

Three-Dimensional Legend of Zelda Dungeon Map

Goal

Build a three-dimensional Legend of Zelda Dungeon Map.

Traversal Mechanics

We have seen that in the Legend of Zelda, Link's ability to navigate a dungeon is based on the items he has acquired in his prior explorations in the world as well as other dungeons. For this assignment, we will assume that Link has access to:

- Bombs
- Short boomerang; recall a boomerang can collect a key if it is in range.
- Keys

You may assume Link has access to an unlimited number of bombs, but starts with no keys.

In this three-dimensional dungeon, we want to assume gravity is still in effect. That is, in order to change levels, Link must use a Ladder (to climb up or down) or some other mechanic implemented in the dungeon itself. That is, Link may be required to find the Ladder in this dungeon.

You may create other items for Link to collect; but they must be temporary (available only for use in this dungeon as not to break the entire game).

Please also keep your mechanics and items in the world of Zelda. That is, do not create a futuristic anti-gravity item.

Testing

Test your design thoroughly considering the following questions.

- Is it possible for Link to reach the Boss Fight without acquiring the Ladder?
- Are there multiple ways to reach the Boss Fight?
- Is it possible to acquire more keys than are required in the dungeon?

Recommendations

- Testing a two-dimensional map on paper can be complicated enough. We recommend the map be 3 x 3 x 3 or slightly smaller.
- As described above, Link may change levels (up and down) using the Ladder. However, a dungeon mechanic might allow Link to move levels. For example, Link may:
 - drop a level by falling into a pile of hay,
 - move up a level using a spring, or
 - move up or down stairs of a secret passage.
- Assume rooms are fixed; that is, avoid the idea of a Rubix Cube with shifting rooms (even though it may be cool).
- The point of this assignment is to design paths in a dungeon, not the exact contents of each room (enemies, blocks, water, etc) unless those obstacles explicitly impact path design.

Submitting

Submit evidence of completion of the project on Moodle as a PDF (picture, paper documentation, etc.). Your evidence must include the dungeon Legend.

Demonstration / Grading

You must sign up for a demonstration time to meet with your instructor; instructions detailing signup will be forthcoming. Show up on time, present your dungeon, and be prepared to answer questions.