

Game design and prototyping
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Level Design Document

THE DARK LADY AWAKENS



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High Concept

"The Dark Lady awakens" is an adventure role-playing game, implementing D&D 5th edition game design.

The story begins in 1999, almost a year after Lord Voldemort defeat. Helena Hemlock, a death eater luckily survived to the war, gains possession of a time-turner. She uses it to go back to the times when herself and the brilliant Minerva McGonagall were students in Hogwarts, and friends. Will she be able to influence young Minerva in becoming a dark magician, turning the tides of the upcoming wizarding wars?

The player will impersonate a young Minerva McGonagall, sometimes joined by the magical characters that she lived her school years with. The player will embark on a series of adventures that will hardly challenge him and his beliefs: fighting enemies, solving puzzles and facing choices.

Story

Among the crowded and loud cabins of the Hogwarts Express, Minerva McGonagall, one of the most brilliant students of the school, is ready to begin her seventh and last year, along with her two dearest friends: Robert Rowan and Helena Hemlock.

In her first day of lessons, Minerva attends the "defence against the dark arts" class, during which Albus Dumbledore introduces the unforgivable curses to the students, warning them about the terrible consequences that the soul of whomever casts them will suffer.

Later that day, Minerva walks into Magnus Black, son of an infamous pure-blooded family of wizards, trying without success to cast the freshly learned *Crucio* spell on a younger student. Minerva is outraged and confronts Magnus, until Dumbledore stops them.

A few days later, during a trip to Hogsmeade, Helena is lured into a sinister shop, owned by an old woman. On the way back to the castle, Helena calls Minerva aside and shows her what the old shopkeeper gave her: a prophecy, contained in a tiny crystal ball, showing the horrific vision of Robert's death. The old shopkeeper also told Helena that a way to break the prophecy exists, and that a creature in the forbidden forest holds this secret.

In the forest, Minerva and Helena meet with the creature (that is either a centaur or an elf, depending on player choices). The creature tells them about *Dividere*, an ancient spell explained in "the book of no more", a book that is contained in the Restricted Section of Hogwarts library.

Minerva enters the library by night and overcomes the four challenges by which the restricted section is protected. *Disvidere* requires three materials: an old soul, damned and forgotten; something stolen, belonging to a powerful being; and the resurrection stone.

Depending on player choices, Minerva discusses either with Helena or with the old shopkeeper on how to retrieve these items. Talking to Helena leads Minerva to capture the old ghost haunting the shrieking shack and to steal a pearl from the lost ruins in the depths of Hogwarts lake. Talking to the old shopkeeper leads Minerva to imprison a soul inhabiting one of Hogwarts paintings and to steal the pearl set in Magnus' watch.

Being unable to find any information about the resurrection stone, Minerva and Helena go back to Hogsmeade to talk with the old shopkeeper. She points them towards the deeper part of the forest, looking for Korvald's cabin. Korvald was a teacher in Hogwarts, banished for unknown reasons. Despite his attempts to keep his secret, he eventually leads Helena into correctly supposing that the dungeon in which the stone is hidden is reachable through the room of requirement.

Minerva and Helena head to the dungeon without noticing that Magnus, suspicious of their behaviour, is following them. Unfortunately, right nearby the entrance of the room, Robert ends up joining the girls. Hurried by the approaching voice of Dumbledore, all four find themselves locked behind the door, with no choice but proceeding.

The dungeon is full of dangers and at the end of it the old shopkeeper awaits them. Helena immediately realizes that they ended up right where Robert's prophecy is set. The old shopkeeper attacks them, leaving only Minerva standing. She reveals to her that she is old Helena, back from a distant future, and explains that to gain possession of the resurrection stone a life must be offered. She then tries to convince Minerva to offer Magnus' life to save Robert's, hoping that this will lead her to embrace the dark arts. Minerva fights her but the battle leads to Robert's death, as well as old Helena's. Young Helena wakes up to see Minerva mourning the beloved friend's death and blames her for his fate. When Dumbledore finally finds them, he can't do nothing but recovering the stone and the time-turner old Helena had on her.

Young Helena leaves the school, eventually becoming a death eater. Minerva, guarded by Dumbledore's teachings and mentoring, grows up and becomes a powerful and virtuous wizard. Many years later, after Dumbledore's death, the school is controlled by death eaters. The time-turner still lies in Dumbledore's office when old Helena visits her old school, and takes it ...

Synopsis

Incipit

Helena Hemlock, a death eater, has survived the second wizarding war. Years before, during the death eaters' control of Hogwarts, she stole a time-turner from the recently deceased Albus Dumbledore. She uses it to go back to her Hogwarts years and lead her once friend Minerva McGonagall on the ways of the dark arts.

Act 1

Minerva arrives at Hogwarts. During the first day, she learns about the unforgivable curses in Dumbledore's class. Later, she ends up fighting Magnus Black as he tries to cast *Crucio* on a younger student. During a trip to Hogsmeade, Helena learns from her old self (disguised as a shopkeeper) about Robert's death prophecy.

Act 2a

Minerva and young Helena meet with the mysterious creature¹ in the Forbidden Forest. Following the creature's advice, Minerva breaks in the restricted section of the library by night and learns about *Disvidere*. Minerva succeeds in retrieving the soul and the pearl², two of the three materials that the spell requires.

Act 2b

Deeper in the forest, Helena and Minerva meet Korvald. They learn that the dungeon where the resurrection stone (the third requirement to cast the spell) lies, is reachable through the Room of Requirement. Minerva starts collecting information on how to reach the room³. Minerva and Helena make the room's door appear. Minerva, Helena, Robert, and Magnus find themselves locked behind the door. Together they proceed along the dungeon.

Act 3

Old Helena is waiting for them at the end of the dungeon and attacks them. After revealing to Minerva her identity, she tries to convince her to sacrifice Magnus' life to save Robert's. Minerva and old Helena fight. The battle leads to Robert's death, as well as old Helena's.

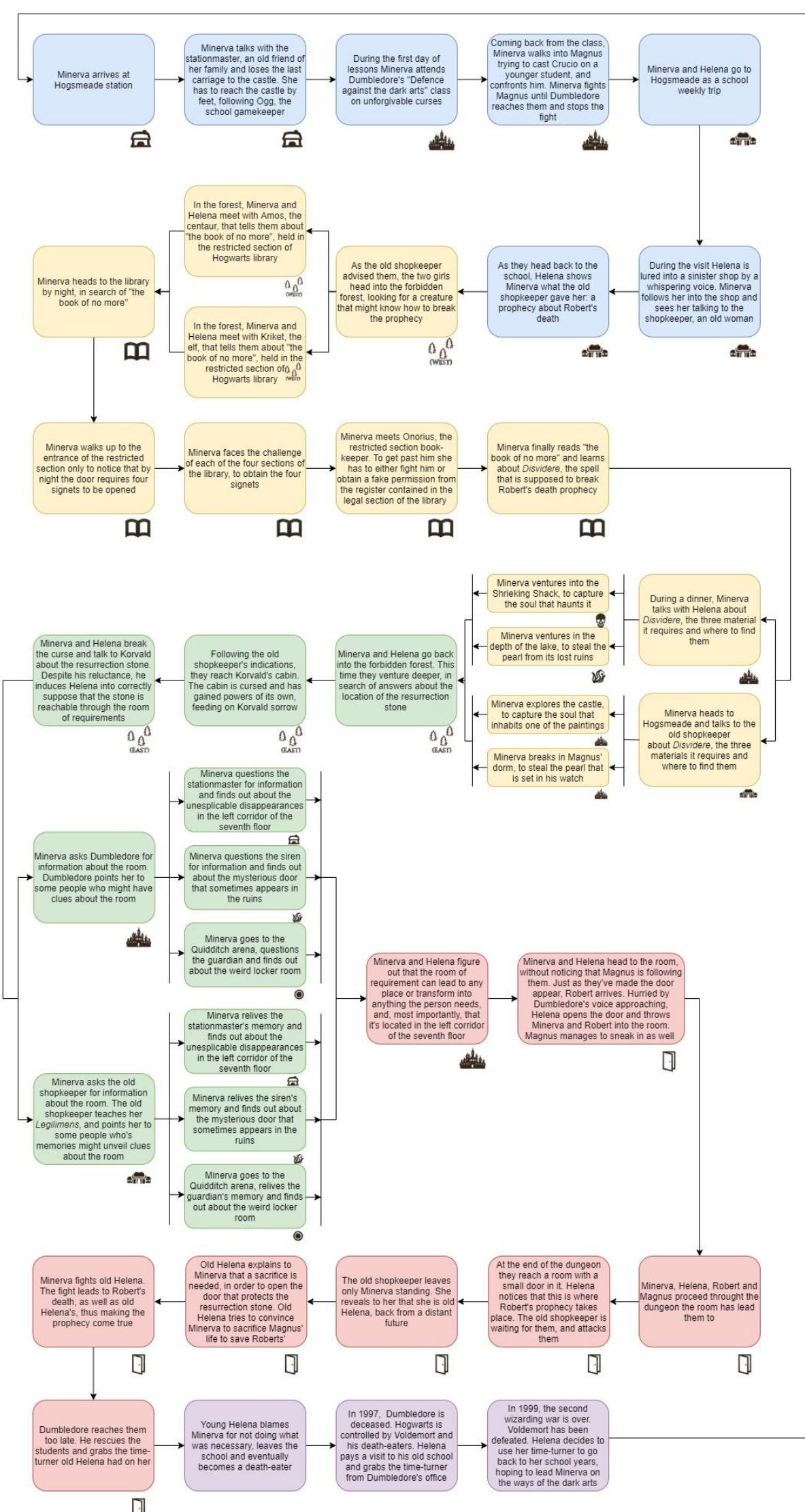
Epilogue

Dumbledore reaches them when it is already too late and takes both the resurrection stone and the time-turner old Helena had on her. Young Helena blames Minerva for not doing what was necessary and leaves the school, eventually becoming a death eater.

¹ the creature is different depending on player choices

² the soul and the pearl nature and location vary, depending on player choices

³ the way Minerva retrieves this information is different, depending on player choices



Locations	
	Hogsmeade station
	Hogwarts
	Hogsmeade town
	Hogwarts library
	Shrieking Shack
	The depth of the lake
	Forbidden forest (east)
	Forbidden forest (west)
	Quidditch arena
	Room of requirement

Acts	
	Act 1
	Act 2a
	Act 2b
	Act 3
	Act 3

Themes

Importance of life

The game focuses on the undisputed importance of life. This theme takes shape in the character of Albus Dumbledore, that tries extremely hard to teach this concept to his students, while presenting them with the dark spells that they could stumble upon during their lives. The player is often presented with choices when deciding whether to spare or not the lives of his/her enemies.

Will vs Fate

The player is presented with choices during the game, that will lead him/her to two slightly different sequence of events. Those choices eventually end up to the same epilogue. This poses the question about free will opposed to fate.

Racism

While not being of primary importance, racism finds its way into the world the game takes place in. Minerva, as well as a lot of other wizards, is half-blooded and this is a real stigma to some pure-blooded wizards. Particularly, the player has the chance to encounter Magnus Black, a pure-blooded student that will incarnate this concept through the game.

Friendship

Friendship, its value, and the things people are willing to do for it has always been an especially important theme in the world of Harry Potter. Minerva's and young Helena's actions are pulled by their deep friendship with Robert Rowan. Their willing to do anything to save his life.

World map

The game is set in the most iconic location of Rowling's novels: Hogwarts school of witchcraft and wizardry. The player can travel through the main areas of the map which are:



Hogwarts

The castle where all school's main activities are located, like classes, dormitory, canteen, library. Hogwarts is the biggest indoor area of the entire map; it's divided in many floors and contains two subareas: the Library and the Room of Requirement.

Train Station

Hogsmeade and Hogwarts train station. It is the first place where all the students go through at the beginning of the school year.

The Great Lake

The big lake in the middle of the map. It connects the train station with the castle. The player can cross the lake on the surface with a boat. There is a hidden subarea reachable in the middle of the lake: the Depth, where the player can walk in the bottom of the lake.

Hogsmeade Village

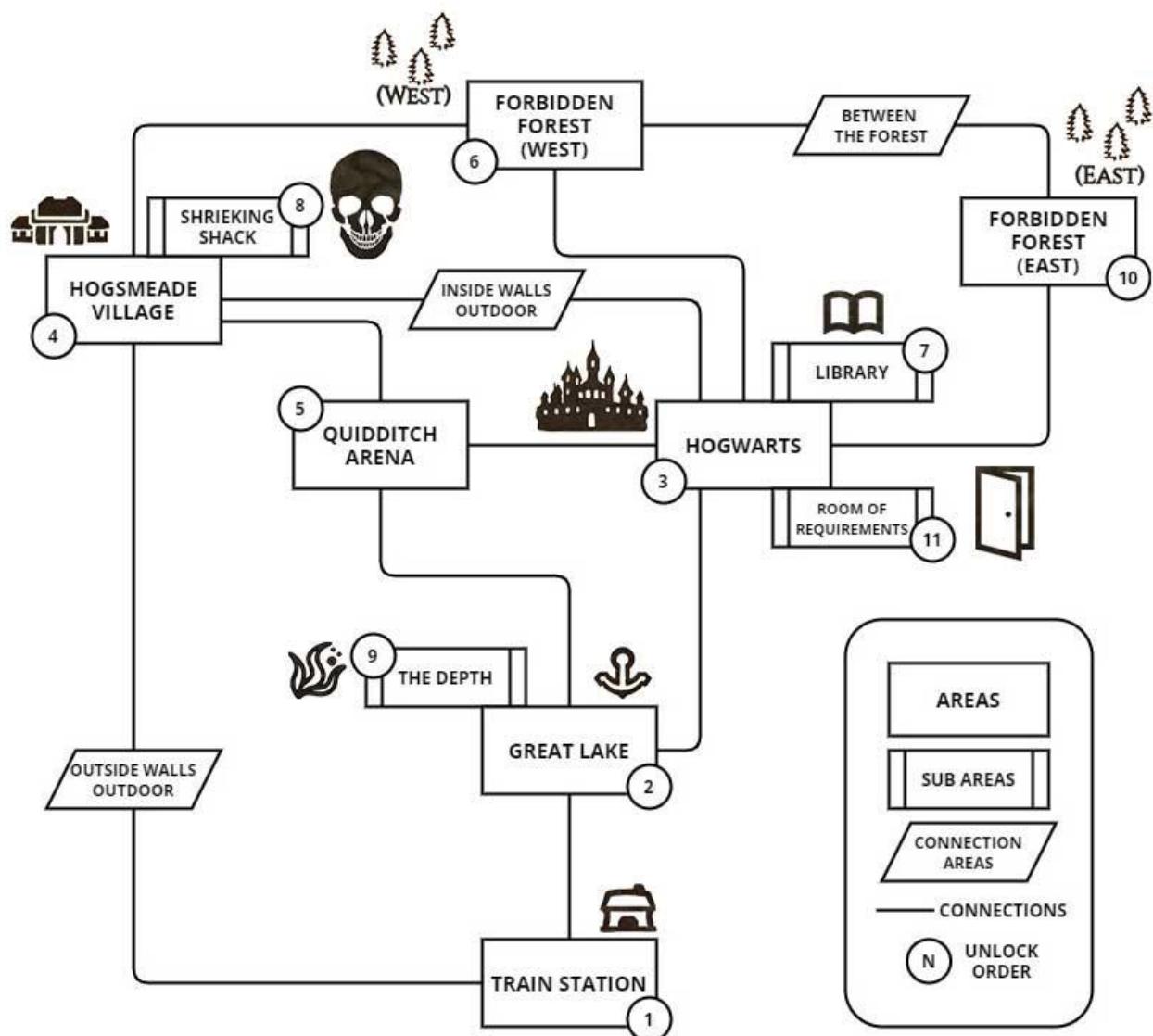
The village just outside the school. Here the player can find different kind of shop and customization tools. Is much bigger than the train station and there is a subarea: the Shrieking Shack.

Quidditch Arena

The arena where the students play the most popular sport in the wizard community: Quidditch. Is located between the school and Hogsmeade.

Forbidden Forest

The huge dark forest located in the north of the school. It's the main area where the player can find hostile NPCs. This area is divided in two parts: West and East, unlockable at different times during the main quest.



Hogwarts



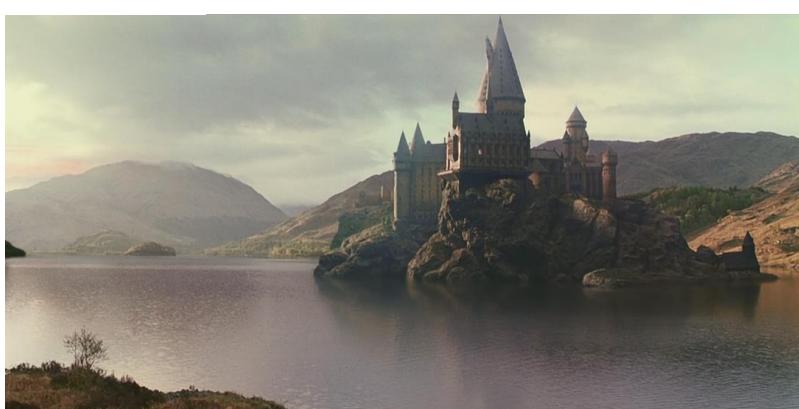
Hogsmeade



Shrieking Shack



Great Lake



The Depth



Quidditch Arena



Forbidden Forest



Library



Train Station



Room of requirements



Story Elements

The time-turner

A magical device used to time travel. Old Helena steals one from Albus Dumbledore's office, after his death, during the death-eaters' control on Hogwarts. She uses it to go back in time, giving birth to the events of the story. At the end of the story, old Helena dies, making so that Dumbledore gains possession of the time-turner in the first place.



Unforgivable curses

Three of the most powerful and dark spells known to wizards: Crucio, the curse of torture; Imperio, the spell that controls the mind; and Avada Kedavra, that causes instant death. The use of any of them is illegal. Avada Kedavra, the worst of them, leaves a mark even on the soul of the caster, tearing it apart and never letting it become a whole again.

The prophecy

A prediction of the future, made by a seer. They can take different forms, but they are often stored in crystal balls. Robert's death prophecy was made by old Helena, to lead Minerva in search of the resurrection stone.



The creature in the forest

The creature that Minerva and Helena meet in the forest is different depending on players' choices. It can be either Amos, the centaur or Kricket, the elf. It is an incredibly old creature. Deeply knowledgeable of the history of the school and of the wizarding world.

The book of no more

Written decades ago, by a group of powerful wizards. It's the product of their foolish research on ways to defeat death and give immortality to the wizards' kind. It is full of dark spells and, therefore, Hogwarts copy is safely stored in the restricted section of the library.



Disvidere

One of the spells contained in "the book of no more". It's supposed to break a death prophecy, but no one has ever heard of someone casting it

with success. Along its incantation and wand movement, the spell requires three materials: an old soul; something stolen, once belonging to a powerful being; and the resurrection stone.

The soul

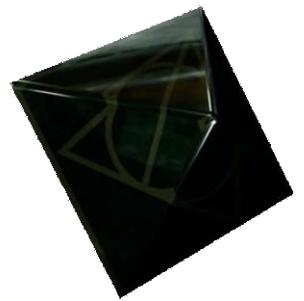
The soul that Minerva captures is different, depending on players' choices. It can be either the ghost haunting the Shrieking Shack or a ghost inhabiting one of Hogwarts paintings.

The pearl

The pearl that Minerva steals is different, depending on players' choices. It can be either the pearl lying in the lost ruins in the depth of Hogwarts lake, or the one that is set in Magnus Black's watch.

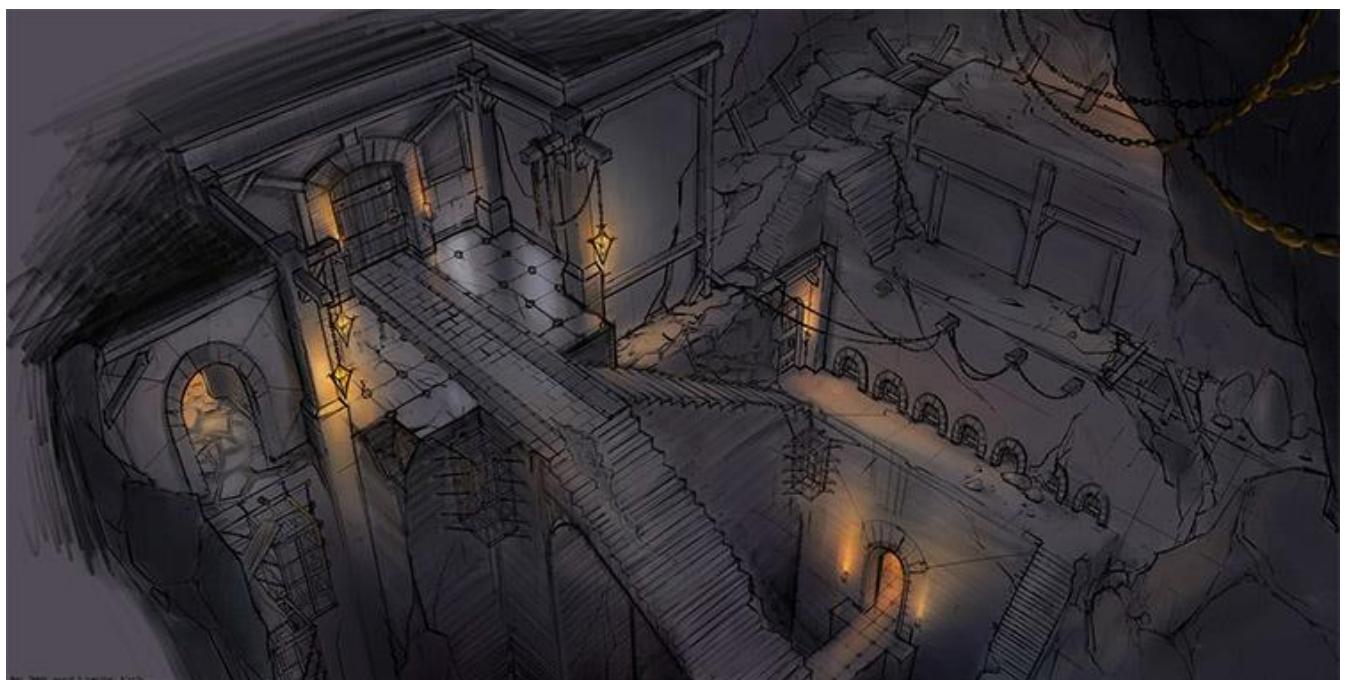
The resurrection stone

One of the fabled Deathly Hallows, as presented in "The tale of the three brothers". It is said that the holder can bring back the spirits of his deceased loved ones.



The room of requirement

One of the many secret rooms in Hogwarts castle. It appears only when a person is in great need of it and transforms itself into whatever the wizard needs it to be. In the case of this story: a way to the dungeon where the resurrection stone lies.



Goals Outline

The main story's level progression follows a determined flow. Here it's described how each level impacts the whole game. In the goals outline there are:

Story goals:

The objectives that the player must achieve to proceed in the main quest. These objectives can be described as going in some specific location, talking to NPCs, solving puzzles, fighting enemies etc.

Sidequests unlocked:

At the end of a level, with the progression of the story flow, several sidequest are unlocked. A sidequest can be played in every moment the player wishes, but only after he unlocks it.

Location:

The map area where the quest is set in. All the areas at the beginning of the game are locked. During the main quest, the player unlocks the areas in which the levels are set. When a new location is unlocked, this is shown with (new).

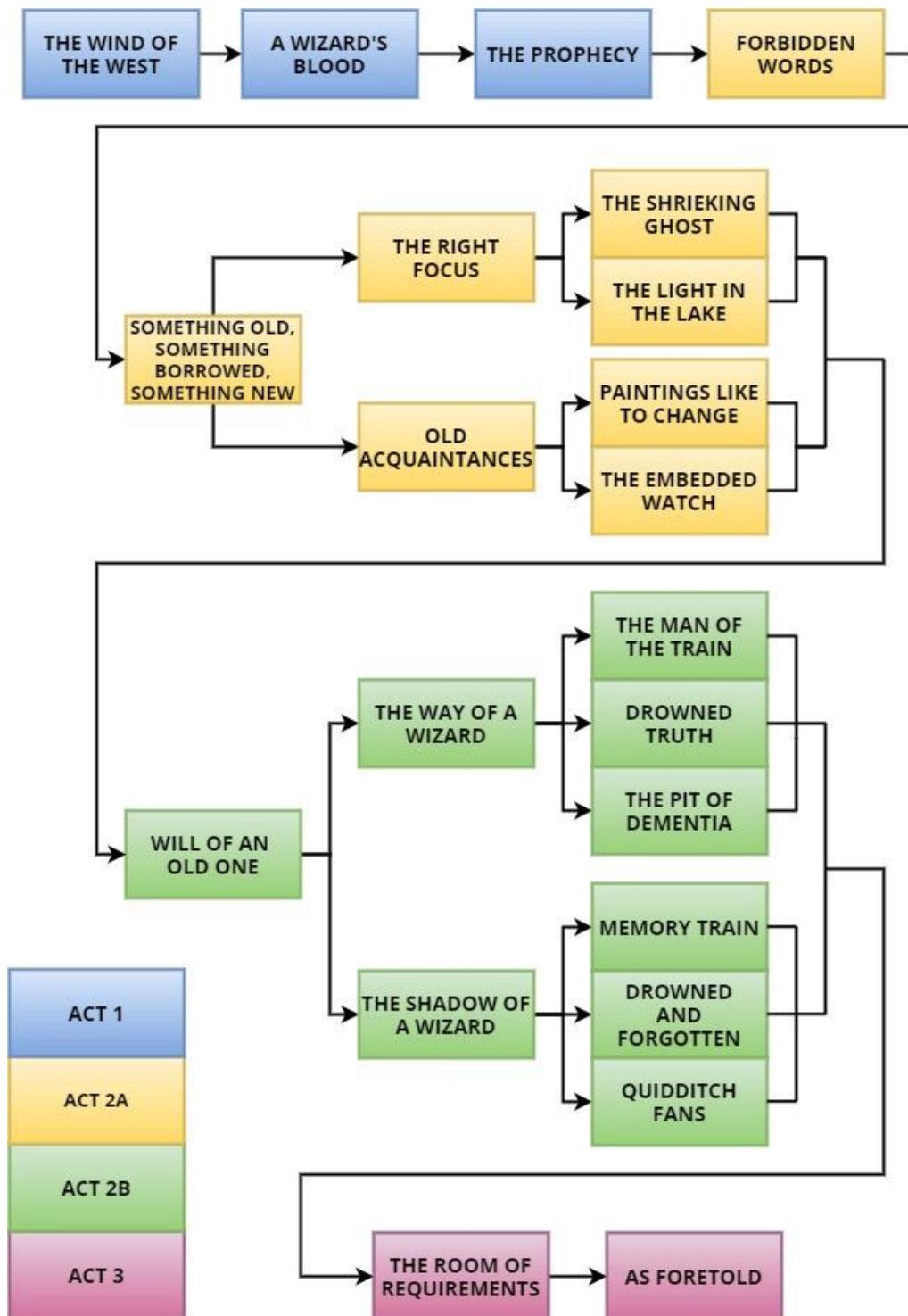
Skills achievement:

the player has access to a large number of spells and abilities that he can use at any time in the game, both in dialogues, in fights and in solving puzzles. Some of these spells/abilities (custom spells) are key for the progress of the game, all the others are optional, and the player can obtain them by spending skill points. Both custom spells and ability points can be obtained at the end of a level.

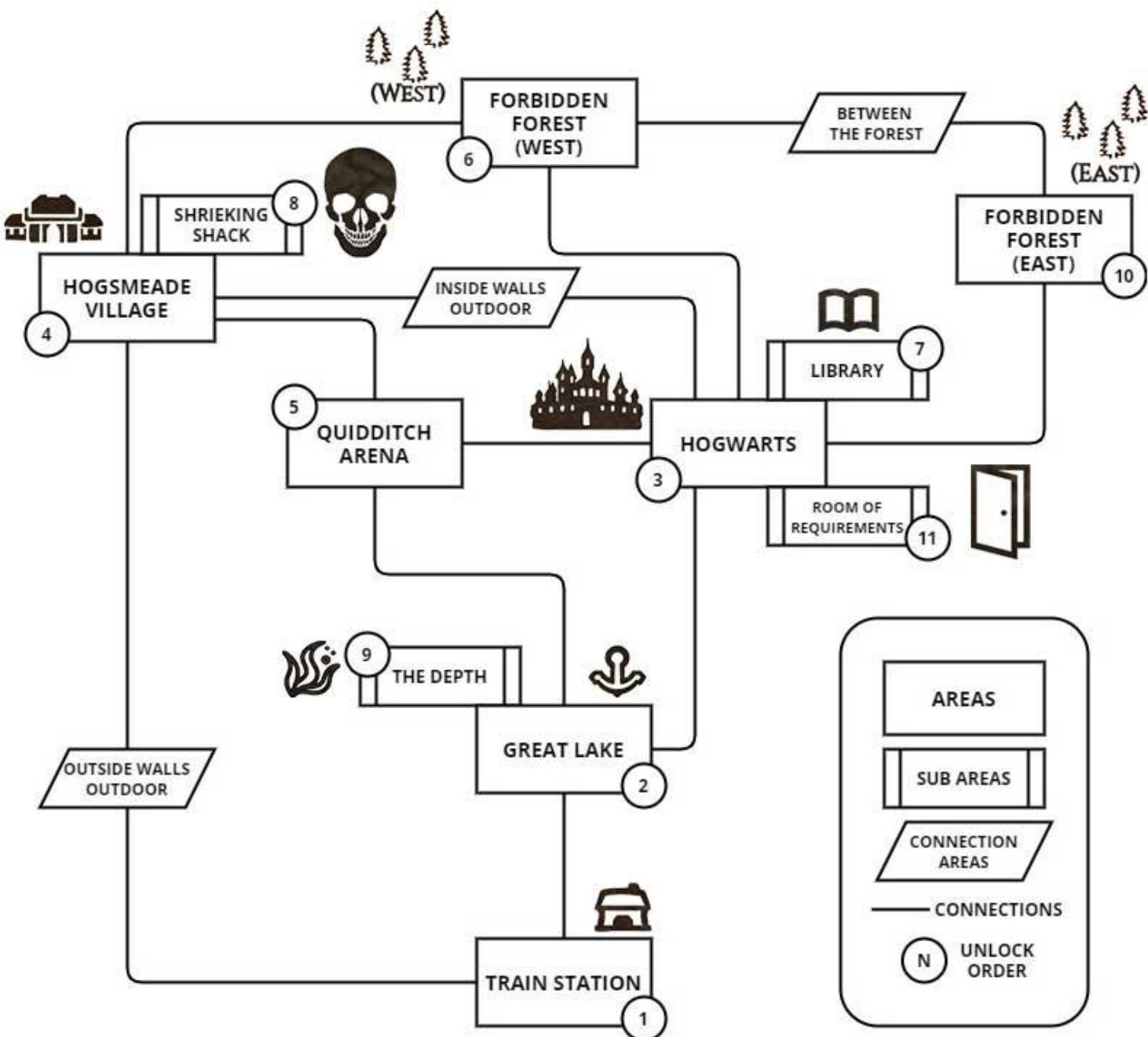
Gameplay goals:

Introduction to some main and advanced mechanics of the game. Some levels aim to teach the player how to use commands, interact with objects, behave in certain situations. Other levels instead aim to perfect the skills learned by the player during the game. These goals are essential in order not to make the player feel uncomfortable during the game.

Level Flowchart:



References to the map:





1. The wind of the west

Minerva arrives at Hogwarts to start the school year. Arrived at the station she meets her friend, the station master, who informs her of the strange wind blowing

Story goals:

1. Talk to the station master
2. Fight the bats
3. Reach the castle through the lake

Sidequests unlocked:

Back to the station

Location:

Train station (new)

Skills achievement:

- +1 spell point
- Animagus (Custom spell)
- Wingardium Leviosa (Custom spell)

Gameplay goals:

- Basic mechanics tutorial
- Spellbook tutorial
- Multiple choice dialogue tutorial



2.A wizard's blood

Minerva attends Dumbledore's class. After that Minerva sees Magnus harassing a half-blood student, so she intervenes.

Story goals:

1. Attend Dumbledore's class
2. Fight Magnus

Location:

Hogwarts (new)

Skills achievement:

- +1 spell point
- Expelliarmus (Custom spell)
- Alohomora (Custom spell)

Gameplay goals:

Spell fight mechanics tutorial



3.The prophecy

Minerva and her friend Helena go to Hogsmeade to buy everything they need for the school year. Helena meets an old lady who tells her a prophecy about the death of her beloved friend Robert.

Story goals:

1. Go to Hogsmeade
2. Enter the shop
3. Talk with Helena about the prophecy

Sidequests unlocked:

Paradise flask

Location:

Hogsmeade (new)
Quidditch Arena (new)

Skills achievement:

+2 spell point

Gameplay goals:

Shop tutorial
Puzzle tutorial



4. Forbidden words

Minerva and Helena enter the forbidden forest as the old lady suggested to ask the creature about the prophecy.

Story goals:

1. Reach the forest
2. Fight the shades
3. Choose a different way to:
 - 3.1 Centaur
 - 3.2 Elf

Sidequests unlocked:

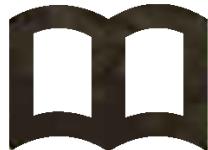
Broken noble

Location:

Forbidden Forest West (new)

Skills achievement:

- +2 spell point
- Expecto Patronum (Custom spell)



5. Something old, something borrowed, something new

Minerva must enter the restricted area of Hogwarts library and retrieve the book. However, the library itself will try in every way to ward off unwanted intruders.

Story goals:

1. Enter the library
2. Find the keys to open the restricted section door
 - 2.1 Botany section key
 - 2.2 Spellbook section key
 - 2.3 Bestiary section key
 - 2.4 Astronomy section key
3. Face the ghostly keeper:
 - Give him the permission forged with the Minor Illusion spell **or** face him in combat

Location:

Hogwarts[Library] (new)

Skills achievement:

+2 spell point



6a. The right focus

After reading the book, Minerva discovers the three elements to break the prophecy: the pearl, the ancient soul and the stone of resurrection. Minerva decides to ask Helena to find these element.

Story goals:

1. Go to dinner
2. Talk to Robert and Helena
3. Cast a spell on a drunk student

Sidequests unlocked:

Dream Erasure

Location:

Hogwarts

Skills achievement:

+2 spell point



7a. The shrieking ghost

Minerva and Helena find out about the old soul locked inside the Shrieking shack. They venture there to retrieve it.

Story goals:

1. Enter the shack
2. Turn on the lights
3. Fight the ghosts
4. Break the curse (get the soul)

Location:

Hogsmeade[Shrieking shack] (new)

Skills achievement:

+2 spell point



8a. The light in the lake

Minerva and Robert find out about the pearl lost in the backdrop of the lake. They venture there to retrieve it.

Story goals:

1. Go in the middle of the lake
2. Cast a spell to go on the backdrop of the lake
3. Cast a Patronum for fighting the darkness
4. Fight the siren (get the pearl)

Location:

Great Lake[The Depth] (new)

Skills achievement:

+2 spell point



6b. Old acquaintances

After reading the book, Minerva discovers the three elements to break the prophecy: the pearl, the ancient soul, and the stone of resurrection. Minerva decides to ask the old shopkeeper for help.

Story goals:

1. Go to Hogsmeade
2. Meet the old shopkeeper
3. Talk with the old shopkeeper about where you can find the elements to break the prophecy

Location:

Hogsmeade

Skills achievement:

+2 spell point



7b. Paintings like to change

Minerva retrieves the soul locked in a painting hidden in Hogwarts, she has to be careful to not be discovered by the ghost of the paintings

Story goals:

1. Reach Hogwarts stairs
2. Use the Mark of invisibility
3. Search among the paintings the one which holds the ancient soul
4. Find a path within the stairs

Location:

Hogwarts

Skills achievement:

+2 spell point



8b. The embedded watch

Minerva finds out that the pearl is embedded inside Magnus' personal watch. She goes to Magnus' dormitory to steal it but Magnus find her in.

Story goals:

1. Find Magnus' dormitory
2. Find a way to get in
3. Solve the chest's puzzle
4. Fight Magnus after he enters the room

Location:

Hogwarts

Skills achievement:

+2 spell point



9. Will of an old one

Minerva has no idea where to find the resurrection stone so, with the help of Helena, she ventures back in the forbidden forest to find answers.

Story goals:

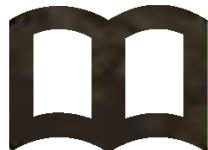
1. Go in the forest east
2. Fight the shades
3. Find the cursed cabin
4. Break the curse and talk to Korvald

Location:

Forbidden Forest East (new)

Skills achievement:

+2 spell point



10a. The way of a wizard

Minerva finds out that the resurrection stone is in the room of requirements. She decides to ask Dumbledore for help. It is revealed that a mysterious outlaw wizard is hiding around Hogwarts. The ministry of magic has sent dementors to neutralize him.

Story goals:

1. Talk to Dumbledore about the prophecy
2. Learn how to cast advanced spells with Dumbledore

Sidequests unlocked:

Dumbledore's phoenix

Location:

Hogwarts[Library]

Skills achievement:

- +2 spell point
- Apparition (Custom spell)

Gameplay goals:

Advanced spell tutorial



11a. *The man of the train*

Minerva asks the station master for information about the room of. She finds him paralyzed by a spell. Then, on the way back to Hogwarts, she meets and fights a dementor.

Story goals:

1. Search information about Room of Requirements
2. Break the paralyze spell
3. Talk to the station master
4. Fight the dementor

Sidequests unlocked:

Animal sight

Location:

Train station

Skills achievement:

+2 spell point



12a. Drowned truth

Minerva searches information about the room of requirements in the depth of the lake, where she has seen some ancient engravings. Back to the surface, she fights a dementor.

Story goals:

1. Search information about Room of Requirements
2. Enter the Depth
3. Solve the moonlight riddle
4. Fight the dementor

Sidequests unlocked:

The fugitive

Location:

Great Lake[The Depth]

Skills achievement:

+2 spell point



13a. *The pit of dementia*

Under the Quidditch arena some secrets are hidden. Minerva goes there to find out something about the room of requirements. Then she meets a dementor.

Story goals:

1. Search information about Room of Requirements
2. Enter the arena
3. Fight the enchanted students
4. Save the students from the dementor

Location:

Quidditch Arena

Skills achievement:

+3 spell point



10b. The shadow of a wizard

Minerva finds out that the resurrection stone is in the room of requirements. She decides to ask the old shopkeeper for help. She teaches her Legilimens, to relive people's memories.

Story goals:

1. Talk to the old shopkeeper
2. Learn how to cast advanced spells with the old woman

Sidequests unlocked:

Divining

Location:

Hogsmeade[Shrieking shack]

Skills achievement:

- +2 spell point
- Petrificus Totalus (Custom spell)

Gameplay goals:

Advanced spell tutorial



11b. Memory train

Minerva asks information about the room of requirements to the station master. She finds him paralyzed by a spell so she enters in his memory using Legilimens.

Story goals:

1. Relive the station master memory, searching for information about the Room of Requirements
2. Talk to the professors about the mysterious disappearances
3. Fight the memory spawn and escape from the memory

Sidequests unlocked:

Animal sight

Location:

Train station

Skills achievement:

+2 spell point



12b. Drowned and forgotten

Minerva searches for information from the siren in the depth. She fights her and then enters in her memory using Legilimens.

Story goals:

1. Relive the triton memory, searching for information about Room of Requirements
2. Enter the Depth
3. Solve the moonlight riddle and find the mysterious door in the lost ruins

Sidequests unlocked:

The fugitive

Location:

Great Lake[The Depth]

Skills achievement:

+2 spell point



13b. Quidditch fans

Under the Quidditch arena some secrets are hidden. Minerva goes there to find out something about the room of requirements.

Story goals:

1. Relive the arena guardian memory, searching for information about the Room of Requirements
2. Enter the arena
3. Fight the intruders and watch them flee into the locker room

Location:

Quidditch Arena

Skills achievement:

+3 spell point



14. The room of requirements

After all attempts to locate the room of necessity, it magically appears in front of Minerva, Helena and Robert. They enter the room, but Magnus follows them.

Story goals:

1. Find a way to open the room
2. Escape the guardian
3. Fight the hostile enemies in the room

Location:

Hogwarts[Room of Requirements](new)

Skills achievement:

+3 spell point



15. As foretold

Minerva, Helena, Robert and Magnus finally find the resurrection stone, but sadly they find out that to open the door that guards it, they have to sacrifice a life. Immediately the old woman appears and is revealed to be Helena from the future. Then the final fight begins.

Story goals:

1. Find the resurrection stone
2. Meet old Helena
3. Fight for the right sacrifice
4. See Robert die, killed by old Helena
5. Fight old Helena

Sidequests unlocked:

All the sidequest for ending the main story

Location:

Hogwarts[Room of Requirements](new)

Gameplay goals:

Game end mode

Scope

ACT	LEVEL	DURATION	AREA
act 1	The wind of the west	15	Train station
	A wizard's blood	30	Hogwarts
	The prophecy	20	Hogsmeade
act 2a	Forbidden words	30	Forbidden forest (West)
	Something old...	50	Library
	a) The right focus		Hogwarts
	b) Old acquaintances	15	Hogsmeade
	a) The shrieking ghost		Shrieking shack
	b) Paintings like to change	50	Hogwarts
	a) The light in the lake		The Depth
act 2b	b) The embedded watch	40	Hogwarts
	Will of an old one	40	Forbidden forest (East)
	a) The way of a wizard		Library
	b) The shadow of a wizard	30	Shrieking shack
	a) The man of the train		Train station
	b) Memory train	25	Train station
	a) Drowned truth		The Depth
act 3	b) Drowned and forgotten	40	The Depth
	a) The pit of Dementia		Quidditch Arena
	b) Quidditch fans	50	Quidditch Arena
	The room of requirements	40	Room of requirements
	As foretold	60	Room of requirements

Characters

Minerva McGonagall

Born in Scotland to her muggle father, Robert, and his wife Isobel, a witch. She's a student in Hogwarts, considered the most outstanding of her year. She belongs to the Gryffindor house, being also part of its Quidditch team. She's always been very talented in the discipline of transfiguration, which she mastered under the guidance of Albus Dumbledore, eventually becoming an Animagus, in the form of a tabby cat. She is very brave, determined, and loyal but also sensitive. Due to her half-blood origins and her will to speak, she is strongly involved in the fight of the everlasting racism problem that infects the wizarding world.



Helena Hemlock



Born in England to two wizards, Richard and Amber Hemlock. She's a student in Hogwarts, and Minerva's best friend since the first year. Despite not sharing many interests, the two of them always seemed to like each other's challenging company. She has always been fascinated by the apparently inexplicable discipline of divination, showing a natural talent for it and fighting Minerva's scepticism on the matter. She performed her first prophecy at the age of 15, anticipating Nearly Headless Nick getting a cold. She's daring and sometimes arrogant, as every Gryffindor tends to be, but also conditionable, and very careful of others judgement.

Helena Hemlock (Time traveller)

A promising student, once, a dreadful dark wizard, now. After her school years, spent being friends with Minerva, she managed to remain hidden from her, afraid of the consequences that their encounter may cause. She perfected her skills in divination and became more cynical and disillusioned. Her natural talent for prophecies, her resent and her wit, made her an important tool in the hand of the dark lord. After gaining possession of a time-turner, and despite knowing very well the rules of time, she somehow convinced herself that she could change the course of events, bringing her beloved friend Minerva on her side.



Robert Rowan

Born in Scotland to Arthur, a wizard, and Amanda, a muggle. He's one of Minerva's dearest friend. Placid and rational, he was almost immediately sorted by the hat to the Ravenclaw house. Like Minerva, he's really passionate about Quidditch, but hasn't ever shown a particular talent for playing. Nonetheless, Ravenclaw's captain often asks him for advices, deeply respecting and valuing his clever view of the game. He's quite known by the professors for being the student that asks very wit and curious questions. Ironically enough, he doesn't show particularly good grades, due to his problems in focusing on the same topic for a long time. He often finds himself calming down his two fiery Gryffindor friends.

Albus Dumbledore

Born in England to Percival and Kendra, he grew up into being one of the most powerful wizards of all time, and one of the most appreciated teachers in Hogwarts. After a troubled youth he became one of the emblems in the fight against the dark arts. As Minerva's transfiguration professor, he always had special consideration for her. He also mentored her into becoming an Animagus. Always calm and kind, but also firm and wise, he was known to be very eccentric, both in personality and in tastes.

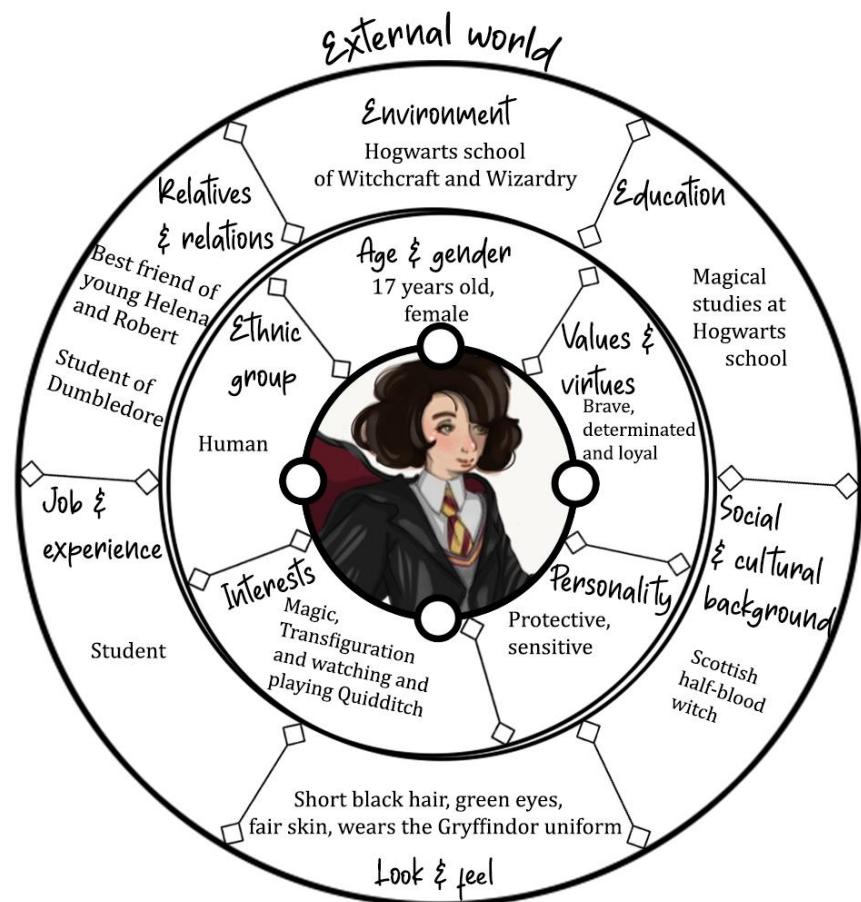


Magnus Black

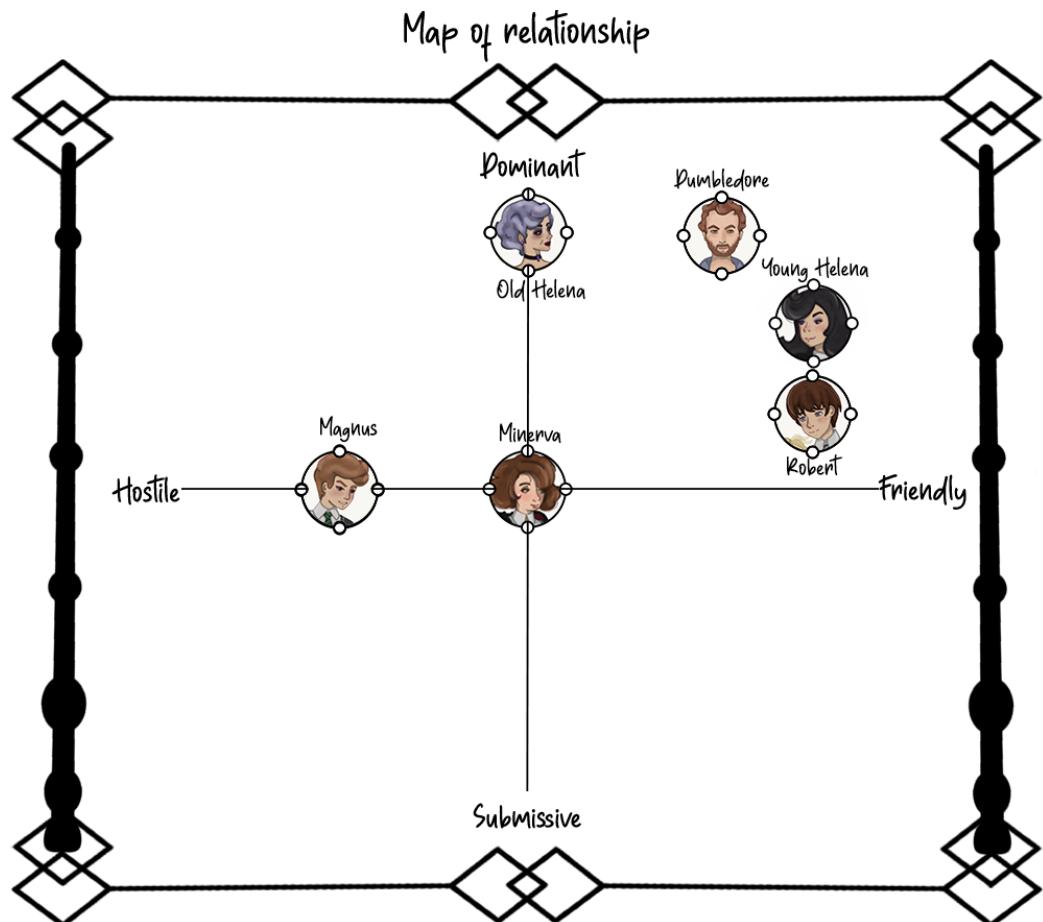
Born in Scotland to a pure-blooded and cruel family of wizards. His student career in Hogwarts it's troubled and not particularly successful. Professor Dumbledore's numerous attempts to help him with private lessons always encountered Magnus' parents' opposition. Both of them were outraged by the fact that a half-blood wizard like Dumbledore was even allowed to teach in Hogwarts. The one discipline in which he seemed to excel without effort was Herbology. One could easily find him alone in the school greenhouse, taking care of some weird and rare exemplar. Magnus is usually lonely, due to his harsh temper, too difficult to handle even for his Slytherin house mates.

