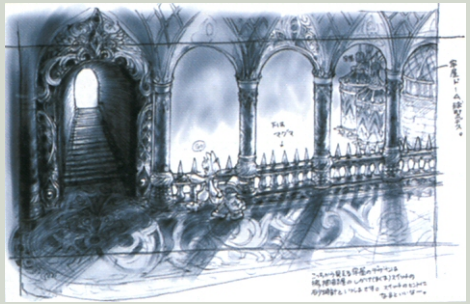
Cloud Palace

Par : Sébastien Fournier

Cloud Palace – 3rd Dungeon Overview



Synopsis

The Cloud Palace is a **3rd dungeon** and is located in the sky. Link will have to maneuver through moving platforms and dissipating clouds to reach Arrghus, the evil that dwells in the sacred temple.

Key features

- **Unique item** : Hookshot;
- **Wind Wizzrobe** : Enemy that pushes Link around;
- **Dynamic platforms** : dissipating clouds and moving platforms.

Cloud Palace – 3rd Dungeon Overview

Screen size;

Door requiring the destruction of all enemies in the room;

Locked door. Require a *small key* or *big key* to unlock;

Stairs to change floor;

Switches unlocking the path to the *big key*.

*Assets specific to the dungeon or used in new ways are listed and explained in this document's Annex.

Cloud Palace – 1st Floor Overview

Terrains and Objects

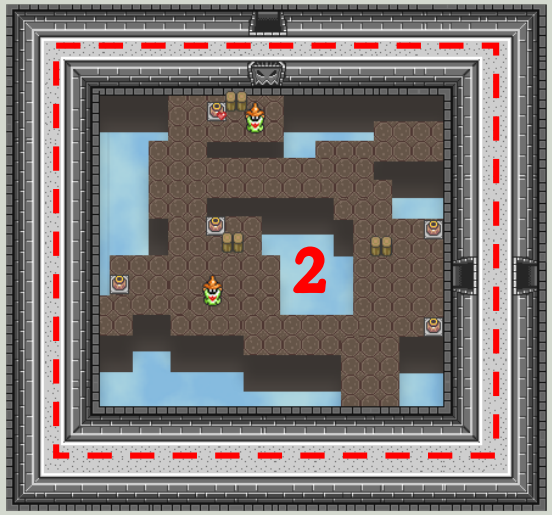
- Chest : small key
- Chest : Dungeon Map
- Chest : Compass
- Big Chest : Big Key
- Big Chest : Hookshot
- Jars
- Rocks
- Rupees
- Switches
- Hearts
- Clouds
- Hook poles

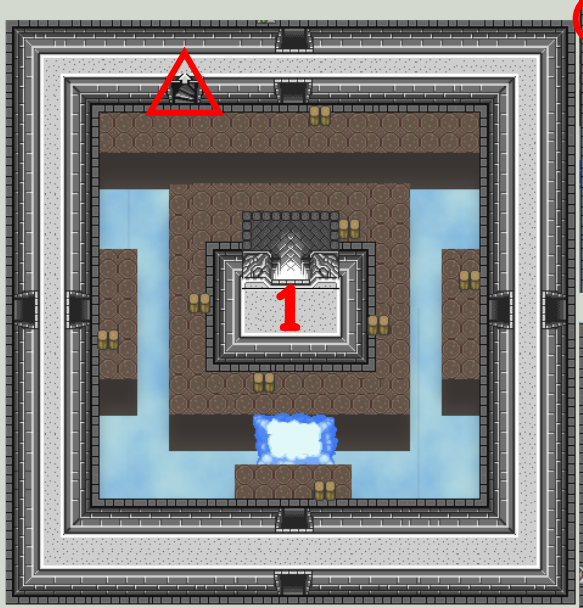
Ennemies

- Wind Wizzrobes
- Cloud Tektites
- Octoballoons
- Green Zyros
- Flying Tiles
- Medusas
- Chain Chomps

Arrghus

Cloud Palace – 1st Floor – Inside Rooms





Each room is the size of a screen, except the middle one which is a bit bigger.

