



31WAREHS

SUPERHOT level made in Unity
Level Design Document by Simran Baria

Changelogist

Date	Author	Description
September 25th, 2025	Simran Baria	Document created Headings and formatting added Added title page, changelogist, table of contents, story, reference images, program, metrics, and schedule
September 26th, 2025	Simran Baria	Captioned reference images Added image to title page
October 1st, 2025	Simran Baria	Added diagrams
October 5th, 2025	Simran Baria	Added gameplay metrics, added a level map
December 12th, 2025	Simran Baria	Updated story to paragraph form Updated reference images Updated program to include break room and new gun types Updated diagrams Updated metrics to include gun reload times Updated map Added mission map Updated gameplay schedule

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Story

31WAREHS is a level taking place in the middle of SUPERHOT's overall gameplay. The overarching narrative for SUPERHOT is that the player is put into levels with seemingly random and disconnected themes. In this level, the player is put into a modern-day warehouse building.

The player's task is to make it to the main warehouse area after entering the building through the loading dock. As soon as they enter, they will begin to be ambushed and pursued by red enemies, as per each SUPERHOT level. In this level, the narrative the enemies are given are warehouse workers and security guards.

The building consists of a loading dock with catwalks, storage halls, the warehouse itself, and a little breakroom for employees. It is fully kitted out with boxes, barrels, crates, and forklifts too. The breakroom also contains tables and vending machines. The player will venture through all these rooms to reach the warehouse, facing warehouse workers in front of them and security personnel chasing behind them.

The enemies' goal is to stop the player from reaching the warehouse, where the shelves are lined with pallets and crates filled with what can only be presumed as valuable items. Like many SUPERHOT levels, the overall theme is the player breaking into a building they're not supposed to be in and escaping from enemies. This connects the level to the overall theming of SUPERHOT levels, but keeps its own unique mini-narrative and theme as well.

Reference

Environment

Warehouse	
	
<p>Figure 1.1 - Two workers pulling boxes through pallet shelves, composition reference</p>	<p>Figure 1.2 - A forklift either placing or picking up a pallet from a shelf, composition reference</p>
	
<p>Figure 1.3 - Pallets to be used in a warehouse, composition and prop reference</p>	<p>Figure 1.4 - View of a warehouse filled with boxes, environment and composition reference</p>
Loading Dock	
	
<p>Figure 2.1 - Truck unloading into a loading bay, environment reference</p>	<p>Figure 2.2 - View of a loading dock, environment reference</p>



Figure 2.3 - Warehouse pallets and barrels, prop reference



Figure 2.4 - Empty loading dock, closed garages, environment reference

Break room



Figure 3.1 - Exterior of a warehouse breakroom, environment reference



Figure 3.2 - Interior of a break room, prop reference

Setting

General Setting	
	
<p>Figure 4.1 - Exterior of a modern warehouse, loading bay at the side, setting reference</p>	<p>Figure 4.2 - Exterior of an older warehouse, loading bay at the side, setting reference</p>
Art style	
	
<p>Figure 5.1 - SUPERHOT art style and general aesthetic, colour palette reference</p>	<p>Figure 5.2 - Low-poly warehouse asset pack, modelling reference</p>

Character

Warehouse Workers		
		
<p>Figure 6.1 - Warehouse workers</p>	<p>Figure 6.2 - A warehouse worker pulling boxes through an aisle of pallets</p>	<p>Figure 6.3 - A warehouse worker operating a forklift</p>
Security Guards		
		
<p>Figure 7.1 - A general security officer</p>	<p>Figure 7.2 - A construction site security officer</p>	

Program

Narrative

Loading Bay - First area, only two enemies, has forklifts and crates

Staircase - Connects to the loading bay, leads up to the catwalk, has enemies at different heights

Catwalk - Above the loading bay, leads to storage corridor, enemies spawn in front and behind

Storage Corridor - Narrow hallway, filled with barrels and boxes, leads to the break room, enemies charge through the narrow space

