

THE MOON IS A MIRROR

By Aitor Simona Bouzas

Target: Action-Adventure lovers

Platform: PC & Consoles

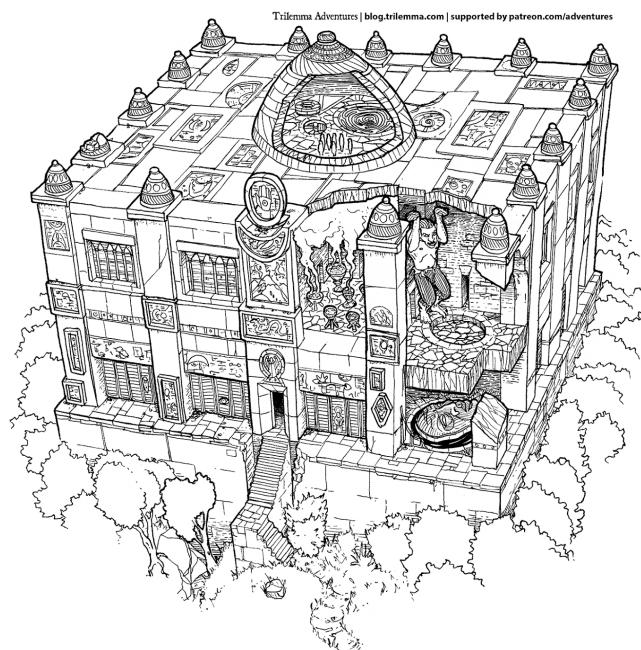


TABLE OF CONTENTS

TABLE OF CONTENTS	2
1. LITERATED SUMMARY	3
2. OVERVIEW	4
2.1 Player's focus	4
2.1.1 Main Objectives	4
2.1.2 Secondary Objectives	4
2.2 Characters	4
2.2.1 Main characters	4
2.2.2 Secondary characters	4
2.2.3 Enemies	5
2.2.4 Bosses	6
2.3 Look and Feel	8
3. GAMEPLAY SUMMARY & FLOWCHART	9
3.1 Weapons & Items	10
3.2 Puzzles	10
3.2 Plot	11
3.3 Rewarding	11
3.4 Level Flow Chart	12
3.5 Level Map	13
4. INTRINSIC & EXTRINSIC GOALS	15
4.1 Intrinsic Goals	15
4.2 Extrinsic Goals	16
5. LEVEL STUDY	17
6. PLAYER GUIDANCE	25
7. CADENCE	32
7.2 Legend	32
7.2 Left path	33

7.3 Right path	34
8. REFERENCES	35
8.1 Moodboard:	35
8.2 Possible Assets (NONE FINAL):	36

1. LITERATED SUMMARY

The infamous heir to the throne and samurai Shu continues his search for the legendary swords and national treasures Harusui (spring water), Fuyusui and Natsusui, stolen from their sanctuary in Ryu Kingdom's capital. On his journey through the different regions of the kingdom Shu stumbles upon an enormous palace which belonged to the sage of lune, a famous man devoted to the moon.

The palace was abandoned long ago and no news from the sage were received, but there was movement nearby the palace and indications of life. Shu decides to investigate the matter with hopes of recovering one of the swords.

Upon entering the palace, Shu will start having visions and hearing voices. While searching the palace for the mysterious source of these he will stumble upon many challenges and occupants, as well as a zombie samurai who is wielding Harusui. Shu will have to defeat the samurai and find the source of the voices, freeing the palace in the process.

2. OVERVIEW

2.1 Player's focus

The player will have to face all the different challenges, talk to NPCs and reach the sage's cupola to defeat an alien called the moon baby, while getting back one of the famed swords.

2.1.1 Main Objectives

- Beat the samurai & recover harusui
- Find the source of the strange voices
- Overcome challenges of the different rooms

2.1.2 Secondary Objectives

- Collect money
- Clean the palace off enemies

2.2 Characters

2.2.1 Main characters

Shu: The heir to Ryu Kingdom's throne and the player's samurai.

2.2.2 Secondary characters

Martyr: Enormous wooden man, carved as if holding the ceiling, will ask players for an offering in exchange for information about the palace.

Crones: Stone crones with the ability to infuse the player with mysterious magical powers.

Troll: Man height troll with a dozen injected arms, player can trade an arm for incredible physical power. Players can attack it to obtain its armour.

Octopus: Trapped in a sphere, can be saved and will help players against the moon baby, allowing for a definite strike when below 50% health (octopus appears to hold moon baby down).

Gnomes: A pair of gnomes playing board games at the hall of dice, do not move from the room and reward the player with money on a successful game. Players can attack them and get part of their money.

Talking Plants: Talk and beg for water, thank and help players move forward if fed properly.
Invisible spirit: Pushes items around, makes players see visions of the past.

2.2.3 Enemies

Brass soldiers: Knights controlled by the Moon Baby through a control ring that guard the palace. Can be killed or controlled through a control ring.

Dogfolk: Animals that try to prevent the player from reaching the moon baby's cupola. Can be killed but come in high numbers and react together to an attack.

Water monster: Swims around the lake, attacks players if too close, cannot be killed.

2.2.4 Bosses

Moon Baby:

- **Description:** An invisible alien from the moon who gets into the player's way, the final boss of the level. Source of the voices and visions the player hears & experiences, cannot be harmed by normal weapons, except for harusui, which has special properties.
- **Skills:** Traversal mechanics proficiency, dodging, blocking, melee attack.
- **Challenges:**
 - Charge-based moonlight laser (destroys platforms), tests traversal mechanics proficiency and dodging. Reveals moon baby's position while the laser attack charge is ongoing. Perfect opportunity for the player to jump-melee on the moon baby's platform.
 - Melee attacks, test blocking, dodging. Moon baby's melee uses bare hands.
 - Water bullets test blocking and dodging. The moon baby's psychic powers make the pool's water levitate and can turn water into sharp bullets aimed at the player.
- **Stage 1:** The moon baby jumps from platform to platform using its attacks against the player, while the player has to dodge and block them to jump-melee the moon baby. After a hit, the moon baby will fastly jump to another platform, increasing its attack rate. After half of its HP bar has been depleted, and after the last hit, the moon baby will fall down to the water pool.
- **Stage 2:** The pool's water reveals the moon baby's true shape, getting rid of its invisibility. The moon baby changes its strategy. Now it is a head-on combat and the moon baby's attacks are very strong. Timings are key since the moon baby's attacks have become more accurate. The moon baby will quickly jump away after a hit, and

try to dodge the player's attacks. The player must dodge, block and melee attack the moon baby frequently in the last arc of the climactic challenge.

- **Stage 3:** In a cutscene, the moon baby warns the player to not continue its search for the famed swords, and then disappears from sight, turning invisible.

