



Figure 1: Cover Image [1]

Dying Light: “Clock’s Ticking”

Version 1.0

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Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	[REDACTED]	10/2/2023

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Level Design Document

Level Information

Quick Summary

“Clock’s Ticking” is a single-player, standalone level made in *Dying Light* in which the player races against time to retrieve antizin from a quarantined lab for Dr. Zere’s patients as quickly as possible. This level fits in around halfway through the main storyline of the game (after the player has traveled to Old Town). It focuses on quick, parkour movements and timed challenges.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	<ul style="list-style-type: none"> • Cricket Bat • Khopesh • 9mm Pistol • Double-Barreled Shotgun
	Player Skills/Abilities	<ul style="list-style-type: none"> • Run/Jump (general parkour movement skills) • Kick • Slide • Dodge
AI	Enemies	<ul style="list-style-type: none"> • Biters • Virals • Goons • Rais’ Men
	Friendlys	<ul style="list-style-type: none"> • Imran Zere (quest giver) • Pedro (side quest giver)
Challenges	Gameplay Themes	<ul style="list-style-type: none"> • Quick enemies in limited spaces, chases • Open parkour areas
	Obstacles/Hazards	<ul style="list-style-type: none"> • Partially blocked hallways/passageways
	New/Unique Gameplay	<ul style="list-style-type: none"> • Time restricted challenges • Navigating spaces efficiently
Aesthetics	Setting (visual theme)	<ul style="list-style-type: none"> • Quarantined Lab • Sewer System • Old Town

Level Map(s)

Overview Map Pt. 1

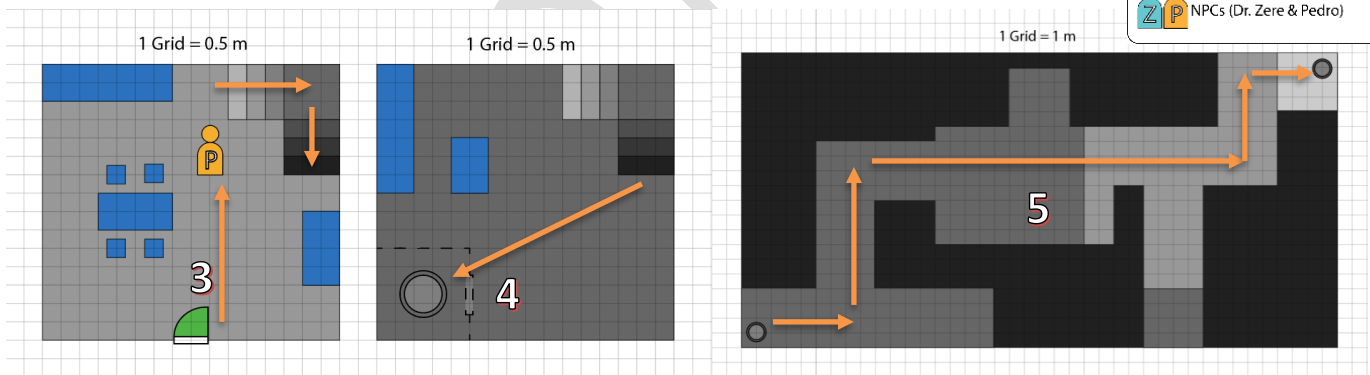
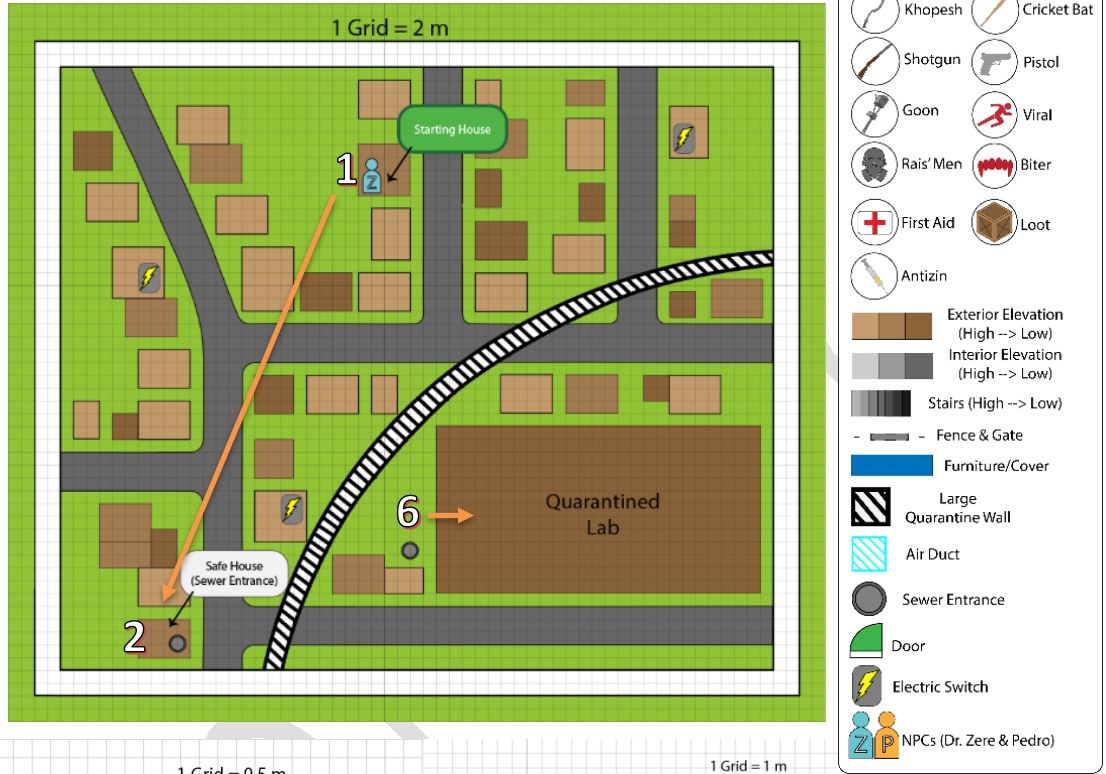


Figure 2: Overview Map Pt. 1 [9]

Map Label	Overview Map Pt. 1
1	Player receives quest to get the antizin from Dr. Zere
2	Player runs to the safe house within 3 minutes (there are biters , goons and virals throughout the town)
3	Player enters safe house and receives side quest from Pedro
4	Player enters the sewer through the basement of the safe house
5	Player passes through the sewer and encounters a goon in the process
6	Player exits the sewer and enters the quarantined lab (there are biters and virals in the lab)

