

Title

Hey Ya

(Named after the level's song "Hey Ya" by Outkast)

Setting

It is set at night, and it is indoors. The setting is an imaginary, somewhat science fiction kind of place at an imaginary, somewhat science fiction kind of time. The level is styled after a dark, late-night dance club with brightly colored lights.

Story

The protagonist is just trying to stop all the haters from hating. He's got to prove to them that he's not a poser, so he's showing off his sweet dodging moves by completing his third of four dodging tests.

Art

The level has strong contrasts of dark and light. The overall level lighting is very dim, but there are brightly colored lights all throughout. It is reminiscent of a dance club late at night. Below is a sample of the kind of color palette for this level.

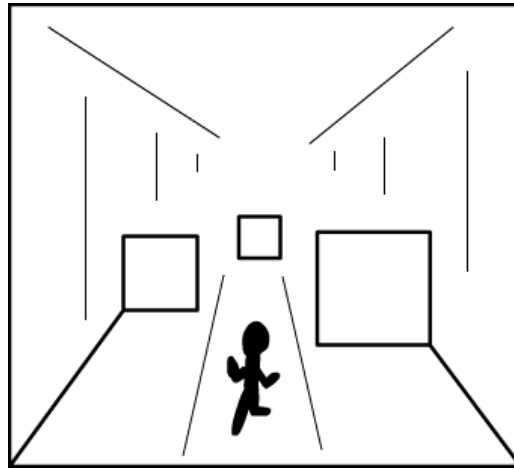


[*Mass Effect 2* – Dark Star Lounge]

Gameplay

Mechanics

The mechanic in this level is dodging. The player is automatically constantly running forward in a long hallway. If a player runs into an incoming wall, he/she is instantly killed. The player already knows how to do this and has had experience with it in two prior levels, so this level is designed to reinforce these skills. The dodging ability is tested at a moderate-to-difficult level. The testing of this mechanic is designed with slight intensity in order to prepare the players for the final level where his/her skills are put to the ultimate test.



Sketch-up of level's appearance

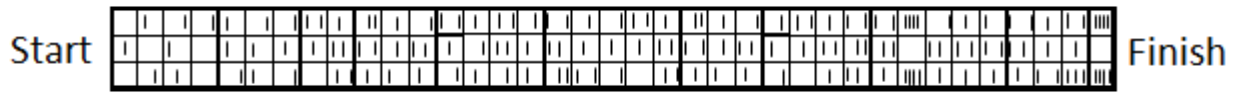
Features

- Set to the song “Hey Ya” by Outkast, which has high energy and somewhat high tempo.
- The length of the level is just over 3 minutes.
- Builds off of the skills learned in the previous levels and prepares the player for the final and most difficult level, which is the next level after this one.
- This level can only be reached once the second level has been beaten.
- The opportunity to play the final level is earned when the player beats this level.

Map

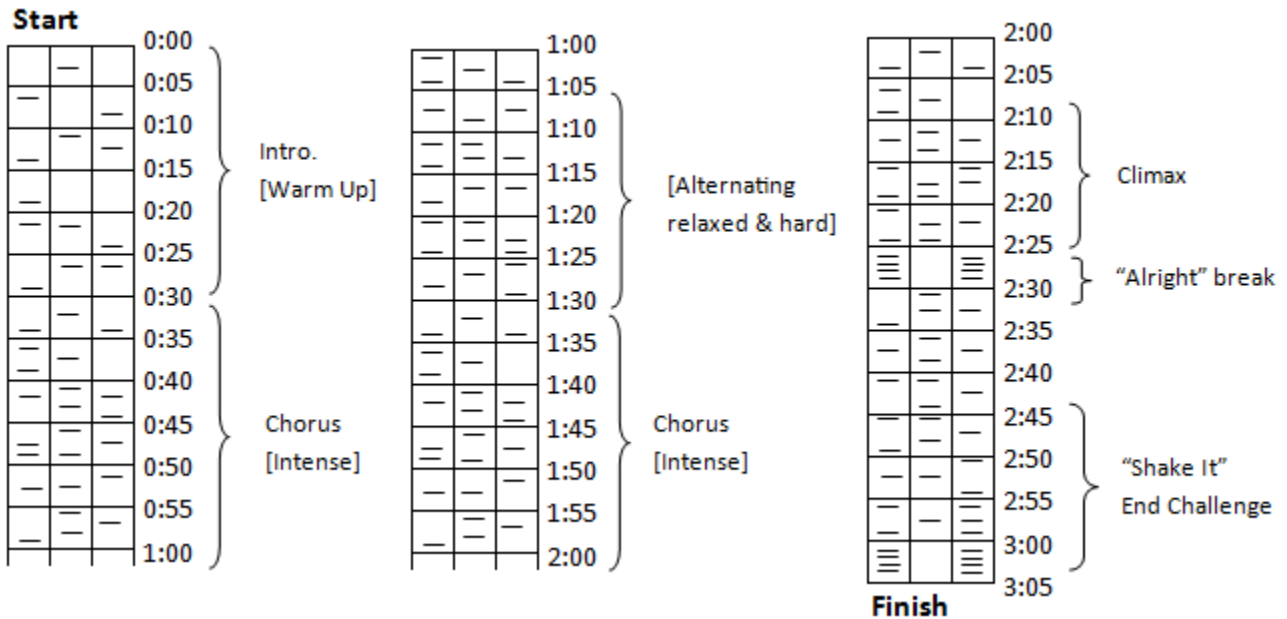
The layout of the level is long with three “tracks” for the player to run on. There are walls in various places in each of the tracks which the player must dodge. [The interior grid on the map below is just to

make visualizing the spacing easier and not actually architecture in the level; the exterior walls and smaller, dodging walls are the only structures.]

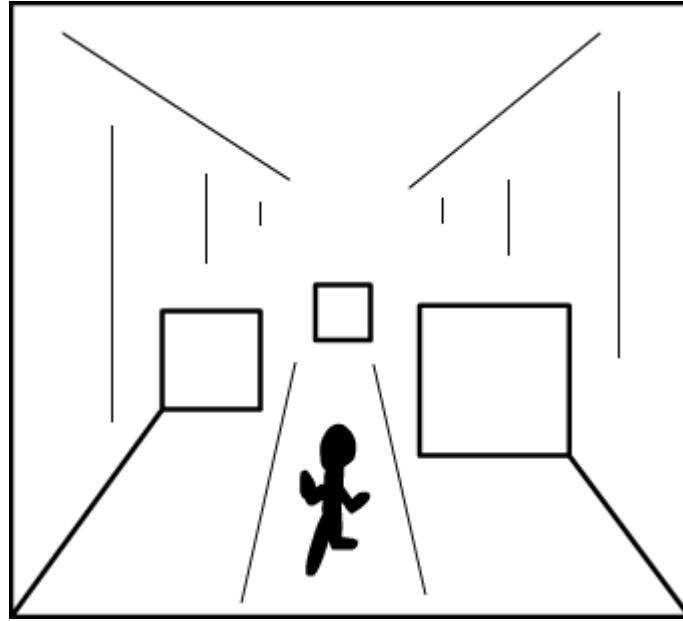


Storyboard

Below is the level map broken up into pieces. The walls to be dodged are shown by the small lines. [Again, the grid is just a visual aid. The numbers on the sides are timestamps in minutes and seconds.]



Below is what the player sees. There are three tracks and small walls placed at varying distances in each of the tracks. These are what the player dodges.



Walkthrough

The red line is a dodging path the player could take to get through the level.