Samurai:

- **Description:** Miniboss controlled by the moon baby, zombie samurai that faces off against the player in a deadly duel. Has to be defeated to obtain Harusui. Puts the player's combat abilities to a true test before the final boss battle. Builds tension towards this final encounter with the final boss.
- **Skills:** Dodging, blocking, melee attack.
- **Challenges:**
 - Forward sword charge/dash which breaks guard (can't block). Tests dodge.
 - Arc-based ranged sword attack which tests the player's dodge skill.
 - Melee attacks that test the player's blocking and melee abilities.
- **Stage 1:** The samurai gives the player more time to react, and does not attack at a high rate.
- **Stage 2:** When below half health, the samurai jumps back, visibly hurt. The second phase of the battle has the samurai speed up its rate of attacks, as well as doing consecutive ranged and melee attacks.
- **Stage 3:** On defeat, the samurai strikes the player one last time and sends it flying. In a cutscene, the samurai admits defeat and hands over its sword, Harusui, before falling on its back.

2.3 Look and Feel

- Architecture style

Based on the palace's photo and japanese Edo period, time of the samurai, premodern japan. Temples are the rooms of the levels, altars to different gods. The palace is an enormous abandoned representation of this era. Squared and perfectionistic metrics, narrow corridors with open views. Network of roads/corridors and canals.

- Materials Used

Grass, water, clay, rock, oil, smoke, glass, wood, marble, fire, metal. Lots of different rooms with many different biomes require a large set of materials. The aesthetics will try to mimic some of Japan's look and feel, but it may be difficult due to lack of relevant assets/materials.

- Environment

The level takes place in one of Ryu Kingdom's regions, at the sage of lune's palace. The player will start at the outside of the castle, and upon climbing the stairs will enter the palace. By the time the player reaches the cupola, the sun has set and the moon's light bounced off the cupola's pool. Nature and calmness fill some corridors, while pitch black rooms and tension offer a most needed contrast.

- Pacing

The level begins differently depending on the player's choice, going right or left determines what kind of challenges the player will face. Pacing varies, high intensity situations are followed by a more calm room, and the same goes the other way, with some variations to prevent the player from predicting what comes next. Corridors are set up as safe zones, in which the player may have a look outside, an open view, after being closed in a small room. Apart from level contrast, there is also pacing contrast, these ups and downs prevent the player from getting bored or stressed. Keeping players in the flow channel at all times is key.

- Lighting

The game starts with sunlight and ends with moonlight. The different rooms have radically changing lighting, which adapts to the different challenges/shrines, and aims to provide another layer of contrast.

3. GAMEPLAY SUMMARY & FLOWCHART

Brief mention of karma, money and attributes, which are not defined in this document since it would extend its length way too much. The idea is that the player's decisions affect how the character is seen, remembered, what people will talk about. All rumours, since no one was there to see it. Money can be obtained through the level and be used to increase character's attributes, similar to the dark souls way.

3.1 Weapons & Items

The player carries an old sword that can tackle all but the heaviest enemies (brass soldiers & moon baby). Its most difficult match will be the samurai's sword. On beating the samurai, the player will obtain a second sword, Harusui, which has special properties that allow it to clash with the moon baby and get rid of the brass soldiers.

Harusui: One of the kingdom's legendary swords, can harm the moon baby and deal easily with the brass soldiers.

Troll armor: Obtained by killing the troll, gives the player a higher degree of survivability and can take more hits from all sources.

Sake potion: Obtained from exploring the level, recovers the player's life.

Rocks: Found before the pit trap room, useful to detect where a weight trap has been placed.

Torch: Found before the dogfolk's lair rooms, useful to illuminate dark places and scare the dogfolk, making them keep a safe distance from the player.

3.2 Puzzles

The player will face many different puzzle challenges, in the pit trap room, devouring death room and tarragon shrine room. Rocks will be used to solve the pit trap puzzle, while others rely more on pattern recognition and discovery.

3.2 Plot

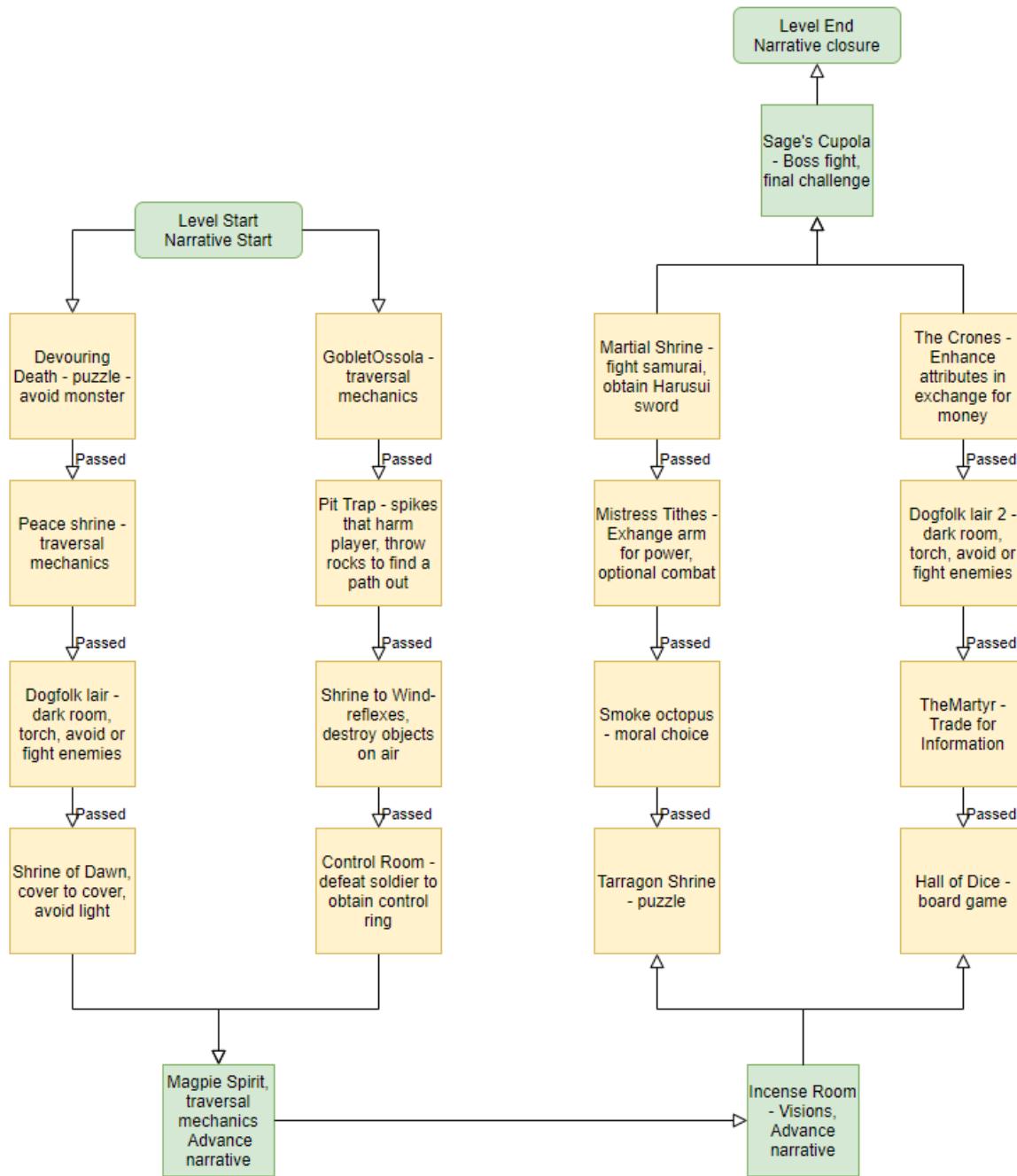
On entering the palace, Shu is contacted by an unknown voice, and warned not to keep moving forward, Shu will gradually discover the story of the palace and its resident and will finally clash against a samurai to recover one of the legendary swords, and against the moon baby to free the palace and put an end to his malice.

