Dying Light: Vertigo

Version 1.0

Designer: Jiafan "Roy" Lu
Document Date: 9/28/2025
Intended Level Delivery Date: 12/2/2025

Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor Brandon Stephens	9/28/2025

Table of Contents

Table of Figures

Level Summary

Quick Summary

 "Vertigo" is a standalone single-player level in Dying Light. The objective requires the player to reach the top of a high building to secure an airdrop. The level's design emphasizes verticality and the risks of high-altitude traversal, with most of the action taking place on rooftops. By combining diverse parkour routes with mixed enemy encounters, the level creates a unique atmosphere of tension and pacing.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	• Baseball bat • Heavy axe
	Player Skills/Abilities	• Parkour
AI	Enemies	• Biters • Spitter • Humans (Ranged)
	Friendlies	• Quest Giver - Wendy
Challenges	Gameplay Themes	• Parkour Based •
	Obstacles/Hazards	• /
	New/Unique Gameplay	• High-altitude • Vertical Parkour
Context	Where Fits in Game	• The old town
	Challenge Fit	• Independent
	Additional Info	• /
Aesthetics	Major Visual Themes	• Urban Ruins, Gloomy sewer
	Setting/Mood	• Gloomy

Development Schedule

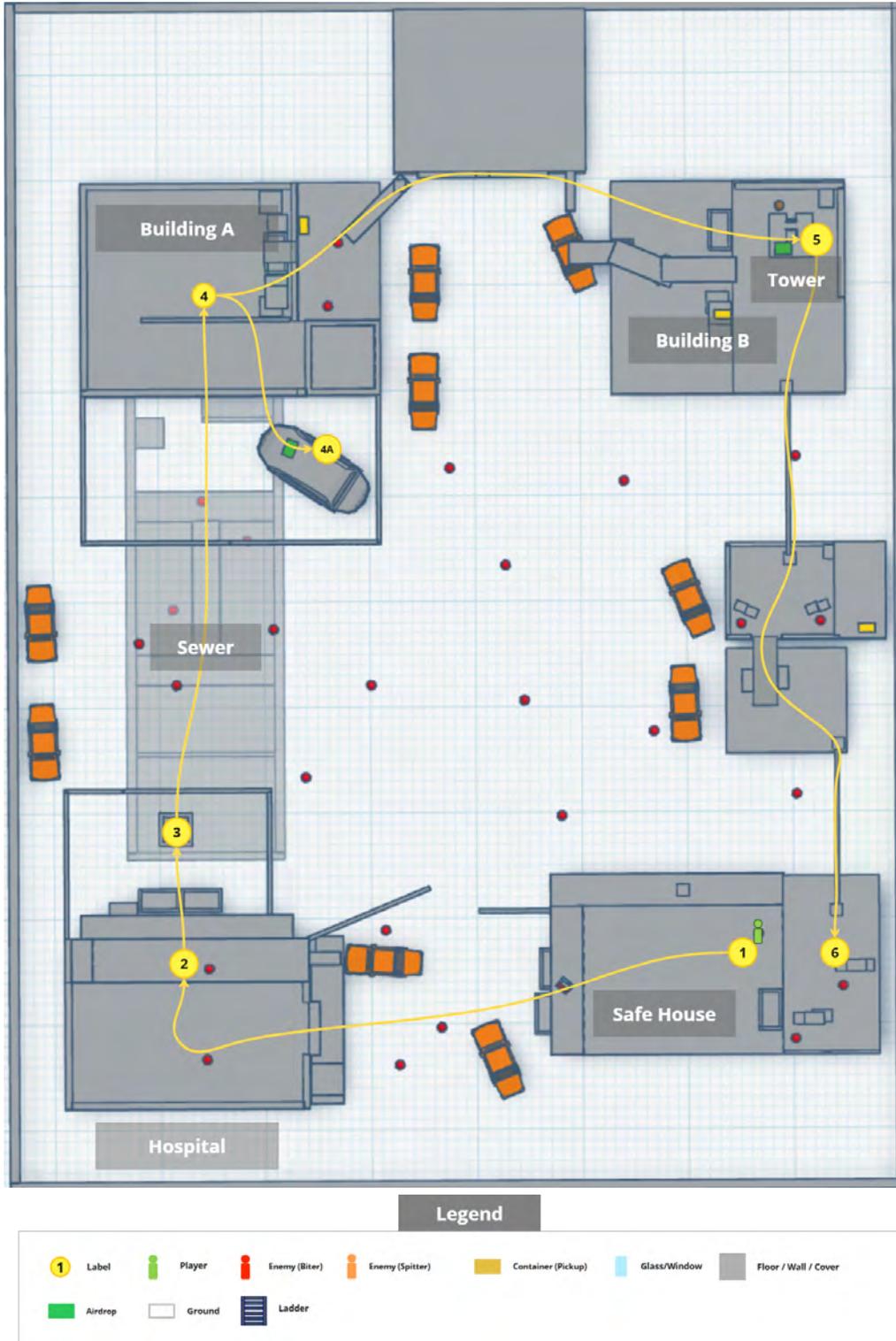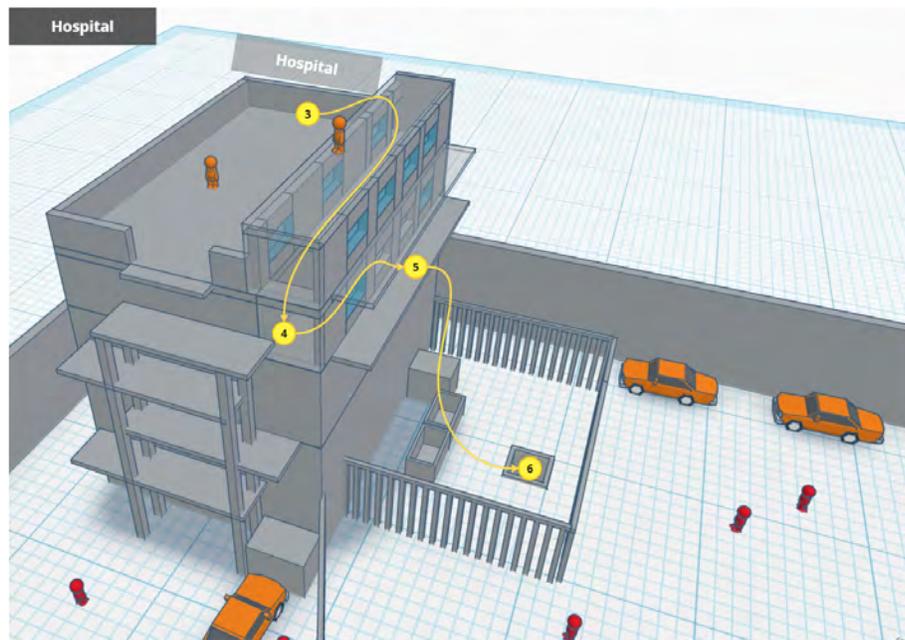| Milestone	Date
LDD	9/29/2025
Whitebox	10/13/2025
Initial Gameplay	10/27/2025
Gameplay Complete	11/10/2025
Aesthetics	12/1/2025
Launch	12/11/2025

