

STAR WARS

THE WANDERING SOUL



LEVEL DESIGN DOCUMENT

TARAS
EMBASSY

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Index

1.	Design History	4
1.1	Version 1.x.....	4
1.1.1	Version 1.0.....	4
1.1.2	Version 1.1	4
1.1.3	Version 1.2	4
1.1.4	Version 1.3	4
1.1.5	Version 1.4	4
2.	Story	5
2.1	Narrative arch	6
2.1.1	Act #1	6
2.1.2	Act #2	7
2.1.3	Act #3	8
2.2	Main quests and side quests	9
2.2.1	Repair the spaceship	9
2.2.2	Help Jaku Virai	9
2.2.2.1	Dangerous Diamonds	9
2.2.3	Into the ex-Jedi Temple.....	10
2.2.3.1	Fara's Pain	10
2.2.4	Rescue Jo Nafeel	11
2.3	Synopsis	11
2.3.1	Main story	11
2.3.2	Side quests	13
2.4	Events Diagram	14
2.5	Setting	15
3.	Characters.....	18
3.1	Party	18
3.1.1	Dass Jennir - The chosen one, Protagonist, Rounded character	18
3.1.2	H2 - The Trickster	18
3.1.3	Tark Darael - The Strategist, The Chessmaster	19
3.2	Relevant Characters	19
3.2.1	Jaku Virai - The greedy slaves trader.....	19
3.2.2	Darin Won - The stupid devotee	20
3.2.3	Dukes Rhel - The chatty bartender	20
3.2.4	Mako Thalitas - The wise lore keeper.....	20
3.2.5	Fara Nimais - The brave mother.....	21
3.2.6	Jo Nafeel - The lost Jedi knight	21
3.3	Enemies	22
3.3.1	StormTrooper recruits	22
3.3.2	Coruscant Guards	22
3.3.3	Imperial Commando	23
3.3.4	Saber guard	23
3.3.5	Terentatek	24
3.3.6	Can-cell	24
4.	Game Design	25
4.1	Overview	25
4.2	Dungeons & Dragons	25
4.3	Basic Actions	25
4.4	User Interface	26
4.5	Combat System	26
4.6	Dialogues	26
4.7	Checkpoints and save	26
4.8	Puzzles and special scripted sequences	26
4.9	Moral choices	27
4.10	Prototype and tools	27
5.	Goals Outline	28
5.1	External Goals	28
5.2	Internal Goals	28
6.	World Diagram	29
7.	Level Diagrams	30
7.1	Corellia	30
7.2	Kashyyyk	30
7.3	Coruscant	31
8.	Maps: design and flow	32
8.1	Corellia - Union club of Corellia	32
8.2	Corellia - Outside road between Union Club of Corellia and Training Forest	33
8.3	Corellia - Training forest	34
8.4	Corellia - Outside road between Training Forest and Coronet	35

8.5 Corellia - Coronet (city centre)	36
8.6 Corellia - Little village	37
8.7 Corellia - Underground structures.....	38
8.8 Corellia - Naval shipyard	39
8.9 Corellia - Space-port of Corellia	40
8.10 Kashyyyk - Spaceport of Kashyyyk	42
8.11 Kashyyyk - Forest of Kkowir	43
8.12 Kashyyyk - Village of Kerritamba	44
8.13 Kashyyyk - Outside caves of Mydryyyil	45
8.14 Kashyyyk - Caves of Mydryyyil	46
8.15 Kashyyyk - Outside oil refinery	47
8.16 Kashyyyk - Oil refinery	48
8.17 Kashyyyk - Small settlement of the Galactic Empire	51
8.18 Kashyyyk - Spaceport of Coruscant	52
8.19 Coruscant - City centre	53
8.20 Coruscant - Outlander club (Possible level to prototype)	54
8.21 Coruscant - Outside ex-Jedi Temple (Possible level to prototype)	55
8.22 Coruscant – Ex Jedi Temple (Possible level to prototype)	56
8.23 Coruscant – Gisk Kelemann's residence (Possible level to prototype)	59
8.24 Coruscant - Underworld of Coruscant (Possible level to prototype)	61
8.25 Coruscant – Ex military base of the Republic (Possible level to prototype)	62
8.26 Coruscant – Ex judicial detention centre of the Republic	63
9. Statistics and Balancing	67
9.1 Party	67
9.2 Enemies	67
9.3 Fights	69
9.4 Treasures	69
9.5 Abilities	70
9.5.1 Dass Jennir	70
9.5.2 Tark Darael	71
10. Appendix Images	72

1. Design History

1.1 Version 1.x

1.1.1 Version 1.0

- First draft of the document;
- General story idea;
- Internal and external goals;
- First world diagrams;
- General setting idea.

1.1.2 Version 1.1

- World diagrams review;
- Setting review.

1.1.3 Version 1.2

- World diagrams review;
- Narrative arch added;
- Quest and side-quest added;
- Synopsis added;
- Characters added.

1.1.4 Version 1.3

- World diagrams review;
- Level diagram added;
- Maps added;
- Flow description added.

1.1.5 Version 1.4

- New characters added;
- Chapter "Game Design" added;
- Narrative flowchart added;
- Events diagram with description added;
- Chapter "Gameplay" added.

2. Story

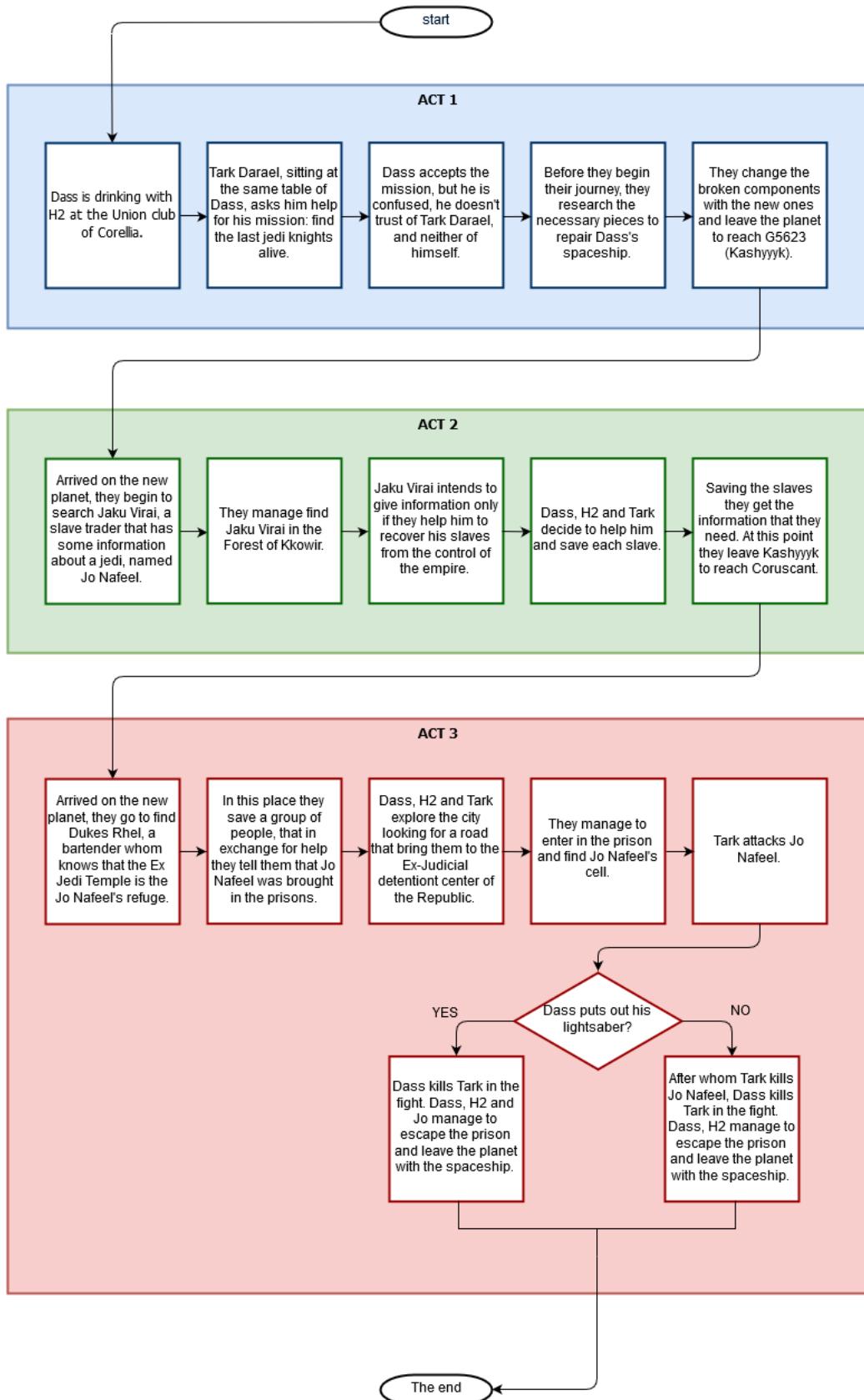


Figure 1 – Narrative flowchart.

