

FREIGHT YARD

Linear Greyboxed Level Concept



14. NOVEMBER 2024
MORITZ ELISABETH GROMEK
<https://moelgro.at>

Table of contents

Try it out now!.....	2
YouTube Walkthrough	2
Link to the Project on my Website.....	2
Preview	3
Level Overview	4
Map Legend	4
Level Details	4
Room 01 – Spawn	5
Additional Screenshots	6
Room 02 – Peephole	7
Additional Screenshots	7
Room 03 – Lightning bolt.....	8
Room 04 – Backyard	9
Additional Screenshot.....	10
Room 05 – Depot	11
Additional Screenshots	12
Room 06 – Storage hall	13
Additional Screenshots	14
Room 07 – Connector	15
Room 08 – Office	16
Map Legend	16
Additional Screenshots	17

Try it out now!

<https://moelgro.itch.io/llg-freight-yard>



YouTube Walkthrough

<https://youtu.be/ULo7gdP5Bnk>

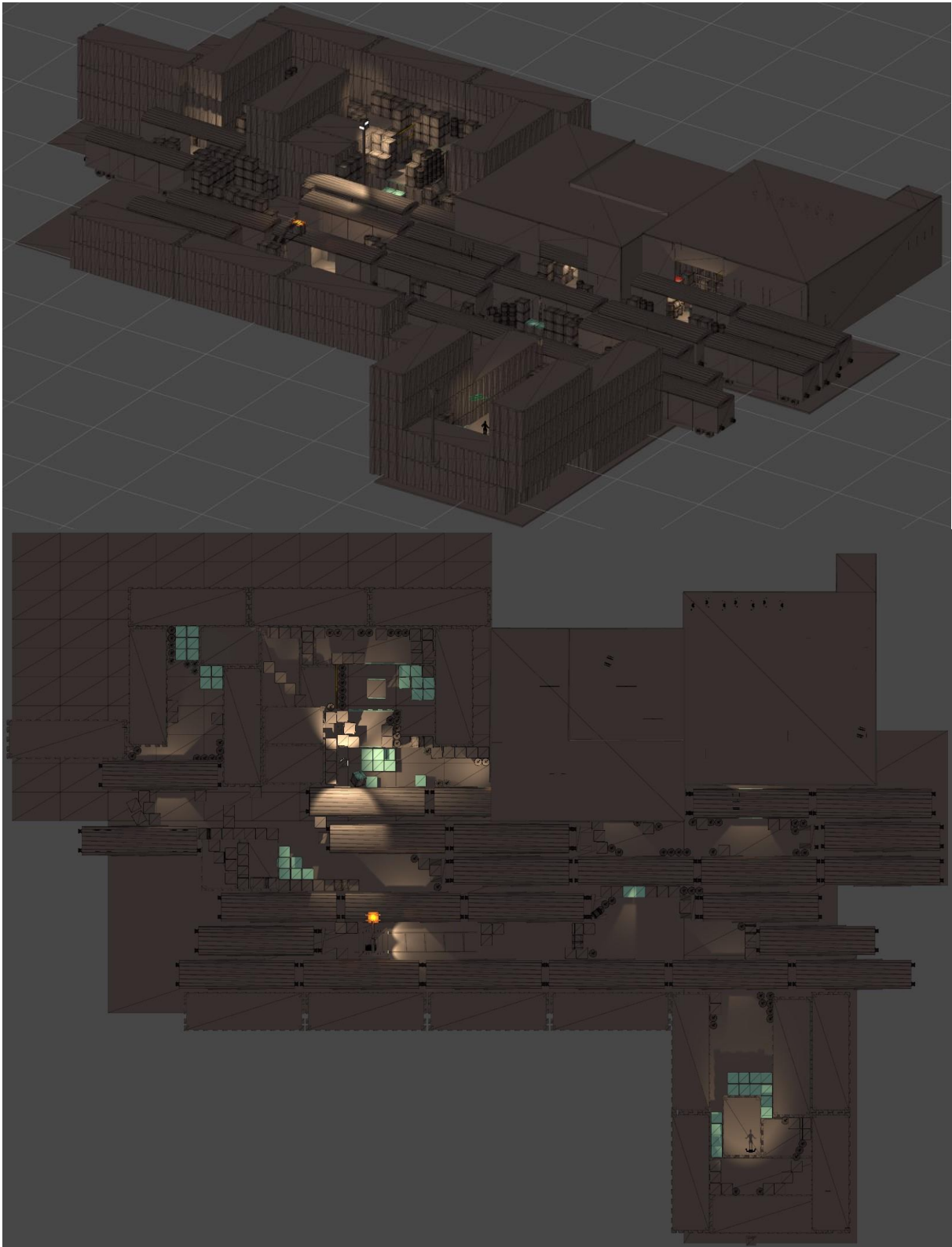


Link to the Project on my Website

https://moelgro.at/#levelDesign_linearLevelGreyboxing_factory

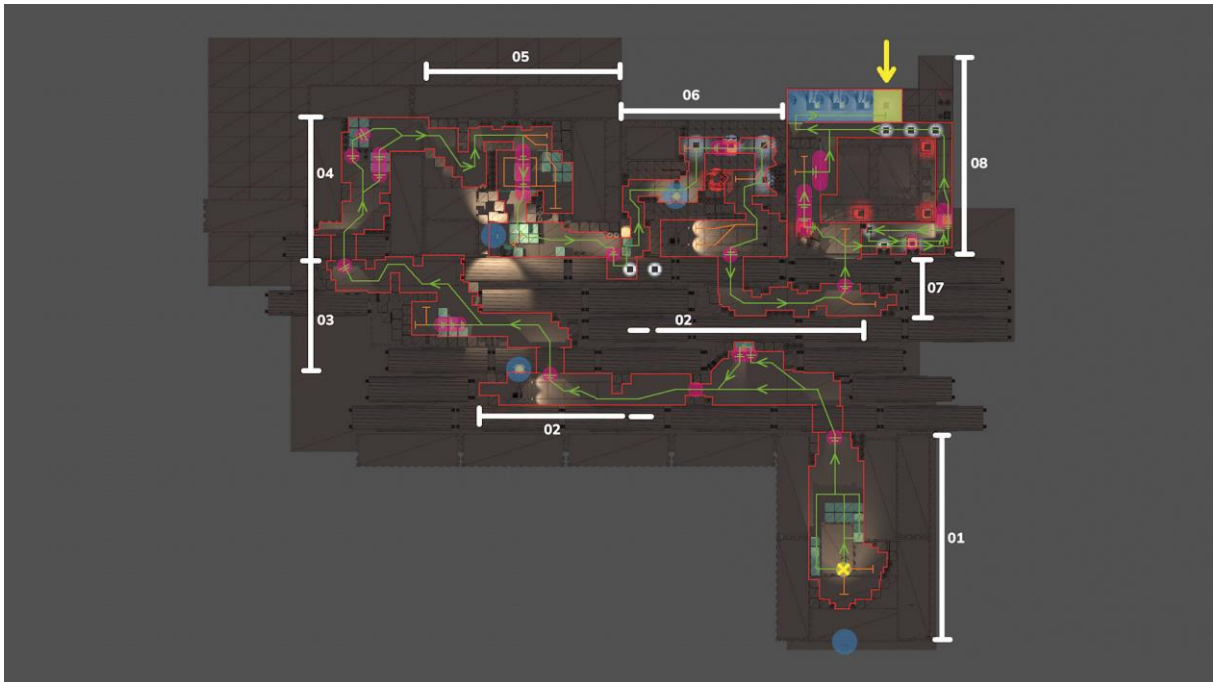


Preview



Next page:
[Level Overview](#)

