THE PLATFORM

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Level Design Assignment 2
Game Editor Movie Adaptation

with Valve's Hammer Editor

1.   Introduction

The Platform (El Hoyo) distributed by Netflix in 2019, is a social critizism metaphor of the socio-economic functioning. Writen by David Desola and Pedro Rivero, directed by Galder Gaztelu-Urrutia. Here a link to the trailer of the movie.

Imdb describe the movie perfectly: "A *vertical prison with one cell per level. Two people per cell. One only food platform and two minutes per day to feed from up to down. An endless nightmare trapped in The Hole.*"

I had the idea of adapting The Platform with Hammer Editor when I saw all the available textures of the Valve's Game Editor. All were dirty and looked perfect for bulding an uncomfortable level. I had to chose something which fit artisticly.

Then I used that movie because of the location concept. A vertical prison. Each cell has the same appearence except from a number and the two prisoners in it.
I was new to Hammer Editor and had to do something rather simple. The movie was a perfect fit.

I think it would be really interesting to develop a full-finished videogame with this idea in mind. The feeling of claustrophobia and stress of the player would be worth playing. It quickly inspires many ideas for gameplay.

Each level could requiere a puzzle to get down to the next level or maybe a speed run shooter (as in this demo) in which killing the two prisoners would let the player go down, having diferent enemies and strange things happening in each "level". Anyway, despite exciting ideas it is not the purpose of this assignment.

2.   Structure and CCST

The structure of this level is rather simple and self explanatory. A vertical level. Each "level" a diferent challenge. Here is where the fun comes.
As in the movie, where the main character Goreng is first brought to the prison, the player appears in level 33. From there, never upwards. Always down. Every step down gets harder for the player.

The 33rd floor, from now on refered as the first level, is the training room. No enemies appear in there. The player gets to understand where he is, try his weapon and get into character.

I modified a little bit the properties of the game in order to adapt to the level. For instance, I removed all the fall damage. So the player can jump from level to level without dying.
I also added darkness and then blue lights as in the movie to fit the aesthetics.

From there on, each level will follow a cadence of challenges explained below:

1. Level 33:

In the first challenge, the player spawns protected by a wall on his back. He turns an can see the level in which he is in and then the firt enemy. Looking backwards and trapped by two walls which he can't escape from unless falling to void.

There is only one enemy and the player has lot of protection arround him and space to shoot from.

2. Level 34:

Then, the second level. Here the player is presented with a new challenge, jump into the next level. He doesn't appear right into the level, he has to get there himself. This is the first time he is challenged with a "platformer" action.

Once there, he has less protection to hide but as there is still only one enemy, he can chose where to fall to and hide. The player starts learning how to develop a **Strategy**.
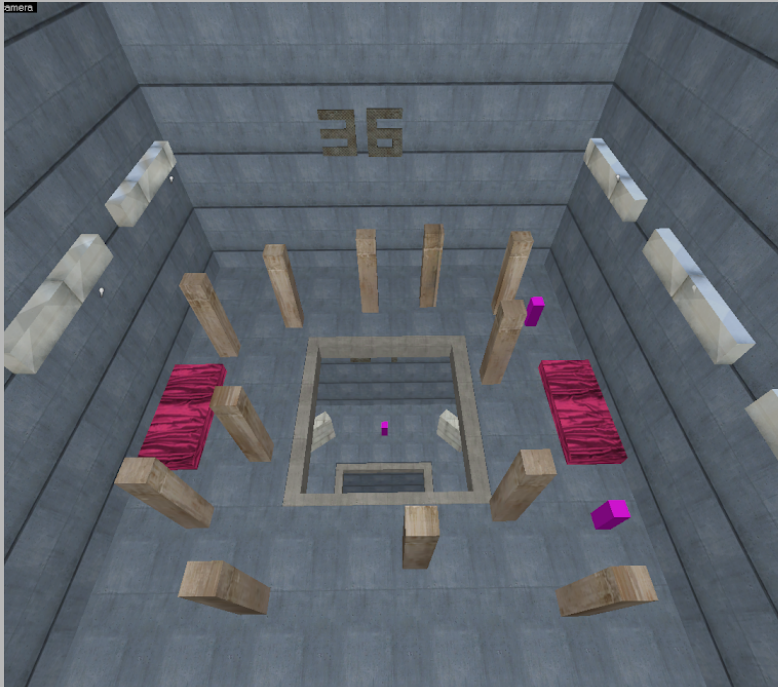