Overview Map Pt. 2

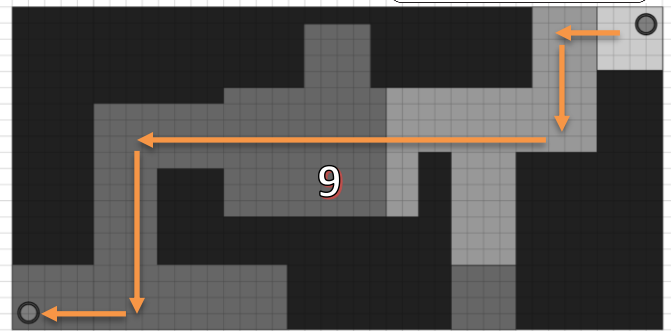
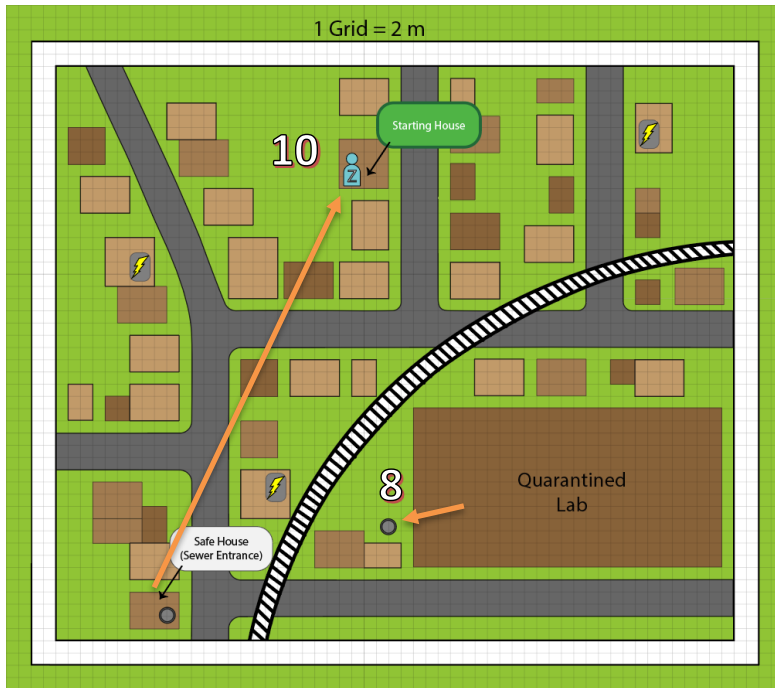
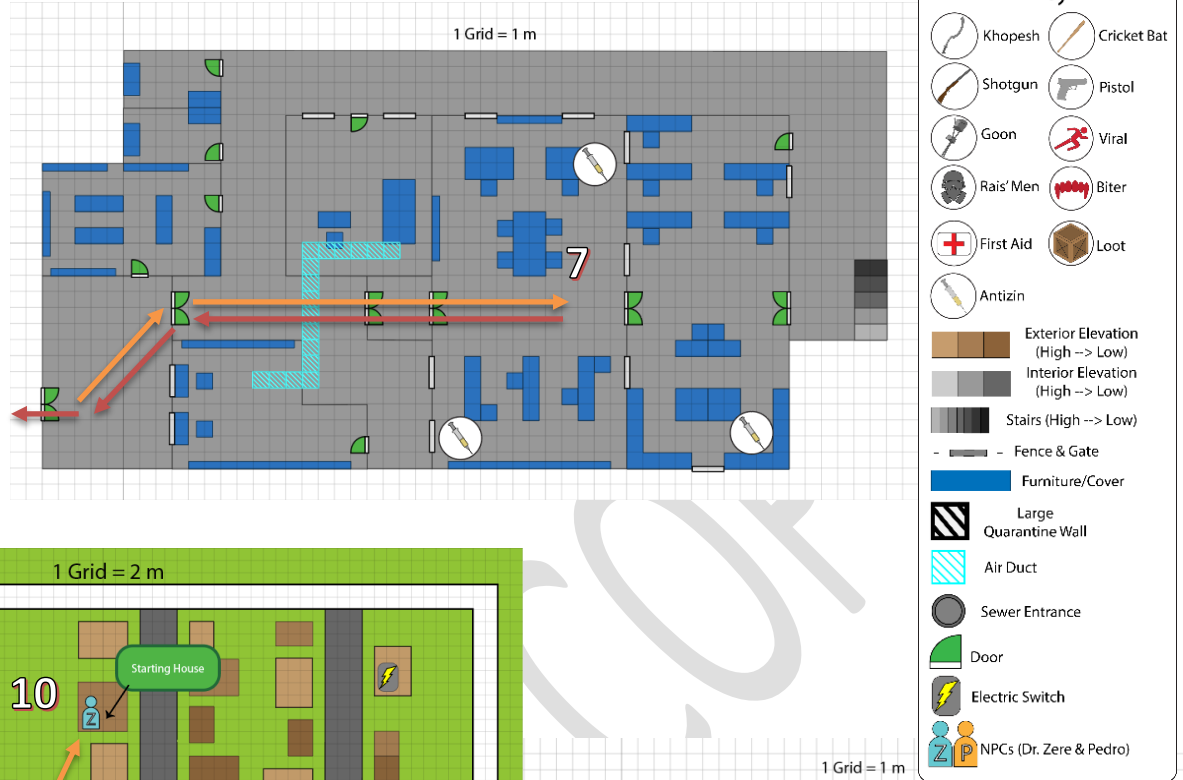


Figure 3: Overview Map Pt. 2 [9]

Map Label	Overview Map Pt. 2 Walkthrough
7	Player makes their way through the lab and gathers 3 antizin packages within 5 minutes . They encounter 4 of Rais' men after the timer runs out
8	Player exits the lab and enters the sewer
9	Player travels back through the sewer to bypass quarantine wall
10	Player exits the sewer and returns the antizin to Dr. Zere

