

Pokemon X & Y - Beat Sheet



Level/Area: “Boncôte City”

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REVISIONS/ADDITIONS

NAME	DATE	SECTION	CHANGE
Lanie V	2/20/21	Whole document	Created document
Lanie V	2/21/21	Preface, Arch. Intent, Potential Sequence	Added these sections and general information regarding level
Kevin P	2/23/21	City Sketch	Added city concept sketch
Griffin R	2/23/21	Arch. Intent	Edited image structure
Lanie V	2/23/21	Arch. Intent, Maps/Sketches	Small detail accuracy changes, added sketch, Kalos map
Kevin P	2/27/21	City Sketch Versions	Added city concept sketches made by team and digital version of <i>Figure 1.9 Early City Plan Sketch</i>
Malik B	03/01/2021	City Sketch	Developed site plan and site section

Preface:

Pokemon X and Y are the first 3D installments in the Pokemon franchise; it was released on the *Nintendo 3DS* to showcase the handheld console's new capabilities. Due to this change, the game seeks to draw the eye of the player to the game's environment/architecture more than the previous 2D, sprite-based games.

Architectural Intent:

This game's region of Kalos is largely based off of various parts of France, and the style of the architecture is exaggerated to create more of a whimsical/cartoon-like

appearance. For our area, 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. At the same time, we want to avoid a confusing, maze-like set up; the city that represents Paris in the game, Lumiose City, is confusing to navigate due to its radial plan and multiple branching paths. This is something that we wish to improve upon with our own, new level/area.

The Pokemon center design is consistent throughout the game, so it is an easily recognizable landmark for the player. An items shop is combined with the Pokemon Center in this generation, so it is a larger space than it used to be in previous games. The inaccessible facade buildings that frame the walkable streets will be reminiscent of Old Town, Nice and/or the apartment buildings found near the harbor of Monaco (Figures 1.1/ 1.2). An accessible building where the player can talk with NPCs, buy special items, and find hidden items, will be inspired by the Hotel Negresco (Figure 1.3) in Nice. This hotel overlooks the beach, which will be visible and may or not be accessible to the player.

One of the two largest landmarks/weenies that help guide the player will be the unofficial ninth Pokemon gym, which may be represented by something like the Casino de Monte-Carlo in Monaco or the Lycée Massena in Nice (Figures 1.4 / 1.5). The other landmark will be the location of plot-driving info on Mega Evolutions. This can be represented by something like the ancient Roman ruins of Cimiez, or possibly La Reserve Beach, both in Nice (Figures 1.6 / 1.7).



Figure 1.1 Old Town, Nice

<http://www.thetalkingsuitcase.com/wp-content/uploads/2016/10/Old-Town-Nice-1024x678.jpg>



Figure 1.2 Harbor apartments, Monaco

https://static.mansionglobal.com/production/media/article-images/4344b82568f319eaf3b1c2da42c0727/large_Monaco_Lead.jpg



Figure 1.3 Hotel Negresco, Nice

<http://www.hotel-negresco-nice.com/sites/default/files/styles/766x510/public/2018-11/LeNegrescoSept.18%2059.jpg?h=640f412a&itok=TIB1BdHo>



Figure 1.4 Casino de Monte-Carlo, Monaco

<https://frenchriviera.travel/wp-content/uploads/2018/03/Monte-Carlo-Casino1.jpg>



Figure 1.5 Lycée Massena,

Nice <https://media-cdn.tripadvisor.com/media/photo-s/06/bb/06/b6/nice.jpg>



Figure 1.6 Cimiez Ruins, Nice
<https://lagriotteanice.files.wordpress.com/2012/10/ruines-de-cimiez-nice.jpg?w=800>



Figure 1.7 La Reserve Beach, Nice
<https://loumessugo.com/wp-content/uploads/2019/01/la-reserve-beach-and-restaurant.jpg>

Potential Sequence:

