

The Doorway To Atlantis

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PivotalTracker: <https://www.pivotaltracker.com/projects/2405310>

Theme and Story

Themes: Ancient, Temple, Greek, Atlantis, Ritual, Treasure hunter/ Treasure Island/Aquatic, Cave

The player is: Treasure Hunter / Archeologist

The location of the player (in the world): Uninhabited island rumoured to have ancient Greek-esk ruins

The location of the player (locally): The player has found their way into the temple ruins, found a secret entrance to a cave system (the temple seemed to be guarding it).

The player is there because: They believe the temple/island has a secret, lost, entrance to Atlantis

Why/how is the player stuck/trapped: as the player found greek architecture within the cave (a sign of going the right way), the cave collapsed behind them.

What does the player have to do to get out: The player cannot, nor wants to, get out, they want to forge ahead and gain entrance to the lost city of Atlantis.

Theme: Cave, Ruins, Ancient, Greek, Greek Mythology

Room: The room is a cave system

Location: Uninhabited Island

Backstory

The protagonist (treasure hunter, adventurer, archaeologist) has sailed to a location somewhere in the Atlantic ocean to look for an island which is rumoured to hold ruins from ancient Greek times. The protagonist believes that these ruins are the remains of the Atlantians, an ancient lost civilisation said to be advanced far beyond its century thanks to the favour of the (Greek) gods, and which was said to be swollen by the oceans as punishment after falling from their favour. While researching the subject, they discovered folklore and myth of an island holding an entrance to Atlantis, held secret from the gods. The Atlantian legend is this:

"The people of Atlantis were born in paradise, an island in the Atlantic ocean, which Poseidon himself vowed to protect upon gazing its beauty, in return, they stayed loyal and never turned from the god's faith. With the god's favour and blessings, the people of Atlantis grew, prospered and advanced years beyond other civilisations. They gained much favour with him, while people in other lands turned from the god and abused his domain. Eventually, the people of Attica angered the god so much, he gifted the Atlantians with some of his powers, and in return, they were asked to spread his faith to the heathens of Attica and surrounding lands. So the peaceful and joyous nation of Atlantis followed its patron's will and took to the seas to spread his message. The Atlantians turned their advanced but peaceful technology into weapons of war and dominated the oceans in the name of their god, crushing the people of Attica and forcing them out of the oceans and far from the shores. However, the Atlantians grew too confident and arrogant and turned to other gods to gain their blessings and powers too. Poseidon had two main, godly, enemies; first is the goddess who beat him in the battle to become the patron of the city later named after her, Athena; second is his brother and eternal burden, Hades, a constant irritant, whom he was tasked to guard by Zuse himself, who was imprisoned in the depths of the earth beneath his oceans. To worship one of them was enough to offend and make existence harder, but once the worship of both started, surging both with power, thus dividing him on both fronts, once they started to turn their faith further from him, he decided to strike the Atlantians down, diminishing the powers of both his opponents at the same time. He turned the seas onto the Atlantians; the sea swallowed the ships and island, sinking all to the bottom of the ocean, eradicating any Athena worshipping Atlantian and sealing the trench through which Hades' kept attempting to slither out of."

The origin of the island and its ruins:

The island was placed there by one of the gods, which one it is unknown; is it a secret entrance to the lost city, created by Athena to allow her worshipers to escape the depths; an eery and haunting reminder of what happens to those that anger the great Poseidon; a temple created by Poseidon to seal away the source of Atlantian power, forever keeping it out of human hands; or a honey trap for those seeking out Atlantis and its technologies, sending them to the underworld and Hades.

Puzzles

What the player has to do get out - solve two puzzles

Puzzle 1 - Torches: Upon entering the cave, the player has a map which is empty and fills in as they explore the cave system. Once they have explored the whole system, they can begin the first puzzle. To complete the puzzle, they have to light certain torches in a certain order. The clue for this puzzle will be carved into the stone walls of one of the rooms within the cave - the symbol, when clicked on by the player, will cause the character to speak and give a verbal clue about the puzzle. Additionally, the player will be marked on the player map as (lore/story-wise) they have navigated many caves and have good spatial awareness.

Once all correct torches are lit, the cave will begin to rumble and shake, the player character will then prompt the user to run back to the entrance to check what is happening and to be as close to the entrance as possible - the torches lit by the player will start extinguishing in the reverse order they were lit. The cave will then change its layout and the next puzzle will begin.

Breakdown: Start - Officially the puzzle starts as soon as the level is loaded, however, the player can only complete it once they have discovered the whole map and inspected the clue carved in the wall of the cave.

Middle - The player has to light certain torches in the right order to complete the puzzle. End - Once the right torches have been lit in the right order, the player must get back to the entrance of the cave.

Puzzle 2 - Blessings from the gods: The cave's new layout will be initially familiar, but change as the player re-explores the cave (their map will be blank again). This puzzle will be about the player's ability to extract the needed information from the writing on the walls. The writing will tell the story of Atlantis and its interaction with the gods. The player will have to perform prayers/rituals to the three gods from the legend in the right order - the order being based on the history of Atlantis. There will be a symbol on each god statue, which will glow once the player has successfully carried out their prayer/ritual. The player will know if they carried the rituals in the right order as the cave will begin to shake and rumble.

Breakdown: Start - Officially as soon as the map changes at the end of the first puzzle, however, the player can only complete it once they have inspected all the writing on the wall and have re-discovered the whole map.

Middle - The player has to pray to the gods in the right order, performing each prayer correctly. End - Once the prayers have been made correctly, and in the right order, the player must venture into the depths of the cave.

Puzzle two additional info and notes:

Poseidon was symbolised by:

- Trident, Fish, Dolphin, Horse and Bull

Hades was symbolised by:

- Cornucopia, Cypress, Narcissus, keys, serpent, mint plant, white poplar, dog, pomegranate, sheep, cattle, screech owl, horse, chariot

Athena was symbolised by:

- Owls, olive trees, snakes, Aegis, armour, helmets, spears, Gorgoneion

(Source: Wikipedia -

<https://en.wikipedia.org/wiki/Poseidon>, <https://en.wikipedia.org/wiki/Hades>, <https://en.wikipedia.org/wiki/Athena>)

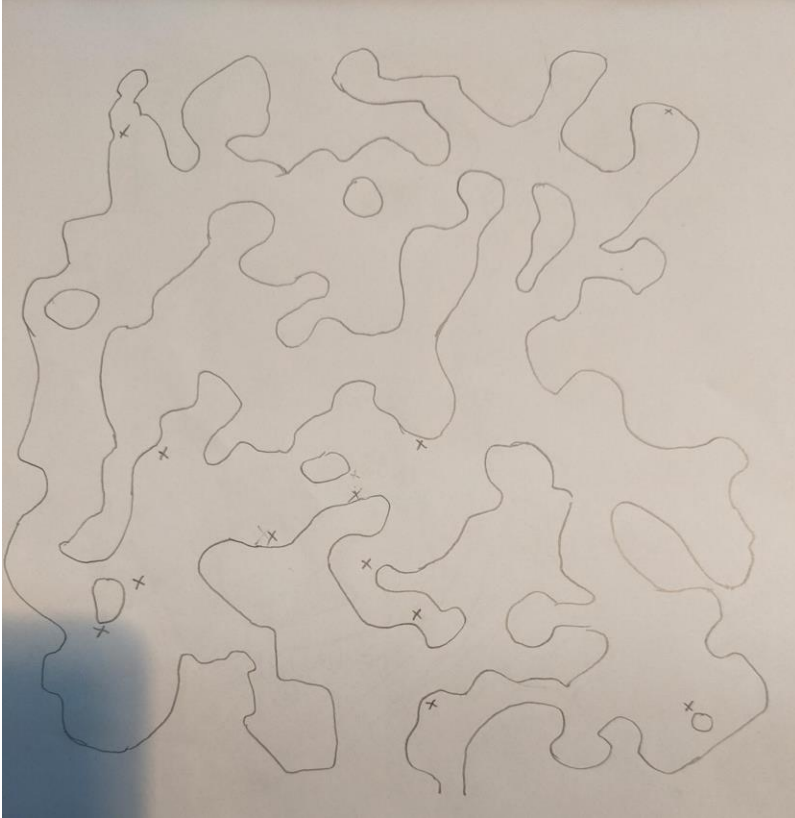
Symbols/ingredients for the puzzle:

Poseidon - Water, fish bones, (fishing) knife.

