

MARIUS QUEULIN - JUNIOR LEVEL DESIGNER

REFERENCE BOOK

10 GAMES THAT SHAPED MY DESIGN VISION

OVERVIEW :

1. DISHONORED
 2. APE OUT
 3. ROCKET LEAGUE
 4. NEED FOR SPEED: MOST WANTED (2005)
 5. THE FINALS
 6. MINECRAFT
 7. SILENT HILL 2 (2024)
 8. ORI AND THE WILL OF THE WISPS
 9. PORTAL 2
 10. THE LEGEND OF ZELDA: BREATH OF THE WILD
- + Honorable mentions

1. DISHONORED



- 2012, ARKANE STUDIOS
- GENRE : ACTION-ADVENTURE

A heavy adventure shaped by the player



CHOICES & ACTIONS, MACRO AND MICRO, CONSTANTLY RESHAPE THE PLAYER'S PATH



VERTICAL ARCHITECTURE BLENDS EXPLORATION WITH COHERENT ENVIRONMENTAL STORYTELLING

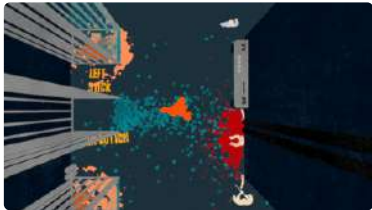


NARRATIVE TWISTS SHIFT THE STAKES AND REDEFINE OBJECTIVES

Dishonored shows how levels can let players carve their own path. Vertical architecture, stealth opportunities, and narrative twists give meaning to experimentation and decision-making. From this, I take the importance of crafting environments that adapt to choices, surprising players while keeping coherence and immersion intact.

2. APE OUT

A unique experience woven by every aspect



PLAYER ACTIONS DIRECTLY SHAPE THE RHYTHM AND INTENSITY OF THE GAME

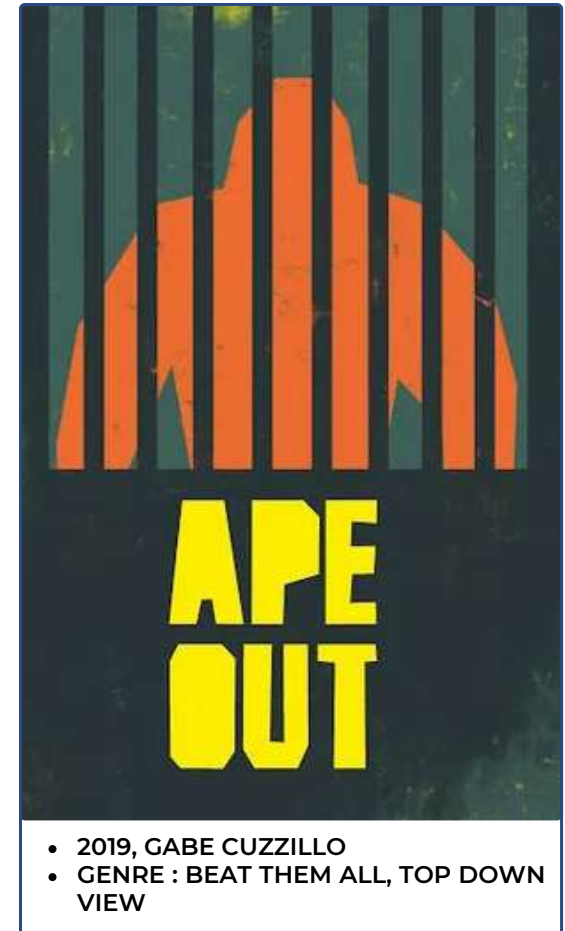


CLEAR AND EXPRESSIVE ART & AUDIO, REINFORCES PLAYER FEEDBACK



SIMPLE, RESPONSIVE CONTROLS ALLOW PLAYERS TO REACT INSTINCTIVELY AND FEEL IN COMMAND

Ape Out blends mechanics, visuals, and audio into a rhythm-driven, expressive experience. Every player action instantly alters intensity, supported by bold art and percussive feedback. From it, I take the value of unifying mechanics and aesthetics, designing levels where every element reacts to the player and reinforces their flow.



- 2019, GABE CUZZILLO
- GENRE : BEAT THEM ALL, TOP DOWN VIEW

3. ROCKET LEAGUE



How a simple design create infinite depth

 <p>SIMPLE TERRAIN AND CLEAR BOOSTS GUIDE THE PLAYER NATURALLY</p>	 <p>SIMPLE, GOAL-ORIENTED RULES DRIVE ALL PLAYER DECISIONS</p>	 <p>FOCUS ON MASTERING CONTROL AND SPATIAL AWARENESS ENHANCES ENGAGEMENT</p>
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Rocket League proves that minimal rules can unlock limitless gameplay depth. With only one clear goal, score more than the opponent, teamwork, skill, and physics combine into infinite possibilities. From this, I learned how simplicity at the core can foster emergent complexity, inspiring me to design systems that are easy to learn yet hard to master.

