Aliens Invading Hogwarts
The Battle Between Gryffindor and Slytherin
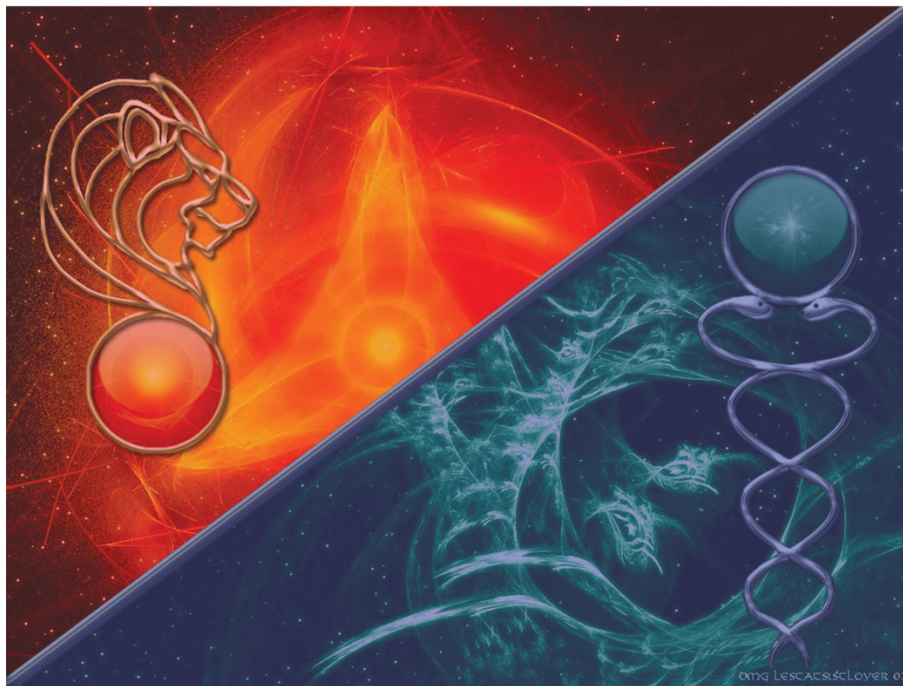

Level Design Document for Capture the Flag Level
## By: Martin Gallagher

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The Battle Between Gryffindor and Slytherin

   Long ago, there was a battle of Hogwarts, a grand battle between the forces of good and evil. Many years have now past since then but now a new power threatens to bring to life the greatest battle ever known to these grounds.

   Suddenly, two alien races land on Hogwarts grounds. And although they originally came in peace, their demiiner shifted after meeting the students belonging to Gryffindor and Slytherin. Which then turned then quickly turned once friends, into enemies. Their petty feud over values, furniture and layouts quickly escalated to battle and destruction. The young wizards have since fled to other areas of the school and used the rubble to block the aliens in this area of the school. Now, the only way to see who the top house is would be to capture the other's most prized possession; their house flag.

   So goes the age-old rivalry of good and evil, Gryffindor vs Slytherin and Red vs Blue, battling it out to see who is best and shall rule over the school, or at least that portion of it anyways.
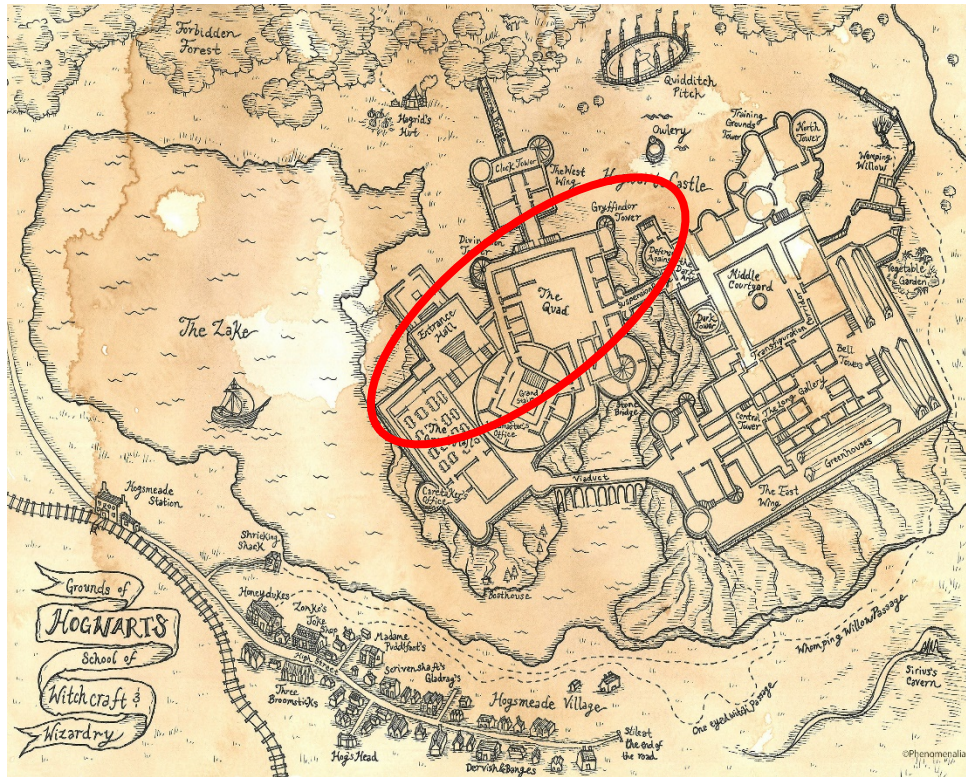
*Reference of the "area" in question, in the HP world, Slytherin's dorm is located underneath the school in/very near the lake, and the quad will

