# Welkin Shrine Design Philosophy

Welkin Shrine is an extraction map where a player needs to get from their starting point to the end. In this scenario, the player needs to remain undetected, if detected it will result in a mission failure. The map contains 5 paths for the player to get to their objective and each path has its own strengths and purposes. The map also utilizes many elements of design to guide the player to their objective intuitively. This can range from lighting, repetition, landmarking, vertical lines or horizontal lines.

Path Layouts:
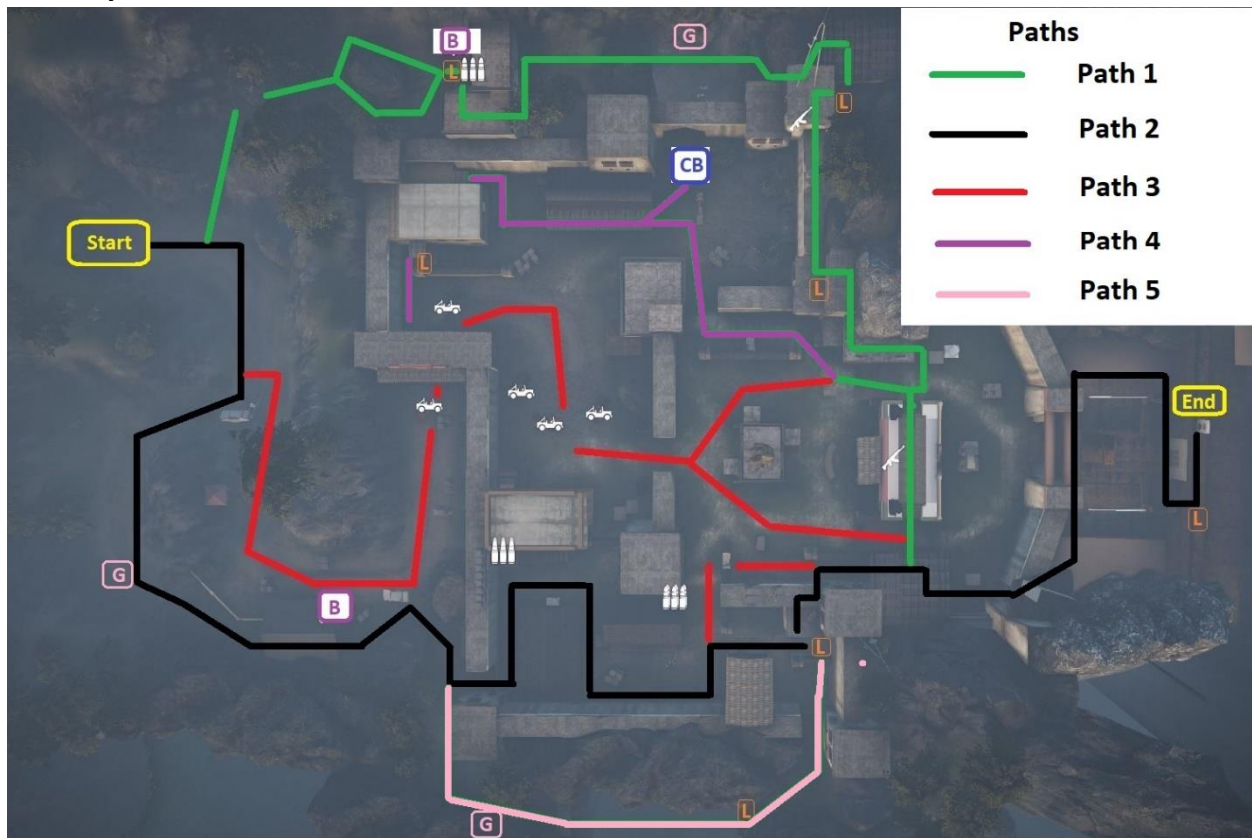
Path 1:
Path 1 is intended to be a very powerful sneaking path. It offers a player verticality over the fortress. Which is great for spotting enemies around the base and gives the player information to plan. However, even though the path is amazing for sneaking, the player is the farthest from the objective, so they need to cover a greater distance.

When the player first starts, the path is hard to spot, and this is done intentionally. It is designed for players who have good attention to detail. However, there are several clues that hint the availability of the path.

All props at the starting point are placed on the left side of the screen to naturally guide a player's eye to the left. I also placed two props that run across the screen using horizontal lines to guide a player.