Hades - Narcissus, dog bones, mint plant, gold (or something precious), blood sacrifice.

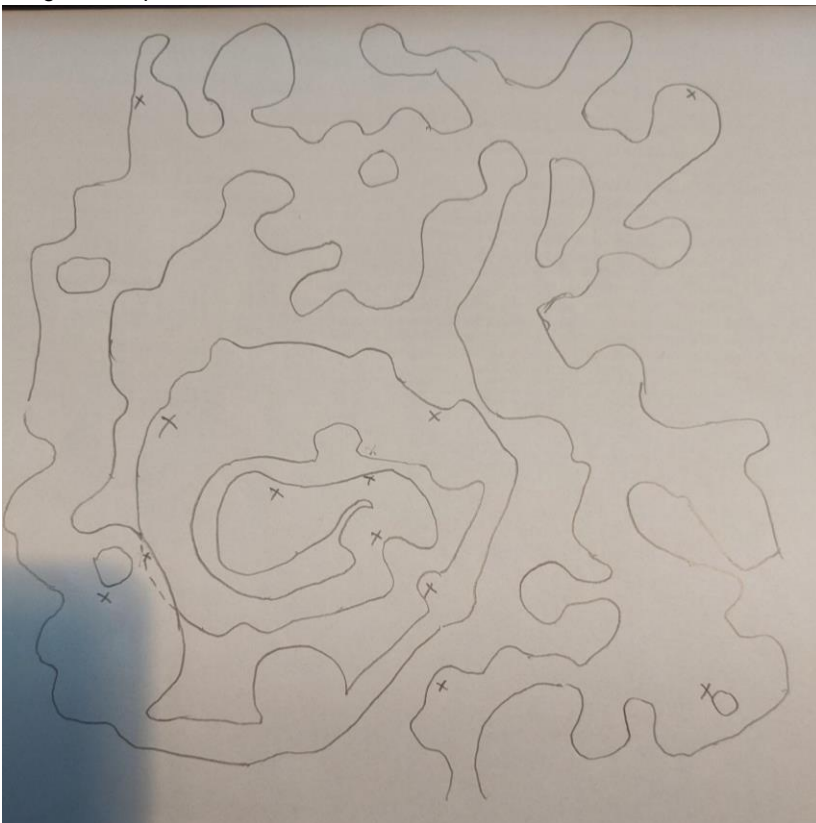
Athena - Owl bones, olive branch, snakeskin/shed.

Image 1 - Map 1



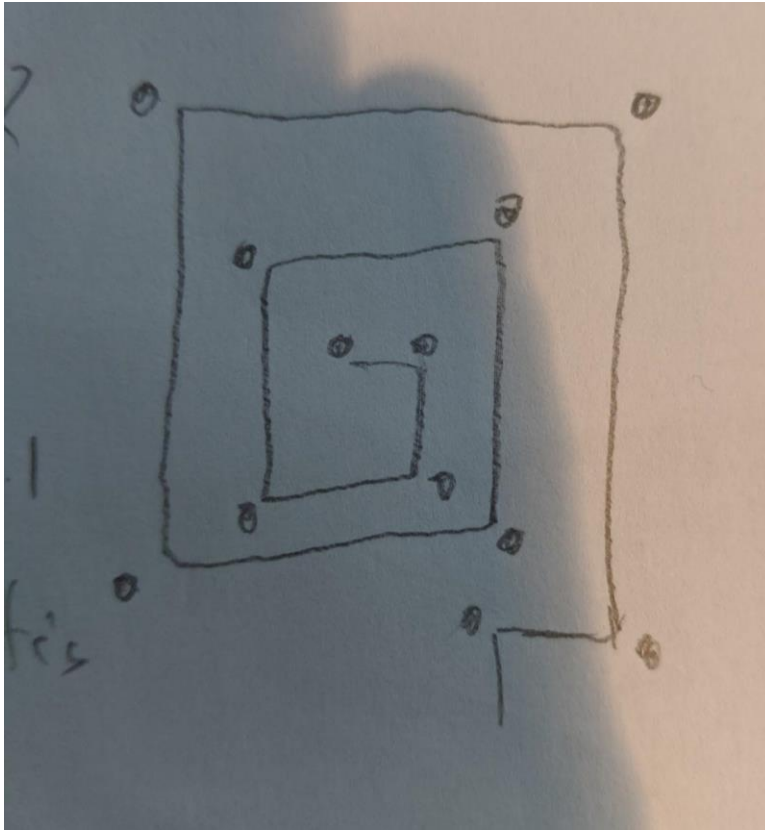
Map of the cave before Puzzle 1.

Image 2 - Map 2



Map of the cave after puzzle 1.

Image 3 - Puzzle 1 Clue



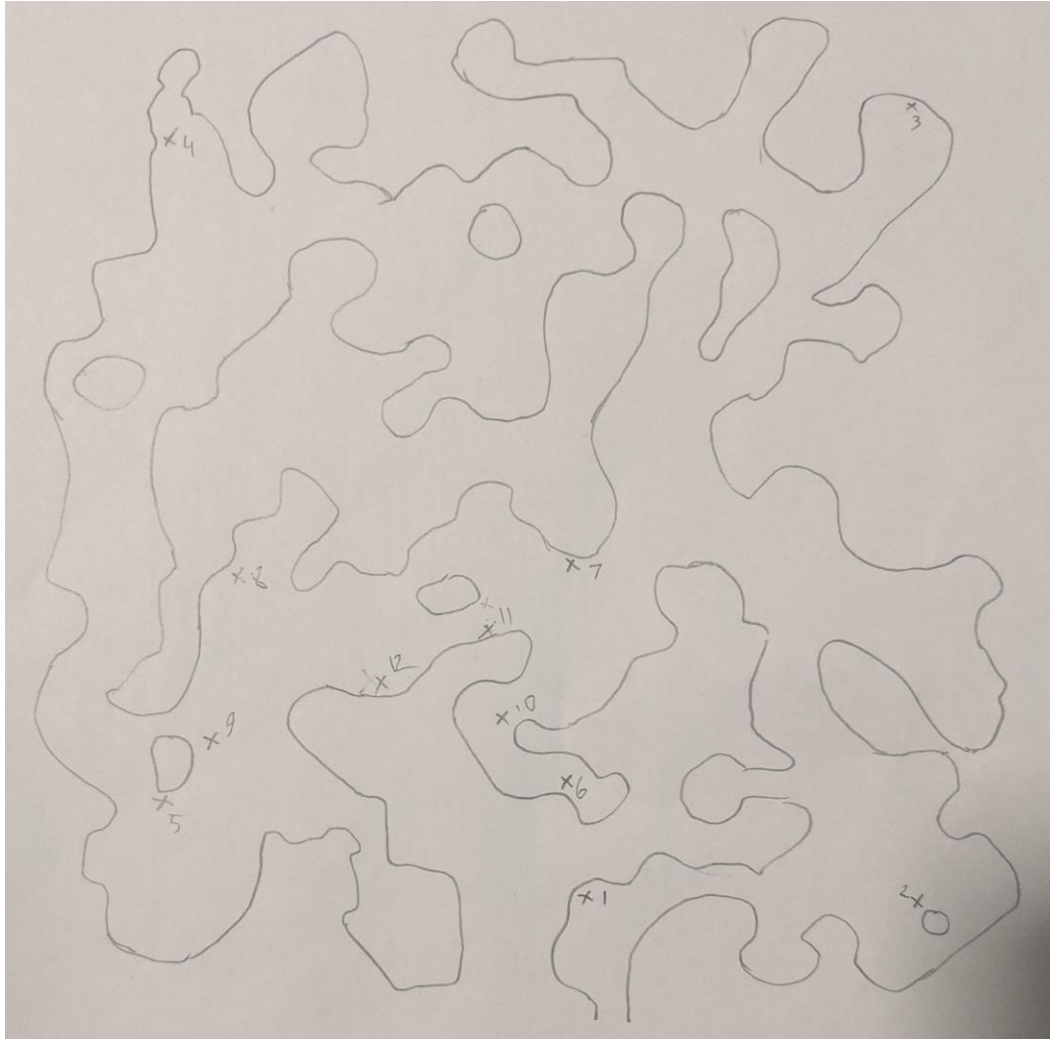
The symbol and order in which the torches have to be lit.