3. Level 35

Here in the third level, he is presented with an expansion of the enemies branch. One enemy in each side and enough protection to kill one at at time.
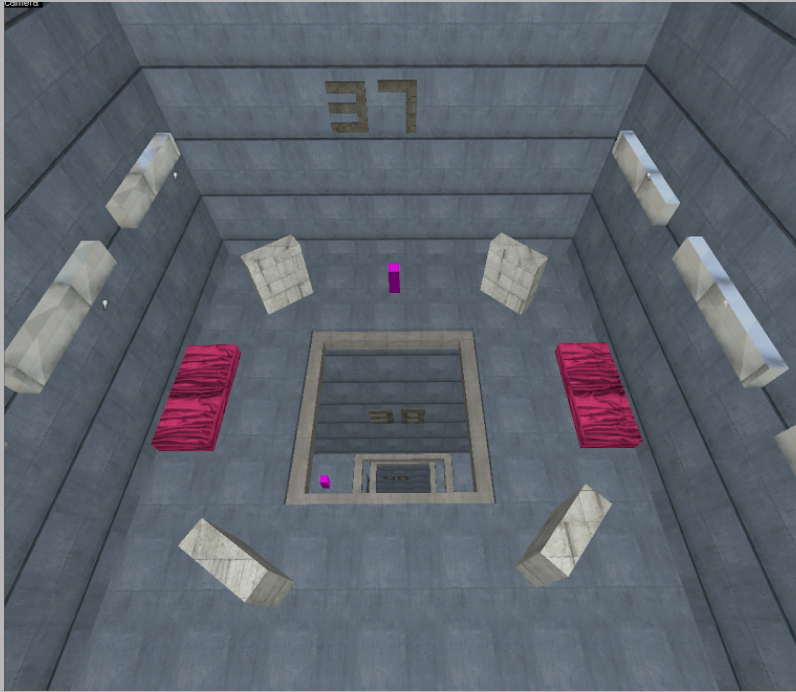
4. Level 36

This could be considered as an "scenario" evolution. The thick walls that protect the player turn into small bars or sticks that have a smaller coverture area. The number of enemies remains the same, but those are borough a little bit together in order to make it easier for the player in this "coverless" area.
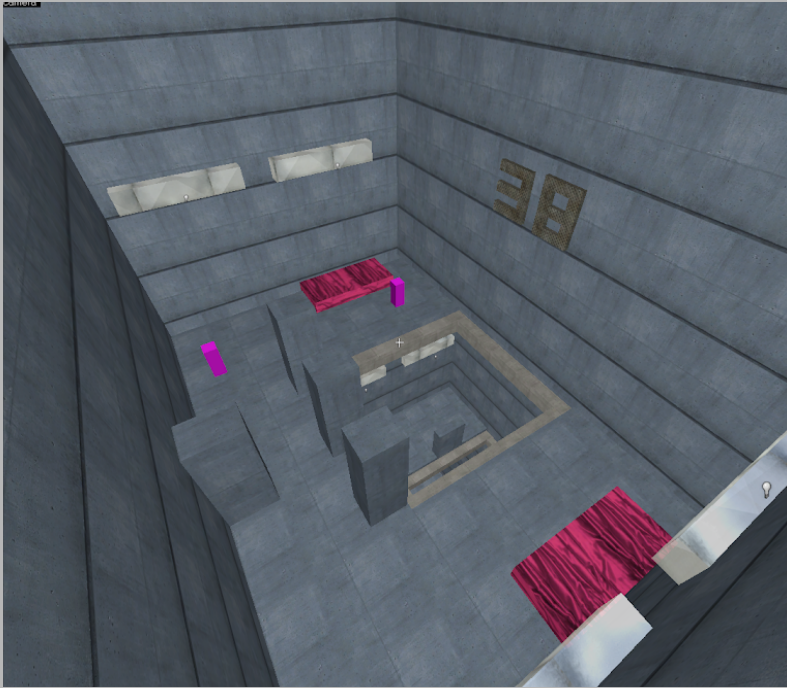

5. Level 37

Then, the cover areas are separated. One in one corner of the scenario. Only one enemy, it is a one to one battle in a symetric area.

6. Level 38

Here an evolution of the scenario takes place. One of the walls tightens up the space, limiting the posibilities when jumping. Despite of this, the tow enemies are placed in one side of the area and with enough protection on the only spot that joins the two surfaces.

This alters the original shape of the cell seen in th movie, but makes the game more fun and challenging. It is an evolution of the scenario and enemy expansion from the previous level.

