

# Level Design Document

## Overview

The document guides the design of an engaging virtual environment, with an emphasis on easy navigation and captivating visual presentation. Flexibility is a priority, allowing for future updates without compromising the user experience. Additionally, the document includes sections related to the map and its contents.

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## **1.0 Game/App Objectives:**

The user can complete various puzzles and tasks within the application.

Once a day completing each activity will receive rewards such as insights and Brera points.

Through the points he can then buy coupons and tickets to visit the real museum in the shop, also through discounts.

Users will also be able to unlock new areas of the virtual museum by interacting with the physical one.

## **2.0 Gameplay Mechanics:**

### **2.1 Exploration**

The exploration system is reminiscent of the virtual tour of the Pinacoteca di Brera but uses an interface and feedback similar to that of Google Maps. Users will be able to move around by means of buttons at strategic points in the environment.

### **2.2 Interactions**

Through specific buttons placed next to the artworks, users will be able to interact with them and quickly obtain generic information such as the author, name and a short description.

They will also be able to engage in conversations during certain puzzles and daily quizzes in which they will be asked to choose from four possible answers per question.

## 2.3 Puzzles

### 2.3.1 [Statue Puzzle](#)

The first puzzle that users will be able to solve is that of the statue of Napoleon located in Room 1.

Once users click on the button to interact with the statue (clickable only when they are on the node next to it), they will trigger a short dialogue with the work asking them to find its missing pieces.

Towards the end of the dialogue it will also provide a clue as to where to find them.

The pieces will be located within specific paintings, but each day the category of paintings in which the pieces are hidden will change.

The statue appears each day with 2 missing pieces, the rod and the orb.

#### **Random Puzzle:**

The position of the missing statue objects will always be the categories of different paintings (e.g.: the first day 'still life', the next 'Caravaggio', etc.).

#### **Brera Points:**

The user will only receive points once every 24 hours

**Note: unlike the other puzzles this one can only be completed once a day.**

### 2.3.2 Still Nature Puzzle (15 Puzzle)

This puzzle is activated by interacting with one of the paintings in room 2 of the museum.

Once the user has interacted with the painting he will have an additional button besides the info button.

Clicking on it will allow the user to try to solve the puzzle. The painting will in fact be divided into 16 parts, one of which will be empty and without an image (as if a piece were missing).

The user will then have to move the pieces in order to correctly recompose the original picture.

Once 15 of the pieces are in the correct position at the same time, the empty one changes showing the last part of the image.

As soon as the image appears, an inscription appears: 'Puzzle Completed, you have earned x Brera points'.

If you have never faced and then solved the puzzle, the picture will be immediately recognisable because it will appear with randomly moved inverted tiles (as at the beginning of the puzzle).

The puzzle is started and performed in the exploration and interaction view of the paintings. The user cannot move the view during the puzzle.

#### **Random Image:**

The puzzle can be tackled again but the picture will change daily.

#### **Brera Points:**

The user will only receive points once every 24 hours.

### 2.3.3 Dialogue Puzzle

In room 4, users have the possibility of interacting with 2 paintings at the same time by activating the puzzle, via the appropriate interaction. either with one or the other painting.

The two paintings are St Peter and St John by Francesco Del Cossa positioned next to each other.

Their puzzle involves a series of lines of dialogue in which one of the saints tries to make the user realize that the other is in fact an impostor while the other will instead try to deflect him.

The user can then interact through multiple dialogue choices trying to get to the truth.

During the dialogue, the user can move the view and the camera behaves in exactly the same way as when interacting with a painting normally.

If the user fails and does not arrive at the truth he can try the puzzle again until he succeeds and then only receives the daily points in that case.

These two paintings can then be scanned in the same way as the others but provide additional information via a special 3D model that appears during the scanning process. This model in fact shows the reconstructed original version and thus the paintings divided and scattered around the world's museums together again.

#### **Random Puzzle**

Every day this puzzle changes. The impostor will always be the same character/frame but his lines of dialogue will be different.

To enable this, it will be necessary to create different character profiles with different dialogue lines, which will then be selected randomly at each first daily star.

## **3.0 Special Mechanics:**

### **3.1 Photo Scan**

Through this function, users will be able to scan artworks and obtain new information in the Insights Menu.

In addition, by scanning a specific artwork in each room, they will be able to unlock its room in the museum.

### **3.2 Quiz**

In the museum corridor, it will be possible to interact with a panel dedicated to the daily quiz.

Like some puzzles, the questions will be randomly selected from different groups of questions.