2.1 Narrative arch

2.1.1 Act #1

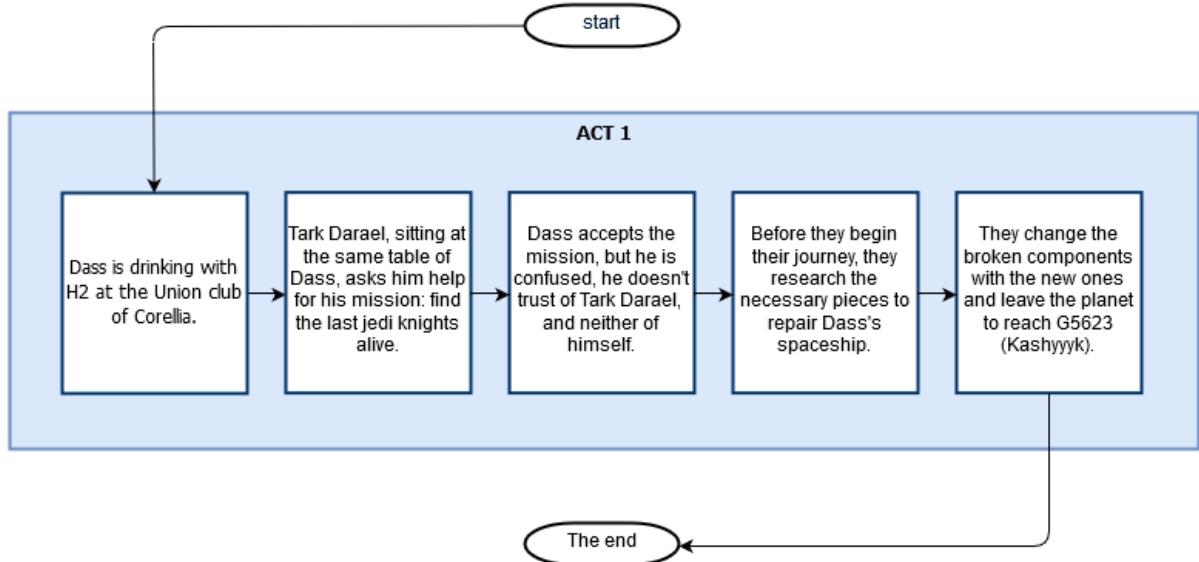


Figure 2 – Flowchart Act 1.

Dass Jennir still wanders aimlessly, supported by the droid H2. During the travel, his spaceship has a fault and he is forced to stop on the planet Corellia. While he is searching for a place to repair the spaceship, he feels strange: it seems that someone is following him. This someone is Tark Darael, one of the Jedi masters still alive that is now too old to carry out his last quest: to give a new hope to the Order of the Jedi.

Tark tells Dass that, at the end of the Clone War some Jedi knights have escaped the purge and from that moment he started to search the Jedi still alive. During his research he has tracked Dass Jennir and he became aware that there is a slave trader named Jaku Virai on ex Kashyyyk (G5623); this man is important because he has information about the place where to find Jo Nafeel, another Jedi knight, by the way Dass Jennir is hesitant because he does not know whether to accept the proposal of the master because of the weight that bears on his conscience.

The master promptly chime in reminding Dass that he is still a Jedi and has served the Republic with honor until the end. Jennir is confused, he feels that something is wrong in this man, but at the same time does not trust of himself because too many doubts afflict his mind. In the end he decides to trust Darael, undertaking the journey in search of clarity.

2.1.2 Act #2

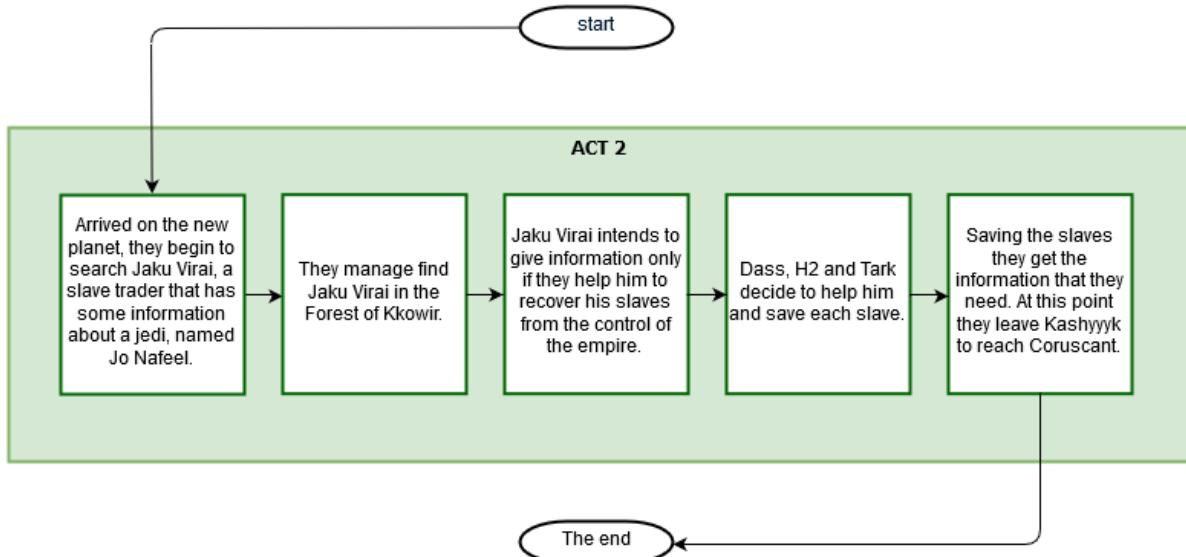


Figure 3 – Flowchart Act 2.

After they find a way to repair the spaceship , Jennir, H2 and the master Darael finally reach ex Kashyyyk (G5623), but it sets a new problem because the greedy Jaku Virai does not intend to give them any information without having something back. The Empire has taken a large number of slave under its control, without which Virai cannot continue his activity, suffering the serious business losses: the merchant will reveal the location of Jo Nafeel only if the two Jedi recover slaves from prison.

After they bring him back his slaves, they have the information required: Jo Nafeel is on Coruscant planet and they know that there is someone in the Outlander Club that will help them. This someone is the bartender Dukes Rhel and he knows that Jo Nafeel is a refugee in the Jedi Temple.

2.1.3 Act #3

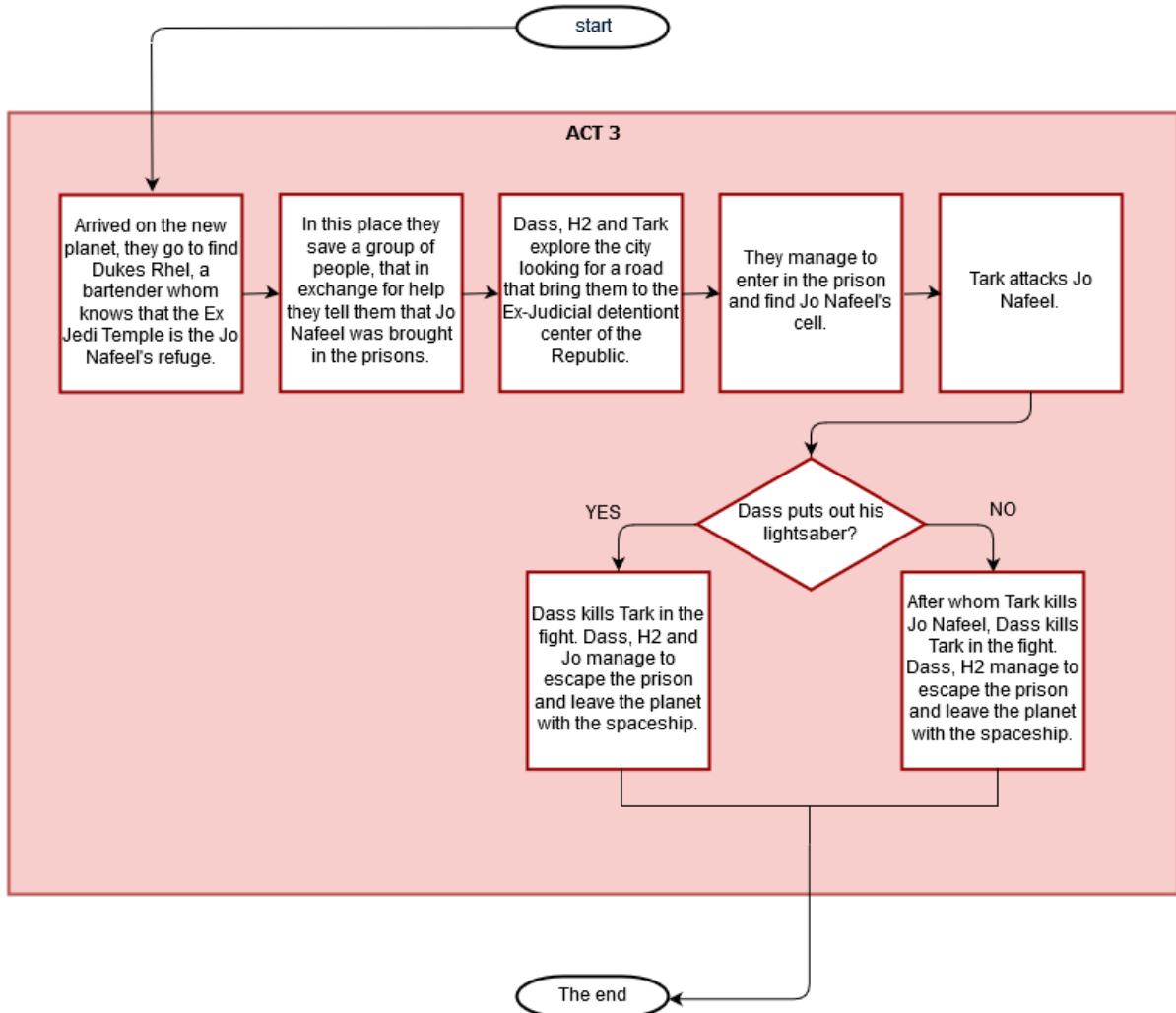


Figure 4 – Flowchart Act 3.

When they arrive to the temple, they are attacked from a group of Stormtroopers but at the same time another group is leaving the zone with someone; after the fight, Dass rescues Mako Thalitas, the ex Lore Keeper. Mako is grateful to Dass because another Jedi was not able to rescue him, and when they ask him explanation about that, he answer that Jo Nafeel was caught during the raid of Stormtrooper and he will be executed in prison. For this reason Dass, H2 and Tark decide to reach the prison to save Jo.

