

# LEVEL DESIGN

2025  
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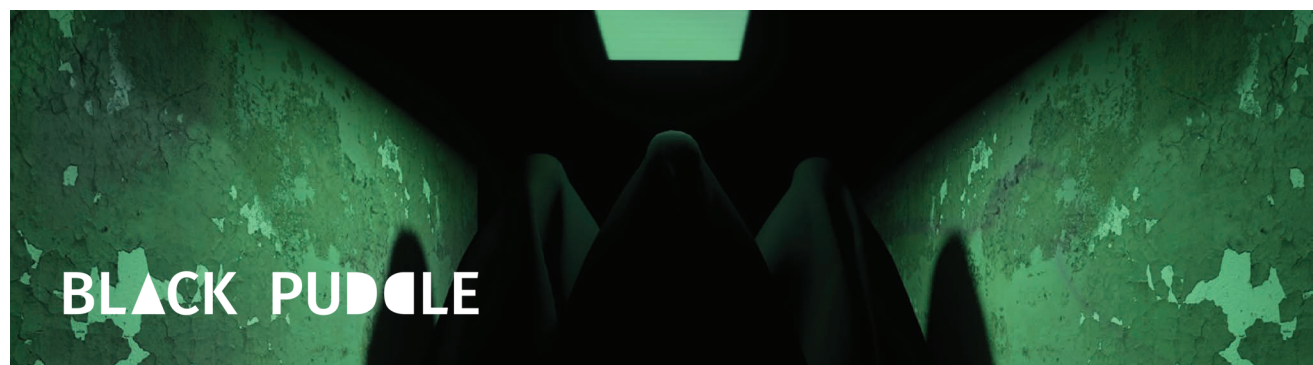
## PORTFOLIO

*Development Pipeline, Gameplay, Sketches, Game Beats, Beat Chart, Area Flowchart, 3D Low-Poly Assets, Blockout Iteration, Scene Breakdown, Cinematic Render, One Pager*

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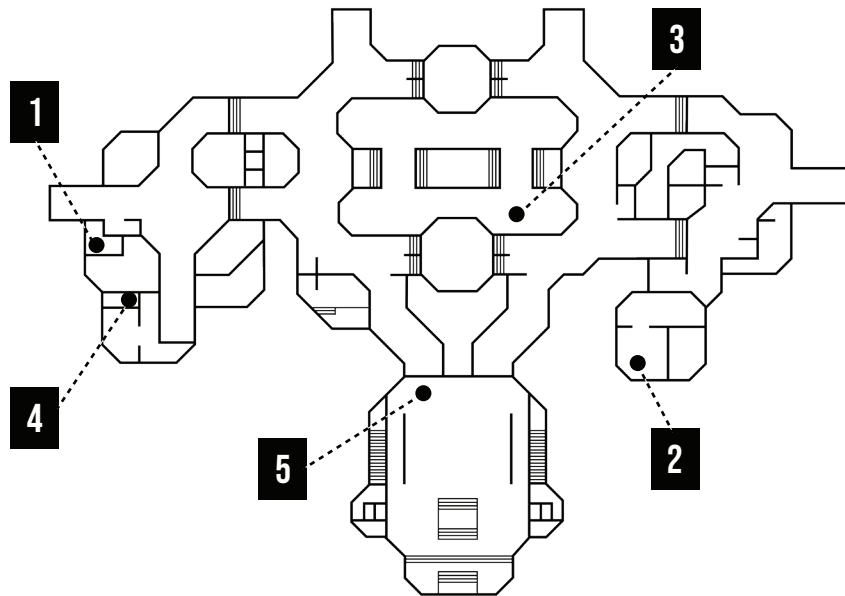
Full Documentation:  
[nurhasanahumar.com](https://nurhasanahumar.com)



# Don't Go Back

A dark escape-exploration game with immersive narrative investigation through the eyes of a child escaping abduction, revolves around a satanic cult and human trafficking loop.

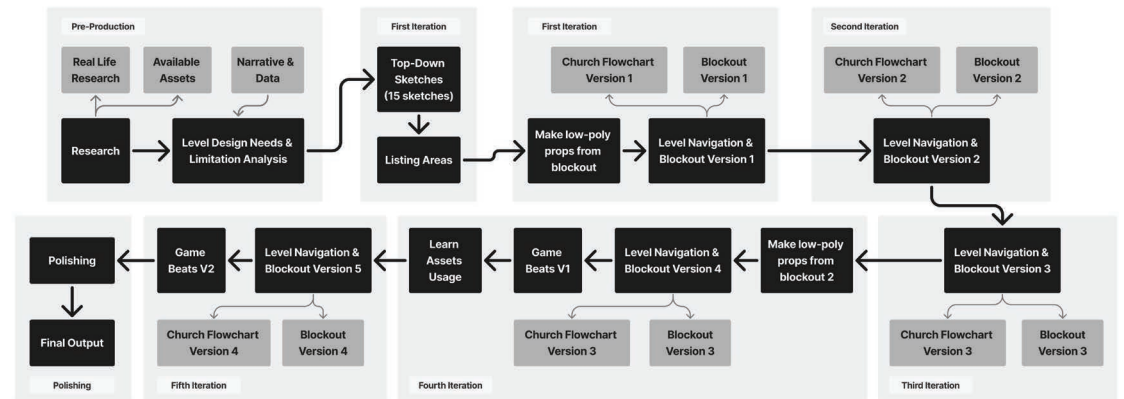
Genre: Mystery, Suspense, Psychological, Drama  
Project Type: Solo Project



**Setting:** An old-forgotten grandiose gothic church with an underground satanic cult area and an underground tunnel for human trafficking.

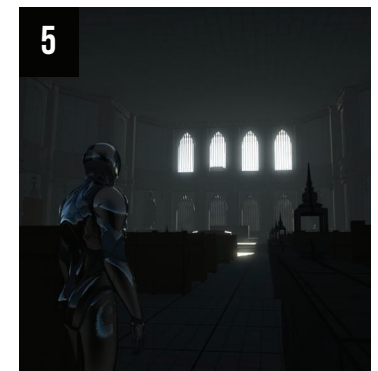
**Main Objective:** Find the entrance key to escape & enter the underground area to escape.