**Not to scale, most likely will incorporate the key areas but not to this size,
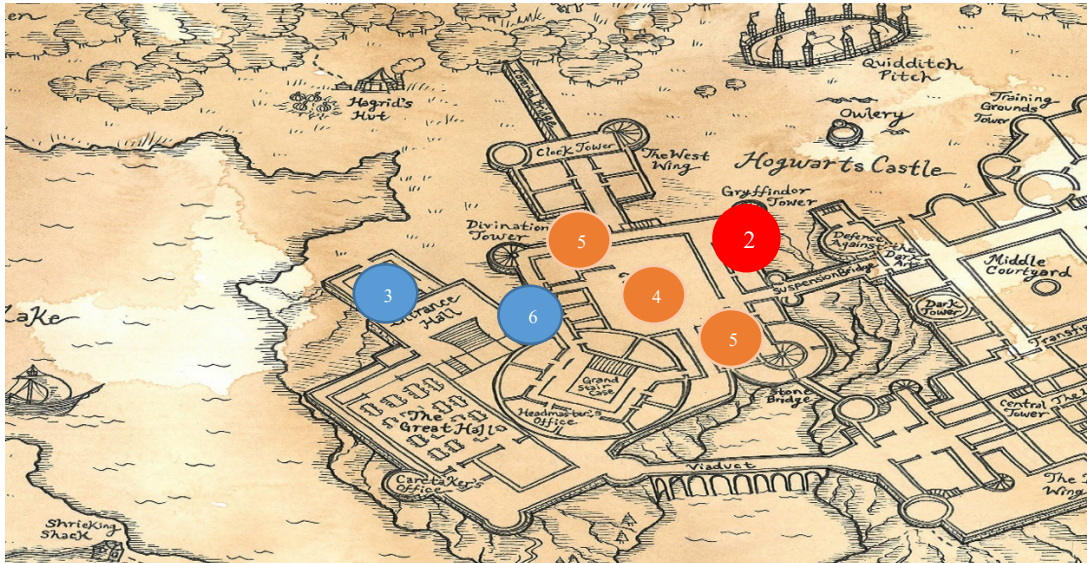
References

FIG. 1 Stylized map of Hogwarts indicating areas of level

FIG. 2 Red Base

FIG. 3. Blue Base

FIG. 4 Neutral Zone

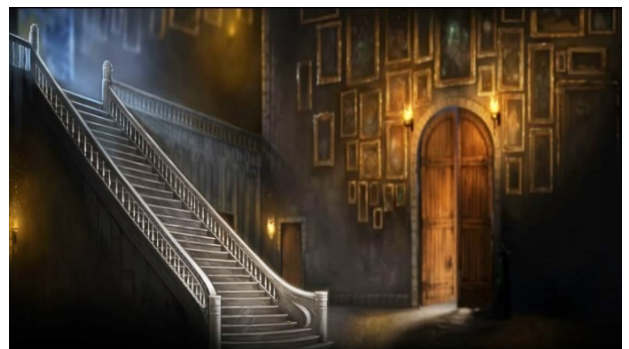FIG. 5 Exterior/Courtyard Halls in Neutral Zone

FIG. 6 Decent/Accent into Bases

Red Base References (AKA Gryffindor Tower)