Overview Map Pt. 3

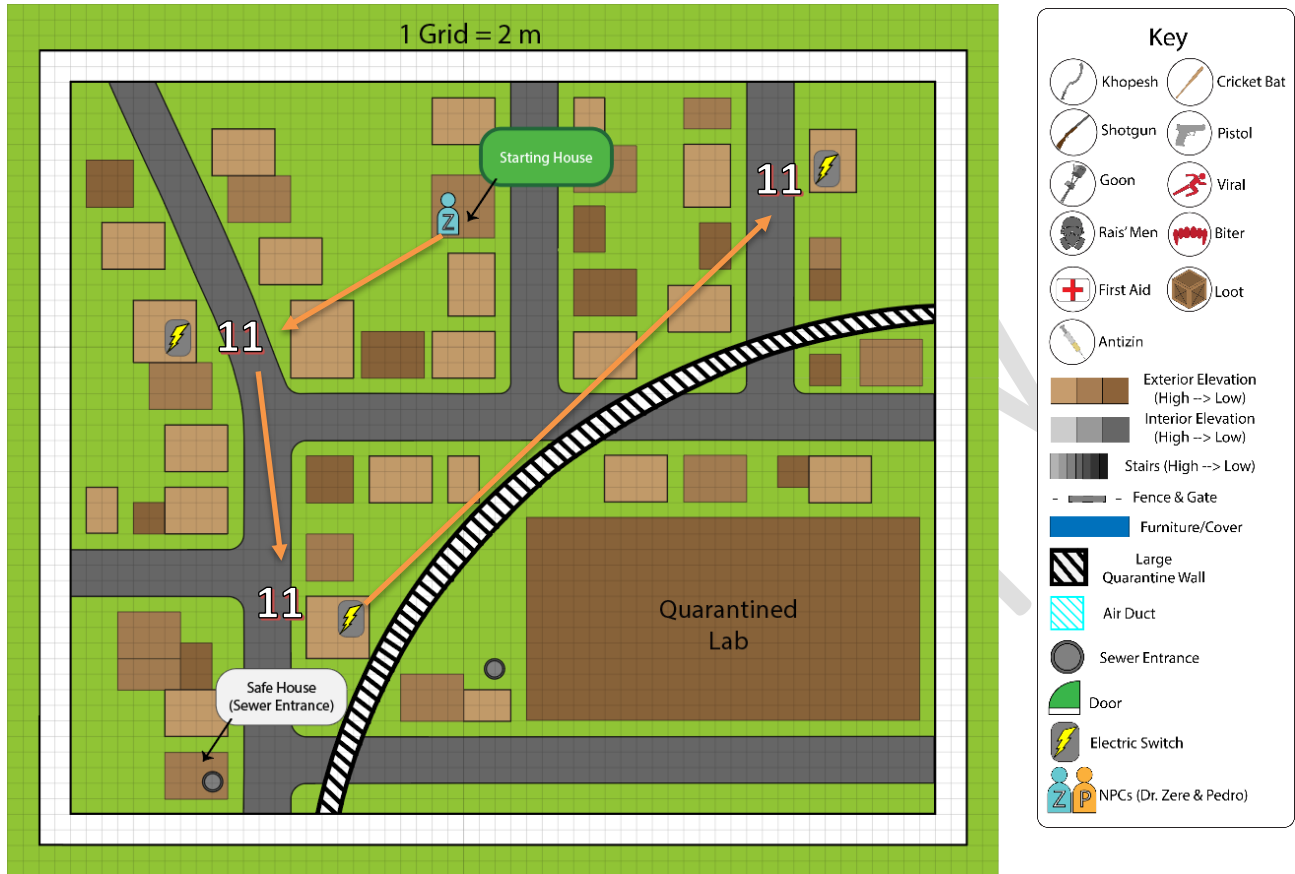


Figure 4: Overview Map Pt. 3 [9]

Map Label

Overview Map Pt. 3 Walkthrough

11 To complete side quest, player switches on **3 transformers** throughout the town

Town Pt. 1 Map

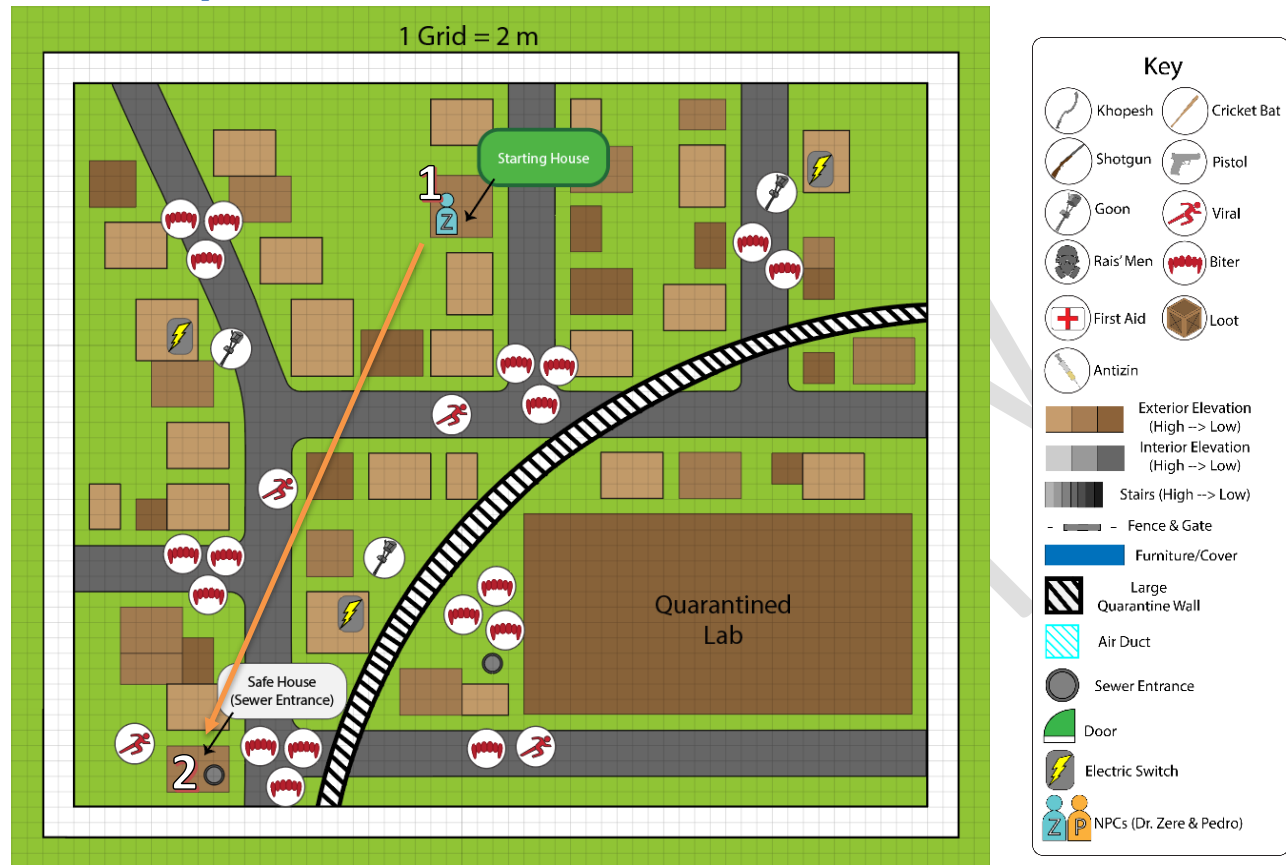


Figure 5: Town Pt. 1 Map [9]

