
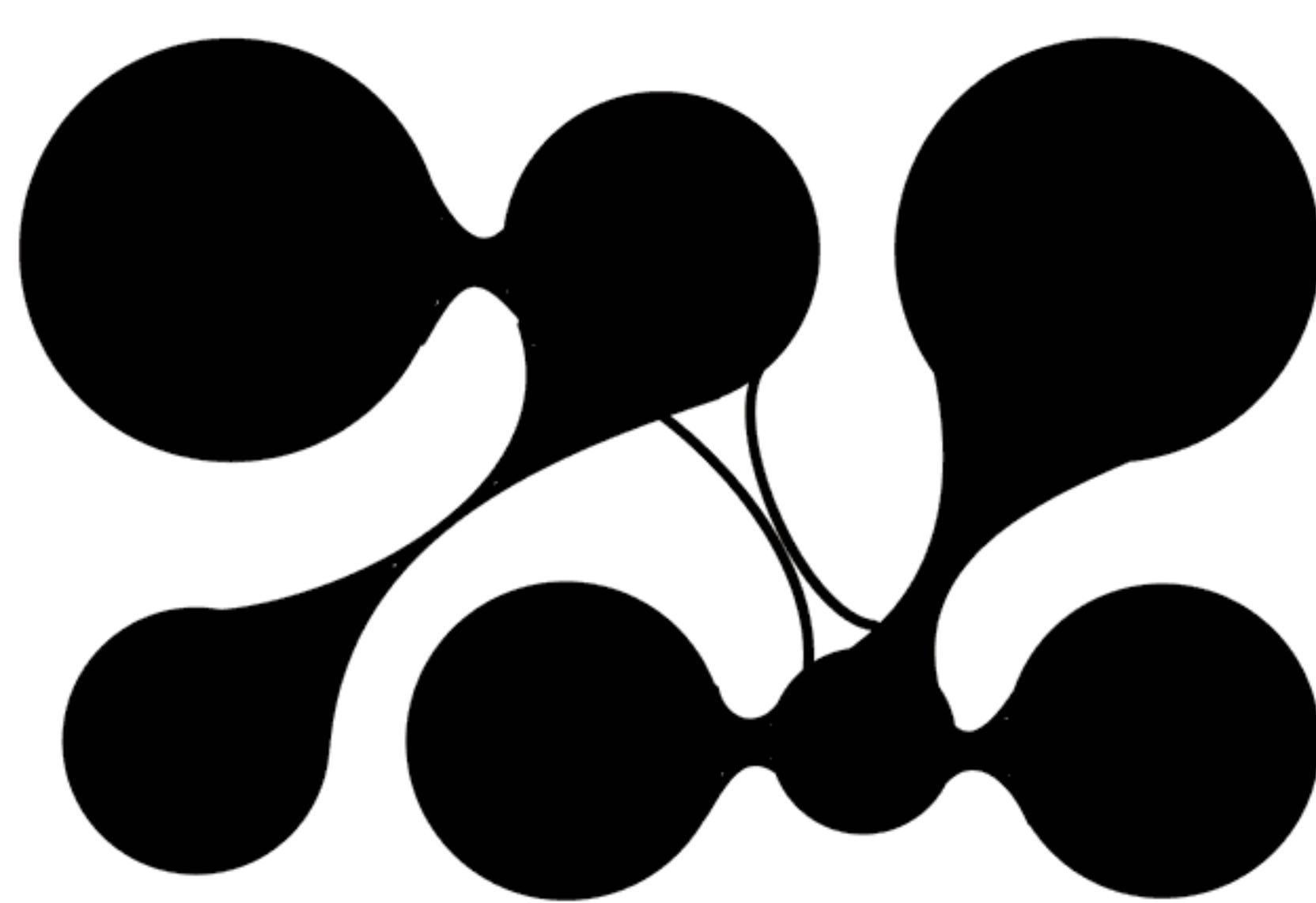


Sectioning Axonometric Drawings (2F)




C-C Section

Aid for the purpose of game:
Mole Manor Central Planning



Sectioning Axonometric Drawings (3F)



Aid for the purpose of game: Mole Manor Central Planning



Aid for the purpose of game: Mole Manor Central Planning

Intro

Spatial function: map central hub

Key issue: Aid for the purpose of game

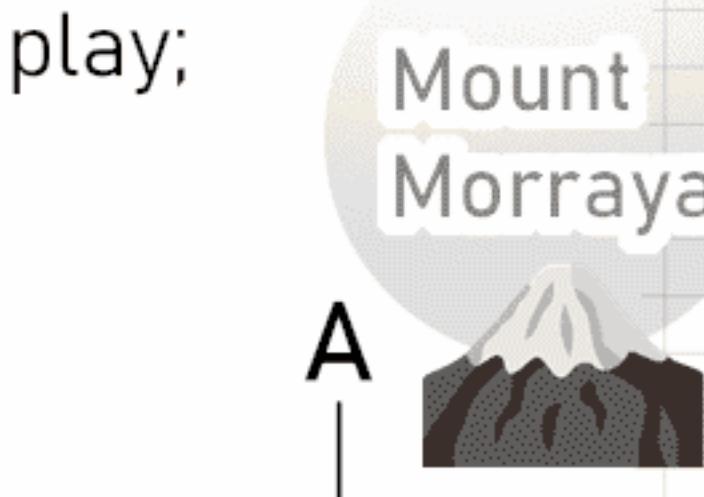
Tool: archiCAD

1F Plan

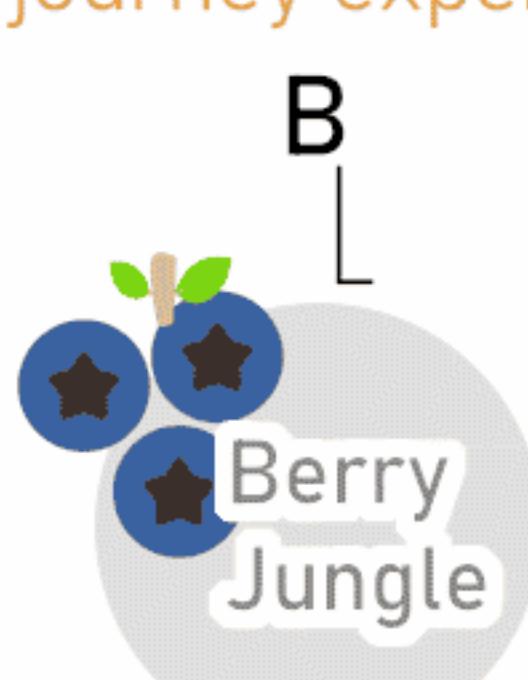
Preliminary thoughts

Disadvantages of the status quo:

The construction of the scene is relatively simple with only skin design. Low space complexity and lack of gameplay;



In order to improve the authenticity of manor life, the speed of walking in the game is slow without convenient delivery mechanism, resulting in a long journey time. And there is no scenery or ornamental activities along the way during the journey, which causes a poor journey experience.



Background

Mole Manor is a children's web game that exploded in China around 2010, which is a childhood memory of countless people. The official launched a mobile game



version in 2021. Its story takes place in "Mole's Manor", where players take on the role of Mole, living in the community and defending the warm manor against the forces of evil.

The scene structure of the game: you can enter each partition by the large map in the menu bar, or walk to the edge of the partition to enter the adjacent partition.

The experience of the mobile game version needs to be improved, especially in terms of map design and modeling.

Design idea:

This is a manor ruled by royal princess NPC. The central area is named "Mole Castle". So it should have a neat and solemn overall plan, different from other scenes of free styles. Let people know at the first glance: here is the central hub of the map.