FIG. 7 Gryffindor Dorm Aesthetic/lighting

FIG. 8 Gryffindor Common Room/Flag point

FIG. 9 Entrance into Gryffindor dorms/commons
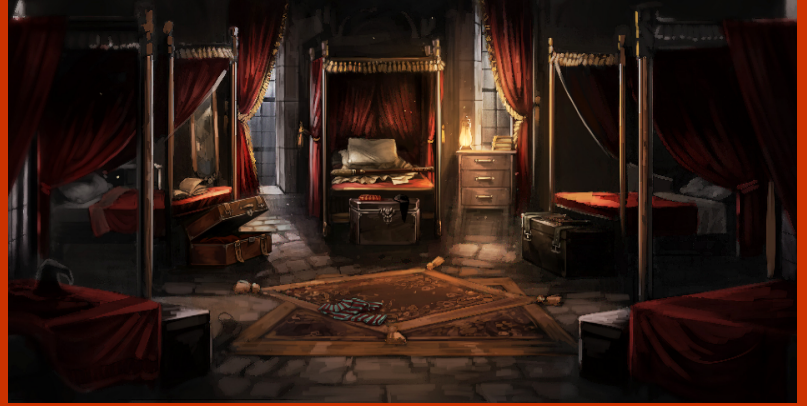
FIG. 10 Secret door Open

FIG. 11 Gryffindor Dorm/Spawn Point for Red team

FIG. 12 Spiral stairs ascending to Dorms/Spawn Points

FIG. 13 "Full" view of commons for shape of room/Base

Blue Base References (AKA Slytherin Dorm)

FIG. 14 Slytherin Common Room/ Flag Spawn

FIG. 15 Slytherin Dorm/ Spawn Point

FIG. 16 More Common Room
For lighting reference/Furniture layout

FIG. 17 Entrance into the lower chambers/entrance into Slytherin dorms
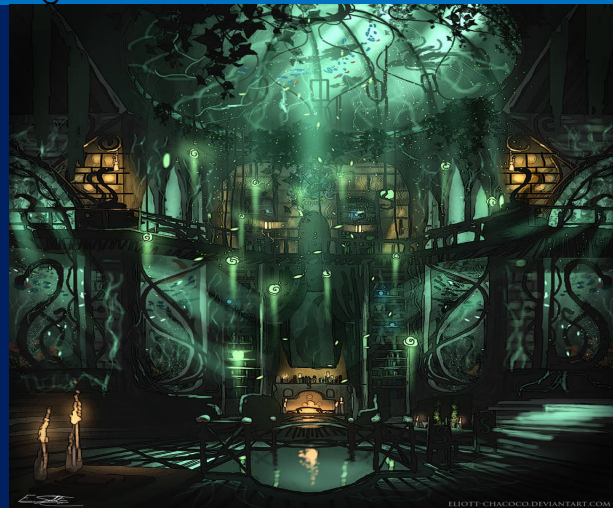

FIG 18. Sizing/Shape of Dorm rooms (Spawn Point)

FIG 19. Not as intricate, only referencing entrance at higher level than commons and lighting

Neutral Zone References (AKA Courtyard/Quad)

FIG. 20 Destroyed Hogwarts halls
An example of "inaccessible areas due to debris"

FIG. 19 Exterior hallways for lighting and shape/feel of hallways

FIG. 20 Interior Hallways
To reference the Height of the walls/shape of enclosure

FIG. 21 Fountain in middle of Courtyard/Quad
**Fountain will hold the rocket launcher

Program/Requirements/Features/Gameplay

Gameplay Requirements

Neutral Area-Courtyard/Quad

- Rocket Launcher X1
- Shield Belt X1
- Enforcer X2
- Shock Rifle X2
- Small Shields X4
- Medium Health X 1

Red Base-Gryffindor Tower

- Red team flag pick up
- 3 player spawns
- Shock Rifles X2
- Enforcer X2
- Small Health X3
- Small Shield X3

Blue Base-Slytherin Dorms

- Blue team flag pick up
- 3 player spawns
- Shock Rifles X2
- Enforcer X2
- Small Health X3
- Small Shield X3

Structures and Landmarks

Neutral Area-Courtyard/Quad

- Destroyed parts of the castle/clock tower as cover
- Pillars/ cloister windows surrounding the green for cover
- Large Gothic Revival style fountain that holds the Rocket Launcher/acts as middle point to map
- Series of staircases/hallways leading up and down to the bases
- Large open hallways/courtyard area for combat

Red Base-Gryffindor Tower

- Main entrance (via secret painting door)
- Duel spiral staircases leading to upstairs dorms/spawns
- Common room furniture (tables, bookshelves, couches etc.) to use as cover
- House dorms above the commons
- Destroyed Alien entrance on North side of tower
- Multiple windows, abundance of natural/warm light