2.2 Main quests and side quests

2.2.1 Repair the spaceship

Dass, H2 and Tark need to repair the spaceship to start their journey; they cannot leave because the power generator and the navigation module are damaged. The group starts looking for the power generator in a small village. The inhabitants are well-intention to give them the piece, but first they ask something back: help them to drive out a terentatek that hangs over the village every night. The Jedi knight agrees, so he quickly goes towards an underground structure that is the daily refuge of the monster. When they arrive to the creature, Dass, H2 and Tark start the decisive fight putting an end on its control on the village. After the fight they turn back to the village; the inhabitants thank the group for the freedom giving them the power generator they need.

The other piece is the navigation module and the group can buy it in the naval shipyard. By the way, Dass hasn't so much money to buy it and for this reason he is forced to make a deal with the vendor: he will have the piece only if he fixes vendor's radar for the space routes. Dass is able to repair the radar and after bringing it back to the vendor finally receives the missing piece. They come back to the spaceship, where they add both of pieces and finally start their journey.

2.2.2 Help Jaku Virai

Stormtrooper have imprisoned some of Jaku Virai's wookiees in Mydryyyil caves and some in the oil refinery and so he cannot continue his activity suffering serious business losses. The slave trader promises Dass information if he will bring him back the wookiees; in addition the trader ask him to destroy also the Galactic Empire settlement which is an obstacle for his business and affairs. Dass and his companion decide to help the trader only to reach their purpose. By the way, Virai fears the other set the slaves free from his control; for this reason, he says to Darin Won, one of his men, to go with the group to monitor the mission. The strategy is always the same: once they get the target they will separate. Dass and H2 go inside meanwhile Tark and Darin create a diversion for guards outside.

After the rescue and before leaving Mydryyyil caves, the player can choose to turn back starting the sub-quest 2.2.2.1 or proceed outside towards the refinery.

After rescuing all wookiees they move toward the last target: to infiltrate in the settlement destroying it from the inside. They succeed in the mission bring Jaku Virai back his slaves obtaining the information the need.

2.2.2.1 Dangerous Diamonds

After the rescue of wookies and before leaving the cave, Dass and H2 see a collapsed wall and a scared wookiee intent to move an enormous rock in front of the ruins. This rock obstructs the road to a little group of wookiees left behind and the beast ask Dass for help; the Jedi accepts and creates a little passage in the still intact wall using the Force.

Once they get in, Dass sees old wookiee wounded and trapped under the rock and tries to help him; there is also another beast among the group: this one is a rakata and the other wookiees attacked him. Dass get close asking explanations and the rakata awkwardly confesses to be a thief and the guilty of the collapse: he has moved a wrong rock trying to steal a big diamond in that tunnel, provoking the collapse of the wall and raising the conflict with the other beasts around. After the discussion, the rakata distractedly drops the torch from his hand provoking an enormous fire meanwhile Dass is trying to create a way out for the prisoners. This action causes more rancor in wookiees making the situation harder.

At the end of the sub-quest, both Dass and H2 will exit the cave; by the way, the player will have a different outcome depending on who Dass decides to help. They will always turn back to Jaku Virai bringing him back his slaves accomplishing the mission.

2.2.3 Into the ex-Jedi Temple

When they arrive to the temple, they are attacked from a group of Stormtroopers but at the same time another group is leaving the zone with someone; after the fight, Dass rescues Mako Thalitas, the ex Lore Keeper. Mako is grateful to Dass because another Jedi was not able to rescue him, and when they ask him explanation about that, he answer that Jo Nafeel was caught during the raid of Stormtrooper and he will be executed in prison. For this reason Dass, H2 and Tark decide to reach the prison to save Jo.

2.2.3.1 Fara's Pain

During the escape from Jedi Temple Dass notices someone in yet, and try to help him even if Tark does not accept the decision of the Jedi. This someone is a wounded nosaurian woman, her name is Fara Nimais and she a survivor of the New Plimpto massacre; she seems to know Dass and it appears fear and desire of revenge in her eyes. Dass recognizes the woman: she is one of the slaves that he did not saved on New Plimpto and for this reason she has hard feelings against him; after the massacre, the woman became one of Dezono Qua's slaves on Orvax IV and her daughters Neba and Mira were sold by a slave trader named Gisk Kelemann. Talking to Fara, Dass feels guilty and tries to make amends for his mistakes trying to help the woman. At the first time she refuses but in a second moment she accepts because she reasonably understand she needs a help to find her daughters. So, the woman tells the group her story: after the escape from Orvax IV she decided to go to Coruscant and for this reason she hided on a spaceship direct to the same planet; there she starts searching Gisk's register, containing information about the buyer of her daughter. She was caught while she was trying to steal it but, even if she did not succeed, she managed to escape their chasers and to find shelter in a former ex Jedi Temple. This deed proves her great strength and her courage.

Dass's goal was to find that register; once he accepted this quest he goes to Kelemann's home with Tark and H2. Once they reach their destination, they notice that it seems abandoned and they venture inside it without further doubts. Since the mansion is incredibly big, the research is really difficult but, in one way or another, they manage to find an enormous room full of items and creatures coming from every corner of the known space. There are no guards inside the house and that sounds suspicious to Dass and his companions but they find a big register on a desk on the center of the room.

Once there, the player has two choices with different outcomes: regardless of the player choices, one way or another the register is always retrieved; depending on who Dass decided to talk with, some pages are missing.

Once they manages to escape the mansion, they hide somewhere until they allow the dust to settle; they try to get to Fara as soon as possible hoping to finally give her some relief. Before leaving, Fara suggests the group to pay attention to the Temple: it could hide an useful hint to reach the prison.

At the end of the sub-quest 2.2.3.1, the player will have a different outcome depending on what Dass decides to do: listen Fara's advice or not. They will always move towards the prisons.

2.2.4 Rescue Jo Nafeel

The player will have a different outcome depending on the road that he chooses; by the way he will arrive always to Jo Nafeel's jail cell.

Once in front of the jail cell, Tark pulls his red Lightsaber out revealing his real identity: he is a Sith and he was trying to use Dass Jennir only to find Jo Nafeel and kill both of them. Dass Jennir is confused about this and he must quickly decide how to react.

- **use the Lightsaber:** Dass quickly pulls his Lightsaber out attacks Tark killing him before he attacks Jo. After that Dass, H2 and Jo escape the prison and move towards the spaceship. Finally safe, Dass asks Jo joining the group but he refuses after having thank him. The Jedi knights get separated and Dass pleased proceeds to the next planet thinking about the fact that he was able to save Jo Nafeel. In the end he decides to replace his Lightsaber with the promise to re-hold it to do good deeds in future.
- **don't use the Lightsaber:** Tark attacks Jo killing him; Dass quickly attacks Tark with his Blaster and fatally shoot him. After that, Dass and H2 escape the prison and move towards the spaceship. Finally safe, Dass gloomily proceeds to the next planet thinking about the fact that he was not able to save Jo Nafeel. In the end he decides to put his Lightsaber with H2 until he is ready to wield it again.

2.3 Synopsis

2.3.1 Main story

1. Dass is drinking with H2 at the Union club of Corellia.
2. Tark sits at the same table and after having spoken with him he asks help for his mission.
3. At first Dass refuses because he is still disheartened of his previous actions.
4. Tark convinces him remembering that he is still a Jedi.
5. However, before they can begin their journey, is necessary to repair Dass's spaceship.
6. Dass starts with H2 to find the components needed to repair the spaceship
 - 6a. The First Component (Energy generator) is located in a little village. However, Dass and H2 have to kill a TERENTATEK that attacks the village at night. Just in that case the villager will grant it for free. In particular, the monster takes shelter all the day to the Underground structures.
 - 6b. The Second Component (Navigation module) is located to the Naval Shipyard. Dass, with H2, have to buy it. For complete this task he need money, and for obtain them he will have to do some little work inside the structure.
7. Dass with H2, return to the spaceship left to the spaceport and change the broken components with the new ones.
8. Dass, H2 and Tark leave the planet to reach G5623 (ex Kashyyyk).
9. Arrived on the new planet, crossing the Forest of Kkowir that comes before the Village of Kerritamba, they find Jaku Virai.
10. Jaku Virai tells them his story. In particular, he is hiding himself from a group of Stormtrooper that is blocking his slave trade. Therefore he will give them information only if Dass and Tark will help him to free the planet from that troops.
11. Dass, H2 and Tark go ahead to the areas indicated from JAKU VIRAI.
 - 11a. The first group of wookiees to save is in the Caves of Myydrill. Dass have to let them escape thanks to Tark and Darin Won that will distract them.
[Side-quest: "Dangerous Diamonds"]

- 11b. The second group of wookiees to save is in the Oil refinery. Dass have to let them escape, fighting in a clash a little group of troops that guards the refinery.
- 11c. The third zone is a small settlement of the Galactic Empire. Dass have to defeat the remaining stormtroopers and take them to flee from the planet.
12. Dass, H2 and Tark depart for Coruscant.
13. Arrived on the new planet, they go for the Outlander Club for find Dukes Rhel (the bartender) who can advise them about the man they are looking for.
14. Dass, H2 and Tark after obtaining the informations, they start to go to the ex-Jedi Temple. Here they will come in the moment when a group of stromtrooper are moving away.
15. Dass, H2 and Tark enter in the ex-Jedi Temple. Here they have to save a group of people from a group of sentries remained to patrol the area. After that, the group of survivors will inform Dass that the Jedi they are looking for have just been captured and he will be executed during the day. [Side-quest: "Fara's Pain"].
16. Dass, H2 and Tark explore the city looking for a road that borrow them to the ex-Judicial detention center of the Republic.
- 16a. The first road can be through the subterranean passages inside the ex-Jedi Temple, heading inside the prison.
- 16b. The second road can be disturb the radio communication of the stormtrooper in the ex-Military base of the Republic and heading with less difficulty inside the prison.
- 16c. The third road can be notice that at the ex-Military base of the Republic the presence of the ex Jedi Kai Hodurra. In that case, because it is a trap, Dass, H2 and Tark are captured and will find themselves to escape from their prison cell.
17. Dass, H2 and Tark in every ways they have reached the ex-Judicial detention center of the Republic, they will find Jo Nafeel's cell.
18. Tark attacks Jo Nafeel.
- 19a. Dass pulls his lightsaber out.
- 20a. Dass and Tark fight each other and Tark dies.
- 21a. Dass, H2 and Jo Nafeel escape the prison and thanks to the spaceship they leave for another planet.
- 22a. Dass asks to Jo Nafeel if he wants to follow him but Jo Nafeel says that he have another mission.
- 19b. Dass does not pull his lightsaber out and Tark kills Jo Nafeel.
- 20b. Dass and Tark fight each other and Tark dies.
- 21b. Dass and H2 escape the prison and thanks to the spaceship they leave for another planet.
- 22b. Dass thinks about his situation and to the fact that he failed to save Jo Nafeel.

