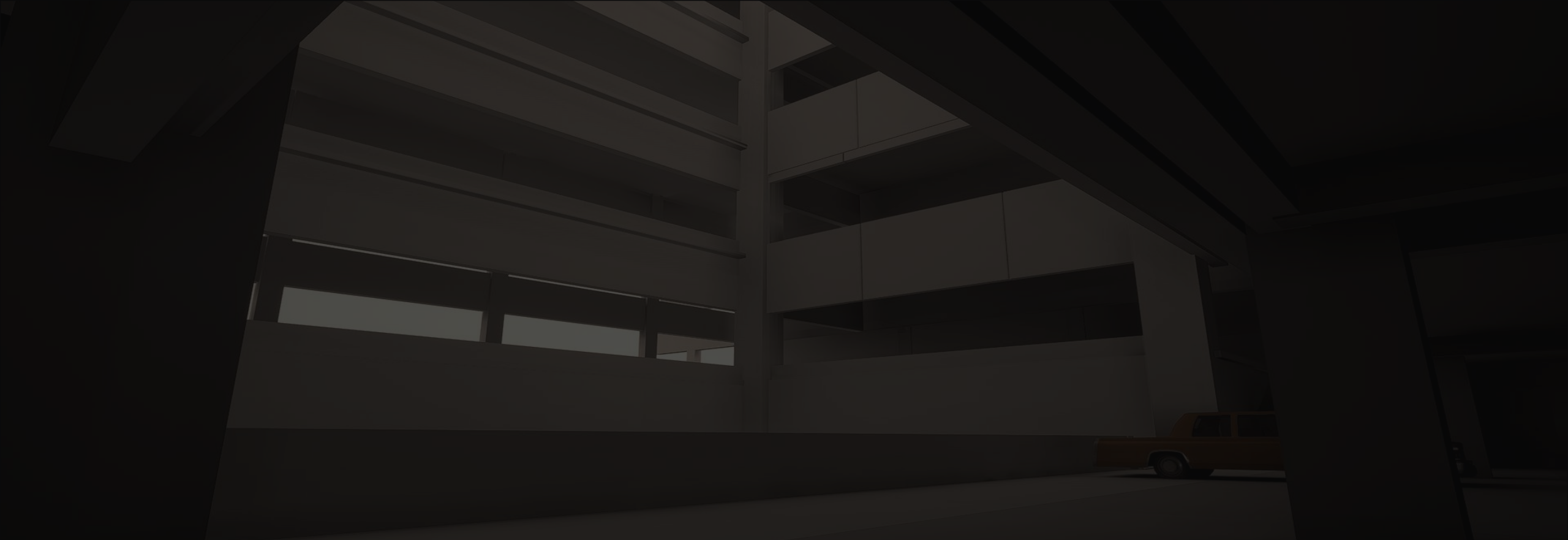




SLOCLAP · LEVEL DESIGN PORTFOLIO

THE PARKING

Arena Mode — Level Design Brief

2 FLOORS

Floor 0 · Floor -1

16 ZONES

Gameplay landmarks

A vertical parking structure built for combat

The Parking is a two-floor Arena designed for Sifu's combat sandbox. The brief combines a readable circulation loop — entrance, lobby, escalator, downstairs — with a series of distinct gameplay landmarks, each carrying its own verb: vault, climb, throw, break.

2

Floors

16

Gameplay zones

4

Signature challenges



LOBBY 0 — IN-ENGINE BLOCKOUT

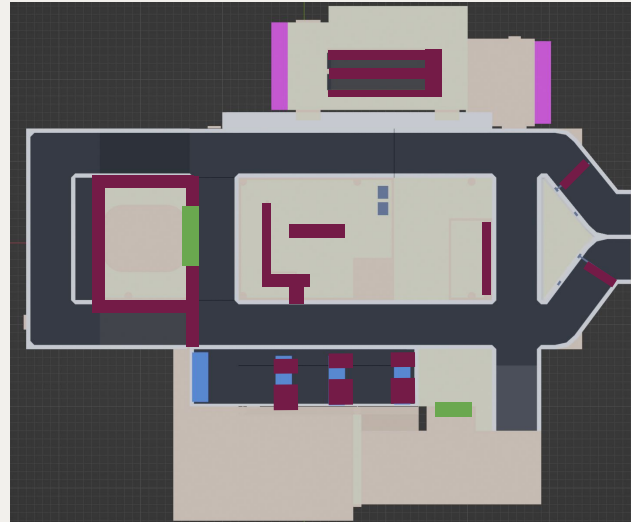
General topo — reading the structure

Both floors share the same circulation skeleton,
color-coded for traversal: green marks the climbable 3.5m
route reserved for the player character, purple flags
vaultable cover, magenta indicates breakable glazing.

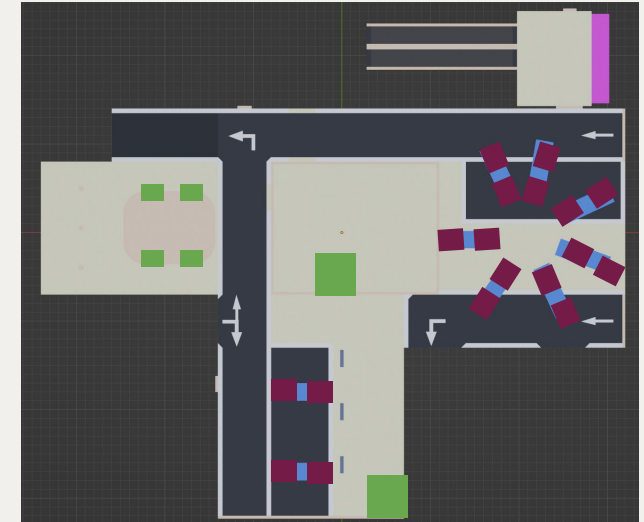
-  Climb 3.5m — player-only route
-  Vault over — traversal shortcut
-  Breakable window

Two-floor vertical loop, full traversal kit available at every junction.

