Game Design: Stage – 1 Design Goals

What experiential goals can you set for yourself that will make a positive addition to Assassin's Creed Valhalla?

My personal goal for this project is to figure out what elements of level design suit my interests and skill-set the most. Level design is something I very much enjoyed but have only got limited experience with during my time at university. Therefore I am interested in trying out a lot of different things, hoping to focus on breadth rather than depth. Moreover, I think that the process of having to add to an already existing project will provide me with unique insights since I will need to make sure the location is both unique and in line with previous locations.
I think this approach will make a positive impact on the project because I will be able to focus on making many different elements work together, even if the elements themselves are less detailed due to the scope of the project.

How are you planning on ensuring that your Raid Location will stand out in the game, what will make your level unique?

For this location, I want to take a more themed approach in order for it to stand out more.This can be achieved by picking specific locations, deliberate area layouts that work with the theme and using weather and other visual effects to set a tone or feeling. Currently the majority of the in-game Raid locations are Roman ruins or Anglo-Saxon churches. With this in mind, I have currently developed two ideas that I think could work well in the context of Assassin's Creed Valhalla. The first is a misty coastal environment, the second is based on mythology from both the Anglo-Saxons and the Vikings with a more spooky atmosphere.

How do the goals you established support the overall vision of the Raid Location? (How will your goals fit within all the features and systems of the game?)

Firstly, the location will have the same traits that I have observed in the game. All current Raid locations have goals in the form of chests to be looted. In general, there are between 2 to 5 chests to be looted and this number depends on the size of the encampment being Raided. Moreover, structures within the Raid Locations are monasteries and churches which can include larger ruin structures like cloisters.

In terms of locations, I have narrowed it down to two that I believe would pair with the themes I previously mentioned. These are Whitby Abbey (Streanshalh) and Uffington (Uffentune). Both are on the current map of Valhalla but are not being used as a Raid Location. Lastly, it will be important to consider the area's general power level to make sure the difficulty and size scale correctly with the location that will be chosen.

What aspects of a Raid Location exemplify the problems you have identified?

It is important when creating a level specific to Assassin's Creed to allow the player to approach the Location in a wide range of ways to cater for all play styles and also the specific skill sets a player may have picked. Moreover, there is also no way to complete the raid as just the main character. When starting a raid, your men will automatically be summoned via boat to the location. Thus when designing the level, it is key to take that into account by including an encampment near the main entrance and smaller gaps and gates to give a range of strategic ways the location can be cleared.