Level Summary:

*Fortuitus* is a level that takes place on a floating island, in the middle of the air. Players will spawn on one of the four paths leading to an entrance, which in turn leads to a series of hallways and one large room in the center of the map. The paths leading to the entrance will be straight and narrow, with no walls on either side (falling off is possible). Large blocks will also be falling from the sky and will roll down hills next to these narrow paths in order to knock the player off if the player isn’t careful. Once inside, the hallways will be lined with multiple exploding barrels, which in turn, force traffic cones to go flying randomly in these hallways due to the force of the explosions. If the player comes in contact with a flying cone, there is a chance that they will take damage or be killed due to the force of the cone. Once the player makes it to the center of the map, they will be greeted by a large room with multiple barrels flying in from the sky (top of the level is open), as well as vehicles randomly; spawning in mid-air, potentially crushing players who are unaware.

Level Title:

*Fortuitus*

Level Size:

This is a medium size level set in a claustrophobic space. There will be four entrances into one large space, and every hallway/corridor will contain an environmental hazard.

Setting Overview:

*Fortuitus* takes place on a floating island in the middle of the air. Outside of the actual buildings, lush areas of green grass and mountains can be seen in the distance (these can be seen while running on each of the four start paths).

Game Flow:

Team Deathmatch is the main mode for this map. Players will only have to reach a score of 10 to win the match due to many of the deaths being instigated by environmental hazards if the players are not careful.

What makes the level cool?

- Players must be aware of their surroundings at all times while fighting
- Multiple environmental hazards differentiates the level from any other multiplayer level within Halo
- Players must multitask, move, and fight in order to stay alive and win
Details:

Major Dramatic Question (MDQ)

How can a level contain completely randomized elements, but also maintain the competitiveness of head-to-head combat among players?

Level Environment/Atmosphere/Mood

Since this level is nestled on an island in the middle of the sky, the mood and atmosphere of this environment are much intensified. The level itself doesn't include much color (basic forge item hues), but once you take a glance over the edge of the spawn points, you will notice the vibrant colors of the environment (sky, grass, rocks, etc.).

Major Areas/Visual Themes

The main major area of Fortuitus would be the center of the map, which is a large room that contains the most powerful weapon spawn location on the level. Additionally, the hallways that run parallel to the center room are also key areas, because they also contain weapon spawn points which can prove to be useful when trying to frag your opponent.

The visual theme of Fortuitus lends itself towards the mood of how the level plays. Initially, the mood could be seen as dull, due in part to the visual aesthetic you first see (dull colors). However once inside the actual main building, objects begin exploding, and chaos ensues. This idea of chaos is something to which vivens up all the colors the player sees, thus increasing the mood the player feels (goes from dull to vibrant).
Gameplay:

Enemy List

The only enemies present on Fortuitus are other players.

Mechanics (Player and Gameplay)

Player Mechanics

Armor Abilities:
- Promethean Vision
- Autosentry
- Regeneration Field
- Hardlight Shield
- Thruster Pack
- Jet Pack
- Hologram
- Active Camouflage

At the beginning of the level, players will have the option to choose one of the above armor abilities, for use during the duration of the play-through.

Specific Gameplay Mechanics

- Driving (both the Mongoose and Tank, vehicles that are dropped in this level, can be driven)
- Running (Sprint functionality)
- Jumping
- Shooting

Pick-ups (Weapons)

- Incendiary Grenades
- Plasma Grenades
- Brute Hammers
- DMR's (Designated Marksman Rifles)
- Rocket Launcher (only one – located in the very center of Fortuitus)
- Frag Grenades

At the beginning of the level, players will spawn with an Assault Rifle (AR) and Frag grenades.
HALO 4 MULTIPLAYER DETAIL MAP

KEY
- PLAYER SPAWN
- GRENADE SPAWN
- WEAPON SPAWN
- SMALL BOX
- BIG BOX
- WALL
- BARREL SPAWN
- CONE SPAWN
- LAUNCH PAD
- DOOR
- PLATFORM
- TANK SPAWN
- MONGOOSE SPAWN
- RAMP

HEIGHT MAP

SCALE: 1 UNIT 3 UNITS
HALO 4 MULTIPLAYER
WHITEBOX MAP
**Work Distribution:**

**Kyle**

**LDD**
Kyle’s work on this level design document included the construction of all the maps: Details, Height, and White-Box. Additionally, he had input on various topics throughout the remainder of this document, including the one page.

**Level Creation**
We will be creating the level simultaneously with one another.

**Brad**

**LDD**
Brad’s work on this level design document included the construction of the LDD, along with the completion of the one pager, details, and gameplay sections (topics housed within them as well). Additionally, he received input from Kyle on several of these topics, so together, they could create the level design document.

**Level Creation**
We will be creating the level simultaneously with one another.