



Game and Level Design - Level Design Document

THE DARK LADY AWAKENS

LEVEL 5 - THE HEIST



Dumbledore's Army

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REVISION HISTORY

Who	Date (YYYY-MM-DD)	Comment
Caldara Davide	2020-11-03	Created this document
ALL	2020-11-03	Written Section 1
Caldara Davide	2020-11-04	Added World Map and fixed Goal Outlines and fonts
Caldara Davide	2020-11-04	Written Settings, added World Diagram.
Valota Andrea	2020-11-04	Added Character Descriptions, Maps of Relations, Circumplex
Caldara Davide	2020-11-05	Fixed Dumbledore and added Dvalin portrait and logos
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Valota Andrea	2020-11-29	Added Enemy Chart
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ALL	2021-01-07	Third milestone final review



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SECTION 1 - Game Design

HIGH CONCEPT

The Dark Lady awakens is a single player adventure role playing game set in the universe of Harry Potter based on D&D combat system. It tells the story of a young Minerva McGonagall facing one of the last disciples of Voldemort. After the defeat of his master, a death eater goes back in time using a time-turner and tries to convince Minerva to join the dark side.

The player plays in the guise of Minerva and experiences the consequence of his choices that will upset an apparently ordinary academic year at Hogwarts. Minerva gets acquainted with the death eater Dvalin and becomes her friend. After some adventures in Hogwarts castle and surroundings, Dvalin exploits Minerva to retrieve the Philosopher's Stone from the Gringotts Wizarding Bank. Depending on the player's choice in the end Minerva will decide to fight Dvalin or join the dark side.

SETTINGS

The story is set in the magical world of Harry Potter.

LONDON

London is the place from where every young wizard adventure begins. Under the smoking chimneys is concealed a wonderful world of magic and fun. At the station, from 9 ¾ platform, wizards can pass from Muggle London to Wizard London and enter their magical world. A train headed to Hogwarts will be waiting for them.



HOGWARTS CASTLE AND SURROUNDINGS

Hogwarts castle hosts the most important school of wizards in the world. The castle rises up in a valley, surrounded by green mountains, where the *Dark Lake* is located. This enormous building is full of rooms, moving staircases, high towers, dungeons and secrets. Inside the walls of Hogwarts you can find the dorms of the houses, the library with the forbidden section, and a big Quidditch field. *The Forbidden Forest* extends west of the castle.

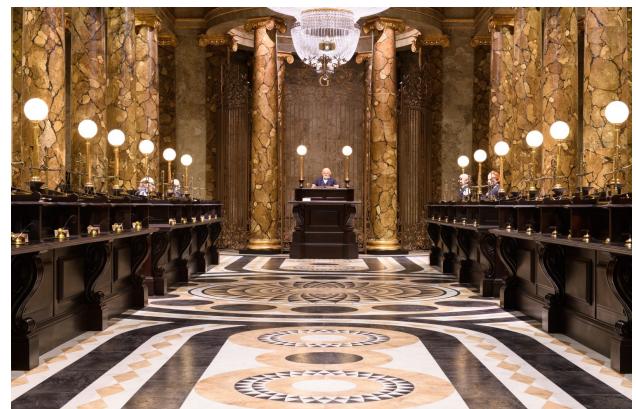


DIAGON ALLEY AND THE GRINGOTTS



Diagon Alley is a cobblestoned wizarding alley and shopping area located in Wizard London. It is a street full of restaurants and shops where every magician can find everything he needs. The narrow alley surrounded by colorful buildings ends with the *Gringotts Wizarding Bank*, a high crooked white building with a dragon statue on its top.

This is the only bank of the wizarding world and is owned and operated by goblins. Inside the Gringotts In contrast to the grand marble of the entryway and the main hall, the passageways to the vaults are stone and dimly lit with flaming torches. They slope down to a track, upon which run little carts controlled by the goblins.



THE FORBIDDEN FOREST

The Forbidden Forest is a patch of dark untamed forest that grows on the grounds of Hogwarts School. It is home to many magical creatures, including unicorns and centaurs.

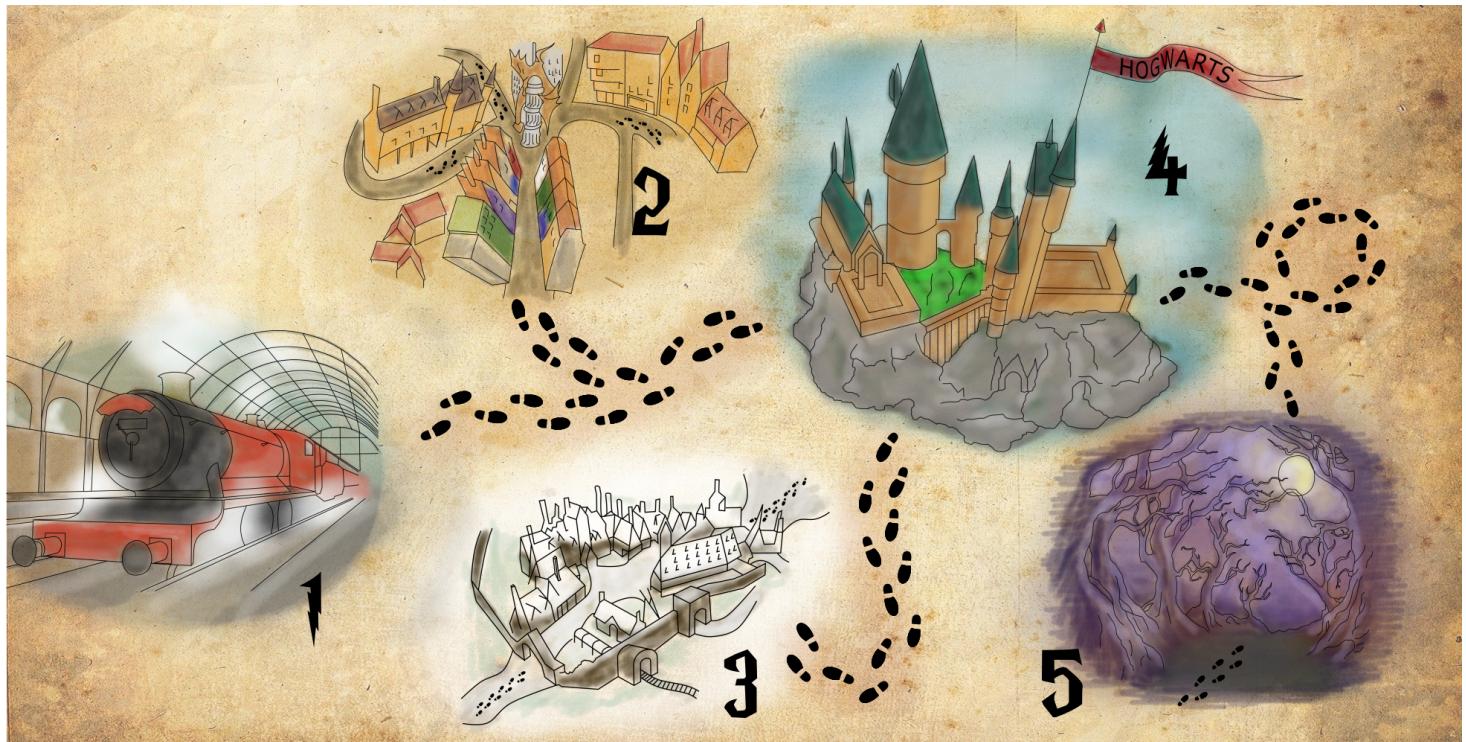
HOGSMEADE

Hogsmeade town is located north-west of Hogwarts castle. It is a quaint little village of thatched cottages and shops, and enchanted candles hanging from trees during the holidays





WORLD MAP



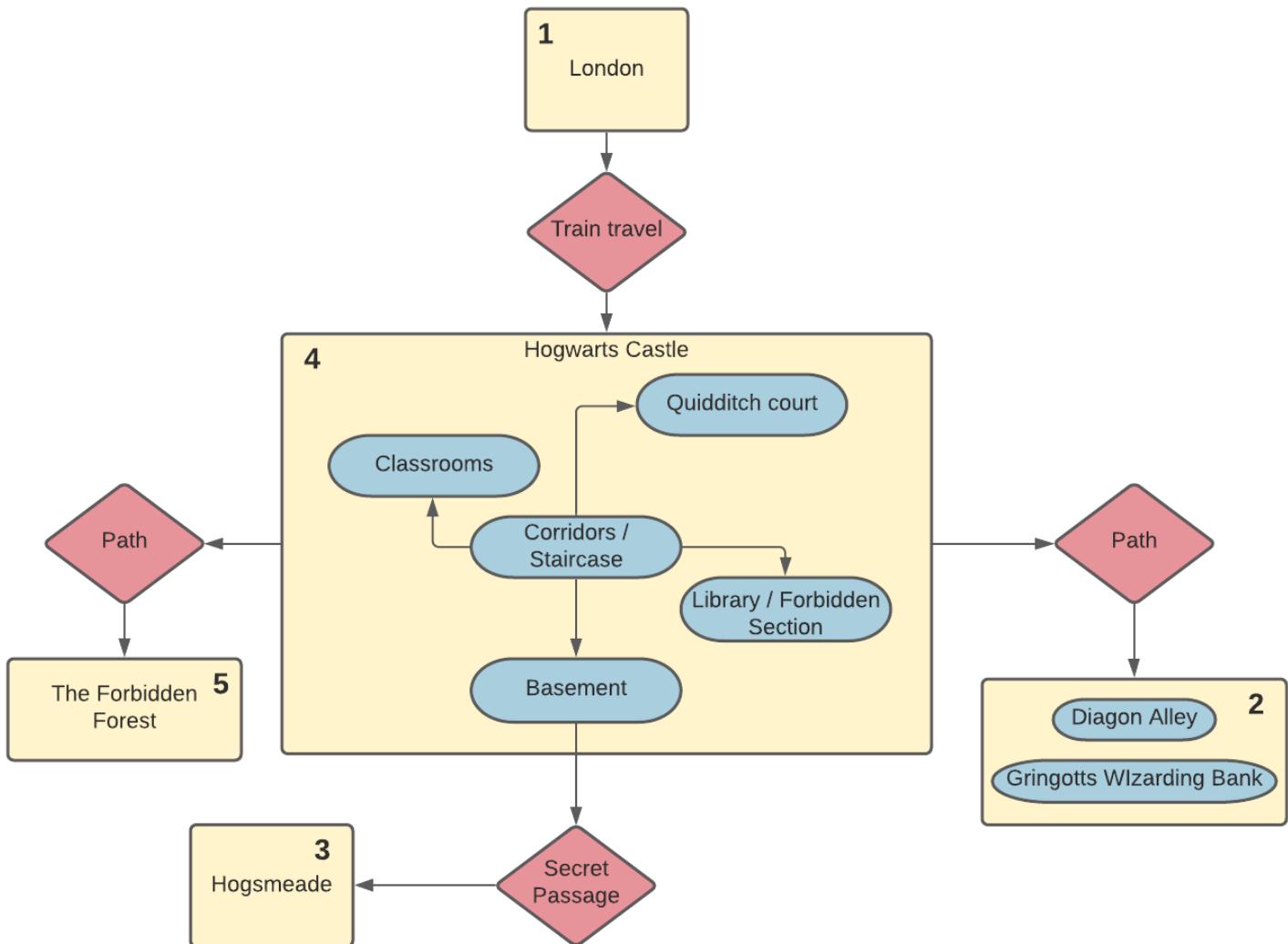
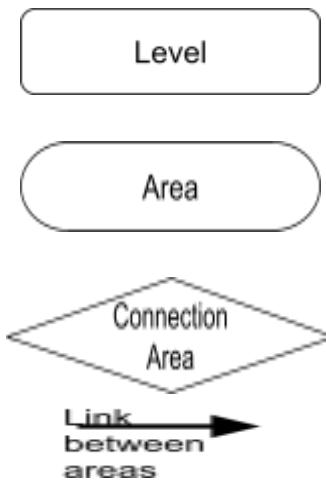
1. London
2. Diagon Alley + Gringotts Wizarding Bank
3. Hogsmeade
4. Hogwarts (subareas: classrooms, Quidditch court, Corridors/Staircase , The basement and the library/forbidden section)
5. The Forbidden Forest



WORLD DIAGRAM

LEGEND

1. London
2. Diagon Alley + Gringotts Wizarding Bank
3. Hogsmeade
4. Hogwarts Castle
5. The Forbidden Forest





SYNOPSIS

ACT 1

The death eater Dvalin Hawks travels at the platform 9 ¾ and pretends to be a student. On the train, Minerva and her friend Pomona Sprout get acquainted with him. During the first period in school Minerva improves her skills in spells and potions attending several classes, while the death eater tries to gain Minerva's trust by helping her during lessons and defending her against some bullies.

ACT 2

Dvalin convinces Minerva to go to the forbidden section library, where Minerva learns about the existence of the Philosopher's Stone, and reads on a note in a book that someone in the forest might know more about it.

The death eater turns into Dumbledore and asks Minerva to find and bring him the stone because it is in danger.

In the forest a centaur reveals to them that the stone is in a vaulted room at the Gringotts Wizarding Bank, so they need to steal it.

They go to Diagon Alley, fight their way to the强room and get the stone.

The death eater says he wants to keep the stone instead of giving it to Dumbledore.

ACT 3 GOOD ENDING

Minerva tells Dumbledore that the death eater kept the stone for himself.

The death eater flees to Hogsmeade vanishing without a trace passing through a secret passage in Hogwarts basement.

Dumbledore tracks down the death eater thanks to the help of the magic portraits.

Minerva fights with Dumbledore against the death eater.

ACT 3 BAD ENDING

Minerva follows the death eater.

Flamel says to Dumbledore that the stone has been stolen and by whom.

Dumbledore tracks down the death eater thanks to the help of the magic portraits.

Minerva fights against Dumbledore with Dvalin and they flee.



STORY

Minerva goes to the London Station and searches for Platform 9 ¾ to go to Hogwarts and start a new academic year.

On the platform she finds her friend Pomona Sprout and they go on the train together.

On the train, Minerva and Pomona find seats near a new student they have never met, Dvalin Hawks. They start to socialize.

At Hogwarts the year begins and they start to attend new courses.

Minerva, Pomona and Dvalin attend the class of Defense Against Dark Arts to learn new spells.

Minerva starts a duel with a bully to try to exercise with a new spell. She is about to be hit by a wrong powerful spell but Dvalin helps and protects her.

Then they go to the Transfiguration class, where Minerva learns how to transmute into a cat, and solve a puzzle proposed by Dumbledore with the help of Pomona.

During the potions class Minerva learns how to make new potions. She makes a mess with ingredients but is helped by Dvalin.

When the courses finish the group is about to go back to the dormitory when they meet the group of bullies. The bully provokes Minerva but she ignores them thanks to the support of Dvalins.

In the Quidditch court Minerva plays quidditch.

Dvalin convinces Minerva to go to the library, but Pomona doesn't want and doesn't follow them. They go to the forbidden section trying not to be discovered. Minerva finds and reads a book about the Philosopher's Stone and becomes aware of his existence. Thanks to a note in the book, they find out that someone in the forest could know more about the magic object.

Dumbledore tells Minerva to find and bring him the stone, because it's in danger and he thinks it would be better in his hands for safety, but unfortunately he can't help them because he has some work to do at the ministry of magic.

They enter the forest, but they're attacked by spiders. After defeating them they explore the forest and they find the centaurs. Minerva asks for information about the stone.

A centaur reveals that the stone is kept locked up in Vault 713 at the Gringotts Wizarding Bank.

Dvalin e Minerva go to Diagon Alley, they explore the shops to prepare for the theft, and find a way to enter the bank.

They release a Occamy from a cage to distract the goblins and reach the vaulted room, then they solve the puzzle to open it.

The goblins expose them, so they fight them and escape the bank defeating the giant guardian creature.

Dvalins tells Minerva that he wants to keep the Philosopher's Stone, and asks Minerva to join him.

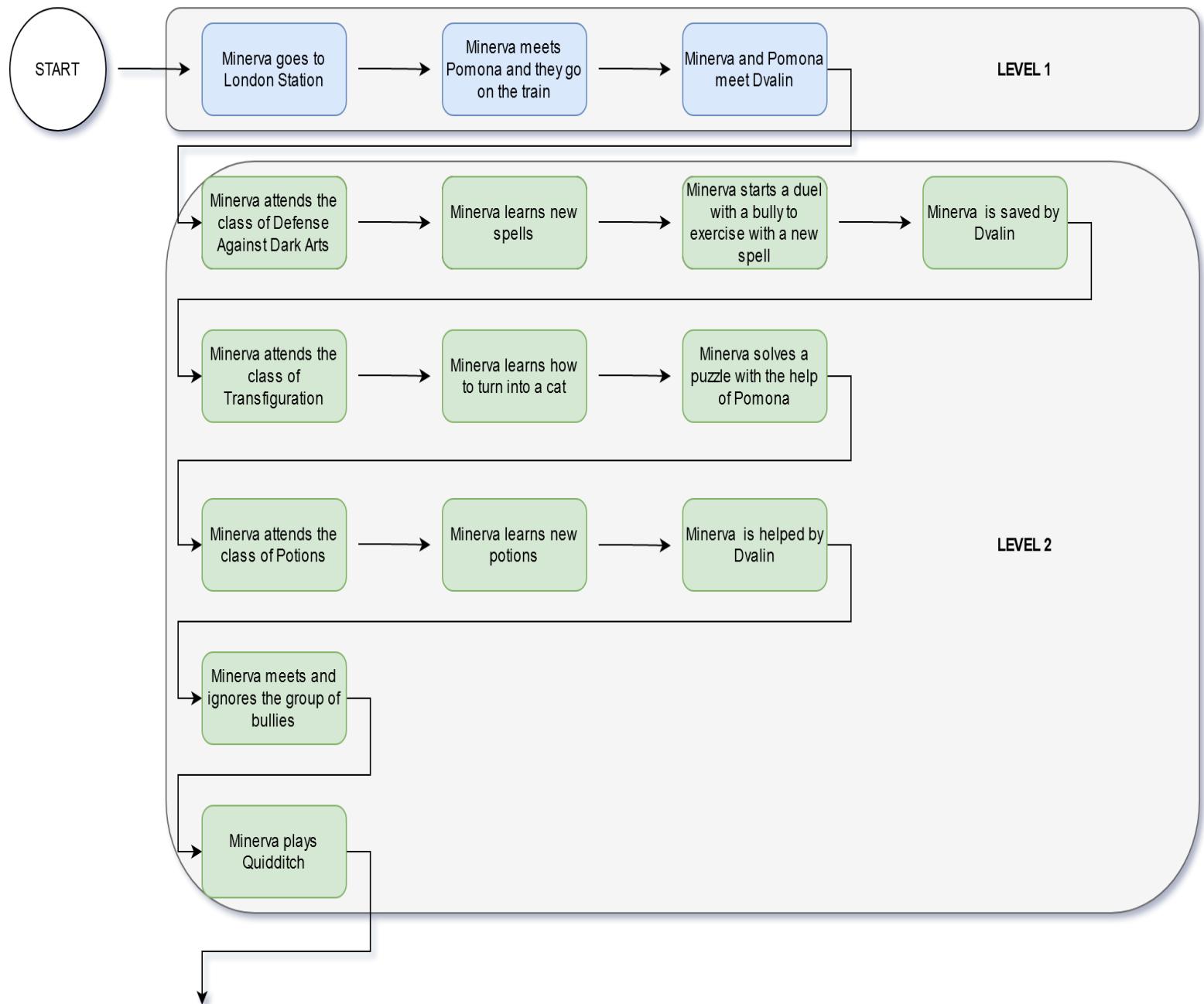


Minerva realizes the mistake and goes to inform Dumbledore of the theft. Dumbledore and Minerva search where Dvalin might have gone, and ask the portraits for help. The paintings reveal to them that Dvalin has escaped through a secret passage, so Minerva reaches him in Hogsmeade and duels against him for the stone.



STORY FLOWCHART

Legend: London Hogwarts Library Forbidden Forest Diagon Alley Final Fight





Legend:

London

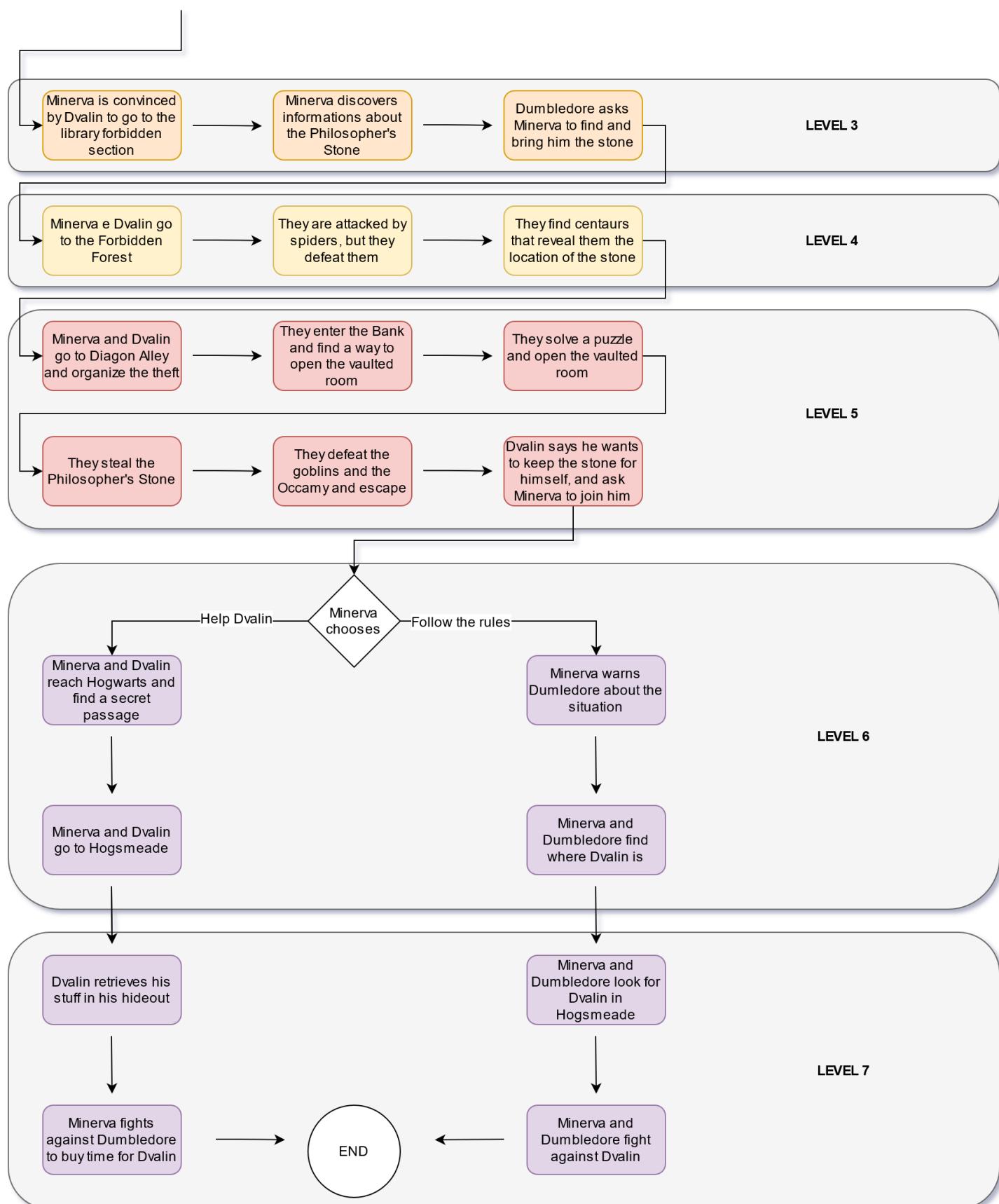
Hogwarts

Library

Forbidden Forest

Diagon Alley

Final Fight





THEMES

FRIENDSHIP

Minerva has to decide if she wants to be friends with the death eater even after the bad action he did.

GOOD AND EVIL

In the adventure the death eater is opposed to Dumbledore in identifying the good and evil side you can follow.

CHOICES

During the adventure Minerva will decide to follow his friend knowing that his actions are wrong or to stick by the rule and warn Dumbledore.

REVENGE

The death eater does all the bad actions in this adventure just to get revenge on the death of his master Voldemort.

REDEMPTION

Minerva can decide to redeem herself after the bad action she did by warning Dubledore about the theft.

CHARACTERS

MINERVA MCGONAGALL

DESCRIPTION

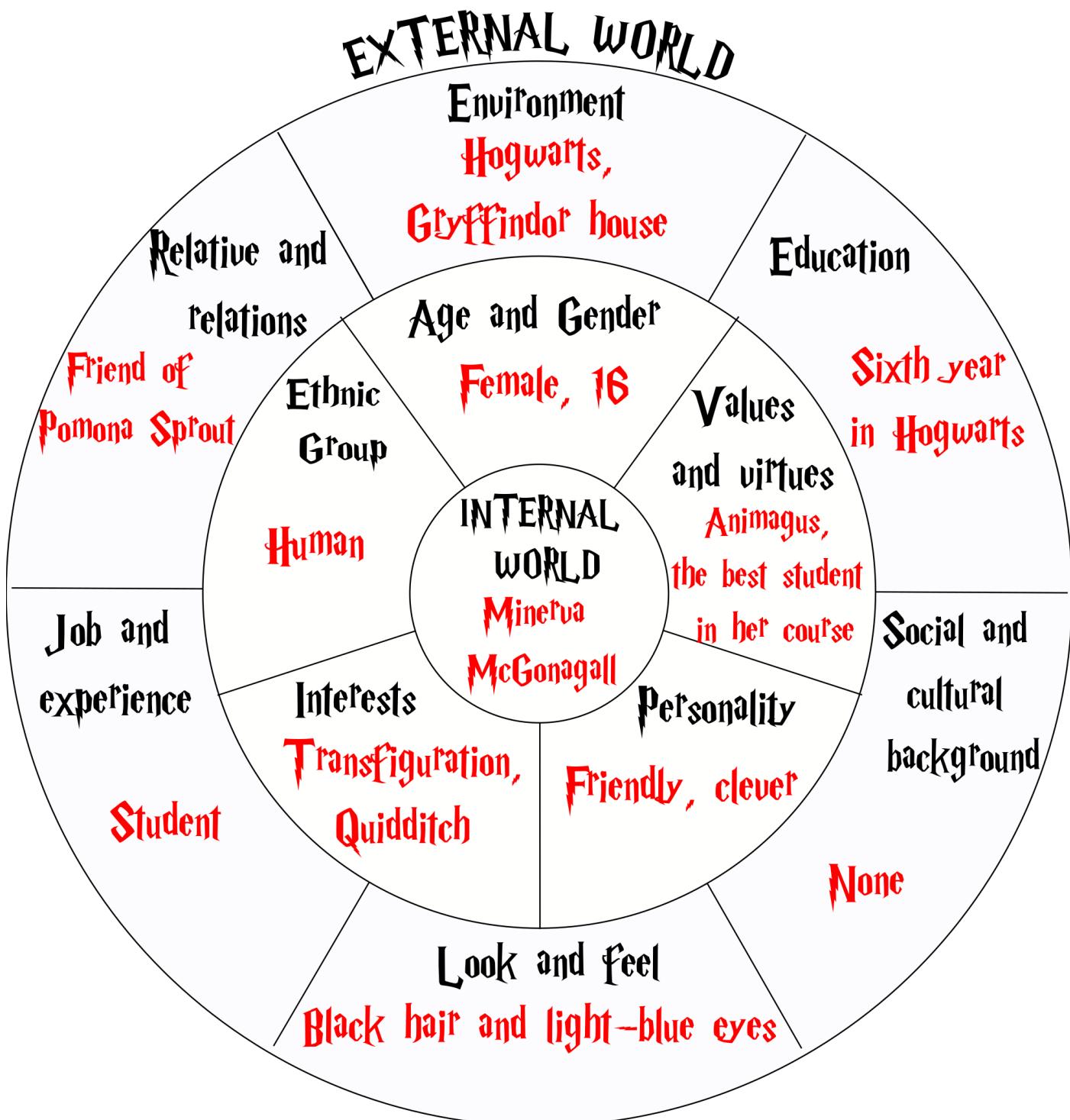
Minerva is a young smart student in Hogwarts and belongs to the Gryffindor house. She is attending her sixth year at Hogwarts. She is a half-blood witch with black hair and light-blue eyes. She has a particular talent in the art of transfiguration and thanks to her transfiguration professor is Albus Dumbledore she learns how to become an Animagus taking the form of a tabby cat. She is a skilled member of the Gryffindor quidditch team and she is friends with Pomona Sprout. She is one of the best students in her course and a powerful witch.