To enable users to score a minimum number of points per day, the first quiz question will be very general and simple.

Users will then have 4 possible answers to choose from per question and a total of 'x' points for each correct answer.

### **3.3 Brera Points and Shop**

## **4.0 Win & Lose Conditions**

### **4.1 Win Condition**

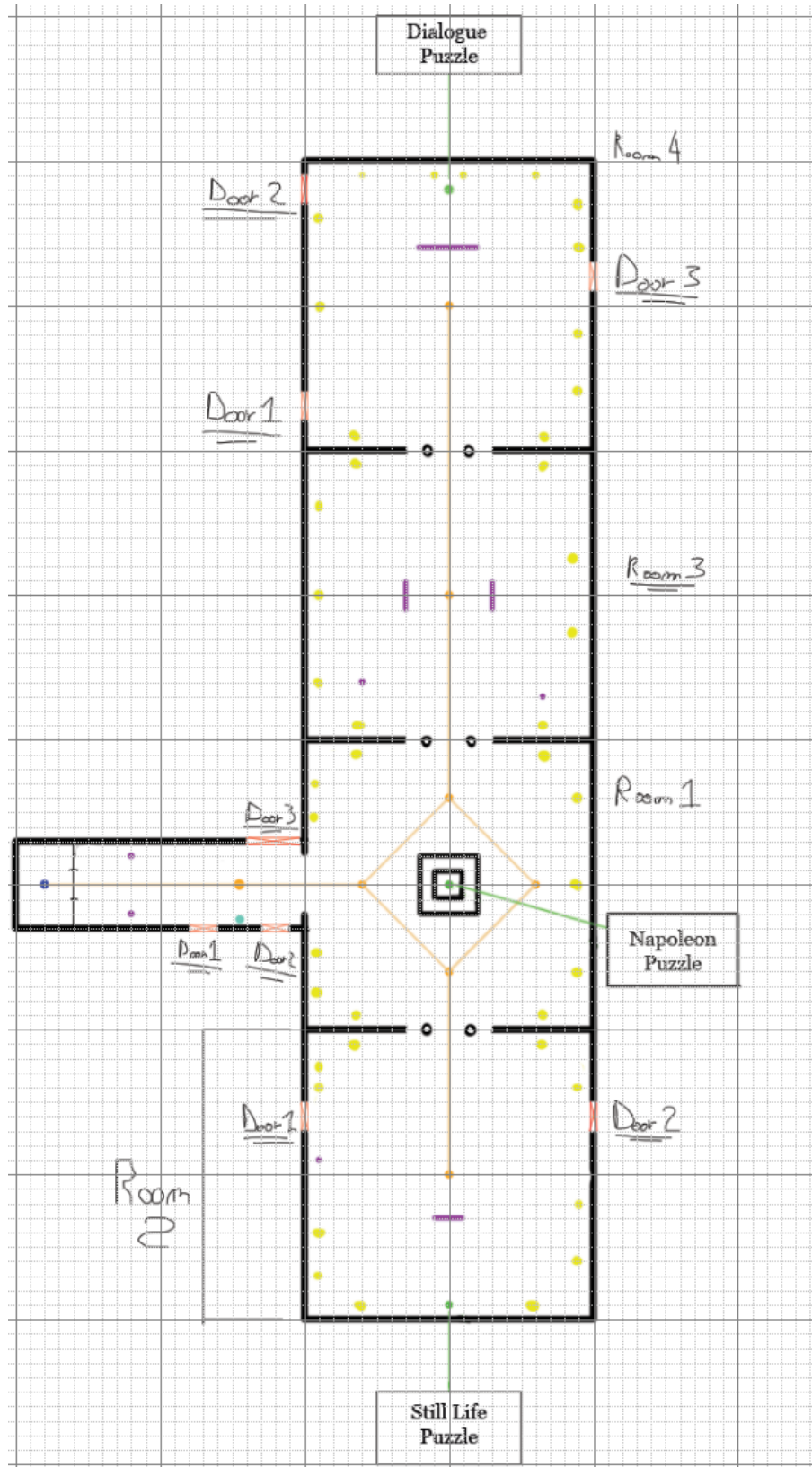
Being able to get new insights every day and new points to exchange later for new coupons

### **4.2 Lose Condition**

Failing to complete activities and puzzles every day and thus not getting points








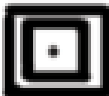

## 5.0 Location/Setting (Map)

Typology: 2 Linear Block (Corridor + Rooms)