## Development Workflow



## HIGHLIGHT RESPONSIBILITIES

- Built level blockouts using UE5 and Blender, ensuring alignment with the game's narrative, visual tone, and production constraints while maximizing gameplay flow and spatial readability.
- Developed an iteration-focused development pipeline that adapted alongside evolving narrative and game direction, enabling efficient layout updates and cross-discipline integration.
- Conducted in-depth historical research to ground the level in an authentic theme while crafting a distinct layout and exploration gameplay aligned with the game's vision.



- 1** Kitchen Storage. Player finds a map of the church, a clue about daggers in the Main Dining Room & the start of the apprentice's story about wanting to escape.
- 2** Chapter House. Player finds papers about bad deeds of the pastors, reasons why the apprentices want to escape & the player escapes from the abductors.
- 3** Inner Garden. Player hides and gets shot by the abductor, sees a kid standing on the stone podium, finds a buried letter & finds out it's a satanic church.
- 4** Archives Room. Player finds keys, an abductor goes on a rampage, player's character develops, keys get destroyed & the player kills the abductor.
- 5** Main Chapel. Player runs away from being chased by two abductors, dodges attacks & goes to the Confession Chamber to go to the underground area.



# BEAT CHART

Developed a narrative-technical Beat Chart from Act 1 to Act 3, organizing key story events, NPC appearances, and gameplay objectives into a clear, accessible structure. It was used as the main reference for level development, exploration design, and story progression to maintain consistency and gameplay flow.

Software: Notion & Figma

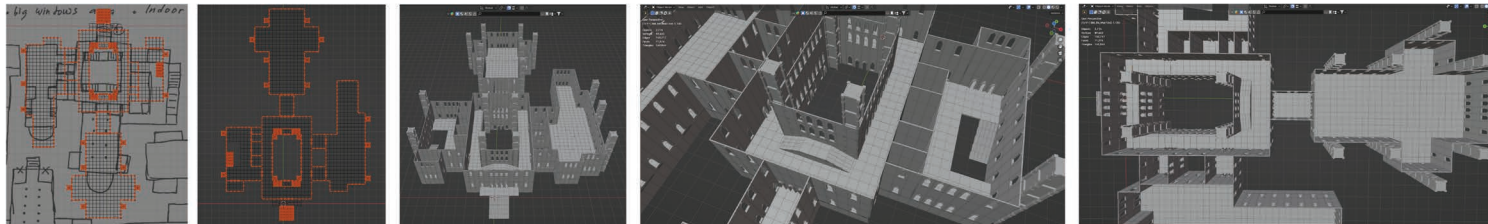
Location	Apprentices Room	Pastors Room	Chapter House	Inner Garden	Left Wing Hall	Library
Area	Right Wing	Right Wing	Right Wing	Main Hall	Left Wing	Left Wing
Objective (S = Start & F = Finish)	Go to the Apprentices Room (F), read the notes in the desk (S&F), search the room (S&F) & go to the Pastors Room (S)	Go to the Pastors Room (F), search the room (S&F) & go to the Chapter House (S)	Go to the Chapter House (F), search the room (S&F), analyze information (S&F) & go to the inner garden (S)	Go to the inner garden (F), hide from the Gunner abductor (S&F), check the direction the kid's pointing (S&F), dig the ground (S&F) & go to the Library's Archives Room (S)	Stay low so the abductors doesn't notice (S&F)	Remove the wooden planks (S&F)
Important Event	Apprentices got badly mistreated by the pastors, seniors cleverness, and concerns for their juniors & Muscular and Gunner checked the area.	Disagreement of the pastors about apprentices play time, the meeting in the Chapter House & the player almost got found out by Gunner	Corrupted and cruel acts of the pastors, anomalies of the church, take oil & the player kicks Drunk's genital part to escape	Hide from Gunner, see the ghost kid wearing a white hospital gown, and reveal the truth about the church & the place of duplicate keys	The abductors can't find the kid who looks identical to the player & only Muscular left in the left wing	The player realizes this place has been searched, so it's unlikely those people will recheck it
Mechanic (beside walk, crouch & run movement)	Inspect objects, read notes & inspect notes	Inspect objects, read notes & hold breath	Read notes, inspect notes, control breath, take the object, kick & hold breath	Hide, hold breath, dig the ground, take object, read notes, inspect notes & read map	Hold breath	Remove planks
NPC Abductor/Else	Gunner & Muscular	Gunner & Muscular	Gunner, Drunk & Muscular	The Kid & Gunner	Gunner & Muscular	-
Interactable Object & (color)	Bed (light brown), desk (dark brown), fireplace (grey), wooden chest (dark brown), wooden planks (dark brown), notes (yellow)	Bed (light brown), desk (dark brown), fireplace (grey), wooden chest (dark brown), wooden planks (dark brown), notes (yellow)	Fireplace (grey), documents (yellow) & oil (orange)	Dagger (dark grey), hiding spot in the ground (dark brown), bottle (grey) & notes (yellow)	Statue (grey) & wooden planks (dark brown)	Wooden planks (dark brown)

# BLOCKOUT ITERATION

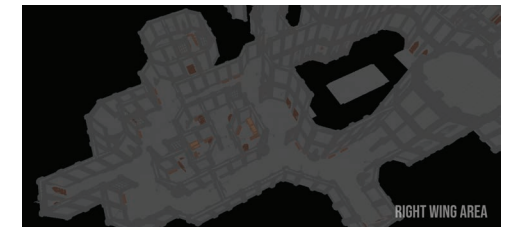
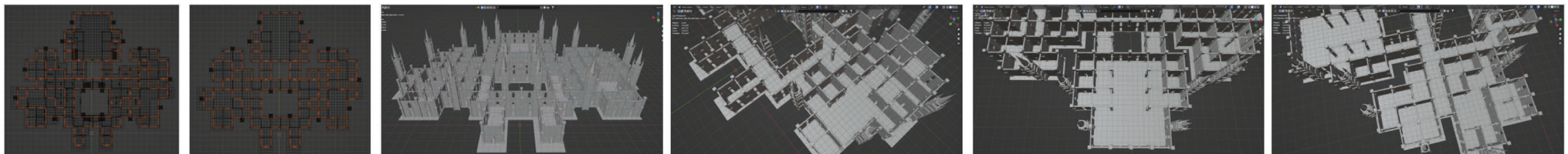
Complete five blockout iterations, progressively refining the layout to meet the constraints of available assets. The final version supported the game's vision, seamlessly incorporated the 3D environment, aligned with narrative progression, hide-and-seek gameplay, and tension-driven spatial design.

