

Level Design

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Role :Level Designers(Intern)
Guide :Kuldeep Rathor
Company :Akiyam Solutions
Task :Design a level as Demo

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Project Name: Assassination

Total Levels :4

Map: The Rally Point

Objective : Collect The Information, Eliminate The Enemies

Story: Player Has To Collect The Sensitive Information From The Enemies Territory WithOut Being Detected

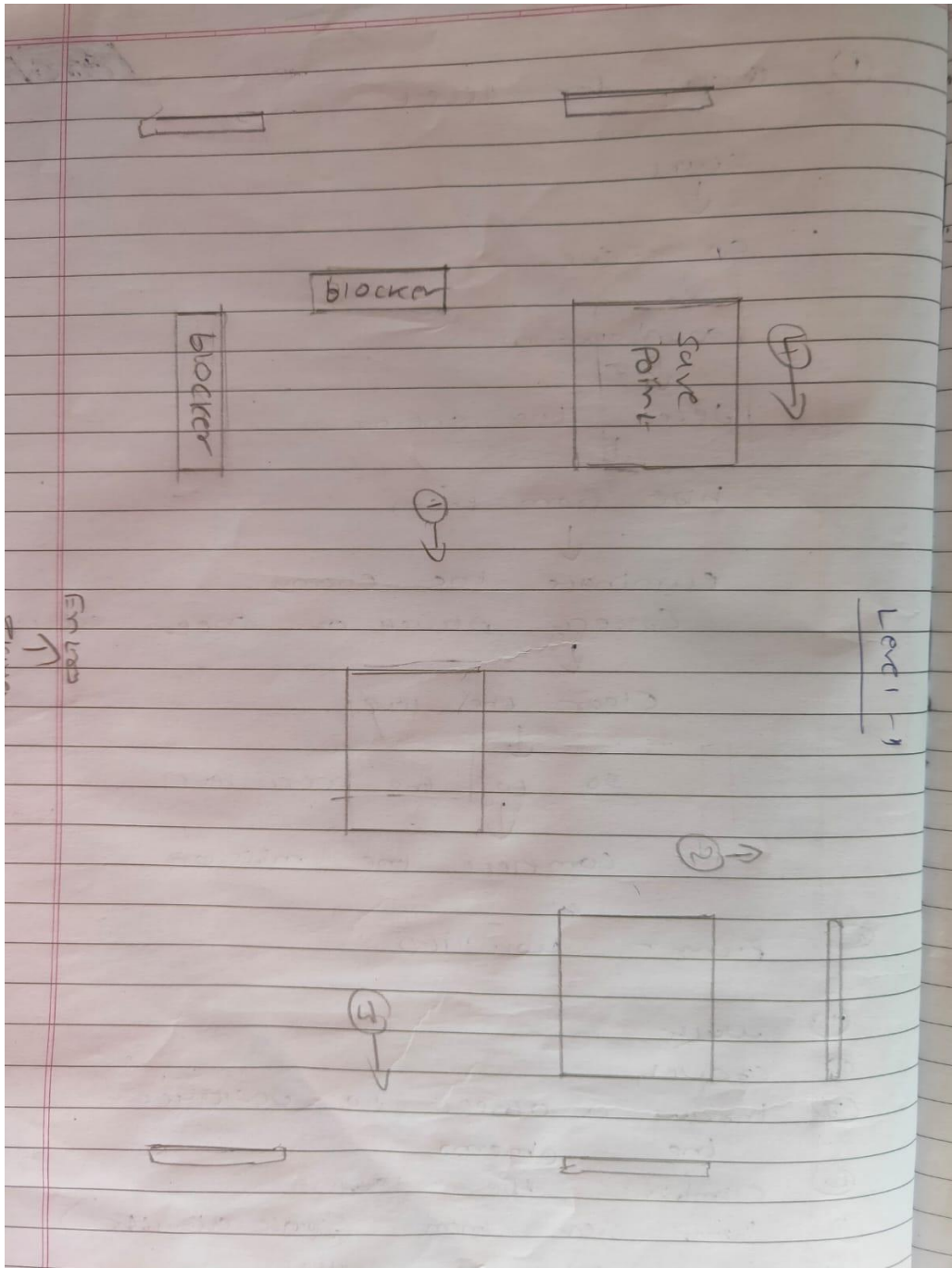
Player Abilities:

- 1.Walk
- 2.Crouch
- 3.Jump
- 4.Throw A Object To Destruct The Enemies
- 5.Assassinate From Behind
- 6.Climb The **Ladder**
- 7.Jump On Them(Sneek Attacks)**
- 8.Hide Behind The Walls**

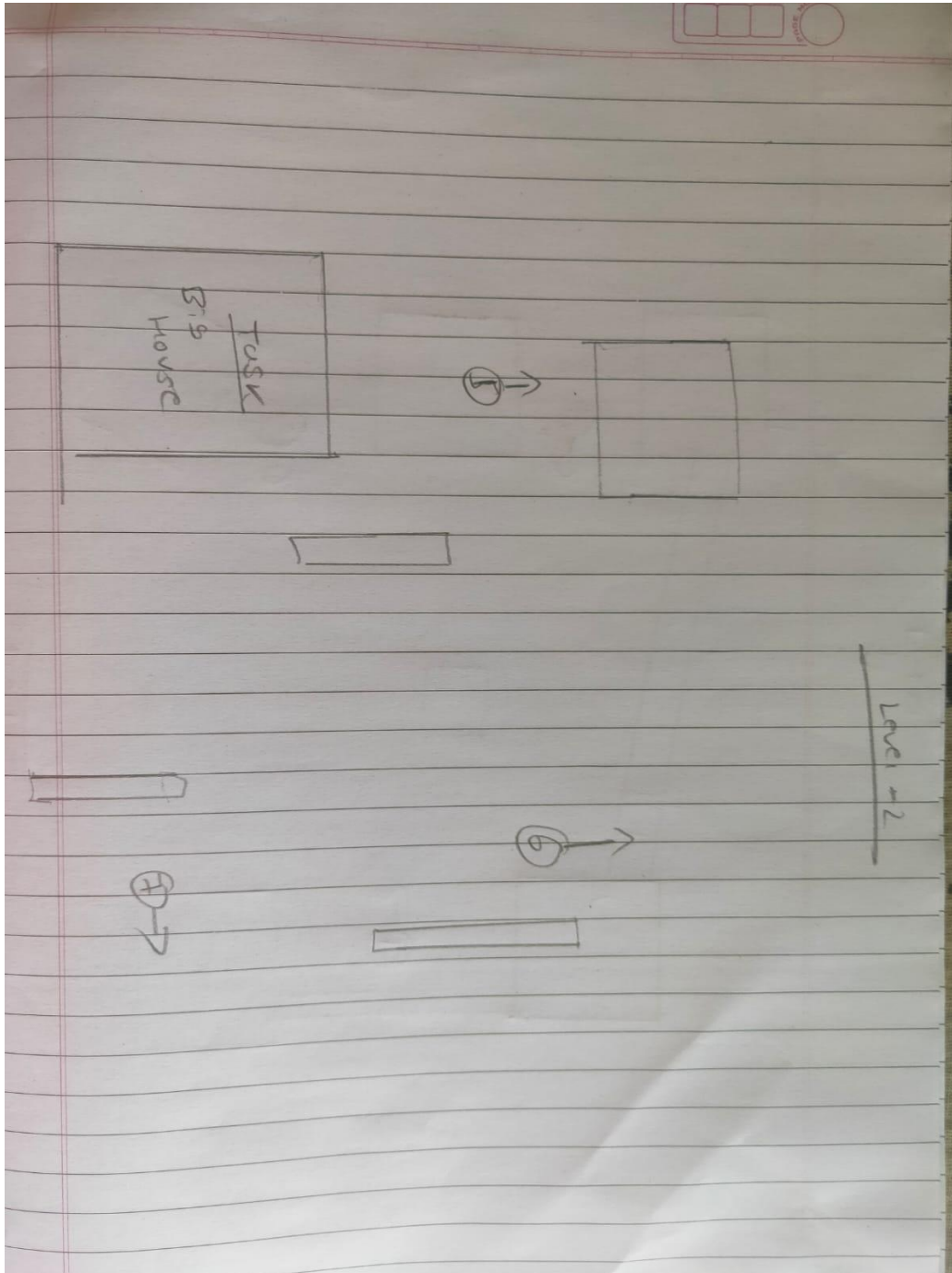
