



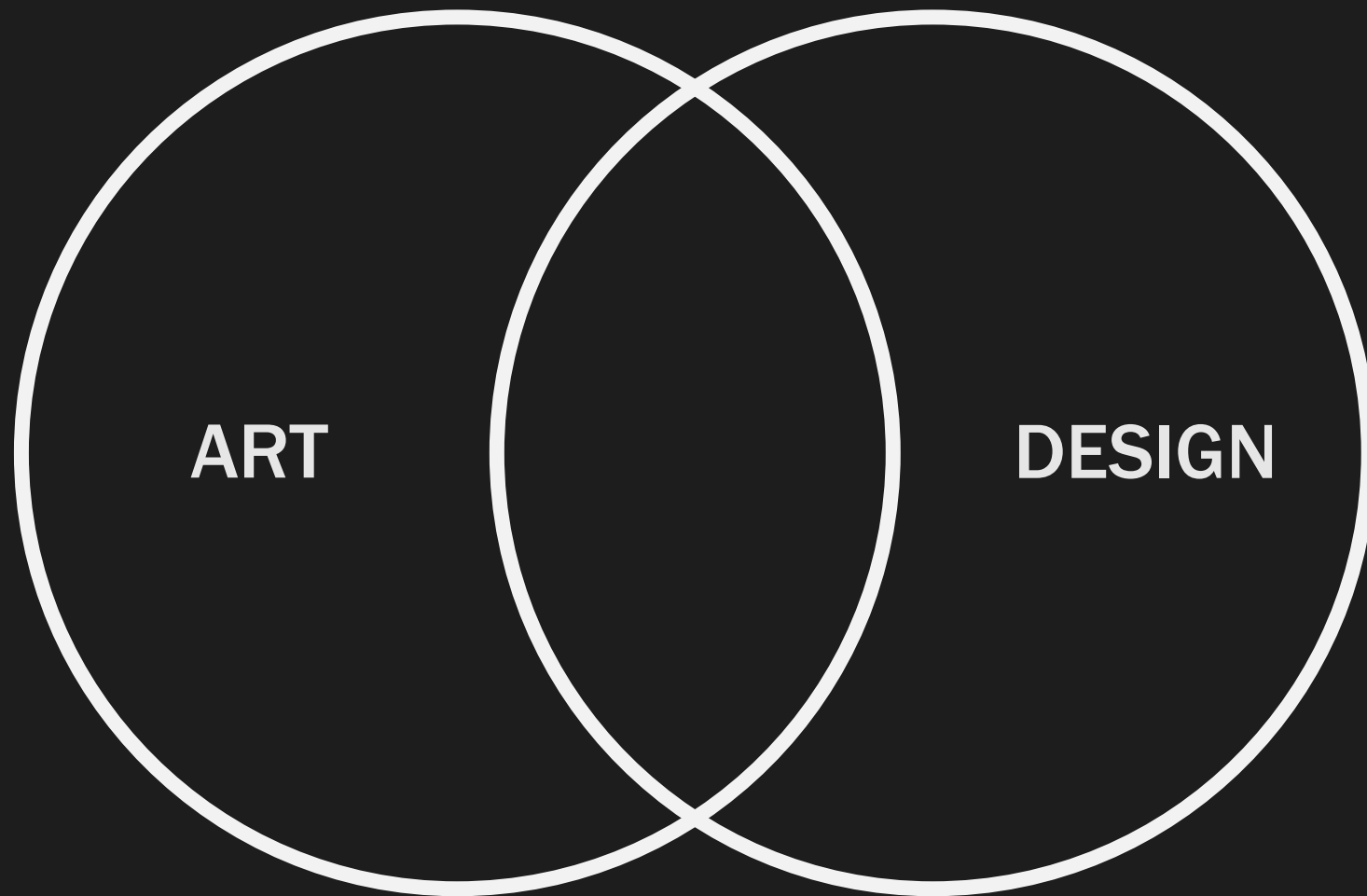
Presentation & Design
Simon-Albert Boudreault

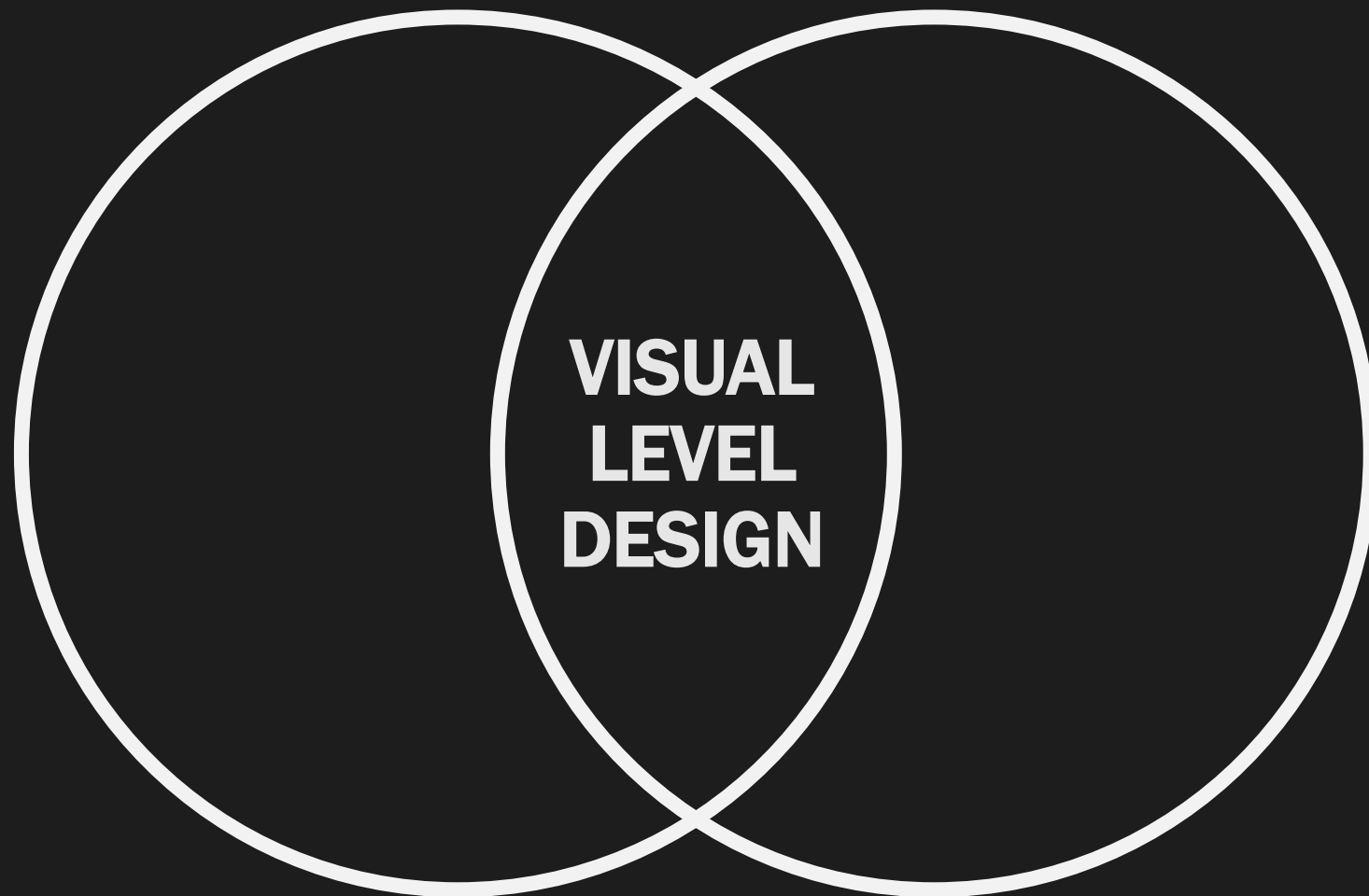
Level Art
Gwendoline Verpeaux
Annika Bernhoff

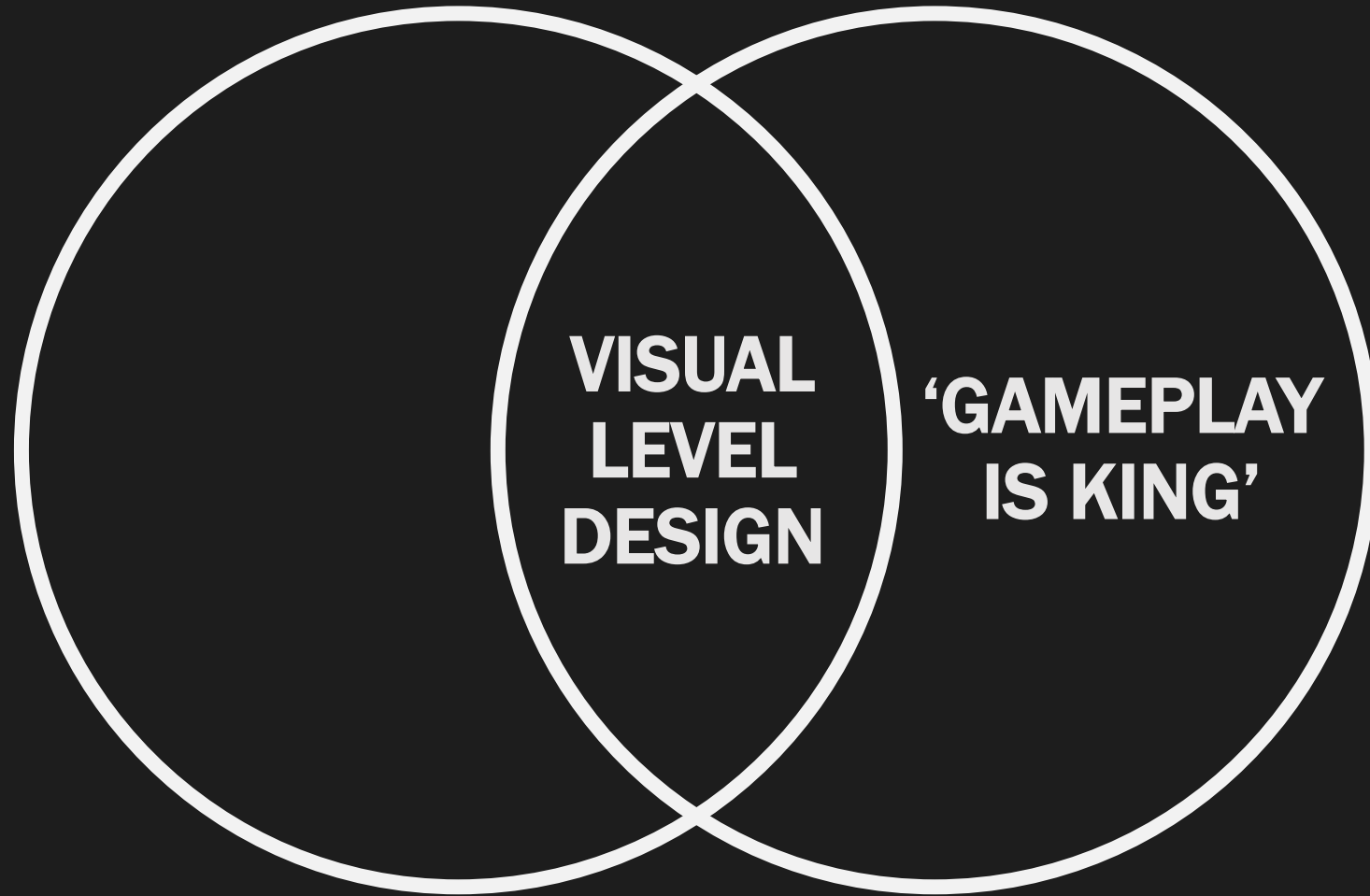
THE VISUAL LEVEL DESIGN OF GOTHAM KNIGHTS

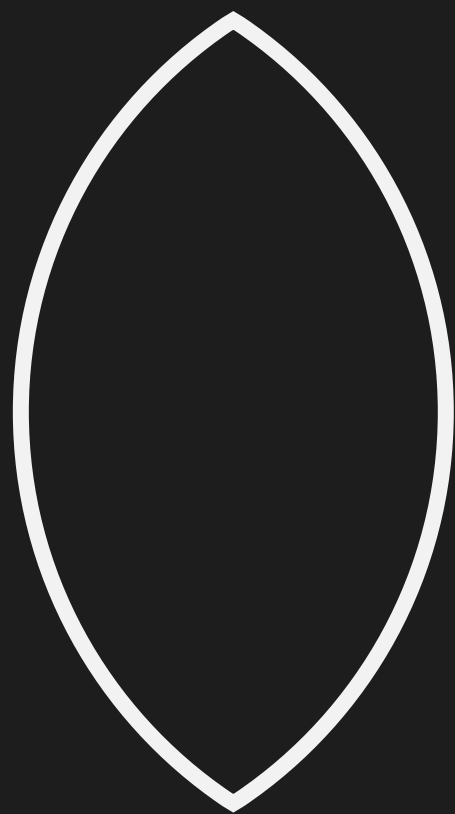


**VISUAL
LEVEL
DESIGN**



















1

2

3

1

normal world

2

3

1 SYSTEMIC GAMEPLAY

normal world

2

3

1

normal world

2

middle world

3

1

normal world

2

**EXPLORATION
MINOR COMBAT
MINOR NARRATIVE BEATS**

middle world

3

1

normal world

2

middle world

3

underworld

1

normal world

2

middle world

3

**SURVIVAL
MAJOR COMBAT
MAJOR NARRATIVE BEATS**

underworld

normal world

middle world

underworld



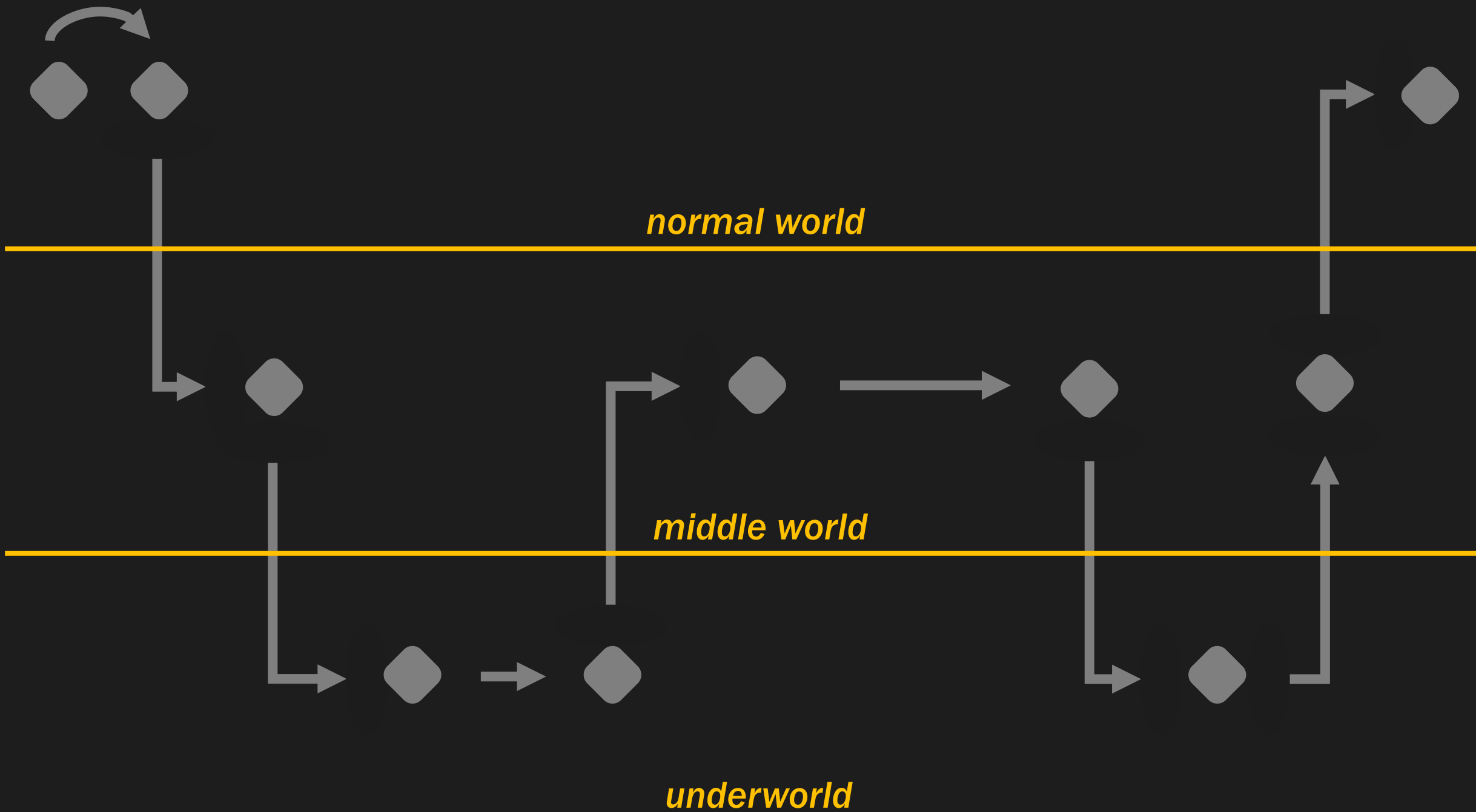
normal world

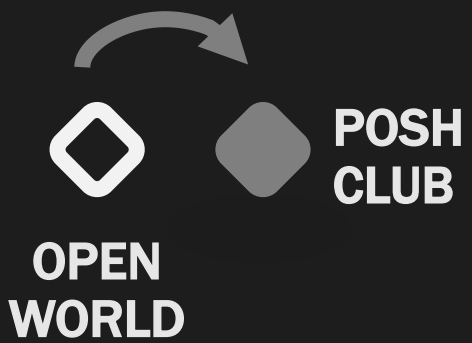


middle world



underworld





normal world



middle world



underworld



Batgirl: The mansion's been around for over a hundred years and had at least that many renos.