MIRANDAKAT'15

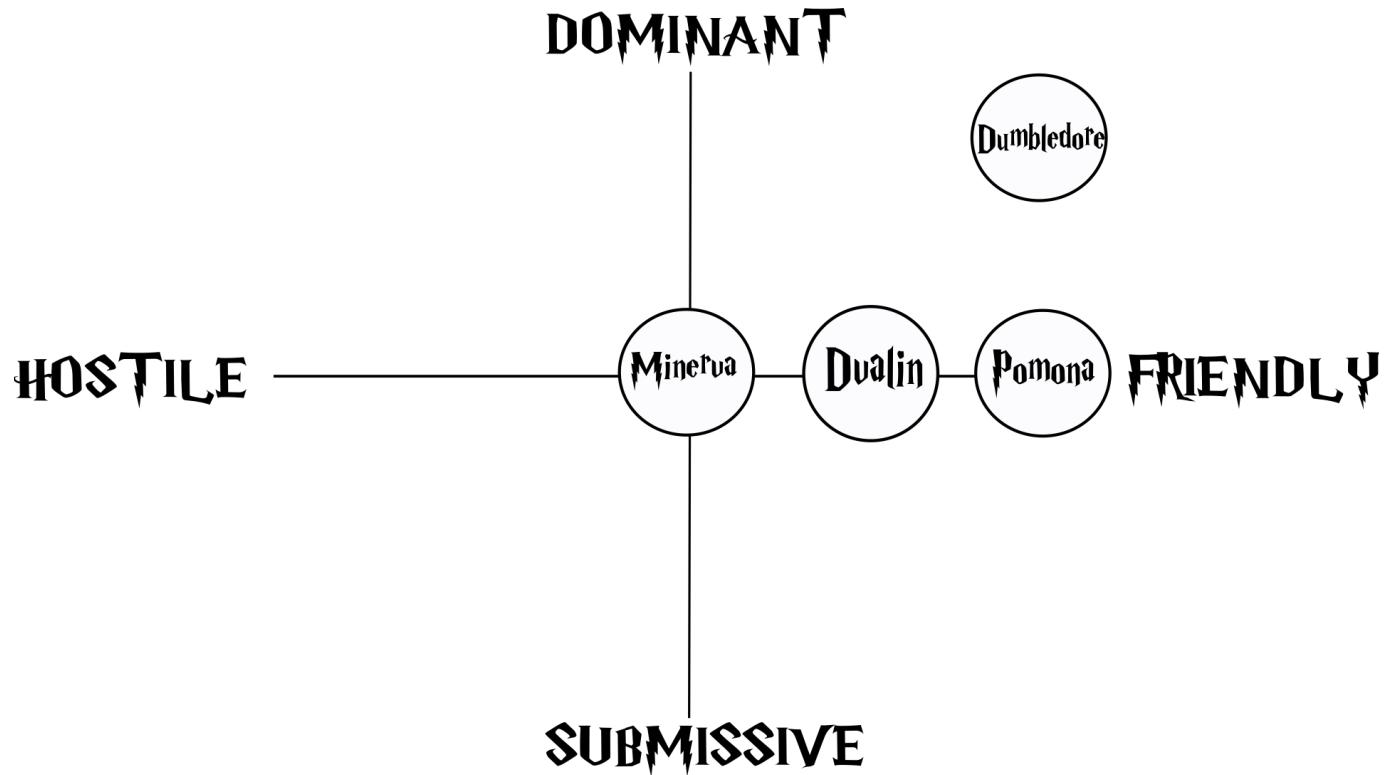


CIRCUMPLEX

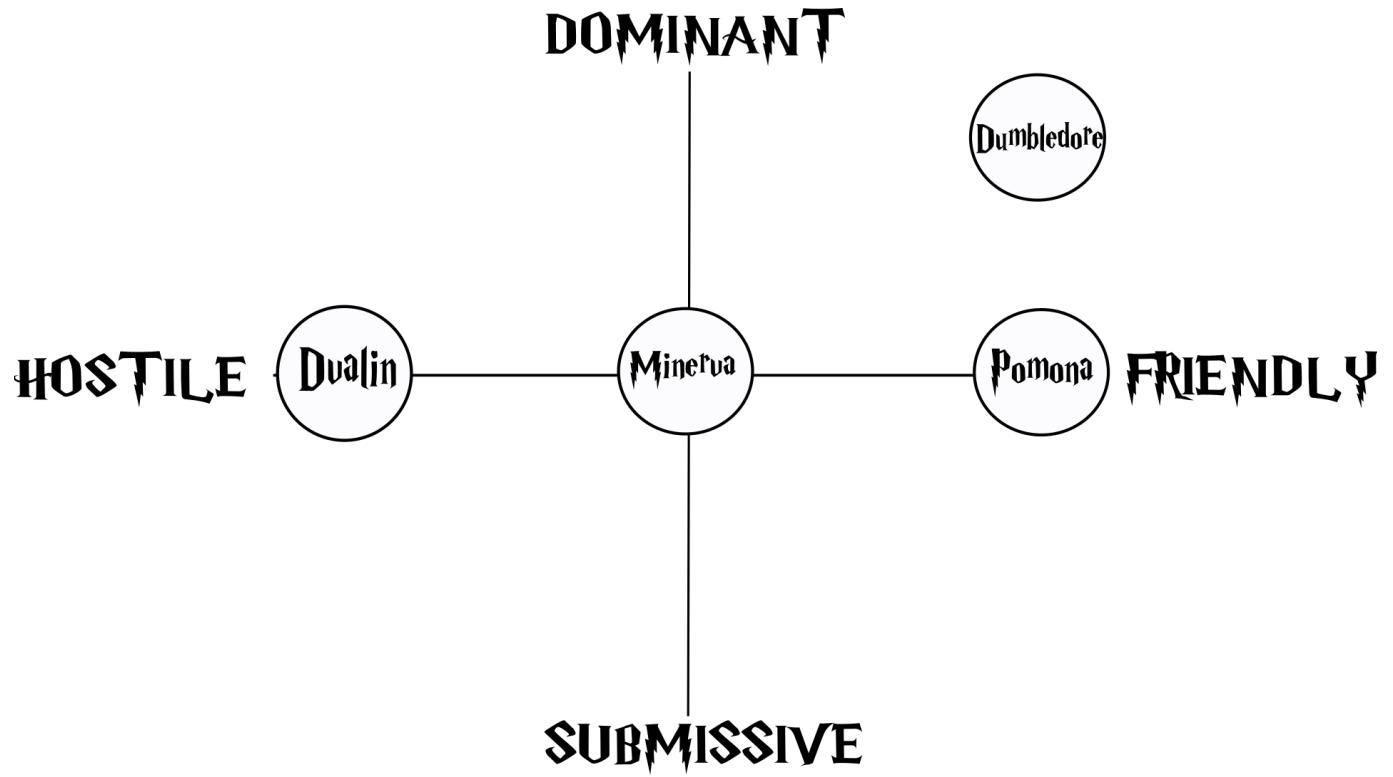




MAP OF RELATIONS
ACT 1 & 2

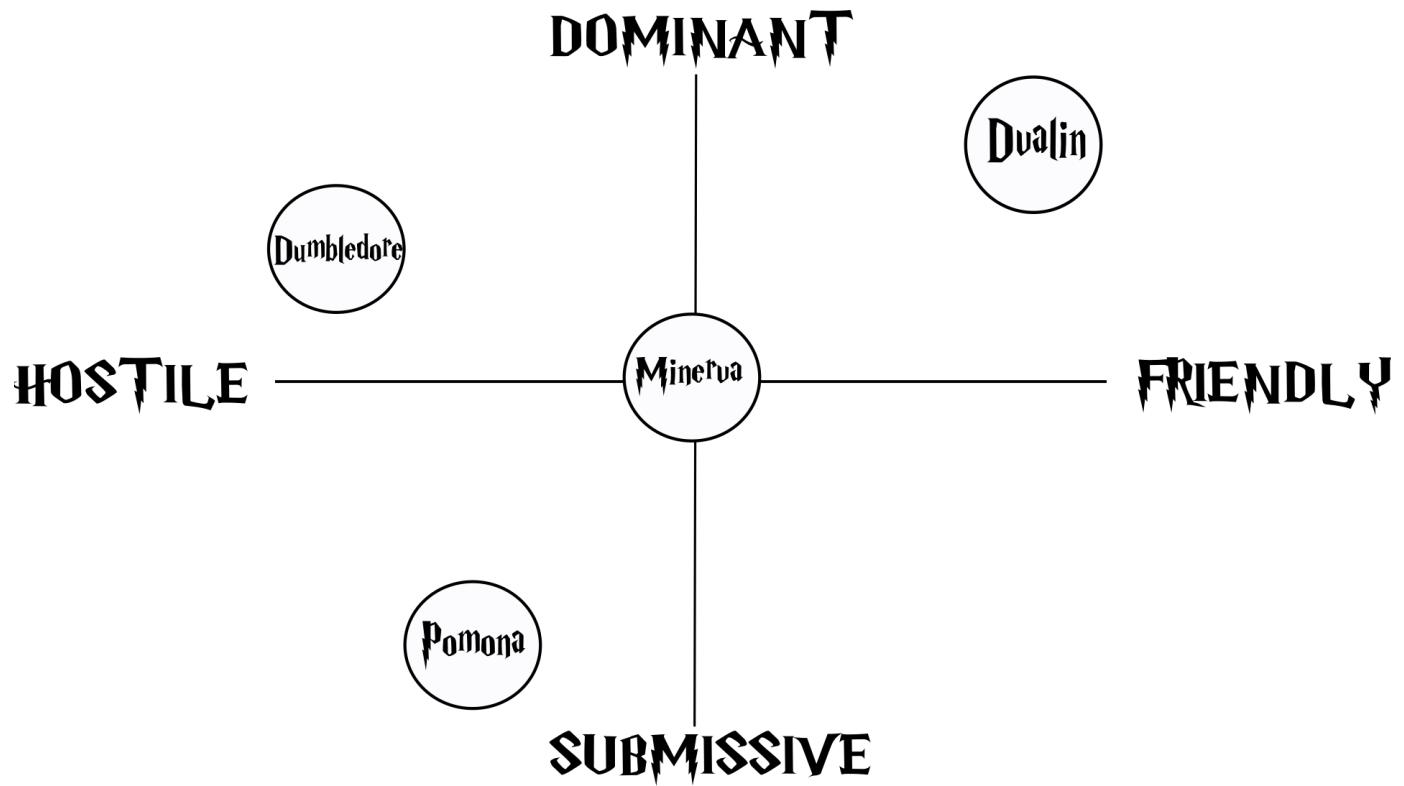


ACT 3 - GOOD ENDING



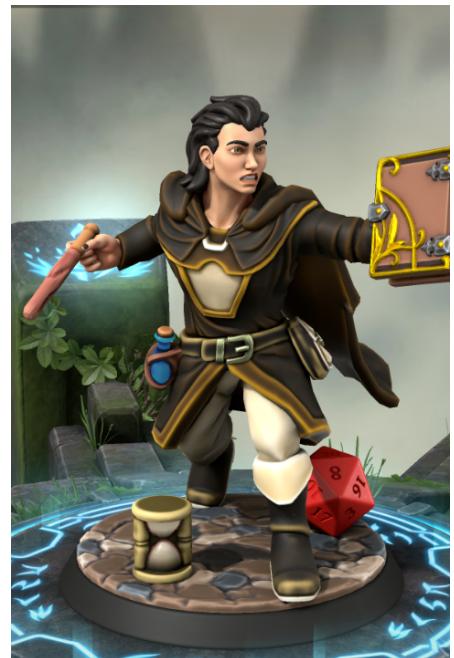


ACT 3 - BAD ENDING

DVALIN HAWKS

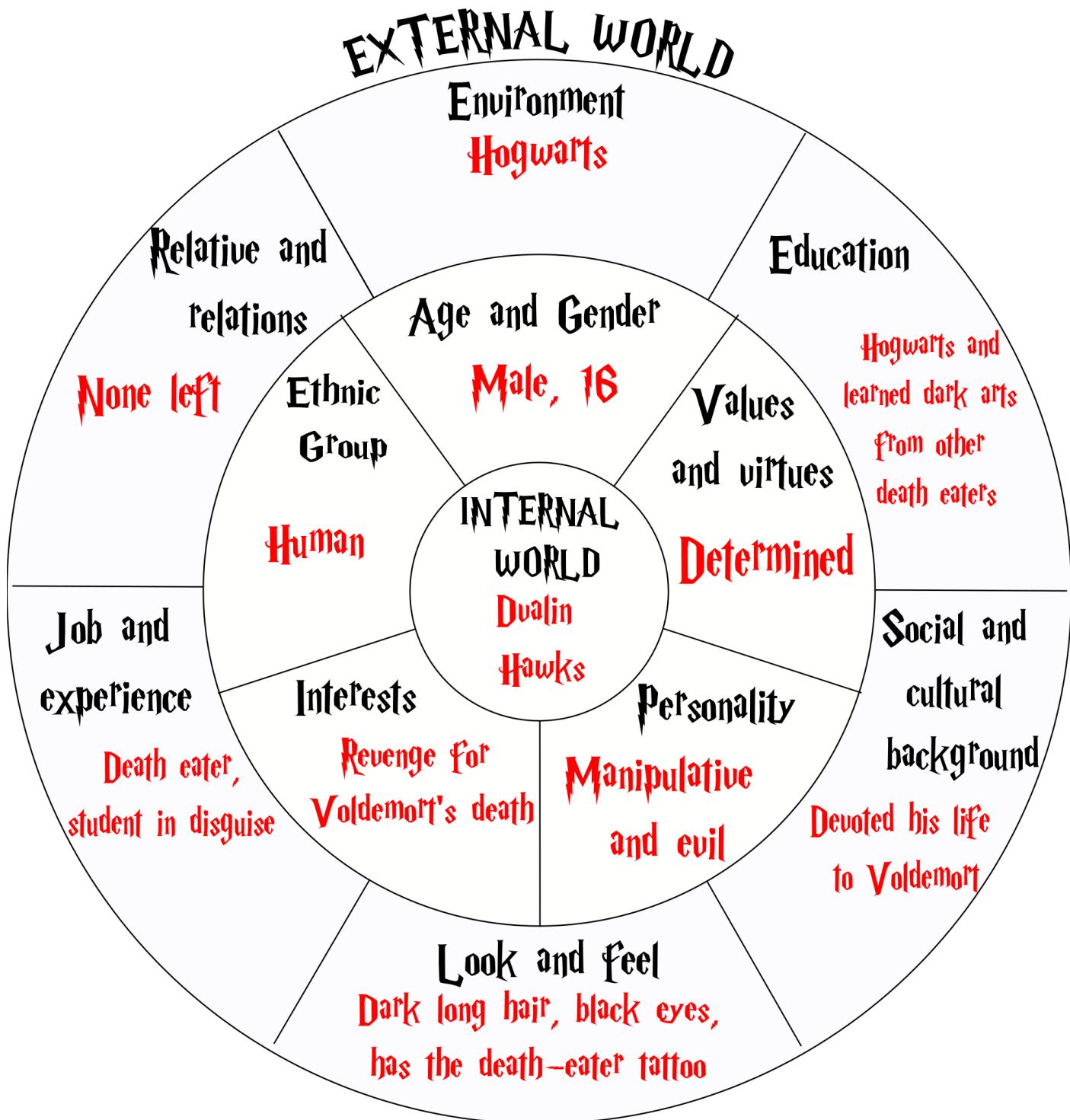
DESCRIPTION

Dvalin is a death eater who survived after the defeat of Voldemort. He is one of the small group of death eaters that still wants to continue Voldemort's plan and he is looking for a way to do so. Using a time-turner he wants to go back in time to when Minerva McGonagall was just a student and bring her to the dark side by forcing her to help him purusing his goals. To do so he disguises himself as a sixth year Hogwarts' student of the Slytherin house to approach Minerva. He has dark long hair and the typical death eater tattoo on his forearm. He is manipulative, evil and determined but to approach Minerva he shows himself as kind, funny and friendly.



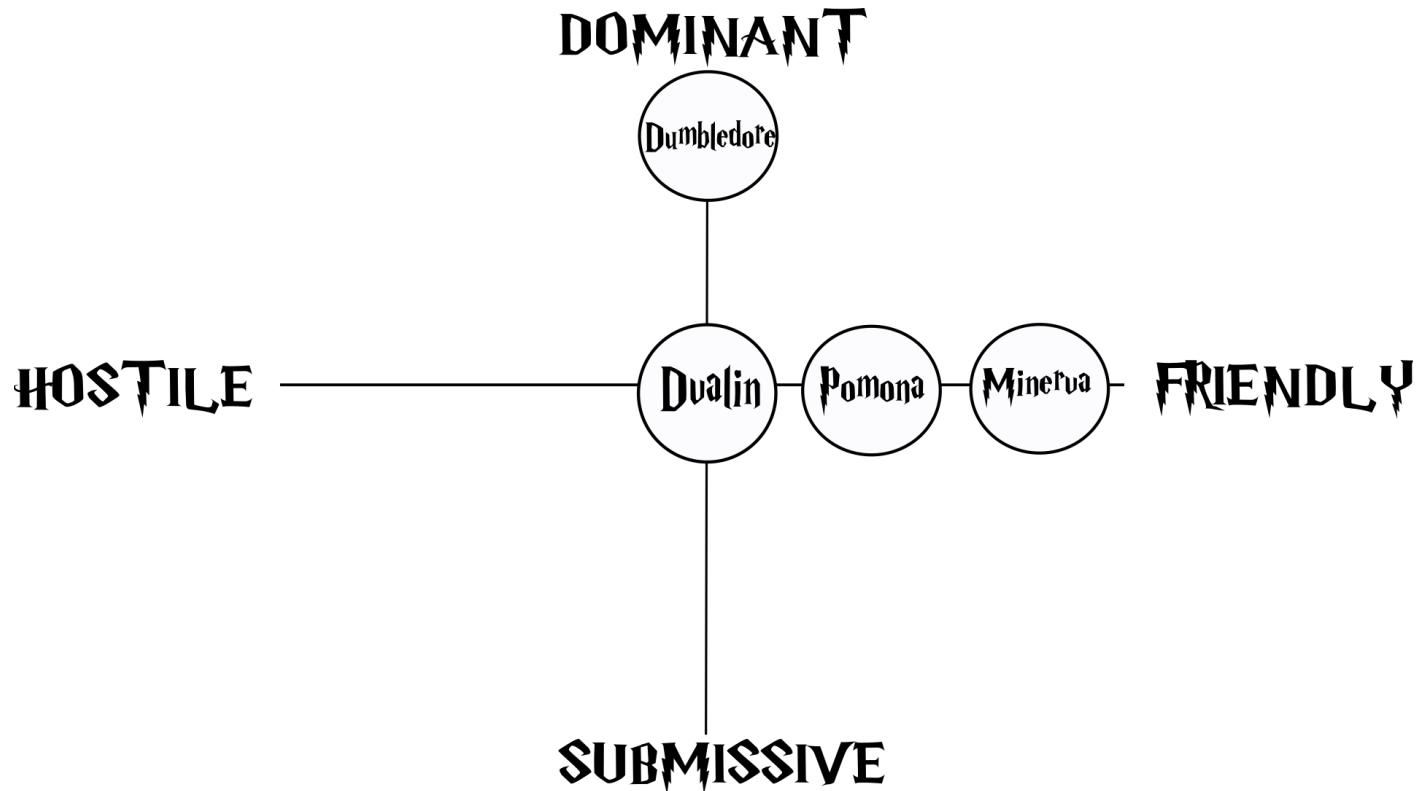


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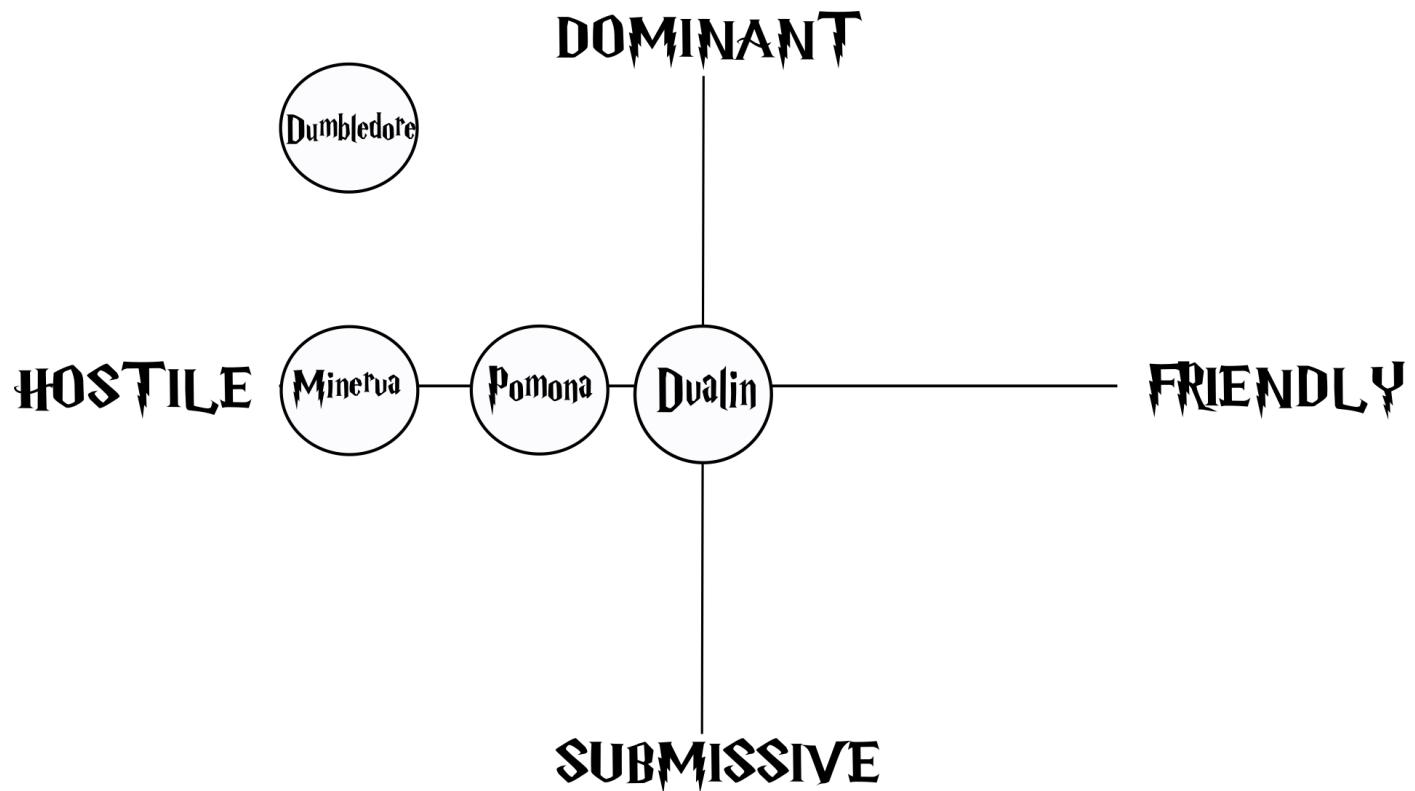




MAP OF RELATIONS
ACT 1 & 2

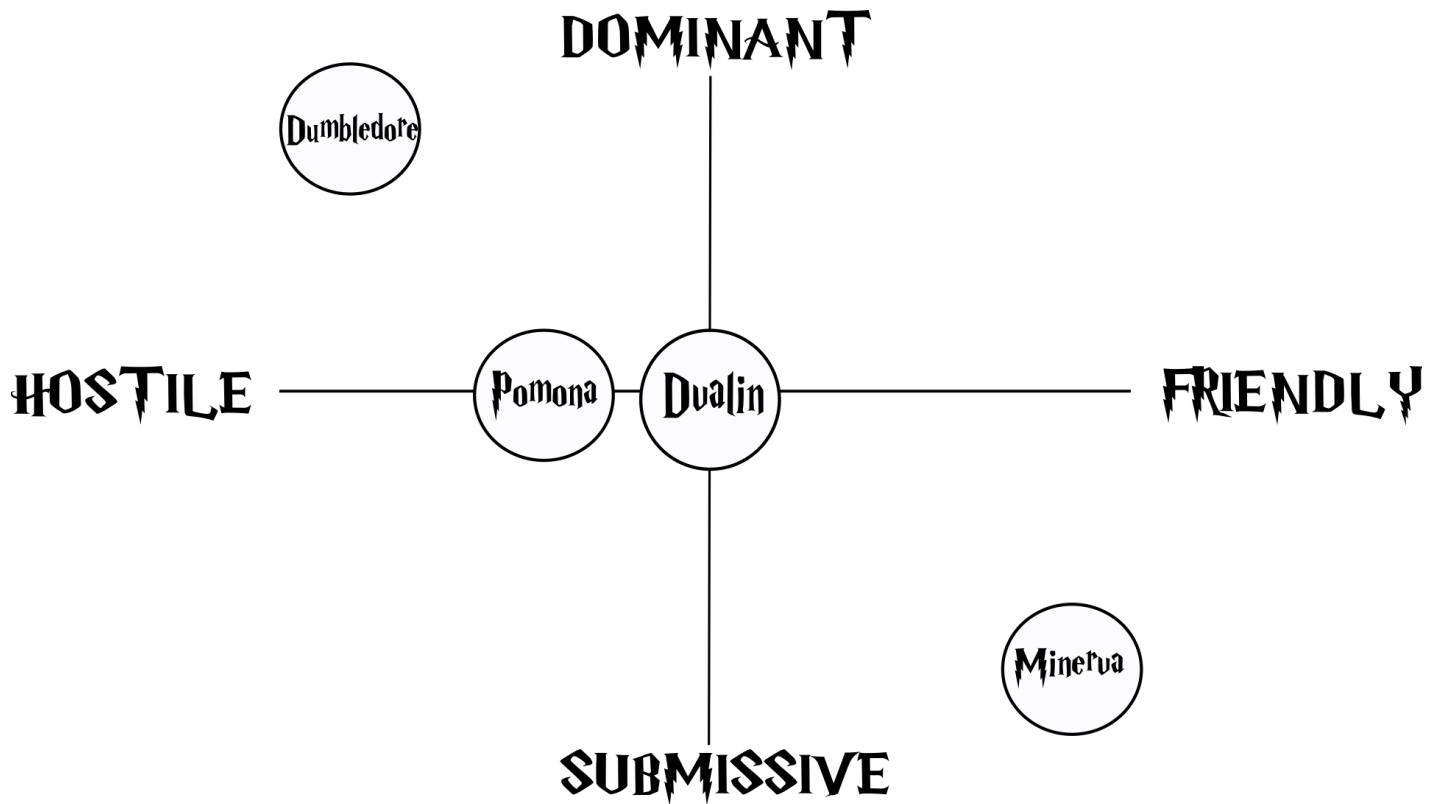


ACT 3 - GOOD ENDING





ACT 3 - BAD ENDING



ALBUS DUMBLEDORE

DESCRIPTION

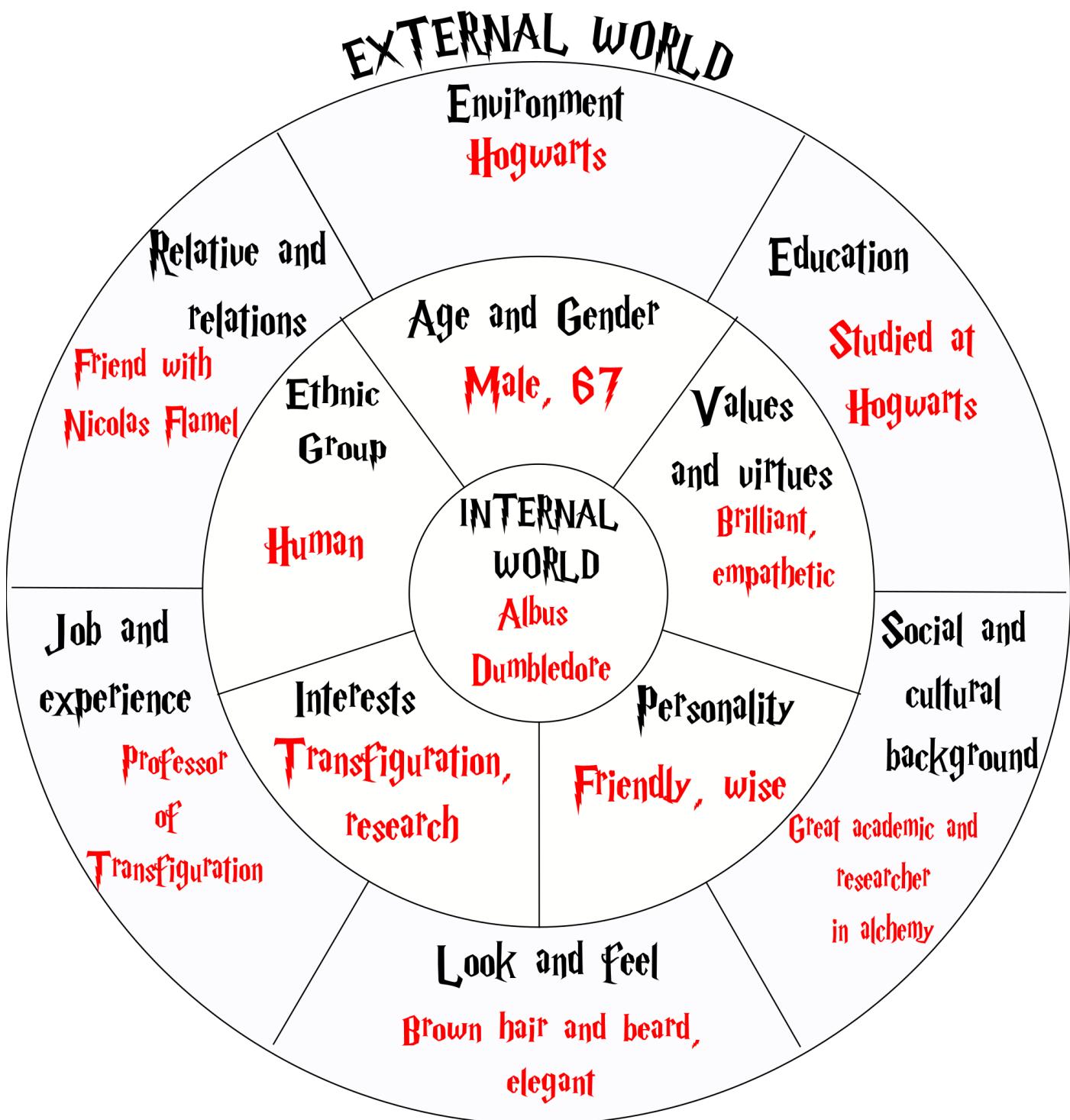
Dumbledore is the professor of Transfiguration class at Hogwarts. He has always been interested in research and studying new magical artifacts. He studied the science of alchemy under the tutelage of Nicolas Flamel and now they still are good friends.