Level Overview

Overview Map

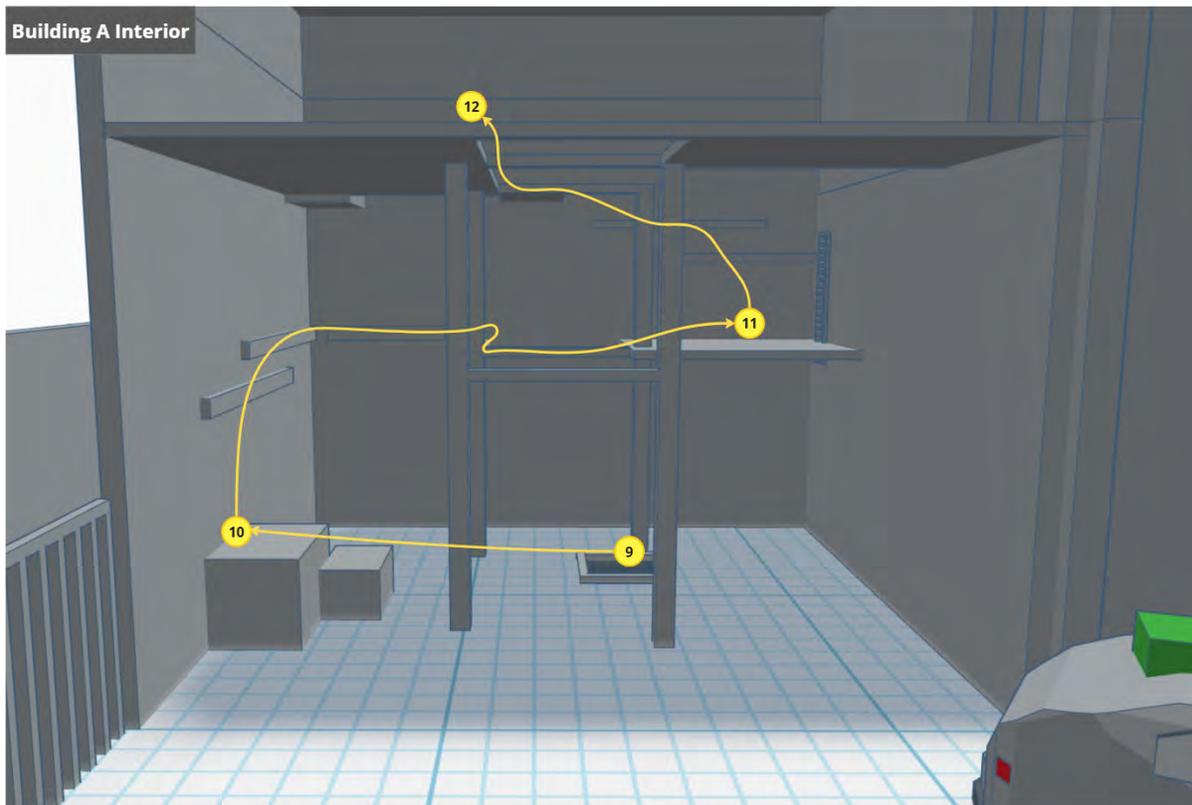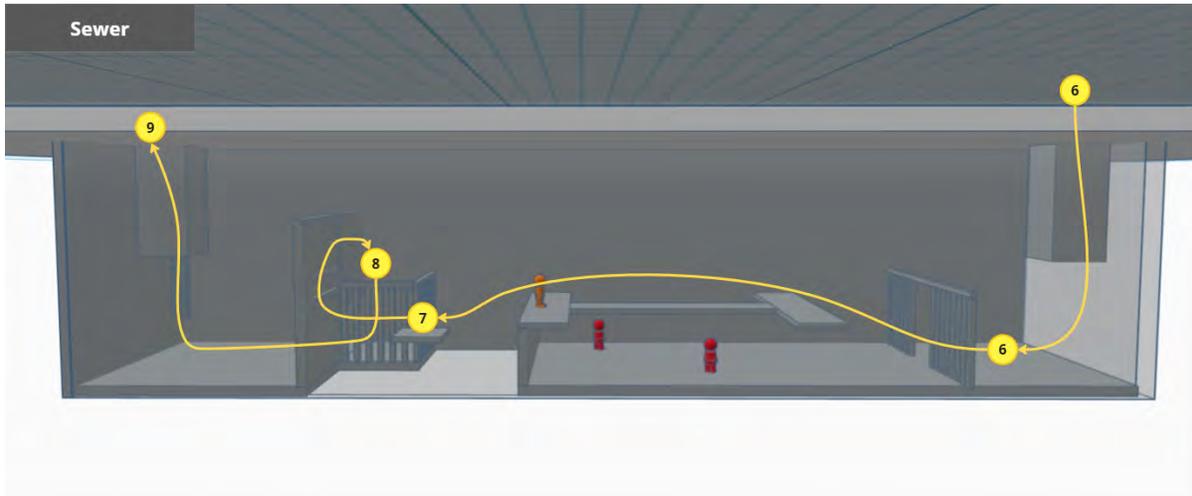| Map Label	Gameplay Summary
1	The player receives a quest from Quest Giver Wendy, who instructs them to reach the rooftop of Building B to secure a recently dropped airdrop.
2	The player begins at the Safe House and parkours their way forward, using scaffolding to reach the rooftop of the hospital.
3	From the hospital courtyard, the player jumps through a hole to enter the sewers.
4A	[Optional] Side Quest: The player helps Wendy by searching for an ambulance for medical supplies.
4	Leaving the sewers, the player enters Building A and climbs their way to the rooftop.
5	The player proceeds to the rooftop of Building B, ascends the signal tower, and retrieves the airdrop, obtaining the weapon inside (rifle).
6	After clearing out human enemies along the path, the player makes their way back to the Safe House.