Blue Base-Slytherin Dorms

- Main entrance with dual curved stairs down into the commons
- Common room furniture (tables, bookshelves, couches etc.) to use as cover
- Duel straight staircases leading to the dorms situated at both sides of the common room
- Destroyed Alien entrance at South side of dorm
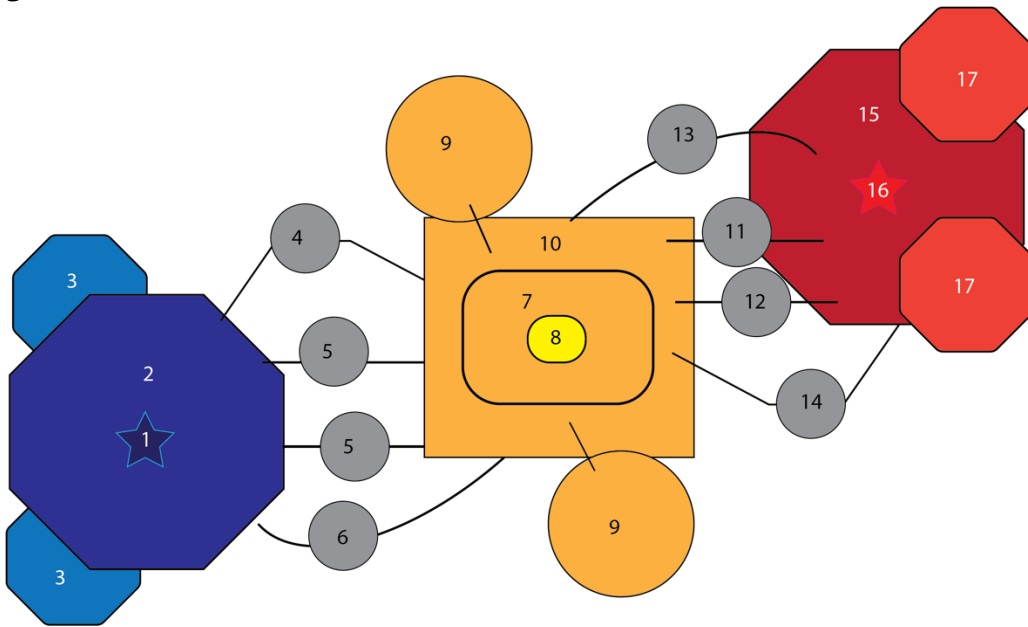- Under water with tall windows, very green/cool lighting

Diagrams

Elevation Diagram
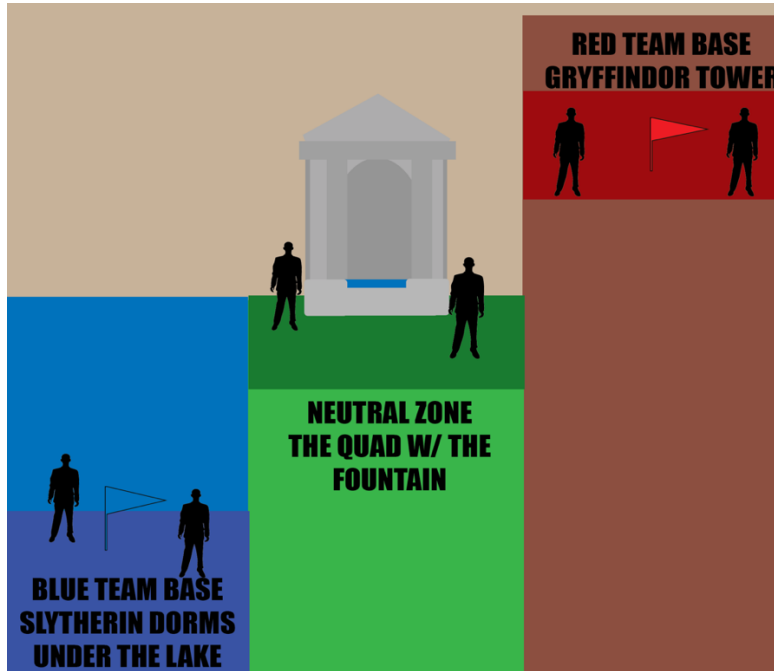
*The map is built like a diagonal line across 3 tiers of elevation; Underground (blue base), Level Ground (Neutral zone) and Higher Ground (red base). Built both for strategic play and reference to the HP lore.

Bubble Diagram

1. Blue Base Flag
2. Slytherin Commons (FIG. 3)
3. Slytherin Dorms (FIG. 15)
4. Side Entrance (FIG. 6)
5. Main Entrances (FIG. 17)
6. Destroyed/Alien

7. Courtyard/Quad (FIG. 4)
8. Fountain (FIG. 21)
9. Destroyed Clock tower/Other rubble (FIG.20)
10. Halls Surrounding Quad (FIG. 19)