Software: Unreal Engine 5 & Blender

Blockout Version 1



Blockout Version 5



# SCENE BREAKDOWN

This gameplay scene emphasizes player vulnerability by elevating the enemy's position, while persistent enemies try to catch him. The layout forces player to navigate a specific escape route, creating a thrilling hide-and-seek dynamic and ensuring a high-stakes, tension-driven gameplay experience.

Software: Unreal Engine 5 // Final blockout phase: Right Corridor — The player fails to escape and is forced to enter the main chapel to escape through underground area

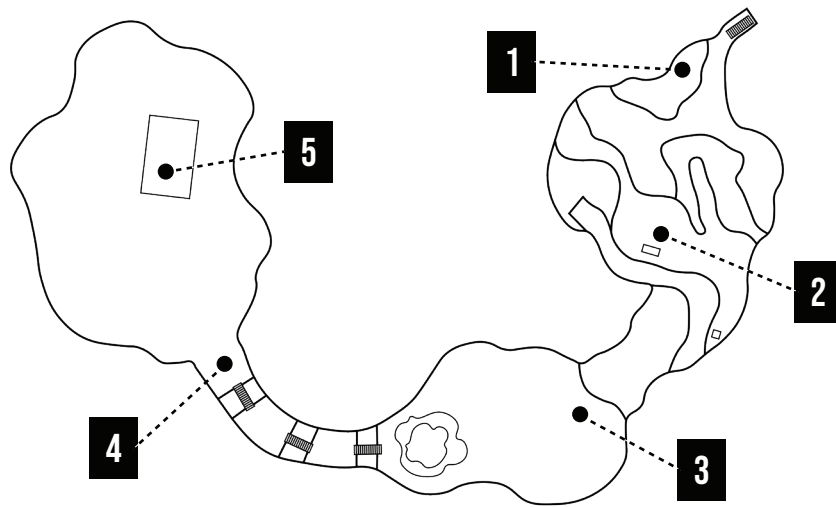




# SNOW CHURCH

A fan project spin-off of Control by Remedy Entertainment. It's a cinematic adventure game with crime investigation flashbacks, delivered from the perspective of a grandfather with photographic memory and mental illness.

Genre: Third-Person Shooter, Mystery, Action, Choice Matters  
Project Type: Solo Project

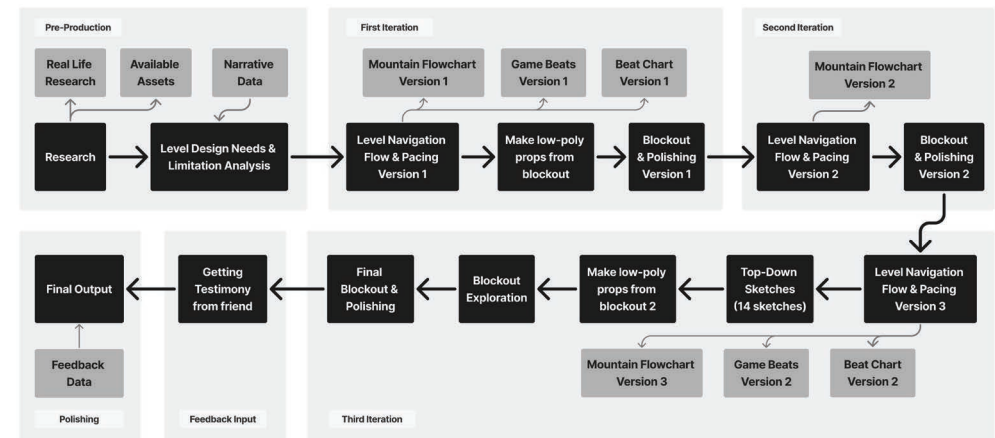


**Setting:** A rural mountain with long-forgotten Japanese shrines, breathtaking sunflower fields, and a snow trail leading to a brutalism-style church that appears out of nowhere.

**Main Objective:** Go to the Sunflower Field to inspect the snow trail & interact with the person inside the church.

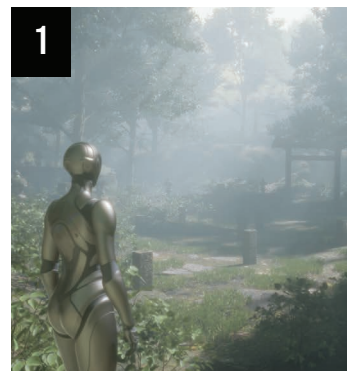
- 1 Graveyard. Player tells his closeness with key NPCs (his granddaughter, Jesse & Dylan), the reason why the player is here & first hallucination of the kids.
- 2 Central Monument. Player interacts with the monument, has a flashback into the investigation & hallucination of Jesse interacting with the player.
- 3 Sunflower Field. Player plays hide-and-seek with the kids, hallucinates about his deceased family, inspects the snow under the big tree & follows its trail.
- 4 Church's Yard. Player sees another anomaly: a building which has never been there before with no trace of a build process & a snow trail leading inside.
- 5 Church. Player finds out it's a brutalist-style church, the snow trail leading to a woman in a hospital gown kneeling, player interacts with her & blacks out.