4. NEED FOR SPEED: MOST WANTED (2005)

Realistic architecture & systems for intuitive & fun gameplay



REALISTIC URBAN
ARCHITECTURE GUIDES
PLAYER MOVEMENT
NATURALLY

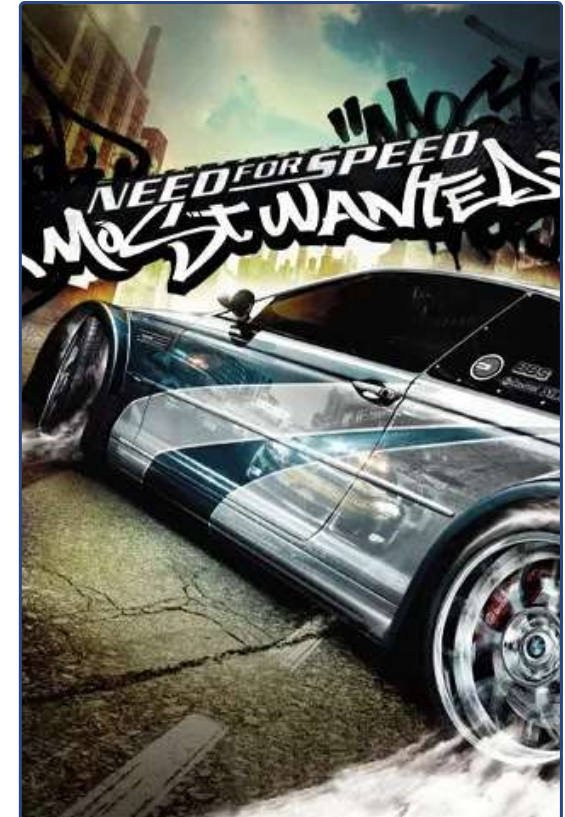


COMPLEX SYSTEMS SUCH AS
PURSUITS, AI & VEHICLE
MECHANICS CREATE
EMERGENT CHALLENGES



GAMEPLAY REMAINS
INTUITIVE, ALLOWING
PLAYERS TO FOCUS ON FUN
AND FLOW

NFS: Most Wanted (2005) taught me how dynamic systems and urban design can naturally generate tension and flow. The city, police AI, and pursuit mechanics create unique chases that feel cinematic and varied. From it, I take the importance of aligning environment and systems to craft gameplay that feels intuitive, challenging, and endlessly replayable.



- 2005, EA BLACK BOX
- GENRE : RACING

5. THE FINALS



A dynamic playground impacting and impacted



PLAYERS SHAPE THE ARENA THROUGH ACTIONS AND ABILITIES



THE ARENA, IN TURN, INFLUENCES PLAYER CHOICES AND STRATEGIES



EMERGENT GAMEPLAY ARISES FROM DIVERSE PLAYSTYLES AND DYNAMIC INTERACTIONS

The Finals highlights the power of reactive arenas where environments and players shape each other. Destructible structures, event-driven changes, and strategic playstyles create constantly shifting dynamics. From it, I learned the importance of designing spaces that remain unpredictable yet fair, pushing players to adapt and invent new strategies.

6. MINECRAFT

Level Design by the players themselves



THE PLAYER'S INNER FIRE
DRIVES EVERY ACTION



EMERGENT SYSTEMS FUEL
LIMITLESS CREATIVITY



MODS, UPDATES & SERVERS
KEEP THE COMMUNITY
THRIVING

Minecraft illustrates how systemic design empowers players to become the architects of their own experience. Its mechanics, updates, and community-driven creations sustain engagement and imagination over time. From this, I take the value of building worlds that encourage experimentation and long-term creativity, where freedom is a core driver.



- 2011, MOJANG STUDIOS
- GENRE : SANDBOX

7. SILENT HILL 2 (2024)



Spaces that haunt and guide the mind



CONSISTENT ENVIRONMENTS
THAT SERVE AS REFERENCE
POINTS



DANGER AND PSYCHE IN
TUNE TO CONTROL TENSION



GPE & SCENES THAT FUEL
THE MYSTERY

Silent Hill 2 creates environments that reflect psychological tension and narrative depth. Its pacing, atmosphere, and scene composition guide the player through unease and mystery. From this, I take the lesson of designing spaces that evoke emotion and suspense, inspiring me to craft levels that manipulate tension and immerse players in a compelling experience.

