

GAME 370 - Revised Final Project Design

Project: Ashen Vale

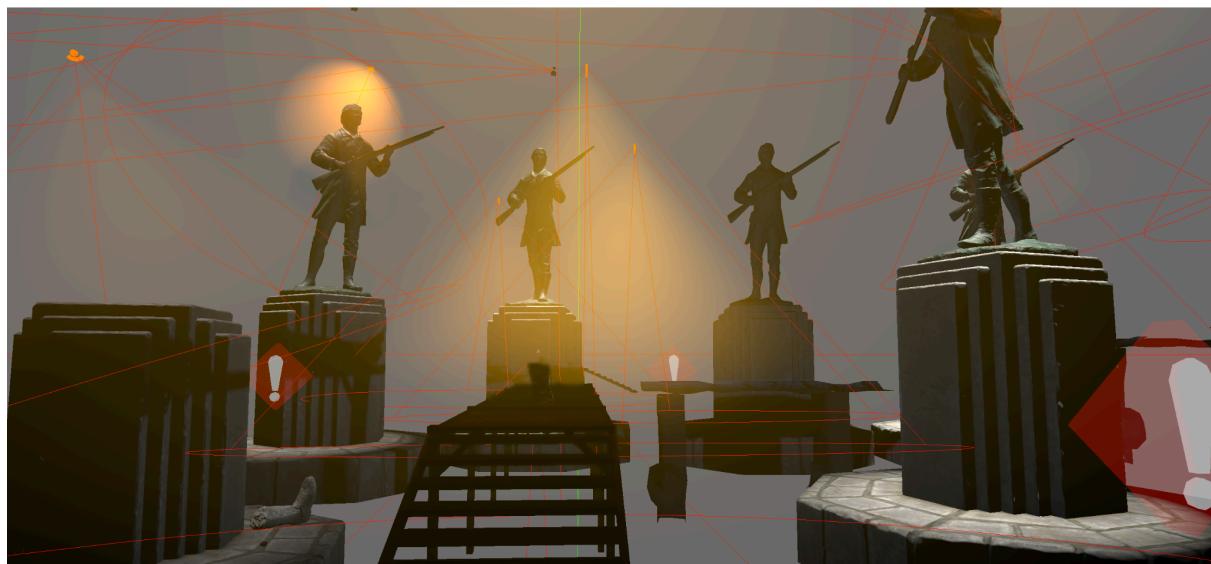
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Revised Design: The Hall of Idols

(Note: This revision narrows the scope solely to my assigned area to demonstrate detailed work of the mechanics and asset placement.)

Level Name: Hall of Idols

World Function: This chamber acts as the "spiritual airlock" for the temple. It was designed to filter out the unworthy; only those who knew the correct ritual (orientation of the idols) could reveal the path to the sacred Sun Chamber.



Level Function: It serves as the Tutorial Puzzle. It teaches the player the "interact/rotate" mechanic in a safe, quiet environment before they encounter the lethal traps later in the level.

Player Path

Entry: The player enters a dark, cavernous hall and sees five illuminated pedestals arranged in a Semi-Circle/Arc/L-formation.

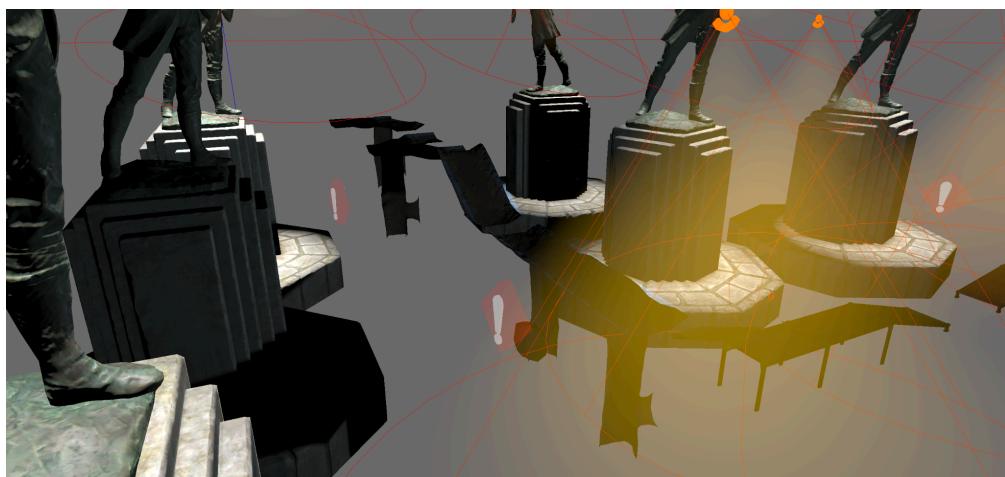
Obstacle: The path forward is not visible; the room appears to be a dead end.