3.3 Rewarding

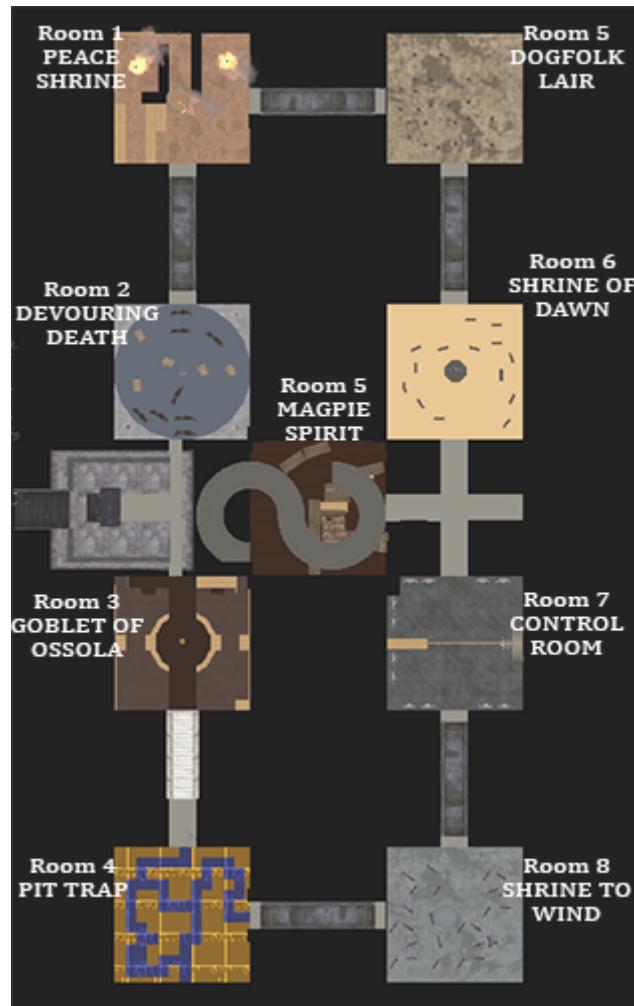
To make it possible for players to plan ahead, and manage their time, there are no variable ratio or variable interval contingencies in the level. I focused on the more predictable ones, for example, receiving a special sword or ring after defeating a strong opponent. The mission is clear, as is the reward and the time needed to achieve it. This level is a collection of mini-games, and as such pauses after each mini-game are vital to let players rest and quit, while also serving to build a proper pacing.

In light of these considerations, the level has also been adjusted in one key room, the gambling room. I do not like casino mechanics in games, and I think they replace much more interesting possible mechanics while playing with the player's mind and time. As such, the hall of dice receives a revamp and will be about playing a board game with the gnomes.

3.4 Level Flow Chart



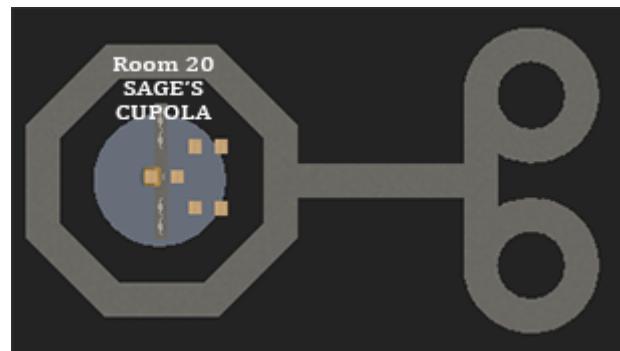
3.5 Level Map



Level's 1st Floor



Level's 2nd Floor



Level's Cupola

4. INTRINSIC & EXTRINSIC GOALS

4.1 Intrinsic Goals

Using the MDA framework...

Being a mostly action-adventure game, player traversal mechanics are a must. The player will have the ability to move (locomotion), parkour (jumps, pipes, cover to cover, balance) & climb around the level. The different obstacles are introduced gradually and in different, separated rooms, so any path chosen leads to a glimpse of the main traversal mechanics. Money is also obtained through the different challenges and can be used to get hints and obtain abilities.

The character will also wield a sword, and may use it in combat against the brass soldiers, dogfolk, samurai and moon baby. Players are not required to fight except against the samurai and moon baby, depending on what choices have been taken during the journey. A player may choose a more pacific way and beat the level mostly strategically or instead focus on the combat mechanics. A mix is also possible.

Dynamics include cooperation, bluffing, altruism, recognition for achievement, rewards, self-expression through choices, pattern recognition, trading. Different mini-games are proposed in the different rooms, in the shape of puzzles, traversal challenges, moral choices, tension/terror and combat. Many interactions with NPCs will trigger these mini-games. Through these challenges, and mini-games, the games teaches the player the main mechanics and subtly a set of values. Helping the octopus will trigger a thankful and funny reaction from it, rewarding the player for being altruistic.

Story will be told through the environment, visions and voices. NPCs may also add details to this story.

4.2 Extrinsic Goals

The game aims to reinforce the values of cooperation, nature defense, and generosity. These values will not be necessarily forced into the players, but will be presented to them so they can make a decision on how important they are for them. Sometimes, players cannot truly decide, but we make it as subtle as possible. Feeding the plants in Tarragon shrine, observing the beauty of the cherry blossom trees...

Players can choose to play just for amusement, and go the combat way, or dive into the more moral aspect of the game supported by player decision making and its consequences.

5. LEVEL STUDY

Link: <http://blog.trilemma.com/2017/02/the-moon-is-mirror.html>

Keys: mysterious, big mansion, many different rooms/minigames/challenges. Mini biomes. Dark environments, artificially illuminated environments, highly sunlight lit environments, moon shine. abandoned buildings, ruins, nature.

1. Space Distribution

- 2 main levels.
- 8 rooms per level + 4 link rooms, 4x4 grid, 25x25m.
- Square rooms, twenty paces across.
- Tall corridors lead to adjacent rooms.
- Thick interior walls.

2. Main Gate

- **Description:** Dark corridor leads inward, 10 paces. Corridor splits at a T-junction leading to two adjacent rooms.

3. Entrance - Narrative Start

- **Description:** Haze from the incense rooms fills the entrance of the palace, deadening sounds, sight blocked further than a few paces.
- **Time:** 1 minute

4. First Level

4.1. Common

- **Description:** Wooden outer walls (shutters), iron rods, decorated & locked, can be unlocked with a sword. Dark interior while shutters are locked.