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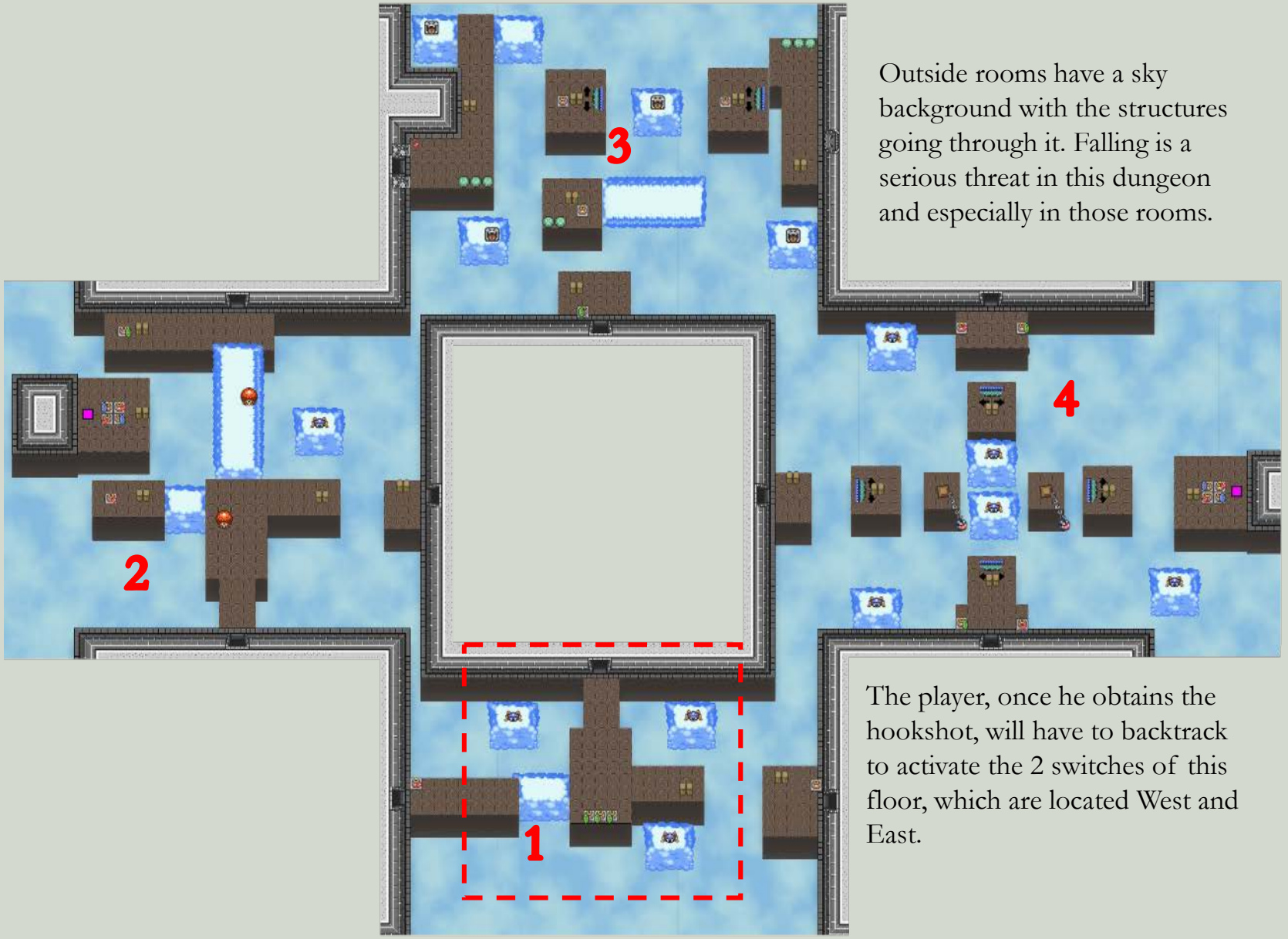
Cloud Palace – 1st Floor – Outside Rooms



Outside rooms have a sky background with the structures going through it. Falling is a serious threat in this dungeon and especially in those rooms.

