

Assignment 3: Level Design

The events of the game take place on a gloomy island with menacing mountain in the middle. The island has forest filled with berries, fruit, mushrooms and various animals. There is a river flowing across the island with its source somewhere on the top of the mountain and falling into the sea surrounding the land. Not very far from the shore there is an open space behind the forest and that place was chosen by a small tribe who set up a small village in there. The village is protected by fences, river and sea. The tribe has built two bridges to pass over the humming torrent.

In the beginning of our game we see a sailor unconscious in a boat with soaked clothes and a dagger on his side. He slowly comes to senses and its now our task to help him find out what has happened to him and why he was left on this grim island. He will move on the shore, exploring it, perhaps finding and taking a club for further use. He may obtain various weapons and tools along the way.

The game is non-linear, the player might move to different areas in any order. He will also be given several quests in the village by their people (e.g., fisherman asking to catch a rare fish in the river, hunter sending the sailor back to the forest to skin a dangerous beast, shaman requiring certain plants and flowers from the field and meadow and others) which he can do in any order he prefers. The player usually moves by simple walking, though sometimes he might be swimming or rowing a boat. The player might be given a pet (a dog, maybe) in the village after earning certain reputation among its habitants. The pet will later be helpful in the adventure.

The player will also have to solve different puzzles (e.g., how to cross the boiling river near the waterfall to get to the cave entrance) and fight beasts and unearthly creatures deep in the mountain. There are few secret places in the game where the player might find gold coins, weapons, potions or armor.

For this assignment I am uploading two files: one is the .svg picture - the main game levels design, and the other is a simple map design to give a general view on how the areas might look like. The map does not contain a detailed plan for the cave, only the entrance.