Make full use of the central plaza. Set up a unit and personalized space, so that players on the same server can have face-to-face interaction in public places, which expands the game's playability, instead of just private visits to friends' homes.

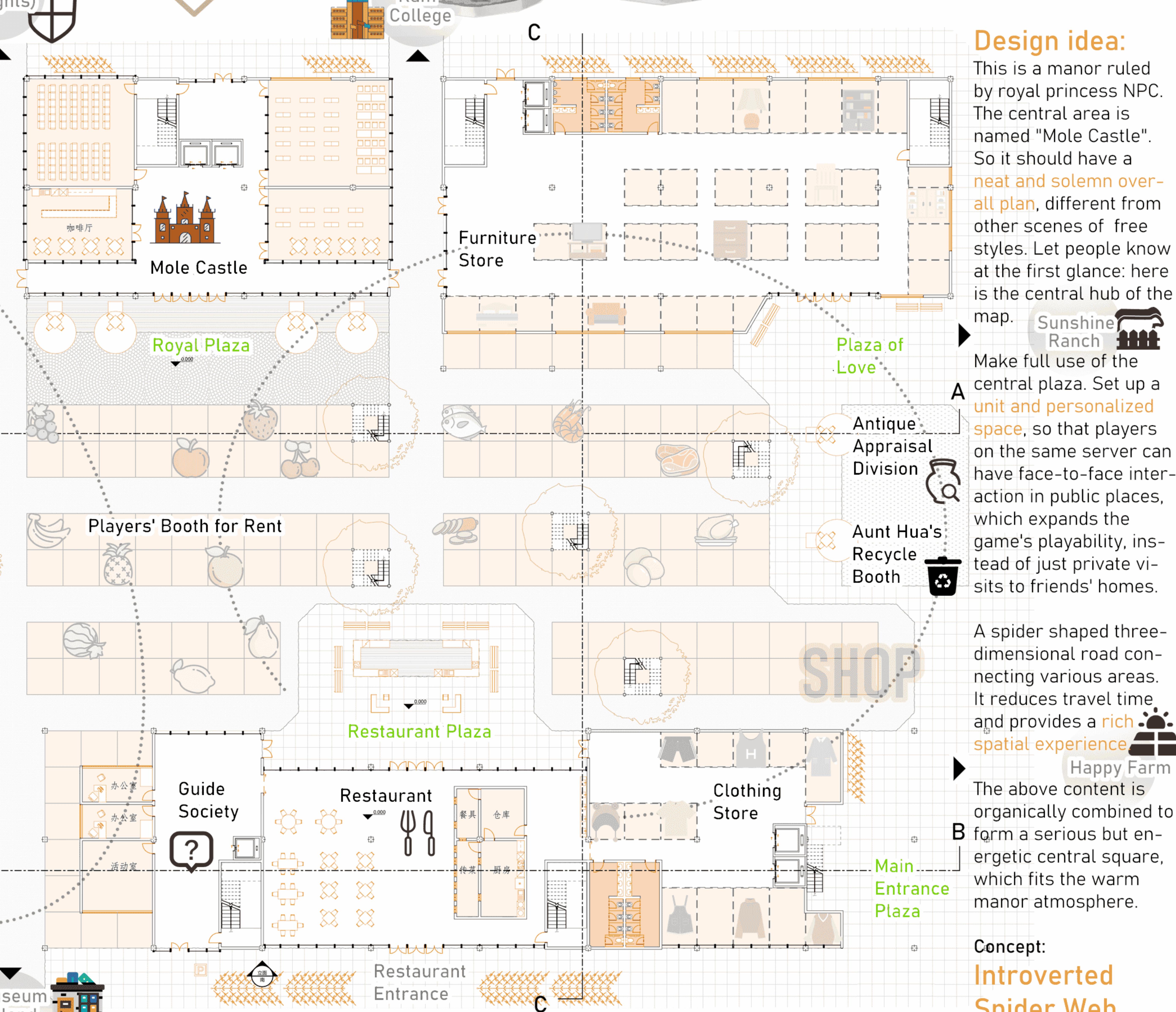
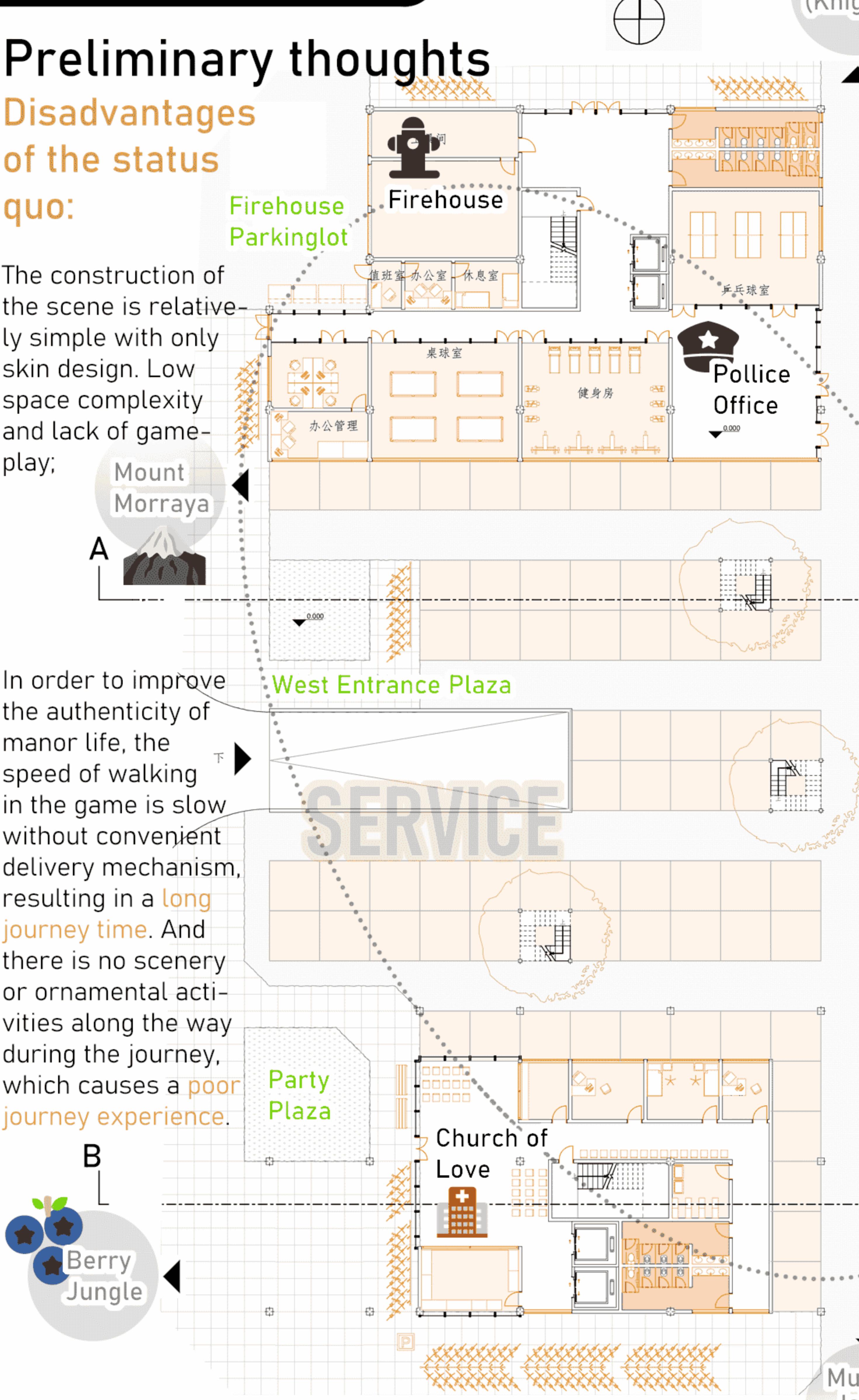
A spider shaped three-dimensional road connecting various areas. It reduces travel time and provides a rich spatial experience.



