PRISON WAREHOUSE
level presentation

This level was inspired by the "A Plague Tale" series.
The gameplay of this level is solving simple puzzles, pushing various objects, and open the doors.
The level was created in order to explore different mechanics and innovations in Unreal Engine 5.1., such as the Nanite system and its use in leveldesign.

The story.
Medieval Europe, around the end of the 13th and beginning of the 14th century. During the last Crusade, one of the Knights Templar was captured and is now trying to escape from prison. This is the role of the player.
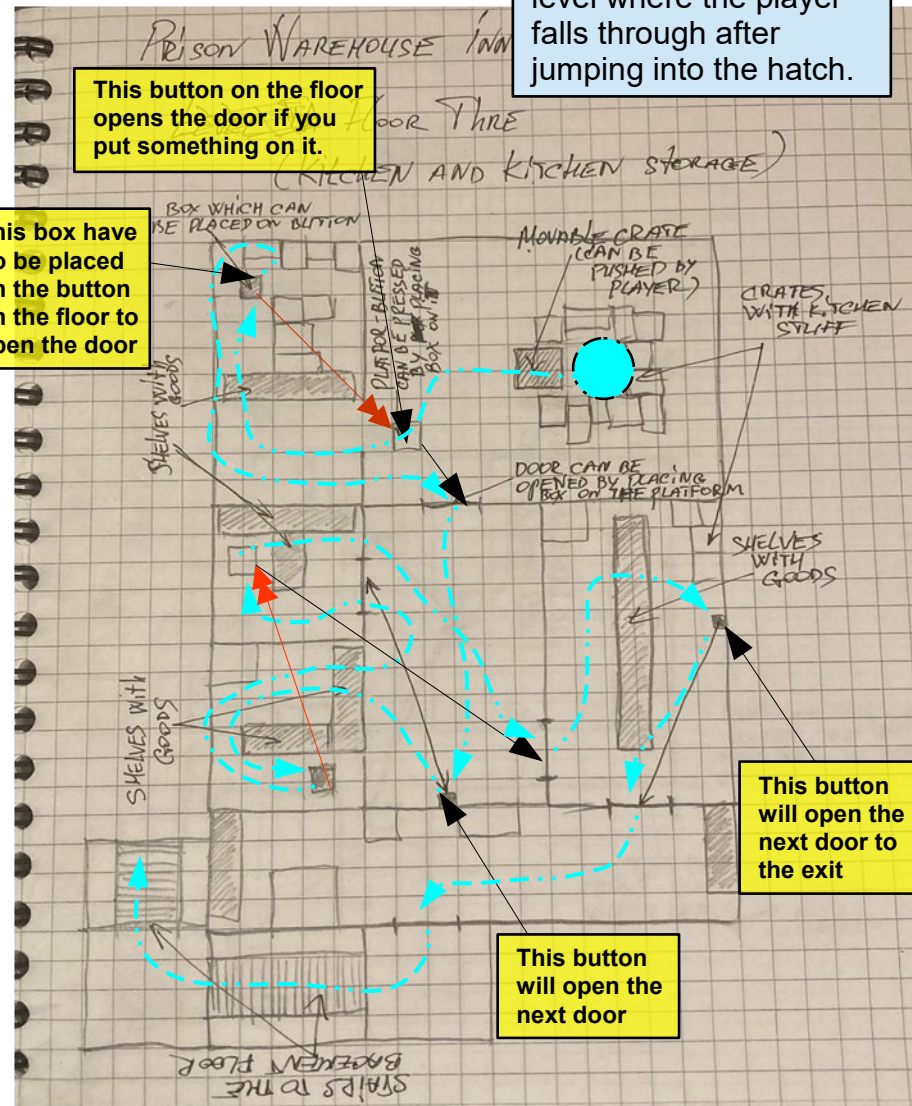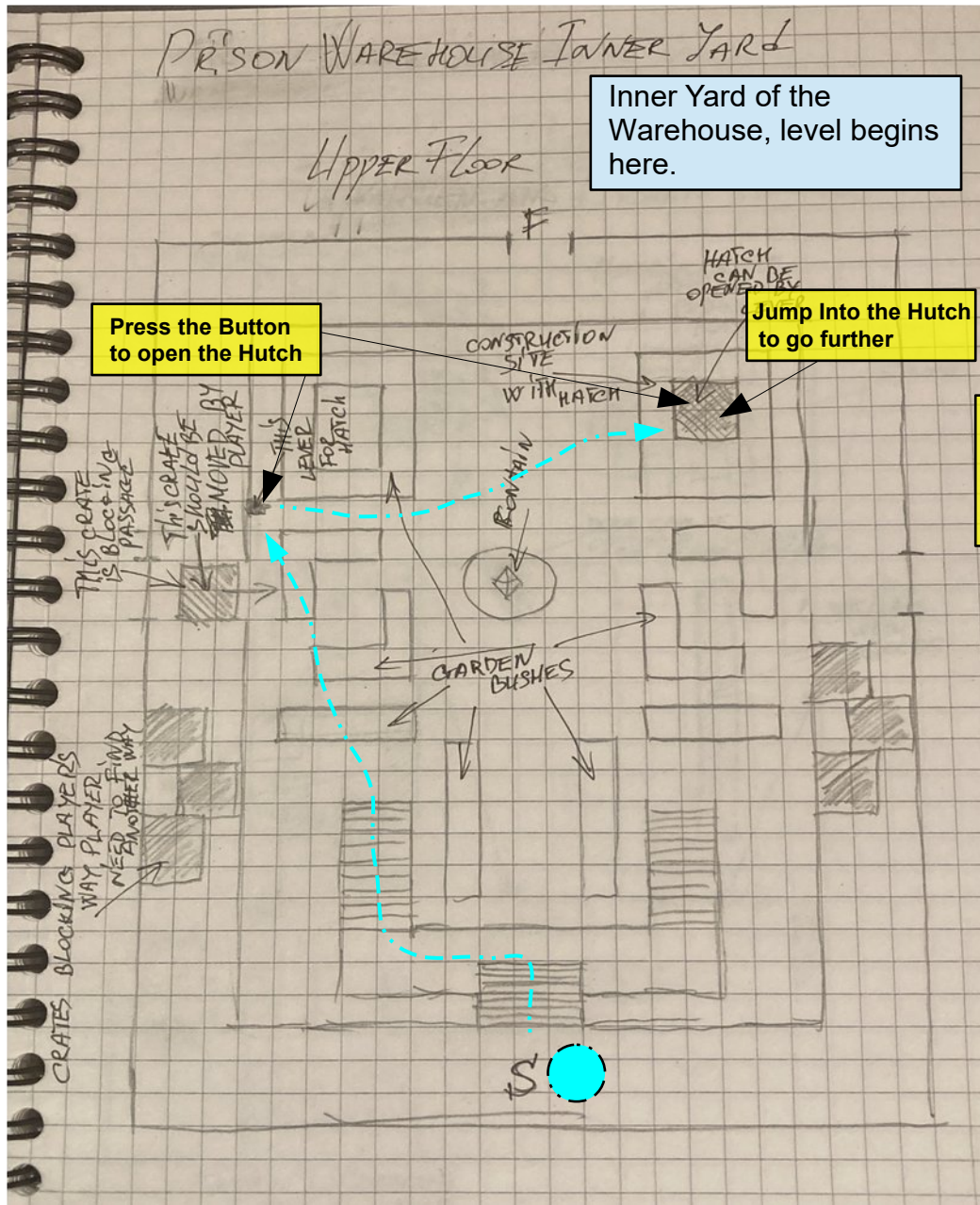
Having successfully escaped from his cell, the knight finds himself in the courtyard of the prison, which was equipped by the men of Beibars I in one of the castles.
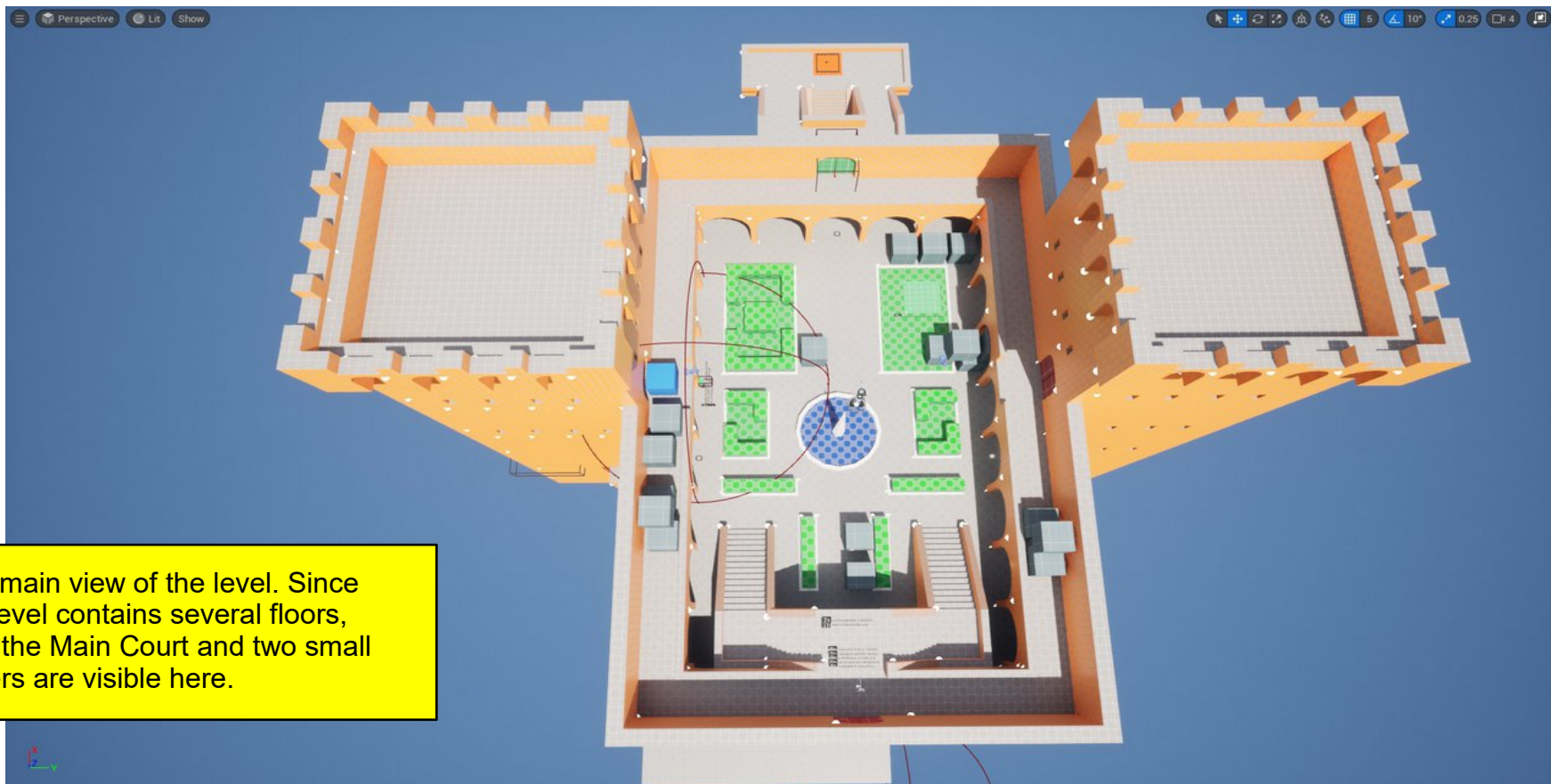
The main view of the level. Since the level contains several floors, only the Main Court and two small towers are visible here.