- Find a way to activate the mechanism
 - Clear the guards from the club
 - Use AR to find the other switch
 - *BONUS: Remain undetected*

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ARKHAM
VIDEOS

LVL 11
3,004 XP +52 XP

1,270



R1







POSH
CLUB



normal world

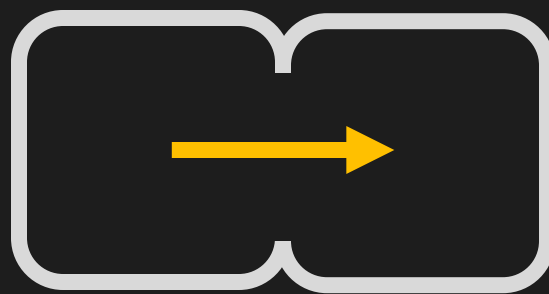


middle world



underworld







Batgirl: The mansion's been around for over a hundred years and had at least that many renos.















■ Follow the blood trail

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Gameplay HUD elements on the bottom left:

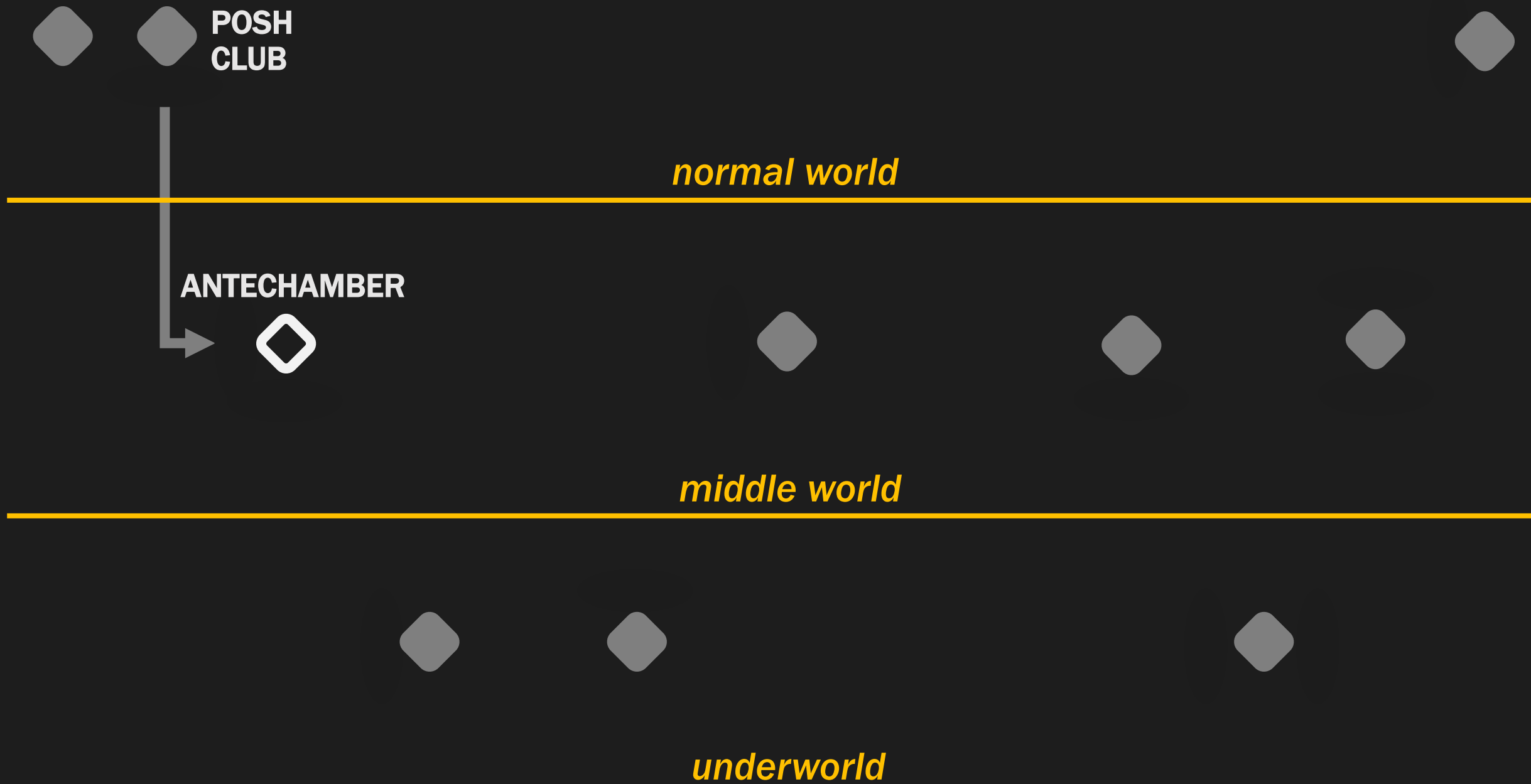
- Four purple cross-shaped icons.
- A speech bubble icon.
- A bat icon.
- A plus sign icon with the number '7' next to it.
- A target icon.

Below these icons is a long, thin white progress bar.

Gameplay HUD elements on the bottom right:

- An 'R1' button indicator.
- Two square icons: one with a bat symbol and one with a bat symbol.
- Below these are two circular icons: one with a bat symbol and one with a bat symbol.

Below these icons is a long, thin white progress bar.