The above content is organically combined to form a serious but energetic central square, which fits the warm manor atmosphere.

Concept:
Introverted Spider Web

Aid for the purpose of game: Mole Manor Central Planning



Design description

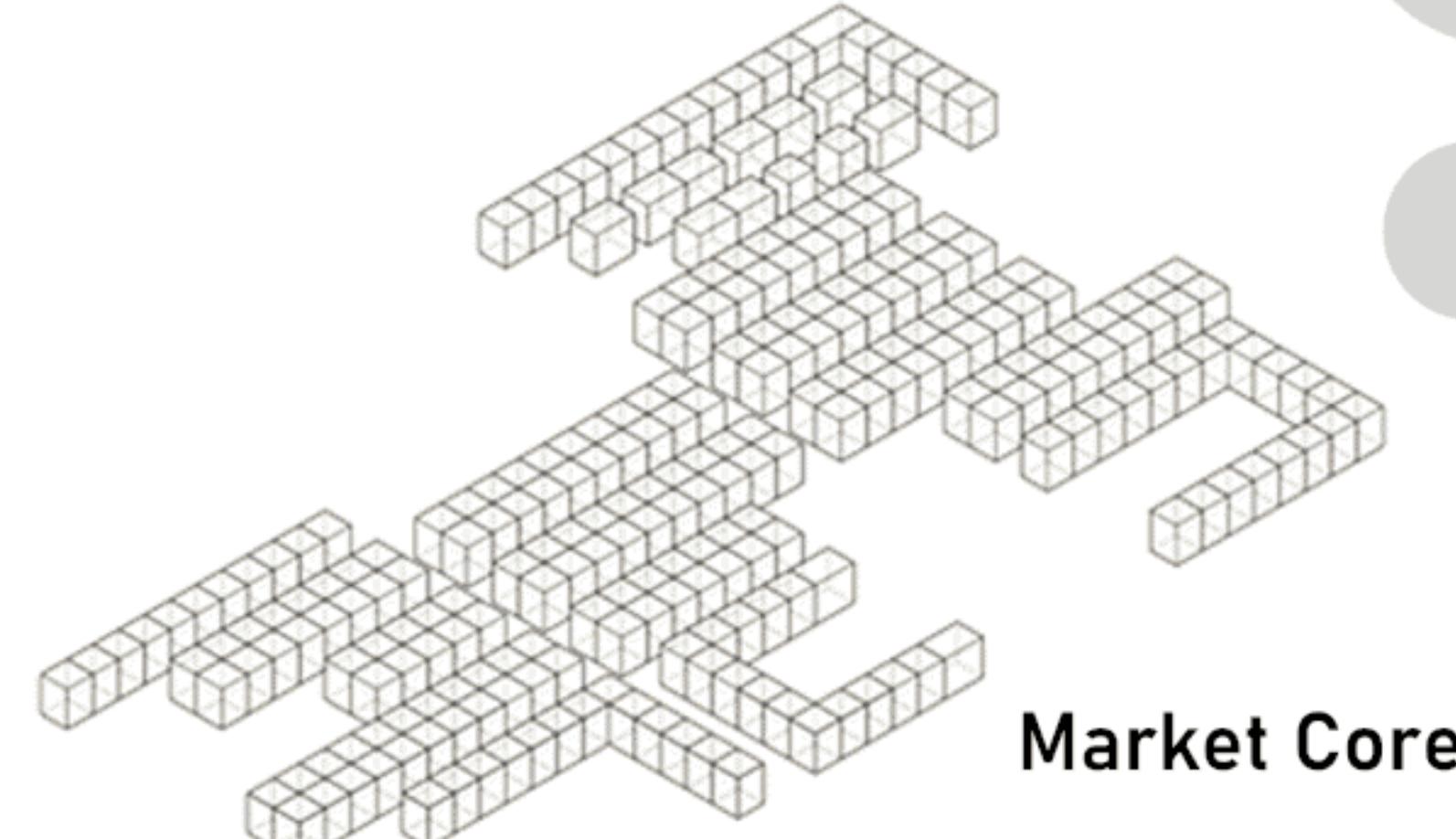
For the design itself, the site is centered on the central controlled **vegetable market**, and the north and south sides are integrated into **two long buildings**.

The ground is arranged into a pattern of **four horizontal and two vertical roads**, each connecting at least two **small plazas**. Each square has a different emphasis on function and atmosphere. The market consists of 3×3 movable stall units that offer flexible possibilities for the layout of the site.

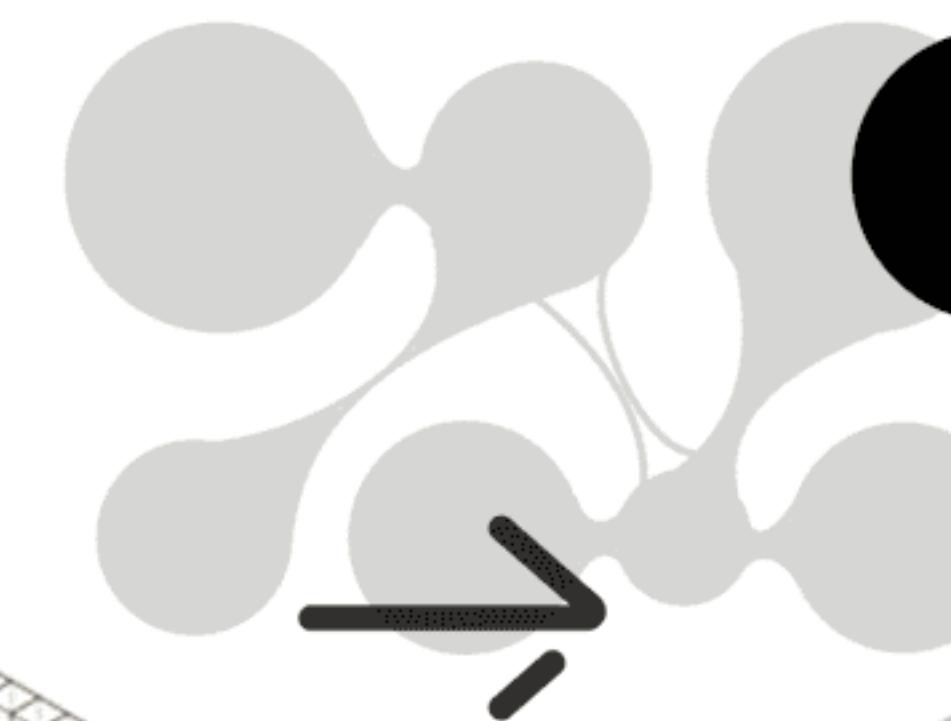
For example, the stalls around the square will be converted into underground garages to provide an expanded square for gathering.

At the top of the unit there is a shallow tree pool which can grow flowers and small shrubs, and even vegetables sold in the market, so that the neighborhood can retrieve the once lost chance to enjoy the nature.

