Level

For our game, it does not have levels per say as it is an open world area but, it does have different locations within it that play a key role in the story. The planet itself is named Bhavati and it is based on an “eyeball planet” Due to the planet having no day and night cycle, the complete western half of it is covered in fire and flames and is the home of the great volcano. It is inhabited by the Samvartaka being the people of fire.

Of the complete eastern half of the world, it is the opposite. It is covered in ice and is home to the icy mountains and Mount Glacier; a once beautiful volcano turned to ice a long time ago when climate on the planet became this way. It is inhabited by the Himikaroti being the people of ice.

Between the two areas is the middle ground. The lone part of the planet that is neither covered in ice nor burning in a fiery rage. Upanta is the ideal location for farming materials as it has the best conditions for all agriculture. It is the spot in the world that is not only the best for materials but, it is also the most dangerous aspect by a long shot. Being right in the middle of both, it can also be a battleground at times.

Both the Samvartaka and the Himikaroti people tend to fight over the land to see which people will control it. Upanta is also the only area where neither people are at disadvantage. The player could decide to go into enemy territory to strike a deal without the use of brute force but, this is very risky. In the east, the ice people are very weak do to the intense amounts of heat that they are not use to. In the west it is the opposite, the people of fire are weak due to the intense drop in temperature.

That being said, each group is much stronger in their areas, and this could lead to an easy by some very untrustworthy members of the opposite race. Sometimes you may need materials from the other race. Like mentioned before, you could choose to strike a deal with opposing players in order to get the resources or you could use strategy and take them by force. Luring players into your environment would be a key example of a way you could accomplish this. You bring a player into an area where they are weak to kill them much easier to gain their materials.

Upanta has several more reasons for being by far the most dangerous place on the entire planet. Aside from it being the middle ground, it is also the only point in the whole world where neither race is at a disadvantage. Both races have normal power levels here and they are frequently put on display when trying to obtain the other groups farming materials and area.

Before either race even has the chance to make it to the opposing half though, they must go through the “Abyss”. The absolute center of Upanta, this area is home to some of the most dangerous and hostile creatures known to the planet. The creatures not only hit like trucks but, can tank some hits too. Crossing through this zone unprepared or unaware of what you will encounter with almost guarantee you’ll be respawning at your base in no time. To go along with these very strong creatures, the “Abyss” is also home to some of the most dangerous weather conditions.

Being in the direct center, the weather can range from strong hurricanes to fiery tornadoes. In the very odd chance, the player could witness a phenomenon that few have ever witnessed but, it’s also one that most people won’t want to see. When the temperatures of both sides clash in the center of the “Abyss” at the right time when a hurricane and fiery tornado cross paths, the two will create a vortex of ice and fire destroying absolutely everything that stands in its way. If at any point a player is caught within this vortex, there is no escaping it and the player will be torn to shreds and sent back to the respawn area. In the odd chance that the player manages to survive all of this, they will still have to deal with the creatures that were strong enough to survive the storm as well.

The toughest of these boss-like creatures being the abyssal demon is one that no player can defeat alone. If attempted without some sort of squad or preparation, the player will not last very long. If the player feels extra risky, the best way to beat it is to team up with not only member of your own race but, members of the opposing race too dealing multiple types of damage. Once defeated, the loot can be split between the groups but, it may not stay in your inventory long. If feeling gutsy, the players of the opposing team could take advantage of your low health and take it all for themselves.

Game Art

Game Art- With this type of fantasy game, the game art should be as realistic as possible. Adding scenic vistas throughout the world will not only make the game look better but, people will feel the need to explore the world in depth. Also, giving the player such a realistic landscape will give them a chance to put aside all the chaos briefly to take in the world and its beauty. Putting more detail into the game art will also aid with marketing for the game. For a lot of people, a more realistic looking game will look more appealing compared to a game with less artistic styling.

When it comes to the immense amount of fire and ice scattered across the halves of the world, the levels of realism need to be high to add extra detail to make the landscape stunning. When walking through the icy paths, the ice should have a glisten to it as well as a realistic texture. When it comes to the half of the world covered in fire, the different colours of the fire should be obvious. Also, the flames movements should be realistic as well to get a true feel that the world around you is a barren wasteland of fire. The transition zone in between both areas should be the most appealing part of the map. The majority of farming is done in this area meaning it doesn’t look like a complete disaster zone well, at least it won’t the majority of the time.