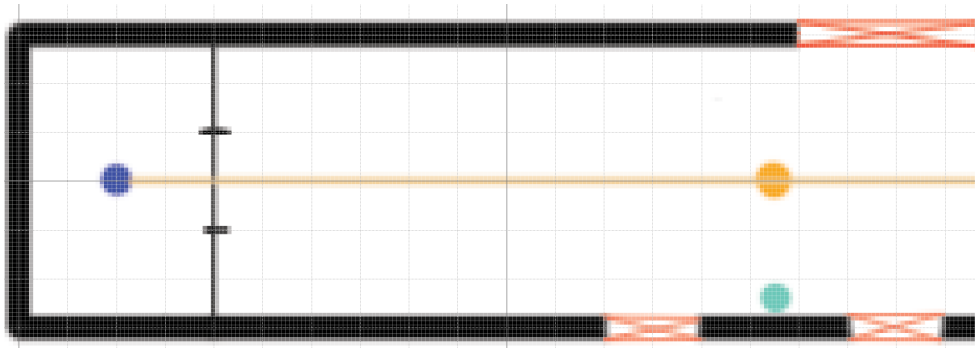




## 5.1 Legenda

LEGENDA	
	Player
	Node
	Locked Zone
	Puzzles
	Interactables / Frames
	Quiz
	Path
	Starting Point
	Statue
	Props

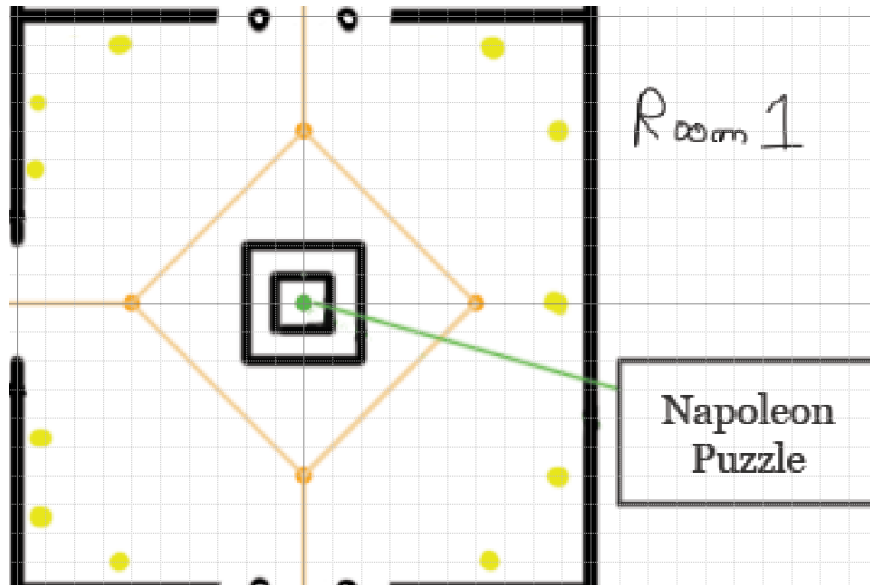
## 5.2 Corridor



### 5.2.1 Interactions

- Glass door Animation
- First Node
- 2 paths
- Daily Quiz Panel/Totem
- Door 1 (Locked)
- Door 2 (Locked)
- Door 3 (Locked)