He has short brown hair, a beard and he is a smart and elegant wizard. He is a very passionate professor that always tries to lead his students on the right path.



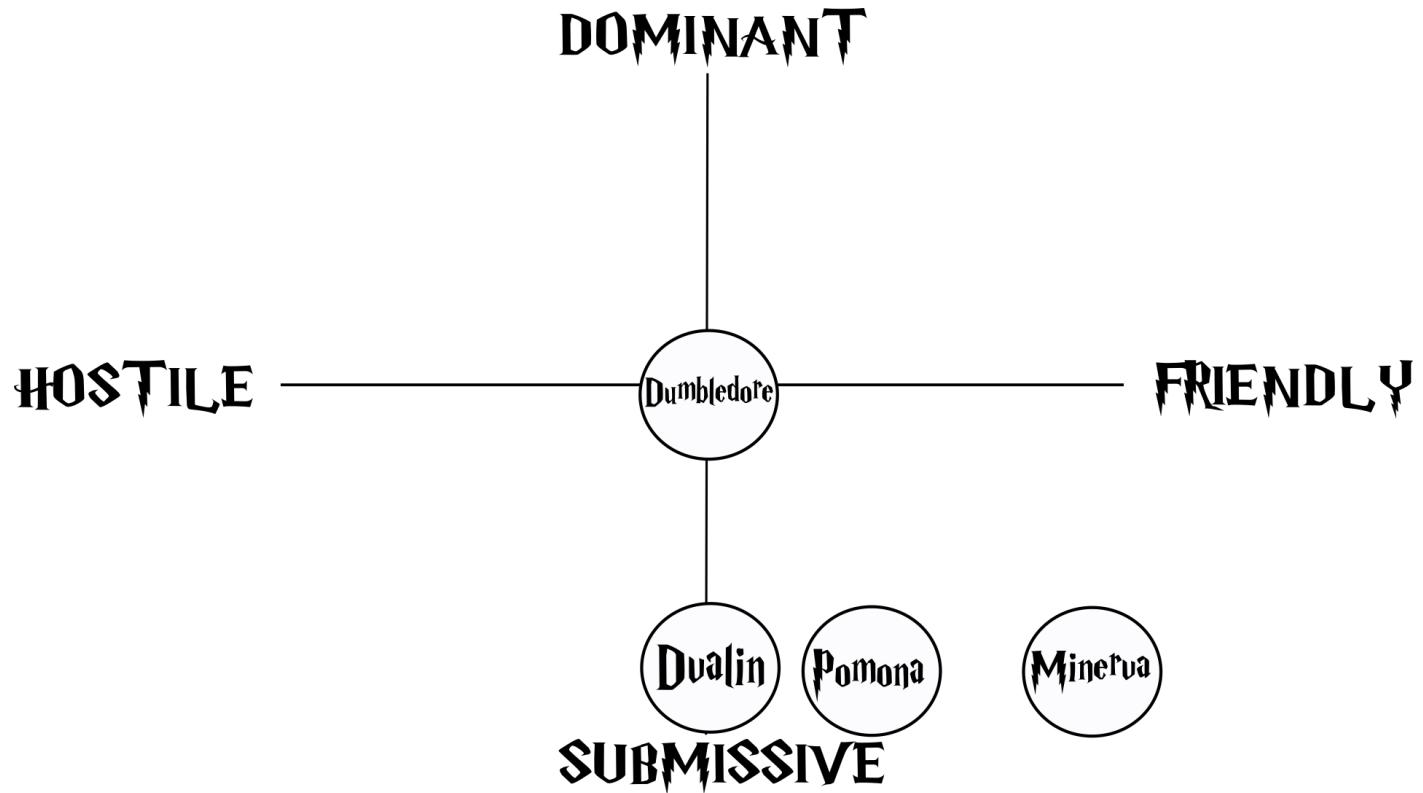


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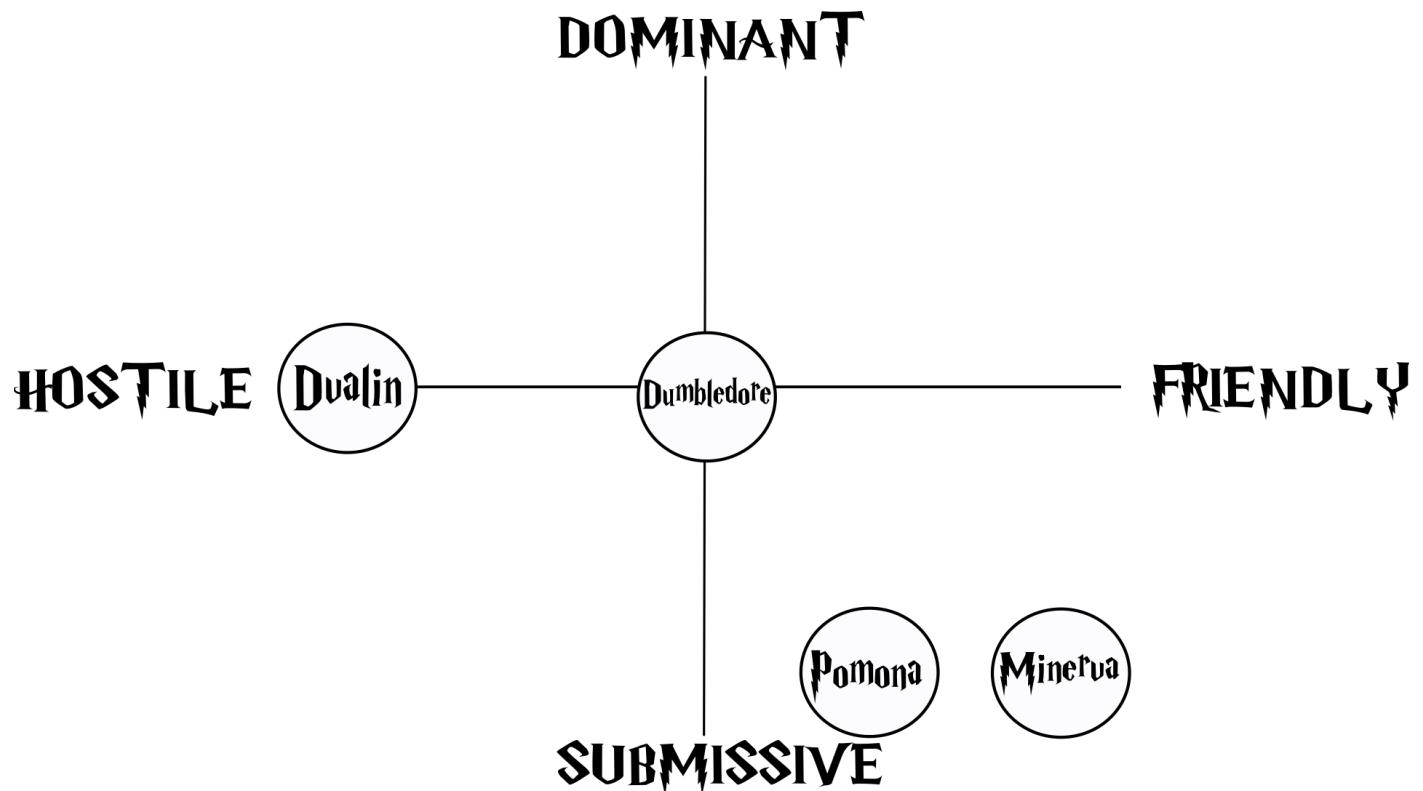




MAP OF RELATIONS
ACT 1 & 2

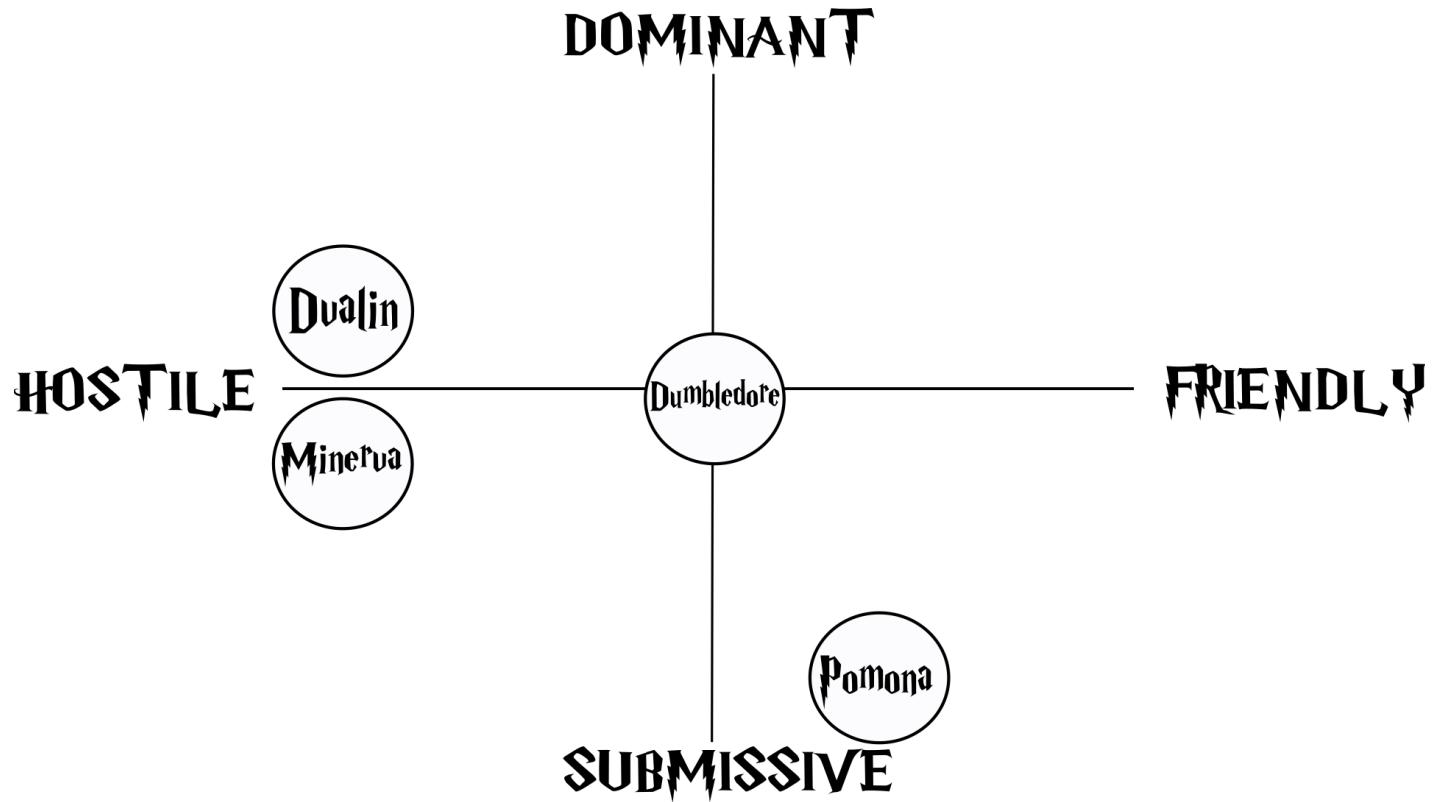


ACT 3 - GOOD ENDING





ACT 3 - BAD ENDING

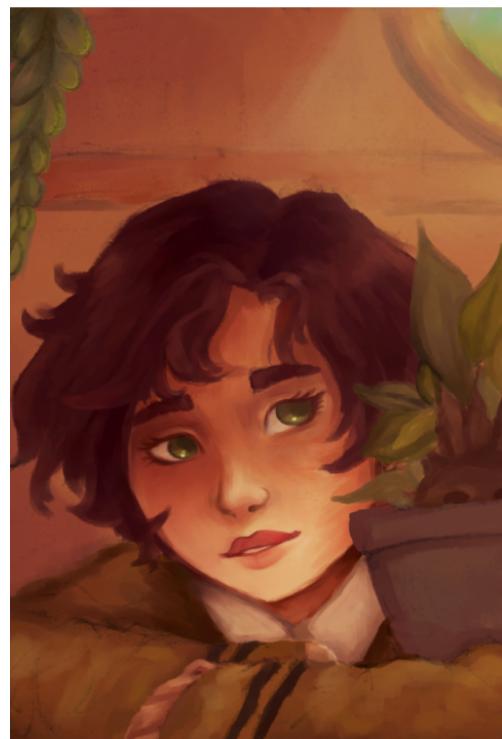


POMONA SPROUT

DESCRIPTION

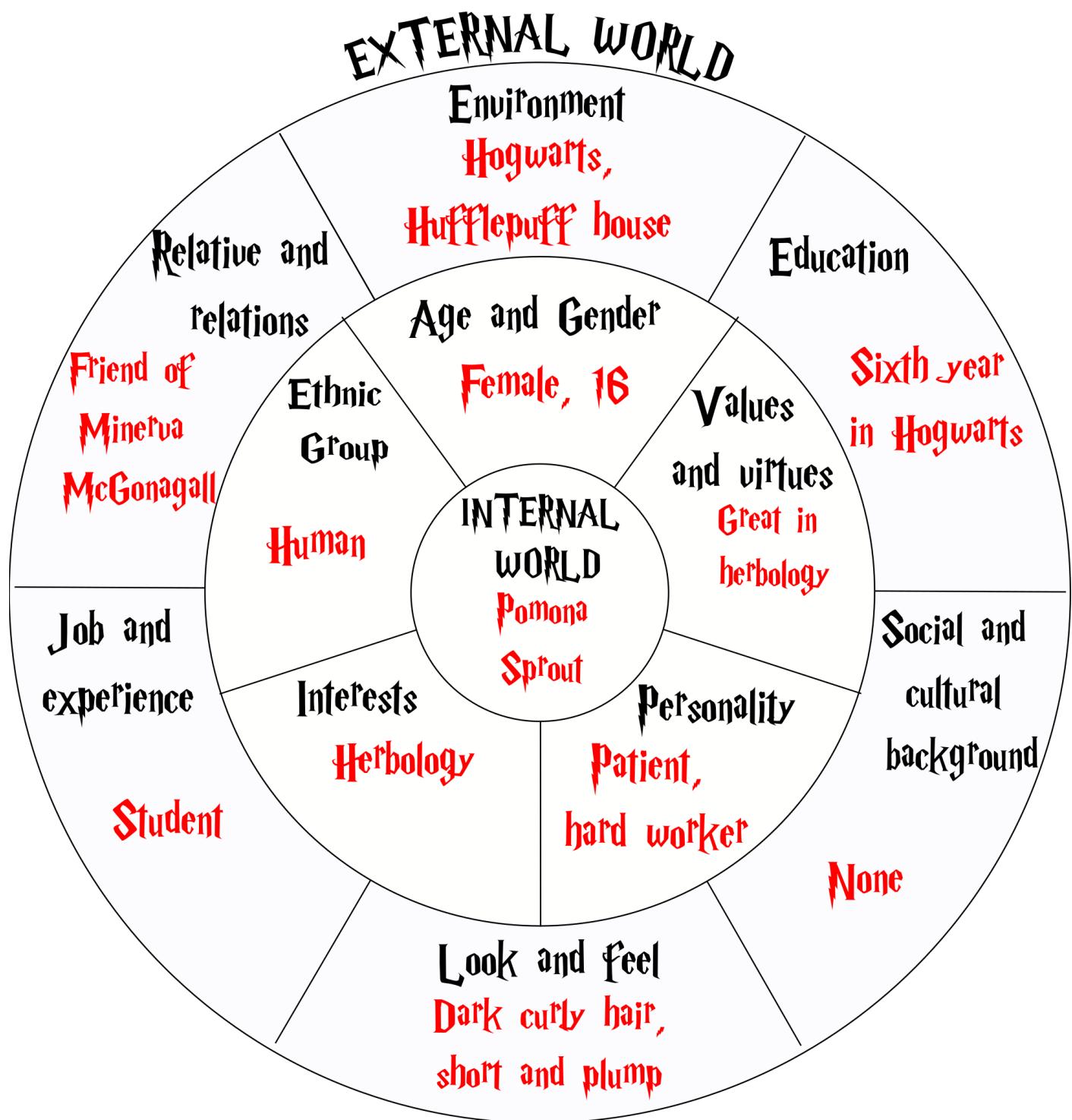
Pomona Sprout is a student at Hogwarts, she was sorted into Hufflepuff and excelled at Herbology. She is a close friend of Minerva and she likes attending quidditch matches.

She has dark curly hair and she is short and plump.
She is patient, loyal and a hard worker.



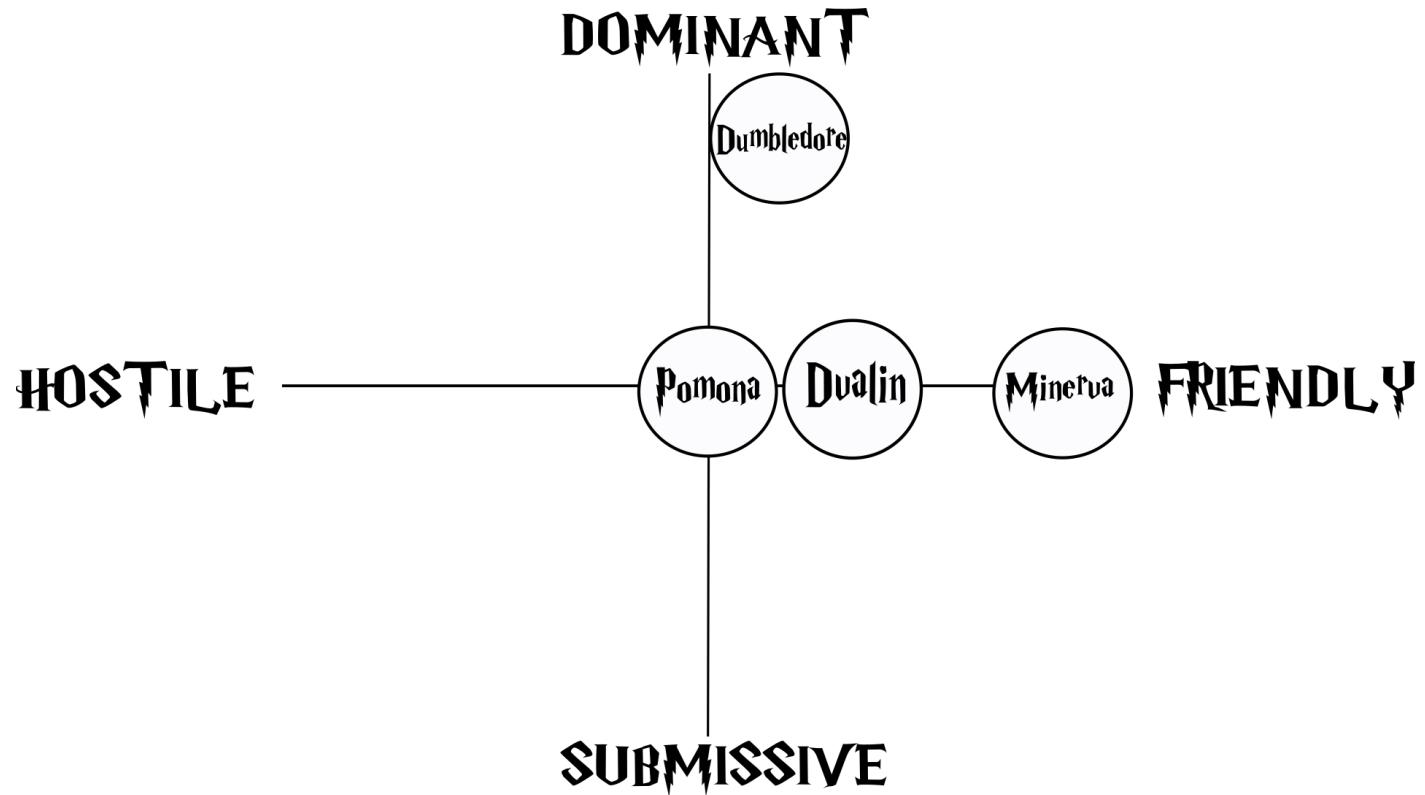


CIRCUMPLEX

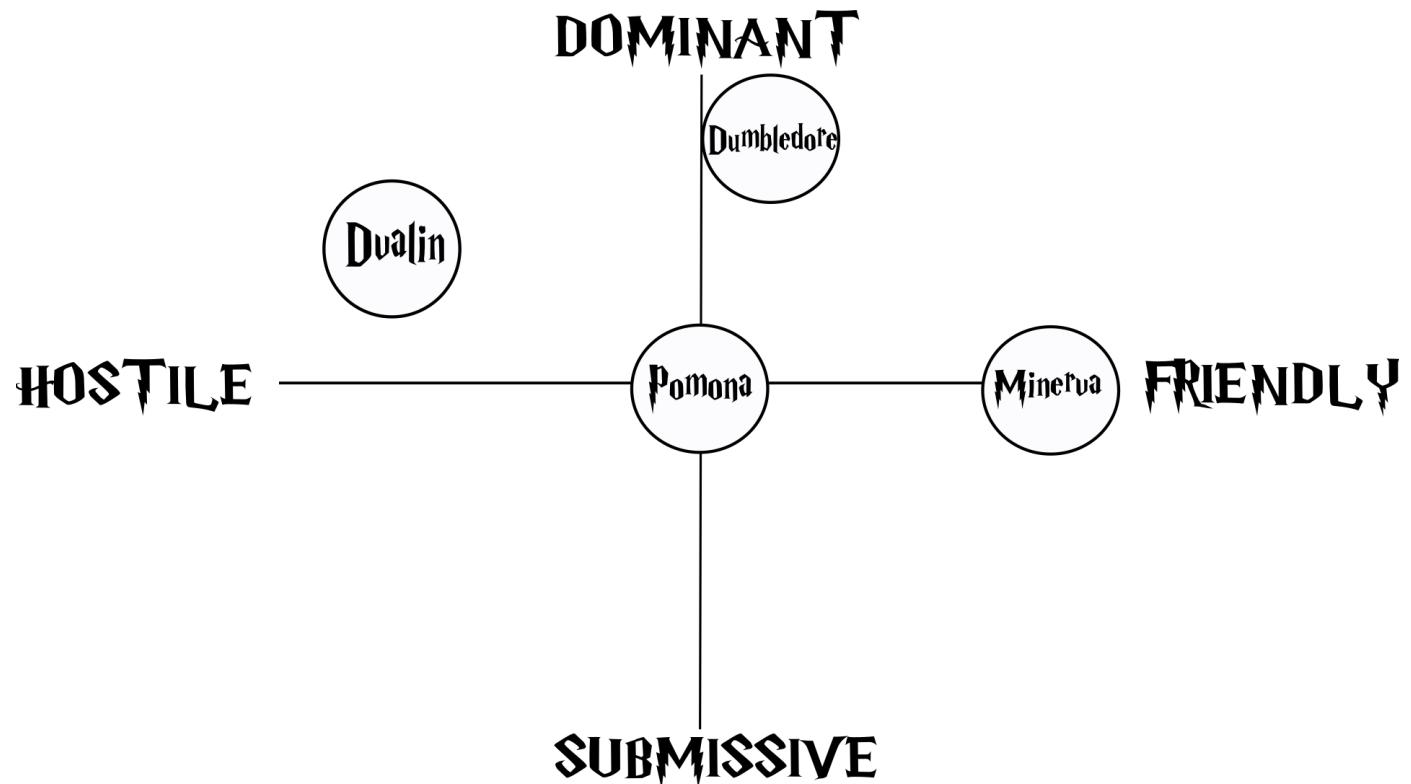




MAP OF RELATIONS
ACT 1 & 2

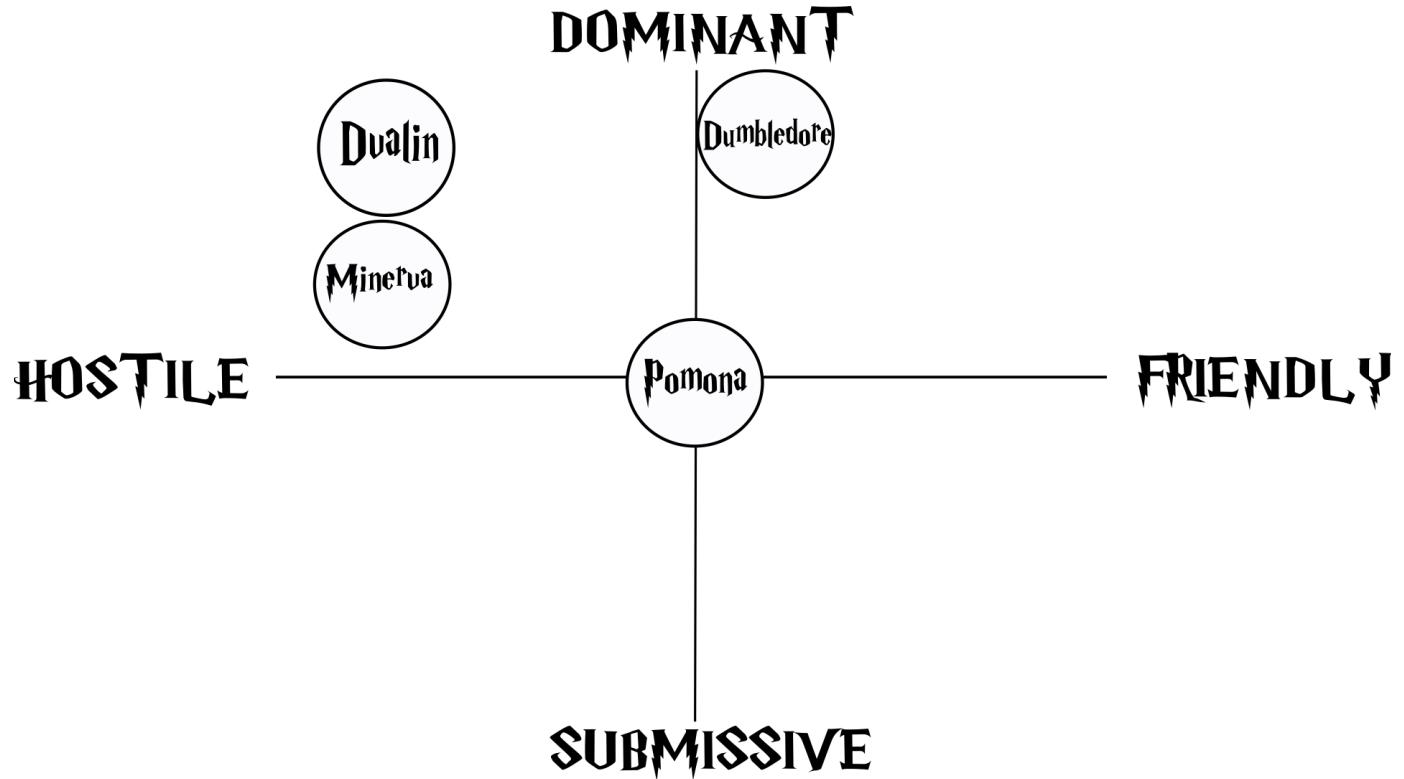


ACT 3 - GOOD ENDING





ACT 3 - BAD ENDING





GOAL OUTLINES

I. London (LEVEL 1)

- A. Station
 - 1. Find the 9 ¾ platform.
 - 2. Get on the train.

II. Hogwarts (LEVEL 2)

- A. Reach class of Defense Against Dark Arts
 - 1. Learn new combat spells.
 - 2. Fight against the bully.
 - 3. Get saved by Dvalin.
- B. Class of Transfiguration
 - 1. Learn how to turn into a cat.
 - 2. Speak with Dumbledore.
 - 3. Solve Dumbledore's puzzle.
- C. Class of Potions
 - 1. Make a potion.
 - 2. Get helped by Dvalin making the potion.
- D. Corridor.
 - 1. Confront the bullies.
- E. Quidditch court
 - 1. Play Quidditch.