Image 3 - The lore behind this symbol is: this symbol was used to represent the gods' "magic", however, after the Titan Prometheus stole fire from Olympus and gave it to humanity, it became synonymous with "fire" and "lighting the way forward". (The symbol is without the dots at each corner).

Puzzle Walkthrough

Puzzle 1 - Torches

Image 4 - Puzzle 1 Solution



The player has to light torches on the wall in the specific order, from 1-12 (see image 4).

Near the start of the level, there is a torch room in which they will find: spare torches, water hole for extinguishing torches, a fire pit to light torches in and a wall carving of a symbol which is the clue to the puzzle (see image 3).

Walkthrough: (prerequisite: player has explored the whole map and is at the entrance)

Upon starting the level, follow the left-hand wall until you reach a chamber, in there you will find; a fire pit
- **Action:** light the fire pit with your lighter; unlit torch holder - **Action:** pick up unlit torches (12); water pit - used for extinguishing torches; a symbol carved into the wall - **Action:** interact with the carving to remember where you've seen it before and what it means. **Action:** Pick up another torch, equip it and light it in the fire pit by interacting with it. Move the lit torch from the equip slot to the light source slot.

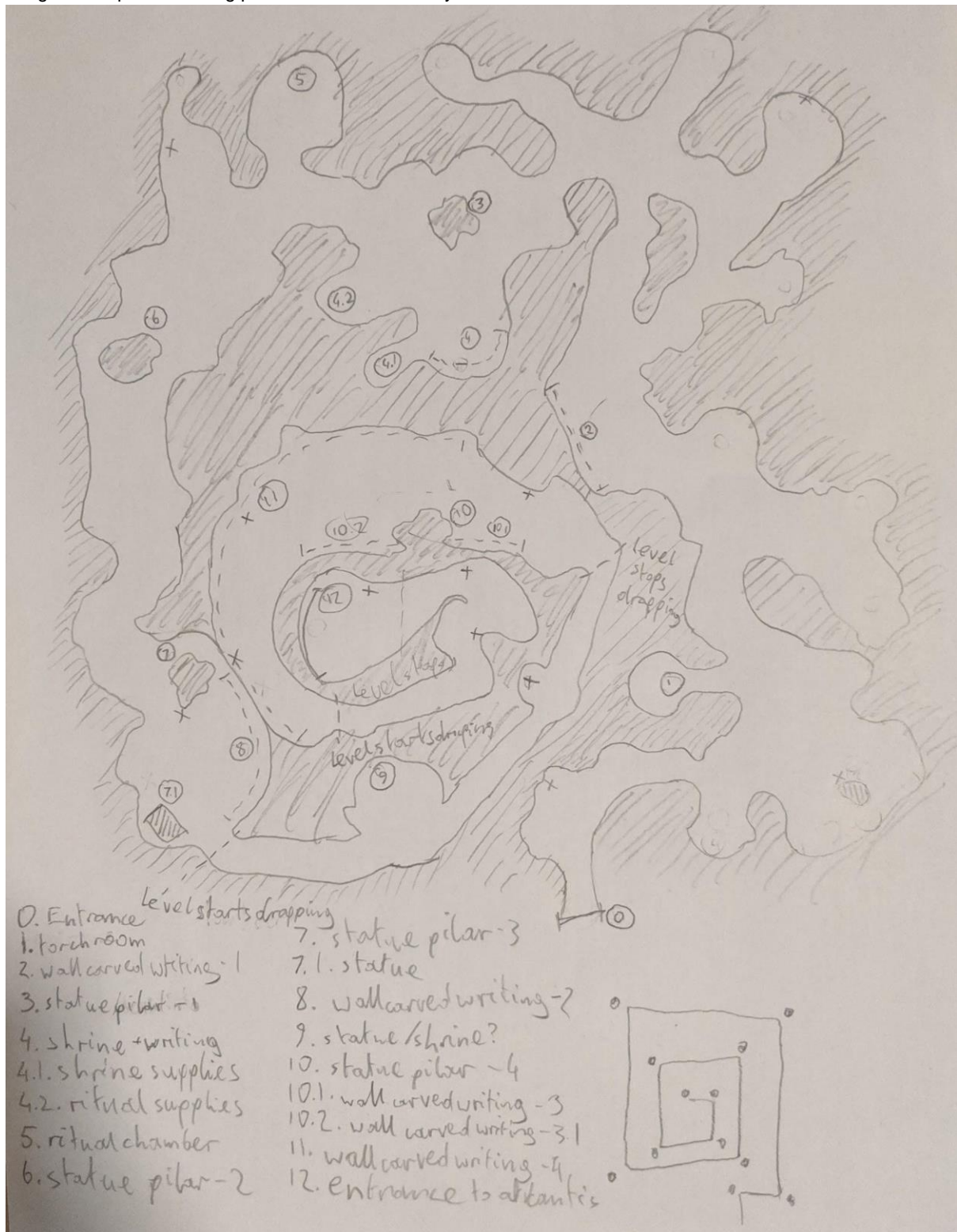
Action: Now walk to each torch holder marked on the map (in order), place a torch in it and light the torch with the torch in your hand (interact with it).

Once all torches are lit in the correct order and position, and no other torches are lit, the cave will rumble and shake. Run back to the beginning of the level (cave entrance).

Puzzle complete.

Puzzle 2 - Blessings from the gods

Image 5 - Map after solving puzzle 1 with marked key areas



The player must listen to the character translate all writings on the wall, from which they have to deduce which order they should pray to the gods Athena, Poseidon and Hades. The order is: Poseidon, for safe passage to the depths of the ocean; Athena, for wisdom and strength to safely travel through the sea and into the underworld (to protect from Hades); Hades, to gain access into the underworld.

Symbols/ingredients for the puzzle:

Poseidon - Water, fish bones, (fishing) knife.

Hades - Narcissus, dog bones, mint plant, gold (or something precious), blood sacrifice.

Athena - Owl bones, olive branch, snakeskin/shed.