7. Level 39

Then there is another evolution in the scenario from the last level. The "bridge" between sides disappear, creating two sides. One enemy on each, making the decision of the player of where to fall more interesting.
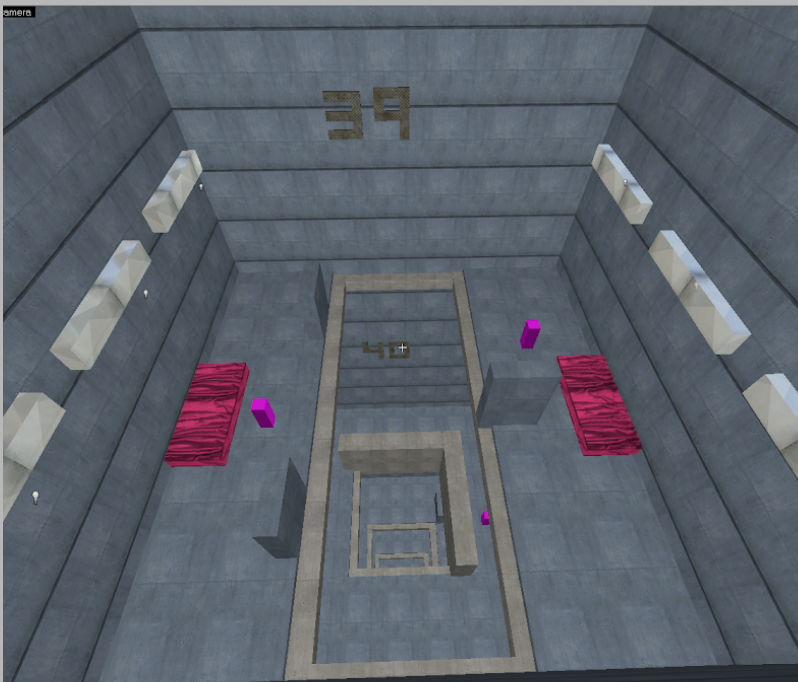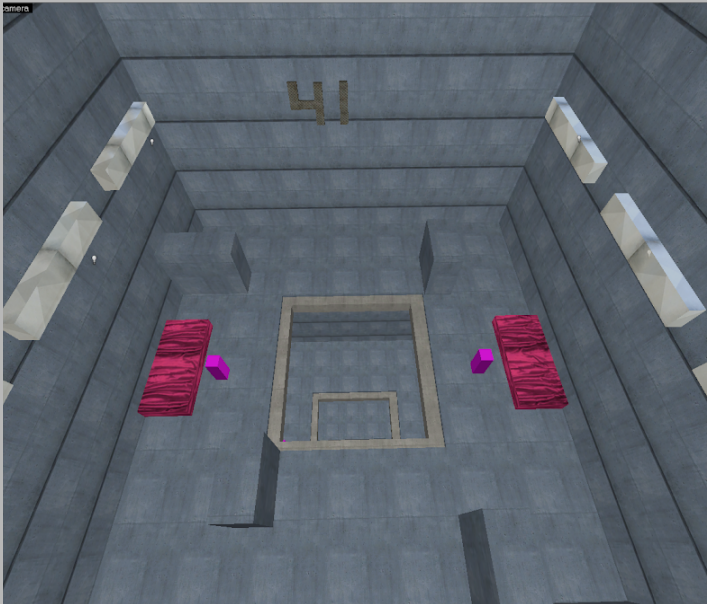

8. Level 40

Here a new scneario evolution. For the first time, when the player is on one side, can't see what's going on on the other side. The player has to go and discover. This L shape close to the hole, creates a kind of corridor.

There are enemies placed on each side. There is a lot of uncovered space on one side and a lot of covered space on the other, creating a contrast in protection.
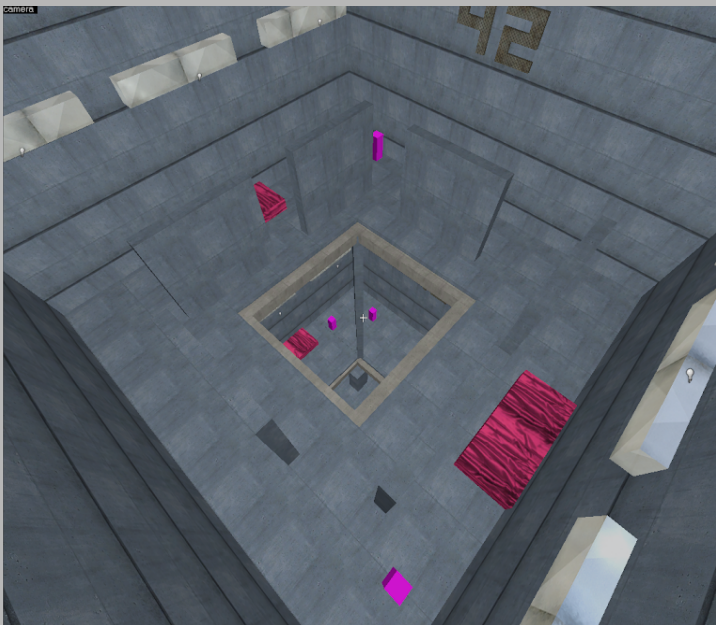