2.3.2 Side quests

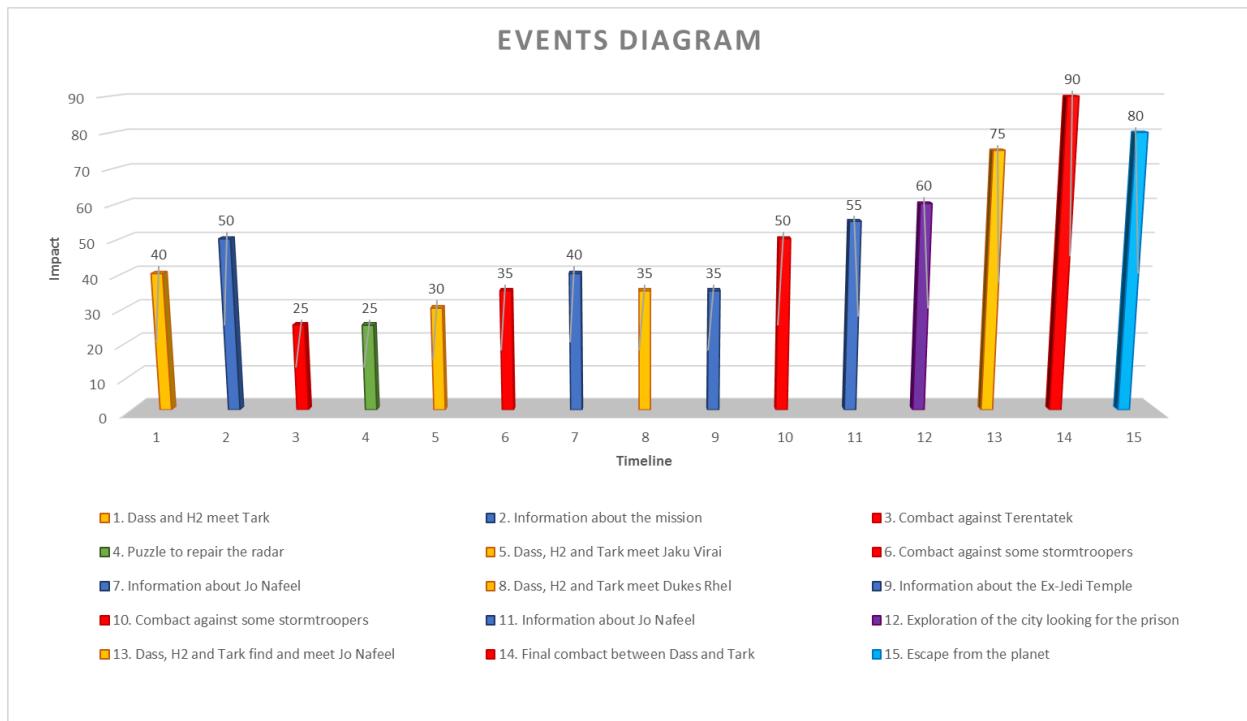
DANGEROUS DIAMONDS:

1. Dass and H2, sees the presence of a landslide and a wookiee named Frobruk who desperately try to open a road in the rubble.
2. Dass approaches Frobruk.
3. Dass try to understand Frobruk and if someone is trapped over the rubble.
4. Dass finds that a group of Wookiees is trapped.
5. Dass uses the force for move some rocks and makes a tiny passage for enter.
6. Dass distinguishes an old wookiee, a questionable Rakata, Frobruk's wife and a group of wookiees.
7. Dass try to find an alternative way to escape because the main one is not useful for let everyone escape.
8. The Rakata cause a blaze trying to escape alone.
9. The group of wookiees attacks verbally the Rakata and blame him to have caused that desperate situation.
10. Dass block this "verbal clash".
11. Dass, if he had found previously some bandages and medicines, can save the old wookie blocked by the rocks, alternatively he dies.
12. Dass find a way to escape and frees everyone, alternatively he can't find a way to escape and he goes back to the tiny passages that he had created through the rocks.
13. If Dass frees everyone, he get from the Wookiee a stolen diamond that he can resell for obtain moneys.

FARA'S PAIN:

1. Dass, H2 and Tark explore the ex-Jedi Temple and they meet Fara.
2. Dass talks with Fara and he finds that he is searching for her daughters Neba and Mira.
3. Fara asks Dass at last to help her to discover to whom her daughters have been sold.
4. Dass accepts to help her and he leave for find the register of the slaver Gisk Kelemann that have sold them.
5. Dass go to the residence of the slaver Gisk Kelemann.
6. Dass furtively sneaks inside the residence.
7. Dass explore the entire room searching for the register with the information he needs.
8. Dass H2 and Tark found the register.
 - 8a. Tark triggers the alarm and Dass quickly rips some pages from the register.
 - 8b. H2 scans the area, finding the presence of an alarm and he deactivates it.
9. Dass, H2 and Tark escape from the residence and heads to the ex-Jedi Temple.
10. Dass delivers the register (or the pages) to Fara.
11. Fara gives him some advice about a possible secret passage for reach the ex-Judicial detention center of the Republic.

2.4 Events Diagram



The Diagram above shows all the influences of the events in the story timeline, which are represented with a variable value depending on the single key event the player faces.

1. Dass and H2 meet Tark:
 - o Dass ad H2 meet Tark for the first time; Dass is in a bar and a strange figure approaches him sitting next to him; this provide a quite amount of tension and it is immediately clear that this is a key event of the story.
2. Information about the mission:
 - o Tark provides to Dass all the information about the mission; Dass is clearly confused on what to do; this event overlap with the call of adventure; it has an average impact on the story and can be mapped as a high peak.
3. Combat against Terentatek:
 - o Fight against a Terentatek (low peak);
4. Puzzle for repair the radar:
 - o Dass must repair his spaceship with a puzzle (low peak);
5. Dass, H2 and Tark meet Jaku Virai:
 - o After they reached Kashyyyk, they meet Jaku Virai that promise them to provides information about Jo Nafeel;
6. Combat against some Stormtroopers:
7. Information about Jo Nafeel:
 - o This event has an average impact on the story because the party finds out where Jo Nafeel is.
8. Dass, H2 and Tark meet Dukes Rhel:
 - o The Party meet Dukes Rhel, that will provide them information about the mission.

9. Information about the Ex-Jedi Temple:
 - o The Party find out that Jo Nafeel can hide himself in the ex-Jedi Temple;
10. Combat against some Stormtroopers;
11. Information about Jo Nafeel:
 - o The Party finally finds out the exactly position of Jo Nafeel. This will trigger a series of fast-paced events with a high impact on the story.
12. Exploration of the city looking for the prison:
 - o Here the party can choose how to break into the prison; this is a hard choice with different difficulties depending on the decision.
13. Dass, H2 and Tark find and meet Jo Nafeel:
 - o The party after the long journey finally manages to reach the Jedi; This event has a great impact on the storyline and prepares to the climax.
14. Final combat between Dass and Tark:
 - o Dass discovers that Tark was a Sith and he was manipulating him; Here there will be an important choice: Dass must decide whether to use or not the lightsaber to save Jo Nafeel; Finally, he must fight against Tark. This is overlapped with the Story climax and is the highest peak.
15. Escape from the planet:
 - o Dass, H2 (and Jo Nafeel) escape from the prison;

2.5 Setting

CORELLIA



Figure 5 - Overview of Corellia, the planet known for the high trade.

- Geomorphology:

- grassy plains;
- valleys;
- mountains;
- hills;
- urban;

- mesas;
- jungles;
- forests;
- islands.

- Inhabitants:

- Human;
- Selonian;
- Drall;
- Zabrak;
- Aqualish;
- Gran;
- Twi'lek;
- Klatooian;
- Bothan;
- Mon Calamari.

- Main features:

- imposing shipyards;
- suffered several pirate attacks;
- immense artifact known as Centerpoint Station (tool to move the planets);
- complex underground structures;
- large alcohol exports.

KASHYYYK



Figure 6 - Representation of the setting and the typical houses of the Kashyyyk.

- Geomorphology:

- mountains;
- jungles;
- endless forests;
- seas;
- lakes;
- rivers.

- Inhabitants:

- Human;
- Wookiee;
- Bantha di Kashyyyk;
- Kinrath;
- Katarn;
- Gnasp;
- Snail Gorril;
- Rakata;
- Terentatek;
- Sayormi.

- Main features:

- birthplace of the Wookiee;
- heavy enslavement by the Galactic Empire;
- large alcohol exports.

CORUSCANT



Figure 7 - Coruscant, the meeting point of different races and representation of its chaos.