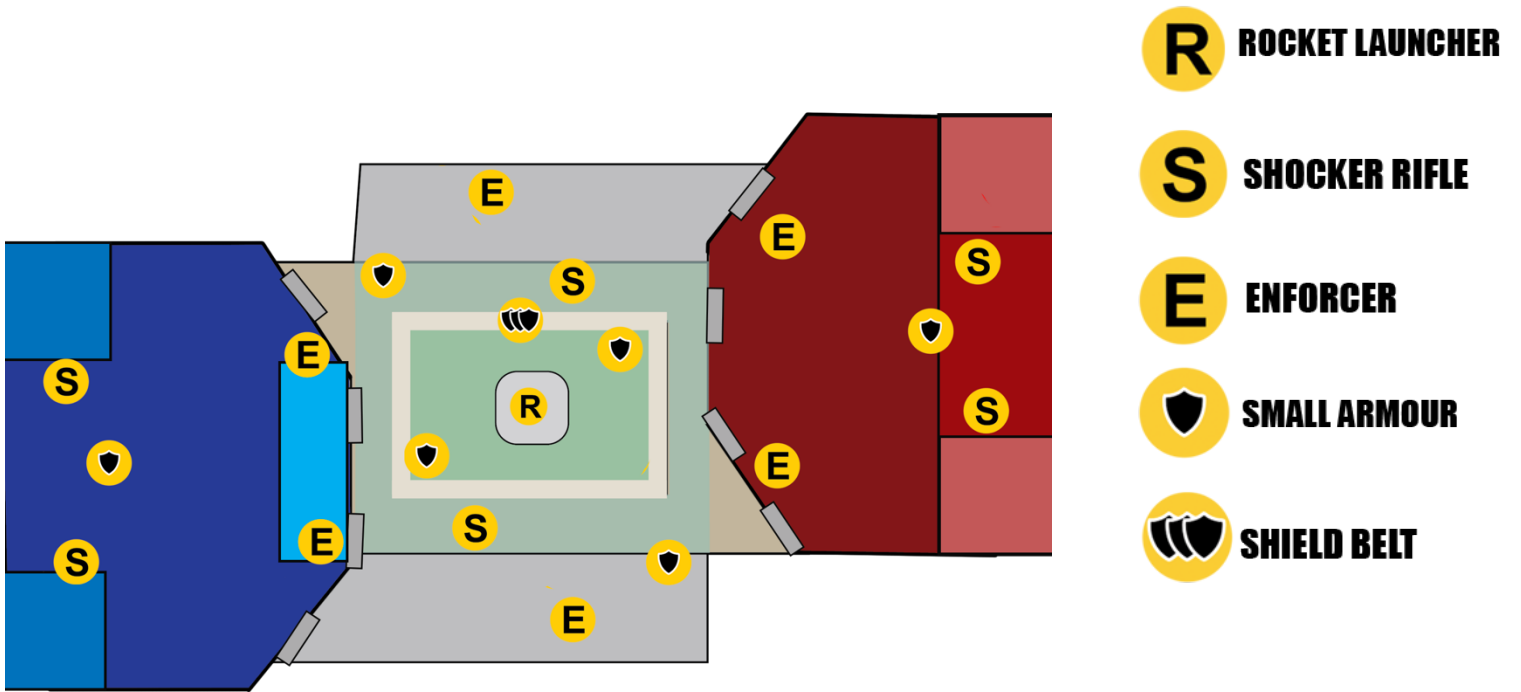11. Main Entrance (FIG.9)
12. Side Entrance leading into Main Entrance
13. Destroyed/Alien Entrance
14. Side Entrance (FIG. 6)
15. Gryffindor Commons (FIG. 8)
16. Red Base Flag
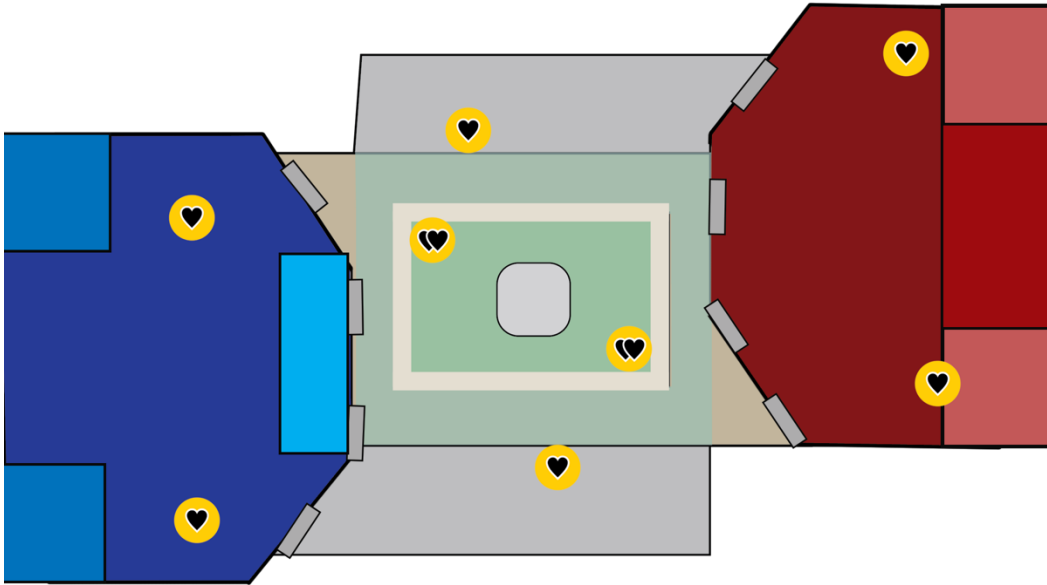17. Gryffindor Dorms (FIG. 11)