Poseidon:

- Water - the element of his domain
- Fish bones - the bones of creatures in his domain
- (fishing) knife - to show respect to the seas, that you do not underestimate them

Athena:

- Owl bones - Her symbol, powerful and wise
- olive branch - to represent the gift created to win over Athens
- Snake skin/shed - to represent her Gorgoneion

Hades:

- Narcissus - intoxicating
- dog bones - to represent the bones of Cerberus
- mint plant - to represent his cursed love
- gold (or something precious) - to pay the ferryman
- blood sacrifice - only those who have had their blood spilt can journey to the underworld

Walkthrough: (prerequisite: player has completed puzzle 1 and has re-explored the map, player has listened to the character translate all the wall writings)

Clues: the player will need to pick out the order in which to pray to the gods from the writing on the walls. To find out which ingredients to use for each god, the player will find inscriptions on the statue/shrine/altar where each prayer must take place (areas 4, 5 and 6 in image 5)

First, go to area 4.2 of the map - **Action:** pick up fishbones. Now go to the statue of Poseidon (see image 5, area 6). **Action:** place fishbones, water (out of the characters canteen, in players inventory) and knife (out of the player's inventory). Interact with offerings bowl. Once the right ingredients are in the bowl, the contents of the bowl will glow and disappear.

Second, go to the shrine of Athena (see image 5, area 4), from there go to the area marked 4.1 on the map - **Action:** pick up candles. Return to the shrine - **Action:** place candles on shrine; **Action:** light candles. Now go to the area marked 4.2 on the map - **Action:** pick up owl bones, olive branch and snakeskin. Return to the shrine - **Action:** place picked up ingredients in offerings bowl. Once the right ingredients are in the bowl, the contents of the bowl will glow and disappear.

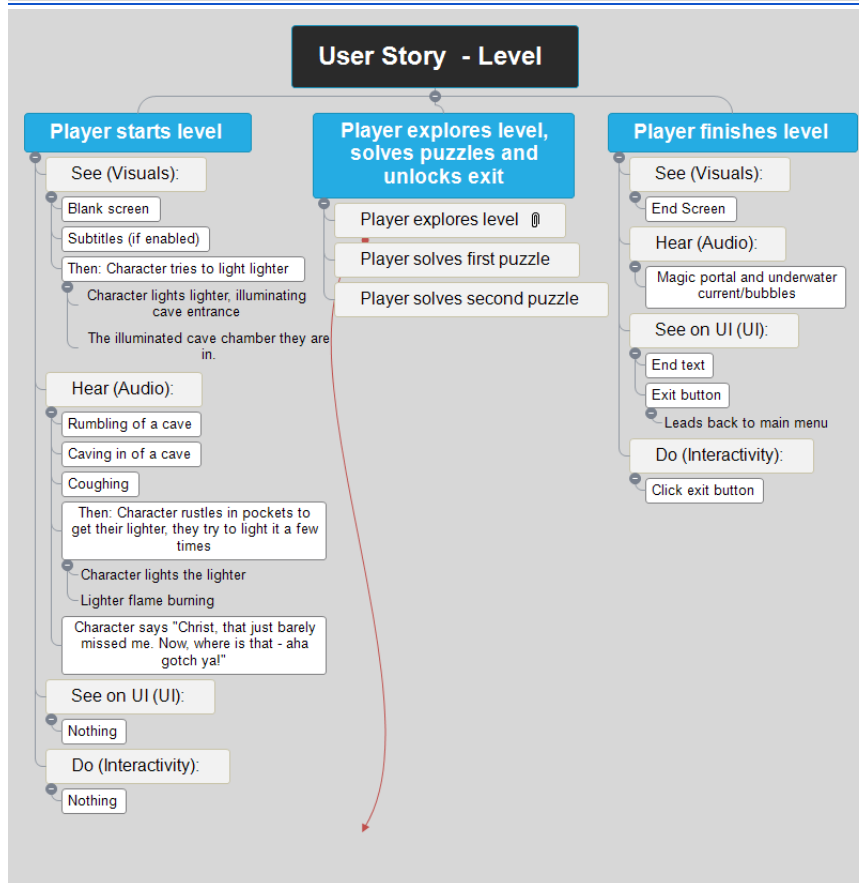
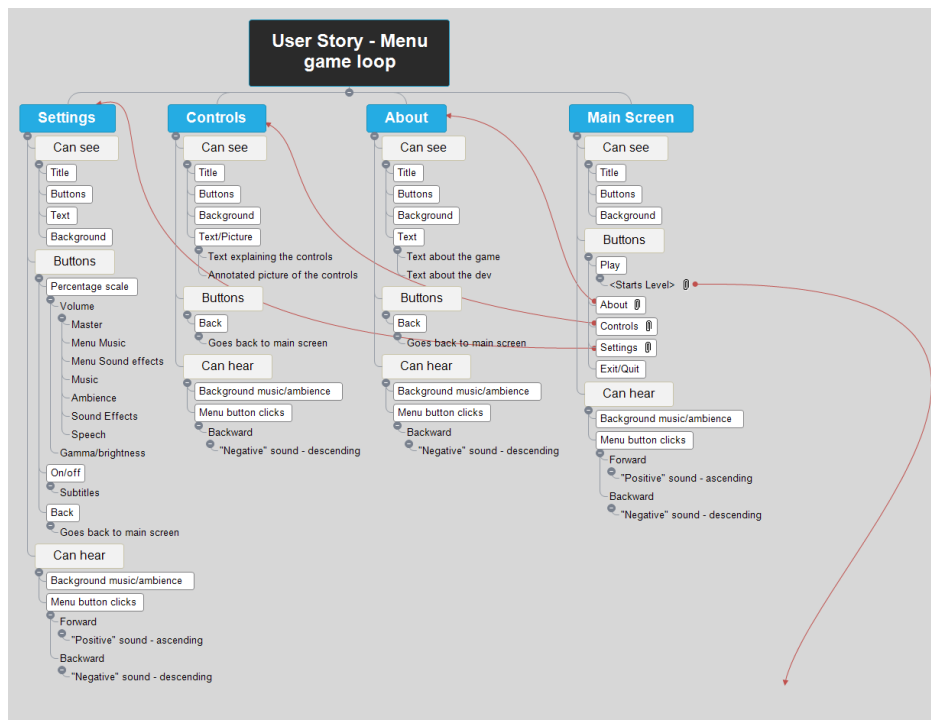
Finally, go back to area 4.2 of the map - **Action:** pick up Narcissus, dog bones and mint. Go to the altar of Hades (see image 5, area 5) - **Action:** place picked up ingredients on the altar, then place the character's lighter on the altar, finally use the ritual knife to cut hand and bleed onto the altar. Once the right ingredients are on the altar, it and the items, will glow, then burst/explode into flame and disappear.

Now the player can go to the stone doorway (area 12 of the map) and the doorway will be lit and the player will be able to go through it.

Puzzle completed.

User Stories

User story numbering is based on Image 5. Images are linked to online full-size images.



Level Exploration

Through out level - these will be assumed in other stories

See (Visuals):

- Cave - detail depends on location
- Dark - needs light source to see

Hear (Audio):

- Cave ambience
- Player footsteps
- If: Character is speaking: Character voice
- If: player interacts with new information - a "positive" ding to indicate a note has been added to the character journal
- Flame burning
- Echoing of most sounds
- Opening/closing menu
- Journal
 - Book being open/pages being turned
- Map
 - Large paper rustling
- Bag/inventory
 - Opening of bag/bag rustling

See on UI (UI):

- Notes/thoughts/journal icon: Top right
- Currently equipped item/empty hand - Bottom right corner
- Map icon - Top left corner
- Bag icon - Bottom left corner
- Held light icon - Bottom left above bag icon
- If: Character is speaking - Subtitles (if turned on) - Bottom middle
- If: player is looking at an object - if can be picked up - hand icon
- If: player is looking at text/object - if can be read or gives hint - eye icon

Do (Interactivity):

- Move: Forward, Left, Backward, Right - WASD
- Open notes/thoughts - Q
- Open bag - Tab
- Open map - E
- Interact - Left mouse button
- Sprint - Shift
- Look around - Mouse

At torch holder

See (Visuals):

- Metal wall mounted torch holder for a torch
- If: torch is inside holder - can see torch inside holder
- If: lit by player: can see the torch burning

Hear (Audio):

- If: player takes out or places in torch - sound of wood sliding and knocking against metal gently
- Fire burning
- If: inspecting - character talking

See on UI (UI):

- If: holder empty, hand empty - eye icon
- If: holder has torch, unlit - eye icon
- If: holding torch/lighter - hand icon
- If: holder has torch, lit - hand icon

Do (Interactivity):

- Inspect
- Place torch into holder
- Take torch out of holder
- Light torch in holder

In game overlay UI Design

Journal

Open book

Writing in book

Writing is the log of everything the player has read/interacted with

Close button

Bag

Open bag

Light source slot

Hand/hold slot

Close button

Map

Open book (landscape)

Map drawn as the cave is explored

Close button

0 - Cave entrance

See (Visuals):

Cave just past the entrance

If: player turns around, they see the entrance closed off by rubble

A few rays of light shining through the rubble?