normal world

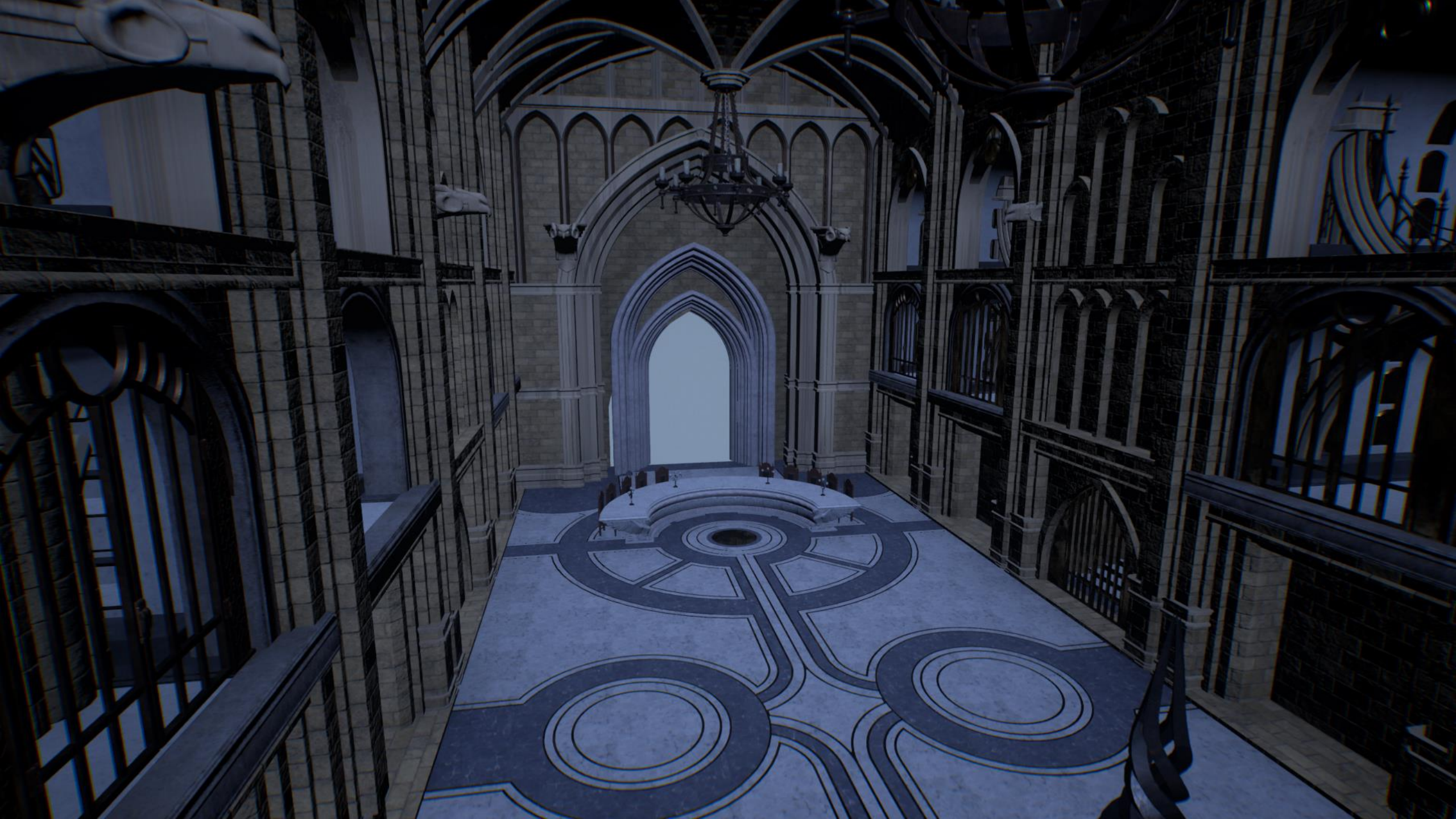
ANTECHAMBER

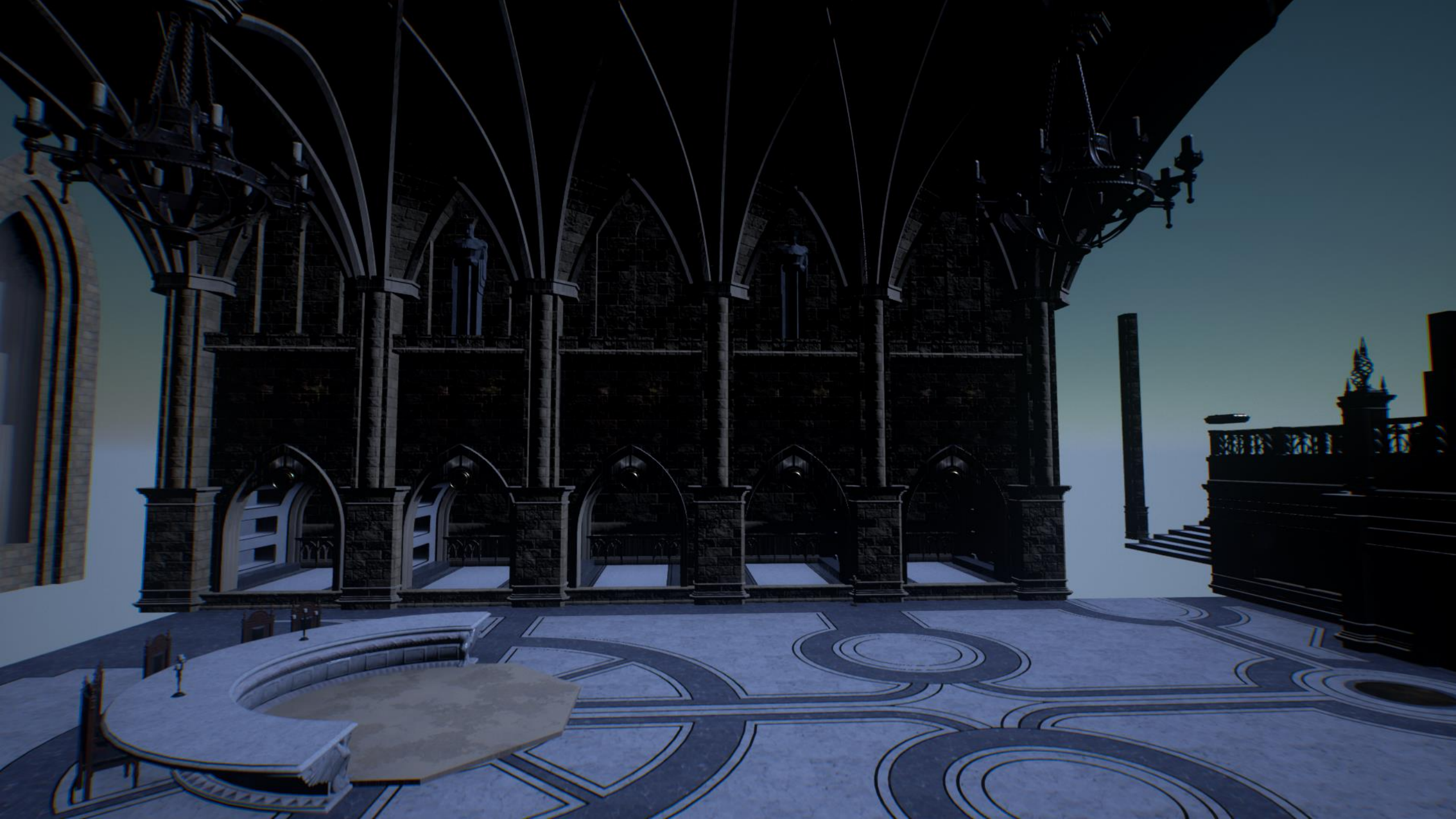


middle world



underworld

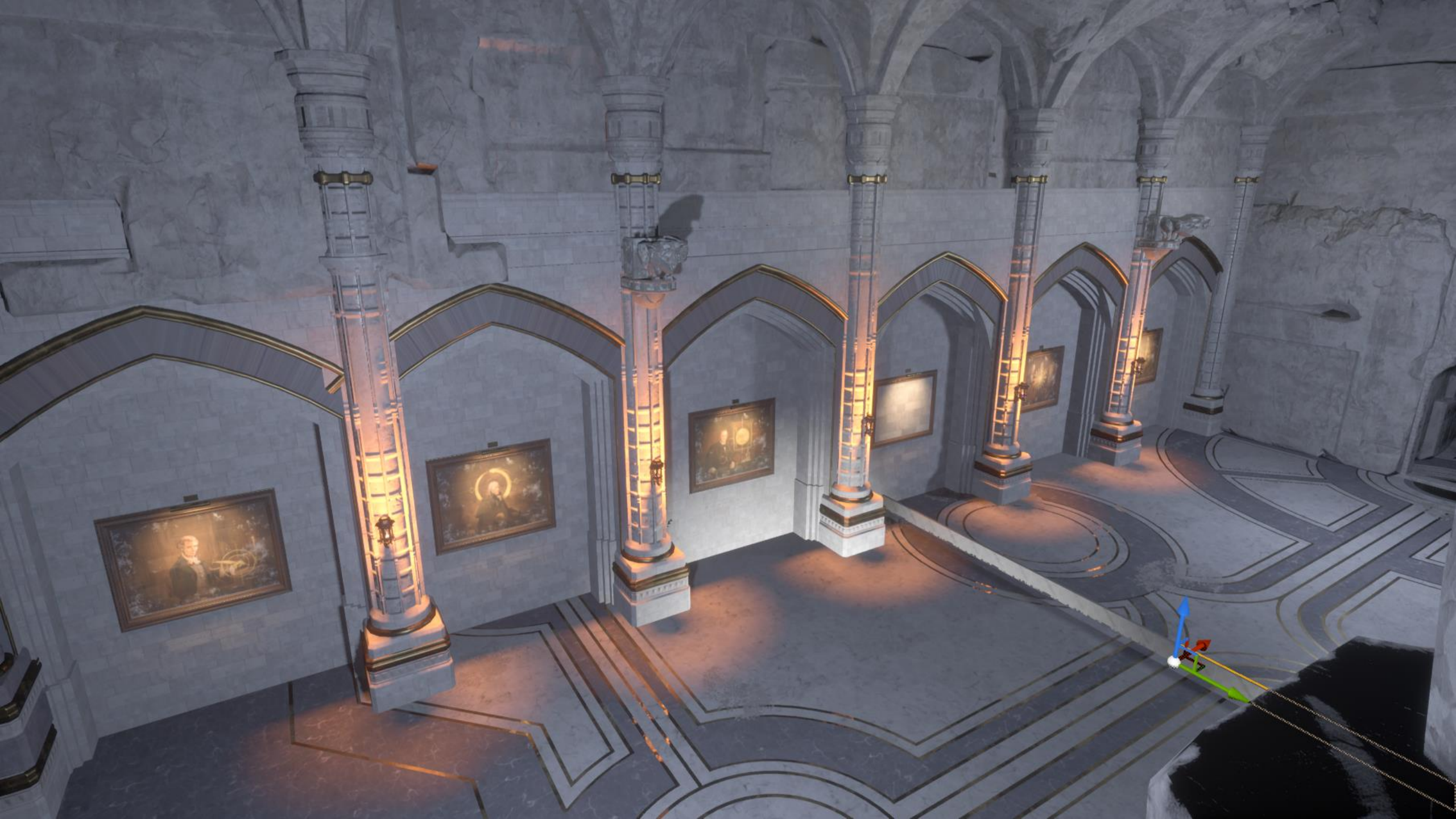
























Concept Art: Nicolas Oroc





■ Solve the puzzle

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ARKHAM
VIDEOS





normal world

ANTECHAMBER



middle world

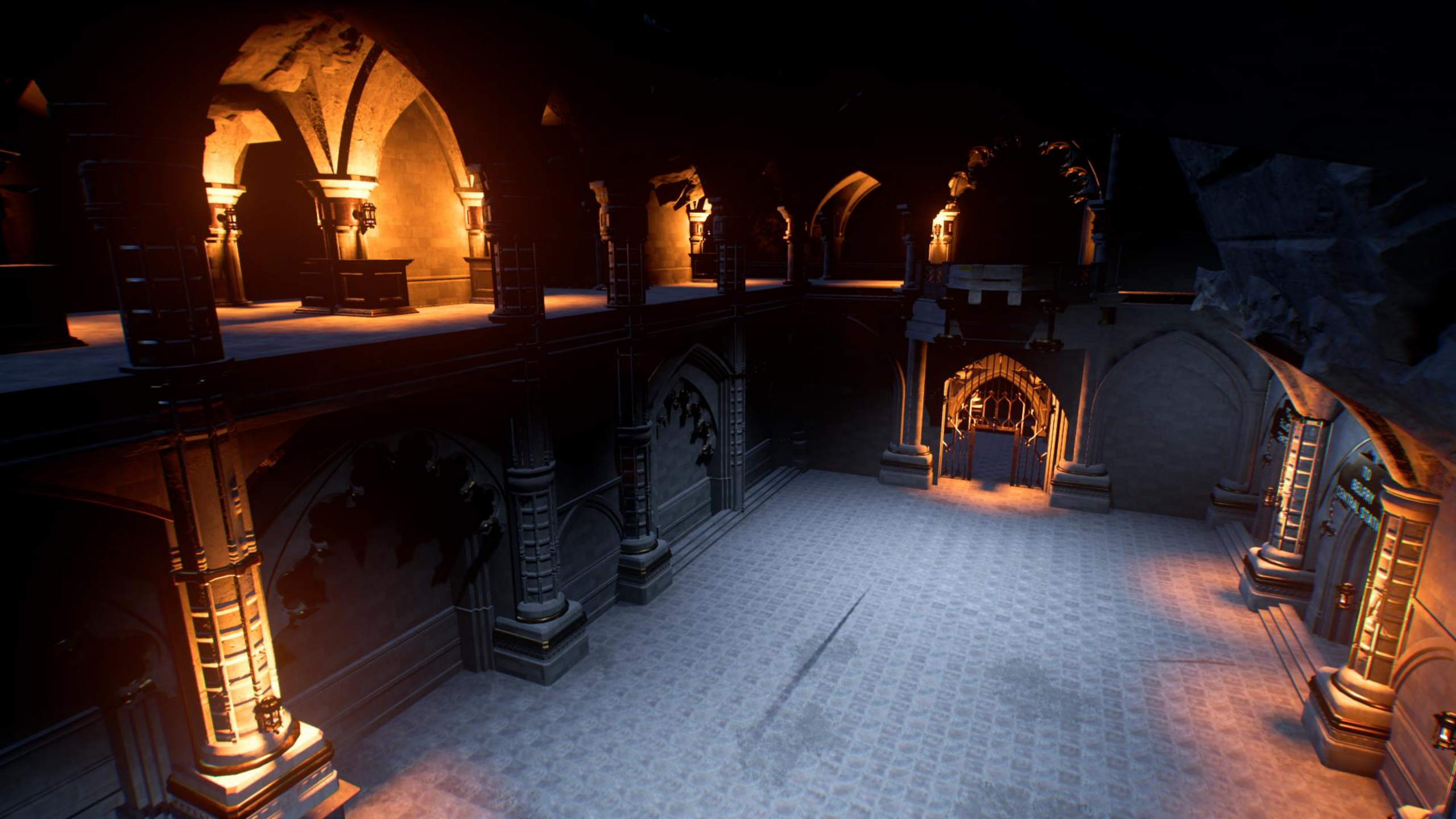


**GATHERING
CHAMBERS**



underworld















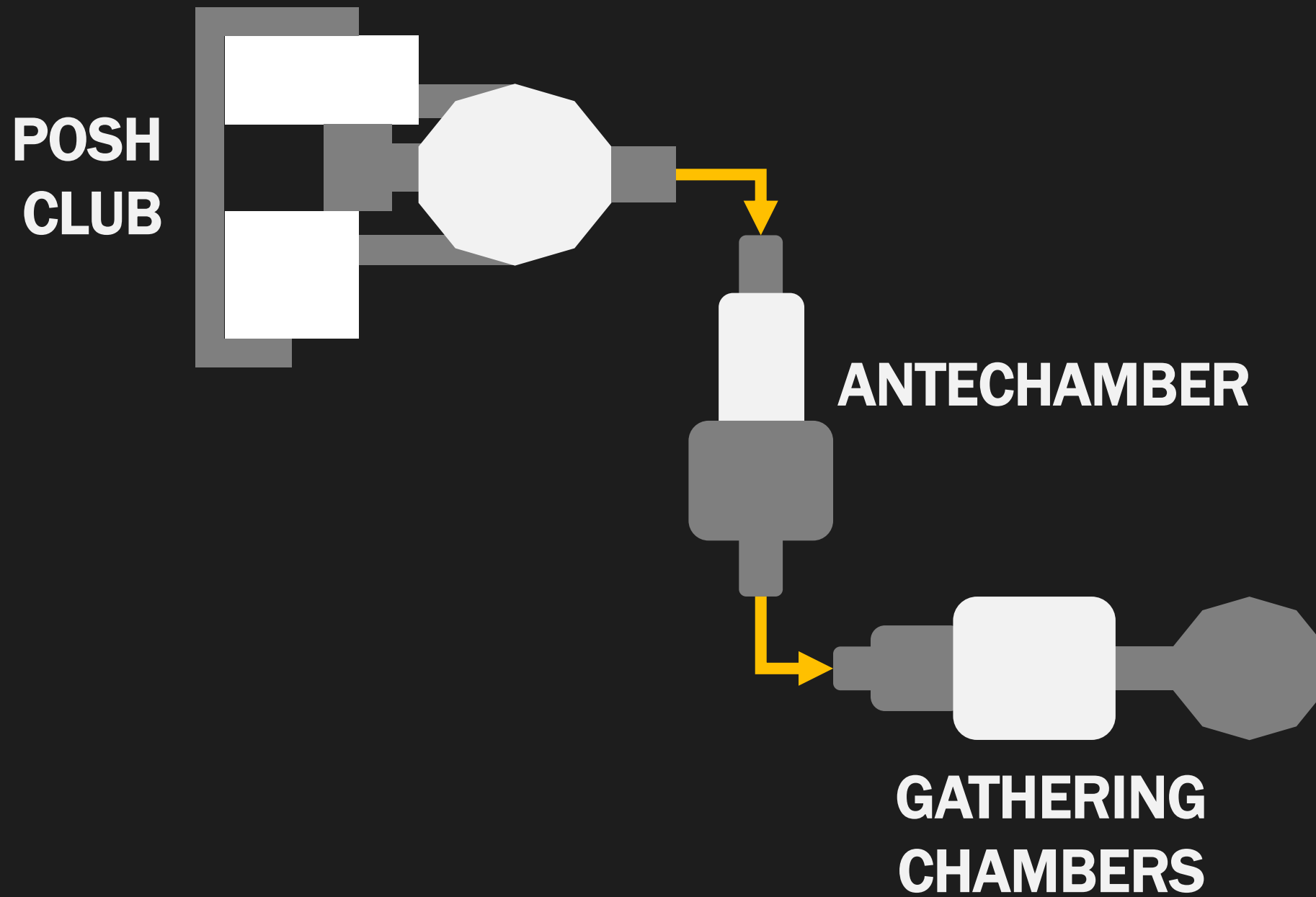


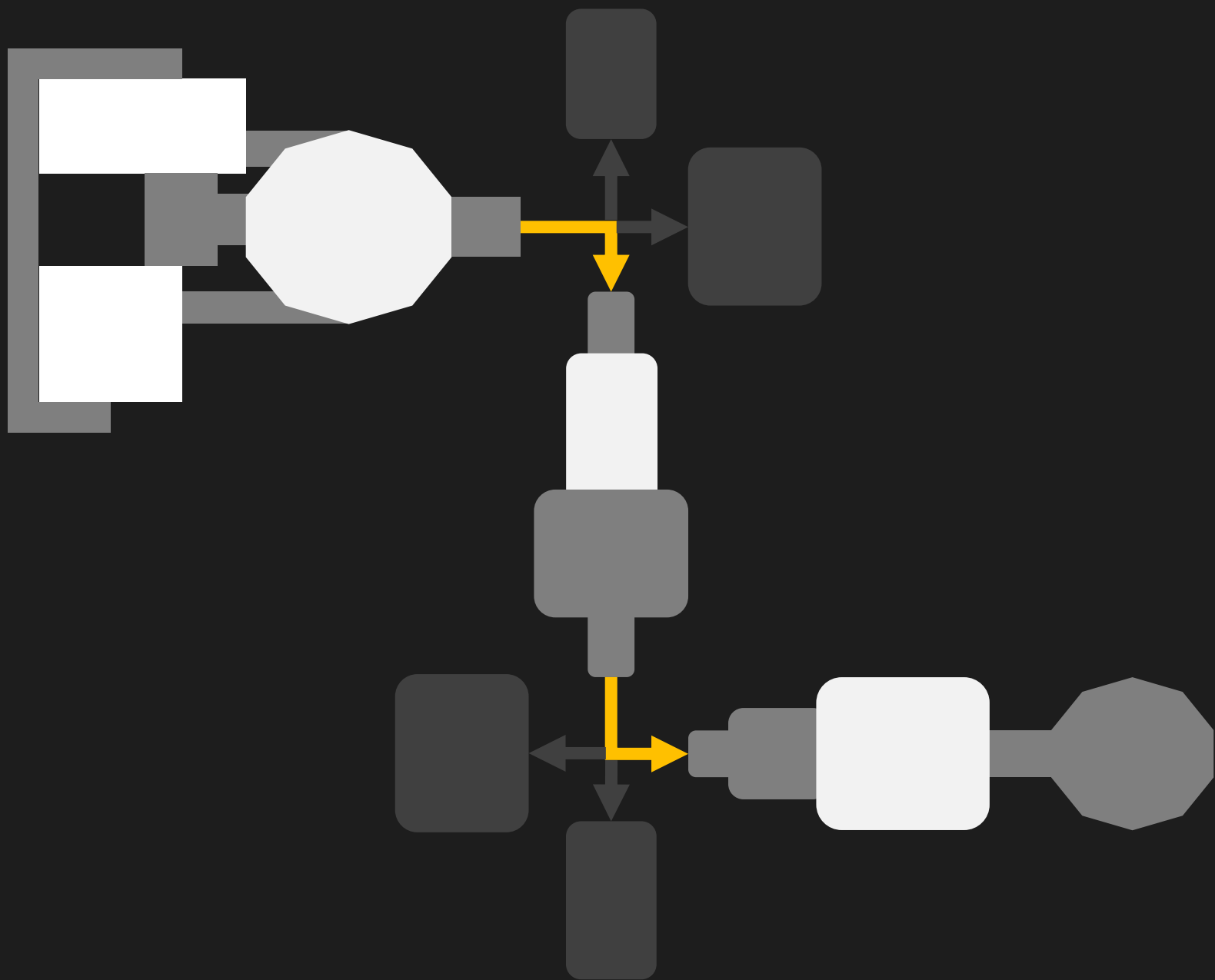


