

Quest Campaign – One Million

Briefing

Design a 150x150m map that includes one of your previously created residences as a starting area.

You may freely decide the setting / background and the story/era.

You can use the software of your choice. Extra points will be awarded for a detailed level design built in Rpg Map Editor 2.

Create a Programme for your 150m x 150m game space.

Create a complete Experience Draft of the quest, including the distribution of resources.

Make sure 1.000.000 units of a certain resource can be obtained during the playthrough of the level by completing key interaction events.

Delivery

Create a PDF file that includes:

- The 150mx150m level
- The Programme
- The Experience Draft of the quest.
 - Objectives
 - Key interaction Events
 - Intensity Curve
 - Distribution of Resources.

Choose one of the following deadlines to submit your work:

Standard Deadline: 16th of June at 23.59h.

(Optional for Extra Points) Deadline: 23rd of June at 23.59h. This one must include a detailed level design of the map, similar to what you have been doing on the course up until this point, and a similar level of polish is expected.

You will find the example shown in class on the One Way Out page from Figma.