Sketch Part

As ususal, all begins from sketches. This time I made several sketches, one for each floor.

Inner Yard of the Warehouse, level begins here.

This is the part of the level where the player falls through after jumping into the hatch.

Press the Button to open the Hutch

Jump Into the Hutch to go further

This button on the floor opens the door if you put something on it.

This box have to be placed on the button on the floor to open the door

This button will open the next door to the exit

This button will open the next door

PRISON WAREHOUSE INNER YARD

CATACOMBS LEVEL (BASEMENT)

Next part of the level, Player came here from the kitches storage.

BLOCKED PASSAGE BY GRID

BLOCKED PASSAGE BY GRID

THIS BUTTON CAN BE PRESSED BY BOX

TO OPEN THIS DOOR, YOU NEED TO PRESS TWO BUTTONS

THROUGH THIS GRID PLAYER CAN SEE HOW DOOR TO THE EXIT ARE OPENS

THIS BUTTON OPENS DOOR TO TOWER WHICH LEADS TO NEXT LEVEL

In this case Player have to press two buttons to open the door.

PASSAGE BLOCKED BY GRID

PRISON WAREHOUSE INNER YARD

PRODUCTS WAREHOUSE

Next part of the level, Player came here from the kitches storage.

This button open the Door to the exit from the Level.

COLUMNS WHICH HOLDS THE CEILING

CLOSED AREA

