

Hero Mastery System Design

The primary objective is to design various degrees of mastery. The end goal is to groom players with high-level skills for the heroes.

Following the hero mastery approach, the aim is to enhance a player's capabilities, exposing them to tests of different difficulty levels. The intention is for players to tackle various challenges, channeling their frustration into motivation to achieve all stars and reach the highest score. Skills acquired in these levels will aid in multiplayer modes against other competitors.

The structural proposal includes a gray level with two sub-levels of five stars, an existing yellow level with three sub-levels of five stars, and a purple level with four sub-levels of five stars. Players can revisit and retry any level. This results in a total of 76 levels in the gray tier, easier than current ones; 114 in the yellow tier and 152 new levels in the purple tier.



In the top interface, players can toggle between different masteries: Gray-Basic, Yellow-Intermediate, and Purple-Pro.



Given the existence of previous levels, seasoned players might find newer levels overly simple. Therefore, an additional difficulty factor is proposed: besides the point bar, there will be a timer demanding quick level completion or error-free execution. While newcomers find levels matching their skills, experienced players seeking challenges will continue to find engaging hurdles.

Using the purple level and hero Reinhardt as an example, let's focus on his primary abilities: long-range shooting and mobility.

Based on the available content for mastery levels — from enemy variety, buttons, items, and different map heights observable when playing with different heroes — we propose an innovative mechanic: breakable walls.

The aim of these walls is twofold. Firstly, it enriches gameplay by adding a surprise element, providing new routes or revealing hidden items. Secondly, they emphasize certain hero abilities, allowing, for example, a strong hero or one with specific weapons to smash these barriers, creating new paths or strategies for teammates.

This mechanic isn't restricted to a single hero; the idea is that multiple characters can interact with these walls, either breaking them, using robots, or employing special abilities that interact differently with them.

Level Design: Purple Level – Reinhardt

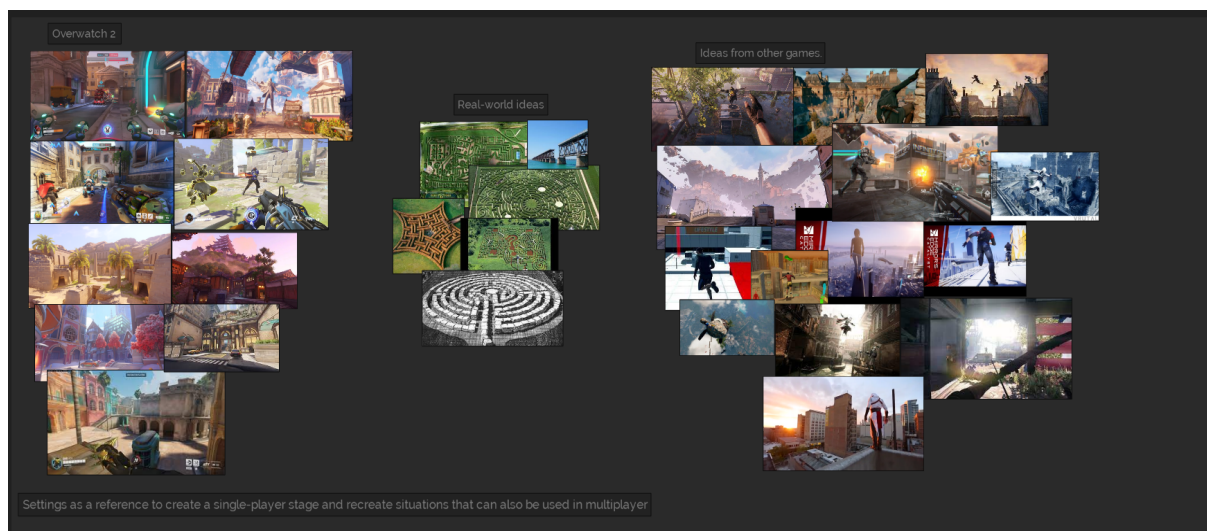
General Overview

Experience a stage divided into three challenging segments. Slide through varied heights, face strategic descents and ascents, and traverse shattered bridges, all while combating foes, collecting valuable coins, and striving to reach the exit.