Level Overview



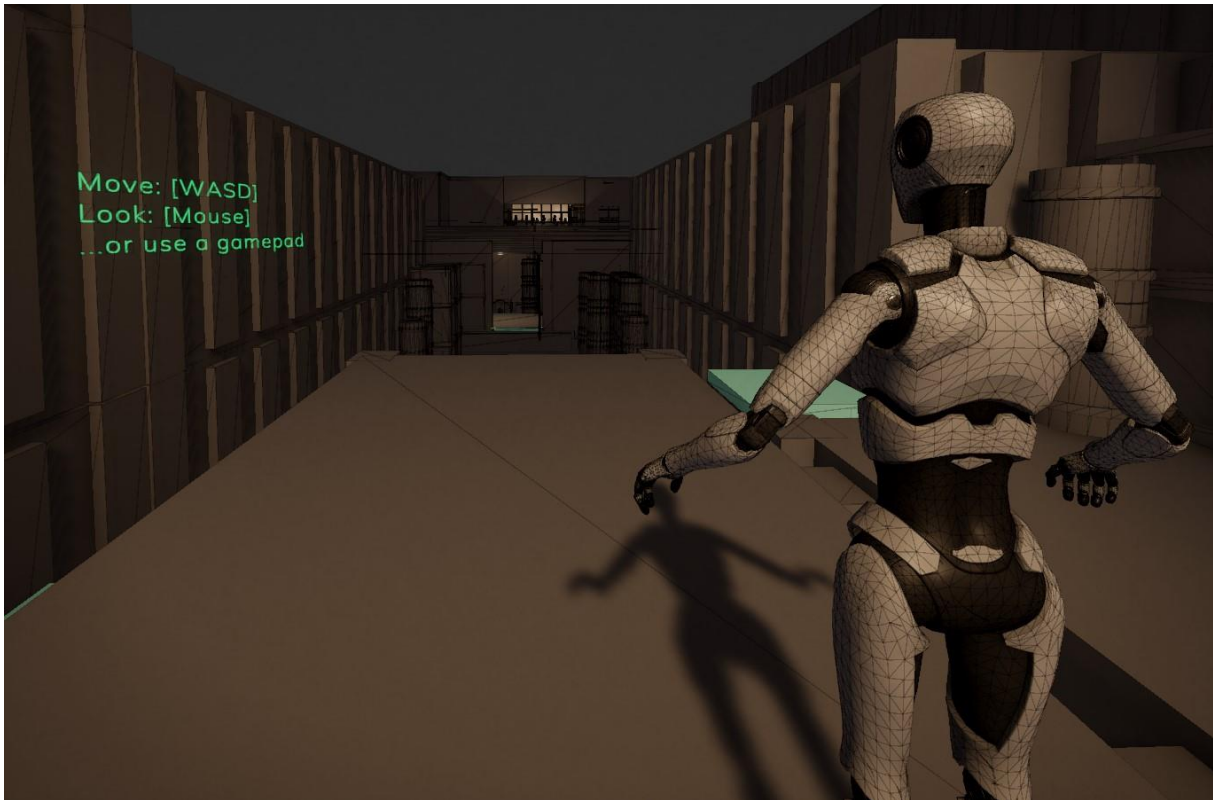
Map Legend

Yellow	Player start
Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Orange	Path with Dead end
Highlighted Pink	Obstacle (overcomeable by jumping)
Highlighted Blue	Landmark
White marking + Number (1-8)	Area code

Level Details

Walkable area:	1.470 m ² / 15.800 sq ft
Number of rooms & areas:	8
Play/walking time:	Ca. 3min
Build Version:	2.2
Build Date:	07 th of Nov 2024

Room 01 – Spawn



Info

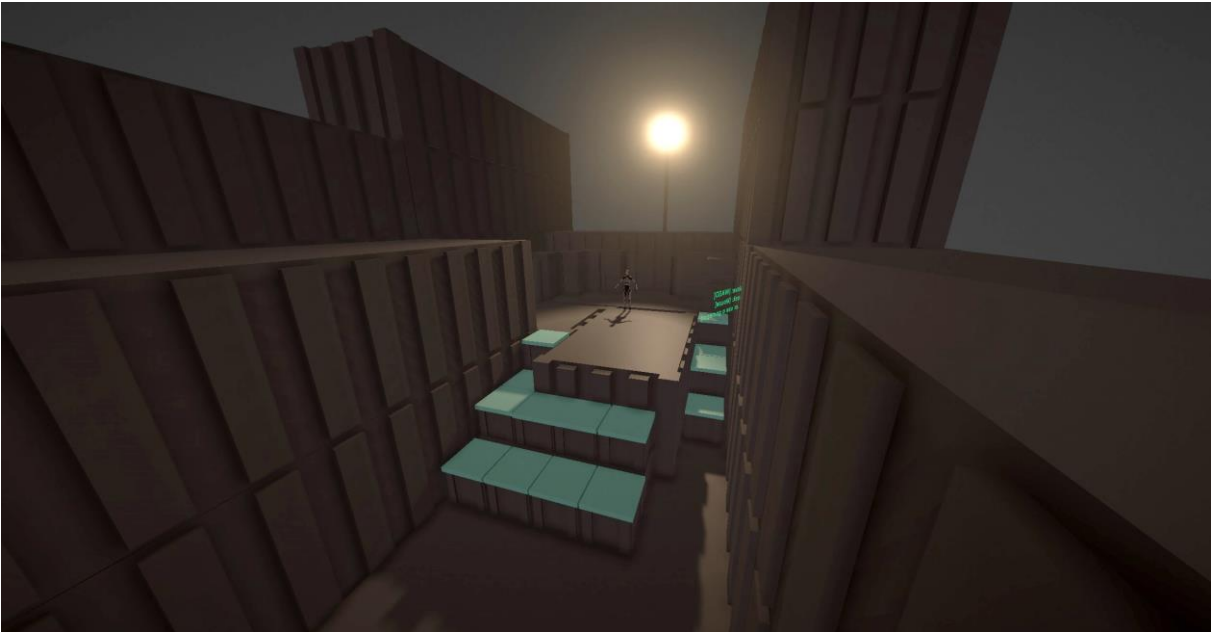
The player spawns standing on top of a container, having a clear view of the goal of the level, the office. Seeing the first and final Landmark should tell them right at the beginning what they must reach.