Maps of relationships and Circumplexes

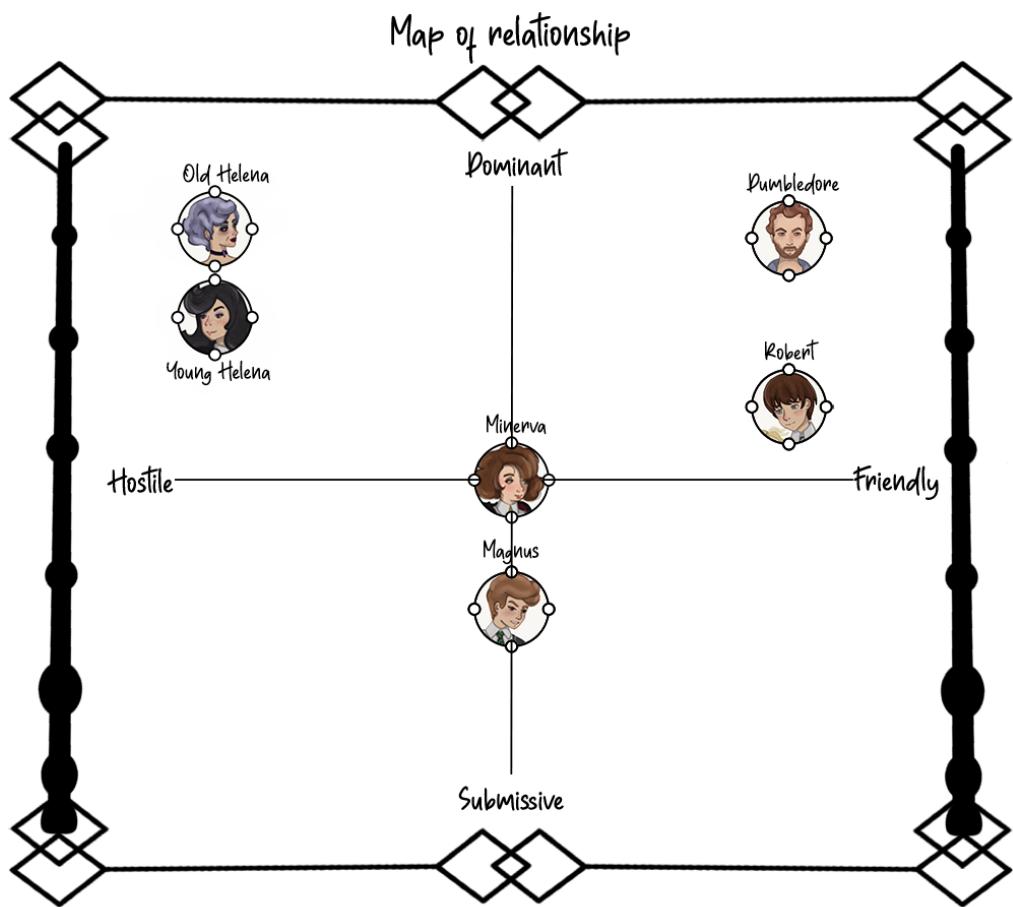
Minerva



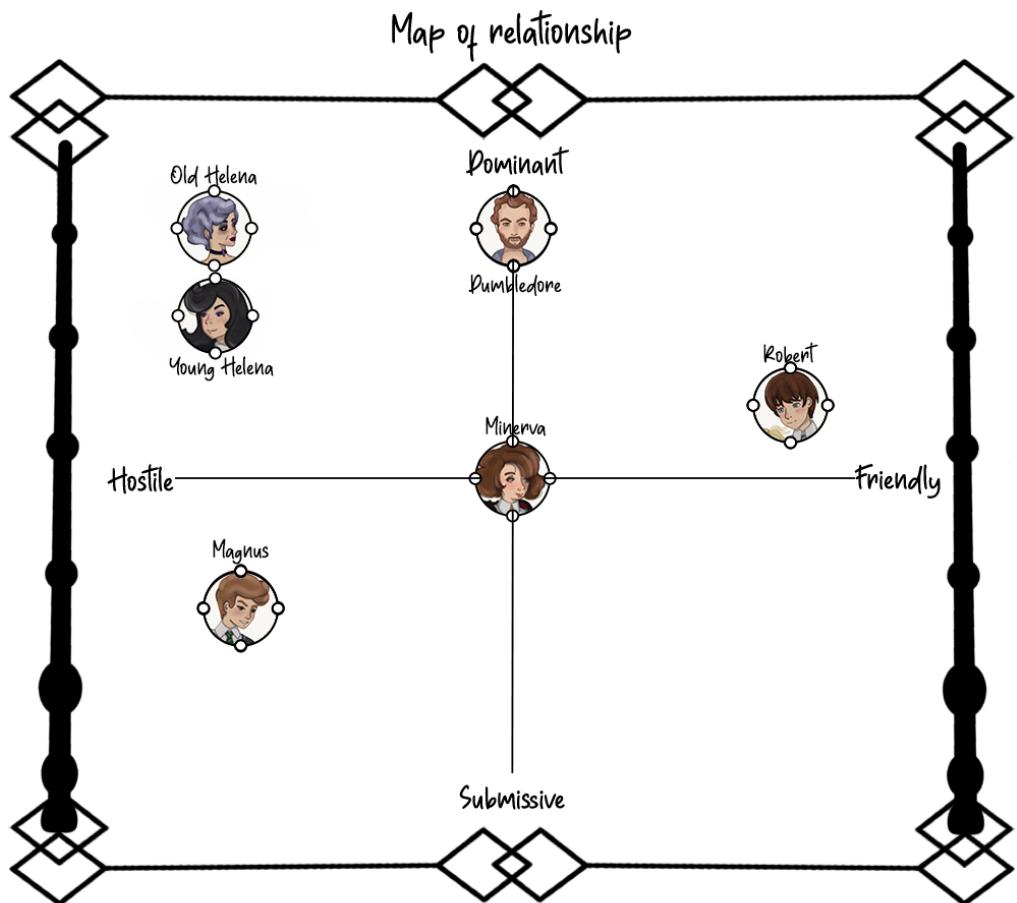
Act1



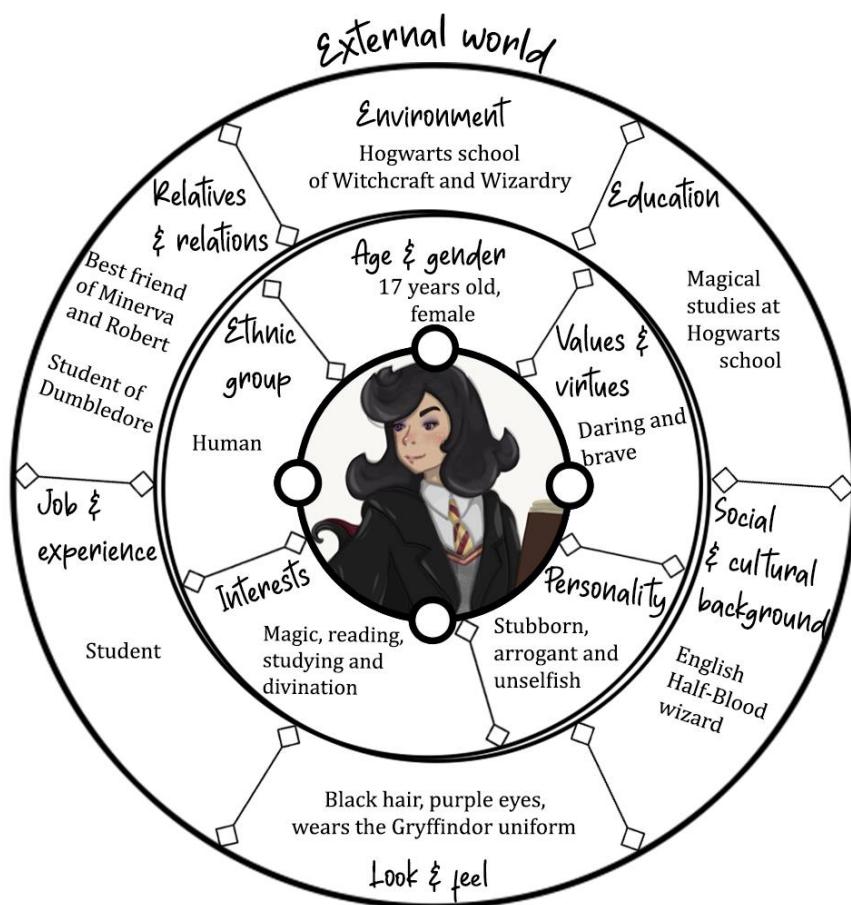
Act3(A)



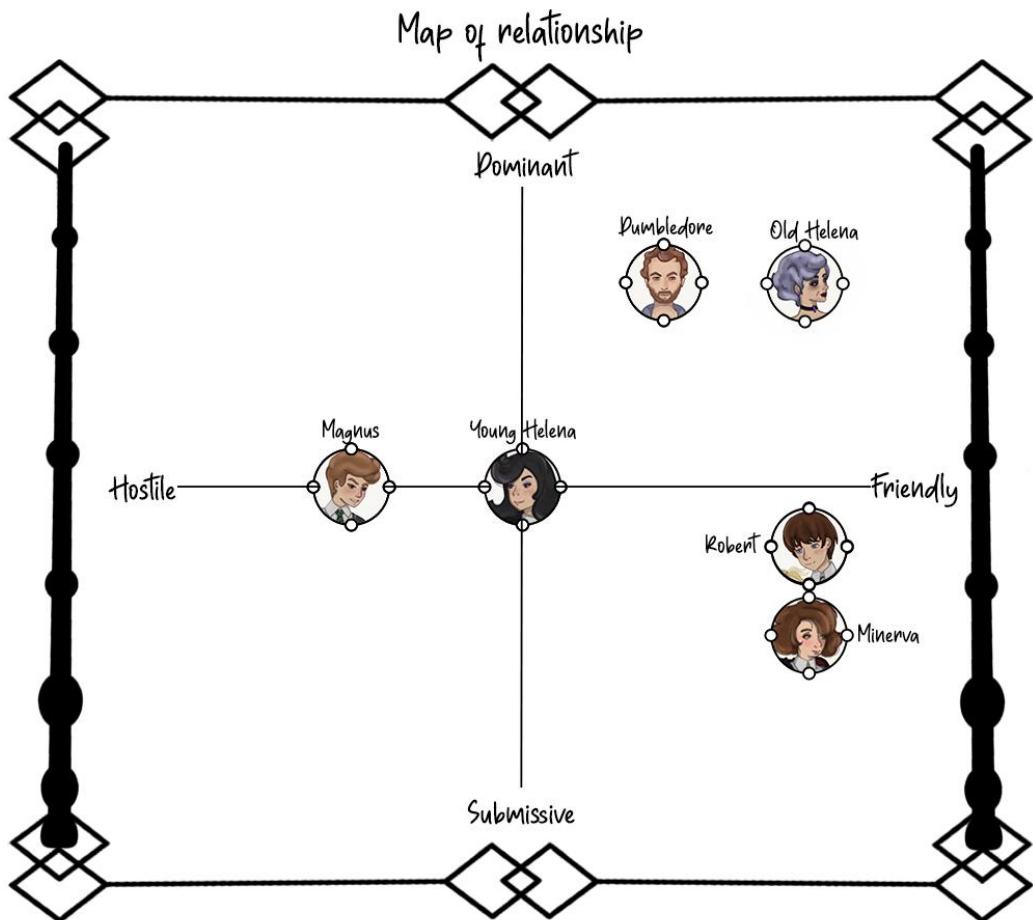
Act3(B)



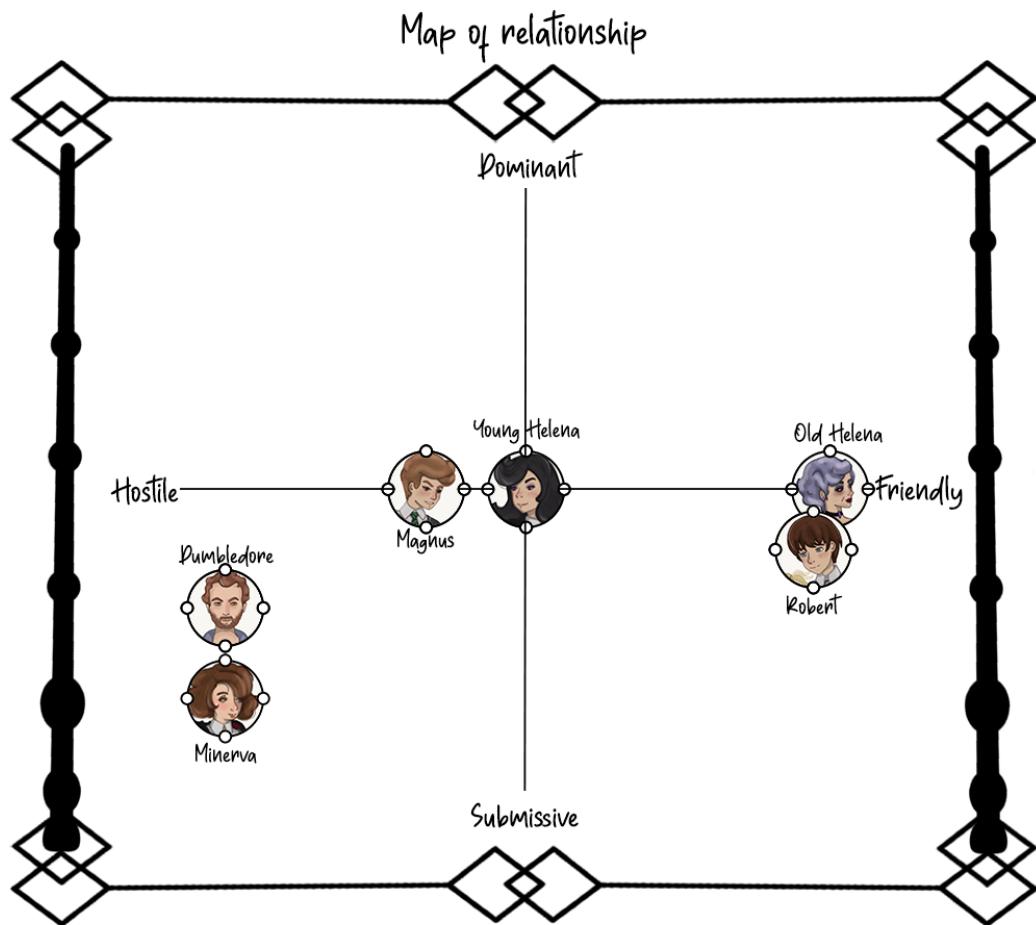
Helena



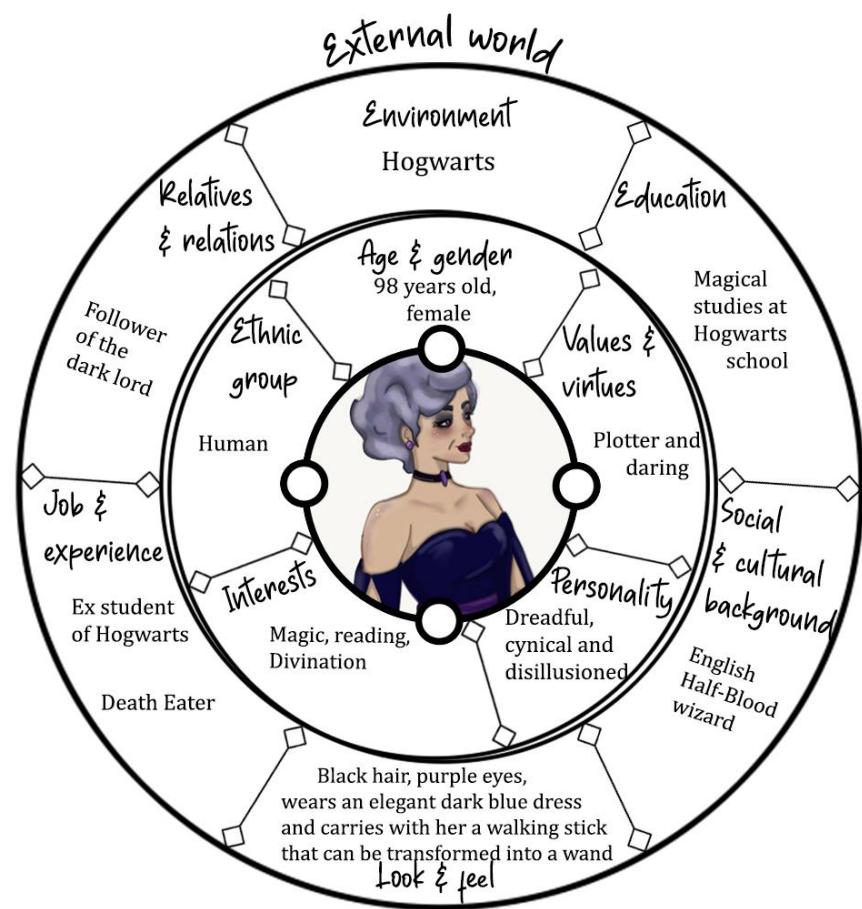
Act 1



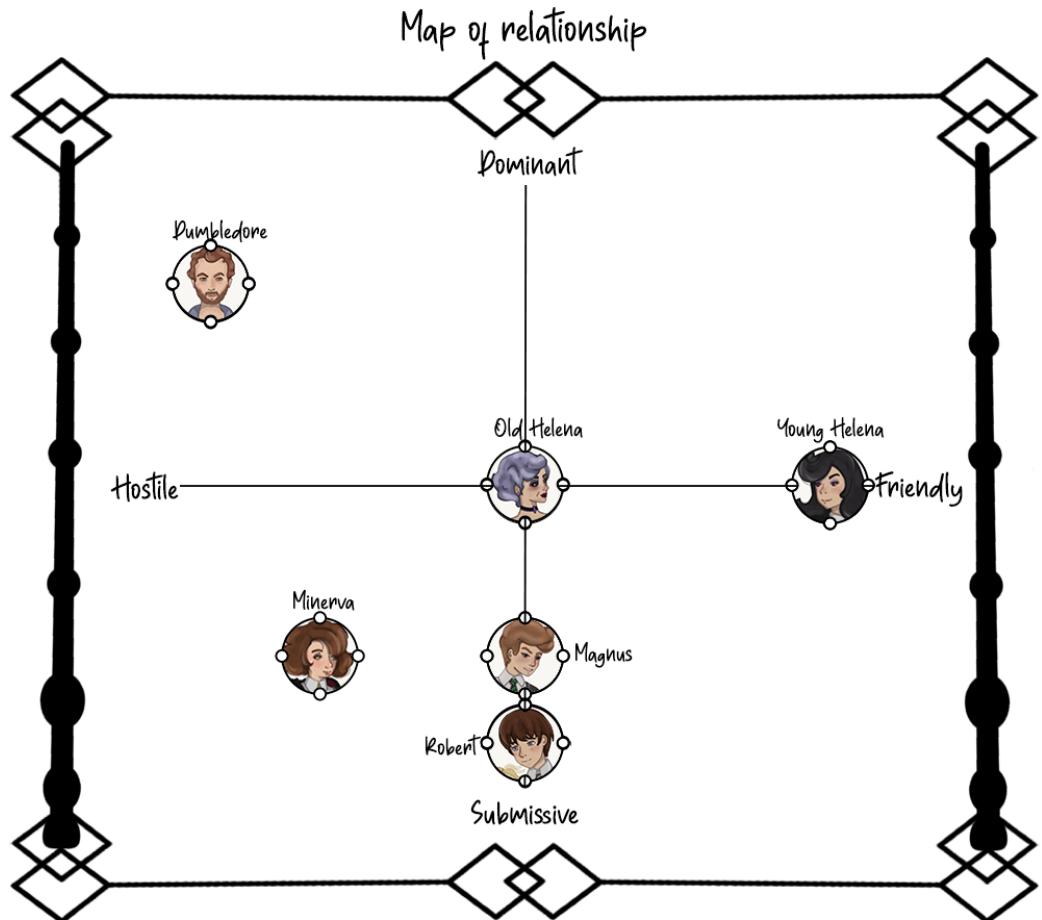
Act 3



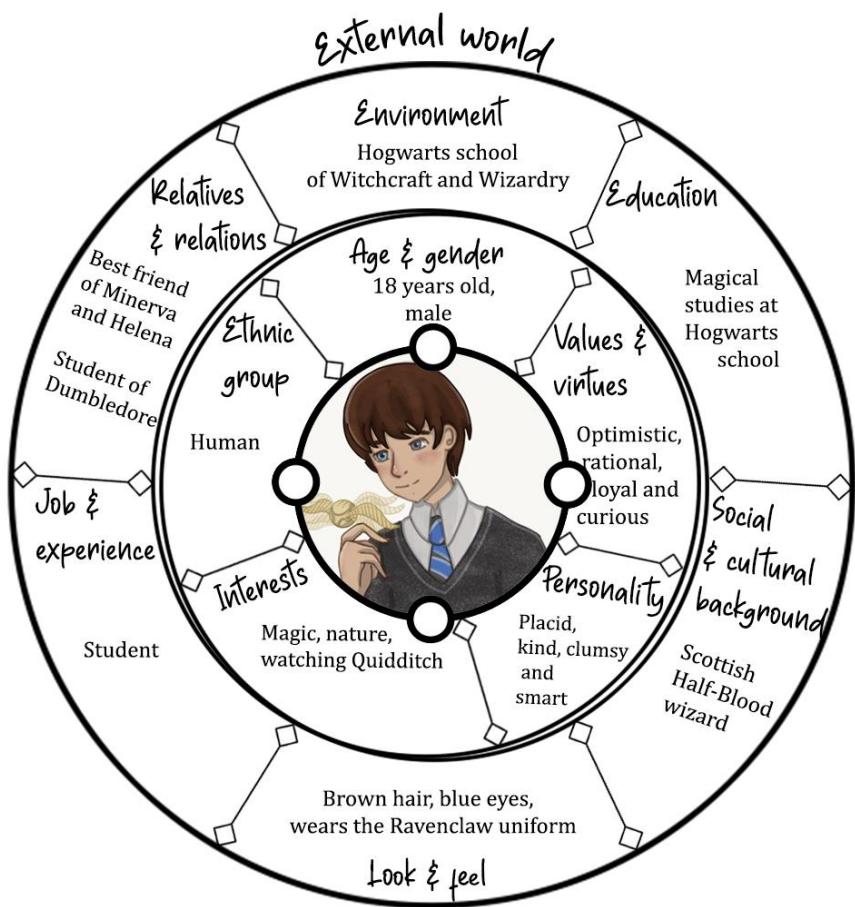
Helena (time traveller)



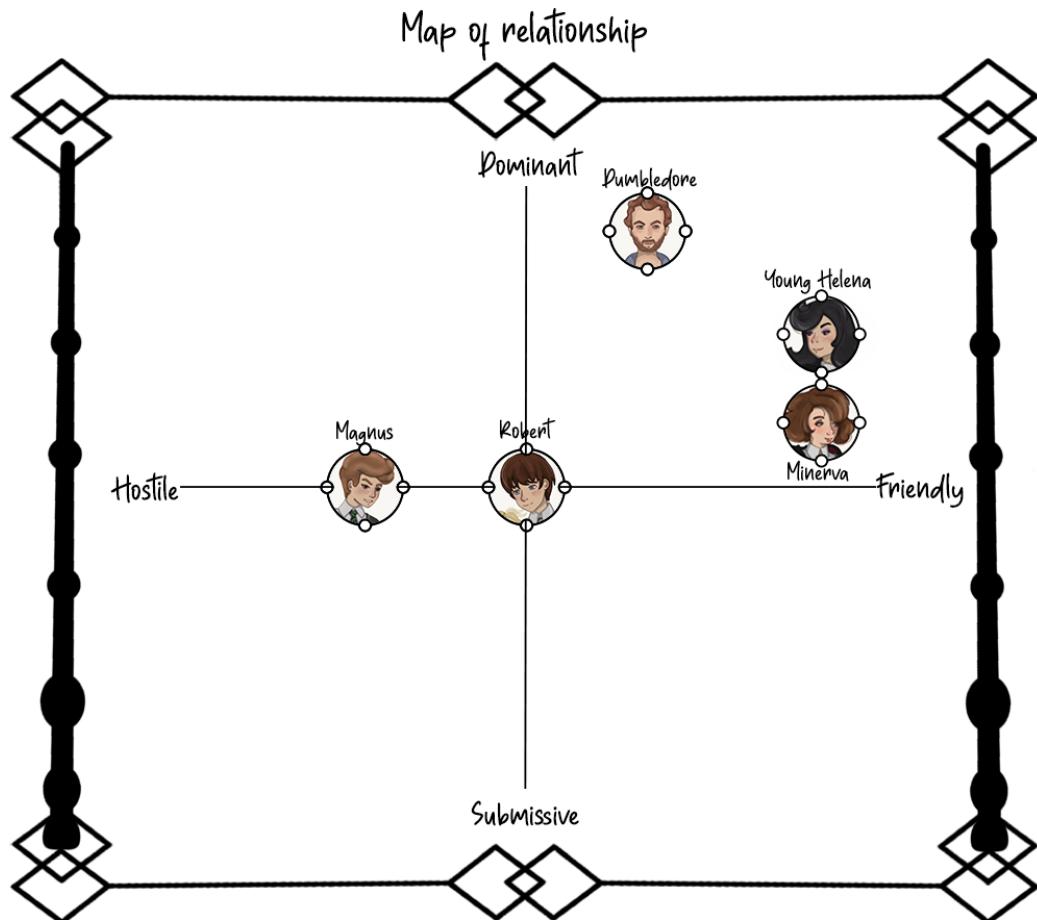
All Acts



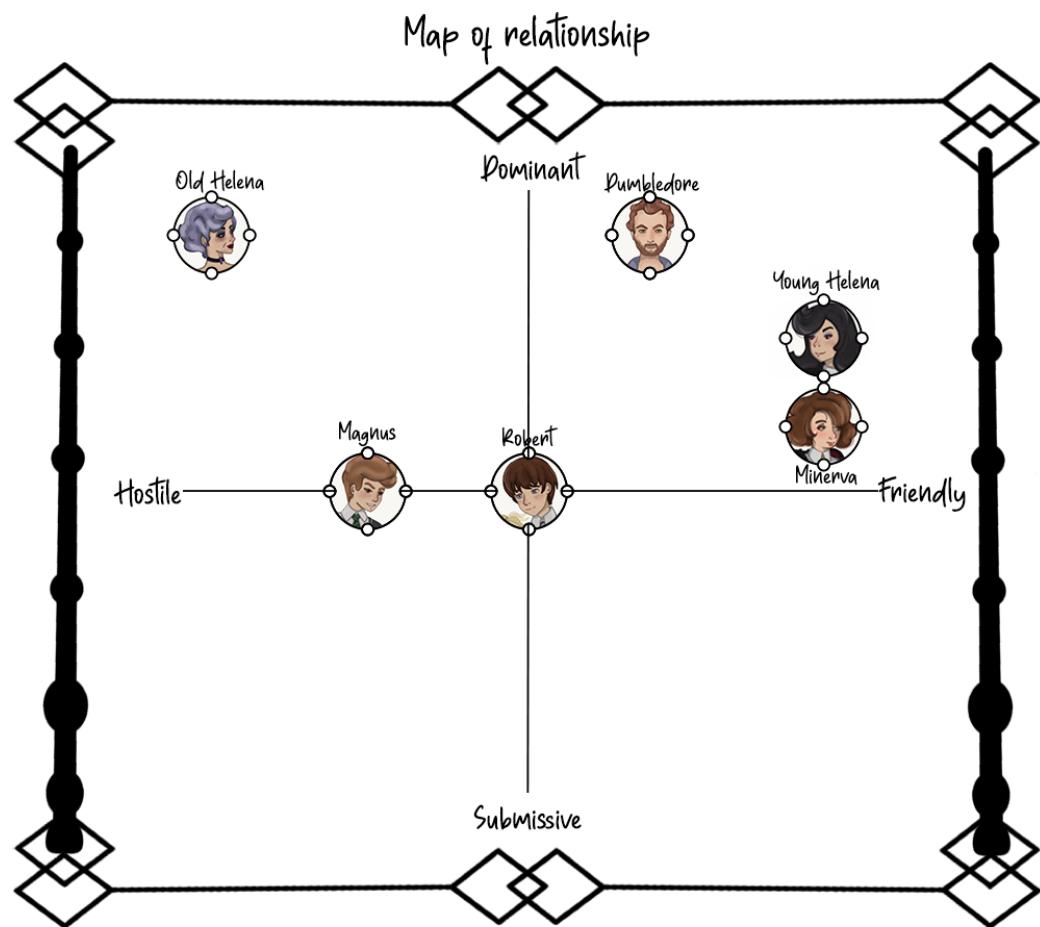
Robert



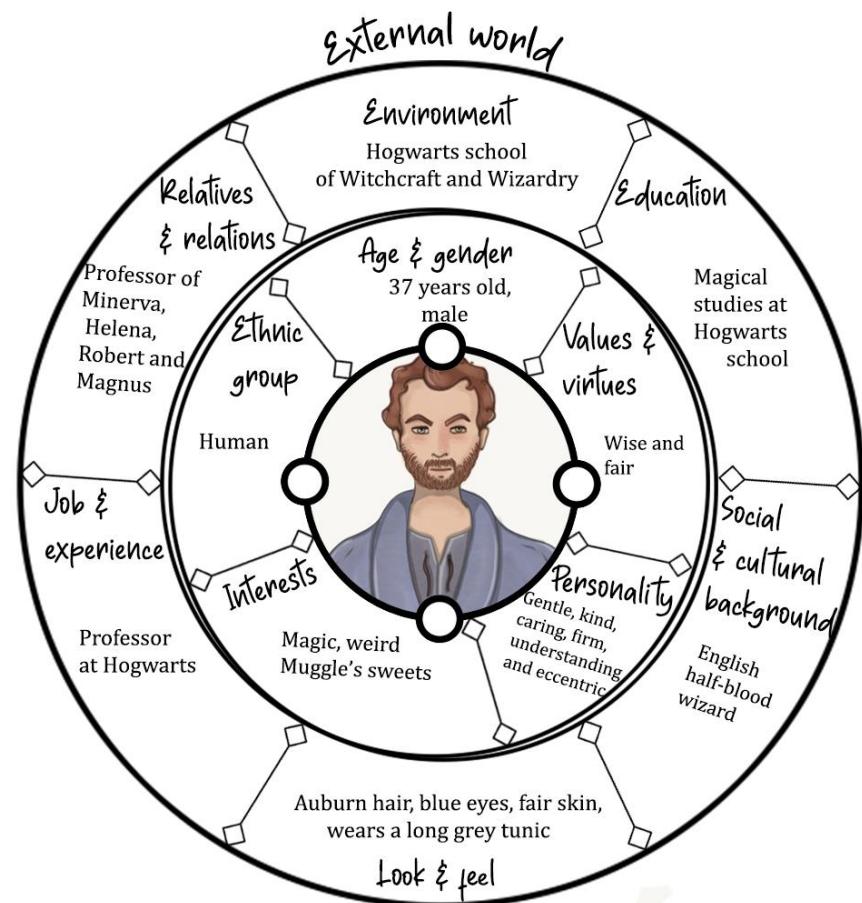
Act1



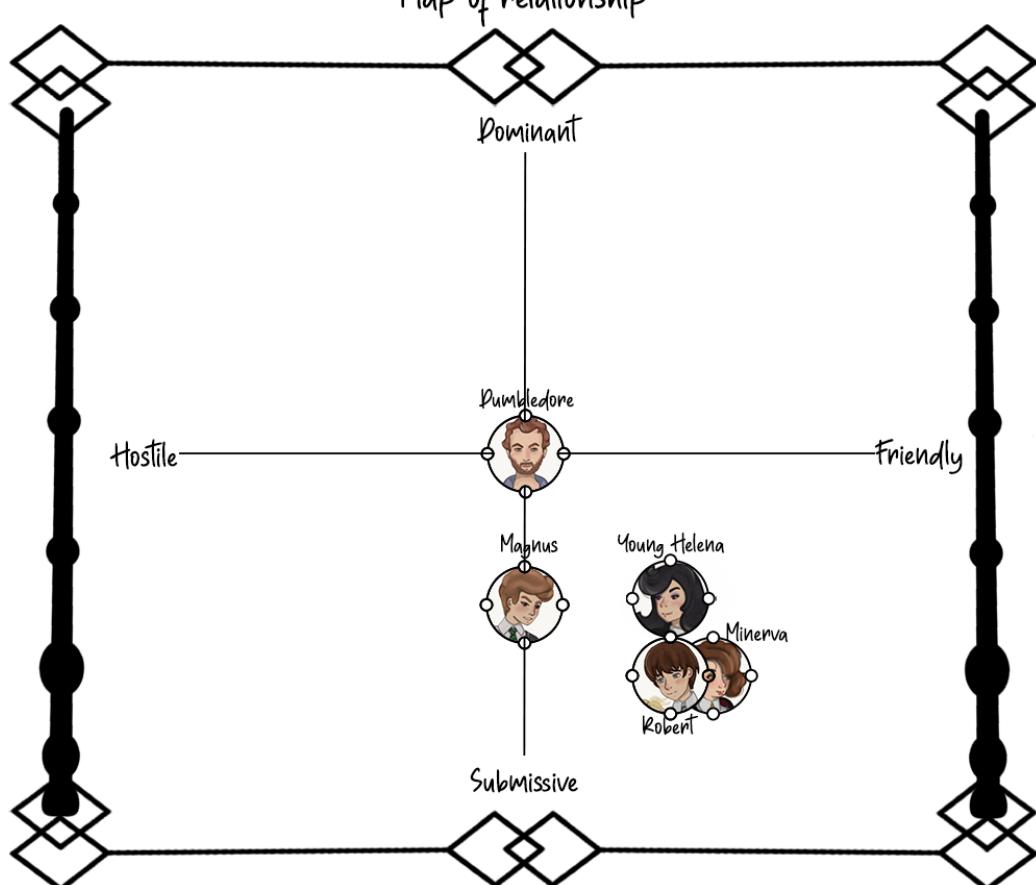
Act3



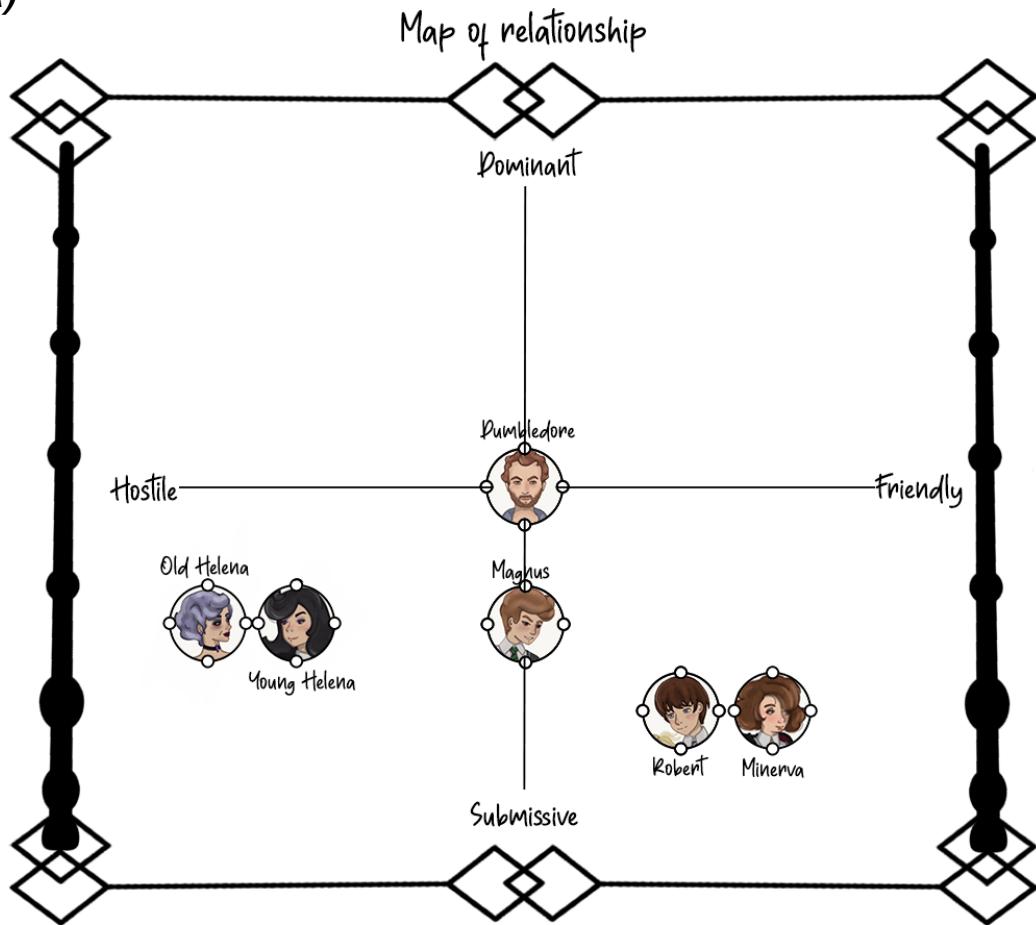
Dumbledore



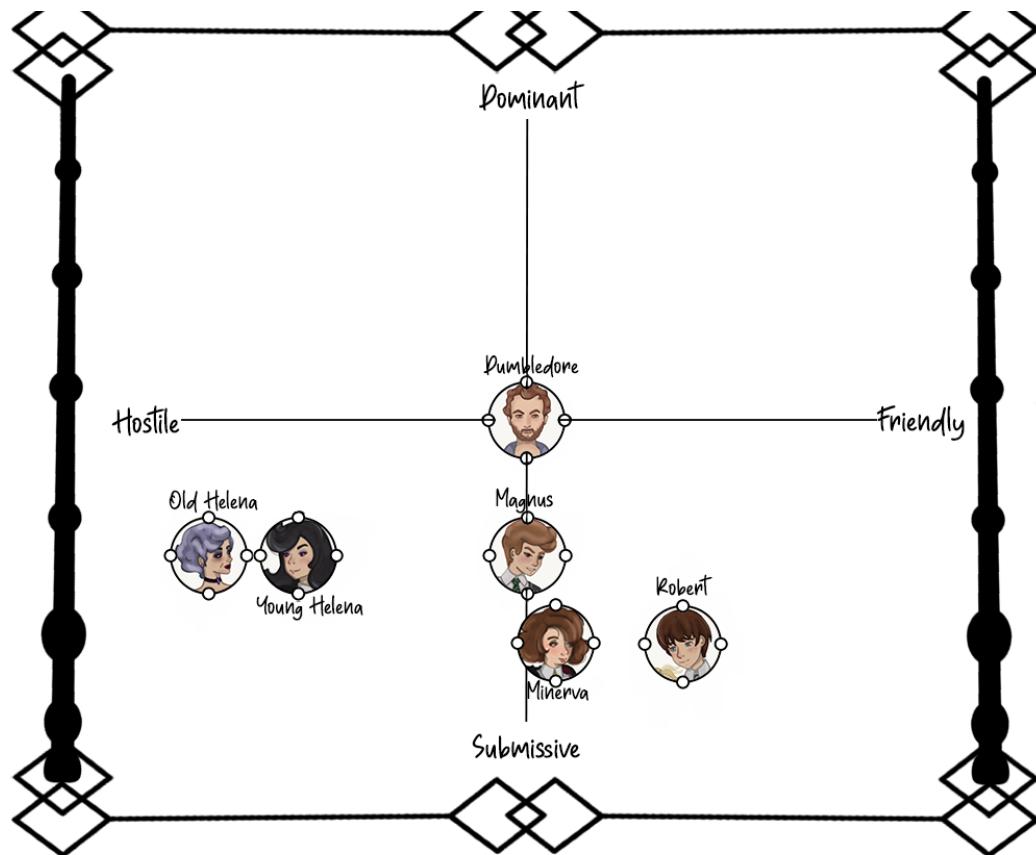
Act1



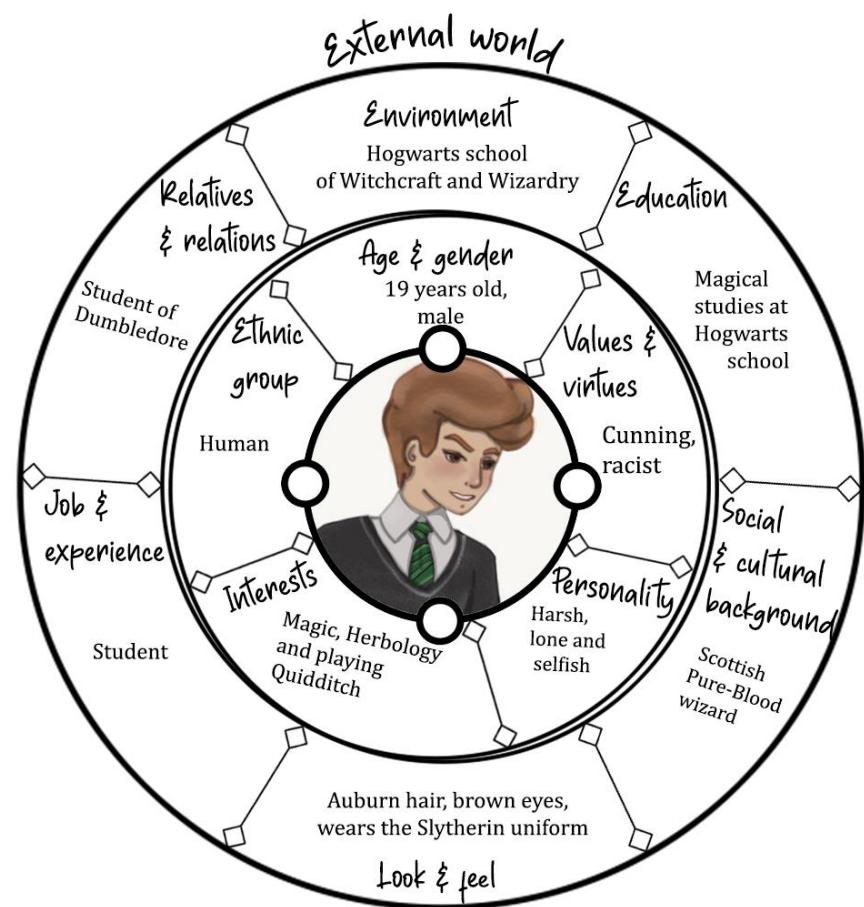
Act3(A)



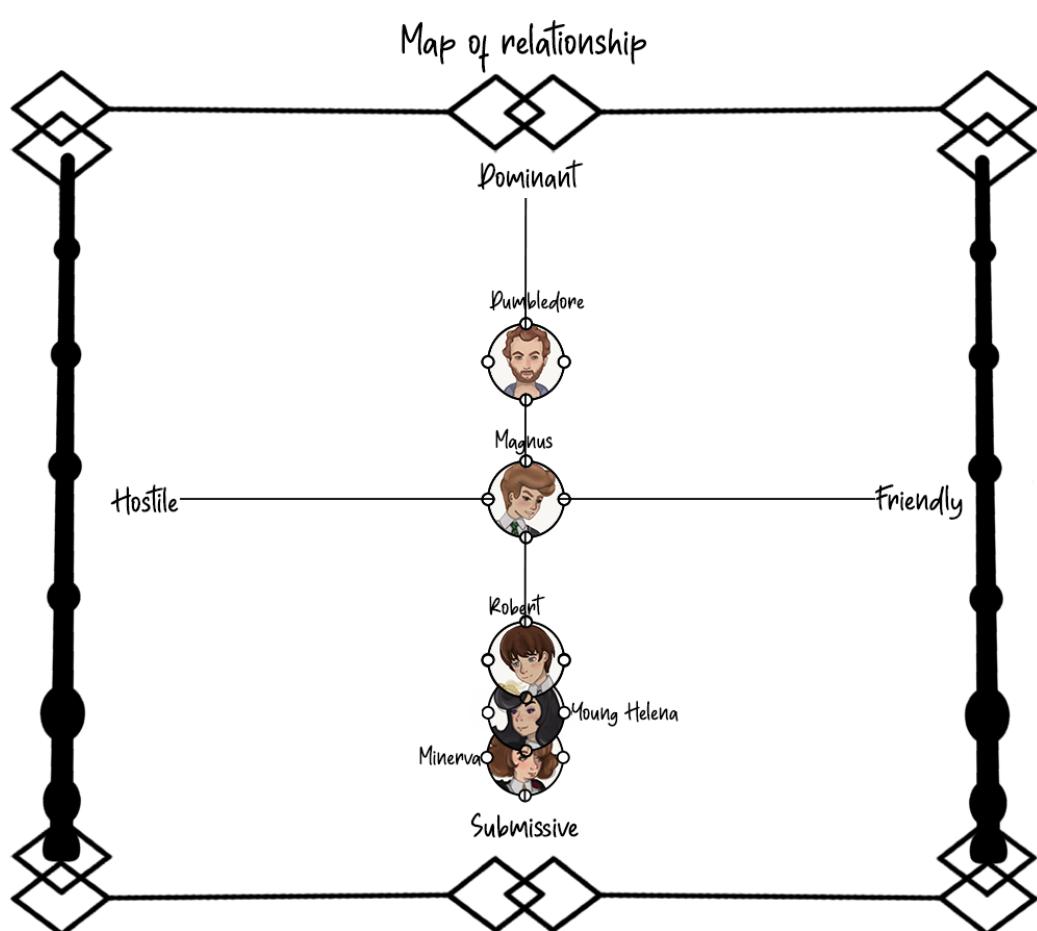
Act3(B)

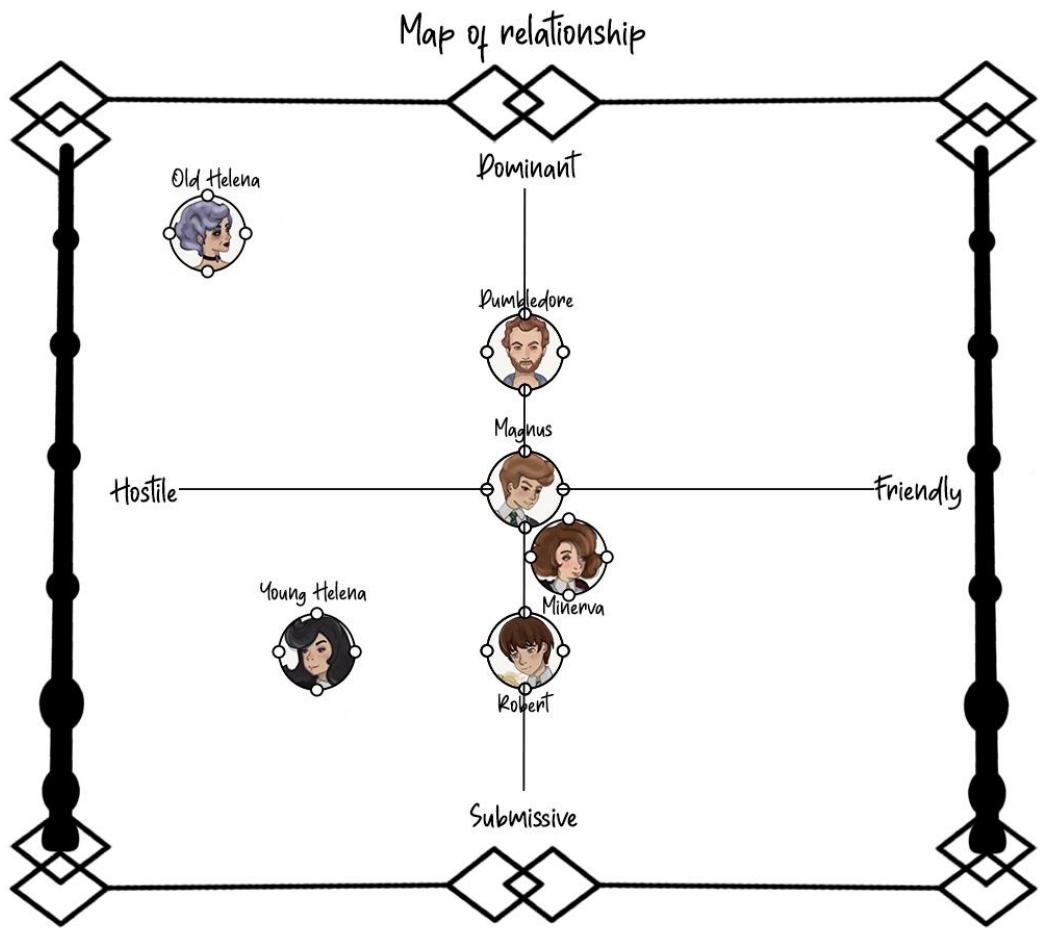


Magnus



Act 1





Act3(A)

Act3(B)

Icons

<i>Minerva</i>	<i>Helena</i>	<i>Helena (time traveller)</i>
		
<i>Robert</i>	<i>Dumbledore</i>	<i>Magnus</i>
		

Gameplay introduction

Game genre

"The Dark Lady awakens" is a 3D single player third person role playing game, based on the Harry Potter's universe. It is a story driven game set in an open world map with a strong puzzle component.

Game mode

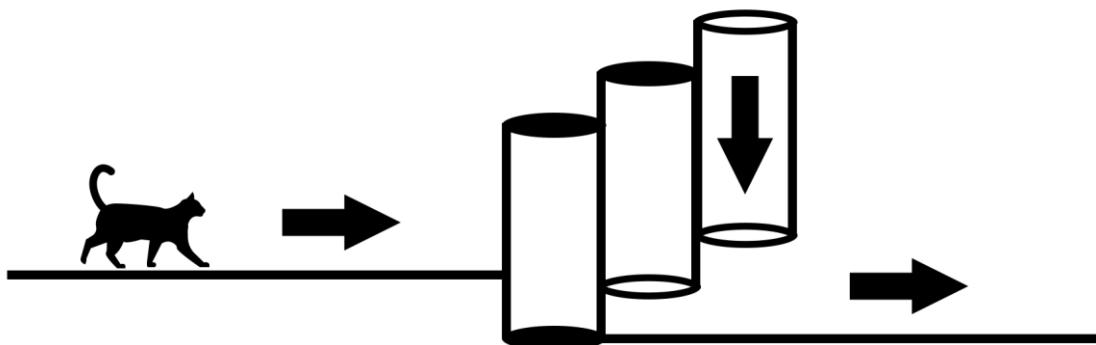
All the game is based on the D&D (5e) rules. The modes are: exploration mode, dialogue mode and combat mode. In each of these modes the player is free to decide what to do, where to move, how to face a fight and what to say in a conversation.

Exploration mode

In exploration mode the player can move freely in real time in the game world. The game world is divided into areas that will be unlocked sequentially as the main story progresses. Inside a single area the player can explore the whole location, find NPCs to talk with, fight enemies and interact with objects. While all other modes in the game are based on a turn-based system, exploration is in real time.

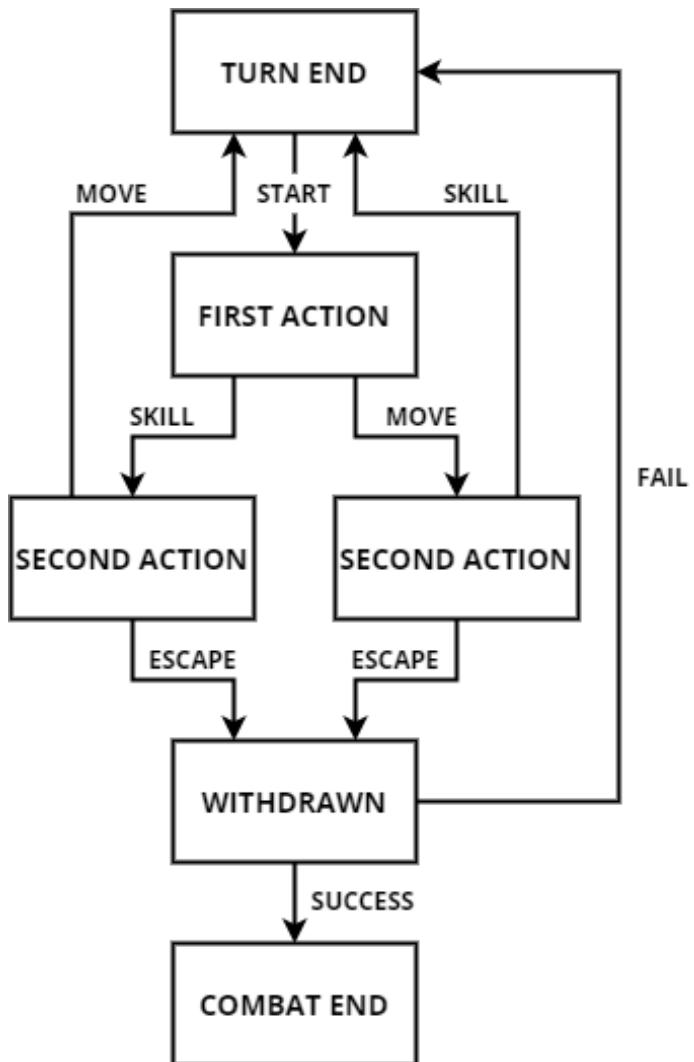
Animagus

Minerva has the special ability to turn herself into a cat. During the exploration mode, the player can use this form to reach some hidden places, mainly through platform paths.



Combat mode

After interacting with enemies, the combat mode starts. Combat mode is turn-based, according to D&D's rules. Each fighter has one turn available with two action slots. The sequence of these turns is determined by the initiative of the various fighters ($d20 + \text{mod initiative}$). The two actions are movement and skill's usage. A fighter can try to get out of the fight by giving extra action to the enemy fighter. When all enemies have been defeated or withdrawn, or if the player successfully withdraws, the fight ends.



Dialogue mode

After interacting with not hostile NPCs, the dialogue mode starts. Depending on the situation, one of the characters included in the conversation will start talking. The dialogue is based on a turn-based bang and response system. Some dialogue options are determined by the "build statistics" of the characters. A dialogue could give the player both critical and extra information, could unlock side quests, could start a fight. The dialogue has a status, which ensures that the player does not have to repeat all the dialogue once interrupted, which will start from where it stopped.

Puzzles

Puzzles are one of the main elements of the game. Interaction with puzzles works just like dialogues. Minerva (usually) will make the first interaction with the puzzle, so this will have a response action. "build statistics" could help in solving the puzzle. After performing the right sequence of actions, the puzzle will be completed.

Player rewards

The game offers multiple kind of rewards for the player. The main reward is relative to the main story. As a story driven videogame, "The Dark Lady awakens" tries to emotionally engage the player. Another important type of rewards is the large number of spells that Minerva can learn and use.

Level progression

During the game, all kinds of new actions such as fights, dialogue with new characters, discovery of new areas or hidden objects give the player experience points. Reached a certain number of experience points the player will level up, thus increasing his build statistics and unlocking the learning of higher level spells.