Map Label

Town Pt. 1 Map Walkthrough

- | Map Label | Town Pt. 1 Map Walkthrough |
|-----------|---|
| 1 | <p>Player talks to Dr. Zere:</p> <ul style="list-style-type: none"> They receive the main quest to get 3 doses of antizin for an infected family from a quarantined lab. They are told the lab is on the other side of the quarantine wall, and that they must use the sewer to get past it Player is given 3 minutes to get to the safe house (w/ the sewer entrance) |
| 2 | Player arrives at the safe house and enters |

Safe House Pt. 1 Map

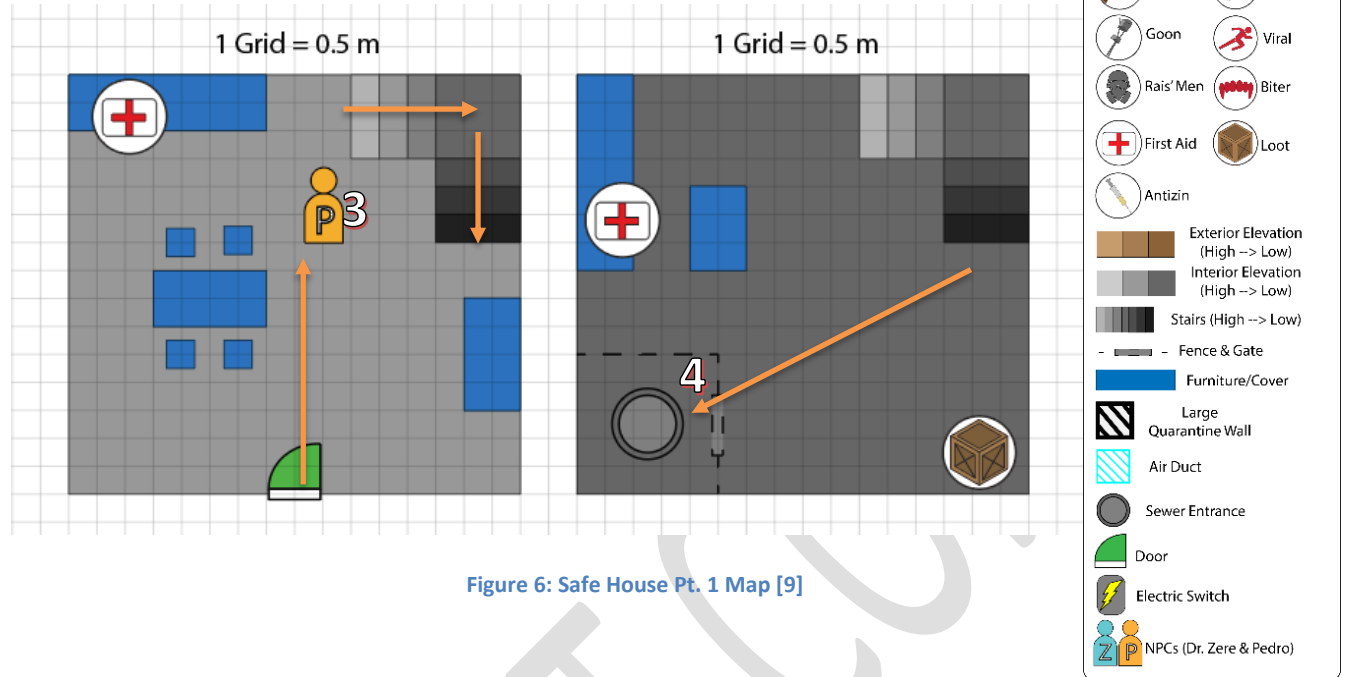


Figure 6: Safe House Pt. 1 Map [9]

Map Label	Safe House Pt. 1 Map Walkthrough
3	Player speaks to Pedro : <ul style="list-style-type: none"> Player learns the entrance to the sewer is in the basement Pedro gives the player the side quest in which they have to turn on 3 transformers to restore power to the safe house
4	Player goes to the basement and enters the sewer

Sewer Pt. 1 Map

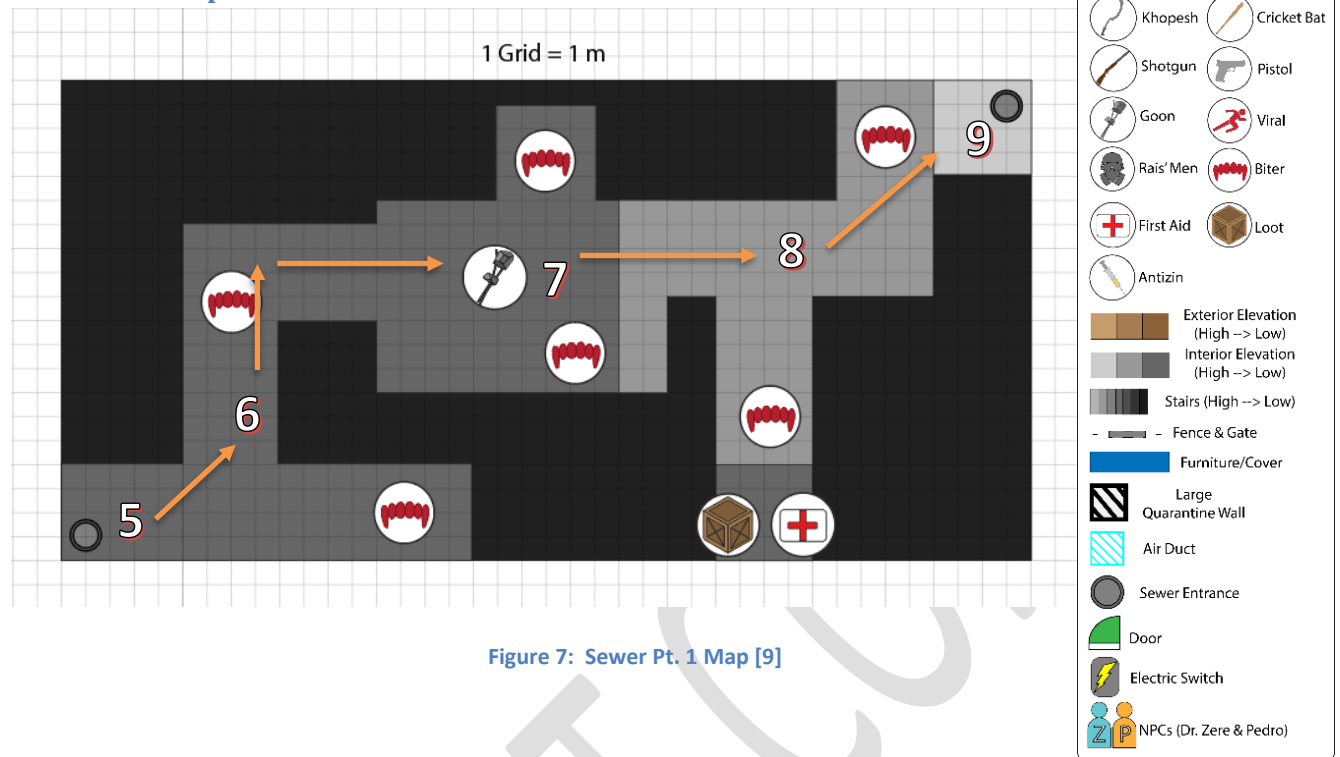


Figure 7: Sewer Pt. 1 Map [9]

