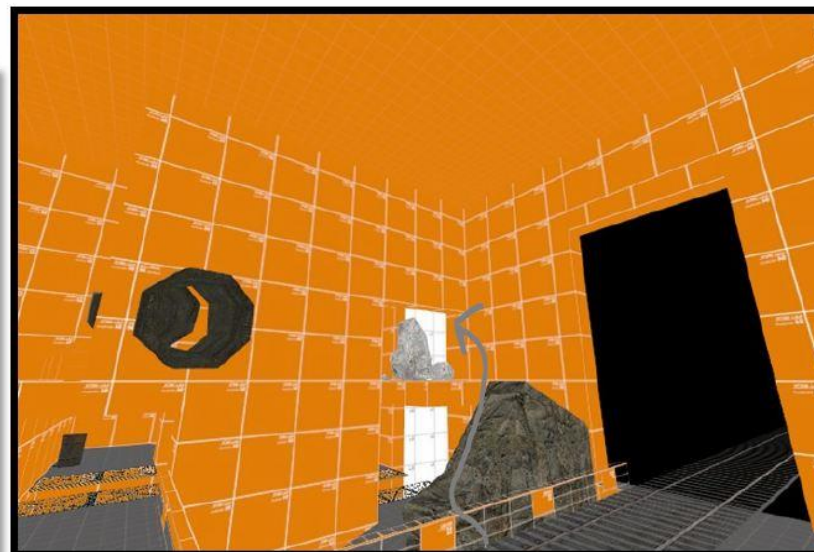
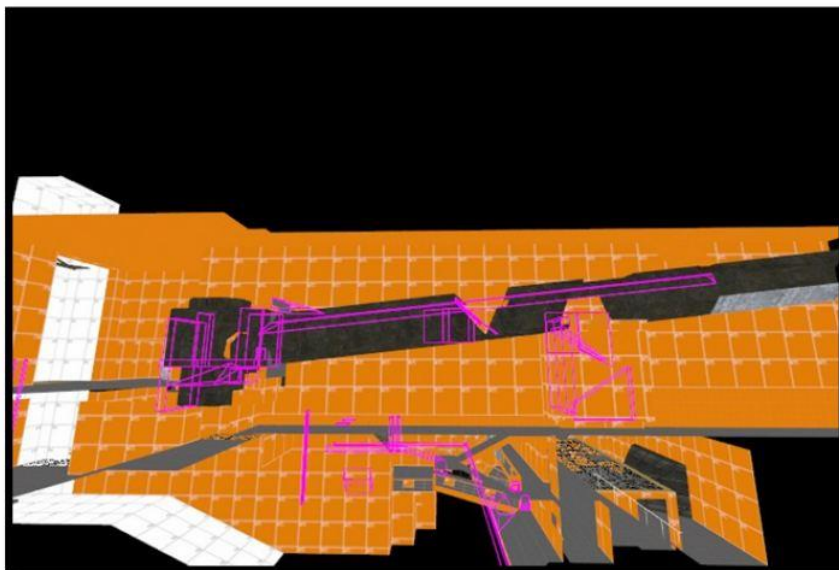
3





4

PRODUCTION



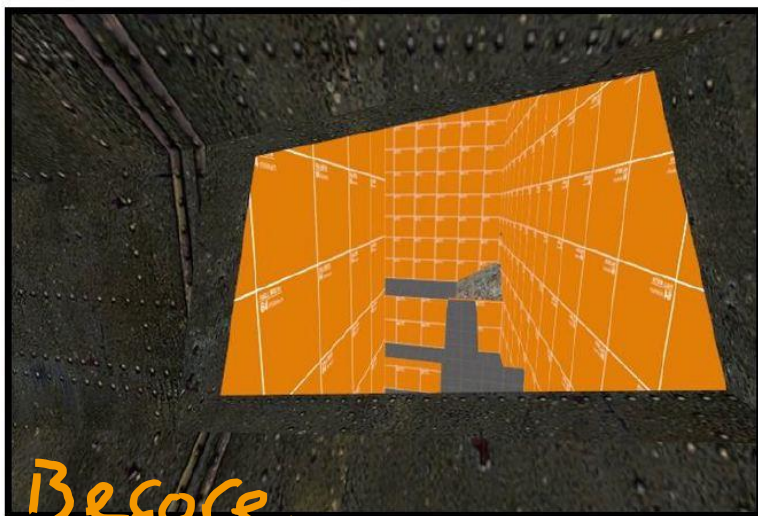
DESIGN EXAMPLE

5/8



5

ITERATION



DESIGN EXAMPLE

6/8

BIJLAGE 1 CHANGELOG

Ik heb dit in het Engels gedaan zodat als ik deze map uitgeef over het internet (op forums of op portfolio) ik deze erbij kan geven. In achronologische volgorde. Nieuwste veranderingen bovenaan.