The player, once he obtains the hookshot, will have to backtrack to activate the 2 switches of this floor, which are located West and East.

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Cloud Palace – 2nd Floor Overview

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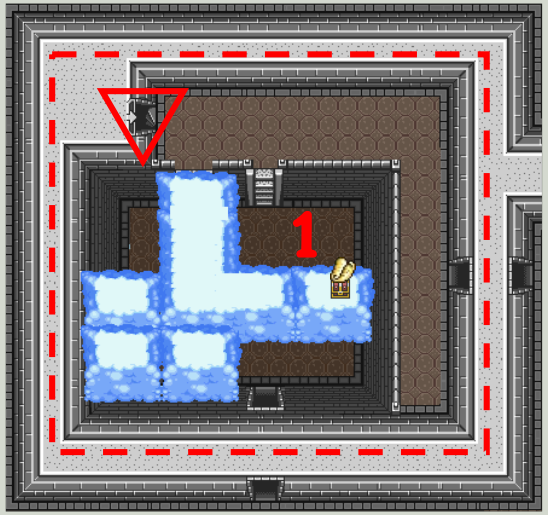
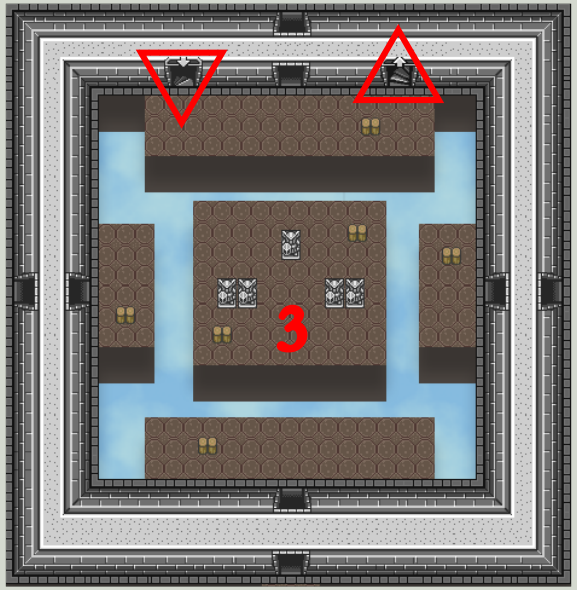
Arrghus

Cloud Palace – 2st Floor – Inside Rooms



Room 1 has a navigation puzzle with the Pegasus Boots.



Room 3 is the second floor of the middle rooms. It contains 5 statues that will light up as the player activate each switch.

Room 2 has a navigation puzzle with the Pegasus Boots and add the use of the Power Gloves.