SHELVES WITH GOODS

COLUMN

COLUMN

ANY SPECIAL SHELVES WITH GOODS

CLOSED AREA

BOXES WITH FOOD FOR KITCHEN

Design Part

After the sketch is finished, the graiboxin or blockout part begins. Quite often the blockout can be different from the sketch. The final part can be radically different from the sketch.
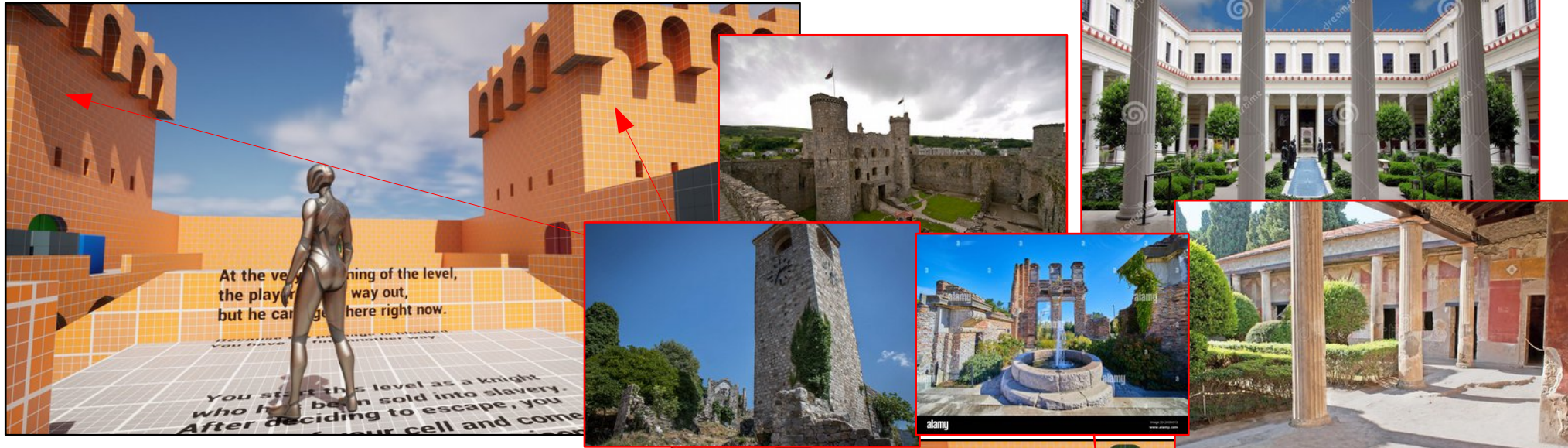

At the beginning of the level the player sees an exit point, but he can't get to it, because it is blocked by large crates of goods, and these crates the player can't move. He also sees the entire courtyard, a small garden in it with a fountain in the middle. He can also see a part of the courtyard where some work is being done and a hatch can be seen.

Exploring the courtyard, the player notices a lever that opens the hatch and now he can jump down, hoping to find a way out there.
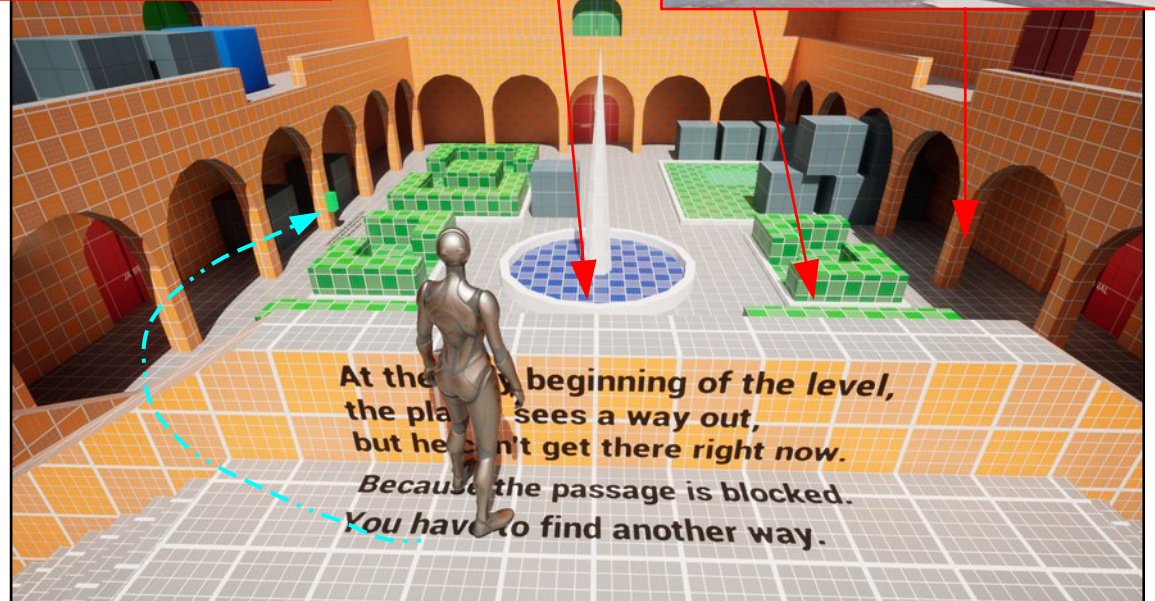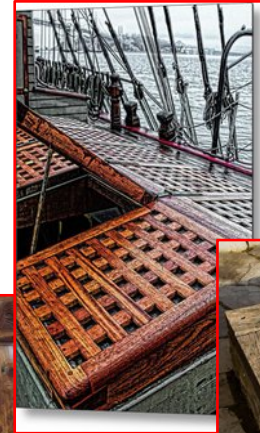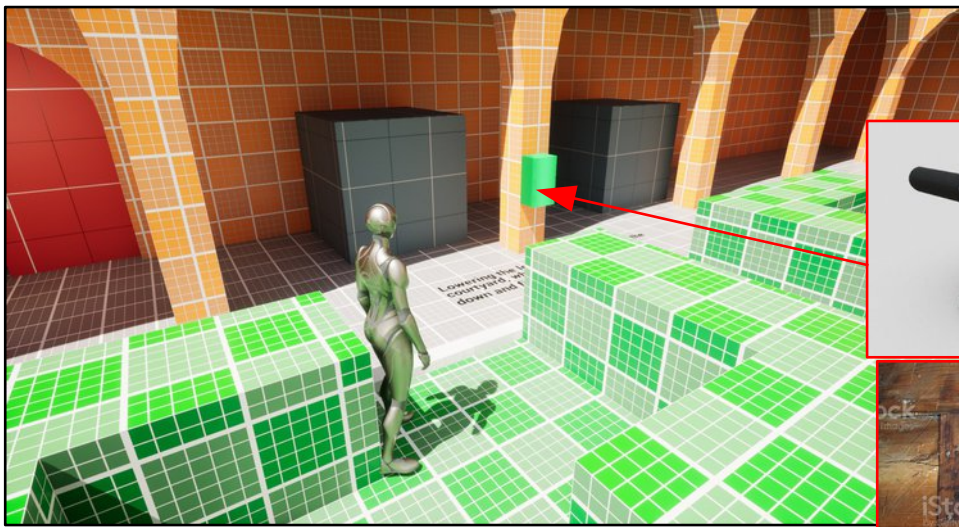
Jumping down, the player suddenly falls even deeper and enters the warehouse for the prison kitchen. There are many rooms, each with shelves and boxes of various products and goods. The dim lighting adds to the atmosphere and forces the player to take a closer look at his surroundings.