4.2. First Room - PEACE SHRINE

- **Description:** Fat candle atop stone sphere. No combat allowed, paralysis on attack. Runes and carvings demand peace.
- **Skill Theme:** Traversal. Climbable objects.
- **Time:** 3 to 5 minutes

4.3. Second Room - DEVOURING DEATH

- **Description:** Giant wooden face (or monster) floats in a pool of black oil. Devours anything placed or climbing upon it (could extend to anyone in the pool). Circular current moves wooden platforms around, the player needs to time it properly to avoid the monster and reach the other side.
- **Skill Theme:** Traversal / Evasion / Patience. Moving platforms, water, monster.
- **Time:** 3 to 5 minutes

4.4. Third Room - THE GOBLET OF OSSOLA

- **Description:** Vinegar-smelling room. Round altar. Huge glass basin on one side of the altar. Pictograms reveal a shrine to Ossola (massive gelatinous blob). Ossola grants immortality to those who follow her path. Book explains in detail, though removed from the altar long ago.
- **Skill Theme:** Traversal. Platforms and climbable objects.

- **Time:** 3 to 5 minutes

4.5. Fourth Room - PIT TRAP ROOM

- **Description:** Empty rooms, altars removed, filled with traps. On press, counter-weighted trap doors are opened, dropping occupants into spike-filled pits, they injure, not impale. Rocks at the entrance, rat dies to show the player what happens. The player must throw rocks to find out where the traps are and where the path is.
- **Skill Theme:** Item usage / Patience. Dark open space, traps.
- **Time:** 3 to 5 minutes

4.6. Fifth Room - SHRINE TO THE WIND

- **Description:** Filled with small objects, of different materials, a whirl shape in the middle of the room. When the player enters, the shape rotates extremely fast, generating a wind current that lifts the player from the ground and makes it fly around the room in circles, while slightly going up. Objects will start to be tossed towards the player's way, who must cut or evade all of them to avoid damage. The whirl will stop after some time and the player will be able to rush towards the exit to prevent another whirl.
- **Skill Theme:** Evasion / Combat. High speed, moving obstacles, open space.
- **Time:** 3 to 5 minutes

4.7. Sixth Room - CONTROL ROOM

- **Description:** Filled with dormant brass soldiers, who will awake if the player moves next to them, setting all others awake and attacking the player. One brass soldier guards a control ring, which allows to control

the brass soldiers. The player can either try to engage this brass soldier in direct combat before the others get to react or use a special route in order to fall on top of it and obtain the control ring.

- **Skill Theme:** Traversal / Item usage / Evasion / Combat. Soldier storage room, open space.
- **Time:** 3 to 5 minutes

4.8. Seventh room - SHRINE OF THE DAWN

- **Description:** At dawn, each day, triangle-in-circle quartz glyph glows fiercely, filling the room with painfully bright sunlight. Cover to cover, prevent sunlight from reaching you, the back of covers are mirrors, depending on light direction sunlight may reach other parts of the room, triangle rotates.
- **Skill Theme:** Evasion/Cover. Covers, rotating damaging light.
- **Time:** 3 to 5 minutes

4.9. Eighth room - DOGFOLK LAIR

- **Description:** Several dogfolk, dozing. If alerted, will try to get close to the player, if one is allowed to get behind they will all attack together. The player must keep a minimum distance and face them to prevent attack. Torch (found at the entrance of the room) can be used to fend them off, they are afraid of fire. The room is pitch dark, players can either look for the way out directly or search the room first.
- **Skill Theme:** Item usage / Evasion / Combat. Dark space, blocking enemies.
- **Time:** 3 to 5 minutes

4.10. Ninth room - MAGPIE SPIRIT

- **Description:** Storage room which contains furniture and bric-a-brac from the lower level. Invisible spirit, pushes items from all over the palace. Advances narrative through spirit's voice and visions. Rather chill level to let the player rest, though furniture being pushed around may be unsettling. The player must find a way around, will crouch and drag along the ground. This room links to the second floor through spiral stairs.
- **Skill Theme:** Traversal. Obstacles + narrative proposal. Room filled with furniture.
- **Time:** 3 to 5 minutes

5. Second Level

5.1. Common

- **Description:** Wooden shuttered windows, iron rods, locked, can be unlocked with a sword. Dark interior while windows are locked.

5.2. Tenth Room - INCENSE ROOM

- **Description:** Dense haze. Dozen decorated braziers burn woods stacked in corners. The player can barely see, too much incense affects the character's mind, seeing visions, spirits of those who breathed the incense for too long. Advances narrative, contacted by moon baby (strange voice) for the second time.
- **Skill Theme:** None, Narrative. Dense haze, short Line of sight.
- **Time:** 3 minutes

5.3. Eleventh Room - SMOKE OCTOPUS

- **Description:** Barrel-sized crystal sphere holds black roiling smoke. Octopus inside, the player can choose to leave the room or free the octopus who begs for help, more of a moral choice than physical challenge. To save the octopus, the player must detach a support cable to let a lamp fall and break the cage, affects karma.
- **Skill Theme:** Traversal. Ledge climbing. Ledges + narrative proposal.
- **Time:** 1 to 3 minutes

5.4. Twelfth Room - TARRAGON SHRINE

- **Description:** Earth-floored, garden with waist-high herbs. Six plants talk and beg for water. Peaceful and calm environment. If the player feeds the plants, these will help it get to the next room, a shrine to nature, reinforces the value of nature defense. Plants will get up if water is given, but only for some time, timer challenge, feeding them in order is a must, player can guess the order or look at the runes in the walls to figure out the correct order.
- **Skill Theme:** Puzzle. Tall grass, difficult Line of sight.
- **Time:** 3 to 5 minutes

5.5. Thirteenth Room - HALL OF DICE

- **Description:** Cat iconography, altar to cat. Gnomes playing board games. Players must win in a board game to the gnomes for the doors to open. Alternatively, gnomes can be killed, the door will open and the player will obtain some money, affects karma.
- **Skill Theme:** Strategy, abundant negative space.
- **Time:** 3 to 5 minutes

5.6. Fourteenth Room - THE MARTYR

- **Description:** Enormous wooden man, carved as if holding the ceiling. Offers clues about other shrines, as well as hints and strategies for future encounters, lore, expects offering in return. Will complain if no offering is given, affects karma.
- **Skill Theme:** None, Conversation. Huge character, sunlight open and ruined space.
- **Time:** 1 to 5 minutes

5.7. Fifteenth Room - MISTRESS OF TITHES

- **Description:** Gadna, troll, dozen tallow candles, man height troll. Troll has a dozen grafted arms. Can trade an arm to unlock a special physical power, but the player will be rendered unable to use a sword (harusui in next room). Can be killed to obtain special armor, affects karma.
- **Skill Theme:** None, Ability Acquisition. Smith room, open space.
- **Time:** 1 to 5 minutes

5.8. Sixteenth Room - MARTIAL SHRINE

- **Description:** Concentric circles, fighting arena. A samurai challenges the player to a duel. High speed, non lethal, vulnerable to body blows.
- **Skill Theme:** Combat. Arena, concentric circles.
- **Time:** 5 to 7 minutes