## Development Process



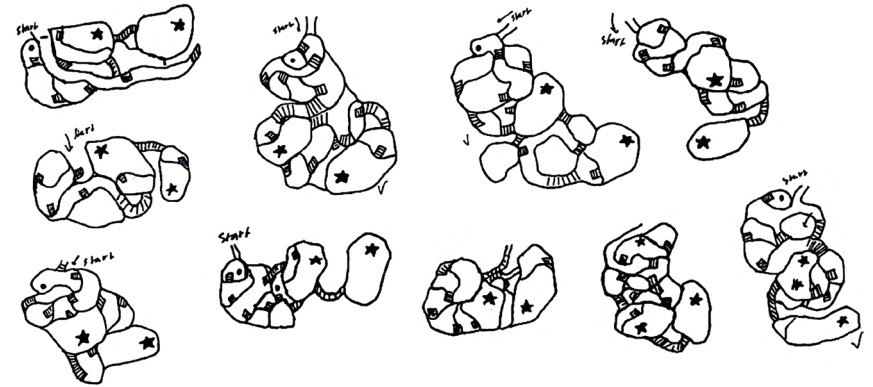
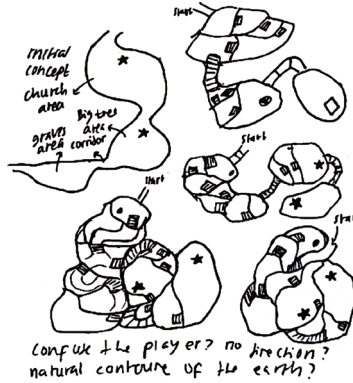
## HIGHLIGHT RESPONSIBILITIES

- Designed a narrative-driven level using available assets from UE Marketplace and Quixel (FAB), ensuring production feasibility without sacrificing gameplay experience.
- Iterated the level based on blockout analysis, evolving narrative beats, and shifting game concept goals tied to asset limitations.
- Created the blockout and navigation flow to support cinematic gameplay moments and align spatial design with narrative progression.



# TOP-DOWN SKETCH

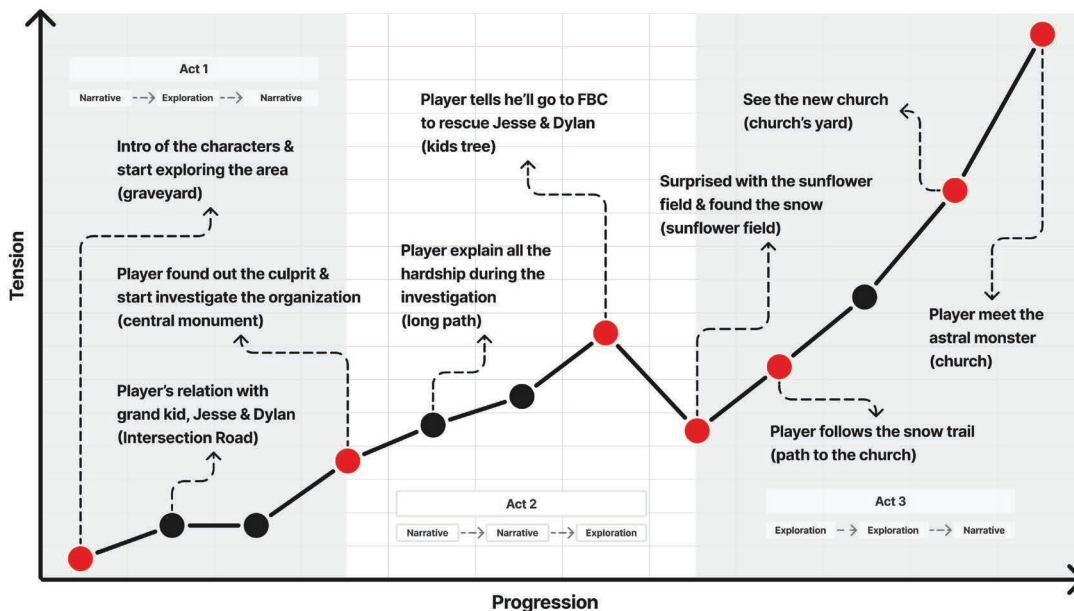
During the third blockout iteration, I created detailed layout sketches to explore different spatial explorations and gameplay flow. Three designs were made into blockouts, proceeded into comparative analysis, and two of them got combined to become the final blockout. This improves workflow efficiency, reduces iteration time, and ensures alignment with the intended gameplay experiences.



# GAME BEATS

Designed illustrated Game Beats to organize a structured level around timeline transitions between past and present. It served as a narrative-to-environment bridge, aligning story progression with exploration flow and simplifying the integration of layered narrative progression into the level.

Software: Notion & Figma





# SCENE BREAKDOWN

The level uses old-theme assets like a Japanese gate as a visual cue to direct the player. A glimpse of the objective acts as a breadcrumb, while the terrain and small assets reinforce the sense of progression and deepen the mountain atmosphere.

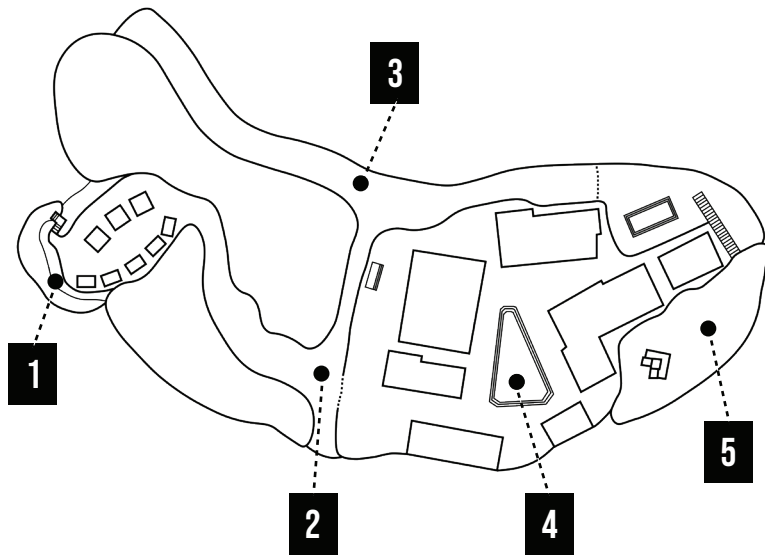
Software: Unreal Engine 5 // 3D polished phase: U-Turn Path --- The player experienced the first full flashback phase & continue to do the objective to check the monument



# FUTURE SIREN

A branching survival game entwined with supernatural powers, fast-paced combat, and the dark psychological depth of Indonesian culture, designed for memorable replayability.

