

Level Design Document (LDD) for *Healing Grounds*

1. Document Overview

- **Game Title:** *Healing Grounds*
- **Author:** [Oleksii Anushkevychus]
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- **Document Version:** v1.0

2. Level Design Goals

- **Environmental Restoration:** Every level reflects a part of the game world in need of restoration, starting in a polluted or neglected state and gradually transformed through player actions.
- **Player Engagement:** Levels are designed to reward players with visual and gameplay feedback as they clean, repair, and restore different areas.
- **Education and Awareness:** Each level introduces real-world environmental themes, such as deforestation, pollution, or habitat loss, and encourages players to reflect on these issues.
- **Exploration and Discovery:** Levels include secrets, interactive objects, and areas that encourage players to explore and learn about the ecosystem and its inhabitants.

3. Level Summaries

Here's an outline for level. Each summary provides an overview of the environment, objectives, challenges, and unique features.

Level 1: Deforested Hillside

- **Environment:** A once-lush hillside in the Carpathian Mountains, now stripped of most trees due to illegal logging.
- **Objectives:**
 - Plant trees along the hillside and prevent soil erosion by installing barriers.
 - Dismantle and remove logging equipment left behind.
 - Install signage to educate on deforestation impacts.
- **Challenges:**
 - Steep terrain and rocky paths make tree planting difficult.
 - Limited saplings to plant, requiring strategic placement for optimal growth.
- **Unique Features:**

- As the trees begin to grow, animals start returning to the area (e.g., deer, rabbits).
- Players receive educational prompts about the importance of biodiversity and reforestation.

4. Core Gameplay Mechanics for Levels

Each level incorporates the following core mechanics:

- **Cleaning and Collecting:** Players collect litter, recycle items, and remove harmful materials.
- **Planting and Restoration:** Tree planting, soil restoration, and creating habitats for wildlife.
- **Repair and Rebuild:** Players repair infrastructure, rebuild ecosystems, and create educational signage.
- **"Green Thumbs" Likes System:** Players can like each other's efforts, encouraging teamwork and collaboration.

5. Visual Style and Atmosphere

- **Visual Transformation:** Each level starts in a bleak, deteriorated state and progressively becomes more colorful, vibrant, and full of life as players complete tasks.
- **Sound Design:** Background sounds evolve from quiet, eerie, or distressed (like buzzing machinery, water dripping) to sounds of nature (birdsong, flowing water) as the environment heals.
- **Ambient Cues:** Fog, dark clouds, and muted colors indicate polluted or damaged areas, while sunlight and warmer colors represent restored regions.

6. Points of Interest and Interactive Elements

Each level contains unique points of interest and interactable objects that help players engage with the environment:

- **Informational Signs:** Interactive signs explaining the level's environmental issues, such as water pollution or deforestation.
- **Tool Stations:** Locations where players can collect special tools (e.g., trash grabbers, shovels) needed for specific tasks.
- **Wildlife Sightings:** As restoration progresses, wildlife begins to return, acting as a visual reward and sign of success.

7. Player Progression and Rewards

- **Visual Feedback:** As tasks are completed, the world visibly heals—plants grow, water clears, and animals return.
- **"Green Thumbs" System:** Players gain and give likes to others for completing tasks and achieving restoration milestones.

- **Level-Based Achievements:** Special achievements for specific actions, such as "River Guardian" for restoring the river's flow or "Eco Architect" for fully restoring a park.

8. Narrative Integration

Each level includes narrative cues about environmental challenges and the importance of sustainability:

- **Guiding Narration:** Light narration or text prompts explain the current state of the environment, why it is damaged, and how restoration helps.
- **Character Dialogue:** NPCs or in-game messages provide context for each area, giving it a personal connection to the broader game world.

9. Technical Requirements

- **Performance Considerations:** Low-poly or optimized assets for large, open areas; dynamic lighting that changes based on the environmental state.
- **Checkpoint System:** Autosave checkpoints at regular intervals to save progress in larger levels.
- **Dynamic Weather:** Rain, fog, and sunlight change based on the level's condition, adding realism and aiding in storytelling.

10. Appendix (Optional)

- **Reference Images:** Concept art or reference images for the polluted and restored states of each level.
- **Level Layouts:** Sketches or wireframes of level layouts to give a spatial sense of where objectives, points of interest, and paths are located.