

**LEVEL DESIGN DOCUMENT**

**Current Owner:** Stefano D’Ambra

The **purpose** … **TODO**

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| Creation date: 19/10/20 14:49 | **REVISION HISTORY** | Last Modification: 23/10/20 17:09 |
| **WHO** | **WHEN** | **WHAT** |
| Niccolò Cappellini | 19/10/2020 14:49 | Document created |
| Niccolò Cappellini  Edoardo Carrer  Stefano D’Ambra | 23/10/2020 17:09 | First draft of the goal outline |

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| story (general + level) + world diagram + goal outline | | | |

**STORY**

**WORLD DIAGRAM**

**GOAL OUTLINE**

1. **WELCOME TO DIAGON ALLEY!**
   1. **Enter to Diagon Alley**
   2. **Finish School purchases**
      1. **Go to Pottidge’s Cauldron Shop**
      2. **Go to Quality Quidditch Supplies**
      3. **Go to Flourish & Blott’s**
      4. **Go to Madam Malkin’s Robes for All Occasions**
      5. **Go to Magical Menagerie**
      6. **Go to Ollivander’s**
   3. **Find what is going on at Gambol & Jape: Wizarding Joke Shop**
   4. **Take the train to Hogwarts**
2. **FIRST DAY OF SCHOOL** 
   1. **Go to your Common room**
   2. **Explore your room and go to sleep**
   3. **Go to lessons**
      1. **Follow transfiguration lesson**
      2. **Follow potions lesson**
      3. **Follow spell lesson**
   4. **TODO**
3. **CHOOSE YOUR WAY, MINERVA**
   1. **Follow transfiguration lesson**
   2. **Choose your way:**

**a) Sneak into the library at night**

**b) Go to duel room and learn new spells**

1. **INTO THE FOREST**
   1. **Go with Nott to the Forbidden Forest**
   2. **Reach the Aracnomantula’s den**
      1. **Defeat all the spiders**
      2. **Take some spider webs**
      3. **Overcome the Aracnomantula**
         1. **kill or spare it**
      4. **Take Aracnomantula’s eggs**
      5. **Go back to Nott**
   3. **Craft the potion recipe and try it**