Bulk Generation



Market Core



Sectioning Axonometric Drawings (1F)

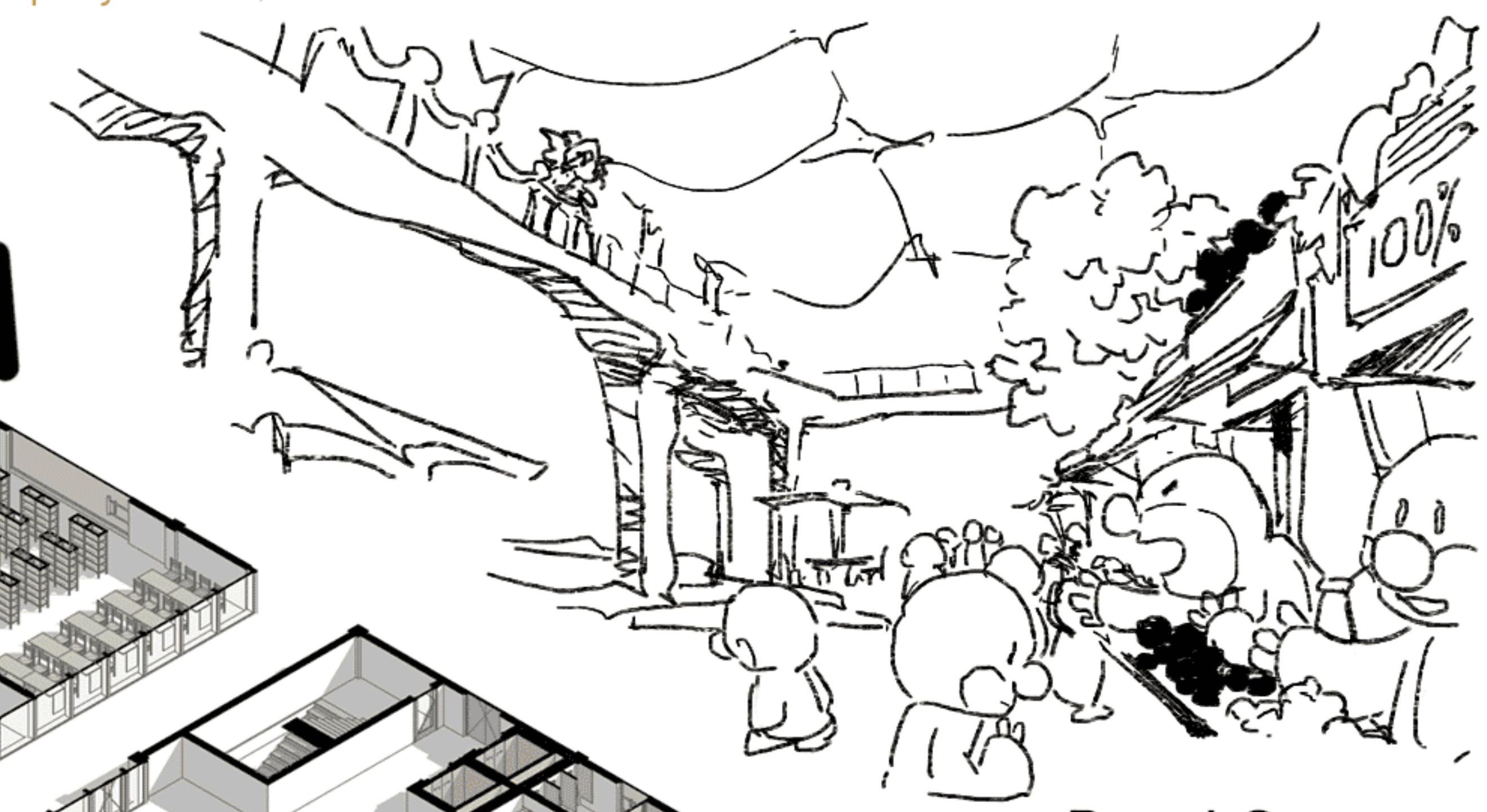
Detailed Task Book

Following the main functions of the original design:

Tao Tao Lok Street: Shop street. Contains a pet shop, Aunt Hua's recycling booth, a personal restaurant, a restaurant, a clothing store, a furniture store, players' booth (Not actually installed, only existing in the virtual panel. But I need to translate it into real model.), an antique identification office, etc.

Mole Castle: The main body of the castle. It's the residence of the princess and has greenery and pools.

Love Neighborhood: Love Church (equivalent to hospital), police station, fire station, newspaper office, guide club, Party square, playhouse, construction site.



Royal Square:
in front of
Mole Castle

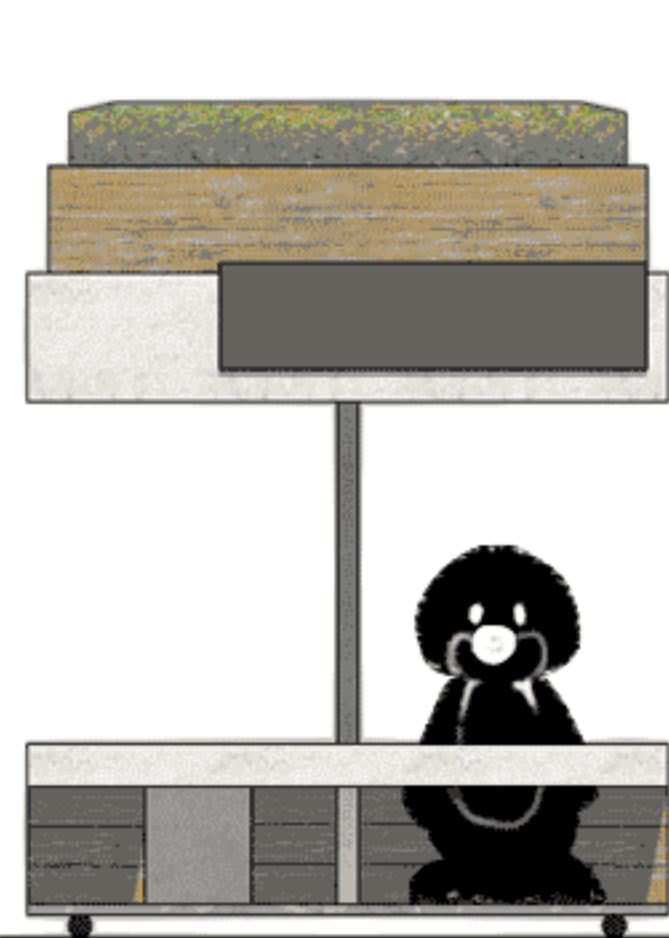
Booth Unit Design

One side is the entrance door, and other three sides are platform for display. Below the display are lockers.