- Geomorphology:

- ecumenopolis.

- Inhabitants:

- Human;
- Various immigrant species.

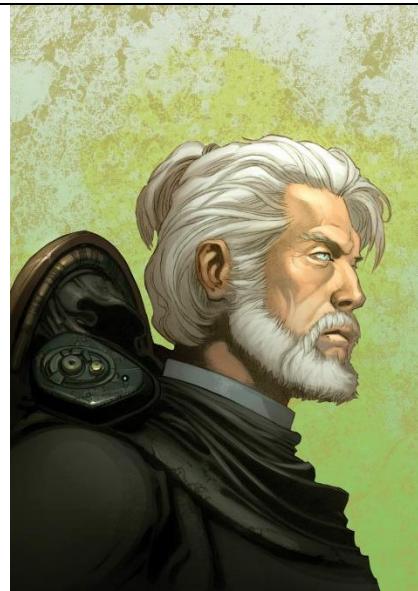
- Main features:

- center of culture and government;
- it was home to the Jedi Order;
- it was home to the main military base of the Republic.

3. Characters

3.1 Party

3.1.1 Dass Jennir - The chosen one, Protagonist, Rounded character

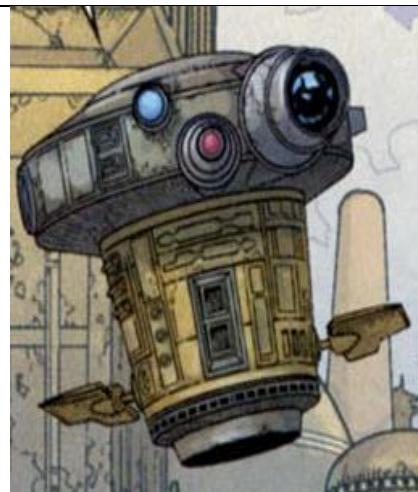


He is one of the Jedi escaped from the purge after the Clone War on New Plimpto. Dass Jennir is in crisis, after the crew of the Uhumele abandoned him: he broke the Jedi code killing people in cold blood and now the seed of doubt is torturing his soul. The only way to make things clear in his heart is embarking on a journey in search of himself: he have to understand whether it is right to embrace the Dark side of the Force or groped to redeem himself through a heroic gesture to return to the Light side.

He is able to use the Blaster and the Force without wielding the Lightsaber that he has always with but doesn't want to use.

In the Hero's Journey, the figure of the Hero matches with him: he is the protagonist of the adventure and he is the only one who can solve the situation.

3.1.2 H2 - The Trickster



It is Dezeno Qua's pilot droid until Dass kills his owner. It is a little droid with a very sense of humor: during the journey he can talk with its companions because is able to understand human language. Depends on the homicide of Dezeno, H2 initially speaks to Dass with a strange tone, becoming friendlier during the journey growing closer to the new owner.

It is able to scan the environment thanks to its integrated operating system.

In the Hero's Journey, the figure of Trickster matches with it: during the journey it finds always a way to take it lightly, even during hard situations aiming to urge its companions.

3.1.3 Tark Darael - The Strategist, The Chessmaster

	<p>He is a Koorivar master Jedi; he is one of the last Jedi escaped from the purge after the Clone War on New Plimpto, just like Dass Jennir. He is on the trail of Jedi still alive to accomplish his last mission. He finds Dass Jennir on Corellia and asks him to go with to find another Jedi knight named Jo Nafeel.</p> <p>He is an ambiguous and enigmatic character. At first sight, he appears like a master searching for a help, but during the journey, his behaviour will change discovering his realistic face: he is a Sith and his mission is finding the Jedi knights to kill them.</p> <p>He is able to take discussion with others because of his strong oratory skill; he is also good to use the Force wielding the Lightsaber.</p> <p>In the Hero's Journey, the figure of Shapeshifter matches with him: he changes his shape revealing himself and forcing the Hero to do something very important for the story.</p>
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3.2 Relevant Characters

3.2.1 Jaku Virai - The greedy slaves trader

	<p>He is a greedy male Elomin who takes care only of his business. Dass and his companions meet him on ex Kashyyyk (G5623) and decide to help him to have information about their next stage.</p> <p>This NPC is introduced at the beginning of the Act II (main quest "Help Jaku Virai").</p>
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3.2.2 Darin Won - The stupid devotee

	<p>He is one of Jaku Virai's devotee; it is a big but stupid male Besalisks, very loyal with his boss. Jaku Virai commands him to follow Dass and his companions in the caves of Myyydryl to bring back his slaves and make sure of their integrity.</p> <p>This NPC is introduced at the beginning of the Act II (main quest "Help Jaku Virai").</p>
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3.2.3 Dukes Rhel - The chatty bartender

	<p>He a male Volpai is the owner and bartender of Outlander Club that gives Dass and his companions important information about Jo Nafeel; his club is merchants and reach people's favourite place so he can listen every kind of conversation, even the most shady, and he has not a close mouth of course...</p> <p>This NPC is introduced in the end of the Act II (main quest "Help Jaku Virai").</p>
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3.2.4 Mako Thalitas - The wise lore keeper

	<p>He is one of the lore keepers still alive after the emanation of the Order 66; he is a wise man and knows secrets about Imperial plans and he used to help rebels to hide from the Empire guards. Dass and his companions rescue him from Stormtroopers attack in the ex-Jedi Temple on Coruscant, discovering where to find Jo Nafeel.</p> <p>This NPC is introduced at the beginning of the Act III (main quest "Into the ex-Jedi Temple").</p>
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3.2.5 Fara Nimais - The brave mother

	<p>She is one of female Nosaurian slaves on Orvax IV; Dass meet her meanwhile is looking for Bomo Greenbark's daughter. He does not help the slave and for this reason she loses her daughters, increasing her sense of revenge.</p> <p>This NPC is introduced in the middle of the Act III (sub quest "Fara's pain").</p>
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3.2.6 Jo Nafeel - The lost Jedi knight

	<p>He is a Jedi knight whose Dass Jennir and his companions are looking for to accomplish Tark's last mission and save the Order of Jedi; his origins are unknown.</p> <p>This NPC is introduced in the end of the Act III (main quest "Rescue Jo Nafeel").</p>
--	---

3.3 Enemies

The party must face different fights versus the common enemies and creatures of Star Wars Universe.

3.3.1 StormTrooper recruits

	<p>Stormtroopers were the assault troops of the Galactic Empire. Dissenting citizens referred to them as bucketheads, a derogatory nickname inspired by the bucket-shaped helmets of stormtroopers. They wore white armor over a black body glove which, in addition to creating an imposing image, was outfitted with a wide array of survival equipment and temperature controls that allowed its wearer to survive in most environments, but offered limited protection against blaster bolts. As members of the Stormtrooper Corps, an independent branch that operated under the Imperial Army, stormtroopers represented the elite soldier of the Imperial Military—trained for total obedience to the command hierarchy, as well as absolute loyalty to Emperor Sheev Palpatine and the Imperial regime.</p>
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3.3.2 Coruscant Guards

	<p>The Coruscant Guard was a division of elite clone shock troopers of the Grand Army of the Republic organized to serve as peacekeepers and protect the Galactic Republic capital planet of Coruscant. The Coruscant Guard was initially placed under the command of Clone Commander Fox. Fiercely loyal to the Republic and with a command style of leading from the front, Fox would become one of the most decorated commanders during the war. The Coruscant Guards patrolled the streets of Coruscant as riot control troopers to assist the Coruscant Security Force, conducted hostage rescue operations, guarded the prisoners at the Republic Judiciary Central Detention Center, fulfilled duties previously held by the Senate Guard such as accompanying Senators, Jedi, and other diplomats on dangerous missions, performed military police functions, and served as bodyguards for Sheev Palpatine, first as Supreme Chancellor, then as Galactic Emperor.</p>
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3.3.3 Imperial Commando



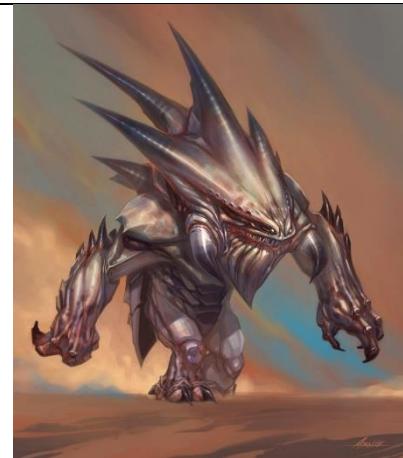
The Imperial Commando Special Unit was a special forces division of elite operatives that formerly belonged to the Republic Grand Army's Special Operations Brigade during the Clone Wars. With roughly a thousand commandos left by the end of the conflict, the remaining squads were reorganized as a special division within the 501st Legion, the personal stormtrooper unit that served directly under the command of the Sith Lord Darth Vader.

3.3.4 Saber guard



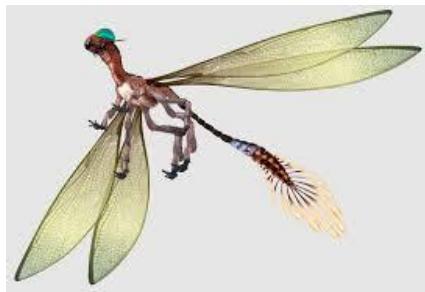
While similar in appearance to the members of the Imperial Royal Guard, Saber Guards were trained on Kamino rather than Yinchorr, in the top secret cloning facilities such as Timira City. They were known to have some degree of Force potential such as Force resistance and saber throw, though their main area of expertise was in lightsaber combat, in which they utilized two lightsabers that emitted red-colored blades. In combat, the Saber Guards were frequently paired with the soldiers in the Acolyte Program. Given their prowess in lightsaber combat and rarity within the rest of the Imperial Military, Saber Guards were among the most fearsome warriors of the Galactic Empire. Although Saber Guards were much less skilled in the Force than the Imperial Sith Acolyte, they were able to erect a Force barrier around themselves to shield against Force attacks, and were also capable of using Saber Throw. They were known to utilize two lightsabers in combat much like Galen Marek's clone. They were equipped with armor which was resistant to lightsabers. But despite their powerful Force barriers, they were notably vulnerable to the Force repulse attack. In contrast with their Acolyte counterparts, they were not capable of resisting a mind trick, which if employed, often led to disastrous results for the Imperial teams that had been assigned to assist them.