Level Details

Detail Maps

Section 1: Hospital

Figure 2: Section 1 Map [1]

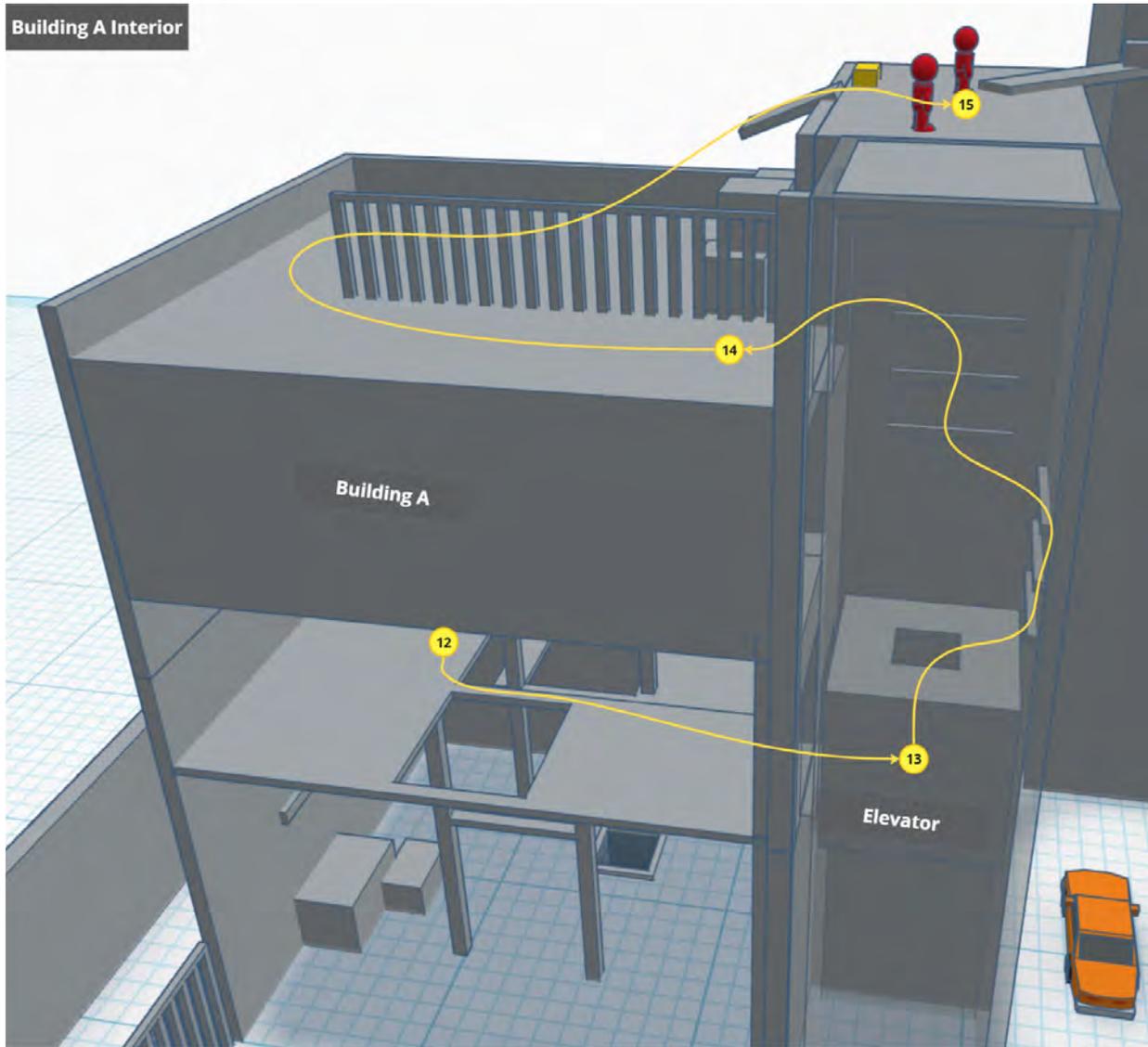| Map Label / Stage	Event Summary	Event Details
1	The player receives a quest from Quest Giver Wendy, who instructs them to reach the rooftop of Building B to secure a recently dropped airdrop.	At the same time, Wendy gives the player an optional Side Quest: to check her ambulance along the way, as there may be some medical supplies that need to be brought back.
2	The player jumps down onto a pile of trash to cushion the fall and lands on the ground.	
3	Following the scaffolding, the player climbs to the top of the hospital.	They can choose to leap across car rooftops to evade enemies or engage them directly.
4	The player enters the hospital interior and drops down through a hole in the floor to the level below.	
5	The player climbs out through a window and reaches a balcony.	
6	From the balcony, the player jumps into the courtyard and discovers a sewer entrance.	