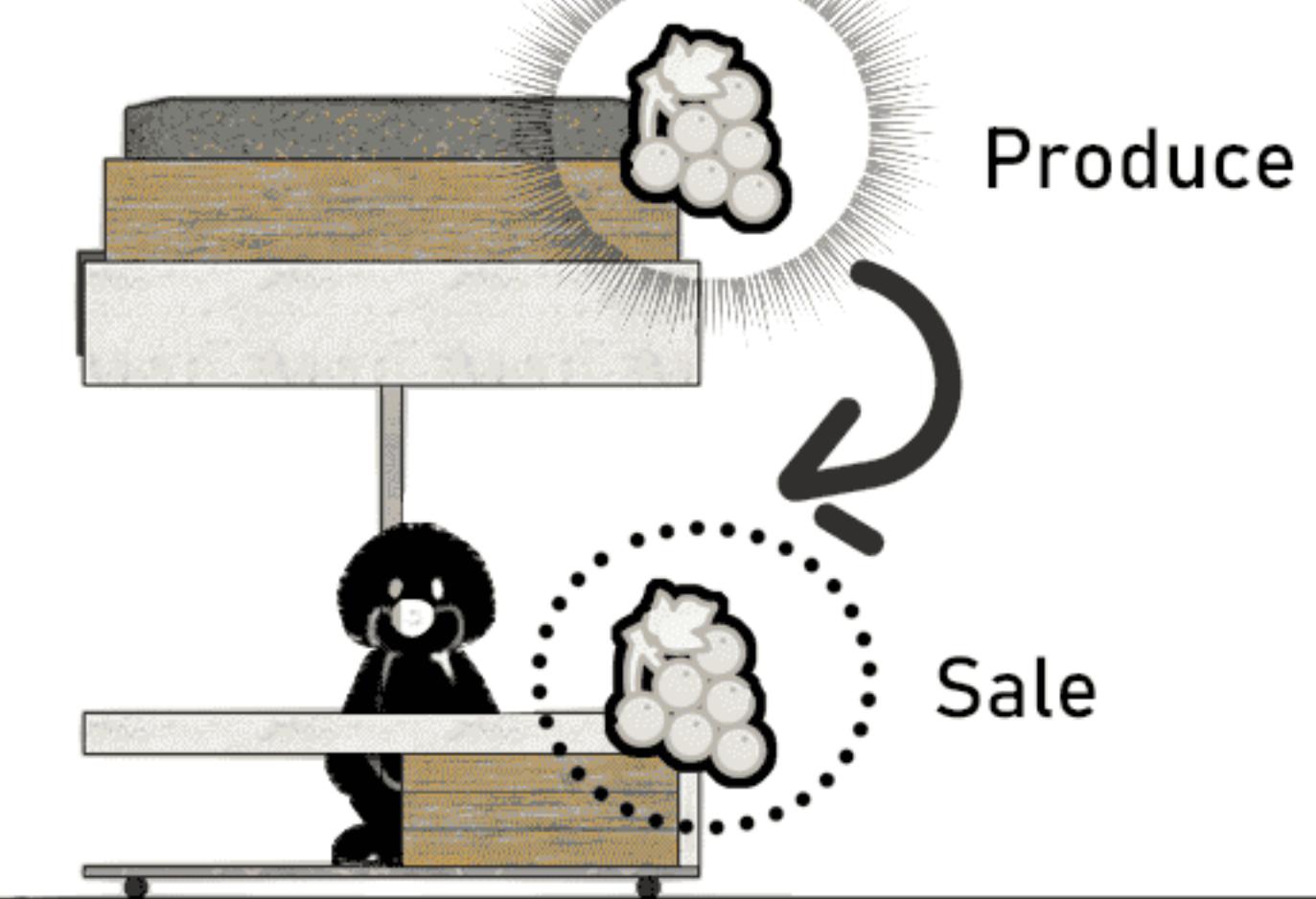
The structure is supported by a central column.

The roof has a shallow pool of soil for small shrubs and flowers

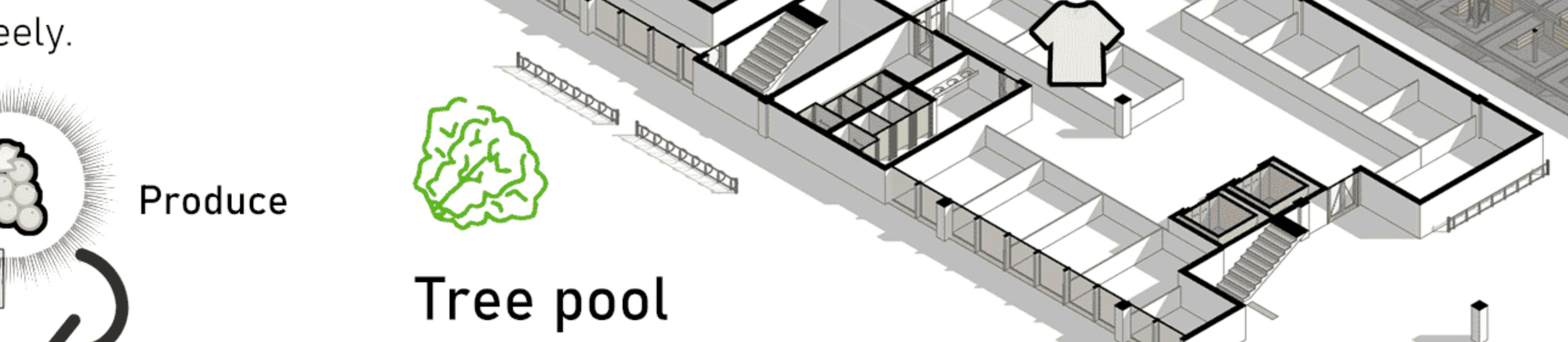
Identification plaque: small blackboard, you can write freely.



Booth Unit-Front View



Side View



Produce
Tree pool

You can use them to grow flowers and shrubs, or even vegetables that sell well on the market.

Linkage with the wet market.
Let the players experience the fun of planting.

Mobile booth

With rollers at the bottom, you can move and combine them freely.

Or make room for big events. It can be stored in the underground garage if necessary.



Aid for the purpose of game: Mole Manor Central Planning

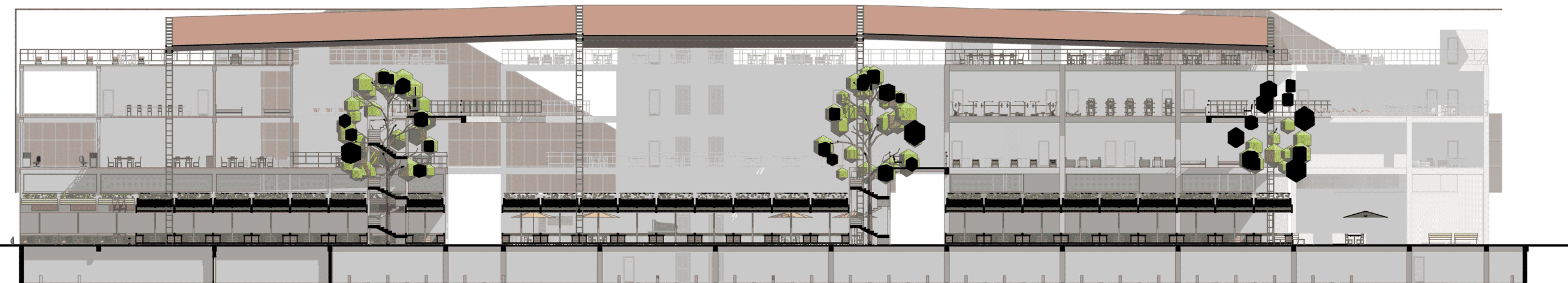
Detailed Task Book

Peripherally connected or added to the scene:

Outpost: The Knights are stationed on the cliff edge of the border. Beyond the drawbridge is the black forest.