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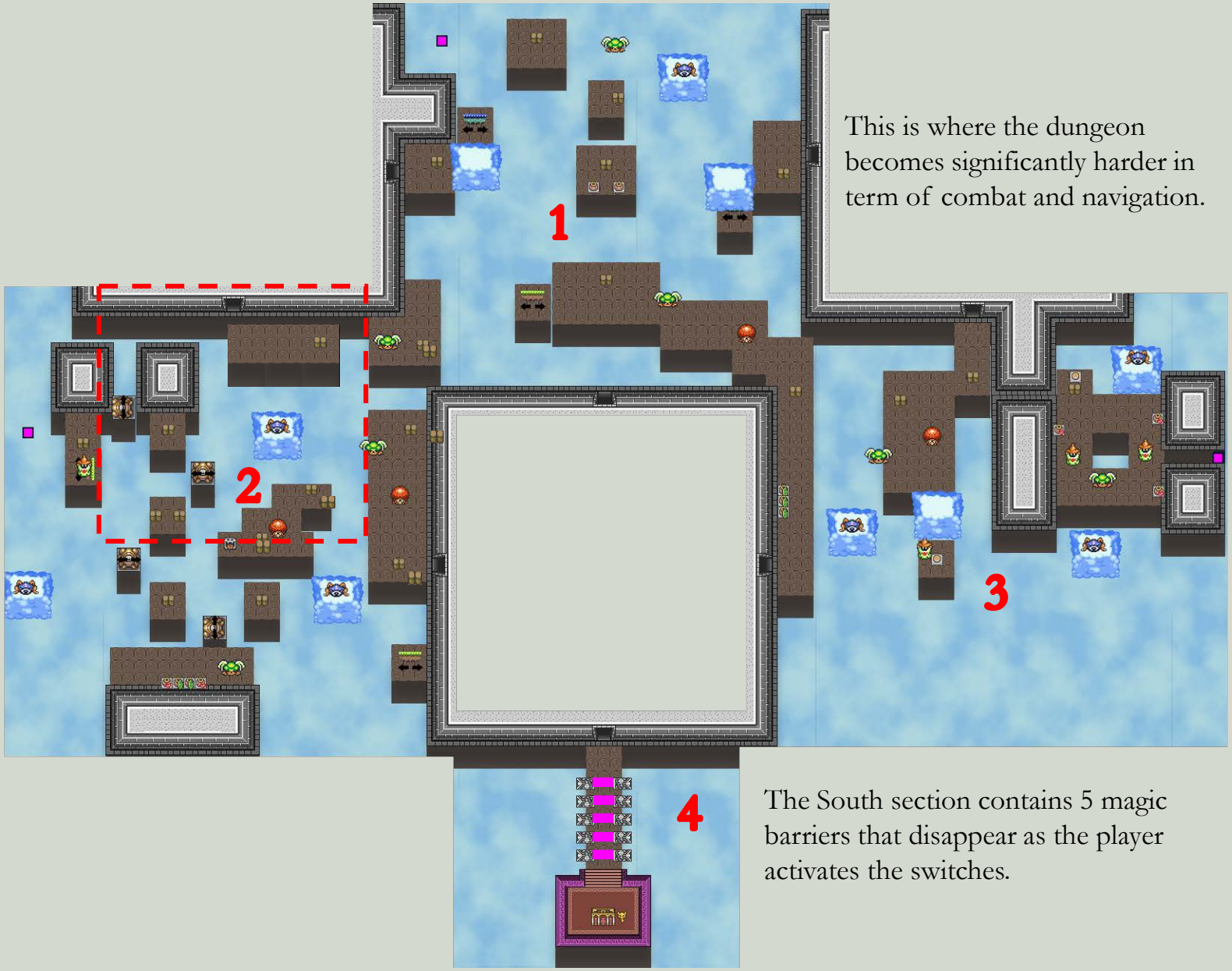
Cloud Palace – 2st Floor – Inside Rooms



This is where the dungeon becomes significantly harder in term of combat and navigation.

The South section contains 5 magic barriers that disappear as the player activates the switches.

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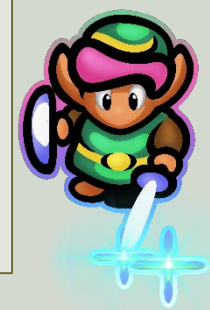