5.9. Seventeenth Room - THE CRONES

- **Description:** Three stone crones inspect the player. Can enhance the player's attributes in exchange of money.
- **Skill Theme:** None, Attribute boost. Empty room.
- **Time:** 1 to 3 minutes

5.10. Eighteenth Room - DOGFOLK'S LAIR 2

- **Description:** Expansion challenge based on the first dogfolk's lair.
- **Skill Theme:** Item usage / Evasion / Combat. Dark space, blocking enemies.
- **Time:** 3 to 5 minutes

5.11. Nineteenth Room - STATUES & STAIRS

- **Description:** 4 hollow wooden statues, floor to ceiling, represent 4 ages of life. Spiral stairs to sage's cupola (where the moon baby is). Brass soldiers guard stairs, will not leave voluntarily, players can use, kill them in combat or use the control ring obtained in a previous room to make the soldiers stand aside.
- **Skill Theme:** Combat / Item usage. Open space, no blocking.
- **Time:** 2 to 5 minutes

6. The Sage's Cupola

- **Description:** Circular pool, filled by moon's reflection. Big lens used by the sage, now unused. Moon baby, brass soldiers. Combat room, which requires the use of traversal mechanics, players will have to parkour and climb to reach the moon baby's position, while fighting/avoiding the brass soldiers. Floating moving platforms.
- **Time:** 7 to 10 minutes

7. Timing

- Small and short Challenges, longer key battles
- Challenge - Safe Zone - Challenge Strategy
- Critical Path Average: 58 minutes
- Golden Path Average: 102 minutes

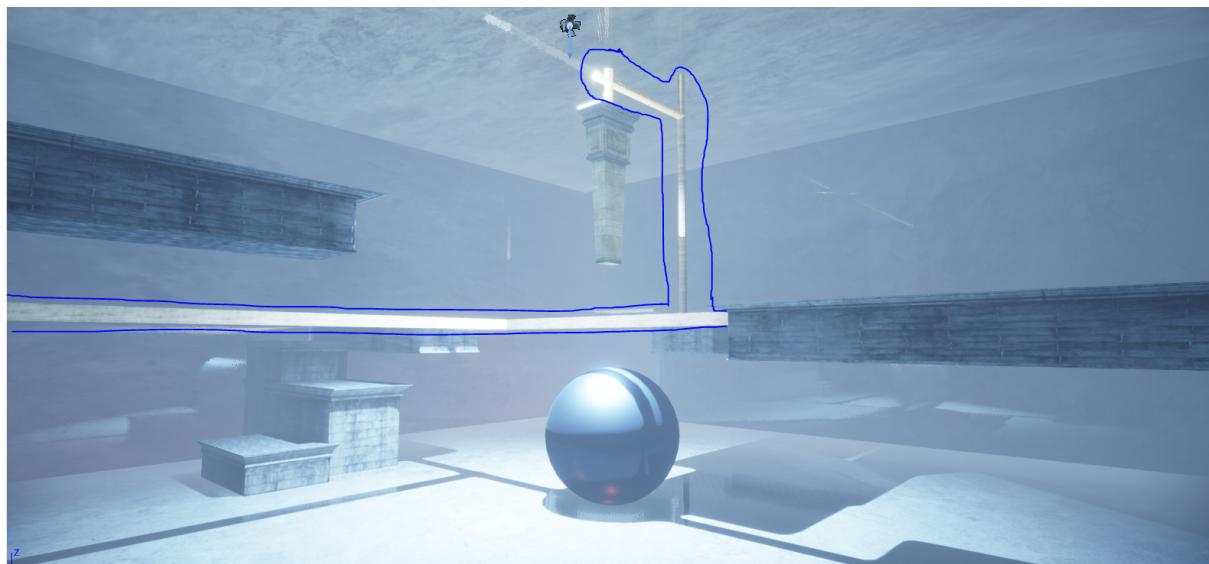
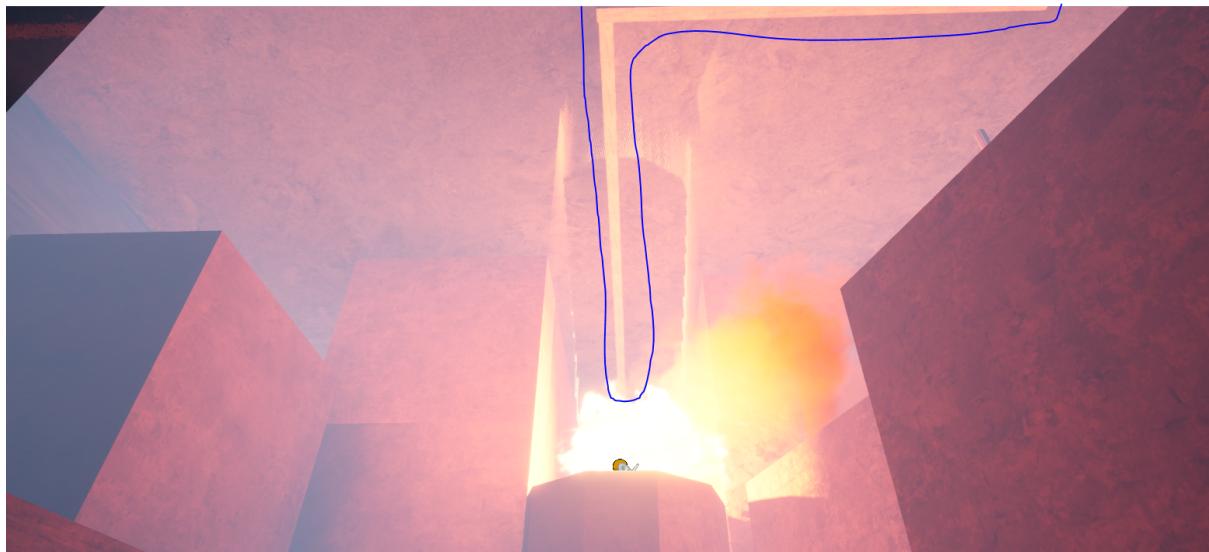
6. PLAYER GUIDANCE

For this second delivery I mainly focused on player guidance through coloring and lighting, while avoiding not very subtle techniques such as textures and breadcrumbs. I plan on adding motion to different parts of the level both for player guidance and understanding of the level in the third and final delivery.

