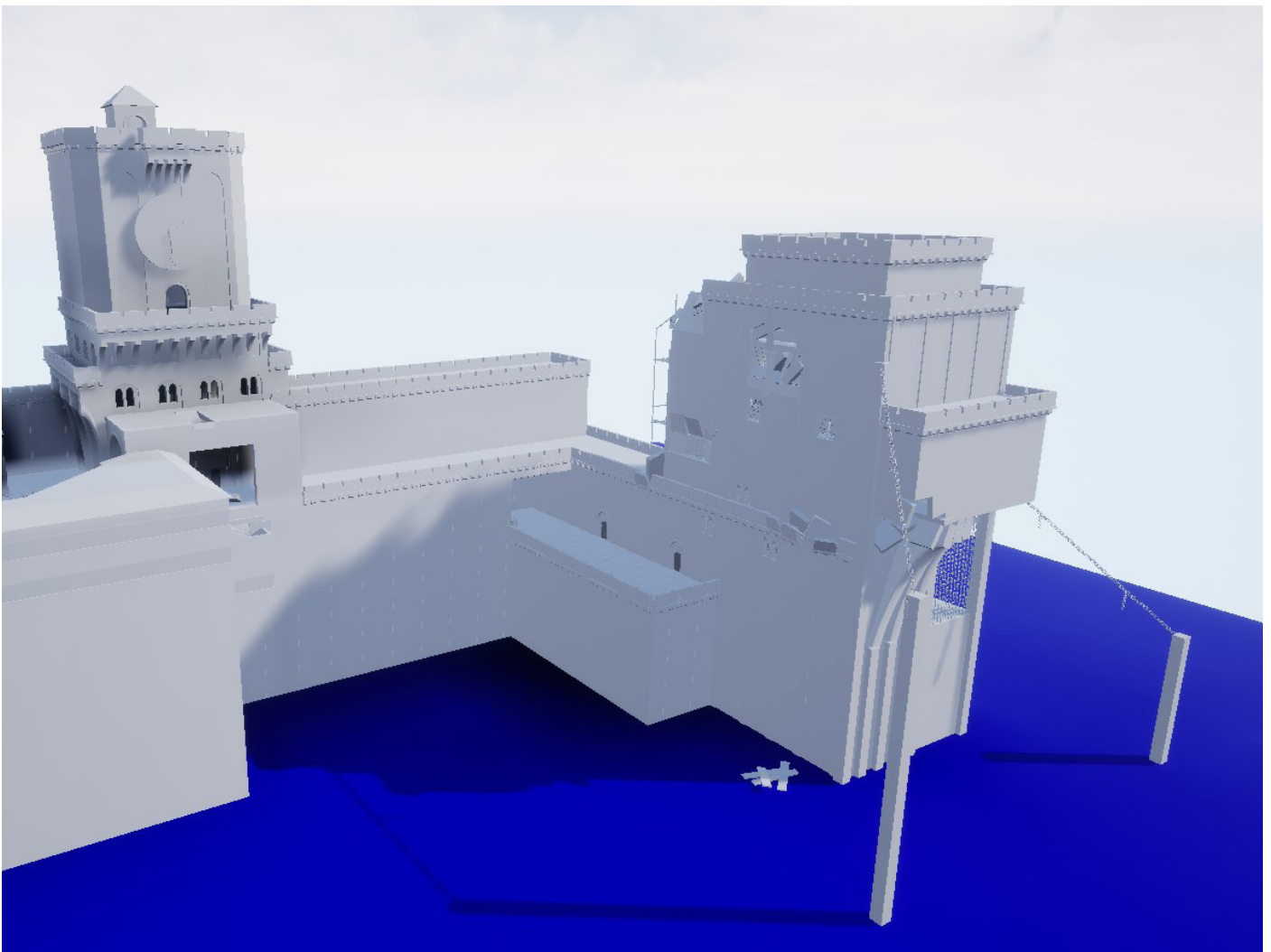
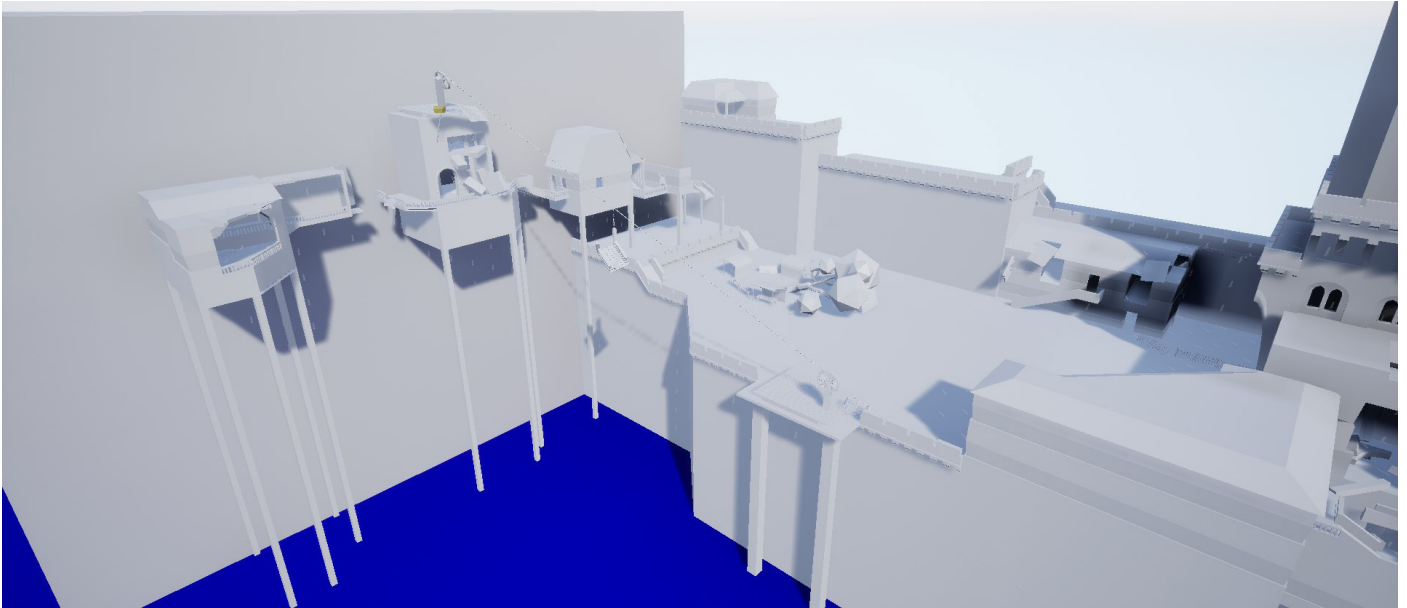
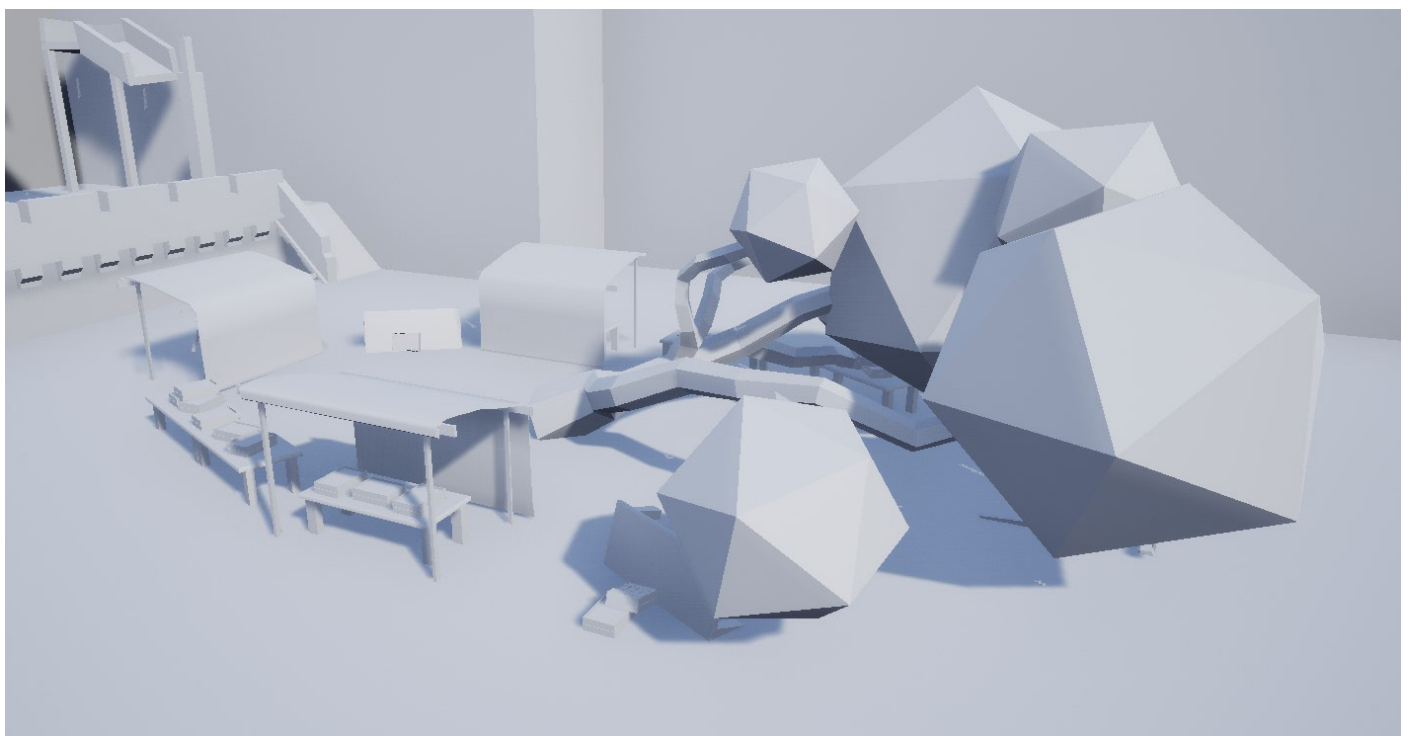
