

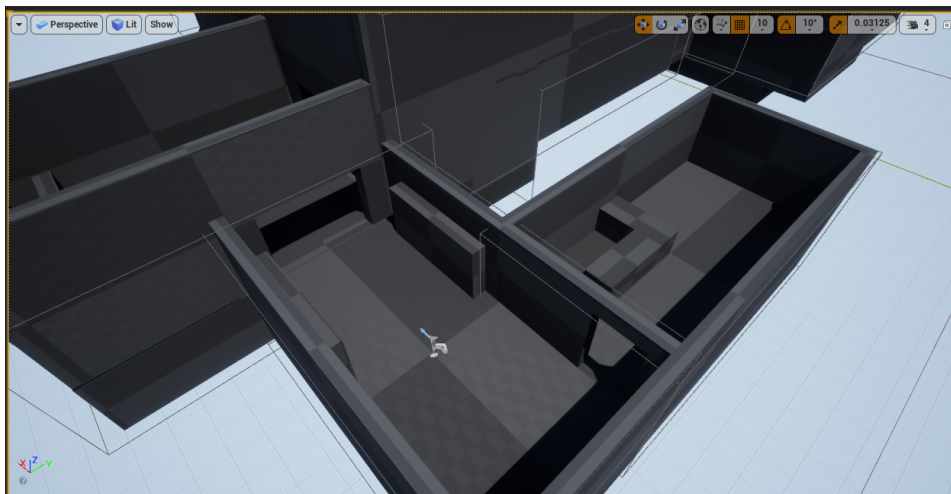
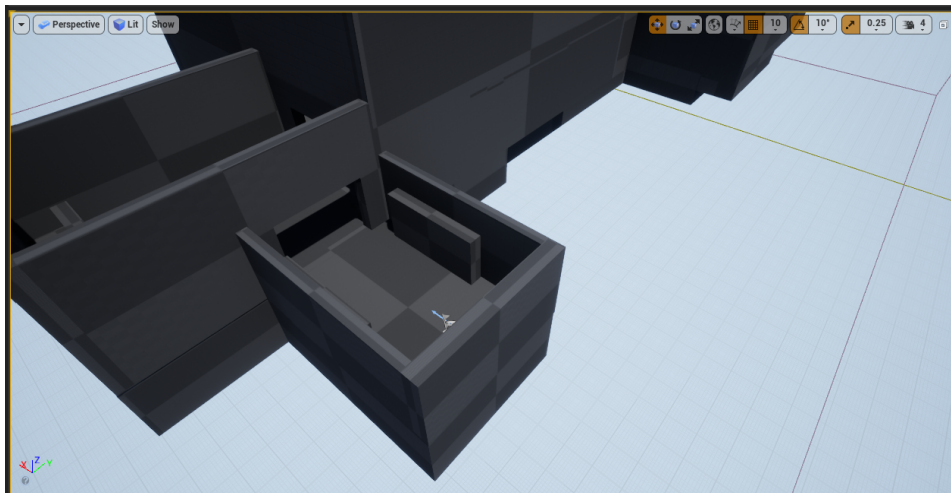
NOTE: Additional changes may take place in further versions of the level/project.

## Goal

The goal with most of the changes was to make the level feel better to play as well as make it more interesting.