Section 2: Sewer & Building A Interior

Figure 3: Section 2 Map [1]

Map Label / Stage	Event Summary	Event Details
6	The player drops down into the sewer.	
7	Parkouring through the sewer, the player reaches an exit blocked by metal bars, with an open space above.	
8	The player uses parkour to vault over from above, successfully entering the exit.	
9	The player climbs a ladder upward.	
10	The player gets to the first floor of Building A through the ladder, climbing onto a box in the corner of the wall.	
11	Through a series of parkour moves, using broken walls and damaged ceilings, the player reaches the second floor.	
12	Repeating the similar kind of traversal, the player reaches the third floor.	

Section 3: Building A Interior & Elevator

Figure 4: Section 3 Map [1]

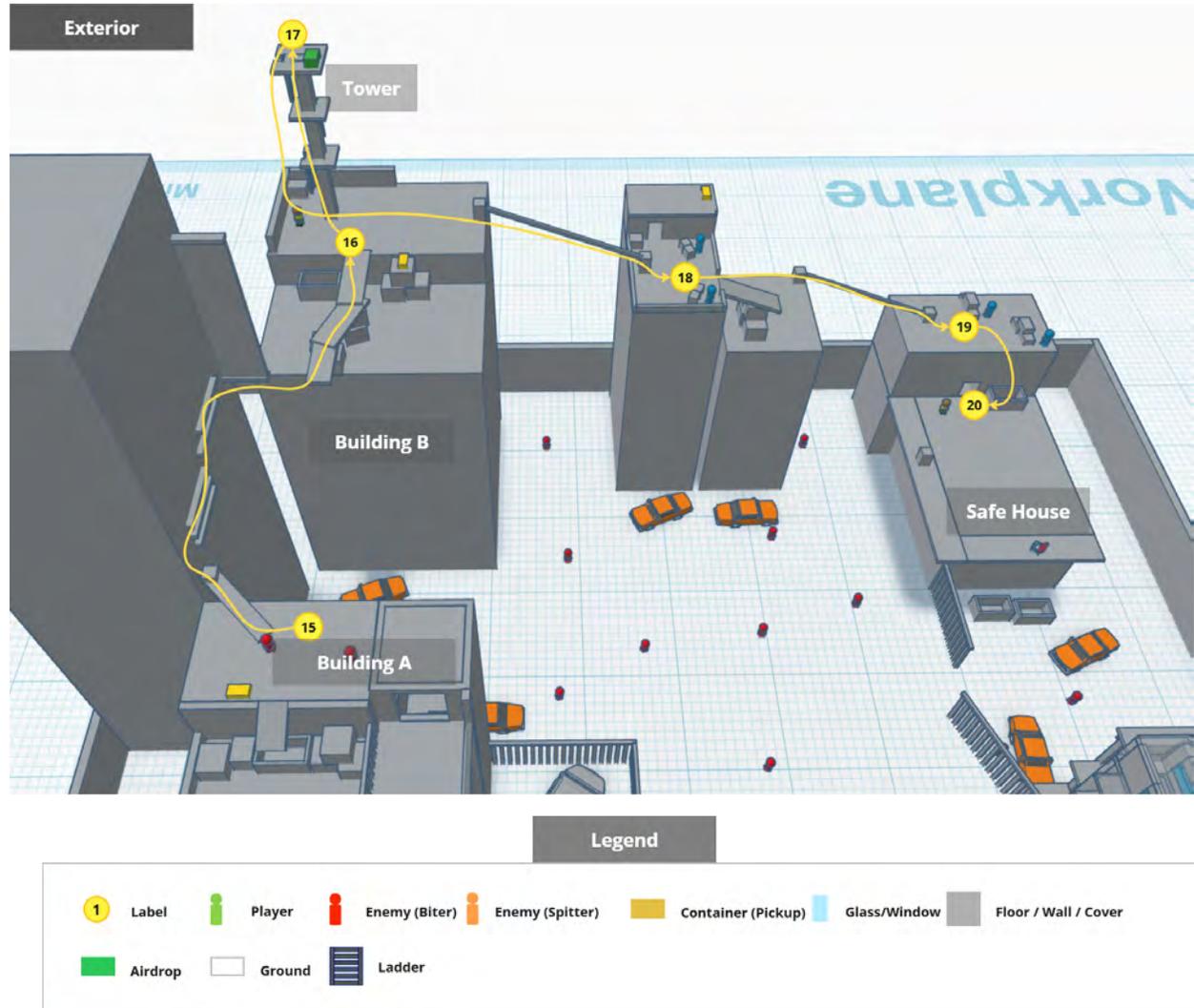| Map Label / Stage	Event Summary	Event Details
12	The player reaches the third floor of Building A	
13	The player enters the elevator shaft and finds the elevator stuck on this level. They open the hatch and climb out from the top.	
14	Using the elevator shaft, the player climbs all the way up to the rooftop platform.	
15	After clearing two enemies, the player secures the rooftop.	

Section 4: Exterior

Figure 5: Section 4 Map [1]

Map Label / Stage	Event Summary	Event Details