Floor 0



Floor -1



General landmarks — ground level

1

Entrance

2

Security Room

3

Lobby 0

4

Escalator

5

VIP Parking

6

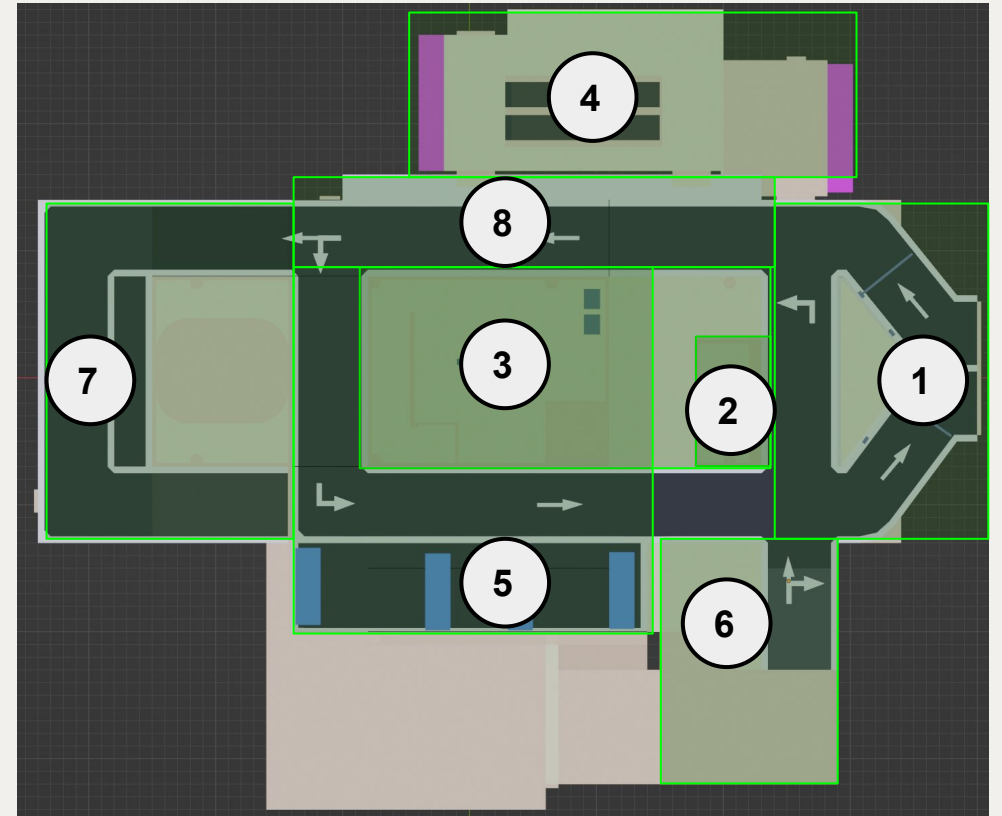
Downstairs

7

Motorbike Parking

8

Tuk Tuk Parking

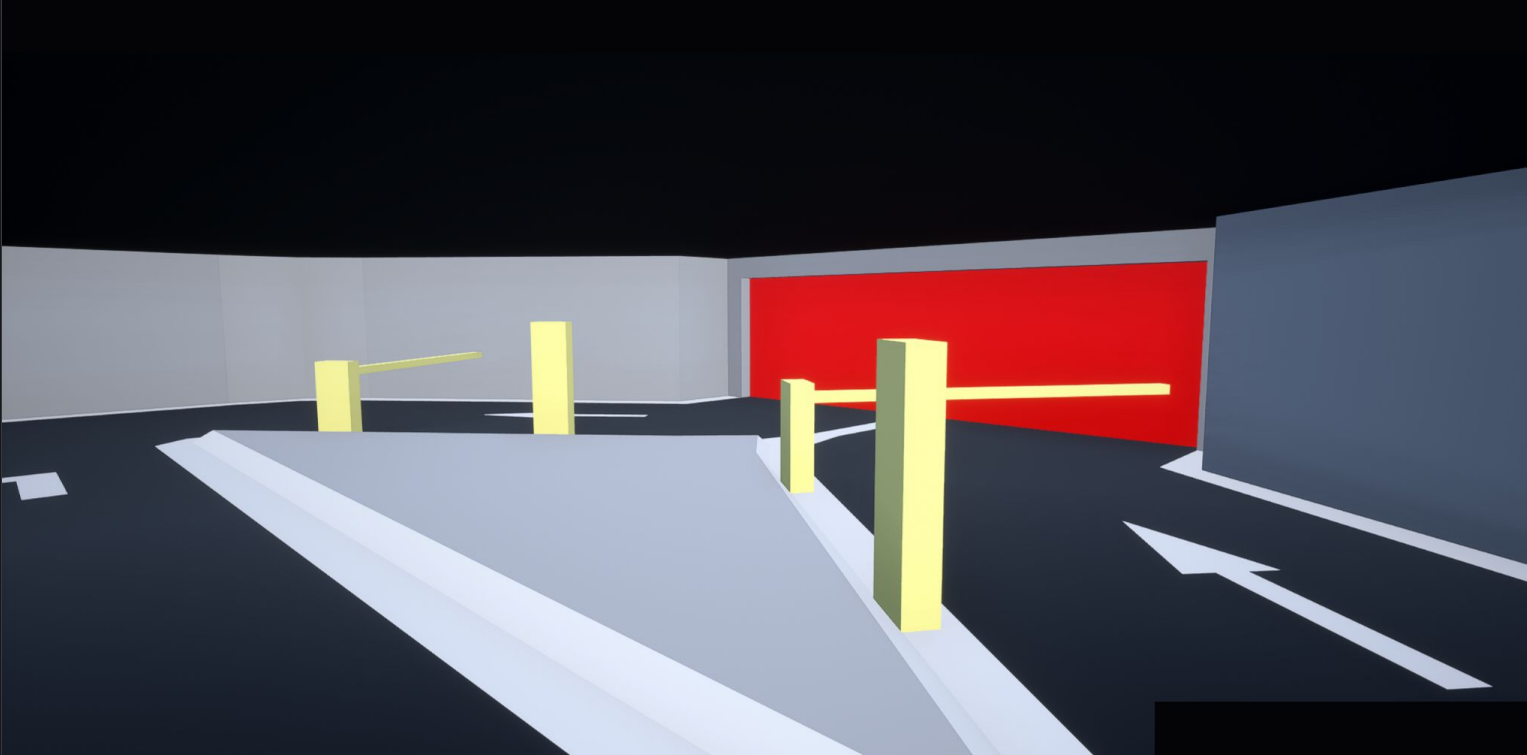


1

Entrance

FLOOR 0

First contact with the player — sightlines open onto the street, signaling scale before the fight begins.

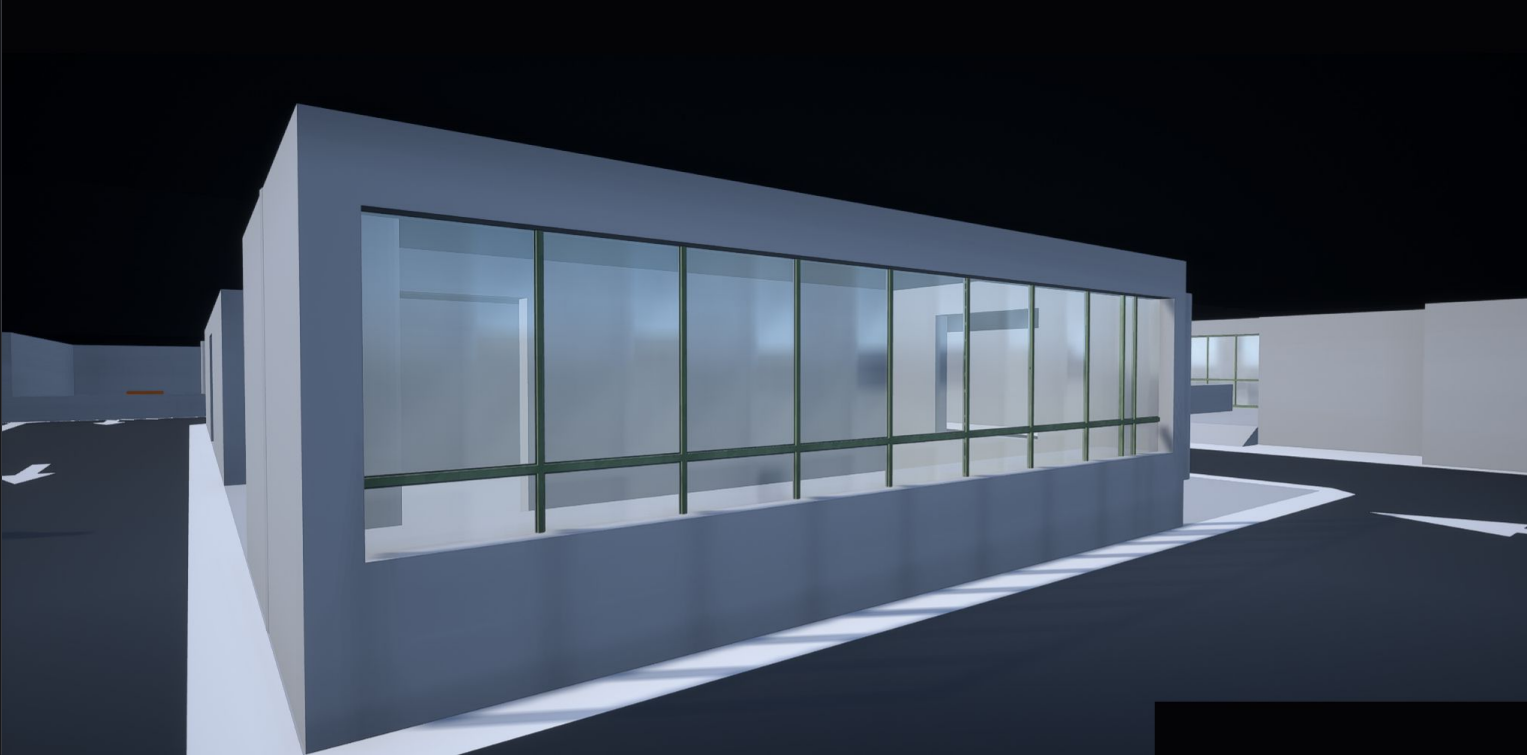


IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Vaultable barrier
- Pedestrian island
- Visibility on exterior
- Takedown AI on parking meter

A narrow checkpoint built around the reception desk, forcing close-quarters reads through glass.



IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Vaultable reception desk
- Vaultable window
- Takedown AI on CCTV screen

The building's social hub — open enough for crowd control, dressed with throwable railings.

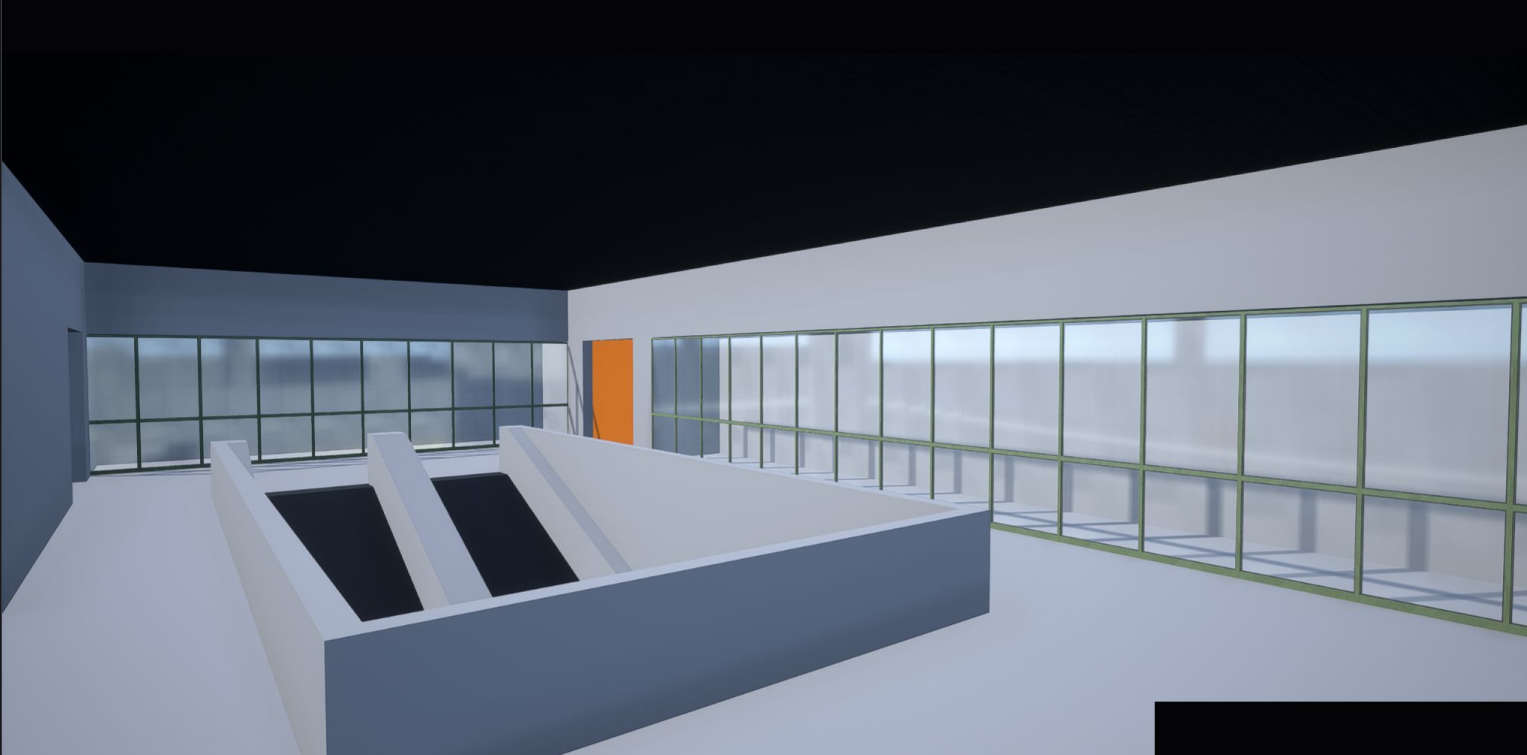


IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Vaultable reception desk
- Throw off AI from railing
- Takedown AI on automatic dispenser

A vertical chokepoint: the narrow corridor compresses pacing before opening back up.



IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Vaultable railing
- Breakable window advertising
- Throw off AI from railing
- Narrow corridor escalator
- Vaultable escalator
- Breakable props advertising

Elevated walkway overlooking parked cars — railings invite vertical throw-offs.



IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Vaultable railing
- Throw off AI from railing
- Car collision feedback

Transition zone toward Floor -1, anchored by a gang outpost and climbable platforming.

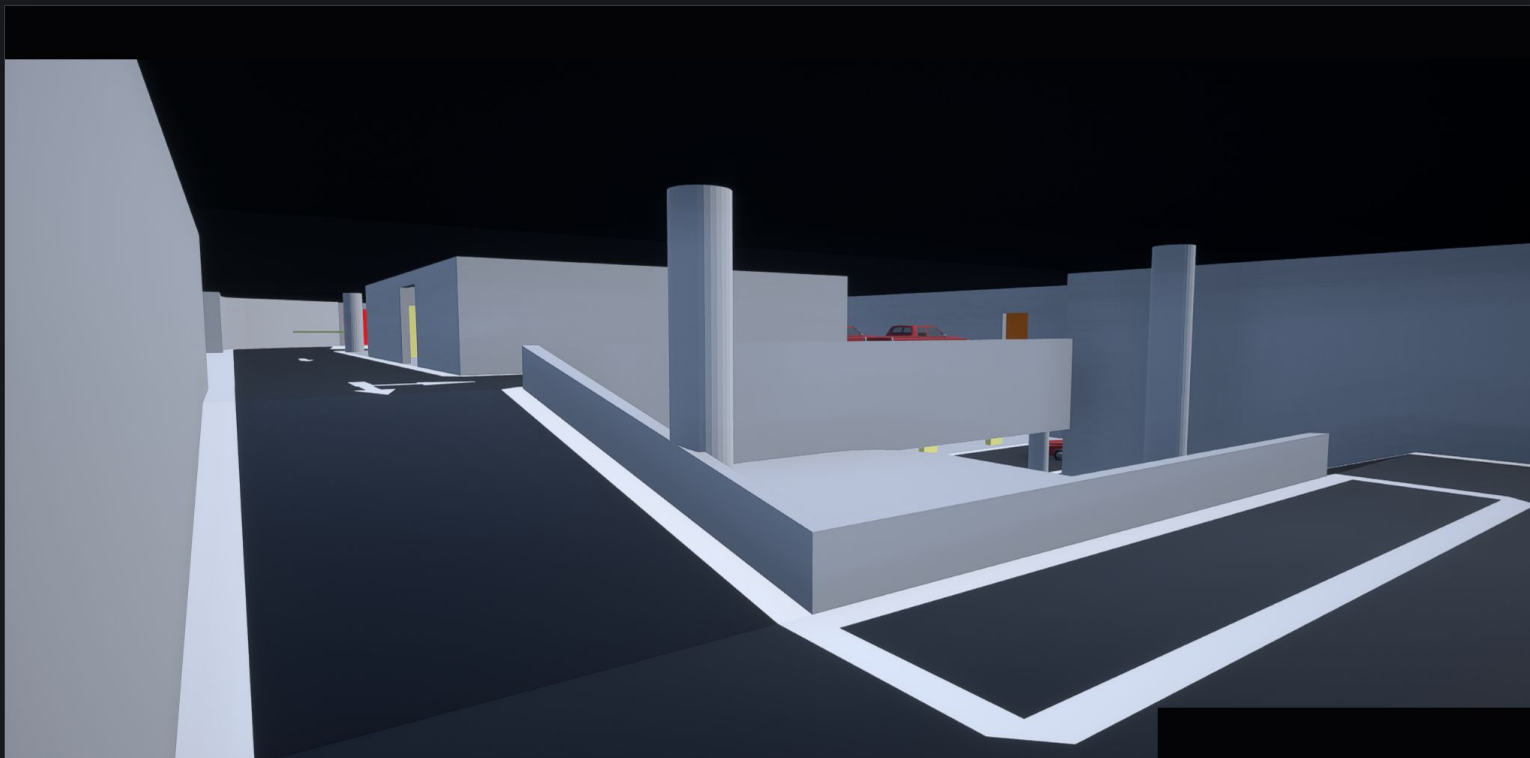


IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Climbable platform
- Vaultable car
- Throw off AI
- Gang outpost

Home to the roof-bike last-man-standing arena — breakable bikes double as cover and hazard.

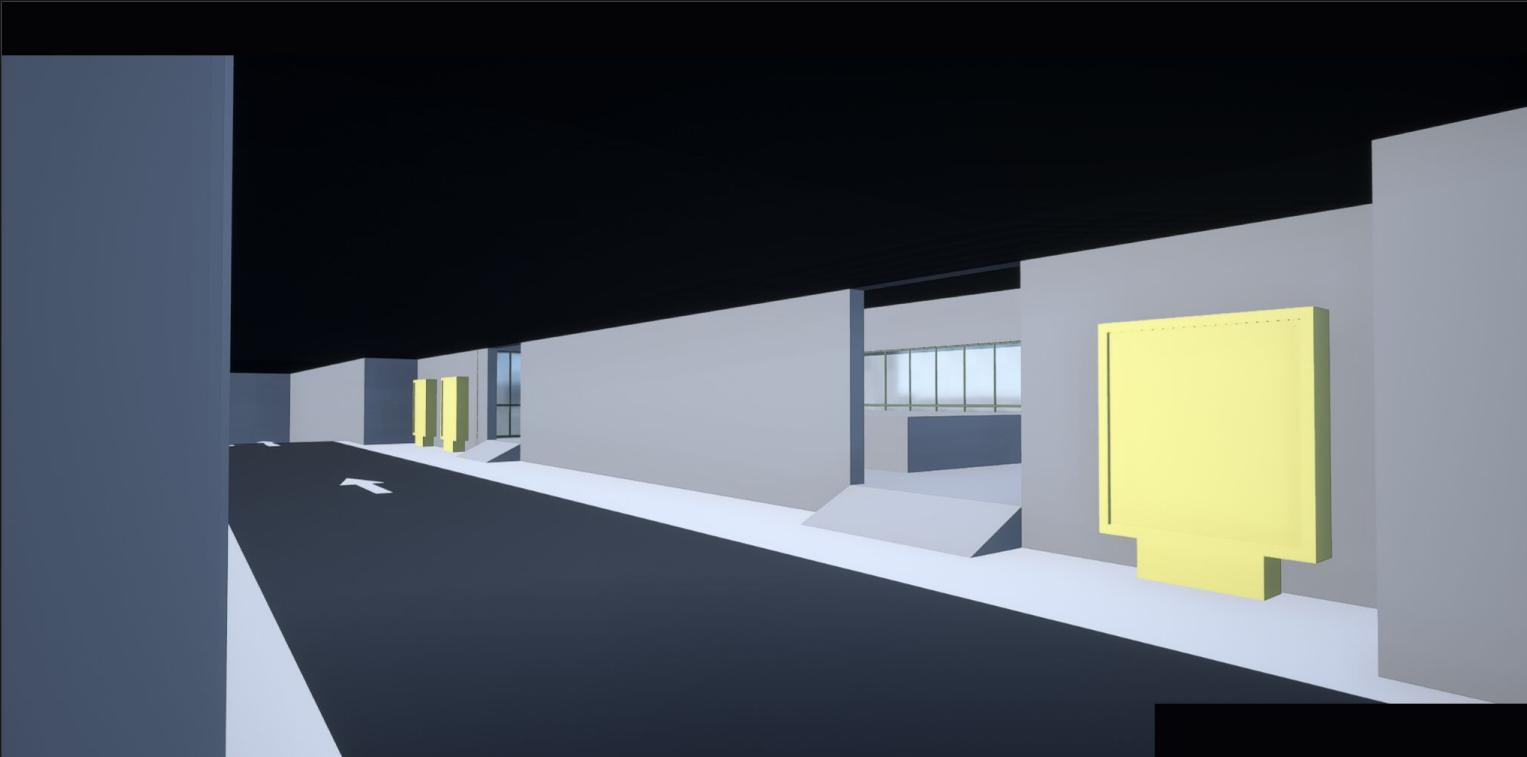


IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Roof bike: last-man-standing arena
- Vaultable railing
- Throw off AI from railing
- Motorbike breakable
- Climbable railing

A compact dead-end built around a single vaultable vehicle silhouette.



IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Tuk tuk vaultable
- Takedown AI on advertisement panel

General landmarks — lower level

1

Window Advertisement

5

Bike Parking

2

Car Circle

6

Boss Car

3

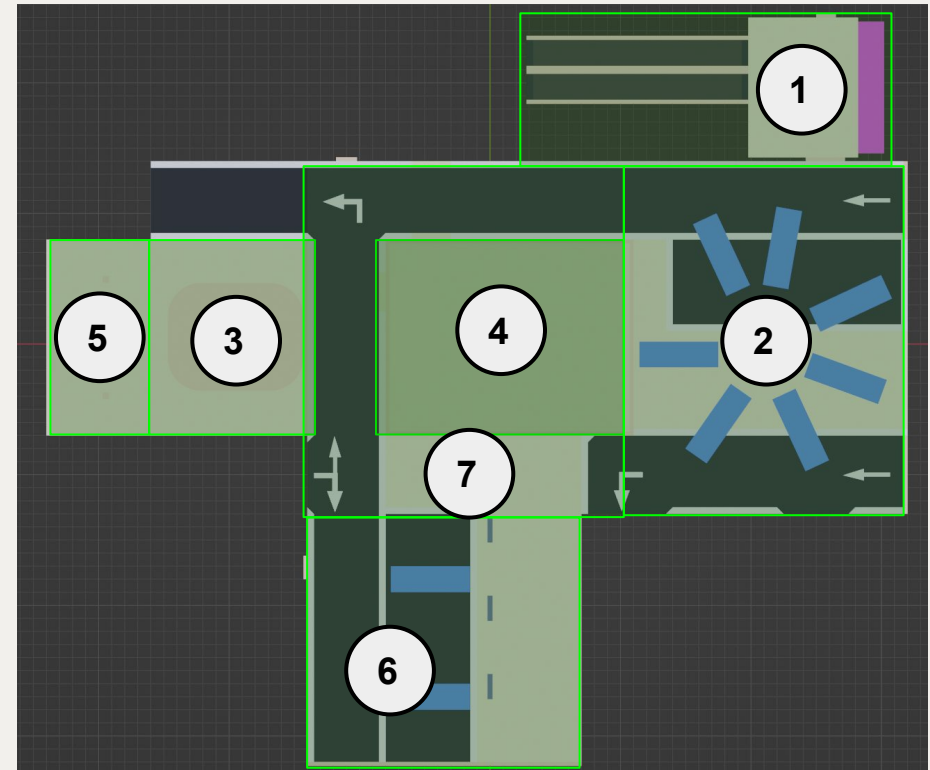
Bike Cage

7

Drift Contest

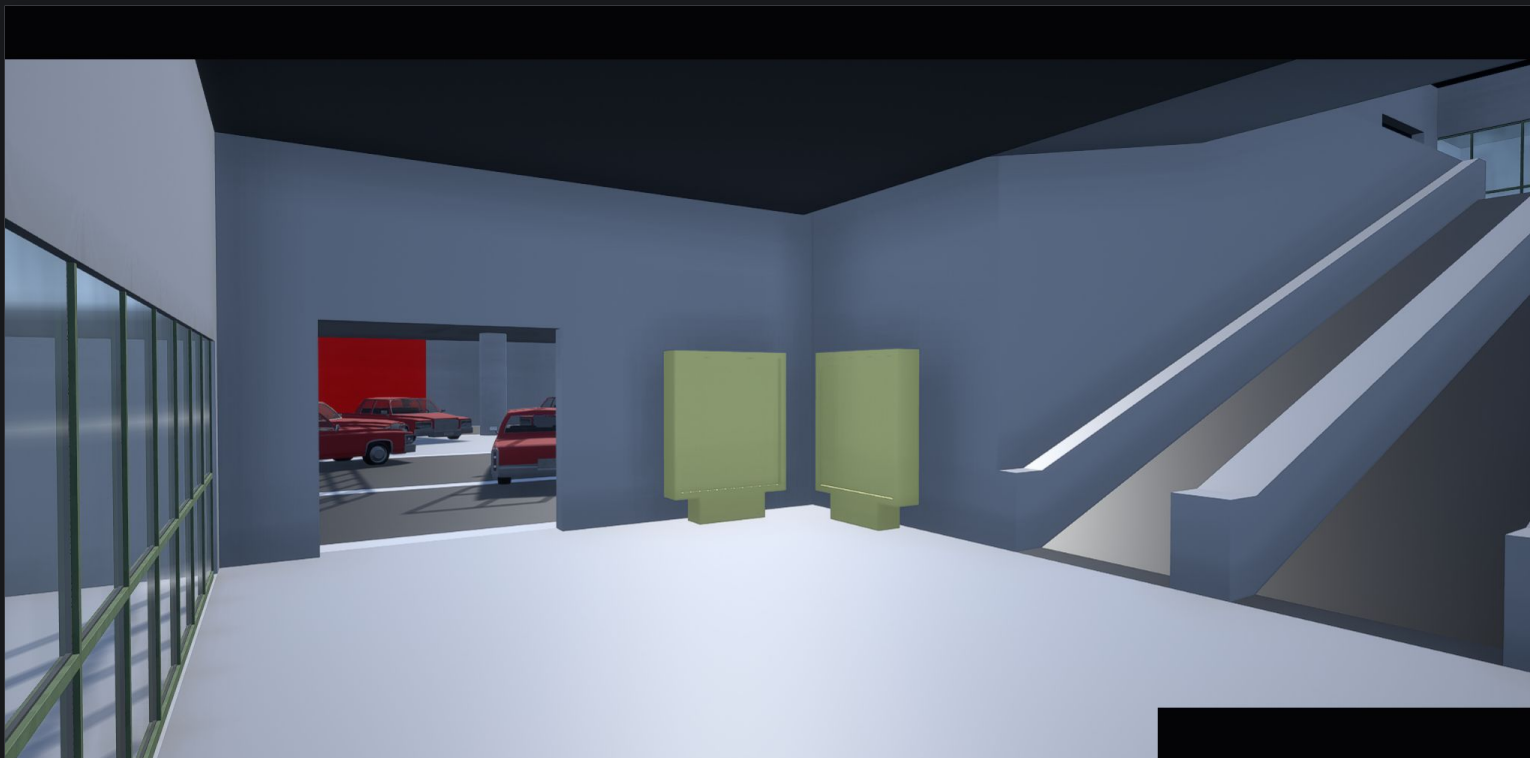
4

Lobby -1



Floor -1 shares the same structural footprint as Floor 0 — the loop repeats vertically.

Storefront glazing doubles as a breakable backdrop, layering destruction into the advertising dressing.



IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Breakable window
- Takedown AI on advertisement panel
- Breakable props advertisement

A circular pit of parked cars hosts the last-man-standing format, vehicles doubling as vaultable cover.

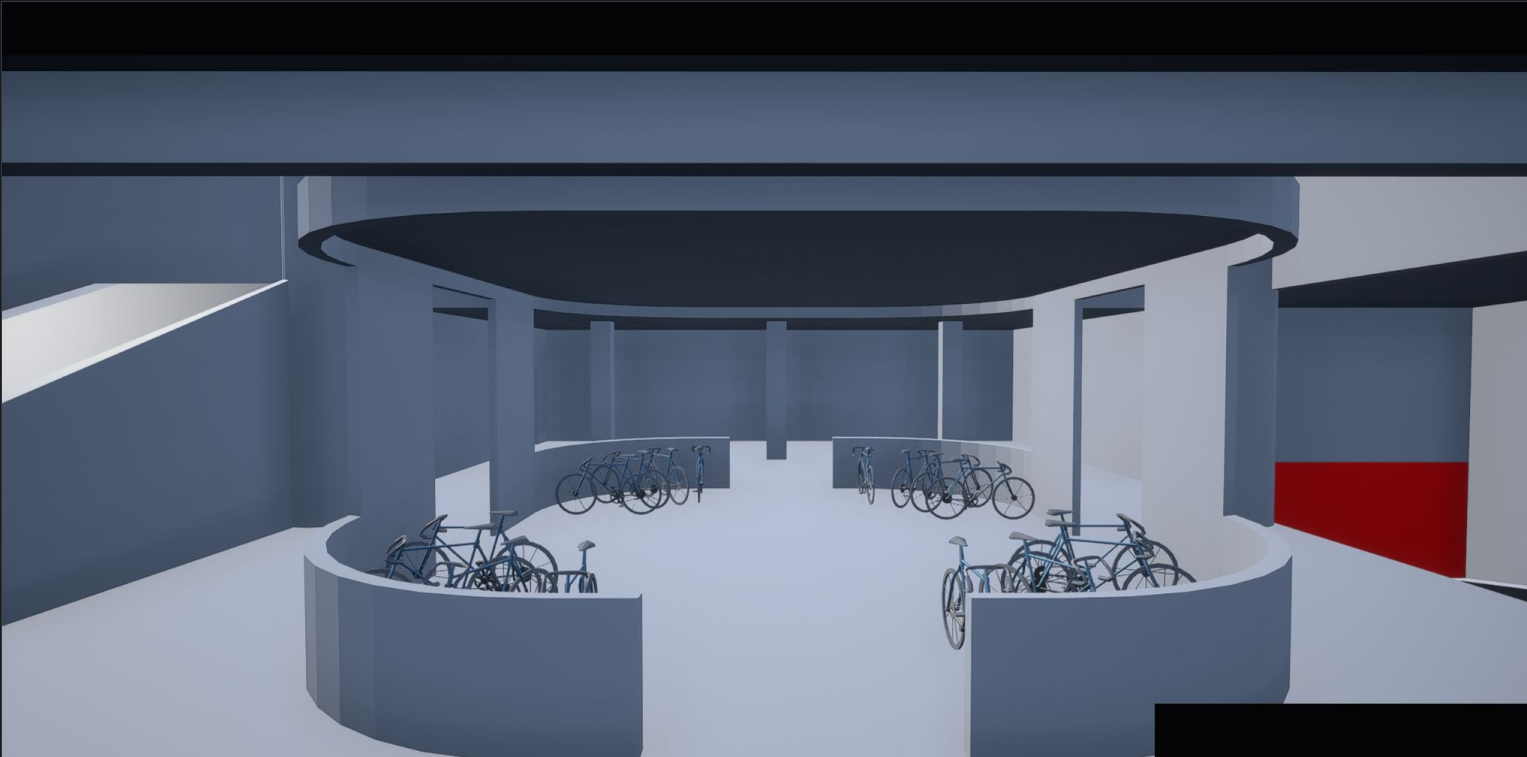


IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Last-man-standing arena
- Vaultable car
- Car collision feedback

A caged bike rack repurposed into a tight survival arena.



IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Last-man-standing arena
- Bike breakable

Mirrors Lobby 0's social-hub role one level down, anchored by a climbable staircase.

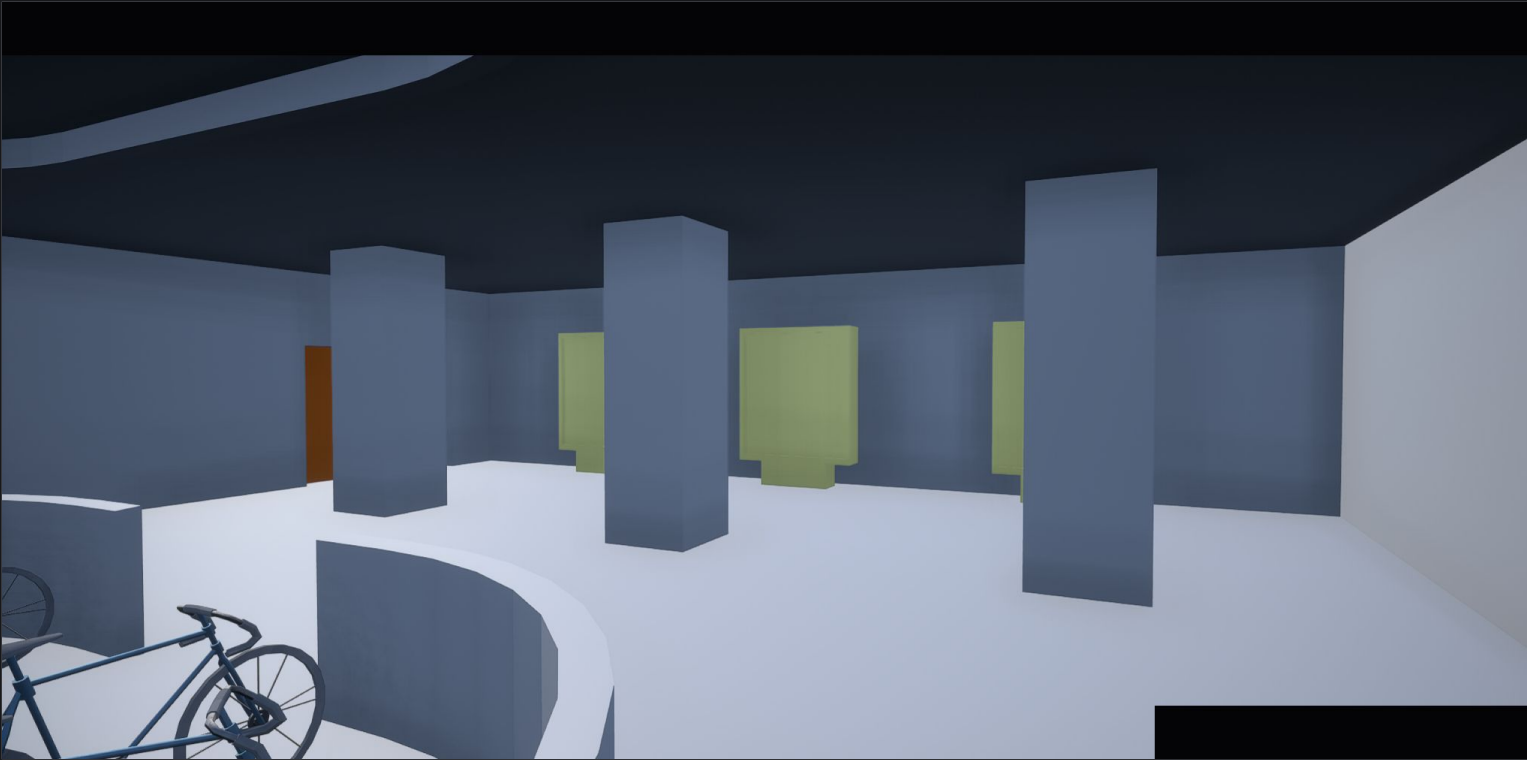


IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Climbable staircase
- Takedown AI on advertisement panel

Pillars force a slalom rhythm through the space, each one doubling as a takedown prop.



IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Takedown AI on pillars
- Slalom between pillars
- Takedown AI on advertisement panel
- Breakable bike

A Street-Fighter-style destructible car challenge — the signature beat of Floor -1.

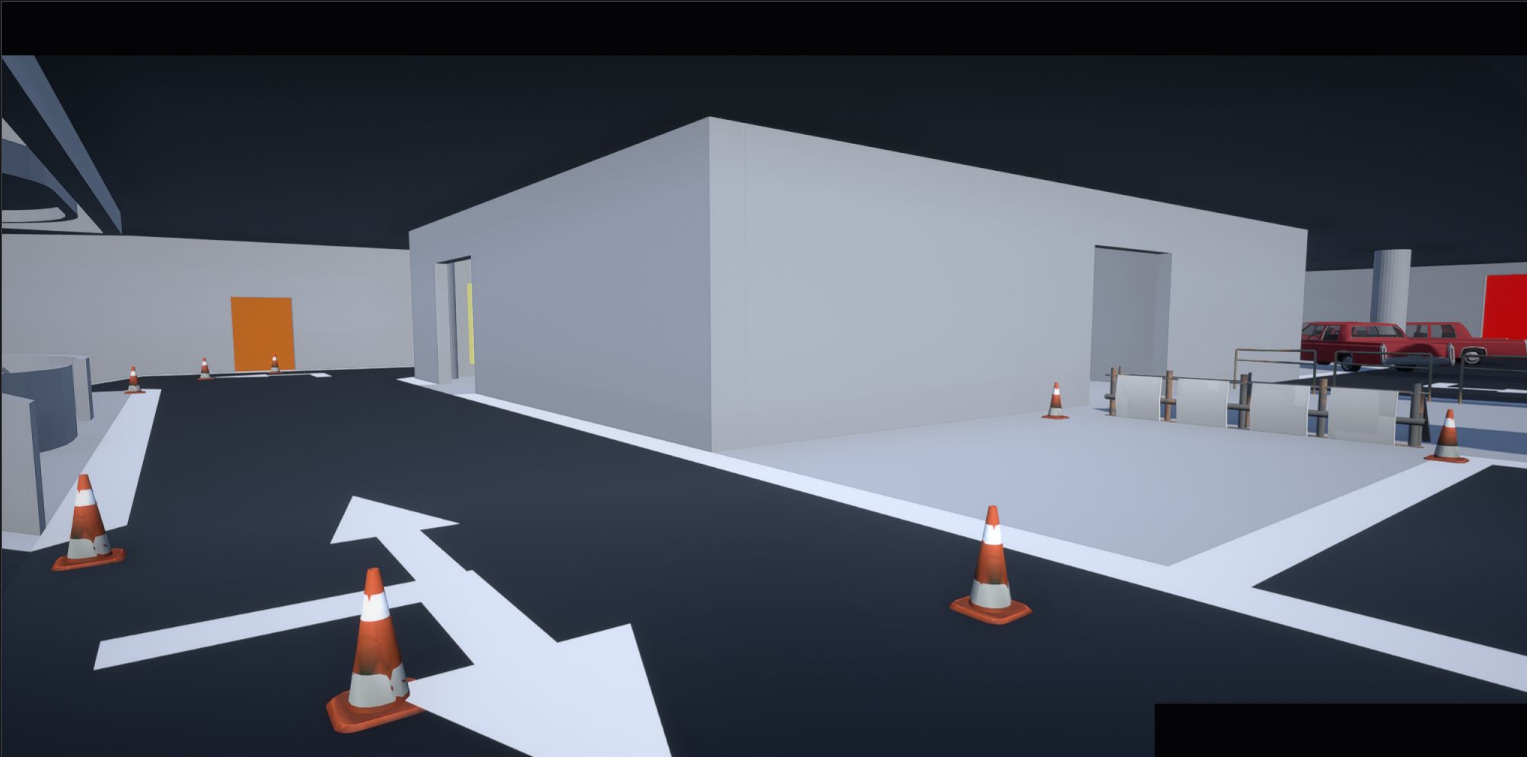


IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Street-Fighter-style breakable car
- Takedown AI on advertisement panel

Vaultable boundaries frame a drift course, with heavy cones as low, throwable hazards.