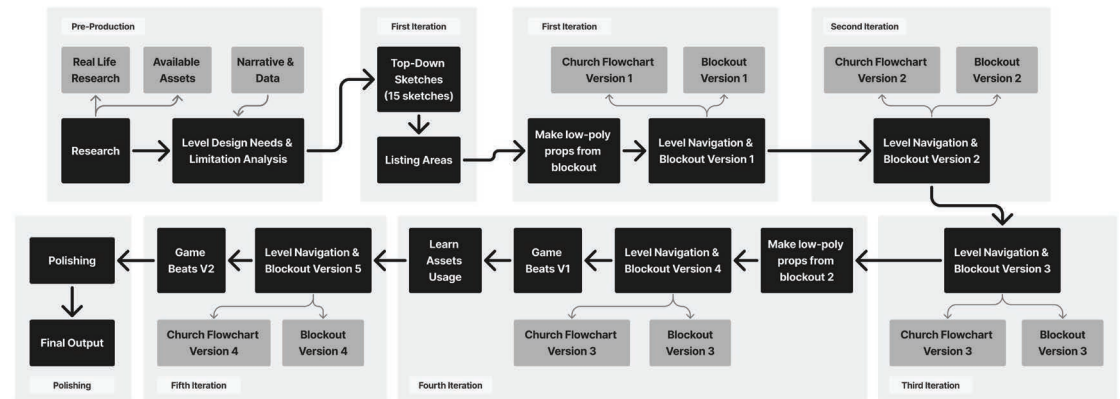
Genre: Third-Person Shooter, Mystery, Action, Choice Matters // Project Type: Solo Project



**Setting:** A small seashore city with a chilling blend of chaos, isolation, the Taksa Semesta universe, and life-threatening monsters in the entire area.

**Main Objective:** Kill all monsters before the human killing count finishes & stop the monsters' ritual.

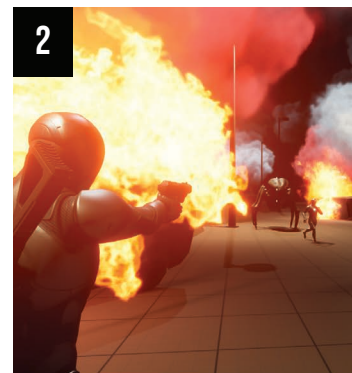
## Development Workflow



## HIGHLIGHT RESPONSIBILITIES

- Designed a large-scale outdoor level featuring multiple exploration paths that supported branching narrative outcomes and distinct combat playstyles (narrative, balanced, aggressive).
- Placed enemies and encounter beats according to the difficulty curve, narrative escalation, and cinematic pacing, ensuring tension and story alignment.
- Converted text-based narrative briefs into visual design documentation, including Game Beats, Mission Flowcharts, and Area Flow, enabling clear cross-discipline implementation and iteration.

- 1** Garage's Seashore. Player's first contact with the Black Puddle, the player's team, investigation progress, first Future Siren & combat gameplay trigger.
- 2** Main Road. Player learns the fast run mechanic, the first branching routes to learn the telekinesis mechanic & start of solo combat until the Central City area.
- 3** Blocked Road. Player investigates the glowing pillars that cars crashed into, blocking the road & experiences the nauseous effects (Main Road Route).
- 4** Central City. Player sees a monster eating a human (Path to the Central City Route) & one of the player's team died (Main Road & Musical Podium Routes).
- 5** The Monument. Player walks between Penyembah, glowing pillars & the sea of Black Puddle to stop the monsters' ritual (all branching routes).

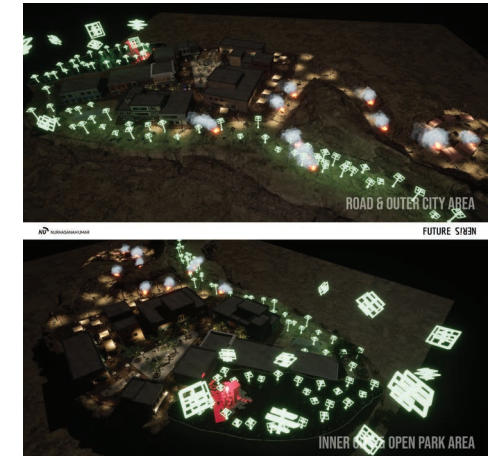
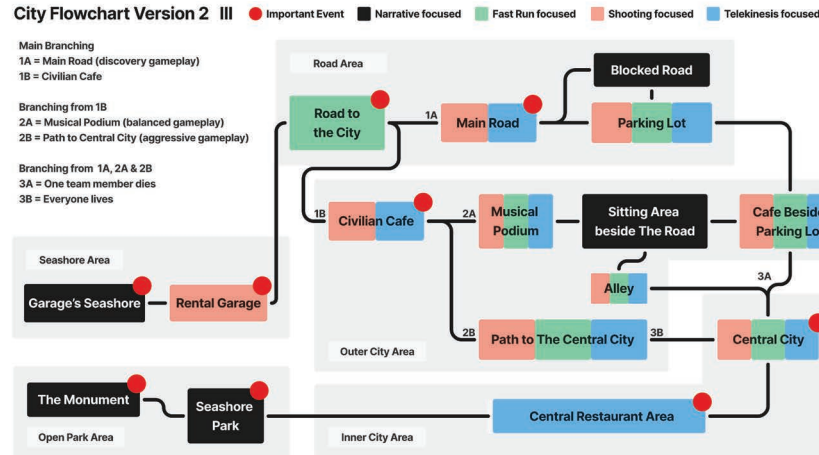




# AREA FLOWCHART

Implemented branching paths directly into the level structure, allowing certain areas to be unlocked only through specific player choices. This design supported the narrative, delivered diverse gameplay outcomes, and remained optimized within the engine's performance constraints.

Software: Notion & Figma

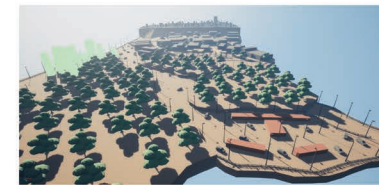
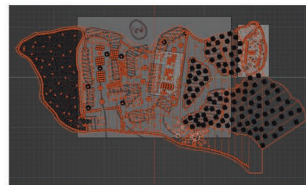


# BLOCKOUT ITERATION

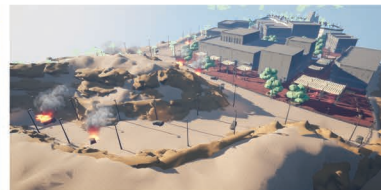
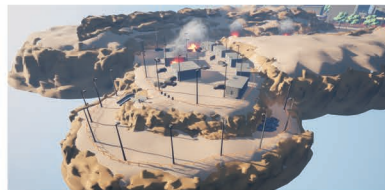
Conducted a full analysis of the first-pass blockout, identifying issues in pacing, spatial readability, and player flow. Implemented a refined second iteration that aligned more closely with the game's core vision and player experience goals. All iteration notes, diagrams, and feedback were documented in Figma for clear tracking and cross-discipline collaboration.

