

LEVEL NAME	TIMES OF WAR (PROLOGUE/TUTORIAL)
LOCATION	HOME VILLAGE OF HANZO
GAMEPLAY	STEALTH, TUTORIAL LEVEL
OBJECTIVE	ESCAPE FROM THE VILLAGE
STORY BEAT	THE VILLAGE IS BEING RAIDED BY THE ODA FORCES

NEW ABILITY CARDS	BASIC STEALTH AND NINJA CARDS
ENEMIES	ODA SOLDIERS
MECHANICS	STEALTH, DISTRACTING, ASSASSINATE
PACING	ACTING CAUTIOUS, AS THE MECHANICS ARE FOCUSED MORE STEALTH AND FIGHTING SHOULD BE ONLY KIND OF A LAST RESORT OPTION; IT'S ALSO A LOT ABOUT OBSERVING THE MOVEMENT PATTERNS OF ENEMIES AND TRYING TO SNEAK AROUND THEM AND USING OPTIONS OF DISTRACTIONS
NPC	FAMILY MEMBERS

TIME OF DAY

NIGHT

COLOR MAPPING

BROWN (HOUSES), RED (FIRE)

REFUGE	THE BOY IN THE TEMPLE <i>(THIS LEVEL WILL BE SHOWN IN THE PROTOTYPE)</i>
MAIN CASTLE OF THE MATSUDAIRA CLAN (IEYASUS HOME)	CASTLE OF THE ODA CLAN
INTRODUCTION TO CHARACTER MENU (THIS LEVEL), SHOWING AROUND, E.G. BLACKSMITH, LORD'S CHAMBER, ETC.)	STEALTH, GATHERING INFORMATION, CHANGING OUTFIT
LEARN WHERE TO FIND EVERYTHING	REACH IEYASU WHO IS HELD HOSTAGE AT THE CASTLE
FORCES ARE GATHERING TO SUPPORT THE IMAGAWA ON THE ATTACK ON THE ODA CASTLE, OLD LORD IS DYING	HANZO HAS TO BRING IEYASU NEWS OF THE ATTACK ON THE CASTLE BY THE IMAGAWA CLAN AND HIS FATHERS DEATH

COMBAT CARDS (E.G. SOME RANGED/MELEE KILLING OPTIONS)	DEPENDING ON USED CARDS
NONE	ODA SOLDIERS, ODA LORD, CIVILIANS (ALARM SOLDIERS)
CHARACTER MANAGEMENT	CHANGE LOOK TO HIDE (BUT CAN ONLY USE EQUIPMENT-RELATED CARDS), STEALTH, MAP MANAGEMENT
THE PACING SHOULD ENABLE A FREE MOVEMENT THROUGH THE LEVEL WITHOUT FEARING BAD CONSEQUENCES (LIKE A FIGHT) AS THE CASTLE SHOULD FEEL LIKE HOME AND ALL THE NPCs ARE FRIENDLY	AGAIN ACTING CAUTIOUS AS THE CASTLE IS PREPARING FOR A SIEGE (MANY SOLDIERS), GIVING THE OPTIONS FOR 'WELL-CHOSEN' COMBATS BUT HAVING TO AVOID OTHERS TAKING NOTICE, PACING IS SLOWER AS THE PLAYER FIRST HAS TO FIND OUT WHERE HIS TARGET IS, STILL THE FEELING OF TIME PRESSURE AS THE SIEGE DRAWS CLOSER AND HE HAS TO REACH HIS GOAL BEFORE IT STARTS (IT WON'T START BEFORE HES FINISHED THOUGH)
HIROTADA MATSUDAIRA (IEYASUS FATHER), BLACKSMITH (EQUIPMENT), SCHOOL (ABILITIES), ETC.	IEYASU TOKUGAWA

DAY

GREEN & BROWN (NUILDINGS AND NATURE), WHITE & GOLD (MATSUDAIRA FORCES)

NIGHT

BROWN & WHITE (BUILDINGS), RED & BLACK (ODA FORCES)

A LONG AWAITED REVENGE

DEFEATED BY THE POWERLESS (END OF ACT 1)

MILITARY CAMP OF THE ODA CLAN

IMAGAWA MILITARY CAMP

STEALTH, NO KILLING

TALKS WITH IMAGAWA SOLDIERS

REPLACE LETTER TO GENERAL OF IMPORTANT ODA BORDER CASTLE

SOCIALIZING, FIGHTING, ESCAPE

HANZO IS TASKED TO SWAP A LETTER TO THE ODA CASTLE WITH FALSE INFORMATION, BUT IS BROUGHT IN CONFLICT WITH THE TASK AS THE LIFE OF INNOCENTS ARE PUT ON RISK

THE IMAGAWA ARE ABOUT TO DEFEAT THE LAST REMAINING ODA STRONGHOLD. AS THEY ARE RESTING AND CELEBRATING THE COMING DAY IN THEIR CAMP THEY ARE ATTACKED IN THE DARKNESS BY THE ODA AND ARE DEFEATED (PLOT TWIST), HANZO HAS CONVERSATIONS WITH SOME SOLDIERS THAT MAY QUESTION WHETHER THESE SOLDIERS ARE ANY BETTER THAN THE ENEMY AND THEN HAS TO ESCAPE THE INCOMING ATTACK

DEPENDING ON USED CARDS	DEPENDING ON USED CARDS
ODA SOLDIERS, DOGS	ODA SOLDIERS (A LOT), CONFUSED IMAGAWA SOLDIERS
ZIP LINE, DECISION-MAKING, MISSION-PLANING	ESCAPING
BEING VERY CAUTIOUS AS THE CAMP IS QUITE BUSY EVEN IN THE NIGHT. GATHERING INFORMATION PROPERLY INCREASES THE PACING AS IT IGHTEASIER WAYS TO ACHIEVE THE GOAL	FIRST A SLOW PACING TO ALLOW LISTENING TO TALKS AROUND THE CAMP AND SOAK UP THE POSITIVE ATMOSPHERE, HARD CUT WHEN THE ATTACK STARTS AND THEN HAVING A FAST PACE AND SOME FIGHTS AS THE PLAYER SHOULD BE VERY DESPERATE TO ESCAPE OUT OF THE CHAOS AND SLAUGHTER
INNER MONOLOGUE THROUGHOUT THE MISSION	SOLDIERS, GENERALS OF THE IMAGAWA

NIGHT

EVENING/NIGHT

BROWN, WHITE & RED (MILITARY CAMP)

YELLOW & BLACK (IMIGAWA FORCES), RED & BLACK (BLOOD AND FIRE)