IN-ENGINE BLOCKOUT

DESIGN INTENTIONS

- Vaultable contest boundaries
- Heavy, low throwable cones

PART TWO

Art Intentions

Real-world parking references paired with in-engine blockouts —
grounding each gameplay landmark in a believable, lived-in structure.



BIKE CAGE

ART INTENTION

CHALLENGE *Survive every enemy wave*



PHOTO REFERENCE



IN-ENGINE BLOCKOUT

The circular cage geometry reads instantly as an arena, framing the survival format before combat starts.

CAR CIRCLE

CHALLENGE *Stay inside the pit*

ART INTENTION



CINEMATIC REFERENCE



IN-ENGINE BLOCKOUT

Parked cars ring the pit, doubling as cover and as the boundary the player must stay within.

DRIFT CONTEST

ART INTENTION



PHOTO REFERENCE



IN-ENGINE BLOCKOUT

Stadium-scale flatness gives the cone slalom room to breathe, contrasting with the parking structure's tight corridors.

RECEPTION

ART INTENTION

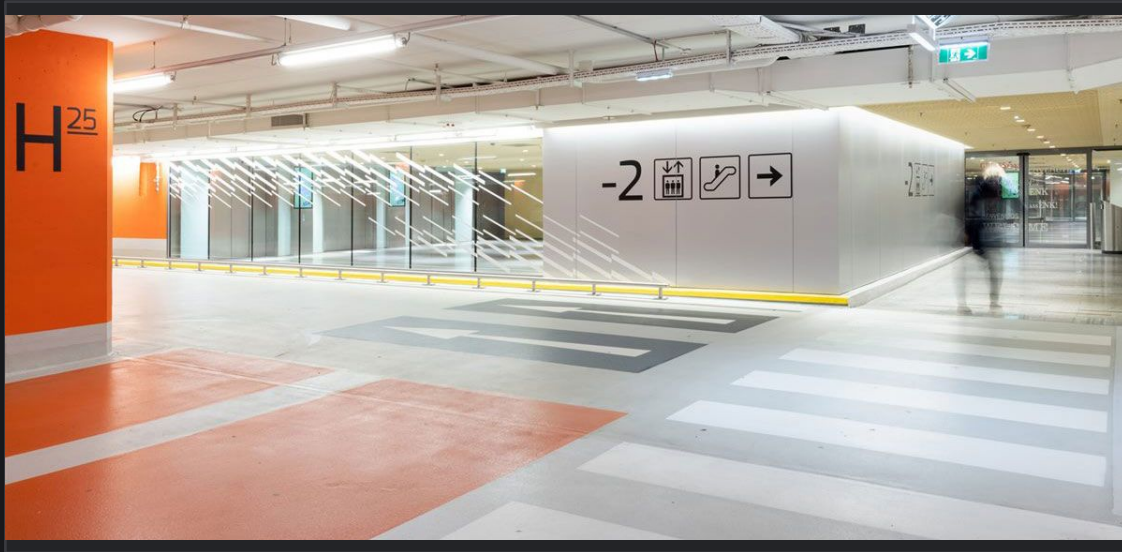


PHOTO REFERENCE



IN-ENGINE BLOCKOUT

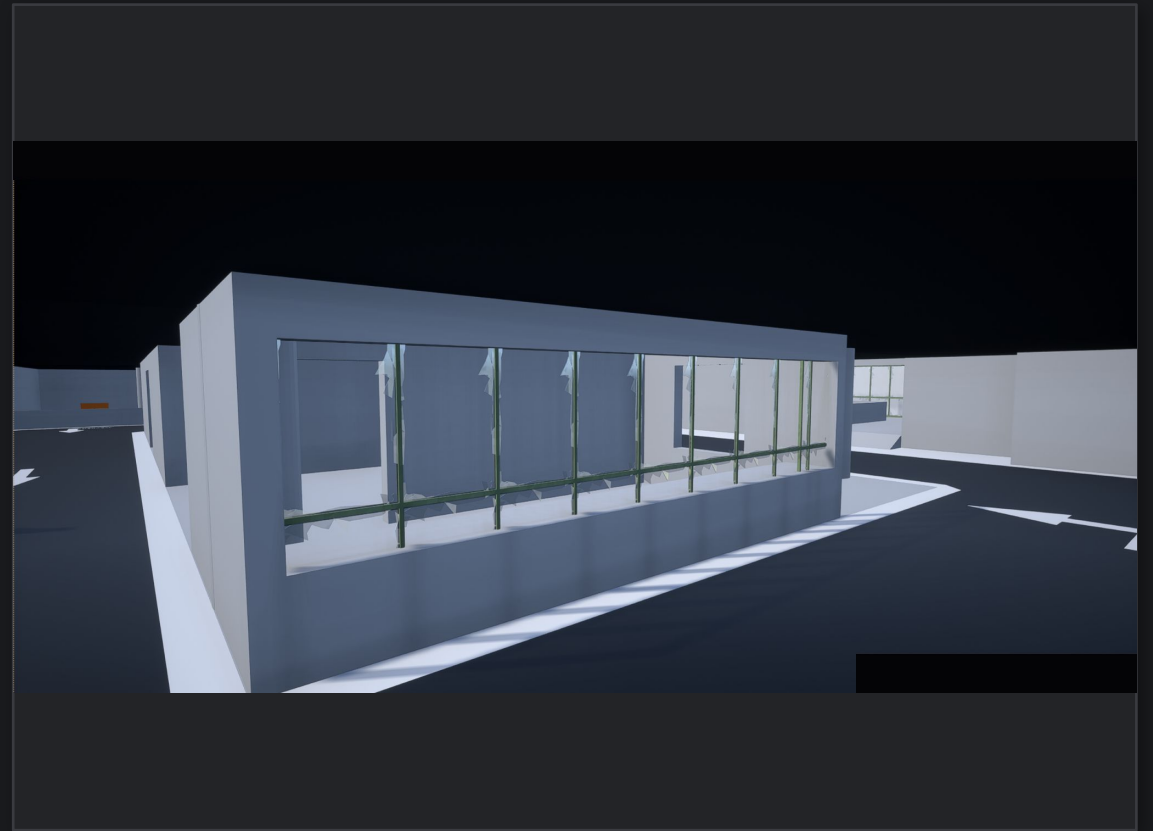
Signage and counter geometry establish the entrance's bureaucratic, transactional tone.

CONTROL ROOM

ART INTENTION



PHOTO REFERENCE



IN-ENGINE BLOCKOUT

Glazed walls keep the security room visually open while still gating player movement.

DOWNSTAIR

ART INTENTION



PHOTO REFERENCE



IN-ENGINE BLOCKOUT

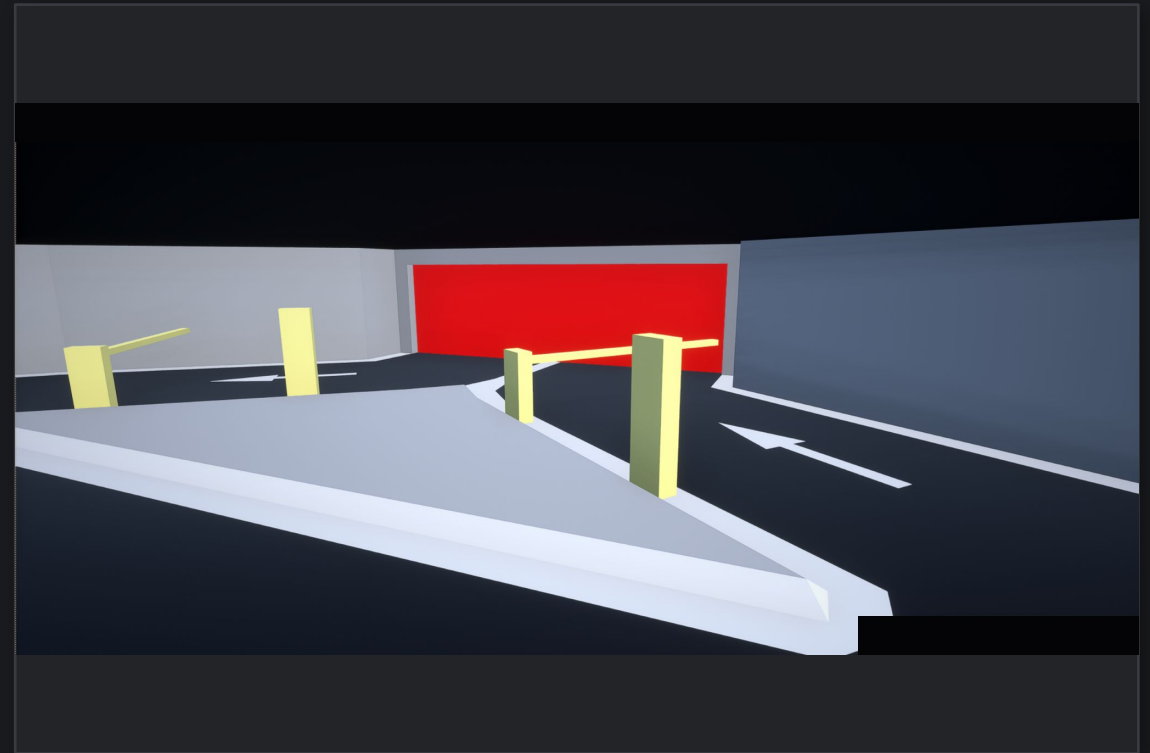
Directional signage and ramp geometry carry the player's eye toward the lower floor.