Break room - Connects to the warehouse from the storage corridor, contains tables and vending machines, enemies spawn inside

Warehouse - Largest room, multiple waves of enemies, filled with shelves, pallets, crates, and forklifts, multiple waves of enemies, end of the level

Boxes - Cover props, half player height, able to be jumped on

Barrels - Cover props, player height

Crates - Cover props, player height

Forklifts - Cover props, in the loading dock and warehouse only

Pallets - Mostly decorative, in the warehouse only

Shelves - Cover props, have space to walk through or to hold crates, in the warehouse only

Tables - Cover props, half player height, able to be jumped on, in the break room only

Vending machine - Cover props, mostly decorative, in the break room only

Gameplay

Pistol - Can shoot bullets, two-second reload time, affected by time dilation

Shotgun - Can shoot a spray of eight bullets, five-second reload time, affected by time dilation

Rifle - Can shoot four consecutive bullets, five-second float time, affected by time dilation

Weapon pick-ups - Allows the player to pick up the shown weapon and replace what they currently have equipped, one located in front of them when they spawn in to teach them how to pick up items, each enemy drops one corresponding to the weapon they had equipped

Enemy spawners - Spawns enemies either when passing through an area or after a certain number of enemies are killed

Enemies - Can shoot the player, charge towards them, stop moving when time is stopped, equipped with one of the three weapons

Doors - Open after a certain number of enemies are killed

Diagrams

Adjacency Matrix

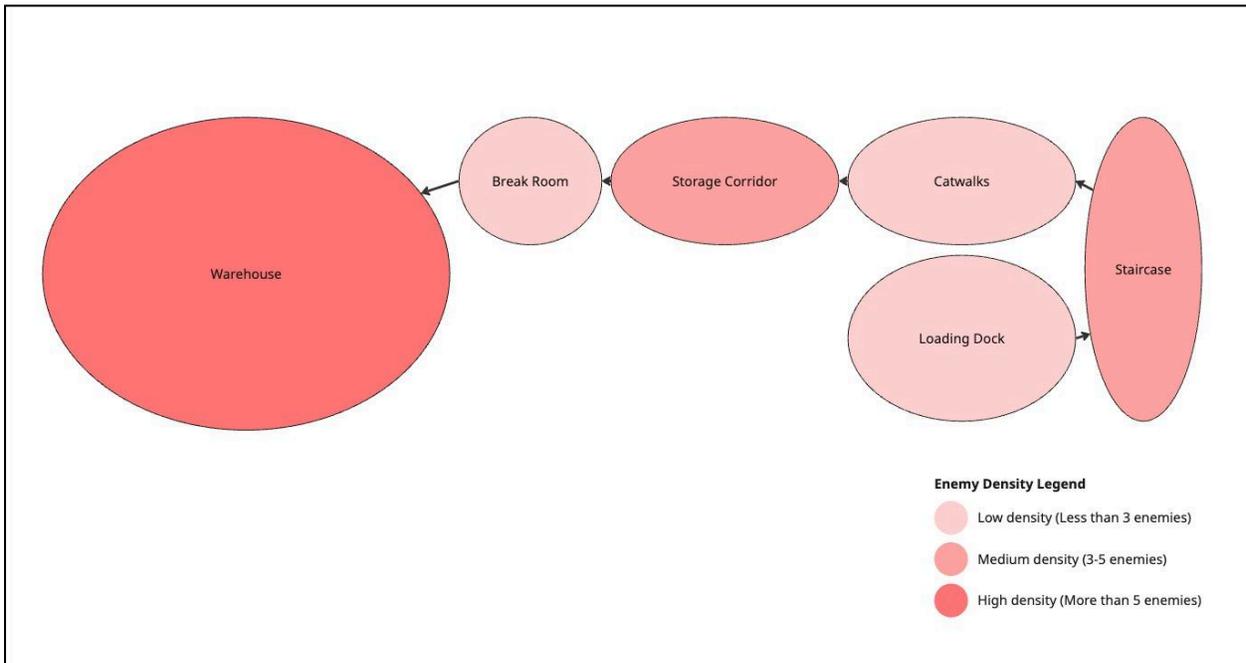
Of the player and enemies' ability to shoot each other from different rooms