Enemies:Manny From The UE_Editor

Sketch DEMO

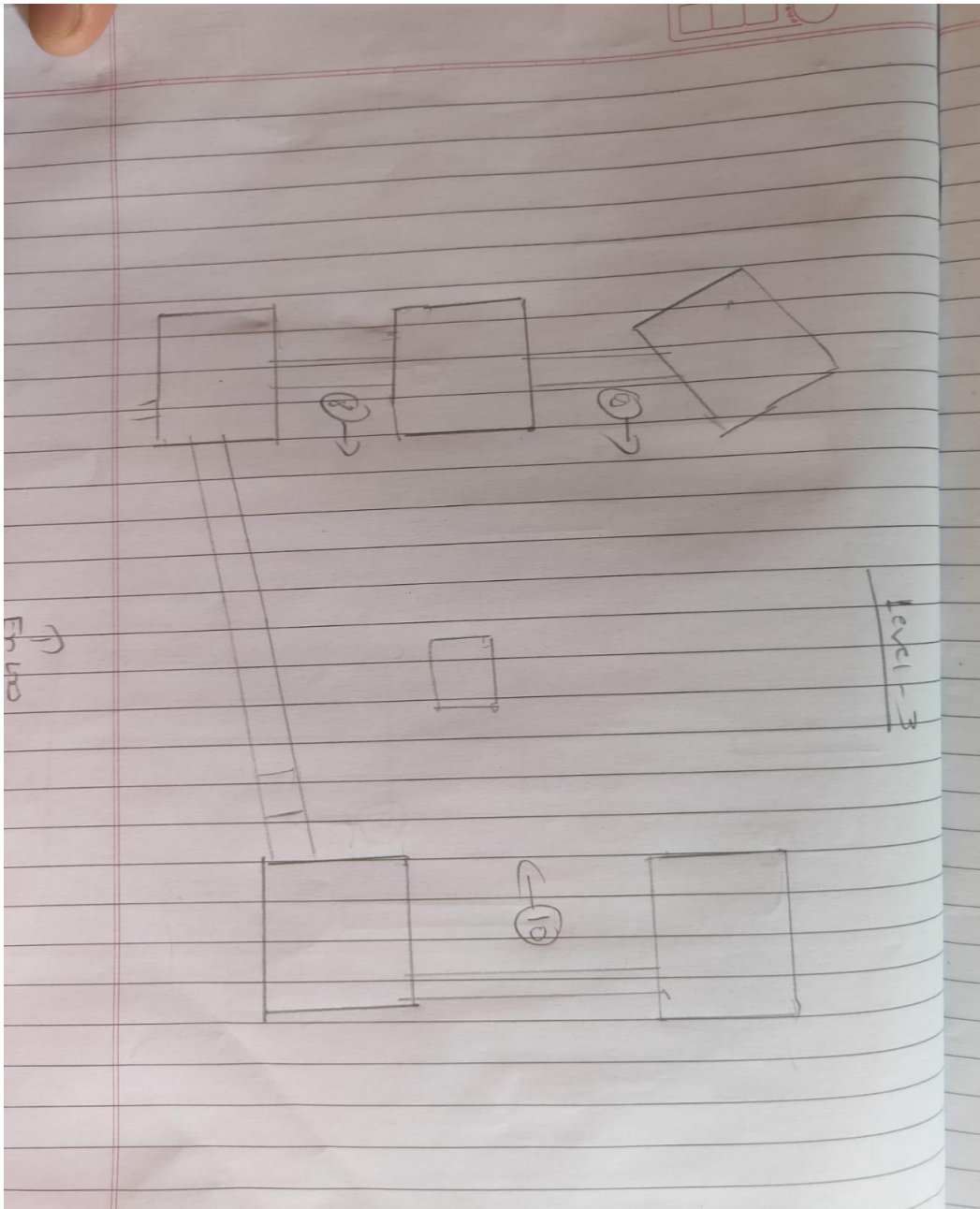
Level-1



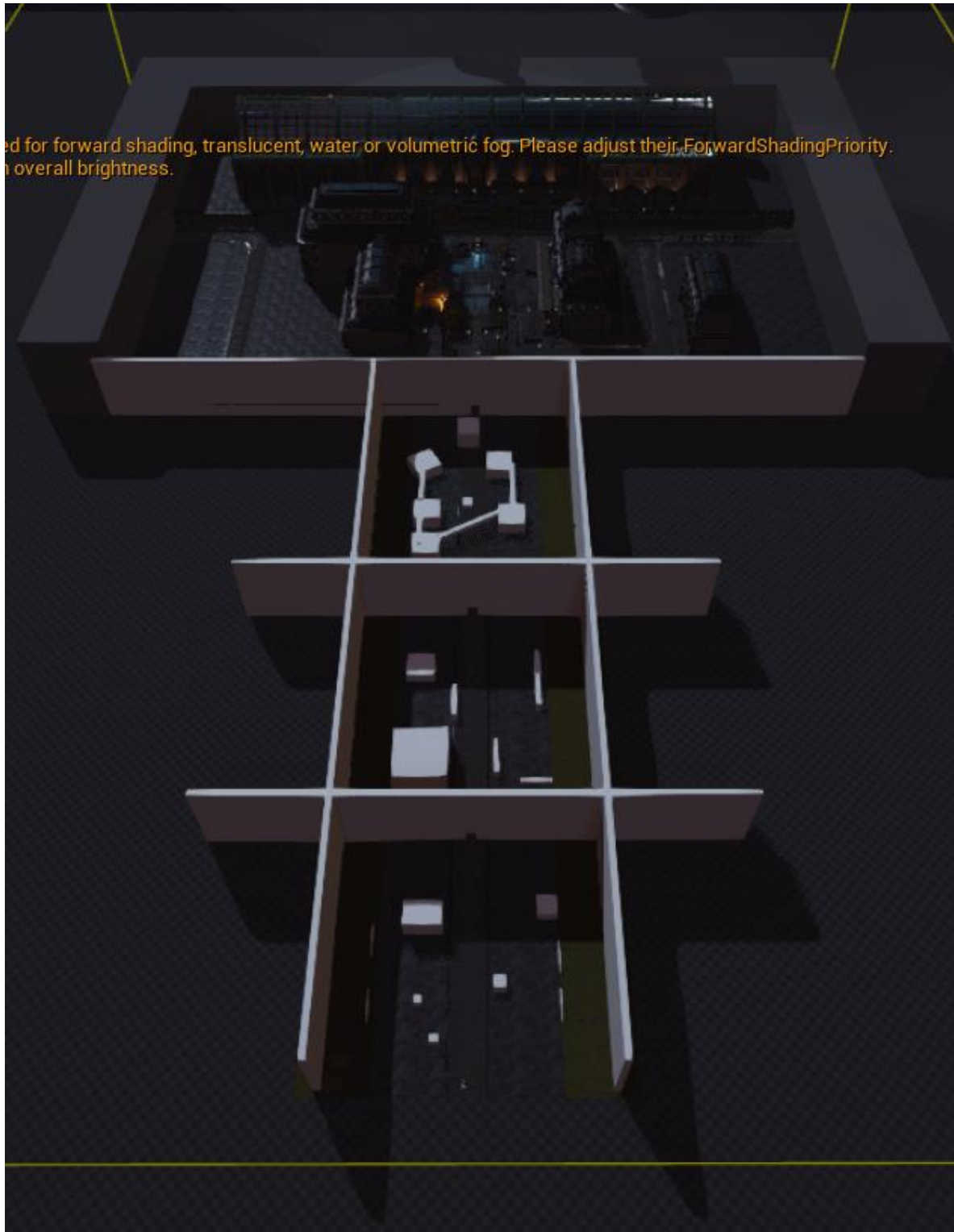