15	The player gets to the rooftop of Building A.	
16	The player scales along the outer wall and parkours their way to the rooftop of Building B.	
17	The player climbs to the top of the signal tower and retrieves the airdrop.	▪ Some people come to compete with the player for the airdrop ▪ There's an Assault Rifle in the airdrop
18	Using a zipline, the player rides to the rooftop of another building and clears out the human enemies there.	
19	The player takes another zipline back to the rooftop of the Safe House, where more human enemies await, and clears them out.	
20	The player successfully returns to the Safe House.	

References

[Cover Image] "Dying Light 2 Stay Human: Watertowers, Kasia 'Kafis' Zielińska," ArtStation. Accessed: Sept. 28, 2025. [Online]. Available: https://www.artstation.com/artwork/5BPb08

[1] Lu, Jiafan. (2025). Level Walkthrough Map Created by author in Miro Board. RealtimeBoard, Inc, 2011. June 1, 2025.

[2] Lu, Jiafan. (2025). Screenshot from Dying Light Developer Tool, captured by the author. September 29, 2025.

Appendices

Appendix A: Assets Lists

Description	Type	Priority
Elevator	Mesh	High
Trash that can used to cushion damage	Mesh	High
Airdrop/Fences/Rooftop	Mesh	High
Sewer Objects	Mesh	High

[2]

Buildings along the map's border	Mesh	Low

[2]