3.3.5 Terentatek



Terentateks were creatures which fed off the blood of Force-sensitives, and inhabited caves and tombs strong with the dark side of the Force. Terentatek resembled rancors, except they had several spines growing from their backs and a pair of flaps, or tusk-like projections attached to their mouths. They also had massive claws (four to a hand). The tusks and claws of a terentatek were highly venomous. It was theorized that they were once rancors, subjected to mutations by the Sith, and that when the dark side was weak in the galaxy, terentatek would hibernate and remain dormant for many years, only to return when the dark side was strong again.

3.3.6 Can-cell



Can-cells were a species of flying insect found of a number of planets across the galaxy, including Kashyyyk, Aleen, Ryloth, Rodia, Taul, and Teth. The sentient Wookiees of Kashyyyk believed seeing a can-cell brought the viewer good luck and based the design of their Raddaugh Gnasps fluttercraft on the odd looking creatures. Can-cell were attracted to the buzzing sound made by Wookiees' Oevvaor jet catamarans and would often congregate at landing pads where the vehicles could be found.

4. Game Design

This chapter describes our game design choices about the videogame we have designed during the course of Game and Level Design.

4.1 Overview

The game is an Action-RPG playable in single player modality; it is set in the Star Wars Universe, at the end of the Clone War and after the promulgation of the Order 66 on which the Jedi purge depends.

The rules of the videogame are based on the rule system of Dungeons & Dragons First edition; for the party is composed by three characters: Dass Jennir, Tark Darael and the droid H2.

Dass Jennir is the main character and the only playable character while Tark Darael and the droid H2 are only players' supporter: they fight enemies, speak to other NPC and interact with the whole environment just like Dass Jennir.

4.2 Dungeons & Dragons

The Pen and Paper game **Dungeons and Dragons 1.0** is used to manage the gameplay mechanics because the rule system can be easily used in a RPG videogame.

Game elements taken from D&D to explain:

- character sheet:
 - player's name;
 - class;
 - armor class;
 - hit points;
- ability scores;
- adjustments;
- special abilities;
- normal items;
- experience points;
- characters and NPC statistics;
- hit dices;
- hit rolls.

Not all the single rules of D&D are included because they don't match perfectly with our videogame rule system. For example: initiative or flee are not used because they cannot match with an Action-RPG game.

Also the Dungeon Master figure is not included in the game because the game will be the handler of itself.

4.3 Basic Actions

The player can move Dass Jennir in a 3D world map; the other members of the party follow him and react during all the combat phases.

Each member of the party can attack, use spells and use objects when it meets enemies, according to D&D 1.0 rule system.

Each member of the party can talk with NPC met during main and sub quests.

Each member of the party can interact with objects or special environmental items found around the world map.

4.4 User Interface

An HUD allows the player to display:

- a mini-map that will be display at first as black screen; meanwhile the party explores the world, the map begins to lighten discovering the environment around;
- a HP bar indicator for each member of the party;
- a Moral choice indicator for Dass Jennir;
- spells and abilities buttons;
- Tark and H2 button to require help during a fight;
- a talent tree button to manage abilities of each member of the party;
- a button to pause the game, save or quit the game.

4.5 Combat System

The combat phase follows the real time constraints. When the party meets enemies it starts to fight them; the NPC in the party will attack enemies or cast spells on their own. The player can decide the action to do: to attack an enemy, to cast a spell on an enemy, to use an object on Tark, H2 or an enemy.

Each attack has a delay to make the real time constraints similar to D&D turns.

4.6 Dialogues

The player can talk with the NPCs. All the dialogues are already written, simulating the Dungeon Master interaction with the players in a D&D session. Dialogues will trigger events that belong to the main or sub quests.

The player will follow the dialogue according to his gaming experience.

4.7 Checkpoints and save

D&D is a Pen and Paper game, so is not important think about checkpoints and saves: when a character dies it is game over only for that character until the end of the session; instead when the party of players can't continue to play, the match is abandoned and it will be resumed in the exact moment of the interruption.

Of course, in a videogame all of that is more complex and detailed. In our case an automatic saving system will be implemented, and will include a save before and after an important event.

Checkpoints will introduce to avoid the sense of frustration and situations in which the player replays very long game portions.

4.8 Puzzles and special scripted sequences

Special sequences of the game are introduced too, in which it is not concern the basic actions, dialogues or fights. This sequences can be puzzles or special scripted sequences.

- **Puzzles:** Puzzles are gameplay mechanics where players can interact with the environment, in a certain order following a visible logic. In all that cases, inside the level design document, will be specificate all the interaction that the players will do with the environment for complete the puzzle. Furthermore , exist some kind of puzzles that allow a maximum numbers of attempts for being solved.

- **Special scripted sequences:** Some typical events of D&D's world are hardly representable in a video game, so some parts of gameplay will show a Quick-Time Events approach, where the players have a limited time window where they have to choice among the available options. Furthermore, some of this choice will have moral implications.

4.9 Moral choices

Dass Jennir is the main character and his morale is one of the most important features of the game: during the game, the player will be able to modify Dass Jennir's alignment choosing one of a set of possible actions in particular situations.

Alignment:

- Light Side: in D&D 1.0 matches with Lawful
- Grey Side: in D&D 1.0 matches with Neutral
- Dark Side: in D&D 1.0 matches with Chaotic

The Dark Side is not considered in the whole game; at the end of the game, Dass Jennir will be able only to move towards the White or the Grey Side.

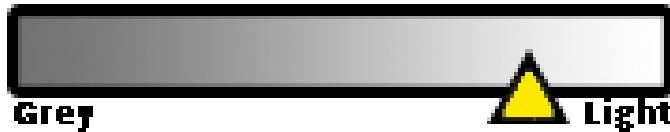


Figure 8 – Dass Jennir's alignment bar

For example:

- the player decides to help Fara in the Jedi Temple ⇒ Dass Jennir makes a positive action and his morale moves towards the Light Side.
- the player decides to not help Fara in the Jedi Temple ⇒ Dass Jennir makes a not positive action and his morale moves towards the Grey Side.

4.10 Prototype and tools

The prototype is set in the Act III of the storyline. In particular, it includes the main quest "Into the ex-Jedi Temple" and the sub quest "Fara's pain" to guarantee a gameplay variety; here the player can face fights, solve a puzzle or explore the environment.

- Tools used during the prototype develop:
 - **Balsamiq:** world diagram map;
 - **SketchUp:** art works;
 - **Twine:** dialogues;
 - **RPG Maker:** maps;
 - **Photoshop:** image editing;
 - **GHOST plug-in Unity3D:** "Repair the spaceship" quest and "Fara's pain" sub quest description;
 - **Unity3D:** digital prototype.

5. Goals Outline

5.1 External Goals

- Learn how to write a good Design & Level Document;
- Extract from the Design & Level Document a 15 minutes of playable demo;
- Apply Dungeons & Dragons rules paradigm to our artifact;
- Place our story into the lore of Star Wars, in particular on the history of Dass Jennir.

5.2 Internal Goals

- Give to the player an emotional experience;
- Don't break the magic circle;
- Empower the player;
- Reward for exploration;
- Teach how to have fun with the game;
- Give sense of achievement;
- Provide an addictive and fun gameplay.

