Reference Images








ULTRASTORE





Color Palette

6D6E70

2B2B2B

4A3B32

A35C2D

6C5F70

Written Description

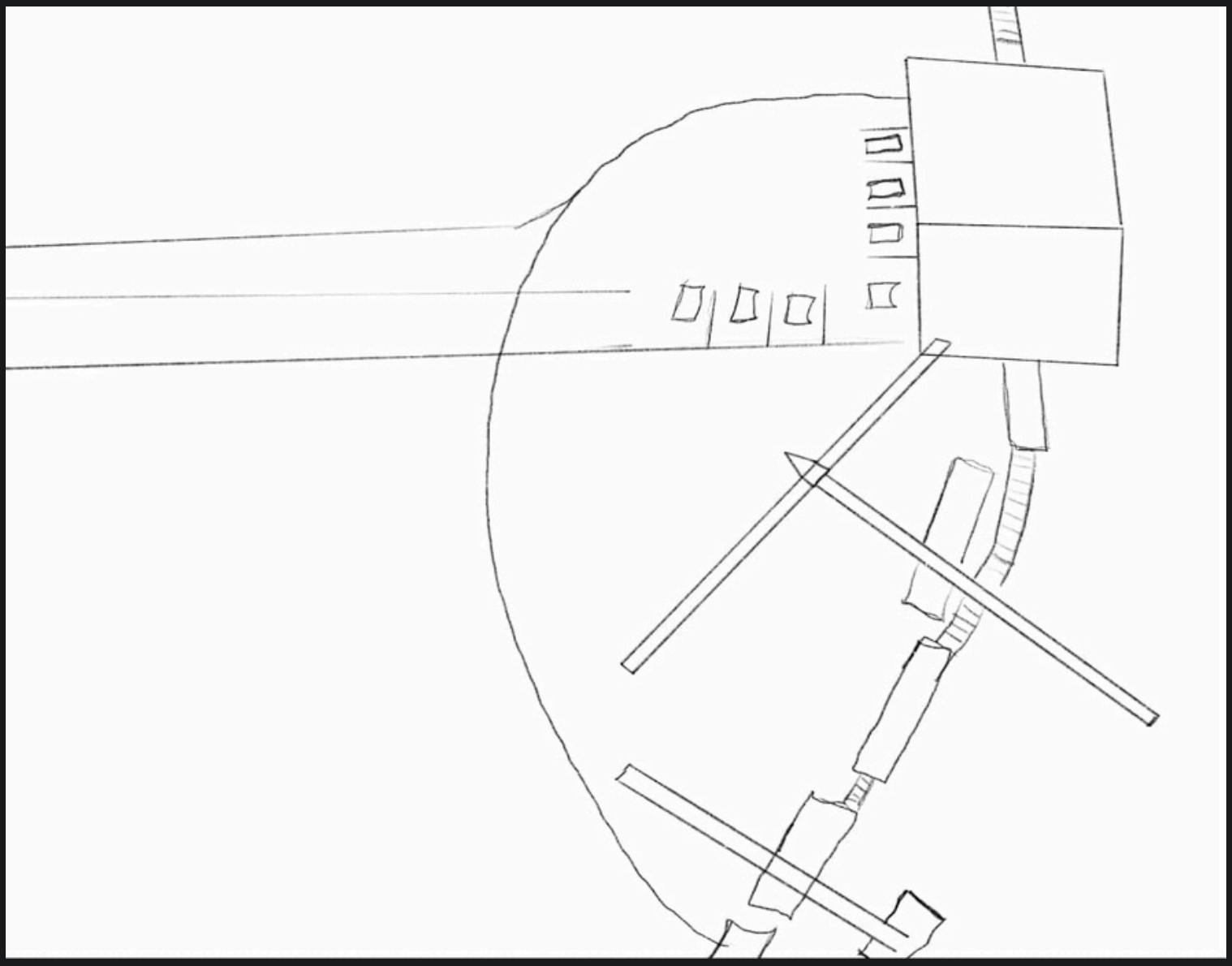
For this project, I built a post-apocalyptic environment in Unreal Engine using a greybox to block out the main shapes and scale of the level. The area starts inside an abandoned train yard warehouse with some scattered scrap like barrels and wood. This first space is meant to set the mood and give players a sense of being in a ruined, forgotten place.

When players walk outside, they enter a fenced carpark filled with broken-down cars and bits of debris. Two cranes stand in the space, one is upright, and the other has fallen across a train carriage, tipping it over. This creates a moment of environmental storytelling, showing how things have collapsed and been left behind. Around the area are dead, leafless trees, mountains in the distance, and huge transmission towers. A road leads out of the scene, giving players a clear direction to follow, while the red glow of a burned planet hangs in the sky and adds to the atmosphere.

Level Design Methods
I used greyboxing to quickly set up the main layout before adding detail. The powerlines and road act as leading lines, helping guide players where to go. I also tried to use props like the fallen crane and abandoned cars to tell a story about what happened in this world without spelling it out directly. The mix of the tight indoor start and the open outdoor area makes the player feel more exposed as they step outside.

Playtest Feedback and Iterations
During early testing, some players weren't sure where to go after leaving the warehouse. To fix this, I extended the road and made the powerlines more obvious as visual guides. The first version of the yard also felt too empty, so I added more scrap, cars, and details to make it feel like a real place. The crane accident was added later to give players something interesting to notice and explore. Lighting was also adjusted, with long shadows from the trees and towers to help sell the mood of emptiness and decay.
These changes helped the environment feel more believable, guided players more clearly, and created a stronger sense of atmosphere for the post-apocalyptic world.

2D Concept Art



W.I.P Images