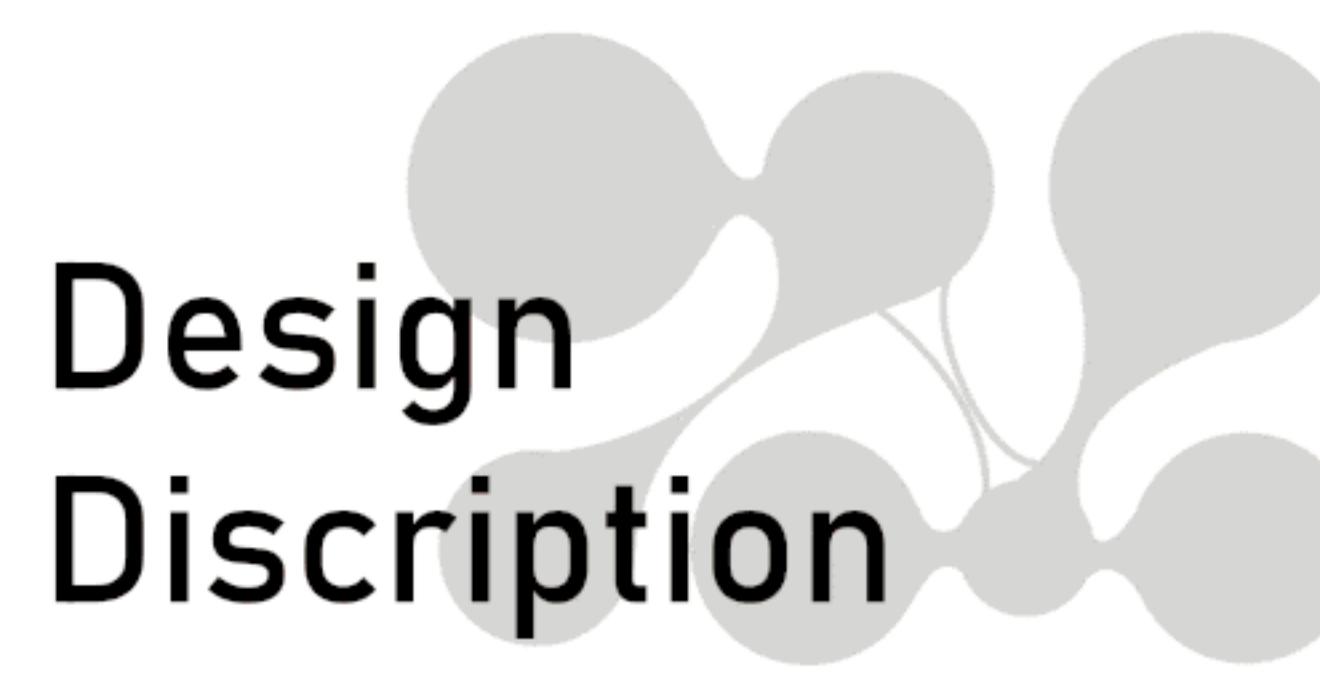
Ram Academy: The school of the player's pet "Ram".

Berry Jungle: Rich in berries. There are green spaces, flowers, and turbulence.



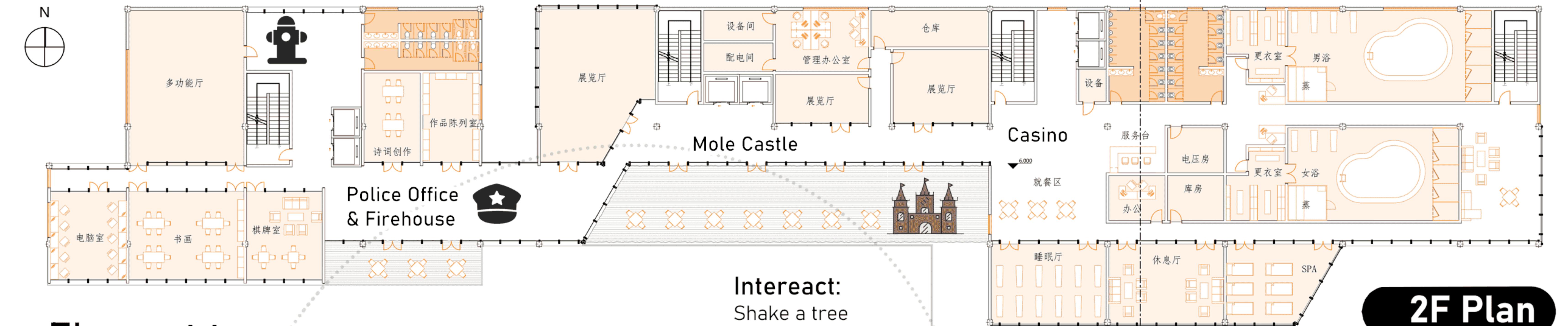
Mount Moorah: Snowy Mountains. From the base of the mountain to the top there are cable cars, ski slopes.
Happy Farm & Sunny Ranch: The base for agriculture-related gameplay.

Section A-A



Design Description

Eight of the stall units in the vegetable market were replaced with "tree units" - units consisting of a tree with a spiral staircase around it. This provides not only direct vertical traffic between the vegetable market and the elevated corridor, but also structural support for the elevated corridor, and also a place for pedestrians to chat and rest.



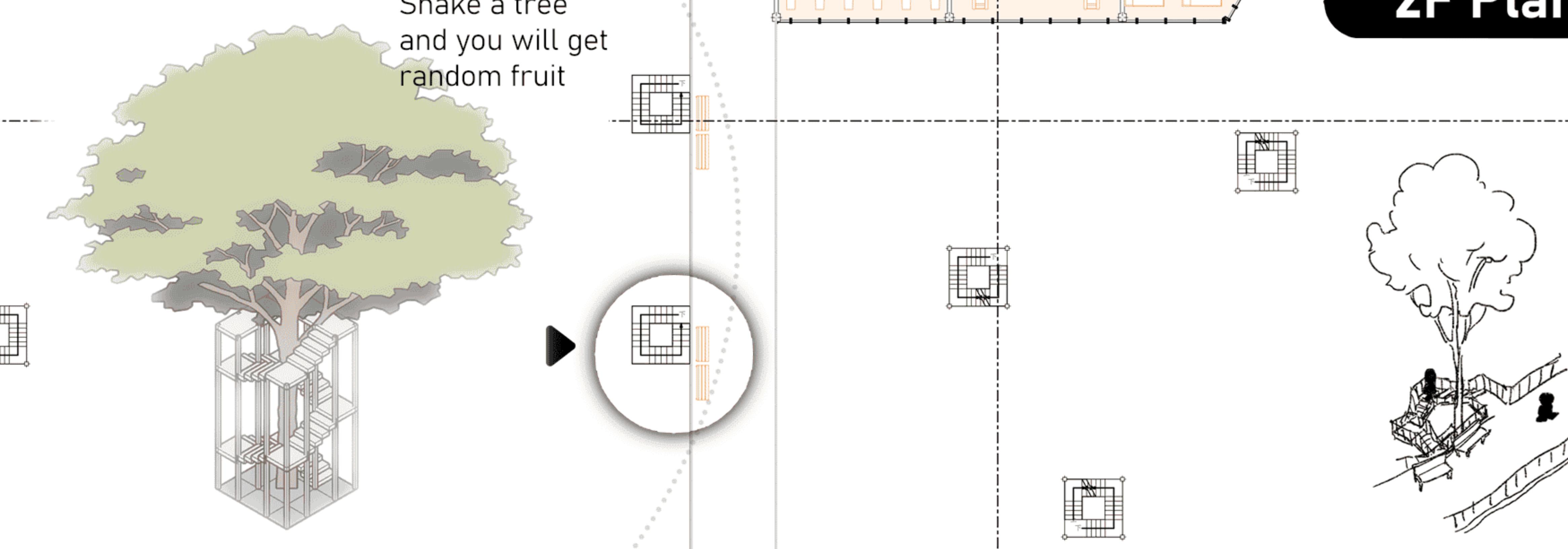
A Element tree

There are 8 booth units replaced with "unit tree". It consists of spiral stairs formed around a tree.

It is linked to the market ground to provide vertical modes of transportation with aerial corridors.

It's also the way it's structured.

People can rest and chat here.