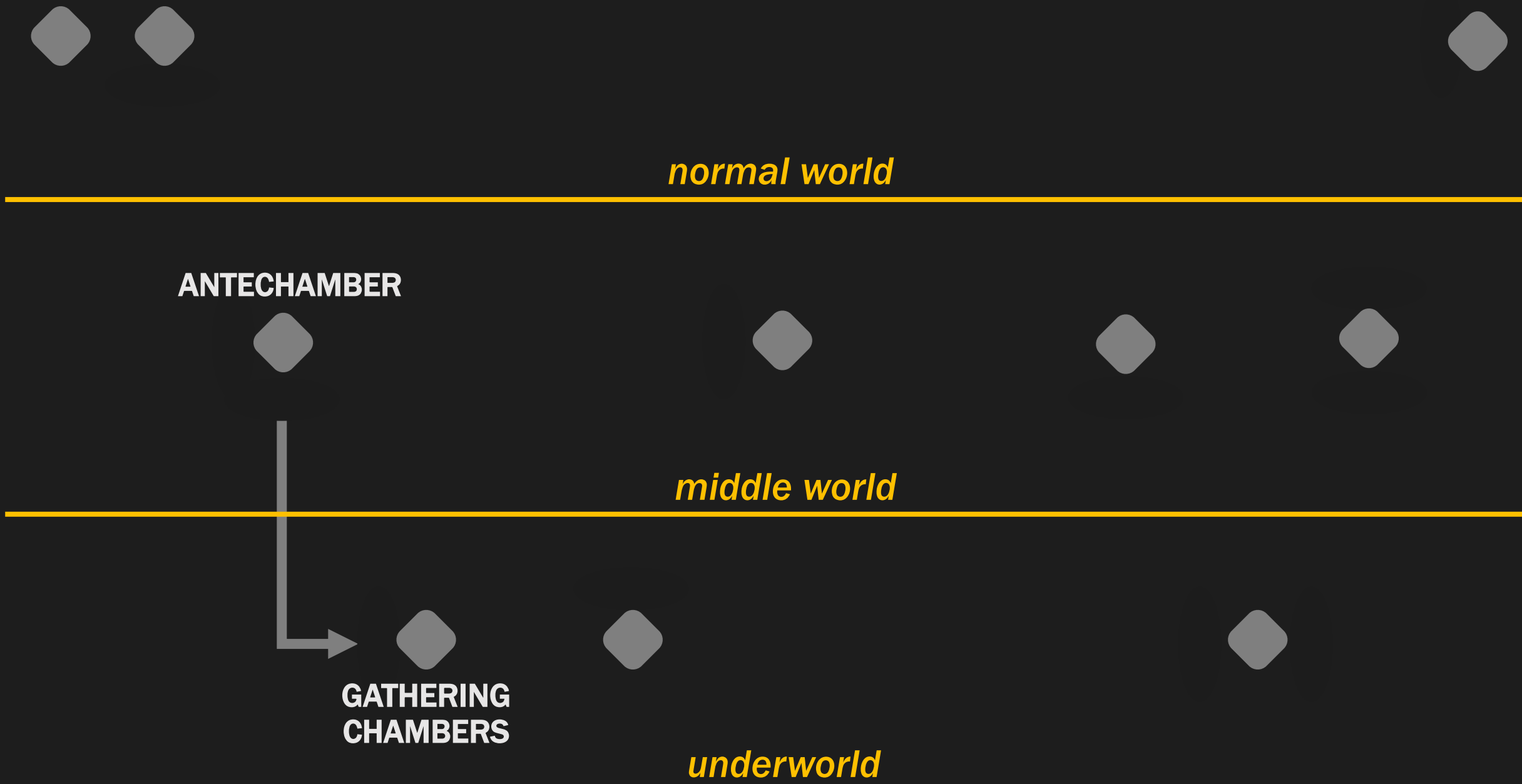


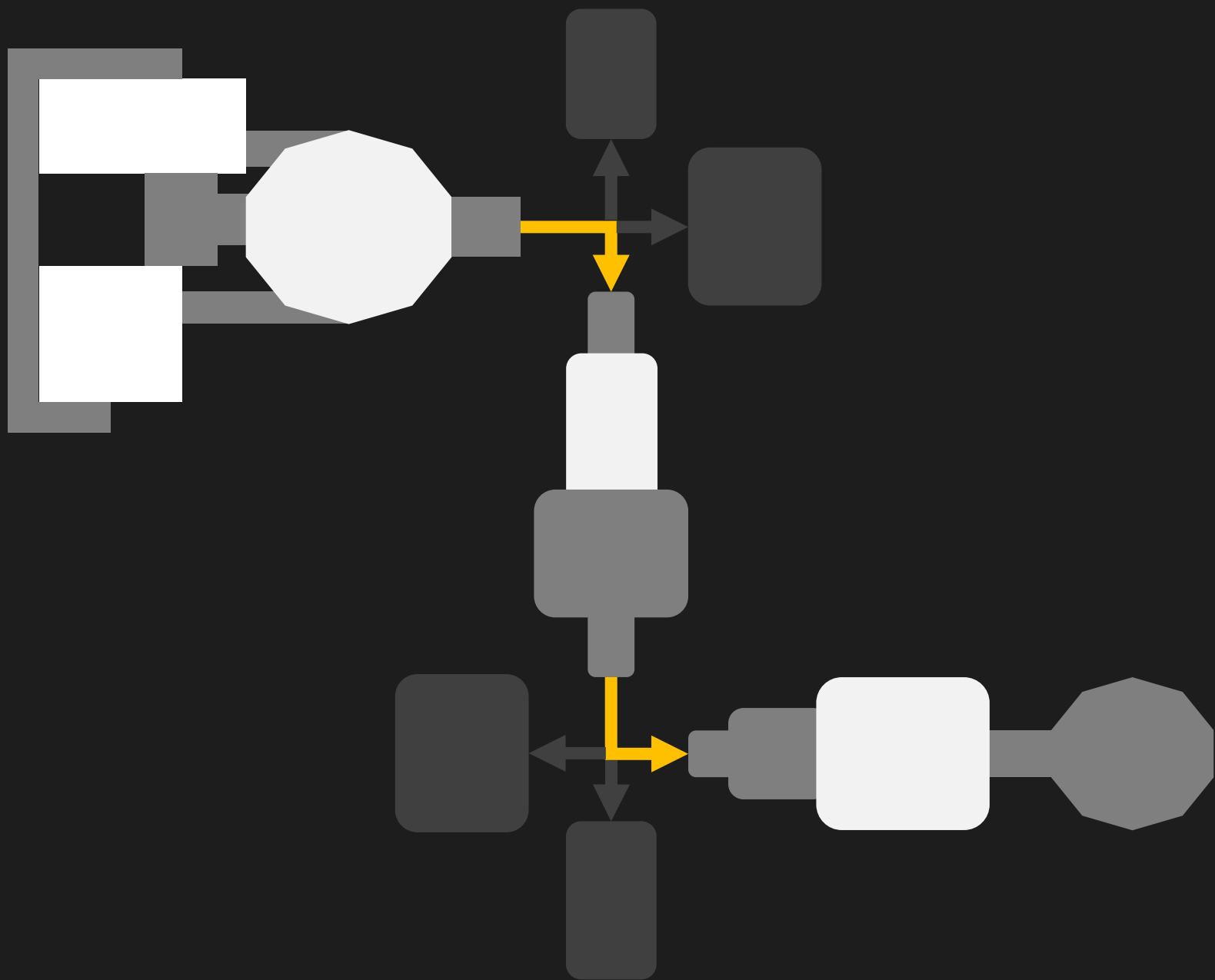


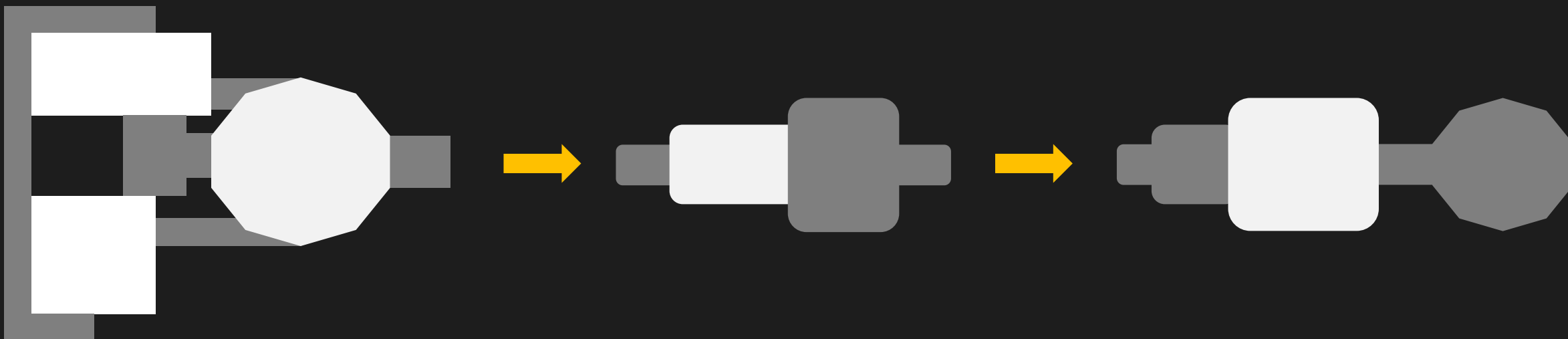














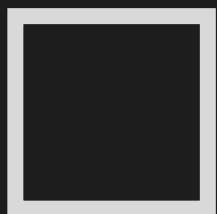








normal world



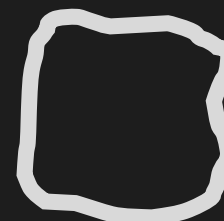
MODERN MATERIALS

middle world

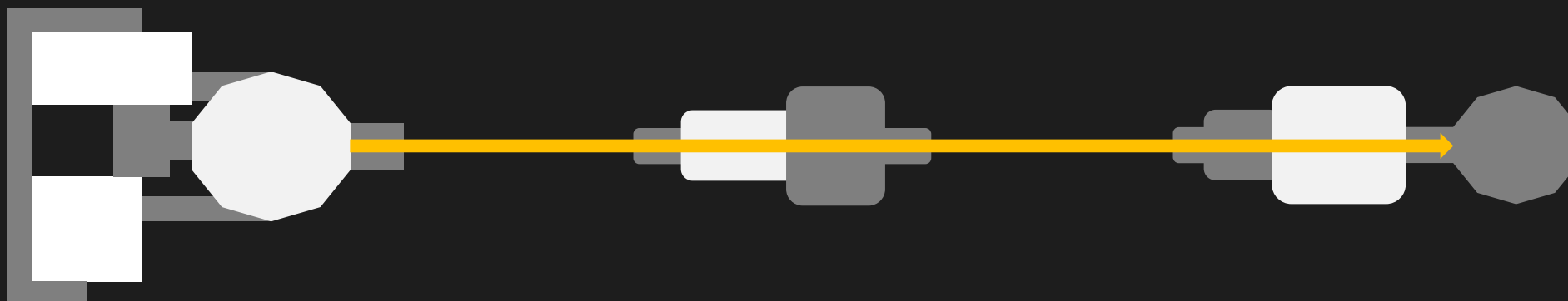


ANCIENT MATERIALS

underworld

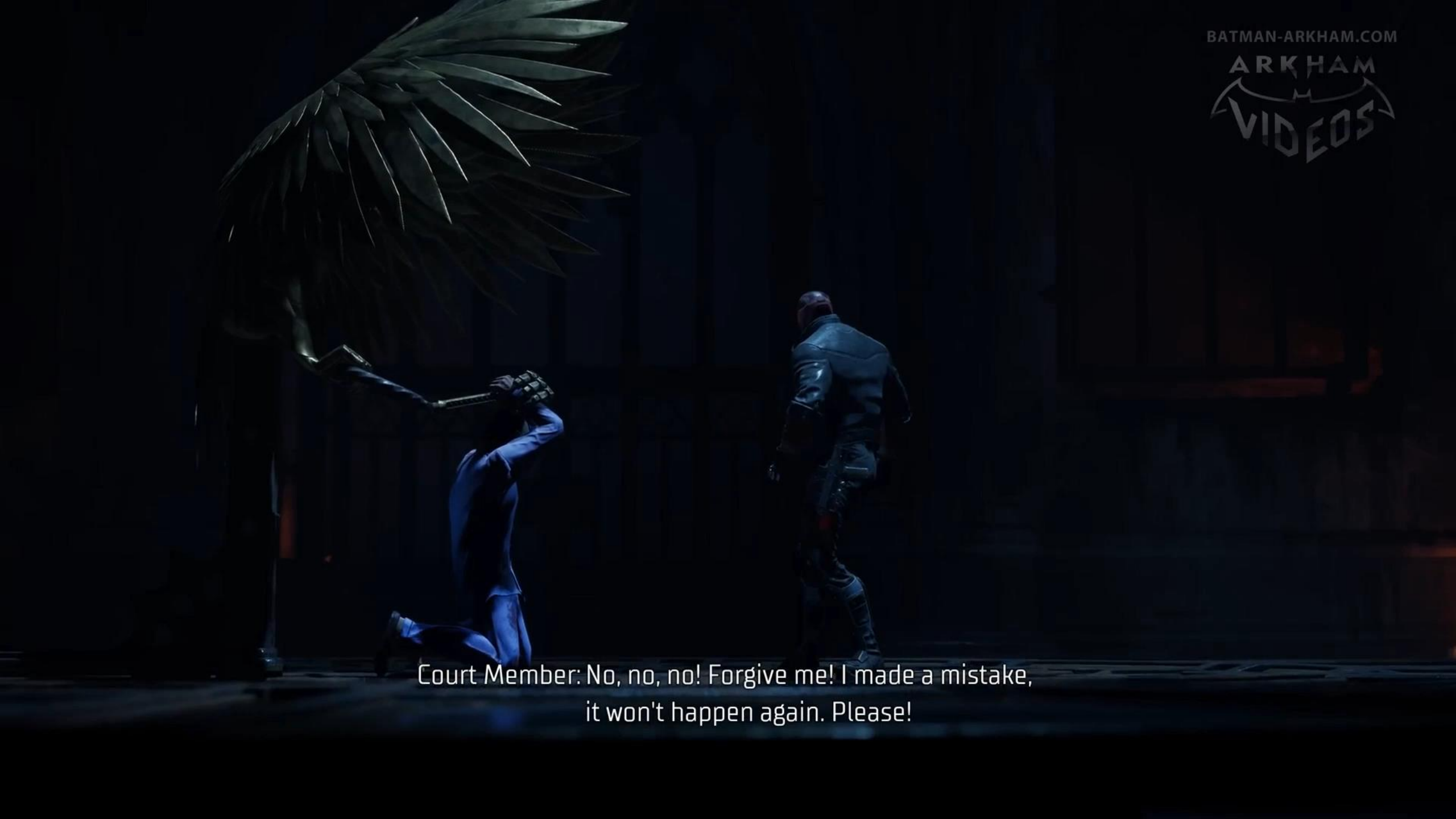


'REPTILIAN' MATERIALS









Court Member: No, no, no! Forgive me! I made a mistake,
it won't happen again. Please!