Cloud Palace – 3rd Floor / Boss Room Overview

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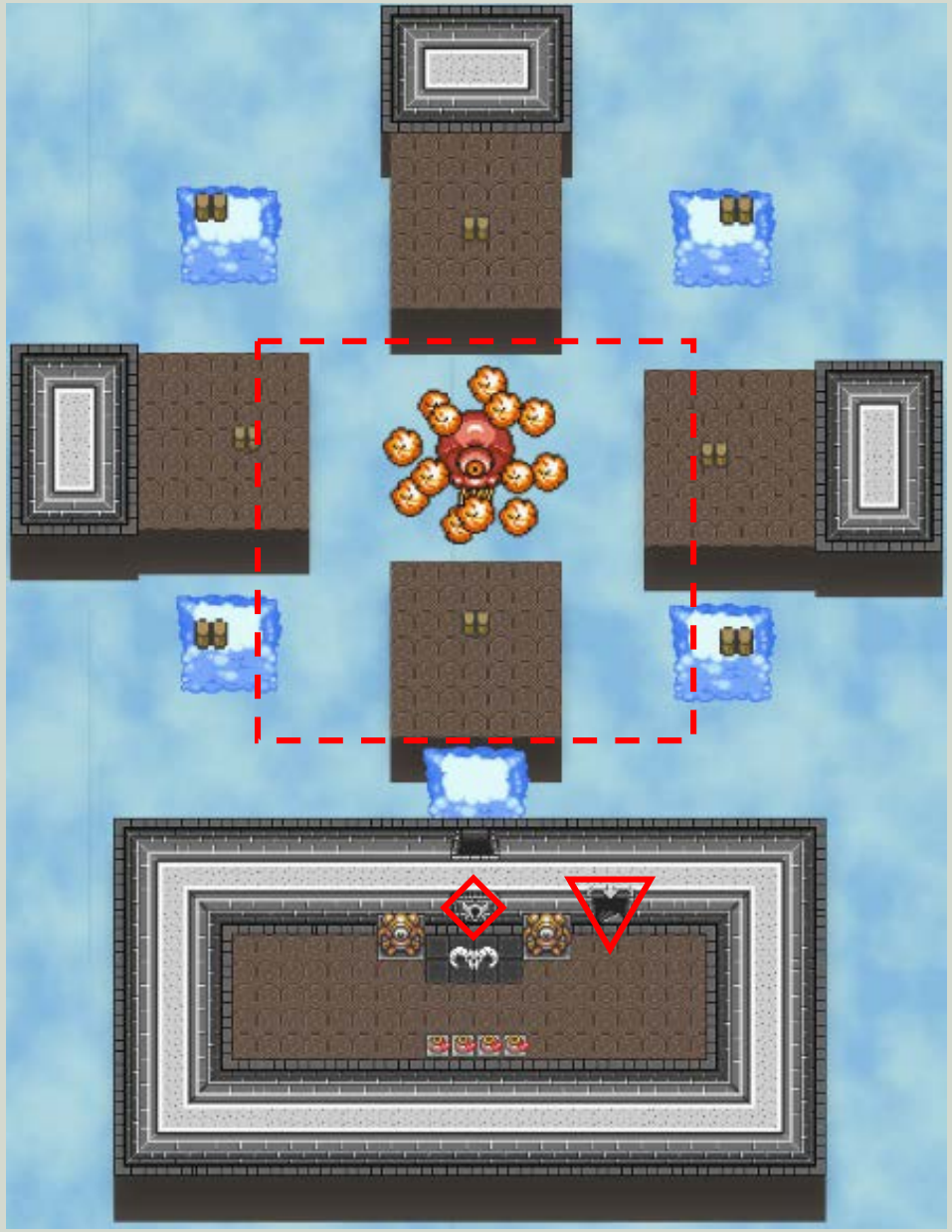
Cloud Palace – 3rd Floor / Boss Room