By moving down and crossing the train wagon on the opposite side of the room, the player enters [the second room](#).

Map Legend

Yellow Cross	Player start
Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Orange	Path with Dead end
Highlighted Pink	Obstacle (overcomeable by jumping)
Highlighted Blue	Landmark

Additional Screenshots



Room 02 – Peephole



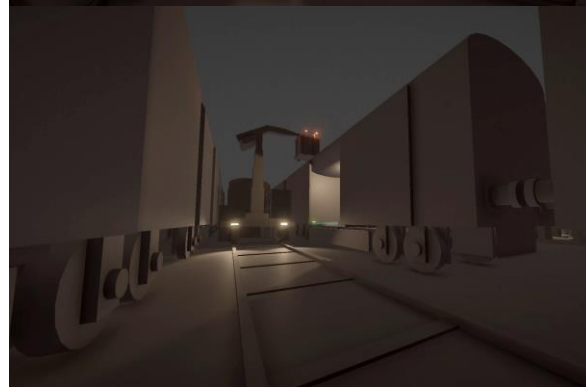
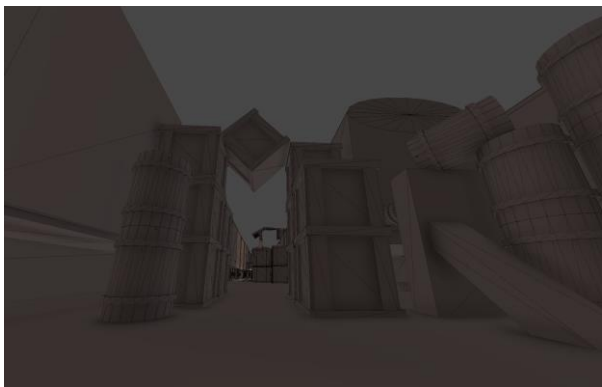
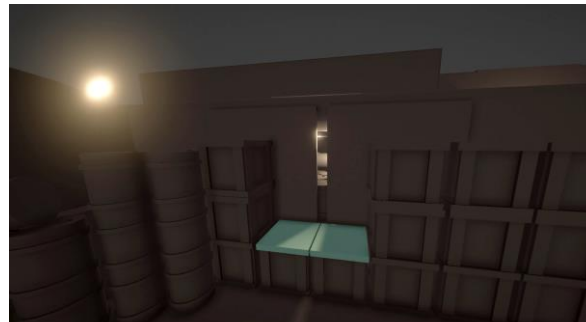
Map Legend

Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Orange	Path with Dead end
Highlighted Pink	Obstacle (overcomeable by jumping)
Highlighted Blue	Landmark

Info

Moving outside and jumping down the train wagon, the player sees the two next landmarks: the floodlight of the fifth room as well as orange position indication lights, representing a crane located further away in the room. The player may also discover a narrow gap between the unopened doors of another train wagon. Looking through this peephole, the player obtains a view of an existing and probably upcoming path. Turning left and moving on, the player soon has to walk under a box that is tipped over. Now standing in front of the Crane the player turns right, jumping into the next opened train wagon the player enters [the next room](#).

Additional Screenshots



Room 03 – Lightning bolt



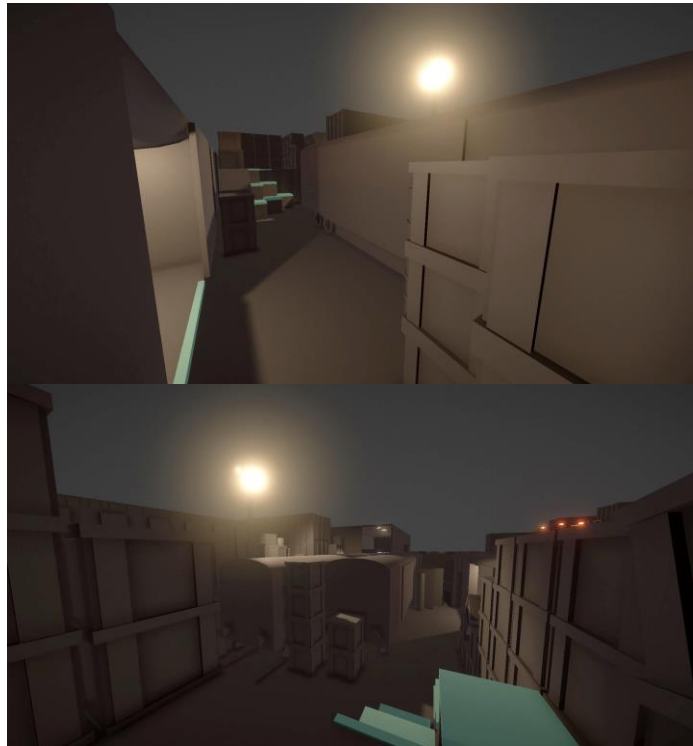
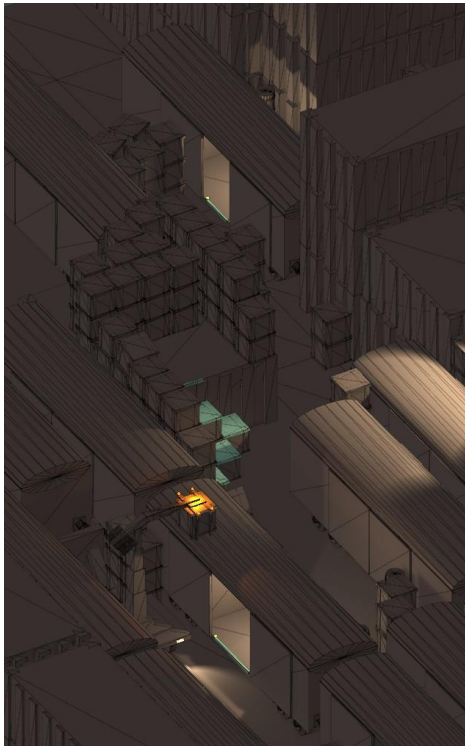
Map Legend

Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Orange	Path with Dead end
Highlighted Pink	Obstacle (overcomeable by jumping)