Level-2



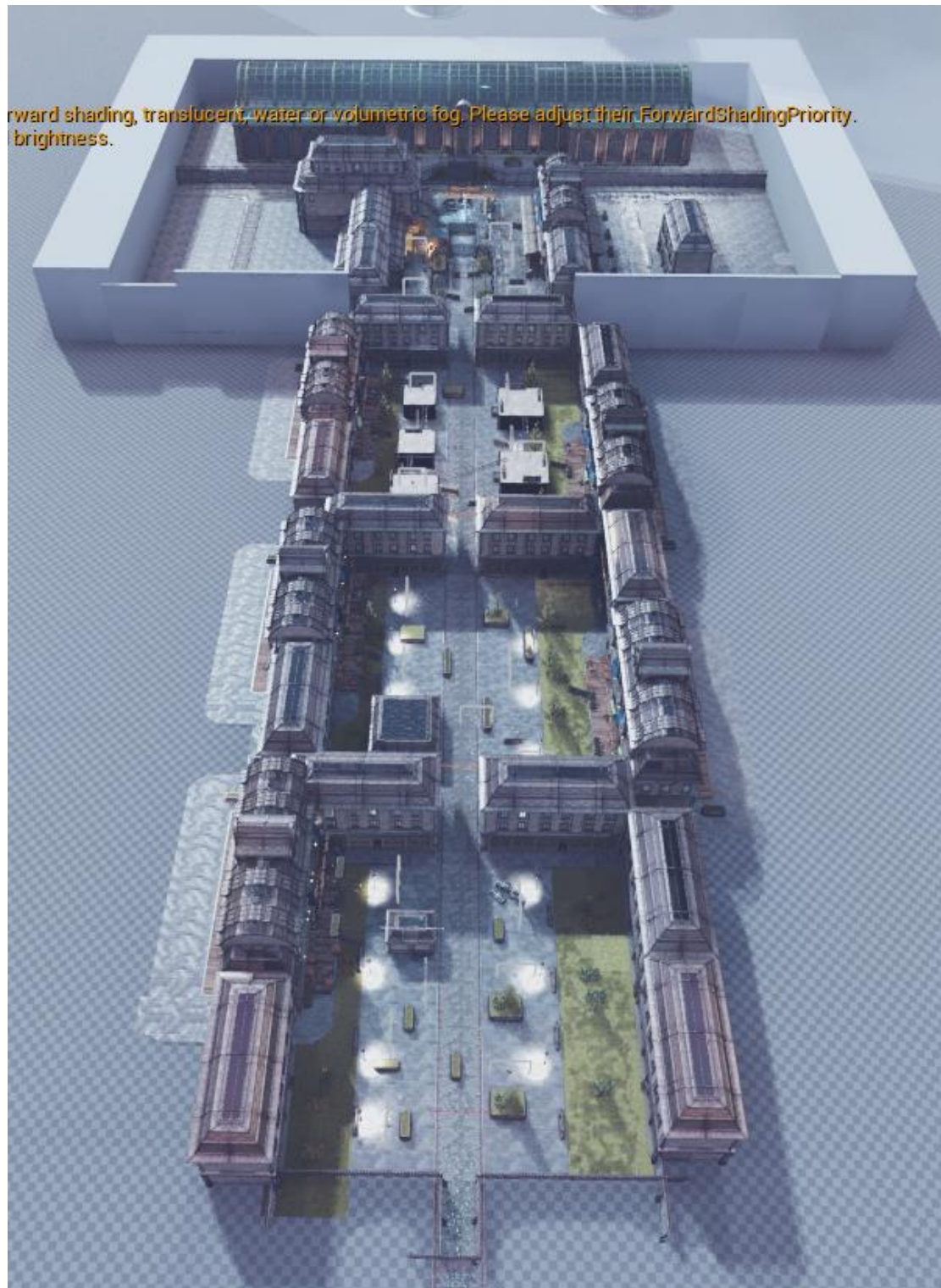
Level-3



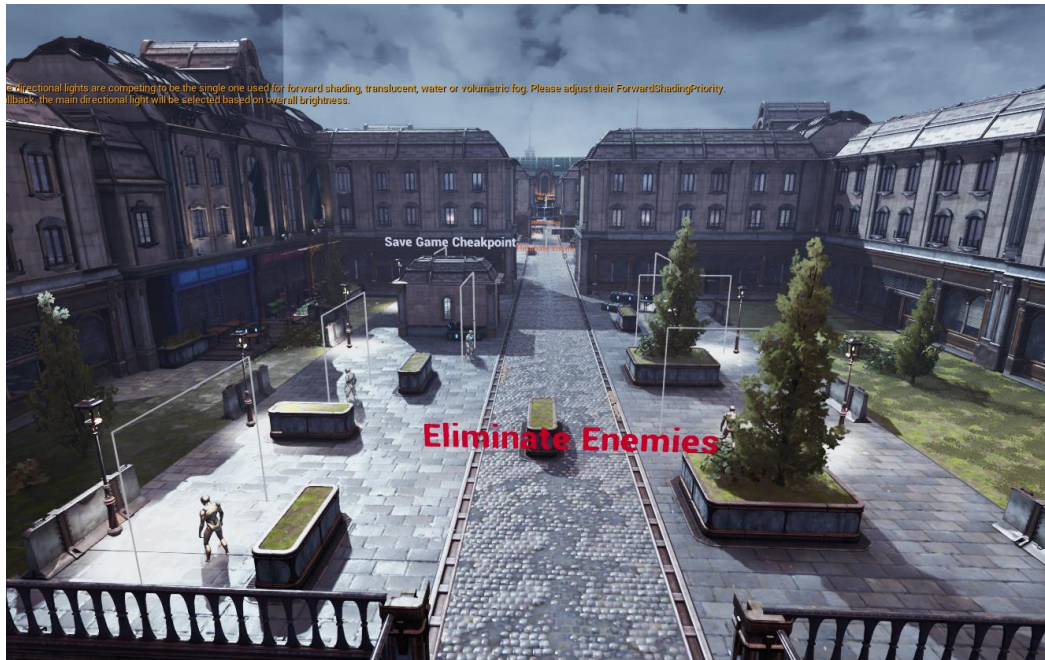