Line of Sights Diagram
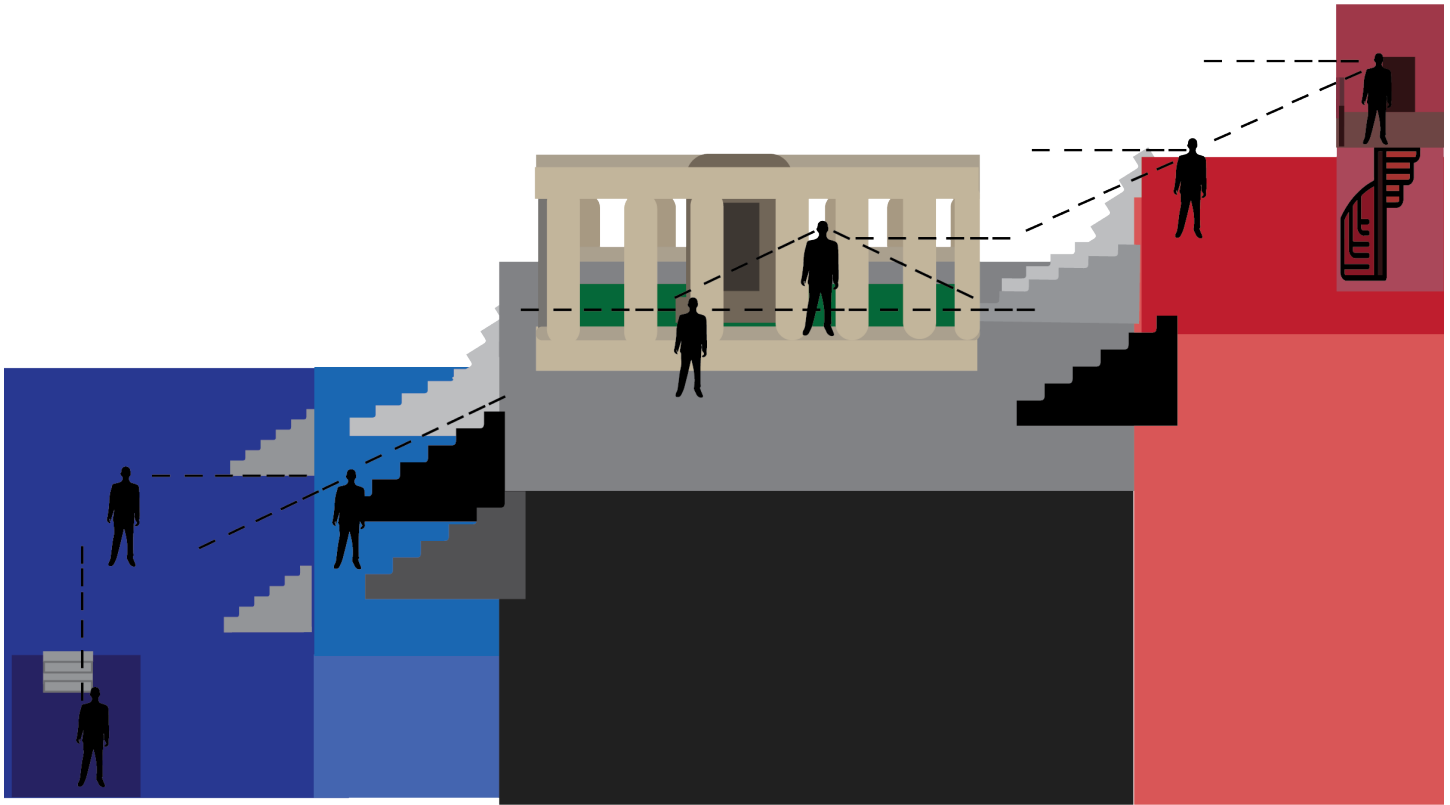
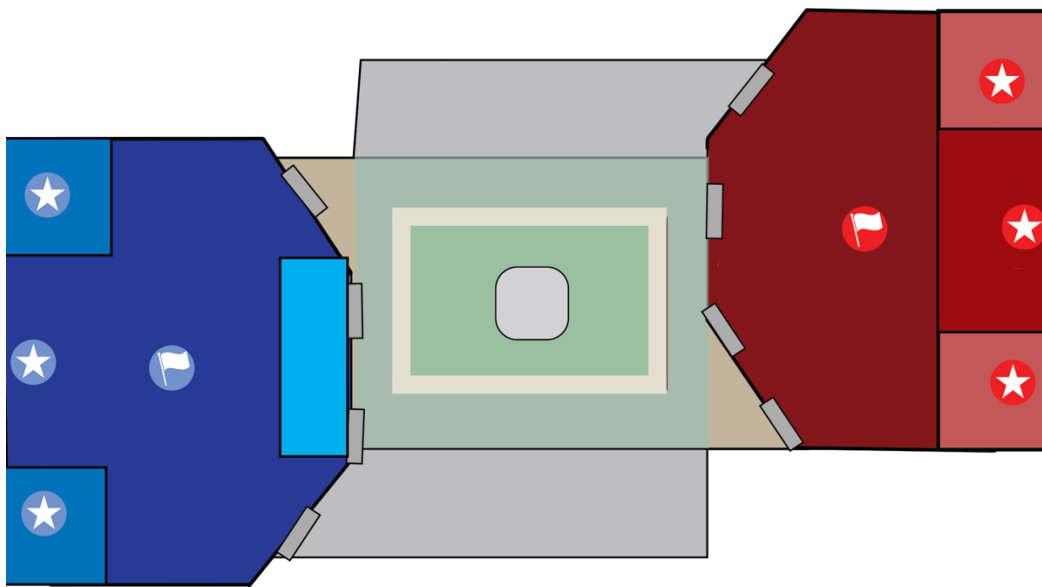# Item Distribution Diagrams