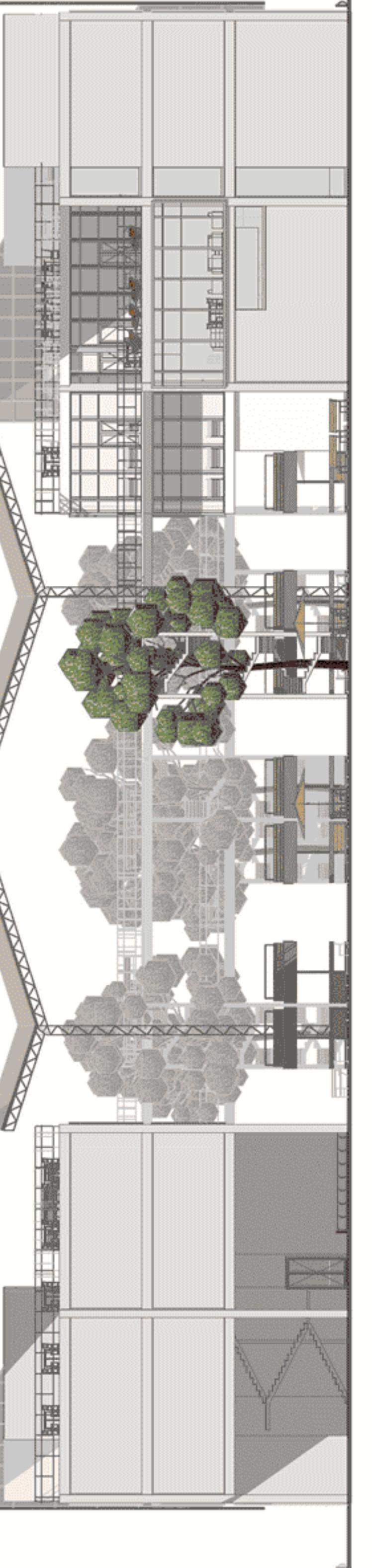
B

The long **corridors** in the interior of the building and the **outdoor aerial corridors** together form a **circular walkway connecting different functional areas**, making them integrate with each other to form a mutual support connection. For example, the neighborhood committee and the health station can be penetrated by a corridor, so the neighborhood committee staff can be responsible for accompanying lonely players.

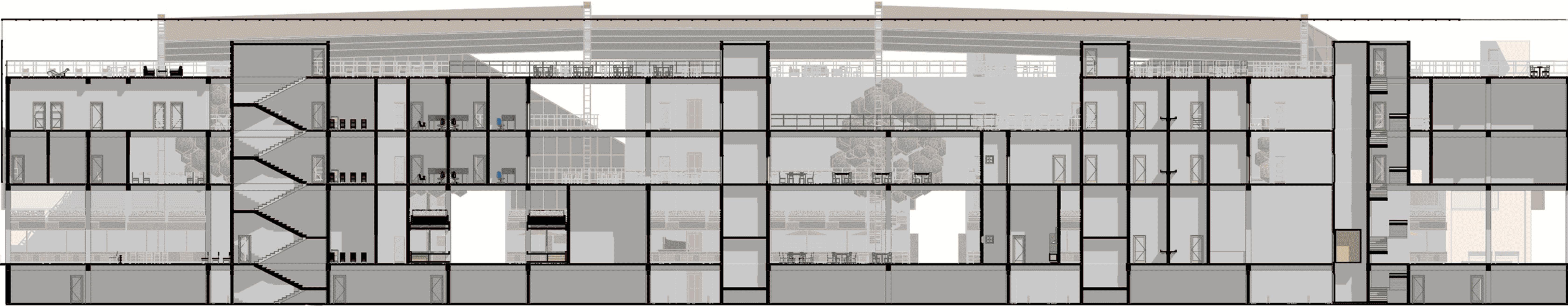
C

In a word, the central planning is based on the play of the market and shows us a community center built on the function of it. All the content placed in the market has been processed as a community to ensure that residents can feel safe and warm here.