Hear (Audio):

The outside world

Waterfall

Bird chirping

If: inspecting rubble - character talking

See on UI (UI):

If: looking at rubble - eye icon

Do (Interactivity):

If: Player turns around - Press left mouse button on the rubble to inspect

1 - Torch room

See (Visuals):

Water hole

Fire pit

Unlit

Lit

Torch holder

Symbol carved in the wall

Hear (Audio):

If: player places lit torch in water - Hissing sound of flame being extinguished

If: empty handed or with unlit torch - player explains what it's for

If: player lights the fire pit - sound of fire burning, crackling

If: unlit, the player explains what it's for

If: holding unlit torch, pit lit - sound of torch catching fire

If: player picks up torch - sound of wood sliding and knocking against metal gently

If: player interacts with symbol - the character talking

New journal entry sound

See on UI (UI):

If: looking at watering hole - eye icon

If holding a torch, a hand icon

If: looking at fire pit unlit, lighter in hand - hand icon

If: looking at fire pit lit, with unlit torch in hand - hand icon

If: looking at fire pit, empty hand - eye icon

If: looking at torch holder - hand icon

If: looking at symbol - eye icon

Do (Interactivity):

Put lit torch in water if holding lit torch

Inspect if empty handed

Light fire pit if holding lighter

Inspect if empty handed

Inspect if fire is lit

Light torch if holding unlit one

Pick up unlit torch

Inspect symbol carved into the wall

2 - Wall writing 1

See (Visuals):

Writing carved into the wall

Hear (Audio):

If: inspecting writing - character translating writing

See on UI (UI):

If: looking at writing - eye icon

Do (Interactivity):

Inspect writing

3 - Statue/Pillar 1

See (Visuals):

Cave pillar with a statue carved into it

Hear (Audio):

If: inspecting statue - character talking about the statue and marveling at it

See on UI (UI):

If: looking at statue - eye icon

Do (Interactivity):

Inspect statue

4 - Athena's shrine

See (Visuals):

Statue of Athena

Statue base/plinth/pedestal

At Athena's feet - a golden bowl

On the front of the base - carved writing

Contents of the bowl

If: player light the contents of the bowl and ingredients are right - bowl glowing from inside, ingredients disappear

If: wrong contents - the contents burn away

If: placed by player - candles

Hear (Audio):

If: inspecting statue - character talking about statue

If: inspecting empty bowl - character hinting at its use

If: partially full/wrong ingredients, empty hand - character hinting at the bowl needed more/different things

If: prayer has been started by bowl being lit - burning sound, "angry" roaring flames

If: correct contents and empty handed - character confirms it's correct

If: prayer has been started by being lit - energy building/magic/"divine" sounds

If: inspecting the base - character translating writing

If: Prayer completed - short/quick rumble of the cave

If: player lights candles - sound of small flames

See on UI (UI):

If: looking at statue - eye icon

If: looking bowl, hand empty - eye icon

If: holding torch - hand icon

If: looking at writing on the base - eye icon

If: candles are places and holding lighter - hand icon

Do (Interactivity):

If: empty hand - inspect statue, bowl, writing

If: holding ingredient - place it in bowl

If: holding torch, ingredients in bowl - light bowl

If: holding candles - place candles next to bowl

If: candles are places and holding lighter - light candles

4.1 - Shrine supplies

See (Visuals):

Shelving carved from the walls

Old, thick, white candles

Hear (Audio):

If: player picks up candle - sound of small heavy object being lifted

If: entering room for the first time and interacting with candles - player explaining their use

See on UI (UI):

If: first time in room - eye icon

If: looking at candle after finding out uses - hand icon

Do (Interactivity):

If: in room for the first time - find out what the candles are used for

If: player explained uses - pick up candles

4.2 - Prayer supplies

See (Visuals):

Shelving carved from the walls

Old clay pots

Hear (Audio):

If: player gets ingredient - sound of pot lid being lifted, rustling of botanicals/dried up things being taken out

If: entering room for the first time and interacting with pots - player translates/says what's in each pot

See on UI (UI):