RISING BARRIER

ART INTENTION



PHOTO REFERENCE

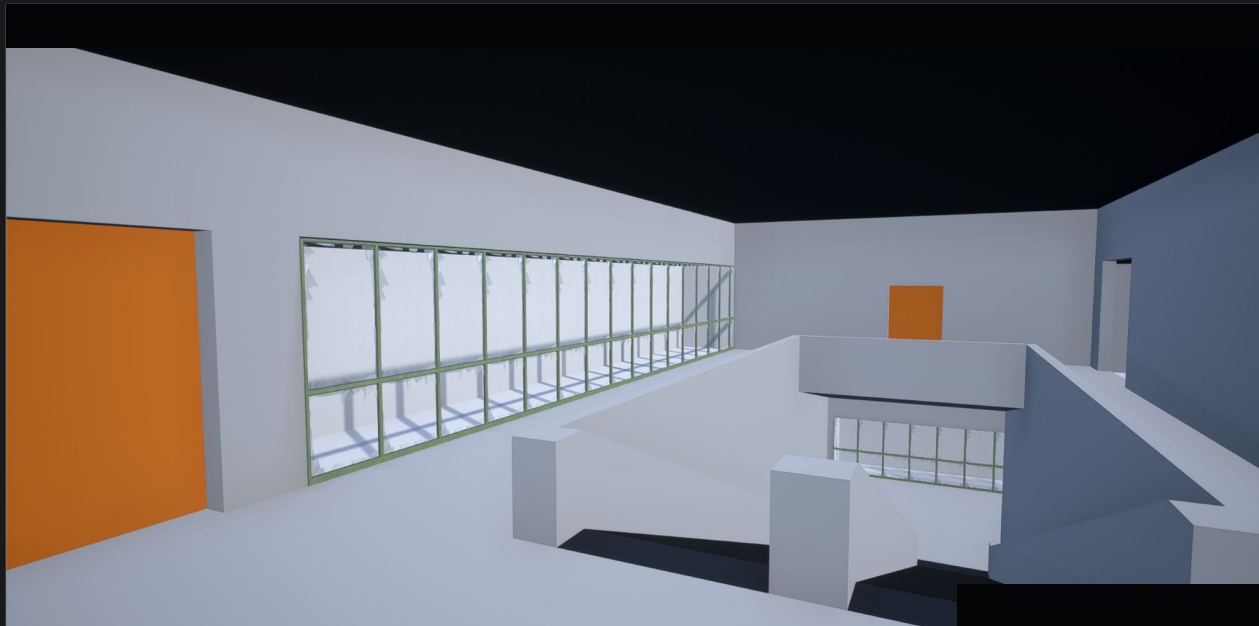


IN-ENGINE BLOCKOUT

The barrier arm reads as a readable, vaultable silhouette against the red backstop.

WINDOW ADVERTISEMENT

ART INTENTION



IN-ENGINE BLOCKOUT

Mannequins and glazing translate into breakable props that reward aggressive play.

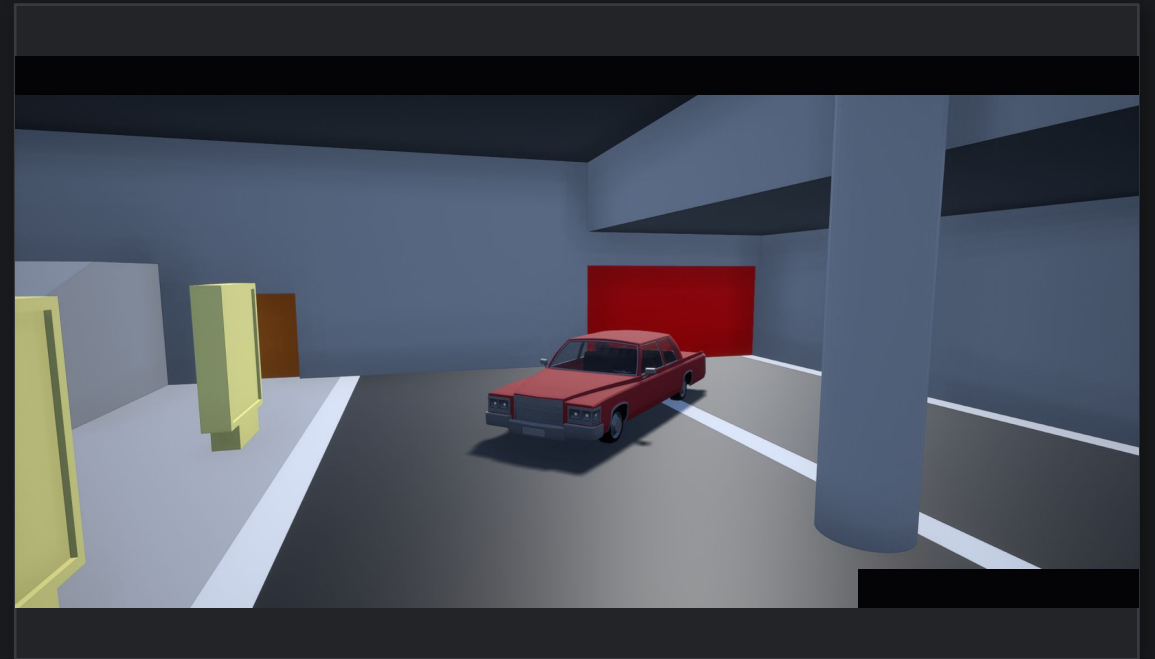
CAR CHALLENGE

ART INTENTION

CHALLENGE *Destroy the boss car*



CINEMATIC REFERENCE



IN-ENGINE BLOCKOUT

An arcade fighting-game reference reframes the destructible car as a boss encounter.

