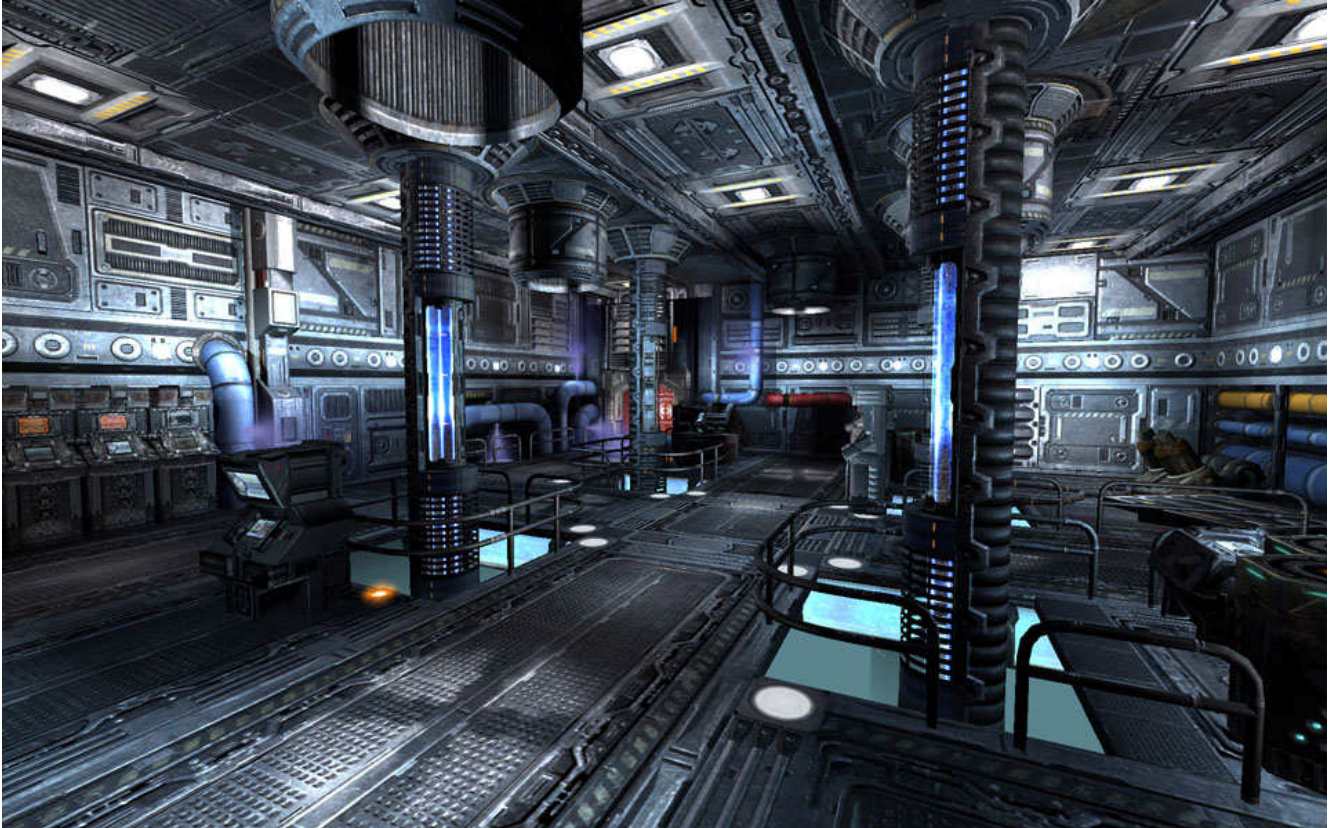

PORTFOLIO HIGHLIGHTS



The power room of "Blaster Master" a *Quake 4* map exploring original environmental destruction gameplay

These portfolio highlights showcase some of the best work from my time at the Guildhall at SMU. In addition, it focuses on the design process for one of my levels in order to show how my passion for authentic gameplay helps me develop unique player experiences.

I hope that by perusing these highlights I can show you how I approach the design of a level and give you some insight into my methods and goals. Thank you for taking the time to review my work.



IMMERSIVE MULTIPLAYER DESIGN: THE CLOCKWORK COURTYARD



An overhead view of the Clockwork Courtyard, each of the three puzzle areas surrounding the clock tower in the center delivers a unique gameplay experience for the game's three players.