Software: Unreal Engine 5 & Blender

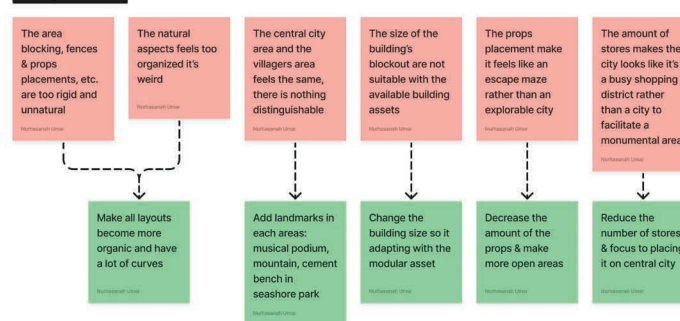
Blockout Version 1



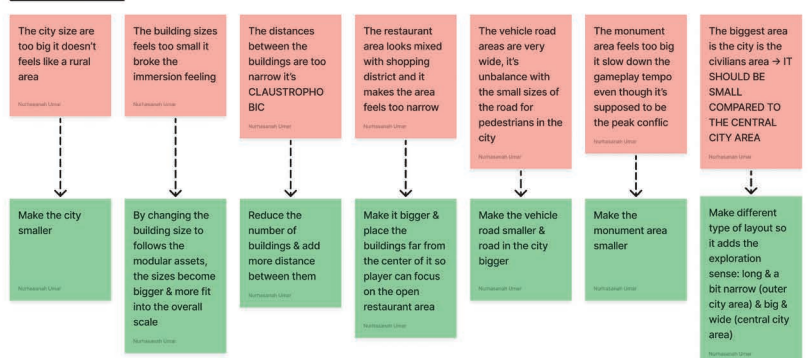
Blockout Version 2



Props Related



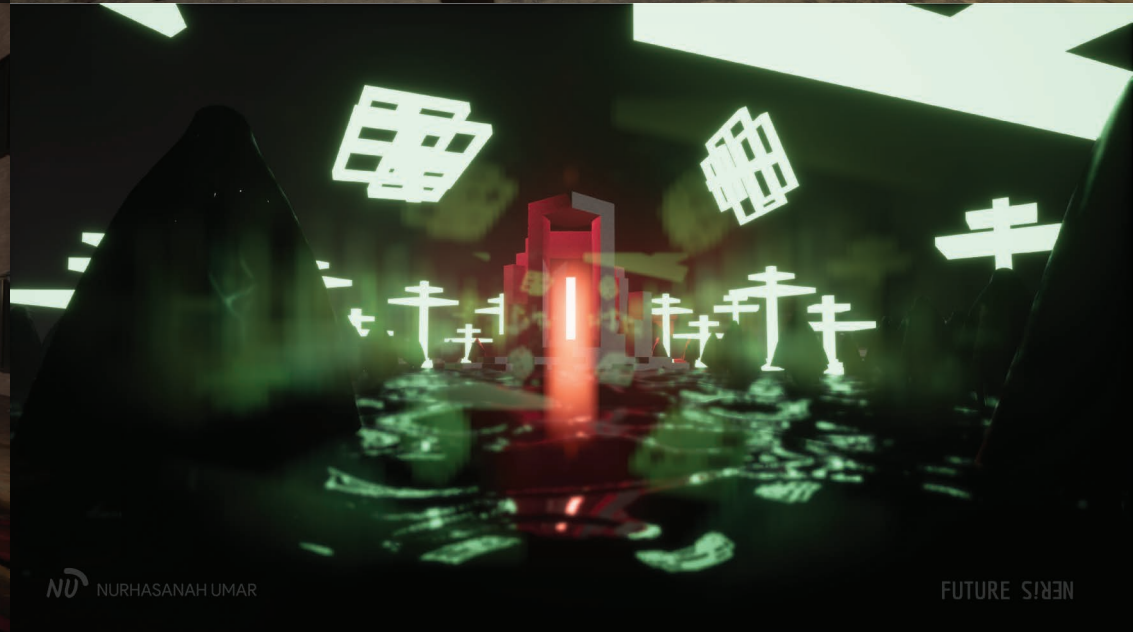
Size Related





# CINEMATIC RENDER UE5

The blackout went into polished phase: 3D environment, lighting setting, smoke vfx, post-process volume based on box trigger blueprint — all to highlight the dynamic action and storytelling. The pictures below rendered in high scalability.

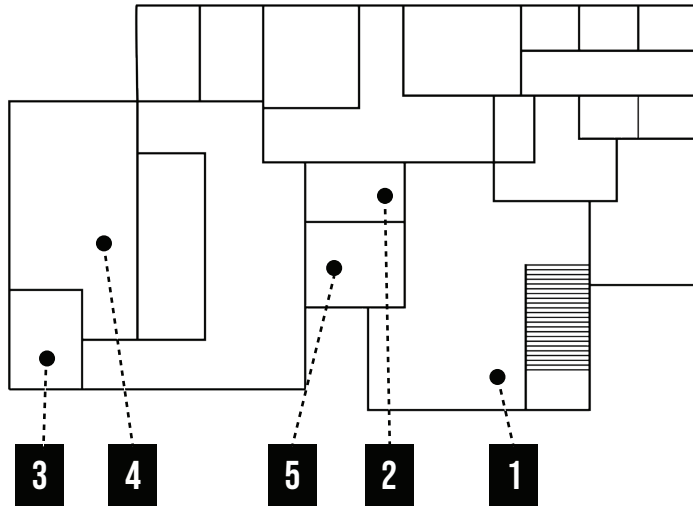




# BLACK PUDDLE

A survival detective game interwoven with deep Indonesian culture, wrapped in layered narratives, eerie combat, and dark-psychological atmospheric gameplay.