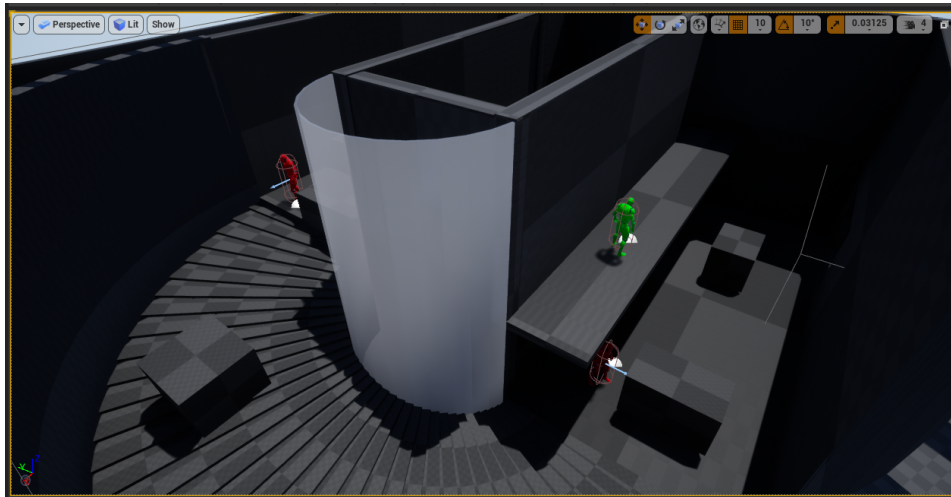
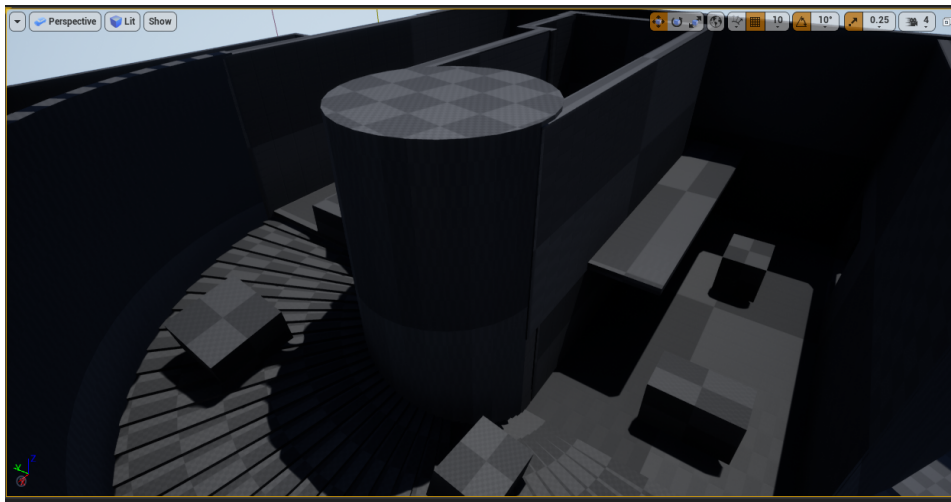
The whitebox level compared to the top down map came out smaller in some areas than I originally envisioned, and if any changes are made to the level from this point it would likely be to make some of the areas larger, primarily the Storage Room, Storage Area, Hallway, and the Garage area. These areas are still more linear than I would like, so future changes would likely be focused in the direction of giving the player more routes along their path.

## Lobby



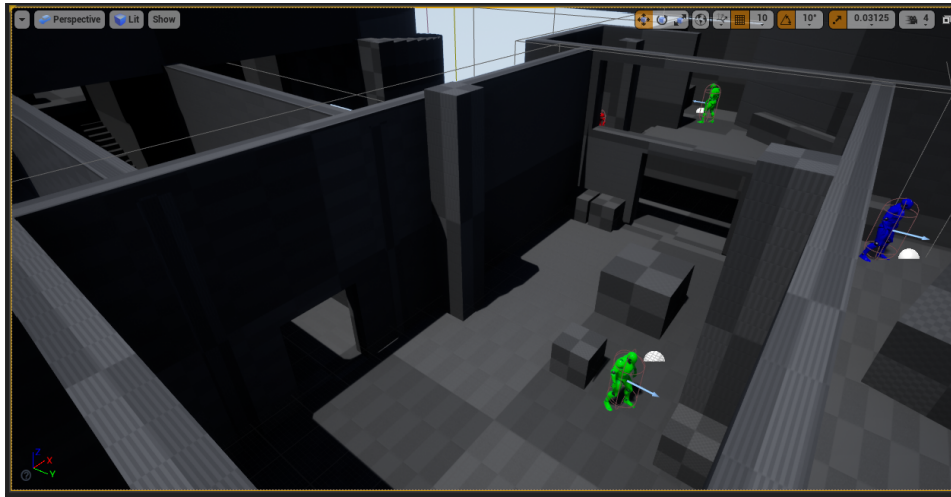
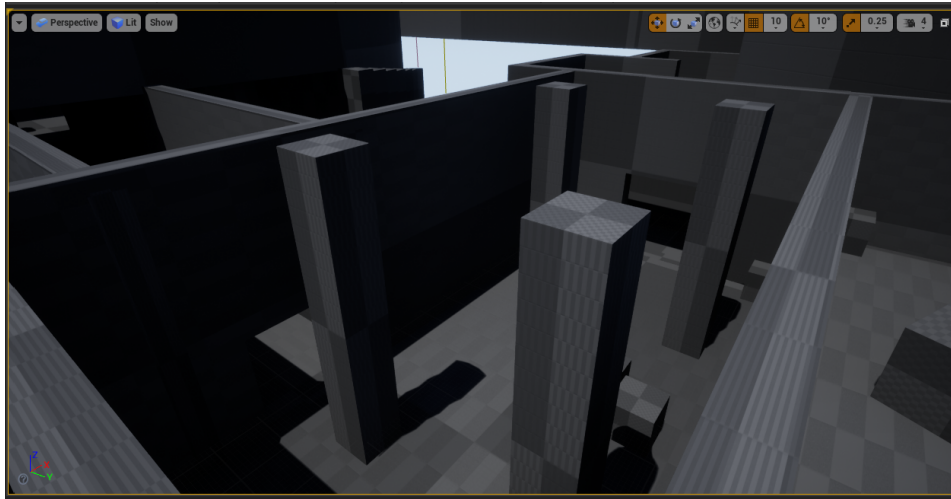
Added an additional room so the player doesn't immediately see the enemy.