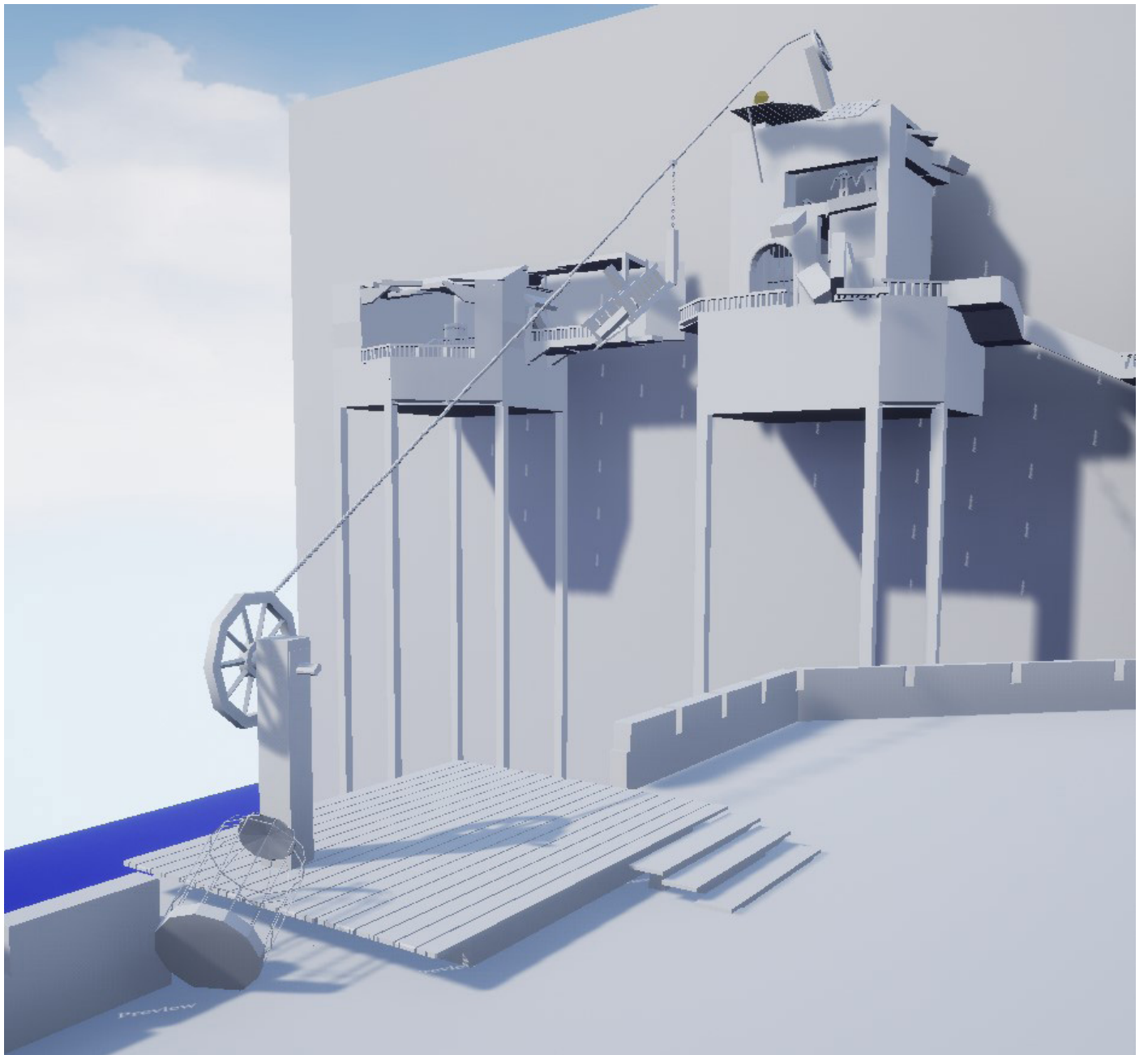
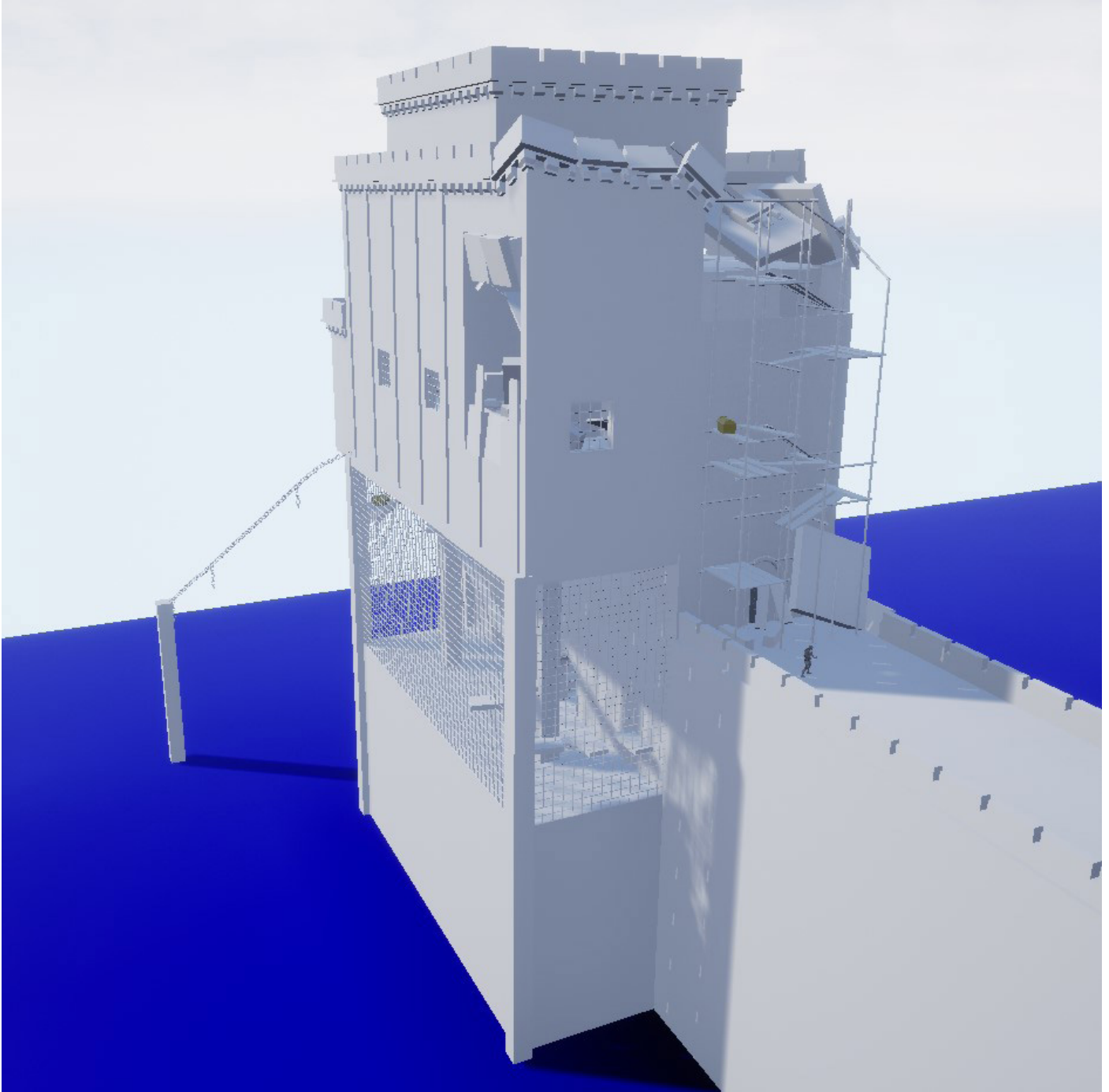