Map Label	Sewer Pt. 1 Map Walkthrough
5	Player enters the sewer and gets a radio message from Pedro : <ul style="list-style-type: none"> He lets the player know that there are enemies within the sewer and that they should clear them out before exiting
6	In the first portion of the sewer, player encounters: <ul style="list-style-type: none"> 2 Biters
7	Player continues into center chamber/second portion and encounters: <ul style="list-style-type: none"> 1 Goon 2 Biters
8	Player continues to third portion of sewer and encounters: <ul style="list-style-type: none"> 2 Biters
9	Player exits the sewer onto the other side of the quarantine wall

Town Pt. 2 Map

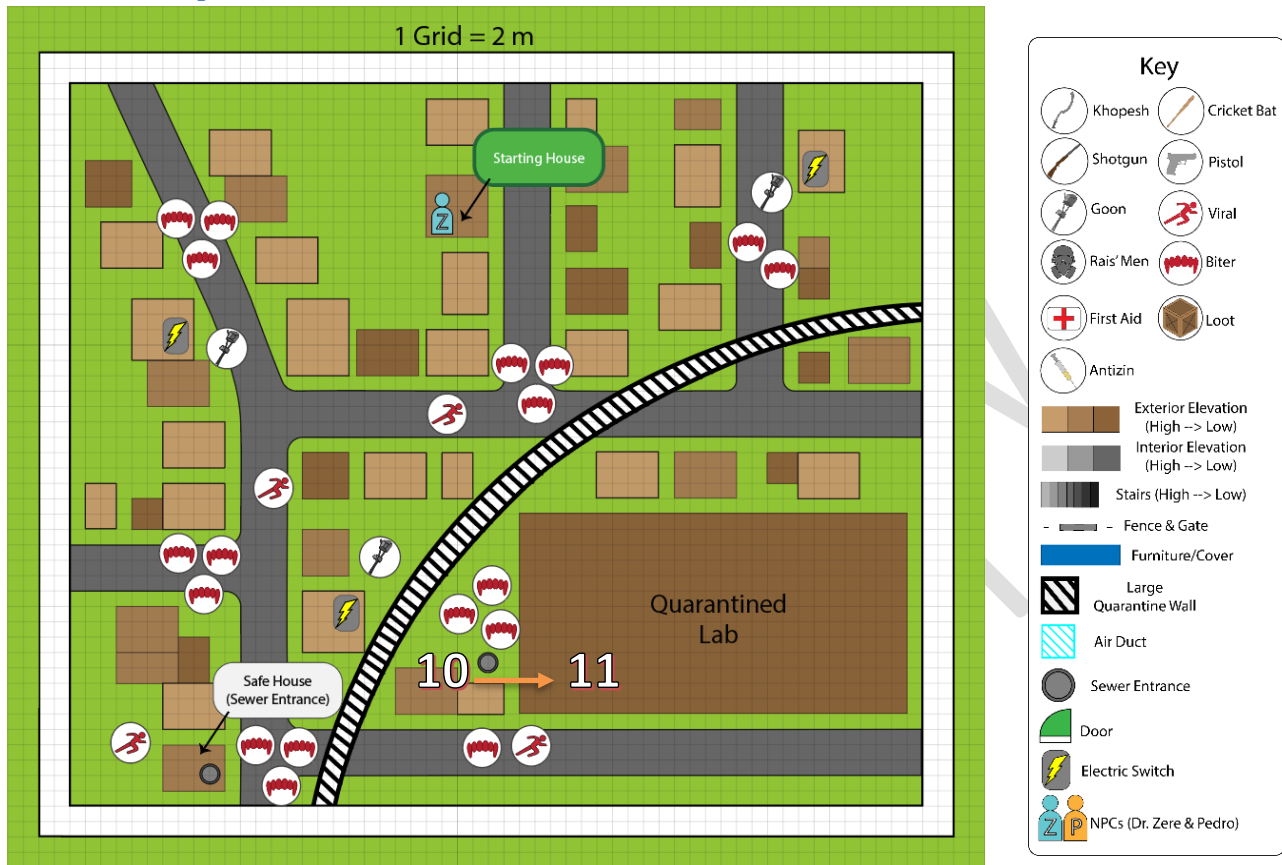


Figure 8: Town Pt. 2 Map [9]

Map Label	Town Pt. 2 Map Walkthrough
10	Player exits the sewer and encounters: <ul style="list-style-type: none"> • 3-4 Biters • 1 Viral
11	Player enters the quarantined lab