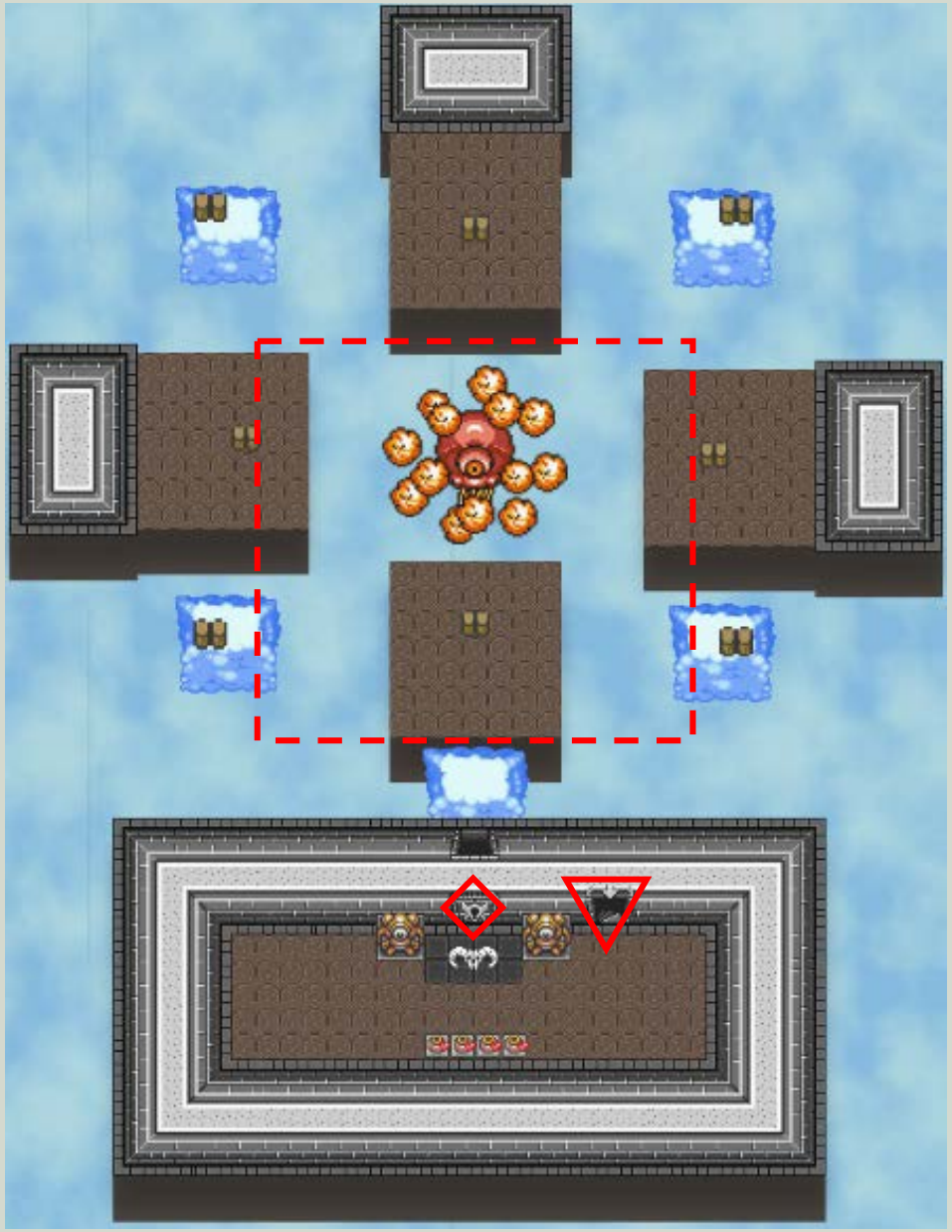
Boss Stats

- **Puffballs** : 6 HP (3 normal sword hits)
- **Arrghus** : 28 HP (14 normal sword hits)
- **Damage**
  - **Puffball's hitbox** : ½ heart;
  - **Arrghus's hitbox** : 1 heart;
  - **Thunderbolt** : 2 heart;
  - **Lightning spiral** : 2 heart;

The *big key* is required to unlock the boss's room. A short cutscene will show Link walking toward the boss while the cloud dissipates behind him. It will only reform once the boss is defeated!

Upon defeat, the boss will **drop a Heart Container and a warp zone** to let the player return to the dungeon's entrance.

Cloud Palace – 3rd Floor / Boss Room



Boss Behaviors

Phase 1 : Arrghus only move slightly in the center of the room.