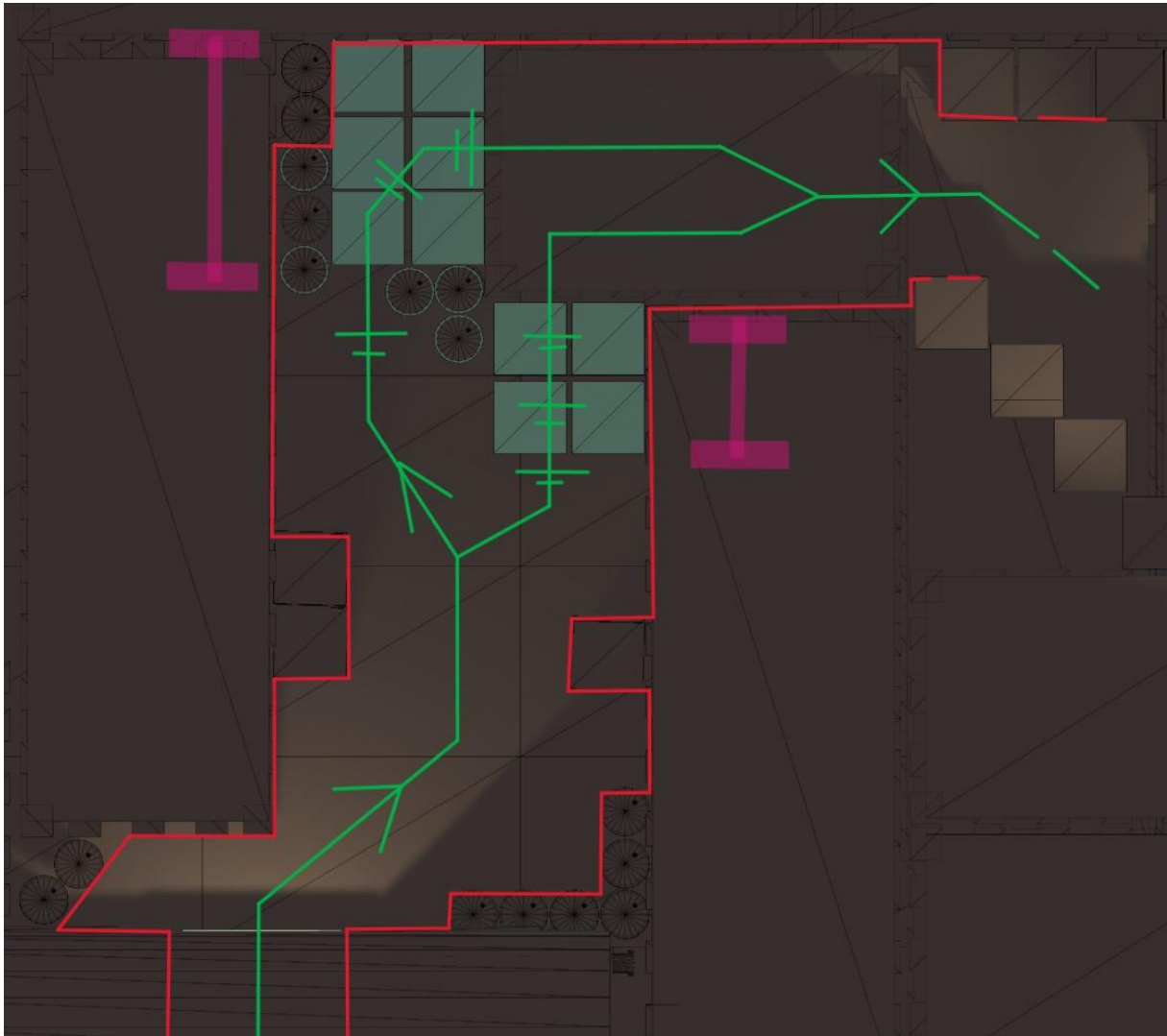
Info

In this room, the player has the option to climb up a container by jumping on various crates to grant them a view of a landmark marking an area they will be facing shortly.

The Name of the room comes from its bolt-like layout.



Room 04 – Backyard

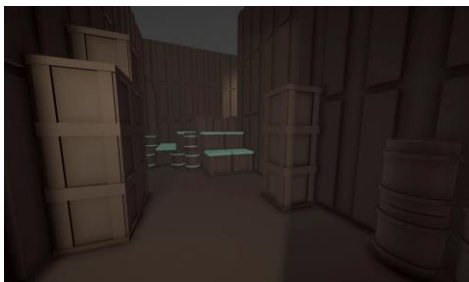


Map Legend

Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Highlighted Pink	Obstacle (overcomeable by jumping)