Early Design



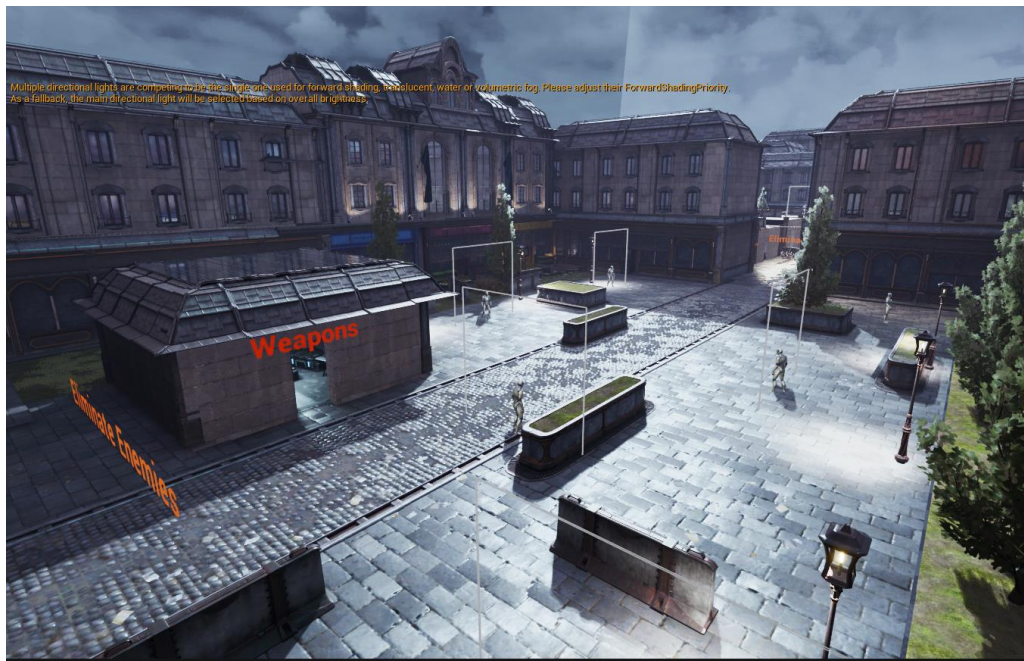
Final Design



Level-1



Level-2



Level-3



Level-4