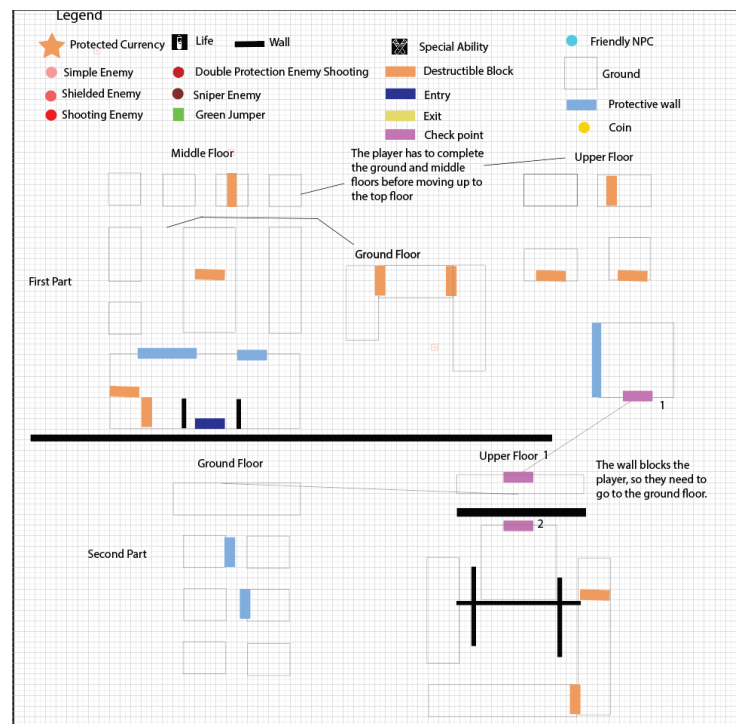
Scenario Segmentation

- 1. Multi-Tiered Start:** Delve into an area featuring three distinct elevated tiers, testing your movement, obstacle destruction, and enemy survival skills.
- 2. Descent and Ascent:** A steep fall awaits, followed by a dizzying climb demanding mastery to progress.
- 3. Broken Bridge:** Tread carefully. The bridge's frailty requires you to descend and engage in skirmishes. After overcoming the challenge, ascend back to the bridge and dash to the exit. Remember, the clock is ticking, and every second is crucial.

The references I have used are from **Overwatch 2** to create the scenarios, sourced from both multiplayer and single-player levels. I've focused on the general idea of these levels, looking for common situations presented in both worlds and using blockout to recreate them. I've also sought inspiration from other games to enhance my levels and to explore ideas that allow conveying the emotions and skills I want to impart to the player. Additionally, I've researched real-life mazes and bridge designs to gather new or striking ideas. Some of these ideas can be seen in the following image.



Map with only the level structure and the various walls.



The main idea was to create separate floating plazas, bridges, or rooftops that the player must jump across. Since the character is a tank and lacks agility, it has the ability to slide. This allows him to eliminate enemies and collect coins simultaneously. By being able to shield and shoot from a distance, the aim is to give the player a feeling of being attacked from all angles, but with the capability to respond to these threats efficiently. The intent is to design jumps that are fun and surprising, so the player can't anticipate what they will find when making the jump, adding an element of uncertainty.