III. Library / Forbidden Section (LEVEL 3)

- 1. Find a way into the forbidden section avoiding the keeper.
 - 2. Help Dvalin to find the right book.
 - 3. Read the book and learn about the Philosopher's Stone.
 - 4. Get away from the keeper.
- A. Dumbledore's office.
 - 5. Speak to the fake Dumbledore.
 - 6. Go into the Forbidden Forest.

IV. Forbidden Forest (LEVEL 4)

- 1. Fight the spiders.
- 2. Find the right way to the centaur.
- 3. Discover where the Philosopher's Stone is located.

V. Diagon Alley and Gringotts Wizarding Bank (LEVEL 5 - THE HEIST)

- A. Diagon Alley
 - 1. Explore Diagon Alley.
 - 2. Find knotgrass completing the herbalist quest (Ingredient 1).
 - 3. Find shredded Boomslang skin in Knockturn Alley (Ingredient 2).
 - 4. Find a hair (Ingredient 3).
 - 5. Craft and drink the polyjuice potion in the alley.
 - 6. Head for the bank entrance.
- B. Gringotts Wizarding Bank



1. Speak to the main goblin.
2. Hit the cage with the Occamy three times to distract the goblins.
3. Pass the guards and ride the kart downstairs.
4. Explore the caves and reach the vaulted room.
5. Find the three gears puzzle pieces.
6. Solve the gears puzzle to open Vault 713.
7. Solve the sound puzzle and steal the Philosopher's Stone.
8. The goblins expose you, fight them.
9. Find a way out.
10. Escape the Gringotts defeating the giant creature at the exit.
11. Dvalin keeps the Philosopher's Stone. → *choose what to do*

VI. Hogwarts (LEVEL 6)

- A. [if you decide to help Dvalin]
 1. Reach Hogwarts basement and find the secret passage to Hogsmeade.
 2. Find the portrait password.
 3. Get to Hogsmeade.
- B. [if you decide to follow the rules]
 1. Warn Dumbledore about the situation.
 2. Find where Dvalin is.
 3. Ask the portrait to help you.
 4. Solve the portrait puzzle and earn his trust.
 5. Follow Dvalin.

VII. Hogsmeade (LEVEL 7)

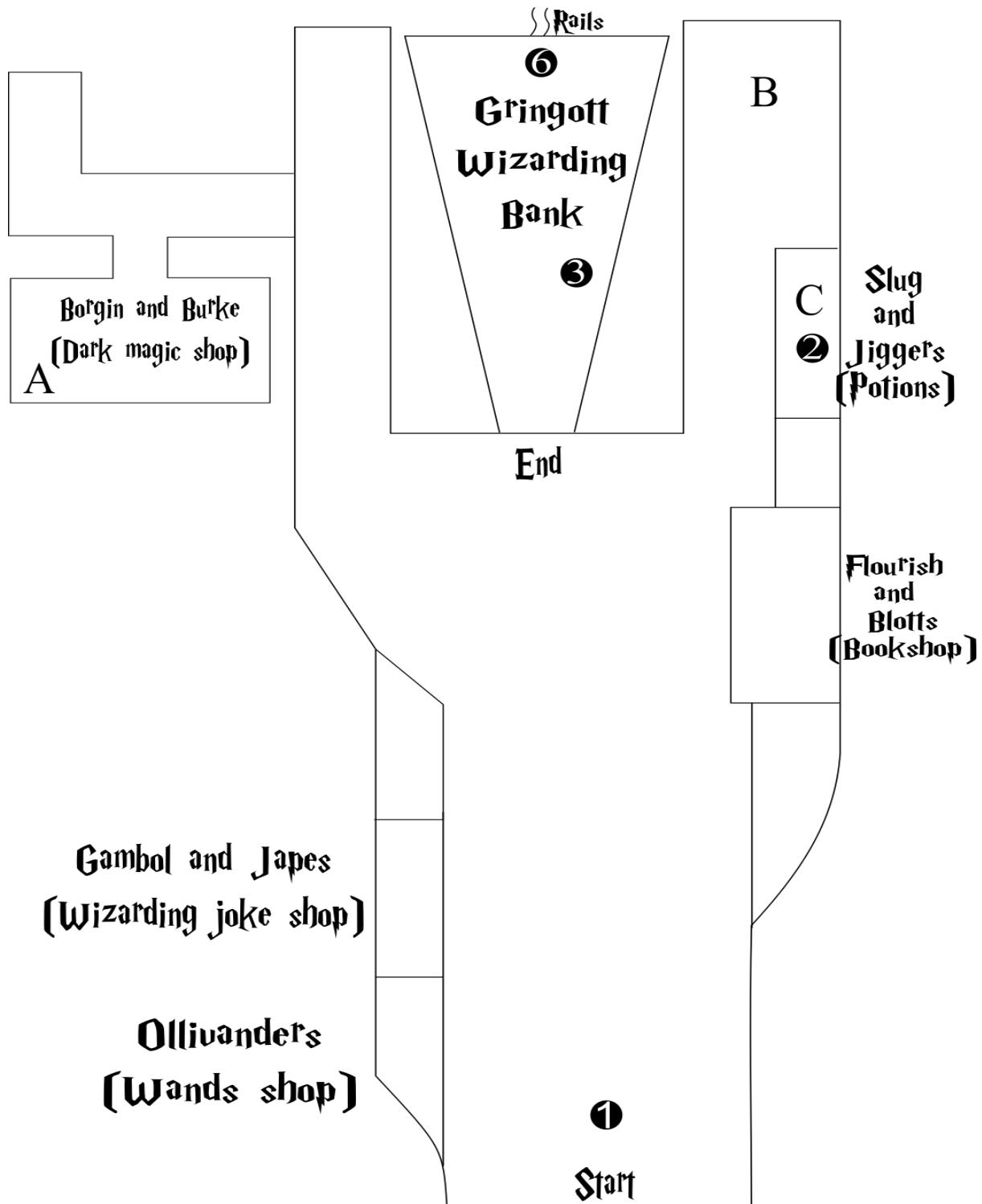
- A. [if you helped Dvalin]
 1. Retrieve Dvalin stuff in his hideout.
 2. Defeat Dumbledore and flee with Dvalin.
- B. [if you told Dumbledore what happened]
 1. Find Dvalin and defeat him.

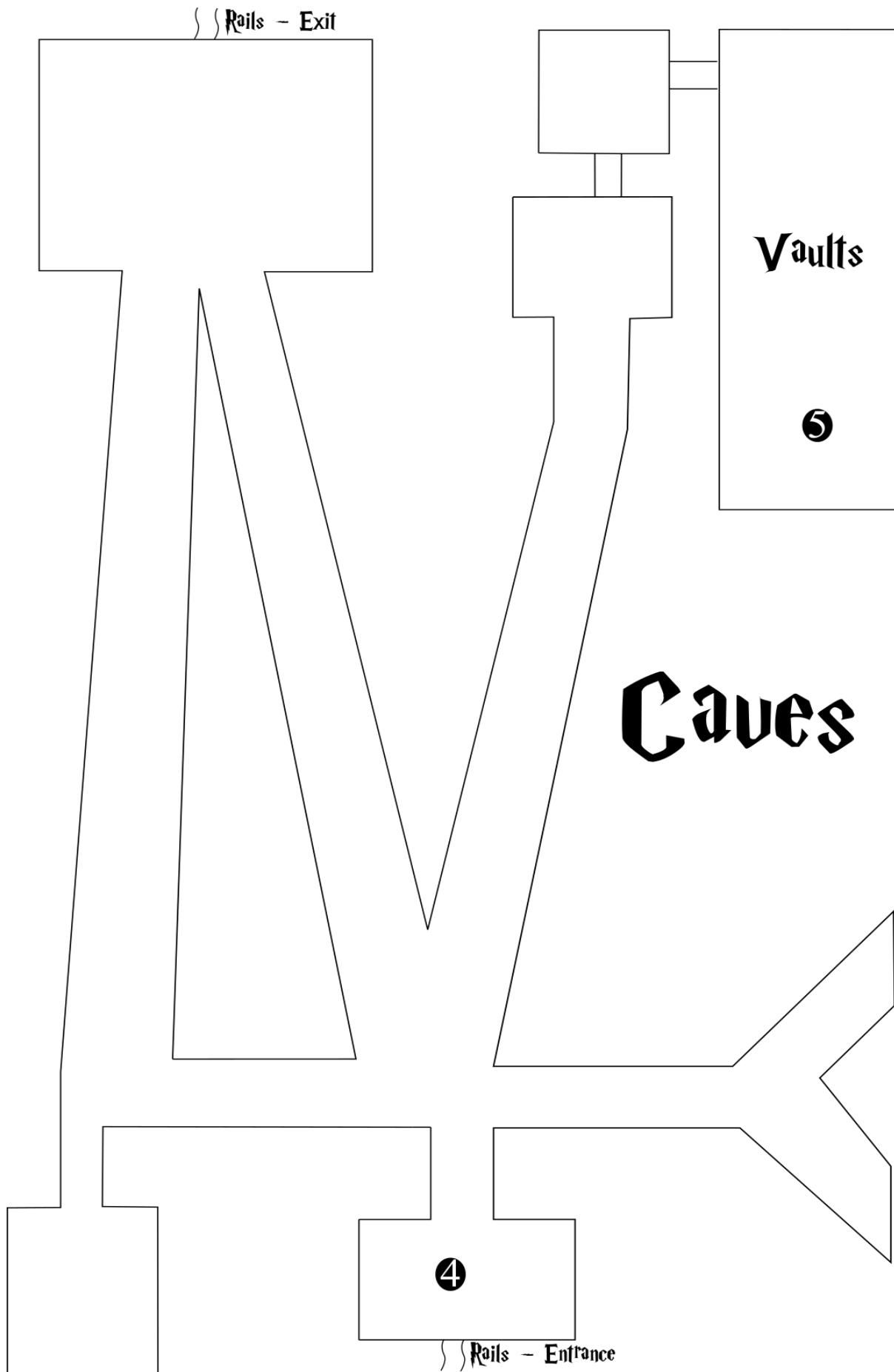


SECTION 2 - Level Design

LEVEL 5. THE HEIST

LEVEL DIAGRAM







- 1) The player has to explore Diagon Alley and find the different ingredients to craft the polyjuice potion. The ingredients are located in the points A,B and C.
- 2) To retrieve the ingredient at point A the player must defeat an enemy that will drop the ingredient. At point B the player will have to retrieve the ingredient using some stealth spells. At point C the player has to complete a quest given by the merchant.
- 3) Once transformed using the polyjuice potions the player can access the main hall of the bank and has to free an Occamy from a cage to distract the goblins and access the underground riding a kart.
- 4) The player has to explore the underground and find the Vault 713.
- 5) The player must solve [The Gears](#) puzzles to get access to the vault and [The Sound Puzzle](#) to steal the Philosopher's stone. Then the alarm is triggered and the player has to find a way out of the caves.
- 6) Once they are back in the main hall of the bank, the Occamy they freed has grown blocking the exit. The player has to defeat him to get out of the bank.



LEVEL SCRIPT

The level is divided into two macro-areas. The first part takes place outside in Diagon Alley where the player can explore the street, buy stuff and ask merchants and passers-by infos about the bank. The second part is set inside the Gringotts Wizarding Bank. The player must find a way to distract the goblins at the main hall and sneak their way into the bank. From now on he has to explore the caves avoiding guards and reach the vaulted room, steal the Philosopher's stone and find a way out.

CUTSCENE 1: Area Introduction

Minerva and Dvalin reach Diagon alley.

Dvalin: "We will never be able to sneak into the bank like this. They will never let two students access the vault."

Minerva: "Maybe not two students, but they will certainly let a couple of normal businessmen in..."

Dvalin: "Polyjuice potion!"

Minerva: "Ok so we need to find the ingredients."

Dvalin and Minerva are in Diagon Alley searching for info on how to find the ingredients. The knotgrass will be given to Minerva after completing the herbalist quest, the shredded Boomslang skin will be found in Knockturn Alley defeating the snake, and the hair will be taken from some passers-by in the right alley near the bank.

Herbalist quest dialogue

Minerva: "Good morning, I would like to buy some knotgrass."

Herbalist: "I'm afraid I can't sell it. I only have one left and I need it to craft my potion."

Minerva: "Please, I really need that ingredient NOW!"

Herbalist: "If you really need it I will trade it with something equally important... 'One Thousand Magical Herbs and Fungi'! The best herbology book around. If you bring me that book I will be able to postpone the creation of the potion while I study."

Minerva enters the bookshop:

struggle noises

Bookseller: "HEEEELP! HEEEELP! HERE IN THE BACK!"

Following the noises Minerva finds the bookseller attacked by a group of monster books of monsters.

Minerva defeats the books and frees the bookseller.



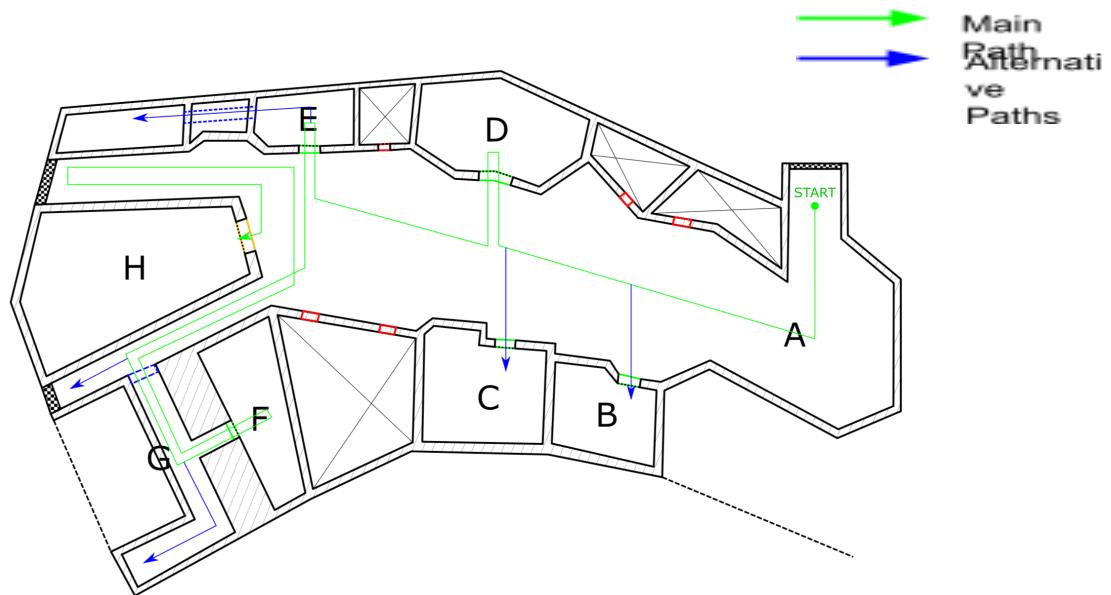
Bookseller: "Thanks goodness! I thought I was going to get seriously injured. Those books can be so evil. I will buy better cages for those monstrosities. Let me reward you with a free book. Choose the one you want, you don't owe me anything!"

Minerva: "There is no need, I love to help people in danger, but if I have to, I'd like 'One Thousand Magical Herbs and Fungi'".

Minerva returns to the herbalist to retrieve the knotgrass.

In Knockturn Alley the player will find the shredded Boomslang skin defeating the snake in Borgin and Burke shop.

A man standing back turned is talking at the end of the street. If the player approaches him making noises he will turn and see him, otherwise if the player uses the Hush spell he will not make noise and will be able to steal his hair.



Dvalin and Minerva craft the polyjuice potion, they sneak in a blind alley and drink the potion.

CUTSCENE 2: Transformation with the potion

Minerva: "How long will the effect last?"

Dvalin: "Enough to steal a stone"

They drink the potion

Minerva: "Dvalin?"

Dvalin: "Minerva?"

Minerva: "Seems like the potion worked!"

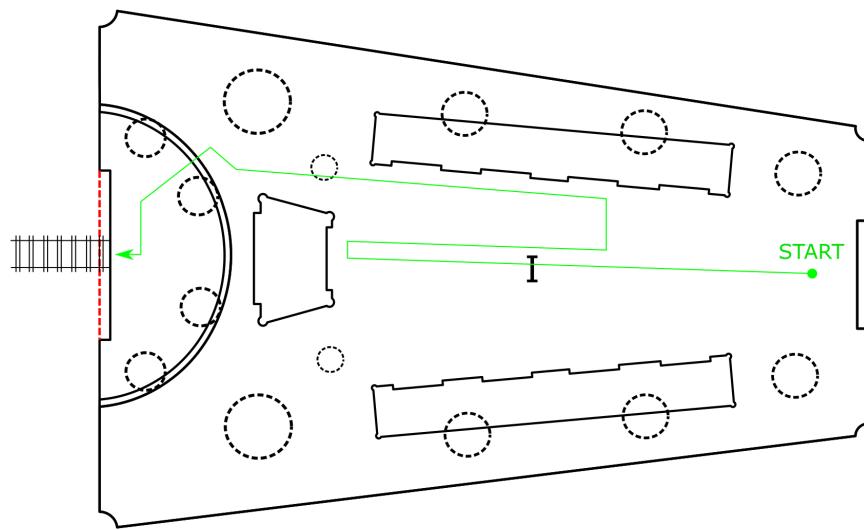
Dvalin: "Now we just need new names and we will be two perfect businessmen. I will be Regulus"



Minerva: "And I will be Mafalda"

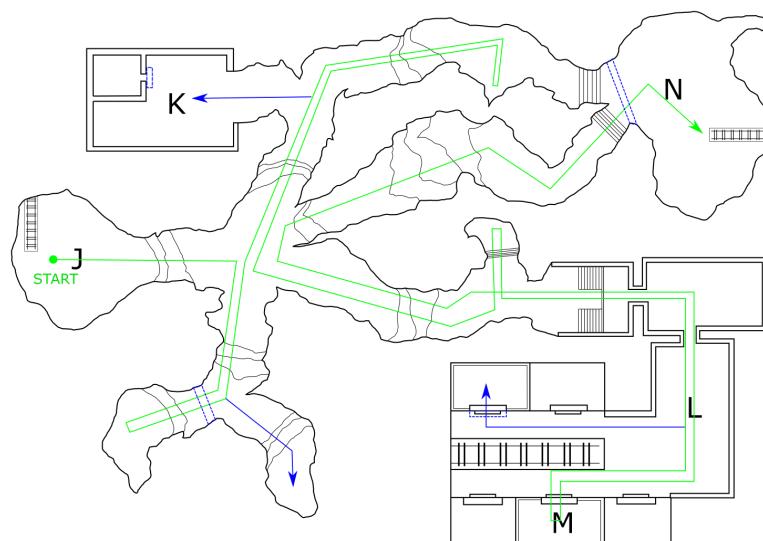
INSIDE THE BANK

At the beginning Minerva and Dvalin try to ask the chief manager goblin to be allowed in but the response is that access to the vaulted rooms is forbidden without a reservation. Searching for a way to pass they notice a little strange creature (Occamy) in a golden cage. The player must hit the cage three times with a spell and free the creature. It will start flying around and wreak havoc in the main hall. Once the goblins are distracted, Minerva and Dvalin can enter the bank unseen and ride a cart to the underground.



CUTSCENE 3: The creature causes panic

Dvalin: "Now it's our chance!"





Once in the cave the player must explore and find 3 puzzle pieces to open Vault 713. The pieces are hidden in the level. On the vault room door there's "The Gears" puzzle the player must solve to open it. Once the puzzle is solved →

CUTSCENE 4: The stone theft

Minerva: "Got it!"

The door opens.

Minerva searches for the Pylosophers' Stone in the vault.

After having solved the "Sound Puzzle" and having the stone stolen, they hear someone approaching.

Dvalin: "Let's get the stone and get out of here"

Minerva and Dvalin succeed in stealing the Philosopher's Stone but they get caught by a group of goblins. The player must fight the goblin and defeat them. Once the duel is over the player must follow a path to reach the exit. The final door is preceded by a wide circular area in which the player has to defeat another group of guards. They find their way back to the entrance riding a cart. The previous little creature now is a giant monster holding the exit.

CUTSCENE 5: The last obstacle

The creature grows.

Dvalin: "Damn..."

The player must defeat the Occamy to exit the bank and finish the level.

FINAL CUTSCENE 6: The revelation

The two escape and hide into a nearby alley.

Dvalin wants to keep the stone and give it to Voldemort.

Dvalin: "I need you to help me escape with the stone."

Minerva: "It's dangerous! We need to take it back to Dumbledore as fast as possible!"

Dvalin: "You can't understand! The fate of the magical world depends on this stone! The fate of Lord Voldemort depends on it!"

Minerva has to choose: help Dvalin or report the fact to Dumbledore.



-HELP DVALIN

Minerva: "How do you know all of this?"

Dvalin: "I can't tell you yet. You need to trust me. Dumbledore is not who you think it is, he will do anything to get this stone and we need to protect it."

Minerva: "I want to trust you. You're a good friend and did so much for me."

-REPORT TO DUMBLEDORE

Minerva: "Lord who?? No! This stone is too dangerous for us to handle! We need to give it to someone who knows what to do like Dumbledore"

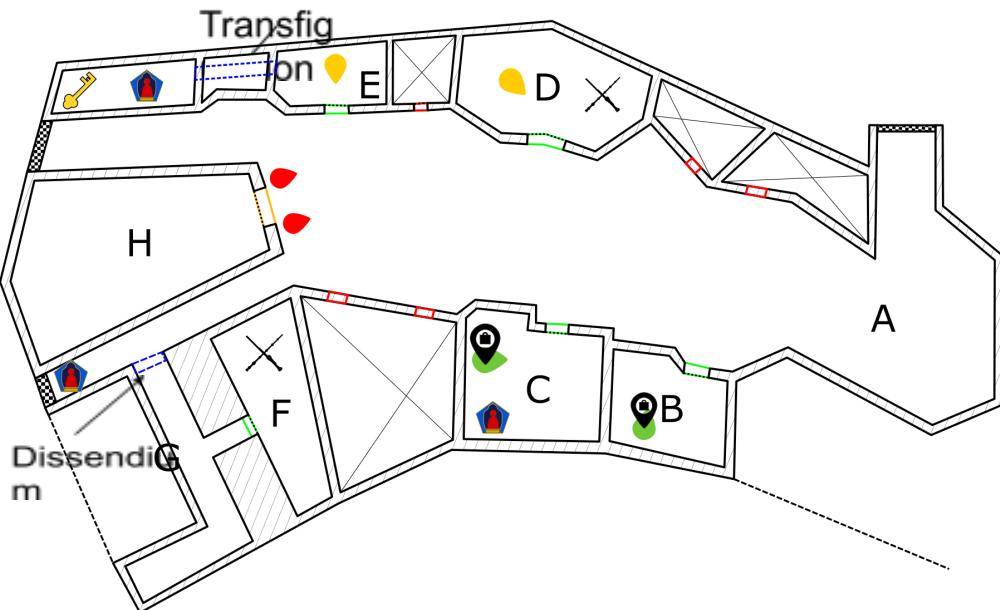
Dvalin: "I know you wouldn't understand..."

Dvalin casts a spell onto Minerva, steals the stone and she falls to the ground unconscious.

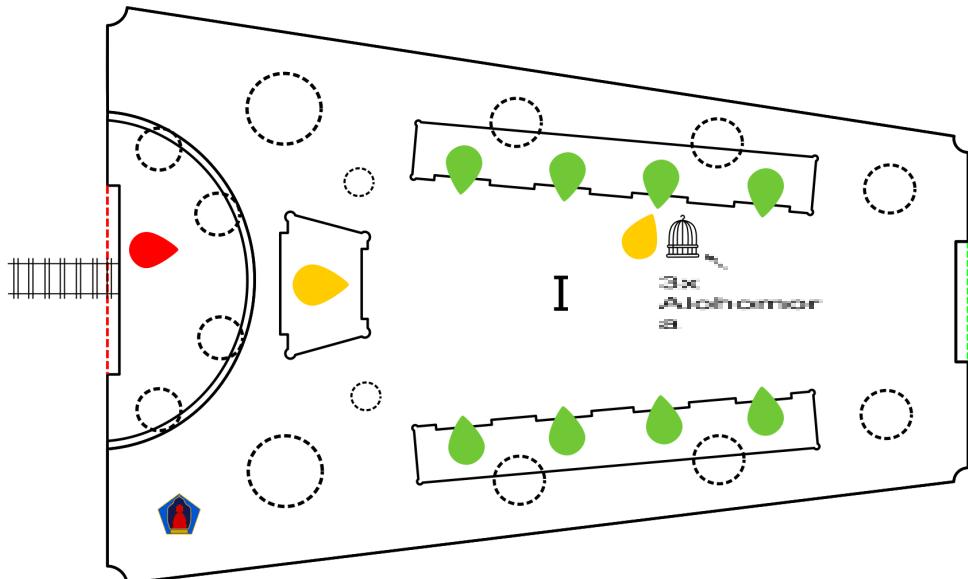


LEVEL MAPS

Diagon Alley



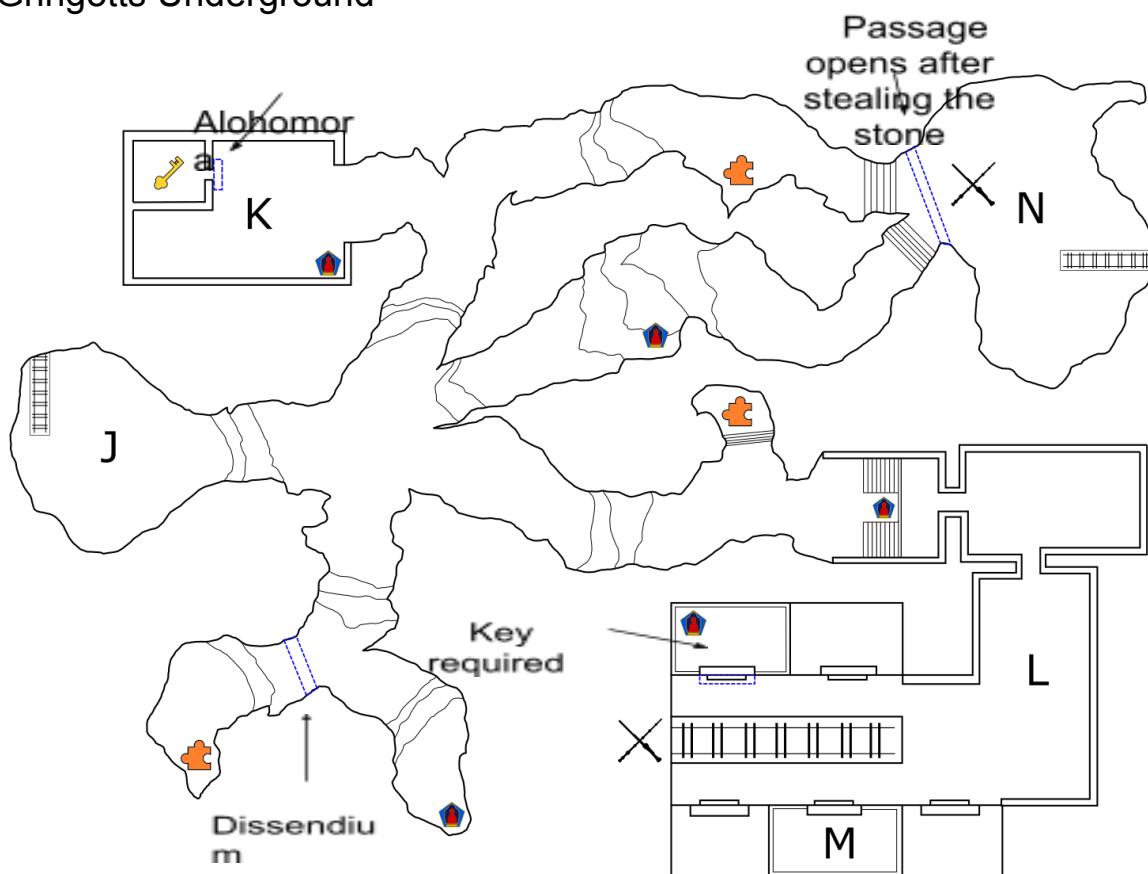
Bank Hall



- A** Diagon Alley Main Street
- B** Olivander's
- C** Gambol and Japes
- D** Flourish and Blotts
- E** Slug and Jiggers
- F** Borgin and Burke
- G** Knockturn Alley
- H** Gringotts Wizarding Bank
- I** Bank Main Hall
- J** Underground main cave
- K** Depot
- L** Vaults Hall
- M** Vault 713
- N** Exit Cave
- Open Door
- Closed Door
- Passage with condition
- Map Edge
- Puzzle piece
- Key
- Chocolate Frog Card
- Shop
- Guard
- Friendly NPC
- Quest/Story NPC
- Combat
- Occamy Cage



GriGotts Underground





ITEMS

CONSUMABLE ITEMS

WIGGENWELD POTIONS

The Wiggenweld Potion is a healing potion with the power to cure injuries and is also an antidote to sleeping potions and spells.

During the game the player can craft this potion if he has the ingredients and has learned how to make a potion during the classes in the second level. The potion can also be purchased by merchants in some levels.

There are two versions of this potion:

- Small Wiggenweld Potion: heals the character for 20 HP
- Big Wiggenweld Potion: heals the character for 35 HP



WIT-SHARPENING POTION

The Wit-Sharpening Potion is a potion which allows the drinker to think more clearly.

