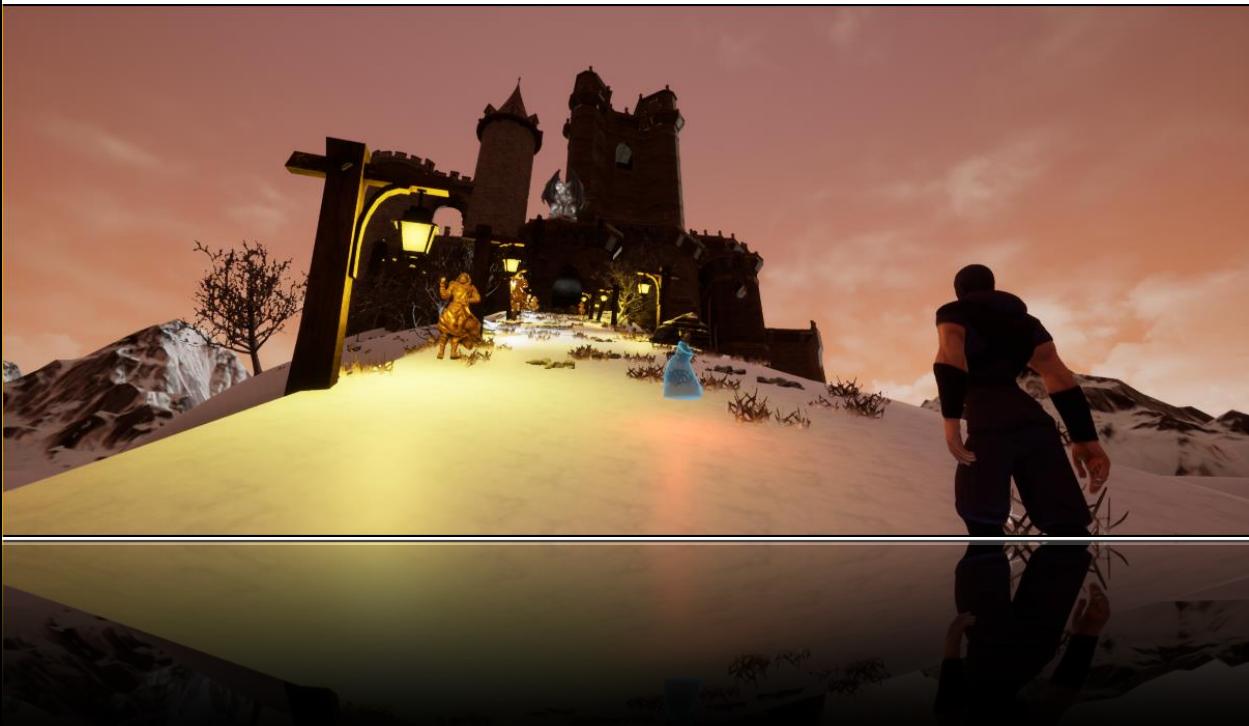


Rolo's Grand Adventure



By Rolandos Georgoulis

Table of content.

I. Cover Page

II. Table of contents

III.Level Design - The Crypts

IV.Level Design - The Backwoods

V. Level Design - The Town

VI.Level Design - The Bridge

VII.Level Design - Boss Fight

VIII.Character Design - The Protagonist

IX.The AI & Interactive Objects

I. The Crypt

The first level design is a simple get from point A to point B.



With moving platforms, enemies, liquid floor that will instantly destroy the character if player collides with and a small jumping puzzle to the next level.



The player can run, jump, pick up collectables and sprint using a stamina bar that allows you to sprint faster for a short while.

II. The Backwoods

After working through the claustrophobic first level. The player is introduced into a more open concept environment. This allowed to introduce much more flavour into the game.



The open concept also created an advantage to collecting items in the level and explore.