The Clockwork Courtyard is a level developed for the game *Escape from Ithuria*, a multiplayer puzzle-platformer created in *Unreal Tournament 2004*. This game was part of a team effort composed of several other designers, artist and programmers. My level, as the vertical slice level, required a high amount of visual and gameplay polish in a short time frame in order to properly convince the faculty of our team's work efforts.

When I approached the design of this level I had three primary goals in mind. These goals were to provide a strong visual impact to the players, to link these visual elements to entertaining and challenging puzzles, and finally to make sure that each player was able to utilize all the powers that their character had in at least one puzzle.

As a result of these goals each of the three primary areas of the courtyard has a special centerpiece related to the puzzle in that area. Also each area requires the expertise of one of the characters and the assistance of the other two. In this way, all players get a chance to shine while the other two stay engaged. Completing each puzzle earns the players one of three keys which when placed around the clock tower, open the path to the next level.



The floating tree puzzle provides a strong visual impact and a challenging puzzle for the players

The first puzzle is the floating tree puzzle in which the players must pull a series of levers in order to form a staircase of floating steps that lead to the top where the key resides. The second puzzle is a stone maze where players must coordinate to raise the correct type of block for their ally in the maze, while simultaneously shooting from a vantage point to clear enemies. The final puzzle is a reflecting pool puzzle where two players must coordinate their movement through small pools in order to raise a bridge for the third player to dash across.



Smaller puzzles such as this lamp lighting puzzle allow the players to uncover hidden secrets

VISUAL EMPHASIS: A UNIQUE CENTERPIECE



This frog statue is the centerpiece and key to solving the stone maze puzzle

One goal for this level was for each area to have strong and unique visuals. To accomplish this, I designed each area with a different and unique centerpiece. The floating tree puzzle rises into the air as the players approach, the stone maze uses rotating statue and beams of energy, and the reflecting pool area uses light cones. In addition to each area's unique visual themes, the courtyard contains an ornate clock tower in the center as a landmark as well as a return point for the keys gathered in the other puzzles.



The clocktower is visible from the majority of locations in the level and provides a return point for players after each puzzle

In addition to the design decision of having each area having a centerpiece, I also designed the level such that the centerpiece of each level plays an integral role in the solution to the puzzle. The floating tree puzzle requires the players to find a way to pull in floating stones to create a staircase to the top, which is a strong visual moment in itself, but the player that climbs the stairs to the top of the tree views the entire level as a stunning vista. The stone maze puzzle gets its visual pop from the several stone blocks that move when the player rotates this area's centerpiece. Finally the reflecting pool has particle emitters which trigger when players stand in them, in order to hint at the nature of the puzzle and provide a magical feel to the level.



Pulling hidden levers in this level moves the many floating steps to form a spiraling staircase.

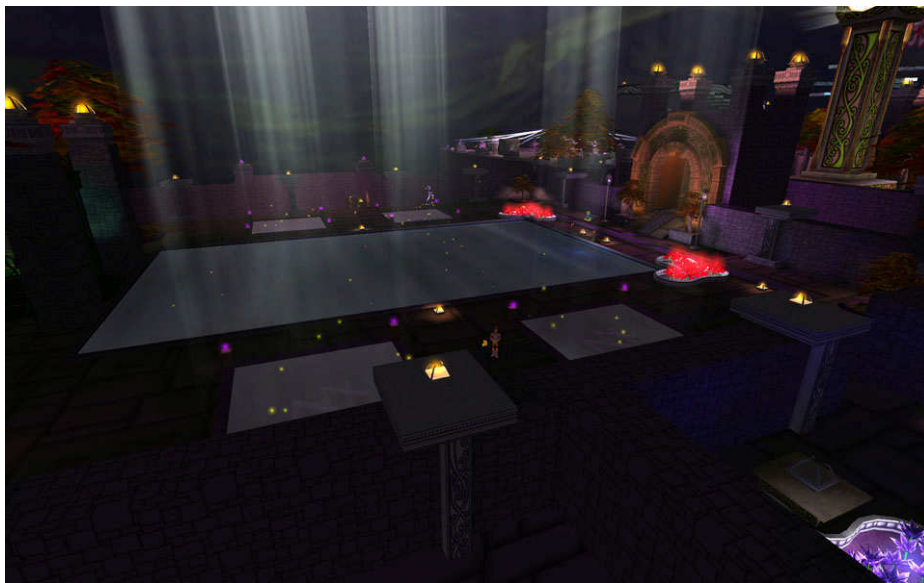


Rotating the centerpiece of the stone maze results in the blocks within the maze moving up and down

ACHIEVING GOALS: THE REFLECTING POOL

My third goal was to highlight the various characters' powers in each puzzle, while involving the other two characters in a supporting role. The reflecting pool puzzle is one such puzzle that focuses on the character Alexa. Alexa had two unique abilities, shooting and dashing. I decided that I would focus on the dashing element since the other puzzles already contained some shooting elements.

