

Level Design Pitch

Assassin's Creed Valhalla - Whitby

By Anna Stunt

Brief Introduction

Whitby (Streanshalh)

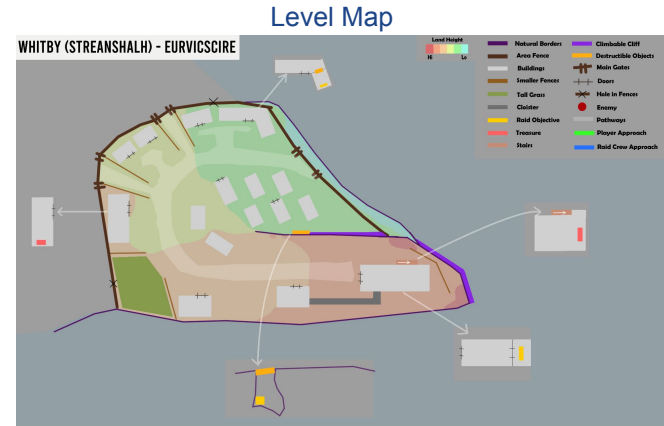
Within Eurvicscire: North near Hadrian's Wall.
Level is a Raid Location within AC Valhalla.

Features:

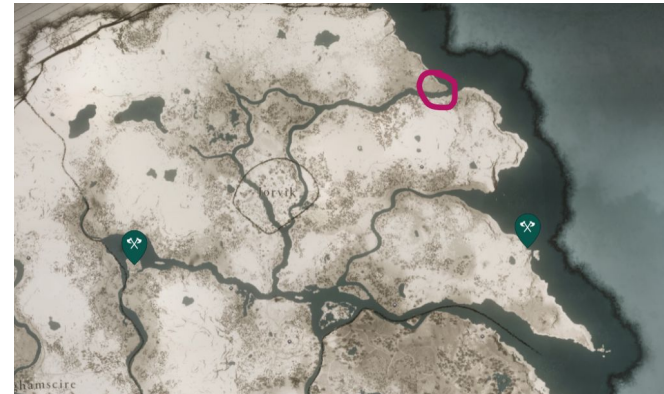
- 3 Raid Objectives.
- High Slope.
- Foggy Weather.

Why Whitby?

- Whitby is known for its setting within Bram Stoker's Dracula.
- Whitby has a history with Viking Raids.



In-game Location



Recap of Gameplay Goals

Project Goals

- Trying various areas within level design.
- Learning to use a theme to make a level stand out.

What makes this raid location unique?

- Playing with Height.
- Uses Weather to aid with storytelling.
- A partially buried Isu Temple
- References to stories from Whitby.

Whitby Moodboard



Overview: Fitting within the vision of AC Valhalla

Theming and Difficulty

Theming:

Theme: *Foggy, Hidden Mythology*

- Dark sky with a foggy atmosphere.
- Hidden Isu temple ruins within the cliff side.
- Connecting real life tales to the digital area.

Difficulty:

Whitby Raid Location

Raid Location Power Level: 190

Number of Objectives: 3

Eurvicscire

Area Power Level: 190

Number of Objectives within other raid locations: 3 each

Theming Moodboard



Overview: Fitting within the vision of AC Valhalla

Replayability and Catering for Playstyles

Replayability:

- Several approaches to the raid location and objectives.
- Hidden References to myths to find.

Catering to different playstyles:

Two main playstyles: Charge in or Stealth.

Each style has their own interactive environments elements.

Charge in: Fire Barrels.

Stealth: Ledges, Fences, Hiding spots.

Examples of interactive elements



Ways to approach the raid location:

[Charge in] Storm the main entrance.

[Stealth] Climb the cliff or sneak in via the land.

Breakdown of the map

Objective and Enemy Placement

Objective Placement:

3 Objectives

In different levels of the slope
Main Church Building, L shaped building and
the underground tunnel hidden

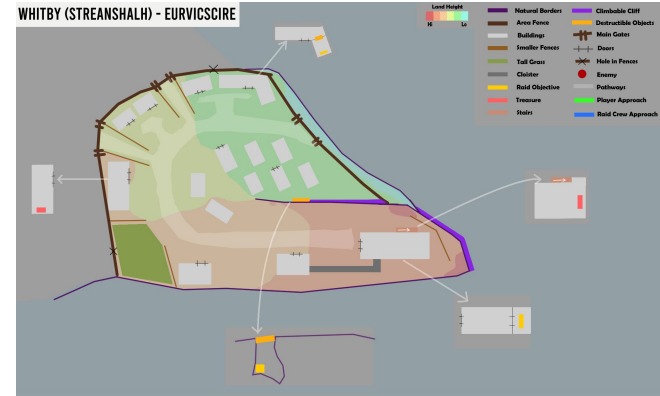
Enemy Placement:

Majority of enemies are patrolling the main
gates, with a handful near living quarters.