normal world



middle world



**TUNNEL
CRAWL**



**GATHERING
CHAMBERS**

underworld



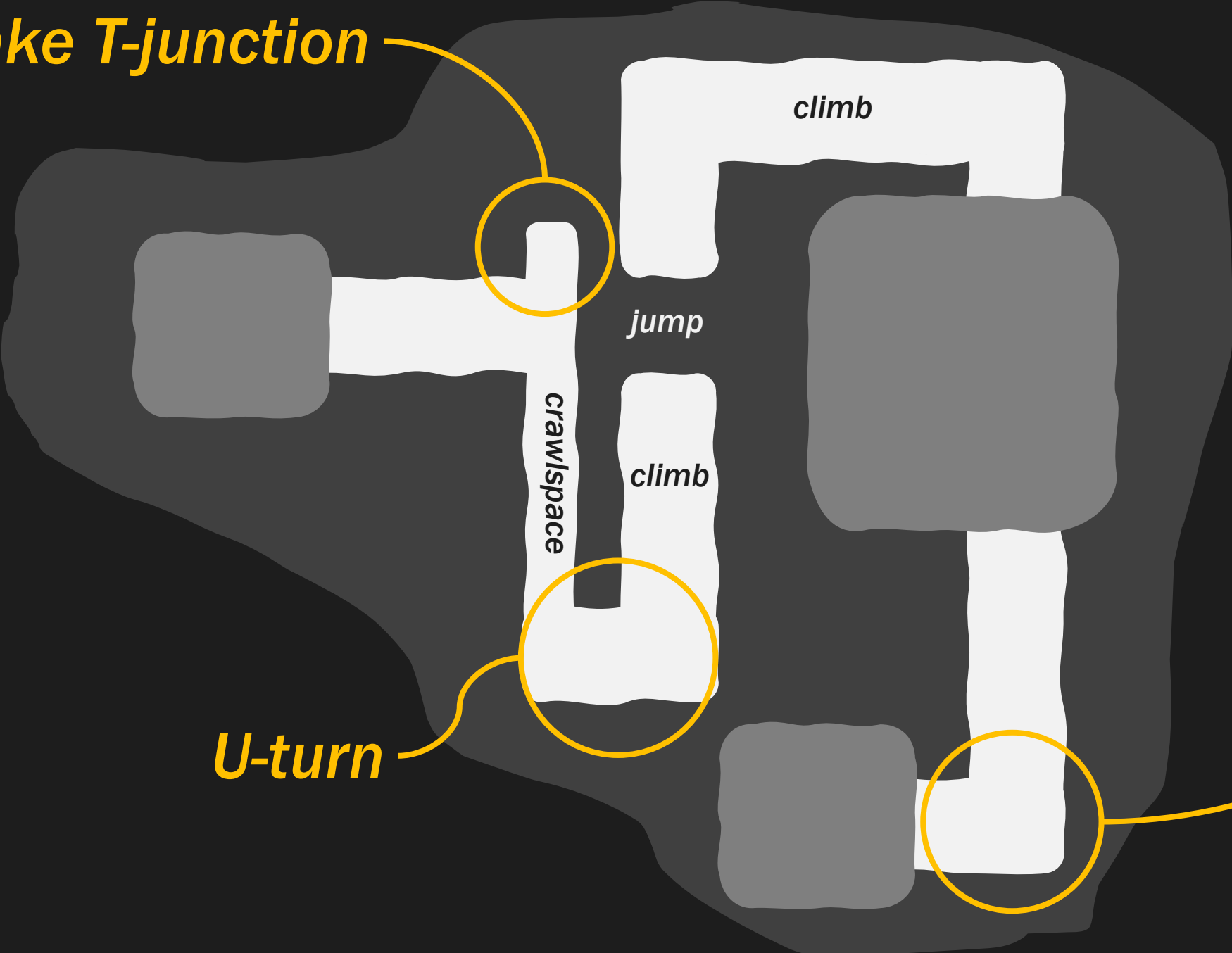








fake T-junction

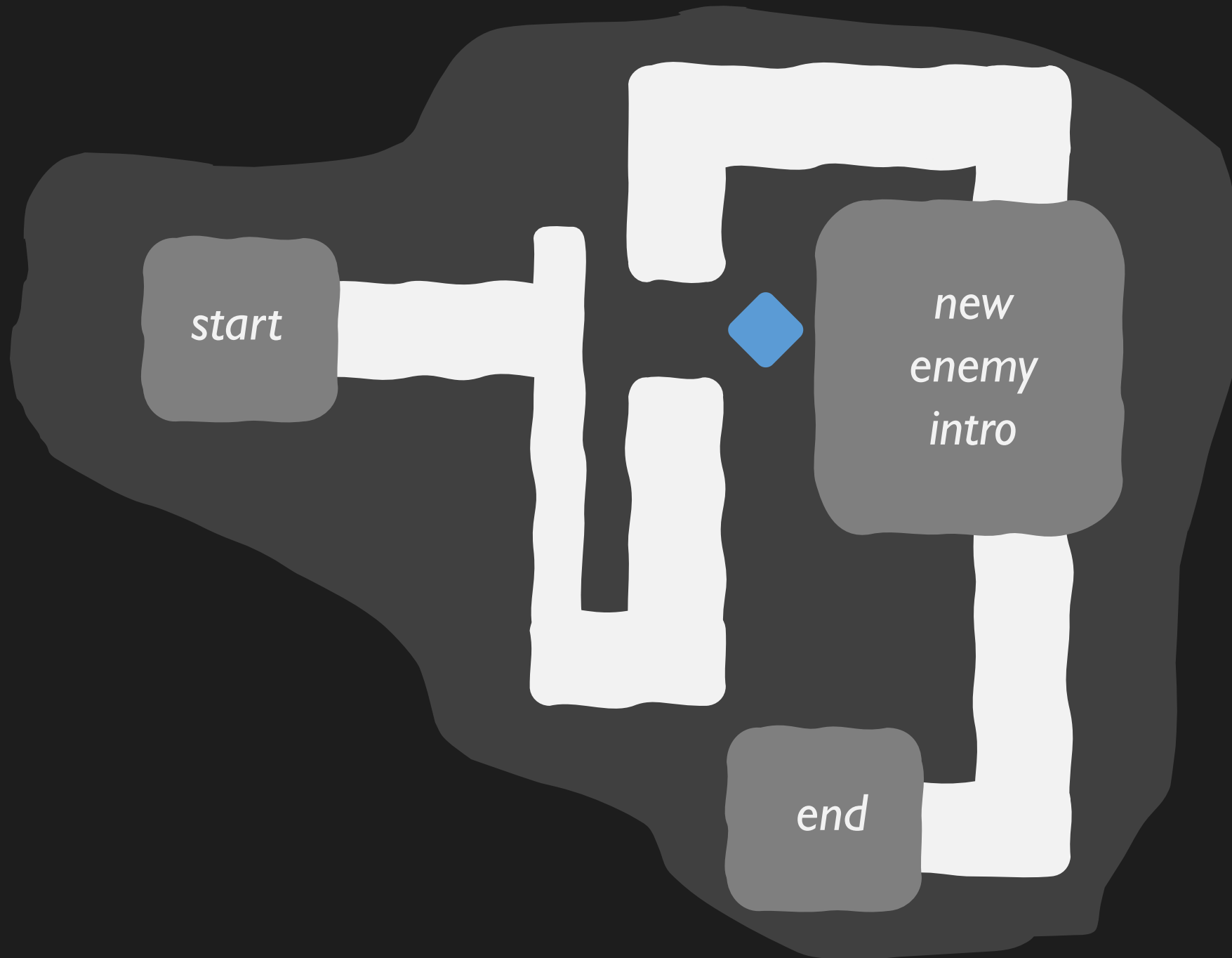


sharp 90-degree exit

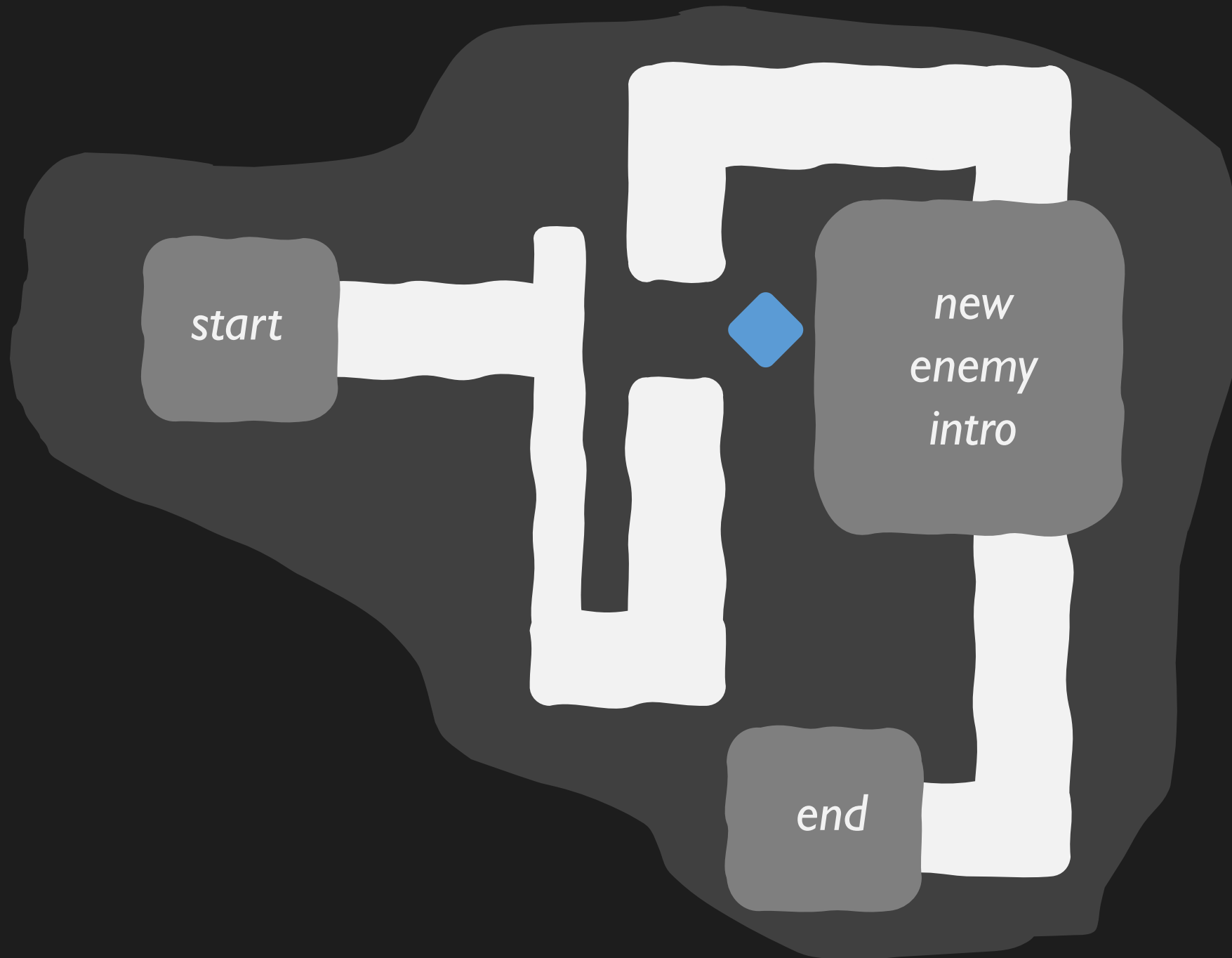
start

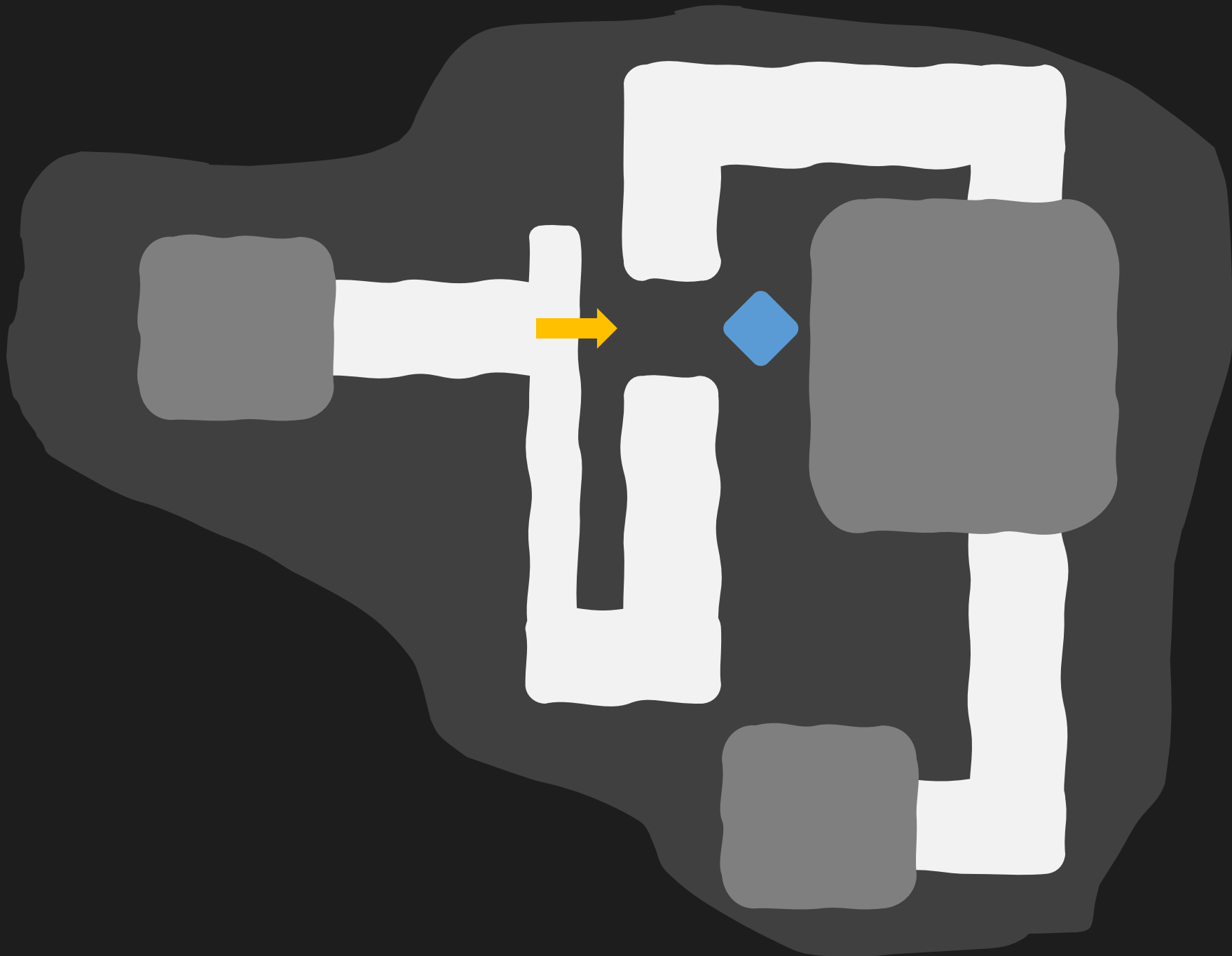
*new
enemy
intro*

end

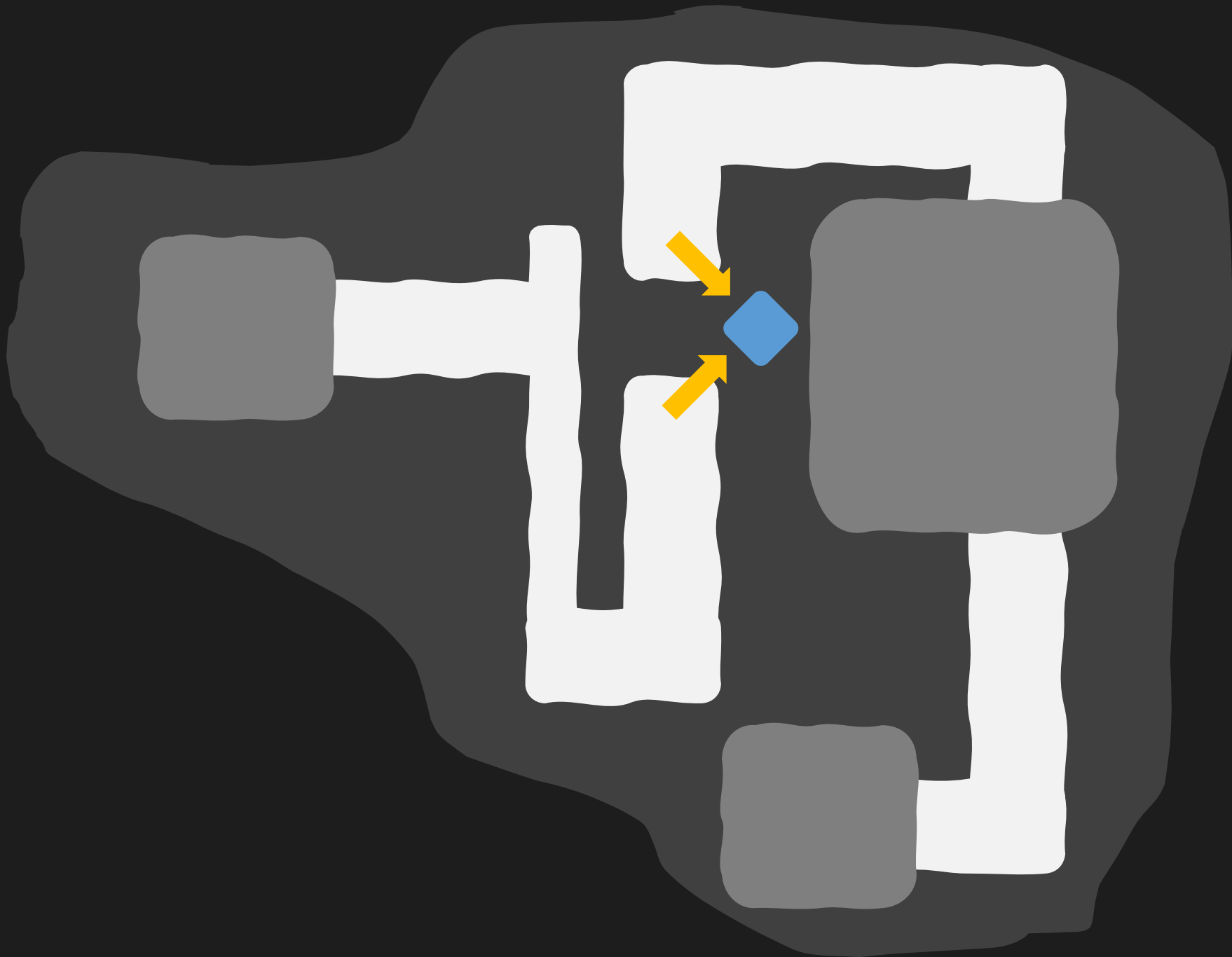




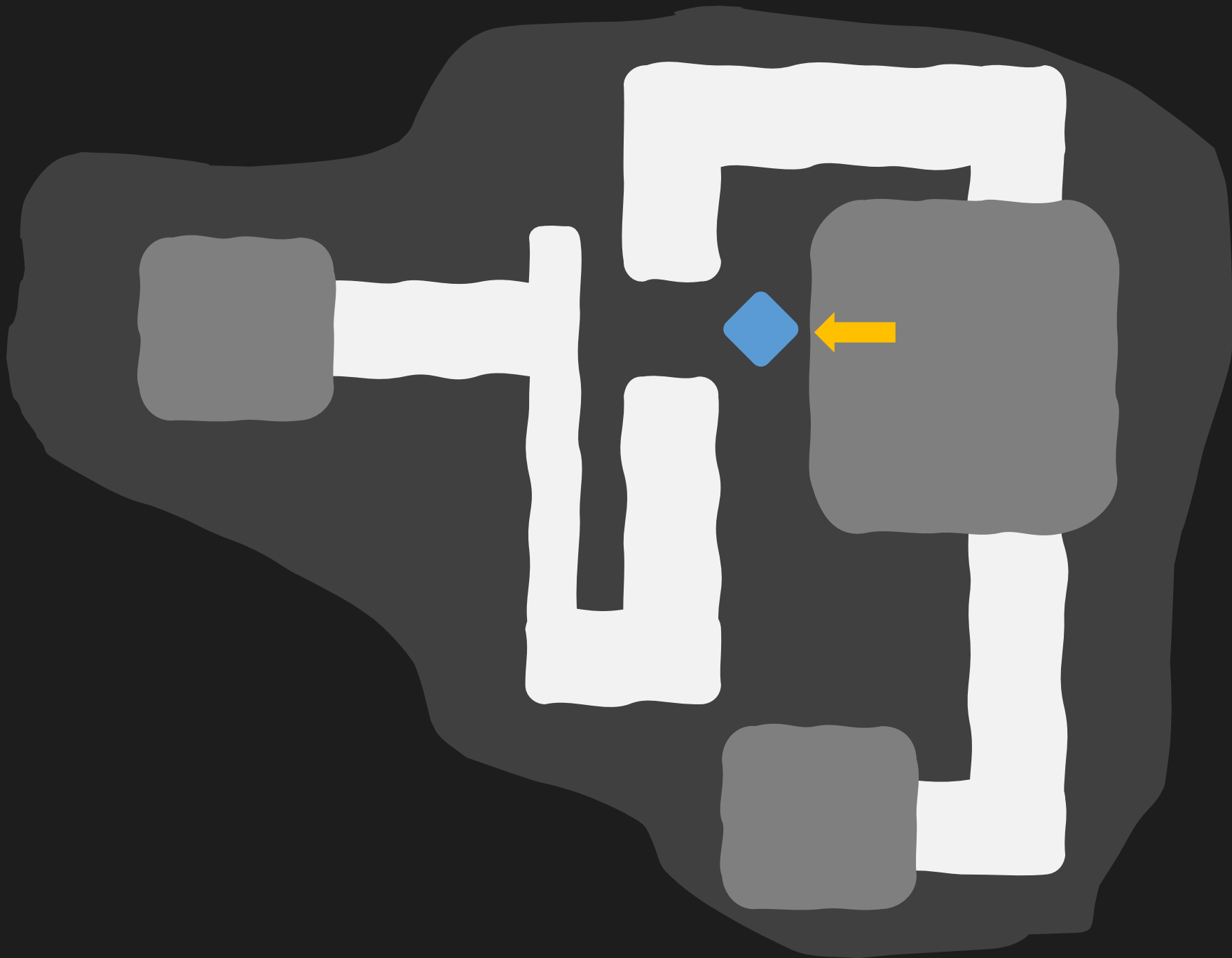