The player can buy this potion from some merchants or craft it himself if he has the ingredient and has learned how to make potions.

This potion allows the player to concentrate more and makes the spells he uses more powerful adding +5 bonus damage for 3 turns.



DR FILIBUSTER'S FABULOUS WET-START, NO-HEAT FIREWORKS

Magical fireworks that are set off when wet with water.

The player can buy them from a merchant in Gambol and Japes Wizarding Joke Shop in Diagon Alley or find them in Hogwarts.

In combat, they allow you to distract the enemy, lowering their dodging skills (-1 Enemy AC) for 5 turns.





COLLECTIBLES

CHOCOLATE FROG CARDS

Chocolate Frog Cards (also known as Famous Witches and Wizards Cards) are trading cards that display pictures of famous witches and wizards and give small amounts of information about them. The Cards are obtained by buying Chocolate Frogs, the container of which has a random card inside. During the game the player must find the cards hidden in the levels and try to complete the collection.



WEAPON UPGRADES

WAND UPGRADE

A new mysterious upgrade to the wand offered by Ollivanders, allows you to permanently increase INT stat by 1.

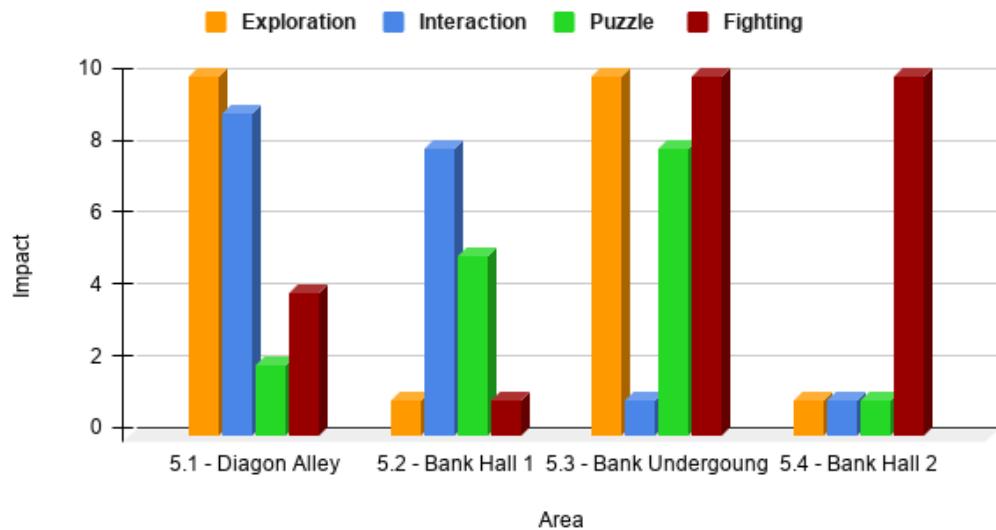




EVENT DIAGRAM

LEVEL 5. THE HEIST (Impact - Area)

Event Impact Diagram



Exploration: Level map exploration.

Interaction: NPCs and game objects interactions.

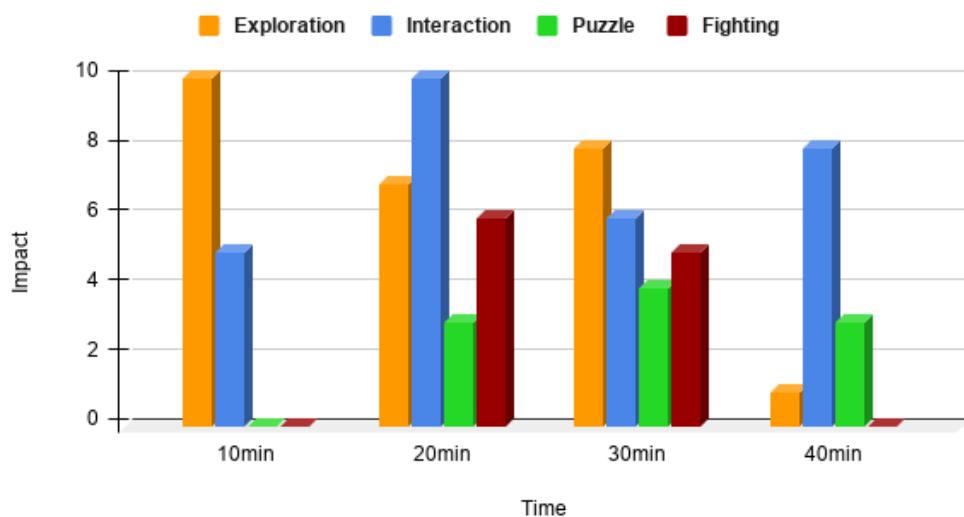
Puzzle: Riddle solving and map secrets.

Fighting: Minor enemies or boss battles.

Area 5.1 - Diagon Alley

EVENT IMPACT DIAGRAM

5.1 - Diagon Alley

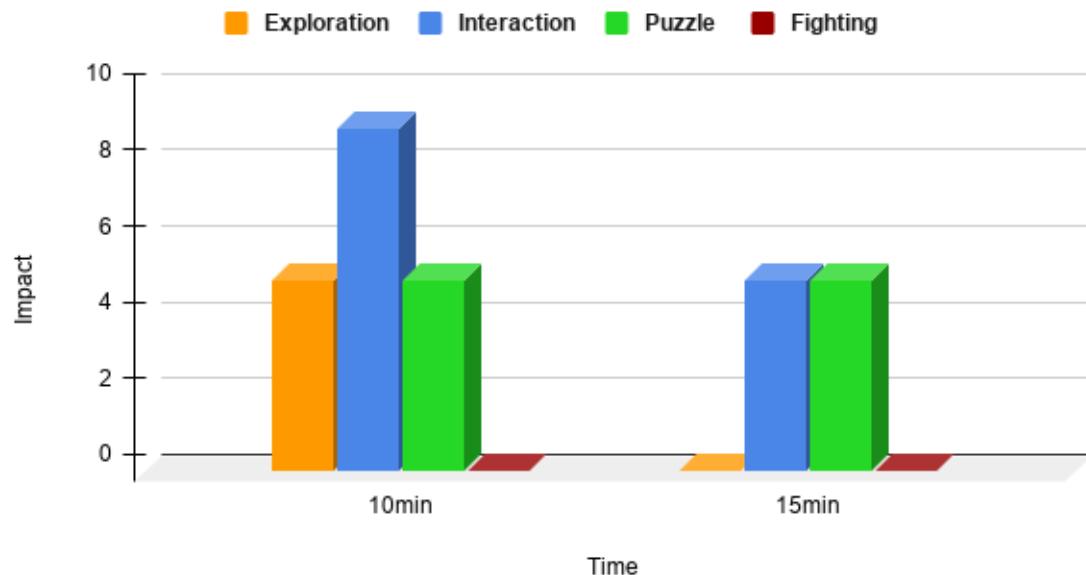




Area 5.2 - Bank Hall 1

EVENT IMPACT DIAGRAM

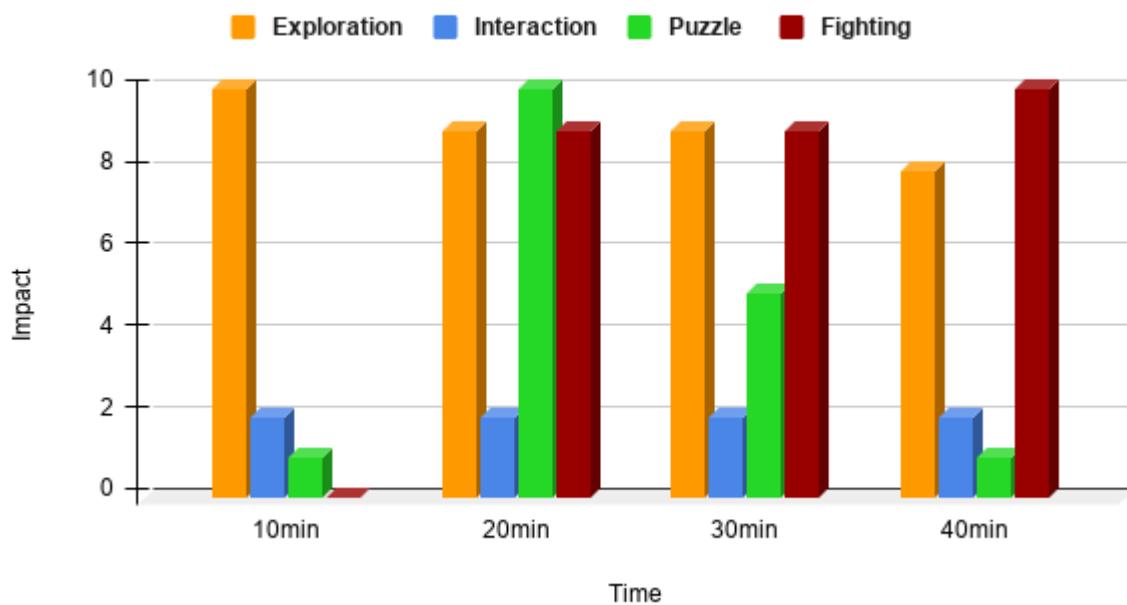
5.2 - Bank Hall 1



Area 5.3 - Bank Underground

EVENT IMPACT DIAGRAM

5.3 - Bank Underground

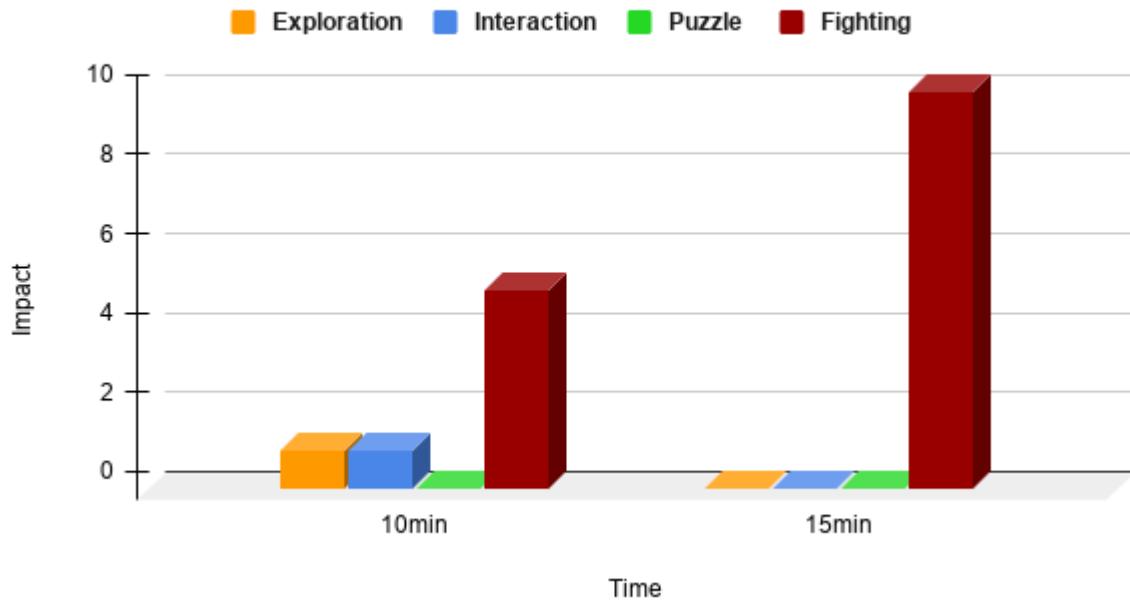




Area 5.4 - Bank Hall 2

EVENT IMPACT DIAGRAM

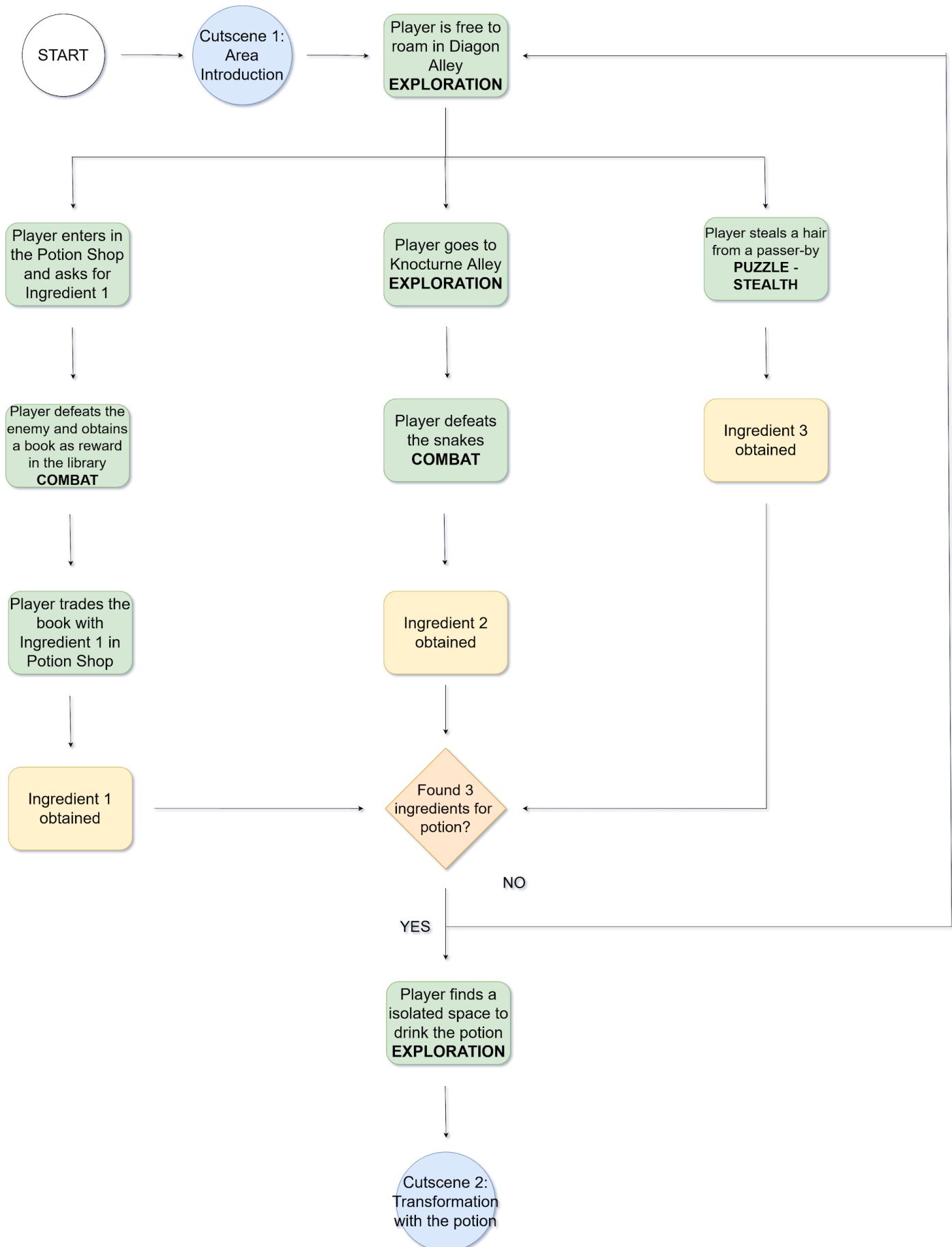
5.4 - Bank Hall 2





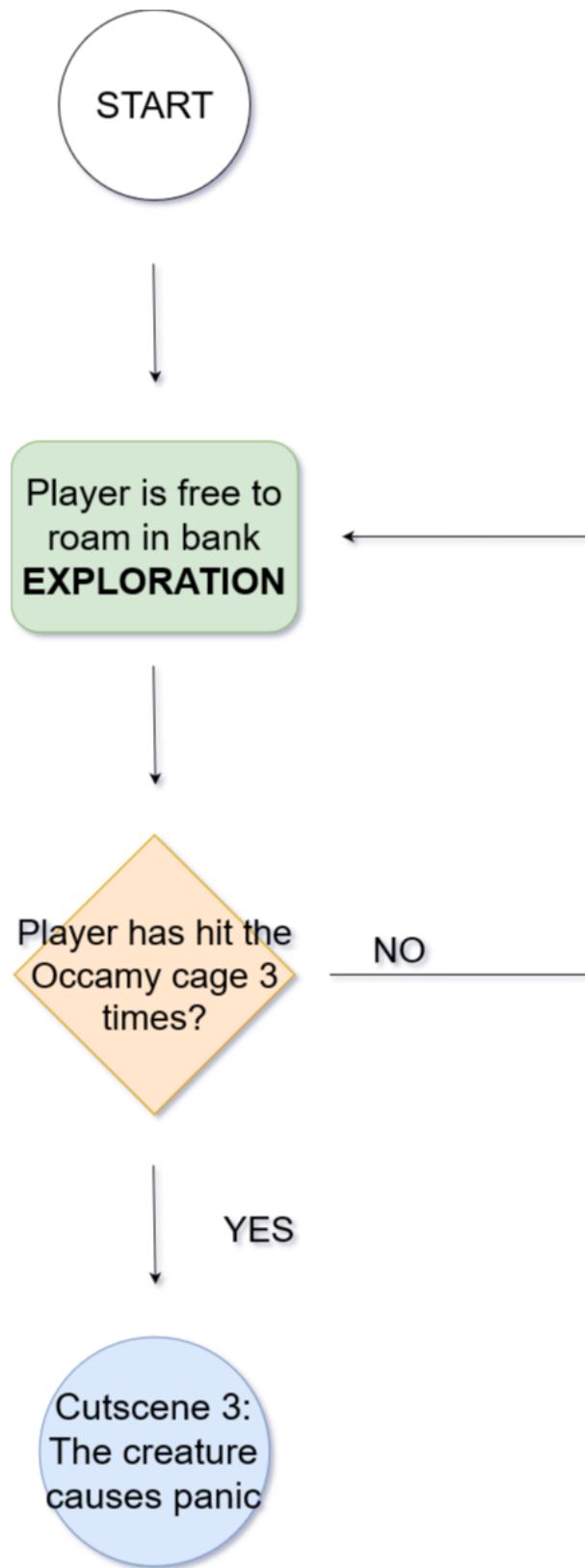
LEVEL FLOWCHART

DIAGON ALLEY



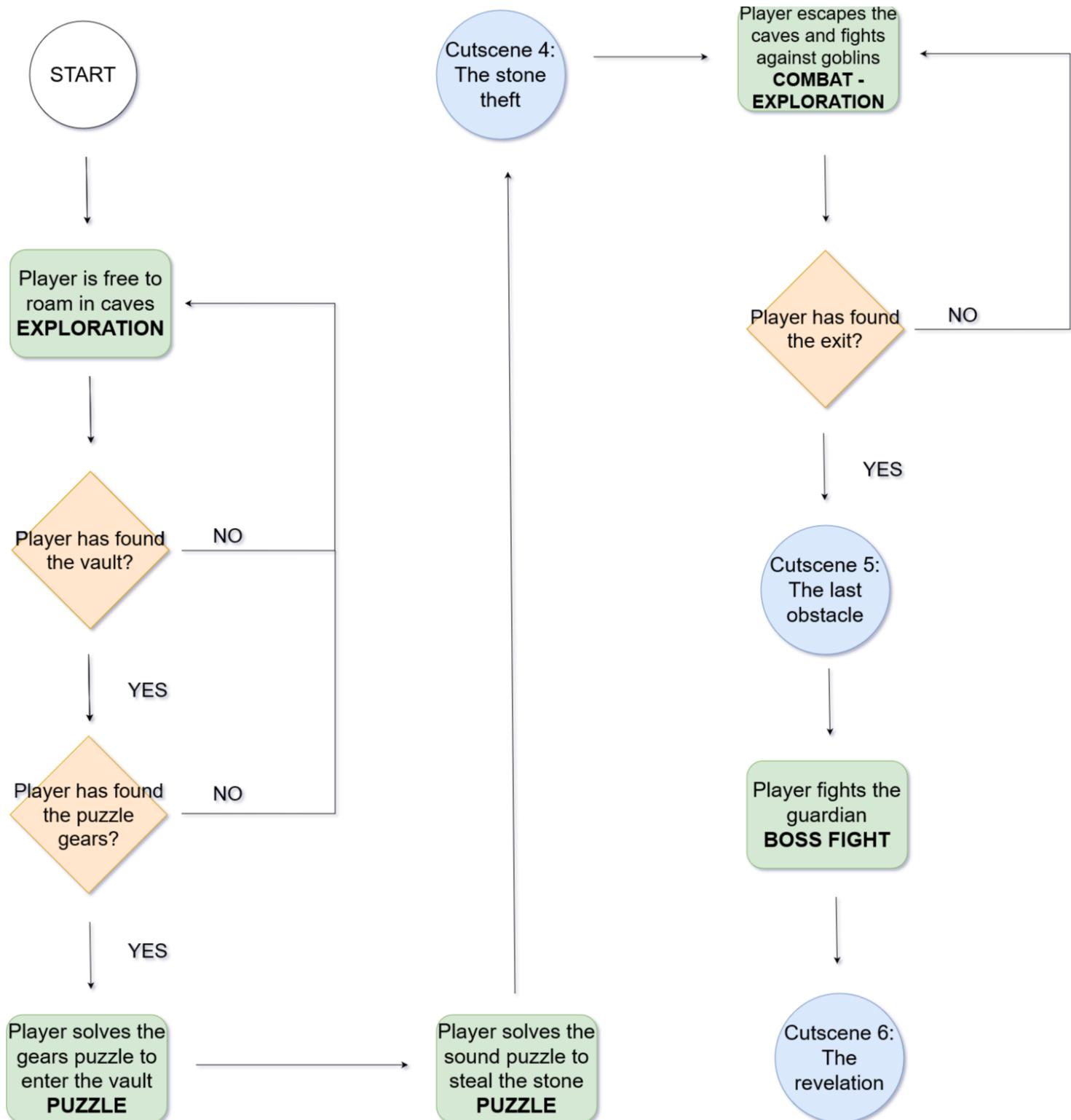


BANK





CAVES





SKILLS CHART

SKILL (SPELL)/ LEVEL (AREA)	1 London	2 Hogwarts	3 Library	4 Forest	5 Diagon Alley	6 Hogwarts	7 Hogsmeade
Open chests (Alohomora)	L	X	X		X		X
Open lock doors (Alohomora)	L		X		X		X
Shed light (Lumos)			L	R	R		
Reveal secret passages (Dissendium)	L	X	R		R	X	
Mask noises (Hush)			L	X	X	R*	
Make objects appear/disappear (Evanesco)			L	X		X	
Shrink/enlarge objects (Reducio/Engorgio)			L			X	X
Transfiguration		L	X	X	X	X	X
Make potions		L	X	X	R		X
Basic combat skills**		L	R	R	R	X	R
Advanced combat skills***				L	X		X
L = learned R = required X = present							

*Required only in the bad ending

**Level 0-2 combat spells

***Level 3-4 combat spells

Learned = skill acquired during the level

Required = needed to complete the level

Present = needed only for minor actions, not mandatory to complete the level



ENEMIES CHART

CREATURE / LEVEL (AREA)	1 London	2 Hogwarts	3 Library	4 Forest	5 Diagon Alley	6 Hogwarts	7 Hogsmeade
Cornish Pixies		X		X			
Boggarts		X	X				
Bullies		X				X	
Keeper			X				
The monster book of monsters			X		X		
Spiders				X			
Blast-ended skrewt				X			
Devil's snare				MINI BOSS			
Acromantula				MINI BOSS			
Snake					X		
Goblin					X		
Occamy					BOSS		
Troll						X	
Dvalin							BOSS*
Dumbledore							BOSS*

X = present in level

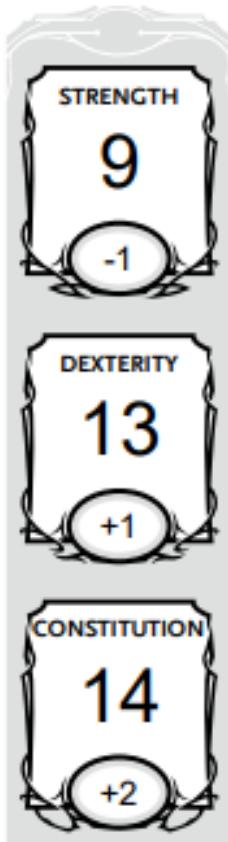
*the boss in the level will be different based on the player choice



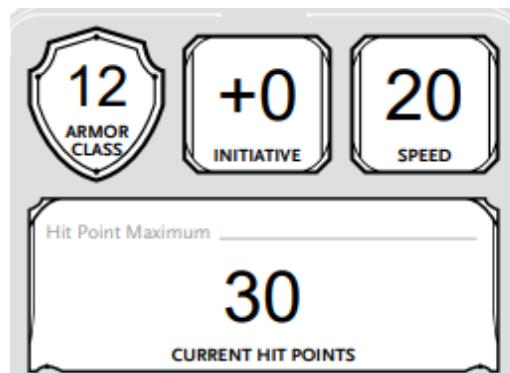
CHARACTERS' CARD

MINERVA MCGONAGALL

At beginning of the game Minerva will have those stats:

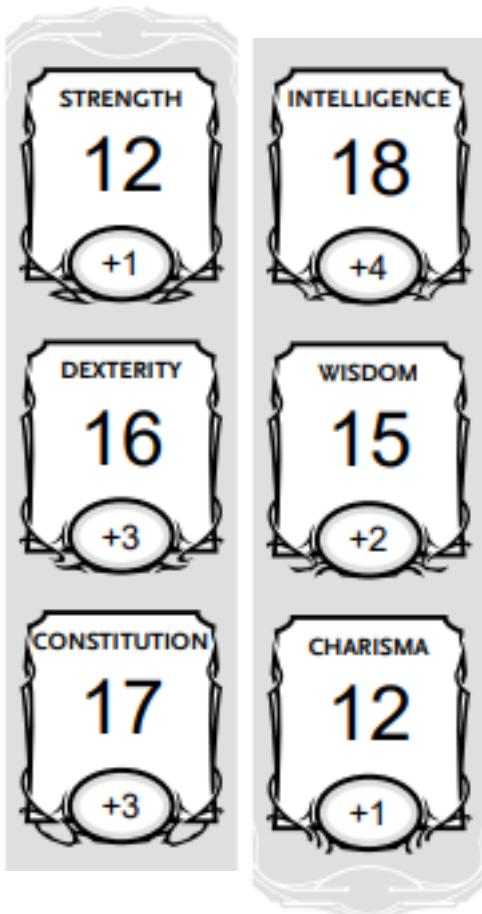


LEVEL 1

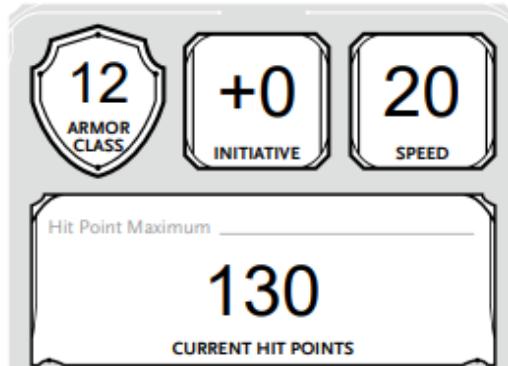


During the game the player will gain experience and level up defeating enemies and completing quests. Each level requires 10000 experience points. Every time he levels up he will gain 2 assignable points to increase his stats and +10 hit points.
Hit points: $30 + 10 \times \text{LEVEL}$

In *LEVEL 5. THE HEIST* we assume Minerva to be at level 10. Among the 20 stat points that can be assigned at level 10 we assume that on average the player spends the points equally (+3 points each stat). So, Minerva stats in our level will be as follows:



LEVEL 10



MINERVA'S COMBAT SKILLS

The player can use one spell each turn. Some spells have free uses, while others have a turn-based cooldown. Spells with “*” are in common with Dvalin. Cooldowns are shared among characters, which means that if you cast a level 3 spell with Minerva you will have to wait 3 turns before casting another level 3 spell both with Minerva and Dvalin.

LEVEL 0 (cooldown: 0 turns)

- **Aqua eructo***: *range attack 60 ft.*, 2d8 cold damage. On a hit reduce enemy speed by 10 ft. until the start of your next turn. (Avg dmg: 9)
- **Flipendo***: *range attack 60 ft.*, choose one or two creatures you can see, on hit they take 2d6 dmg. (Avg dmg: 7)
- **Bombarda***: *range attack 120 ft.*, on hit the target takes 1d10 fire damage. (Avg dmg: 5.5)
- **Ventus***: *range attack 10ft.*, on hit deals 1d12 damage. (Avg dmg: 6.5)
- **White Sparks***: *range attack 5 ft.*, on hit the target takes 2d8 lightning damage and it can't take reactions until the start of its next turn. (Avg dmg: 9)



LEVEL 1 (cooldown: 0 turns)

- **Episkey***: *range: touch*. A creature you touch regains a number of hit points equal to $1d8 + \text{your spellcasting ability modifier}$.
- **Lumos Solem***: *AoE range attack 15 ft. cube*, each creature in the area must make a CON ST, on a failed save a creature takes $2d8$ thunder damage and is pushed 10 ft. away from you, on a successful save a creature takes $2d8$ thunder damage and isn't pushed. (Avg dmg: 9)
- **Oblivium**: *range attack 120 ft.*, on hit it deals $3d4+3$ force damage. (Avg dmg: 10.5)
- **Protego**: *range:self*, casting time: 1 reaction, which you take when you are hit by an attack or targeted by an enemy spell. Until the start of your next turn you have a +5 bonus to AC including against the triggering attack.