	Loading Dock	Staircase	Catwalks	Storage Corridor	Breakroom	Warehouse
Loading Dock	Grey	Green	Yellow	Red	Red	Red
Staircase	Green	Grey	Green	Yellow	Red	Red
Catwalks	Yellow	Green	Grey	Green	Red	Red
Storage Corridor	Red	Yellow	Green	Grey	Green	Red
Breakroom	Red	Red	Red	Green	Grey	Green
Warehouse	Red	Red	Red	Red	Green	Grey

Legend	
Direct connection	Green
Can shoot at	Yellow
No connection	Red

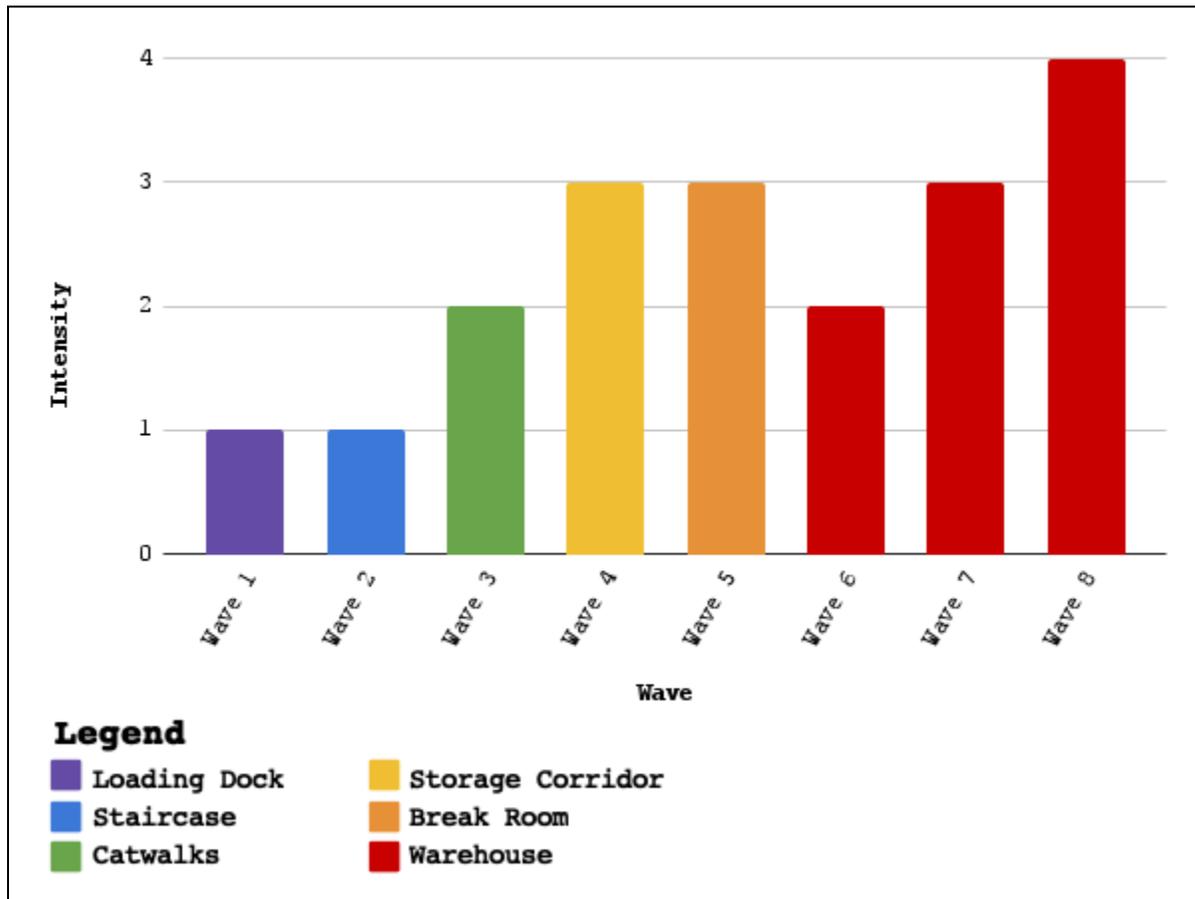
Bubble Diagram

Of enemy density relative to the size of the room



Intensity Diagram

Of the difficulty of each enemy wave and which rooms they spawn in



Metrics

Character

Character	Width (m)	Height (m)	Length (m)
Player	1	2	1
Enemy	1	2	1

Object

Object	Width (m)	Height (m)	Length (m)
Box	0.75	0.75	0.75
Barrel	0.75	2	0.75
Forklift	3	5	4
Crate	3	3	3
Shelf pallet	5	5	5
Table	2.5	0.75	1.5