PARKING EXIT / ENTRANCE

ART INTENTION



PHOTO REFERENCE — ANGLE A

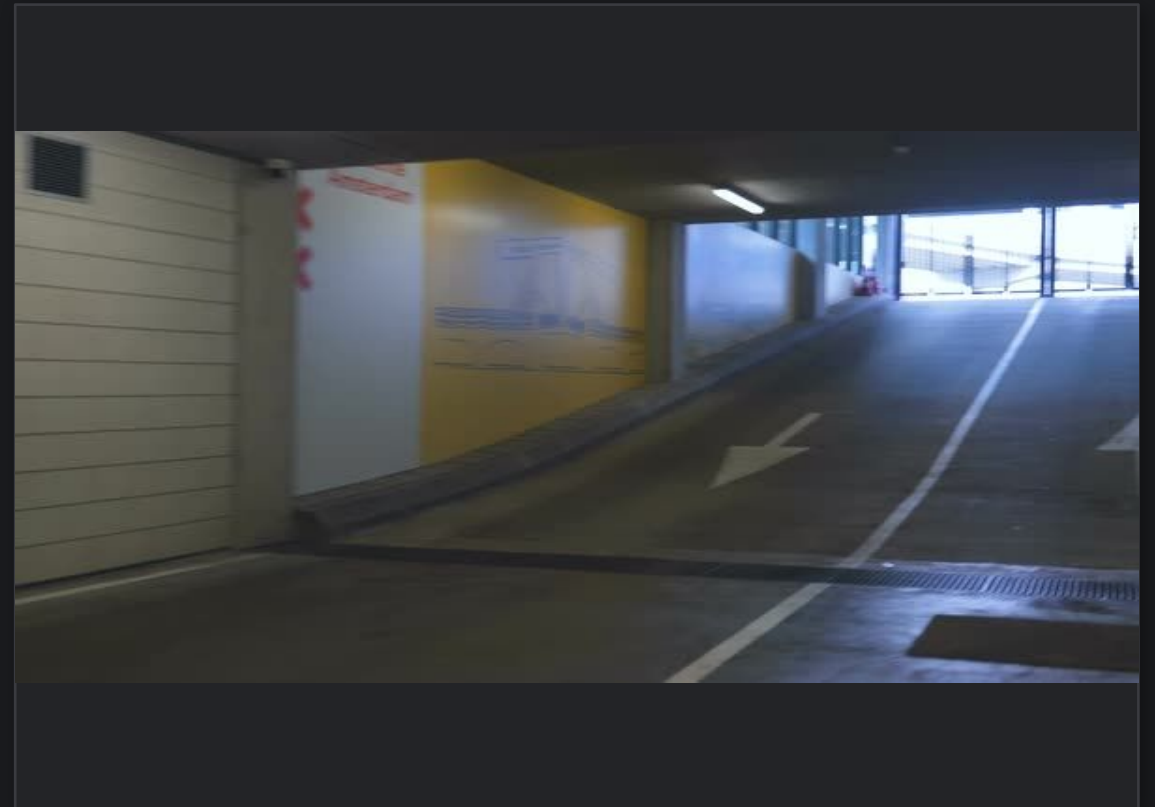


PHOTO REFERENCE — ANGLE B

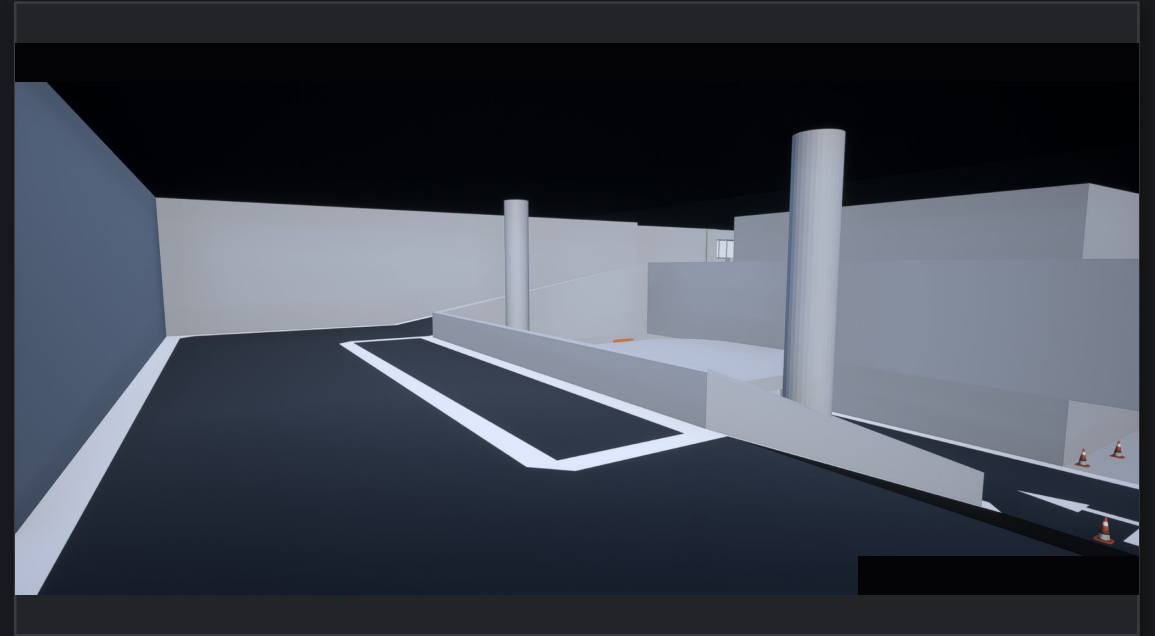
The roll-up door's grid pattern becomes a strong silhouette marking the level's threshold.

MOTORBIKE PARKING

ART INTENTION



PHOTO REFERENCE



IN-ENGINE BLOCKOUT

Dense bike rows establish clutter and verticality for the roof-bike last-man-standing arena.

PEDESTRIAN CORRIDOR

ART INTENTION



PHOTO REFERENCE

Stairwell signage and handrails carry over directly, keeping wayfinding legible mid-combat.

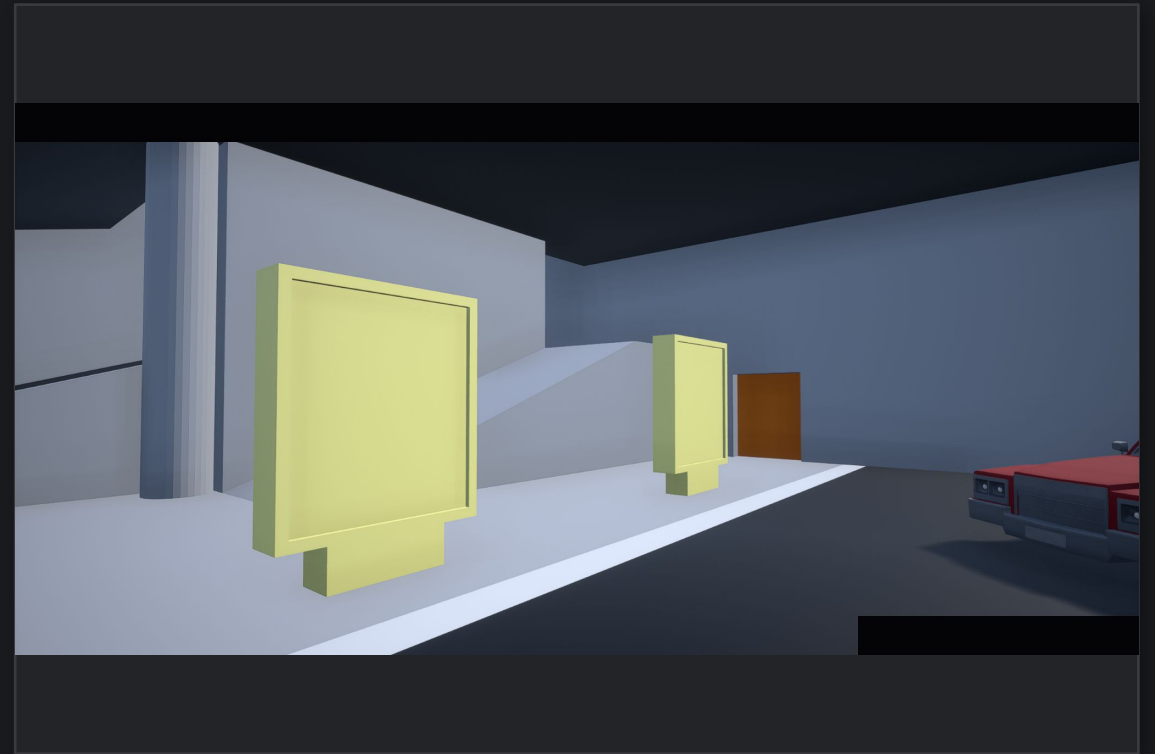
ADVERTISING PANEL

ART INTENTION

CHALLENGE *Destroy each advertisement*



PHOTO REFERENCE



IN-ENGINE BLOCKOUT

Illuminated panels are spaced to create a readable destruction checklist across the corridor.

Few weeks Later ...

First & Second Pass Level Art/Level Design

First Pass

MERGING Art and blockout



First & Second Pass Level Art/Level Design

First Pass

MERGING Art and blockout



First & Second Pass Level Art/Level Design

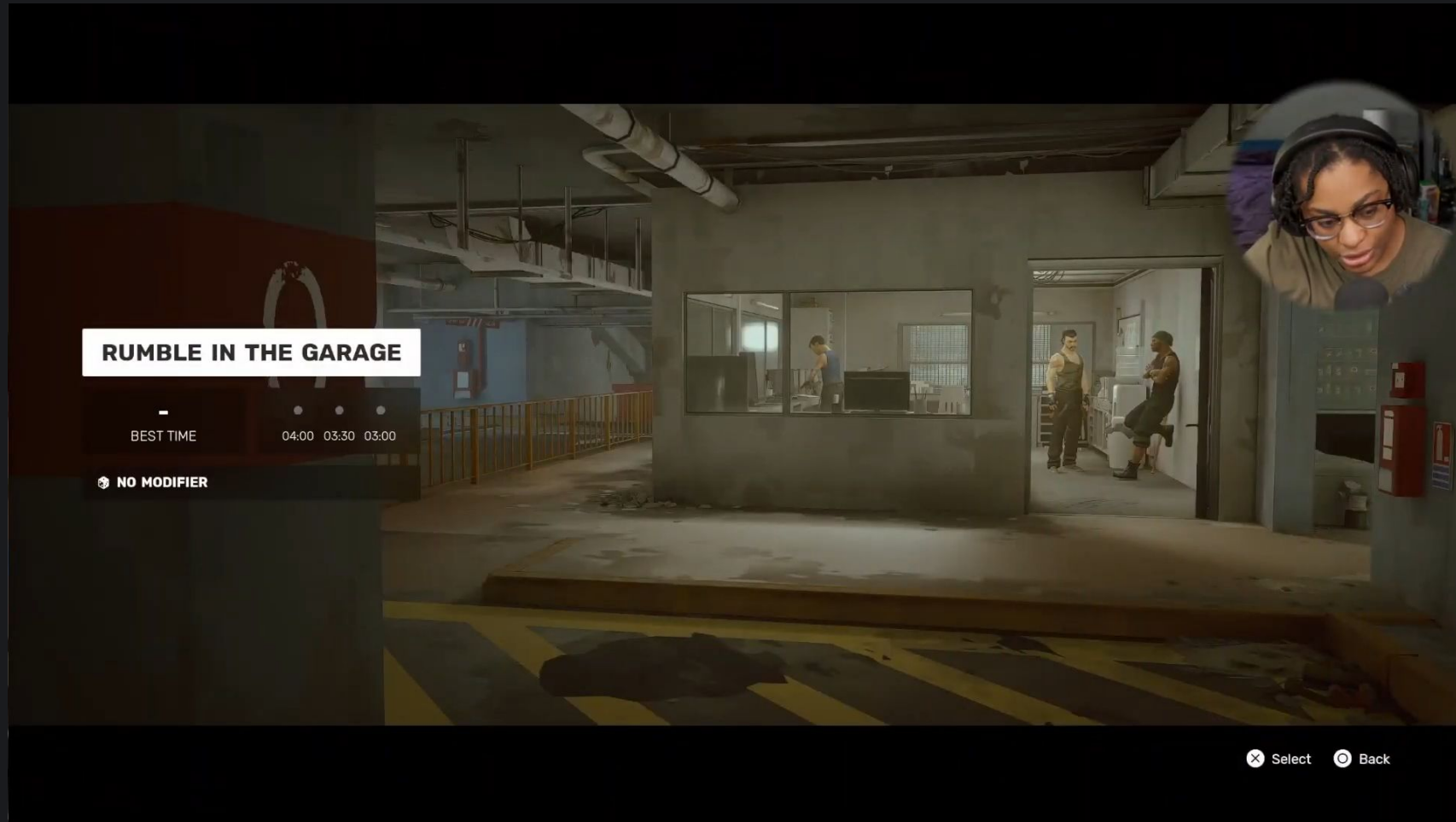
First Pass

MERGING Art and blockout



Level Art : [Loïc Lefranc](#) <3

Then the DLC has been shipped



Streameuse : [TimidTyTy](#)