Press Forward to push this crate.
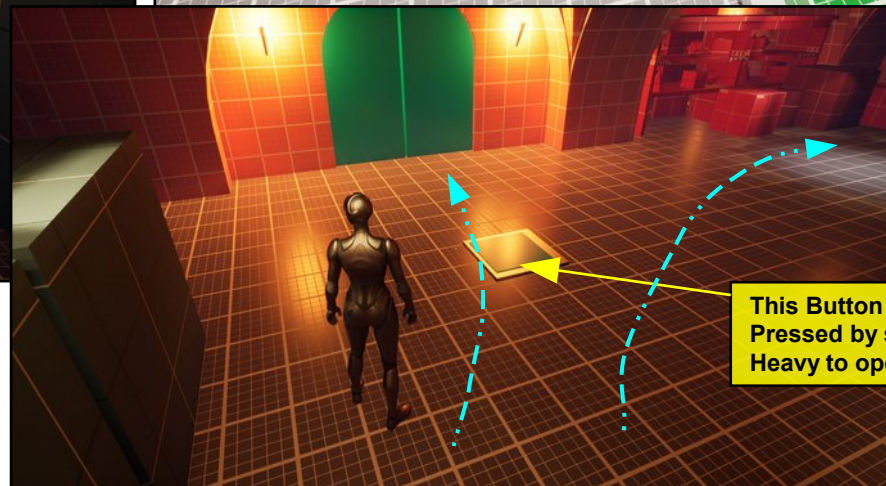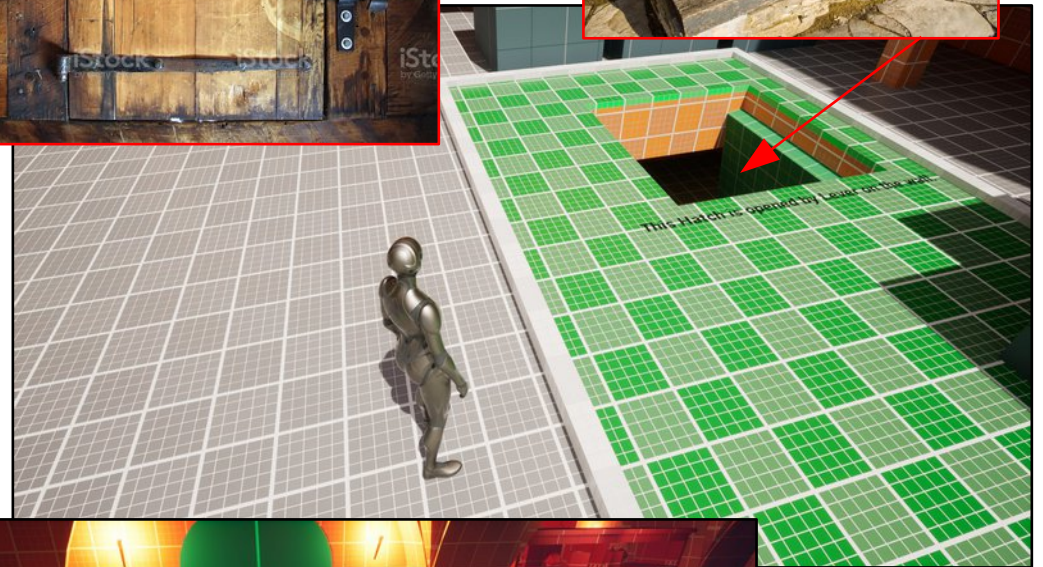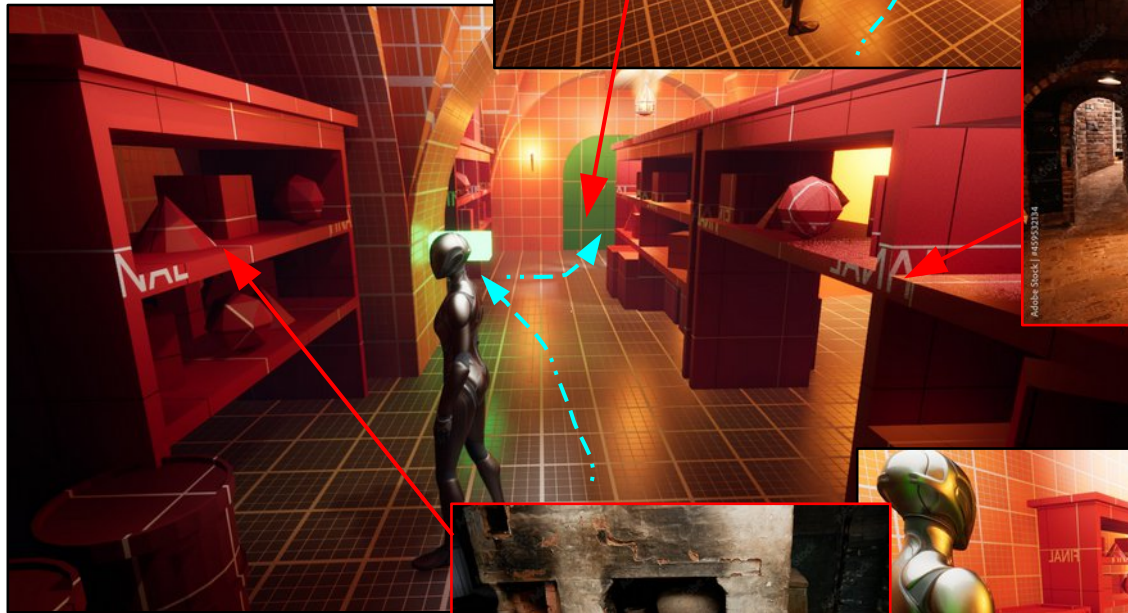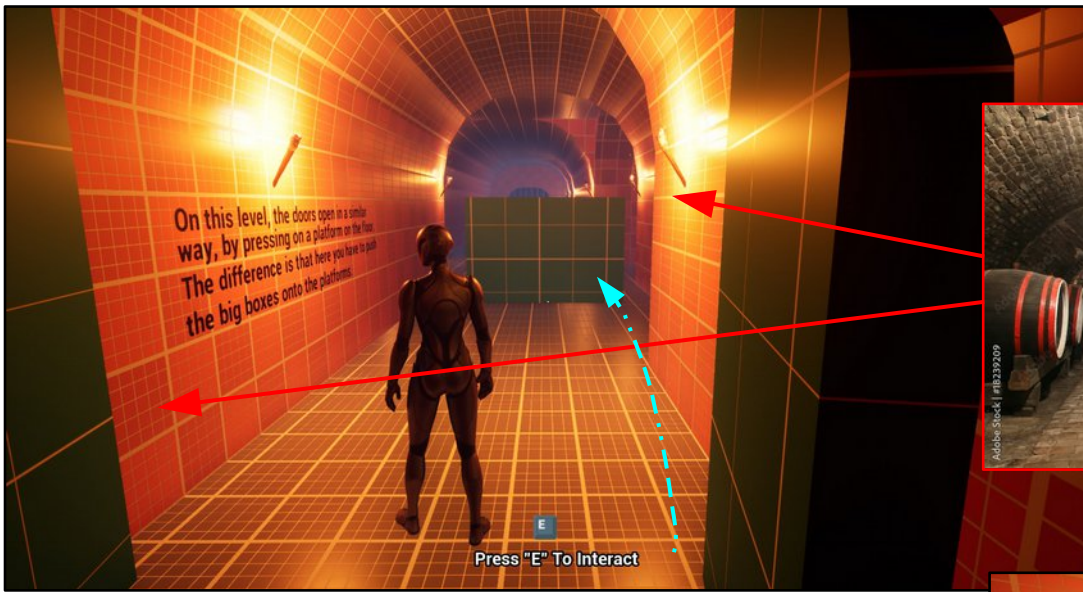
This Button shoud be Pressed by something Heavy to open the door.

