Boncôte City

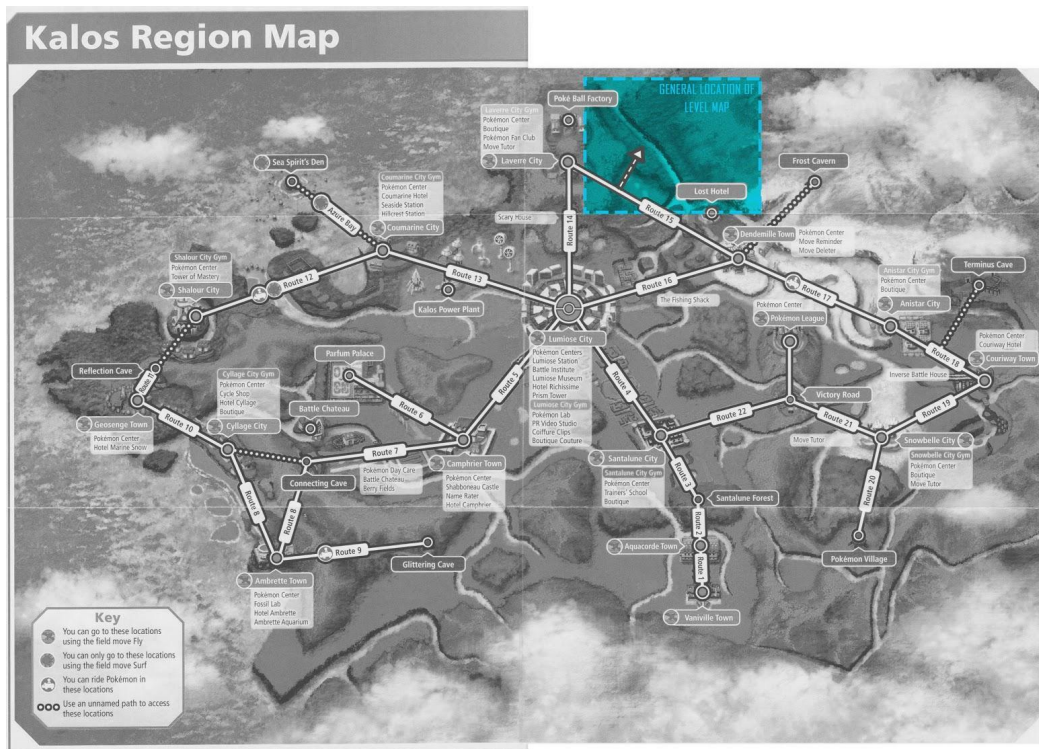## Kevin Pak - Griffin Robbins - Lanie Vevasis - Malik Basnight

GMAP T380-002: Architectural Approach to Game Level Design

Level Narrative

- Where
  - Kalos, off Route 15
- Why
  - Pokemon healing
  - Item restock
- What
 - Unofficial gym
  - City exploration