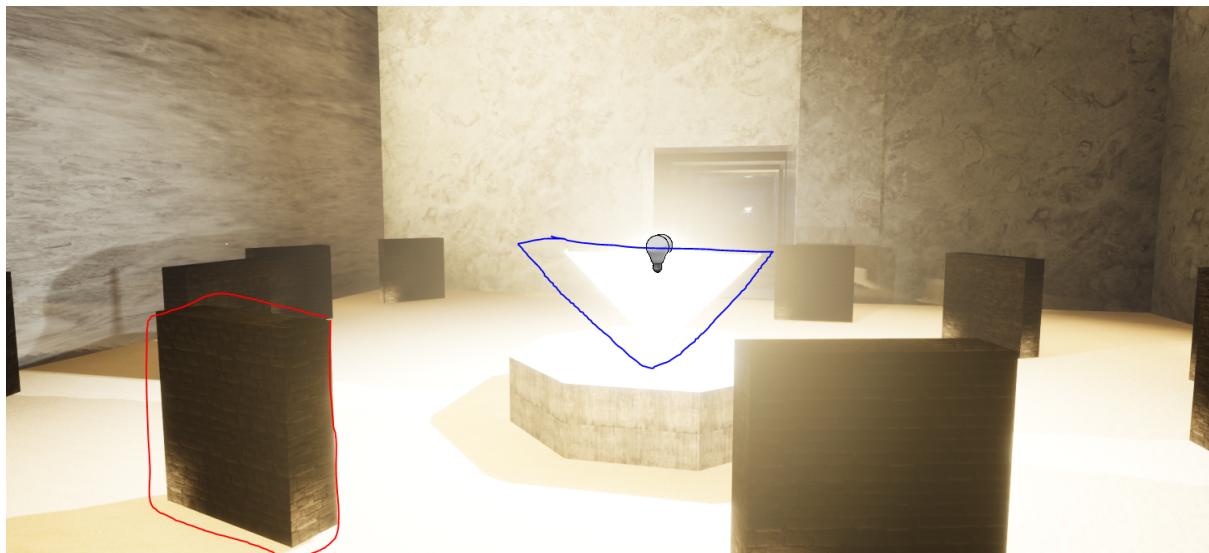
Let's focus on the main player guidance techniques, which are also mentioned in the video explanation of this second delivery.

Player traversal is one of the two main mechanics used in the level, so a code had to be established to properly identify traversal elements. This is also called Affordance. I've used light coloured wood that stands out from the rest of the objects, and that clearly shows interactable elements. The following images illustrate this.





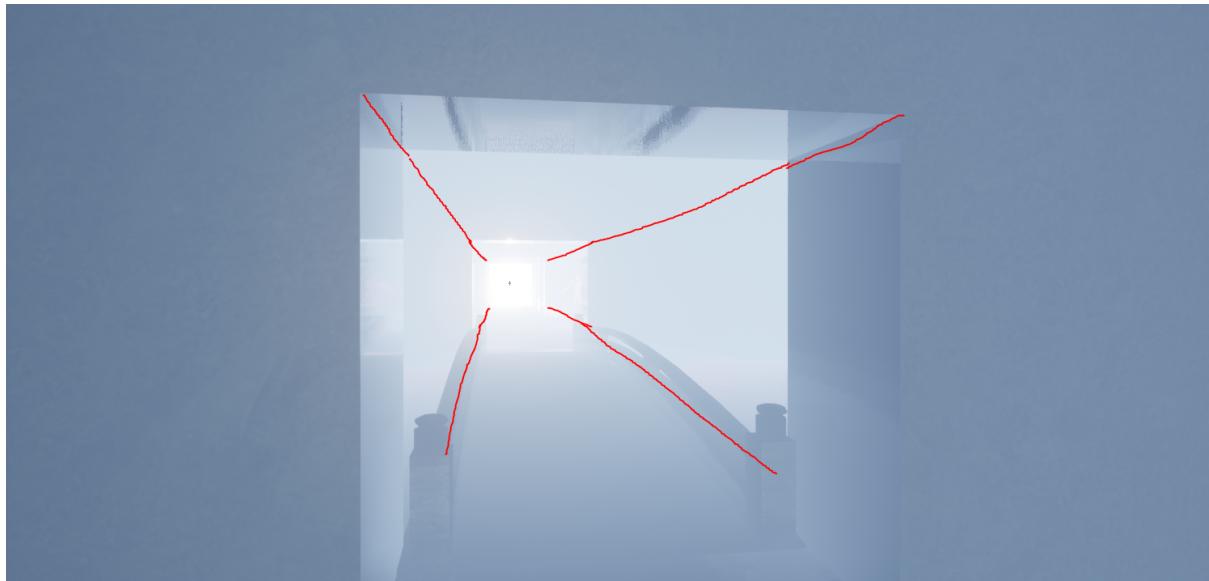
You can also see how I play with the shapes, rectangular shapes are stable and useful, and mostly used for player traversal elements. In the following image we can see how in blue there is an object with 3 spikes, which is dangerous, and another rectangular object that serves as cover.



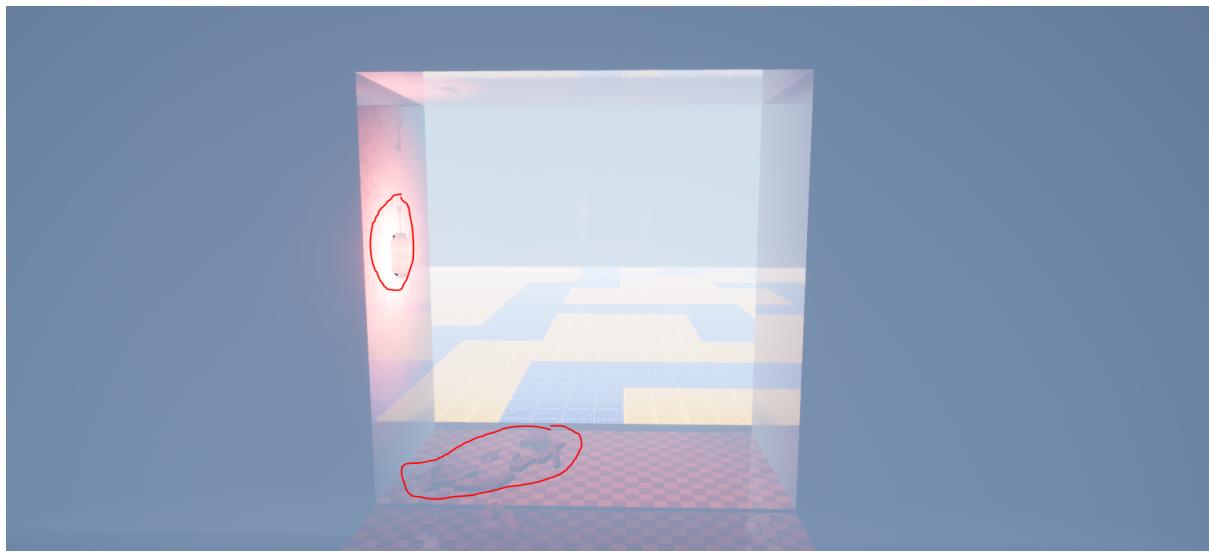
The player can constantly see openings in all rooms, the doors, which indicate the way to go, some of them may be blocked until a challenge is completed, others are always open to attract the player faster. In the following example, the first door has been opened after a challenge has been completed, while the rest are clearly open and show the path forward.



Leading lines are used almost everywhere, the level, being a palace, is very quadratic. You can also see the usage of pinching, framing and funneling in the following image, most corridors use these techniques.