Lab Pt. 1 Map

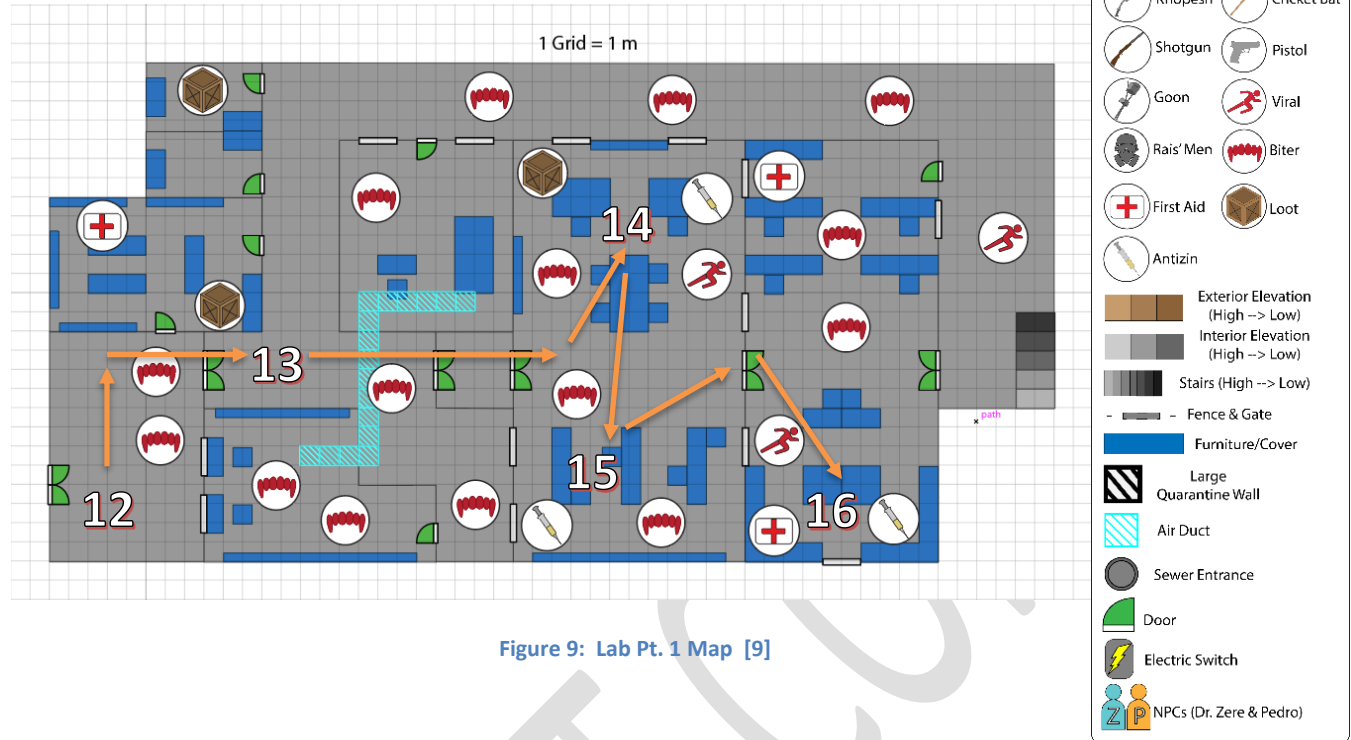


Figure 9: Lab Pt. 1 Map [9]

Map Label	Lab Pt. 1 Map Walkthrough
12	Player enters the lab and encounters: <ul style="list-style-type: none"> • 2 biters
13	Player enters the main hallway and gets a radio message from Dr. Zere : <ul style="list-style-type: none"> • Player learns that Rais' Men learned about the antizin and are coming to get it in 2 minutes
14	Player makes there way into the central room and collects the 1st antizin dose
15	Player collects 2nd antizin dose
16	Player collects 3rd antizin dose

Lab Pt. 2 Map

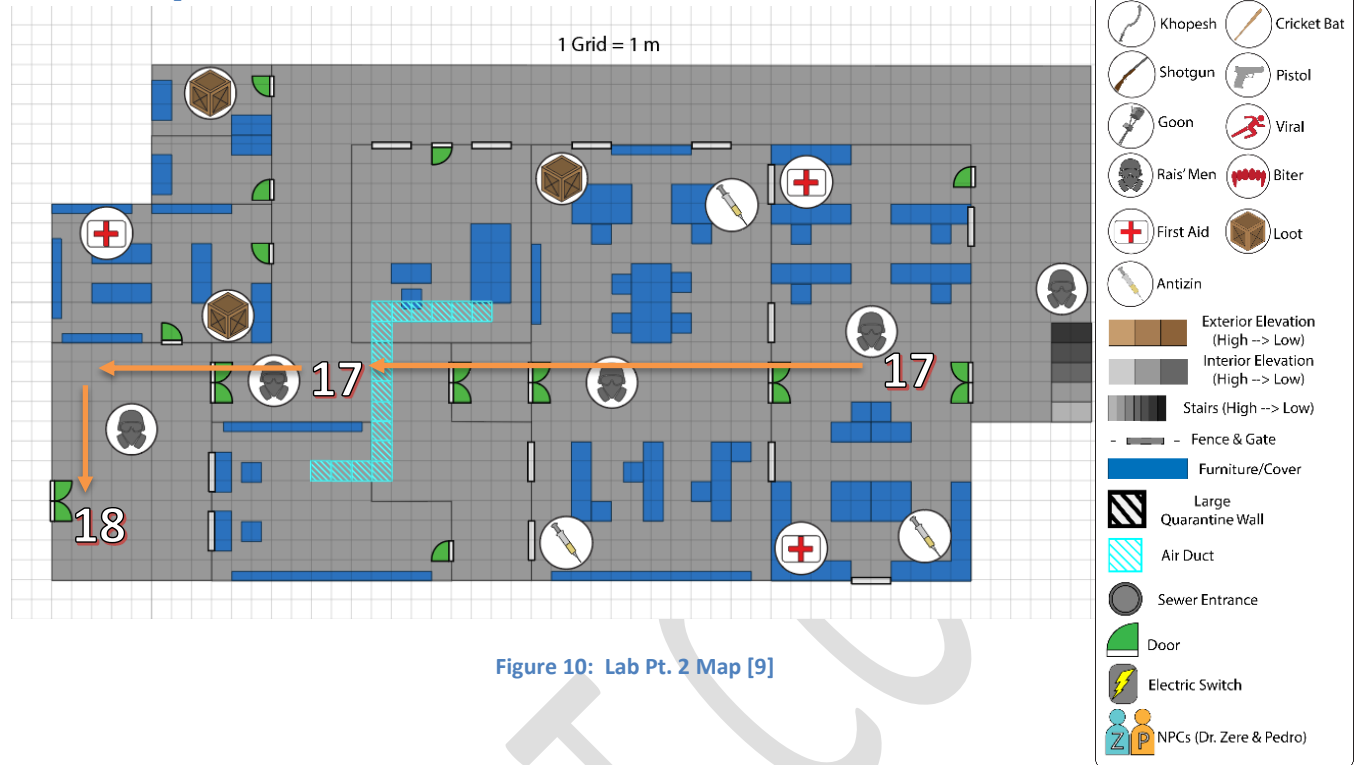


Figure 10: Lab Pt. 2 Map [9]

Map Label

Lab Pt. 2 Map Walkthrough

- | Map Label | Lab Pt. 2 Map Walkthrough |
|-----------|--|
| 17 | After being in the lab for 2 minutes or collecting all 3 doses the player encounters: <ul style="list-style-type: none"> A total of 5 of Rais' Men |
| 18 | Player exits the lab and heads to the sewer |