LEVEL 2 (cooldown: 1 turns)

- **Petrificus Totalus***: *range 60 ft.*, the target must succeed on a WIS ST or be paralyzed for 2 turns. At the end of each of its turns, the target can make another WIS ST. On a success, the spell ends on the target.
- **Everte Statum**: *range 60 ft.*, each creature on a 10 ft. radius sphere centered on that point must make a CON ST. A creature takes $5d8$ thunder damage on a failed save, or $4d8$ damage on a successful one. (Avg dmg: 18)
- **Wingardium Leviosa**: *range:self*, thanks to the power of magic, the target levitates up to 30 feet to an unoccupied space that you can see. You can target yourself.

LEVEL 3 (cooldown: 3 turns)

- **Confringo***: *range 150 ft.*, each creature in a 20 ft. radius sphere centered on that point takes $8d6$ fire damage. (Avg dmg: 28)
- **Expecto Patronum***: *range: self(100 ft. line)*. A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line takes $8d6$ lightning damage. (Avg dmg: 28)

LEVEL 4 (cooldown: 4 turns)

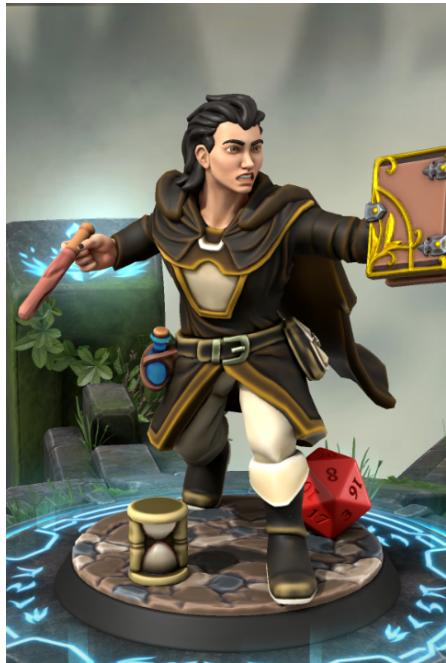
- **Ademonio**: *range 150 ft.* The target takes $10d8$ lightning damage. A target must make a DEX ST. On a failed save the creature is stunned for 1 turn. (Avg dmg: 45)

Minerva average turn damage $\sum(\text{damage of a spell spread in its turns of cooldown})/\text{number of damage spells}$

$$((9+7+5.5+6.5+9)+(9+10.5)+(18/2)+((28+28)/4)+(45/5))/11 = \mathbf{8.05 \text{ Avg Dmg}}$$



DVALIN HAWKS



As the second playable character, we assume Dvalin to have the same stats of Minerva in our level. Some combat skills will be different.

LEVEL 10 STATS

Armor Class: 12

Hit Points: 130

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	17(+3)	18(+4)	15(+2)	12(+1)

DVALIN'S COMBAT SKILLS

LEVEL 0 (cooldown: 0 turns)

- **Aqua eructo***: *range attack 60 ft.*, 2d8 cold damage. On a hit reduce enemy speed by 10 ft. until the start of your next turn. (Avg dmg: 9)
- **Flipendo***: *range attack 60 ft.*, choose one or two creatures you can see, on hit they take 2d6 dmg. (Avg dmg: 7)
- **Bombarda***: *range attack 120 ft.*, on hit the target takes 1d10 fire damage. (Avg dmg: 5.5)
- **Ventus***: *range attack 10ft.*, on hit deals 1d12 damage. (Avg dmg: 6.5)
- **White Sparks***: *range attack 5 ft.*, on hit the target takes 2d8 lightning damage and it can't take reactions until the start of its next turn. (Avg dmg: 9)

LEVEL 1 (cooldown: 0 turns)

- **Episkey***: *range: touch*. A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.
- **Lumos Solem***: *AoE range attack 15 ft. cube*, each creature in the area must make a CON ST, on a failed save a creature takes 2d8 thunder damage and



is pushed 10 ft. away from you, on a successful save a creature takes 2d8 thunder damage and isn't pushed. (Avg dmg: 9)

- **Expulso:** *range:self (15 ft. cone)*, each creature in a 15 ft. cone takes a 3d6 fire damage. (Avg dmg: 10.5)
- **Stupeficium:** *range 90 ft.*, roll 5d8; the total is how many hit points of creature this spell can affect. Each creature affected by this spell falls unconscious for 3 turns.

LEVEL 2 (cooldown: 1 turns)

- **Alimentes flames:** *range 60 ft.*, A 5 ft. diameter sphere of fire appears in an unoccupied space of your choice within range. Any creature that ends its turn within 5 feet of the sphere must make a DEX ST. The creature takes 3d6 fire damage. On a failed save it is burned and takes 3 dmg per turn for the next 5 turns. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. (Avg dmg: 10.5)
- **Apparition:** *range:self*, briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

LEVEL 3(cooldown: 3 turns)

- **Confringo*:** *range 150 ft.*, each creature in a 20 ft. radius sphere centered on that point takes 8d6 fire damage. (Avg dmg: 28)
- **Fiendfyre*:** *range: self(100 ft. line)*. A set of flames forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line takes 8d6 fire damage. (Avg dmg: 28)

LEVEL 4(cooldown: 4 turns)

- **Sectumsempra:** *range 150 ft.* The target takes 10d8 lightning damage. A target must make a DEX ST. On a failed save the creature is stunned for 1 turn. (Avg dmg: 45)

Dvalin average turn damage

$\sum(\text{damage of a spell spread in its turns of cooldown})/\text{number of damage spells}$

$$((9+7+5.5+6.5+9)+(9+10.5)+(10.5/2)+((28+28)/4)+(45/5))/11 = \mathbf{7.70 \text{ Avg Dmg}}$$



ENEMIES CARDS

All the calculations of Minerva and Dvalin's hit probability consider a spell attack modifier of +4 given from the INT stat and +4 bonus proficiency because Minerva and Dvalin are proficient with their wand.

The calculations for Minerva and Dvalin average damage assume the worst case scenario for saving throws and disregard possible status effects damage (eg. burn status damage) and enemies damage modifiers (eg. Delicate Plumage for the Occamy).

For enemies only ability modifiers (and not proficiency) are considered for their attack, for balancing purposes.

At the end of each combat all characters are fully healed.

The enemies attack the closest player's character (if both Minerva and Dvalin are at the same distance from the enemy the one with more health will be targeted).

In enemies state diagrams the probability of an attack is considered 0% if the condition is not satisfied. If no action can be done because no condition is satisfied the enemy stands still and ends his turn.

In the state diagrams different possible paths for each turn are identified by different colors and are exclusive (choose one each turn).

The “Reposition” action in the state diagrams has different meaning based on the enemy that performs it:

- aggressive enemies (monster book of monsters and snake): they keep moving toward the player's characters if possible
- Goblins: they run away if their current HP is < 50% or keep moving toward the player's characters if their current HP is \geq 50%
- Occamy: if his radius is \geq 10 ft. he moves towards the player's characters and runs back if his radius is 5 ft.



THE MONSTER BOOK OF MONSTERS



STATS

Armor Class: 12

Hit Points: 58 (9d8+18)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12(+1)	15(+2)	5(-3)	13(+1)	8(-1)

Invasive attack: dodging the book of monsters' attack forces the player to move 1 square back.

Burn: This monster takes +5 dmg from fire based attacks.

Actions:

- Bite (70%): *melee attack*, +1 (DEX) to hit, 7 (1d8 + 3) dmg;
- Acid Spit (30%): *range: 20ft.*, +1 (DEX) to hit, 7 (1d8 + 3) dmg + 4 (1d8) acid dmg;

Rewards:

- 750 Experience Points

The monster book of monsters is a particularly vicious sentient textbook that is used in Care of Magical Creatures.

The book is quite informative, but one usually finds it difficult to access the information within due to the book's unfortunate tendency to try and bite off the reader's fingers.

The only way to subdue the book is to stroke its spine, upon which the book opens placidly.



Combat balancing

How many turns does 3 books take to kill Minerva and Dvalin?

$(\text{Minerva'sBaseHp} + \text{Dvalin'sBaseHp}) / ((\text{EnemyAvgDamage} * \text{numOfActions}) \times P[\text{HitMinerva}] \times 3)$

$\text{EnemyAvgDamage} = \text{BiteDmg} * P[\text{Bite}] + \text{AcidSpitDmg} * P[\text{AcidSpit}]$

$P[\text{HitMinerva}] = 9/20$ (Minerva's AC = 12) + 1 (DEX)

$260 / ((7*0.7+11*0.3)*(9/20)*3) = 23.48 \text{ turns} \approx \mathbf{24 \text{ actual turns.}}$

How many turns does Minerva and Dvalin take to kill 3 books?

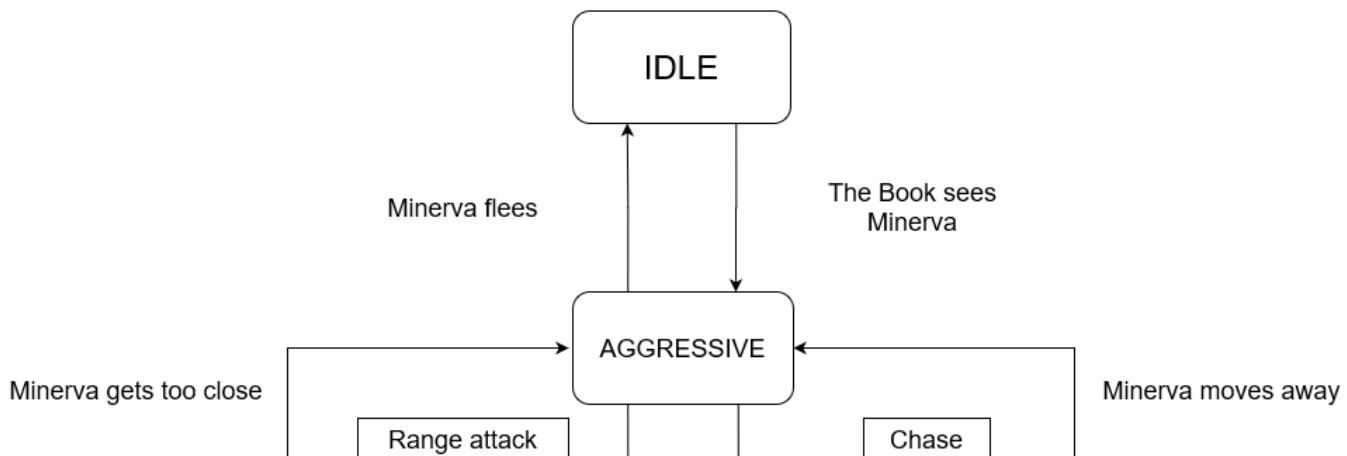
$(\text{Book'sBaseHp} * 3) / (\text{Minerva'sAvgDmg} * P[\text{MinervaHitBook}] + \text{Dvalin'sAvgDmg} * P[\text{DvalinHitBook}])$

$P[\text{MinervaHitBook}] = 8/20$ (Book AC = 15) + 4 (INT) +4 (Proficiency)

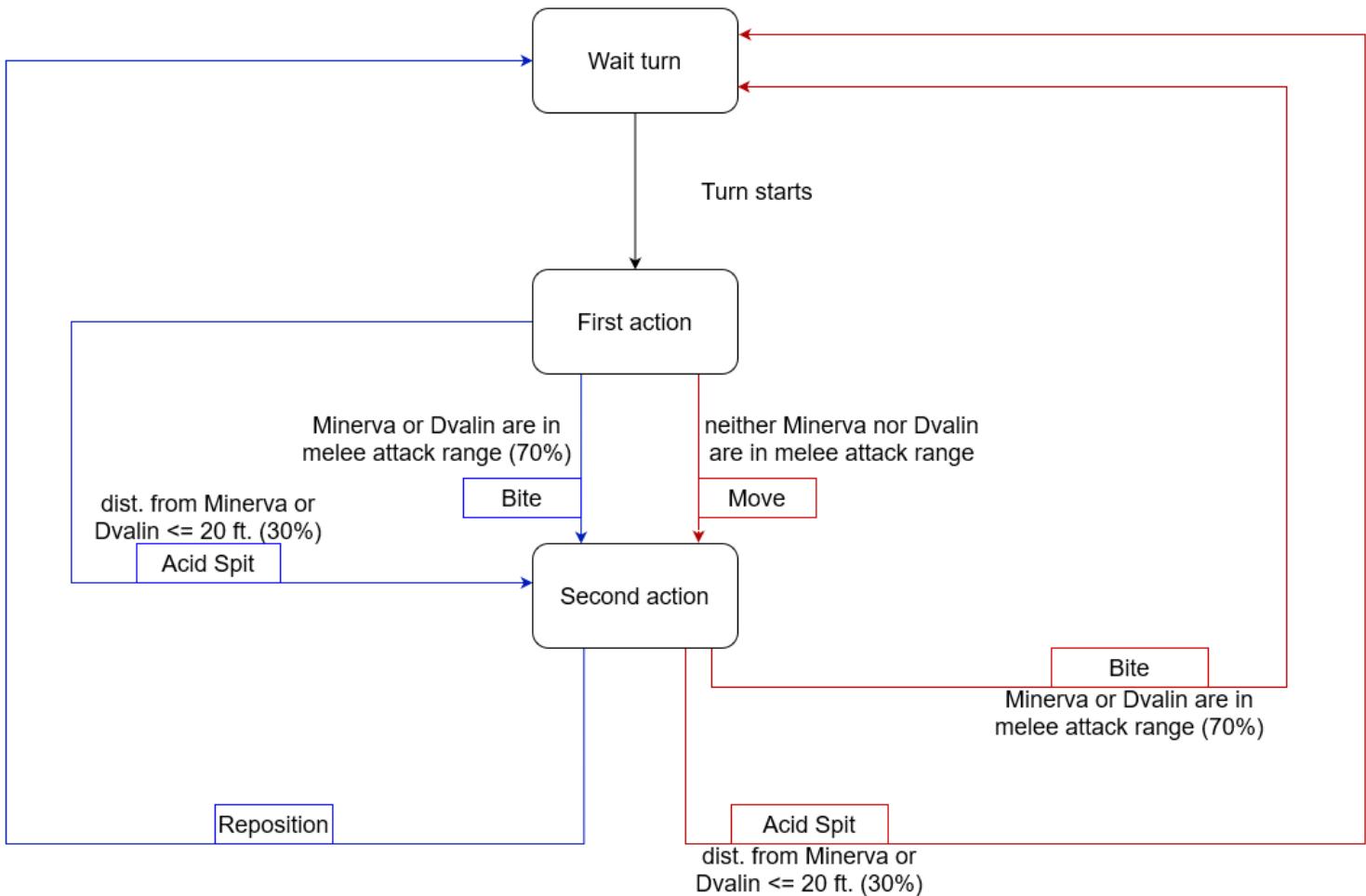
$58*3/(8.05*(16/20)+7.70*(16/20)) = 13.81 \text{ turns} \approx \mathbf{14 \text{ actual turns.}}$



Exploration Mode



Battle Mode





SNAKE



A snake is a long, thin, legless, carnivorous reptile.

In the Wizarding World serpents are often used in the worst kinds of Dark Magic, and are historically associated with evildoers.

STATS

Armor Class: 15

Hit Points: 120 (14d20+3)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	17(+3)	14(+2)	16(+3)	15(+2)	16(+3)

Corrosive Breath: At the start of each combat reduce the player's base AC by 1.

Moult: Below 70 Hp his speed increases at 80 ft.

Actions:

- Bite (60%): *melee attack*, +3 (DEX) to hit, on hit it deals 10 (2d6 + 3) dmg;
- Strangling (40%): *melee attack*, +3 (DEX) to hit, on hit it deals 30 dmg, if the previous attack was Strangling it deals 40 dmg;

Rewards:

- 1000 Experience points
- Shredded Boomslang skin



Combat balancing

How many turns does a snake take to kill Minerva and Dvalin?

$(\text{Minerva'sBaseHp} + \text{Dvalin'sBaseHp}) / ((\text{EnemyAvgDamage} * \text{numOfActions}) \times P[\text{HitMinerva}])$

$\text{EnemyAvgDamage} = \text{BiteDmg} * P[\text{Bite}] + \text{StranglingDmg} * P[\text{Strangling}] + \text{StranglingBonusDamage} * P[2x\text{Strangling}]$

$P[\text{HitMinerva}] = 9/20$ (Minerva's AC = 12-1(corrosive breath modifier)) + 3 (DEX)

$260 / ((10 * 0.6 + 30 * 0.4 + 10 * 0.4 * 0.4) * (12/20)) = 22.11 \text{ turns} \approx \textbf{23 actual turns.}$

How many turns does Minerva and Dvalin take to kill a snake?

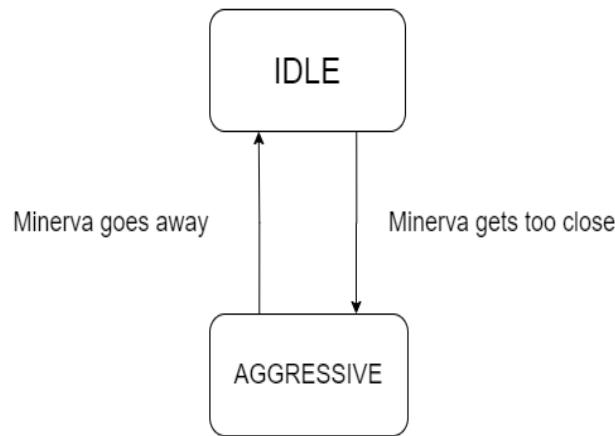
$(\text{Snake'sBaseHp}) / (\text{Minerva'sAvgDmg} * P[\text{MinervaHitSnake}] + \text{Dvalin'sAvgDmg} * P[\text{DvalinHitSnake}])$

$P[\text{MinervaHitSnake}] = 5/20$ (Snake AC = 15) + 4 (INT) +4 (Proficiency)

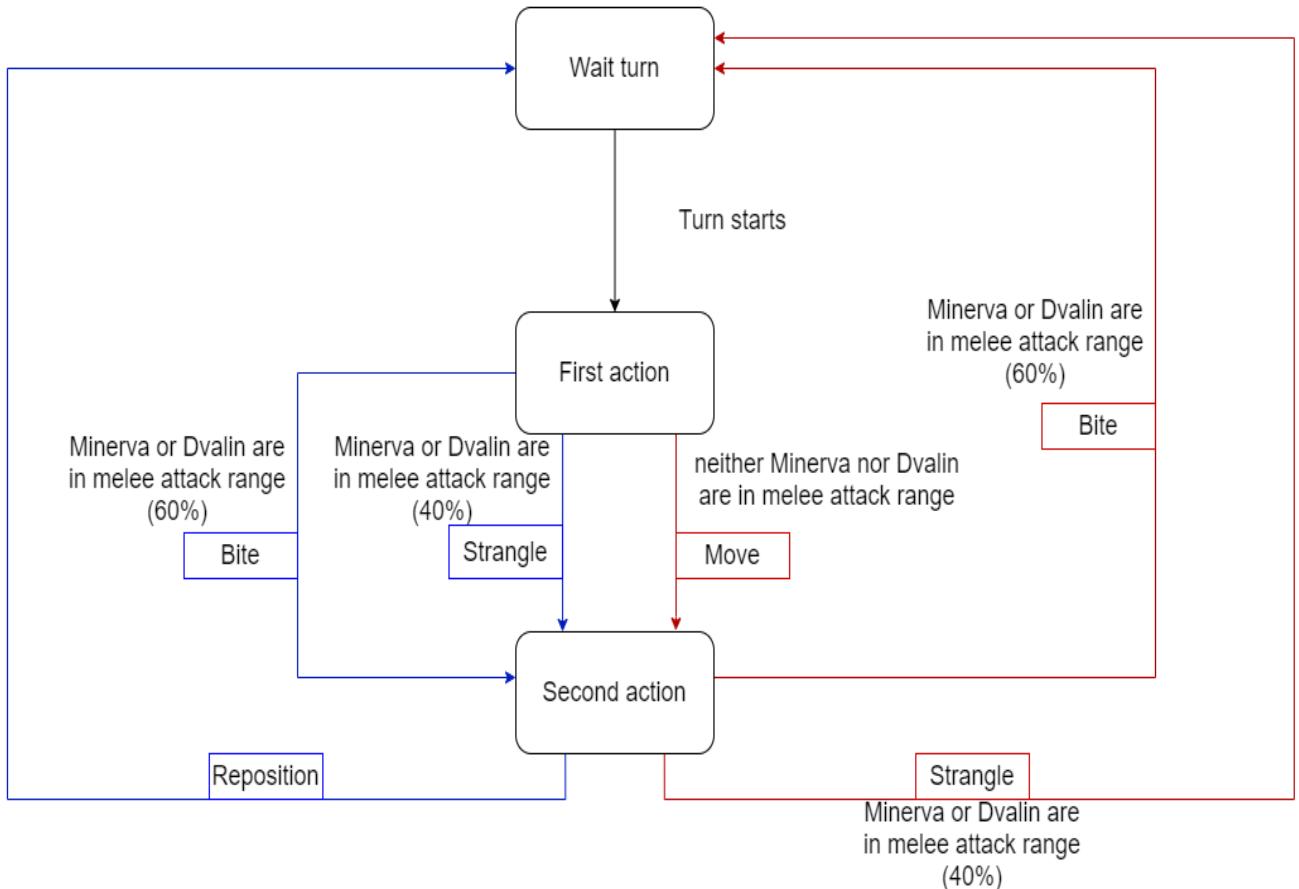
$120 / (8.05 * (13/20) + 7.70 * (13/20)) = 11.72 \text{ turns} \approx \textbf{12 actual turns.}$



Exploration Mode



Battle Mode





GOBLINS

Goblins are a highly intelligent race of small magical humanoid beings with long fingers and feet that coexist with the wizarding world.

They own and operate the Gringotts Wizarding Bank.

Goblins have their type of magic and can do magic without a wand.



STATS

Armor Class: 11

Hit Points: 27 (5d8+5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	13(+1)	12(+1)	15(+2)	11(+0)

Teamwork: if 2 or more goblins are nearby (max 5 ft. apart) they deal +2 damage on each attack.

Actions:

- Magic missile (30%): *range attack* 120 ft., +1 (INT) to hit, the goblin creates three glowing darts of magical force. A dart deals 4 (1d4+1) force damage when it hits a target. The darts all strike simultaneously, and you can be directed to hit one creature or several.
- Aqua eructo (40%): *range attack* 120 ft., +1 (INT) to hit, 9 (2d8) cold damage. On a hit reduce enemy speed by 10 ft. until the start of your next turn;
- Bombarda (30%): *range attack* 120 ft., +1 (INT) to hit, on hit the target takes 6 (1d10) fire damage;

Rewards:

- 500 Experience Points



Combat balancing

How many turns does 4 goblins take to kill Minerva and Dvalin?

$(\text{Minerva'sBaseHp} + \text{Dvalin'sBaseHp}) / ((\text{EnemyAvgDamage} * \text{numOfActions}) \times P[\text{HitMinerva}])$

$\text{EnemyAvgDamage} = \text{MagicMissileDmg} * 3 * P[\text{MagicMissile}] + \text{AquaReductoDmg} * P[\text{AquaReducto}] + \text{BombardaDamage} * P[\text{Bombarda}]$

$P[\text{HitMinerva}] = 8/20$ (Minerva's AC = 12) + 1 (INT)

$260 / ((12*0.3+9*0.4+6*0.3)*(9/20)*4) = 16.05$ turns ≈ 17 actual turns.

How many turns does Minerva and Dvalin take to kill 4 goblins?

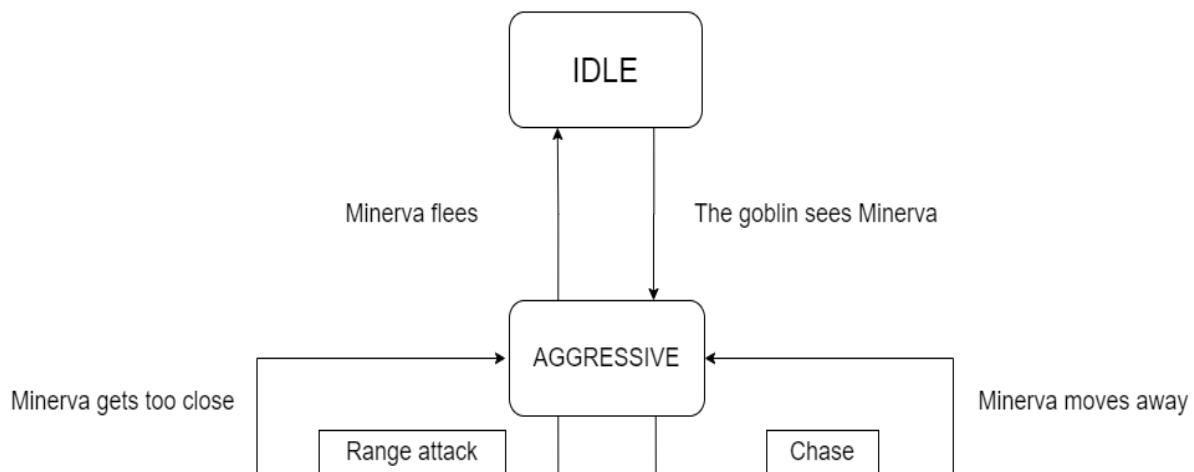
$(\text{Goblins'sBaseHp} * 4) / (\text{Minerva'sAvgDmg} * P[\text{MinervaHitGoblin}] + \text{Dvalin'sAvgDmg} * P[\text{DvalinHitGoblin}])$

$P[\text{MinervaHitGoblin}] = 9/20$ (Goblin AC = 11) + 4 (INT) +4 (Proficiency)

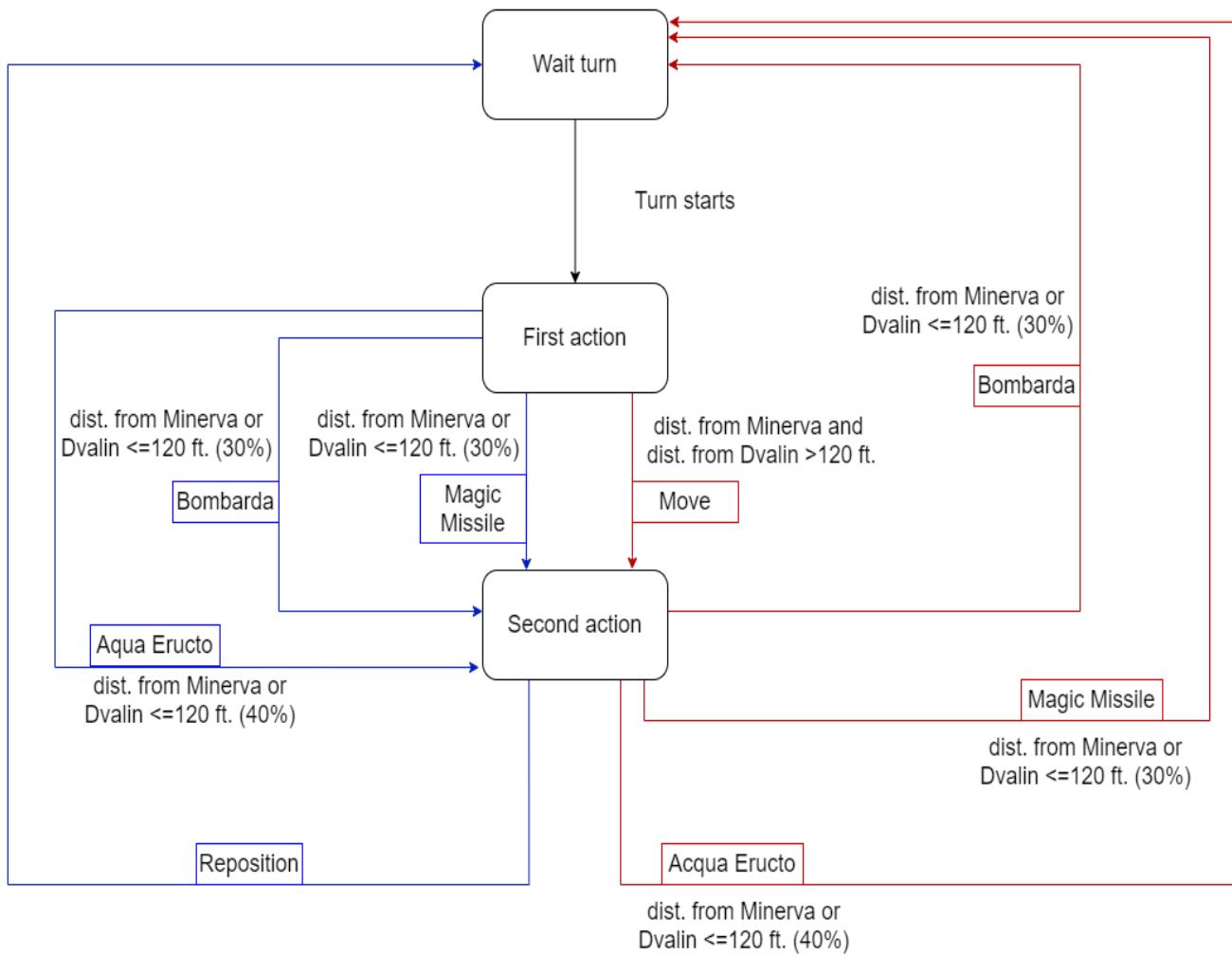
$27*4 / (8.05*(17/20)+7.70*(17/20)) = 8.07$ turns ≈ 9 actual turns.