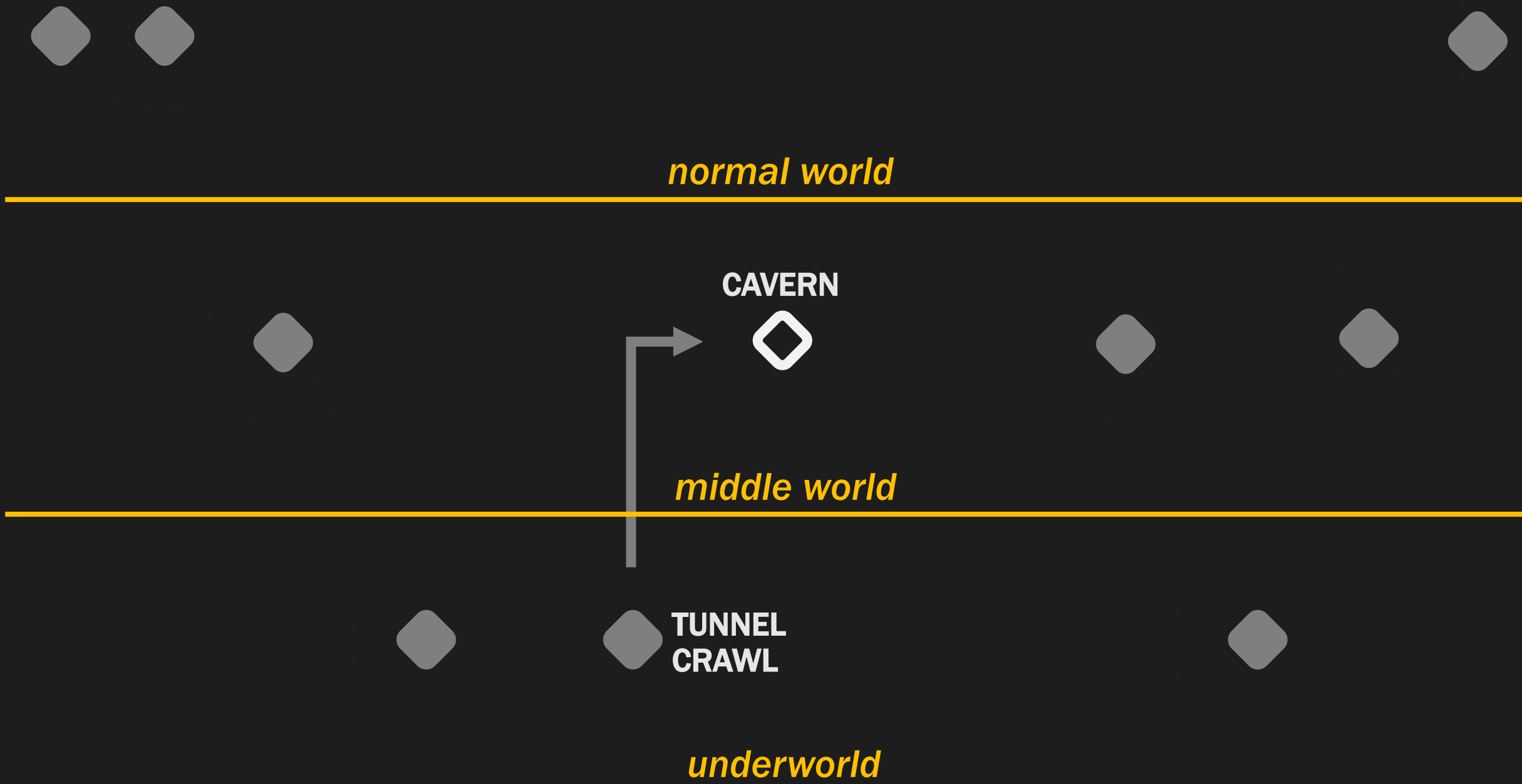


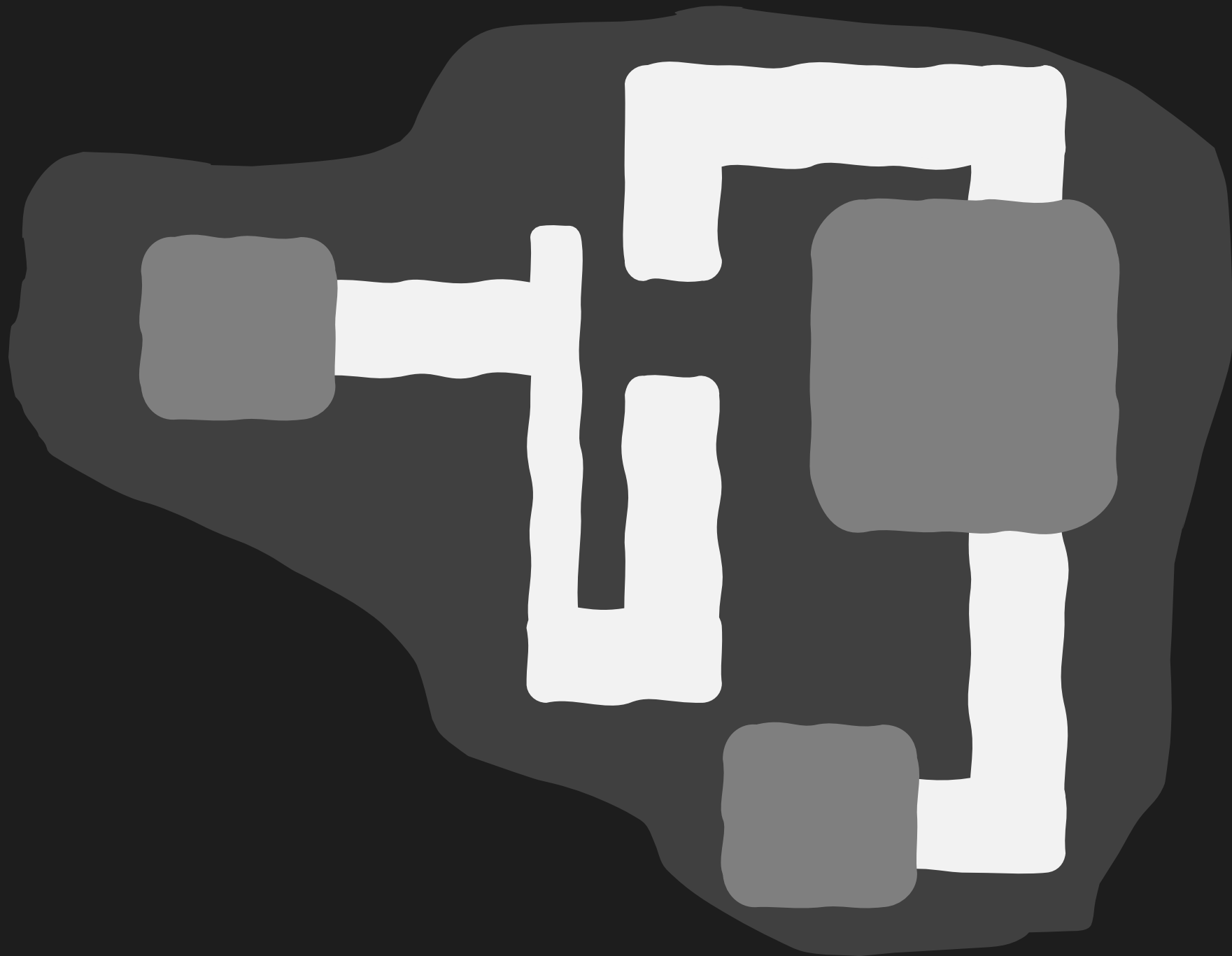


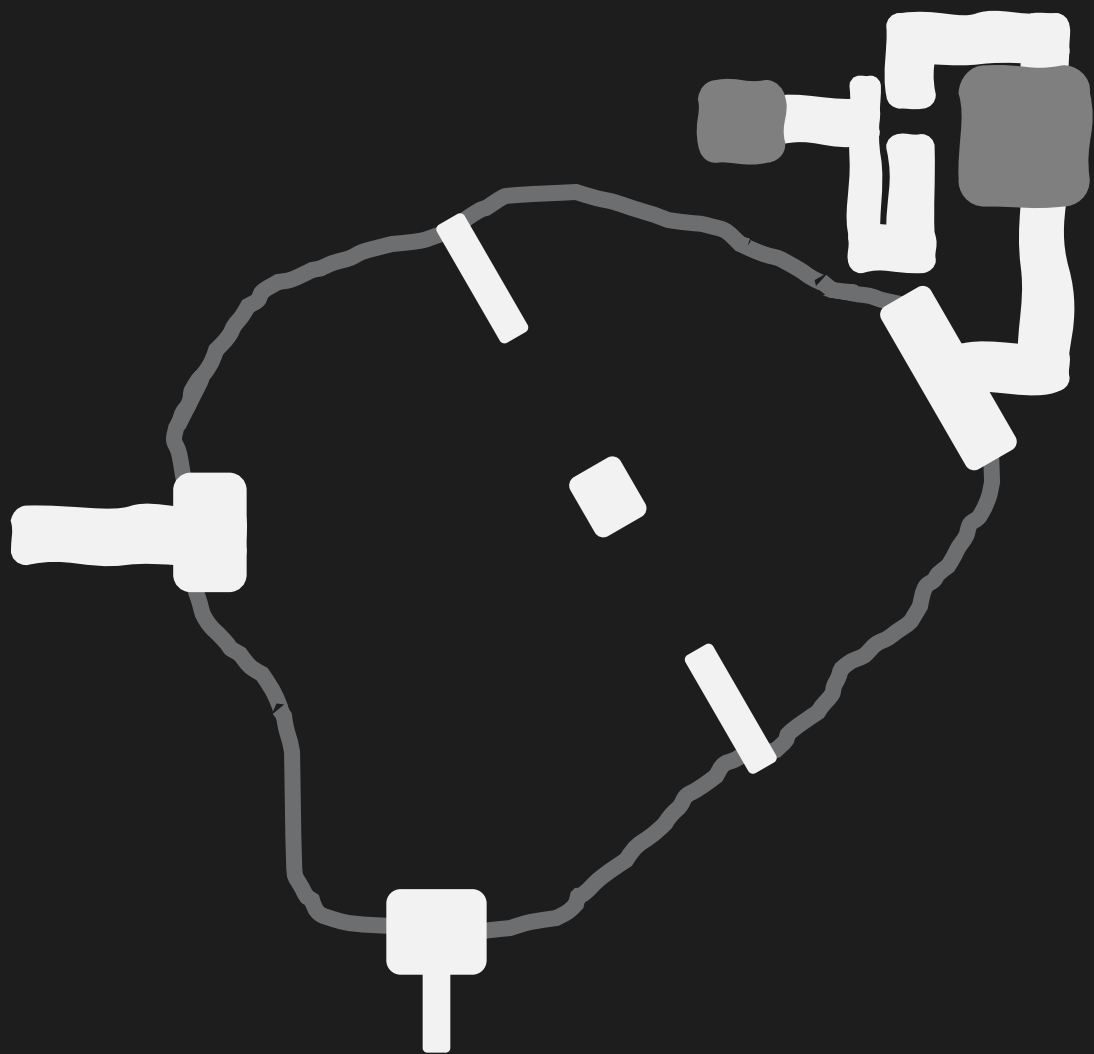


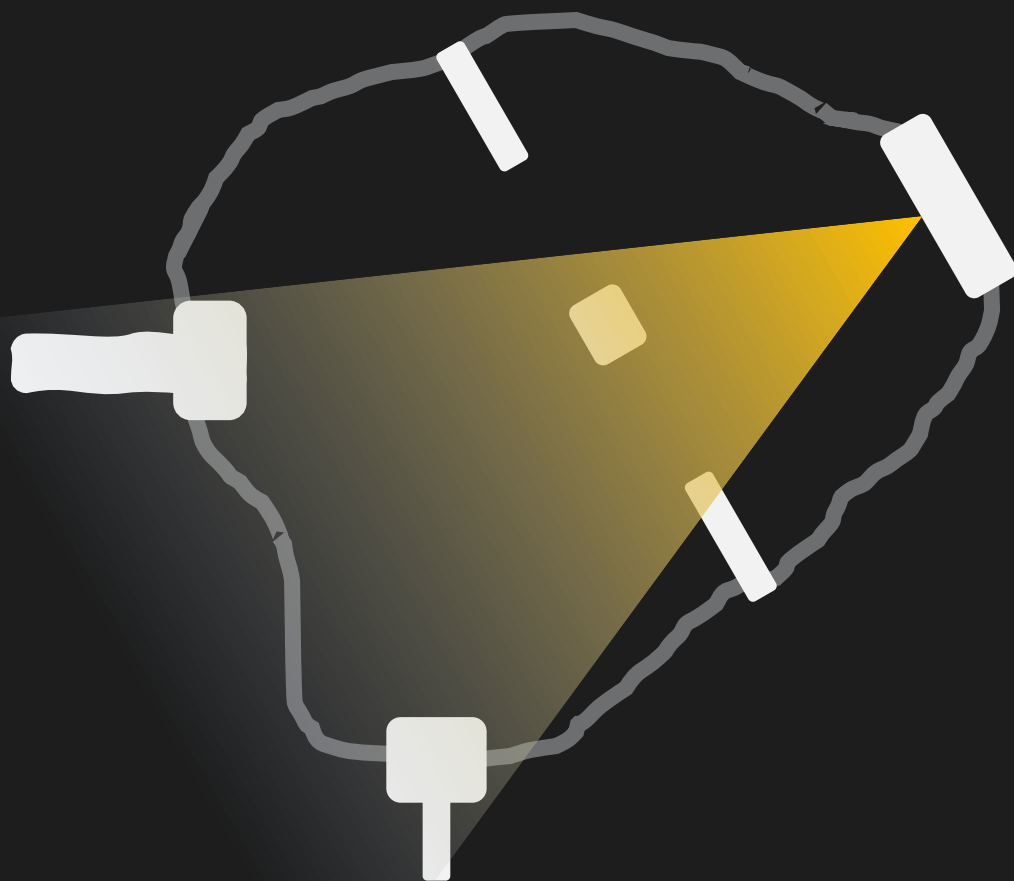


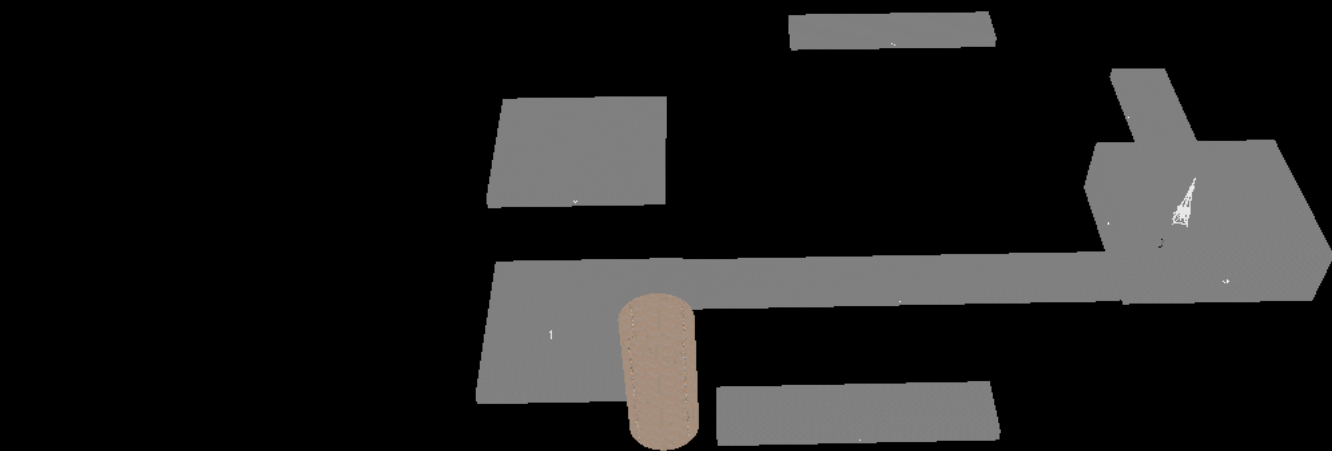


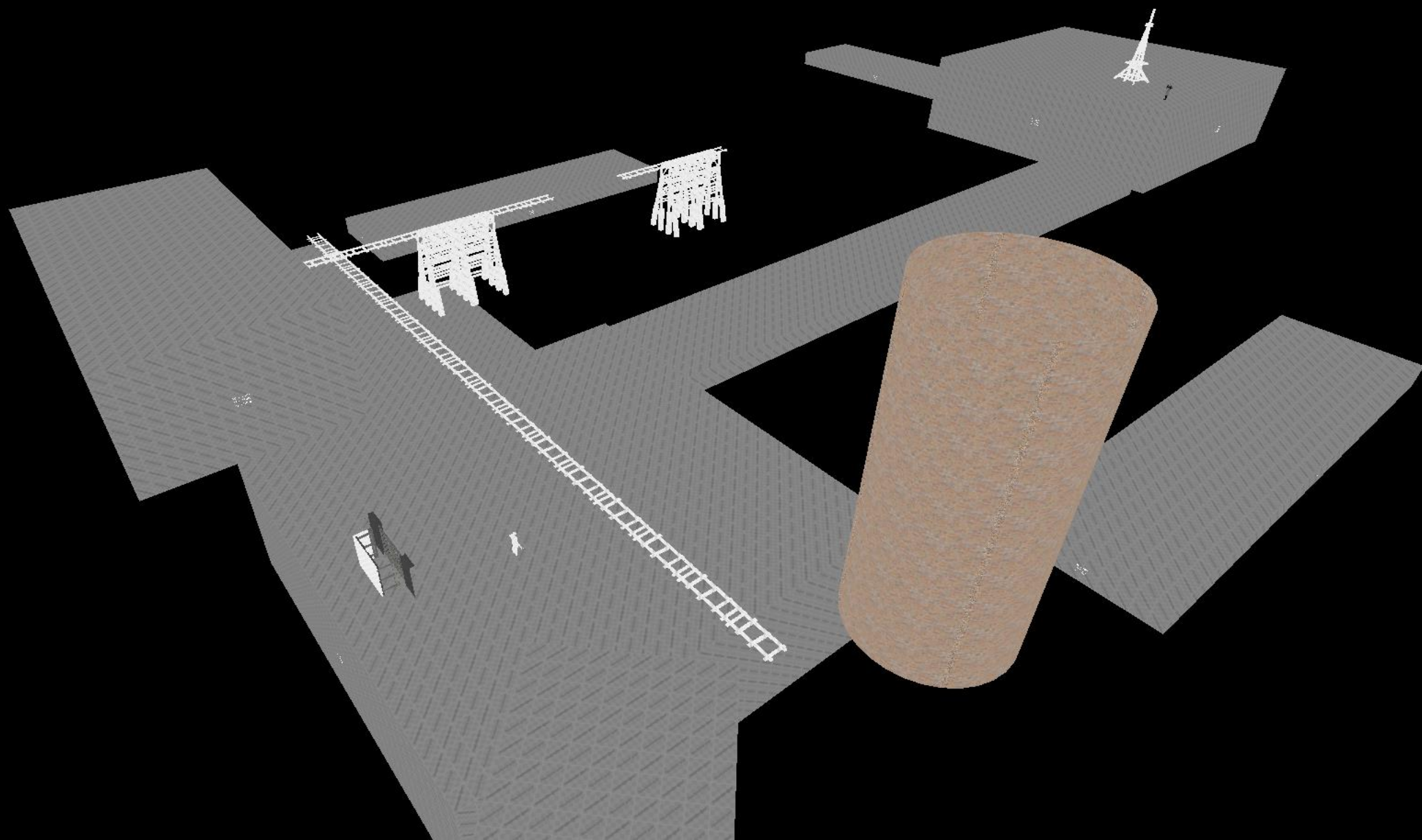












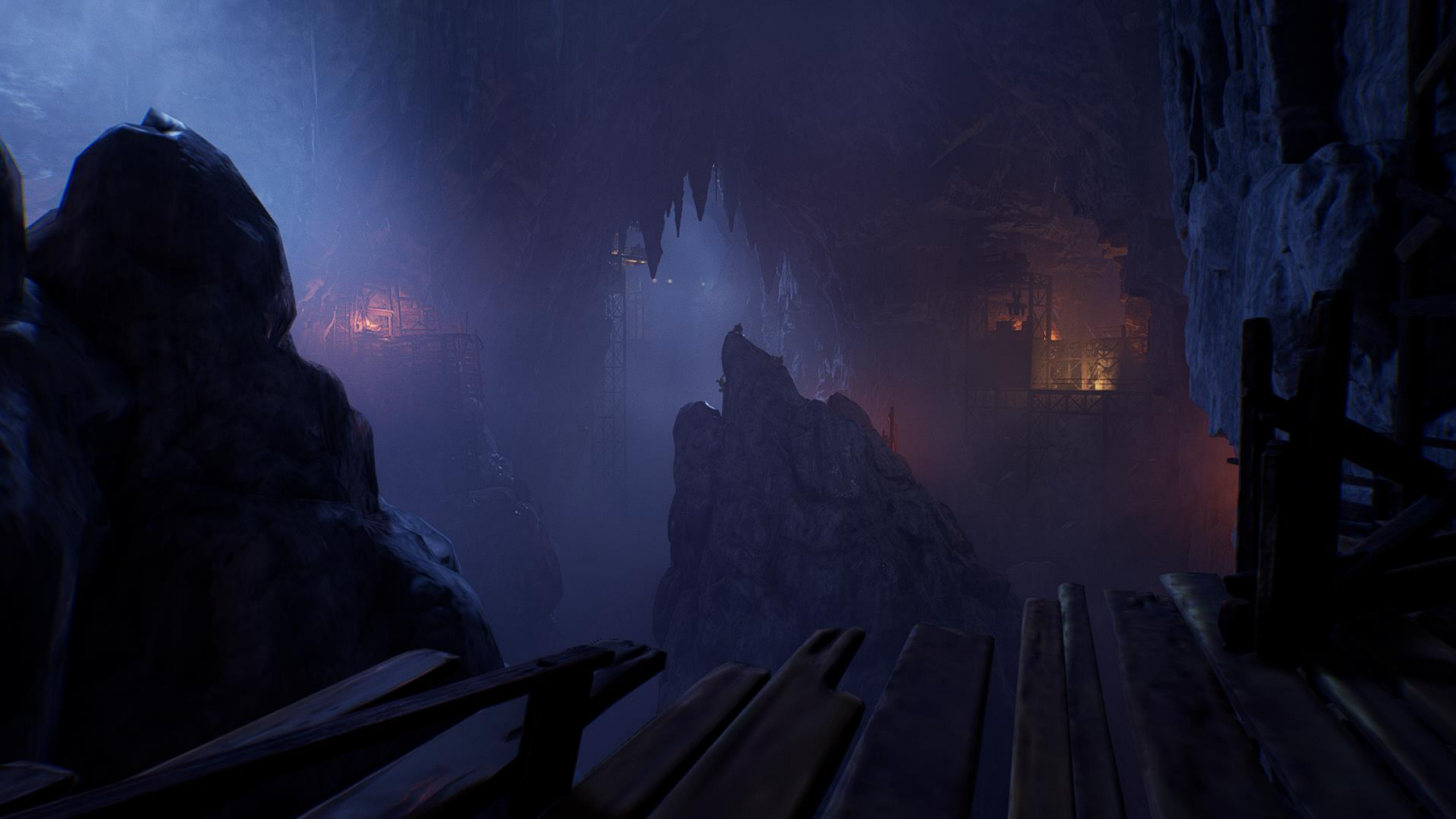












✓ Search the cave

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R1