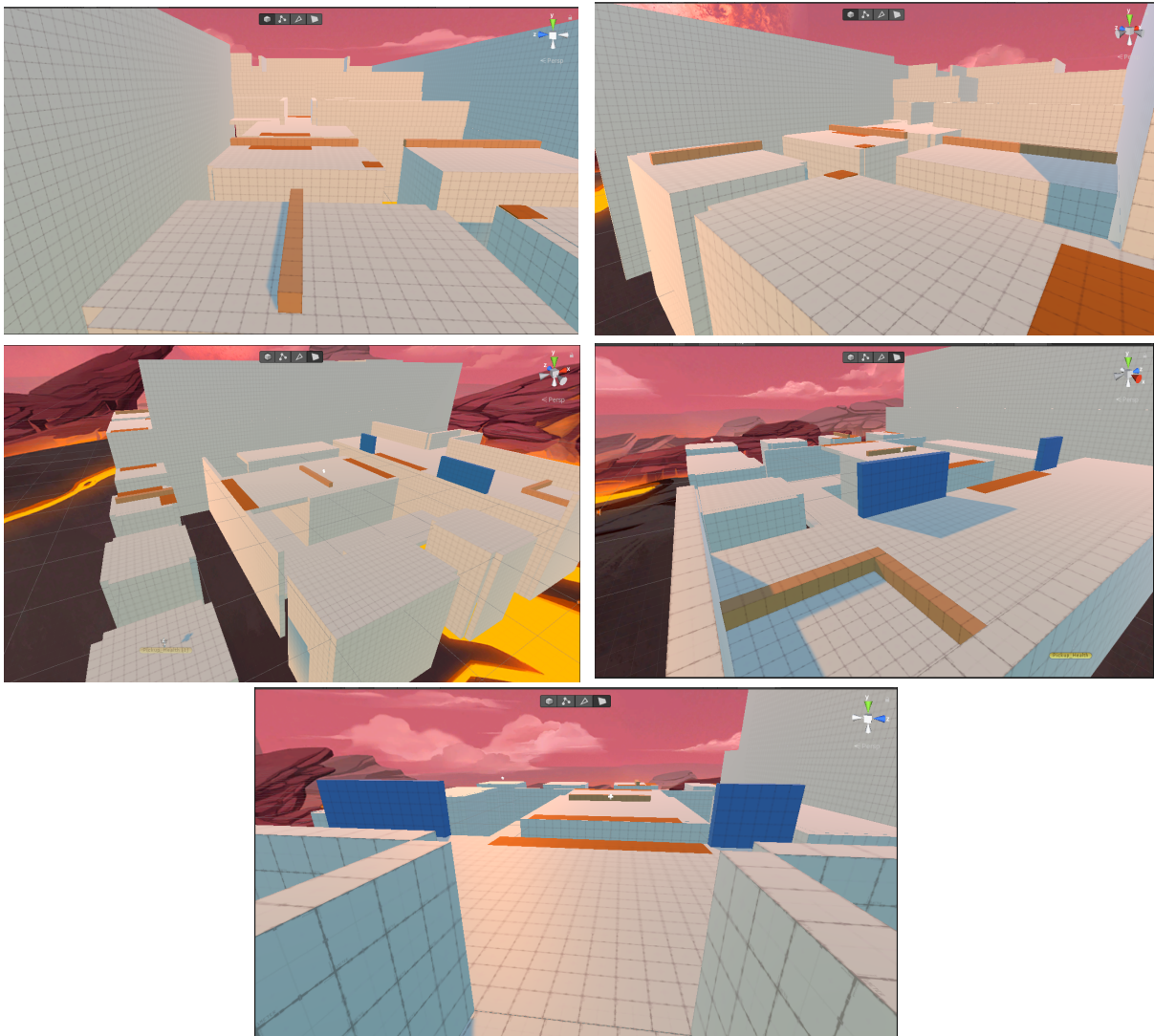
Due to the character's nature, being a tank, players are expected to develop patience and recognize the ideal moments to act. The best way to achieve this is through repetition and learning from mistakes. Destructible elements such as enemies and walls are added, as it is satisfying for players to destroy objects, offering a means to release tension during battles. The idea of using green switches without revealing what's above adds an element of surprise and fun. Providing multiple routes intensifies the sense of choice, even if there's a predefined path in the end. Barriers allow the player to have a panoramic view of the stage and protect themselves from enemy attacks.