Sewer Pt. 2 Map

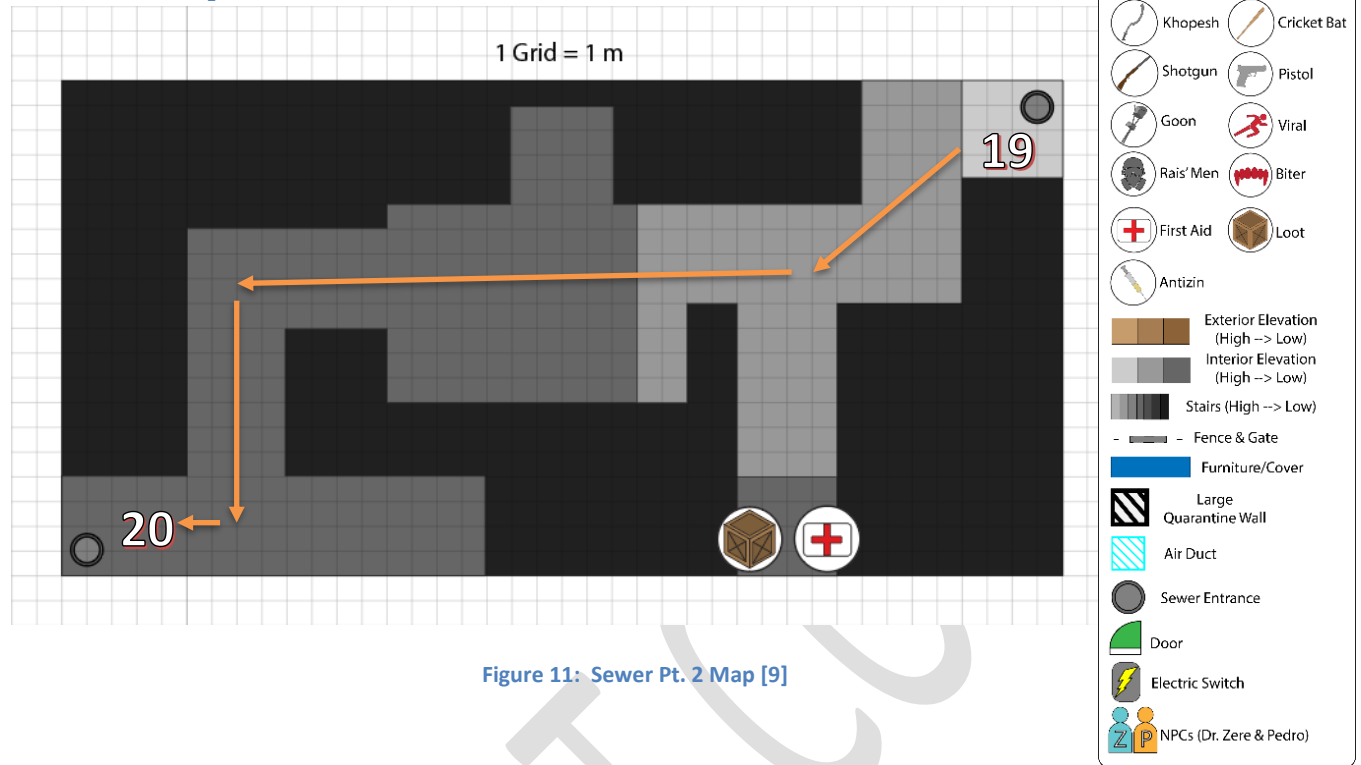


Figure 11: Sewer Pt. 2 Map [9]

Map Label	Sewer Pt. 2 Map Walkthrough
19	Player enters the sewer (has chance to collect loot if they haven't done so already)
20	Player exits the sewer into the safe house

Town Pt. 3 Map

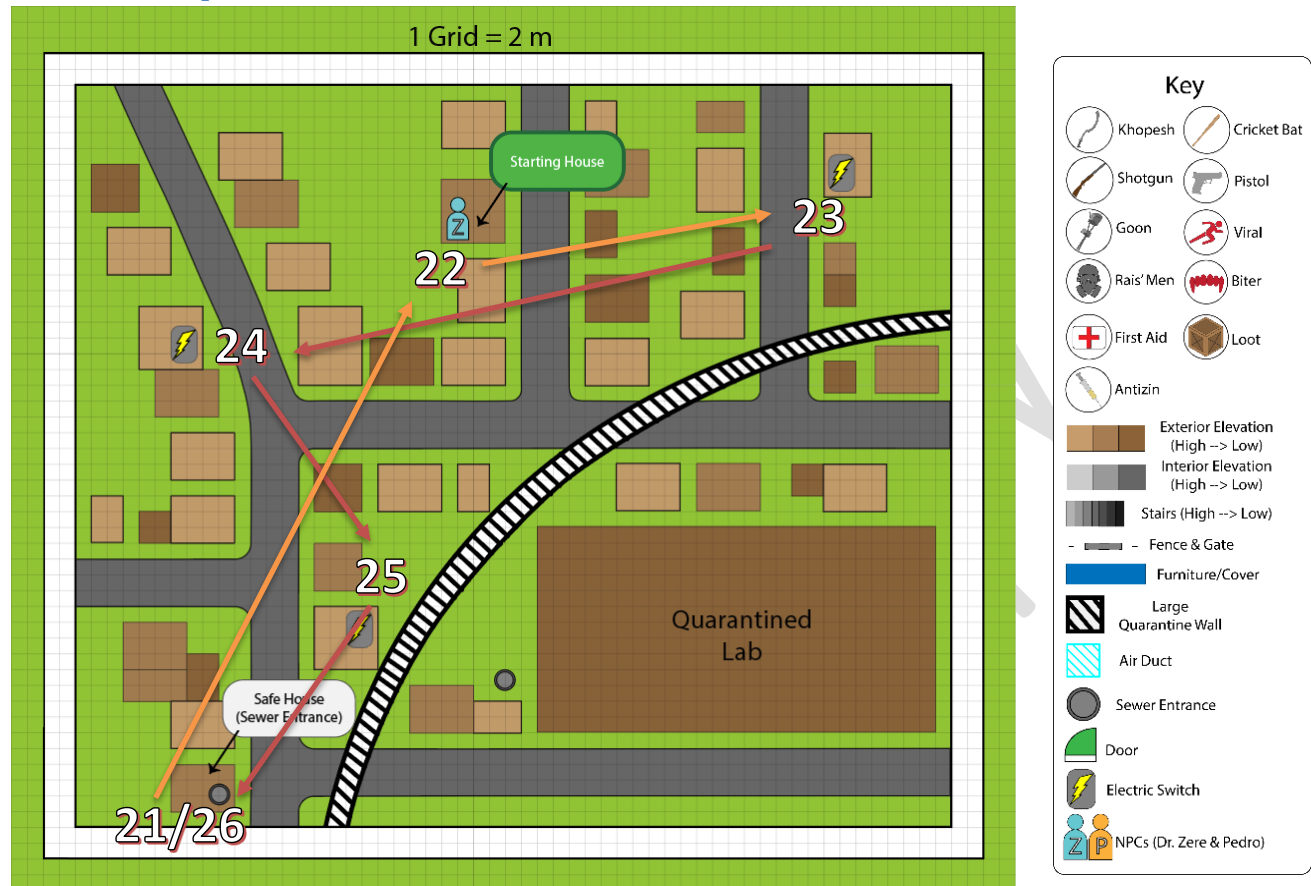


Figure 12: Town Pt. 3 Map [9]