9. Level 41

I consider this one an evolution of level 37. There are four protection walls but are placed "randomly", breaking the symetry. And it is also an expansion of level 37 in enemies, having here two enemies, one on each side.

10. Level 42

This level is a kind of rest zone. If the player has overcomed the past challenges, he will also be with this one. Two enemies, one on each corner but with big walls of protection in the middle.


11. Level 43

I consider this an evolution from level 40. Dividing the area in two zones where the player can't see the other. One enemy on each side. Big cover on one side and an open unsafe space on the other. Also it is an easy one before the hard ones come.
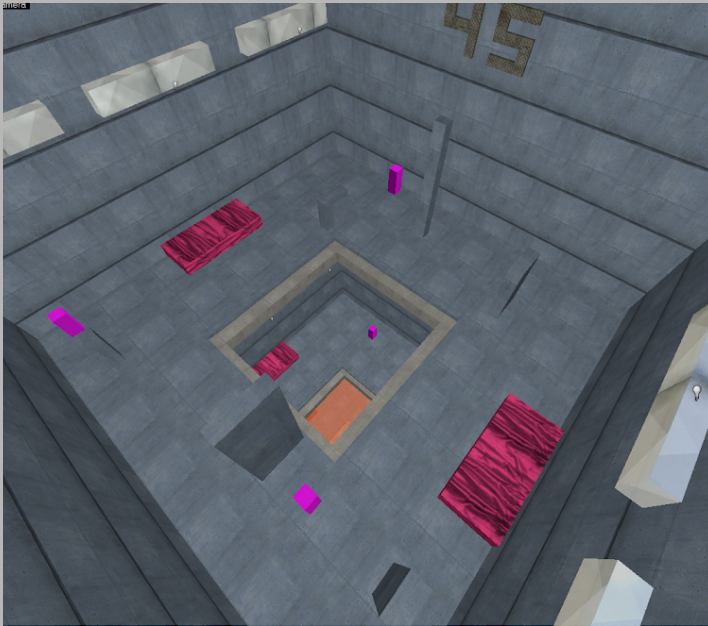
12. Level 44

This is an evolution of level 42. Having the enemies placed in the exact same spot, the player has less protection walls. Only two, one for each enemy.
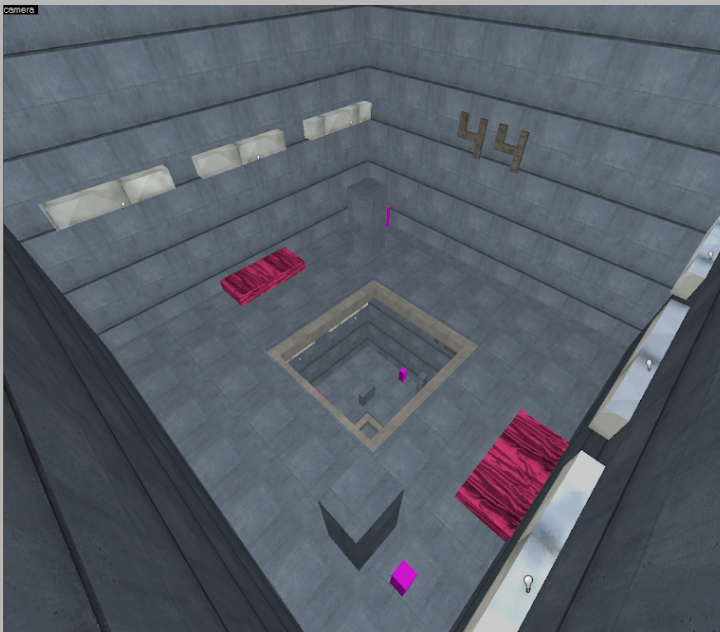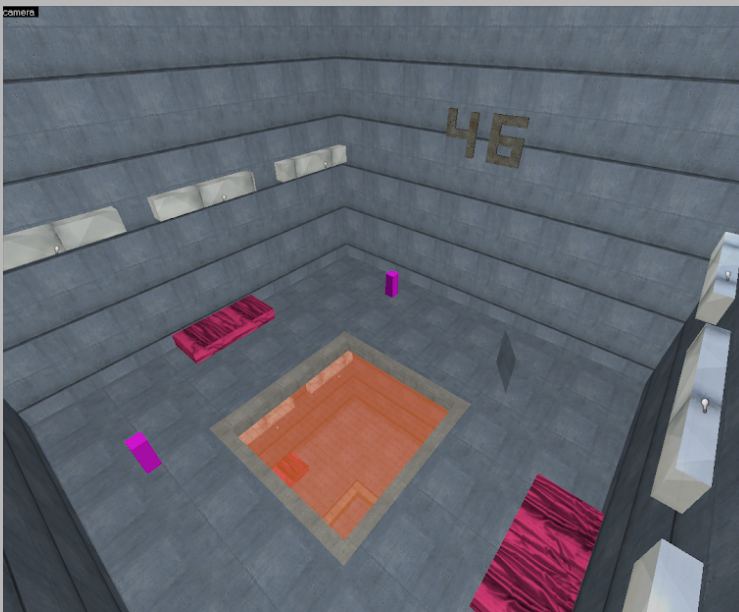