Architectural Intent

For Boncôte City, we would like to model the architecture around the styles found along the French Riviera/Côte d'Azur. The most obvious influences will come from Nice, France and the microstate of Monaco, which is located along the southeast coast of France. We want the player to get the sense that they are in an important coastal city, and we want each turn to give the player something new to look at.
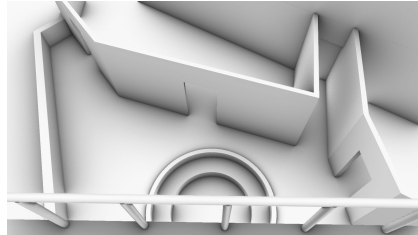
An accessible building where the player can talk with NPCs, buy special items, and find hidden items, will be inspired by the Hotel Negresco in Nice. One of the two largest landmarks that help guide the player will be the unofficial ninth Pokemon gym, which is represented the Lycée Massena in Nice. The other landmark will be the location of plot-driving info on Mega Evolutions. This is represented by the ancient Roman ruins of Cimiez.
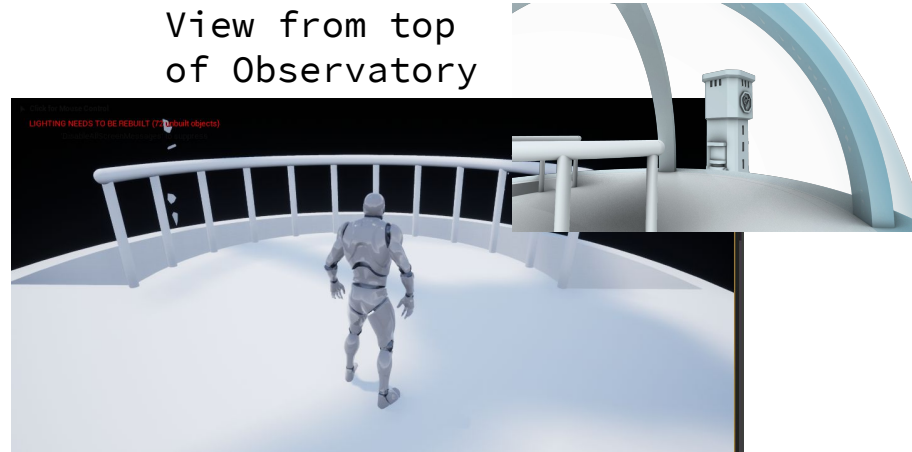
Area 01- The Hotel
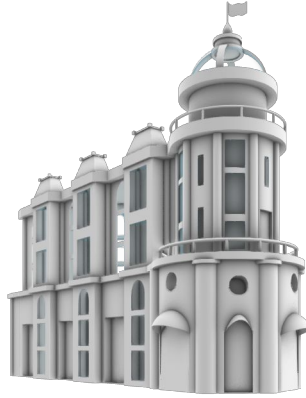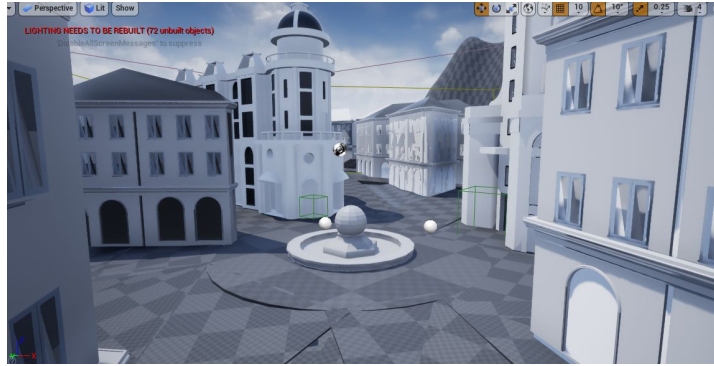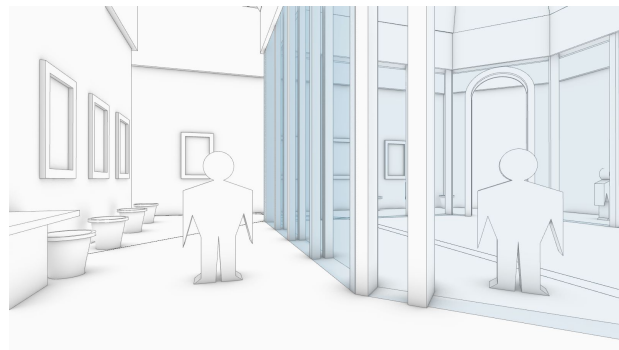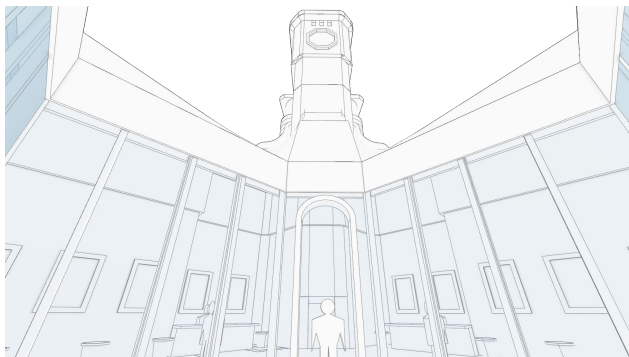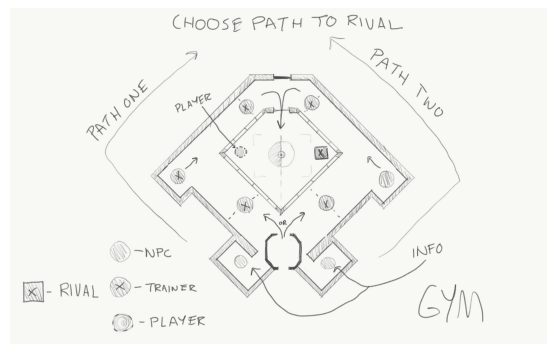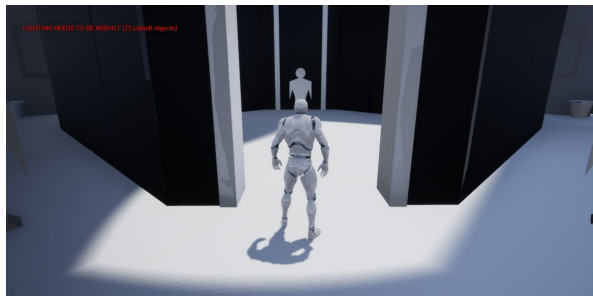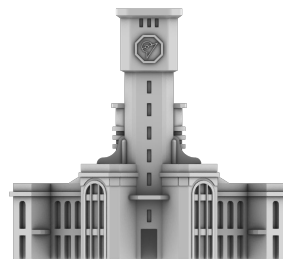