- 1) The player will start at the entrance to the city, which will be located off of the existing Route 15 in-game.
- 2) The player may need to heal their team or manage their Pokemon, so a Pokemon Center and items shop will be easily spotted as they enter the city. The path towards these places will lead them in the direction they need to go to progress further in the game.
- 3) The roads will be circular, not linear, so the player won't know exactly where each turn will take them, but there will be two landmarks that can be seen over the tops of the surrounding buildings. At this point, the player does not know the significance of either structure, but they can choose which one to approach first via a split path.
- 4) If they chose the first path, it will lead them past a harbor where they can fish or surf. At the end of the path, they reach the first landmark. A cutscene occurs where one of the player's rivals explains that this building acts as the unofficial ninth Kalos gym. There is no set gym leader, but instead they select a 'gym leader of the day' to allow tourists and locals alike the chance to experience being a gym leader.
- 5) The player enters the gym and battles a few trainers only to find that their other rival won the chance to be gym leader of the day, and they get to battle them. Once the player wins, they win some money and receive a special technical machine (TM) that is specific to the Pokemon the player chose as their starter.
- 6) From there, the player can now take the other path to the second landmark. Along the way, they can stop in a boutique shop or at the building inspired by the Hotel Negresco to talk to NPC's, buy special items, and find hidden items.

- 7) Once the player reaches the second landmark, another cutscene will prompt your first rival (not the one who was gym leader of the day) to ask for a battle. The player will accept and win, then you will both head inside the landmark. They find and speak to the Pokemon professor about Mega Evolutions, advancing the story and plot. Once this cutscene ends, the player will be free to either stay and explore the area more, or leave the area and continue on to the next location on the map.

Maps/Sketches:

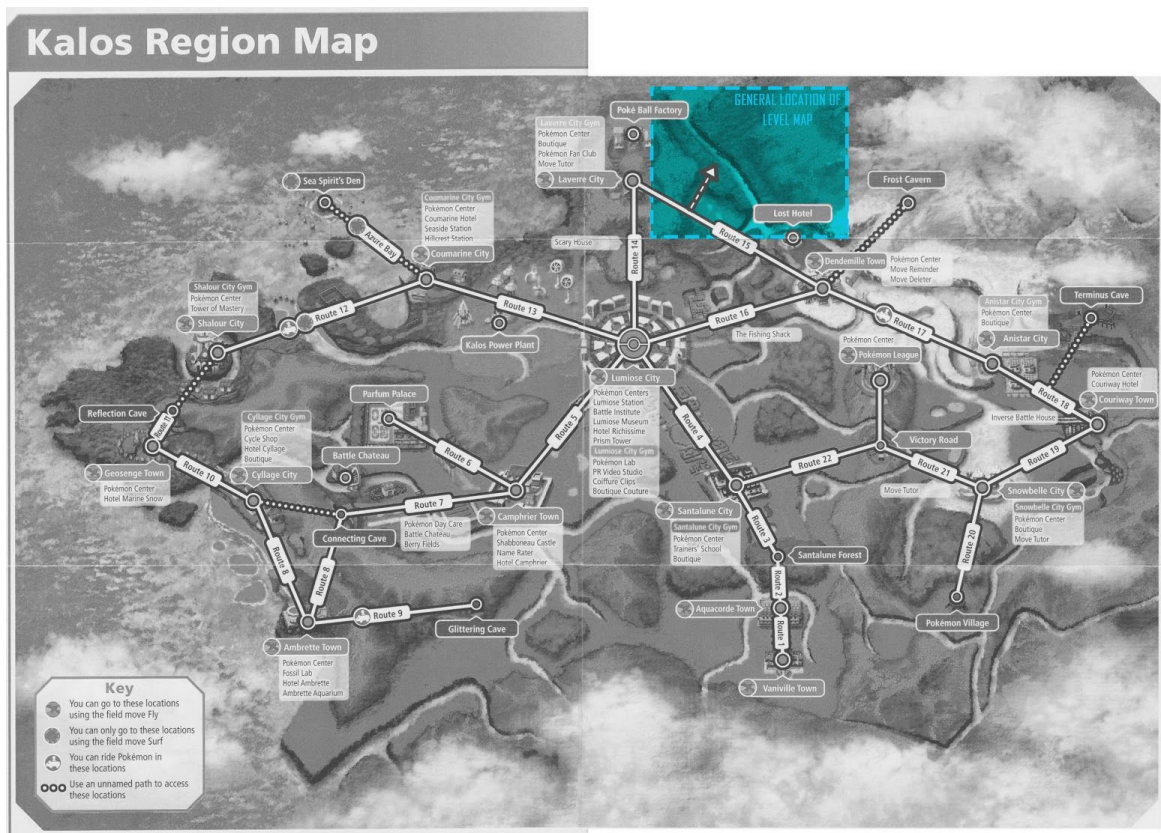


Figure 1.8 Map of Kalos Region, with highlighted area where our map will be located