Spells achievement

During the whole game Minerva uses her spell book to learn and collect new spells. After completing a level, the player earns skill points which he can spend on learning spells between Harry Potter's various magic classes. Each class contains spells arranged in the shape of a tree. This causes the player to follow a specific branch to learn certain spells. More skill points can be spent on the same spell to improve its effectiveness.

Gold system

Inside the game there is a gold system to manage the items the player can get. Within a level Minerva can find ancient coins scattered around the map. These coins are of no value except to the shopkeeper at the Hogsmeade general store who collects them. This NPC will accept coins in exchange for consumables, magical items, clothing, collectibles, and other stuff.

Collectibles objects

There are collectibles in the various areas of the game that form various sets of objects. Some of these sets such as the Chocolate Frog Cards have no practical function, just aesthetic. Other sets such as founders' diary pages, once completed, provide the player with extra skills that can only be learned in this way.



Founders's diary pages

The pages of the diaries of the four founders of the school (notably Hogwarts) are scattered throughout the map. Each of the founders had a personal diary where they kept their secrets. During a desecration that took place years ago, the diaries have been lost. Each page of the diary provides information about the lore of the game. It can also provide helpful hints for some quests. Once a single journal is completed, Minerva learns a unique skill.

- **Goldric Griffindor:** Constant strength increase
- **Salazar Slyterin:** Small amount of healing on damage abilities
- **Helga Hufflepuff:** Constant health regeneration
- **Rowena Ravenclaw:** Constant mana regeneration

Gameplay elements

Character Gameplay

Minerva McGonagall



Initial stats

CLASS	RACE	HIT POINTS	ARMOR CLASS	SPEED
Wizard	Human	7	10	9 metres

Race: Thanks to Minerva's human race, she has a +1 to each characteristic score.

Armor Class (AC): The higher AC Minerva has, the harder it will be for enemies to hit her. AC is calculated as follows: 10 + Dexterity modifier.

Hit Points at Higher Levels: 6 + your Constitution modifier per Wizard level after 1st.

Speed: It is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

CHARACTERISTIC SCORE	SCORE	MODIFIER
STRENGHT	10	+0
DEXTERITY	11	+0
CONSTITUTION	13	+1
INTELLIGENCE	17	+3
WISDOM	13	+1
CHARISMA	11	+0

Going up starting from 10, the modifier increases of 1 every 2 points. Going down starting from 10, the modifier decreases of 1 every 2 points.

Every 4 levels, one ability point can be increased by 2 or two ability points by 1.

Spell save Difficulty Class (DC)	8 + proficiency bonus + Intelligence modifier
----------------------------------	---

Difficulty Class (DC): It is the number needed to hit or beat to succeed at a roll.

The **Proficiency Bonus** represents the experience from a roleplaying viewpoint, and the power curve from a game design viewpoint. It is added to skills, saves, weapon or spell attacks that Minerva is proficient with.

EXPERIENCE	LEVEL	PROFICIENCY BONUS
0	1	+2
300	2	+2
900	3	+2
2.700	4	+2
6.500	5	+3
14.000	6	+3
23.000	7	+3
34.000	8	+3
48.000	9	+4
64.000	10	+4

Initiative: The combat is structured in cyclic turns, which order is decided by the initiative which is given by the roll of a d20 + the Dexterity modifier, the roll of the d20 is made at the beginning of each fight for both the players and the enemies, whoever has higher initiative starts his turn earlier than whoever has lower initiative.

A **saving throw (ST)** —also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. The player doesn't normally decide to make a saving throw; he/she is forced to make one because the character is at risk of harm. The value of the TS is obtained from the roll of a D20, to which the characteristic modifier corresponding to the saving throw will be added, and if the character has competence in that ST, also the Proficiency Bonus. In order to pass, this roll will have to beat or match the Difficulty Class of the test.

When the player makes an attack, the **Attack Roll (AR)** determines whether the attack hits or misses. To make an attack roll, a D20 is thrown and the characteristic modifier (Intelligence in Minerva's case) and the Proficiency Bonus are added to it.

ANIMAGUS FORM		
	Max Vertical Distance	Max Horizontal Distance
Jump	1.5 metres	3 metres

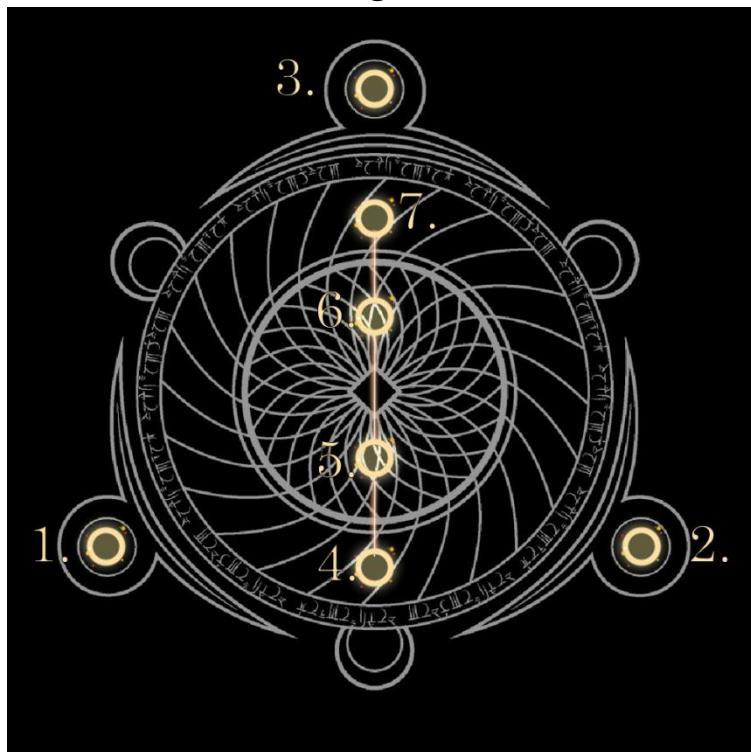
Spell tree system

There are four schools of magic represented by the tree diagrams Minerva can learn spells from: Transfiguration, Defence Against the Dark Arts, Conjuration and Protection. To be unlocked, each spell requires **Spell Points** that can be acquired by defeating enemies and completing the missions present in the various levels. Spells with "0" required spell points are unlocked at certain levels.

Each ring present in the various schemes represents a spell whose description can be seen by the player by clicking on it as happens in the game "The Elder Scrolls V: Skyrim". The moment the spell is learned by Minerva, the ring and the arc of that spell lights up.

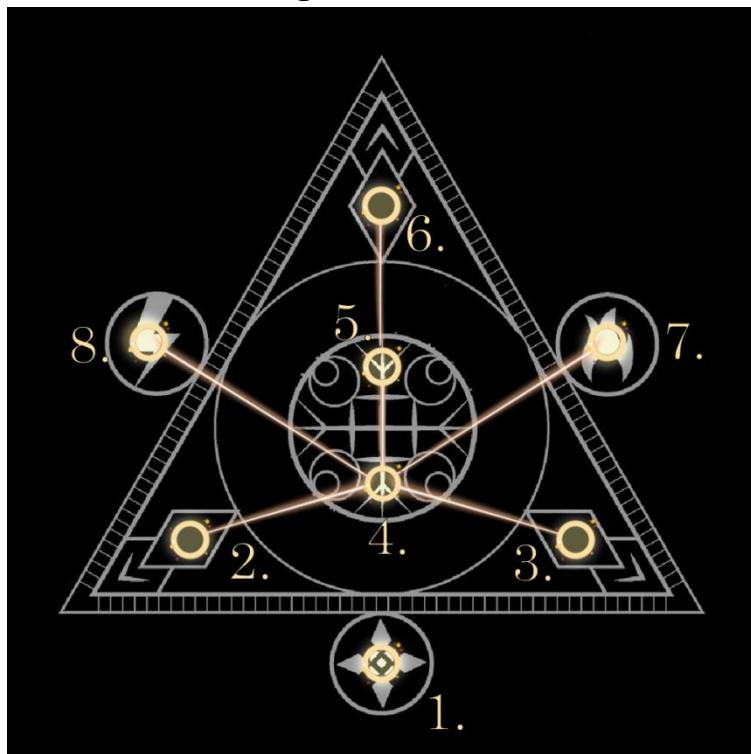
The following are the schemes of the spells with the relative tables.

Transfiguration



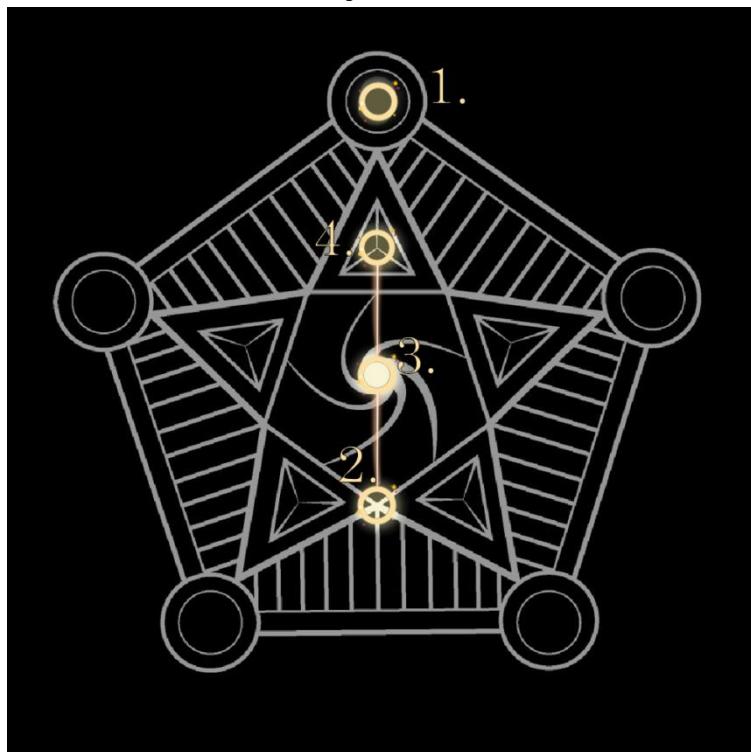
TRANSFIGURATION							
Level	Spell	Casting Time	Range	Duration	Wand Motion	Description	Spell points required
0	1. Wingardium Leviosa	1 action	5 meters	Until dispelled		A charm used to make objects fly, or levitate.	0
	2. Animagus	1 action	-	Until dispelled		You can transform yourself into a cat and back again at will.	0
2	3. Alohomora	1 action	Touch	Instantaneous		Allows you to open magically sealed doors.	0
	4. Engorgio/Reducio	1 action	9 meters	Concentration, up to 1 minute		The caster enlarges or shrinks a creature or object within range that she is able to see for the duration of the spell.	2
3	5. Finite	1 action	-	Instantaneous		Stops the effects of a charm on both a person or an object.	2
4	6. Reducto/Reparo	1 action	-	Instantaneous		Repair / destroy an object.	2
5	7. Arresto Momentum	1 action	-	Instantaneous		Slow down the fall of an object or a person.	2

Defence Against the Dark Arts



DEFENCE AGAINST THE DARK ARTS							
Level	Spell	Casting Time	Range	Duration	Wand Motion	Description	Spell points required
0	1. Stupefy	1 action	Caster	Instantaneous		Each creature within a 4,5-meters-edged cube originating from the caster must make a Constitution saving throw. If it fails, it takes 1d8 points of damage and is pushed 3 meters away from the caster, while if it succeeds, it takes only half that damage and isn't pushed.	0
1	2. Confundo	1 action	9 meters	1 round		A creature of your choice that you can see within range is confused. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand for the duration. A creature with an Intelligence score of 4 or less is not affected.	1
	3. Expelliarmus	1 action	9 meters	Instantaneous		Forcing the victim to leave everything in hand, usually a wand. The creature holding the item must make a Strength saving throw. If a save fails, the target is disarmed.	0
2	4. Incendio	1 action	18 meters	1 round		Create a 3 meter diameter circle of fire. When the circle appears, each creature within its area must make a Dexterity saving throw. If it fails, it takes 2d8 points of fire damage, while if it succeeds, it takes only half that damage.	2
3	5. Bombarda	1 action	27 meters	Instantaneous		A trail of light starts from the caster's wand and whizzes to a point of his choice within range, where it detonates with a deep roar, generating an explosion of flames. Each creature within a 3 meters radius sphere centered on that spot must make a Dexterity saving throw. If it fails, it takes 8d6 points of fire damage, while if it succeeds, it takes only half that damage.	2
4	6. Petrificus Totalus	1 action	18 meters	Concentration, up to 1 minute		The caster attempts to petrify a creature within range that he is able to see. The target must make a Constitution saving throw. If it fails, it is held back and its flesh begins to harden, while if it passes, it suffers no effect.	0
	7. Incendio Duo	1 action	36 meters	1 round		Create a 6 meter diameter circle of fire. When the circle appears, each creature within its area must make a Dexterity saving throw. If it fails, it takes 5d8 points of fire damage, while if it succeeds, it takes only half that damage.	2
5	8. Bombarda Maxima	1 action	45 meters	Instantaneous		A trail of light starts from the caster's wand and whizzes to a point of his choice within range, where it detonates with a deep roar, generating an explosion of flames. Each creature within a 6 meters radius sphere centered on that spot must make a Dexterity saving throw. If it fails, it takes 10d6 points of fire damage, while if it succeeds, it takes only half that damage.	2

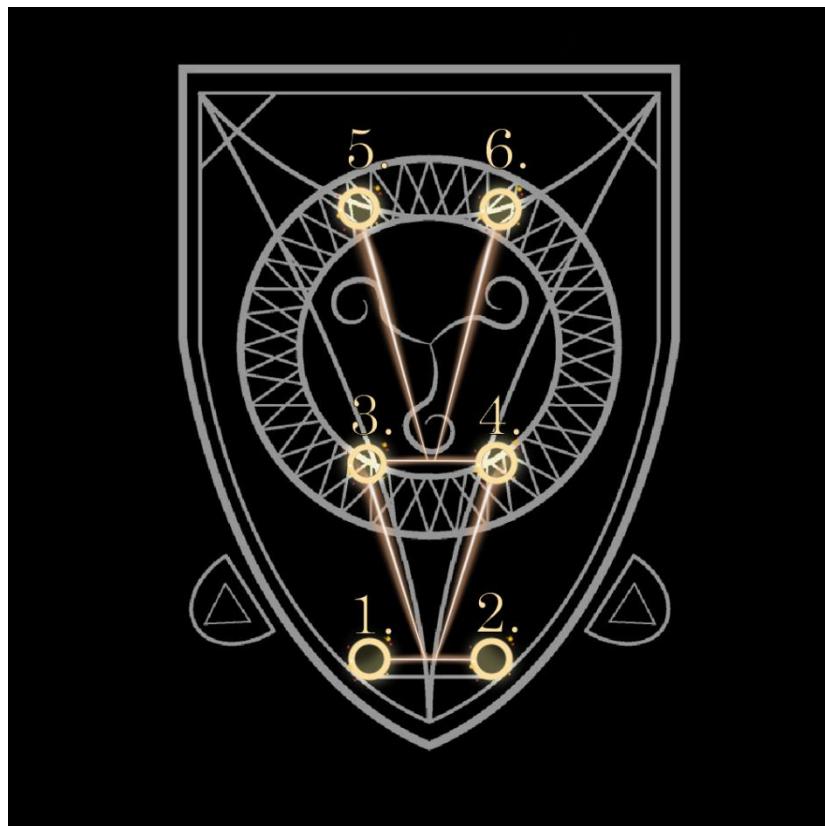
Conjuration



CONJURATION

Level	Spell	Casting Time	Range	Duration	Wand Motion	Description	Spell points required
0	1. Lumos	1 action	Caster	Until dispelled		Create a dim light on the tip of the wand with a 3 meter radius.	0
1	2. Revelio	1 action	Touch	Instantaneous		Make a person or an object reveal any hidden secrets or concealed appearance.	1
2	3. Expecto Patronum	1 action	9 meters	1 round		It is a spell that evokes a Patronus, a force with positive energy and half tangible that catalyzes some happy memories of the summoning magician and generally acts as protection from dark creatures. Summoned Patronus have the shape of an animal but Since the Dementors feed on happiness, the Patronus acts as a protection that the Dementors feed on. A Patronus cannot feel desperate, so the Dementors are unable to harm the summoner.	0
3	4. Apparition	1 action	-	Instantaneous		Teleports the caster around Hogwarts	0

Protection



PROTECTION

Level	Spell	Casting Time	Range	Duration	Wand Motion	Description	Spell points required
1	1. Episkey	1 action	Touch	Instantaneous		A creature touched by the caster or the caster himself regains a number of hit points equal to 1d8 + spellcasting ability modifier.	1
	2. Protego	1 free action	Caster	1 round		An invisible barrier of magical force materializes and protects the caster. Until the start of your next turn, you gain a +5 bonus to AC that also applies to the triggering attack.	1
3	3. Episkey+	1 action	Touch	Instantaneous		A creature touched by the caster or the caster himself regains a number of hit points equal to 3d8 + spellcasting ability modifier.	2
	4. Protego Maxima	1 free action	Caster	1 round		An invisible barrier of magical force materializes and protects you and your allies. Until the start of your next turn, you gain a +10 bonus to AC that also applies to the triggering attack.	2
5	5. Episkey++	1 action	Touch	Instantaneous		A creature touched by the caster or the caster himself regains a number of hit points equal to 5d8 + spellcasting ability modifier.	2
	6. Protego Totalum	1 free action	Caster	1 round		An invisible barrier of magical force materializes and protects you and your allies. Until the start of your next turn, you gain a +20 bonus to AC that also applies to the triggering attack.	2

Mana bar

When Minerva uses a spell, it consumes mana. The mana bar's capacity increases as Minerva levels up.

Minerva's Level	Mana bar's capacity
1	500
2	1000
3	1500
4	2000
5	2500
6	3000
7	3500
8	4000
9	4500
10	5000

Mana consumption depends on the spell level of the spell used.

Spell Level	Mana Required
0	0
1	100
2	200
3	300
4	400
5	500

Mana regenerates by 5 points every second Minerva passes out of a combat state. This process can be accelerated by using **Mana Potions** that Minerva can also use in combat.

Ability chart

Spell Acquired									
Spell		Animagus	Wingardium Leviosa	Expelliarmus	Expecto Patronum	Lumos	Alohomora	Apparition	Petrificus Totalus
Level	The wind of the west	X	X						
	A wizard's blood			X			X		
	The prophecy								
	Forbidden words				X	X			
	Something old, something borrowed, something new								
	The right focus								
	The shrieking ghost								
	The light in the lake								
	Old acquaintances								
	Paintings like to change								
	The embedded watch								
	Will of an old one								
	The way of a wizard						X		
	The man of the train								
	Drowned truth								
	The pit of dementia								
	The shadow of a wizard							X	
	Memory train								
	Drowned and forgotten								
	The Quidditch fans								
	The room of requirements								
	As foretold								

Spell Required							
Spell		Animagus	Wingardium Leviosa	Expelliarmus	Expecto Patronum	Lumos	Alohomora
Level	The wind of the west	X	X				
	A wizard's blood			X			
	The prophecy						
	Forbidden words					X	
	Something old, something borrowed, something new	X	X			X	X
	The right focus						
	The shrieking ghost	X				X	X
	The light in the lake					X	
	Old acquaintances						
	Paintings like to change	X					
	The embedded watch						X
	Will of an old one					X	
	The way of a wizard						
	The man of the train			X	X		
	Drowned truth			X	X	X	
	The pit of dementia			X	X		
	The shadow of a wizard						
	Memory train						
	Drowned and forgotten					X	
	The Quidditch fans						
	The room of requirements						
	As foretold						

Enemies chart

Level	Enemies																
	Bats	Rats	Magnus	Shades	Spiders	Enchanted books	Ghosts	Somnium	Pallium umbra	Onorius Durandal	Siren	Dementor	Enchanted students	Memory spawn	Students	Old Helena	Haunted House
The wind of the west	x	x															
The man of the train											x				x		
A wizard's blood			x														
Something old, something borrowed, something new					x		x	x	x	x optional							
The right focus																	
Paintings like to change																	
The embedded watch		x															
The way of a wizard																	
The room of requirements			x			x									x		
As foretold																x	
The prophecy	x	x															
The shrieking ghost						x											
Old acquaintances	x	x															
The shadows of a wizard				x	x												
The pit of dementia													x				
Quidditch fans														x			
Forbidden words				x	x												
The light in the lake				x	x						x						
Downed truth											x		x				
Drowned and forgotten																	
Will of an old one			x	x												x	

USABLE ITEMS

Name	Description	Use	Cost	Reference
Healing Potion	A bottle in which there is a magical red fluid able to heal wounds. The player can buy bottles from the shop in Hogsmeade or find them after defeating enemies.	A character who drinks this fluid regains a third of the character's total life.	50 coins	
Mana Potion	A bottle in which there is a magical blue fluid capable to restore the mana that allows the character to use his spells. The character can buy bottles from the shop in Hogsmeade or find them after defeating enemies.	A character who drinks this fluid regains a third of the character's total mana.	50 coins	
Butterbeer	It is a popular magical drink described as "a bit like butterscotch but less sickly". It is served in Hogsmeade and has a slight alcohol content.	A character who drinks this magical drink regains a bonus to magic attacks.	150 coins	

Something old, something borrowed, something new

Level story

Upon hearing of Robert's death prophecy, Minerva and Helena ventured into the Forbidden Forest to seek information from a Centaur/Elf. This prompted them to retrieve "the book of no more", an ancient book of spells kept in the restricted section of Hogwarts library. In this level, Minerva will need to enter the restricted section of Hogwarts library and retrieve the book. However, the library itself will try in every way to ward off unwanted intruders.

Library Structure

The library develops on two floors. The entrance of the library is on the first floor and leads directly into the main section. On the short side of the main section, opposed to the entrance, there's the door for the restricted section. Two stairs, one for each long side of the room, leads to the balcony, from where the player can access the remaining five sections: the astronomy section and the botany section, on the long side on the left, looking from the entrance; the spellbook section and the bestiary section, on the long side on the right; the legal section, on the same short side as the restricted section.

Area description

Hogwarts library is one of the biggest in all Great Britain, containing tens of thousands of books. Its numerous sections are filled with shelves, tables, desks and, of course, mysteries and secret passages. During the day, students go there to study and to borrow books for their research assignments. Only one of the many sections of the library has restricted access. This area is called Restricted section.

By night, students are not allowed in the library, as well as in any other part of the castle. Of course, the library isn't like any other part of the castle. As soon as Hogwarts curfew starts, the powerful and weird magic contained in the books come to life, guarding the library from intruders. Of all the sections, the restricted one is especially protected. The door behind which the section is located is closed. To open it, four signets must be presented. These four signets are shaped like golden doubloons and they are distributed in as many sections of the library: the spell book section, the botany section, the bestiary section and the astronomy section.



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NPCs introduction

The same corridors and halls that the students walk during the day are wandered by spirits and spectres at night-time. Most of them, as well as the rest of the library, do not enjoy intruders and tends to ignore them. That is not always true. Some of the ghosts can interact with Minerva and even ask her for particular tasks.

Louis Delacroix

Louis Delacroix was one the most renowned French poet of the wizard world. He lived in the sixteenth century and wrote remarkably successful collections of poems such as "two hearts and a broomstick" and "love, death and polyjuice". Despite being famous and rich, he was always a mama's boy. He often attended gallant events dressed in his finest outfit and wearing the colourful woollen socks his mother made for him. The strong hit to the head he took from a falling lamp when he died visiting Hogwarts library has made his ghost quite forgetful. Now he wanders in the library, looking for his mother's amulet and losing it a few minutes later.



Barnabs Van Weber

Barnabs Van Weber was a German judge. He grew up in Great Britain and became part of the Wizengamot at a very young age. In 1490 he aided Hogwarts when the Sorting Hat was falsely accused of accepting jellies as bribes and has been one of the school's legal advisor until his death. He spends most of his time as a ghost in the legal section, arguing with the books. Every dispute ends with the books making fun of him for his exceedingly long nose.

Onorius Durandall

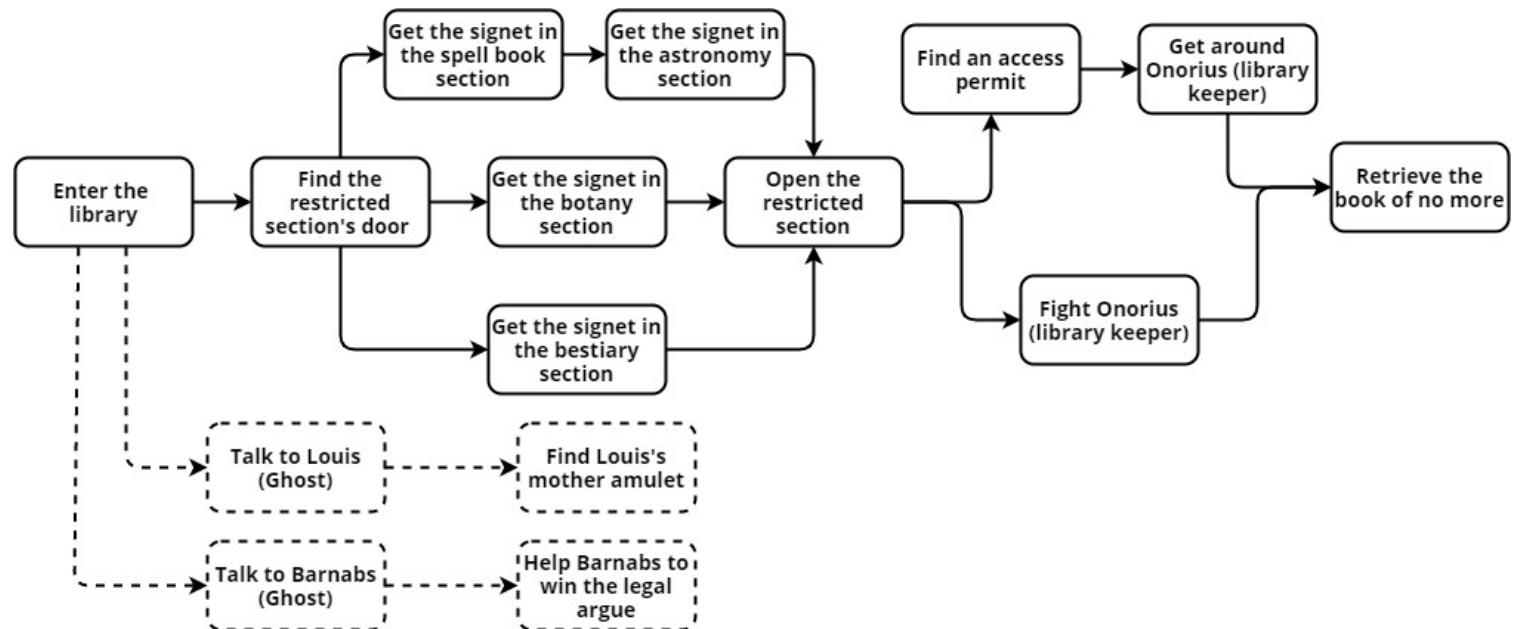
Ever heard of the expression “book worm”? Onorius Durandall was the bookiest worm the wizarding world has ever seen. It was Rowena Ravenclaw’s idea to make him the first guardian of the library, soon after Hogwarts foundation. Part of the library actual greatness is due to Onorius incredible commitment in retrieving and restoring every sort of magical book, even the ones whose existence was barely rumoured. The library became his life. He spent most of his time in it, both guarding and reading the books he was so binded to. This made him a very powerful and knowledgeable wizard, too. Many years later, when Hogwarts collection became big enough to contain books that were not exactly suited for a school, Onorius came up with the idea of the restricted section. He eventually became obsessed by it, to the point where he stopped leaving the library at all, just to be sure no one entered the section.

One morning, on the verge of his 98th birthday, the students found Onorius lying in the cot he built in the library, dead. At the entrance of the restricted section not his body, but his ghost, was guarding it, and he still does to this day.



Goals of the level

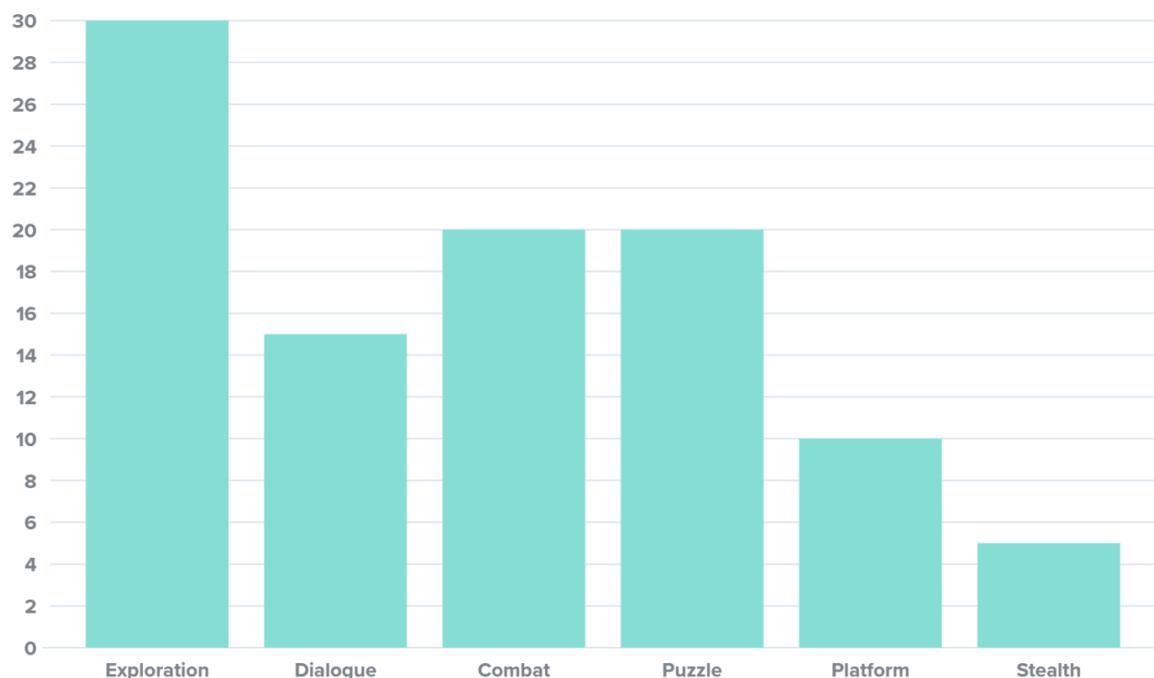
Minerva must enter the restricted section of Hogwarts library to retrieve "the book of no more". To reach this area she must open a door with four keys (signets) hidden in the various rooms of the library. Each room is protected by a spell. Once the passage opens, Minerva will have to face Onorius Durandal, the ghost library keeper. She can decide to fight him or to get around him by taking an access permit in the Legal section of the library. The library consists of 6 main areas: Main section, Spellbook section, Astronomy section, Botany section, Bestiary section, Legal Section and Restricted section. There are two other NPCs in the level. Louis Delacroix is a ghost who will ask Minerva to find his mother's amulet. Barnabs Van Weber is a ghost who will ask Minerva some assistance to win a verbal fight against some books.



Gameplay introduction

The level includes combat, puzzle, platform, and stealth game modes as well as the ability to freely explore the library, discover the mysteries it hides and talk to the ghosts that inhabit it. Furthermore, as already specified, the level is divided into sub-areas which have different goals, different types of gameplay and so on. The following and all other histograms in the document uses percentage points as a measure unit for the y-axis.

Gameplay



Exploration mode:

The level is mainly based on the exploration of the map. The main objective proposed to the player is to find the four signets to open the passage to the restricted section. So, much of the level gameplay will be exploring the various rooms, finding a way to access them and retrieve the signets.

Dialogue mode:

In the level there is a dialogic component, albeit limited. In the main section there are two NPCs which is possible to talk with. These characters can give the player information about the location of certain objects, they can also tell about their history and the history of the library. In the restricted section Onorius Durandall, the keeper of the library, will question Minerva to understand the reason of her presence. Through the dialogues the player can choose whether to fight or find an alternative to get around him.

Combat mode:

In almost all the rooms of the library there are fights with enemies of different dangers. Often the fights are combined with a puzzle component. In the spell book section Minerva must light all the candles in the room to injure the enemy. In this way, the combat alternates between the puzzle phase and the combat phase.

Puzzle mode:

As already explained in the combat mode paragraph, the puzzles are combined with the fights to provide two different types of challenges. Nevertheless, as there are fights without puzzles, there are isolated puzzles in the various sub-areas of the library.

Platform mode:

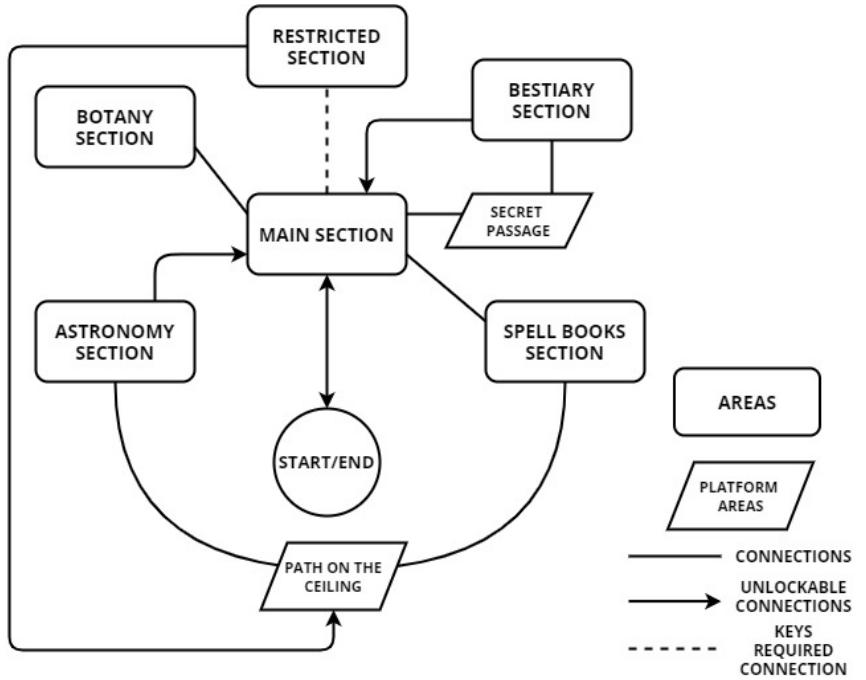
The level has two zones that Minerva must use the animagus spell to get through. In particular, these areas are the secret passage to the bestiary section and the passage along the ceiling of the library to reach the astronomy section. Inside the astronomy section there are platform areas too.

Stealth mode:

After recovering two of the four signets, in the main section the books will animate to identify the intruder. Minerva can avoid enchanted books fights by not being detected. This entails another game mode: stealth mode.

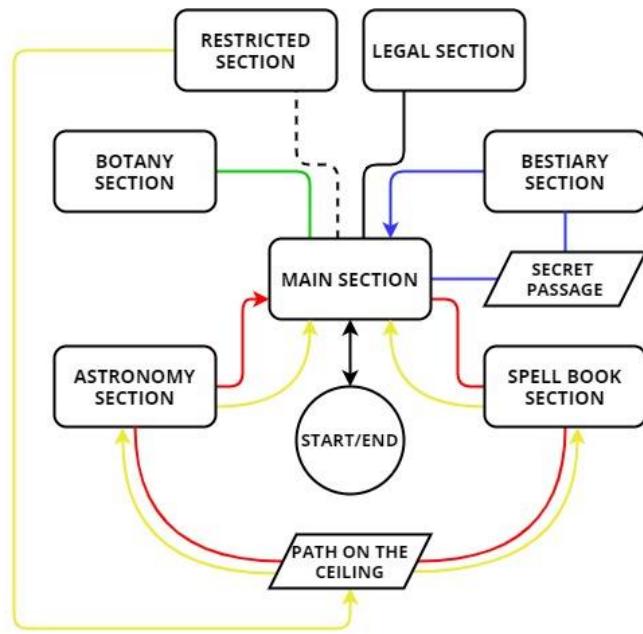
Map

The level map includes Hogwarts library with its subsections. The blueprint is made starting from a conceptual diagram. In this way, each space within the game reflects a particular functionality within the level.



From the diagram it's clear that a room, the main section, is located in the center of the map and has the function of connecting all the other rooms, including the restricted section. The restricted section, on the other hand, is the final destination of the level. It can only be unlocked after exploring all the other rooms. Spell book section, botany section, astronomy section and bestiary section are the rooms that contain the signets needed to enter the restricted section. Each of these has a particular different challenge to overcome. The legal section is been added in order to articulate the challenge with the final boss (Onorius Durandall) in two different ways: defeat him in combat or get around him with a permission found in the legal section. Finally, two intermediate steps between some rooms are specified, because they represent the main platform parts of the level.

Paths



Red path:

From the main section Minerva can directly access the spell book section. Once the enemy in this room is defeated, Minerva can locate a path that will lead her over the ceiling beams. This path leads to the astronomy section. Once this room is complete, Minerva can open the door that overlooks the main section.

Blue path:

In the main section, the door of the bestiary section is closed. Minerva must find an alternate passage to access it. Under the gallery, in correspondence with the door, there is a bookcase which, unlike the others, can be moved. Behind the library there is a secret passage, accessible only after the transformation into cat, that leads directly to the bestiary section.

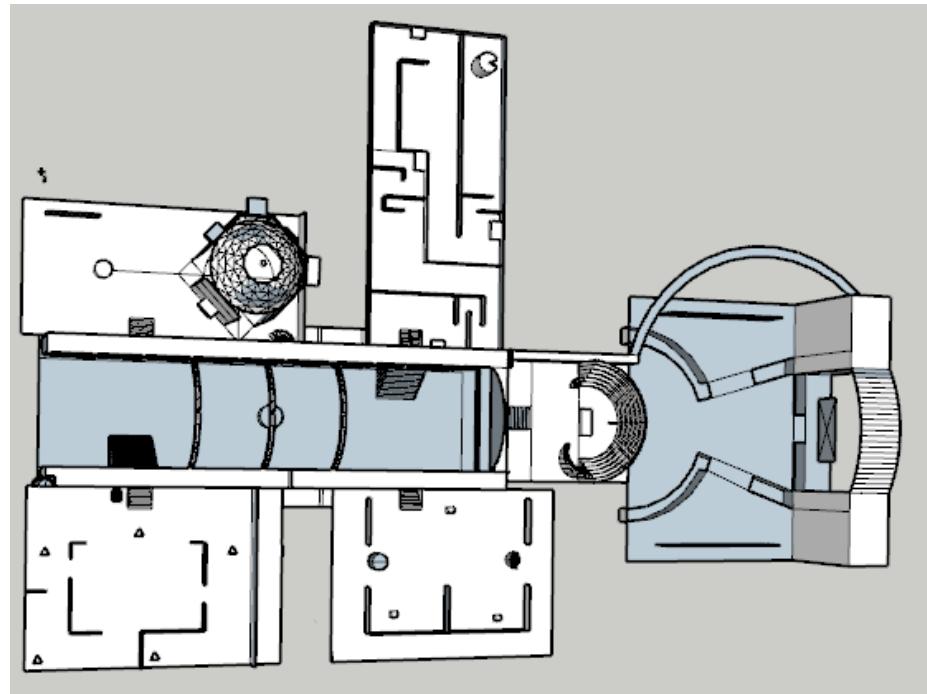
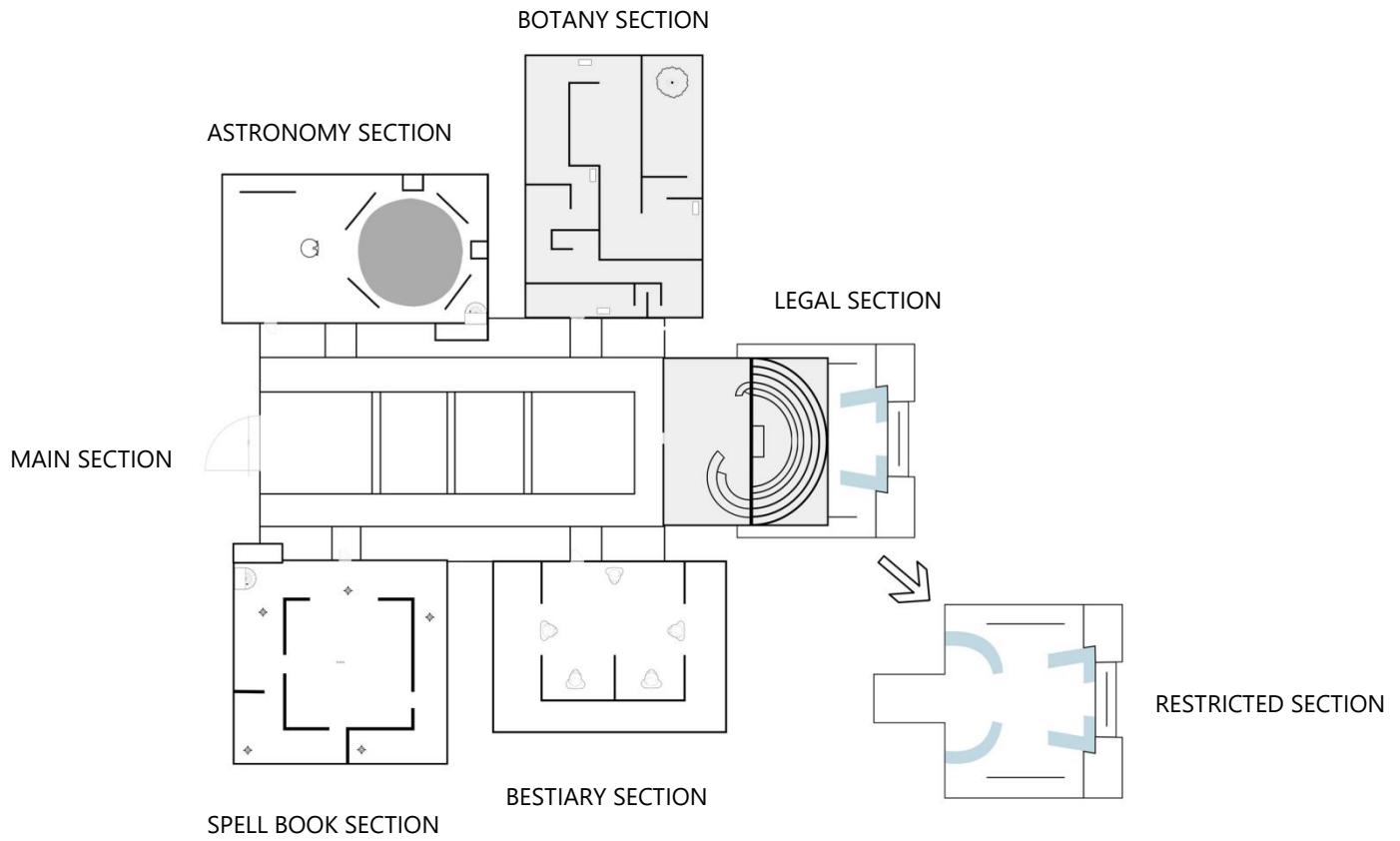
Green path:

The botany section can be accessed directly from the front door. This room has no particular connections with the others. This path is not as simple as it seems due to the challenge in the botany section. In fact, once Minerva has collected the signet, she will have to escape from the room, while this tries to trap her.

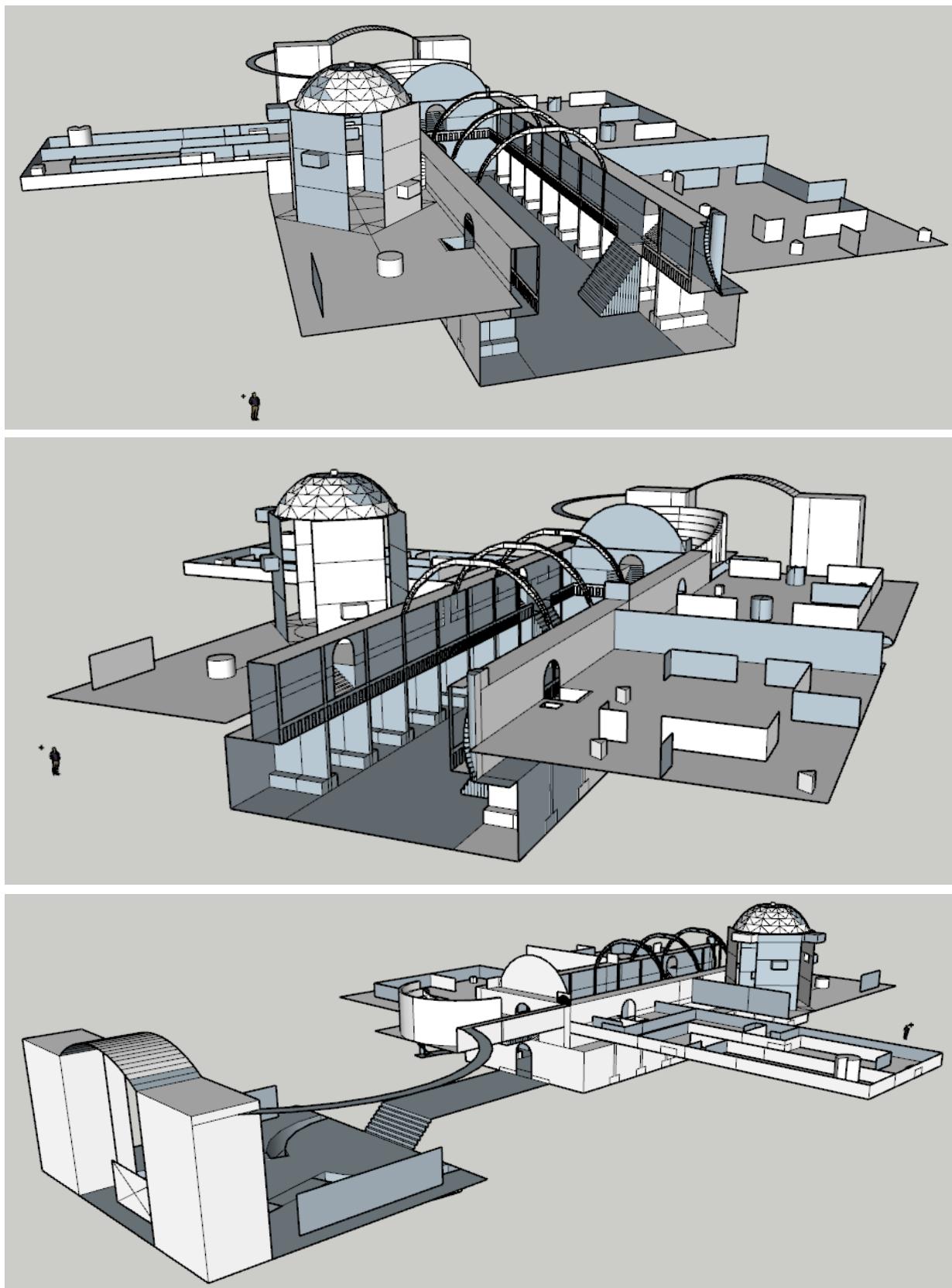
Yellow path:

Once inside the restricted section, Minerva will have to go back by an alternative route. Inside the room there are various connections that lead to the top of the library roof. Thanks to this passage Minerva, transformed into cat, can reach the path of the ceiling beams, and return to the main section via the spell book section or the astronomy section.

Blueprint



3D map



Sounds references

Reference sounds are taken from freesound.org. The general sound effects for the level are shown in the following table.

Sound Effect	Track
Running	Running.wav
Animagus transformation	Animagus.mp3
A new level has been acquired	LevelUp.wav
A new spell has been acquired	SpellAcquired.wav
A puzzle has been solved	PuzzleSolution.wav
A potion has been drunk	Potion.wav
Minerva's death	Death.wav

Reference background music is taken from Spotify, below there is the reference to a special playlist created for the project.

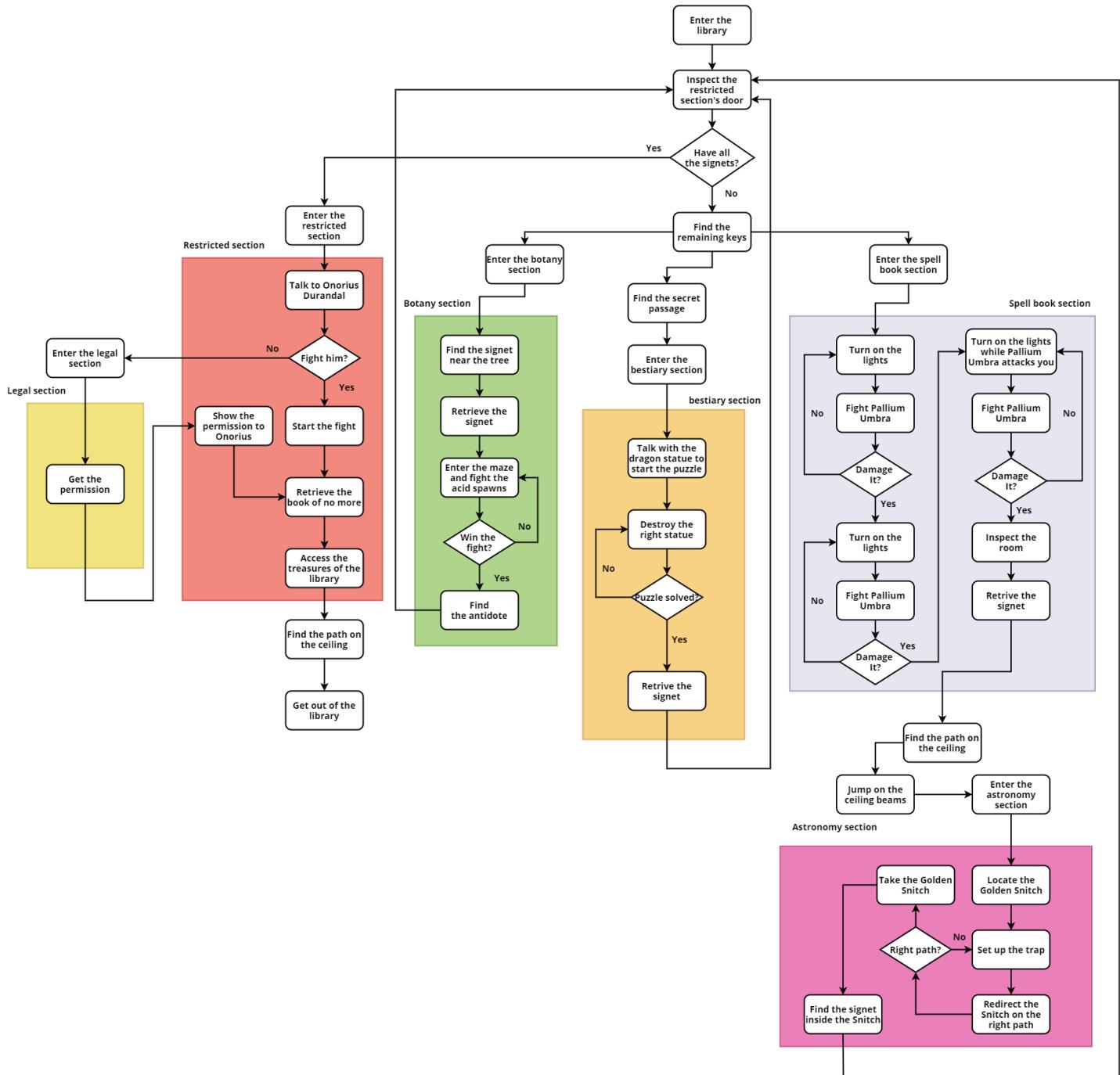
<https://open.spotify.com/playlist/45dSH3RwMeS3H4Zs1bi6Hz?si=ycxnc6vaQdu7CppEtYJumA>

The table shows the minutes to be taken into account for the references.

Music's title	Minutes
The Mystic	00:00 – 02:08
Winterspell	00:00 – 01:20

Level flowchart

In order to show the flow of the actions of the level in relation to the goal outline and the various game areas, a detailed flowchart of all the events that occur in the level follows.



Main section

Area description

The main section is a big rectangular room with lots of tables and bookcases. The ceiling is built as a wide archway, with wooden beam crossing the room. In the center of the room there is a big globe. The entrance to the library and the door to the restricted section are opposed to each other on the two short edges of the room. On the two long sides of the room there are two stairs, offset horizontally. Both lead to the balcony, where five arches allows to enter the five accessible sections of the library.



Lore

The main section is the first and biggest room one encounters when entering the library. Here, the majority of students sits and studies in silence. The enchanted globe located in the center of the room spins slowly and shows the events of the wizarding world as they happen.