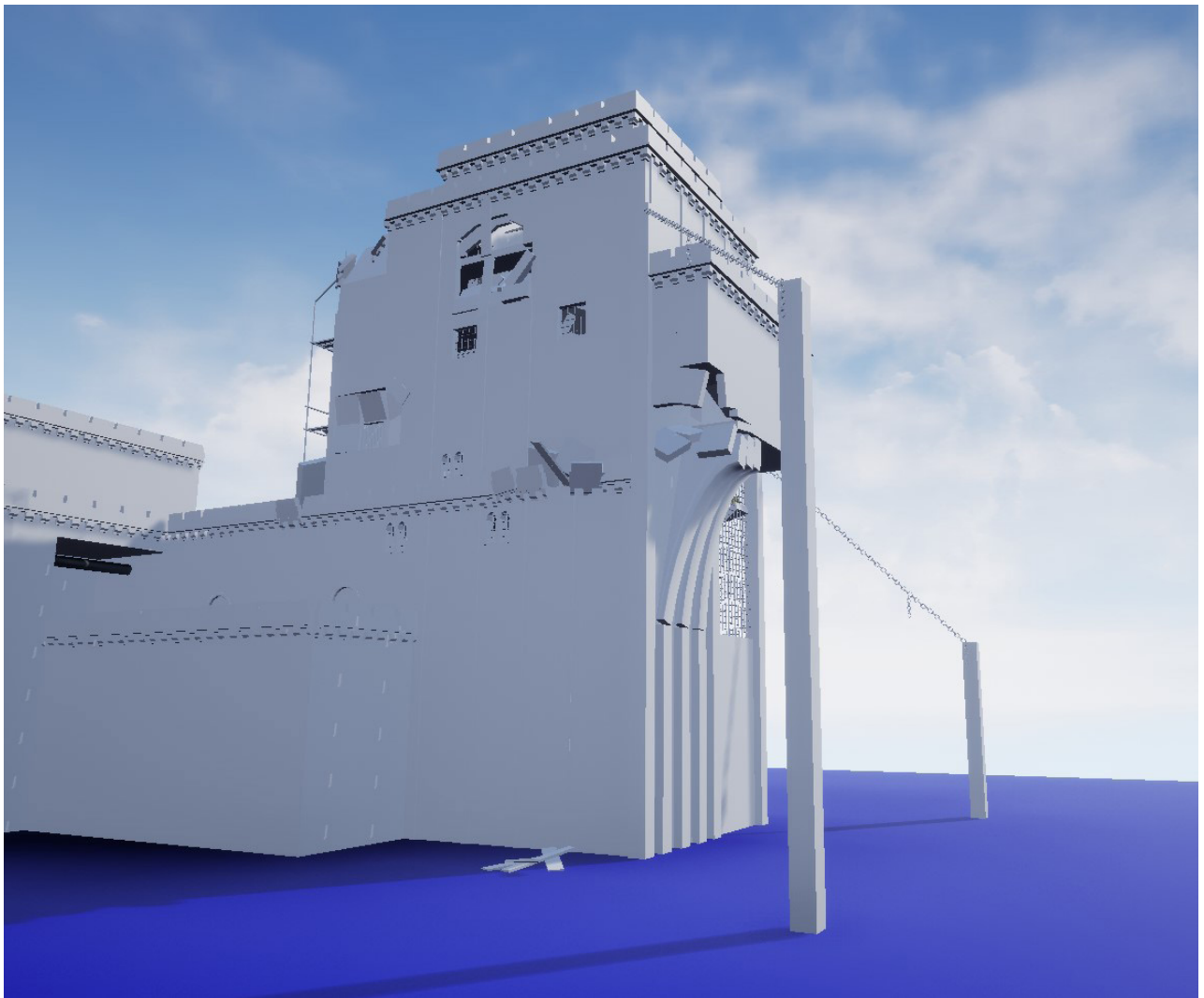
Level design document

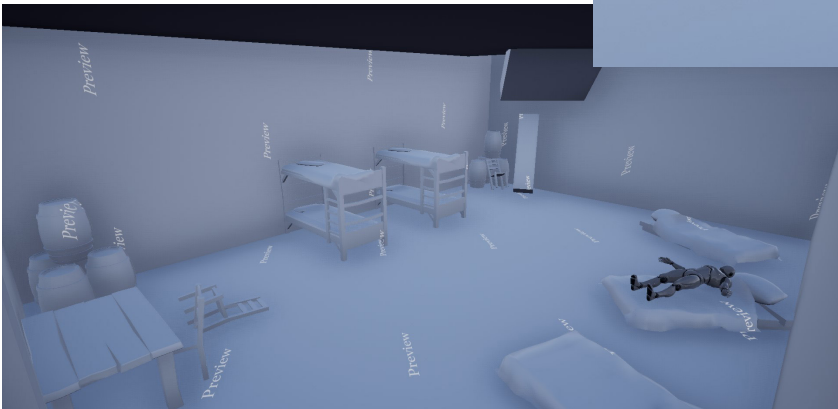
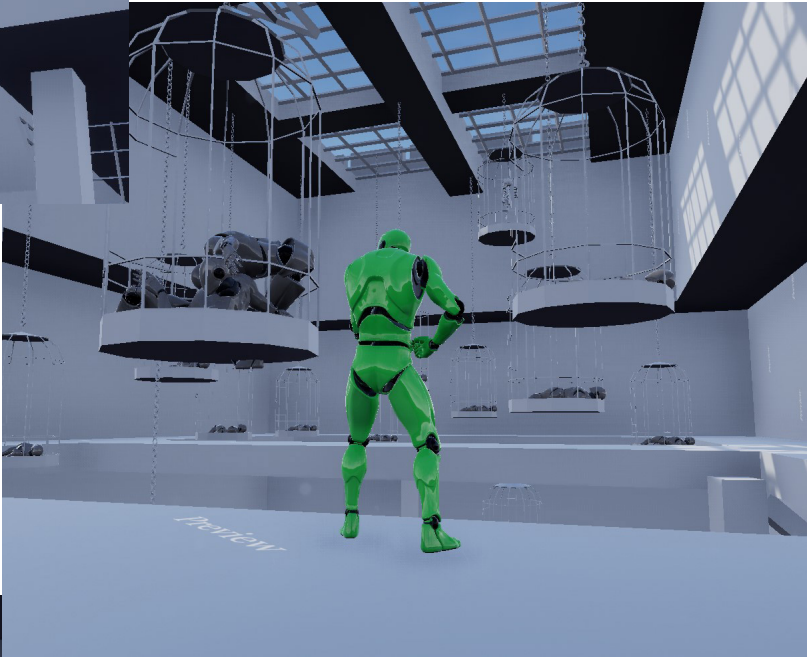