Finally, one of the most important techniques, lighting. In the following image you can see how an item, which is a portable light, is clearly highlighted, while also highlighting another item, the rocks at the bottom.



Below, a light attracts attention to quite visible player traversal elements on the right, while the left is in shadow.



Below, another light clearly attracts the player to the stairs.



Foreshadowing is an important usage of light, in the following image we can clearly see an enemy, the samurai, and his sword, which we are looking for.



In the last reference for this section, the foreshadowing and preparation for the final battle, with the enemy at sight.



There are many more examples in the video, which makes a quick showcase of the different rooms, but these are the most distinctive ones. These player guidance techniques are used all around the level.

7. CADENCE

Due to the different options the player has, the cadence gets increasingly difficult, too much possibility space leads to very complex graphs. In the following graphs I assumed there are two paths, left and right, with some common challenges due to being in link rooms. Notice how the right path does not go through the samurai battle, even if it is mandatory story-wise. If I had to consider every possibility I would end up with a twice as big graph, to say the least. If the player can go backwards and start the other path, how does the cadence change? What if the player does not go all the way through one path?

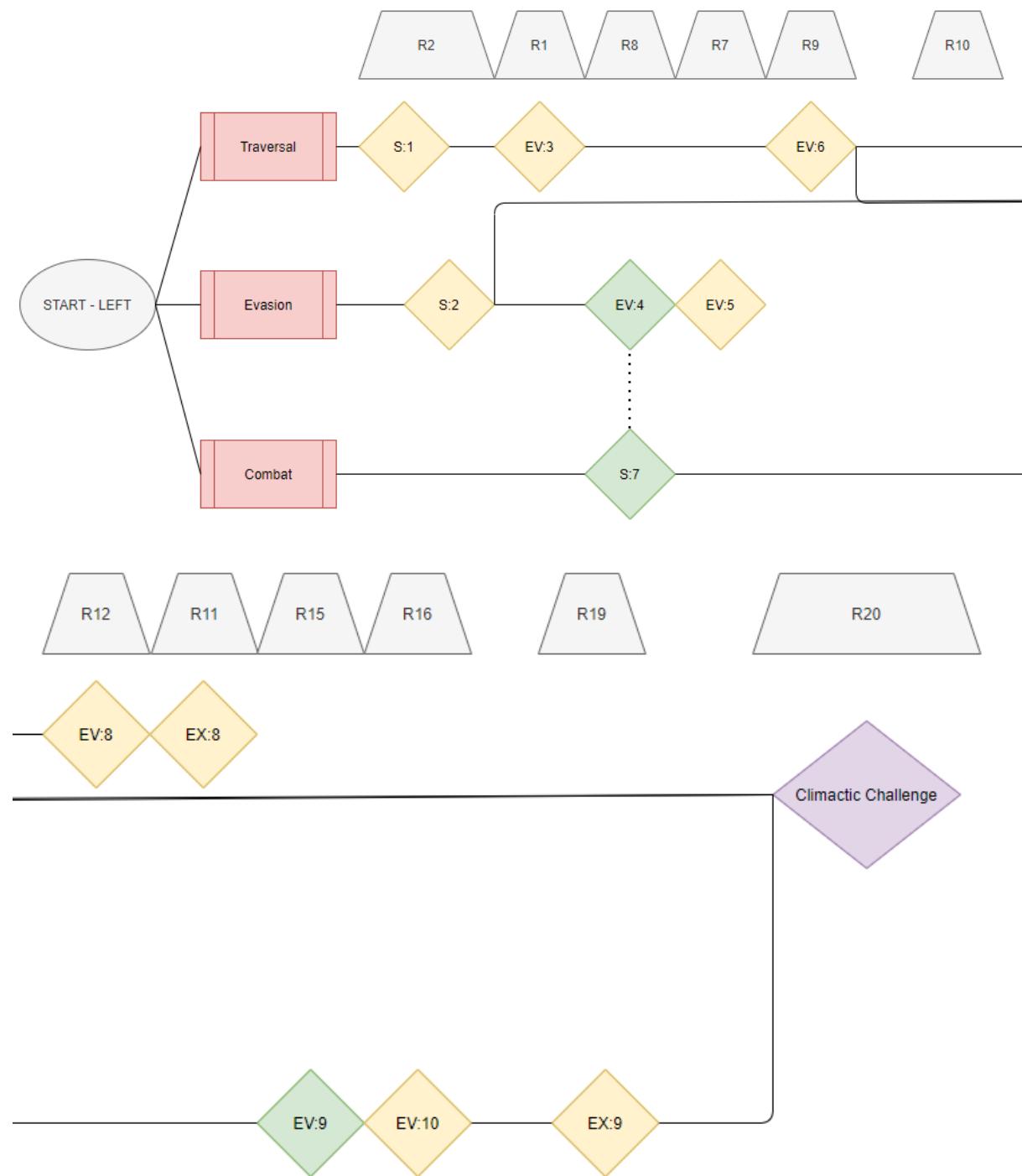
Assumptions: The level contains valves that reduce the possibility space. Since the player is expected to exit the palace after the climactic challenge, we could possibly block the way towards the path the player has already explored and make him experience the other challenges or just make it so the player faces the samurai to obtain the special sword. Alternatively, the samurai, which is controlled by the moon baby, dies when the moon baby expires and the player can just get the sword from its body.

