

# The Elder Scrolls V: Skyrim – Brumal Passage

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## Summary of Game

The Elder Scrolls is a series of open-world roleplaying games that take place in a high-fantasy realm known as Tamriel. Skyrim takes place in the northernmost province of the realm and is characterized by the hardy, traditional attitudes of the Nords that dominate the population. The player is the Dragonborn of the current age, a person who can use the power of a dragon's voice (also known as shouts, a type of ancient magic) at their command without extensive training. There is a main quest, but the player has free will to explore and interact with the world in a way they see fit.

## External Goals/Success Definition

- To practice implementing and developing a space appropriate for radiant (respawning, repeating, or emergent) quests and hooking up this functionality.
- Implement a door puzzle and experiment with changes in pacing/flow in terms of this in relation to both space and enemy placement
- To practice working with different kinds of assets and blending them together in an optimized and efficient (but still pleasing) manner.

## Internal Goals

- To create an aesthetically pleasing, but also haunting, dungeon
- To create a suitable space for radiant quests that offer replayability
- To invoke/rekindle the player's sense of exploration by adding new content to the world.
- To make the door puzzle interesting by giving it a simple, but thematic riddle to solve

## Narrative Context/Setting

**Dungeon Type:** Nordic Ruin/Ice Cave

Near Winterhold along the coast (wherever it will fit) between Dawnstar and Windhelm.

The structure begins as an ice cave into the side of a glacier and expands to a long-forgotten Nordic tomb, preserved and encased in ice.

## Structure/Game Flow

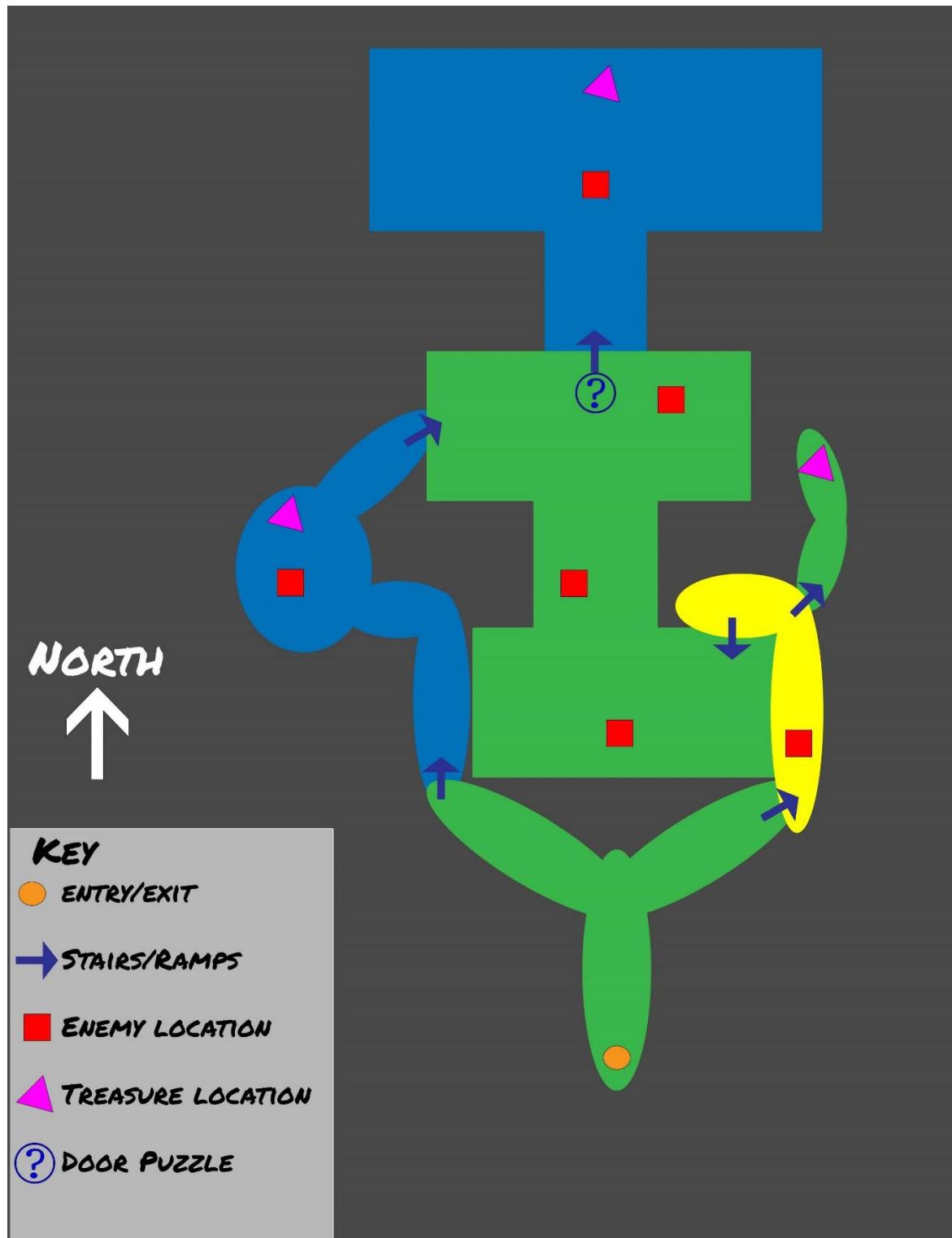
The level begins the player in a small, ice cave hallway that eventually reaches a fork. The player can choose to go either left or right – one way goes up a level and the other goes down (as indicated by the change in color).

There will be one cave room on the lower level that will have an animal enemy and a treasure chest stuck in some cave rubble, along with a hallway leading up to a large, Nordic ruin room that contains a puzzle door. The large room will be connected to another room that the player can use to get to the cave on the upper floor and essentially creates a circular path.

A clue will be given to the player by a story in a tattered journal from an adventurer's corpse that will be used to solve the door puzzle. Once the door puzzle is solved, the player will face a high-level Draugr enemy and get to loot a leveled boss chest.

The indications on the map for enemies and treasure are large compared to the size of the hallways and rooms, which will need to be made to accommodate the enemies within and give the player space so the pacing is appropriate.

## Layout Map



Green – ground floor. Blue – Two pieces below ground floor. Yellow – two pieces above ground floor. Caves are represented as ovals and Nordic ruins are represented in squares. If a cave

shares a wall with a ruin piece, the player should be able to see parts of the ruins through rubble in the wall.

## Enemy Data

The enemies present in this level will be animals in the ice caves and Draugr in the ruins. These enemies will be scaled to the player's level and will respawn with the dungeon. A boss will guard a large chest in the room behind the puzzle door.