## Ramp



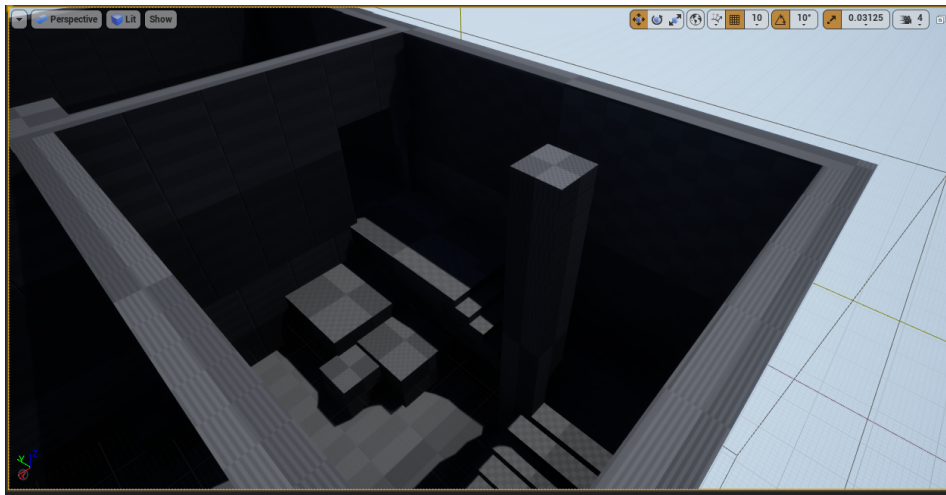
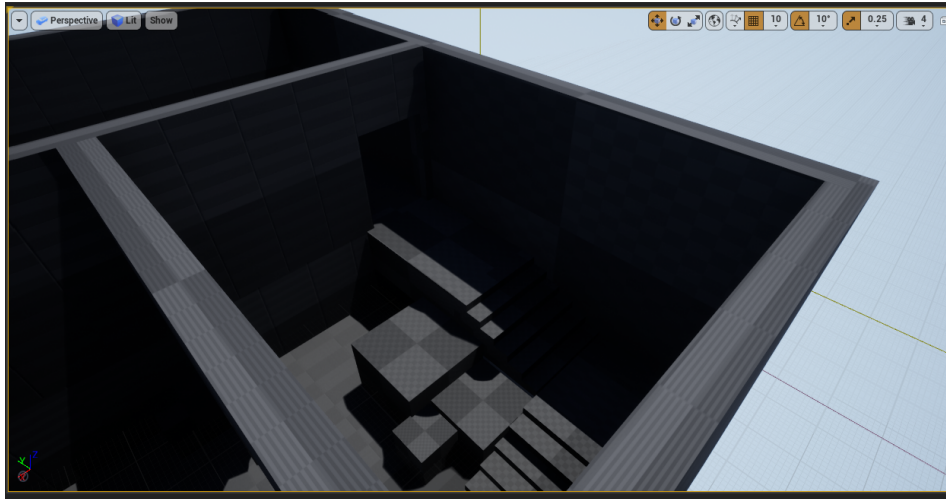
Adjusted the higher box on the ramp and removed the lower box. Static mesh was also created for the cylinder in the middle of the ramp area to better illustrate how it should appear/function. The balcony above the garage was also extended.