Map Label	Town Pt. 3 Map Walkthrough
21	Player exits the safe house and gets a radio message from Dr. Zere : <ul style="list-style-type: none"> Dr. Zere asks the player if they're almost there yet Player is given 2 minutes to get the antizin to Dr. Zere
22	Player makes it back to Dr. Zere , delivers the antizin , and completes the main quest
23	To complete side quest, player turns on the 1st transformer
24	Player turns on the 2nd transformer
25	Player turns on the 3rd transformer
26	After all transformers are turned on, player receives radio message from Pedro : <ul style="list-style-type: none"> He thanks the player and they complete the side quest

Hook(s)/Gameplay Highlights

- Parkour-focused area
- Combat-focused area
- Timed challenges

Context

This level fits into the game approximately halfway through the main story. By this point, the player is familiar with the characters (Dr. Zere and Ayo) and they have entered Old Town.

Backstory

Dr. Zere was called into Old Town to take care of a sick family. When he arrived, he realized that they were all infected and in desperate need of antizin. The Tower is too far away to get antizin from, and the nearest source is a quarantined lab just beyond the quarantine wall. Naturally, Dr. Zere sends Crane on the mission of retrieving the much-needed antizin.

Aftermath

Crane becomes the hero of the day as a mother and her two young children are saved from turning into biters (or worse). Crane also gains the trust of the Savivors and can employ their help whenever needing to navigate the sewer systems.

Development Schedule

Milestone	Date
LDD	10/2/2023
Whitebox	10/16/2023
Initial Gameplay	11/6/2023
Gameplay Complete	11/20/2023
Aesthetics	11/27/2023
Launch	12/4/2023

Aesthetic References

This level takes place in three different settings: Old Town, the sewer system, and a lab in the slums.

Laboratory



Figure 13: Laboratory Reference 1 [2]



Figure 14: Laboratory Reference 2 [3]



Figure 15: Laboratory Reference 3 [4]

Sewer System



Figure 16: Sewer Reference 1 [5]

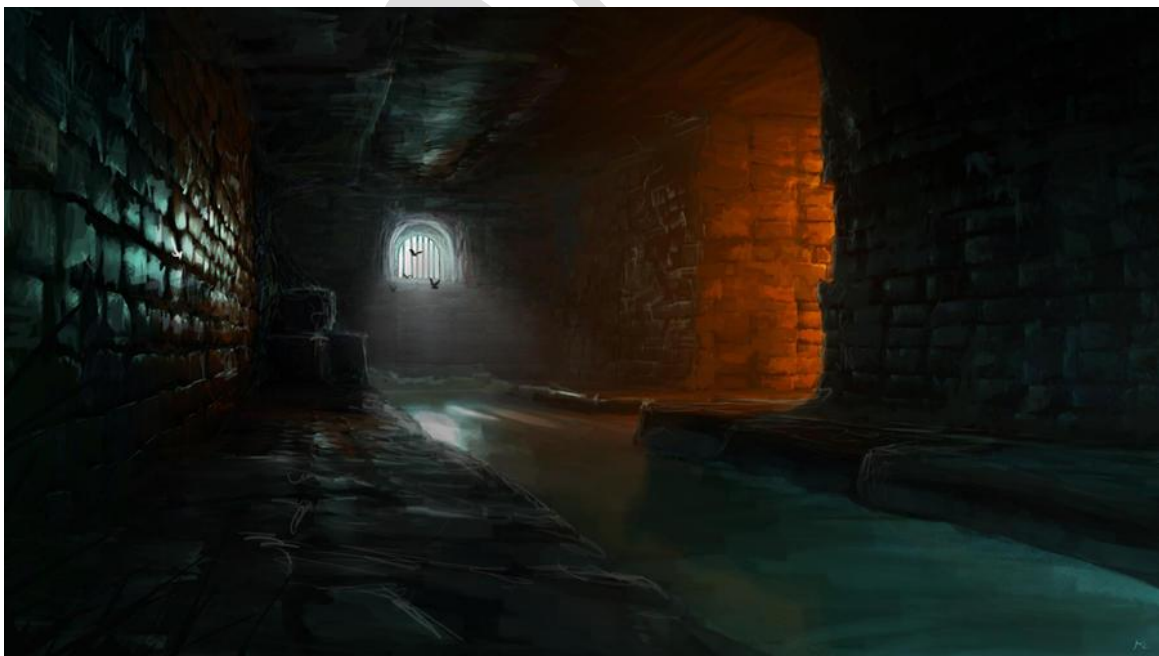


Figure 17: Sewer Reference 2 [6]

Old Town

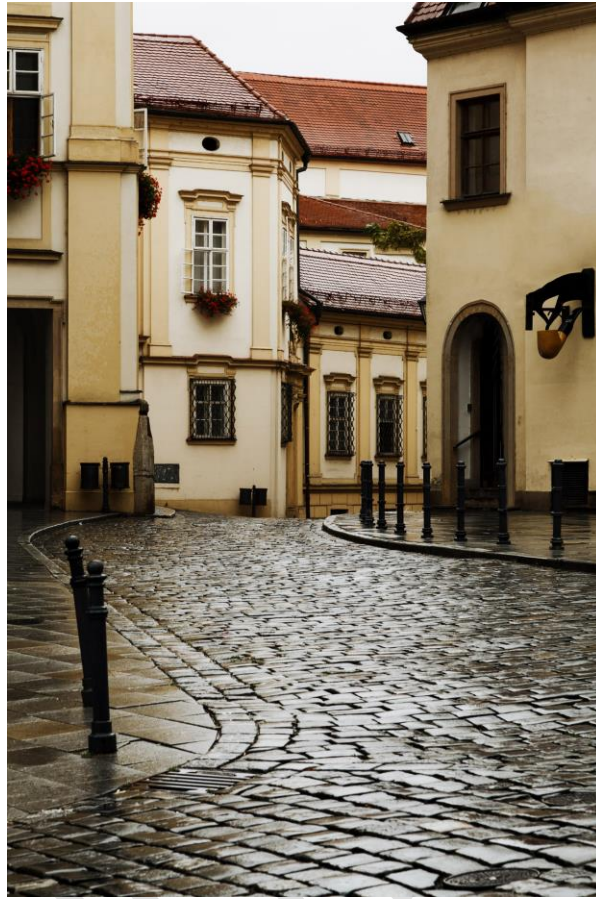


Figure 18: Old Town Reference 1 [7]



Figure 19: Old Town Reference 2 [8]

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