The large squares symbolize multiplayer battles where all heroes fight; the dynamics are similar but with the presence of all enemies. With the bridge, the goal is to enhance the player's skill in using the shield, pinpointing the right time to attack and defend. This helps understand the shield's durability in multiplayer and recognize that it's not invulnerable. It's essential to learn how to release the wave at critical moments, especially useful when facing several heroes that can attack from any direction. The sliding skill is vital for tackling enemies, but it's equally crucial to know when to stop, especially with a tank that has limited mobility. Lastly, the proper use of the seismic move is fundamental, and practicing it in levels helps internalize all these mechanics.

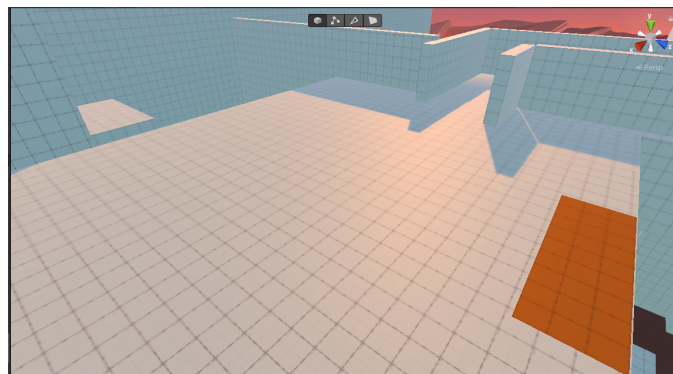
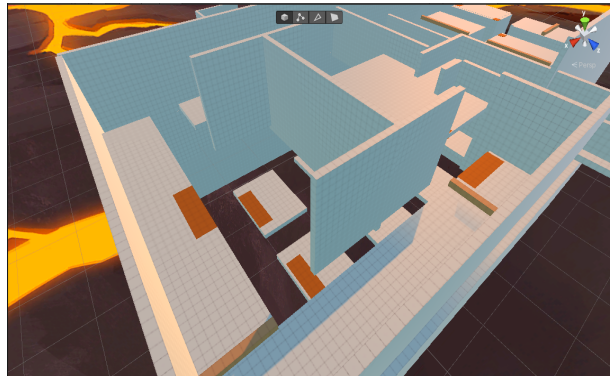
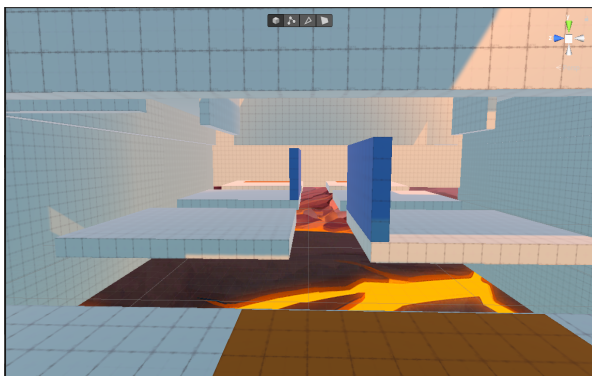
Level flow

In the first stage, upon entering, the player will immediately face circulating enemies and attacks. They can use the blue protections to shield themselves from snipers while taking down adversaries. They also have the option to activate the allied NPC, whom they must protect while simultaneously breaking a wall, allowing this NPC to destroy the protection and obtain a coin. Once this challenge is overcome, the player must decide which route to take. They can choose to confront the enemies on the right or left and then jump in search of a protected coin. The green switches are designed so that, if the player has a cooldown on their charge ability, they can still move. The breakable walls serve multiple purposes, including allowing the player to use abilities, block vision, hide enemies, and attract their attention. The sliding mechanic is essential for mobility and combat. It's vital to collect all the coins in this area.

