A picture containing outdoor, crowd

Description automatically generated

Level Design Doc:

Stargazer eye’s bleeding

RPG

Version 1.0

|  |  |
| --- | --- |
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# Quick Summary

Stargazer is a single player level for the <RPG> for Unity.

The level is set in a prefeudal community that stands at a crossroads of the pyramid construction and the river path.

A pyramid construction per feudal community, close to Serra da Capivara - Piauí. Quite small, home to a few dozen workers and slaves who beg to help them with something to eat or drink to travelers passing through, which are growing less and less common. Sierras full of rock inscriptions surrounds the community for miles. On this level the player must free himself of his chains and cross to the emperor’s pyramid to put an end on his tyranny, freeing the enslaved ones or just killing them, hostiles torture’s will come to stop you.

Gazing the pyramid after a savage battle with an templar in the stair’s, the level culminates into the last slave carrying the last stone of the emperor’s pyramid, into the top and seeing it smashing him pyramid starts to spill all the blood of the dead corpses from inside’s through its pores.

In a morbid scene, the screen fades in an overwhelming light with an orgy scenario, offering all the knowledge and the power that he needs to conquer, the path to the absolute glory that only the strongest can find.

According with the Karma system player enter on the light or break’s across it.

# Goals

1. Introduce the new enemy type of torturer in a non-threatening battle, they aren’t so strong, but they know how to punch, more than one at the same time or equipped with killing weapons could be a challenging battle.
2. The environment, that plays to their strengths without overwhelming the player.
3. Introduce the sword battle and provide interesting gameplay centered around it
4. Ramp up the tension and sense of awfulness that level to communicate the transition to the grisly worker’s environment to emperor’s visage

# Gameplay Overview

The player must make it through the passages and down to the next level of the pyramid. To do this, the player will need the resources in to gain level and acquire the tools required to beat the boss waiting at the end of the level. To complicate things, the Skittering Passages are full of torture’s, with battle skills who come from the shadows to kill the player’s and slaves when they least expect it.

To make the barbarian overthrow all the battles, players need to master the use of the exploration and defense abilities of their enviroment, allowing them to explore the path’s. There are too many pitfalls and traps that hold the slaves. If players abandon exploration completely though and run from challenges, they won’t be able to have the necessary equipment and rage to defeat the boss of the level. Instead, players must rampage thought the enemies while also exploring the paths ahead to a safe way through.

## General Game Flow

Stargazer has an overall linear flow that has several sections of gathered branching, where players can take several different paths, but they all wind up at the same place eventually. Players star the level by moving into a maze of passages, some which are passable, some which aren’t, eventually all passable options lead to a central open grass field. From the central field, a large, obvious, exit leads into another maze of roads that eventually brings the player to the pyramid emperor’s encounter and the path down to the next level.

## 

## Major Elements

* Battling new, fast-moving, enemies in a open path like set of roads (Hook)
* Encountering a templar boss from the depths at the end of the level (WoW Moment)
* Finding the worker’s and slaves daily routine (Story)
* Learning more about Stargazer emperor’s dream deep in the pyramid(Story)
* Fighting enemies concerned with the environment strategy and equipment than rampage thought them (New Gameplay)
* Learning to use the new sword fight mechanic and arrow ability (New Gameplay)
* Open grass field in a cerrado biom road until the pyramid. (New Visual Element)

## Objective Summary

The Stargazer’s objectives are:

* Survive
* Acquire the weapons
* Get enough resources to fight with powerful enemies
* Defeat the final boss to move on to the next level

# Technical Overview

## Campaign

* Campaign – xxx
* Level Position in Campaign - xxx

## Mission Location

* Theme – xx
* Mood – Ominous and tense, overly threatening and evil
* Setting – roads
* Time of Day – sunset
* Season – summer
* Weather – dry

## Mission Difficulty

Scale: 1-10 (1 is Easiest and 10 is Hardest)

* Starting – 3: at the start of the mission players move through the roads and encounter few enemies, but must watch out for traps and weak points.
* Middle – 4: as the level progresses more enemies emerge, but they are mostly small groups or single streakers, the combat can be challenging.
* Ending – 6: The level culminates with a boss fight that requires players to move and think tactically, however, the boss is more of skill check and isn’t terribly difficult once players figure out the proper approach

## Mission Metrics

* Play Time – 10 minutes
* Physical Area – roads over a terrain
* New Characters –
  1. Tortures – xxx.
  2. Templar Boss – xxx.
  3. Emperor – xxx.
* Visual Themes –
  1. The maze of roads crossing river surrounded by grass field – Relatively passages that branch, turn, twist, and meet up at odd angles
  2. The central open fields – A large open area containing some arena kind of fight’s.
  3. The Feudal Emperor’s Lair – At the top of pyramid an miracle await, creating the outcome of the karma system result

# Level Details

## Level Atmosphere/Mood

The Skittering Passage’s mood is ominous but also makes players feel curios and explorative. Prior to the level the mines the player had been exploring had been well ordered and large, by comparison, the narrow passages in this level are chaotic and maze like. While this change causes some apprehension, the enemies and other challenges presented by the level are not overly threatening, so players feel free to explore the maze instead of feeling like they have to rush through it.