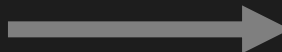




normal world



CAVERN



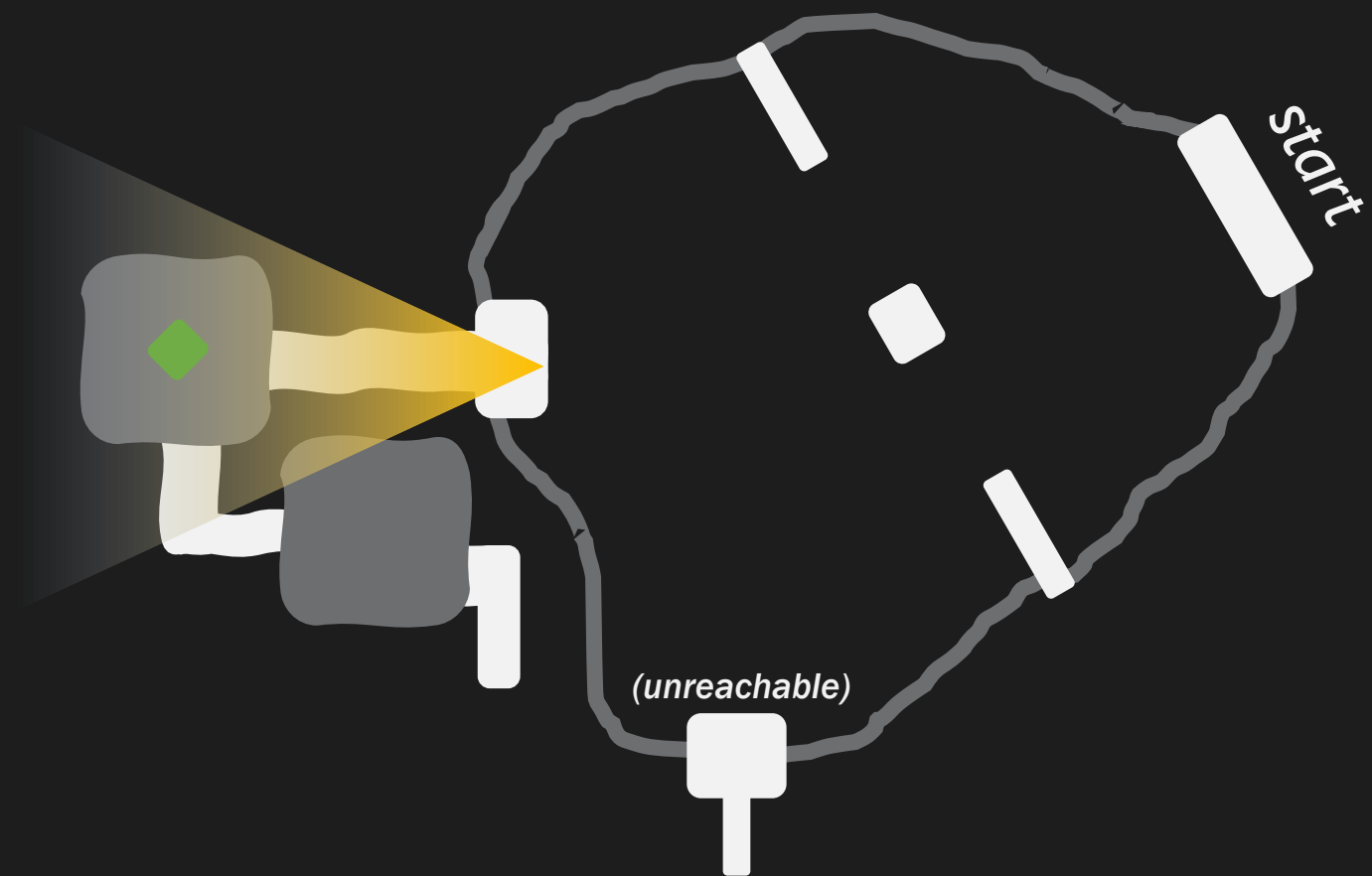
MODERN
MINES



middle world



underworld

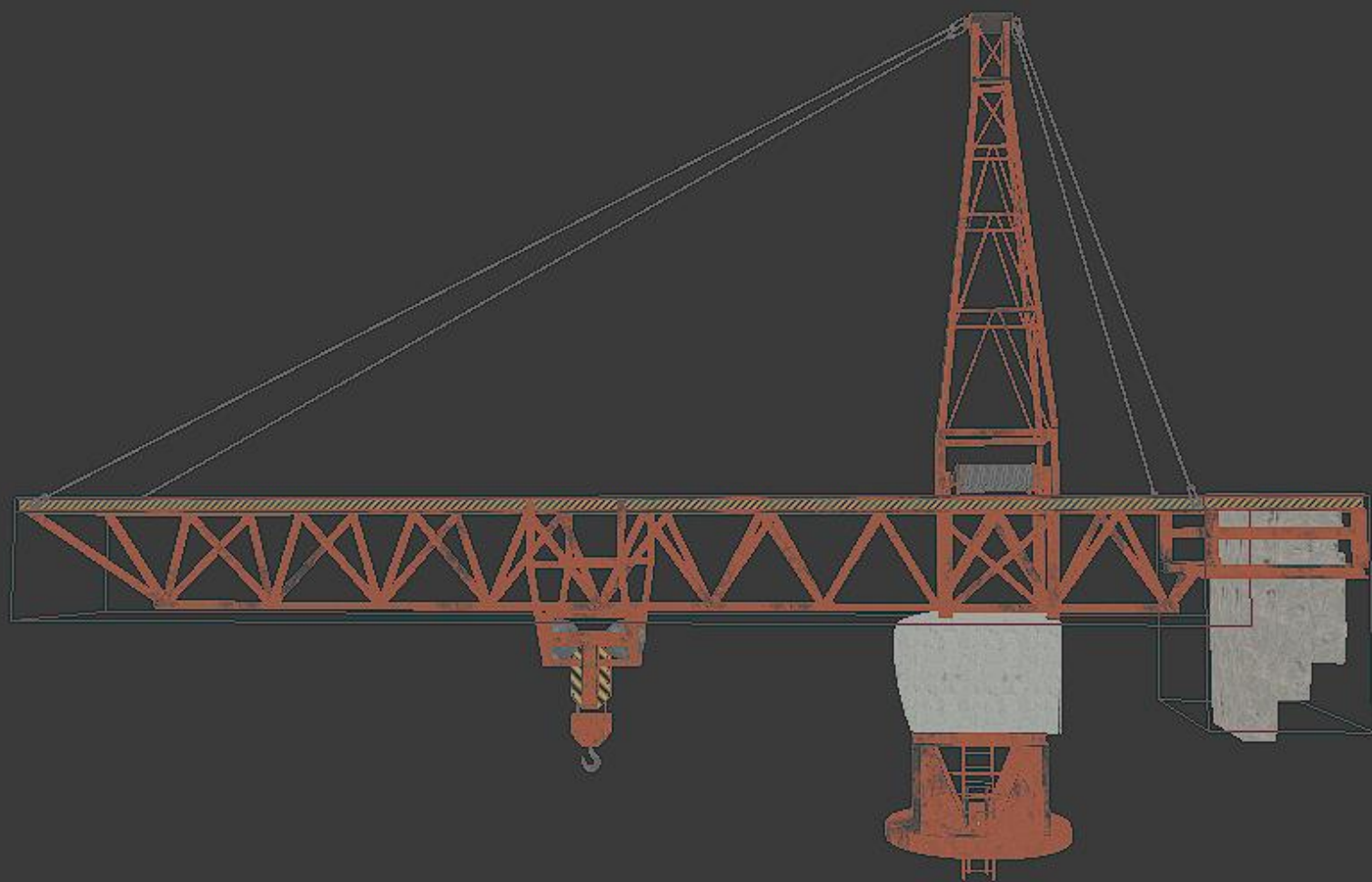
















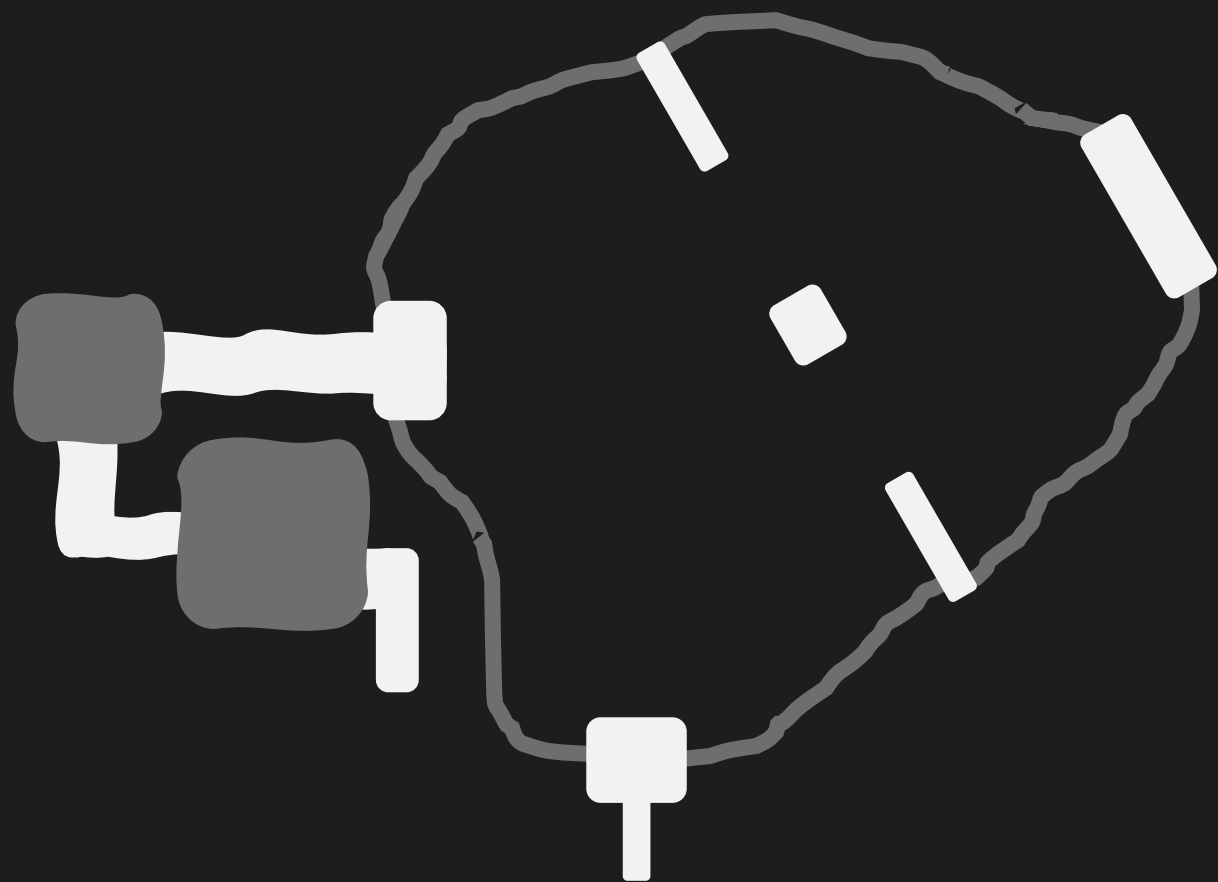


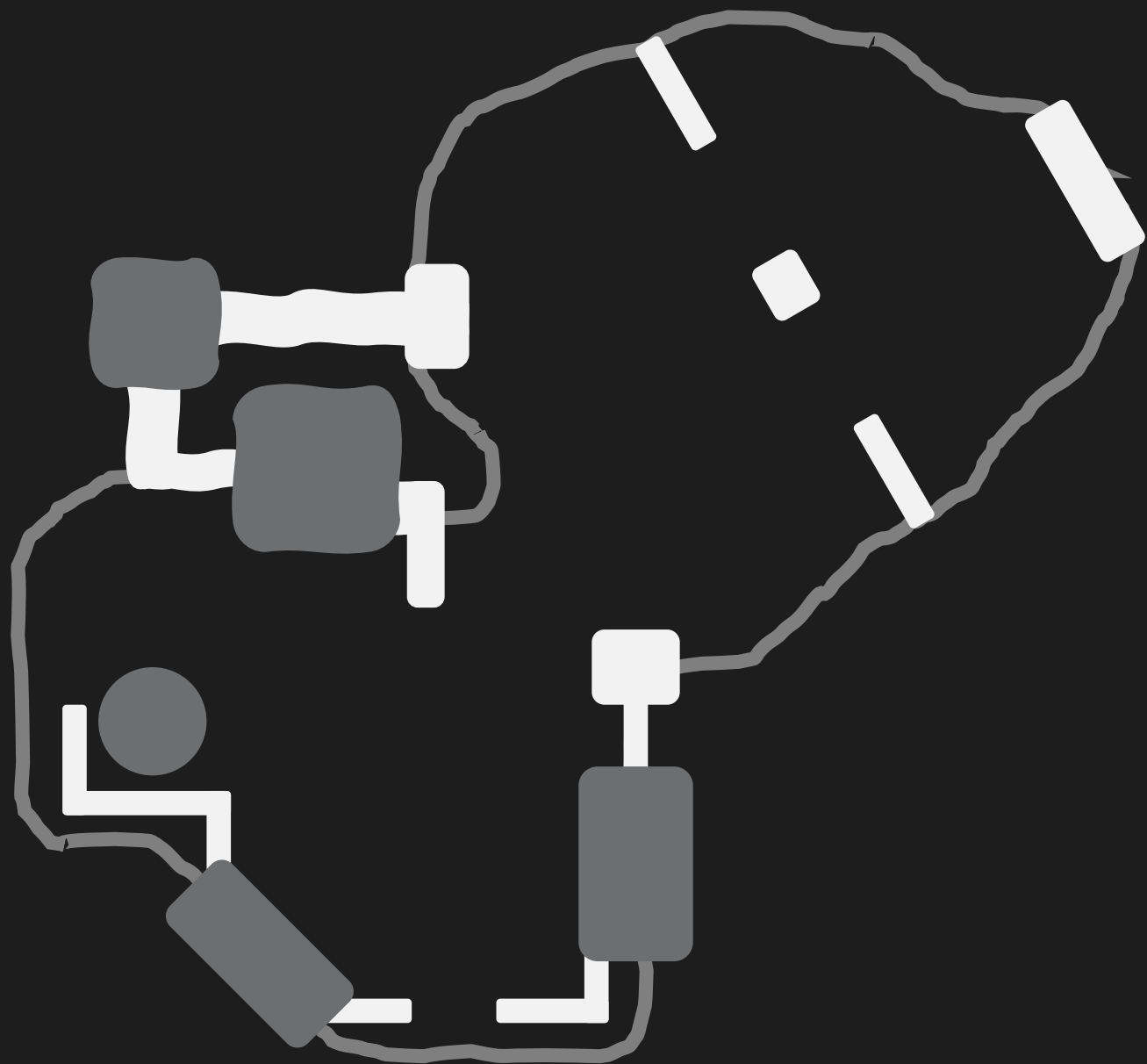
✓ Reach the other side of the chasm

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- Search the Main Level
- Find excavation research