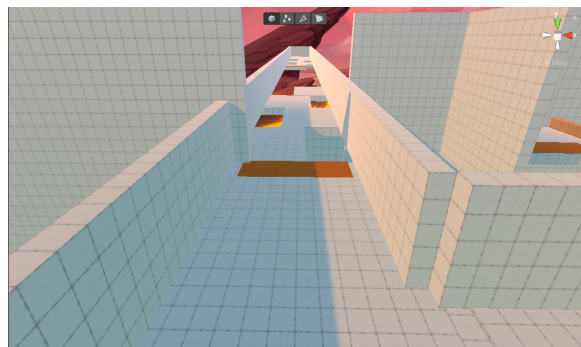
As they progress through this first stage, the player will face chaotic challenges, such as falls and constant enemy attacks. Using protections is essential in certain areas, and it's crucial to eliminate all enemies. If any are left alive, it will be necessary to return and confront them. The orange guides on the ground help direct the player amidst this chaos, suggesting routes and directions. Afterward, the player must ascend and choose between two paths, with no option to take both. The strategy here involves using the fire wave, breaking a block, and defeating enemies. The sliding ability is crucial for movement and combat in this section.



In the second stage, upon seeing the wall, they must perform a "leap of faith". Below, snipers await, and they need to be taken out with the player's wave. Next, they must choose the desired path. After all enemies in a line have been eliminated, collect life, and upon cooldown completion, turn around and take out the two remaining foes, leaving two coins behind. As they ascend, they'll encounter an allied NPC who will assist in obtaining the large coin; there are several coins that they'll need to bypass. With one wave remaining, they need to defeat the sniper while fending off two other enemies, moving with the shield and safeguarding the NPC. Approaching the wall, they must break it with the mace, continue defending the NPC, recharge their throwing ability, and destroy the final wall while taking down enemies. If the NPC is destroyed, they'll have to start over, making it impossible to pass the test. Upon collecting the coin and charging the seismic ability, they must brace for a major battle. If all foes are vanquished, the door will open, granting access to the final segment.



In the last stage, the player will cross a bridge swarming with snipers. Using the shield and sliding is crucial. After facing the enemies and collecting the coins, they must jump down and combat more adversaries at the bridge's base, using the green button to return to the top. Efficiently eliminating the enemies is essential to maintain the x3 multiplier.



Primary Objective

Swiftly navigate, annihilate adversaries, gather coins with the coveted x3 multiplier, and safely reach the exit. Master long-range shooting and learn to control your jumps and dashes. Ensure the usage of Reinhardt's shield while running, and avoid unwanted falls that reset you to a checkpoint. Strategy is vital; premature ability usage might leave you defenseless against enemy onslaughts.

Key Items

- Life: Crucial for withstanding damage.
- Special Ability Recharge: Boost your unique moves.

Conditions to Progress

Face three barriers throughout the level. To surpass each, vanquishing all nearby enemies is a must.

Access Requirements

Demonstrate prowess by completing all yellow levels, securing a minimum of four stars in each.

Reinhardt's Abilities and Features

- Primary Abilities:
 - Fire Wave: Long-range shot with his mallet.
 - Charge: Accelerated movement.
 - Protective Field: Protective shield.
 - Seismic: Special "Q" ability that knocks down enemies.
 - Reaction Hammer: Powerful blow with the mallet.
- Auxiliary Ability (Key F): Call allies to break walls and red blocks. However, if an NPC ally breaks a wall, another is required to shatter coin protective barriers.
- Recovery Time: Abilities have a 6-second cooldown.

Victory Conditions

Collect most coins and defeat all foes. For the highest score, finish the level with the x3 multiplier. Always finishing is possible, but inefficient performance reduces star earnings.

Loss Conditions

Every level is conquerable. However, losing time or multipliers diminishes your star count, possibly barring future challenge access.

Rewards

- Defeat all enemies and gather two large stars, with an x2 multiplier and collect half of the small coins to earn three stars.
- Maximize performance by obtaining the two main stars, gathering most coins, and keeping the x3 multiplier to win five stars, unlocking the next challenge.