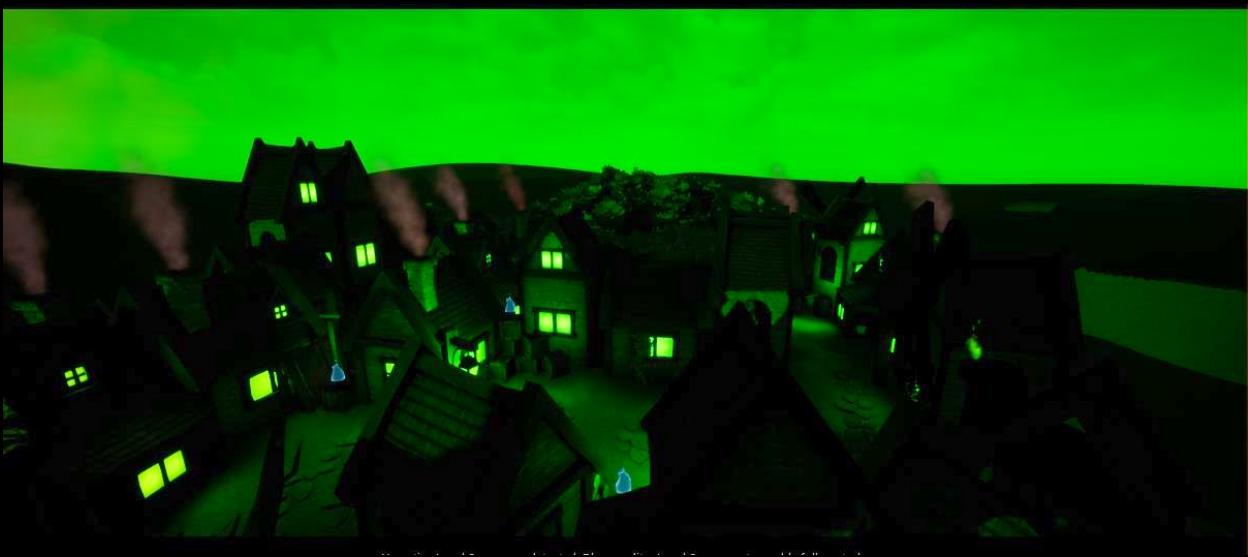
The first iteration of enemies where introduced in this level. (Baby dragons)

III. The Town

This level was a lot of fun to make. The implementation of a wall that could only be bypassed to the next level if the player collected all 10 items on the map.



The introduction to static enemies with projectiles that damage the player if they collide. Giving the player the challenge to avoid or go around certain paths.



IV. The Bridge

A linear level. Realizing that I could use the moving platforms with the traps together to create obstacles created an interesting level.



The traps used to instantly kill the player but instead opted out for it to chip at the health and once health reaches 0, the death animation plays and the actor is destroyed.



This also showcases the end of the adventure as you finally reach the castle in the distance. Which has been an ongoing theme throughout the game.

V. The Boss Fight

For the final level I made a boss room where you have to fight a single AI with multiple attack patterns(4) that follows you around until either player or NPC are defeated, and uses ray tracing attacks using the montage feature.



The only enemy in the level to make the final fight more appealing. As the focus here is the display of advanced AI & not the level design.

The player must showcase their skills they built up to this point by using their ability to avoid the AI's collision attacks & return collision attack to chip at the AIs health pool.

VI. The Protagonist

A Ninja. (Couldn't find a gnome skin. Nor a skin that resembled a modern knight without being too choppy in animation)

- Has fully functioning key bindings along with start jump, mid jump, and landing animation transitions.
- The Camera can also zoom in & out to give the player a better view of the character and their surroundings.
- A score system for collectibles.
- A Health & Life system.
- An attack function & a death function.



VII. The AI & Interactive Objects

The movable platforms. Basic A to B movement. To assist the player.



Water. If the player falls in or touches it the actor gets destroyed. Encouraging platforming.



Pillar men. The first iteration of an enemy. Just like the object. A movable object with a collision box that damages the player if collided with. Set up with endless movement patterns for the player to avoid.



Baby dragons. With a simple bite animation that deals damage to the player if it connects with the collision box.





The normal sized dragon and zombie prisoner both behave the same way. Except the dragon shoots a projectile. They're there to intimidate the player and to express that some things shouldn't be approached.

The enemy AI all have different patrols, paths ranges and abilities. The green dragon just has a normal patrol route to scare off the player. The red dragon has an attack that chunks the players health no matter what. The zombie collides with the player and the blue dragon shoots fire from its mouth. They all have full Animations Along with deaths.