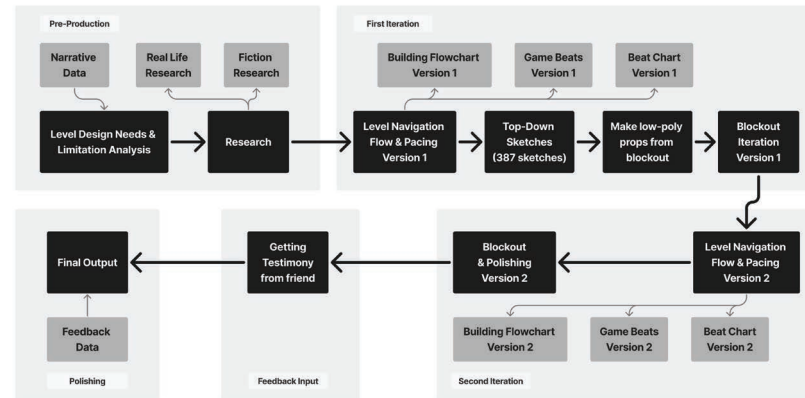
Genre: Third-Person Shooter, Mystery, Thriller, Psychological  
Project Type: Solo Project



**Setting:** An old and mundane police station that later blends with the Taksa Semesta universe and is transformed into an eerie-suspenseful building full of monsters.

**Main Objective:** Interrogate the eyewitness to get his testimony about Black Puddle & get out of the building.

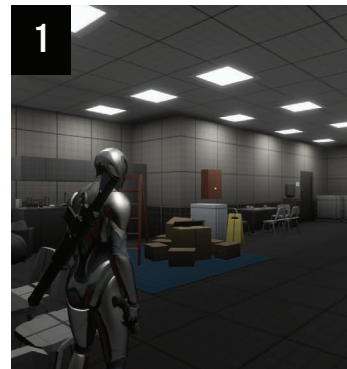
## Development Workflow



## HIGHLIGHT RESPONSIBILITIES

- Conducted interviews with professionals across design, art, and narrative disciplines, analyzed their feedback, and implemented improvements based on real-world feasibility and production constraints.
- Produced insightful, trackable documentation — including GDDs, one-pagers, and development reviews — using Figma, Notion, and Google Slides to support decision-making during and after development.
- Created performance-optimized low-poly assets in Blender for use in UE5, ensuring minimal visual clutter and stable performance during the blockout iteration phase.

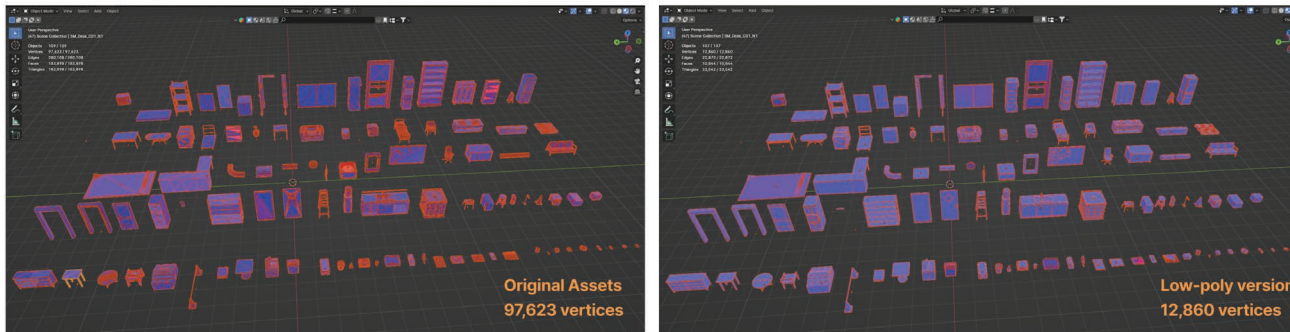
- 1 Officers Canteen. Connection room between F1 & F2, player reads the building renovation notice & finds a clue about the prisoners.
- 2 Observation Room. Player sees the interrogation room on the other side and finds out the soundproof walls in that room are broken.
- 3 Officers Receptionist Room. Player observes the eyewitness (NPC) of Black Puddle that stands in the Civilians Receptionist Room.
- 4 Civilians Receptionist Room. Player interacts with receptionist & eyewitness (both are NPCs) & leads eyewitness into the Interrogation Room.
- 5 Interrogation Room. Player interrogates eyewitness, flashback to the incident, eyewitness transforms into Black Puddle & people scream from all directions.



# 3D LOW-POLY ASSETS

Create low-poly assets in Blender to replace game-ready assets from Marketplace and Quixel (FAB) that were visually disturbing during the blackout phase. The low-poly assets were exported as .fbx, then integrated into UE5 with world grid materials and collision, optimizing both engine performance and designer focus on blackout iteration.