Action: The player approaches the statues (currently placeholder Minutemen models) and interacts with them to rotate them.

Resolution: Once the statues align correctly, a hidden stairway unlocks and reveals itself.

Exit: The player descends the newly revealed stairway toward the Sun Chamber's radiant core.



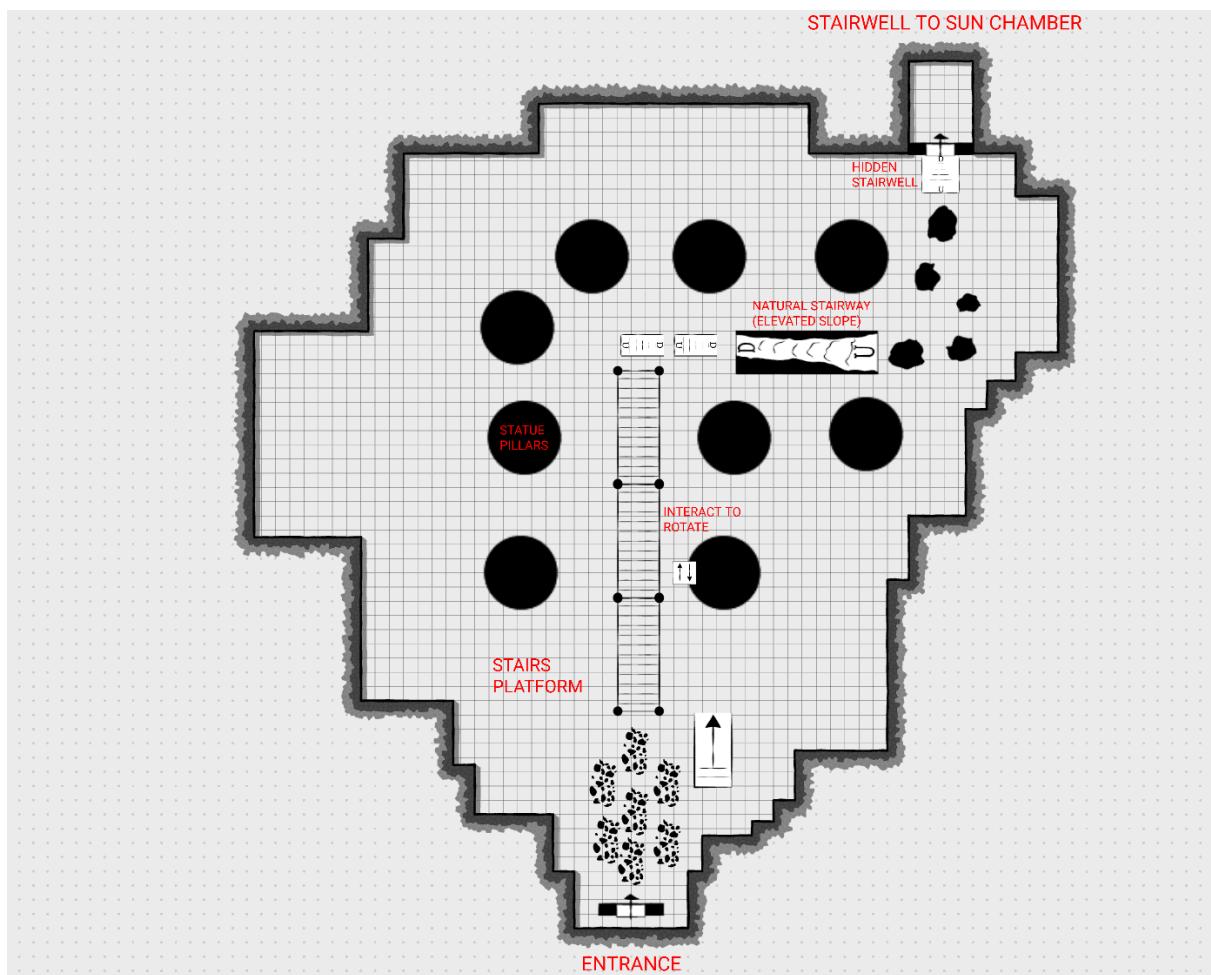
Objectives:

Primary: Solve the rotation puzzle to reveal the hidden exit.

Secondary: Learn the visual language of the temple (illuminated objects = interactive).

Current Blockout Status: The level geometry is fully blocked out in the Creation Kit.