Weapons and Armor Pick Ups

R ROCKET LAUNCHER

S SHOCKER RIFLE

E ENFORCER

SMALL ARMOUR

SHIELD BELT

Item Distribution Diagrams (Continued)
Health Pick Ups

❤ SMALL HEALTH

❤❤ MED. HEALTH

Flags and Spawns

⚑ RED TEAM FLAG

★ RED SPAWN

⚑ BLUE TEAM FLAG

★ BLUE SPAWN

Layout/Maps/Plans

LEGEND

Symbol	Item
♥ (R)	ROCKET LAUNCHER
♥	SMALL HEALTH
S	SHOCKER RIFLE
♥♥	MED. HEALTH
E	ENFORCER
🛡	SMALL ARMOUR
🚩 RED	RED TEAM FLAG
🛡🛡🛡	SHIELD BELT
🚩 BLUE	BLUE TEAM FLAG
⤢	STARIGHT STAIR
⤢	CURVED STAIR
⤢	SPIRAL STAIR
★ RED	RED SPAWN
★ BLUE	BLUE SPAWN

Layout/Maps/Plans

Red Base Layout

Shapes/Depths of Red Base
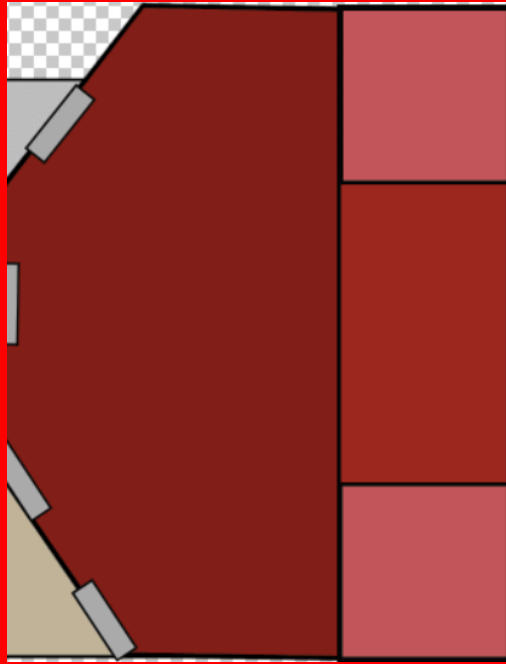
2600cm

1700cm

Details of Red Base Layout