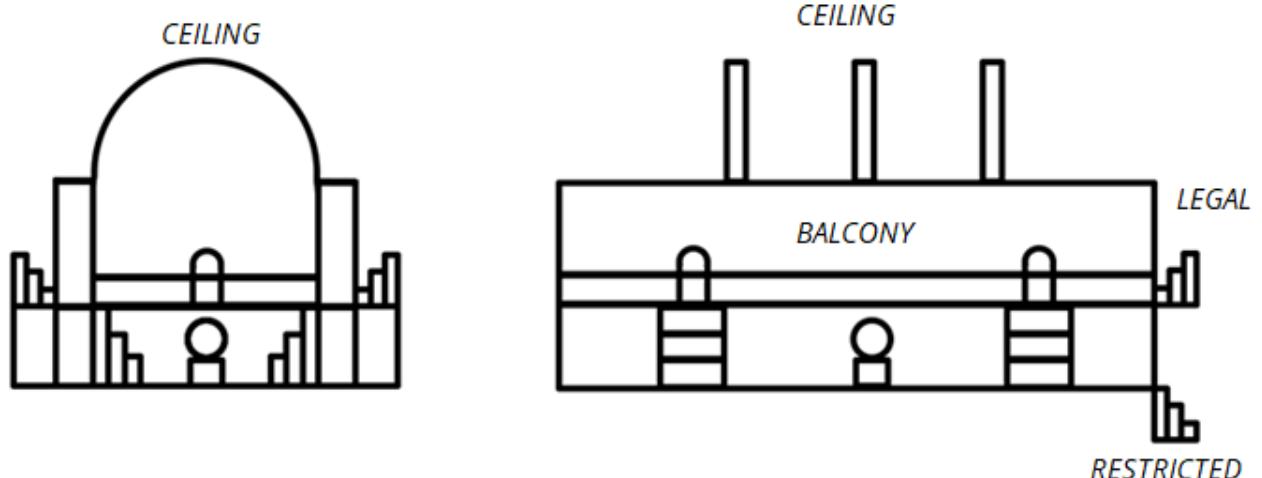
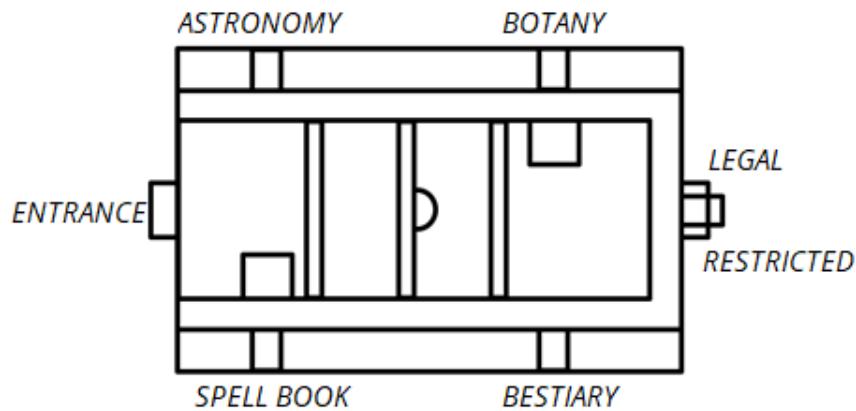
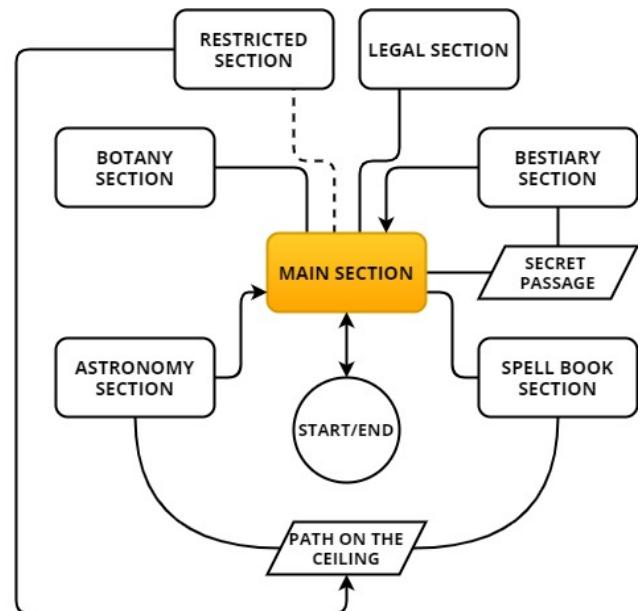
Map

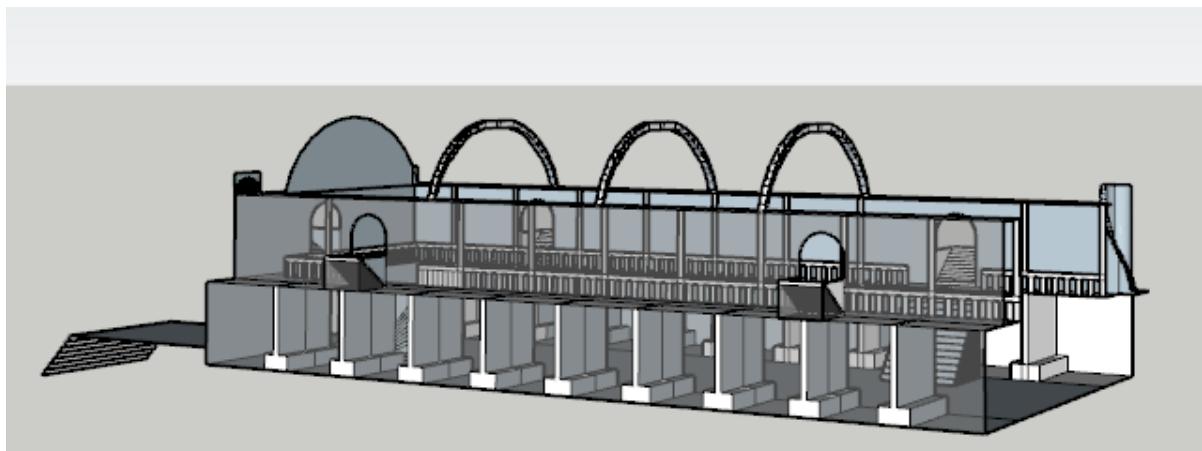
The main section is the central room of the library. It is connected to all the other rooms. It is the largest room in the library. The main function of the room is structural: it connects the play areas.

The room mainly expands in length and height. It is divided into three levels of height: ground floor, balcony and ceiling.

The ground floor connects to the entrance and to the restricted section. The balcony connects to the other rooms: astronomy section, botany section, spell book section, bestiary section and legal section.

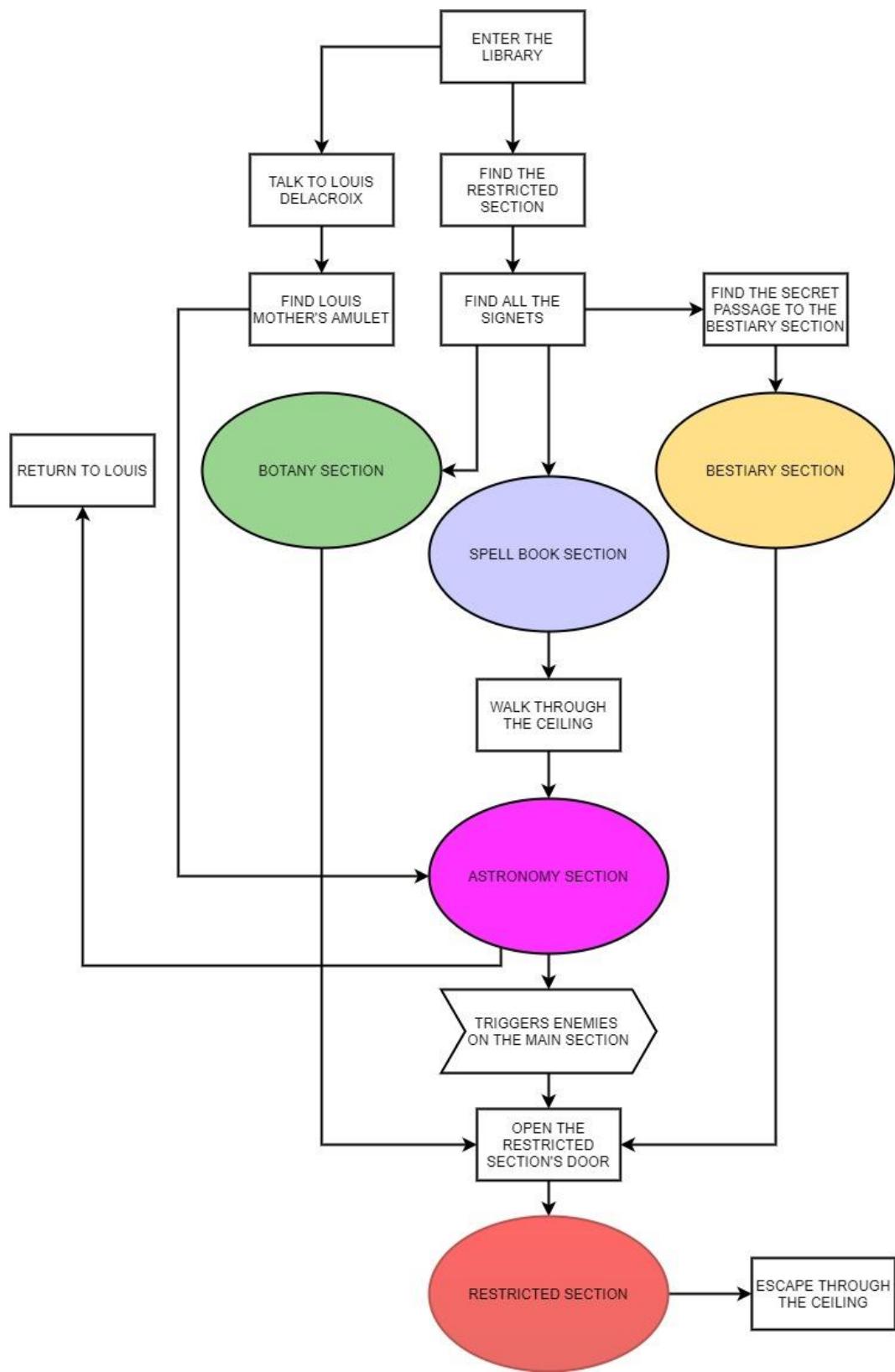
The ceiling is the path above the balcony. It connects the spell book section with the astronomy section.





Goals

The main goal inside the room is to open the passage to the restricted section. Minerva must explore the area to find access to the other rooms in the library. The goal outline of the room is divided as follows:



Main quest

- **Enter the library:**

The quest begins. Minerva enters the library from Hogwarts indoor.

- **Find the restricted section:**

Minerva must find the "book of no more". It's in the restricted section of Hogwarts library. The entrance of the restricted section is visible in the room.

- **Find all the signets:**

The restricted section's door requires four signets hidden in the other rooms of the library. Minerva has to visit the rooms one by one to retrieve the signets.

- **Find the secret passage to the bestiary section:**

Bestiary section's main entrance is closed. Minerva needs to find an alternative way to get in. There is a hidden passage below the balcony.

- **Walk through the ceiling:**

Astronomy section's main entrance is closed. Minerva needs to find an alternative way to get in. There is a path on the ceiling reachable from the spell book section. This passage crosses the main section.

- **Triggers enemies on the main section:**

When Minerva retrieves the signet in the astronomy section, the books of main section come alive. They follow a simple path on the ground floor. Minerva can stealthily avoid them.

- **Escape through the ceiling:**

When Minerva retrieves the "book of no more" the restricted section's door will close. There is a connection through the restricted section and the path on the ceiling. Minerva can escape from the library that way.

Louis Delacroix side quest

- **Talk to Louis Delacroix:**

Minerva can find Louis Delacroix among the ghosts on the balcony.

- **Find Louis mother's amulet:**

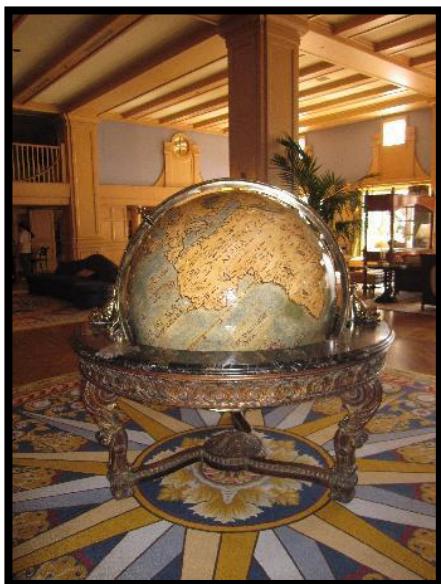
Louis asks her to find an amulet lost in the library.

- **Return to Louis:**

Minerva will find the amulet in the astronomy section.

Room contents

In the center of the room there is a huge, enchanted **globe** and next to it there are two stairs leading to the balcony on the upper floor where a ghost called **Louis Delacroix** wanders. On the opposite side of the entrance there are stairs leading to the lower floor where there is a small corridor with a closed **door** which leads to the restricted section. At the back of the room on the right side there is a small **secret passage** behind a bookcase that leads to the astronomy section.



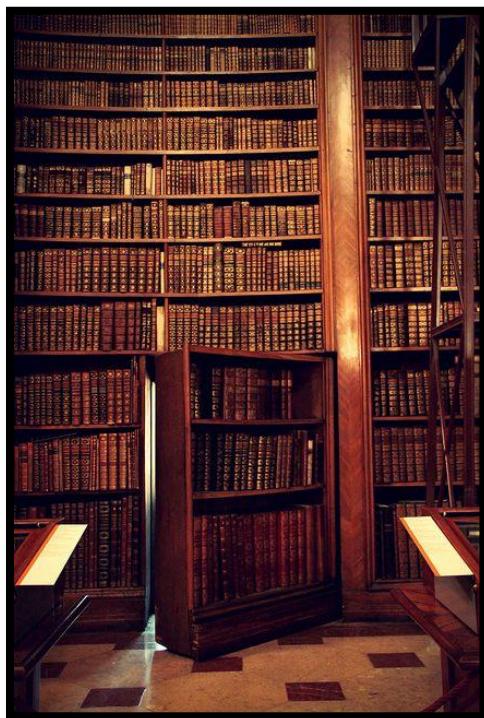
Globe: The enchanted globe spins slowly and shows the events of the wizarding world as they happen.



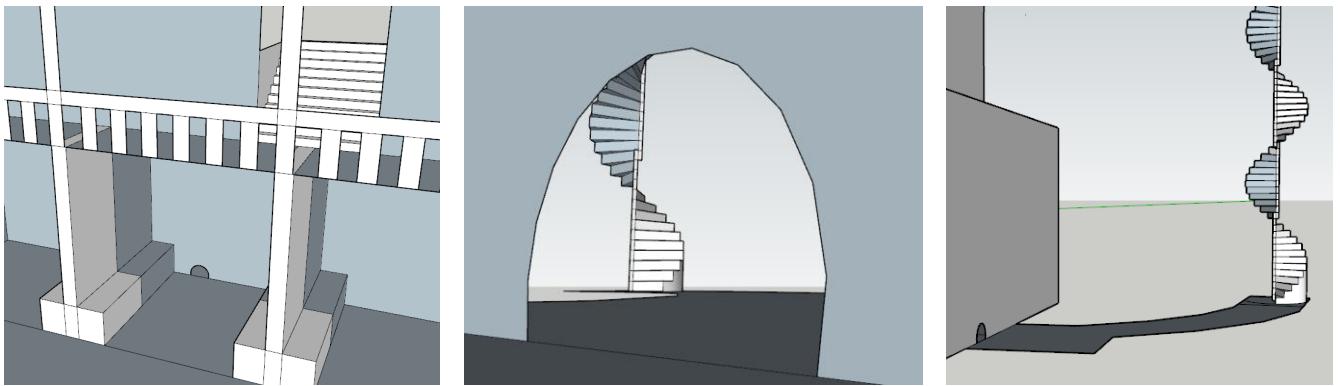
Louis Delacroix: He was one the most renowned French poet of the wizarding world. Now he wanders in the library, looking for his mother's amulet.



Door: To open the door leading to the Restricted Section Minerva needs four signets located in four sections of the library (Spellbook Section, Botany Section, Bestiary Section and Astronomy Section). These signets must then be inserted in the correct slot on the door. Under each slot a woman is depicted in high relief whose representation provides a clue for the player on where to insert the various signets. On each signet some symbols are represented. They recall the theme of the various sections. When a signet is inserted correctly, the women depicted raise their arms.



Secret passage: In the main section, behind one of the bookcases, located to the right of the stairs leading to the lower floor, there is a small secret passage that leads inside the statue of the sphinx present in the Bestiary Section, in fact this is the only way to enter that section. A clue that will help the player find this passage is given by the word "*Investigate*" that appears when you are near the library.



Cutscenes and Dialogues

- When the player reaches the door leading to the restricted section, a **cutscene** starts in which young Minerva inspects the door with curiosity trying to understand the mechanism.

Minerva: "This door must lead to the Restricted Section, but it seems blocked by a strange mechanism ..."

At this point the camera frames the door and Minerva keeps talking.

Minerva: "There are four cracks, maybe something has to be inserted in them. These muses seem to give clues as to where to find the missing pieces ... do they refer to some sections of the library?"

After Minerva first interacts with the door, a zoom of the door will be shown when she interacts with it again to allow the player to think through the puzzle and insert signets into the slots.

- Once the player has interacted with the library that hides the secret passage, a short **cutscene** will start in which the strange library will be framed and Minerva starts talking.

Minerva: "Hmm weird ... this bookcase seems to be hiding something. I should use a spell to try to open it ..."

Once the cutscene is over it will be up to the player to understand that he will have to use the "Alohomora" spell to open the library. Once this is done, Minerva will only be able to enter the passage after using her form of Animagus.

Louis Delacroix dialogues

When Minerva passes by before accepting the quest

One of these two different lines of text is randomly chosen each time Minerva walks by the NPC, before accepting the quest:

"Where is it? Where did I already look? What was I looking for?"

"Why is there my name on this book? Am I famous?"

First time Minerva talks to him

M: "Good evening, sir. May I help you?"

L: "Bonsoir, mademoiselle. Actually, I'm not sure. Do I know you? Do you know me? Have you seen it anywhere?"

M: "Seen what?"

L: "Yes! Good question. Seen what? Mmm... I can't believe I lost it... My name, on this book! Don't you find exquisitely odd that my name is on the cover of this book?"

M: "Hem... Yes! Quite odd, indeed."

L: "Two hearts and a broomstick... ha! Who would ever come up with such a silly title."

M: "Are you Louis Delacroix, sir?"

L: "Oui! Oui! How did you know?"

M: "I read it on the cover of the book you showed me, sir..."

L: "Me too! You're quite clever, aren't you?"

M: "I suppose, sir... you mentioned you lost something."

L: "My mother!"

M: "You lost your mot..."

L: "She must be so worried about me. Not to mention I lost her amulet! Could you possibly help me find it?"

M: "Actually, I was in the middle of somet..."

L: "Magnifique! So generous of you. I usually lose it in that gorgeous astronomy room. Have you seen it?"

M: "What do you mean usually?"

L: "Usually? Weird word! Did you invent it?"

M: "Huh... forget it. I'll be right back with your amulet"

L: "Merci! Let me know if you find out who this Louis Delacroix is and why his name is on this book."

M: "Hem... Sure!"

When Minerva passes by during the quest

One of these two different lines of text is randomly chosen each time Minerva walks by the NPC, after accepting the quest, but before completing it:

"Delacroix... is it French? What's France?"

"À-m-u-l-e-t... A-m-u-l-è-t. Sounds funny either way"

When Minerva talks to him during the quest

One of these two different dialogues is randomly chosen each time Minerva talks with the NPC after accepting the quest, but before completing it:

1.

M: "Good evening, monsieur Delacroix!"

L: "Ha! Good one! Good evening to you, mademoiselle Delacroix!"

M: "What?"

L: "Did you find my... thing?"

M: "No sir, I'm still looking for you're amulet."

L: "Oh, an amulet! How fascinating. I think I saw one in that gorgeous astronomy room. Let me know when you find it."

2.

M: "Any idea on where the amulet could be, sir?"

L: "Well, that's a weird question. Do you always walk around and ask this kind of question? Anyway, if I were to lose an amulet, i would probably drop it in that gorgeous astronomy room. Speaking of an amulet... I wonder where I left mine."

When Minerva talks to him after finding the amulet

M: "I think I found your amulet, sir."

L: "Oh! Yes, there it is. Where did you find it? So sweet of you to bring it back. How did you know I lost it?"

M: "You told me, sir, a few minutes ago."

L: "Did I? I'm afraid you're mistaking me for someone else, mademoiselle. Excuse moi, I am so impolite. I didn't introduce myself! I am Louis Delacroix, and my name is on this book. And you are..."

M: "Minerva, sir. Minerva McGonagall. I don't think my name is on any book."

L: "Oh, don't worry about that. You will find one! Now: could you hand me the amulet?"

Minerva hands the amulet to Louis. The amulet is material, while Louis is a ghost. Louis unsuccessfully tries to grab it. After a few attempts, Minerva places the amulet on the bookcase next to her. Louis is disconsolate.

L: "Minerva, may I ask you a strange question?"

M: "Yes, sir. Of course"

L: "Am I... dead?"

M: "I'm afraid so, sir... Is... Is everything alright?"

L: "Yes, I'm just... I don't remember saying goodbye to my mother. If I knew it was the last time..."

M: "I'm very sorry, sir."

L: "Oh, it's fine, I guess. We never know when it's the last time, do we?"

When Minerva passes by after completing the quest

One of these two different lines of text is randomly chosen each time Minerva walks by the NPC, after completing the quest:

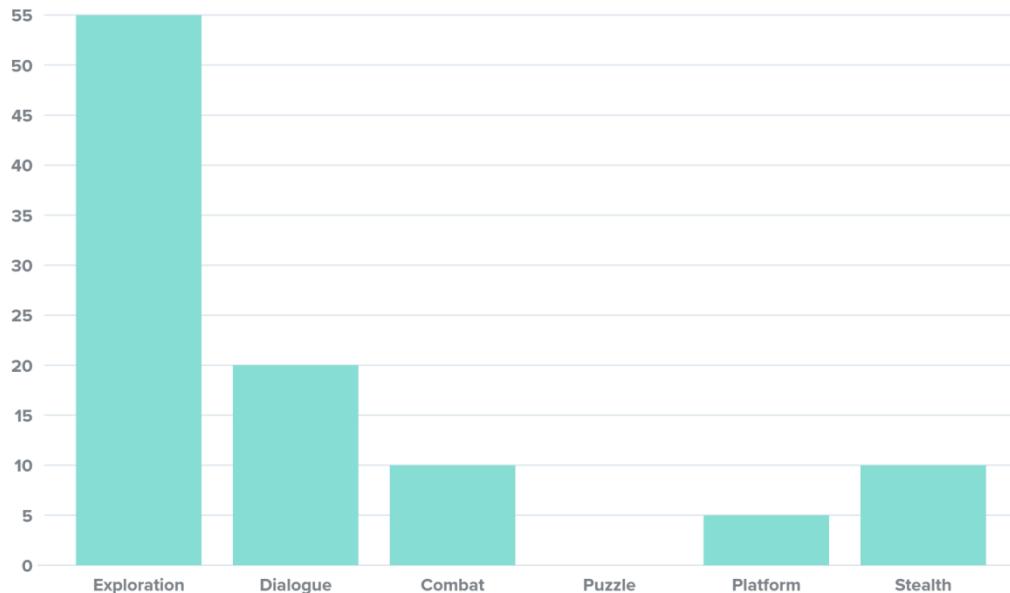
"Look at this book. Where have I seen this name before?"

"What a lovely amulet. I wonder who it belongs to"

Gameplay

This area of the map is mostly exploration oriented. The main goal of the room is to open the restricted section door by retrieving all the signets.

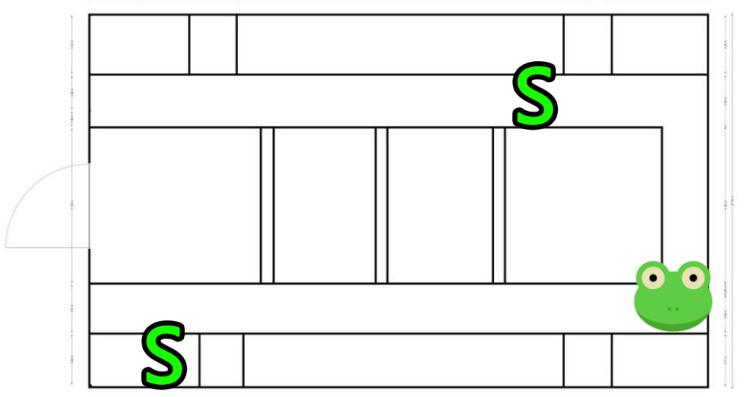
Main section gameplay



Exploration:

Almost all the tasks in this area are about exploration game mode:

- Minerva must find the restricted section entrance.
- Minerva must understand the structure of the library. There are three paths to follow. One of them is hidden.
- Minerva can move freely and choose which path to tackle first.
- Minerva must find the secret passage entrance.
- Minerva could seek Louis mother's amulet.
- Minerva could seek for collectibles items around the room. Collectibles are 2 Salazar Slytherin's diary page (on the ground floor and the balcony) and a Chocolate frog card (on the ceiling).

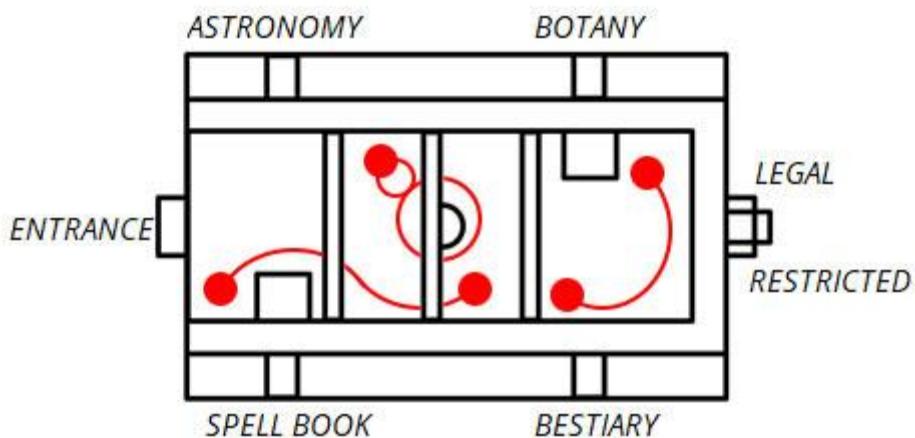


Dialogue:

Dialogue game mode is related to Louis' side quest. There are quite few NPCs in the level. Minerva can ask information about the story of the library, the secret passage, the "book of no more" and the story of the NPCs in the level.

Combat and Stealth:

After completing the astronomy section, some enemies will patrol the area. Minerva may decide to stealthily face or avoid them. The level can be played stealth.



This is the description of the enemies' path. Red balls are the position of the enemies. the connection between them is the path they follow. Minerva can move freely on the balcony.

Puzzle:

There aren't puzzles in the area. The restricted section's door contains some statues that require signets to open the door. This is not a real puzzle, but a task of finding and assembling.

Platform:

Platform game mode in the area is represented by the path on the ceiling. This path is a connection between the spell book section and the astronomy section.

Enemies:

Enchanted books

Description: The enchanted books are intended to protect the library from intruders. They always attack in groups of three using the spells written in them and once defeated they lose their magic, falling to the ground in the form of simple books.

Armor Class: 10



Hit Points: 5

Speed: 9 metres

STR	DEX	CON	INT	WIS	CHA
8(-1)	10(+0)	10(+0)	14(+2)	8(-1)	8(-1)

Ranged Weapon Attack: d20 +2 to hit, range 24 meters, one target. Hit: 5 magic damage.

EXP: 30

Icon:



Lights

The room is not very bright. The main points of light are the globe in the center of the room and the chandeliers on the roof. There are not very bright lights in the side corridors. These lights are used to illuminate the student tables. The same lights are located on the balcony.

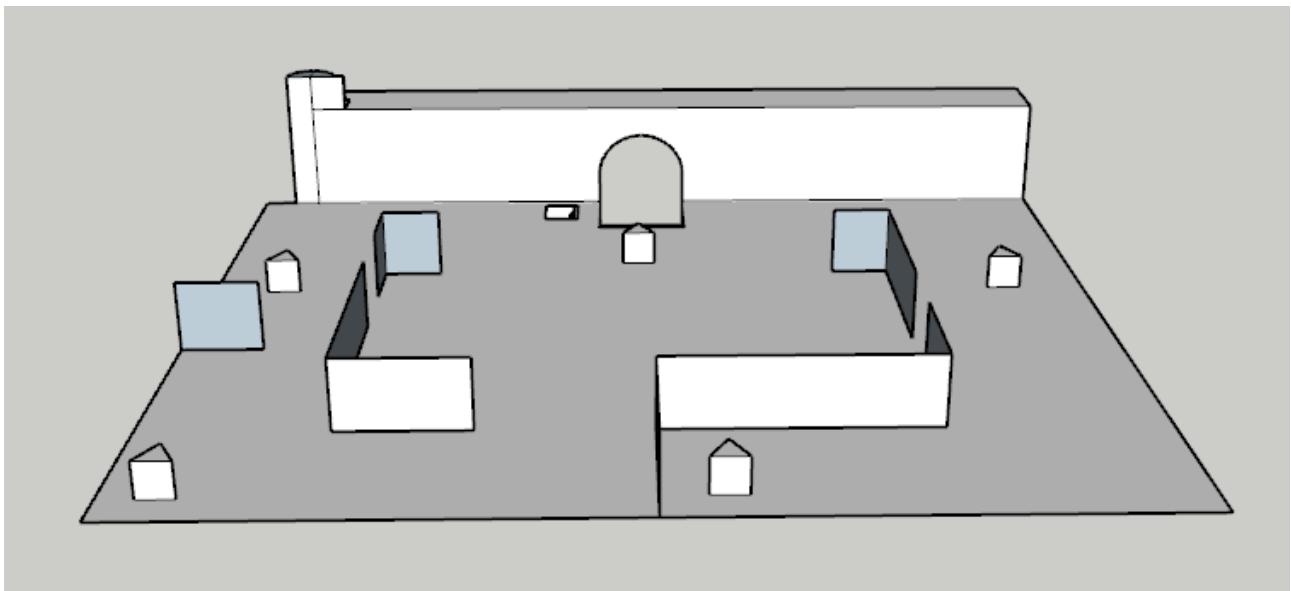
Sounds

Sound Effect	Track
A signet has been placed on the door leading to the Restricted Section	Seal_Insertion.wav
The secret passage has been opened	Secret_Passage_Opening.wav
Attack of the Enchanted Books	Enchanted_Book_Attack.wav
The door to the restricted section has been opened	Restricted_Section_Opening.wav

Spellbook section

Area description

The spellbook section is a rectangular room, containing a maze of bookcases. In the section there are many candles that are supposed to light the room.



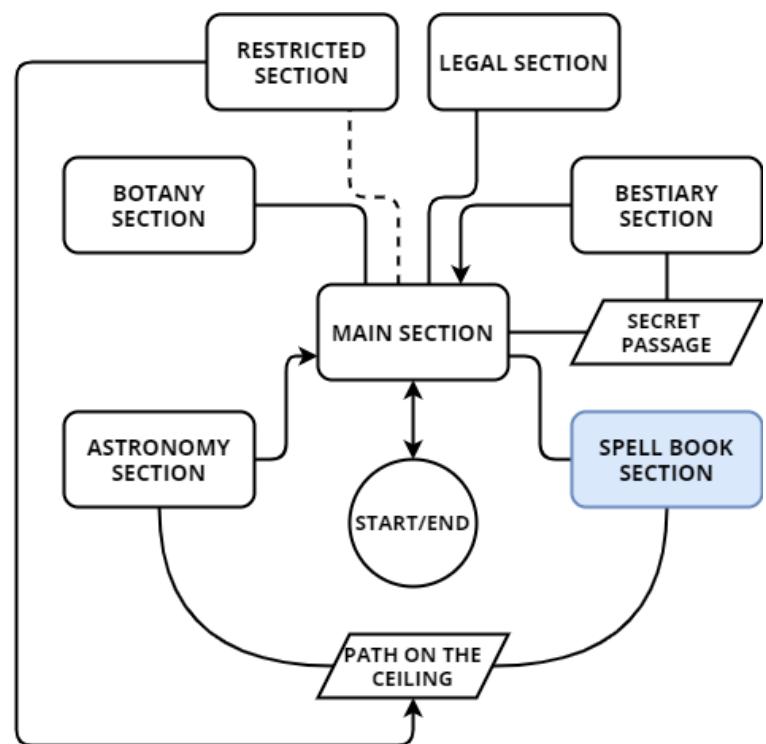
Lore

The spellbook section contains everything concerning any sort of enchantment: from the simple *Wingardium Leviosa* to the arduous *Animagus*. Books in it are soaked with magic. It is not uncommon to witness some of them make themselves invisible, just to proudly prove the knowledge they carry. This makes the spellbook section one of the hardest to search for a specific book. By night, this section is protected by the Pallium Umbra, a shadowy creature particularly annoyed by light, that keeps the room in complete darkness, blowing off the candles hung on the walls.

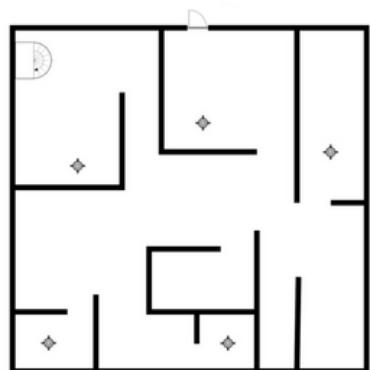
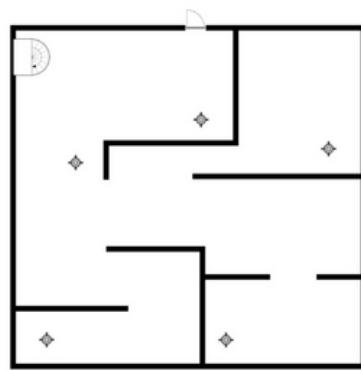
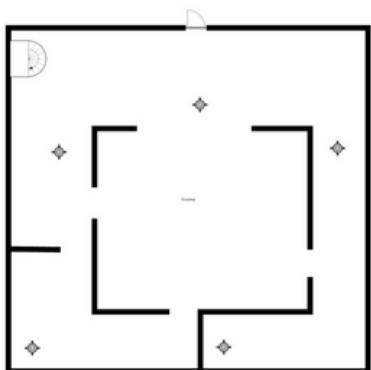


Map

The spellbook section is protected by the enemy Pallium Umbra who is able to mutate the section. In the section there is a passage through a small trap door that leads to the path on the ceiling. Candles and the passage are the only objects that hold their initial position.



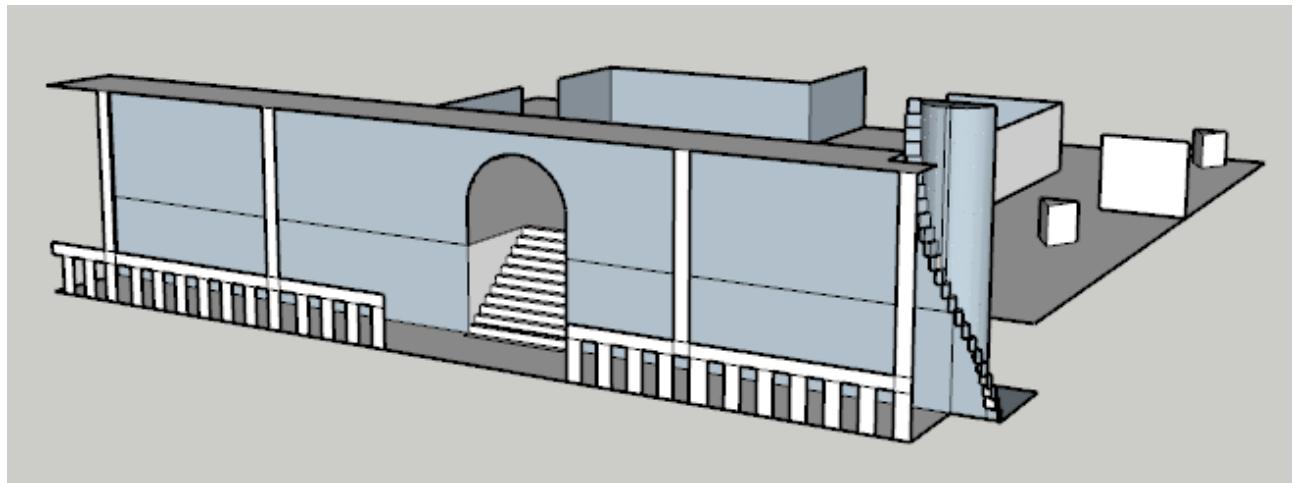
The section can have three shapes, one for each phase of the Pallium Umbra fight:



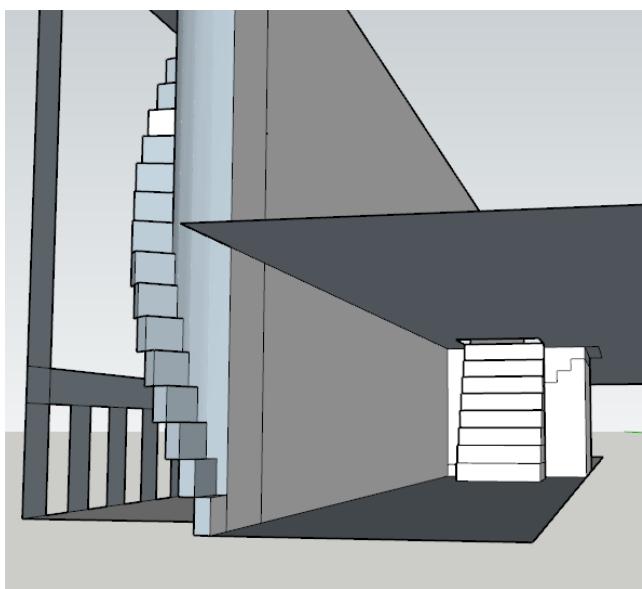
◆ Candle

◐ Passage

Structure of the spellbook section:

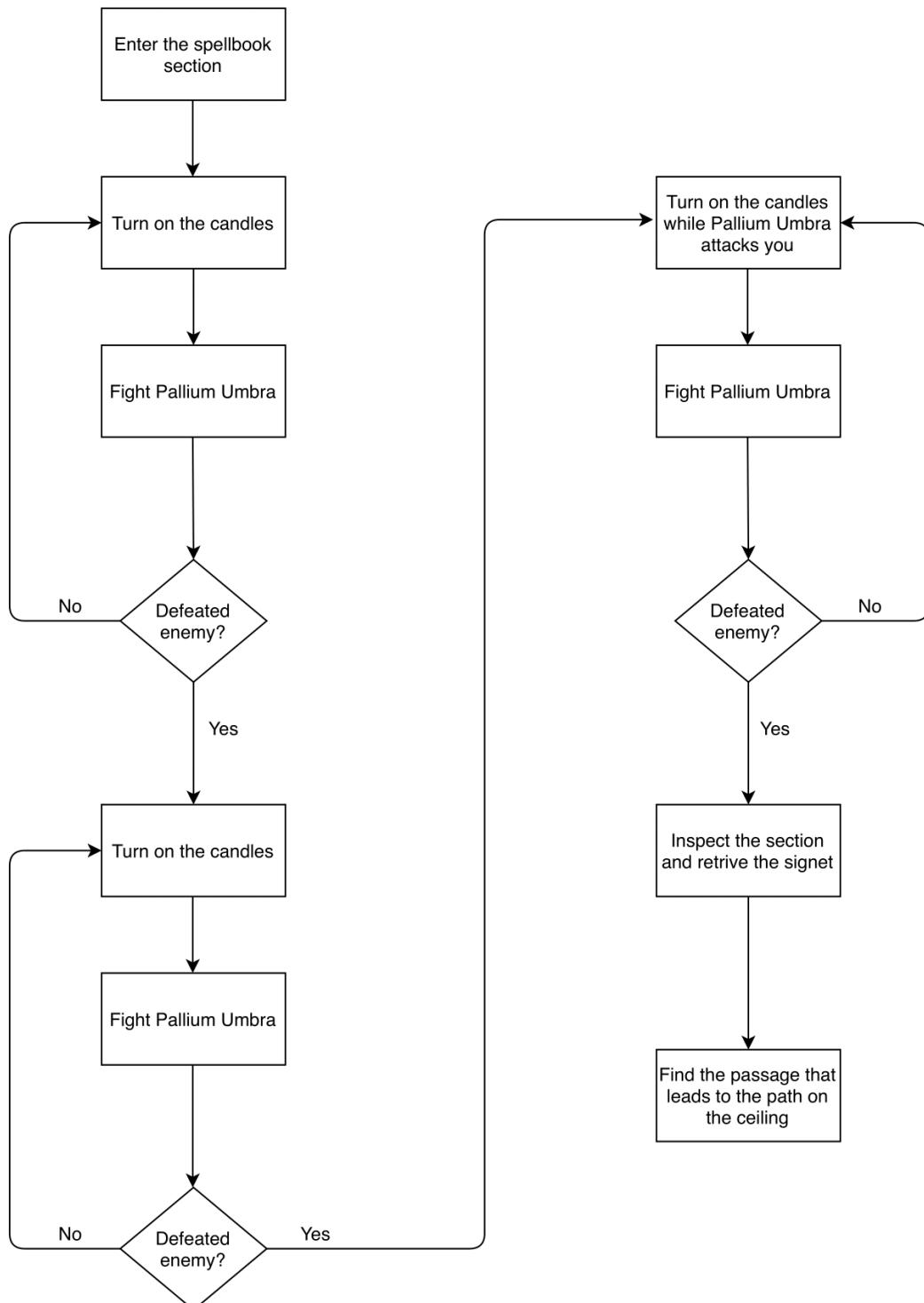


The passage:



Goals

The main goal of this section consists in defeating the enemy Pallium Umbra to take the signet of the spellbook section.



Main quest

- ***Turn on the candles:***

Minerva must solve the candle puzzle and defeat the enemy Pallium Umbra to get the signet from the spellbook section.

- ***Find the passage:***

Minerva must find the passage in the room that leads to the path on the ceiling in order to reach the astronomy section.

Room contents

The spellbook section contains everything concerning any sort of enchantment. The main elements of the section are **candles** scattered around the room and a **small trap door** leading to the path on the ceiling.



Candles: The candles are supported by a long candlestick. These candles are enchanted in fact they do not suffer any effect when Pallium Umbra changes the shape of the room.



Small trap door: This passage leads to the path on the ceiling in order to allow Minerva to reach the astronomy section, this is in fact the only way to reach it.

Cutscenes and Dialogues

1. When Minerva enters the spellbook section for the first time, there is a **cutscene**. Minerva is shown as she enters the section. A single candle is lit, the one immediately in front of the entrance. After a few steps, Minerva sees the candle go out and the sound of a breath. At this point Minerva is in the dark.

Minerva's thoughts: "*I don't see anything ...*"

Minerva uses the "Lumos" spell to shed some light, thereby illuminating the tip of her wand.

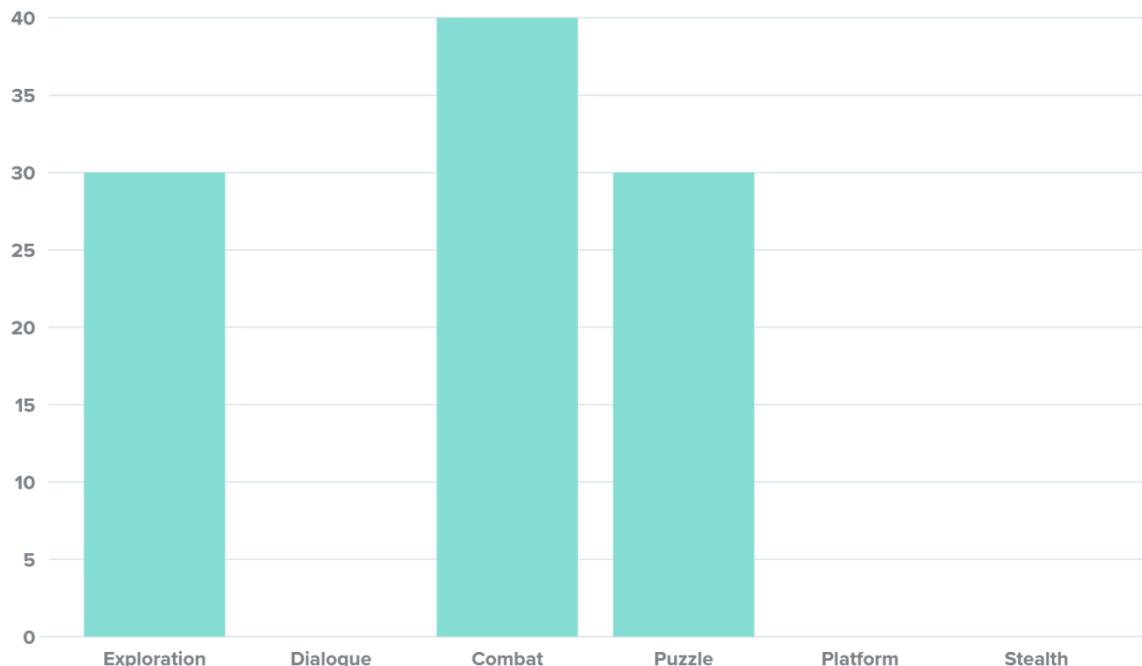
2. Whenever Minerva manages to light all the candles in the room, a **cutscene** starts in which the room changes its structure to its initial shape and Minerva is faced with the enemy Pallium Umbra in the center of the section.
3. When Minerva finally manages to defeat Pallium Umbra in all three phases, there is a **cutscene** in which the enemy dissolves and the signet falls to the ground.
4. When Minerva finds the passage to the path on the ceiling there is a short **cutscene** in which the young woman opens the small trap door.

Minerva's thoughts: "*There is a passage here ... but in this way I will certainly not be able to pass it.*"

Gameplay

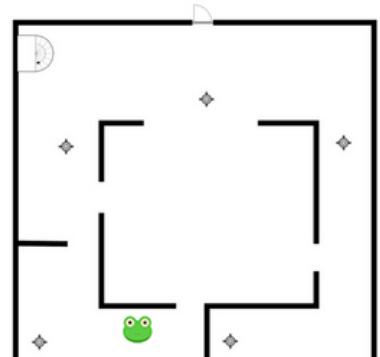
This area of the map is mostly puzzle, exploration and combat oriented. The main goal of the section is to be able to turn on all the lights to face Pallium Umbra, defeat him and take the signet from the spellbook section.

Spell section Gameplay



Exploration:

1. Minerva must be able to reach all the candles to light at each stage and must explore to find the passage.
2. In the section there is one hidden collectible which can only be taken by Minerva in the first phase or once Pallium Umbra is definitively defeated.



◆ Candle

● Passage

🐸 Chocolate frogs cards

Dialogue:

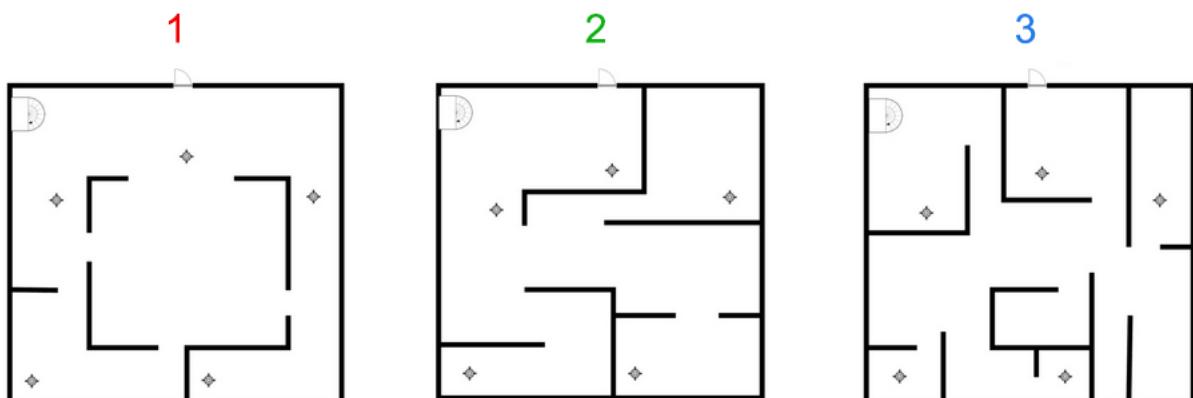
In this section there are not dialogues.

Combat:

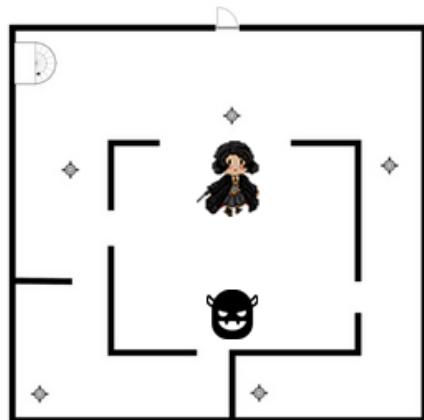
The fight with the enemy Pallium Umbra begins once Minerva has managed to light all the candles for the first time and thus the 3 phases of the enemy begin:

1. At the beginning of the **first phase (1)**, when the fight begins, Pallium Umbra teleports Minerva to the center of the room to face her.
2. At the beginning of the **second phase (2)**, when the fight begins, Pallium Umbra changes the shape of the room back to its initial shape and teleports Minerva to the center of the room to face her.
3. At the beginning of the **third phase (3)**, when Pallium Umbra meets Minerva while she is lighting the candles, he launches an attack on her instead of running away and once all the candles are lit, when the fight begins, the enemy changes the shape of the room again making it return to its initial shape and teleports Minerva to the center of the room to face her.

Shape of the room in each phase, whenever a fight starts the room reverts to form 1:



Position of Minerva and Pallium Umbra at the start of each fight:



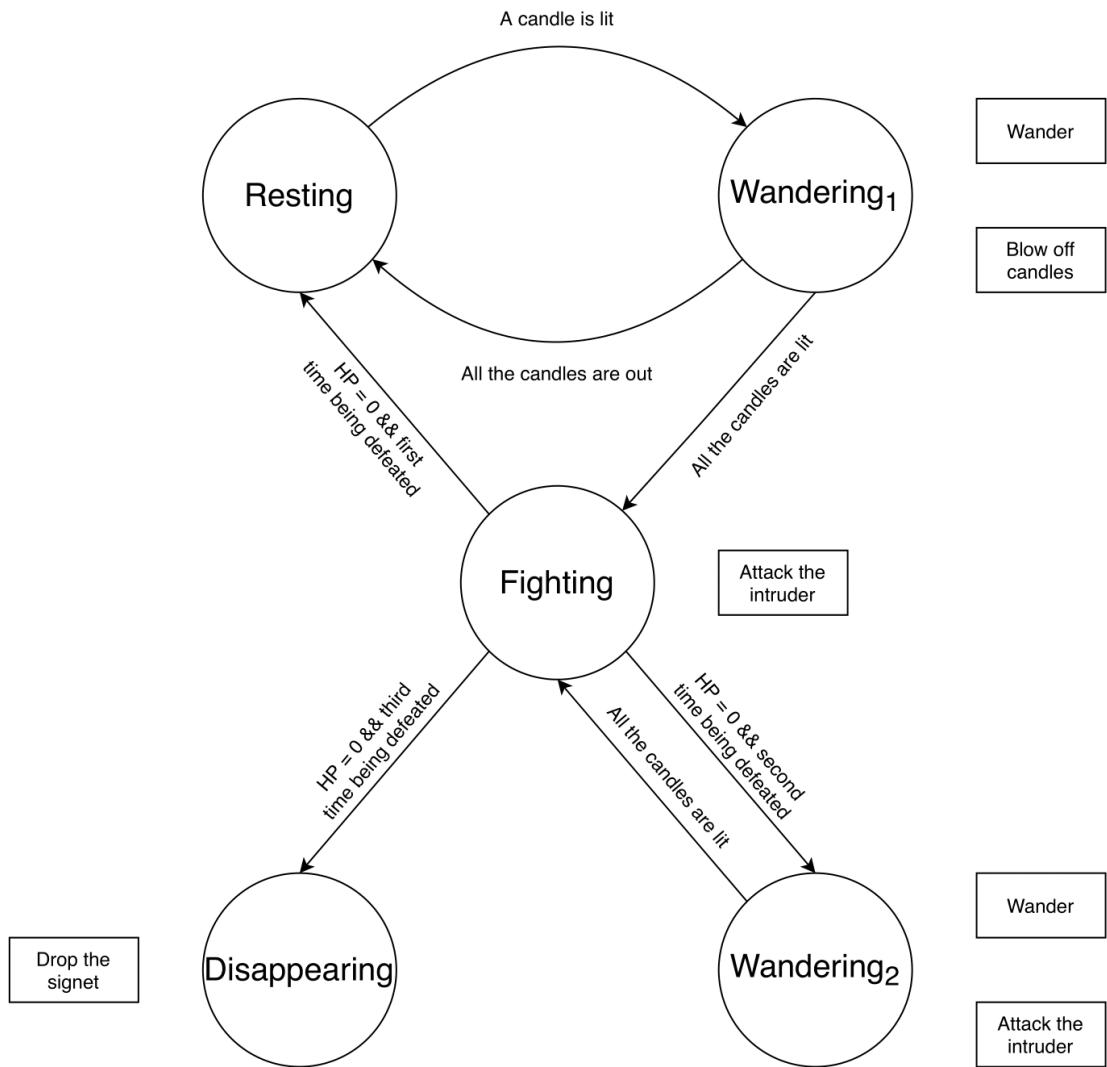
◆ Candle

▢ Passage

 Minerva

 Pallium Umbra

Pallium Umbra mechanics:



Stealth:

In this section there is not a stealth mode.