## Storage Room



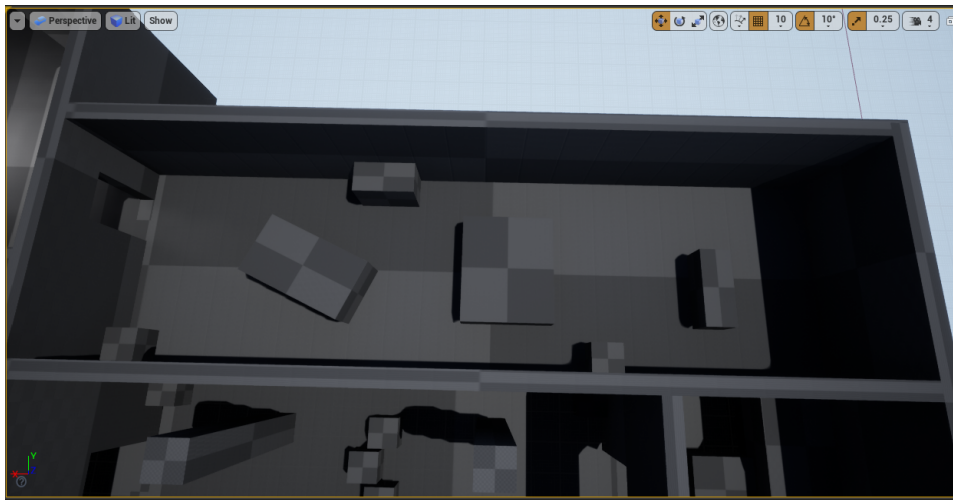
Pillars changed to better improve movement throughout the level. A window was added to the wall near the staff room so the player can see the enemy at the top (this window should be breakable by the player/enemy).

## Stairs



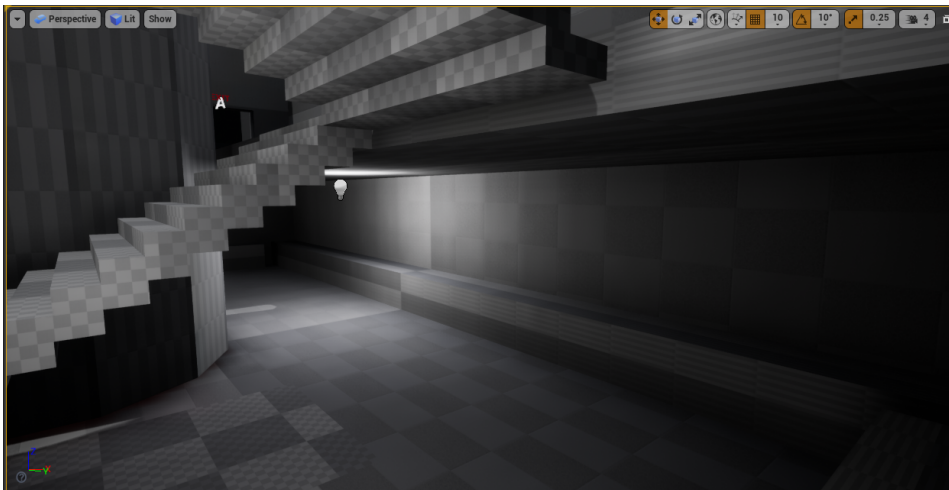
Moved boxes to make them feel more like its own path rather than a part of the stairs. A pillar was added near the corner of the stairs to also help differentiate the path between the boxes and the stairs.

## Hallway



Large box was slightly rotated and the box near the left of the stair entrance was slightly adjusted and turned into a pillar going into the ceiling. This was done to better accommodate the enemies within this area.

## Rocket Room



Additional room added to make the puzzle area more interesting. Originally the goal of the puzzle area was to have more than 1 way of solving the puzzle, due to the small space it was difficult to incorporate this. Now that there is more space, adding additional elements to the puzzle should be easier.