This path is advantageous to a player due to its verticality. A player has 2 opportunities to spot enemies throughout the base. When they clear the first sniper tower, they can spot enemies at the lower levels of the fortress and then if they make it to the motor tower, they can spot higher ground enemies using the motor's scope.

Sniper Tower 1:   Motor Tower:

Next, path 1 offers players a creative distraction for the guards if they are observant. Below the motor tower, if a player armed with a bow, they can break the tiger cages. This will break the patrol routes of nearby guards to deal with the tigers and allow a player to sneak at ease.

Tiger cages:

After traveling to the end of this path, a player will be merged back on to the main/ideal path, while gaining information about enemy movement/placement.

Path 2:

Path 2 is the ideal path if someone misses or chooses not to take path 1. This path is intuitive because of the road guiding a player. This path is relatively challenging and requires a lot of patience, however, it is one of the shortest paths to the objective.

At the start, there are two options available. To approach the front gate guard or go around. I placed to static meshes in a position where a played is naturally going to move to the right. (Shown below)

This teaches a player that there are alternate paths around the map and incentivizes a player to look around.

After getting passed the first guard house, a player is given a dilemma to go toward the fortress main gate or go around. I used repetition and contrast lighting to guide a player to the right. For

repetition, I broke the final pillar to bring more attention to the final pillar and added a distinct color light causing a player to focus on that point.

(Shown below):

When a player progresses through this path, they are encouraged to take the communication tower to get to the next objective. This is where I use both contrast lighting and landmarking of a communication tower to guide a player.

Getting past the communication tower, a player is led to the final room before reaching the objective in the temple entrance. Inside, a player is offered little to no information about how many people are in the room. There is a decent amount of cover, but not as much as before. Inside, I used contrast lighting to direct a player where to go. First, I placed bright yellow torch lights to show where the objective is and a dimmer yellow light indicating where a player needs to go.

Path 3 + 4:

This path is not intended for a player to use. The placement of guards in high advantageous locations is used to deter a player from taking this path. The path goes straight to the objective but is the hardest to traverse. However, if a player takes this path, they can still complete the mission.

At the gates, despite two guards being placed in a sniper spot and a mounted gun emplacement, a player can still sneak by using the adequate cover given.

When a player enters the fortress, they are encouraged to follow path 4 due to path 3's lack of cover and numerous enemies. Enemies are given 3 machine gun emplacements. Also lighting, contrast lighting and mesh placement is used to guide a player to path 4.

Path 3:   Path 4 Incentive:

When a player progresses toward the lion cages, here I placed an automatic cross-bow. This is to ease the difficulty for the player. As the path continues, there is less cover and more enemy troops.

Crossbow Location: Path difficulty:

Crossbow Location

Contrast lighting used to guide a player into the room.

Less cover and more open space

Finally, before getting back on the ideal path, a player faces 4 medium guards with little cover. This is where the automatic crossbow excels because if a player gets stuck, they can take out multiple guards quickly. Also, from the image below, the player flow is not great, so the cross bow may be essential.

Path 5:

Path 5 is an additional route used in conjunction with path 2. The same principles of visibility from path 1 is used here. If a player has good attention to detail, they are rewarded with this path, that offers little to no resistance around a lot of enemies. A small glimpse of light is used to catch a player's attention. The path is all traversal forcing a player to understand the movement mechanics of the game if they wish to use this path.

Path 5 Entrance: Path 5 Traversal:

Use of Lighting:

Lighting is the key source to guide a player throughout the map. Contrast in lighting is used as a key indicator of where the player needs to go. Also, the light color plays a key role in guiding a player. Yellow/orange was used as the safer color lighting because both colors convey meanings of safety, stability and intensity. Intensity in the aspect where it will attract a player's eye more than blue. A cold Blue is chosen as the other light source because of its meaning. Coldness and seriousness show the player that the path ahead is not safe, and they are expected to encounter enemies. Blue was also chosen because the colors complimentary aspects to the ambient lighting of the level and level location in the mountains.

Lighting is used to highlight key interest points which are shown below.

Bow 1:   Bow 2:

Cross-bow: Extra Arrows:

Use of Landmarking:

Landmarking is used on 4 major key points of the map. The two communication towers, giant center statute and temple entrance are all used to naturally guide a player to the intended location. Because of the sheer size of these 4 meshes and location, it tells the players the importance of where they are located. The communication towers are placed on the outskirts to indicate that there are separate paths that connect to the center of the map, which is just another way of showing how open this map truly is.