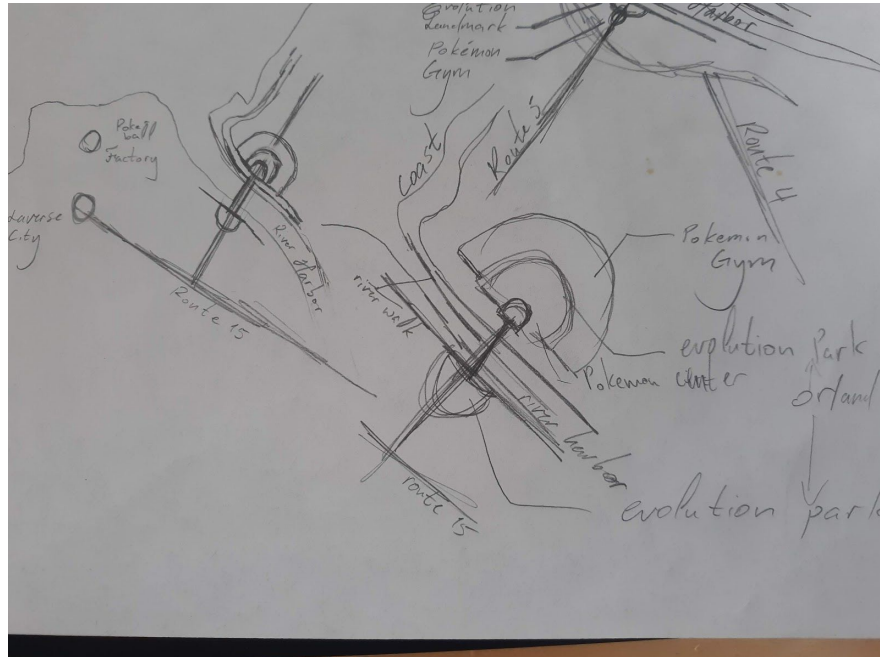


Figure 1.9 Early City Plan Sketch



Figure 2.0 Early City Area Sketch

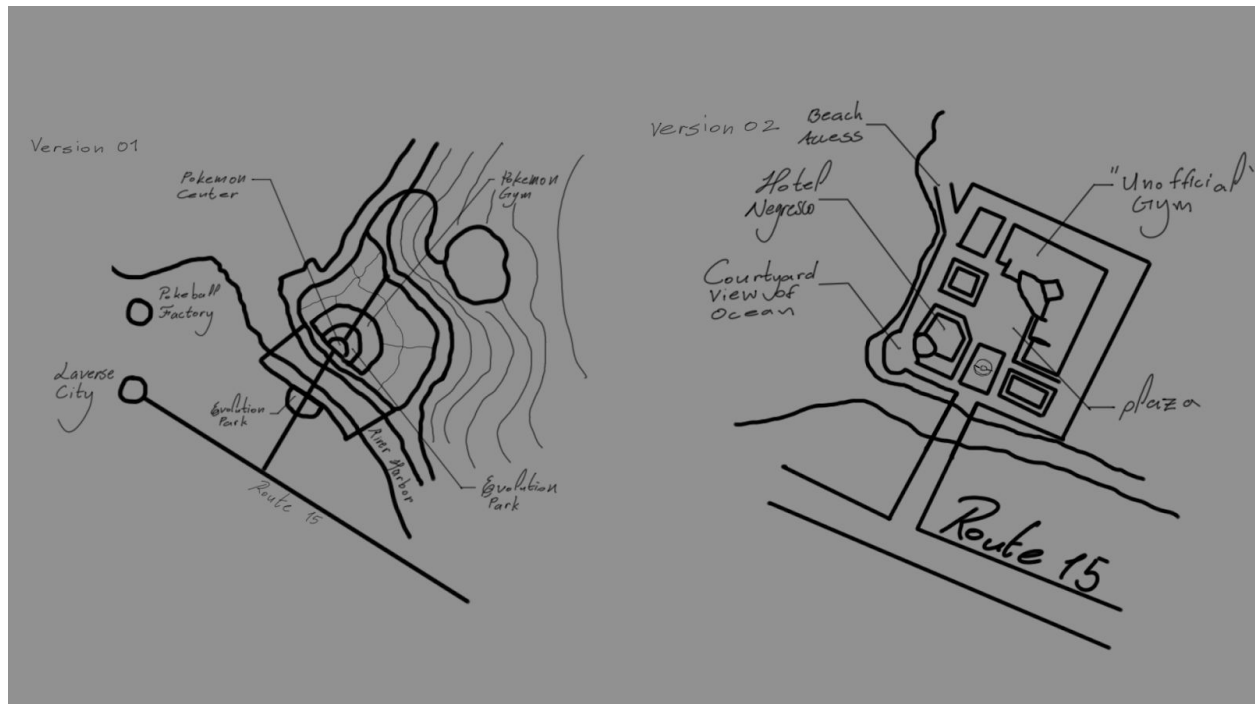


Figure 2.1 Digital Redraw of Figure 