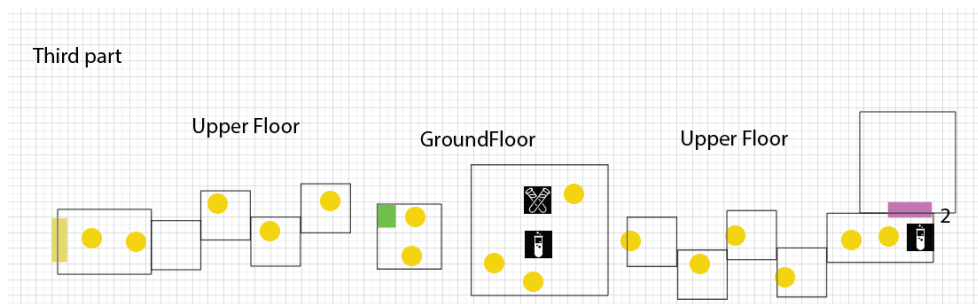
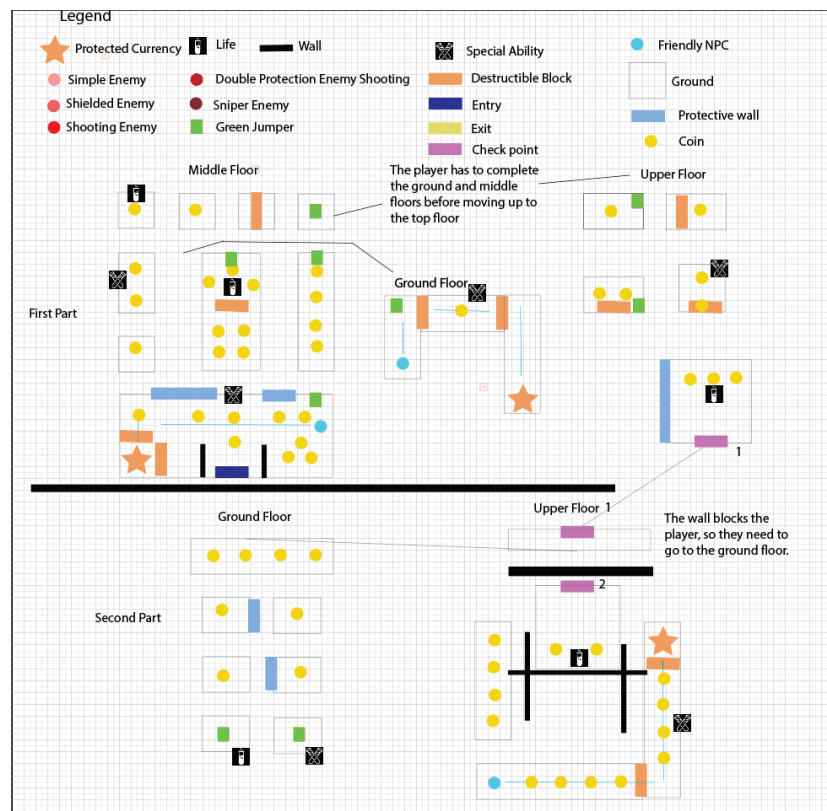
Scenario

Explore a unique stage split into three areas distinguished by altitudes: mid, high, and ground levels.