Document for the main building



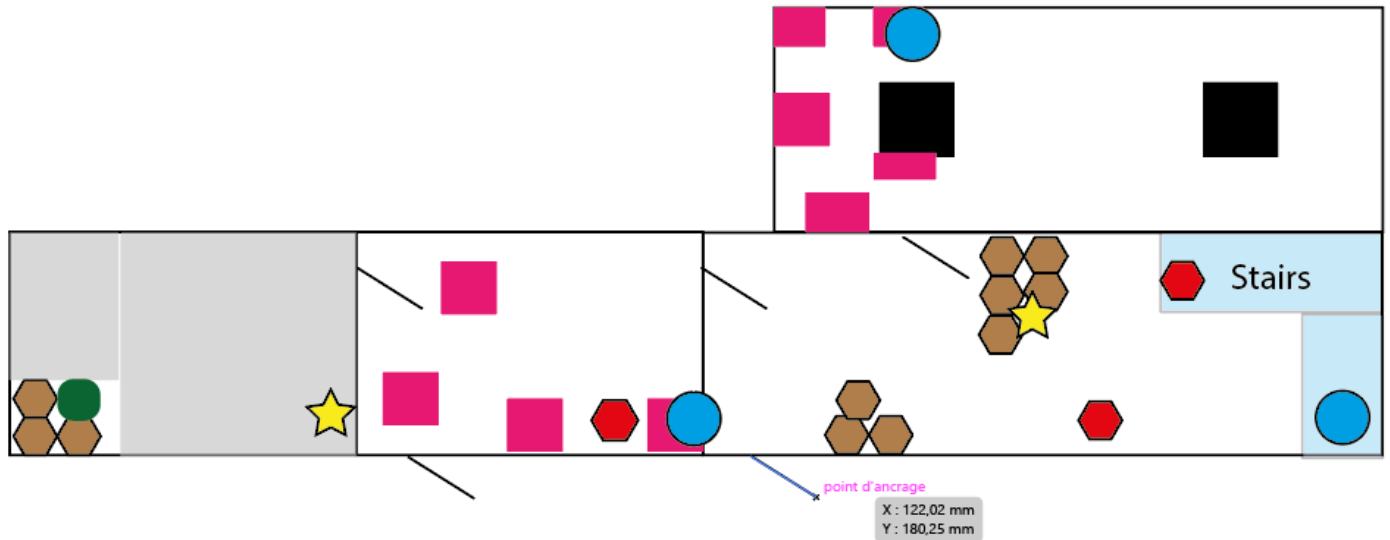




Layout of the building

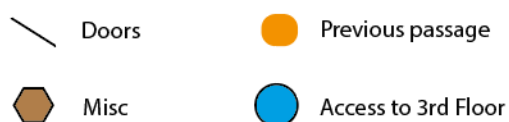
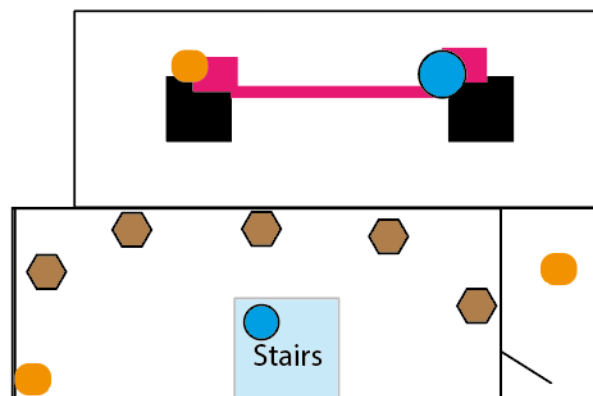
Layout blocking Prison building

Floor 1

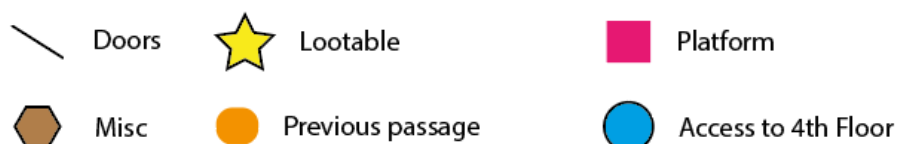
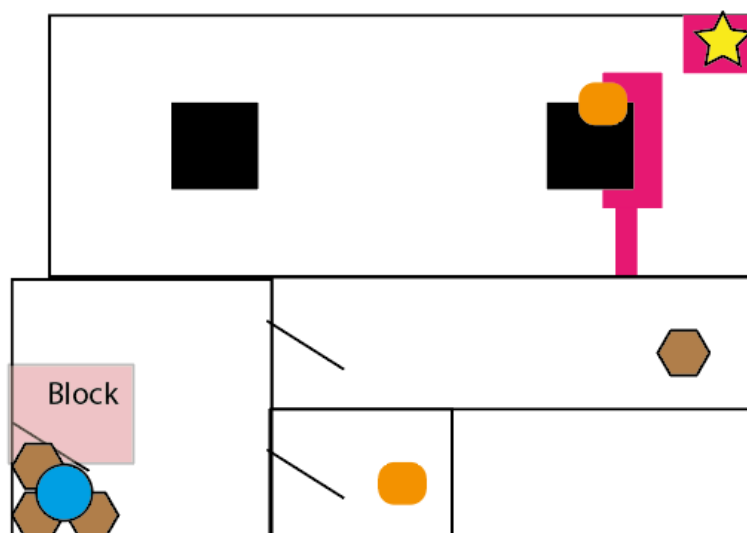


