# Level design, intro – Jian

The player spawns with 0 elemental points and sees a lost soul. It is the only thing on the map and it is shown with a pulsating glow and float in the middle of the map. If the player ignores it and try to walk past it she will be stopped by a wall of fire that you can see if you walk past the lost soul. When the player pick up the lost soul a bubble appears and shows what you can do with it it. If you sacrifice it you get three elemental points in the element that you currently are possessing (water by default) and one elemental point each in the other two. Or if she free the lost soul and let it go to the next life the player get one point in each element.

It will be made clear what an evil action is and what is a good action. The evil choice button will be surrounded by red color, have an evil picture on it and you see the text “Sacrifice the soul to gain three elemental points in the element you are possessing and one in the other two”. The good choice button will be surrounded by a yellow color, have an “good” picture on it and have the text “Help the soul go to the next life and you gain one point in each element”.

After the player have chosen she gains the elemental points and the part of the HUD where elemental point tree show change. The player learns were she can see how many elemental points she has.

The element you are currently possessing is shown with that part of the elemental point tree is lit up a little. Ex. If the player has water the water elemental point tree is lit up. The player sees that that you can probably change that and discover it by testing the other buttons. During that process the player also learns how to shoot. She tries to shoot the fire wall and change what element she is possessing until she hit the wall with water and it disappears. The player learns water is good against fire.

The player continues to walk and a fire enemy appears and starts attacking the player. The player knows that she should shoot water on fire so she shoots it and kill it in one shot. The enemy has three points of health and a super effective attack do three points of damage. If she shoots it with wood it will do one point of damage as fire is strong against wood. If she shoots the enemy with fire it will do two points of damage. If the player get hit she loses an elemental point in the element she is currently possessing.

The player continues and a wood enemy appears. The same thing as with the fire enemy happens but fire does three points of damage, wood do two points of damage and water does one point of damage.

The same thing happens again but it is a water enemy this time. Wood does three points of damage, water do two points of damage and wood does one point of damage.

Then the player continues and this time she gets confronted by three enemies, one of each element. So she has to change between what element she is possessing to do the most effective damage to each of the enemies. One of the enemies drop a lost soul. The player walk up to the soul but this time there is no bubble, the player simple pick it up when she touch it and it get put in a jar that is shown in the HUD. If the players try to use one of the buttons she have learned does sacrificing or freeing the lost soul the same thing happens as before and the lost souls disappear from the HUD, it is consumed. If there is more than one lost soul in the jar only one disappears per button press.

The player continue and see an altar, the first one is shown with a pulsating glow around it. The altar has the same picture on it as the evil choice button. If the player goes up to it a bubble appears and shows that if you sacrifice a lost soul close to an altar you make a minion that helps you attack the enemies. If the player has a lost soul she can test it.