**Design Document**

**Assets**

* Ground – Sand, Grass, Dirt
* Surrounding wall
* Bridge
* Palm trees
* Flowers
* Grass
* Giant Shell
* Entrance Gate/Doors
* Wind chimes

**Texture Atlases**

* GROUND
  + Sand
  + Grass
  + Riverbed/dirt
  + Wind chimes
    - Colour map
* BRIDGE
  + - Colour map
    - Emissive map
* ENTRANCE & SHELL
  + Entrance
  + Shell
    - Colour map
    - Emissive map
* WALL & TREE
  + Wall
  + Tree trunk
    - Colour map
    - Emissive map
* TRANSPARENCY
  + Water
  + Tree leaves
  + Grass
  + Flowers
    - Colour map
    - Opacity map

**Audio**

* Non-diegetic ambient background music
* Diegetic bird song
* Diegetic wind chimes

**Narrative (Backstory)**

The player character is visiting a memorial for a beloved creature that once lived here. The player walks through the entrance doors and walks towards the bridge to oversee the area. The creatures empty shell rests at the back of the environment, where the player character may choose to meditate to feel more connected with the creature’s spirit. With the healing powers of this creature, the player character becomes more enlightened and at peace, even after it’s passing.

* Glowing wall carvings in the surrounding wall
  + Shows a transformation of the creature moving into the afterlife while crossing the bridge
* Glowing wall painting on the entrance

**Tranquillity Questionnaire Analysis**

*Male & Female – Ages 20 - 64*

**Features to consider–**

* Water – (sounds)
  + Running water
  + Waterfall
  + Water fountain
  + Water feature
  + Lake
  + River
  + Ocean
  + Pond
* Greenery – (smells)
  + Trees
  + Flowers
  + Grass
* Wildlife – (sounds)
  + Woodland creatures
  + Birds
* Light –
  + Sunshine
  + Clear skies
  + Sunset
  + Natural light
* Colours –
  + Warm colours
* Other –
  + Remote area
  + Not cluttered
  + Natural materials – Stone courtyard
  + No public roads or paths
  + Vast spaces
  + Mountains

**Inspiration (moodboards)**

* Crystal clear lakes
* Unpopulated beaches (evening)
* Canopy of trees
* Beams of sun light
* Scottish Highlands
* Leiden – Holland
* Rockies – Canada
* Grove woods – Felixstowe
* Quiet woodland/forests
* Tidy gardens
* Holiday spa
* Duirell Campsite - Holland
* Rural France
* River walks
* Orwell country park
* Felixstowe beach
* Quiet Parks

**I want to make players feel –**

* Relaxed
* Anxiety-free/Stress-free
* Empowered
* Happy
* Calm
* Peaceful
* Safe
* Reflective and thoughtful (Mindfulness)

**I want to avoid –**

* Artificial light pollution
* Artificial noise – traffic on roads, industrial
* Crowds
* Busy built up areas
* Loud noises
* Clutter/litter
* Modern technology
* Dirty air
* Vehicles
* People shouting/screaming
* Conflict