Level Design Document
of
Lara Croft Go

Author: Abhijeet Munje

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Introduction

- **Game Name:** Lara Croft Go
- **Theme:** The core objective of the game is to explore the ruins of an ancient civilization, discover well-kept secrets and face deadly challenges as you uncover the myth of the Queen of Venom. It is a material design-style, turn-based, isometric puzzle game that is the fourth spin-off of the Tomb Raider series. The game features the usual Tomb Raider gameplay mechanics, including raiding tombs, exploring crypts, and fighting enemies.

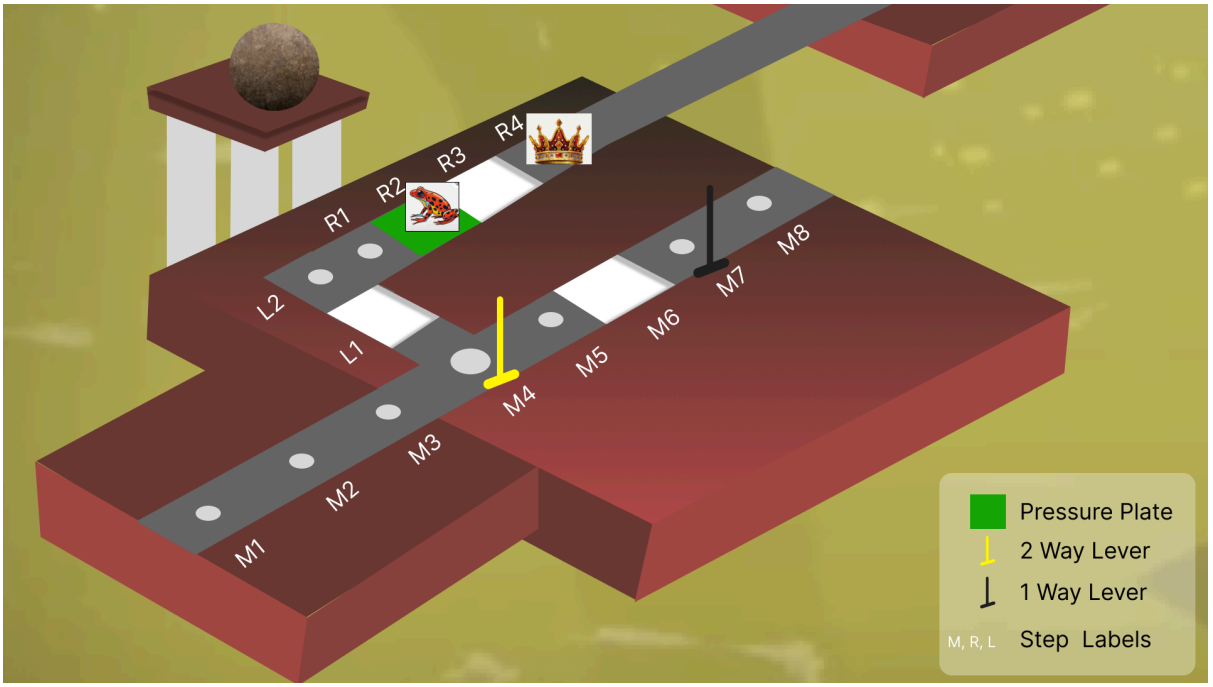
Controls (Mobile)

- Swipe and drag in the direction you want Lara to move.
- Tap or click on objects to use or break them

Level Design Overview

- **Level Name:** The Amphibian Abyss
- **Objective :** Retrieve the King Crown from a swampy ruin guarded by lethal poison frog and unstable terrain.