Exploration Mode



Battle Mode





OCCAMY



The Occamy is a plumed, two-legged serpentine-bodied creature with wings that reach up to fifteen feet in height. It is extremely aggressive to anyone who approached it.

The Occamy is known to be choranaptyxic, meaning it can grow or shrink in order to fit available space.

STATS

Armor Class: 18

Hit Points: 200 (15d10+45)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	18(+4)	16(+3)	16(+3)	19(+4)	18(+4)

Conductivity: this creature takes -2 damage from any lightning based attack.

Delicate plumage: this creature takes +2 damage from any fire based attack.

Rest: while dormant it recovers 5 (1d10) Hit Points per turn;

Choranaptyxicity: the Occamy has either 10% probability to expand or 10% probability to shrink at the start of his turn;

Actions:

- Bite (35%): melee attack, +4 (STR) to hit, on hit it deals 10 (2d6 + 3) dmg;
- Expansive crush (30%): ranged attack 20 ft., +4 (STR) to hit, the Occamy increases his radius by 5 ft. (max 15ft. radius). If he hits a wall the Occamy moves fitting the space. On hit it deals 15 (4d6+1) force damage, he decreases his speed by 10 ft. and stun the target for 1 turn;



- Shrinking (30%): ranged attack 40ft., +4 (STR) to hit, the Occamy shrinks. His radius decreases by 5ft (min 5 ft. radius). On hit it deals 15 (4d6+1) lightning damage and increases his speed by 10ft.
- Screech (5%): goes dormant for 2 turns. When he wakes up he deals 35 AoE damage to all the battlefield characters despite their AC.

Rewards:

- Occamy's feather (wand refinement material);
- 4000 Experience points

Combat balancing**How many turns does the Occamy take to kill Minerva and Dvalin?**

(Minerva'sBaseHp + Dvalin'sBaseHp) / ((EnemyAvgDamage * numActions) x P[Hit Minerva])

EnemyAvgDamage = BiteDmg * P[Bite] + ExpansiveCrushDmg * P[ExpansiveCrush]
+ ShrinkingDmg * P[Shrinking] + ScreechDamage / dormant turns * P[Screech]

P[HitMinerva] = 8/20 (Minerva's AC = 12) + 4 (STR)

260/((10*0.35+15*0.3+15*0.3)*(12/20)+(35*2/3*0.05)) = 30.00 turns ≈ **30 actual turns.**

How many turns does Minerva and Dvalin take to kill the Occamy?

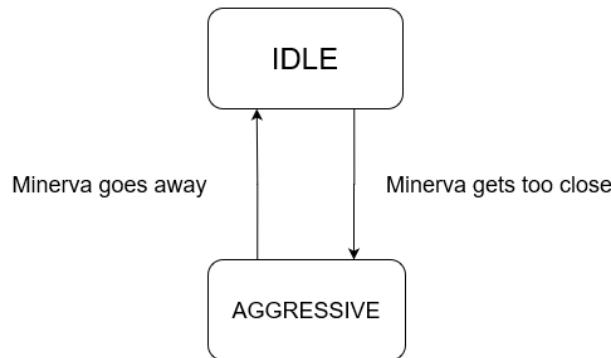
(Occamy'sBaseHp) / (Minerva'sAvgDmg * P[MinervaHitOccamy] + Dvalin'sAvgDmg * P[DvalinHitOccamy])

P[MinervaHitOccamy] = 2/20 (Occamy AC = 18) + 4 (INT) +4 (Proficiency)

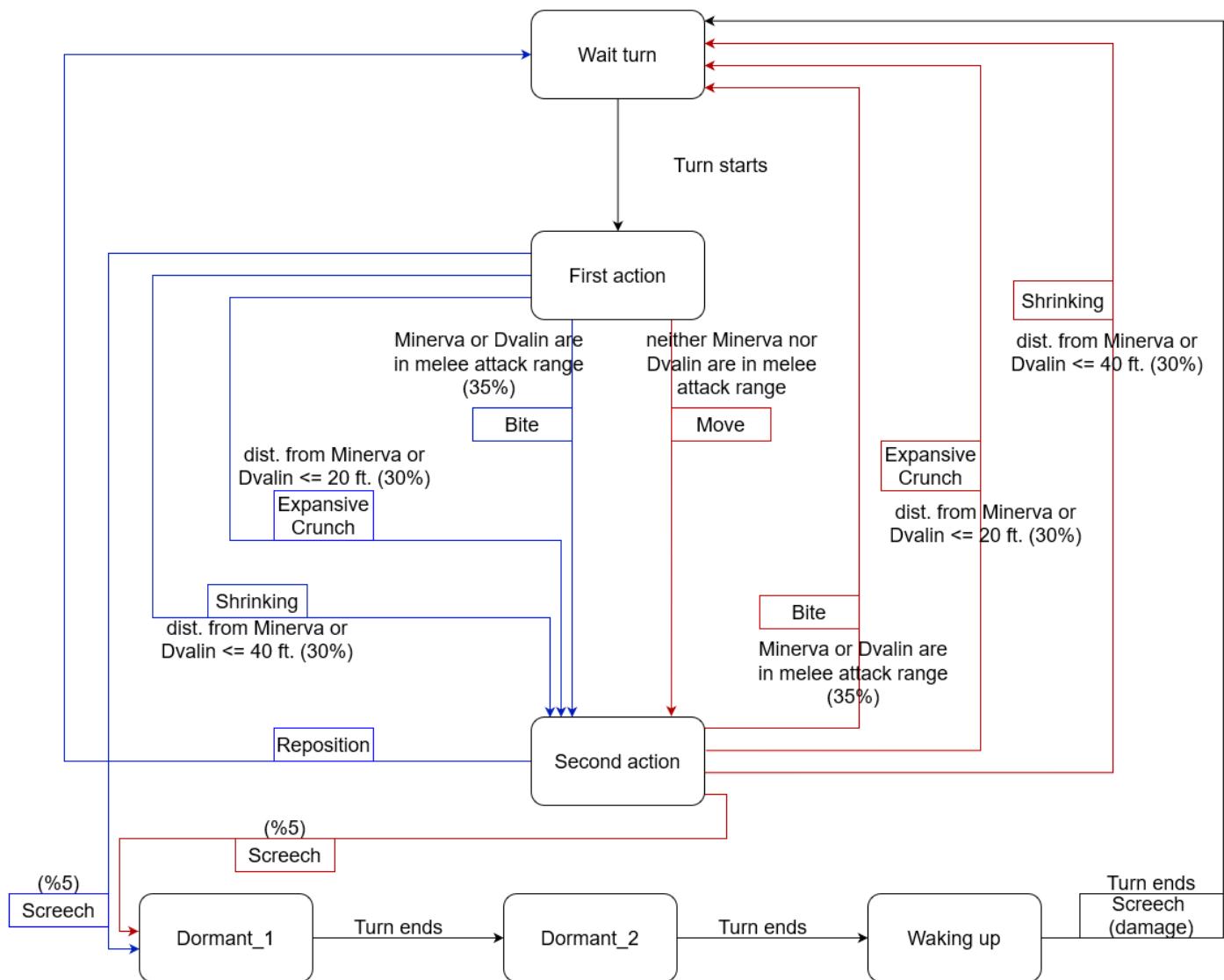
200/(8.05*(10/20)+7.70*(10/20)) = 25.40 turns ≈ **26 actual turns.**



Exploration Mode



Battle Mode





COMBATS

During the level the player will have to face predetermined combats.

When, while exploring the level, the player gets in touch with the monster a battlefield appears and the fight starts.

The size of the field changes in each combat and does not resemble the real size of the map in exploration mode.

Every slot of the battlefield is 5 ft. in length and width.

At the end of each combat all characters are fully healed.

LEGEND



Minerva
McGonagall



Dvalin Hawks



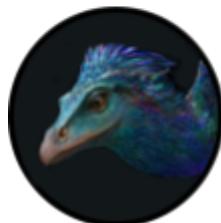
The Monster Book of
Monsters



Snake



Goblin

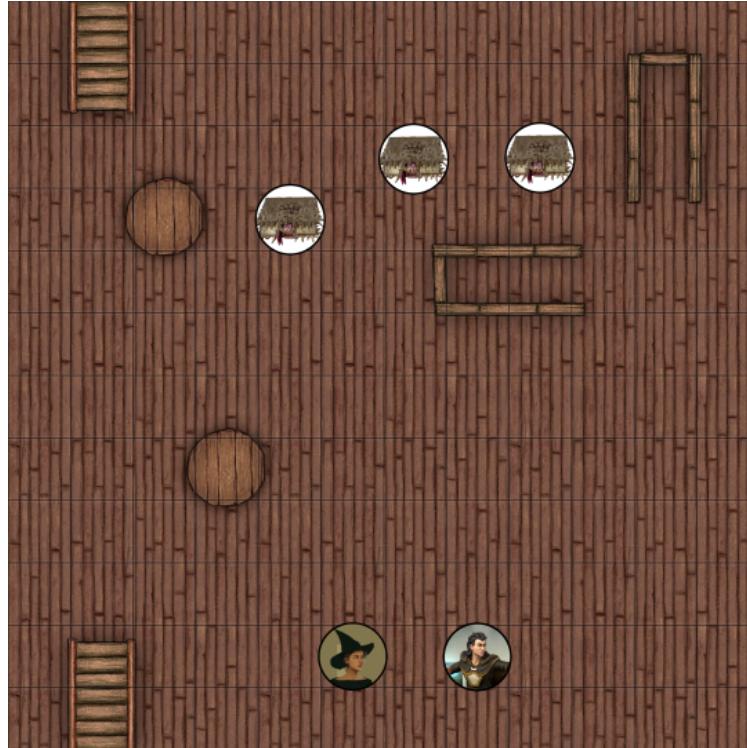


The Occamy



In our level the player will have to defeat:

1. 3 Monsters book of Monster in a 12x12 grid combat field in the bookshop during the herbalist quest.

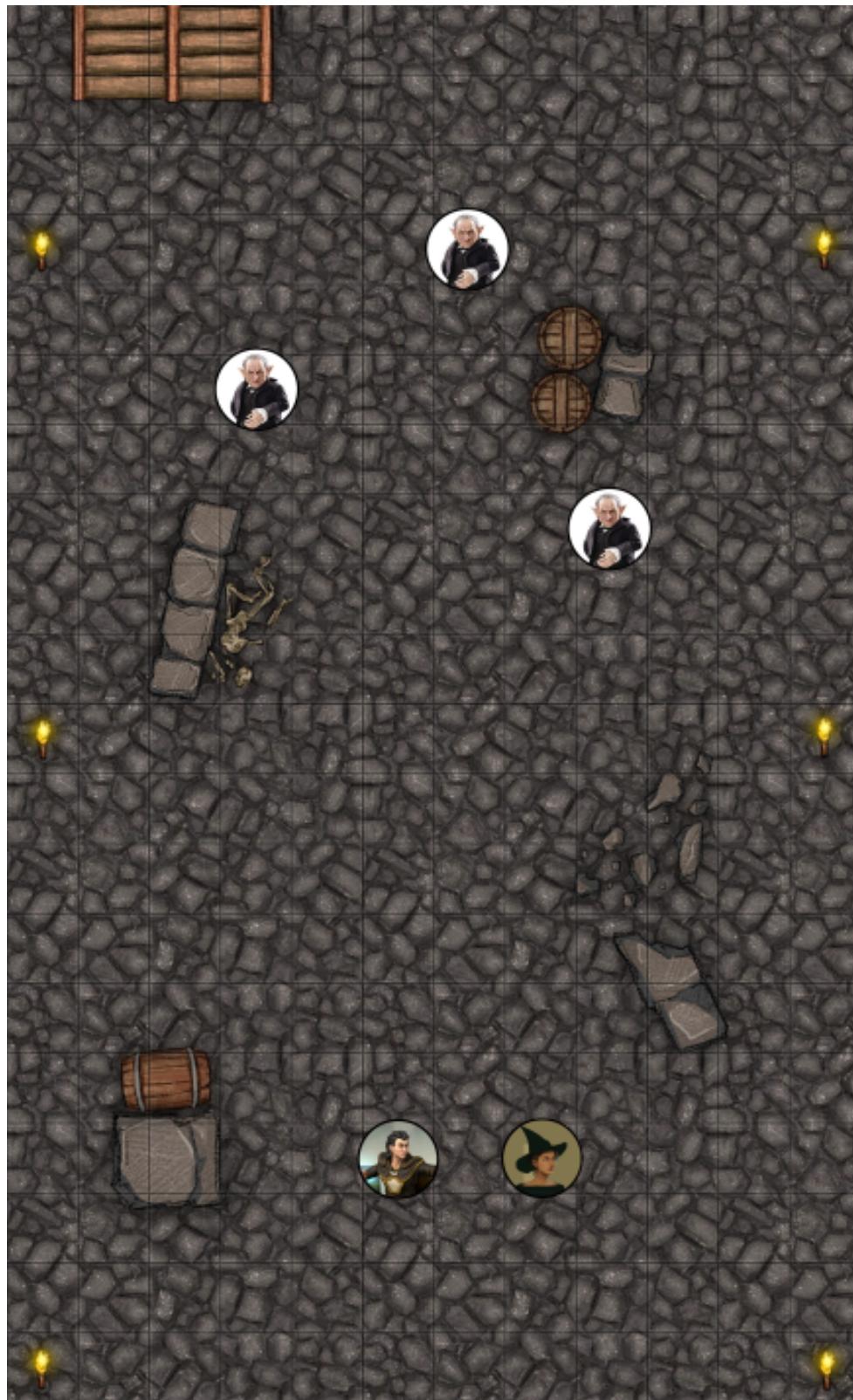


2. 1 Snake in a 9x12 grid combat field in Knockturn Alley



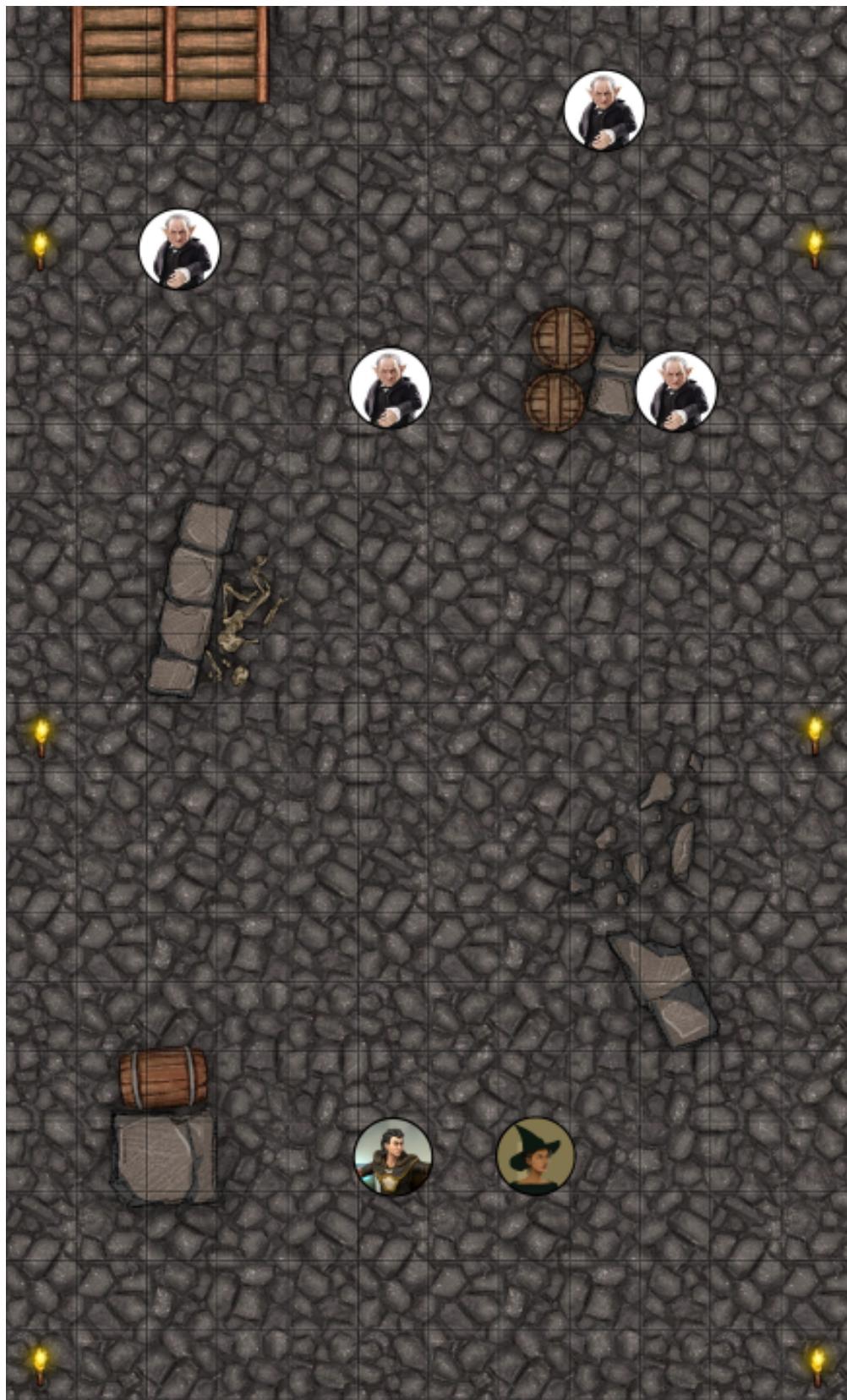


3. 3 Goblins in a 12x20 grid combat field in the bank underground after having stolen the Philosopher's Stone.



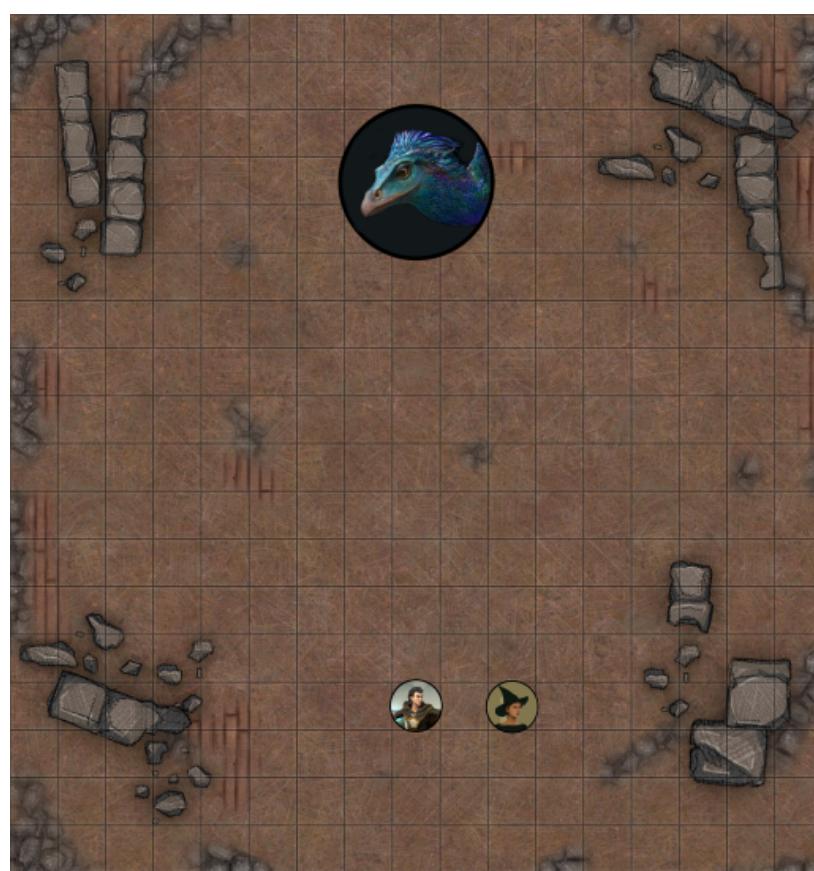


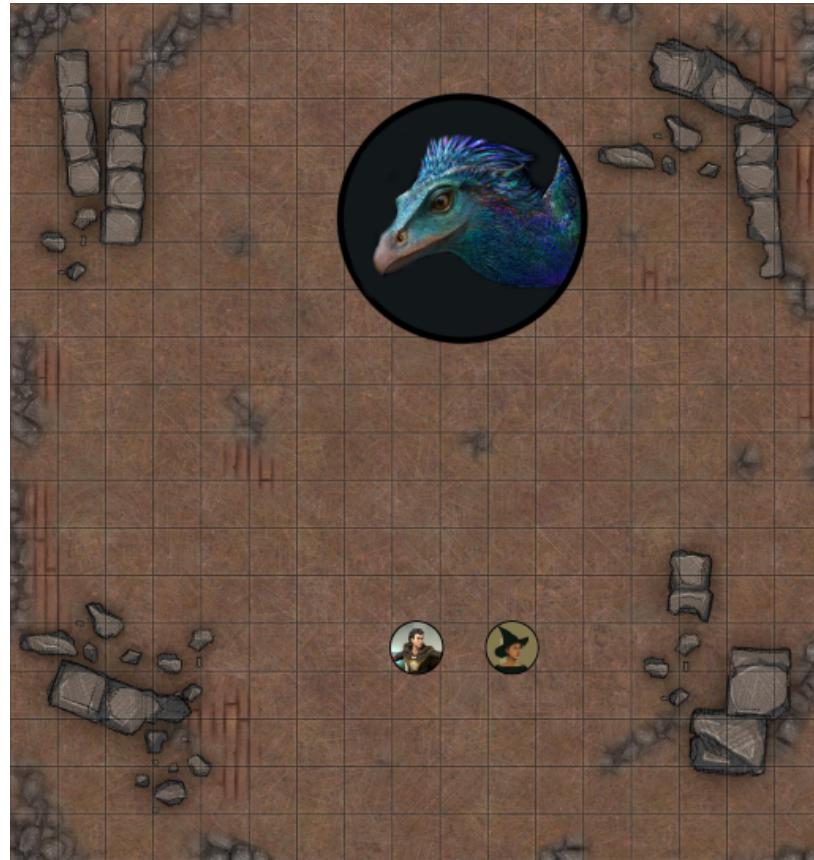
4. 4 Goblins in a 12x20 grid combat field in the final area of the bank underground.





5. The Occamy (final boss) in a 18x18 grid combat field as the final boss of the level in the Bank Hall 2 area. The Occamy can have 3 status that take up different spaces.





More defined versions of the combat fields can be found here:
[Assets/Maps/CombatMaps.](#)



NON-PLAYABLE CHARACTERS

MERCHANTS

The merchant in the Gambol and Japes Wizarding Joke Shop situated in Diagon Alley.

He can sell various items to Minerva such as: Wiggenweld Potions and Wit-sharpening Potions.

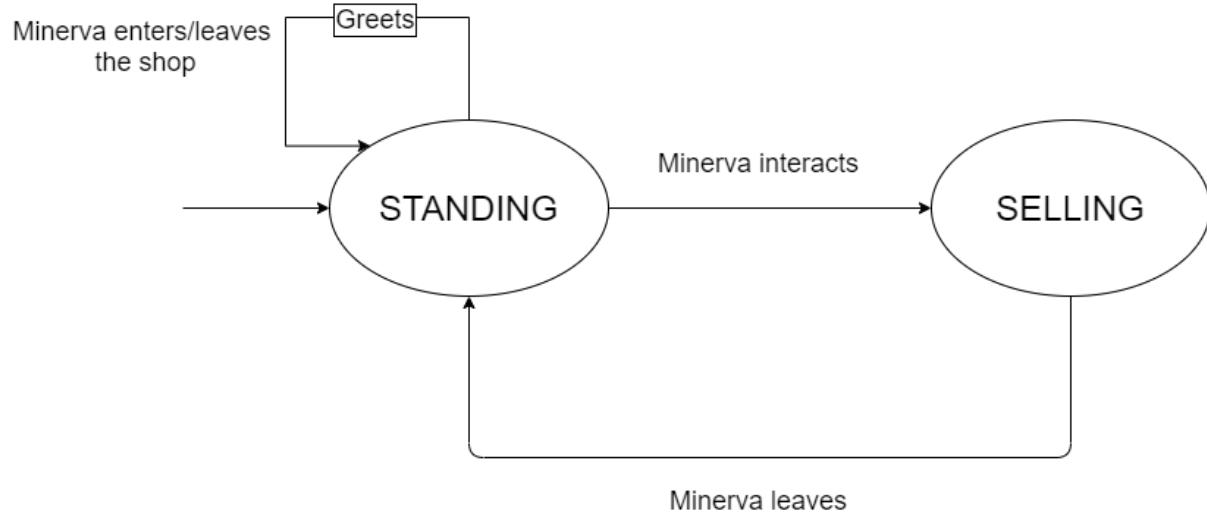


Ollivander, the owner of the Ollivander's shop. He sells wands and can refine existing ones.





BEHAVIOUR





HERBALIST

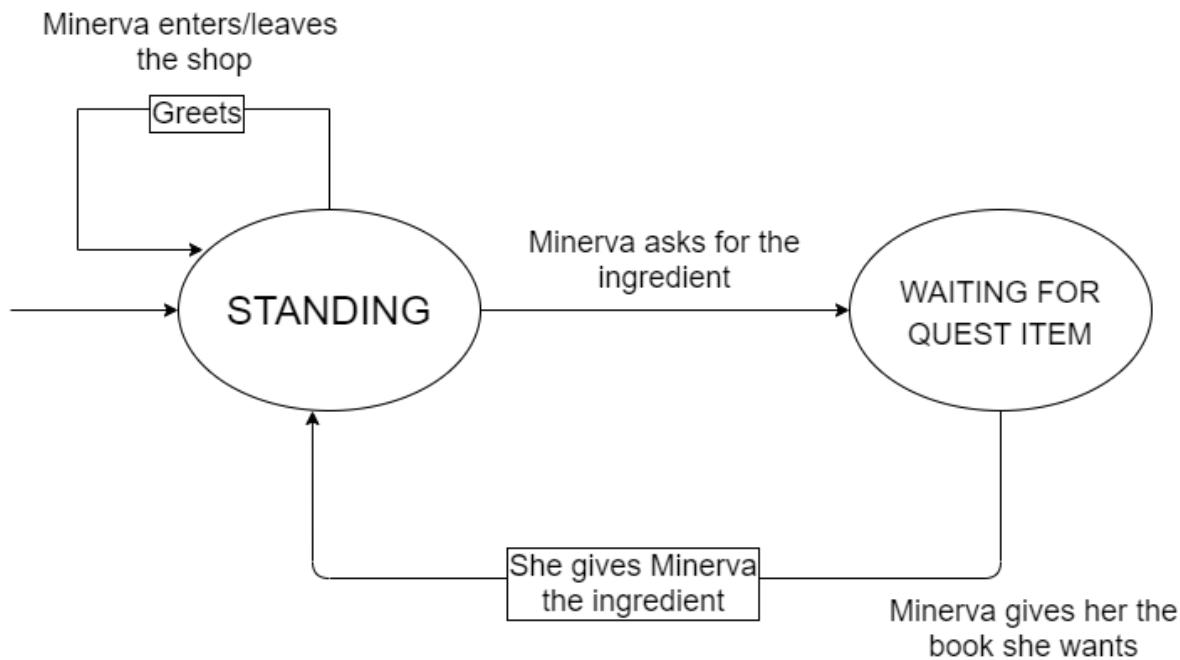
The herbalist of the Slug and Jiggers Apothecary in Diagon Alley.

She is a young woman, interested in herbology and potion crafting.

She will not give to Minerva the plant needed to craft the polyjuice potion at first, but after receiving a book she needs for her studies she will satisfy Minerva's request.