Gameplay

Player Jump Height - 1m

Player Jump Length - 3m

Pistol Reload Time - 2 seconds

Shotgun Reload Time - 5 seconds

Rifle Reload Time - 5 seconds

Map

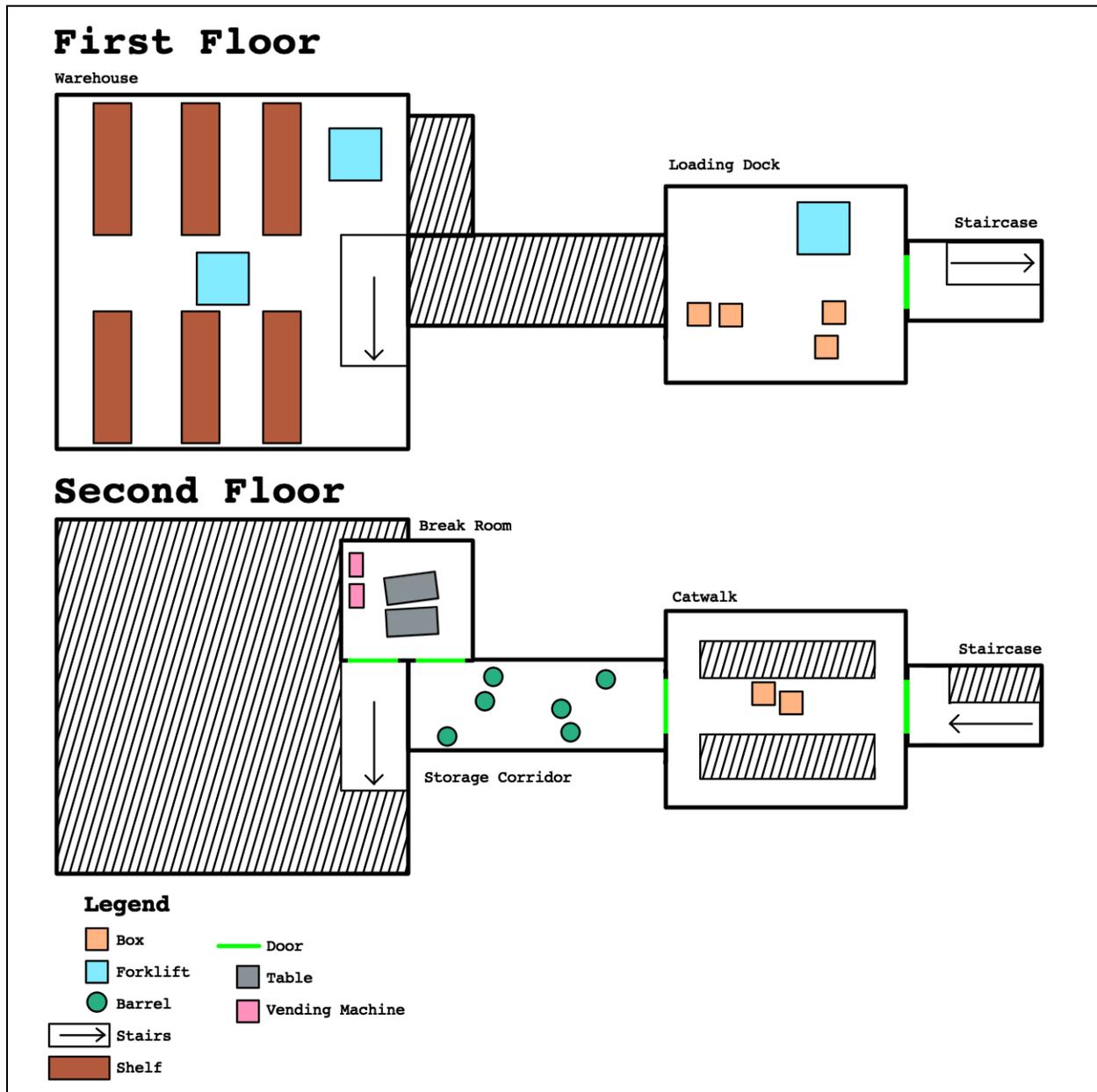


Figure 8.1 - A map of the entire level showcasing the layout of rooms and props

Mission Map

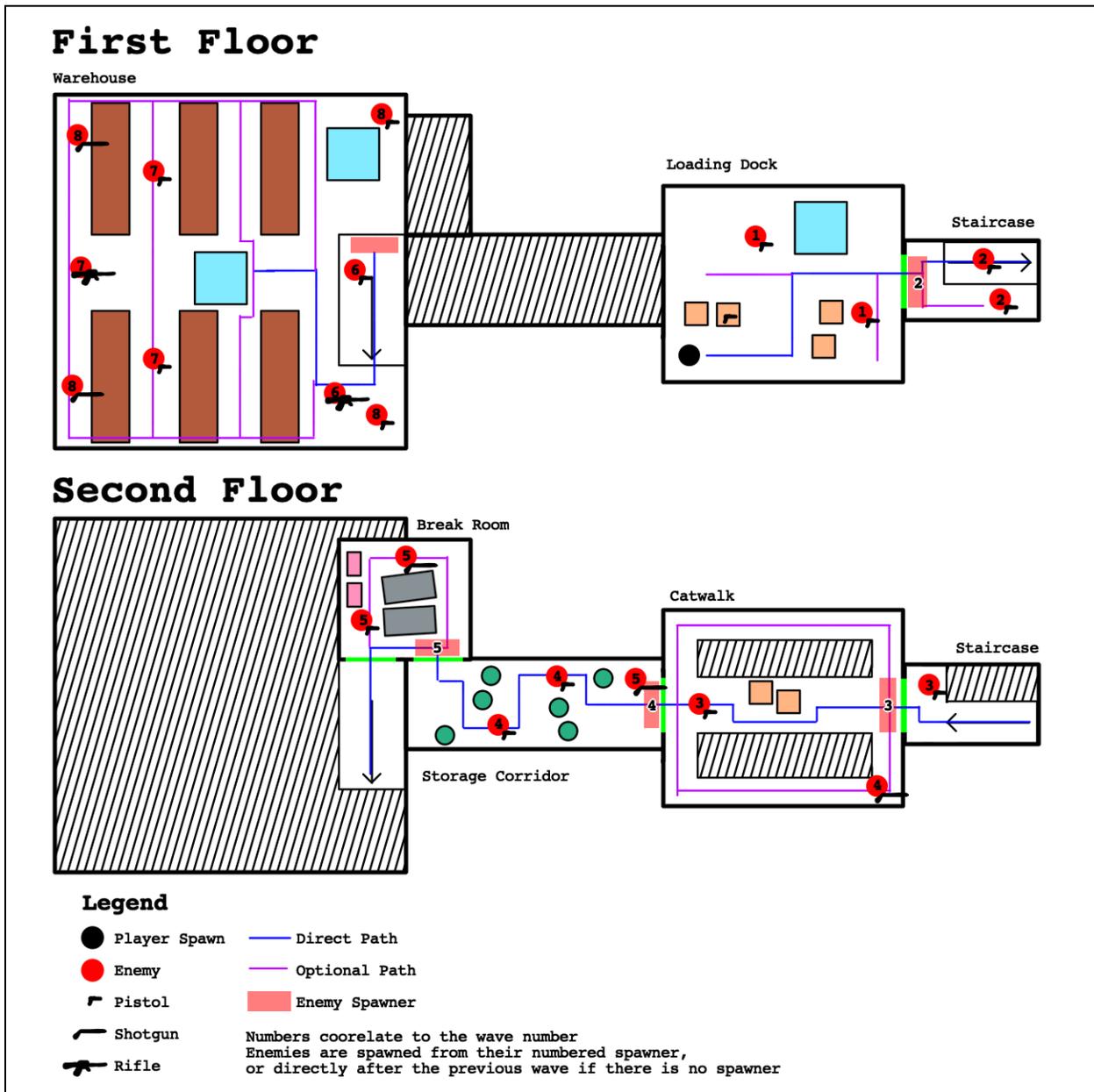


Figure 9.1 - A map of the entire level with the path the player is meant to take, as well as enemy locations

Schedule

Mission Structure

The player starts in a loading bay, surrounded by stacked boxes and a forklift. On one of the boxes in front of them, there will be a pistol for them to pick up. In this room, there are two enemies, both carrying a pistol, who will charge at the player once they spot them. After dispatching them, the door to the staircase opens up. Once the player enters, two more enemies will spawn in, one coming from underneath the staircase and the other coming down from on top, both carrying pistols. The player must defeat them to continue up the stairs, leading to a catwalk that goes over the loading bay area