Aid for the purpose of game: Mole Manor Central Planning



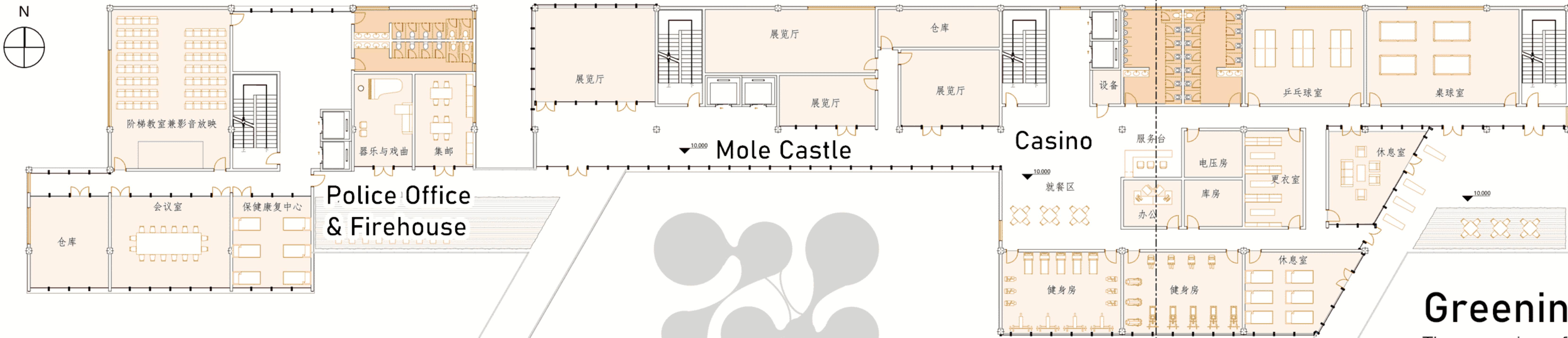
East Elevation



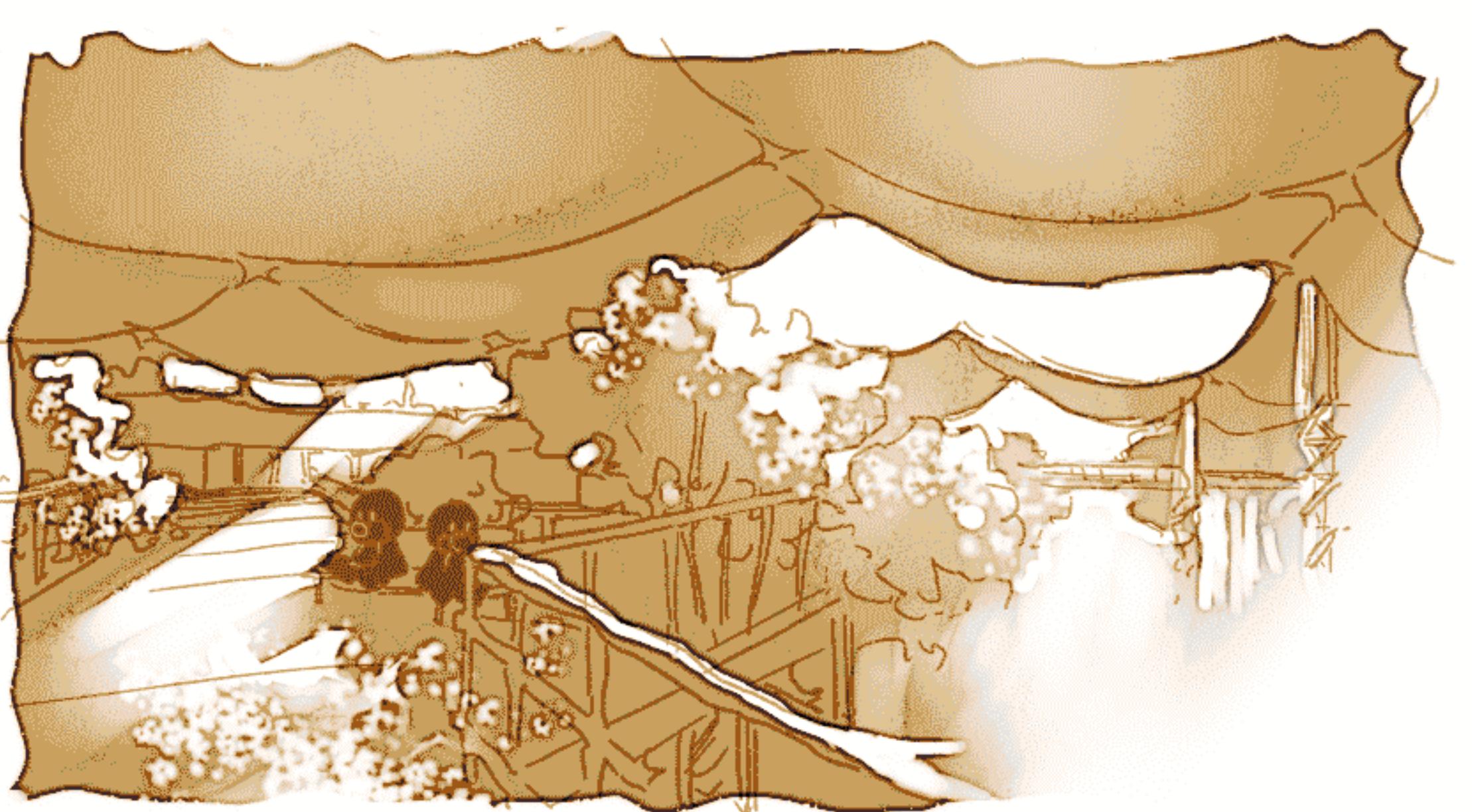
Section B-B

Streamline Logic

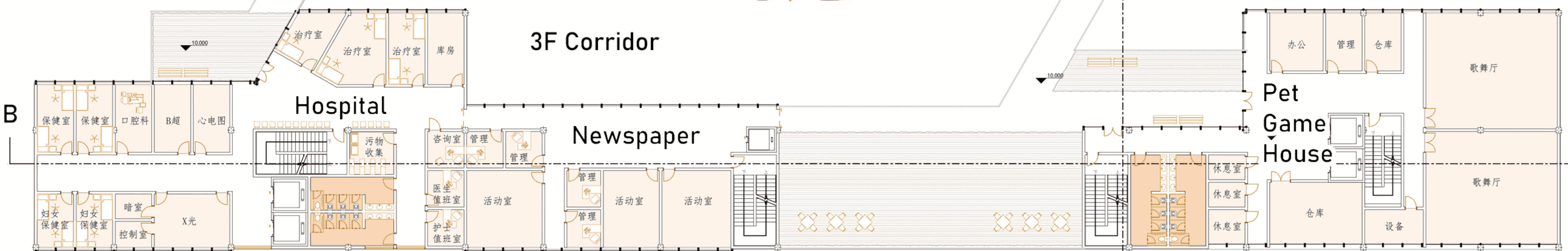
The two rows of north and south strip buildings each have a long indoor corridor connected by overhead corridors, together form a complete circular walkway. They connect various functions, so that they integrate and help each other, and provide leisure walkways for community residents.



View from Main entrance square



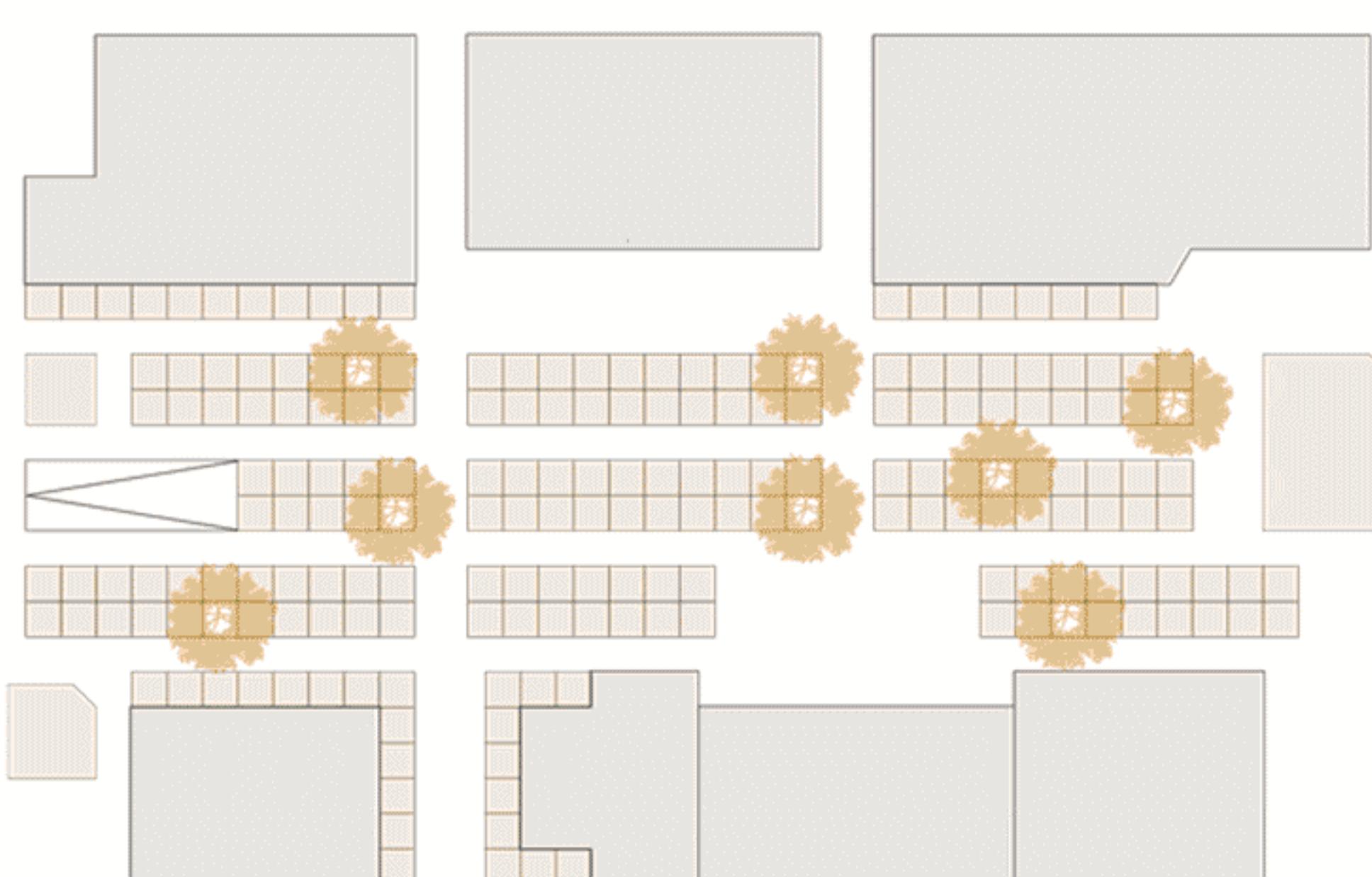
3F Corridor



3F Plan

Greening Analysis

The greening of the site is arranged into three forms:



1. Green space on the square;

2. Canopy tree pool of booth unit;

3. Trees in spiral stair unit.

Aid for the purpose of game: Mole Manor Central Planning