8. ORI AND THE WILL OF THE WISPS

A general flow built from unique levels and mechanics



EACH LEVEL INTRODUCES
UNIQUE MECHANICS THAT
SHAPE THE EXPERIENCE



GAMEPLAY & CINEMATIC
MOMENT EVOKE EMOTION
AND IMMERSION



REWARDS & EVOLVING
OBJECTIVES GUIDE
PROGRESSION & MASTERY

Ori 2 demonstrates how tightly designed levels, each with unique mechanics, can create a flowing and emotionally resonant experience. The combination of cinematic moments and thematic gameplay guides the player while rewarding exploration and skill. From this, I take the importance of pacing, emotional beats, and integrating mechanics into level flow, inspiring me to design spaces that balance challenge, surprise, and player satisfaction.



- 2020, MOON STUDIOS
- GENRE : 2D PLATFORM-ADVENTURE METROIDVANIA

9. PORTAL 2



- 2011, VALVE
- GENRE : PUZZLE-PLATFORM

From playful learning to mind-bending mastery



PROGRESSIVE TUTORIALS
BLEND NATURALLY INTO
STORY BEATS



EMERGENT AND COMPLEX
PUZZLES FOSTER CREATIVE
THINKING



NARRATIVE SEAMLESSLY
INTERTWINES WITH
GAMEPLAY

Portal 2 demonstrates how puzzle design can merge learning, challenge, and narrative seamlessly. Its progression teaches mechanics intuitively while layering complexity in playful ways. From it, I learned to design levels where clarity and surprise coexist, encouraging players to feel inventive and engaged as they advance.

10. THE LEGEND OF ZELDA: BREATH OF THE WILD

An Open World who guide without pointing



NATURAL LANDMARK
ATTRACTING THE PLAYER

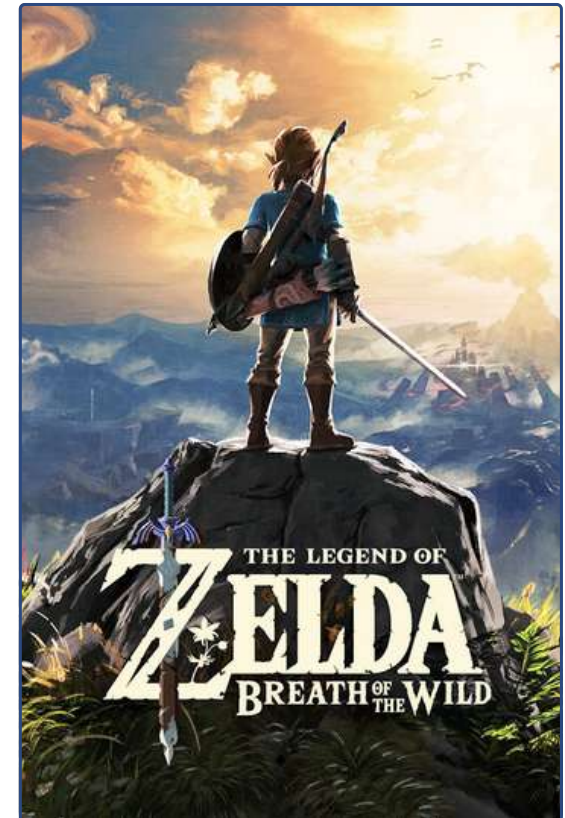


MICRO CHALLENGE FOR
PACING THE EXPLORATION



SPACIAL COMPOSITION
SPARKS CURIOSITY

Breath of the Wild redefined open world design with a systemic approach that prioritizes freedom, curiosity, and player agency. Its interconnected systems guide players subtly while encouraging exploration. From it, I learned the value of creating spaces that communicate intentions without forcing them, inspiring me to design environments where discovery feels natural and empowering.



- 2017, NINTENDO
- GENRE : ACTION/ADVENTURE, OPEN WORLD

HONORABLE MENTIONS



- 2012, GEARBOX SOFTWARE
- GENRE : FPS LOOTER RPG
A REFINED FORMULA, WITH
THRILLING GAMEPLAY AND STORY



- 2016, RESPAWN ENTERTAINMENT
- GENRE : FPS
FLUID MOVEMENT IN DYNAMIC,
VERTICAL ARENAS



- 2023, RUNDISC
- GENRE : PUZZLE ADVENTURE
LANGUAGE AND WORLD DESIGN
THAT TELL A STORY



- 2025, WHALEFALL
- GENRE : 2D/3D POINT & CLICK
A CHARMING WORLD THAT BLENDS
PUZZLES AND PERSONALITY

THANK YOU FOR EXPLORING MY REFERENCE BOOK



PORTFOLIO

MARIUS QUEULIN - JUNIOR LEVEL DESIGNER