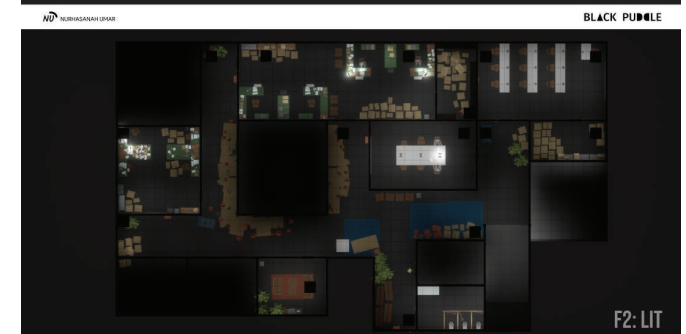
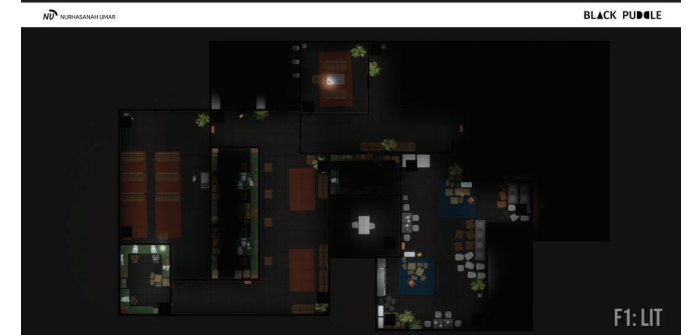
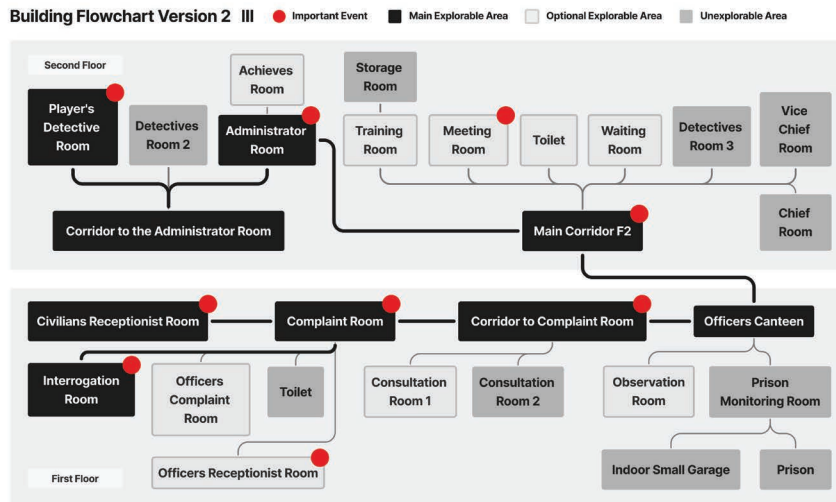
Software: Unreal Engine 5 & Blender



# AREA FLOWCHART

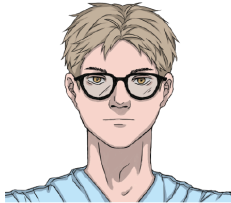
Designed a fully indoor level where all spatial layout and progression were driven by narrative and environmental storytelling. Some areas were revisited at different story beats with distinct atmospheric shifts—from mundane human spaces to tense, monster-infested versions—to accentuate the emotional contrast and story-driven gameplay transformation.

Software: Notion & Figma





The core gameplay involves non-combat exploration and interaction, emphasizing a psychological thriller atmosphere. It features an immersive and tense experience with a focus on deep exploration and discovery, blending Indonesian folklore with a classic detective gameplay.

<b>TITLE</b> <b>BLACK PUDDLE</b>		<b>TEAM</b> Solo Project	<b>GAME ACT &amp; MAIN OBJECTIVE</b> Intro to Act 1 — Interrogate the eyewitness to get his testimony about Black Puddle & get out of the building.	<b>BLOCKERS</b> Active = Monsters. Passive = Physical & Psychological effects of the Taksa Semesta transition; Dizzy caused by Black Puddle.
<b>CONCEPT</b> A survival detective game interwoven with deep depth of Indonesian culture, wrapped in layered narratives, eerie combat, and dark-psychological atmospheric gameplay.			<b>MAIN MECH TO ACHIEVE MAIN OBJECTIVE</b> Combat-related: shooting, dodging & crouching. Non-combat: Read document, interact with object, interact with NPCs.	
<b>GENRE</b> Third-Person Shooter, Mystery, Thriller, Psychological.		<b>SETTING</b> An old and mundane police station that later blends with the Taksa Semesta universe and is transformed into an eerie-suspenseful building full of monsters.	<b>CORE LOOP</b>	<b>KEY FEATURES</b> 1. Immersive atmospheric terror. 2. Intense combat under hallucination. 3. Digging information from the past. 4. Descent into madness.
<b>GAME PILLARS</b> Exploration to find the devils in details.   Uncontrollable changes from mundane to terror.   Deeply rooted Indonesian cultures with dark twists.			<b>WIN CONDITION</b> Enters the Interrogation Room to meet Peniru.	
			<b>LOSE CONDITION</b> HP 0 (killed by monster/s).	
			<b>SOFTWARES</b> Unreal 5 & Blender.	
<b>VISUAL STYLE</b> Old building with a blue-greenish tint for isolation ambience.			<b>THE PLAYER &amp; RELATION TO TAKSA SEMESTA</b>  Nathan is a promising detective with high-analytic thinking and meticulousness. He doesn't have good social skills, but he's very good at handling strategic-related jobs behind the scenes. Name: Nathan Miller Age: 28 years old	
<b>MUSIC &amp; SOUND STYLE</b> Noises from old electronic devices, white noise from the silent environment, and high-tension music when it's combat gameplay.			<b>TAKSA SEMESTA (MONSTERS UNIVERSE)</b> Taksa Semesta is a monster universe heavily inspired by Indonesian culture and the dark side of humans. The monsters have superpowers, moral compass, political structures based on power and plutocracy, and their own history is deeply related to the Earth where the humans live. Internal conflict between the predecessors of Taksa Semesta monsters caused the stability of its universe to be broken and weakened the universe's borders—leading to almost complete eradication of the humans from the earth.	
<b>STORY</b> The story takes place in the early 2000s, when the borders between the Taksa Semesta universe and the Earth are broken. Taksa Semesta monsters are trying to obliterate humans by killing them and turning them into other Taksa Semesta monsters.  The player is a detective who's investigating the Black Puddle Case, which is directly related to those monsters. He must stop the monsters from destroying the world while he himself slowly succumbs to madness.			These are some of the inspirations from Indonesian cultures: <ol style="list-style-type: none"> <li>1. Indonesia was colonized for more than 100 years, so it caused a deep sense of kinship to help each other; "Bersatu kita teguh, bercerai kita runtuh," which translated into "United we stand, divided we fall." → Pure-blooded monsters are weak, so they tend to attack in groups.</li> <li>2. Older people tend to use polite language when they're talking &amp; it's a good manner for younger folks to talk to them in the same/more politen level → Monsters are using polite Bahasa Indonesia language, and monsters in lower positions will address the monsters in higher positions by using poetic-like plaudit.</li> </ol>	
<b>AUDIENCE</b> The Explorer, players who enjoy dark narrative games like Alan Wake I & eerie ambience like Silent Hill.				



BLACK PUDDLE



FUTURE NER!



SNOW CHURCH



Don't Go Back

# LEVEL DESIGN

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