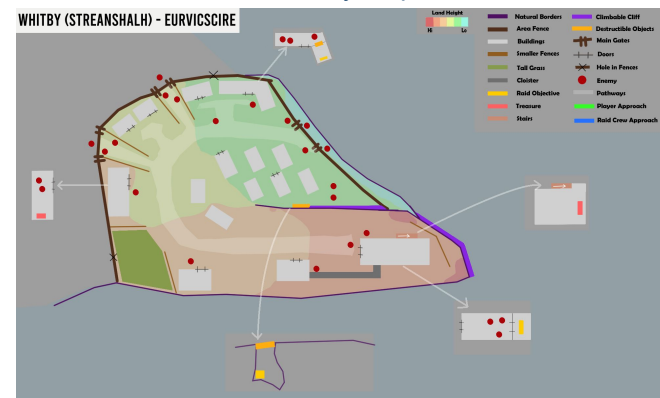
Objective specific:

3 within the main church building.
3 within the L shaped building.
2 near the underground section.

Basic Map



Enemy Map



Breakdown of the map

Travel, High Ground and Bottlenecks

Travel:

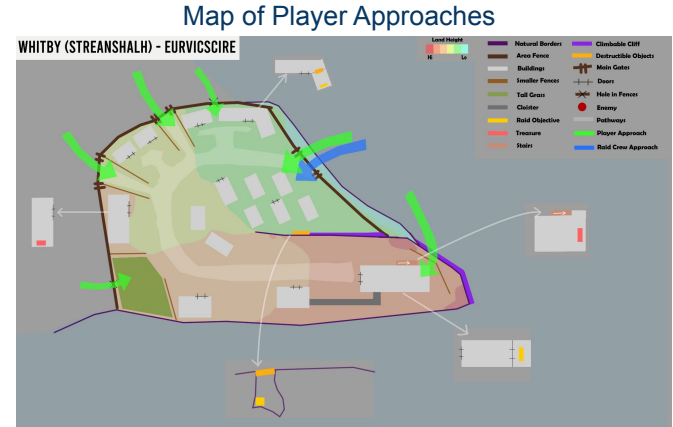
6 entrances to the raid location (1 port, two main gates, two holes within the fences and the climbable cliff).

High Ground:

The highest point is the main church and surrounding land. With a gradual slope down towards the sea.

Bottlenecks:

Main sea entrance and pathways up the hill towards the church.



Walkthroughs of the Raid Location

Walkthrough 1 - Sea Entrance

Storm the raid location with your raid crew from the sea entrance and follow the slope of cliff.

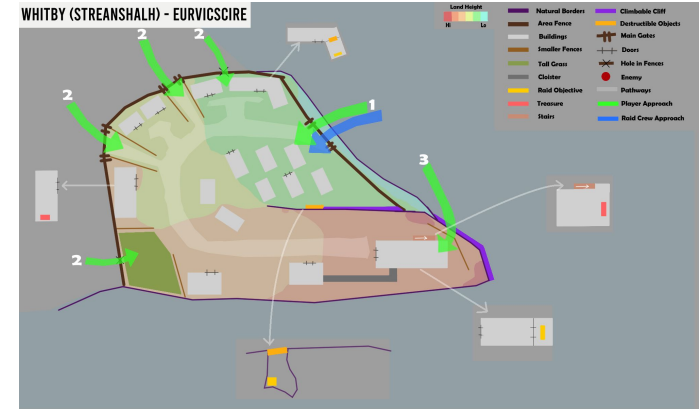
Walkthrough 2 - Mainland

Enter via a main gate or hole in the fence, while the raid crew storms at the sea entrance.

Walkthrough 3 - Cliff

Climb the cliff and head down to the sea entrance while the crew storms the sea entrance.

Walkthroughs show on map



Completing objectives:

All of the objectives are hidden behind either doors that require help or need to be destroyed.

Conclusion

Whitby (Streanshalh) - Eurvicscire

Power level 190.

3 Raid Objectives.

Theme: Foggy, Hidden Mythology

Approaches

- 6 different entrances
- Charge in and Stealth playstyles.

Thank you!

Features

- Church on top of a cliff.
- Hidden partial buried isu ruins.
- Other treasure hidden in homes and catacombs.

Level Map