Puzzle:

1. The main puzzle of this section consists of **three stages** in which Minerva must be able to light all the candles before they are blown out by Pallium Umbra.

Pallum Umbra is able to pass through walls and objects. When Minerva lights the candles, the enemy goes to the candles to blow them out in the order they were lit. After blowing out a candle, Pallum Umbra returns to the center of the room.

In the first two stages, if Pallum Umbra meets Minerva he runs away from her light.

In the third phase instead, if Pallum Umbra meets Minerva he launches an attack on her and then runs away.

Between one phase and another the room changes its shape. At the end of each phase the fight begins against Pallum Umbra who teleports Minerva to the center of the room and returns the room to its initial form. At each end of each fight, Pallum Umbra restores his hit points.

If Minerva is defeated, she returns to the beginning of the phase she is in and must therefore re-light the candles.

Minerva's wand and candles generate light with a radius equal to 1.50 meters.



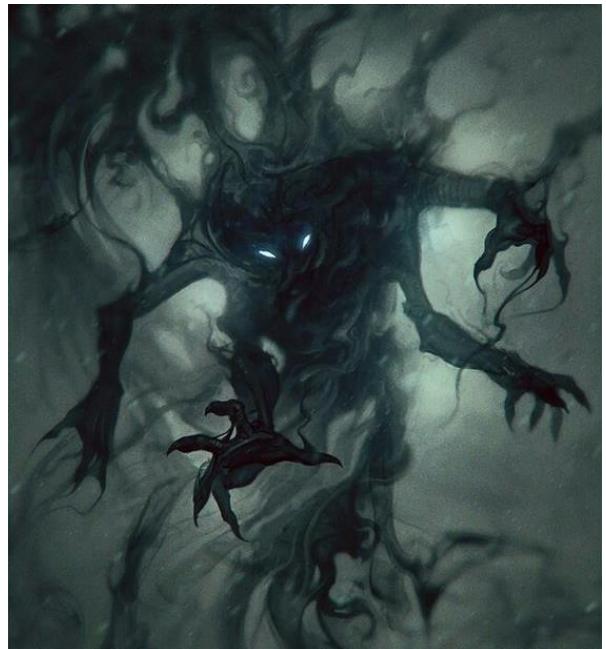
Platform:

In this section there are not platform path.

Enemies:

Pallium Umbra

Description: Pallium Umbra is a shadow generated by an enchanted book that defends the Spell Section from intruders by trying to keep the room dark. This enemy is made up of three combat phases between which he will follow Minerva's path to blow out the candles that have been lit. Between each stage the enemy recovers his hit points and in the last stage he can attack Minerva as she tries to light the candles by throwing a blow.



Armor Class: 12

Hit Points: 25

Speed: 12 meters

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	13(+1)	12(+1)	10(+0)	8(-1)

Melee Weapon Attack: d20 +2 to hit, reach 1 meter and a half, one target. Hit: 1d6 +2 necrotic damage. When attacking the enemy: approach the target to deliver a blow and then return to its initial position.

Attack and Escape: In the last stage he can attack Minerva as she tries to light the candles by throwing a blow. Hit: 2 necrotic damage.

Incorporeal Movement: The enemy can move through other creatures and objects.

Exp: 200

Icon:



Lights

In this room the lights are key, since they are part of the puzzle. The room is completely dark. Once the light is switched on, only the area adjacent to it will be visible. A lit light is visible in the distance and serves as a reference point. When Pallium Umbra is defeated, the room will be illuminated. All the lanterns are lit, and the contents of the room are visible, even the secret passage will be illuminated.

Sounds:

The "BlowingCandle" sound helps Minerva understand the position of the candle that was blown out by Pallium Umbra.

Sound Effect	Track
When Pallium Umbra blows to blow out the candles	BlowingCandle.wav
When the candles are lit	IgnitionCandle.wav
Pallium Umbra noises	PalliumUmbra.wav

Astronomy section

Area description

The astronomy section is a huge room, developing both in length and height, with bookcases spread throughout it. The ceiling is a glass dome. Under the glass dome there is an observatory capable of reproducing the constellations as a planetarium.

Lore

One of Hogwarts most suggestive spots. By night, thanks to the wide glass dome, the moonlight dives in the section and lights all Hogwarts books about universe and constellations. Students can study the constellations, their arrangement and divination. There is a magical instrument at the base of the observatory that allows the students to display the constellations inside the room.

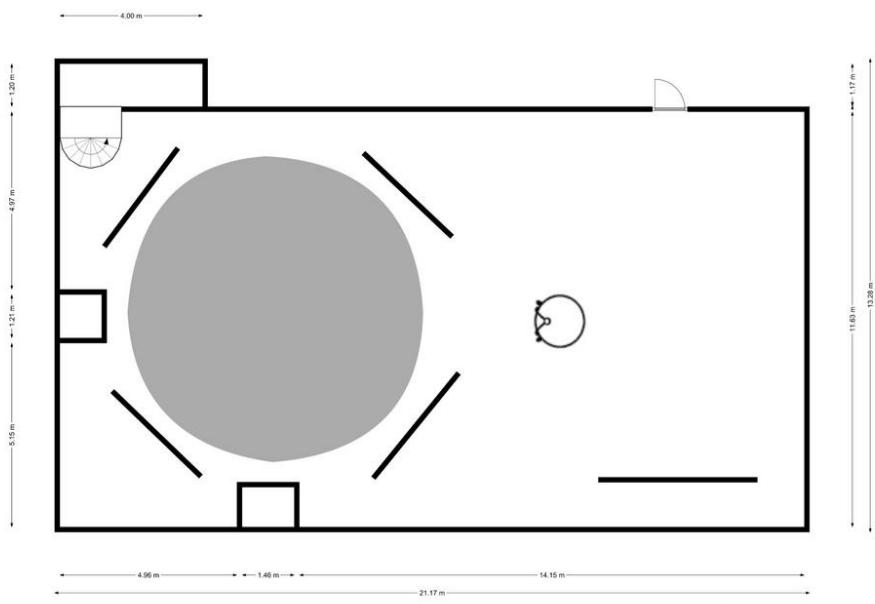
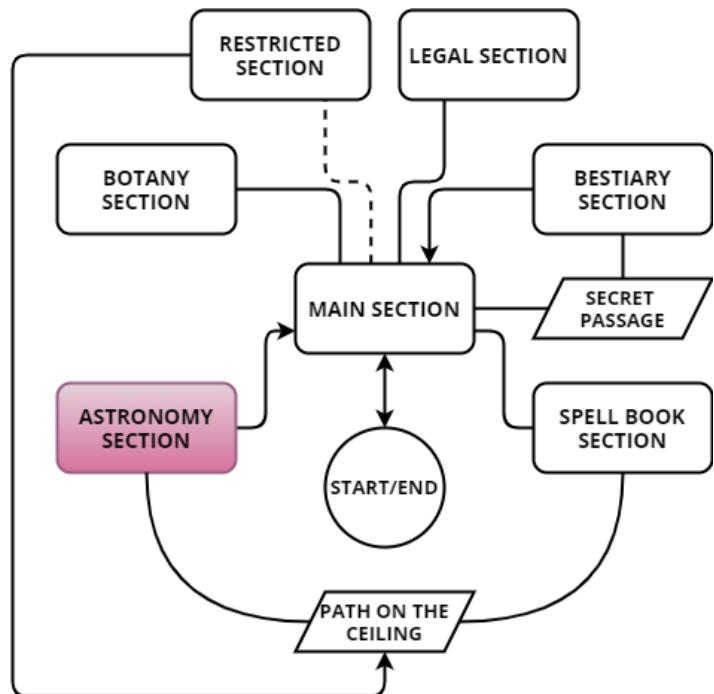


Map

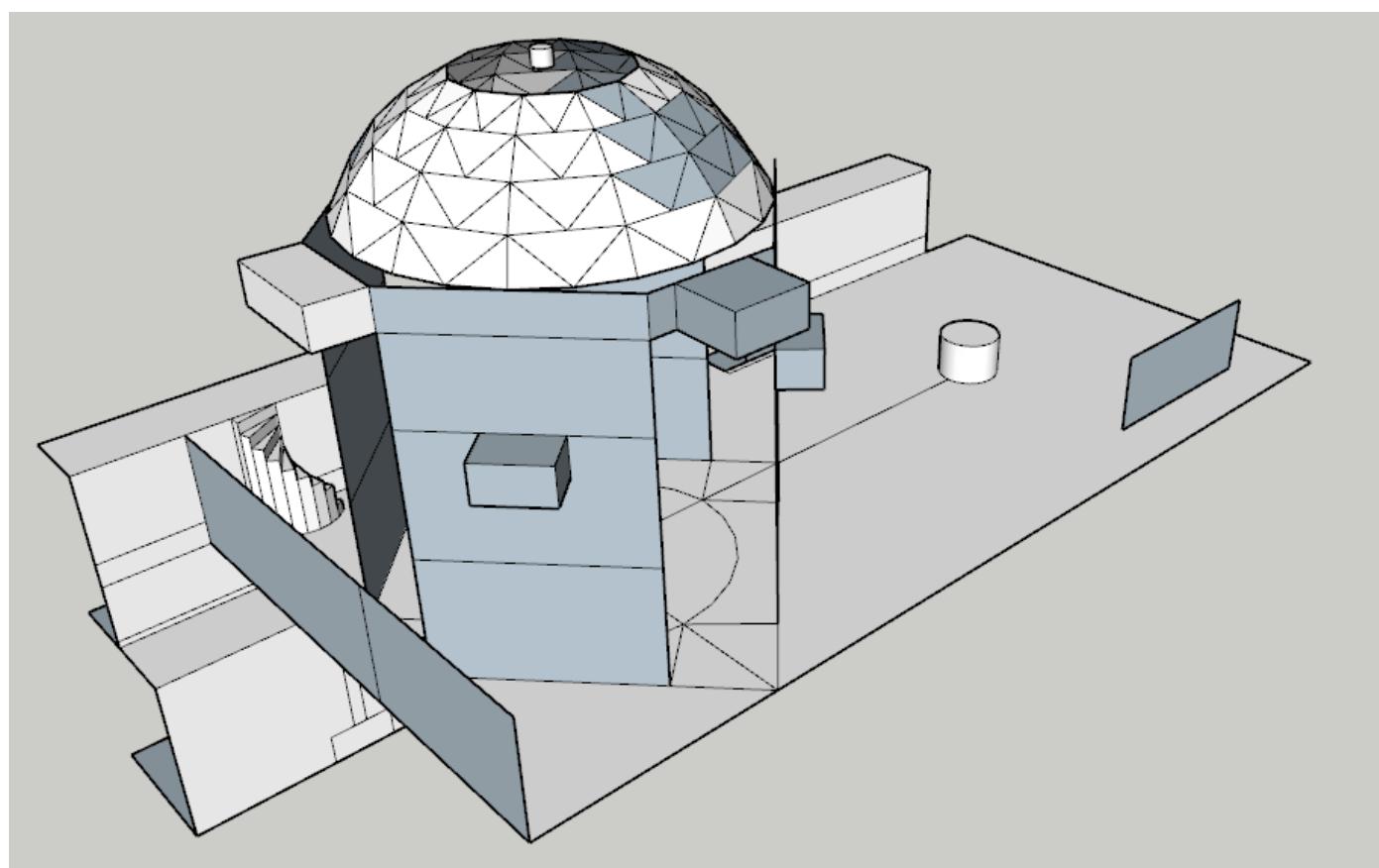
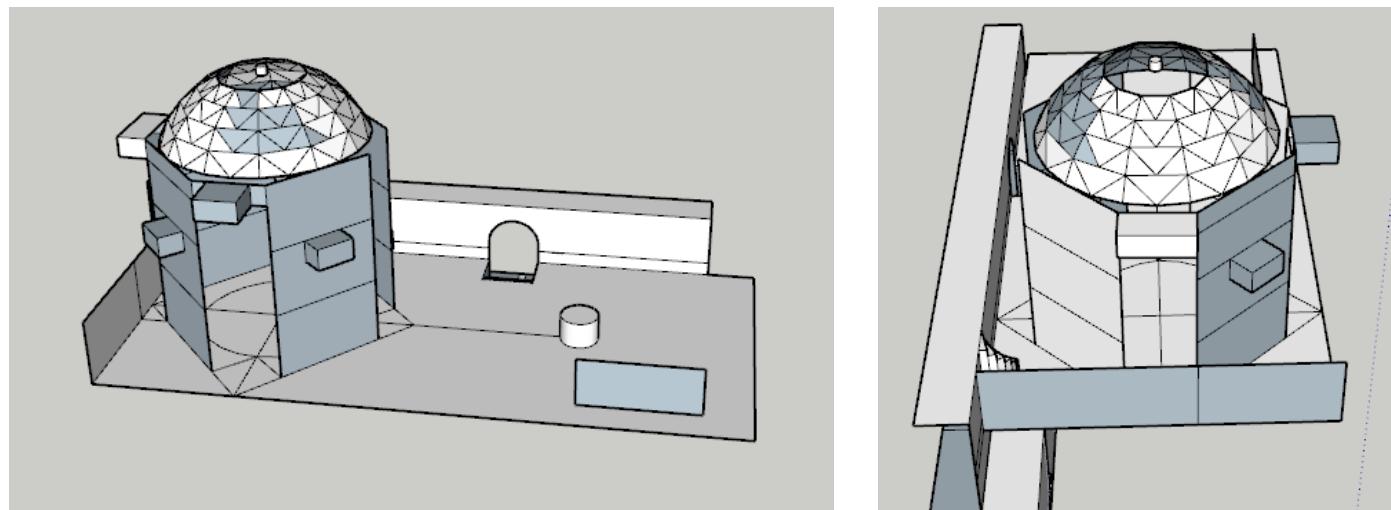
The room is connected to the main section but is not directly accessible. Minerva has to go through the path on the ceiling from the spell book section

The room is particular for its huge observatory. In fact, half the space of the room is occupied by a large cylindrical structure with a glass dome.

The observatory is used to show the constellations inside the room.



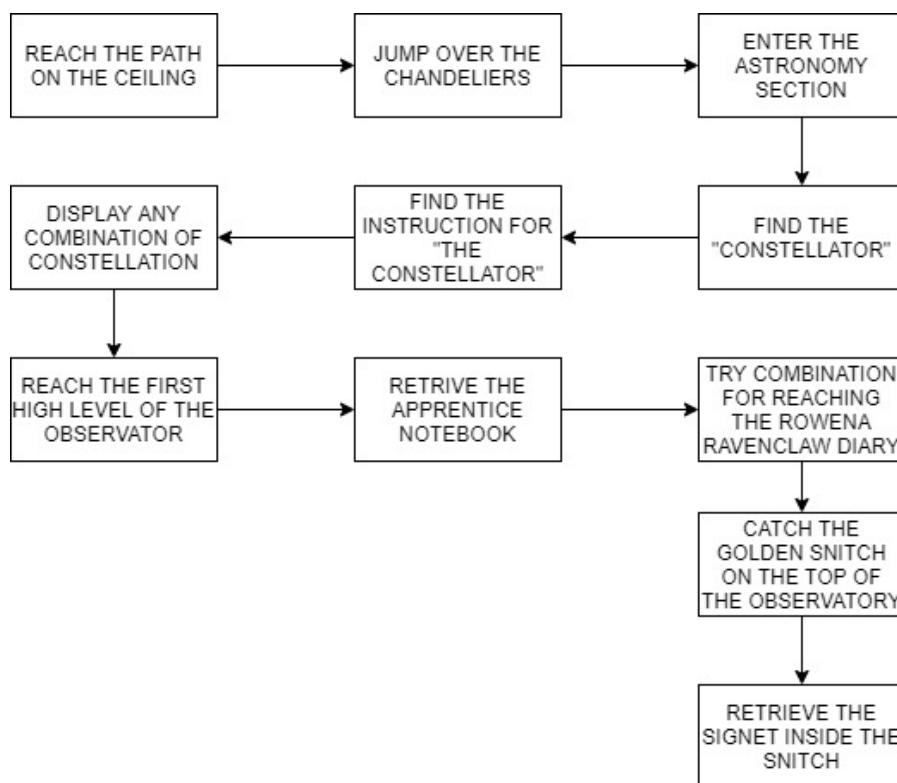
Outside the observatory there is the "Constellator", a magical instrument in the shape of a globe that is used to combine different constellations. Around the observatory there are some shelves that hold books up to the roof of the room.



Goals

As each room, the main goal is to retrieve the signet. The signet is not visible but the Golden Snitch will capture the attention of Minerva. The goal of the room is finding a way to catch the Snitch and retrieve the signet inside it.

Before entering the room, Minerva should cross the path on the ceiling. This path is a platform area where there are six moving chandeliers. Minerva has to cross this area jumping on them. If she falls, she returns back in the main section.



The observatory is a puzzle. Minerva can use the "Constellator" to assemble different path to walk inside the observatory. She can reach different spots.

In order to complete the puzzle Minerva needs to find some documents inside the room: The Instruction for the "Constellator"(map of the stars), The apprentice's book , Rowena Rawencalw's diary and finally the Golden Snitch.

Room contents

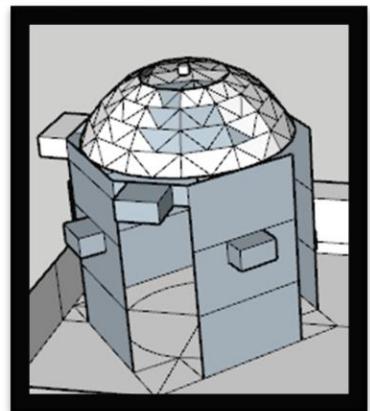
Chandeliers

On the path on the ceiling there are chandeliers. Minerva must use animagus to jump over the chandeliers. The chandeliers come alive the moment Minerva arrives there. They can move in three different directions.



Observatory/Planetarium

The observatory is the main element within the astronomy section. Through the "Constellator" students can identify the constellations in the sky and reproduce them within the cylindrical structure. The function of the observatory is very similar to a planetarium. Thanks to the magical properties of these tools, students can assemble multiple constellations. The assembled constellations allow the player to walk on them.



There are tree level of height of the observatory.



Constellator

The Constellator is the tool the player needs to activate the observatory. It is possible to select a constellation of high, medium and low sky and combine them. There are also three star ways that can be activated. The Golden Snitch will follow the selected star way.



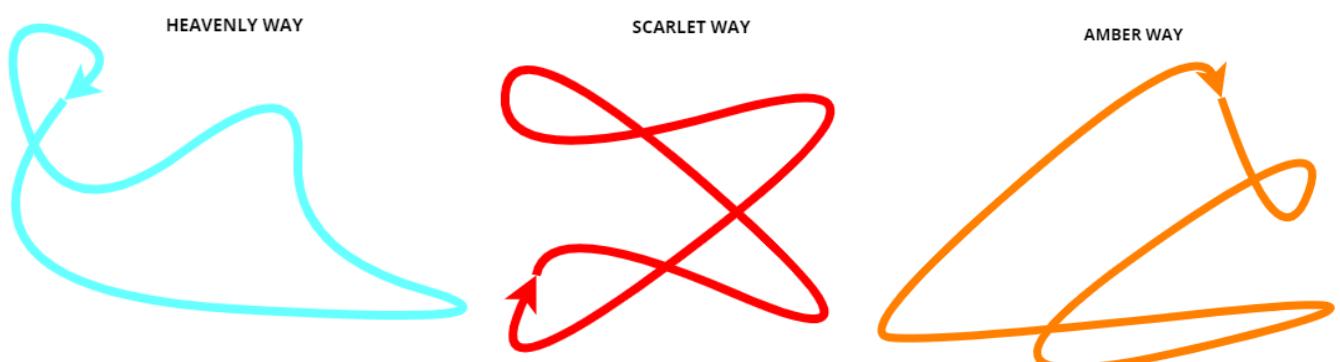
Golden Snitch

On top of the observatory dome there is a golden snitch. Snitches of this type are widely used in the study of astronomy and Quidditch sport. This snitch is used to show the star ways to the students. Inside the snitch there is the signet.



Star ways

Star ways are the path of the celestial light in space. The Golden Snitch will follow the path once activated.



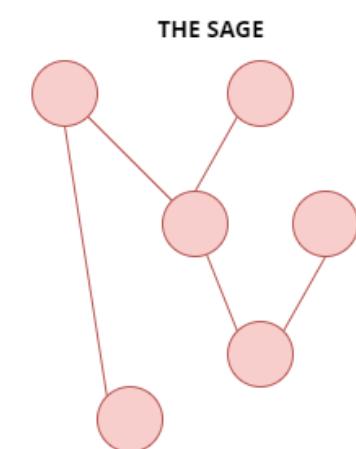
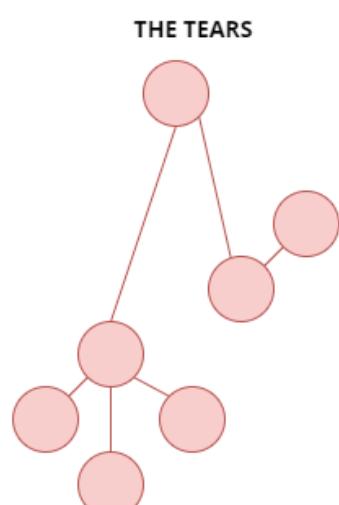
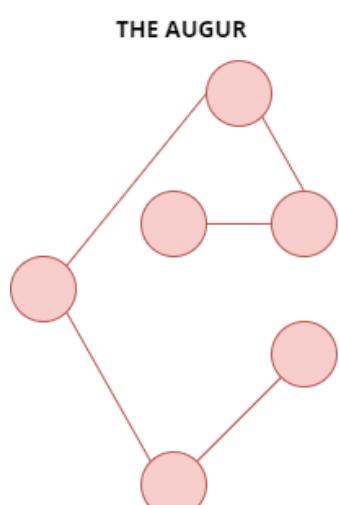
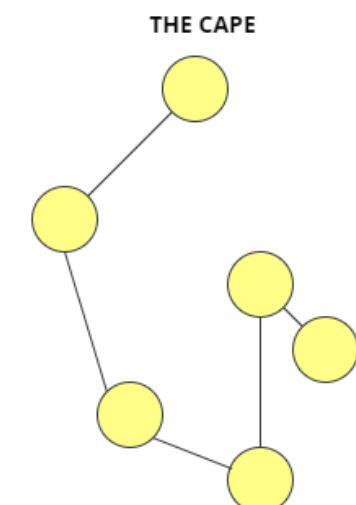
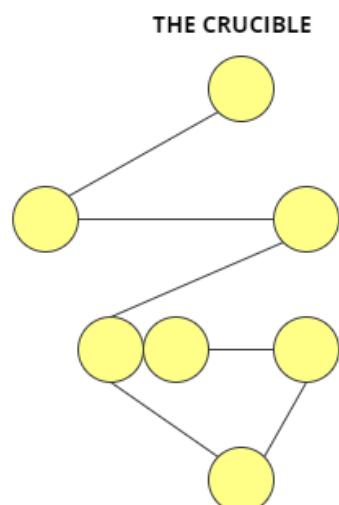
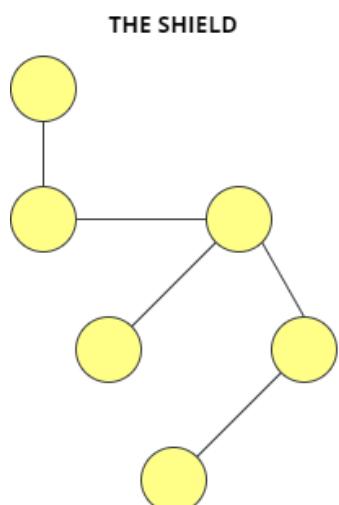
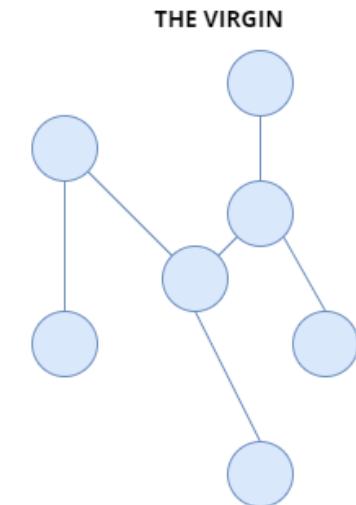
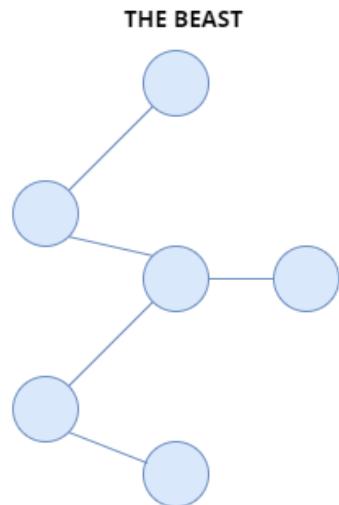
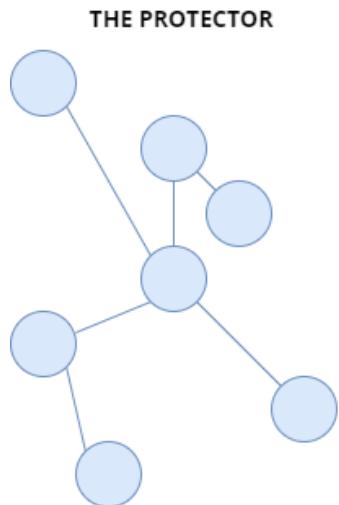
Signet

The signet of the astronomy section, belonging to the muse of Celeste.



Map of the stars

It's a manual to use the Constellator. All the magical constellation are written inside it. Constellation are divided in: high(blue), medium(yellow), low(pink).



The Apprentice's book

It is an Hogwarts student's book. The book is inside the observatory in the first level, so it's reachable only displaying one low sky constellation (Augur, Tears or Sage). The reason the book is there is unknown. The apprentice discovered that the right combination of constellation can drive you to a Rowena Ravenclaw's diary page. He discovered that the combination begins with Tears. There aren't Shield or Beast in the combination.



Rowena Ravenclaw's diary page

Rowena Ravenclaw, one of Hogwarts founders, was an astronomy expert. She knew the magical mythology. She wrote in her diary the myths related to the constellations. On this page of the diary, she tells the myth of "Syriana" the virgin of heaven. The myth tells: "The **augures** of the past spoke of Syriana, the **virgin** of heaven. The courage of this young girl brings her in the sky up to the **amber way**. in order to deliver the **shield** of the deceased grandfather to its rightful owner, she crossed death and came back". This myth gives Minerva all the clues for reaching the Golden Snitch. The diary is in the third level of the observatory

Louis Mother's amulet

In the main section Louis Delacroix asked Minerva to retrieve his mother's amulet. The amulet has been hidden in the third level of the observatory.



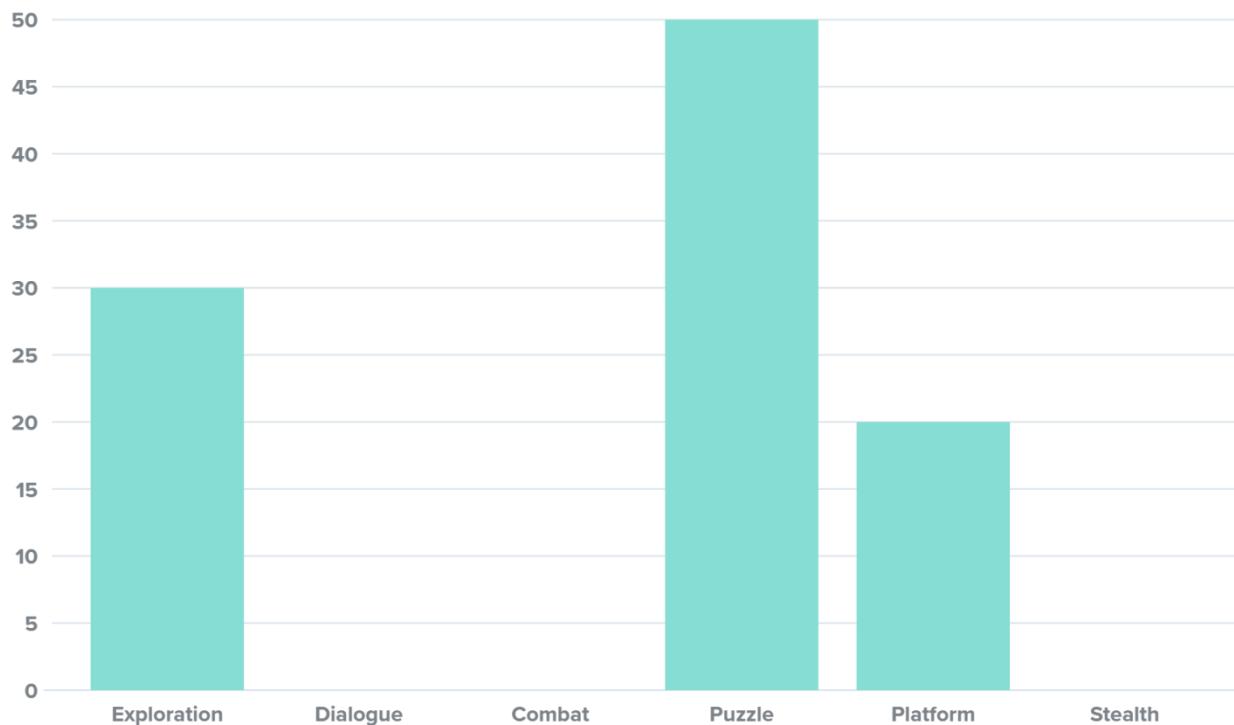
Cutscenes and Dialogues

1. When Minerva reaches the path on the ceiling, the chandeliers in front of her start to move. The chandelier closest to her hits the beam. Minerva understands that that lap pad can provide her with a path.
2. Once Minerva completes the platform path she looks back. **Minerva:** "*For real?! The chandeliers are an issue too now?!*"
3. Minerva reaches the Astronomy section from the path on the ceiling. A cutscene starts. The camera goes all over the room starting from the bottom until it reaches the plant of the planetarium. Then the camera starts going up until it reaches the Golden Snitch. the cutscene ends.
4. Minerva activates the Constellator. **Minerva:** "*That is gorgeous! I just need a way to understand the name of the constellation!*"
5. Minerva finds the map of the stars. **Minerva:** "*That's what I was looking for! Now it's all clear*".
6. Minerva finds the apprentice's book. **Minerva:** "*Mmmmm... Magnus maybe? I can't recognize the calligraphy. But why are you here book?*"
7. Minerva reads Rowena Rawenclaw's diary page. **Minerva:** "*Syriana... I didn't know this story, why didn't they teach this in divination class? Now I understand who is the virgin in the constellation.*"
8. Minerva catches the Golden Snitch. **Minerva:** "*Got it! Now let's see what's inside...*".

Gameplay

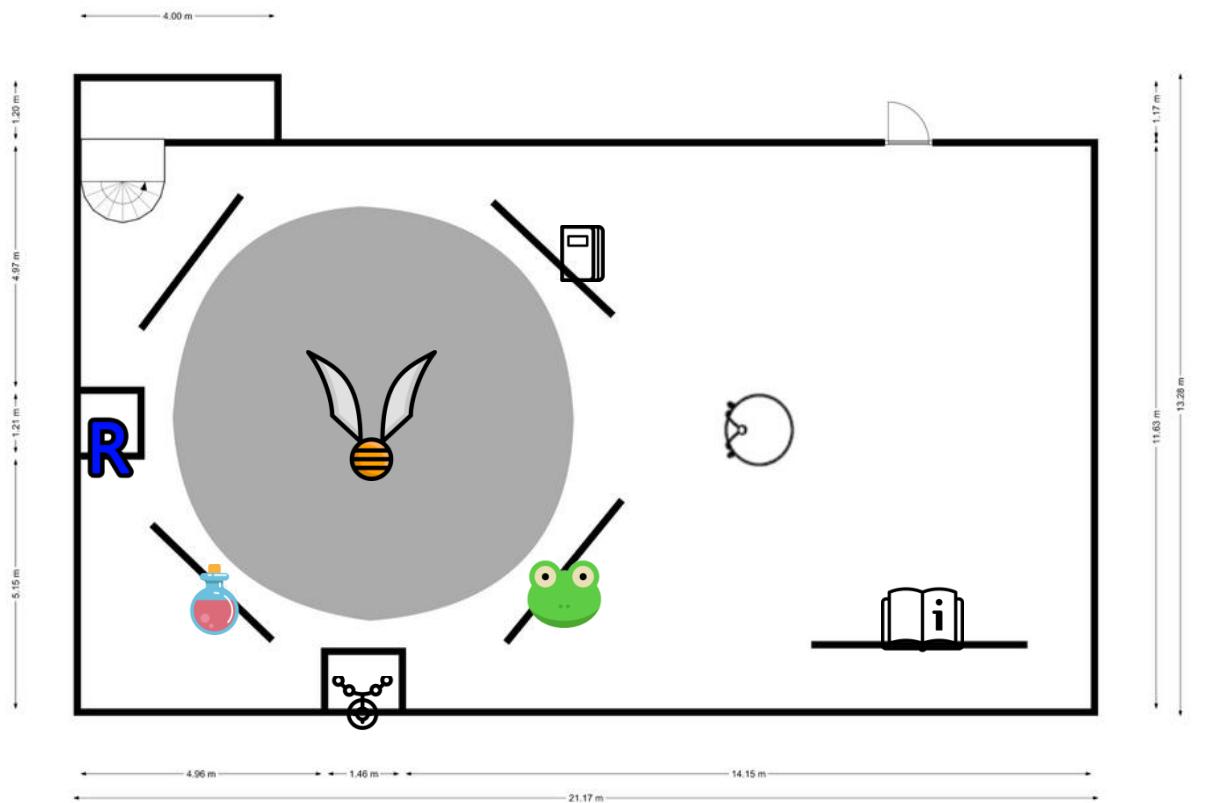
In this section all the gameplay is built around the observatory puzzle. Minerva has to find all the clues to find the right constellation path to the Golden Snitch. Hence, there are Exploration moments too. Before entering the Astronomy section there is a platform path. There are not any kind of combat or dialogue.

Astronomy section Gameplay



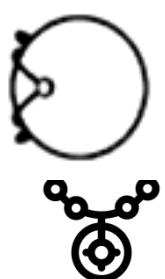
Exploration

There are several elements inside the room: the observatory, the constellator, the map of the stars, the apprentice's book, Louis's mother's amulet, Rowena's diary and the Golden Snitch. In addition, there are a potion and a Chocolate frog card.



Free SD export
floorplanner

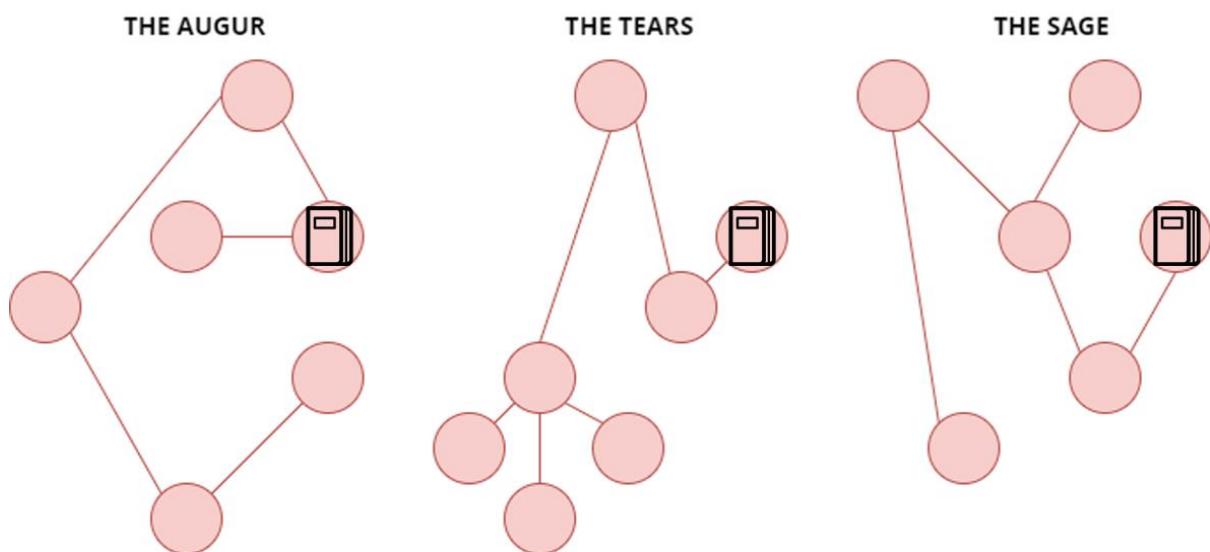
- Apprentice's book
- Constellator
- Chocolate frog card
- Amulet of Louis's mother
- Map of the stars
- Rowena Ravenclaw's diary
- Golden Snitch
- Potion



Puzzle

The astronomy section puzzle is based on the combination of various elements. The player must combine a group of three elements (**low constellations**), another group of three elements (**medium constellations**), another group of three elements (**high constellations**) and three possible **star way**. The player has the opportunity to immediately test the combinations freely. There are 91 possible combinations of solutions. It's very unlikely that he will find the right combination by chance. This leads the player to look for clues around the room.

A first clue can be found on the first level of the observatory, the **Apprentice's book**. All three (Augur, Tears and Sage) low constellations lead to this clue, so the player will have no problem finding it.

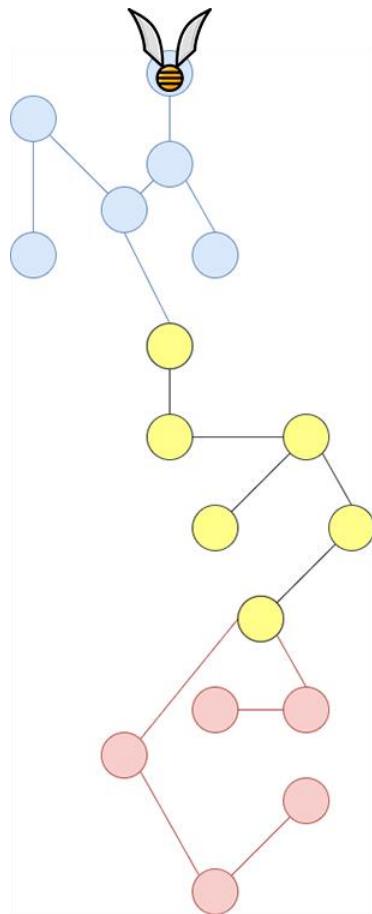


A second clue is found on the shelf behind the Constellator. This is the **Map of the starts** which provides a way to decipher the diary (each constellation corresponds to a name). Once the apprentice's book is deciphered, the player knows that he must obtain **Rowena Ravenclaw's diary** to get the Golden Snitch.

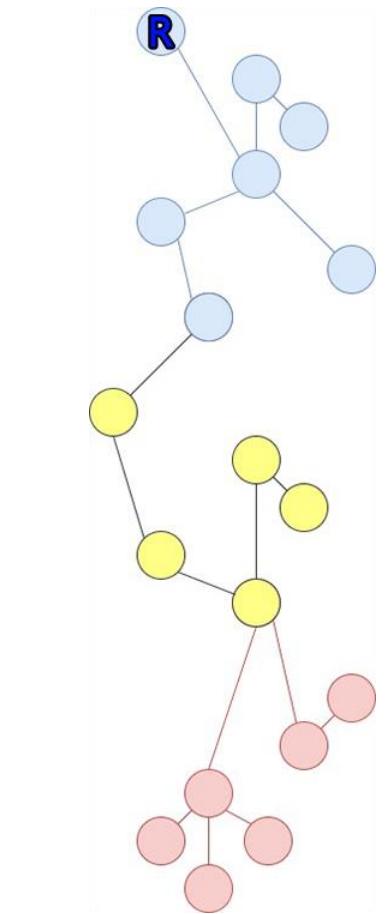
In the book he says that the low constellation is **The Tears**, the medium constellation is **NOT The Shield** and the high constellation is **NOT The Beast**. N.B. the star way is only for catching the snitch, not for Rowena's diary. In this way the possible combinations are $1 \times (3-1) \times (3-1) = 4$. The player must find the right combination between these four. The right combination is: The Tears, The Cap and The Protector.

Once Rowena's diary is found, the player can directly decipher the combination for the **Golden Snitch** (The Augur, The Shield, The Virgin, and the Amber way).

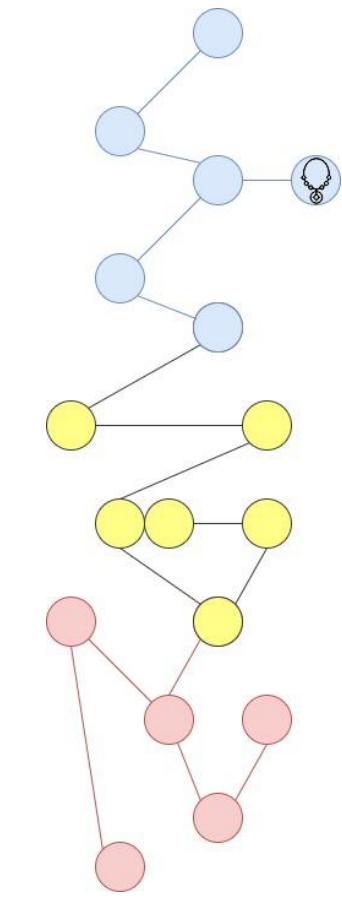
There are other combinations to take Louis's mother's amulet, the Chocolate frog and the potions. The paths for these elements are unknown to the player. Going on in the main story of the game Minerva can understand the right path for the amulet.



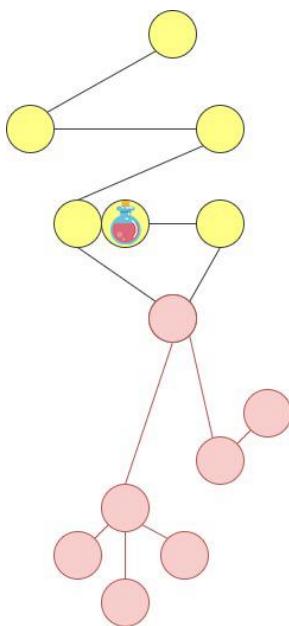
AUGUR+SHIELD+VIRGI



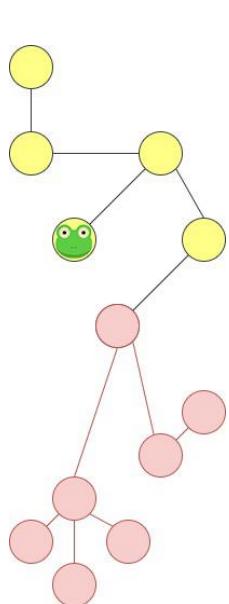
TEARS+CAPE+PROTECTO



SAGE+CRUCIBLE+BEAS



TEARS+CRUCIBLE

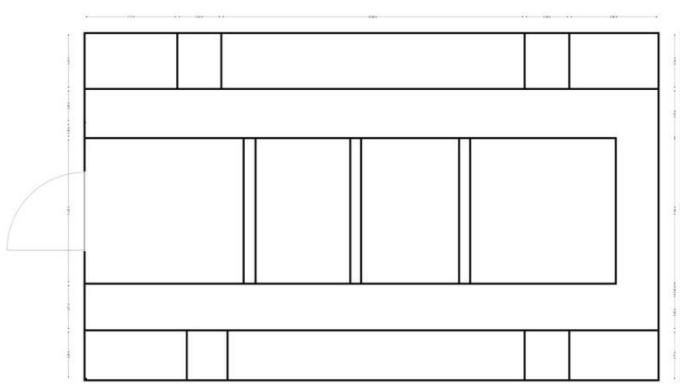


TEARS+SHIELD

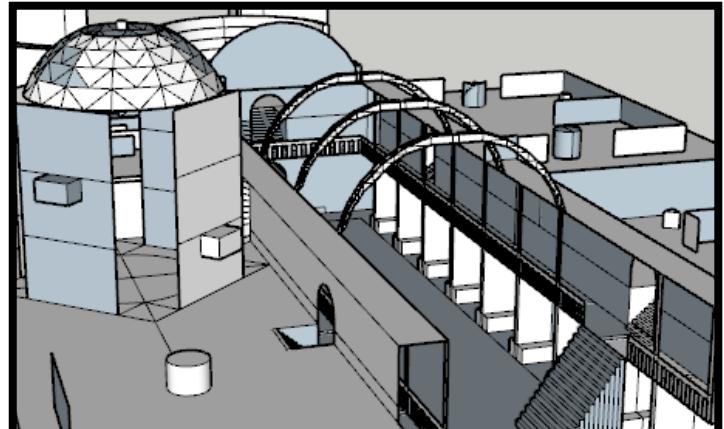
Platform

The path on the ceiling crosses the main section in the central area. It crosses the three main arches of the room.

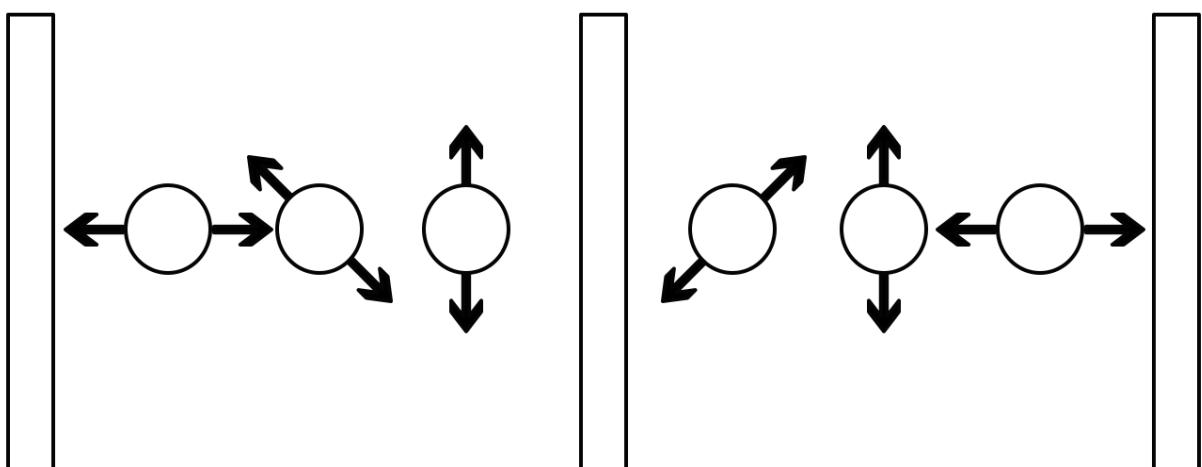
Between the three arches of the ceiling there are six chandeliers, each one moving independently.



Free 3D export
floorplanner



The chandeliers move in three different ways: directly, transversely and obliquely.



Minerva must jump on the chandeliers when the two adjacent ones are at minimum distance.

Enemies

In this section there is no enemy to fight.

Lights

The room is not very bright. The lights are concentrated on the Constallator and the observatory. Each time a constellation is activated, the lights in the room change position. The star ways are very bright. Each has a color (Blue, Red and Gold). These lights give a shade to the whole room (stronger in the center of the observatory). The lights are designed to highlight the Golden Snitch.

Sounds

Sound Effect	Track
Chandelier crushing	Crush.wav
Constellation activation	Constellation.wav
Golden Snitch noises	GoldenSnitch.wav

Botany section

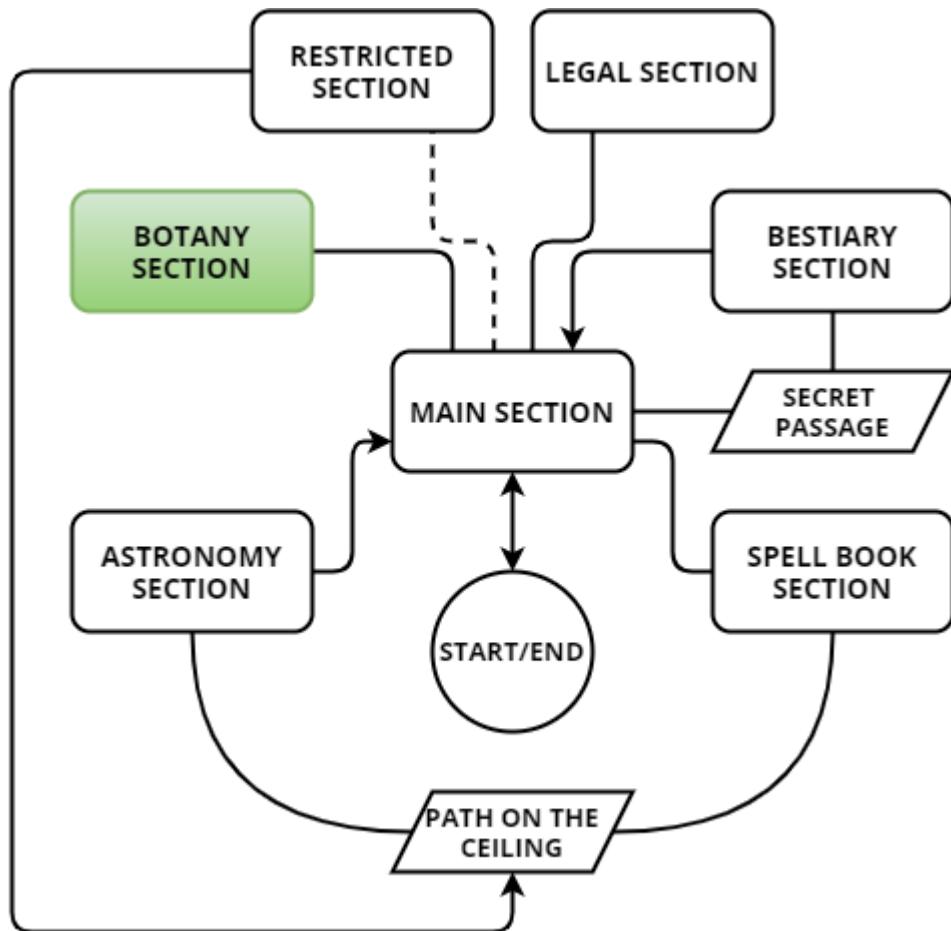
Area description

The botany section is a rectangular room with a few bookcases as well as some potion work desks. In the corner furthest from the entrance there's a gigantic Salix. Its branches climb all over the room and its shelves.



Lore

The botany section contains books regarding nature, herbology and potions. The botany section is also home for the Sibylline Salix. The tree was brought in the library in a pot while it was as tall as a peanut, to brighten the mood. It is said that in just one night the salix grew up into covering the entire section with its crumbling branches, giving the room the verdant look it still has nowadays. Despite the numerous attempts to trim and contain the salix, it always grew back. Eventually, it was decided to leave the Salix be, given that it was always very polite in not invading the rest of the library.



