



The division location presented to Ubisoft Sherbrooke
An initiative of Léa-Rose Gagnon
 for Ubisoft Sherbrooke Interview

Production dates [2024-10-17 to 2024-10-21]

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End Product



Pre-Production & Documentation

Gameplay Beats

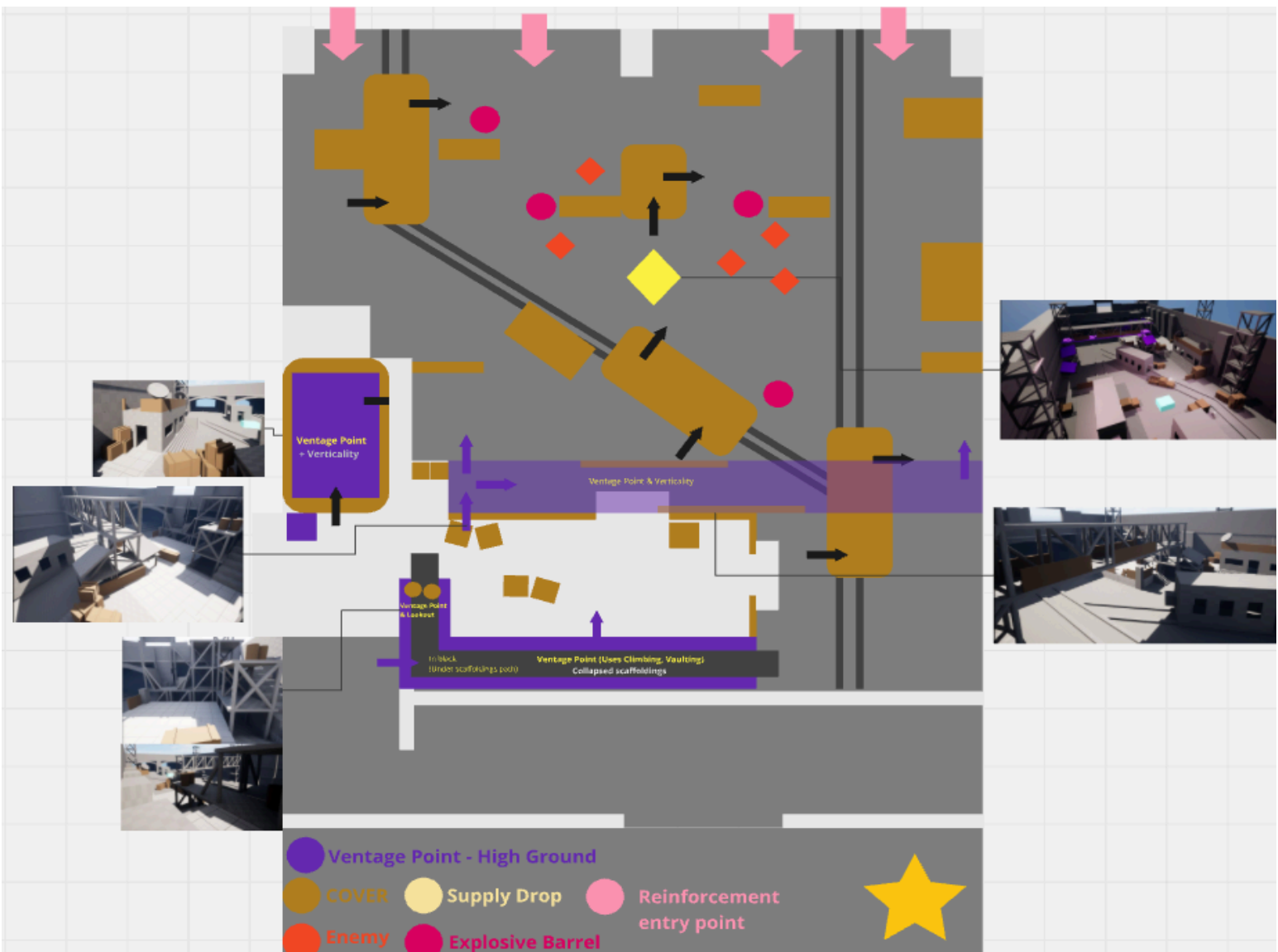
| Beat #1 Intel Reception | Beat #2 Approaching the Railway Yard | Beat #3 Entering the Yard | Beat #4 Reaching Ground Level | Beat #5 Securing the Supply Drop | Beat #6 Reinforcements Arrive | Beat #7 Final Defense | Beat #8 Quest Completion |
|--|---|--|--|---|---|---|---|
| Player receives intel about the supply drop's location and the enemy presence. | Player approaches, they get a clear view of the abandoned railway | Player enters through the gate and descends down a flight of stairs into the railway yard. | Player uses cover (abandoned trains, debris, and structures) to get closer to the supply drop. | Player reaches the center of the railway yard, they engage the enemies near the supply drop | Player secures the area, enemies trigger alarms, signaling reinforcements | Player must hold off waves of reinforcements while the supply drop is secured | Players can access the supply drop and collect resources and loot |