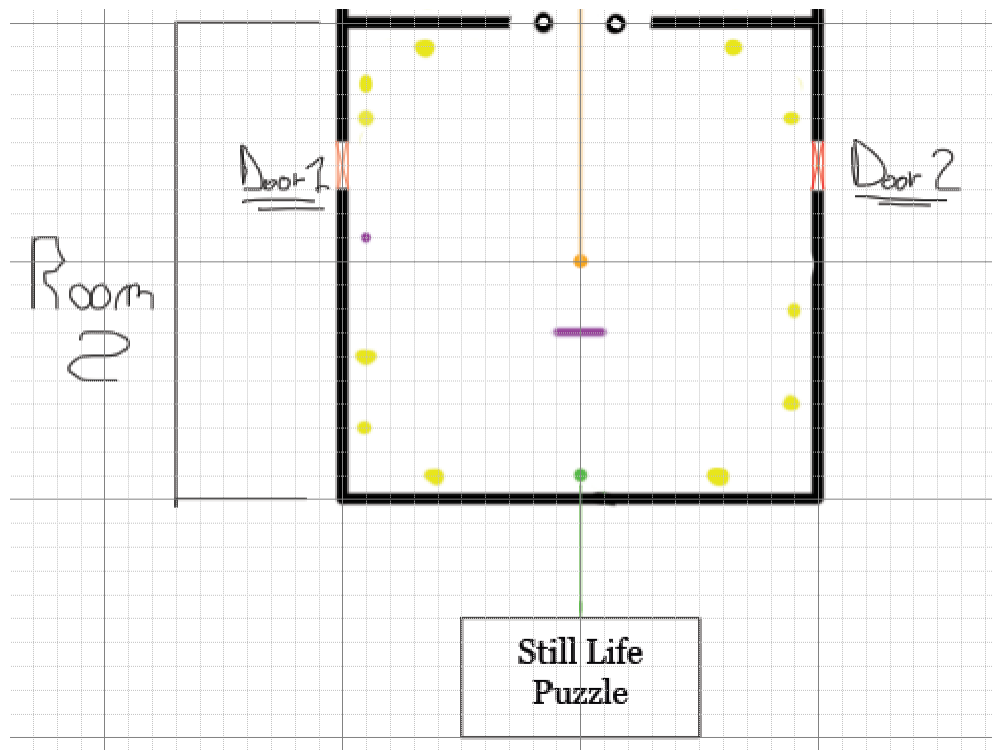
## 5.3 Room 1



### 5.3.1 Interactions

- 4 Nodes
- 7 paths
- Napoleon Puzzle
- 11 Paintings

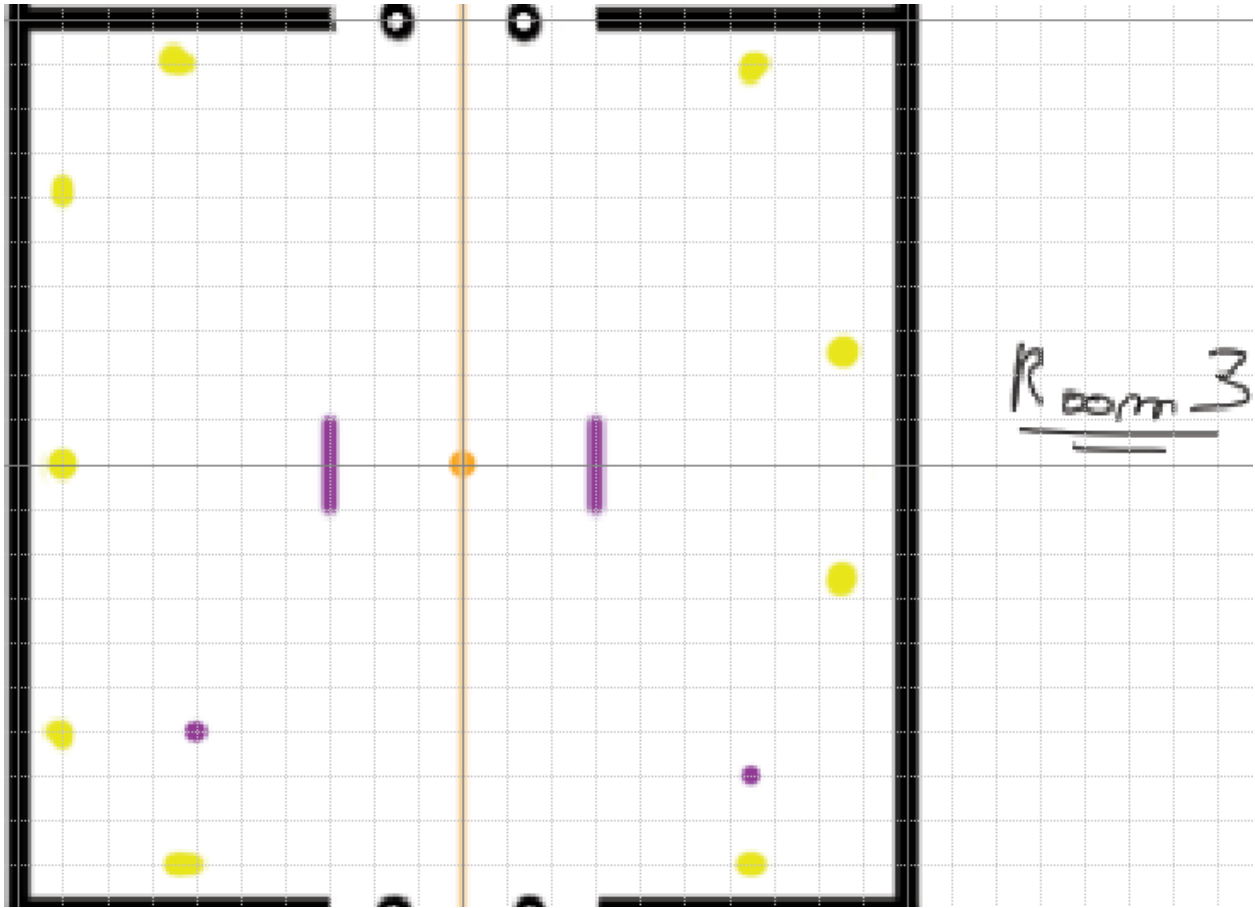
## 5.4 Room 2



### 5.4.1 Interactions

- 1 Node
- 1 Path
- 15 Puzzle
- 11 Paintings
- 2 Props (1 Sofa, 1 Pot)