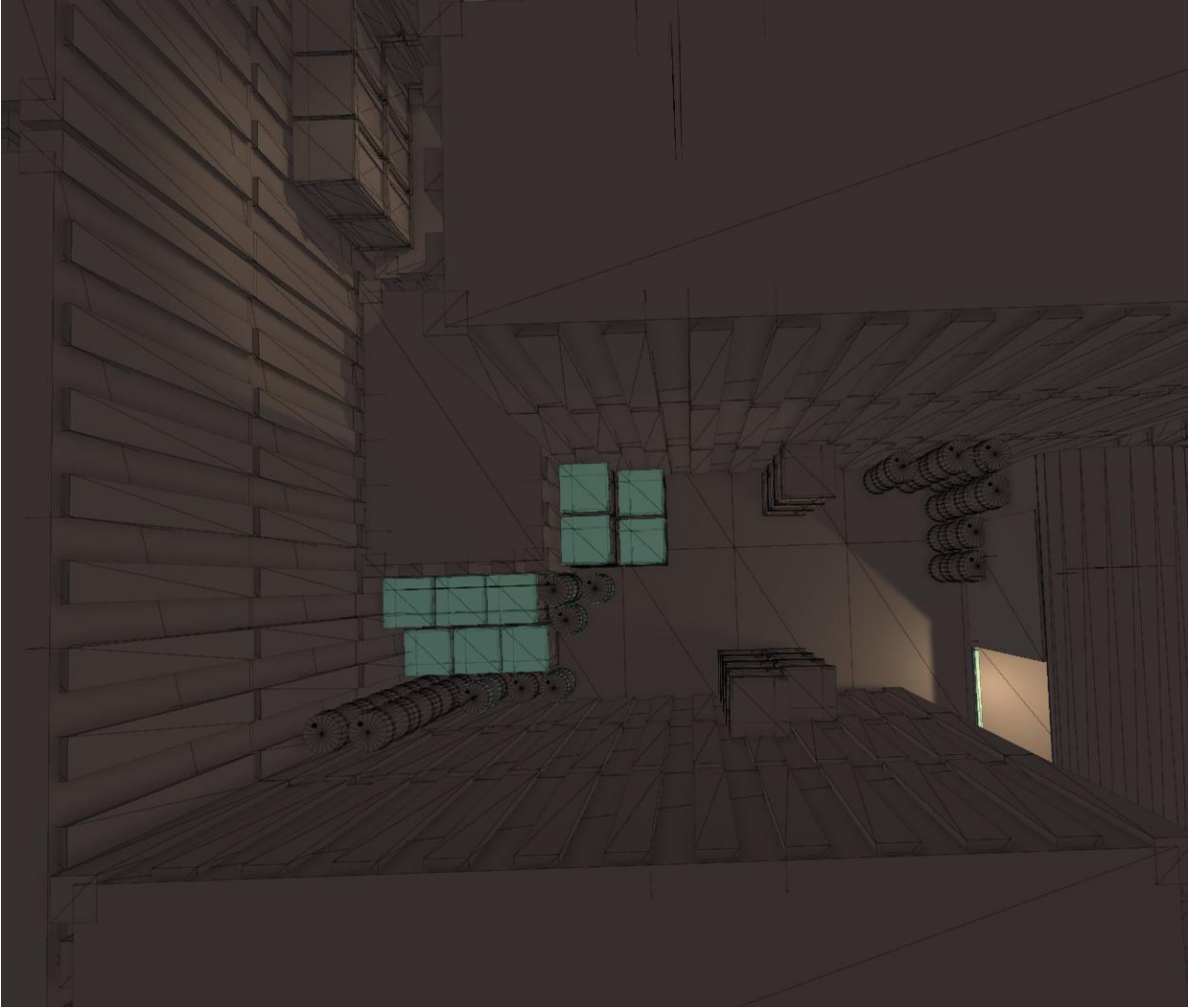
Description

After entering the fourth room, the player should calm down a bit. In this room, there is nothing complex, nothing to figure out. A ray of light and a few jumpable crates stacked on top of each other, forming a stairway upward leading to [the next room](#).

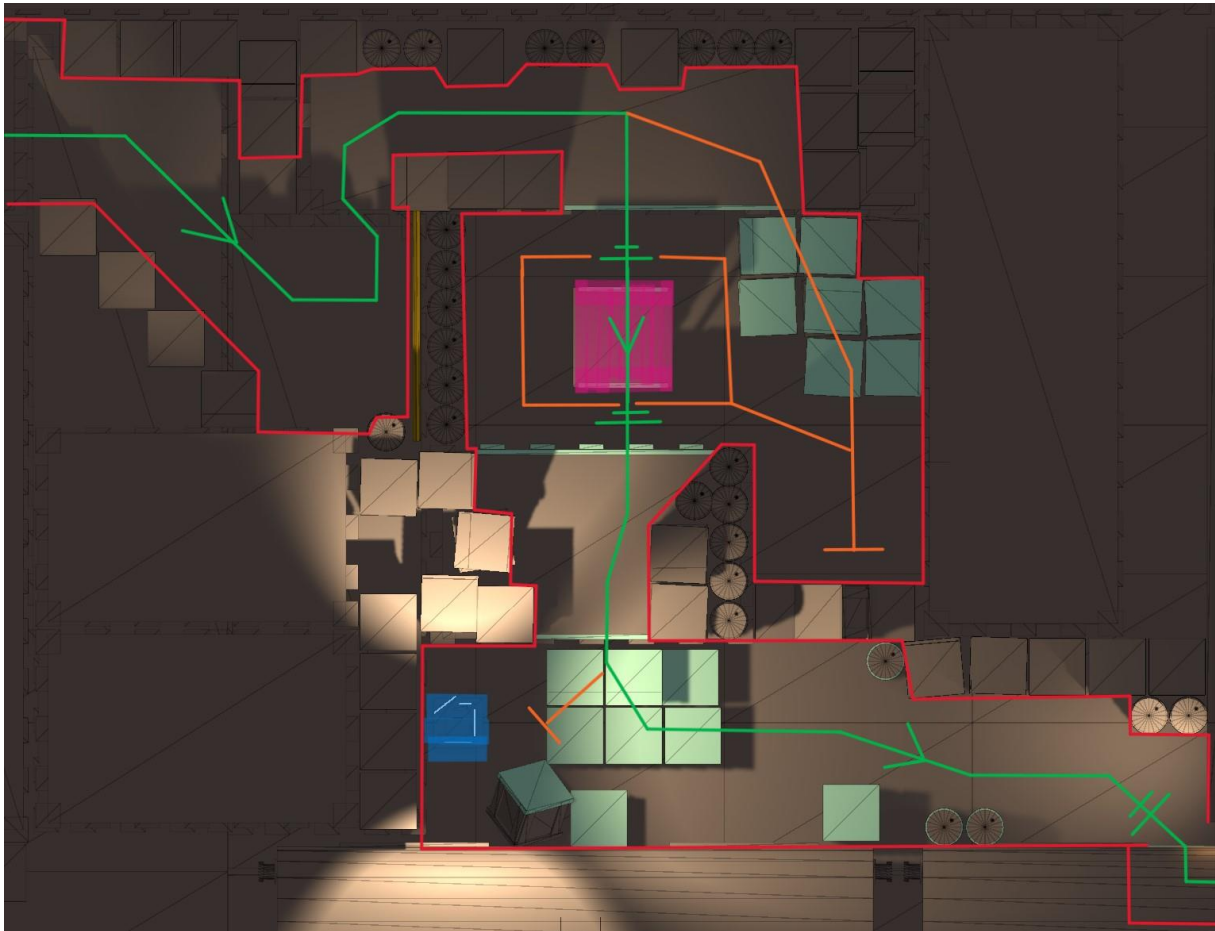


Additionally, to the small but openly designed area, the large 40-foot containers stacked to the sky should also give the player a sense of security after the dangerous path over various tracks and through different train wagons.

Additional Screenshot



Room 05 – Depot



Map Legend

Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Orange	Path with Dead end
Highlighted Pink	Obstacle (overcomeable by jumping)
Highlighted Blue	Landmark

Info

After the smaller and less well-lit Backyard, a large, open and interactive space opens - the Depot.

Entering the fifth room, the players' direct path is blocked by a high, reaching railing. Looking through it, the player locates a recess and the floodlight they have been seeing since they spawned.