View to Center
of Hotel

View on/over
Balcony

View from top
of Observatory

Area 02 - The Gym

CHOOSE PATH TO RIVAL

PATH ONE   PATH TWO
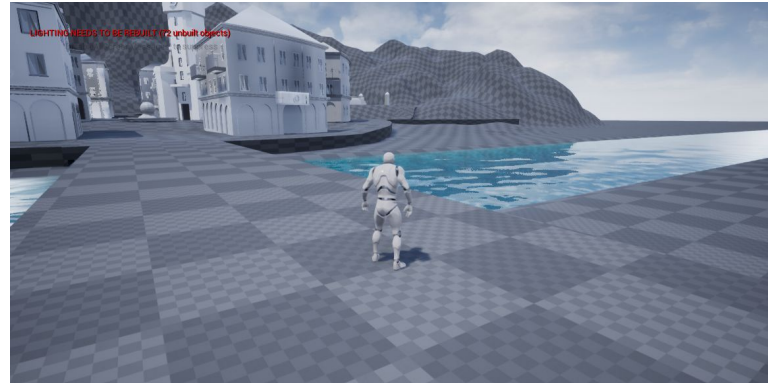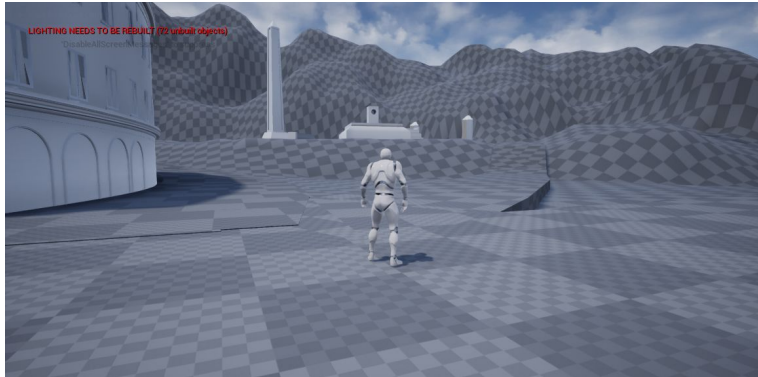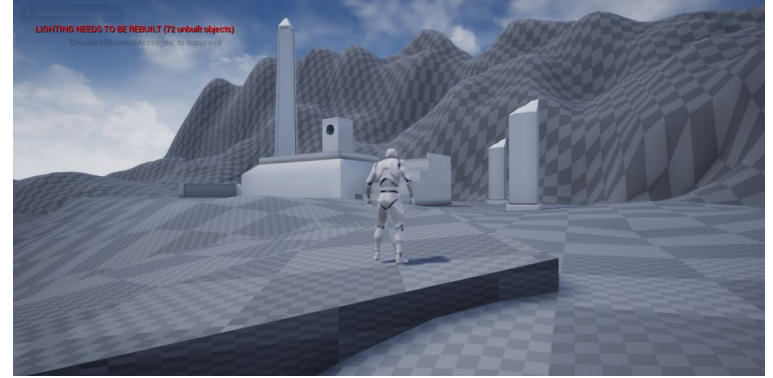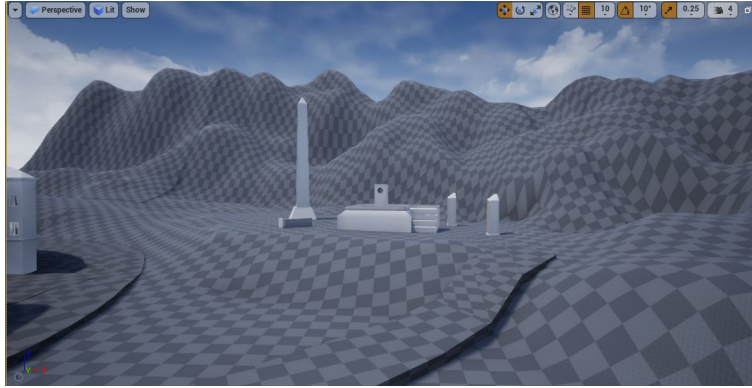
PLAYER

INFO

GYM

⊘ - NPC
⊠ - RIVAL   ⊗ - TRAINER
⊚ - PLAYER

Area 03 - The Ruins

Other Areas -Pokemon Center