13. Level 45

Enemies expansion: three of them in the same level. More protection walls but with random shapes which can be considered as an evolution of level 41.

14. Level 46

Last level. One wall. Two enemies.

3. Level Goals and Game Summary

3.1. Intrinsic Goals

The player will learn the mechanics of **Killing Enemies** using the weapons he finds in order to advance to the next level.

Then he will be learning how to **Explore and Examine** every room he is in to find new weapons to defeat the stronger enemies bellow.

In order to defeat enemies, maybe using weapons is not enough. The player will need to hide and protect himself by **Interacting with the Environmen**t.

3.2. Extrinsic Goals

The game is suposed to be a rapid run. So the player will be in a rush. Trying to examine rooms and kill enemies as fast as possible in order to get to the end the sooner.

The player will have time of **creating an strategy** before jumping to the level bellow, as from above some parts of the next level can be seen. Once he jumps, he will need to use **Rapid Thinking**. Maybe the strategy he created doesn't work as expected.

The game could have a similar meaning or **metaphore** as in the movie though not quite the same. In the movie, the food is used to lead the allegory. In this game, the fact that the people above have advantage in order to plan an strategy and that the above are the ones who attack and the ones below react, would lead the metaphore.

It **awares**, or makes the player think about what he is doing and how he is impacting the world with his actions which are condicioned by his position in a social status. In this case, your hight in the cells.

After the player has killed all the enemies in a cell, he takes a rest. Has a relax time or **period of safety** after the challenge. So the space that once was a challenge and a danger zone for the player now will be safe.

As the levels most of them look just alike all the others, a sense of repetition and mental exhaustion which may resemble of the one of being trapped in a real cell. The basic purpose of the game is fun and entretainment in the form of excitement or amusement.

3.3. Soft Skills

- Retrying and Excelence: The game is thought to be repetitive and when dying the player can easily go back from the top to the level he was killed in. Tha player will play to either beat himself or others in punctuation.
- Time Management: The rounds last arround 3 minutes, so that's all the time the player has to defeat all the enemies he can.
- Decisions Making: On each level, the player will have to quickly decide how to aproach it. Depending on the construction of the one.
- Planning and Goal Setting: The player has the chance to plan his strategy in order to attack the enemies bellow.