2600cm

1700cm

Blue Base Layout

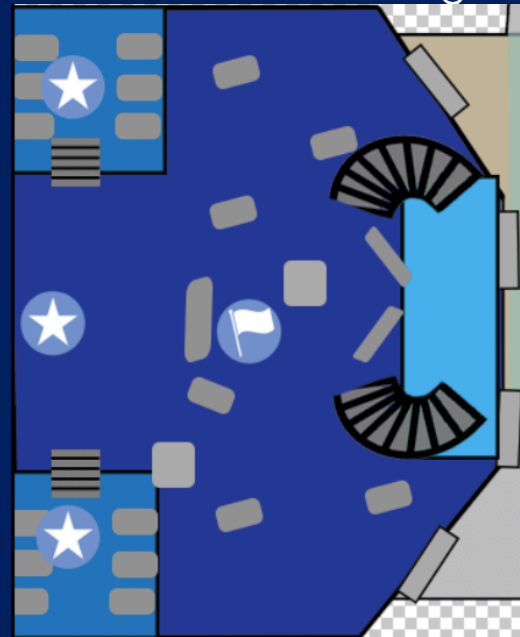### Shapes/Depths of Blue Base
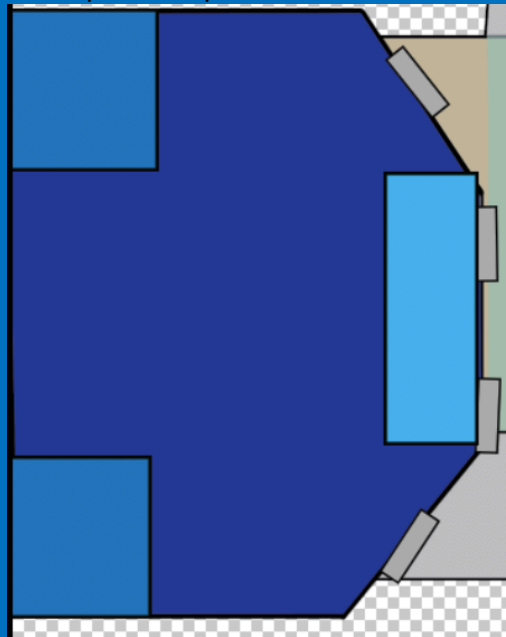
2600cm
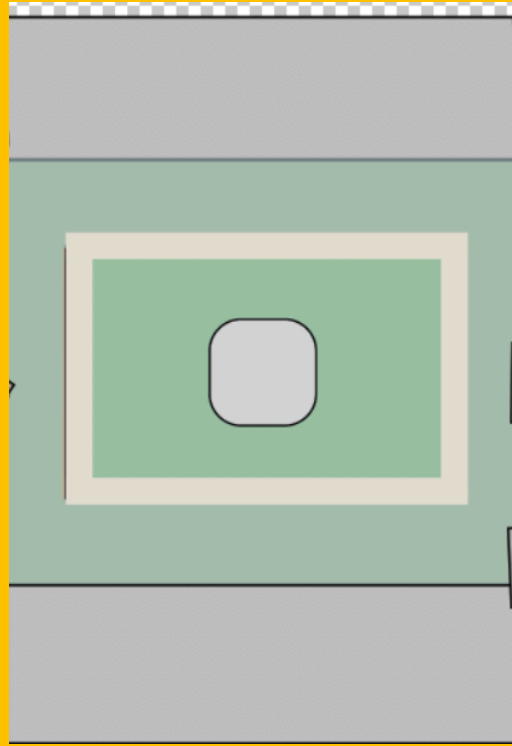
1700cm

Details of Blue Base Layout

2600cm

1700cm

Neutral Zone Layout

Shapes/Depths of Neutral Zone Layout	Details of Neutral Zone Layout
2700cm	2700cm
2200cm	2200cm
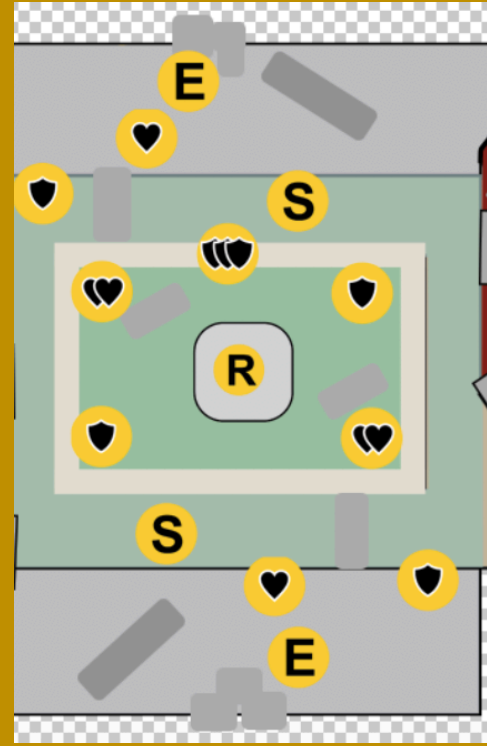
Schedule/Estimates

Week 7: Work in Progress due

Reading Week

Week 8: Design Week

Week 9: Playtesting, rough grey box due

Week 10: Reading week 2: Electric Bungalow

Week 11: Network setup/Focus Questions due

Week 12: Network Focus Testing/Answers due

Week 13: Finished + Polished LDD due