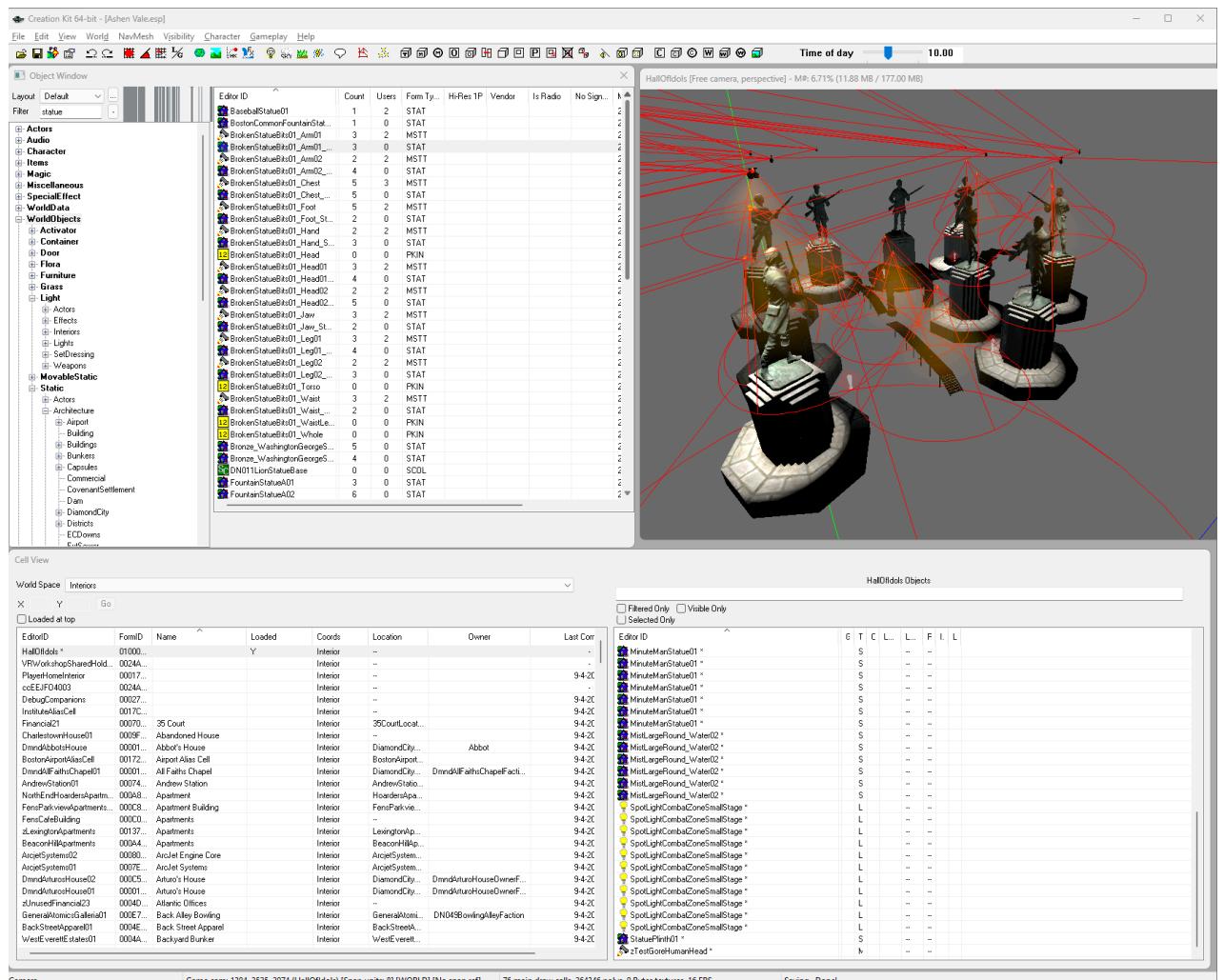
Layout: The room features a number of central plinths arranged in a L-shape, allowing the player to view all statues simultaneously from the entrance.



Object List (Current & Planned)

Architecture:

- Stone_Platform_Hexagon (x5): The base for the idols.
- Temple_Hidden_Stairway_01: A custom activator that animates open upon puzzle completion.



Camera

Game cam: 1394, 3525, 2074 [HallOfIdols] [Snap units: 8] [WORLD] [No snap ref]

76 main draw calls, 264346 polys, 0 Bytes textures, 16 FPS

Saving...Done!

Interactive/Scripted:

- Statue_Minuteman_01 (x5): Currently acting as placeholders for the custom Aztec/Inca meshes. These are scripted to rotate on the Z-axis when activated.
- Lighting & Atmosphere:
- Spotlight_Warm_01 (x5): Individual lights highlighting each puzzle piece to guide player attention.
- Ambient_Dust_Motes: To create an "ancient, undisturbed" atmosphere.

How your design works with your group?

This level is built as a standalone module (.esp) to prevent version control conflicts with the base game or my group members' cells. My area concludes with the "Hidden Stairway" event. This stairway is the exact transition point where the player loads into Area 2, where the mechanics shift from puzzle-solving to traversal/parkour.

Inspiration:

Tomb Raider



Indiana Jones