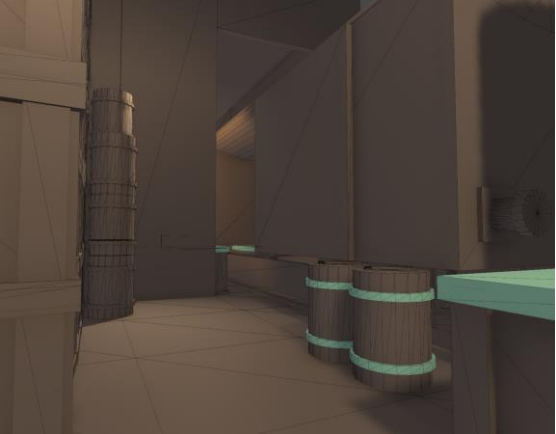
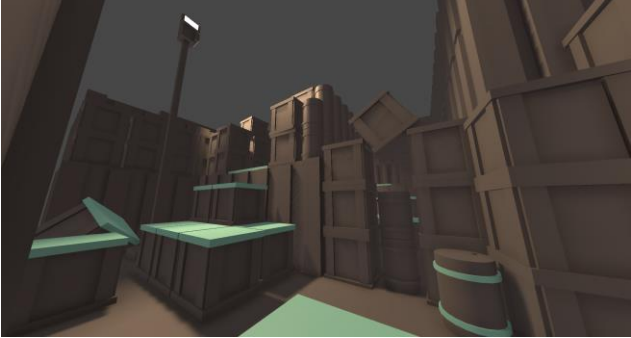
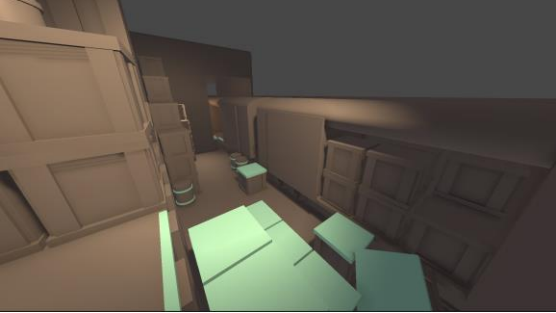
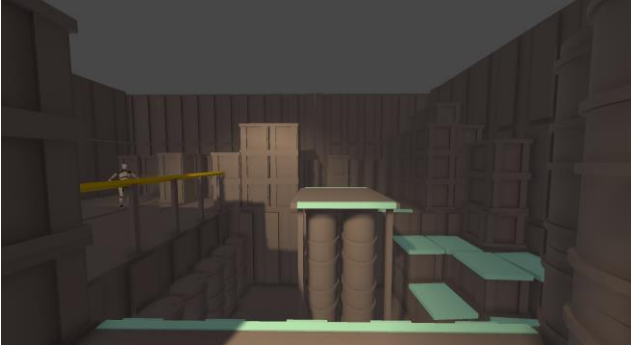
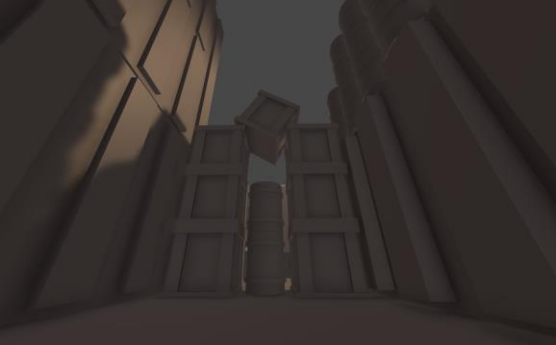
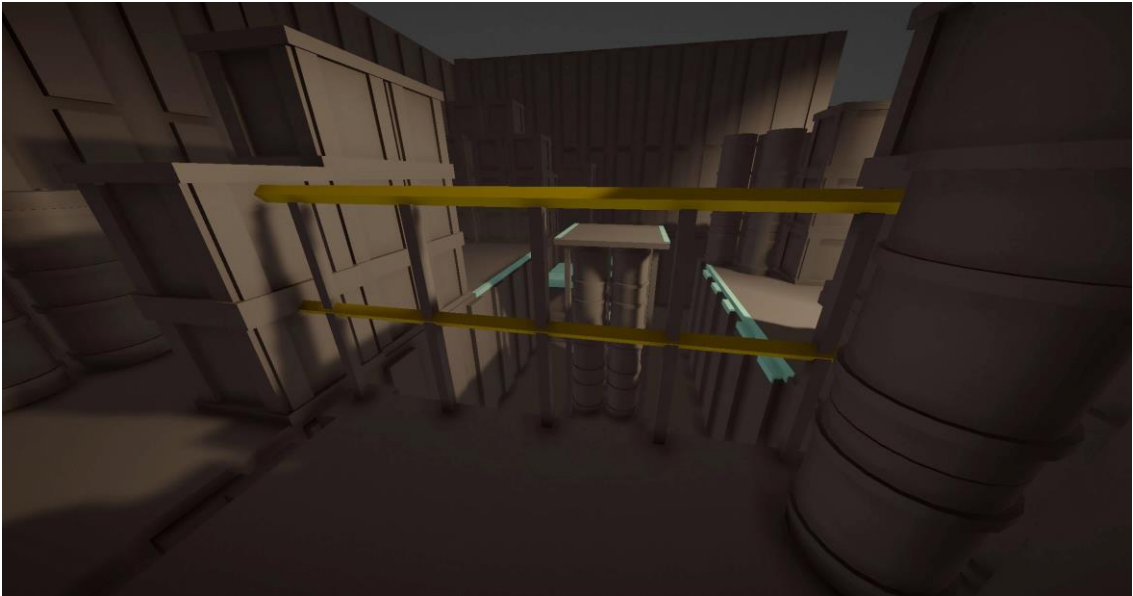
Now looking for a way to move on, they locate and follow a short and narrow path between stacked crates on their left side.

Finally, facing the recess, the player does have two options:

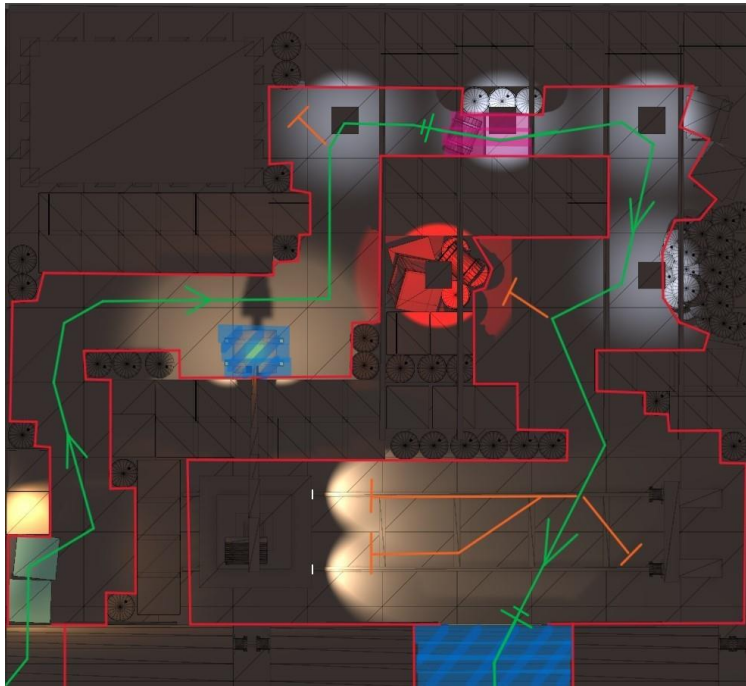
- Jump down the crates and explore the recess
 - ➔ The player did not find a continuing path whilst exploring the recess, so they figured to jump onto the barrels to be able to move on.
- Jump on top of the stacked barrels to cross the recess

They now jump a few crates down onto the floor and start moving towards the illuminated and opened door of a train wagon, leading them inside [the next room](#).