Layout blocking Prison building

Floor 2

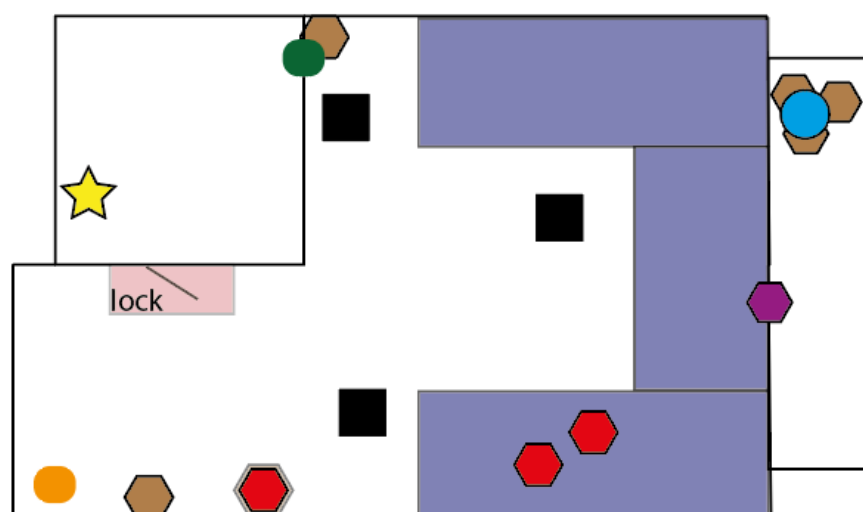


Floor 3



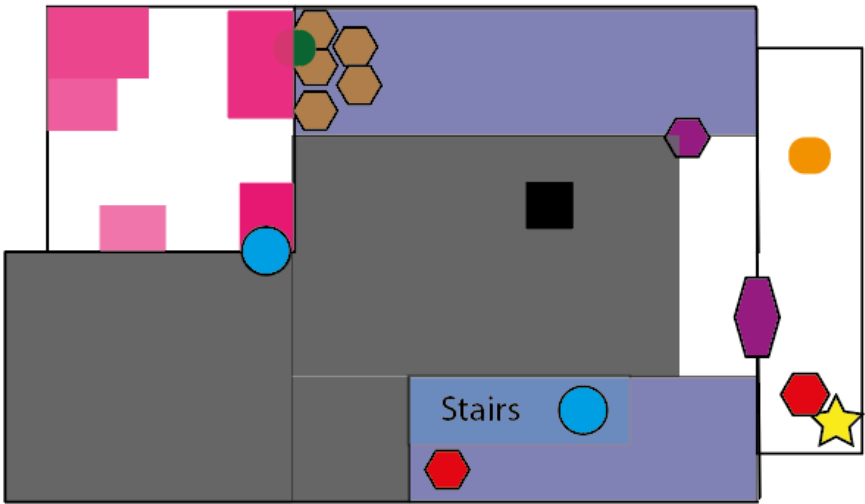
Layout blocking Prison building

Floor 4



Layout blocking Prison building

Floor 5



- Platform

★ Lootable

⬡ Breach

● Secret way

● Previous passage
- ⬡ Misc

● Access to 6th Floor

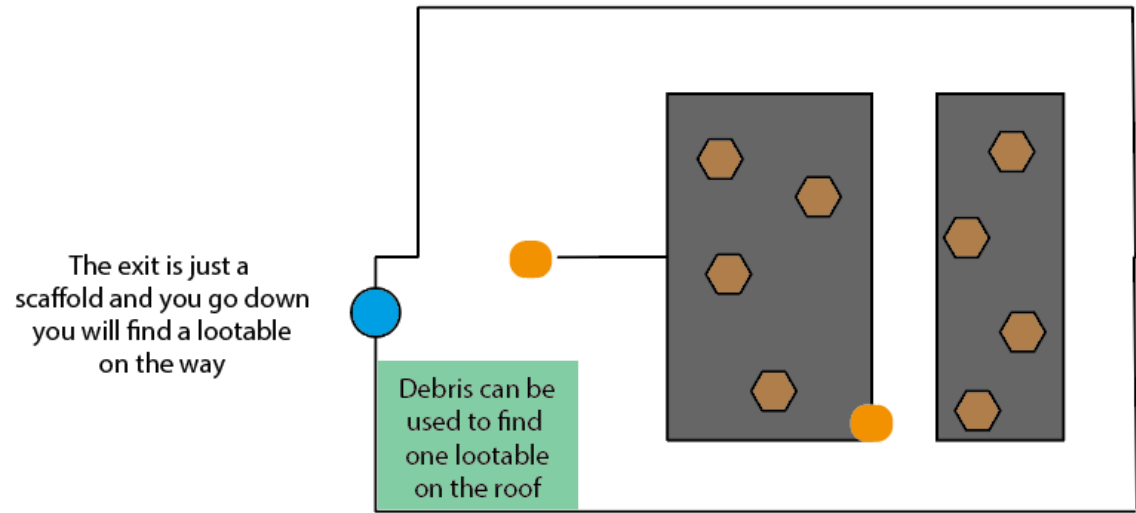
⬡ Enemies

⬡ Cells

⬡ «Void»

Layout blocking Prison building

Floor 6



- Debris

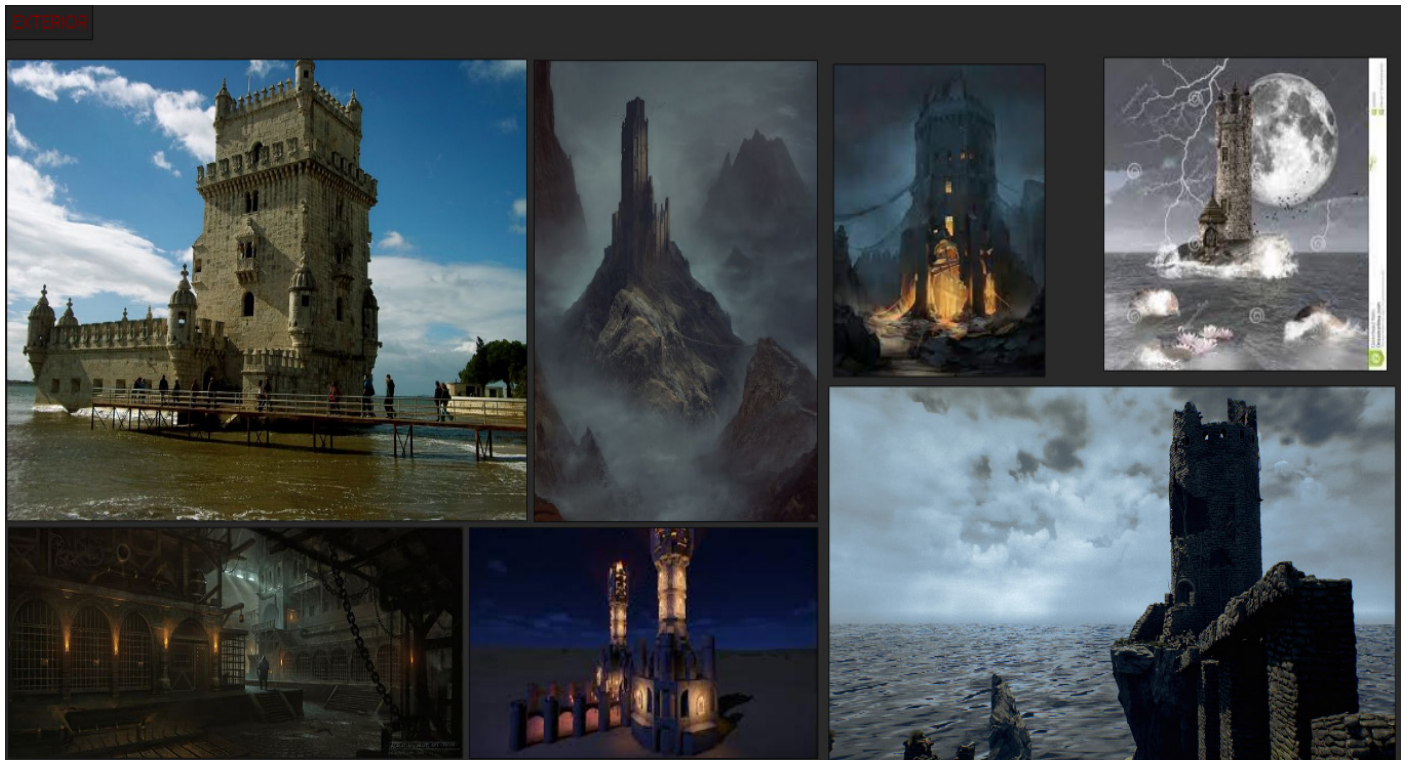
● Previous passage
- ⬡ Misc

● Access to EXIT

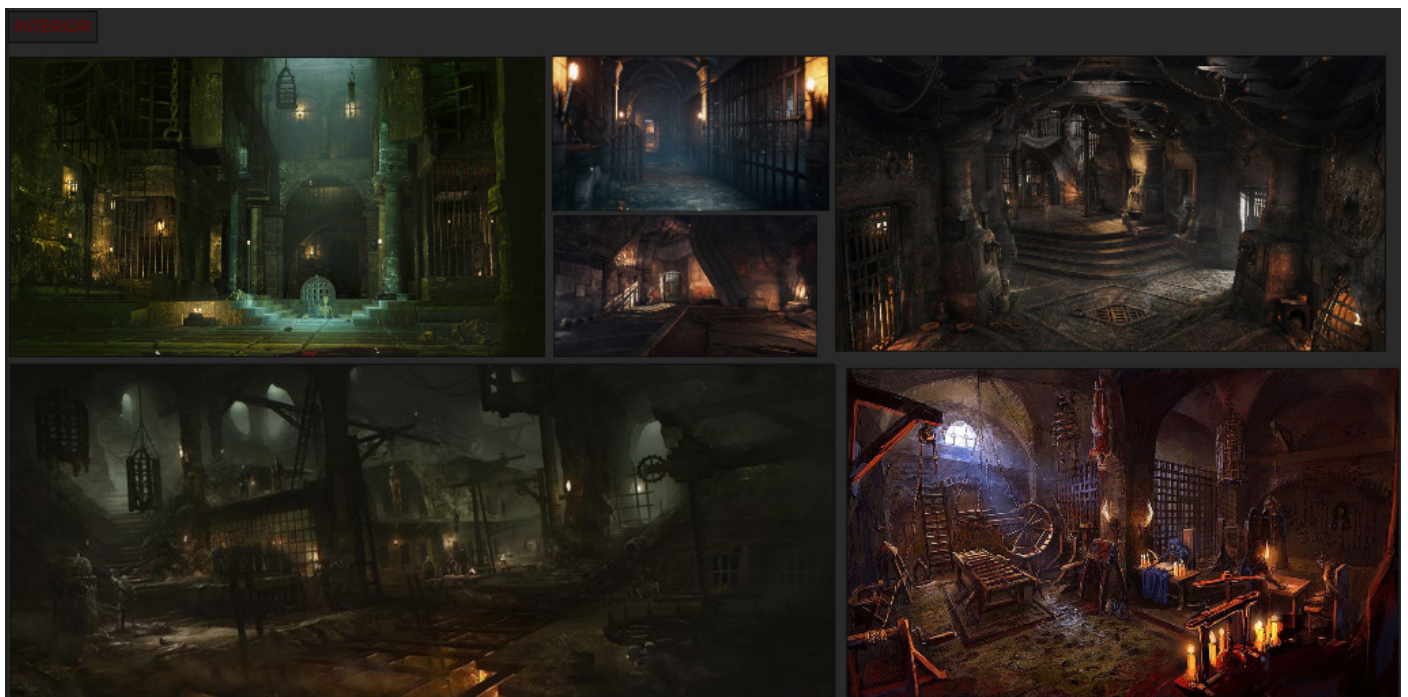
⬡ «Void»