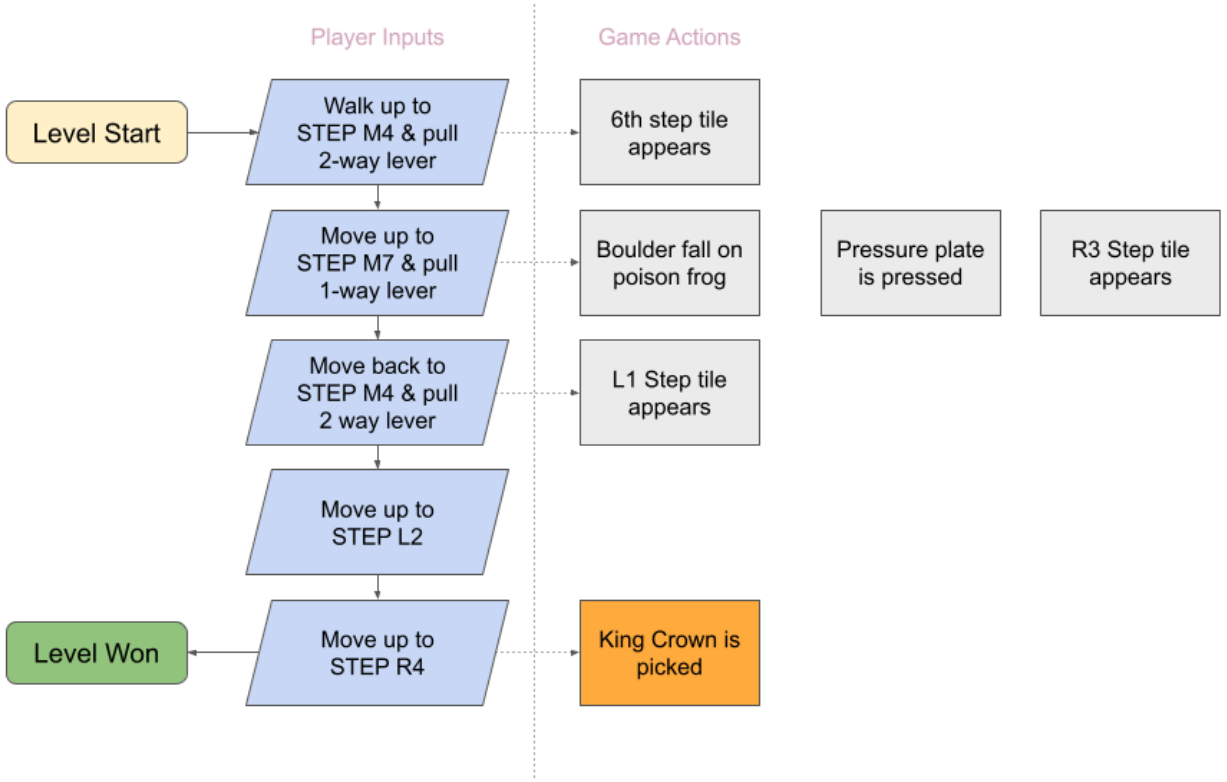
- **Level Map:**



Level Mechanics & Gameplay Ingredients

- **Poison Frog:**
    - Behavior: Leaps 1 tile toward Lara if she is within range.
    - Effect: Instant kill on contact.
    - Counter: Can be crushed by boulders.
- **Boulder:**
    - Function: Pushable object used to crush poison frogs or activate pressure plates.
    - Interaction: Eliminates threats, hides or displays tiles.
- **Pressure Plate:**
    - Mechanic: When weighted (e.g., by a boulder), raises tiles at empty slots to create new paths or activate mechanisms.
- **One way lever:**
    - Function: Can be activated only once to manipulate objects (e.g., open gates, move platforms).
    - Usage: Irreversible, requiring careful planning
- **Two way lever**
    - Function: Can be activated twice to manipulate objects (e.g., toggle tiles, open paths).
    - Usage: Allows for reversible actions, adding flexibility to puzzles.

Golden Path Level Flow Chart



Description:

1. Walk up to STEP M4 & Pull 2-Way Lever

- Player Input: Move to STEP M4 and interact with the 2-way lever.
- Game Action: Pulling the lever reveals the 6th step tile.
- Intention: Introduces the player to the 2-way lever mechanic, encouraging exploration and experimentation.

2. Player Input: Navigate to STEP M7 and interact with the 1-way lever.

- Game Action: Pulling the lever causes a boulder to fall, crushing poison frog and pressing a pressure plate.
- Intention: Teaches the player about irreversible actions (1-way lever) and rewards them with a cleared path.

3) Pressure Plate is Pressed

- Player Input: The boulder activates the pressure plate.
- Game Action: The R3 step tile appears, revealing a new section of the level.
- Intention: Encourages players to connect cause-and-effect relationships (boulder → pressure plate → new path).

4) Move Back to STEP M4 & Pull 2-Way Lever Again

- Player Input: Return to STEP M4 and interact with the 2-way lever a second time.
- Game Action: Pulling the lever reveals the L1 step tile, unlocking the final path.
- Intention: Reinforces the 2-way lever mechanic and requires backtracking, adding depth to the puzzle.

5) Move up to STEP L2 and then to STEP R4

- Player Input: Interact with the King's Crown.
- Game Action: The crown is collected, signaling level completion.

Level Map Design Approach

I have used some drivers of **Octalysis Framework and Hook Model** to make the level engaging, rewarding and contributing to the main game theme.

1) Octalysis has total 8 core drivers of motivation and my level design taps into the following drivers:

   Core Drive 2: Development & Accomplishment

- Step Tiles, Levers, and Crown: Players feel progression as they unlock paths, crush frogs, and collect the crown. Each action provides micro-accomplishments.
- Pressure Plates: Solving multi-step puzzles (e.g., boulder → plate → new tile) reinforces mastery.

   Core Drive 3: Empowerment of Creativity & Feedback

- 2-Way Lever: Players experiment with reversible actions, rewarding creative problem-solving.
- Boulder Mechanics: Choosing how to use the boulder (crush frogs vs. press plates) empowers strategic decisions.

   Core Drive 5: Relatedness

- Environmental Storytelling: The "King's Crown" implies a narrative (recovering a lost artifact), connecting players to Lara's role as an explorer.

   Core Drive 7: Unpredictability & Curiosity

- Poison Frogs: Their lethal behavior keeps players alert, creating tension.
- Collapsing Tiles: Unpredictable paths (e.g., R3/L1 tiles) heighten anticipation.

   Core Drive 8: Loss & Avoidance

- Irreversible Actions (1-Way Lever): Players fear wasting resources, motivating careful planning.
- Poison Frogs: Risk of losing progress (death) encourages cautious movement.

2) The Hook Model creates habit-forming loops through gameplay ingredients and related actions that the player takes.

   Trigger

- External: Empty tiles, poison frogs, and levers.
- Internal: Curiosity to solve puzzles, fear of frogs kill, and desire to collect the crown.

Action

- Simple Actions: Pulling levers, pushing boulders, and stepping on tiles.
- Friction Points: Frogs and collapsing tiles add challenge, preventing mindless progression.

Variable Rewards

- Collecting the crown.
- New tiles appearing, frogs being crushed.
- Satisfaction from solving puzzles.

Investment

- Effort: Time spent planning routes, backtracking to levers.
- Ownership: Unlocking paths and progressing toward the crown motivates players and new skills learned, that can help them progressing the game with a faster speed.