- Arrghus will periodically **send individual Puffballs to Link's location** in an attempt to damage him.
- **Delayed thunder bolts will fall on Link's current platform.** The **delay timer is 4 seconds** but is subject to change depending on playtesting's results. It **affects the entire platform** and is **foreshadowed by a cloud's shadow and stormcloud's sounds.**
- To advance to phase 2**, Link needs to defeat every Puffball by attacking them with his sword** when Arrghus send them or by **hooking them toward him.**

Phase 2 : Arrghus is free to move toward the four platforms or to the center.

- Arrghus will **shroud himself in a cloud, making him impervious to damage**. He will **periodically move toward a platform, the cloud very slowly following him**. The player will have to **hurry up to its location and attack him until the cloud reaches Arrghus** to protect him.
- **Two delayed thunder bolts will happen at the same time : one on Link's current platform and one on either adjacent platforms.**
- **Upon taking damage and the cloud returning to him, Arrghus will move to the center and channel a lightning attack : he will creates 4 lightning lines from him toward the 4 clouds. Once fully created (2 seconds), they will spin around clockwise or counter-clockwise (randomized, with wind blowing in the direction before-hand so the player can guess the direction). It will end after it has rotated for 360 degrees.**

Cloud Palace - Annex – Dungeon Specific/Related Asset list

Enemies and Traps

Cloud Tektite (new) : Jump on clouds or/and toward Link to damage him (**1 heart**);

Wind Wizzrobe (new) : **Teleporter** (Rather than moving, he periodically teleports around)**.** Shoots wind waves that damage (**1 heart**) and **pushes Link**; Summon a delayed tornado at Link's location that will **push Link if he is standing on its edges** (the 8 tiles surrounding the epicenter of the tornado).

Green Zirro (new) : **Levitate**. Shoots a scattering seed bomb (**1 hearts**) that splits into 4 seeds upon impact (**1/2 heart**);

Octoballoon : **Levitate**. Slowly moves toward Link to damage him (**1 heart**). Upon death, it explodes into 4 small version of itself with the same behavior.

Medusa : Periodically shoots fireballs toward Link (**1 heart**). **Range** : Screen;

Chain Chomps (new) : Chaotically moves around a restricted radius. Periodically straighten itself to its maximum range toward Link to damage him (**1 heart**);

Flying Tile : When Link is close enough, the Tile will rise from the floor to then shoot itself toward Link (**1 heart**). Dies upon impact with Link or any non-monstrous obstacle.

Terrain and Objects

Wooden Pole (new) : Non-passable terrain. **Link can pull himself to it with the hookshot;**

Switch (new) : By using his sword or hookshot, Link must activate these switches to deactivate the 5 barriers blocking the path toward the *big key* chest.

Rock : Using the *Powe Gloves*, Link can lift and throw these rocks. **They can be used to force a cloud to dissipate from a distance**;

Jar : Can be thrown to cause damage and sometimes holds rupees, fairies or hearts. **Link can pull himself to those using the hookshot.**

Cloud (new) : When Link walks on it, it will dissipate after 2-3 seconds and reform itself after a similar duration. There is a variation of it that dissipates and reforms by itself, without the need of Link walking on it. This effect can be regulated by throwing a rock on the cloud. The timer is reset upon Link changing room or respawning after falling down

Cloud Palace - Annex – Post-Mortem

This document went through many iterations, I've learned TON of stuff, especially about shitty work methods. It was stressful; we went with the real Zelda : LotP assets and it took a lot of time to pull off the whole papermap. I'm not particularly satisfied with the final result : we can't really see it but I had lot of issues through the making of it that I've fixed with « lazy » solutions.

I thought about the whole dungeon, I wrote a lot of texts about each room…just to remove it from my document because it was too heavy. It's kind of hard. I had to give up on most of my document's design too, to be coherent with the rest of my team.

All in all, it was a great project and I'm happy with everything I've learned. I'm eager to see what my next one will look like when I'll apply my experience.

Things I would rework :

- Metrics. I messed up the 4/3 screen size and didn't really make my rooms based on it;
- Less text, more intuitive icons;
- Better work methods!