Map

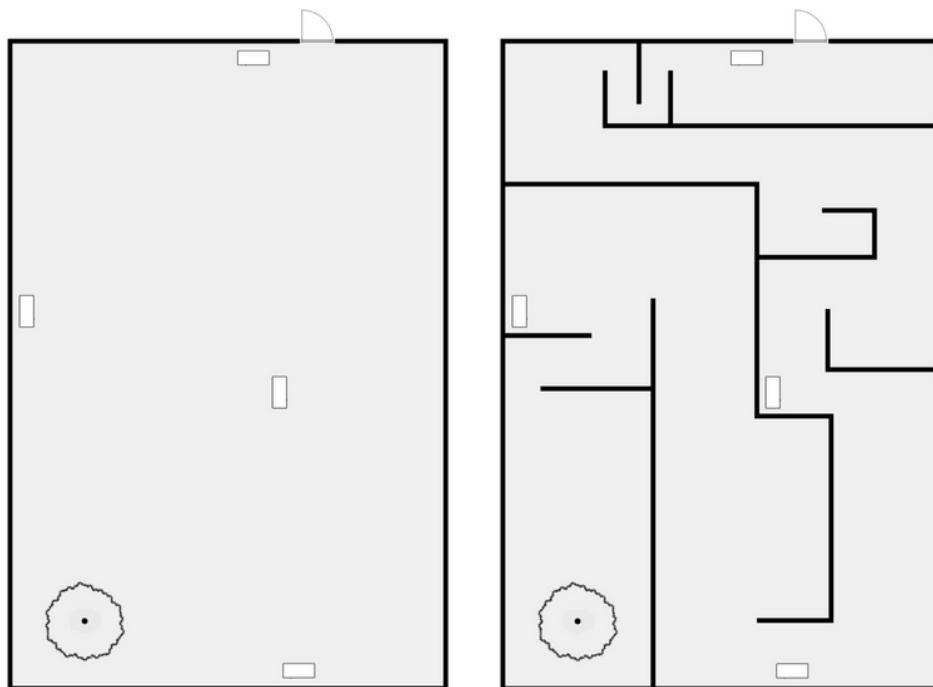
The botany section is directly accessible at any moment from the balcony of the main section. On the inside, the section assumes two different structures.

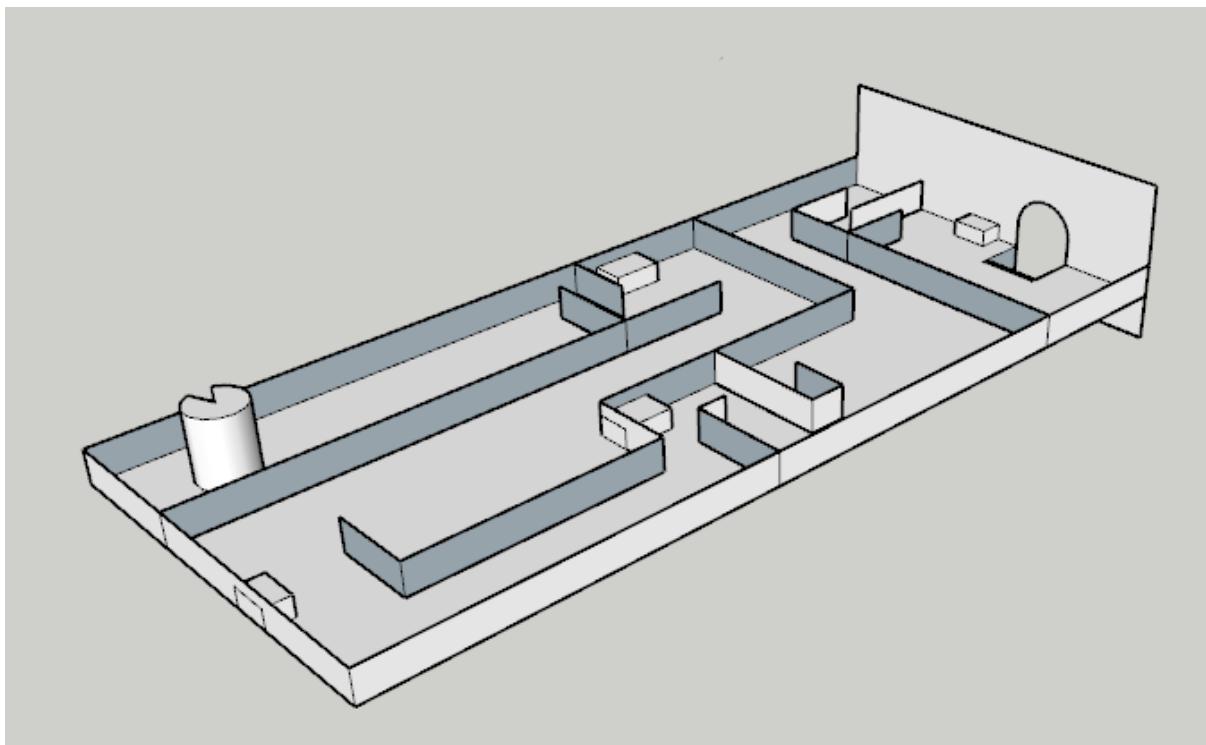
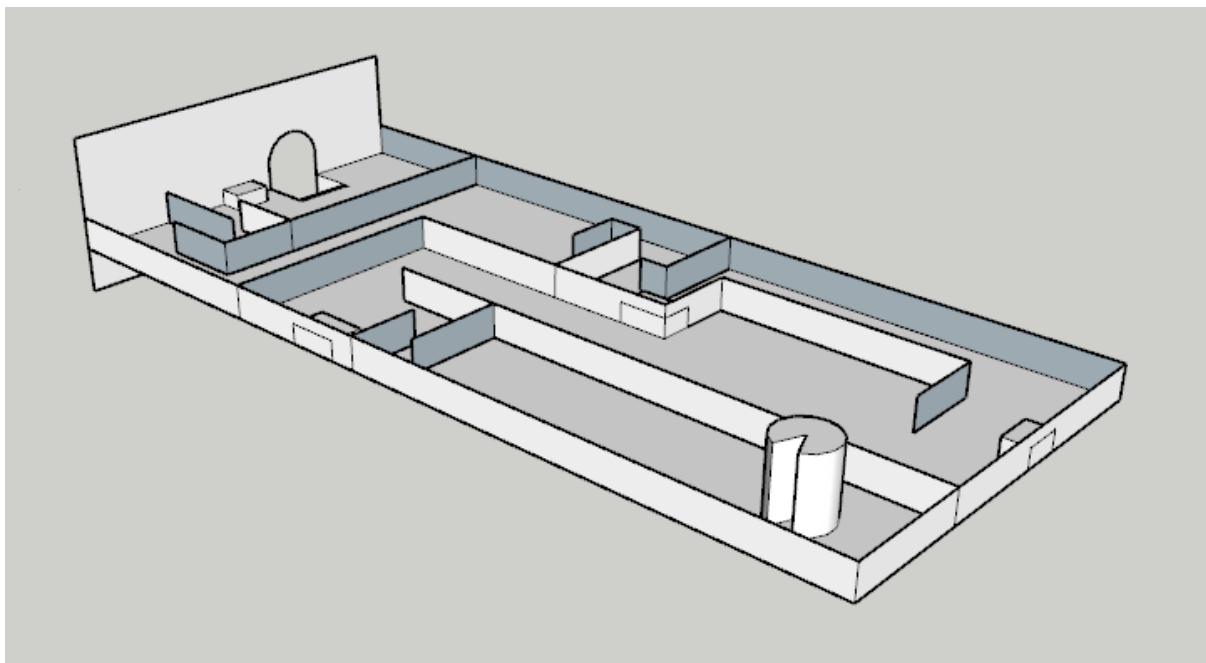
Rest form

Normally, the room is quite empty, with bookcases along its walls, a few potion desks and a big tree in the farthest corner from the entrance.

Maze form

When the player takes the room signet the room changes. The initial structure persists, while a maze appears inside it. The maze is really just an articulated corridor, to give the player the impression of being trapped in the room, without adding the logical challenge of solving a maze to the various goals of the area.

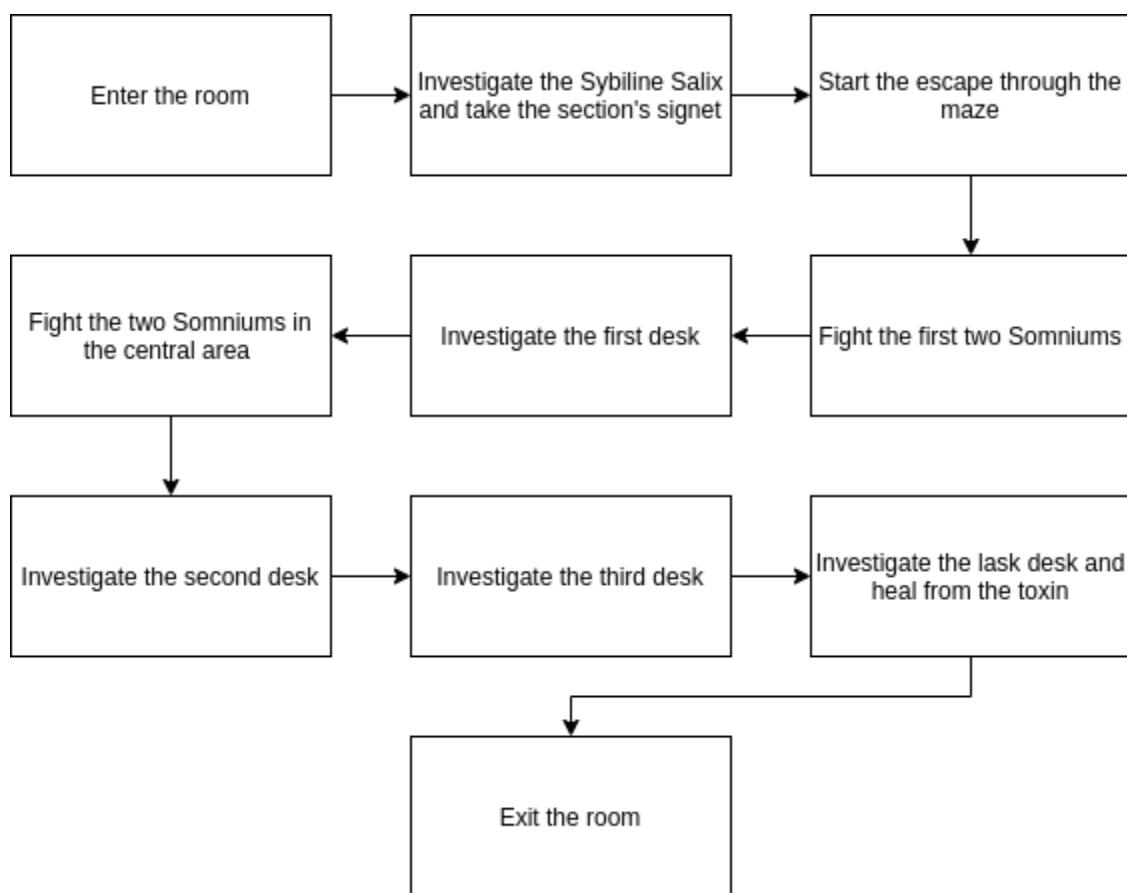




Goals

The main goal inside the botany section is to retrieve the section's signet. Finding the signet is very easy. The challenge lies in bringing it out of the room.

The signet is held by the sybiline salix. As soon as Minerva interacts with the salix, the tree intoxicates her. The toxin causes Minerva to hallucinate. Minerva sees a maze growing in the room and has to escape it. While escaping the maze, Minerva has to find a cure for the toxin, investigating the potion desks spread in the room. Along the maze Minerva encounters some enemies (Somniums), and has to defeat them.



Room contents

The Botany Section has a rectangular structure. Inside there are bookshelves, some **work tables** with various potions and **antidotes** on them and on the opposite side of the entrance there is a huge vase containing a **tree** surrounded by flowers in the middle of which the **signet** of the section is hidden. Among these flowers is an ancient green flower called **Somnium Viridis** which protects the library by poisoning intruders through hallucinogenic spores it releases. When Minerva begins to hallucinate from the spores, a long corridor formed by tall **hedges** appears in the section.

Work tables

Provided with a wide variety of tools and ingredients, these tables allow the students to practice the knowledge they acquire in the botany section.



Antidote

On the work tables, among the various potions, there are some antidotes. A few of them have the property of healing the toxin of the Somnium Viridis, the green flower that has grown on the Sybilin Salix and protects the signet.



Sybiline Salix

The botany section is home for the Sybilin Salix, a giant tree that has expanded in the entire room with its branches, giving it its verdant look. The salix holds the section's signet and an exemplar of Somnium Viridis, a very rare and toxic flower.



Somnium Viridis

A very rare and toxic flower. Its toxin causes strong hallucinations. The Sybiline Salix uses the Somnium Viridis to protect the section's signet from intruders.



Signet

The signet of the botany section, belonging to the muse of flora.



Hedges

The maze that appears to the intruder while he is hallucinating is composed of high hedges



Cutscenes and Dialogues

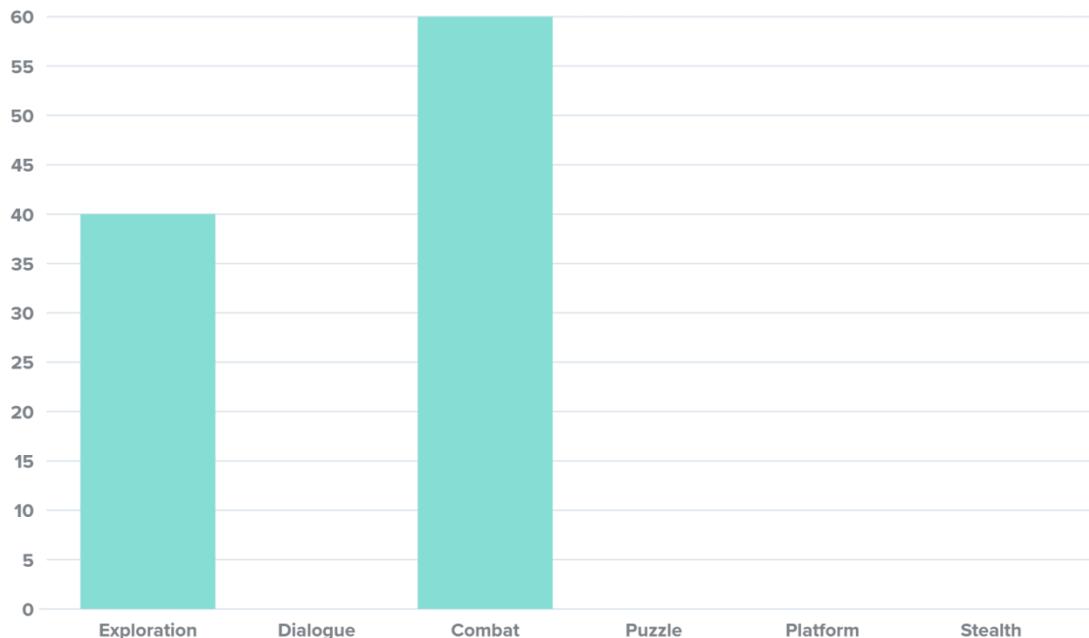
1. When Minerva enters the room for the first time:
Minerva: "The botany section. Not many places to hide the signet in here. One thing I am sure of: if something is up in the botany section, the Salix is involved."
2. When Minerva interacts with a work desk, before interacting with the signet:
Minerva: "*Potions, elixirs, antidotes. The library really has it all.*"
3. When Minerva interacts with the signet held by the Salix a **cutscene** starts. The cutscene shows Minerva grabbing the signet and observing it for a little while.
Minerva: "Well, that was easy." The noise of the Somnium Viridis spores is heard and the spores are visually represented by a green bright powder. Minerva starts coughing and waving her arms to try and dissipate the spores. The camera loses and regains focus to show Minerva senses being altered by the toxin. Minerva falls on her knees. The camera zooms on her face while she keeps coughing. Minerva stops coughing and slowly rises her head. When she does, her eyes open wide. At this point the camera zooms out, showing what Minerva sees in her hallucination. She is now surrounded by high and thick hedges. The salix is still behind her and she is holding the signet in her hands.
Minerva: "What is going on? Where am I?" The cutscene ends with Minerva slowly standing up on her feet.
4. When Minerva approaches the location of the first enemy spawn a brief cutscene starts, showing the two Somniums crawling out of the hedges.
5. When Minerva defeats the two Somniums:
Minerva: "What were those? Am I still in the library?"
6. When Minerva reaches the first work desk, the camera briefly zooms on it.
Minerva: "Wait, so I am still in the library. This is the strongest hallucination I've ever seen. Those creatures felt so real! I need to find an antidote, now."
7. When Minerva investigates the first work desk:
Minerva: "*Nothing useful here. I think I can just... proceed.*"
8. When Minerva reaches the location of the second enemy spawn, as two Somnium crawl out of the hedges:
Minerva: "Oh! Not this again."
9. When Minerva investigates the second work desk:
Minerva: "Seriously? No antidotes? I hate this room."
10. When Minerva investigates the third work desk:
Minerva: "No antidotes here either. I'm starting to feel so weak..."
11. When Minerva investigates the last desk:
Minerva:
"Finally!" A brief **cutscene** starts. The camera zooms on Minerva drinking the antidote and

expressing disgust with her face. As soon as she recovers from the terrible taste of the antidote, she looks around. The camera zooms out, showing the room has returned to its original shape. Minerva looks at the signet, still lying in her hand. **Minerva:** "This wasn't that easy, after all."

Gameplay

This area of the map is focused on exploring the maze and fighting a few enemies.

Botany section Gameplay

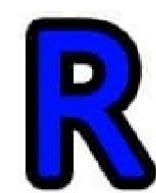
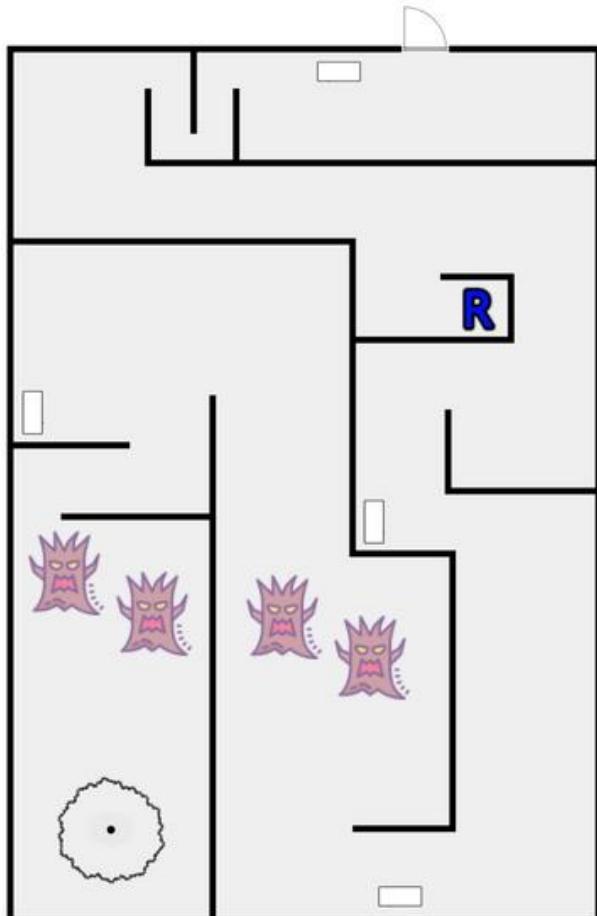


Exploration

Minerva has to explore the maze in search of the exit and the work desks, where she hopes to find the antidote for the toxin. Escaping the room earns Minerva **200 experience points**. The maze is actually just a long and articulated corridor, that doesn't present the player with branches. Along the corridor the player encounters two fights and a hidden collectible item. The hidden collectible item is a page of Rowena Ravenclaw's diary.

Combat

Minerva encounters two fights in this section of the map. Both fight are against two enemies (two Somniums) and earn Minerva **200 experience points** each.



Rowena
Ravenclaw's
diary

Enemies

Somnium

Description: A Somnium is generated by the hallucination given by the poison produced by an ancient flower called Somnium Viridis. This creature is similar to a humanoid tree that defends the library from intruders launching ranged attacks with its long branches.

Armor Class: 13

Hit Points: 12

Speed: 9 metres



STR	DEX	CON	INT	WIS	CHA
8(-1)	10(+0)	10(+0)	14(+2)	8(-1)	8(-1)

Ranged Weapon Attack: d20 +2 to hit, range 24 meters, one target. Hit: 1d6 magic damage.

EXP: 100

Icon:



Lights

While in rest form, the room is filled with a weak but warm ambient light. Candles are placed in correspondence of the work desks, acting as the light sources of the room and highlighting the desks to the player. The corner where the tree is located is more lit, in order to attract the player to the main element of the room.

When the room changes to maze form the ambient light becomes colder. The candles are still present aside of the desks, in order to provide the player with some reference to the old structure of the room.

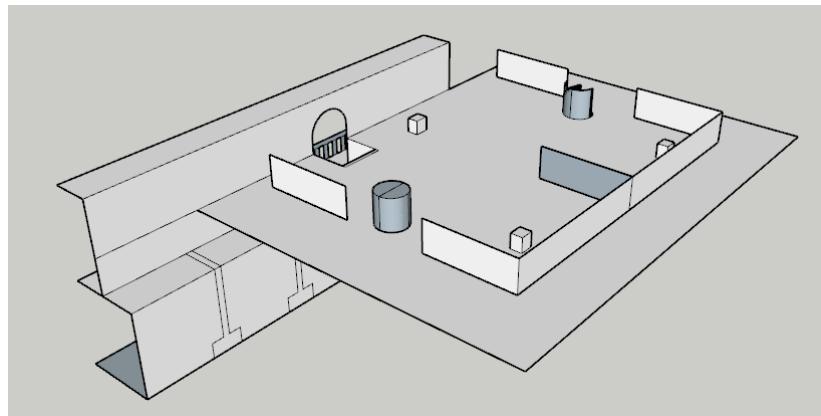
Sounds

Sound	Effect	Track
When the Somnium Viridis releases the spores		FlowerSpray.wav
When the hedges appears		Hedges.wav
Somnium noises		Somnium.wav

Bestiary section

Area description

The bestiary section is a rectangular room with some bookcases and five statues, each one representing a magical creature.

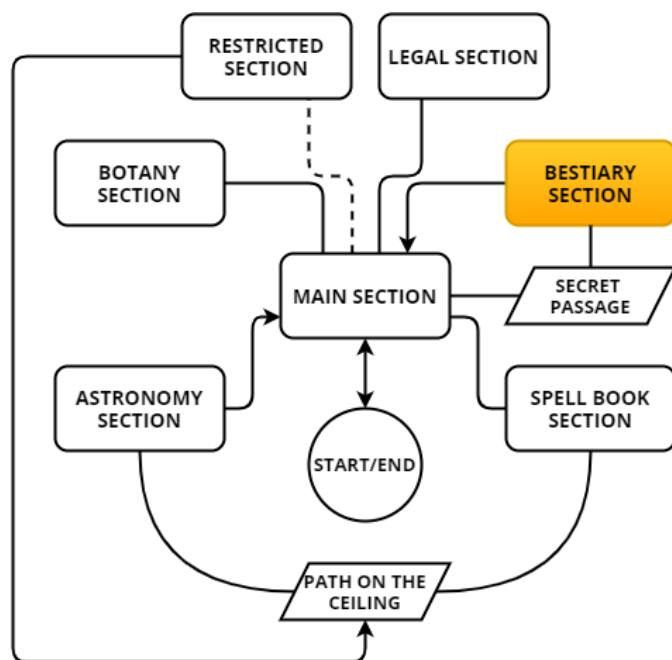


Lore

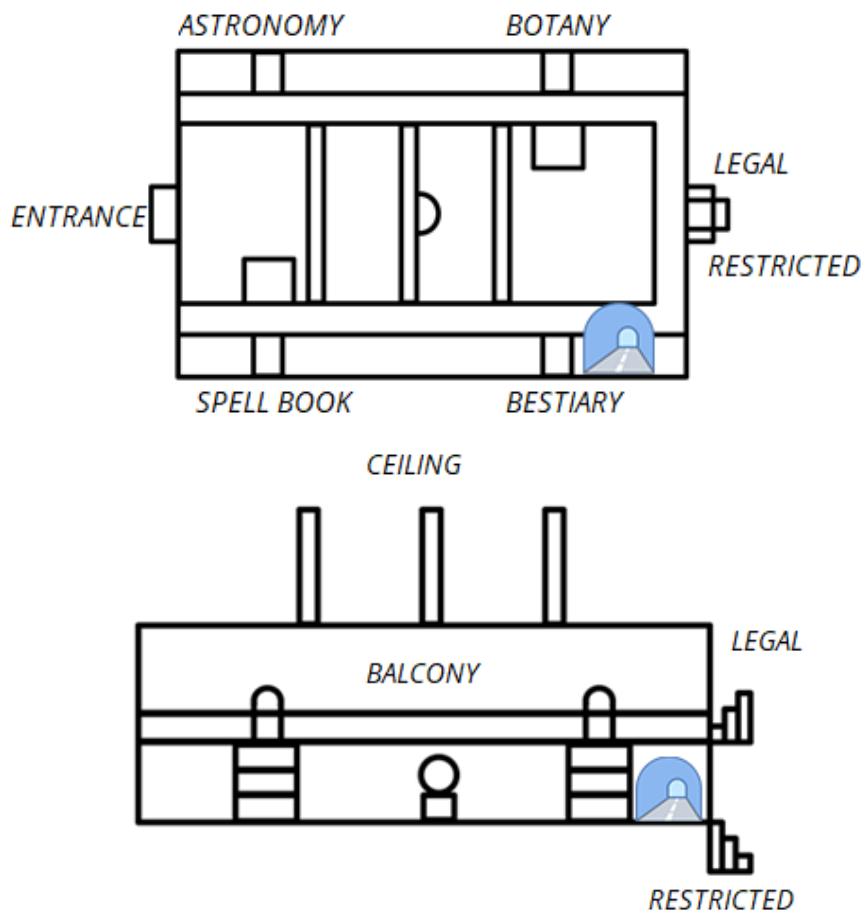
All of the library material on magic creatures is contained in this section. It's very hard to be mistaken, considering that most books in this section have fur, claws or teeth. Standing tall among the corridors of this section are the riddling statues. By night, the unfortunate intruder will have to bear with the souls inhabiting the statues, always trying to trick and disorient their listener.



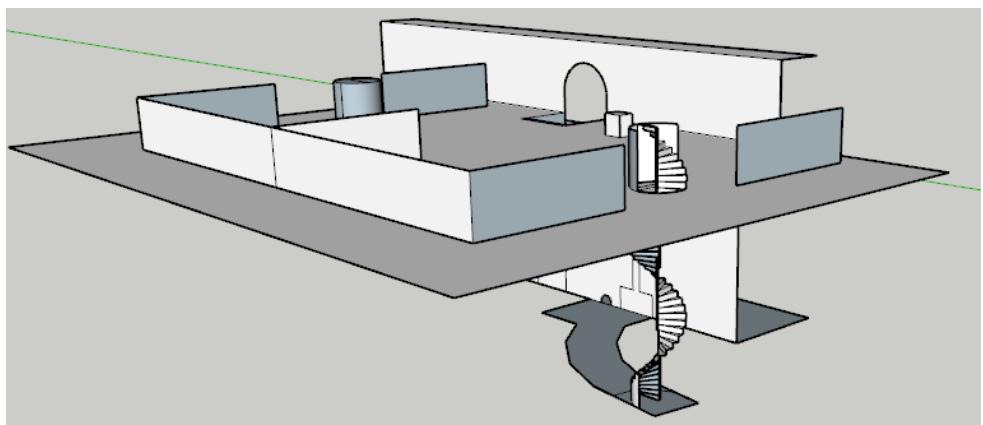
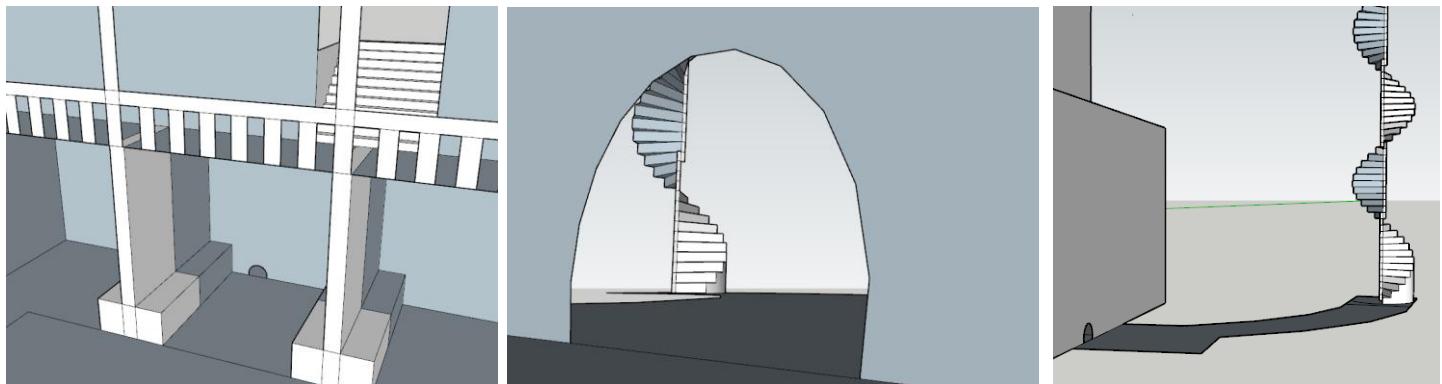
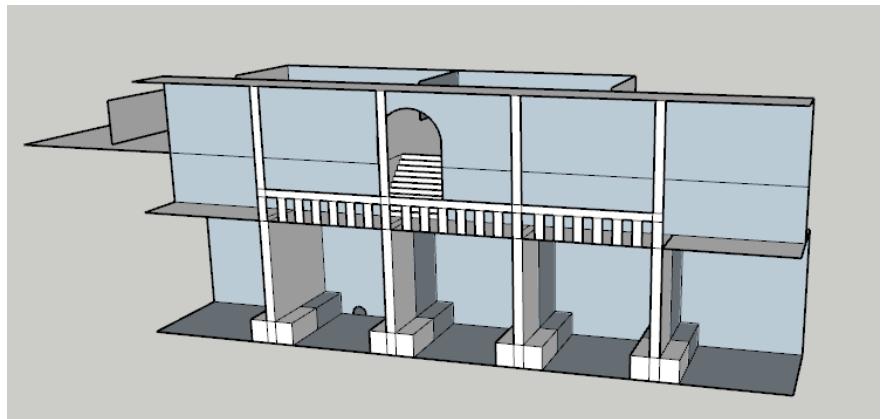
Map



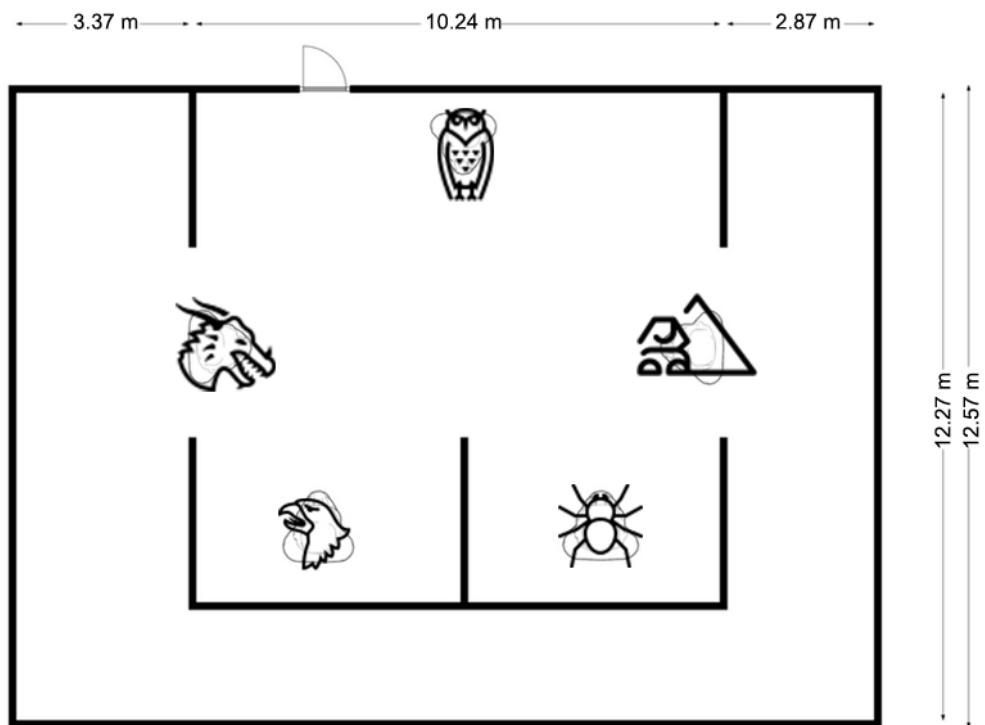
The bestiary section can only be reached by the player through the secret passage in the main section. The secret passage is hidden behind a bookcase.



Entrance to the secret passage



Structure of the bestiary section:



Dragon statue



Hippogriff statue



Sphinx statue



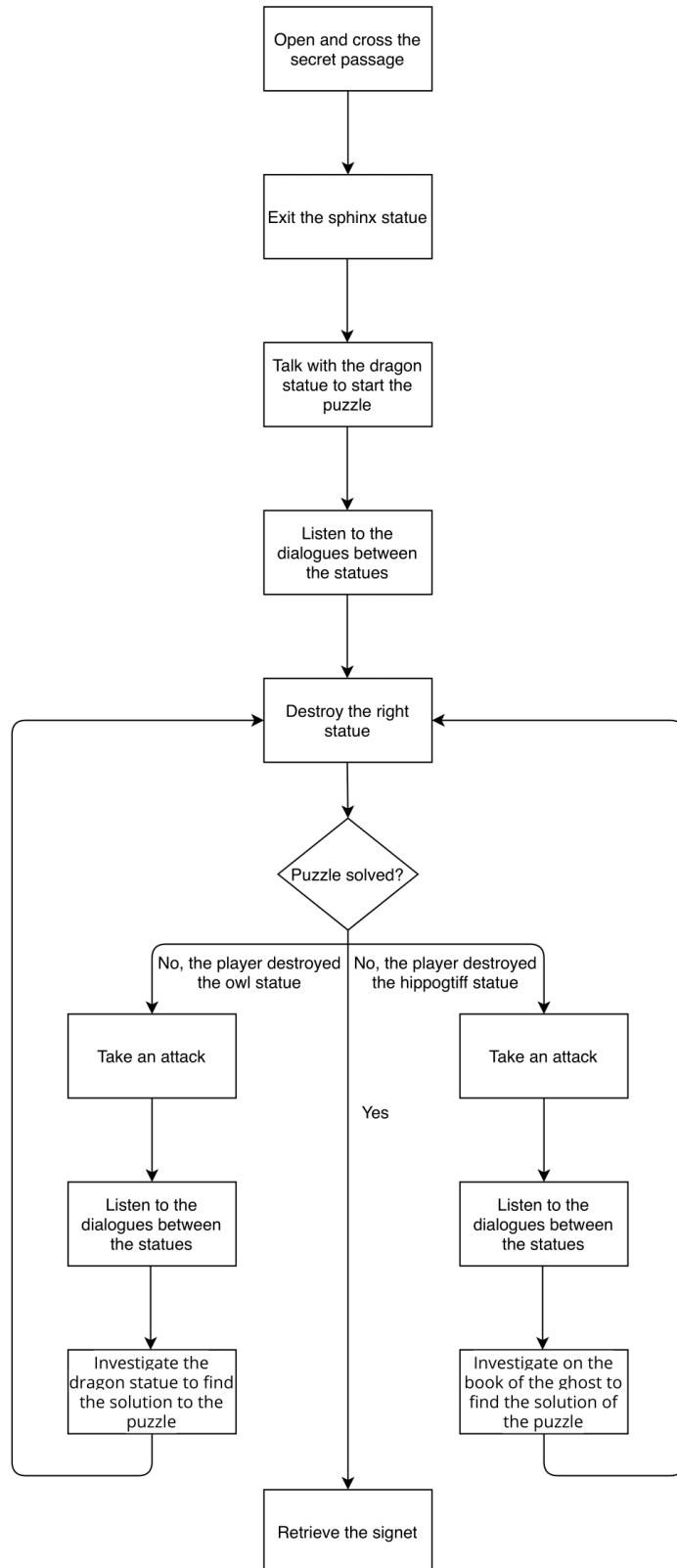
Arcomantula statue



Owl statue

Goals

The main goal inside the bestiary section is to find the signet of the section.



Main quest

- ***Enter in the secret passage:***

Minerva must:

- Investigate on the strange library
- Open the door with Alohomora
- Use Animagus form
- Enter the passage and take the platform path
- Get out of the sphinx statue

- ***Investigate on the statue of the dragon:***

If Minerva interacts with the statue of the dragon this will start the puzzle.

- ***Solve the puzzle:***

The puzzle is solved when Minerva destroys the correct statue, the statue of the acromantula.

- ***Collect the signet:***

Minerva must collect the signet of the bestiary section that is required to open the restricted section.

Room contents

The Bestiary Section has a square structure in which there are bookcases and five statues of creatures: the statue of the sphinx, the statue of the dragon, the statue of the owl, the statue of the hippogriff and the statue of the acromantula. The signet of this section is hidden in the statue of the acromantula.



Sphinx statue: On the statue there is a plate with the name of the creature and its description: "The Egyptian sphinx has a human head on a lion's body. Highly intelligent, the sphinx delights in puzzles and riddles. It is usually dangerous only when what it is guarding is threatened."



Dragon statue: On the statue there is a plate with the name of the creature and its description: "Mountain dragons are giant, winged, ice-spitting reptilian creatures. Widely considered terrifying yet majestic, they can be found all over the world."



Owl statue: On the statue there is a plate with the name of the creature and its description: "Owls are magical creatures most often used for delivering post and parcels in the wizarding world. They are known for their speed and discretion and can find recipients without an address."



Hippogriff statue: On the statue there is a plate with the name of the creature and its description: "Half horse, half eagle creatures, immensely proud and extremely dangerous."



Acromantula statue: On the statue there is a plate with the name of the creature and its description: "Spider the size of carthorses, eight-eyed, eight-legged, black, hairy, gigantic."



Signet: Signet of the Bestiary Section belonging to the muse of creatures.

NPCs details



Soul of the statues: Each night in the bestiary section, the statues of the creatures come to life with the task of deceiving the intruders so as not to make them steal the signet. The souls of the statues are none other than the souls of the creatures they represent:

Sphinx's soul: For over a thousand years she has been used by witches and wizards to guard valuables and secret hideaways. Her name was Alima.

Dragon's soul: One of the wisest and most ancient creatures that in the past protected the peaks of the highest mountains and the creatures it housed with its ice powers. His name was Knut.

Owl's soul: Cunning and deceptive creature who once served the most prestigious wizards. Her name was Aemilia.

Acromantula's soul: One of the most docile creatures to be found in the Hogwarts forest. Despite his frightening appearance, unlike his fellows he has helped many wizards to face the dangers of the forest. His name was Pulcrus.

Hippogriff's soul: Proud creature who in the past defended the borders of Hogwarts from intruders and enemies. His name was Zosimus.

Cutscenes and Dialogues

1. When the interior of the sphinx statue is reached there is a short **cutscene** showing the opening of the belly of the sphinx to allow entry into the section.
2. Once the player has entered the section, Minerva can interact with the door to open the main entrance and at this point the statue of the sphinx smiles to Minerva in a short **cutscene** where the camera is focused on her statue.

Sphinx: "Well done young student, be careful."

3. If Minerva interacts with the statue of the sphinx Minerva starts a **cutscene** where she reads aloud the description of the statue and the camera moves to the statue:

Minerva: "This is the statue of a sphinx. The Egyptian sphinx has a human head on a lion's body. For over a thousand years it has been used by witches and wizards to guard valuables and secret hideaways. Highly intelligent, the sphinx delights in puzzles and riddles. It is usually dangerous only when what it is guarding is threatened."

If Minerva interacts with the statue of the owl Minerva starts reading aloud the description of the statue and the camera moves to the statue:

Minerva: "This is the statue of a owl. Owls are magical creatures most often used for delivering post and parcels in the wizarding world. They are known for their speed and discretion and can find recipients without an address."

If Minerva interacts with the statue of the acromantula Minerva starts reading aloud the description of the statue and the camera moves to the statue:

Minerva: "This is the statue of an acromantula. Spider the size of carthorses, eight-eyed, eight-legged, black, hairy, gigantic."

If Minerva interacts with the statue of the hippogriff Minerva starts reading aloud the description of the statue and the camera moves to the statue:

Minerva: "This is the statue of a hippogriff Half horse, half eagle creatures, immensely proud and extremely dangerous."

If Minerva interacts with the statues, they will repeat this sentences.

4. If Minerva interacts with the statue of the dragon it begins to move its head, forelegs and starts talking to young Minerva in a **cutscene** where the camera is focused on the statue:

Dragon: "Well well well, take a look at who came to visit us at this time of the night... an intruder! But we know what you are looking for, let me guess mmm... is it by any chance a circular object with some symbol engraved on it? I think I saw it somewhere... maybe one of my friends keeps it inside his statue, but you know... if I were you, I wouldn't trust them too much. Only one of my friends is sincere and has the signet. "

At this point the statues of the owl, the acromantula and the hippogriff also begin to come alive and talk to a surprised Minerva not letting the young student speak. The camera moves from statue to statue.

Minerva: "Oh, how did you-"

Owl: "What you are looking for is in my possession, you can trust me."

Acromantula: "Don't listen to the owl, she always lies!"

Hippogriff: "And do you believe what the acromantula says? He tells a lot of lies."

Minerva's thoughts: "I have to destroy the statue that contains the signet ... but which one?"

If Minerva interacts with the statues, they will repeat these sentences.

5. If the player makes a mistake and destroys the wrong statue there are two possible dialogues with two different **cutscene** where the camera is focused on the statue which are speaking:

A. If Minerva destroys the statue of the owl the remaining statues resume talking:

Acromantula: "Now don't say I didn't warn you! I don't lie, as it is true that my friend dragon spits ice!"

Hippogriff: "You're a gullible girl! Does that look like an ice-breathing dragon? Dragons of this type breathe fire, everyone knows!"

If Minerva interacts with the statues, they will repeat this sentences.

B. If Minerva destroys the statue of the owl the remaining statues resume talking:

Owl: "What is not clear to you about the phrase "I have the key"? You humans are so dull... like Louis Delacrà. "

Acromantula: "You keep lying as always owl! Listen to me, I tell the truth, as it's true that my ghost friend's name out there is Louis Delacroix and not "Louis Delacrà". It is also written on the cover of his book!"

If Minerva interacts with the statues, they will repeat this sentences.

6. If the player fails again there is another short **cutscene** and the camera is focused on the acromantula statue:

Acromantula: "Well ... I TOLD YOU! It serves you right."

7. Once the puzzle is finished, there is a **cutscene** where the statues are rebuilt, and the dragon says two different sentences based upon Minerva's actions:

- 1) If the player has immediately guessed the puzzle he will say:

Dragon: "My congratulations, did you like our little game? Too easy for someone like you, isn't it? AHAHAHAH "

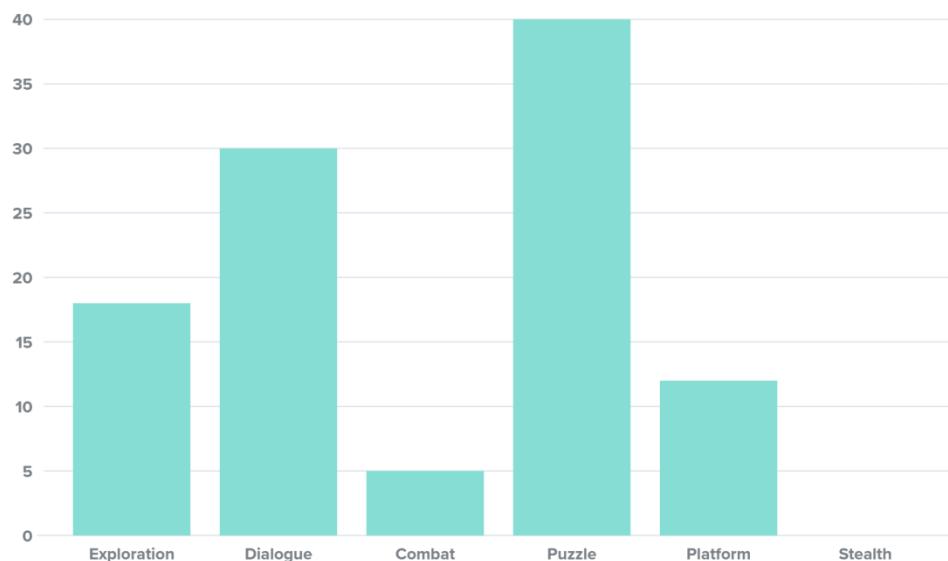
- 2) If the player made mistakes:

Dragon: "Ohw I'm sorry you got hurt but you were warned ... My friends can't be trusted, except the acromantula, he can't lie. AHAHAHAHA "

Gameplay

This area of the map is mostly dialogue and puzzle oriented. The main goal of the section is to solve the puzzle consisting of dialogues to get the signet of the Bestiary Section.

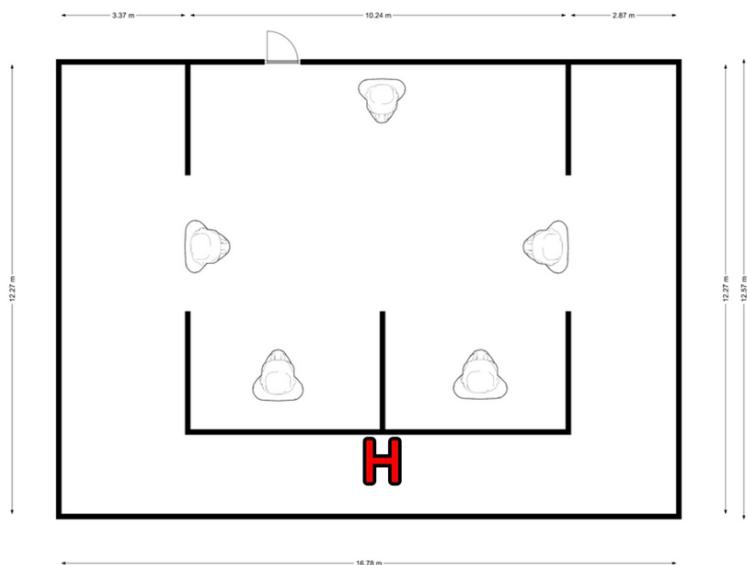
Bestiary section Gameplay



Exploration

The player must explore the main section to find the secret passage leading to the bestiary section. A clue that will help the player find this passage is given by the word "Investigate" that appears when you are near the library.

In the section there is one hidden collectible.



 Helga Hufflepuff's diary

Dialogue

This section is full of dialogues in fact the puzzle consists of a series of dialogues with the statues of the creatures in the room.

Combat and Stealth

In this section there are not combat or stealth mode.

Puzzle

1. The first puzzle is to find the way to enter the bestiary section by finding the secret passage in the main section. It will be up to the player to understand that he will have to use the "Alohomora" spell to open the library.
2. In the Bestiary Section the main puzzle that allows you to take one of the signets to be inserted in the door leading to the Restricted Section consists of a dialogue between the statues of the creatures. Solving the puzzle earns Minerva **200 experience points**.

If Minerva interacts with the statue of the dragon this will start the puzzle. The dragon statue begins to move its head, forelegs and starts talking to the young Minerva:

Dragon statue: *"Well well well, take a look at who came to visit us at this time of the night ... an intruder! But we know what you are looking for, let me guess mmm ... is it by any chance a circular object with some symbol engraved on it? I think I saw it somewhere ... maybe one of my friends keeps it inside his statue, but you know ... if I were you, I wouldn't trust them too much. Only one of my friends is sincere and has the signet. "*

At this point the statues of the owl, the acromantula and the hippogriff also begin to come alive and talk to Minerva.

Owl: *"What you are looking for is in my possession, you can trust me."*

Acromantula: *"Don't listen to the owl, she always lies!"*

Hippogriff: *"And do you believe what the acromantula says? He tells a lot of lies."*

Minerva's thoughts: *"I have to destroy the statue that contains the signet ... but which one?"*

In this puzzle the player has to figure out who is the only sincere statue among all the others. To solve the puzzle it will therefore be sufficient to assume that one of the statues is telling the truth and to verify if it is the **only one** to tell the truth. Below are truth tables to verify that the puzzle works.

Let's assume the owl is telling the truth	
Acromantula	False Because he is saying that the owl alway lies.
Hippogriff	True Because he is saying that the acromantula is a liar.

So if we assume that the owl is the sincere statue there will be two statues that tell the truth and therefore the solution to the puzzle is wrong.

Let's assume the hippogriff is telling the truth	
Acromantula	False Because the hippogriff said acromantula is a liar.
Owl	True If the acromantula is lying then the owl is telling the truth.

So if we assume that the hippogriff is the sincere statue there will be two statues that tell the truth and therefore the solution to the puzzle is wrong.

Let's assume the acromantula is telling the truth	
Owl	False Because the acromantula said owl is a liar.
Hippogriff	False Because the hippogriff said acromantula is a liar.

So if we assume that the acromantula is the sincere statue there will be only one statue that tell the truth and therefore the solution to the puzzle is correct so Minerva must destroy that statue.

If the player makes a mistake and destroys the wrong statue, the statue's soul throws a blow at Minerva doing her **4 damage** and than the statue's soul goes away laughing. There are therefore two cases:

1. If Minerva destroys the statue of the owl the remaining statues resume talking:

Acromantula: "Now don't say I didn't warn you! I don't lie, as it is true that my friend dragon spits ice!"

Hippogriff: "You're a gullible girl! Does that look like an ice-breathing dragon? Dragons of this type breathe fire, everyone knows!"

Minerva should now investigate the dragon statue to find the solution placed on a plate containing the description of that creature.

2. If Minerva destroys the statue of the owl the remaining statues resume talking:

Owl: "What is not clear to you about the phrase "I have the key"? You humans are so dull... like Louis Delacrà. "

Acromantula: "You keep lying as always owl! Listen to me, I tell the truth, as it's true that my ghost friend's name out there is Louis Delacroix and not "Louis Delacrà". It is also written on the cover of his book!"

To find out who is telling the truth, Minerva must investigate on the book that the ghost outside the Bestiary Section keeps next to him.

If the player fails again, he takes **another attack** and the acromantula says:

Acromantula: "Well ... I TOLD YOU! It serves you right."

Minerva must then destroy the acromantula statue and take the signet that the statue drops.

Once the puzzle is finished, the statues are rebuilt and the dragon says two sentences:

- A. If the player has immediately guessed the puzzle he will say:

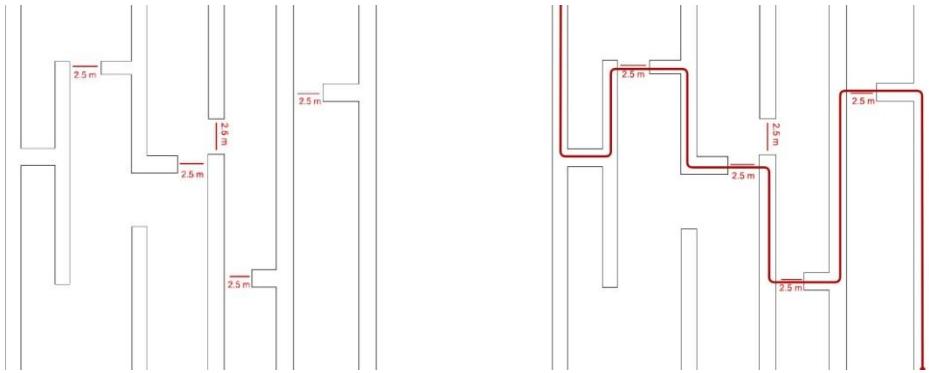
Dragon: "My congratulations, did you like our little game? Too easy for someone like you, isn't it? AHAHAHAH "

- B. If the player made mistakes:

Dragon: "Ohw I'm sorry you got hurt but you were warned ... My friends can't be trusted, except the acromantula, he can't lie. AHAHAHAHA "

Platform

The Bestiary Section is accessible via the secret passage found in the Main Section which can only be traversed by Minerva in her Animagus form. Once inside the passage there is a small platform path that allows the player to go up inside the statue of a sphinx which is located in the Bestiary Section.



Enemies

In this section there is no enemy to fight. The only damage Minerva can take is from the statues if she gives a wrong answer.

Lights

The lights in the room are not particularly arranged. The whole room is evenly illuminated. The animal statues are slightly brighter than the rest of the room.

Sounds

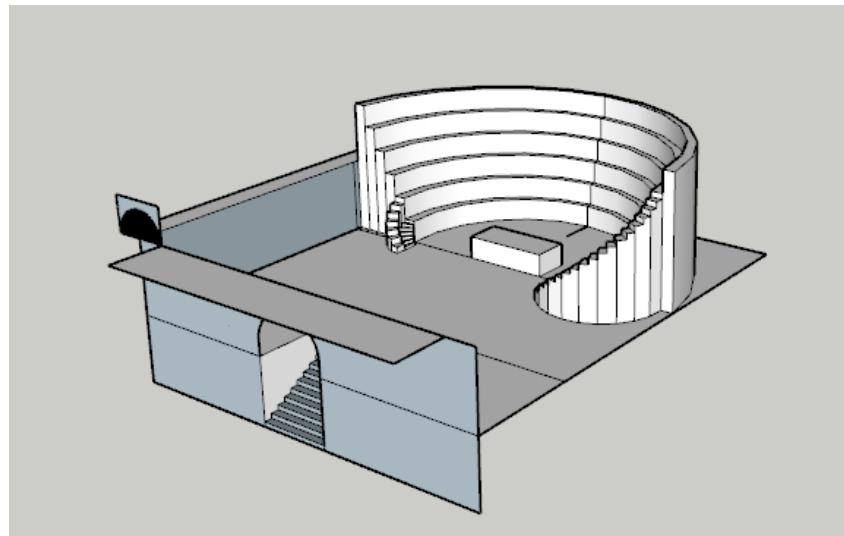
As the statues of creatures speak, at the beginning of each sentence they emit the noises of the creatures they represent.