Additional Screenshots



Room 06 – Storage hall



Map Legend

Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Orange	Path with Dead end
Highlighted Pink	Obstacle (overcomeable by jumping)
Highlighted Blue	Landmark

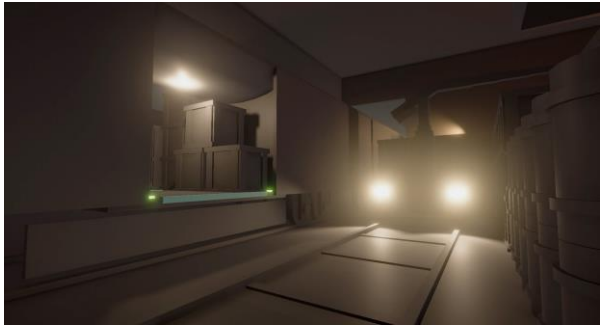
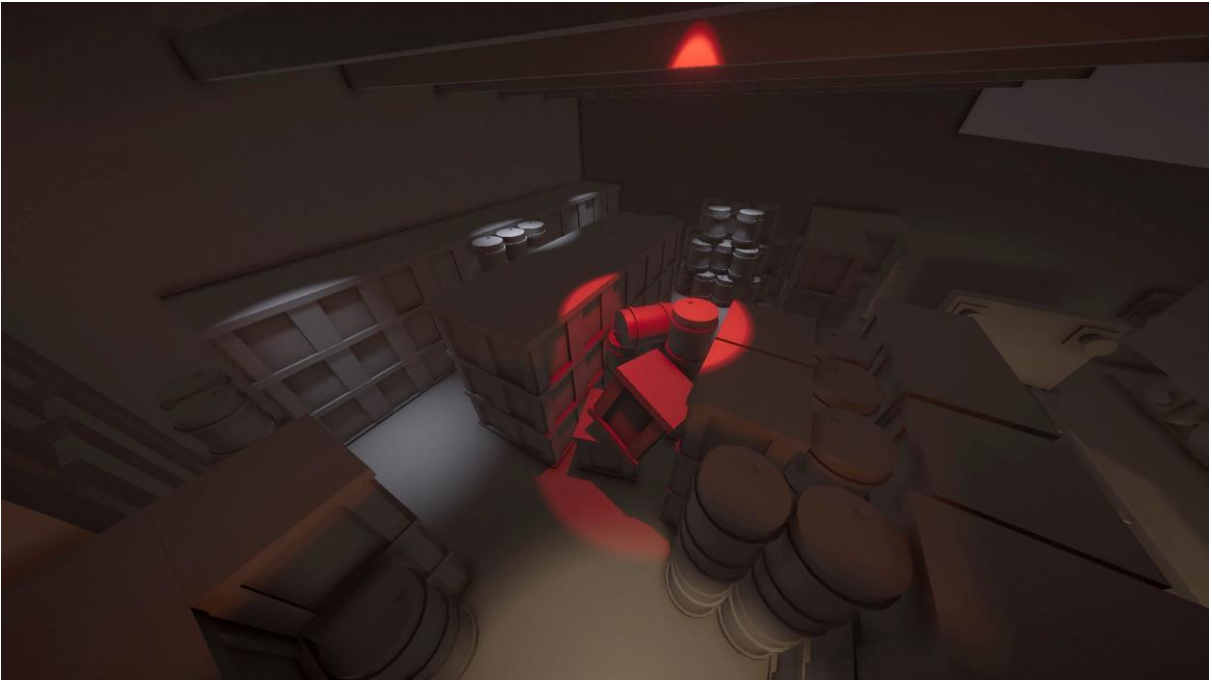
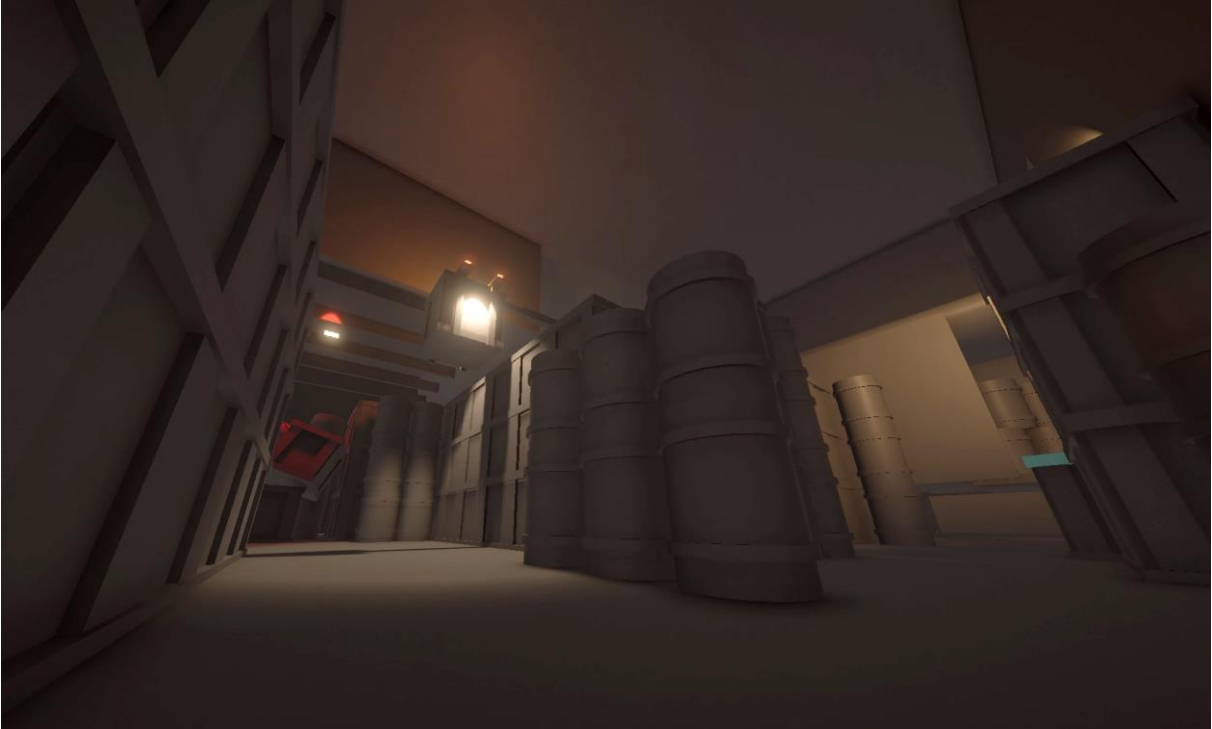