The following elements are used to convey the mood throughout the level:

* Narrow passages that don’t run in straight lines
* Irregular lighting, creating patches of light and darkness
* Light enemy resistance that keeps players alert, but isn’t particularly threatening
* A large central chamber where the player can see the remnants of an ancient battle that did not go well for the dwarves
* A final boss fight with a creature that reveals more about the nature of The Nightmares

## Major Characters/Vehicles

* The player character, a dwarf who has been thrown out of the city and explores the depths of the mines alone.
* The last moon wisp, the keeper of the mountain who befriends the main character when they are thrown out and leads them on their journey into the mountain
* Grunts, basic enemies used for gameplay
* Streakers, a new, more advanced, enemy type that is fast moving and tries to steal the player’s resources
* The boss, a large magical creature consisting of a large central eye and ethereal tentacles

## Gameplay Mechanics

* Prerequisite Skills –
  + Basic Movement
  + Moving the mine cart
  + Attacking
  + Digging
  + Commanding the wisp
  + Crafting
* Skills Learned –
  + Crafting turrets
  + Placing turrets

## Story

* Intro
  + The only intro to the level is a brief in game cinematic that shows the player descending a small set of stairs into the passages.
* In-Game
  + First players must make their way through a series of maze like passage, being careful not to get their minecart trapped or destroyed on dangerous tracks.
  + As they move deeper into the maze, streakers start to appear and players must defend their mine cart from these enemies who try to steal their resources.
  + Eventually players come to a large central chamber where they can see the remnants of an ancient battle between the dwarves and The Nightmares. A small combat encounter ensues and players discover the blueprint for the turret, unlocking the ability to craft them
  + Players move through another series of maze like tunnels, having to defend their minecart from more streakers and fight other enemies, there new turret skill comes in useful.
  + Eventually players arrive at the end of the maze where they encounter the boss in a large room divided by a central pillar with numerous barred off alcoves along the walls.
  + The boss alternates between sending its ethereal tentacles out into the room and using them to seal off its delicate eye in one of the alcoves.
  + Players use their turret and combat skills to defeat the boss, unlocking the passageway down to the next level.
* Extro
  + The only extro is a brief in game cinematic showing the player approaching and disappearing into the stairs.

## “60 seconds of gameplay”

“Having determined the appropriate path, the player starts off with their minecart, leaving the confusing intersection behind. As they round a corner in the dim passage, they see a bright intersection ahead, just as it comes into view, a dark figure flashes across the opening of the passage and disappears off to one side. Coming to yet another confusing intersection, and not wanting to risk their cart getting stuck or destroyed, they stop again and set off to explore their options. However, before they’ve even made it to the first passage, the dark figure returns again. First it hovers at the edge of the light, then darts out, making a beeline for the minecart and the treasures it holds. The player turns around and runs back to their cart, but they are too late, the creature has stolen one of their gems and made off down a side passage. The player wants to give chase, but who’s to say there aren’t more of the thieving creatures around, waiting to steal his treasure. Determined to get his gem back though, the player commands their wisp to guard the cart and sets off after the creature. Sure enough, as the player strays from their minecart another creature approaches, from a different direction this time. One flare of light from the wisp though sends the creature skittering back to the dark. Satisfied that their defenses will hold, the player plunges down the passage the first creature disappeared down… time to get that gem back!”

## Visual References

### Terrain/Vegetation

*If you have exterior environments include at least 3 to 4 reference images giving examples of the environment, vegetation, and terrain you expect*

### Models/Architecture

*If you have non-natural elements in your level, include at least 4 examples for what the buildings and other elements should look like.*

##### Textures/Lighting

*Provide at least 4 references for what you would like to see for wall/ground textures and level lighting.*

### Characters/Vehicles

*Provide at least 1 reference image for each character and vehicle you expect to use in the level including NPC’s and enemies.*

# Maps

*Include an over view map of the level and a series of detailed maps. The detailed maps should include:*

* *Lettered or numbered call outs for important gameplay encounters or moments*
* *Important enemy locations, spawn points, or paths*
* *Important pickups, powerups, or collectibles*
* *Important NPCs or interactable objects that players need to reach*

*Make sure every map has a legend and a scale so readers can interpret them.*

*(It may be useful to flip your page to portrait view to fit your map in)*

## Callout A/1/etc.: <Description of callout>

*This is a description of the first callout from your detailed maps Include a small image of the callout to help readers find it on the map and a brief description of what happens at this point.*

## Callout B/2/etc.: <Description of callout>

*These are just for the specific gameplay callouts, not everything on your detailed map*

## Callout C/3/etc.: <Description of callout>

*Repeat this for every callout in your detailed maps.*

# References

*Include links to where you found your various reference images and any other information you used when making your design such as lore pages or game world maps.*