To open the doors on this floor, you have to press the button on the floor by stepping on it. But as soon as the player steps off the button, the door immediately closes. You need to put something heavy to keep the button pressed.
To do this, the player has to find a box that can be pushed to the button, each box has a color to match the color of the door.
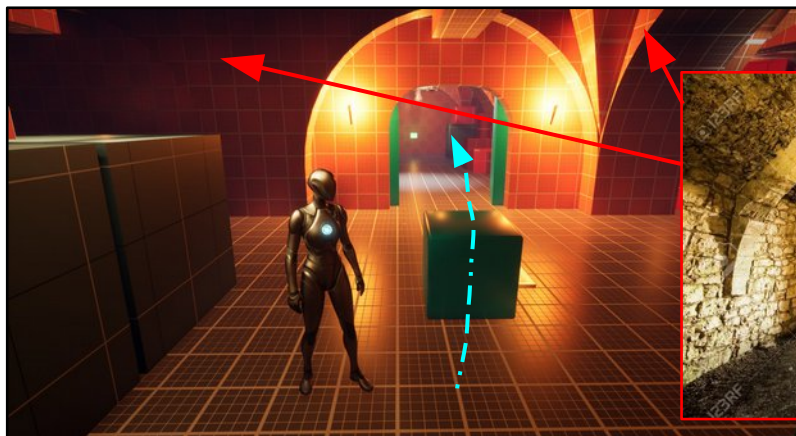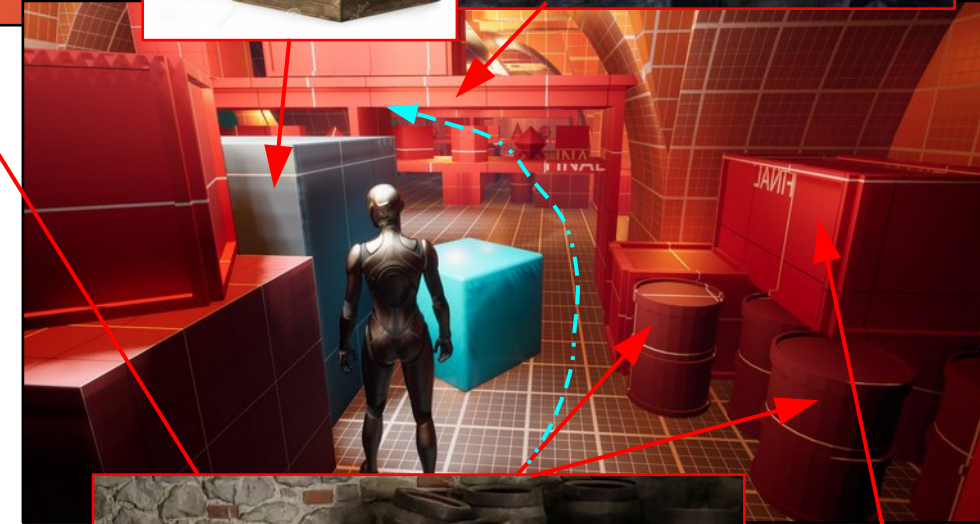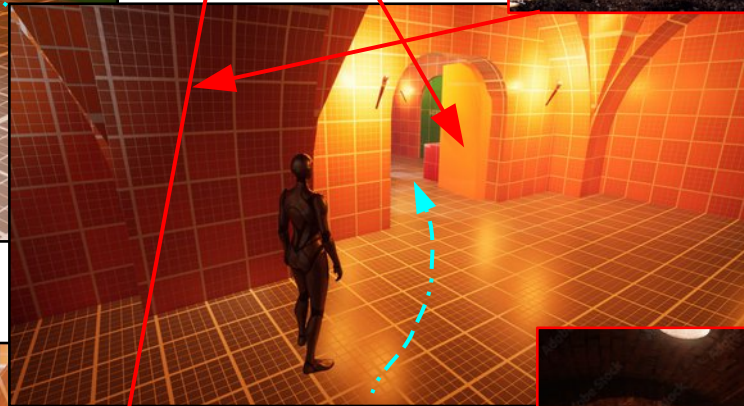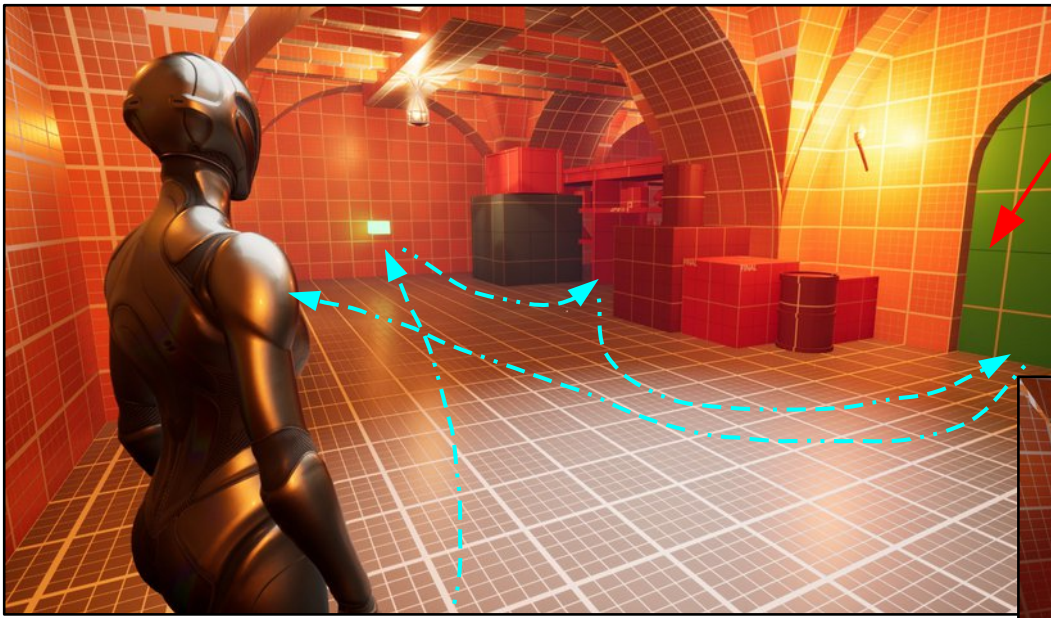
In this part of the floor the player must open several doors using the buttons on the floor, and go down into the basement, which once very long ago served as a wine cellar.