Info

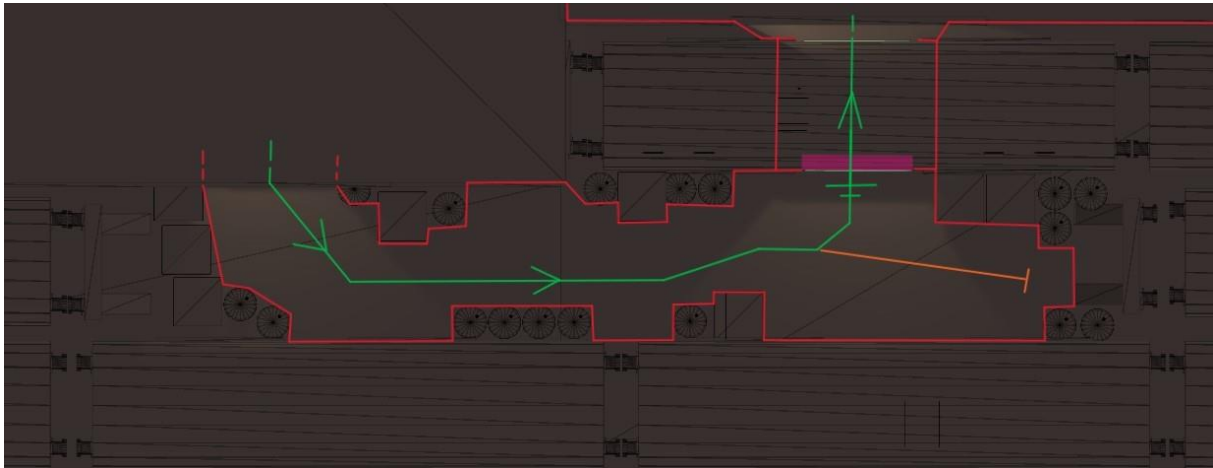
Looking outside the train wagon, the player just had entered; they see a narrow path leading the way nearer the finish line. When the player follows this path, they soon face some crates blocking their way, continuing to their left, another crate and some barrels blocking their way, although this time they can jump on and over the blockade.

Turning right, the player is continuing their way through a zigzag-like corridor, finally being dazzled by the bright headlights that belong to the moveable crane they walked under shortly before. Through another opened train wagon, they are able to enter [the next room](#).

Additional Screenshots



Room 07 – Connector

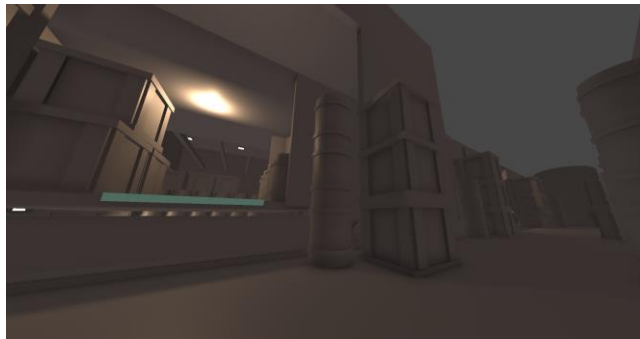
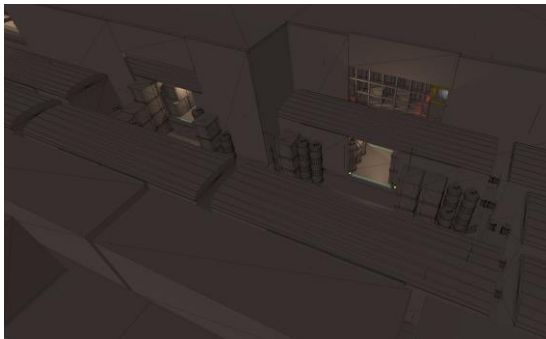


Map Legend

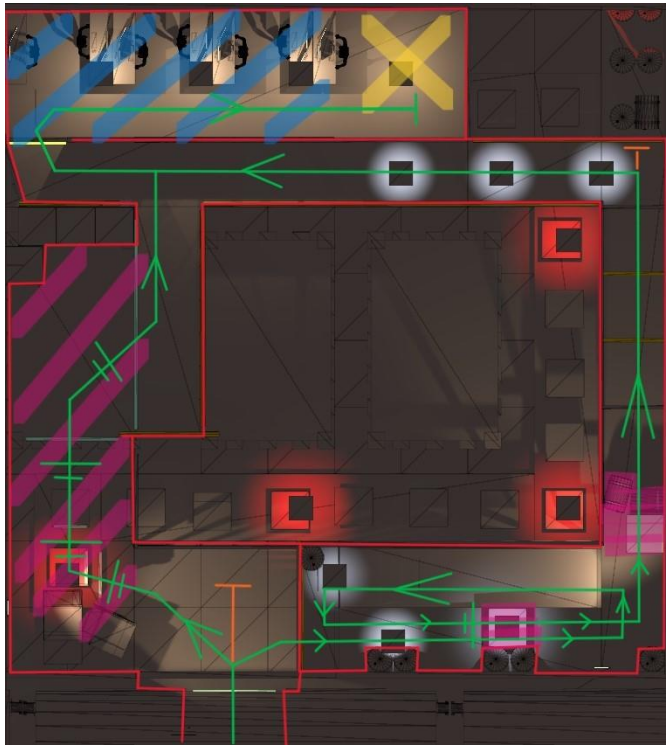
Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Orange	Path with Dead end

Info

The slanted placed crates and barrels should subconsciously encourage the player to move left. Whilst following their mostly straight forward path the player always sees a ray of light coming out of a opened train wagon at the end of the room, entering this wagon the player is able to continue to [the next room](#).



Room 08 – Office



Map Legend

Yellow Cross	Level Fin
Red	Edge / Level Boundaries
Green	Path
Green arrow	Path direction
Double green line crossing the path	Jump
Orange	Path with Dead end
Highlighted Pink	Obstacle (overcomeable by jumping)
Highlighted Blue	Landmark

Info

After climbing into the last train wagon the player is now looking at the final room of this level, the production hall with an office. The final destination and first thing the player saw when spawning a few minutes ago is located in the upper left corner of the room.

There are two paths the player can choose from:

- 1) Jumping onto the conveyor belt, from crate to crate, on top of a container and onto a gallery or
- 2) Turning right following multiple ramps upward onto a gallery located next to and over the conveyor belt on the other side of the room.

In both cases, the player first must stop for a moment, analyze the scene and then choose one path. Either way, they are going to have to jump multiple times over crates or gaps below them whilst option number one is more open but has higher difficulty in its jumps, the second option is narrower but does not contain as complex jumps.



Additional Screenshots