Sound Effect	Track
Dragon	Dragon.wav
Owl	Owl.wav
Hippogriff	Hippogriff.wav
Acromantula	Acromantula.wav

Legal section

Area description

The Legal Section is similar to a courtroom with a circular shape containing many bookcases and the library logbook.



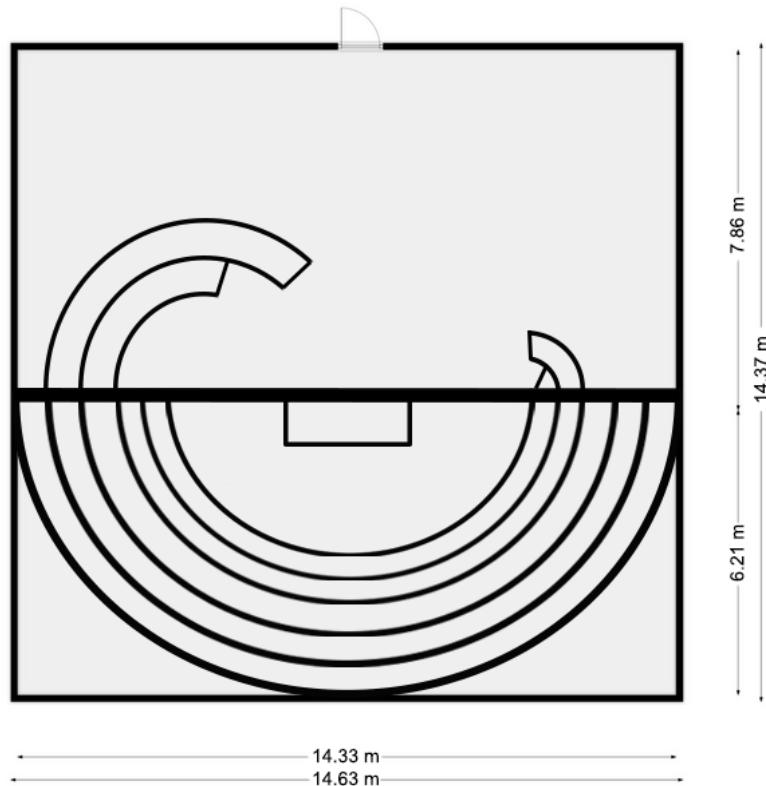
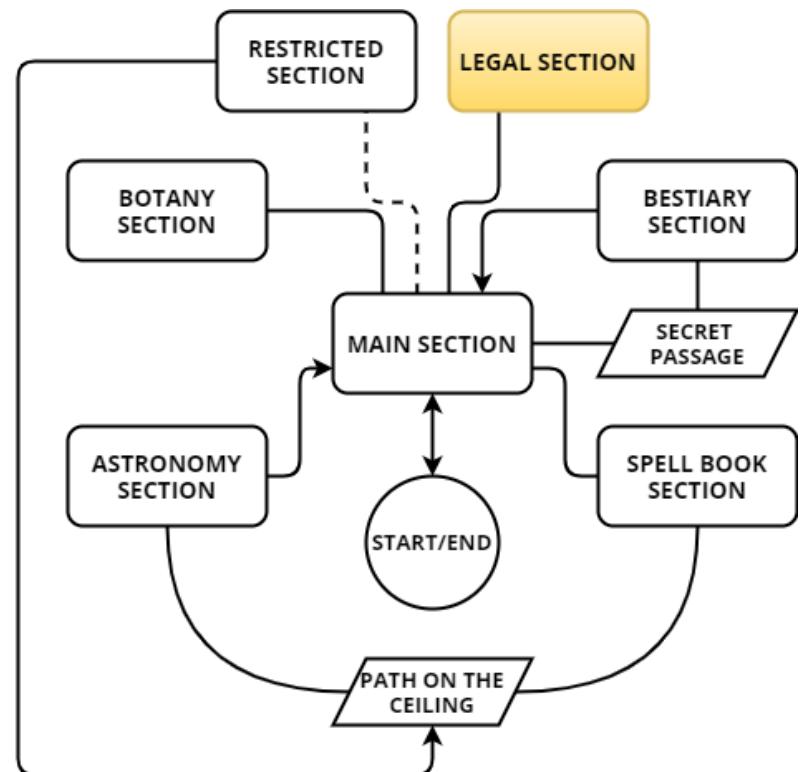
Lore

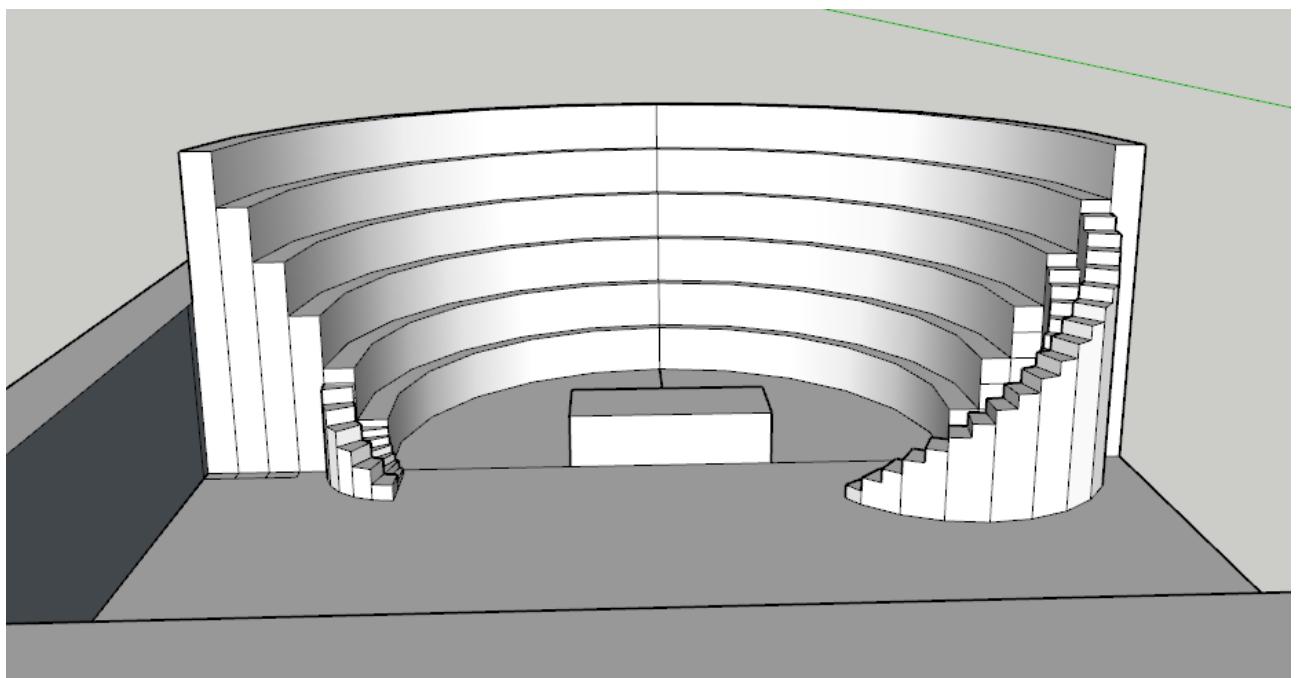
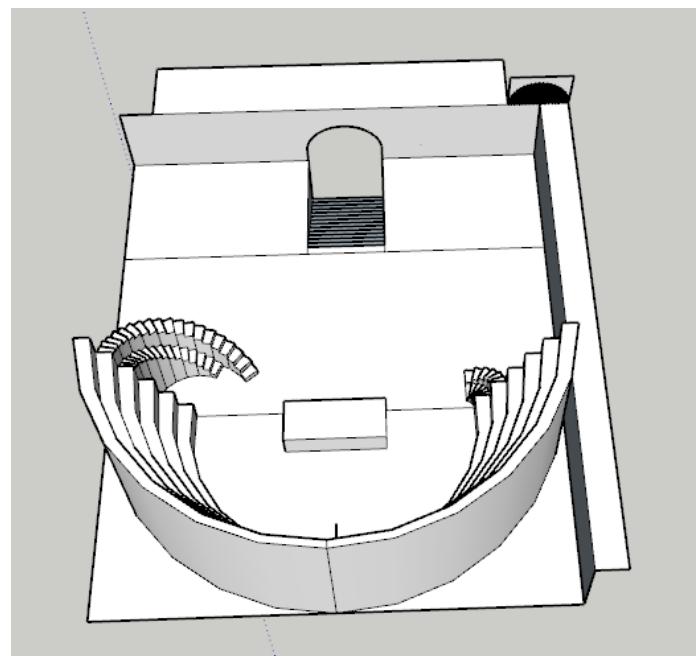
The legal section provides the students with every possible knowledge on wizard laws. It's the least frequented section of all. This is due to both the lack of interest that students show for the subject and to the loud argument books have with each other, discussing quibbles and old trials and making concentrating almost impossible.



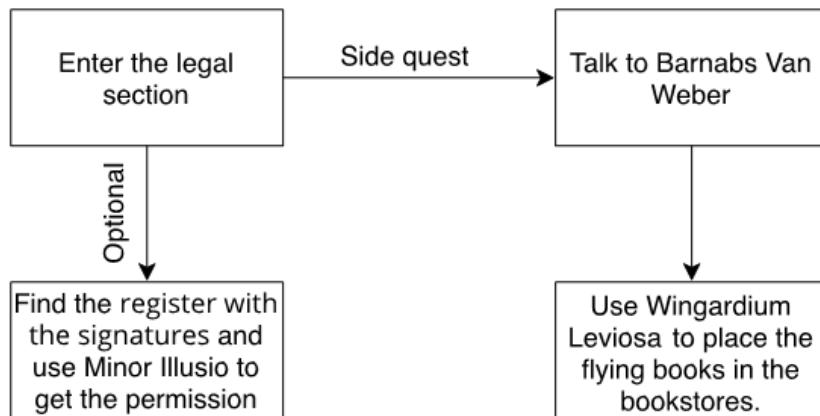
Map

The legal section is located on the upper floor of the library and can be reached via the stairs of the main section.





Goals



Main quest (optional)

- **Get the permission:**

It is an optional quest because the player can choose whether to face Onorius Durandal, the ghost keeper of the restricted section, or to falsify a written permit thus avoiding combat.

Barnabs Van Weber side quest

- **Talk to Barnabs Van Weber:**

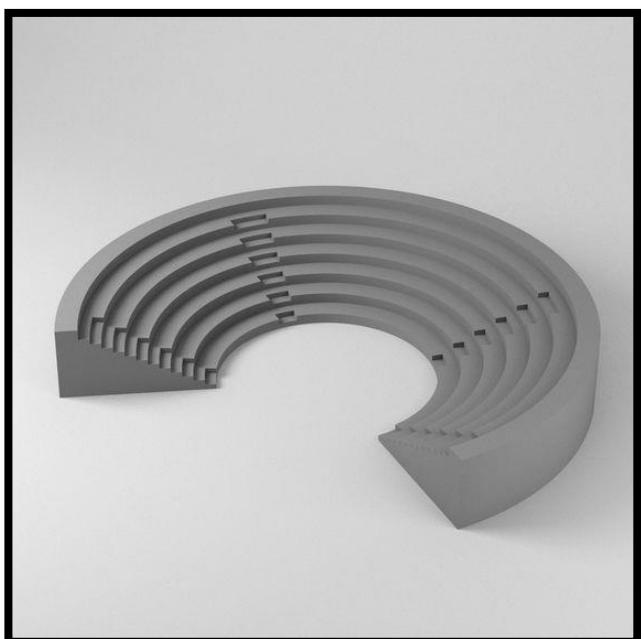
Minerva can find the ghost of Barnabs Van Weber in the legal section

- **Put away the annoying books:**

Minerva must put the books in their library using the spell "Wingardium Leviosa".

Room contents

The predominant element in this section is an **amphitheater-like structure** with bookcases on top that contain books discussing legal issues with the ghost of one of the school's legal advisor called **Barnabs Van Weber**. In the middle of the room there is an antique desk with a **balance and a gavel** on it.



Amphitheater-like structure: This structure, in addition to having a row of bookcases on it, can be crossed to go up to the top floor of it.



Balance and gavel: The balance is the symbol of justice and civil behavior, and, in particular, of measure, prudence, balance, the comparison between actions and obligations. The gavel represents the power to direct and conclude a business.



Barnabs Van Weber: Barnabs Van Weber was a German judge. He spends most of his time as a ghost in the legal section, arguing with the books. Every dispute ends with the books making fun of him for his very long nose.

Cutscenes and Dialogues

- A. Minerva can investigate the desk at the centre of this section to get the permission to give to Onorius Durandal. When Minerva investigates the desk, a **cutscene** starts:

The camera moves to the desk drawer that Minerva opens. Inside there is a logbook with the signatures of some professors. The camera moves to Minerva who uses the "Minor Illusio" spell to create a sheet with permission to access the restricted section and an exact copy of a professor's signature. The cutscene ends with Minerva carefully putting the fake permit back in her pocket.

- B. Minerva can talk to Barnabs Van Weber to start a side quest:

1. When Minerva passes by Barnabs Van Weber before accepting the quest:

One of these two different lines of text is randomly chosen each time Minerva walks by the NPC, before accepting the quest:

1) **Barnabs:** "*For the last time: that is not what this law states. Are you even listening?*"

2) **Barnabs:** "*Here we go again. What does my nose have to do with this?*"

2. First time Minerva talks to Barnabs Van Weber:

Minerva: "*Is everything alright, Mr Van Weber?*"

Barnabs: "*Just a second milady. Oh! Good evening Minerva. I didn't recognize you at first. Such a pleasure to see you. I mean * clears throat * what are you doing this late in the library? You shouldn't be here!*"

Minerva: "*Hem... I was... I was thinking about a trial I read about some days ago. I really couldn't sleep without figuring out what was bothering me about it, so I came here to do some... research!*"

Barnabs: "*Oh! Well, if that's the case. I perfectly know that feeling. And let me tell you: it doesn't go away until you satisfy your thirst for knowledge. Really compelling subject, magical law. Isn't it?*"

Minerva: "Is it? I mean: of course! So compelling!"

Books: "His nose is compelling!"

Barnabs: "*beats the gavel* Stop it! You're as rude as..."

Books: "Your nose?"

Minerva: "I should really head back to the dorm, Mr Van Weber. Have a good night!"

Barnabs: "Wait, Minerva! Since you're here, may I ask for your help with these pesky books? Rumor has it that you have a very firm hand. I'm trying to prove a point, but all they seem to be interested in is making silly jokes about my nose."

Books: "Hi hi hi. He said nose!"

Minerva: "I can't believe I've been involved in this. Of course, Mr Van Weber. I'll help you."

3. When Minerva passes by Barnabs Van Weber during the quest:

- 1) **Barnabs:** "Come on, make those hateful books pay!"
- 2) **Barnabs:** "They are unbearable!"

4. When Minerva talks to Barnabs Van Weber during the quest:

Barnabs: "Use a spell and put those books back in their place!"

5. When Minerva passes by Barnabs Van Weber after completing the quest:

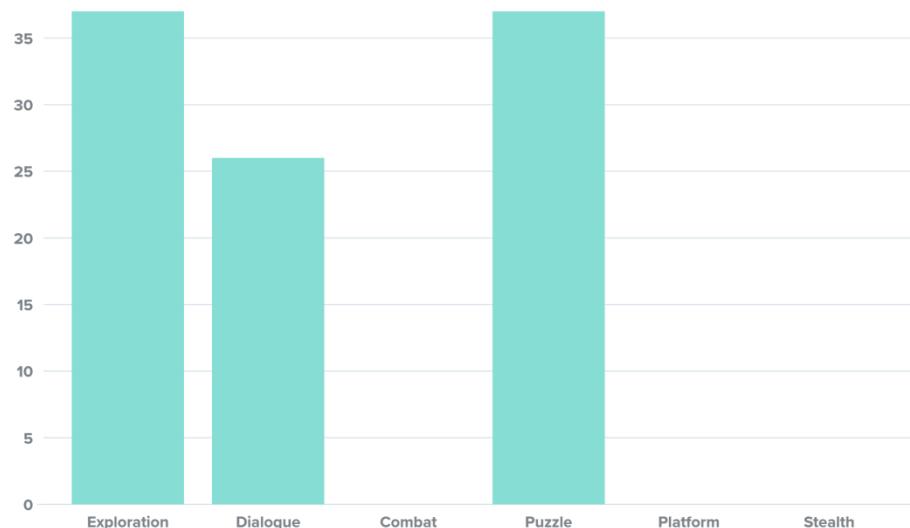
One of these two different lines of text is randomly chosen each time Minerva walks by the NPC, after completing the quest:

- 1) **Barnabs:** "Hey! You Behave! Or I will call Miss McGonagall!"
- 2) **Barnabs:** "I said "cause", not "nose"!"

Gameplay

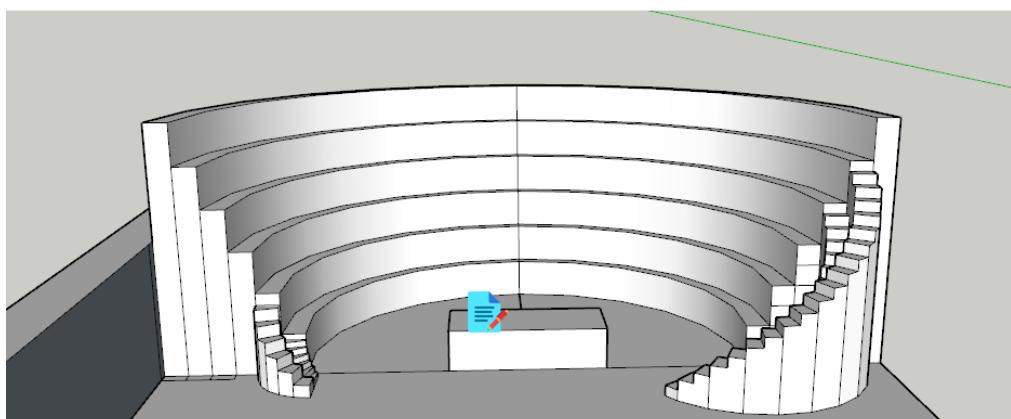
In this area of the map there is a little puzzle given by the side quest of Barnabs Van Weber but this section is mostly exploration oriented. The main goal of the section is to get the permission to give to Onorius Durandal to take the "Book of no more".

Legal section Gameplay



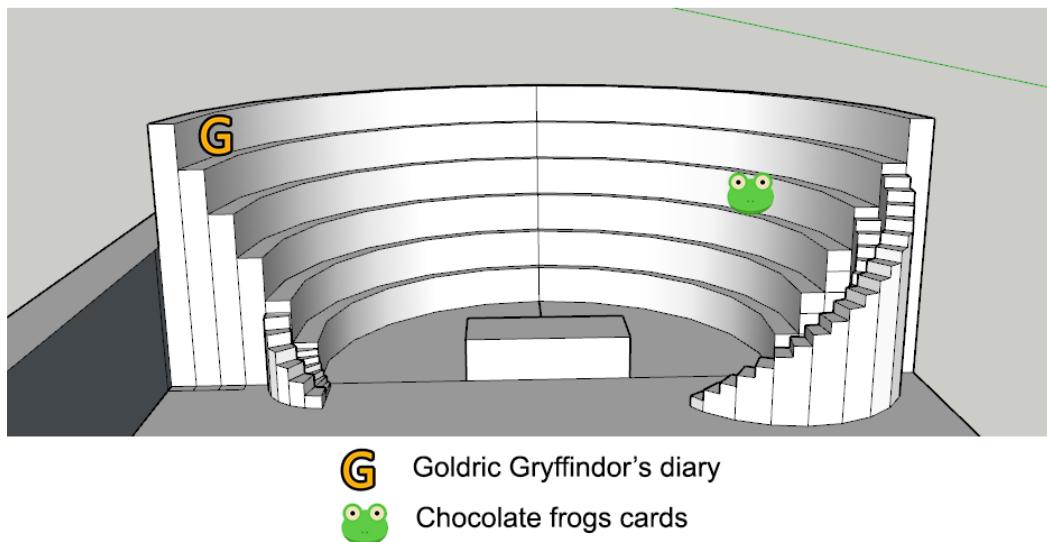
Exploration

1. Minerva must explore the section to find the logbook with the signature to forge that is in the desk in the center of the room. If Minerva completes the mission, she gains **300 experience points**.



Logbook

2. In this section there are two collectibles:



-  Goldric Gryffindor's diary
-  Chocolate frogs cards

Dialogue

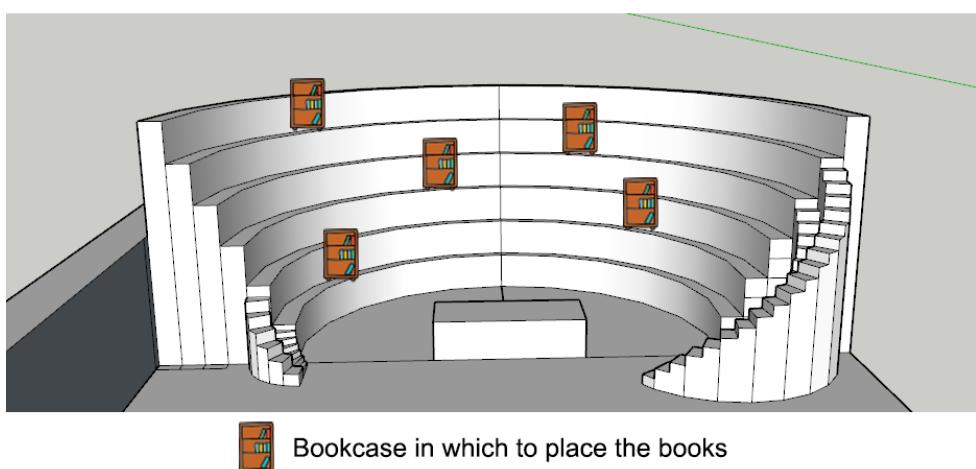
In this section there is a dialogue with Barnabs van Weber who needs help to get rid of the books that bother him.

Combat and Stealth

In this section there are not combat or stealth mode.

Puzzle

1. If Minerva talks with Barnabs Van Weber she will start a side quest which if completed gives Minerva **50 experience points**. This side quest consists of using the "Wingardium Leviosa" spell to place the flying books in the section in the various bookstores.



-  Bookcase in which to place the books

Platform

In this section there are not platform path.

Enemies

In this section there is no enemy to fight.

Lights

The lights illuminate the center of the amphitheater from every corner of the room, from top to bottom.

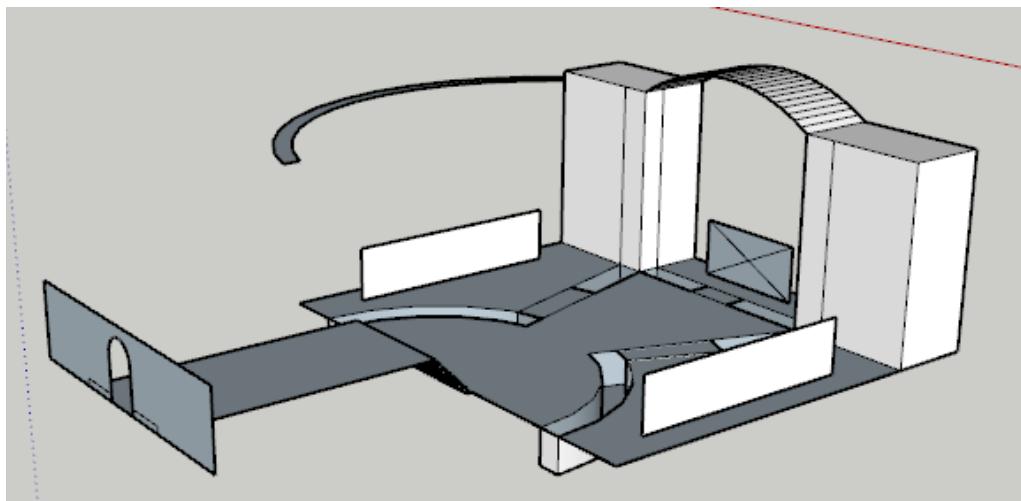
Sounds

Sound Effect	Track
When books laugh at Barnabs' nose	Laughs.wav
When Barnabs hits the gavel	Gavel.wav

Restricted section

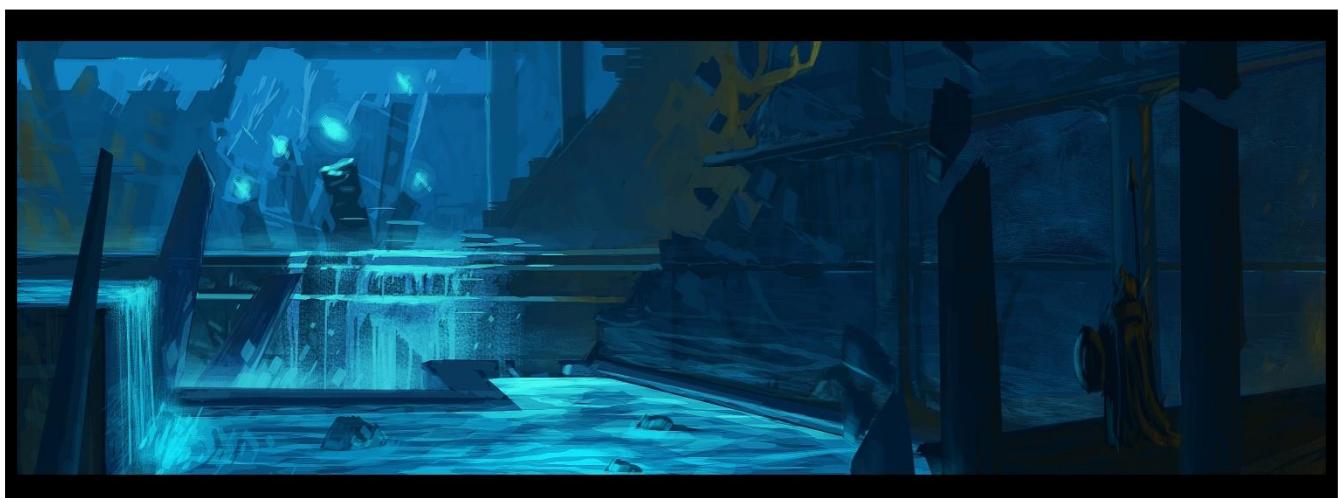
Area description

The restricted section has a rectangular structure and inside there are small waterfalls on the columns, whose water falls into channels.



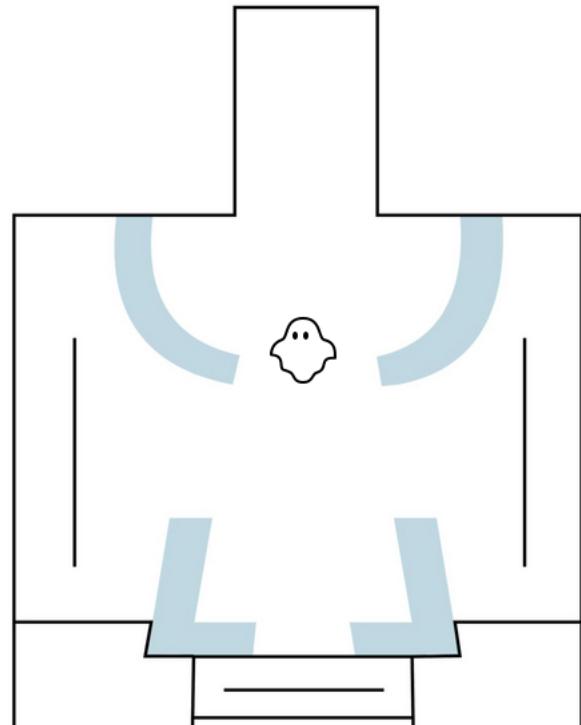
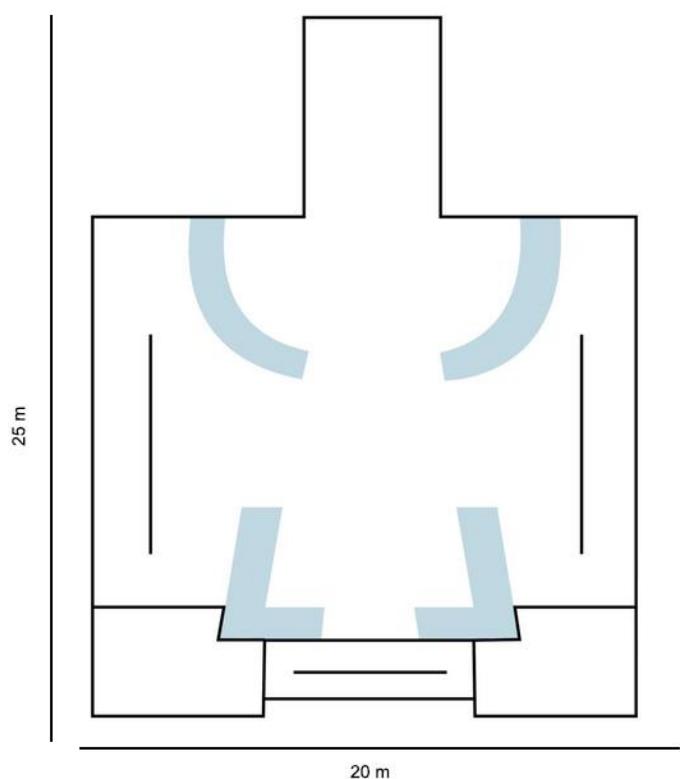
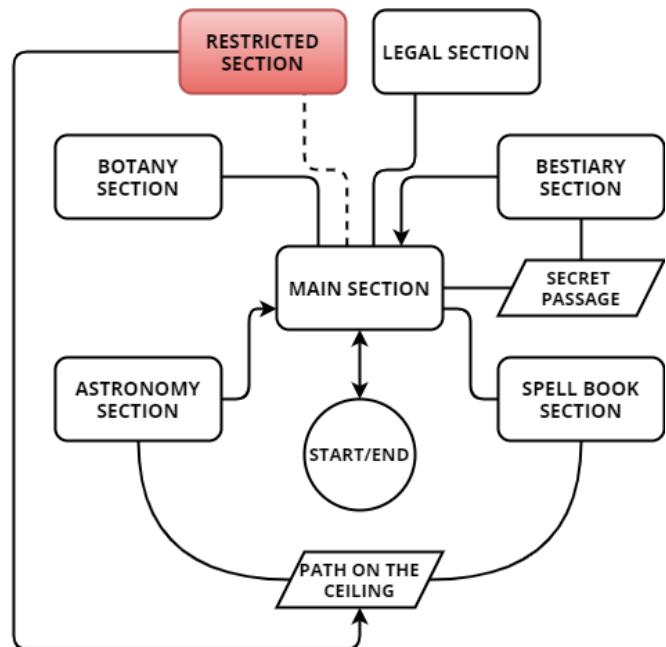
Lore

Despite always showing an open mind in teaching to the students, Hogwarts knows that some books are too dangerous or too delicate for a young wizard to read. Those books are held in the restricted section, the only restricted area of the entire library. To enter, students must present an authorization, signed by a teacher and valid only for one specific book. The ghost of Onorius Durandall is responsible for checking these authorizations and won't let anyone in without it. Many of the books in this area contain very dark spells, and everyone in the castle knows how unpleasant it is to walk the restricted section's corridors.

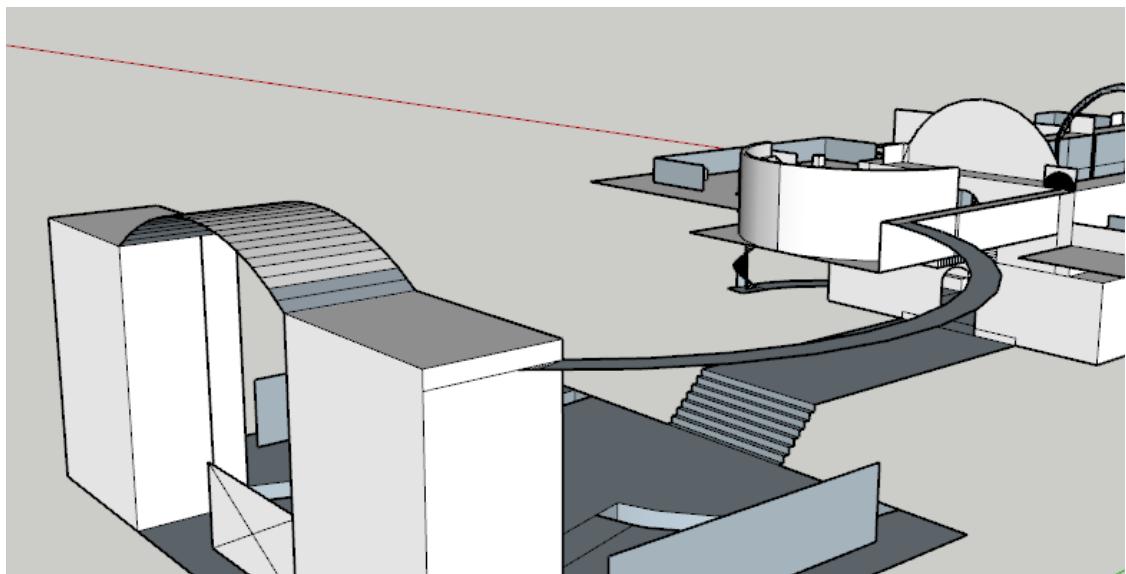
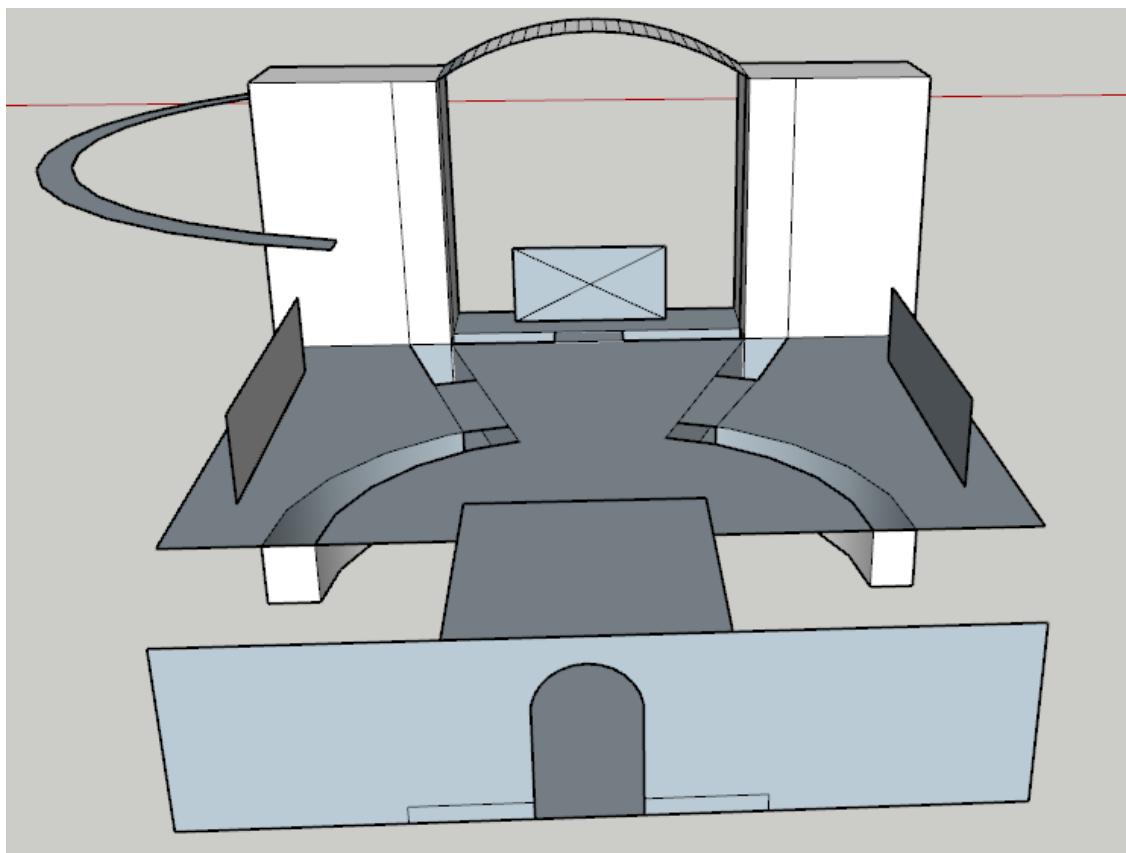


Map

In the restricted section there is a large arch supported by two columns. In one of the columns there is a staircase that leads to a path on the ceiling and that leads to the legal section whose passage can only be opened once the "book of no more" has been taken from Minerva.

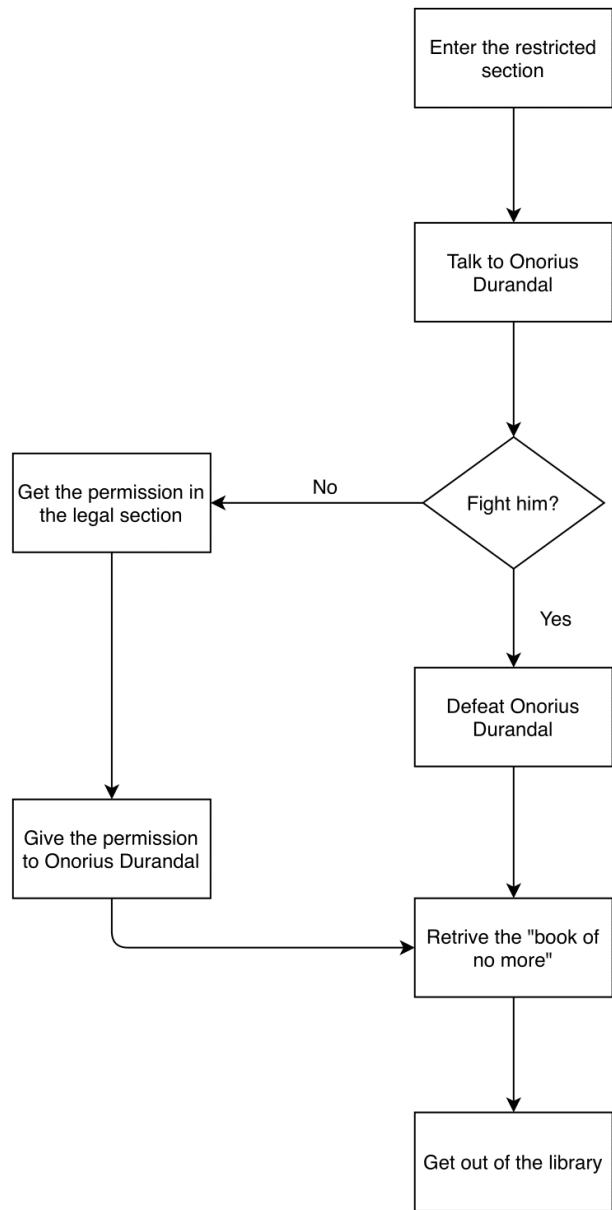


Onorius Durandal



Goals

The main goal of the restricted section is to get the "book of no more" by being able to overtake the keeper Onorius Durandal by force or deception.



Main quest

- ***Fight or deceive Onorius Durandal:***

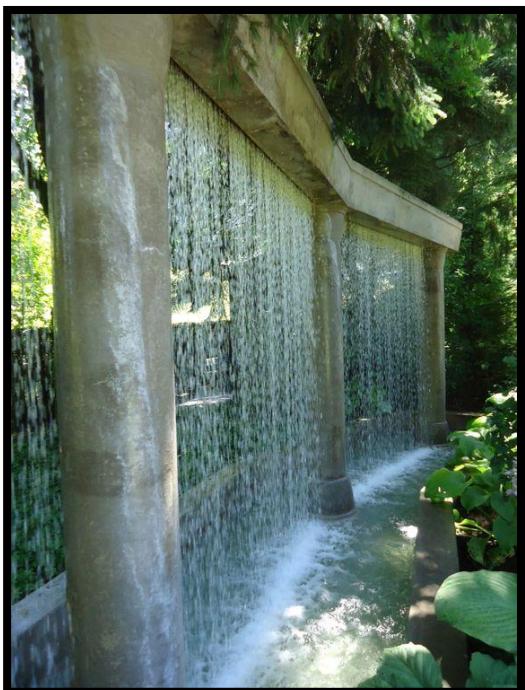
The player here must make a choice: either take the book by force, facing Onorius Durandal in a fight and thus making a bad choice, or he can take the book by forging a permit and thus making a good choice.

- ***Get out of the library:***

Once Minerva gets the "book of no more", all that remains is to exit the library to complete the level.

Room contents

In addition to being a section full of bookcases, the main elements are the **waterfalls** that fall from the columns and end up in canals that can be crossed via small bridges. In one of the columns there is a staircase that leads to a path on the ceiling. Another main element of this section is its ghostly keeper, **Onorius Durandal**.



Waterfalls: These waterfalls are enchanted, and their water does not do any damage to the books of the section.



Onorius Durandal: He was the first guardian of the library, soon after Hogwarts foundation, and a very powerful and knowledgeable wizard.

The book of no more

Wrote decades ago, by a group of powerful wizards. It's the product of their foolish research on ways to defeat death and give immortality to the wizards' kind. It is full of dark spells and, therefore, Hogwarts copy is safely stored in the restricted section of the library.



Cutscenes and Dialogues

1. As soon as Minerva manages to enter the restricted section, a **cutscene** starts:

The camera initially moves to the waterfalls that are in the scene and then moves to the ghostly keeper.

A ghostly figure of a man with a thick beard and a book in his hand, who with an intimidating air turns to the frightened and at the same time curious young Minerva.

The ghostly keeper: "Who dares to enter the library at this time?"

Minerva: "It's Minerva McGonagall, I'm here to read a book ... who are you?"

The ghostly keeper: "I am the keeper of these rare books, I am Onorius Durandal. You know well that it is not allowed to enter the library at this time."

The keeper remains silent for a while observing the unlocked door mechanism and his expression begins to seem more condescending.

Onorius: "However, I must congratulate you miss, for being able to counteract the enchanted books and find the solution to my riddle, no one had been able to do so until now. I hope at least that you have a permission to take your coveted book."

Minerva's thoughts: "Permission?.. I need to get one back soon, maybe I could get one of the professors' signatures from the library register. Or I could try a direct clash..."

Minerva: "Oh yes, the permission, I almost forgot it."

Onorius: "Well, what are you waiting for?"

The ghostly keeper waits for Minerva to bring him the signed permission of one of the professors to give her the book. When Minerva passes by Onorius before making a choice, Onorius can say two random sentences between these two:

- a) **Onorius:** "Well, this permission?"
- b) **Onorius:** "My patience has a limit miss!"

Minerva can decide whether to start a fight against the keeper(1) or to trick him with a false permission(2).

1) Minerva throws a blow at the keeper and a cutscene starts.

The keeper caught off guard falls to the ground and then gets up and starts railing at Minerva.

Onorius: *"You ... silly little girl, how dare you challenge me ?! I'll make you pay bitterly for this affront!!"*

Thus began the fight between the two.

2) Minerva creates the forged permit, returns to Onorius Durandal, and a cutscene starts.

Minerva: *"Here is my permission, sir."*

Onorius: *"Ah there you are, I thought you never came back. Okay, let's take a look .."*

The keeper pulls a pair of ghostly glasses out of his tunic pocket to carefully observe the permission. Minerva, worried, hopes that the keeper does not notice the illusion and seems to almost hold her breath waiting for the outcome.

Onorius: *"Mh, I would say perfect. You're welcome miss."*

The keeper spreads his arms to allow Minerva to pass to the shelves while she hurriedly puts the piece of paper back in her pocket before the illusion disappears and then breathes a sigh of relief.

Minerva: *"Thank you, sir."*

2. Once Minerva has found the "book of no more" a **cutscene** starts.

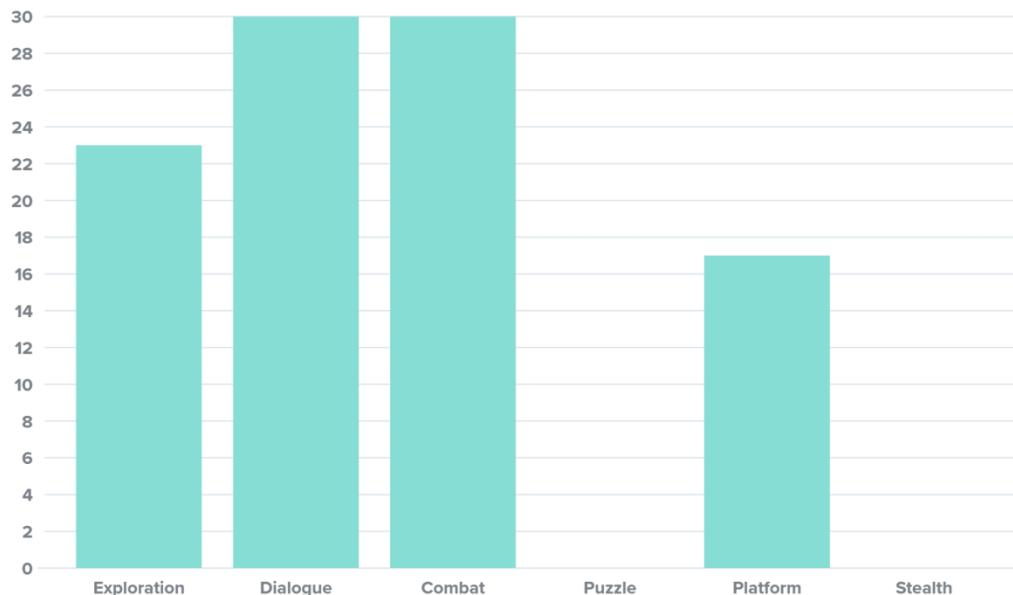
Minerva carefully takes the book from one of the bookstores and looks curiously at the cover.

Minerva's thoughts: *"I did it!"*

Gameplay

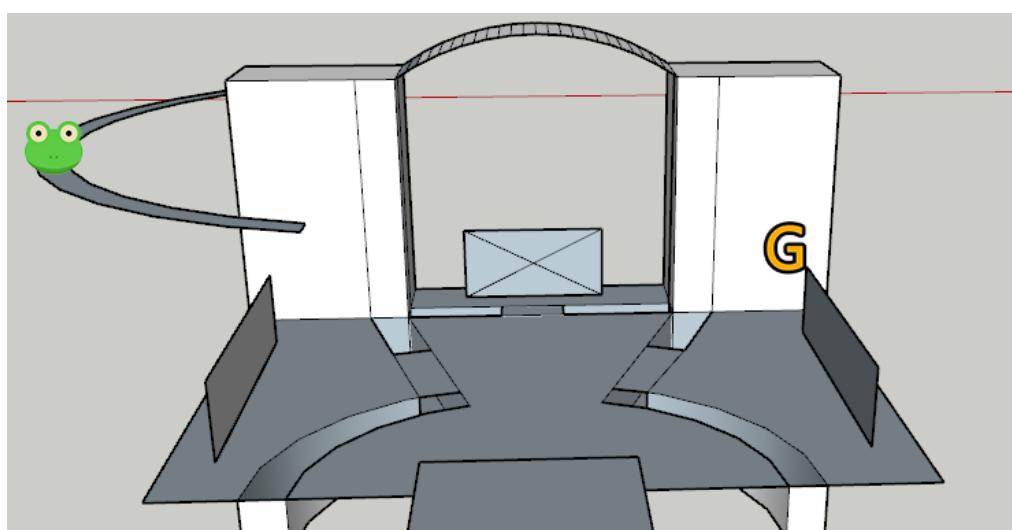
In this section the gameplay varies according to the choice made by Minerva: if the player chooses to fight against Onorius then there will also be a combative component, otherwise the section will be mostly dialogue and exploration oriented and there will be no fighting.

Restricted section Gameplay



Exploration

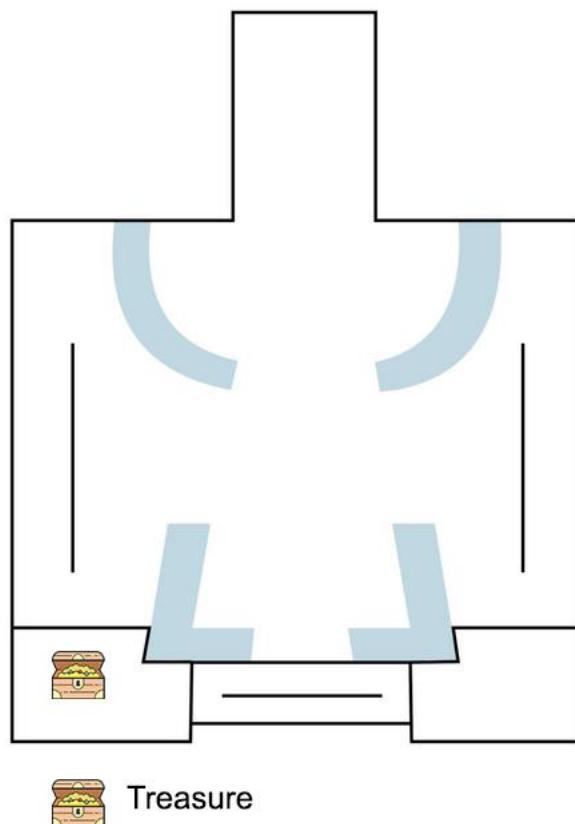
1. In the section there are 2 collectibles:



 Goldric Gryffindor's diary

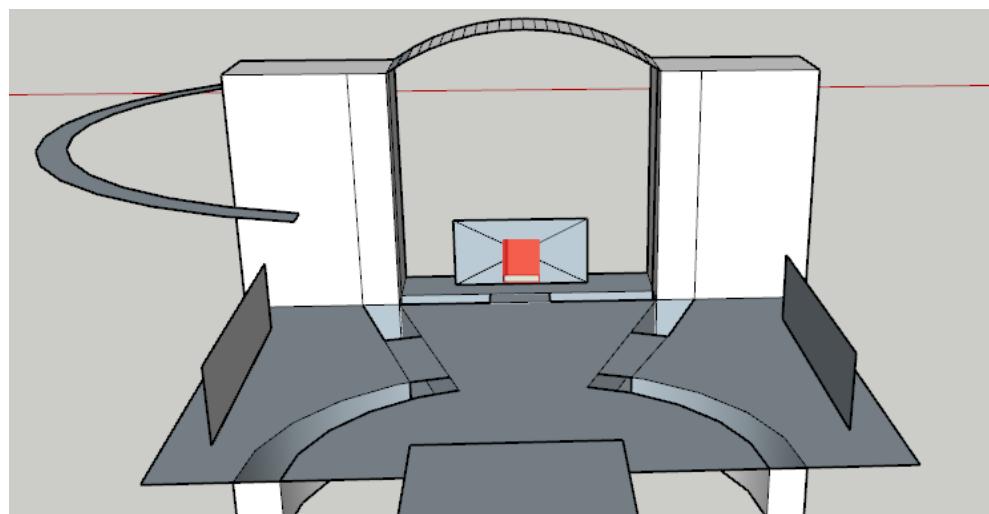
 Chocolate frogs cards

2. By exploring, the player can find a short cut that leads directly to the legal section, via the path on the ceiling.
3. By exploring, the player can find a coffer with **200 coins** inside.



 Treasure

4. Minerva must explore the room to find the "book of no more".



 Book of no more

Dialogue

Dialogue is the main gameplay element of this section given by the speech between Onorius Durandal and Minerva. Only at the end of the discussion the player decides what choice to make.

Combat and Stealth

There is no stealth mode in this section and combat mode is optional as it is up to the player to decide how to get past Onorius.