Moodboard of the building

Exterior



Interior



Different door style and uses

Different door style and uses



Different corpses cases

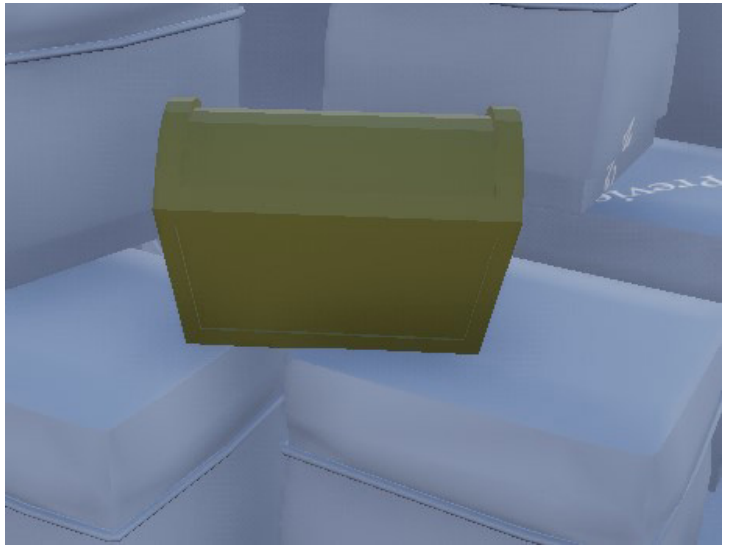


Assets created for this project :