BEHAVIOUR





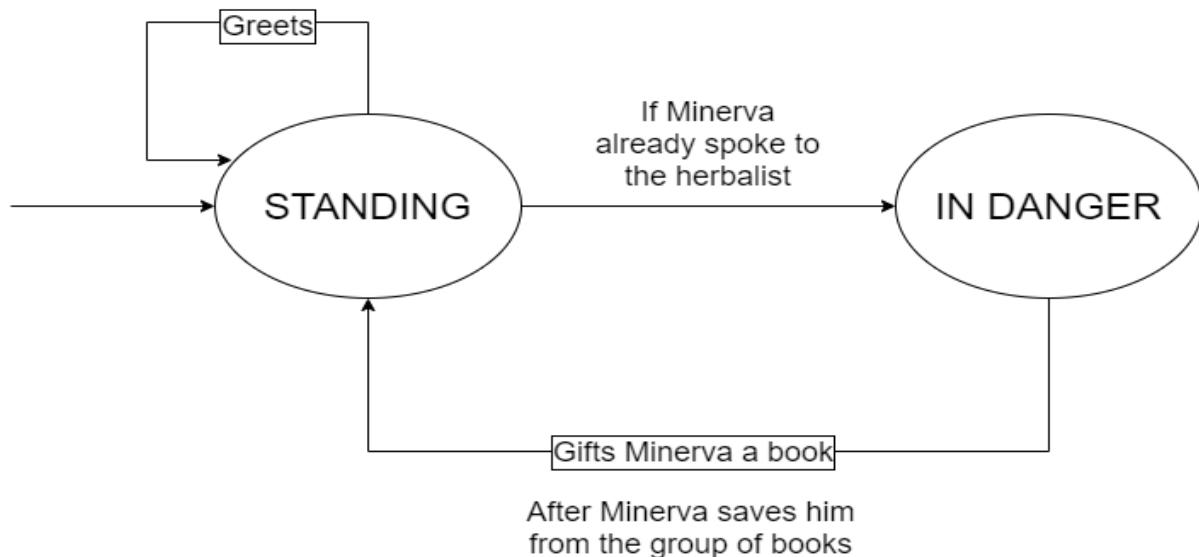
BOOKSELLER



The bookseller of the Flourish and Blotts Bookshop in Diagon Alley. After talking to the herbalist, Minerva will find the bookseller attacked by a group of “Monster book of monsters” and need to help him. After saving him the bookseller will gift Minerva a book as a reward. Minerva can choose as a gift the book needed to complete the herbalist quest and obtain the ingredient of the polyjuice potion.

BEHAVIOUR

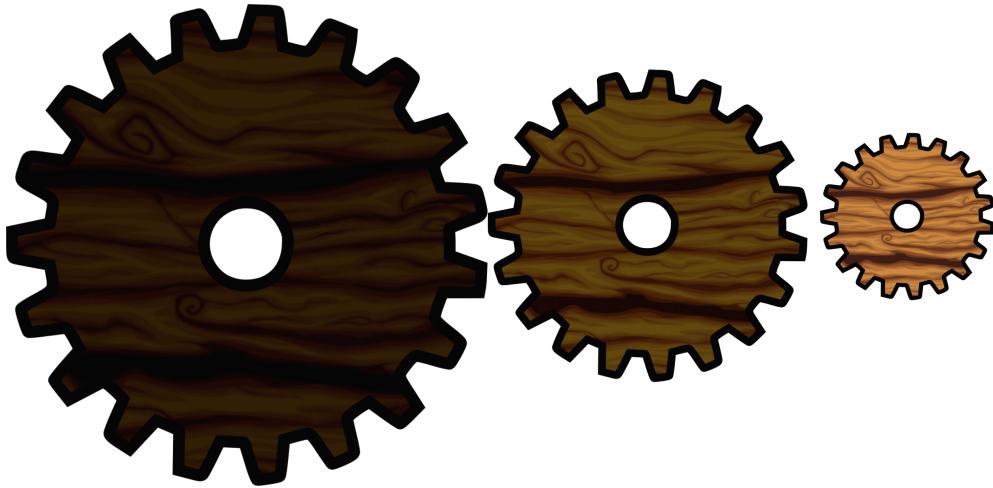
If Minerva didn't speak to the herbalist yet





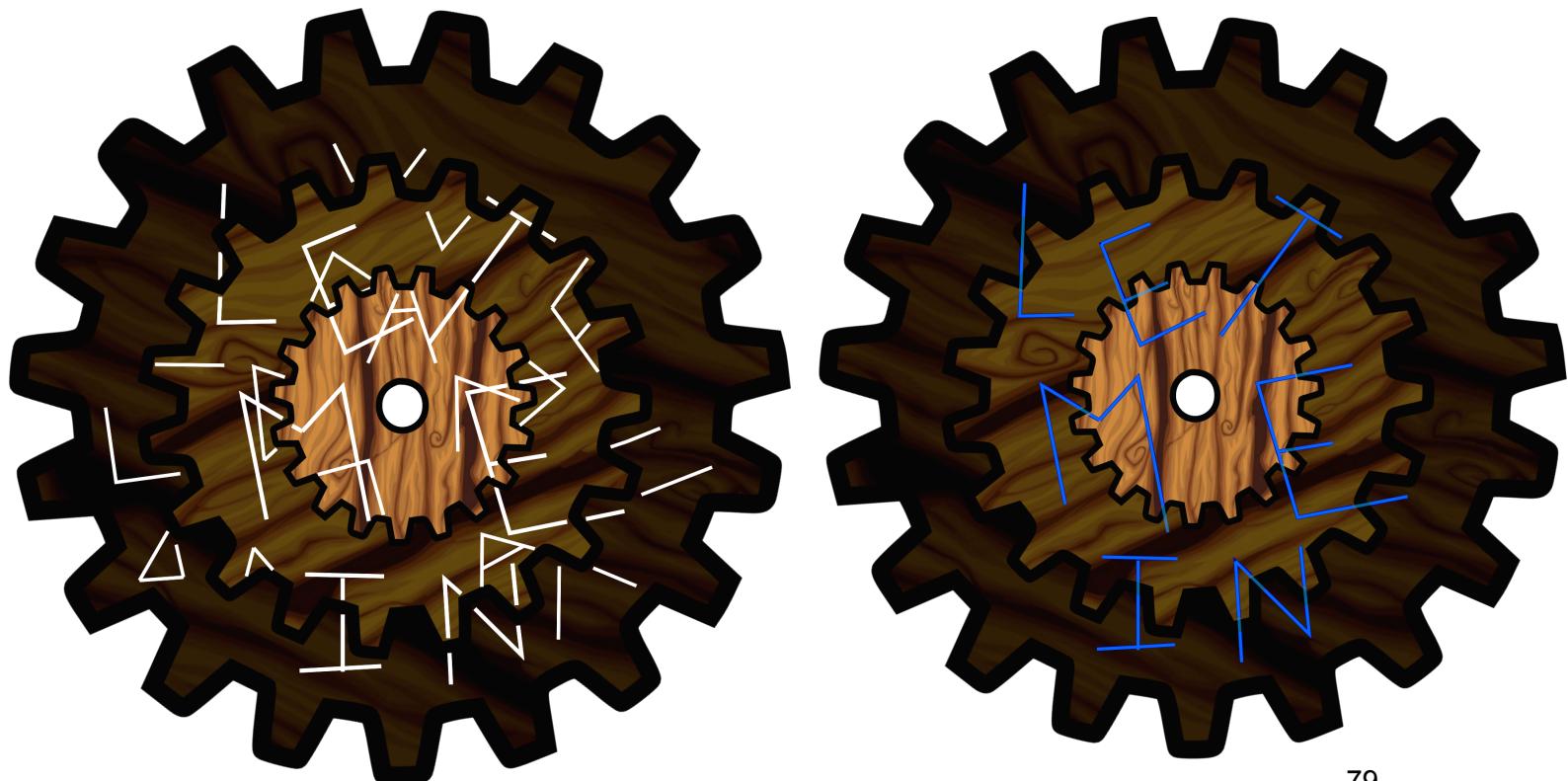
PUZZLES

1. THE GEARS



The player arrives at the vault door and must solve a puzzle to open it. He notices that there is a cog-shaped inlet from which to insert some mysterious objects. Then he has to look for three different sized gears within the caves.

Once he finds the gears he returns to the door, insert them into the space and find the correct rotation. Inside each gear there are ripples, which when aligned form the word "LET ME IN". The player must rotate the three gears in the correct rotation. If two gears have the correct rotation, then the ripples turn blue, otherwise they remain the natural color.



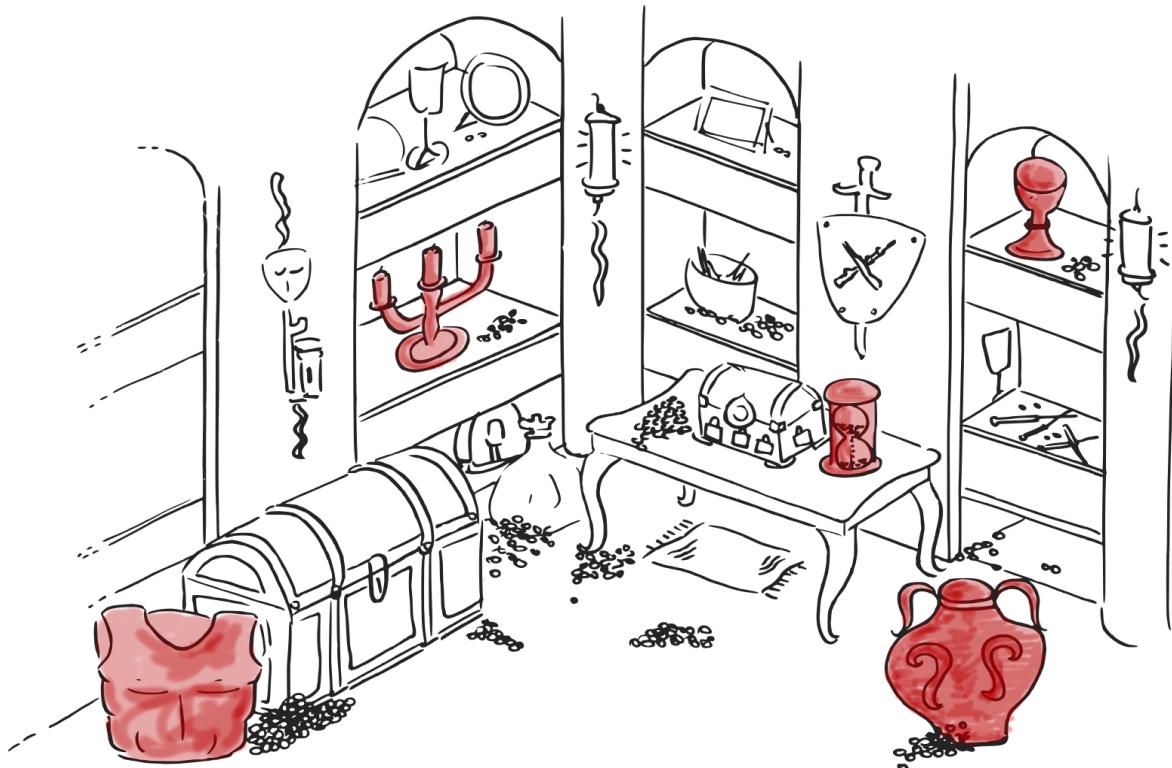


2. SOUND PUZZLE

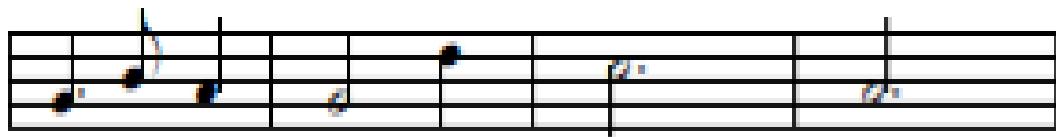
Once inside the vault, interacting with the chest the player can hear a note sequence. To open the chest, the player has to hit in sequence with a spell some shining objects inside the room reproducing the correct sequence of notes he hears. Each object corresponds to a musical note, and the player can associate the note to the object by hitting it. If the correct object has been hit, a padlock on the chest opens and the player hears a sound , if instead the object hit is wrong the locks close. When the player finds the correct sequence, the chest opens.

Shining object / note:

ARMOR	CANDELABRUM	HOURGLASS	CHALICE	VASE
G	A	B	C	D



Vault Theme: [VaultTheme.mp3](#)



G B A G D C A



SOUNDS

LEVEL MUSIC

Level music must recall the Harry Potter original soundtrack.

In *LEVEL 5. THE HEIST* music needs to change with the area and the intensity of what is happening.

Area 5.1 - Diagon Alley and Area 5.2 - Bank Hall background music samples:

- [Diagon Alley and the Gringotts Vault](#) 0:00 - 2:00
- [Entering Diagon Alley! - Harry Potter and the Sorcerer's Stone Soundtrack](#)
- [Festive theme \(Diagon Alley\) - Harry Potter and the Philosopher's Stone](#)

Area 5.3 - Bank Underground background music samples:

- [Diagon Alley and the Gringotts Vault](#) 2:00 - 4:06
- [04. Gringotts - Harry Potter and the Deathly Hallows Part 2 Soundtrack Full](#) mostly during level exploration
- [HP7 Gringotts and Dragon Escape](#) mostly during battles and intense moments. Also used during the final boss battle.

AMBIENT SOUND

Area 5.1 - Diagon Alley

Sounds of a crowded murmuring alley, shops bells, people talking, cobblestone footsteps.

Area 5.2 - Bank Hall 1

Mostly quiet room with writing goblins. You can hear customers whispering, trolleys wheels on the ground and table bells sometimes ringing. You can hear karts passing noise through the walls.

Area 5.3 - Bank Underground

Stoney steps, echoes, karts and rails noises, drops falling to the ground, bats and creatures screeches.

Area 5.4 - Bank Hall 2

During the final battle you can randomly hear falling rubbles, furniture and stuff.



VISUAL ARTS

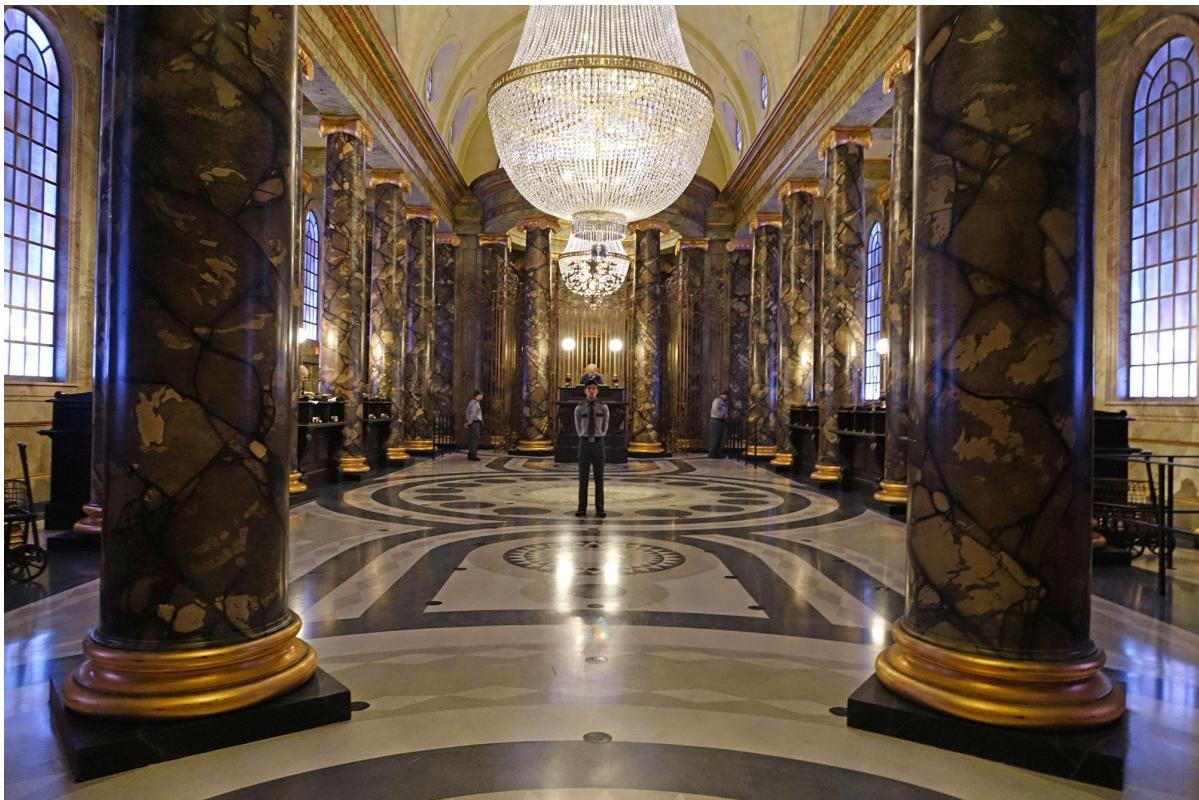
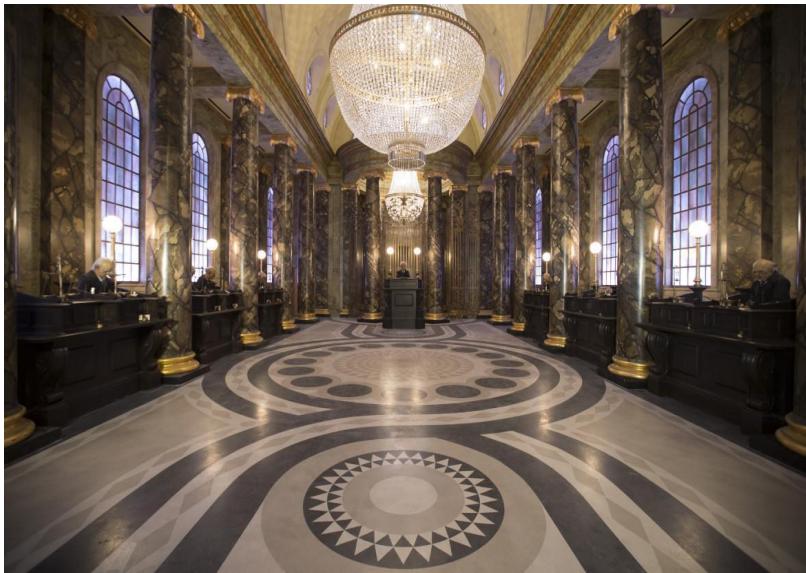
DIAGON ALLEY

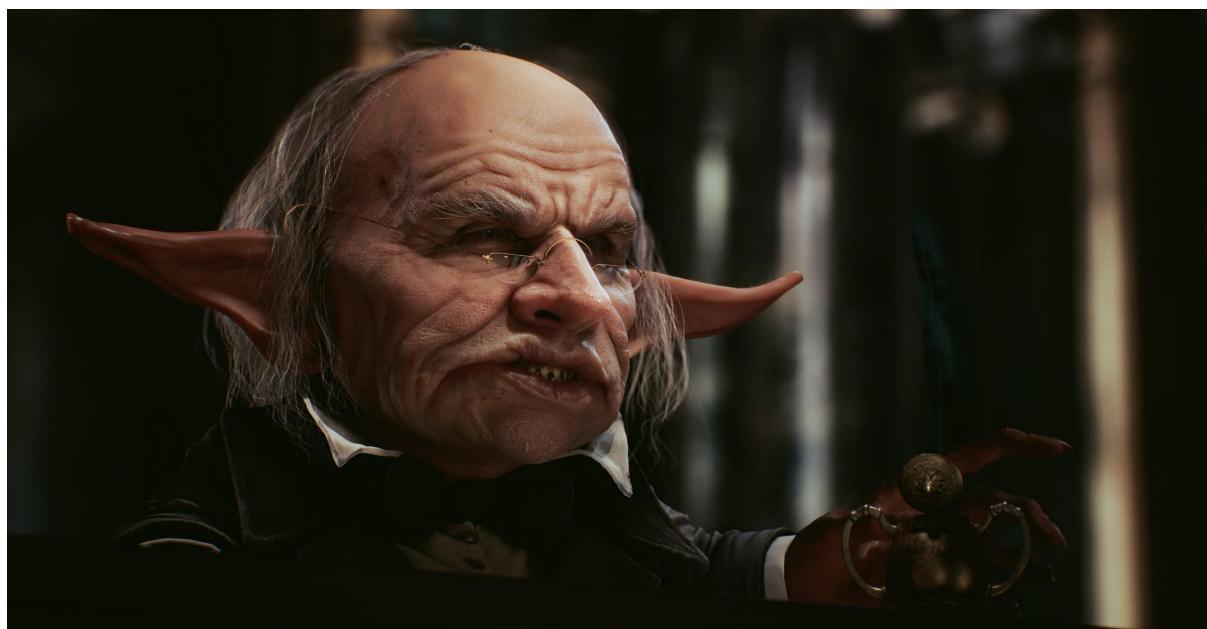






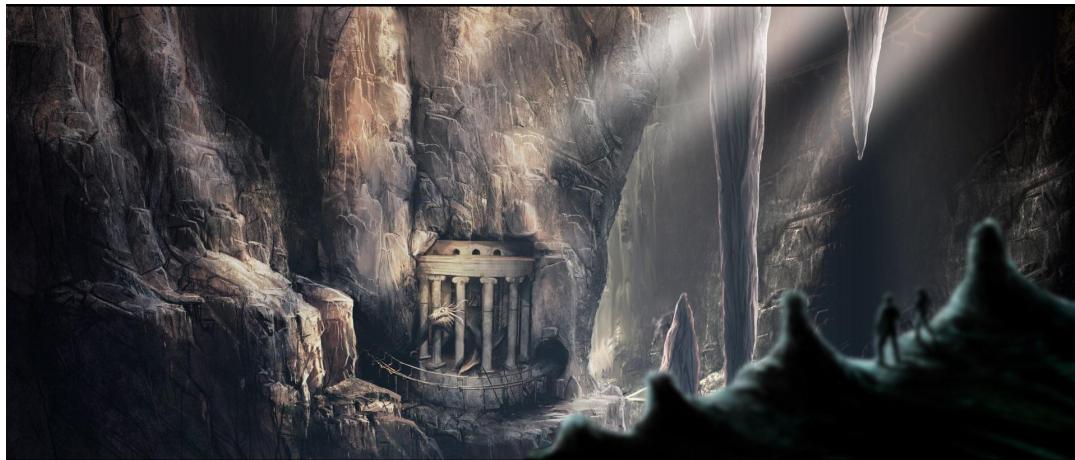
GRINGOTTS WIZARDING BANK



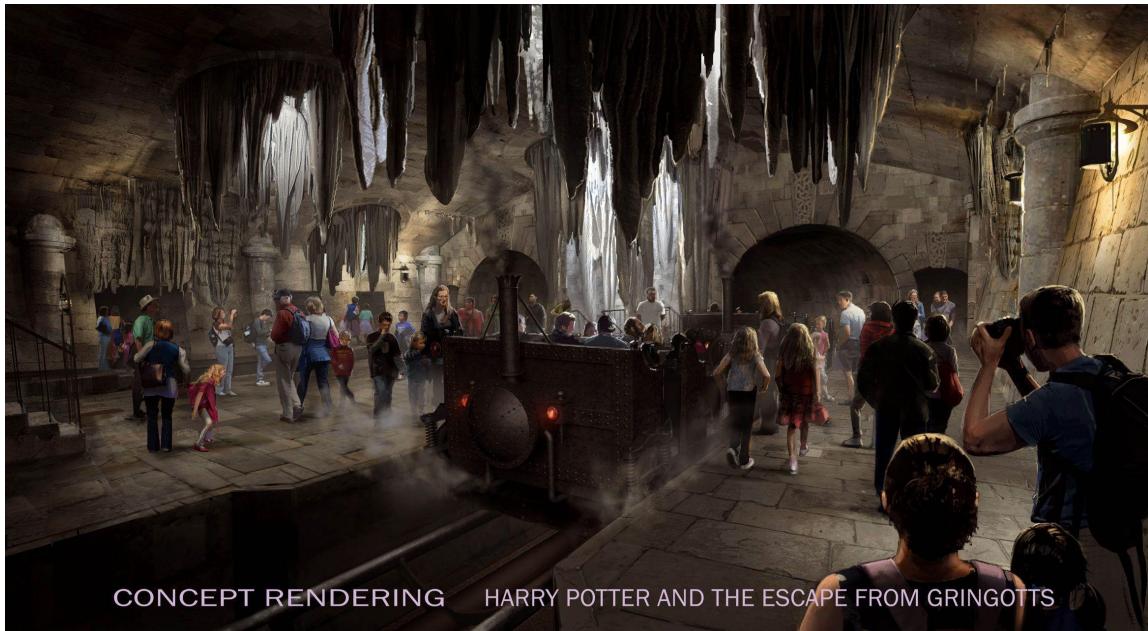
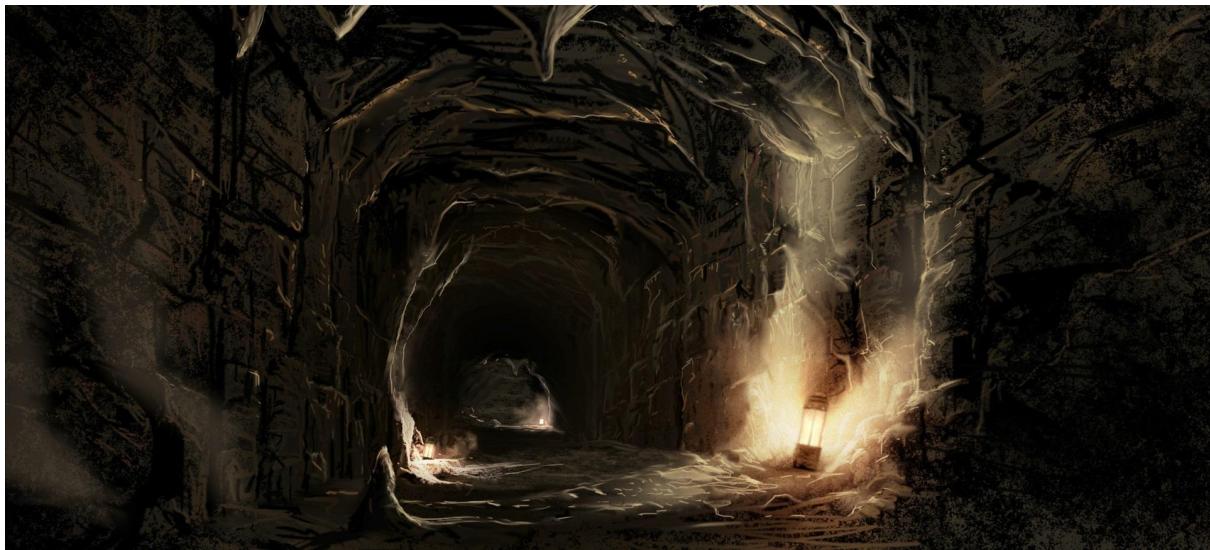




CAVES



#050708
#181B1F
#2C2E31
#464648
#605D5C
#7E7773
#9F958D
#C6BCB1





SECTION 3 - Prototype

Physical prototypes:

- Diagon Alley Area



- The Gears



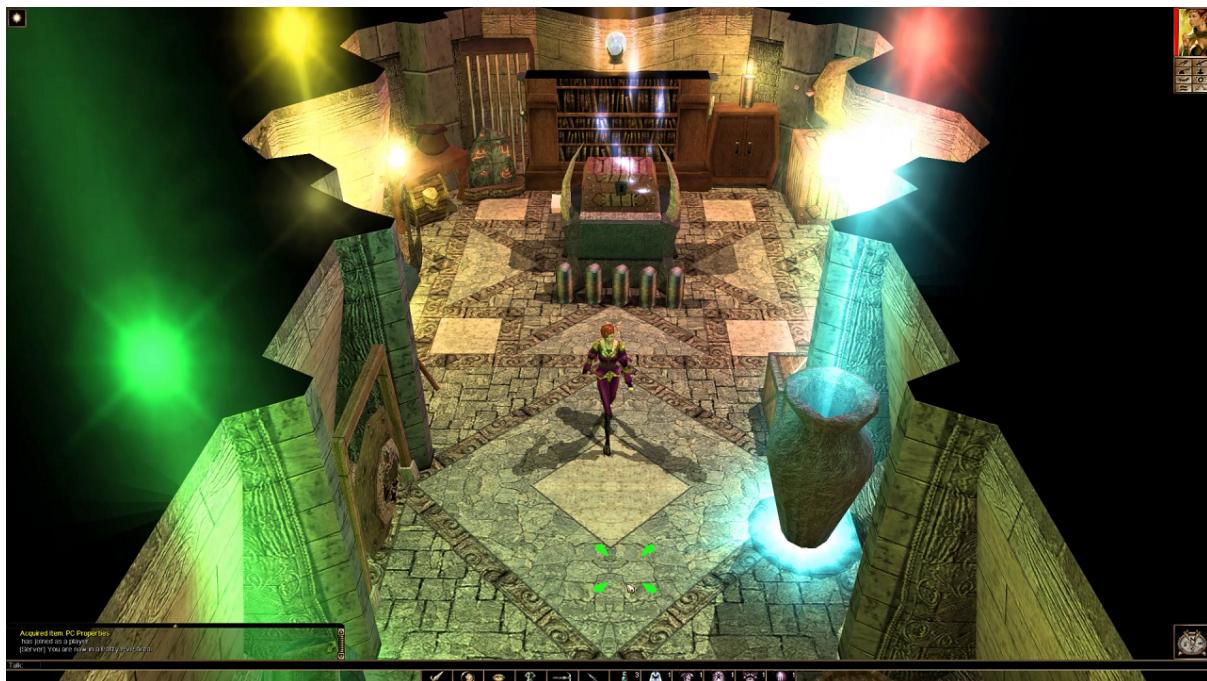


Digital prototypes:

- Caves Area



- Sound Puzzle



The prototypes are presented in this video in which we explain purposes and outcomes of each prototype: [here](#)