1.9 and City Concept Sketch Idea 01

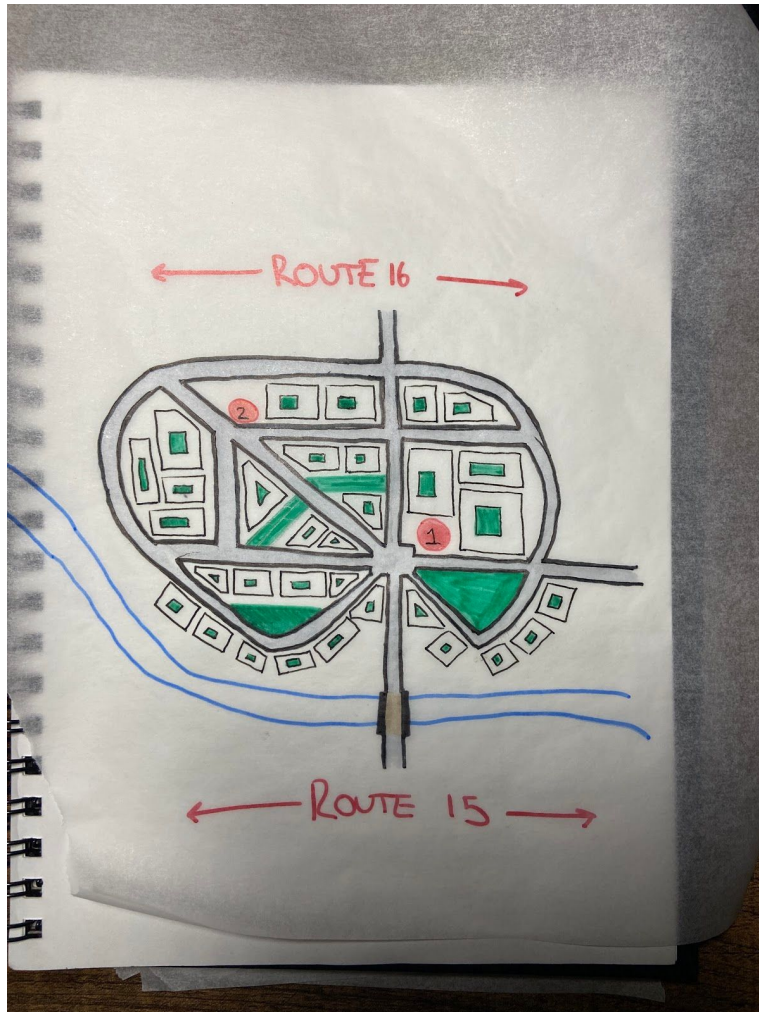


Figure 2.2 City Concept Sketch Idea 02

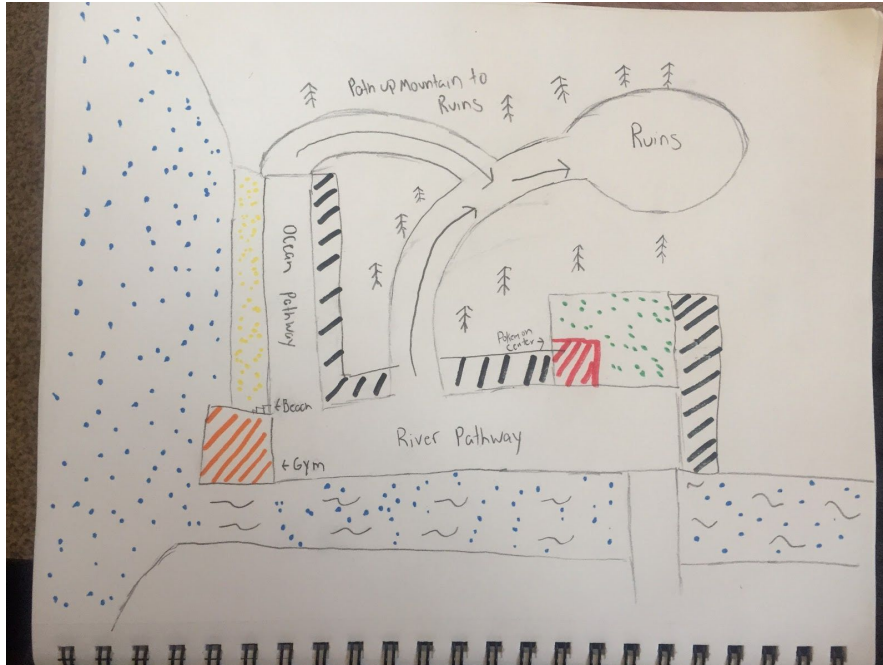


Figure 2.3 City Concept Sketch Idea 03