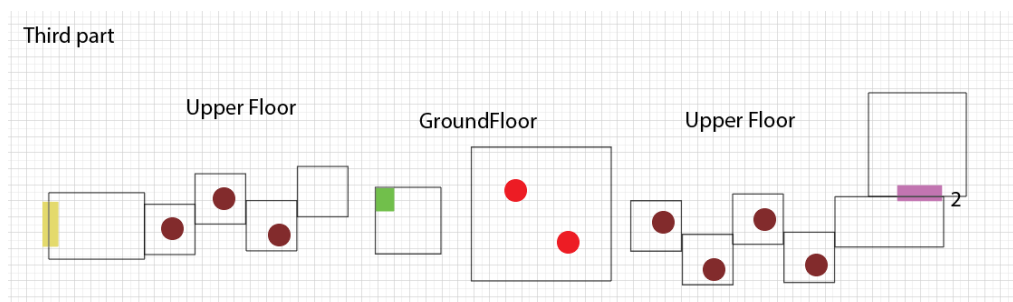
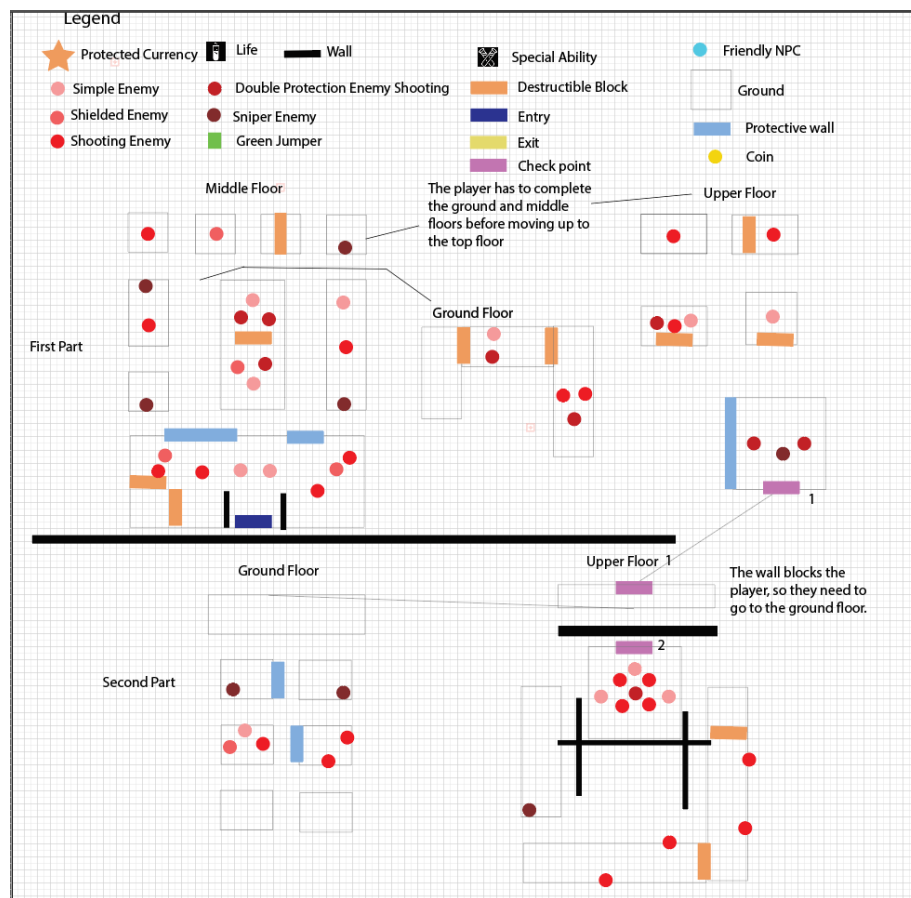
NPC Characters

- **Enemies:** From explosives to heavily armed foes. Brace yourself for snipers, defenders, and mobile adversaries!
- **Allies:** Summon assistants to shatter barriers. Shielding them ensures. Map first and second part with the items.

Map first and second part with the items.



Map with the enemies



The idea is that, as soon as the game begins, the player is immersed in a battle similar to those that occur in multiplayer mode, where the blue team tries to prevent the red team from progressing within the allotted time, or vice versa. The experience is the same, starting the level amidst intense combat. Later on, after eliminating the enemies and as the player begins to move, the number of opponents decreases, allowing the player to determine which route to take.

Further ahead, they will discover that the coins are heavily guarded. The rest of the level offers a similar challenge, but with changes in pace to prevent the player from feeling overwhelmed or frustrated.

Enemies will deploy as the player goes through the doors. Also, at the start of the second part, enemies will activate as the player moves to the right or left side of the level. A trigger will be set up to initiate this action.