LIST OF CHANGES V6.7 (07-05-10):

1. ENV_SHAKE when the train passes to warn players with no sound.
2. BATTERIES and AR2_ALT_AMMO are now grabbable with the grav gun through the grate. Various clipping optimizations.
3. Walking up the water slope removed. Ladder into ROCKET_LAUNCHER room is harder to fall down.
4. Added railings.
5. Rocks in MAIN_AREA are now easier to climb.
6. Deleted FUNC_PUSH in water slope.

PLAYTEST 3: 3 PLAYERS (06-05-10)

LIST OF CHANGES V6.6 (02-05-10):

1. Added Control Room near Toxic Waste.
2. Added a ladder so players can escape the Toxic Waste.
3. Added railings all around the map.
4. Additional optimization of clipping in and around the pipes.
5. Placing SLAMS under water is now harder.
6. Getting out of the water and into the Pump Station is easier.
7. Players who fall in the Toxic Waste no longer die, they just take damage. Removed several barrels that could easily block the players path.

PLAYTEST 2: 2-8 PLAYERS (02-05-10)

LIST OF CHANGES V6.5 (29-04-10):

1. Added an extra room with Toxic Waste.
2. Added weapon. (AR2)
3. Added SMG_GRENADE near Sniper Spot.
4. Moved a player spawn that spawned players into a wall.
5. Optimized clipping in and around the Pipes.
6. Train can no longer be blocked by physics objects.
7. The Sniper Spot now looks over a bigger area.
8. Players are no longer able to enter the Train Tunnels.
9. It's easier to get to the second floor through jumping onto the Rock. Camping in between the two pipes is no longer possible.
10. Camping around the spawn points in the is no longer possible. The SHOTGUN position is now harder to overlook.
11. The speed of the Flowing Water is down from 700 to 200. Add a light to the ROCKET_LAUNCHER to make it harder to overlook.

PLAYTEST 1: 4 PLAYERS (24-04-10)

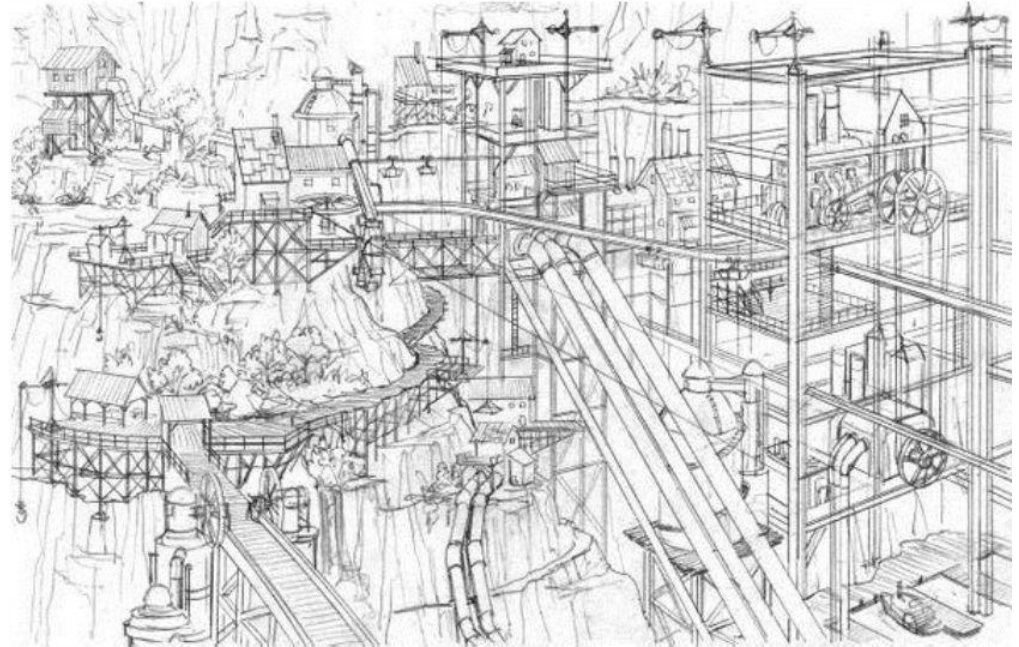


6

EVALUATION



ISA 1



Multiplayer Level Design

Door Jethro Jongeneel GDD1a
Docent Karel Millenaar
Datum 29 mei 2010

ISA1 Pagina 1

Documentation

DESIGN EXAMPLE

7/8



RECAP