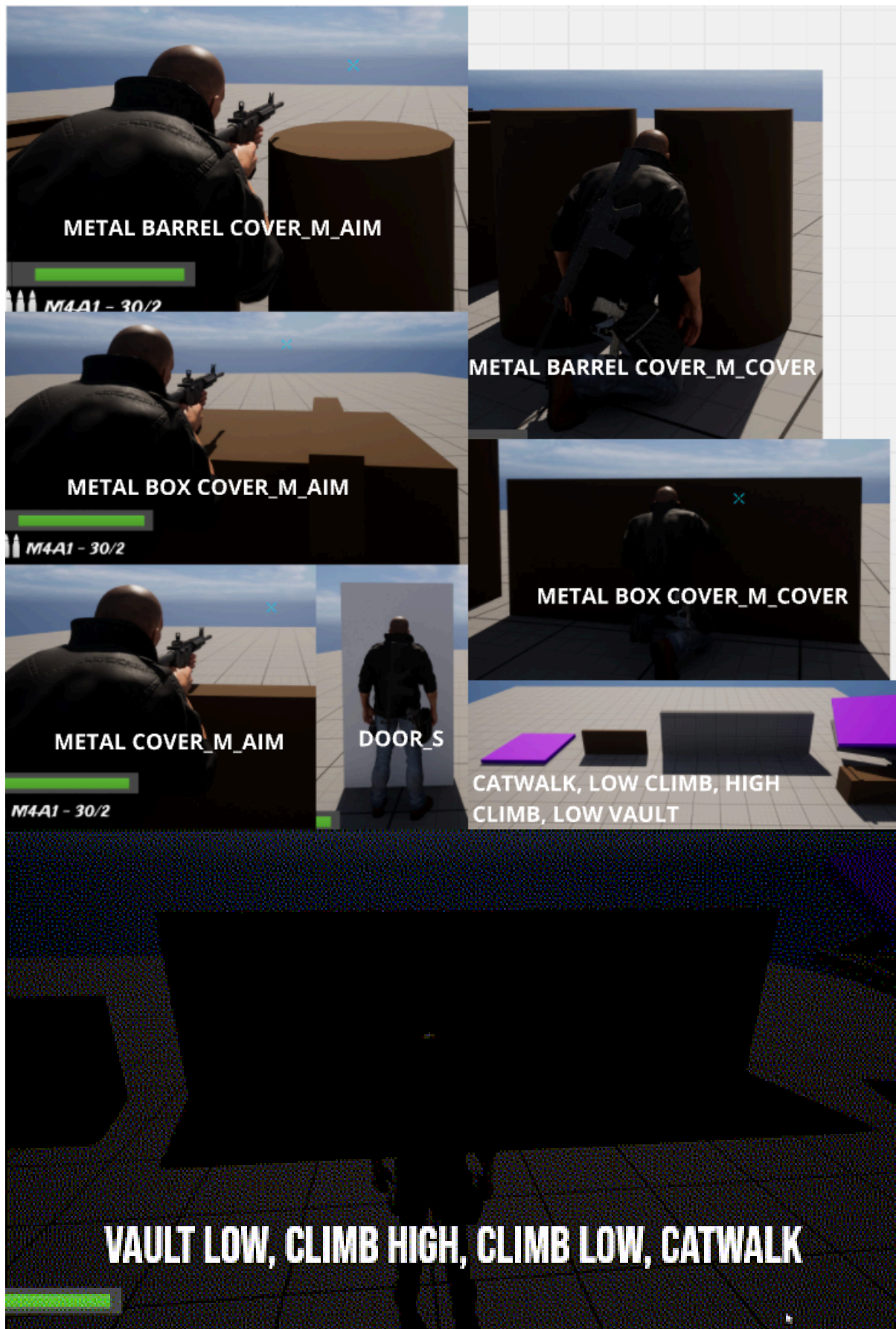
Architectural & Gameplay References



High Level 2D Layout

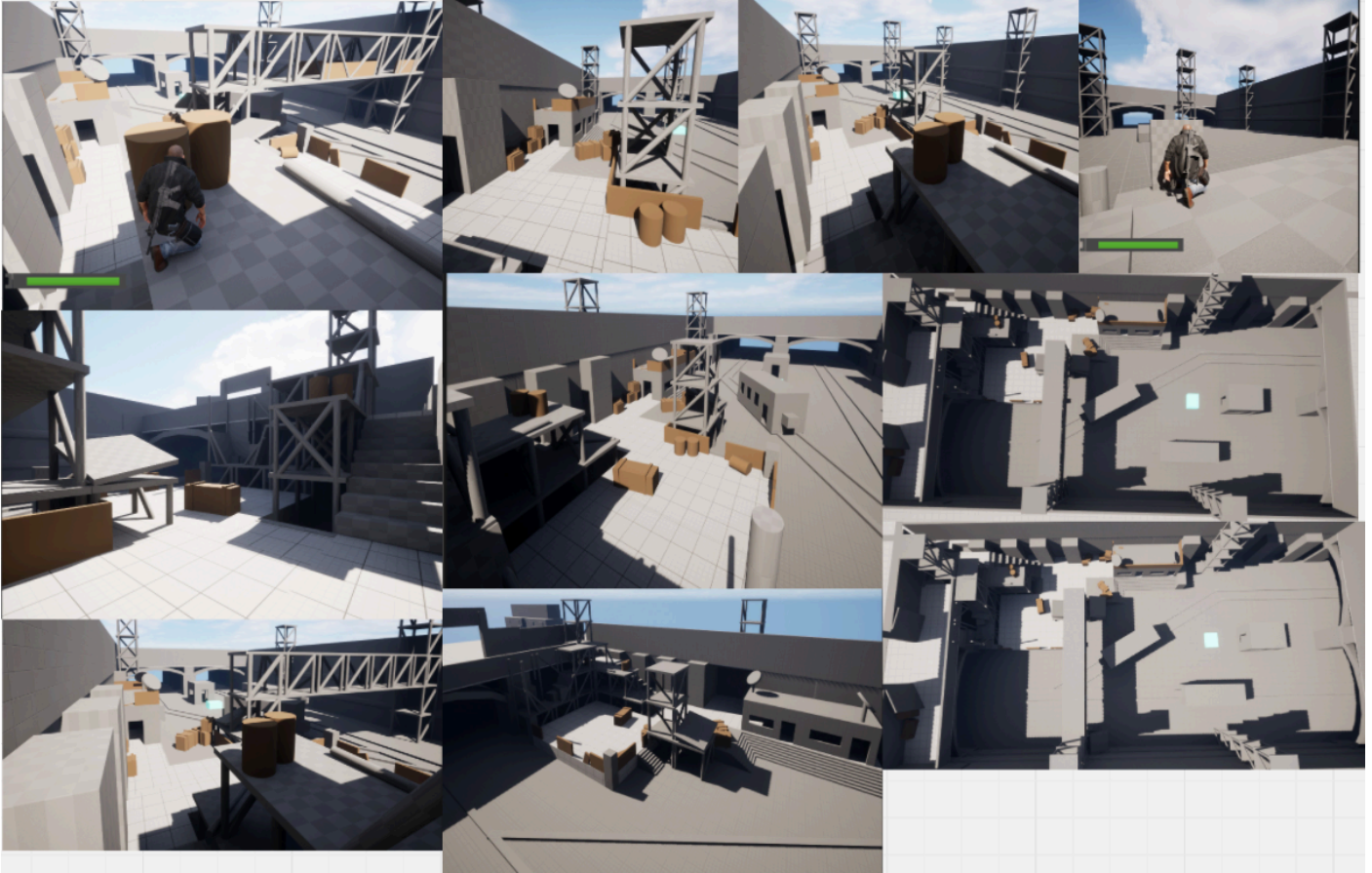


Level Design Kit



Production

Building & Iterations



Post-Production

Improvements

The level was **created in just four days as part of a personal initiative** to prepare for an interview, with limited time to work on it. If I were to improve it, I'd focus on enhancing the layout to feel more organic. Adding interior side paths would help create a more immersive train track environment, with electrical rooms breaking away from the current rectangular design. I'd also introduce enemy waves, scripted events, and AI patrols to deepen the gameplay experience. Overall, it was a fun project to develop, but **it would have been even more enjoyable with a team!**