3.4. Moodboard
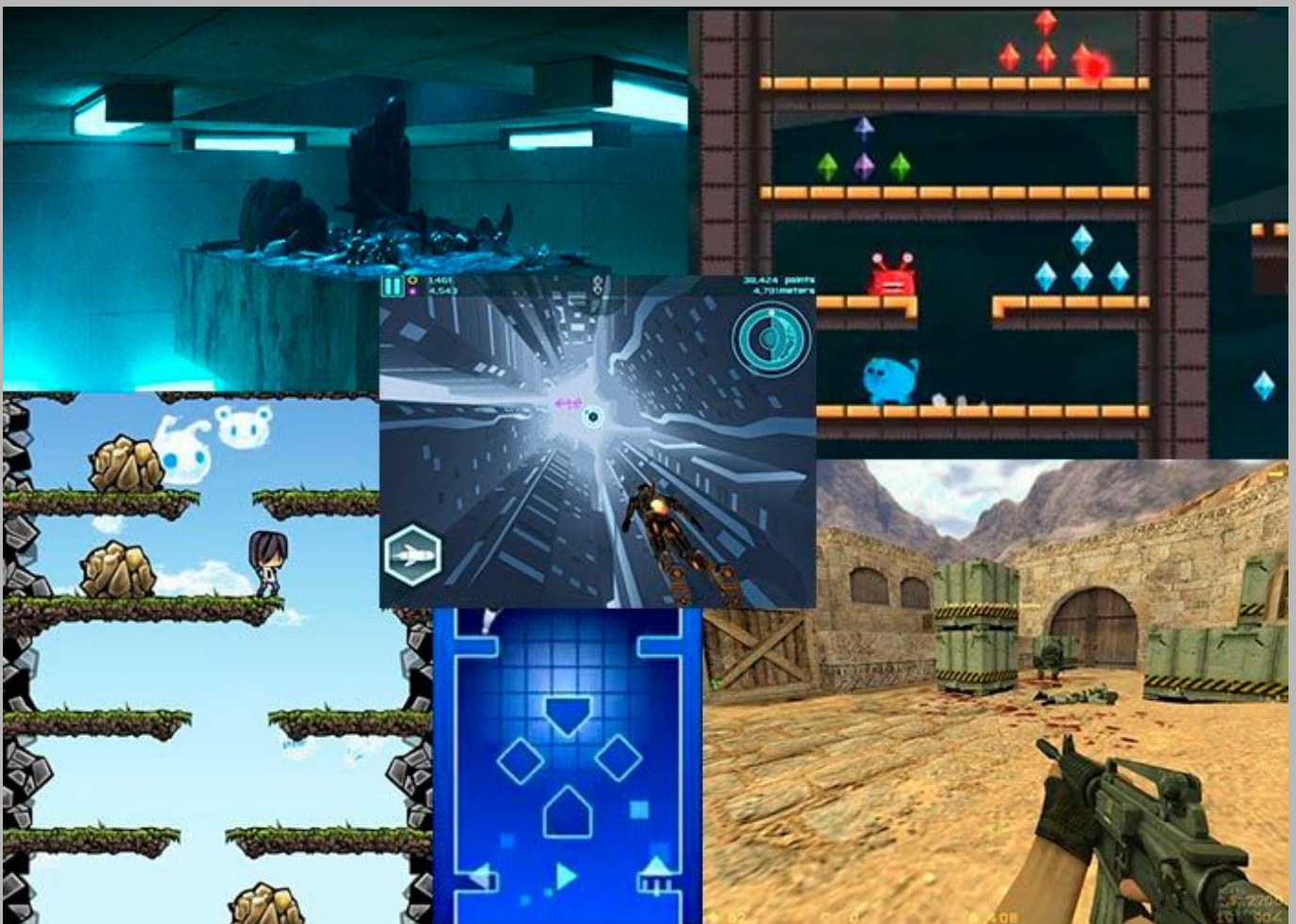
4. Constraints

1.1. The 4 T's

1.1.1. Theme

The genre of the game would be a **First Person Shooter**, compositing the genres of action and platforming. Once the player ends the challenge of action in a level, he gets a bit of platformer fun in getting to the levels below.

The whole game is set is thought to be a metaphore but it could be cathalogued as **science fiction action**.

1.1.2.   Time

The **External Time** of the video game is set in an undefined future.
The **Internal Time** takes place in a few minutes in both game and real world time.

There is a **Timer** to add pressure and intensity to the gameplay, the player has three minutes each run.

1.1.3.   Team and Development Tools

The game I imagined, is pretty chained to the "Engine" I used to create the demo. I have used the Hammer Editor bounded in the Source Engine by Valve.
Also, the movie I choosed although it was perfect for the Editor, it doesn't give much freedom for imagination.

It is a rope fight. If I pull from one side, I lose from the other. I had to link the movie and the Counter Strike Editor in a very obvious and simple way.
The developement would be in the **Hammer Editor** though it is a very limiting tool in many ways.

The team needed to carry out this would be basically Engine programers along with Level and Game designers. As the art in the editor is pretty acurate as the desired objective, the game could be totally developed with Hammer Editor with any Valve's Counter Strike or Half Life SDK.

5.   Graphical Overview

5.1.   Research and References

6. [My Build in Hammer Editor](#)