Figure 2.4 City Concept Sketch Idea 04

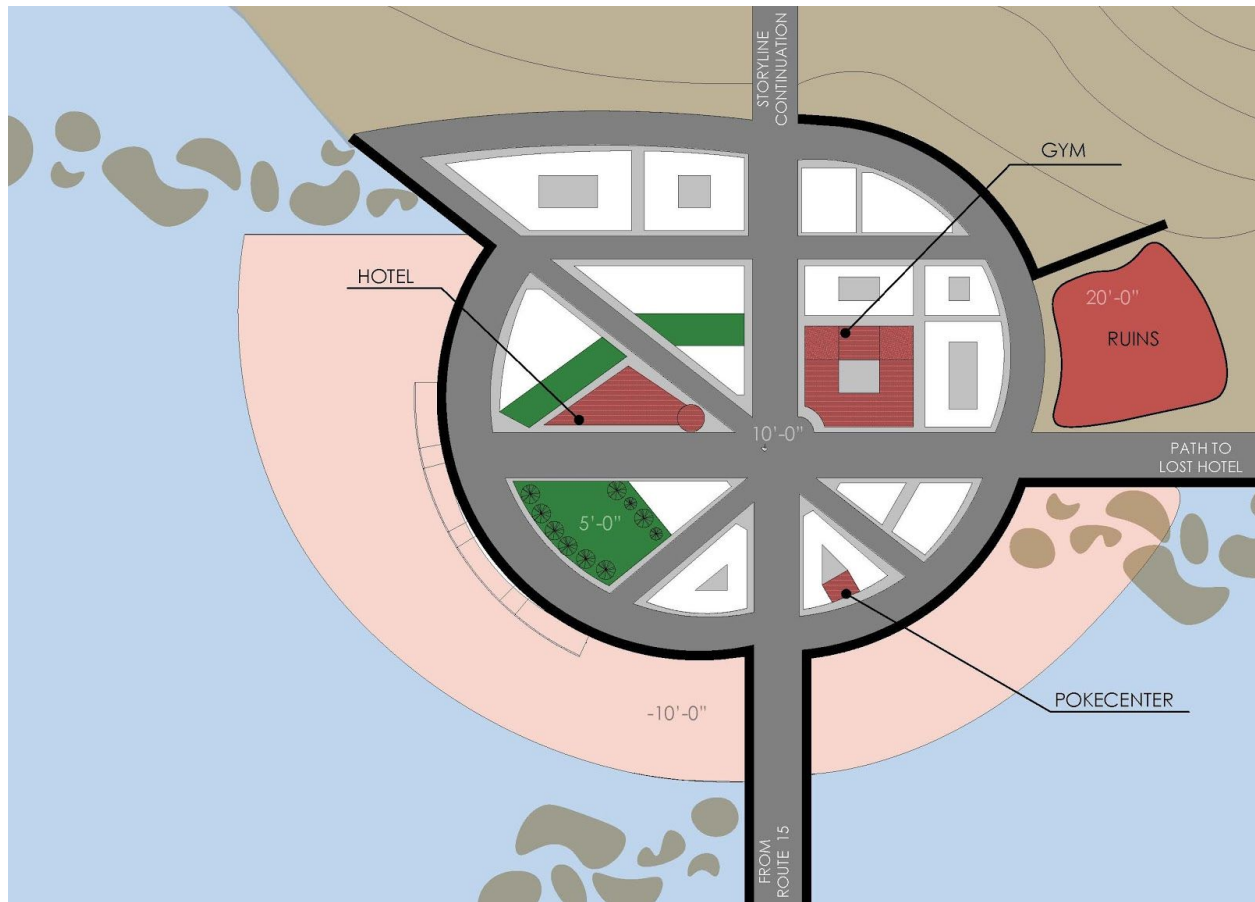


Figure 2.5 City Overall Plan

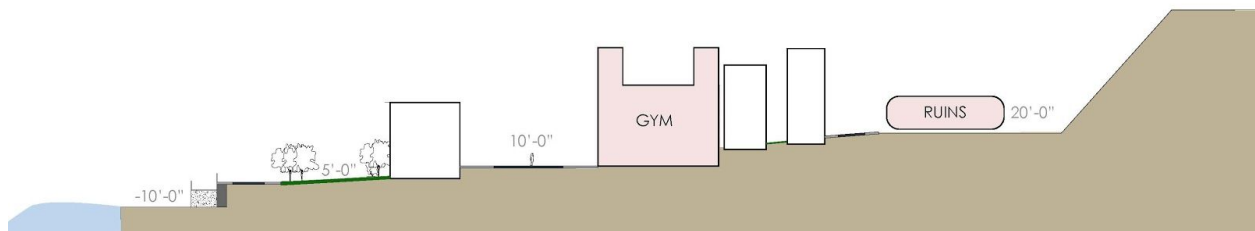


Figure 2.6 Site Section A