If: first time in room - eye icon

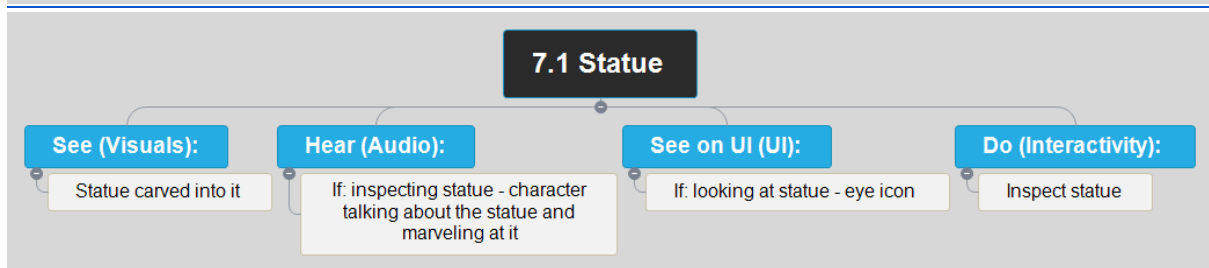
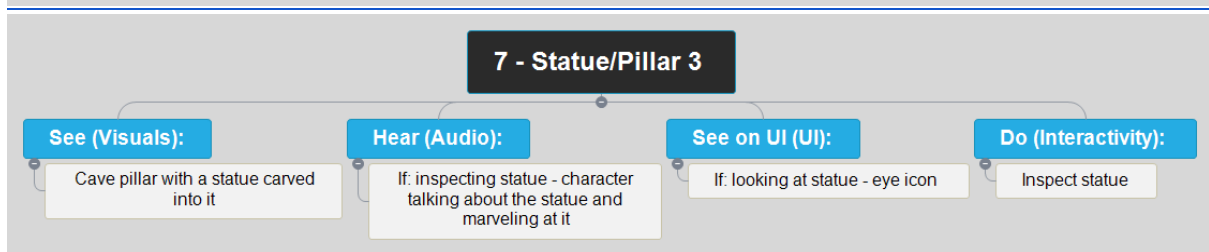
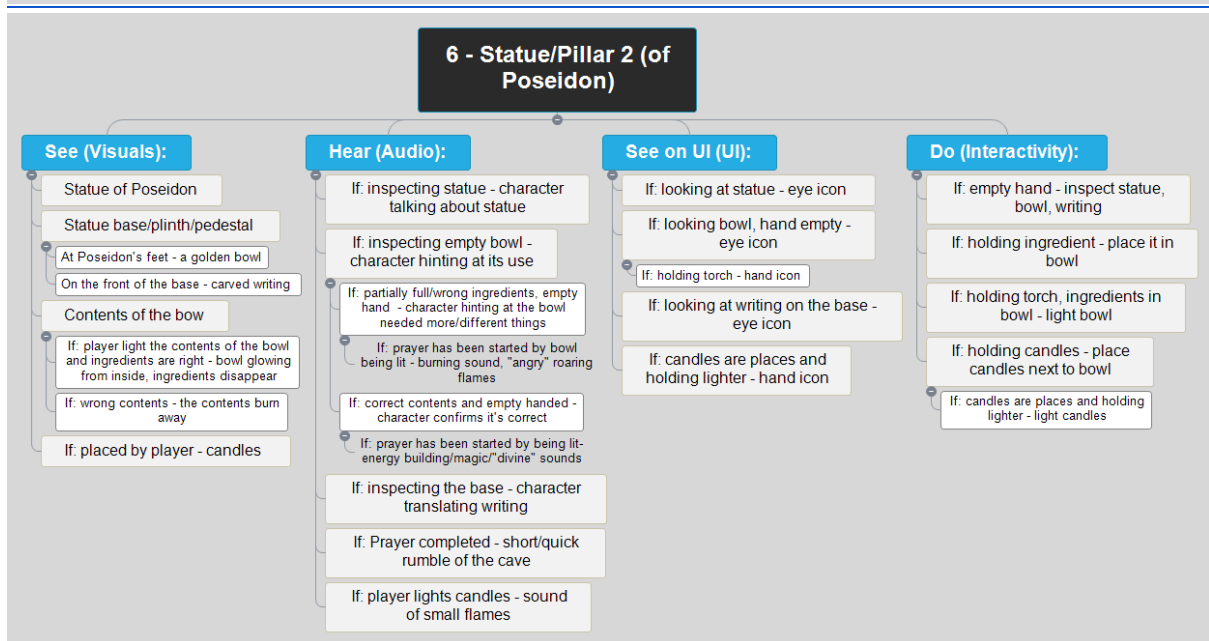
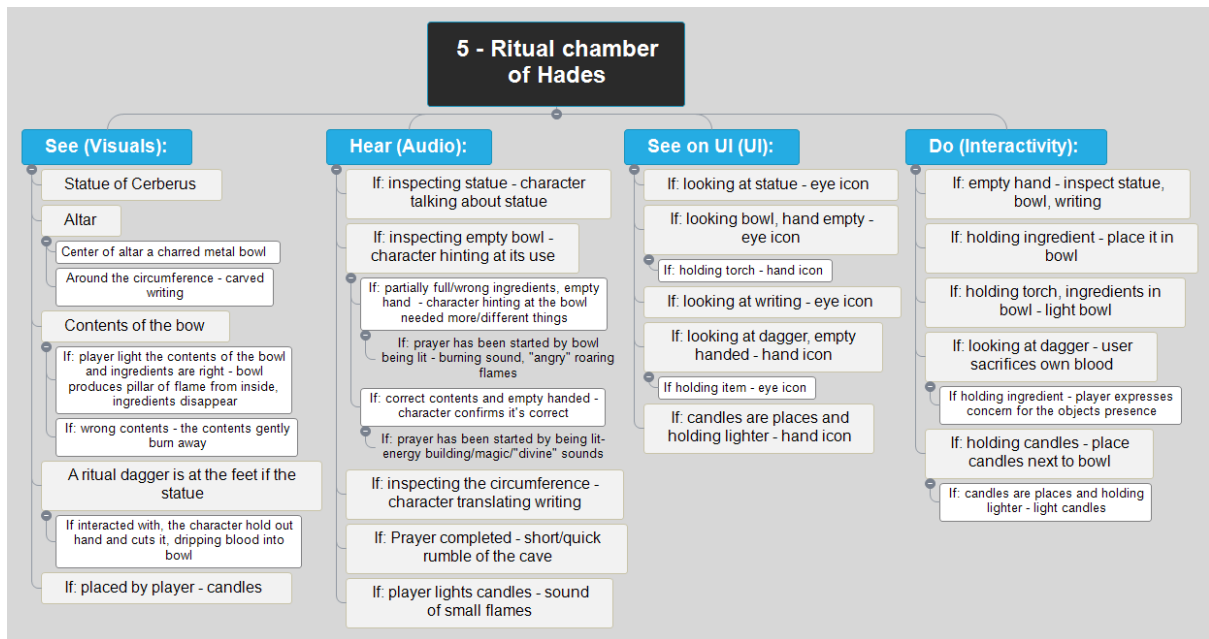
If: looking at pot after finding out uses - hand icon

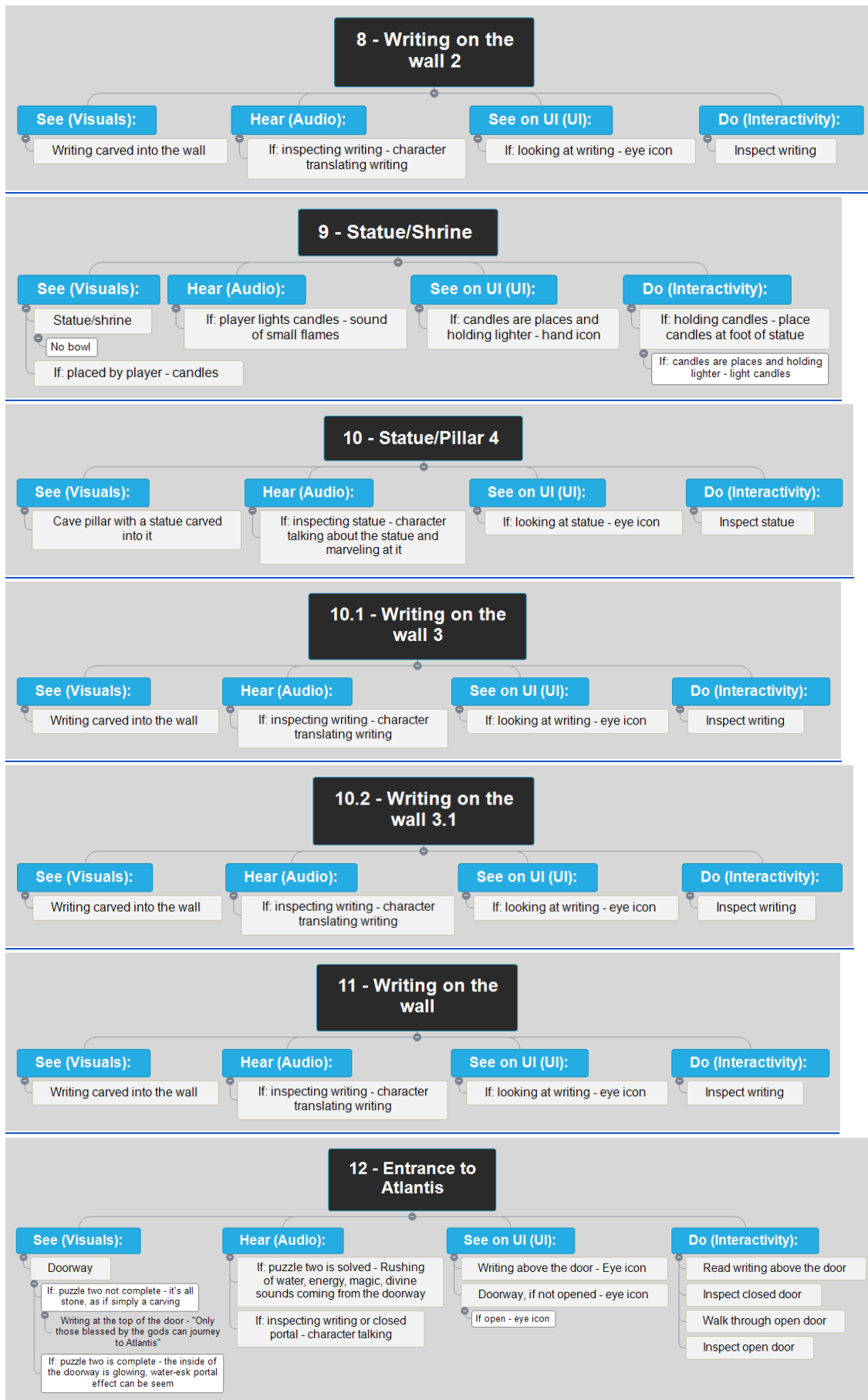
If: player has translated what's in each pot - floating name plates

