

# TREMOR JUNIOR

*Level Design*

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## LEVEL DESIGN

The first level is to be the beginning tutorial level. This level will teach the basics of the game to the player via a series of gameplay sequences. The setting for this level is a small square tile-based level of a partially built colonizing civilization. The pre-built colony will be used to explore the intermediate gameplay mechanics that the player will be using. The colony physically features a few buildings above ground, with workers attending to tasks both within the constructed tunnels, and around the upper village.

When the player enters the scene, he is instructed on how to move and asked to meet some of the miners within the tunnels. As he moves throughout the tunnels, he'll be directed to an area where he is given a drill and shown how to mine away at the world. The mine will feature only some of the NPC workers that will be available later in the game, as well as the general structure of mining and supporting the tunnels. As the player mines, they will discover a "relic" or "artifact" of some sort. This relic causes the first "tremor" to be experienced. This tremor causes the unsupported tunnels to collapse and the player is "blackout" from the experience.

The player is then revived off planet, only to be greeted by some representative of the colony from the first part of the tutorial. The representative explains the situation of the collapse of the colony, and says the entire area was destroyed and that most people did not make it. They still have plans to dig in that area, as it is plentiful in some resource. (or more archeological artifacts are to be discovered?) The player must then take up this position and rebuild the colony he started in.

Once the player is back on the barren land of the trashed colony the game will truly begin. The ruins of the buildings are visible, and while the entrance to the mine is still partially there, the rest of the tunnels are collapsed, but there is a clear identification of the land to the original colony. The game then allows the player to begin digging at their own free will, providing the rest of the information from occasional encounters with old colony members, new workers or even high command.

## TUTORIAL LEVEL CONCEPT DESIGN