To involve the other two characters I chose to use a pressure plate system to raise a bridge over the larger pool when two players stood in corresponding smaller pools. I divided this bridge into two parts, and timed each bridge's appearance time to last long enough so that only Alexa could cross the bridge using her dashes before it went down again.



The reflecting pool puzzle in the Clockwork Courtyard involved the most design changes in order to create the best experience for the players

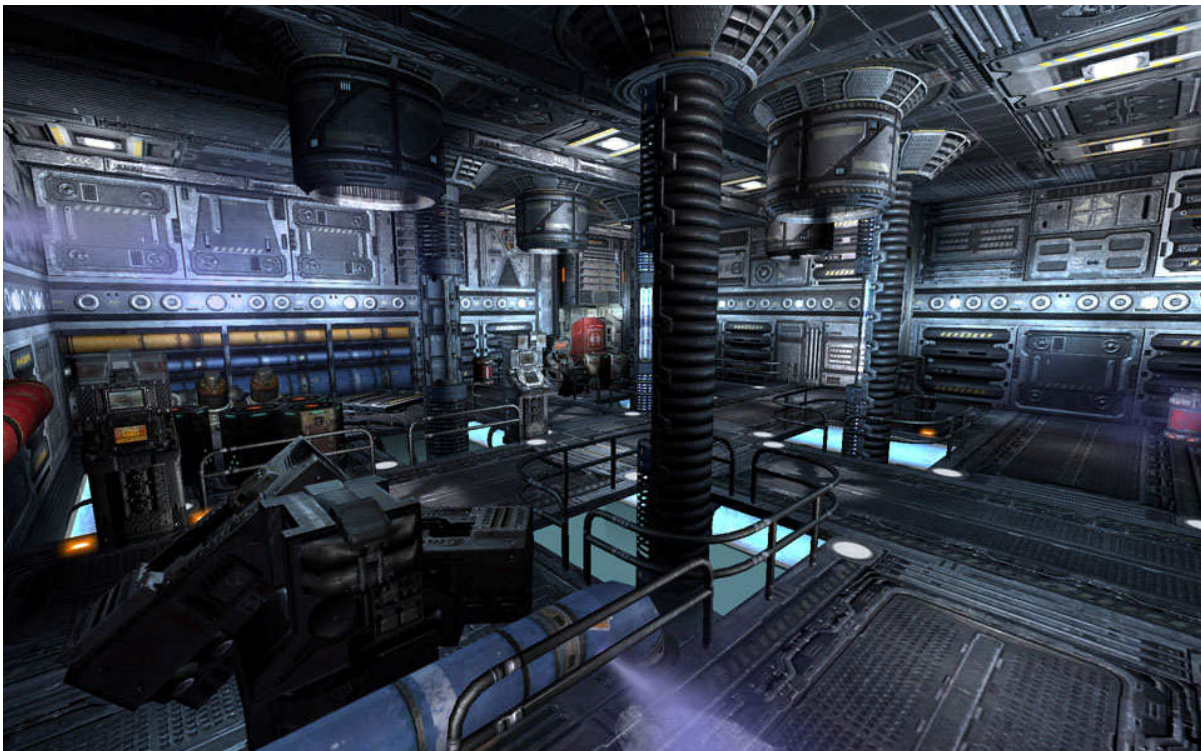


Alexa is the only character that can reach the key in the area beyond the pool by using her dash ability

OTHER WORKS: MY DESIGN IN OTHER ENGINES



The Dragon Skyway (Unreal Engine 2) is a map inspired by images of Chinese rooftops at sunset



In Blaster Master (Radiant) I tried to emulate the visual style of *Quake 4* while providing a new gameplay style



Ishi Hamlet is a short adventure in the *Oblivion* universe consisting of two small quests



For Sacred Order (Unreal Engine 2) I wanted to create the feeling of a magical sanctuary with a crystal theme