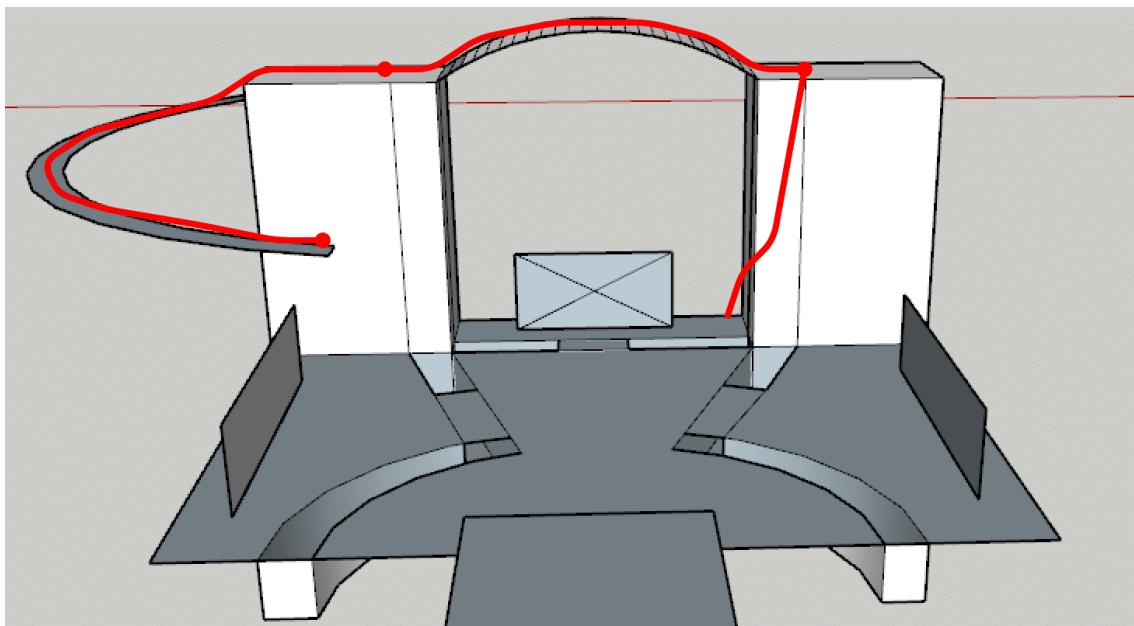
The fight takes place in the center of the section.

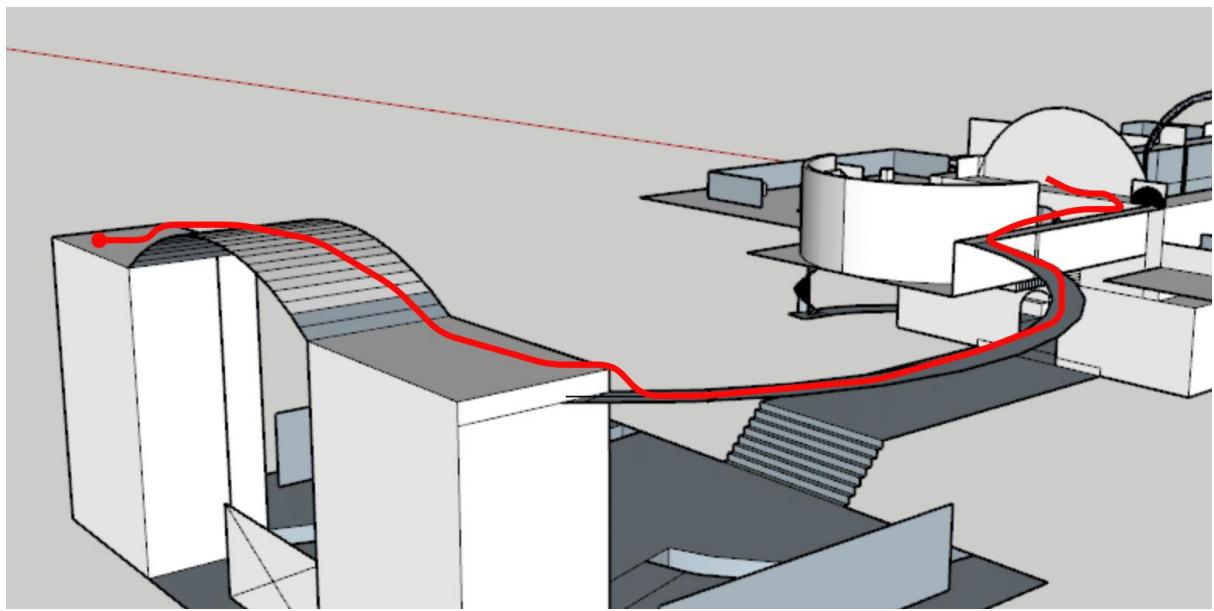
Puzzle

There is no puzzle in this section.

Platform

In this section the platform element is given by the path on the ceiling that can be followed by Minerva in her form of Animagus to reach the legal section.





Enemies

Onorius Durandall



Description: Onorius Durandall was the first guardian of the library, soon after Hogwarts foundation. He spent most of his time in it, both guarding and reading the books he was so binded to. This made him a very powerful and knowledgeable wizard.

Armor Class: 10

Hit Points: 50

Speed: 12 metres

STR	DEX	CON	INT	WIS	CHA
7(-2)	10(+0)	10(+0)	17(+3)	12(+1)	13(+1)

Ranged Weapon Attack: d20 +3 to hit, range 24 meters, one target. Hit: 1d6 magic damage.

Incorporeal Movement: The enemy can move through other creatures and objects
EXP: 100

Icon:



Lights

There is a different type of light in the room than in the rest of the library. The atmosphere is colder. There is no more wood from the other rooms in the library. The walls are made of stone. The restricted section looks like a real dungeon. Torches light up the shelves at the edge of the room. A ghostly light comes out of the falls and streams.

Sounds

Sound Effect	Track
Waterfalls noises	Waterfalls.wav
Onorius Durandal noises	Onorius.wav

Level analysis

Level rewards analysis

Throughout the level, Minerva has access to different resources. Here follows an analysis on how many of each of these resources she is expected to gain.

Experience

Minerva gains experience for different types of accomplishment during the level:

Event	Experience	#Events
Escape the Botany section maze	200	1
Win a fight against two Somniums	200	2
Solve the Bestiary section puzzle	200	1
Fake the Restricted section permission **	300	1
Complete a subquest *	50	2
Win the fight against Onorius Durandall **	100	1
Win the fight against three enchanted books *	90	1
Win the fight against the Pallium Umbra	200	1
Solve the Atronomy section puzzle	200	1
Find a collectible *	5	12

* optional event

** mutually exclusive

Considering all the events that provide experience in the level, Minerva can gain a minimum of 1450 experience points and a maximum of 1750.

Coins

Minerva gains coins for different types of accomplishment during the level:

Event	Coins	#Events
Enchanted book *	5	3
Somnium	10	4
Pallium Umbra	50	1
Onorius Durandall *	200	1
Restricted section chest *	200	1

* optional event

Considering all the events that provide coins in the level, Minerva can gain a minimum of 90 coins and a maximum of 505.

Collectibles

Minerva can find a lot of collectibles throughout the level. They are distributed as follows:

Section	Chocolate Frog	Gryffindor's diary	Hufflepuff's diary	Ravenclaw's diary
Main section	1	0	0	0
Spellbook section	1	0	0	0
Bestiary section	0	0	1	0
Botany section	0	0	0	1
Astronomy section	1	0	0	1
Legal section	1	1	0	0
Restricted section	1	1	0	0
TOT	5	2	1	2

Minerva can find a total of 12 collectibles in the level. All the collectibles are optional.

Health potions

Minerva has access to a total of 9 Health potions.

Event	#Potions	#Events
Somnium	1	4
Pallium Umbra	2	1
Onorius Durandall *	2	1
Astronomy section	1	1

* optional event

Mana potions

Minerva has access to a total of 7 Mana potions.

Event	#Potions	#Events
Enchanted books	1	3
Pallium Umbra	2	1
Onorius Durandall *	2	1

* optional event

Fights analysis

Premises

Here follows the numerical analysis of the fights in the level. The analysis is conducted with the following premises:

1. The analysis is conducted under the assumption that Health points will be completely restored after each fight.
2. The analysis is conducted under the assumption that Mana points will be completely restored after each fight.
3. The analysis is conducted under the assumption that the player uses Minerva's most powerful attack spell, Incendio, in every round of every combat. At this point in the game, Minerva has access to two attacking spells: Stupefy and Incendio. Incendio is more powerful, but mana cost should be taken into account. At this point in the game, Minerva has 1500 points of mana available. Incendio costs 200 points of mana. The player should be able to cast Incendio 7.5 times for each combat.
Assuming the player will use Incendio in every round of every combat in the level, there is only one combat that lasts more than 7.5 rounds. This combat is located towards the end of the level. At that point the player will most likely have access to at least one Mana potion (which restores one third of Minerva's Mana points).
4. The analysis is conducted under the assumption that Incendio will hit only one enemy every time it is casted. Incendio has a 3m diameter circle range. Despite the presence of multiple enemies fights, the case in which two enemies will find each other in the same 3m range is not very likely. This is supported by the fact that every enemy in the level uses a long distance approach when attacking Minerva.

Objectives

The goal is to ensure that the player is, on average, slightly favored on his enemies in every fight. The information the analysis is focused on is the number of turns it takes for a character to defeat another character. Therefore, the number of turns it takes to Minerva to defeat all the enemies in a fight should always be slightly less than the number of turn it takes to the enemies in order to defeat Minerva.

Parameters and formulas

In the following formulas, in case of ambiguous notation, a subscript "d" denotes a parameter relating to the defender and a subscript "o" denotes a parameter relating to the offender.

Some of the characters' parameters are noted as follows:

HP	Total Health points of the character
AC	Armor class of the character
DC	Difficulty class of the character

Some of the character's attacks parameters are noted as follows:

#dice	Number of dice to roll for the attack
#faces	Number of faces the dice has
dmg_mod	Modifier to the damage roll for this attack

A single parameter depends on both the attack and the offending character and is noted as follows:

hit_mod	Modifier to the attack roll for this attack
---------	---

A single parameter depends on both the attack and the defending character and is noted as follows:

save_mod	Modifier to the saving throw for this attack
----------	--

Some other parameters used for the analysis are computed from the ones above and they are noted as follows:

#rounds	Number of rounds needed for the offender to defeat the defender
true_avg_dmg	Average damage dealt by the character per round
avg_dmg	Average damage dealt by the character per round, assuming the attack hits and the defender fails the saving throw
hit%	Chance for the offending character to hit with its attack
save%	Chance for the defending character to save itself from the attack

These parameters are computed as follows:

#rounds	$HP_d / \text{true_avg_dmg}_o$
true_avg_dmg	$\text{hit\%} * (\text{avg_dmg} * (1 - \text{save\%}) + (\text{avg_dmg} / 2) * \text{save\%})$
avg_dmg	$(\#dice * (\#faces + 1) / 2) + \text{dmg_mod}$
hit%	$(20 + \text{hit_mod} - AC_o) / 20$
save%	$(20 + \text{save_mod} - DC_o) / 20$

Some notes on the presented formulas:

- when a fight includes more than one enemy, their Health points are summed up, thus clearly approximating the problem.
- `hit%` and `save%` are probabilities, therefore their value should be rounded up to 0, if less than 0, and rounded down to 1, if greater than 1.

Minerva

Minerva's relevant statistics for the analysis are the following:

HP	21
AC	10
DC	13

Incendio, Minerva's most powerful attacking spell at this point in the game, has the following parameters:

#dice	2
#faces	8
dmg_mod	+0

When Minerva attacks using Incendio, the following parameter is considered:

hit_mod	+5
avg_dmg	9

Incendio `true_avg_dmg` is of course depending on the enemy Minerva is facing. The parameters that come into account are the enemy AC, that effects the attack `hit%`, and the enemy dexterity modifier, that acts as `save_mod` and effects the attack `save%`.

Enemies

Every enemy in the level is detailed in its respective section's chapter. Here follows a summary of their relevant statistics:

	HP	AC	save_mod	#dice	#faces	dmg_mod	hit_mod
Enchanted book	5	10	0	1	4	+1	+2
Somnium	12	13	0	1	4	+0	+2
Pallium Umbra	25	12	2	1	6	+2	+2
Onorius Durandall	50	10	0	1	6	+0	+3

Given that their unique enemy is Minerva, some parameters can be computed in advance:

	avg_dmg	hit%	save%	true_avg_dmg	#rounds
Enchanted book	3.50	0.60	0.35	2.1	10
Somnium	2.50	0.60	0.35	1.5	14
Pallium Umbra	5.50	0.60	0.45	3.3	6.37
Onorius Durandall	3.50	0.65	0.35	2.28	9.23

Fights

Main section

In the Main section Minerva faces one fight. The fight is against three enchanted books. As anticipated in the premises, the total health points of the three enemies will be used for the formulas. Considering that the enemies are enchanted books and the total HP for three of them is 15, Minerva's parameters in this fight are as follows:

save%	0
hit%	0.75
true_avg_dmg	5.57
#rounds	2.69

It takes 10 rounds for one enchanted book to defeat Minerva and it takes 3.33 rounds for three enchanted books to defeat her. Therefore, on average, Minerva is 0.64 rounds advantaged in these three fights.

Botany section

In the Botany section Minerva faces two fights. The two fights are the same and only one of them will be analyzed. The fight is against two Somniums. As anticipated in the premises, the total health points of the two enemies will be used for the formulas. Considering that the enemies are Somniums and the total HP for two of them is 24, Minerva's parameters in this fight are as follows:

save%	0
hit%	0.6
true_avg_dmg	4.46
#rounds	5.39

It takes 14 rounds for a Somnium to defeat Minerva and it takes 7 rounds for two Somniums to defeat her. Therefore, on average, Minerva is 1.61 rounds advantaged in these two fights.

Spellbook section

In the Spellbook section Minerva faces three fights. The three fights are the same and only one of them will be analyzed. The fight is against one Pallium Umbra. Minerva's parameters in this fight are as follows:

save%	0
hit%	0.65
true_avg_dmg	4.53
#rounds	5.51

It takes 6.37 rounds for a Pallium Umbra to defeat Minerva. Therefore, on average, Minerva is 0.86 rounds advantaged in these three fights.

Restricted section

In the Restricted section Minerva faces one fight. The fight is against Onorius Durandall. Minerva's parameters in this fight are as follows:

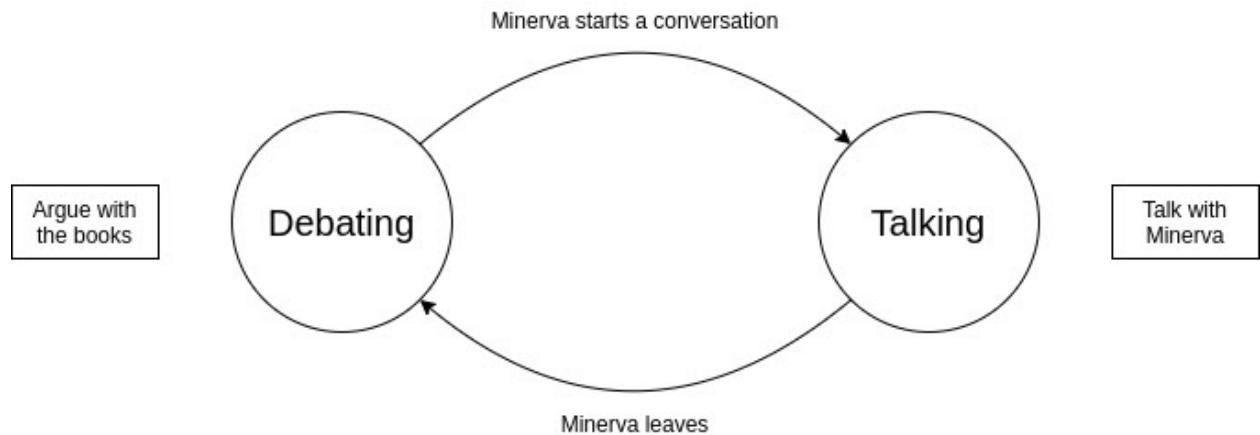
save%	0
hit%	0.75
true_avg_dmg	5.57
#rounds	8.98

It takes 9.23 rounds for a Onorius to defeat Minerva. Therefore, on average, Minerva is 0.25 rounds advantaged in this fight.

NPC behavior analysis

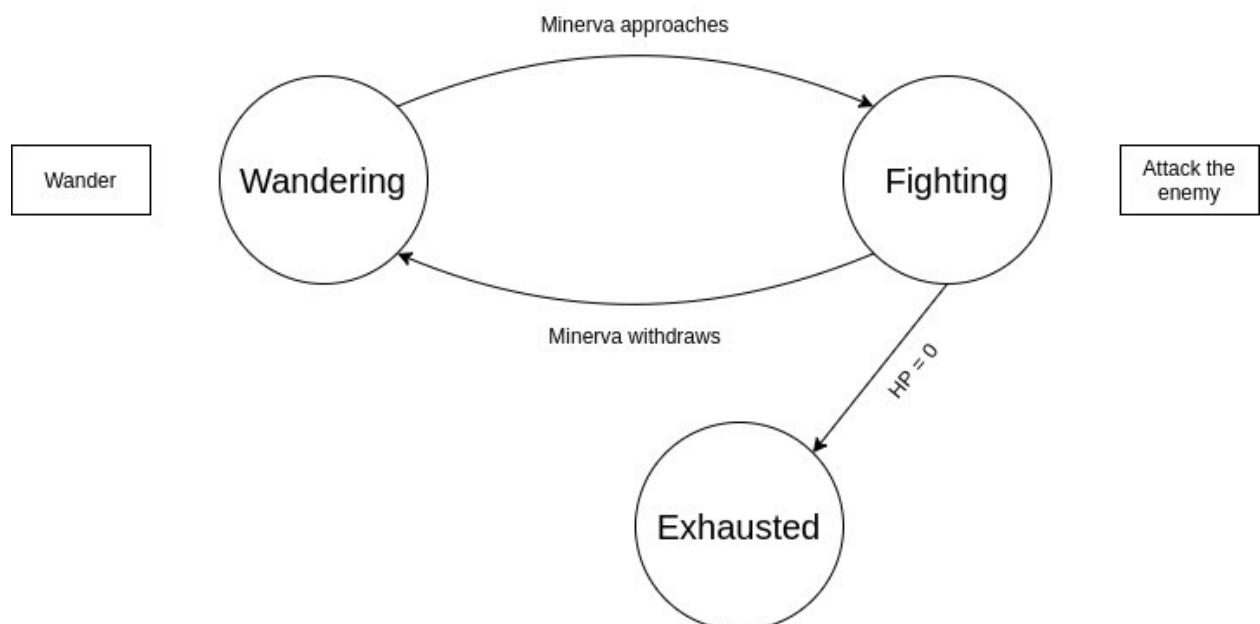
Barnabs Van Weber

Barnabs is a non hostile NPC located in the Legal section. He stands still in the same spot and his behavior is pretty simple. Here follows a graphic representation of it:

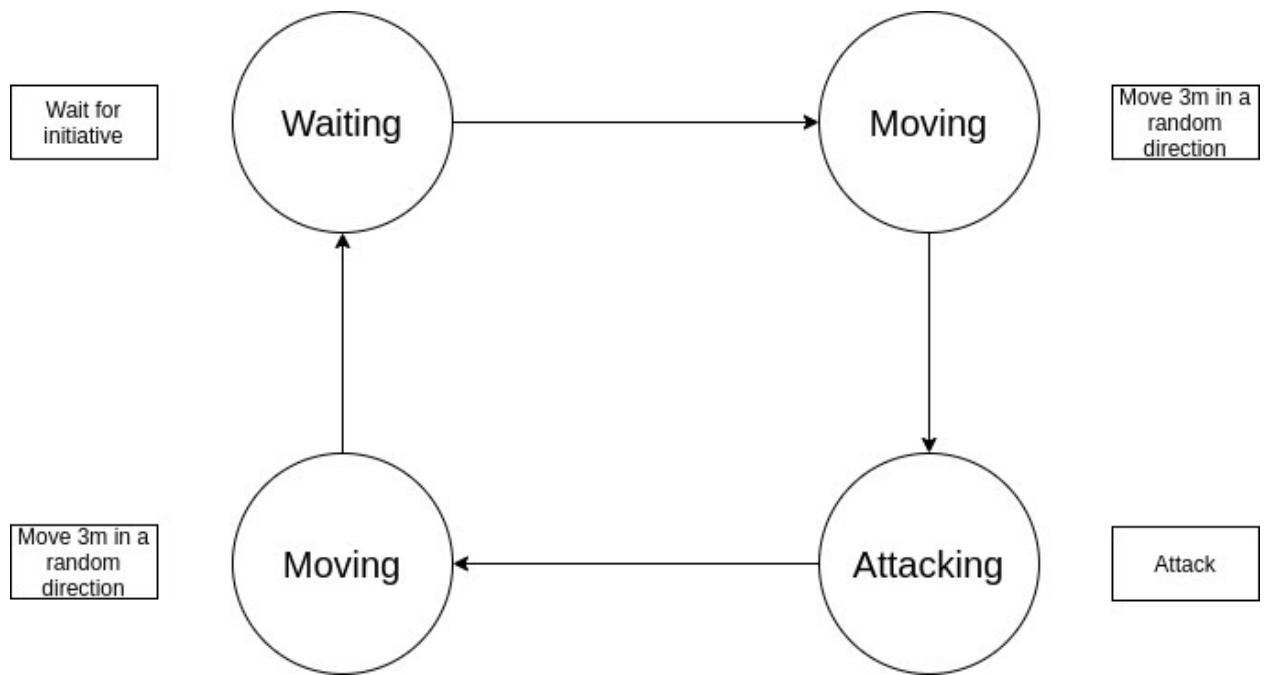


Enchanted books

The enchanted books wander in the Main section and fight Minerva as soon as she approaches them. Their movement is described in detail in the chapter dedicated to the Main section. While not fighting, their behavior can be represented as follows:

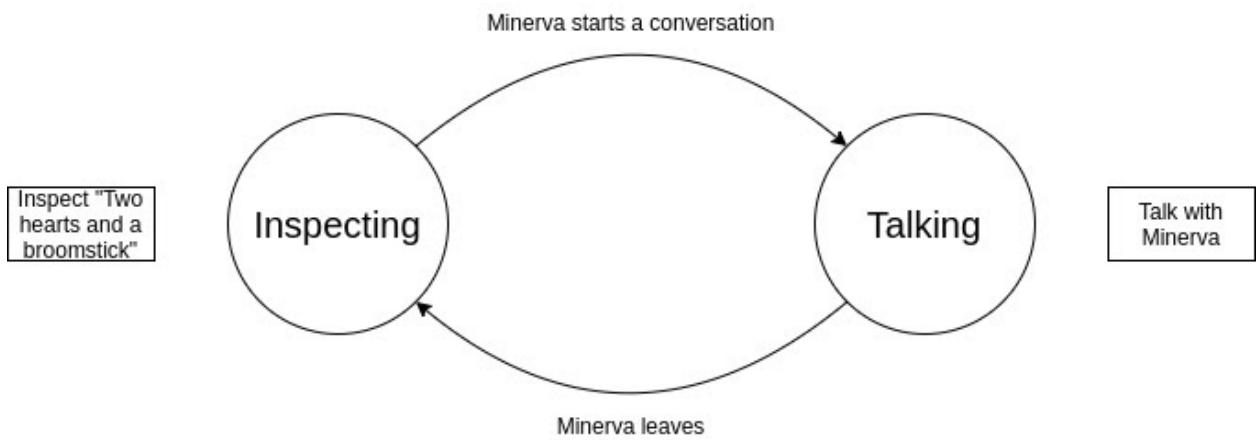


In combat, their behavior is as follows:



Louis Delacroix

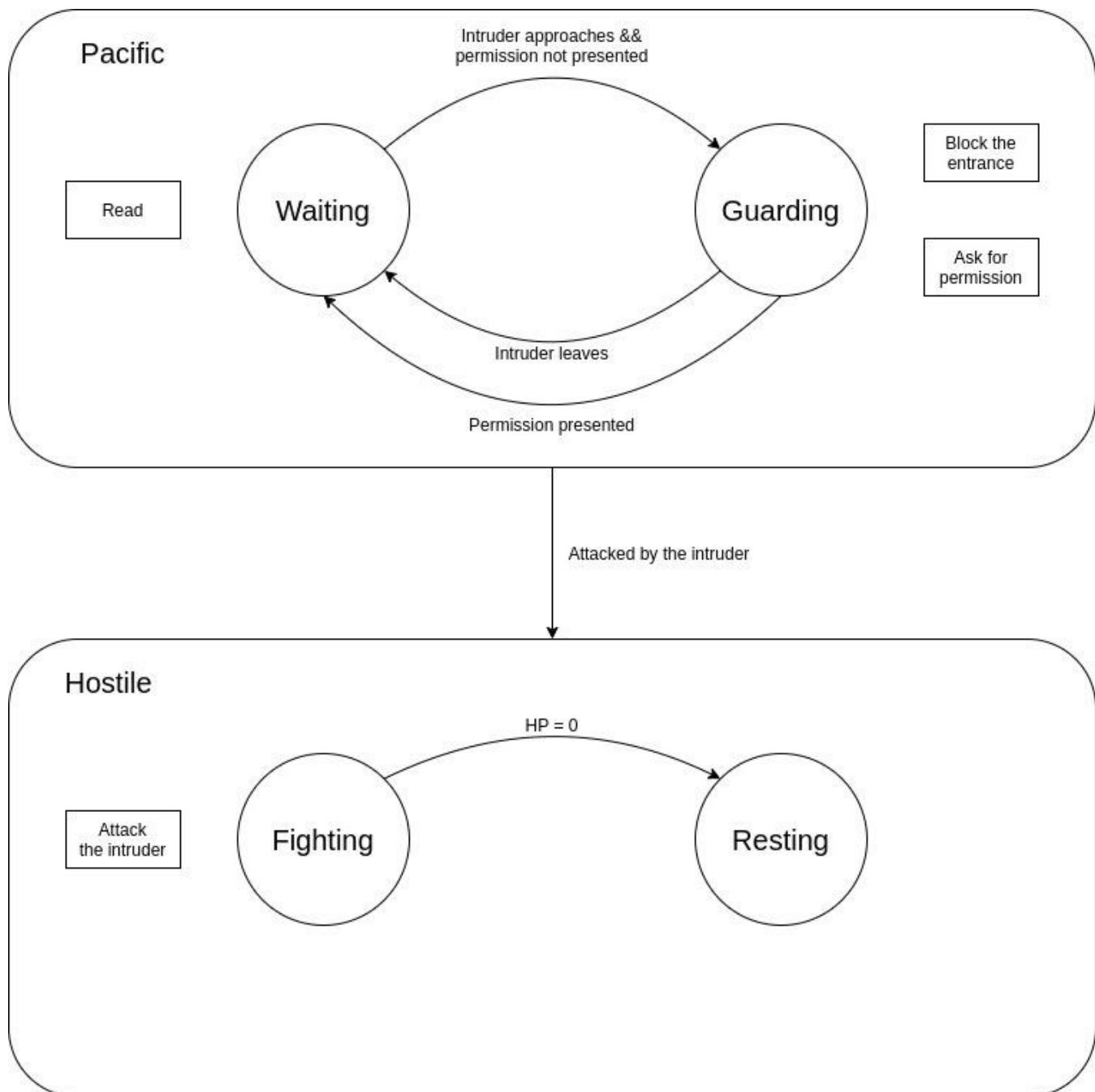
Louis is a non hostile NPC located on the balcony of the Main section. He stands still in the same spot and his behavior is pretty simple. Here follows a graphic representation of it:



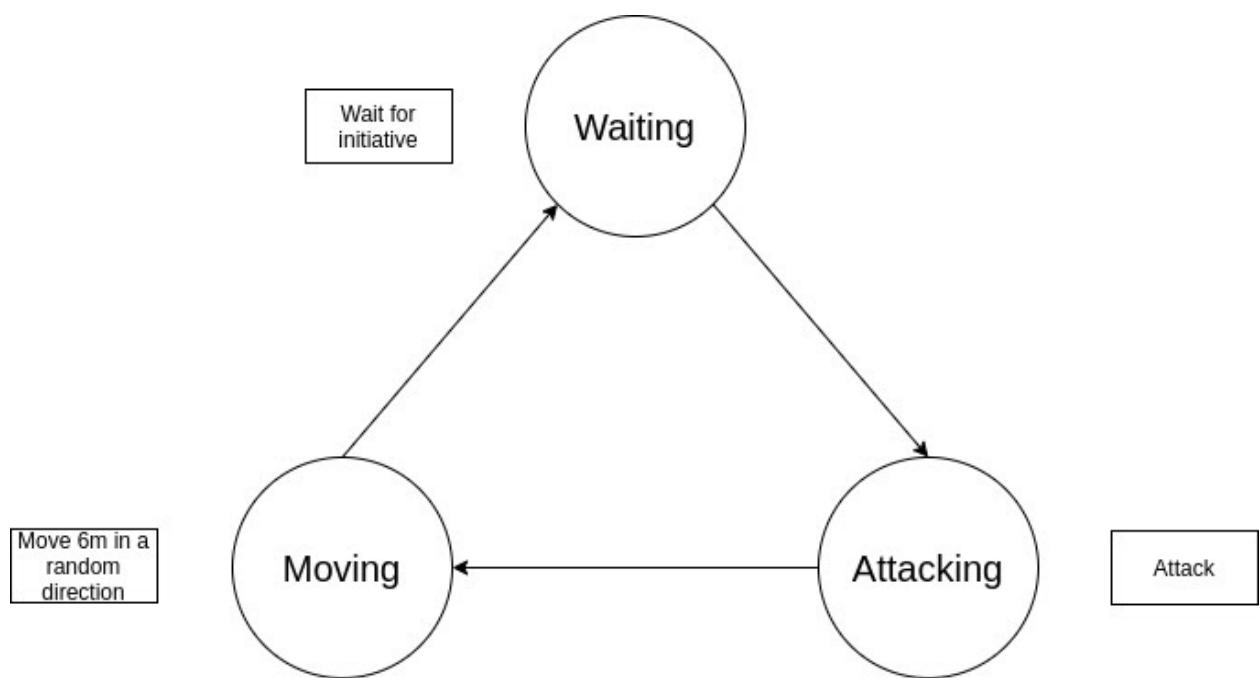
Onorius Durandall

Onorius is an initially non hostile NPC located in the Restricted section. The player has the option of attacking him, thus making him hostile.

Here follows a representation of Onorius behavior outside combat:

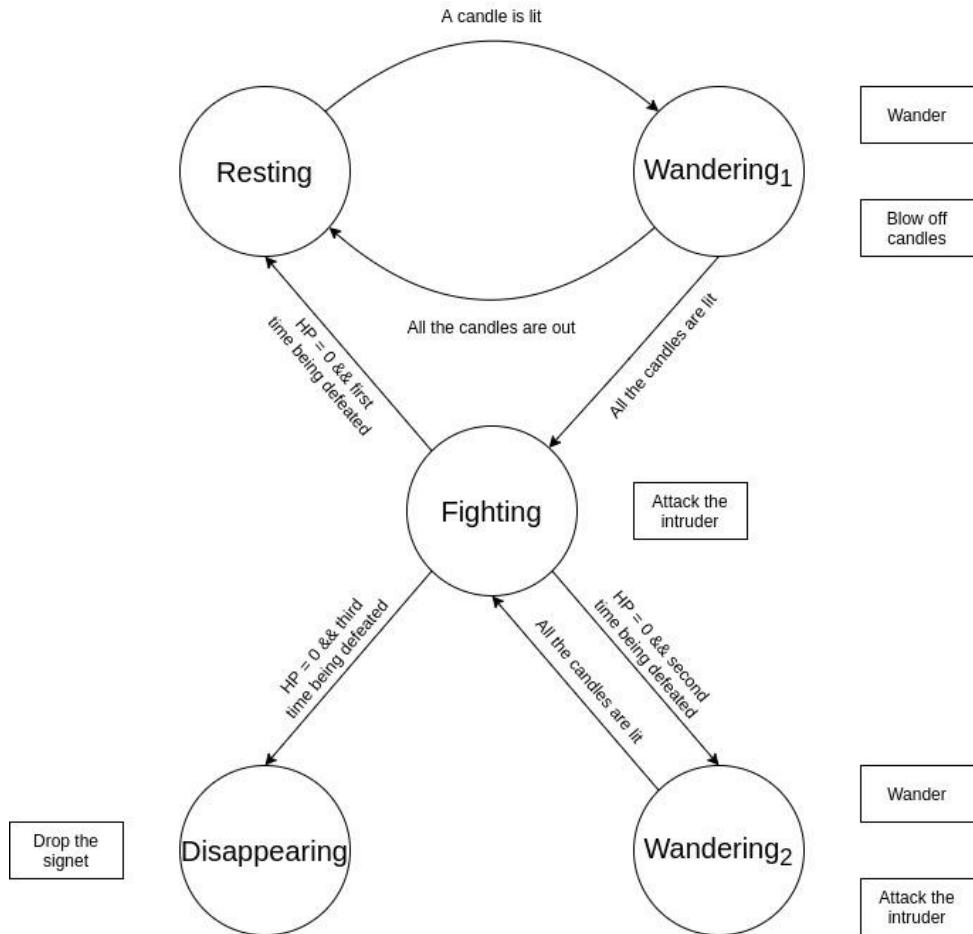


In combat, his behavior can be represented like this:

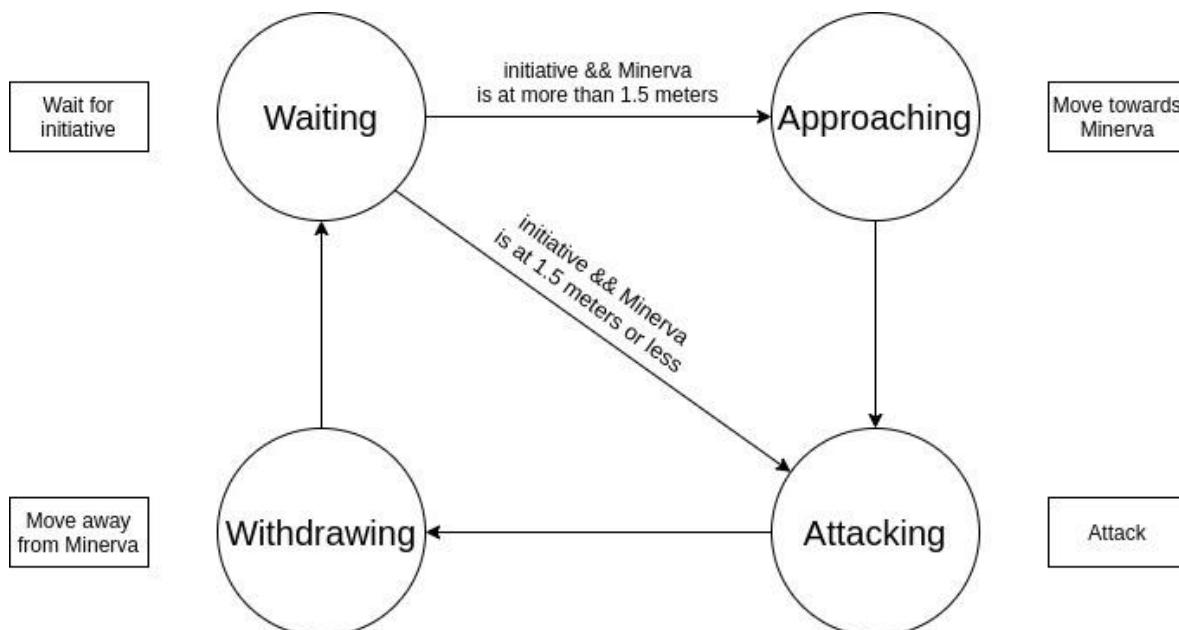


Pallium Umbra

Pallium Umbra is the main enemy in the Spellbook section. It has a particular behavior outside combat, during the puzzle solving part of the level. Here follows a graphic representation of its behavior during the puzzle:

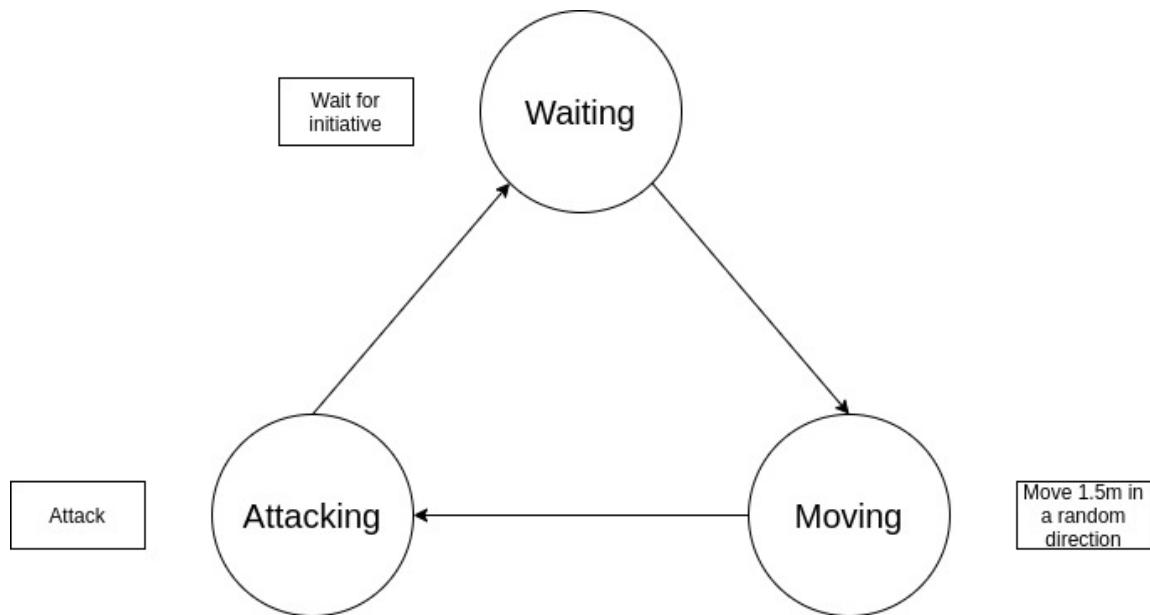


During combat, Pallium Umbra behaves like this:



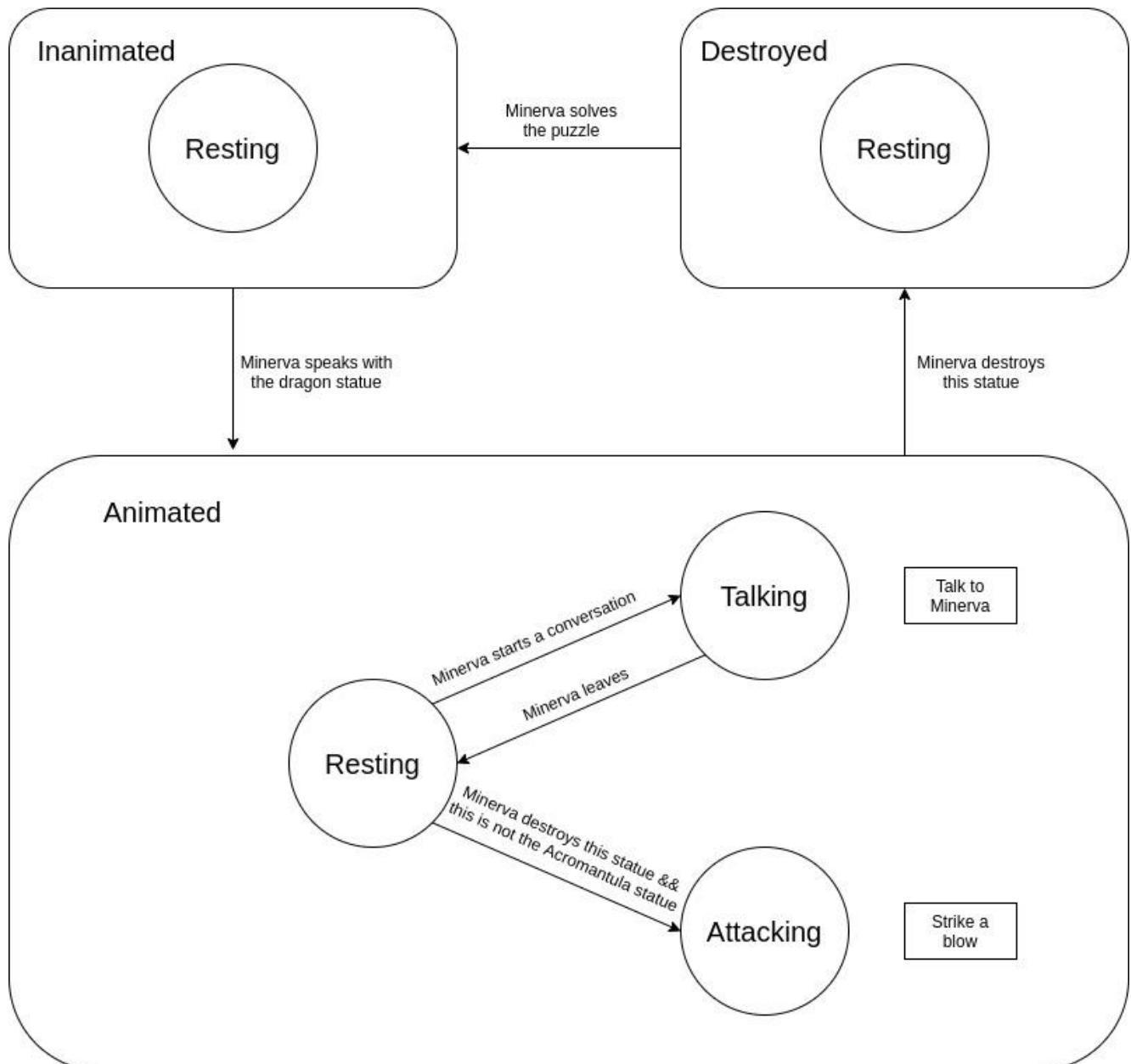
Somnium

Somniums are the main enemy in the Botany section. They just spawn from the hedges, therefore they don't have a particular behavior outside of combat. During combat they behave as follows:

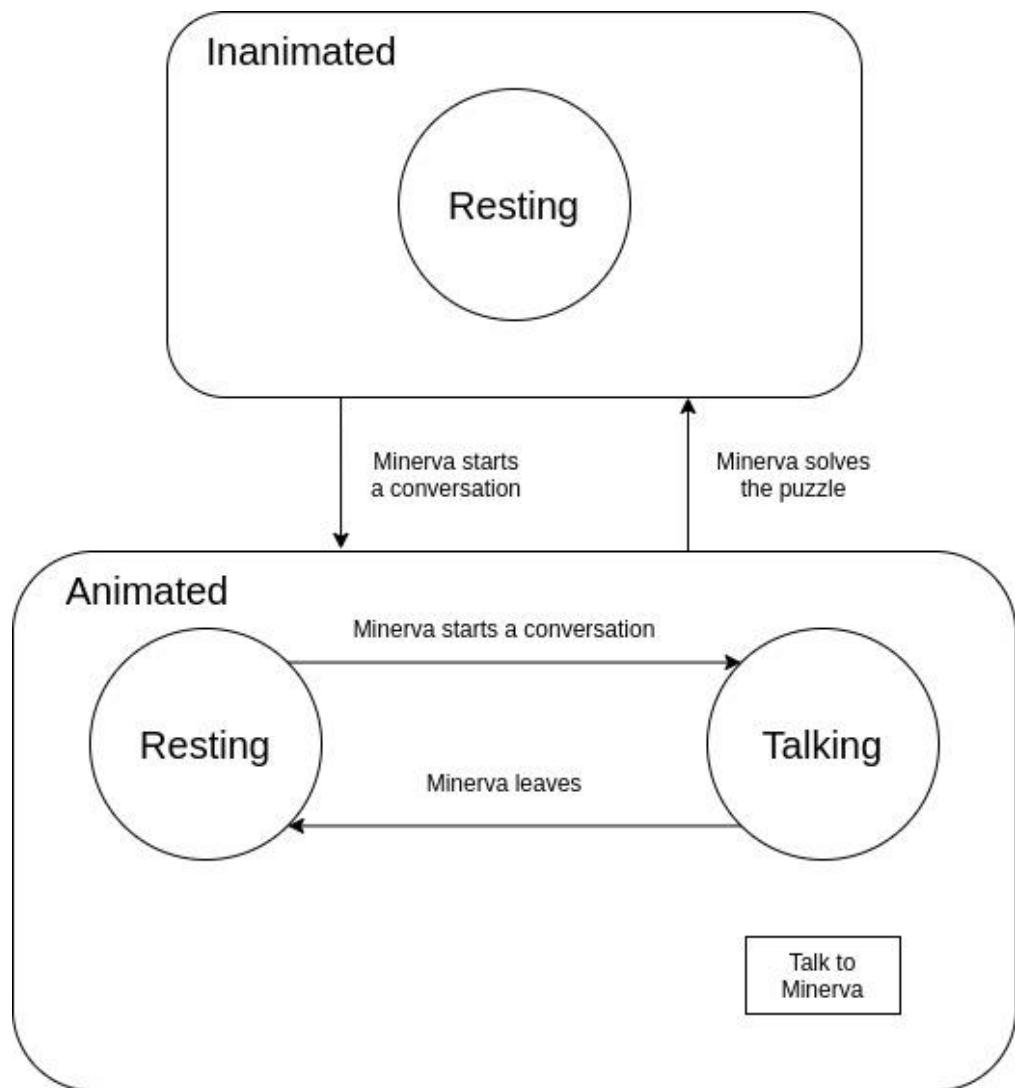


Riddling statues

The riddling statues are non hostile NPCs. They are located in the bestiary section and serve as components of a puzzle. The puzzle is described in detail in the chapter dedicated to the Bestiary section. Four of them behave the same and here follows a graphic representation of it:



The dragon statue behaves differently:



Fight examples

Enchanted Books

Initiative (d20+DEX)			
Minerva	Enchanted Book 1	Enchanted Book 2	Enchanted Book 3
17	8	11	4

ROUND	EXAMPLE 1			
1	Minerva (21 HP)	Enchanted Book 2 (5 HP)	Enchanted Book 1 (5 HP)	Enchanted Book 3 (5 HP)
	missed	missed	missed	4
2	Minerva (17 HP)	Enchanted Book 2 (5 HP)	Enchanted Book 1 (5 HP)	Enchanted Book 3 (5 HP)
	9 > Enchanted Book 2	DEAD	2	3
3	Minerva (12 HP)	Enchanted Book 2 (DEAD)	Enchanted Book 1 (5 HP)	Enchanted Book 3 (5 HP)
	3 > Enchanted Book 1		4	4
4	Minerva (4 HP)	Enchanted Book 2 (DEAD)	Enchanted Book 1 (2 HP)	Enchanted Book 3 (5 HP)
	5 > Enchanted Book 1		DEAD	5
end of the fight	Minerva (DEAD)	Enchanted Book 2 (DEAD)	Enchanted Book 1 (DEAD)	Enchanted Book 3 (5 HP)

Initiative (d20+DEX)			
Minerva	Enchanted Book 1	Enchanted Book 2	Enchanted Book 3
5	19	20	18

ROUND	EXAMPLE 2			
1	Enchanted Book 2 (5 HP)	Enchanted Book 1 (5 HP)	Enchanted Book 3 (5 HP)	Minerva (21 HP)
	missed	4	missed	11 > Enchanted Book 2
2	Enchanted Book 2 (DEAD)	Enchanted Book 1 (5 HP)	Enchanted Book 3 (5 HP)	Minerva (17 HP)
		missed	4	missed
3	Enchanted Book 2 (DEAD)	Enchanted Book 1 (5 HP)	Enchanted Book 3 (5 HP)	Minerva (13 HP)
		missed	4	7 > Enchanted Book 1
4	Enchanted Book 2 (DEAD)	Enchanted Book 1 (DEAD)	Enchanted Book 3 (5 HP)	Minerva (9 HP)
			missed	5 > Enchanted Book 3
end of the fight	Enchanted Book 2 (DEAD)	Enchanted Book 1 (DEAD)	Enchanted Book 3 (DEAD)	Minerva (9 HP)

Somniums

Initiative (d20+DEX)		
Minerva	Somnium 1	Somnium 2
10	2	6

ROUND	EXAMPLE 1		
1	Minerva (21 HP)	Somnium 2 (12 HP)	Somnium 1 (12 HP)
	9 > Somnium 2	missed	missed
2	Minerva (21 HP)	Somnium 2 (3 HP)	Somnium 1 (12 HP)
	13	DEAD	missed
3	Minerva (21 HP)	Somnium 2 (DEAD)	Somnium 1 (12 HP)
	3 > Somnium 1		missed
4	Minerva (21 HP)	Somnium 2 (DEAD)	Somnium 1 (9 HP)
	missed		missed
5	Minerva (21 HP)	Somnium 2 (DEAD)	Somnium 1 (9 HP)
	missed		missed
6	Minerva (21 HP)	Somnium 2 (DEAD)	Somnium 1 (9 HP)
	9 > Somnium 1		DEAD
end of the fight	Minerva (21 HP)	Somnium 2 (DEAD)	Somnium 1 (DEAD)

Initiative (d20+DEX)		
Minerva	Somnium 1	Somnium 2
2	14	13

ROUND	EXAMPLE 2		
1	Somnium 1 (12 HP)	Somnium 2 (12 HP)	Minerva (21 HP)
	missed	3	missed
2	Somnium 1 (12 HP)	Somnium 2 (12 HP)	Minerva (18 HP)
	6	2	5 > Somnium 1
3	Somnium 1 (7 HP)	Somnium 2 (12 HP)	Minerva (10 HP)
	missed	missed	missed
4	Somnium 1 (7 HP)	Somnium 2 (12 HP)	Minerva (10 HP)
	missed	missed	10 > Somnium 1
5	Somnium 1 (DEAD)	Somnium 2 (12 HP)	Minerva (10 HP)
		6	missed
6	Somnium 1 (DEAD)	Somnium 2 (12 HP)	Minerva (4 HP)
		1	11
7	Somnium 1 (DEAD)	Somnium 2 (1 HP)	Minerva (3 HP)
		missed	10
end of the fight	Somnium 1 (DEAD)	Somnium 2 (DEAD)	Minerva (3 HP)

Pallium Umbra

Initiative (d20+DEX)	
Minerva	Pallium Umbra
6	1

ROUND	EXAMPLE 1	
1	Minerva (21 HP)	Pallium Umbra (25 HP)
	missed	3
2	Minerva (18 HP)	Pallium Umbra (25 HP)
	missed	7
3	Minerva (11 HP)	Pallium Umbra (25 HP)
	8	4
4	Minerva (7 HP)	Pallium Umbra (17 HP)
	missed	6
5	Minerva (1 HP)	Pallium Umbra (17 HP)
	missed	missed
6	Minerva (1 HP)	Pallium Umbra (17 HP)
	missed	5
end of the fight	Minerva (DEAD)	Pallium Umbra (17 HP)

Initiative (d20+DEX)	
Minerva	Pallium Umbra
1	15

ROUND	EXAMPLE 2	
1	Pallium Umbra (25 HP)	Minerva (21 HP)
	7	9
2	Pallium Umbra (16 HP)	Minerva (14 HP)
	3	13
3	Pallium Umbra (3 HP)	Minerva (11 HP)
	missed	9
end of the fight	Pallium Umbra (DEAD)	Minerva (11 HP)

Onorius Durandal

Initiative (d20+DEX)	
Minerva	Onorius Durandal
19	15

ROUND	EXAMPLE 1	
1	Minerva (21 HP)	Onorius Durandal (50 HP)
	4	3
2	Minerva (18 HP)	Onorius Durandal (46 HP)
	missed	missed
3	Minerva (18 HP)	Onorius Durandal (46 HP)
	8	missed
4	Minerva (18 HP)	Onorius Durandal (38 HP)
	missed	4
5	Minerva (14 HP)	Onorius Durandal (38 HP)
	missed	missed
6	Minerva (14 HP)	Onorius Durandal (38 HP)
	missed	2
7	Minerva (12 HP)	Onorius Durandal (38 HP)
	missed	2
8	Minerva (10 HP)	Onorius Durandal (38 HP)
	1	6
9	Minerva (4 HP)	Onorius Durandal (37 HP)
	14	4
end of the fight	Minerva (DEAD)	Onorius Durandal (23 HP)

Initiative (d20+DEX)	
Minerva	Onorius Durandal
10	4

ROUND	EXAMPLE 2	
1	Onorius Durandal (50 HP)	Minerva (21 HP)
	6	10
2	Onorius Durandal (40 HP)	Minerva (15 HP)
	missed	14
3	Onorius Durandal (26 HP)	Minerva (15 HP)
	missed	14
4	Onorius Durandal (12 HP)	Minerva (15 HP)
	1	10
5	Onorius Durandal (2 HP)	Minerva (14 HP)
	1	missed
6	Onorius Durandal (2 HP)	Minerva (13 HP)
	4	12
end of the fight	Onorius Durandal (DEAD)	Minerva (13 HP)