On this level, the doors open in a similar way, by pressing on a platform on the floor. The difference is that here you have to push the big boxes onto the platforms.

Press "E" To Interact
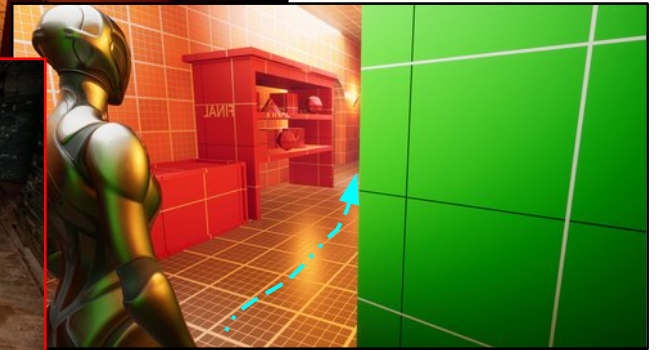
When entering this floor, the player sees that it is an ancient, dilapidated cellar where wine and all sorts of wine goods were stored. Barrels, heads of cheese and other goods.

The difference between this floor and the previous one is that here you have to push

large boxes, and some doors open not one but two buttons on the floor, on which you must put something heavy.
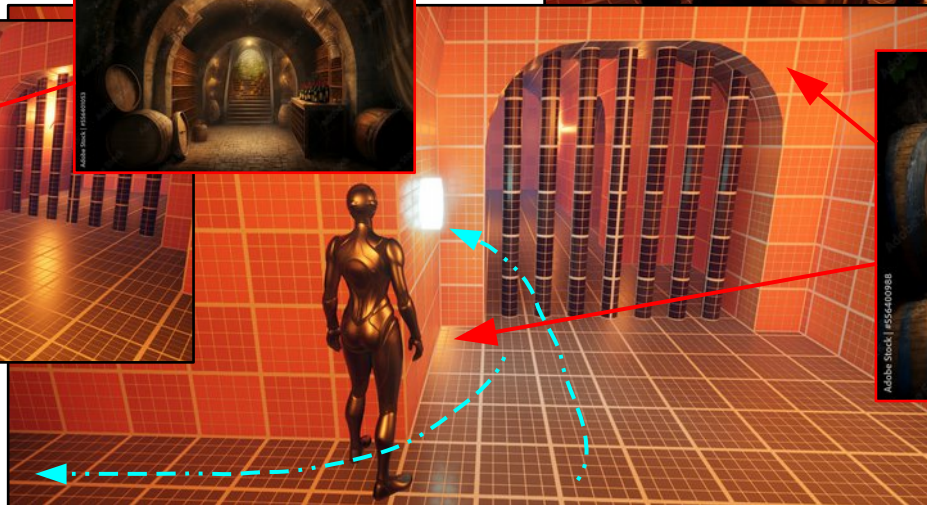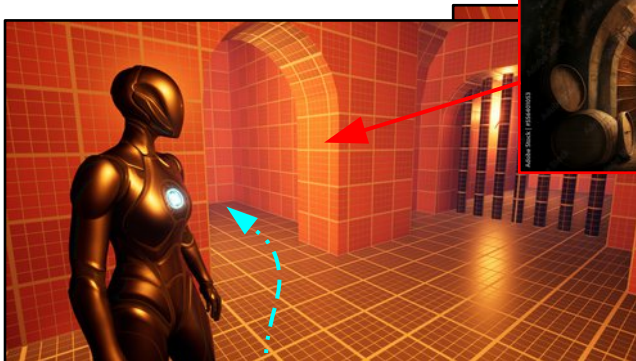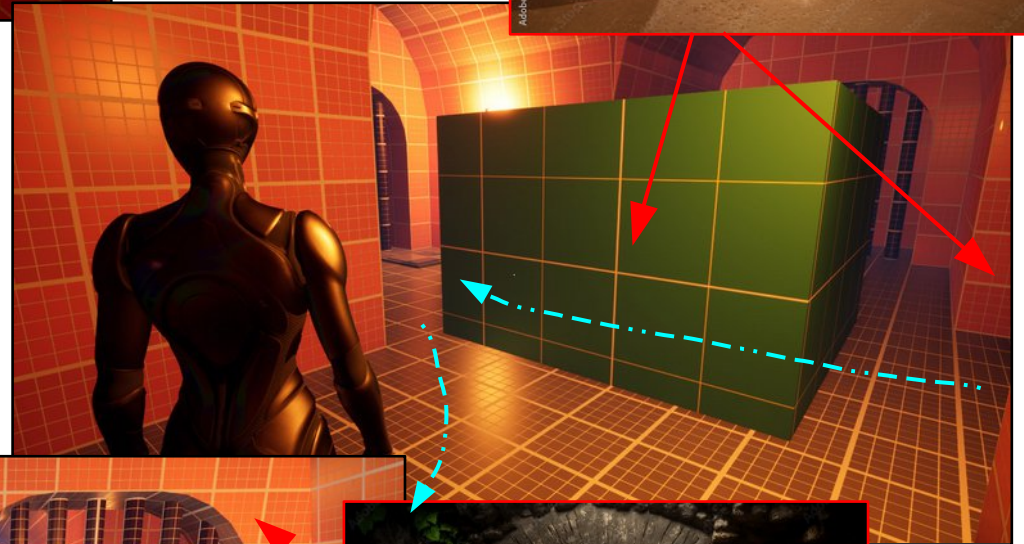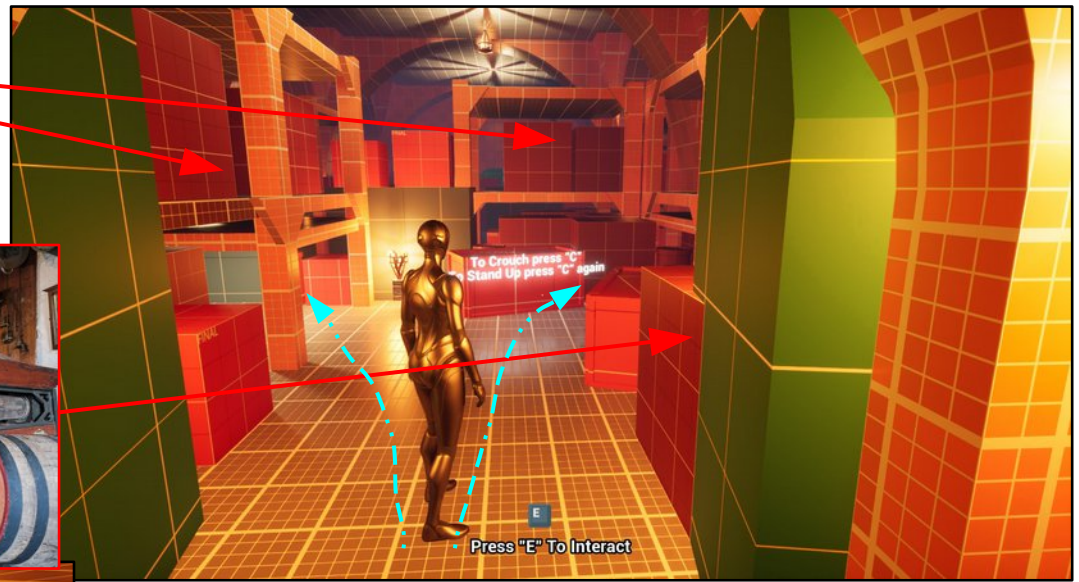
The new floor is a large warehouse of various goods, all covered with large shelves, all kinds of baskets and crates. In some places you have to climb a shelf and crouch down to go further.