7.2 Legend

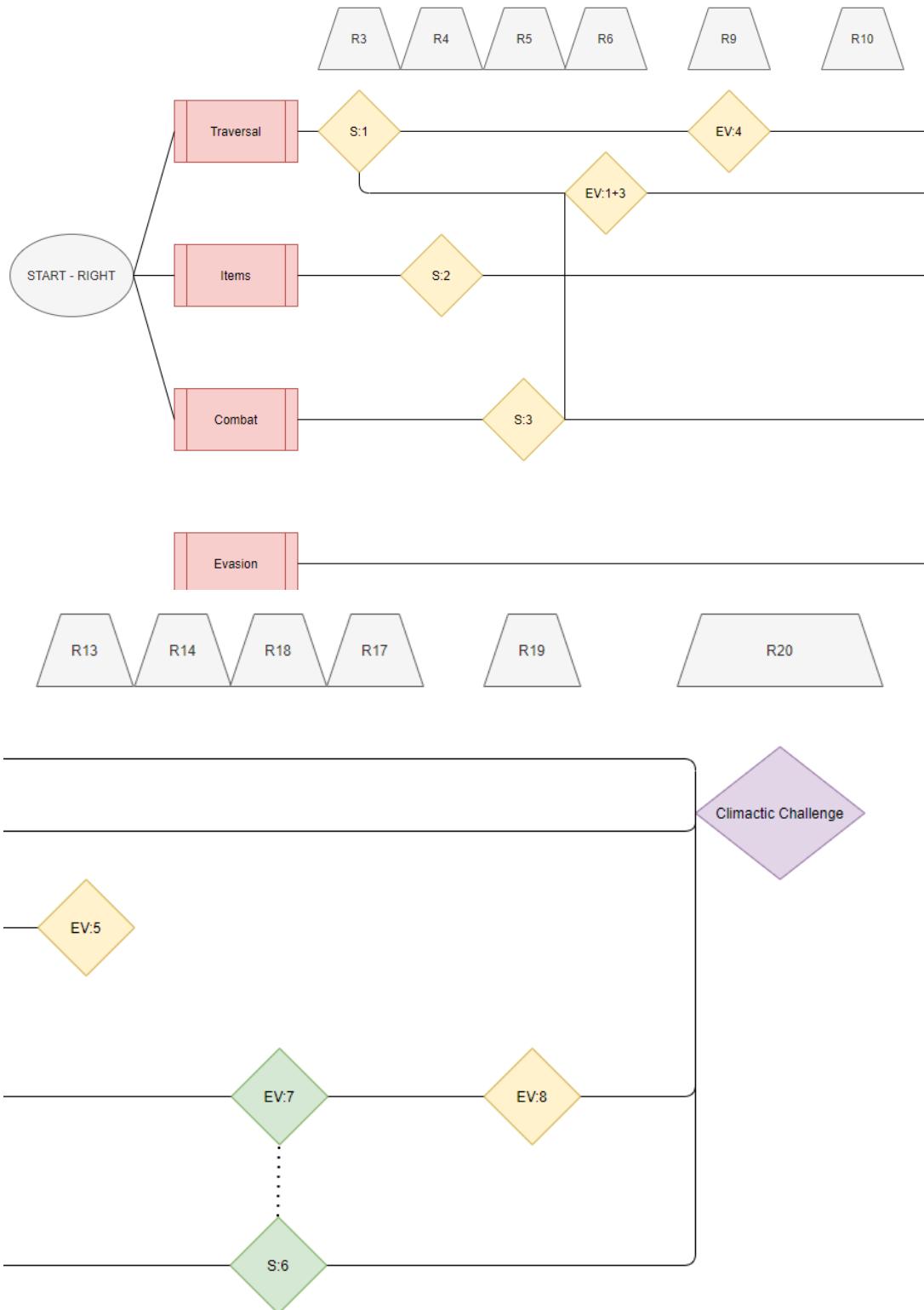


Notes: R2 stands for Room number 2 / Second Room. The number on the right indicates the challenge number, EX is expansion and EV evolution. If the number is repeated from a previous one it means we are building on that challenge.

7.2 Left path

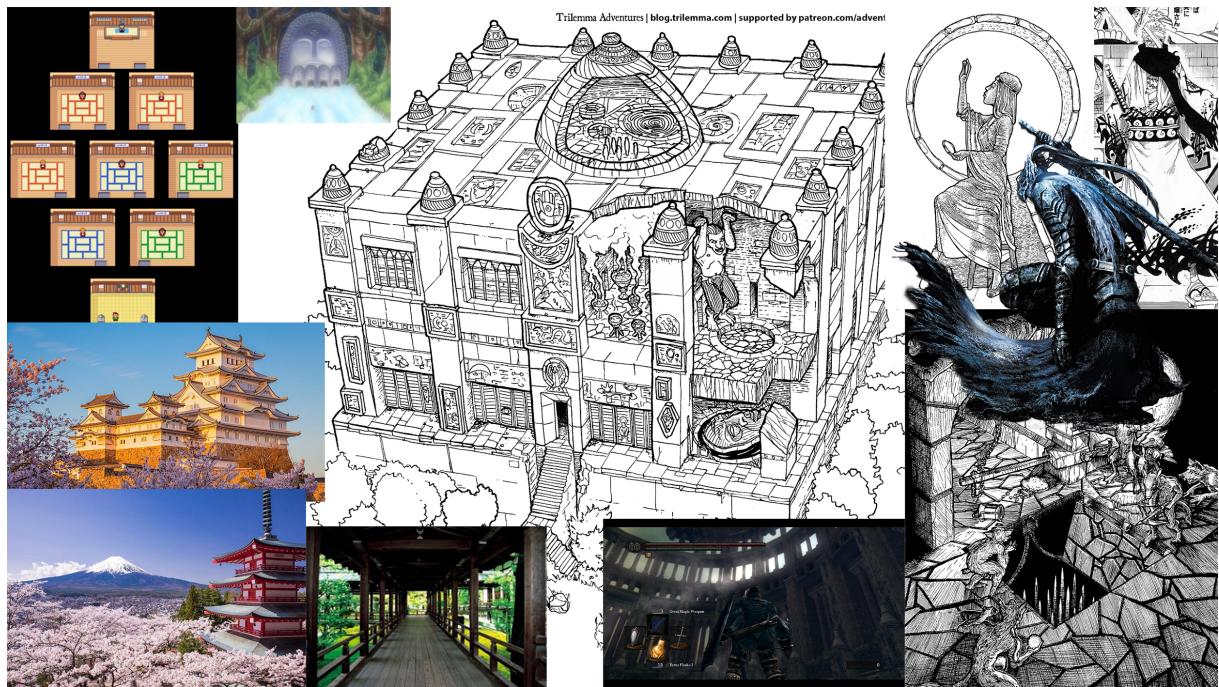


7.3 Right path



8. REFERENCES

8.1 Moodboard:



Among the references, pokémon emerald, one piece's skypiea arc, japan's temples and palaces, dark souls, one piece's ryuma samurai, trilemma's vision for the level.

8.2 Possible Assets (NONE FINAL):

Multiple Swords: <https://www.turbosquid.com/3d-models/simple-katana-model-1619646>

<https://www.turbosquid.com/3d-models/elite-katana-3d-model-1477399>

<https://www.turbosquid.com/3d-models/sword-japanese-japan-3d-model-1252564>

<https://www.turbosquid.com/3d-models/japanese-swords-3d-model-1541216>

<https://www.turbosquid.com/3d-models/3d-model-historical-katana/1050983>

<https://www.turbosquid.com/3d-models/katana-sword-max-free/671265>

<https://www.cgtrader.com/free-3d-models/military/melee/touken-ranbu-mikazuki-munechika-word>

<https://www.cgtrader.com/free-3d-models/architectural/decoration/katana--5>

<https://www.cgtrader.com/free-3d-models/military/melee/japanese-katana-ad665810-fecf-462a-a502-44aa06f9920f>

Zoro's **wado:**

<https://sketchfab.com/3d-models/zoro-katana--3b40e5a485c34a1b8a88104756f81610>

Zoro's **shusui:**

<https://sketchfab.com/3d-models/zoro-katana--42d8173aed6f4400bbaf006ae506ec68>

Zoro's swords (wado, shusui, yubashiri and sandai kitetsu):

<https://sketchfab.com/3d-models/onepiece-fanart-zoros-swords-e029be9ef0ab4b80a6399bef7c7d633c>

Materials:

<https://www.unrealengine.com/marketplace/en-US/item/6f60bfd081d0476797352c5278265ca2>

Level Assets:

<https://www.unrealengine.com/marketplace/en-US/item/f13bbc0c52ae42d595cd9c23fe605372>

<https://www.unrealengine.com/marketplace/en-US/item/714678fea379487cbe191b40d761bff0>