Do (Interactivity):

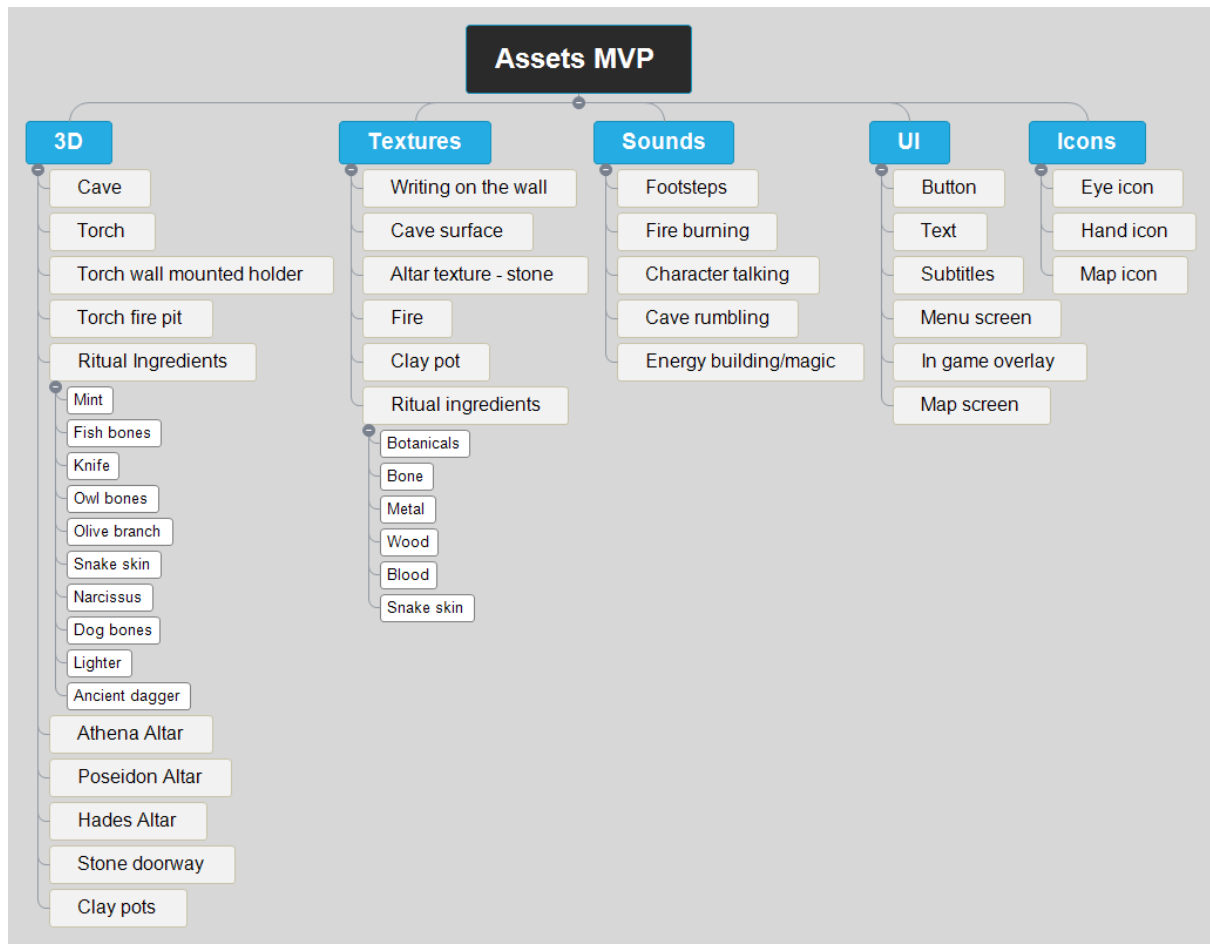
If: in room for the first time - find out what's in each pot

If: player explained contents - pick up ingredient



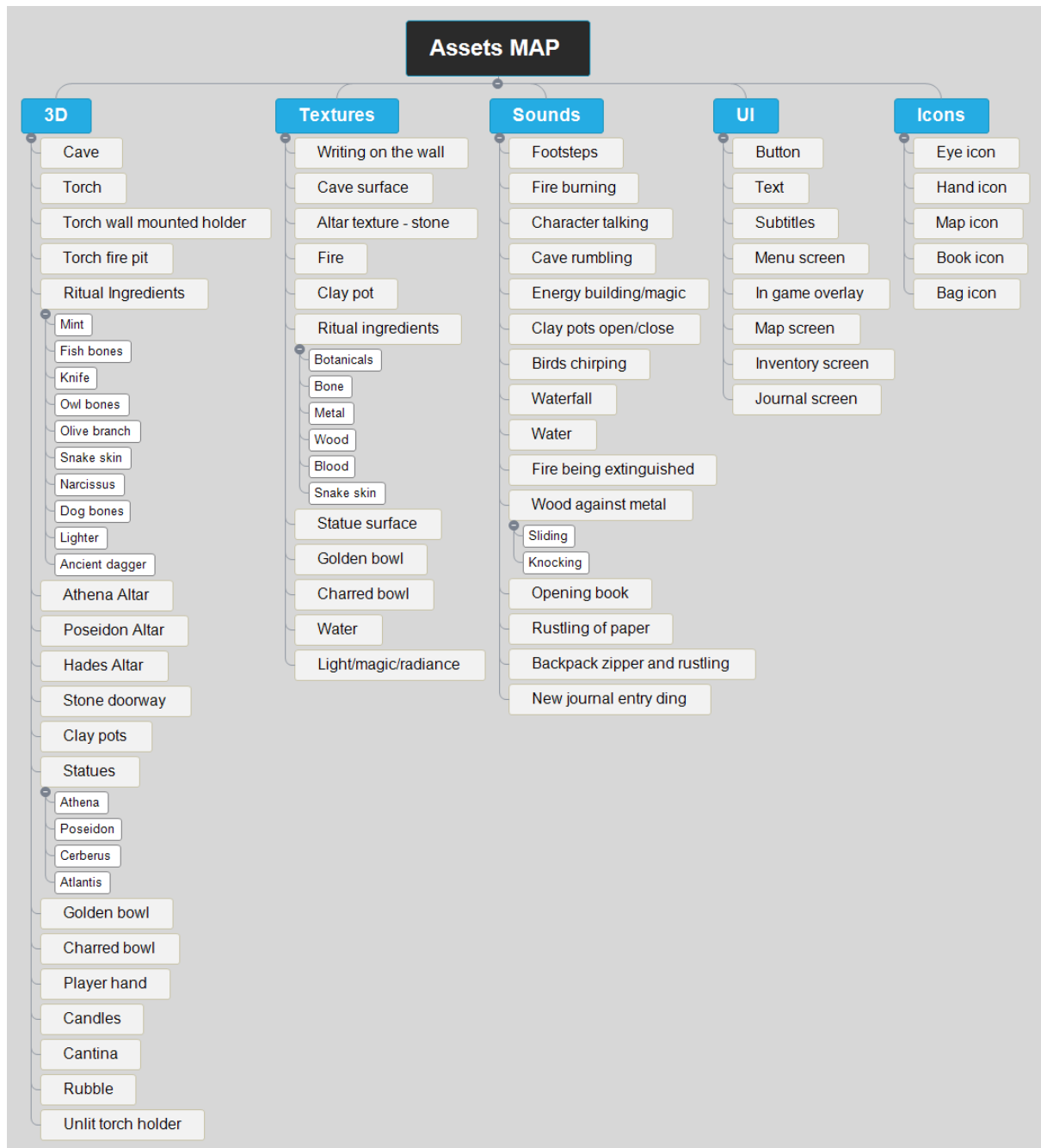


MVP Assets Plan



The MVP contains only assets needed to solve the puzzle and finish the level.