Barrel



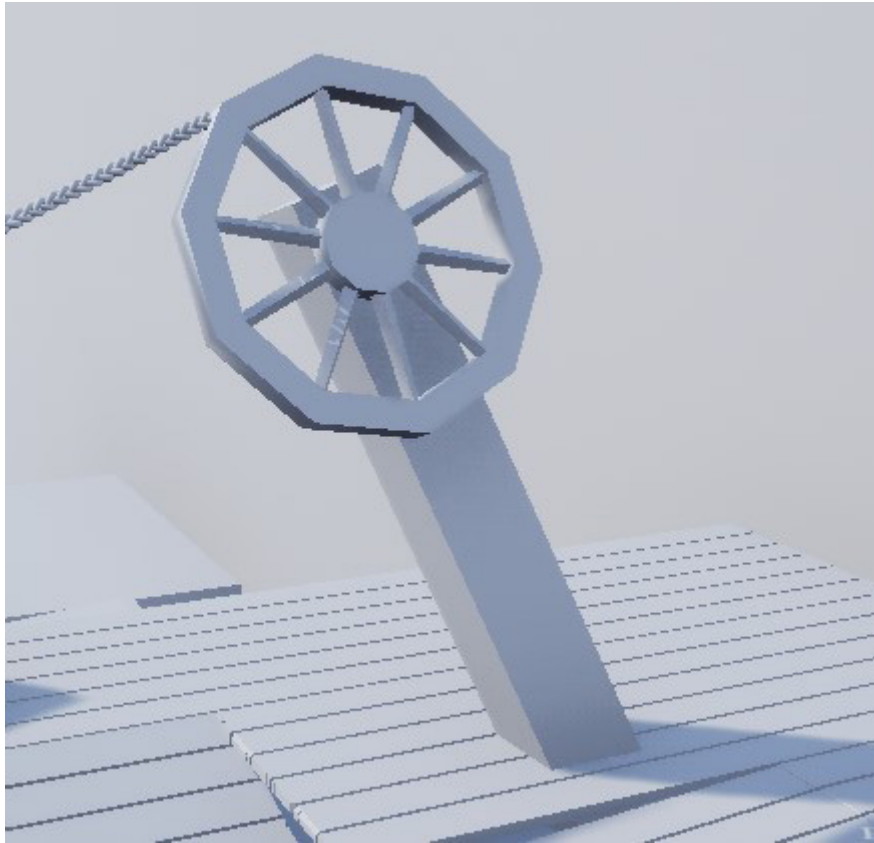
Chest



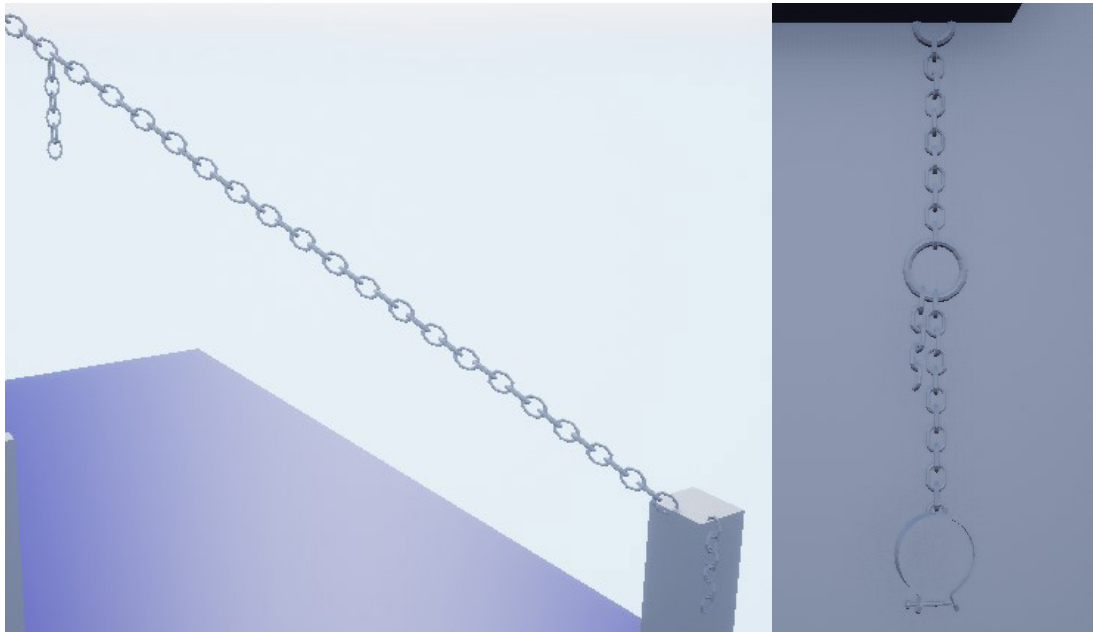
Strategic Map + table



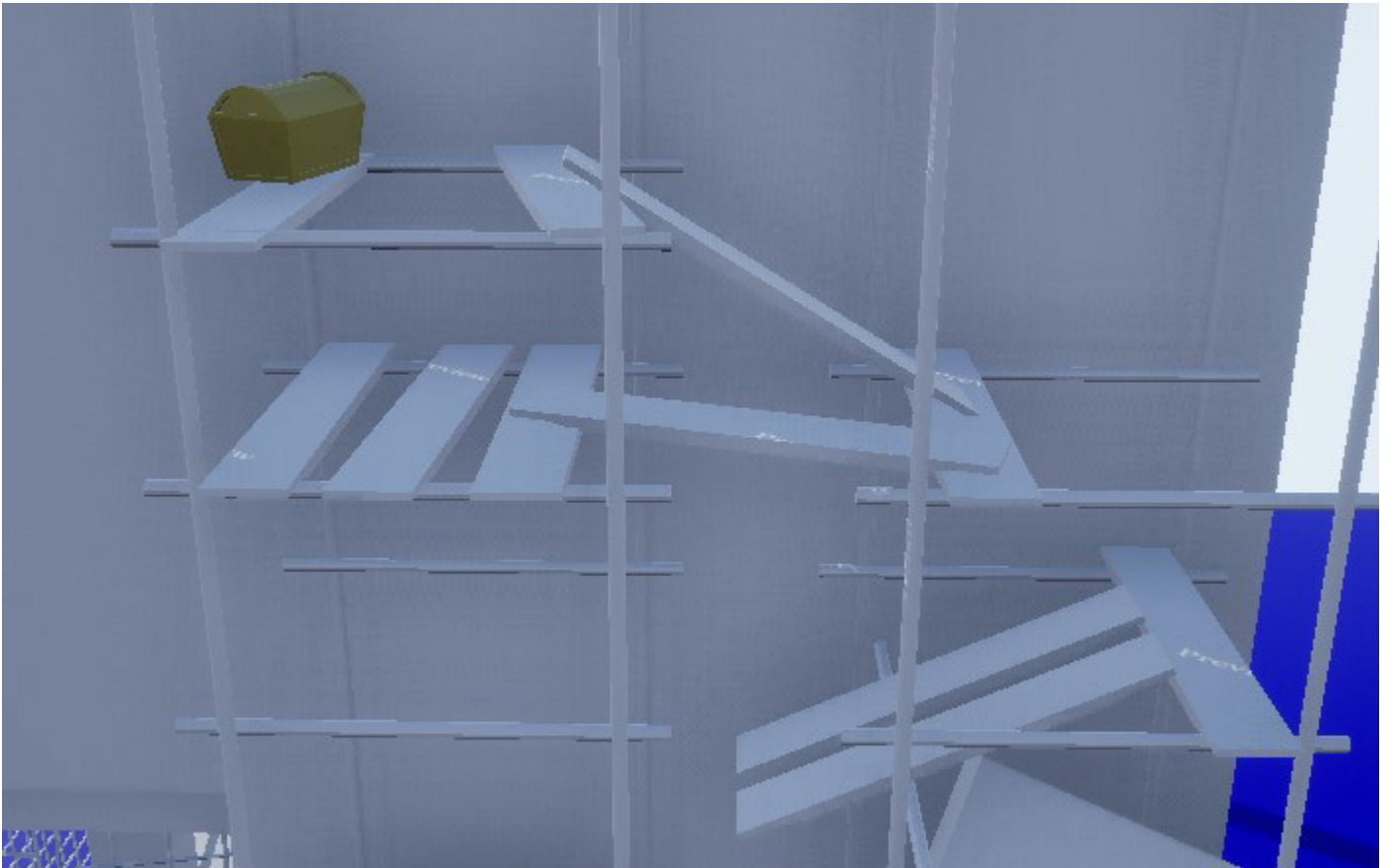
Roue pour les chaînes



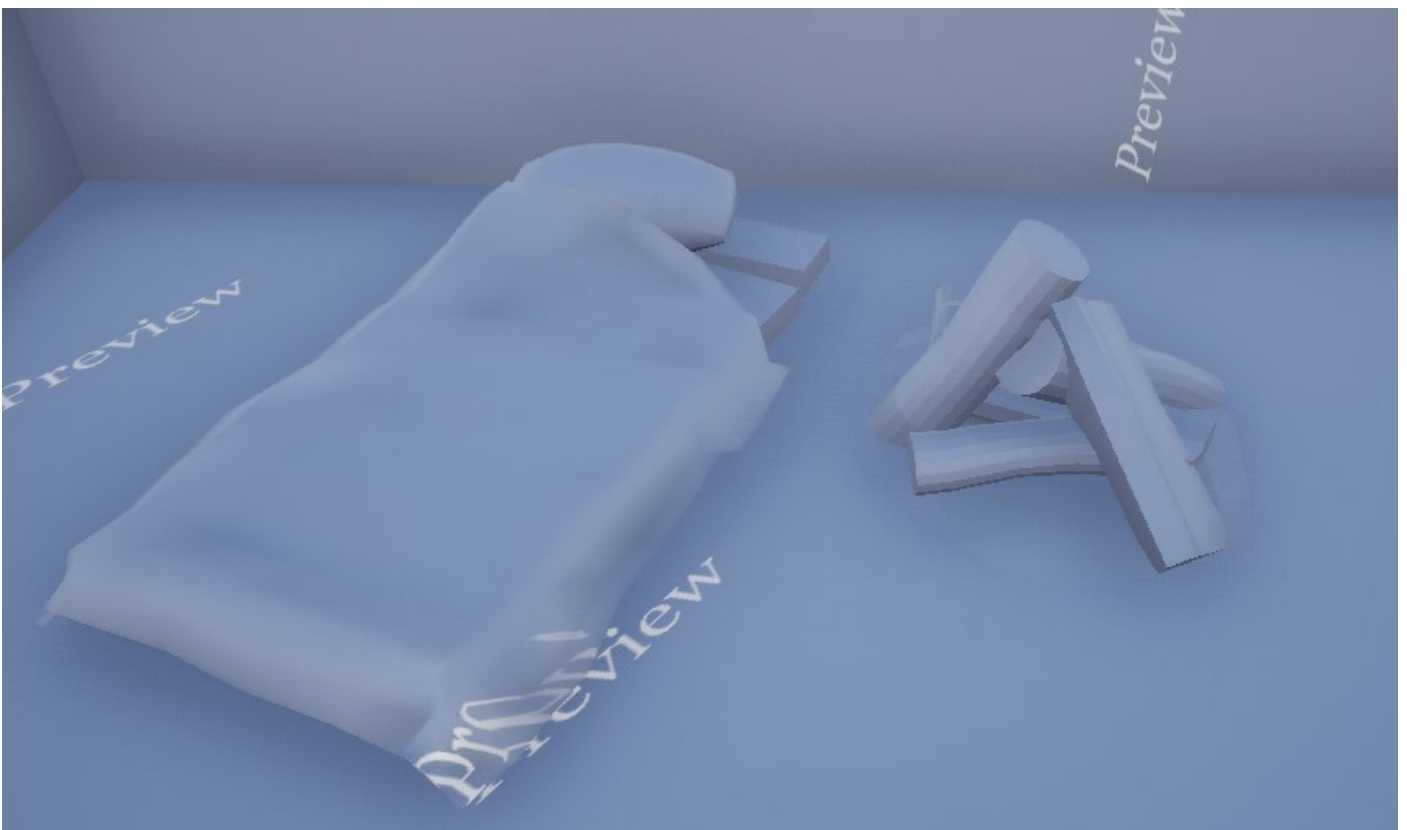
Chaînes