0/3

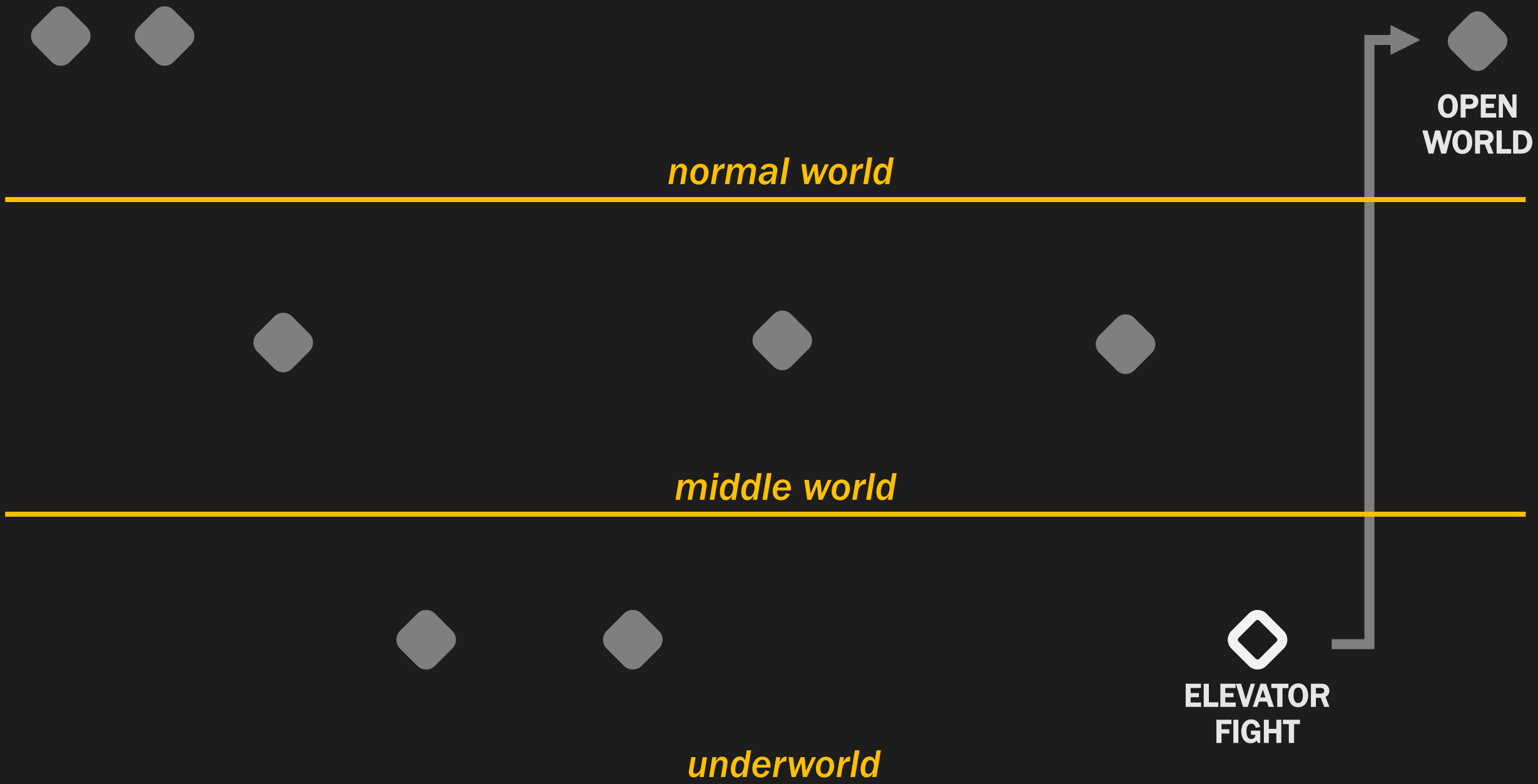
BATMAN-ARKHAM.COM

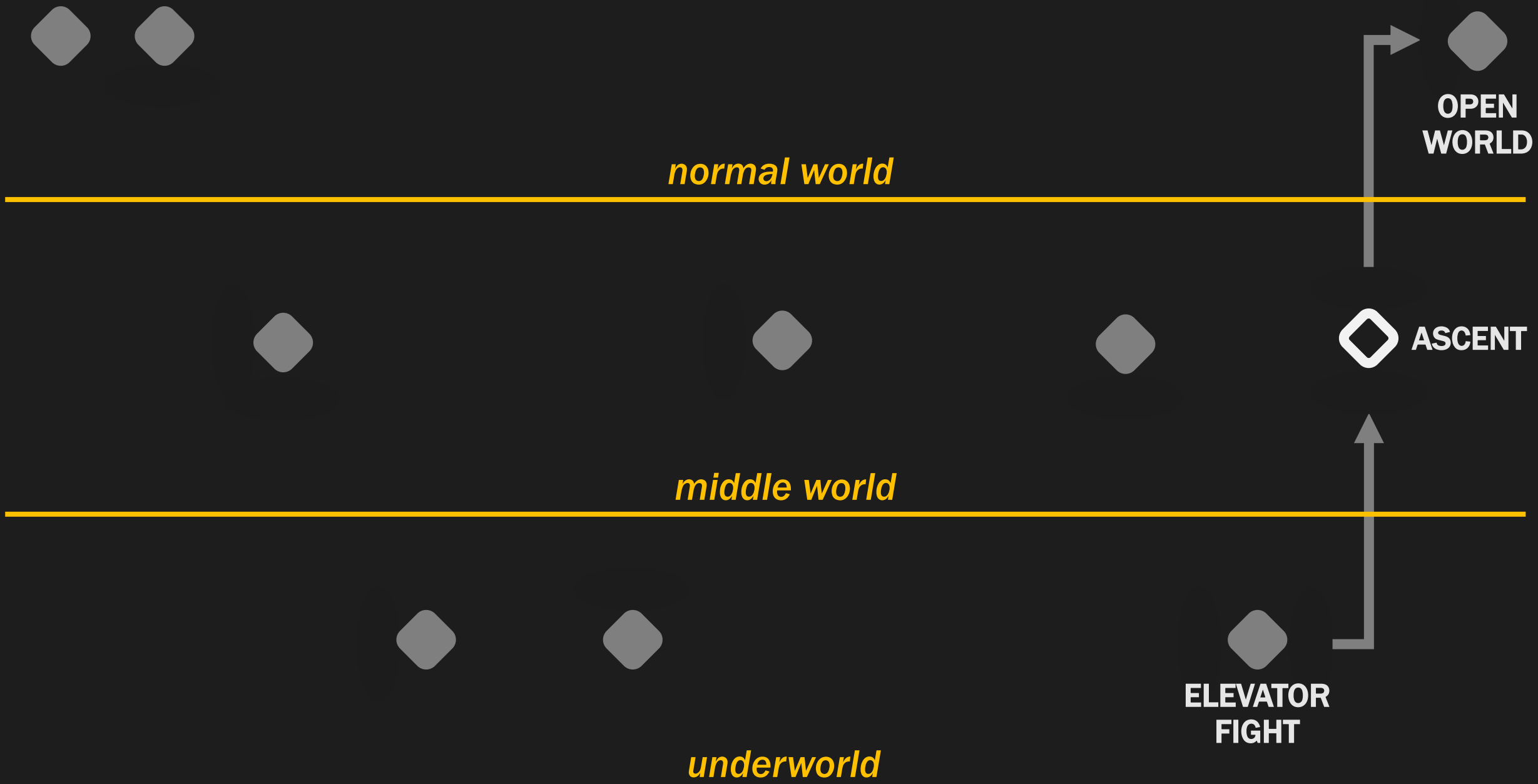
ARKHAM
VIDEOS





Nightwing: Are you there, Belfry?



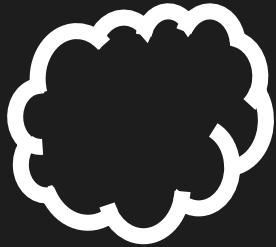




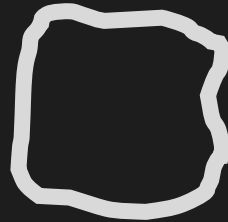
underworld

middle world

normal world



EXPLODING FACILITY



TUNNELS



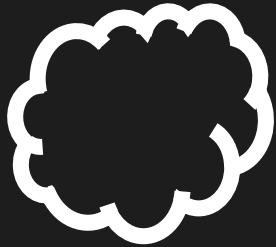
CITYWORKS

underworld

middle world

normal world

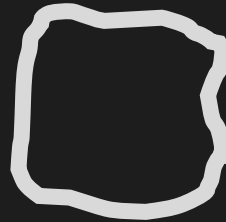
STRESSFUL



EXPLODING FACILITY



CONFUSING



TUNNELS



MYSTERIOUS



CITYWORKS



BATMAN-ARKHAM.COM

ARKHAM
VIDEOS

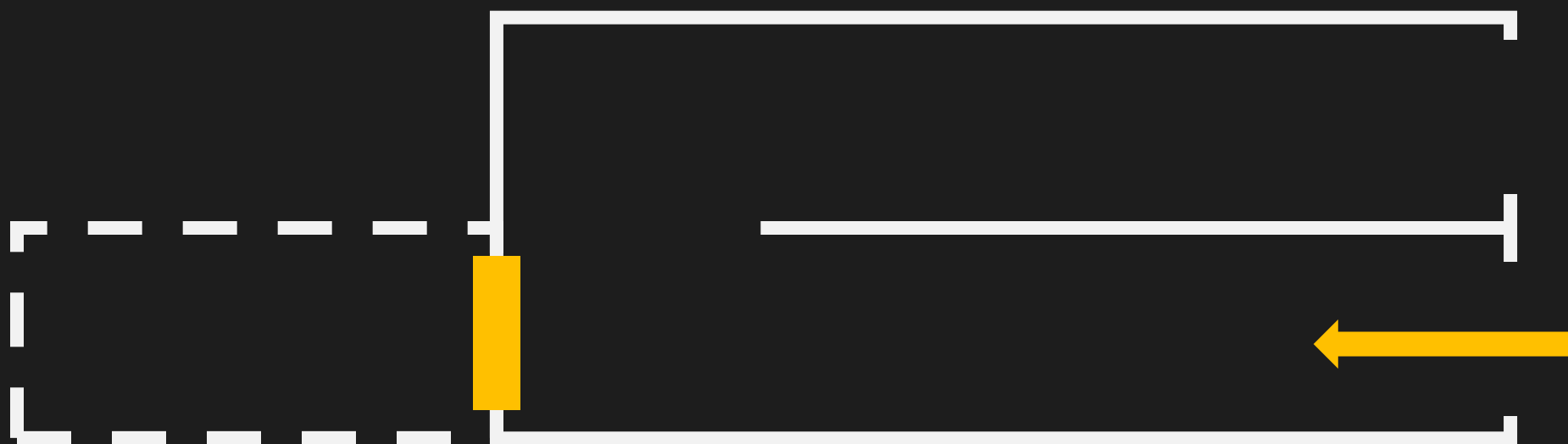




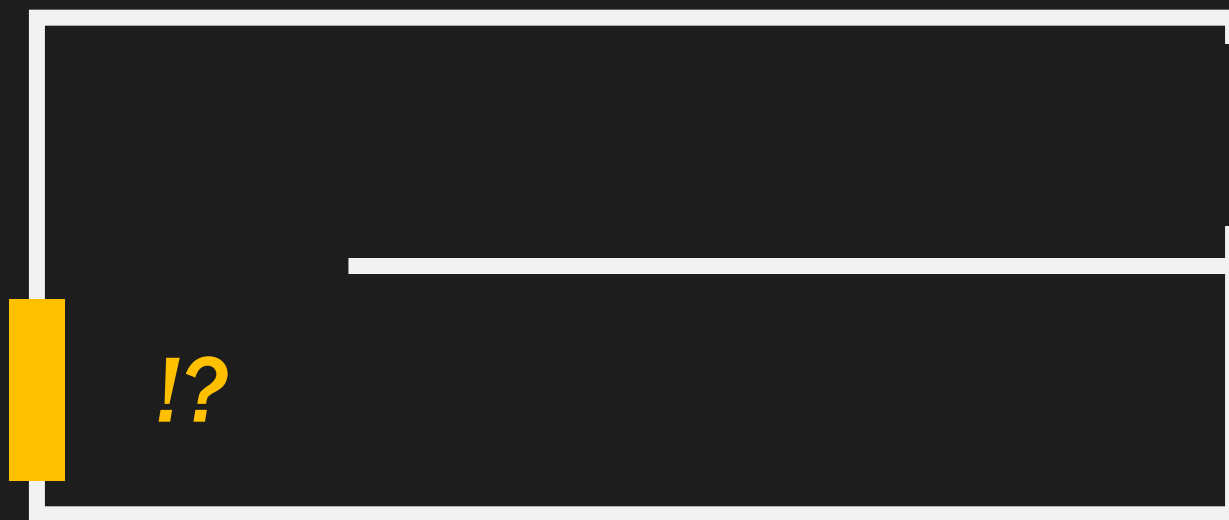




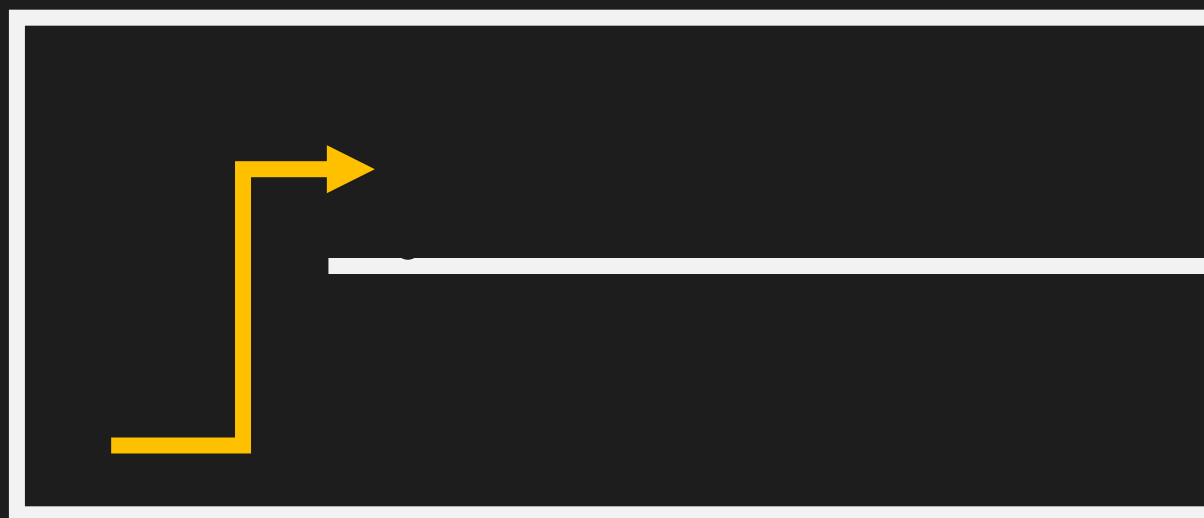




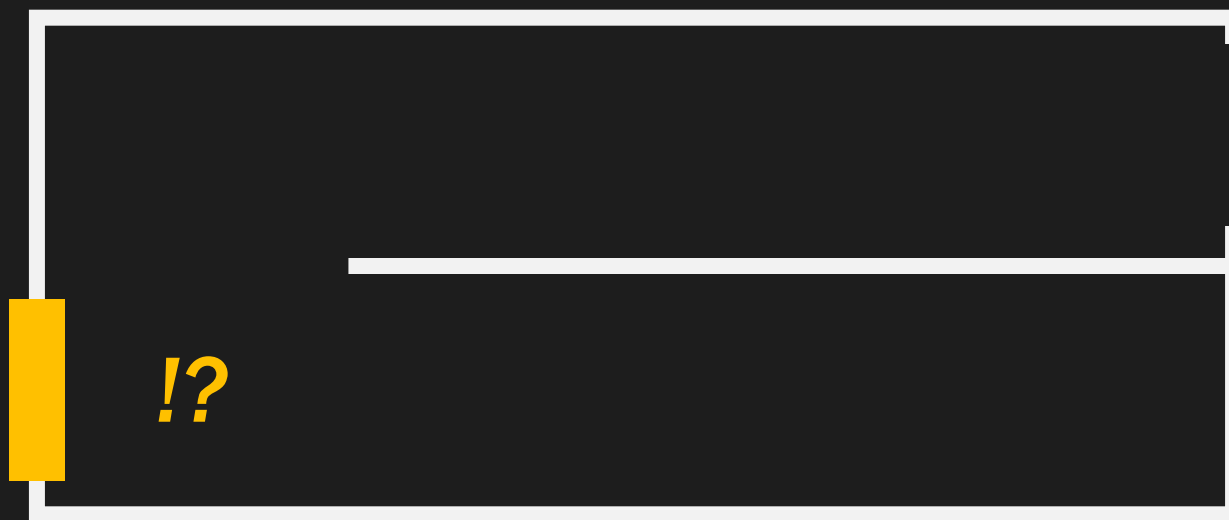
side view



side view



side view



side view















SALE BRIDGE PUMP STATION



Nightwing: Are you there, Belfry?





**GAMEPLAY
IS KING**

**BALANCE
IS KING**