6. World Diagram

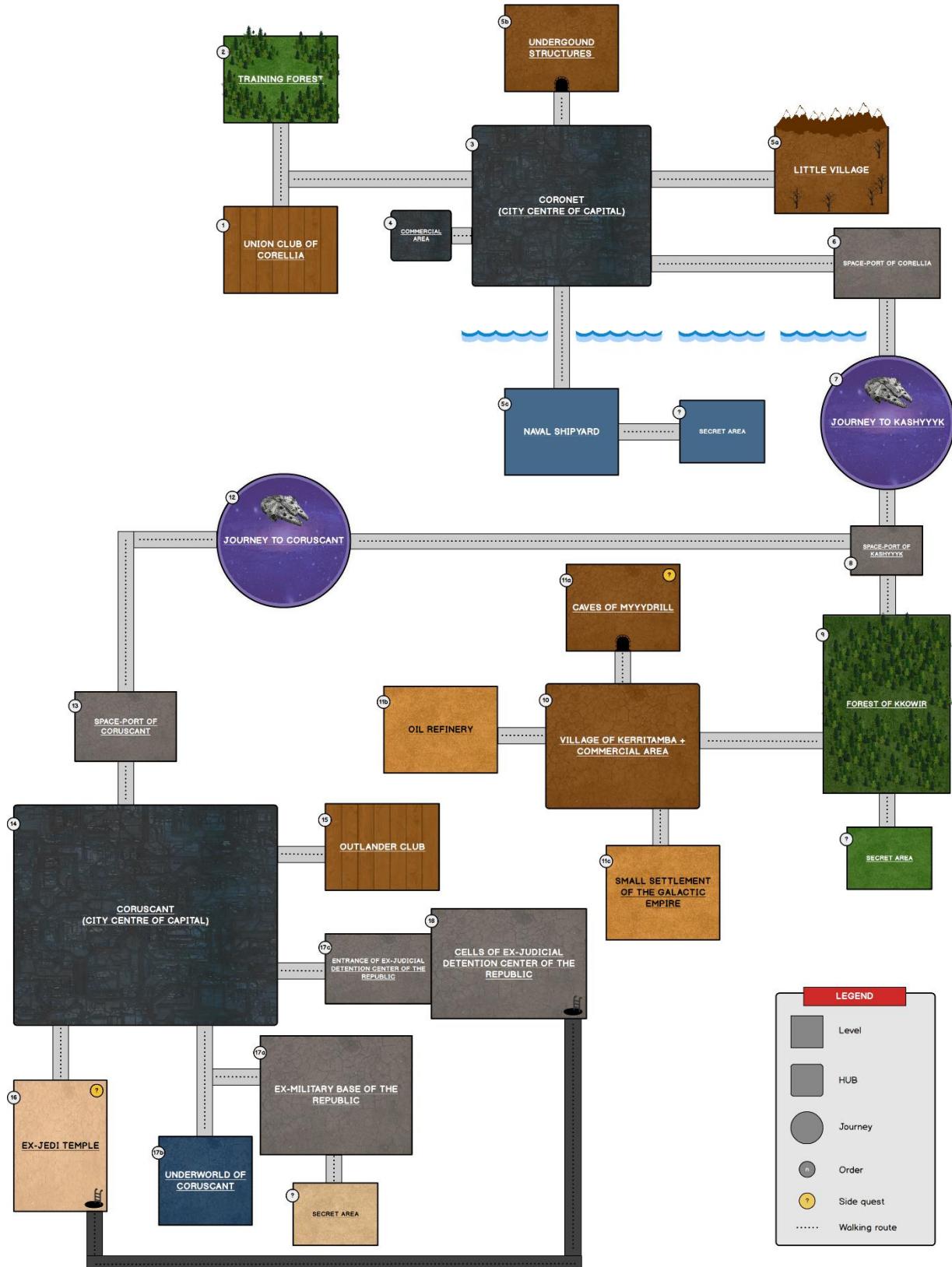


Figure 9 - World diagram 3.0

7. Level Diagrams

7.1 Corellia

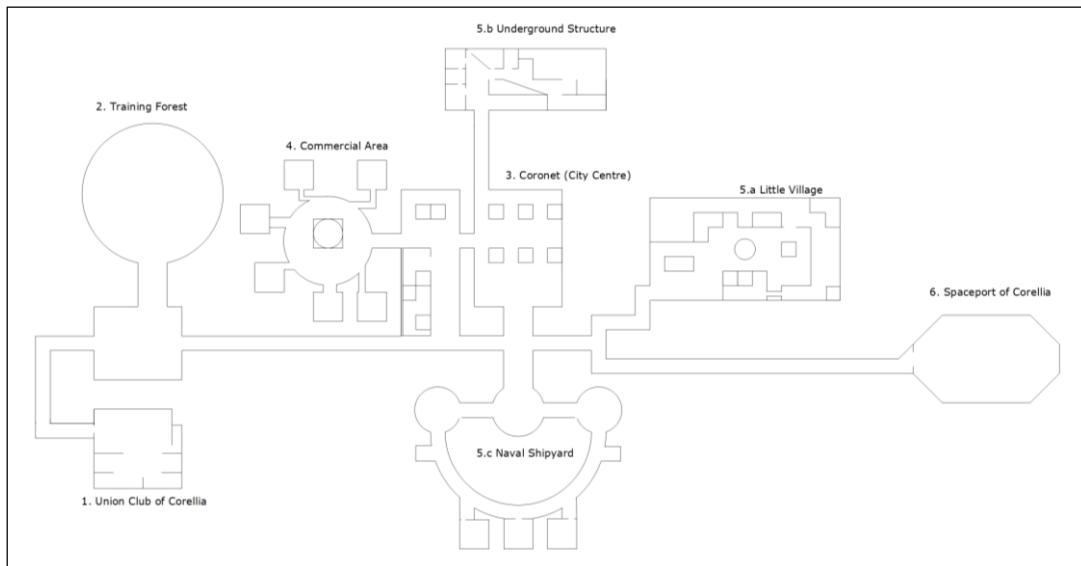


Figure 10 – Level diagram of Corellia

7.2 Kashyyyk

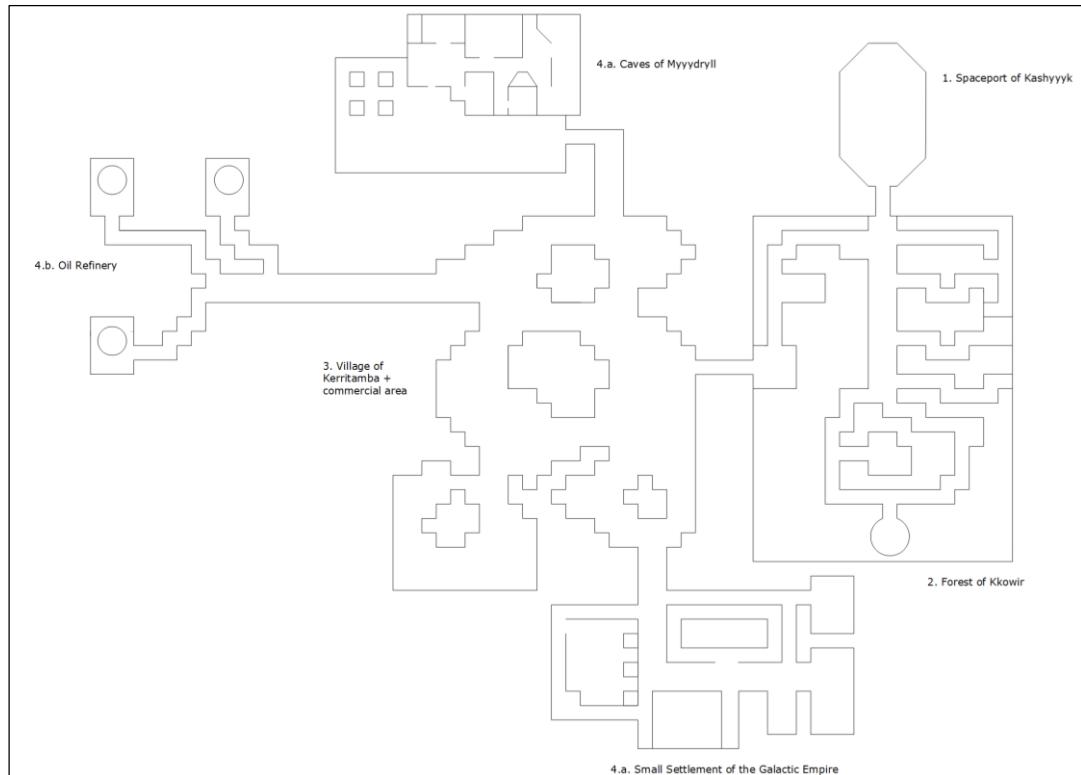


Figure 11 – Level diagram of Kashyyyk

7.3 Coruscant

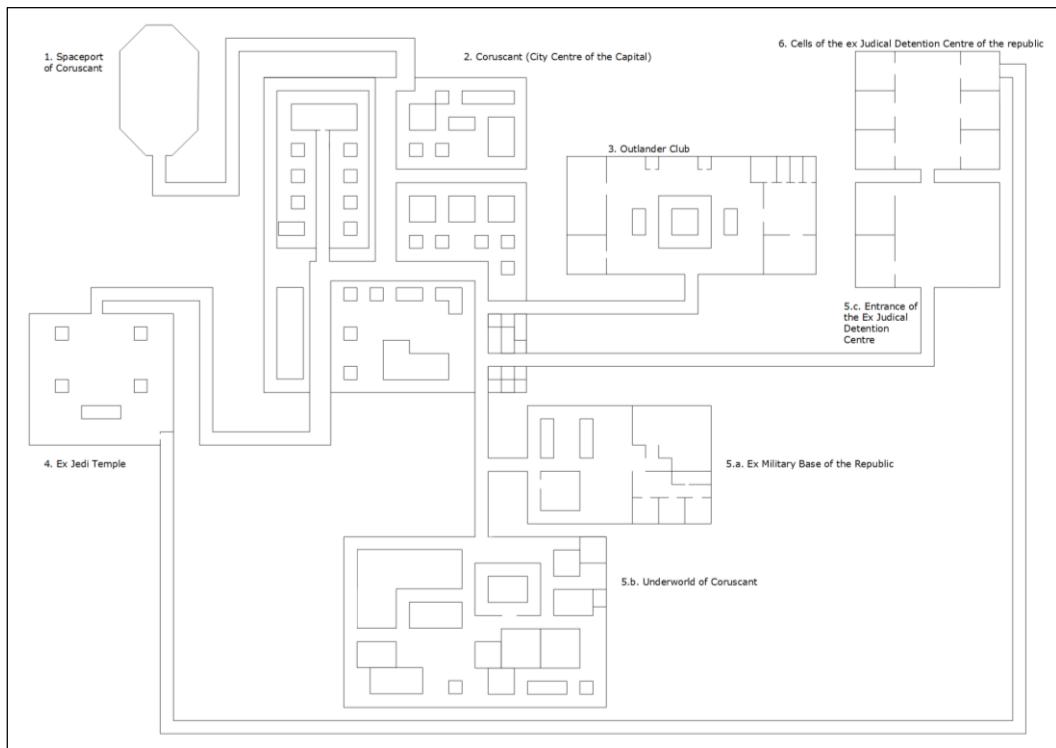


Figure 12 – Level diagram of Coruscant

8. Maps: design and flow

8.1 Corellia - Union club of Corellia



Location	Union Club of Corellia
Map Size (units)	30x30 tiles
Scale (meter² /unit)	½ (15x15 meters)
Major Areas	Bertender area, empty table area, Tark Darael conversation
Main Map Objectives	Dass Jennir must meet and talk with Tark Darael.