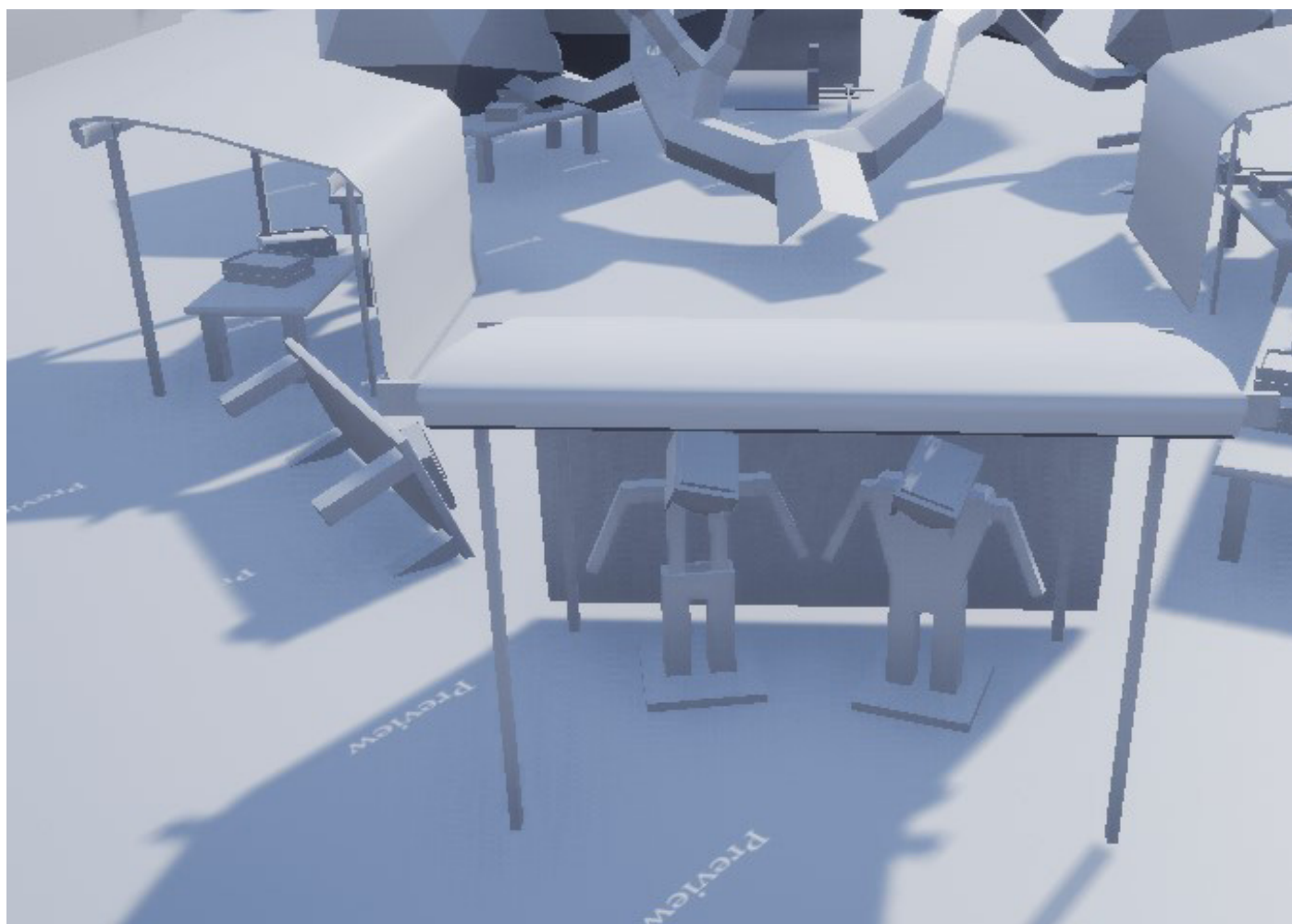
Echaffaudage



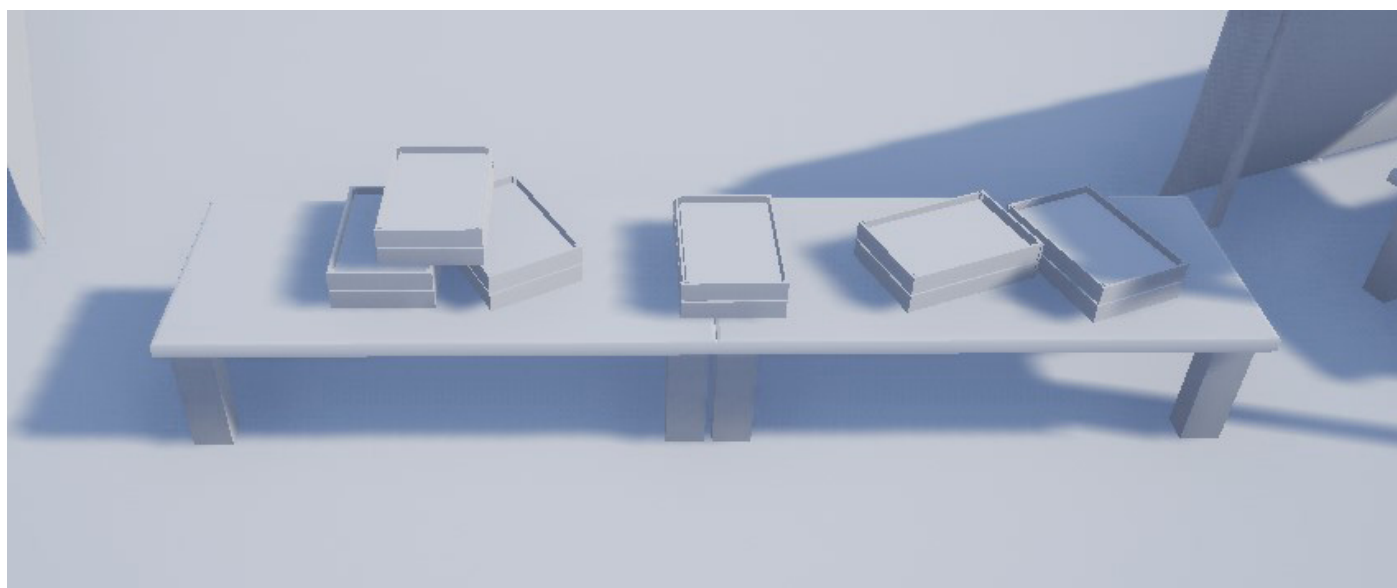
Feu + lit



Tente + porte armures



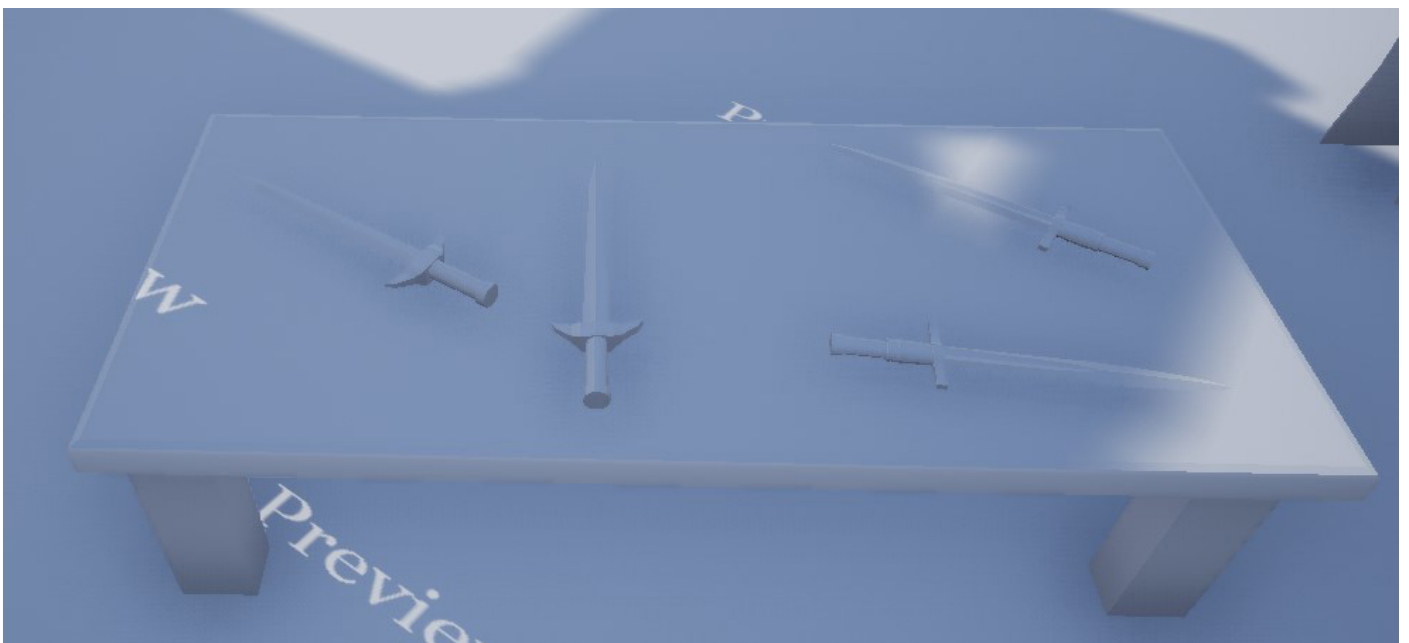
Cagibis



«Plateforme mobile en bois»



Armes



Squelette + cage