To Crouch press "C"
Stand Up press "C" again

Press "E" To Interact
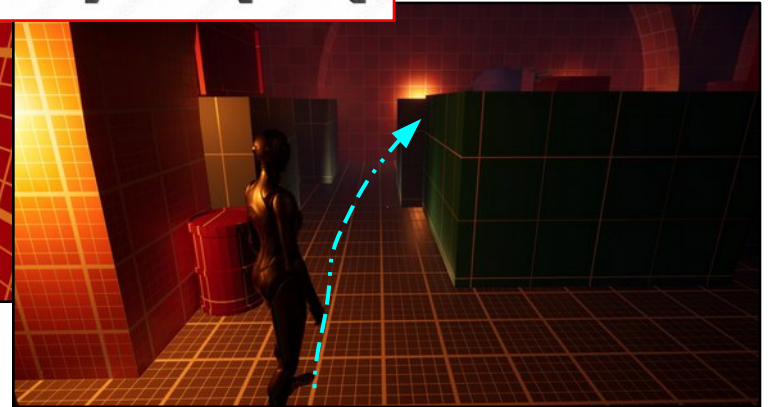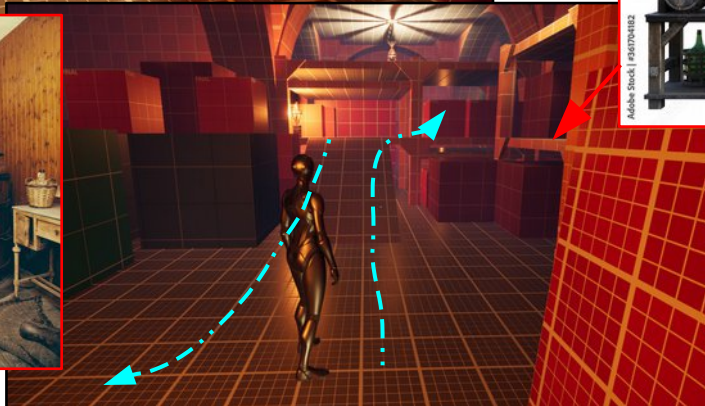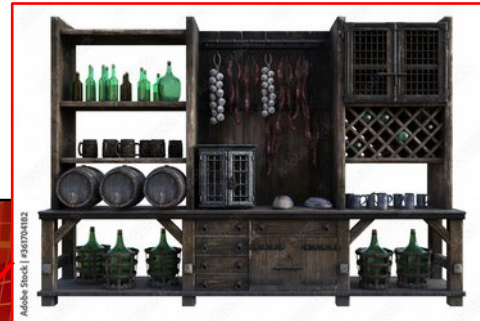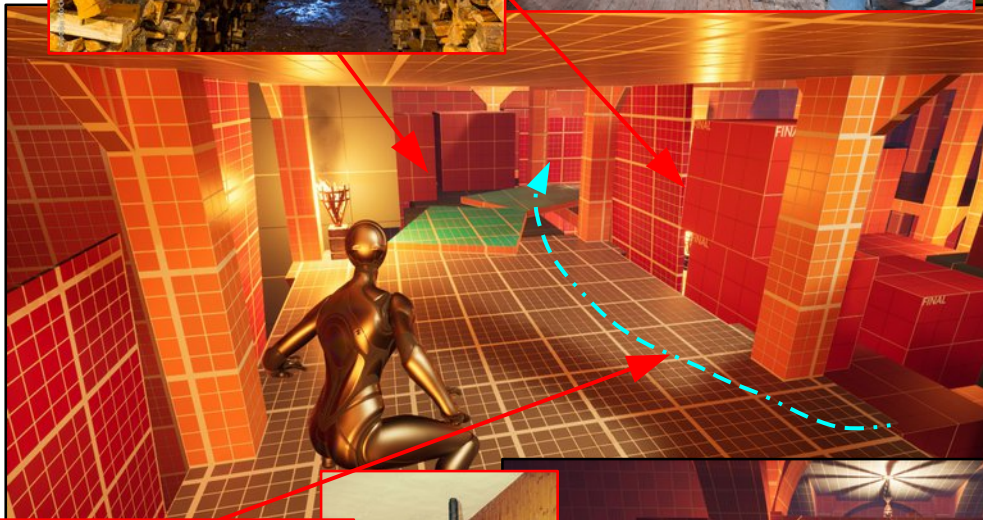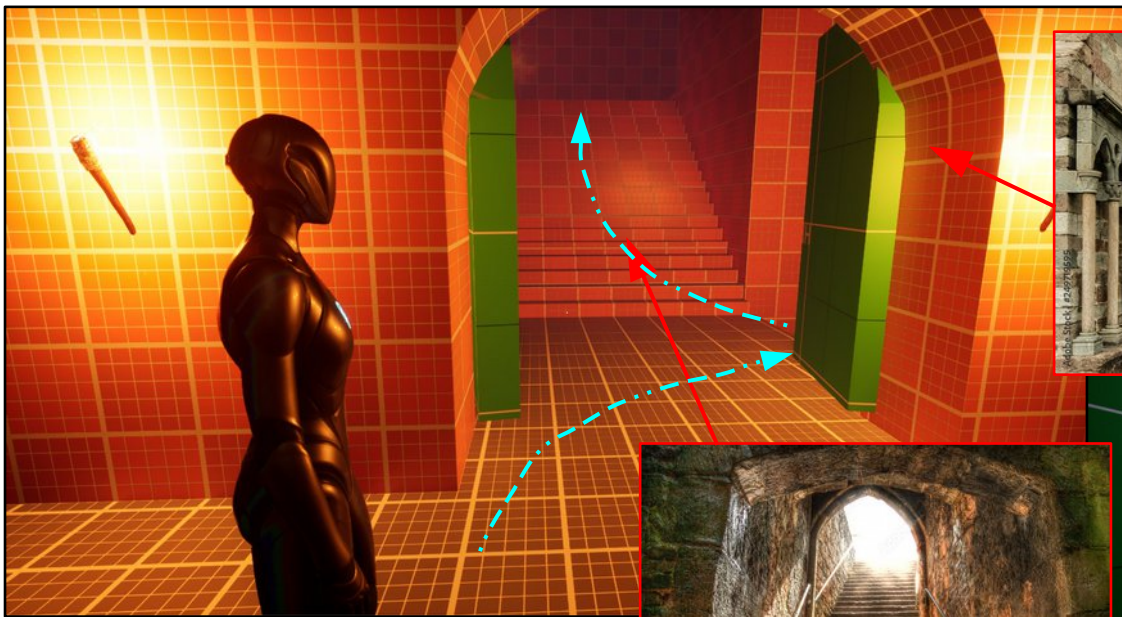
After opening the doors, the player enters the next of two towers, he has to go upstairs, push the big box down and he will see the exit. You need to open the door and get out of the location.
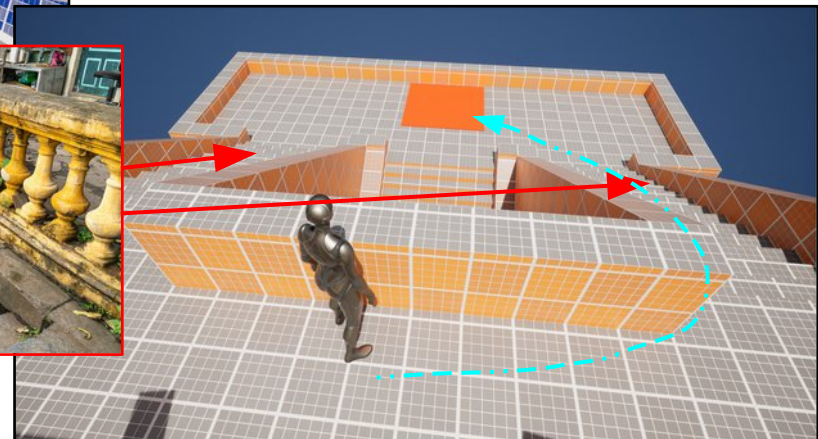
This is the end of this level. Thank you for playing.