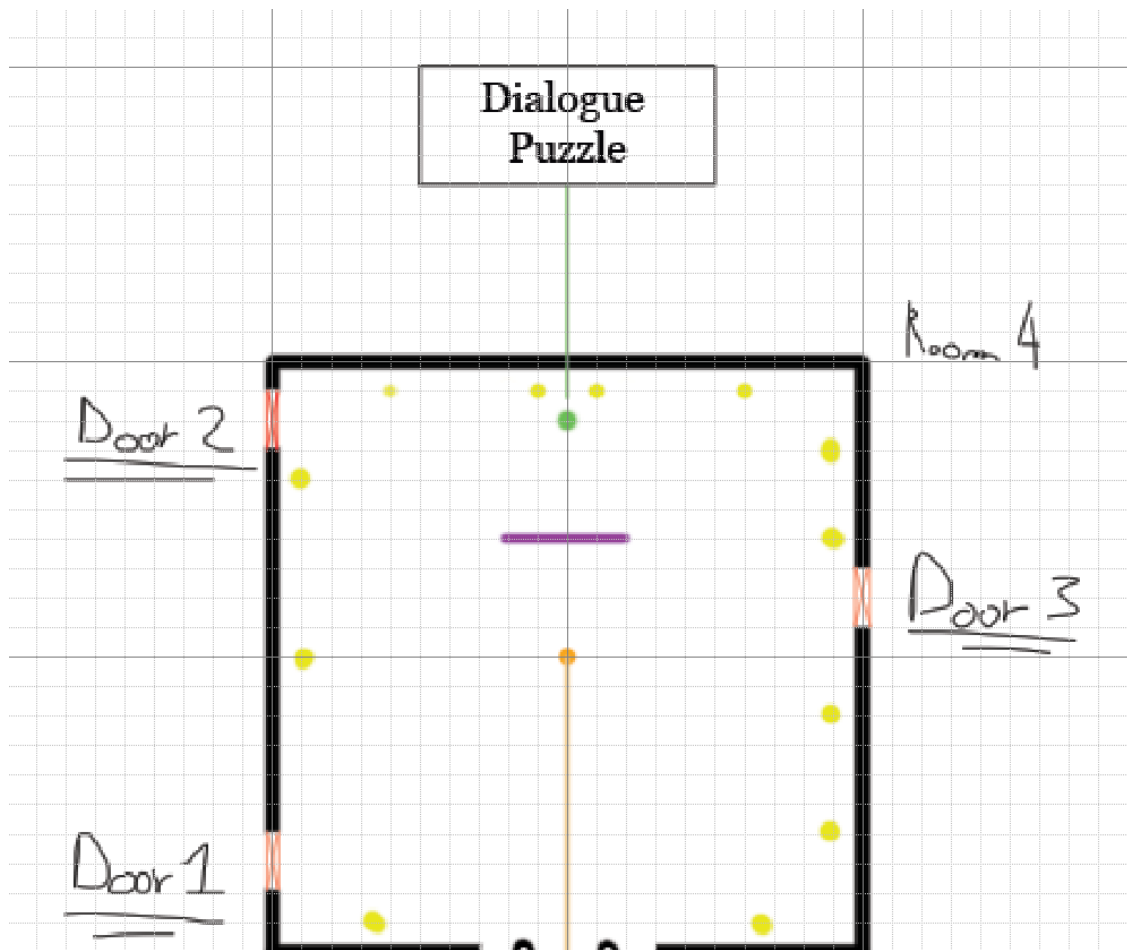
## 5.5 Room 3



### 5.5.1 Interactions

- 1 Node
- 2 Path
- 9 Paintings
- 4 Props (2 Sofa, 2 Chairs)

## 5.6 Room 4



### 5.6.1 Interactions

- 1 Node
- 1 Path
- Dialogue Puzzle
- 12 Paintings
- 1 Prop (Sofa)