below. On this catwalk, the player will find another enemy at the other end and a second enemy coming up the stairs behind them, both carrying pistols. Once the player gets rid of these two, the door at the other end of the catwalk will open up, leading to a narrow storage corridor filled with barrels and crates. Upon entering the hallway, two enemies will spawn inside, both carrying pistols, and another will spawn behind the player on the catwalks, carrying a shotgun. Once cleared, the door on the other end of the corridor opens, leading to the break room. Inside the break room are tables and vending machines. Once the player steps in, two enemies will spawn, one carrying a pistol and the other carrying a shotgun, and another enemy will spawn behind them in the corridor, carrying a shotgun. Once they are killed, the other door in the break room will open, leading to the warehouse. The warehouse is a large room, full of pallet shelves, large crates, and forklifts. The player will find themselves at the top of a staircase that leads down to the floor. One enemy will spawn in front of them at the top of the staircase, carrying a pistol, and the other will spawn at the bottom, carrying a rifle. After defeating them, another wave of three enemies will spawn in, one on each side of the warehouse between the shelves, both carrying pistols, and another at the back end, carrying a rifle. Once the player has defeated them, the final wave will spawn, where four enemies will spawn at each corner of the warehouse, all coming after the player. The two in the back corners carry shotguns, and the two in the front carry pistols. Once the player defeats all the enemies, the SUPERHOT logo will begin flashing on screen, as it does at the end of all levels.

Deadlines

Week 5	Week 6	Week 7	Reading Week
Start document, create story, gather references, document program and metrics	Create diagrams and a map	Create a greybox build	Rest, optional work
Week 9	Week 10	Week 11	Week 12
Refine level based on playtesting feedback	Add more gameplay functionality	Arting	Gameplay functionality
Week 13	Week 14		
Refine level based on focus testing feedback	Finish level and LDD		