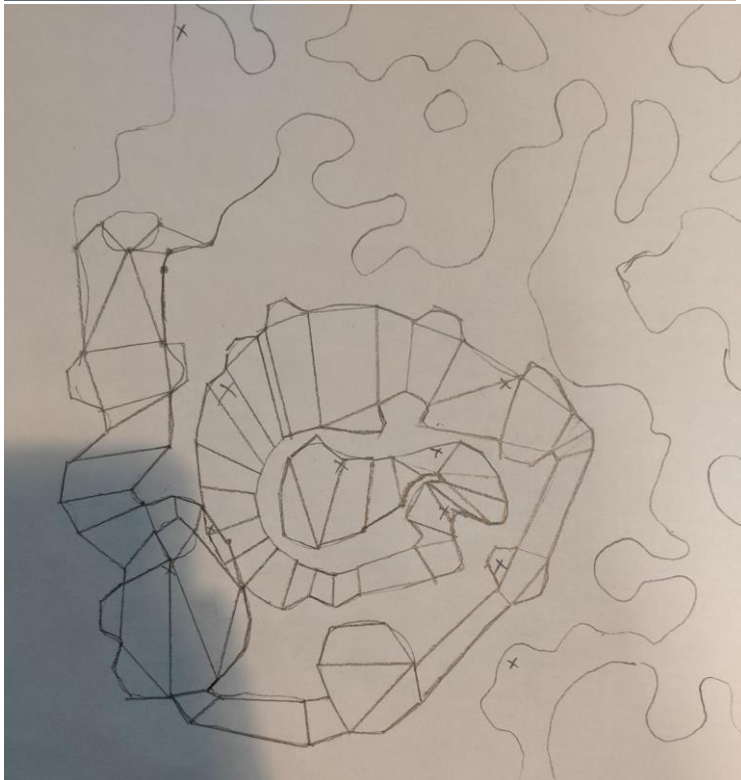
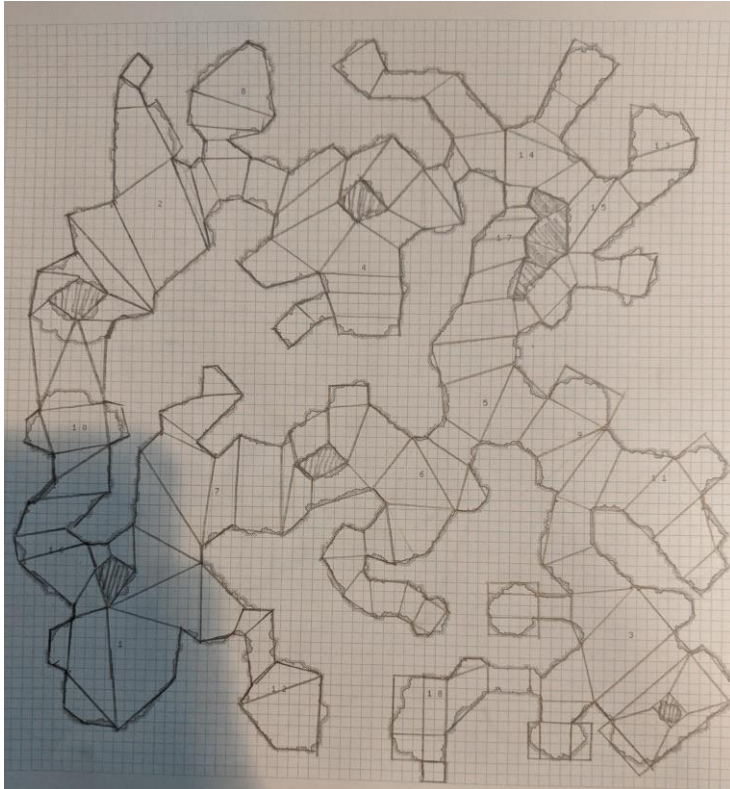
MAP Asset Plan



The MAP might be missing some pieces from the user stories - will be updated in the future.

Appendix

Image 6 and 7 - Cave layout 3D model plan



The cave has been divided into 3 or 4 vertex section to inform the 3D modelling process.

Image 8 - Door to the cave concept art



Images 9 - Statue/Shrine/Altar concept art

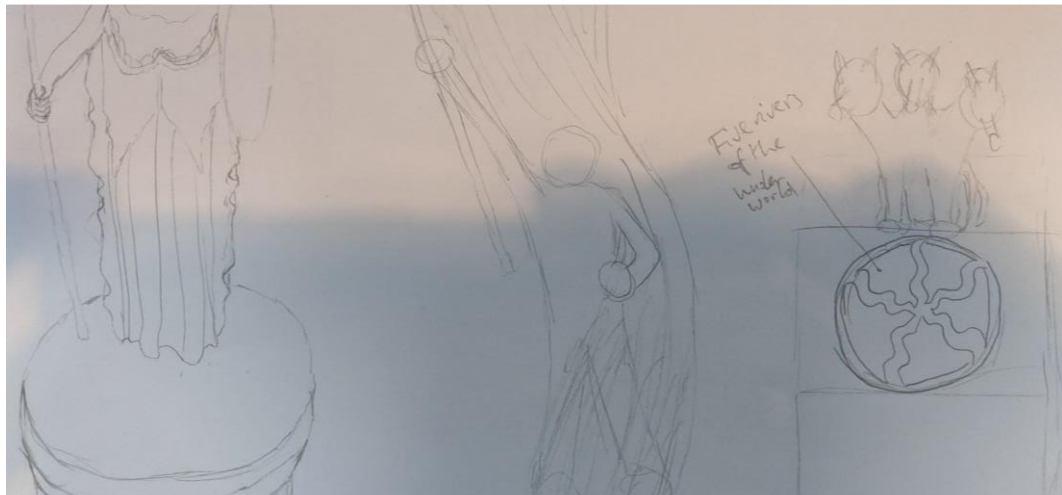


Image 10 - Map UI overlay concept art

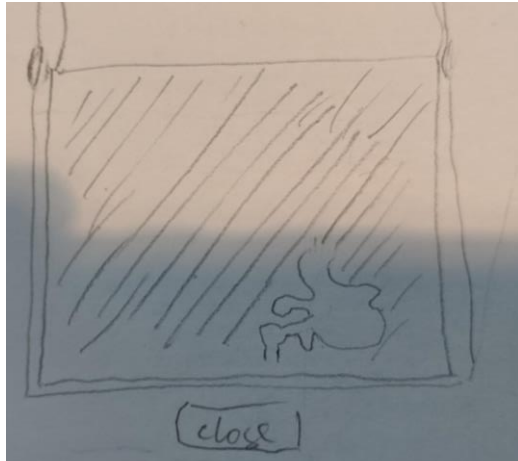


Image 11 - Inventory UI overlay concept art



Image 12 - Journal UI overlay concept art