Flow description:

1. Dass Jennir sees the counter.
2. Dass Jennir can start a dialogue with the barman and choose the drink.
3. Dass Jennir sees an empty table.
4. Dass Jennir can sit at the empty table.
5. If Dass Jennir orders a drink and sits at the empty table, a man (Tark Darael) will move close to his table.
6. Tark Darael talks with Dass Jennir.
7. Dass Jennir sees the exit door of the Union Club of Corellia.
8. Dass Jennir can exit the Union Club of Corellia.

8.2 Corellia - Outside road between Union Club of Corellia and Training Forest

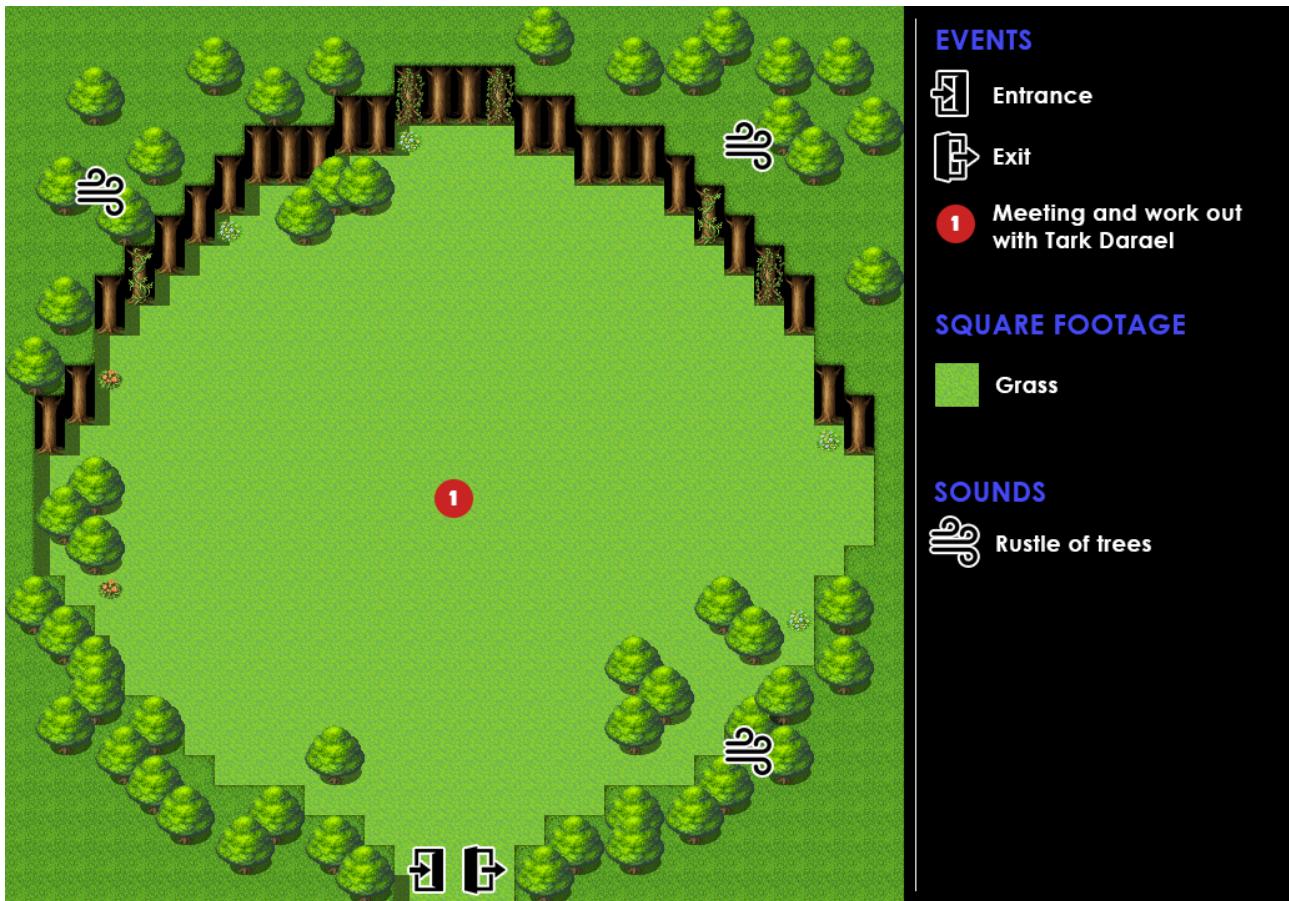


Location	Outside road between Union Club of Corellia and Training Forest
Map Size (units)	29x31 tiles
Scale (meter² /unit)	30 (870x930 meters)
Major Areas	Union club of Corellia, training forest, roads
Main Map Objectives	Dass Jennir must reach Tark Darael at the Training Forest.

Flow description:

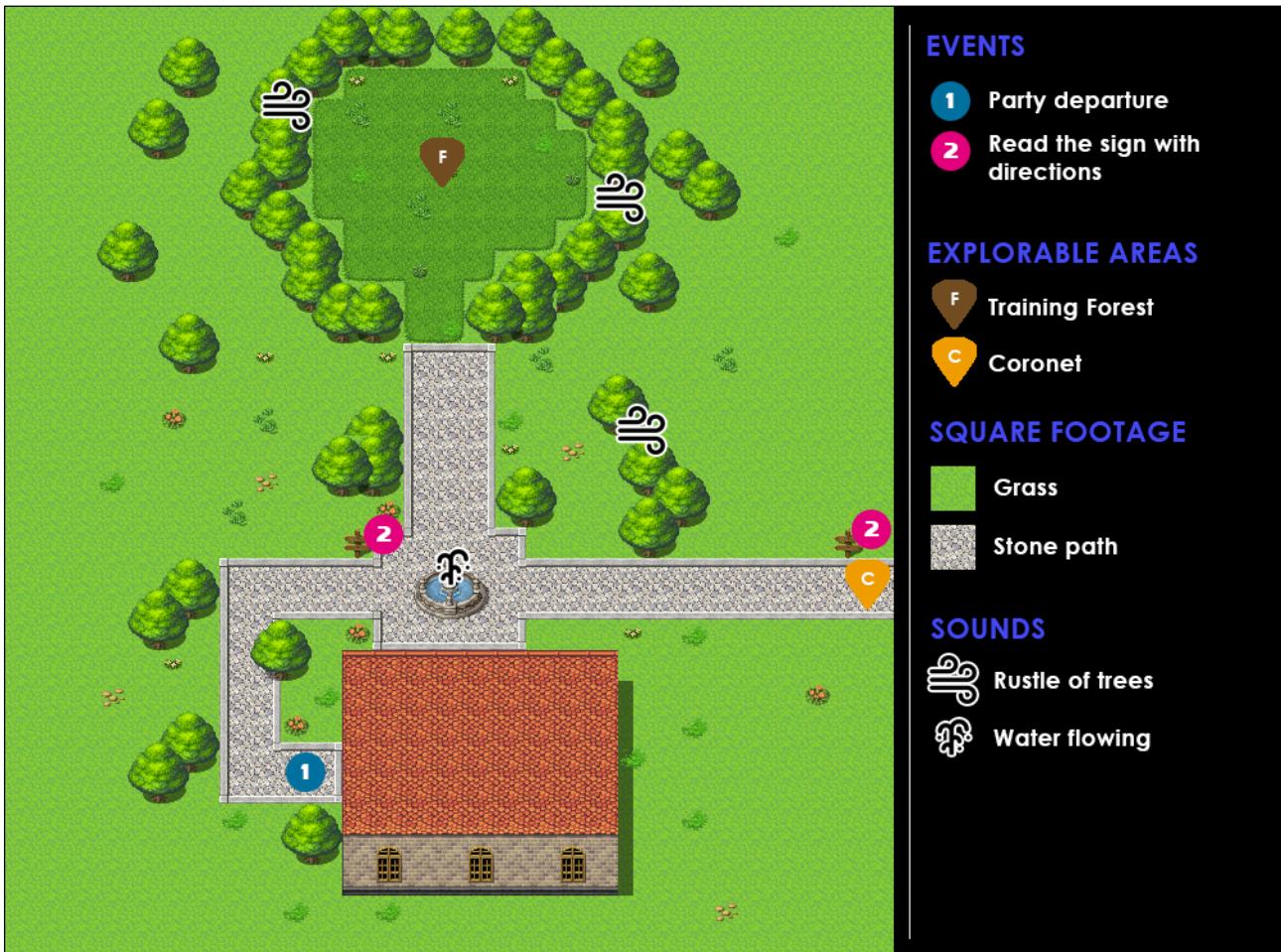
1. Dass Jennir sees some information to reach the Training Forest written on a panel.
2. If Dass Jennir chases the information, he will arrive at the Training Forest.

8.3 Corellia - Training forest



Location	Training Forest
Map Size (units)	30x30 tiles
Scale (meter² /unit)	5 (150x150 meters)
Major Areas	Tark Darael trial
Main Map Objectives	Dass Jennir must chase Tark Darael's information to complete the trial.

8.4 Corellia - Outside road between Training Forest and Coronet



Location	Outside road between Training Forest and Coronet
Map Size (units)	29x31 tiles
Scale (meter² /unit)	30 (870x930 meters)
Major Areas	Union club of Corellia, training forest, roads
Main Map Objectives	Dass Jennir must look for components in Coronet, to repair the spaceship.

Flow description:

1. Dass Jennir sees some information to reach Coronet written on a panel.
2. If Dass chases the information, he will arrive at Coronet.

8.5 Corellia - Coronet (city centre)



Location	Coronet
Map Size (units)	65x35 tiles
Scale (meter² /unit)	300 (19,5x10,5 km)
Major Areas	The munitions store, therapy centre, hardware spaceship store

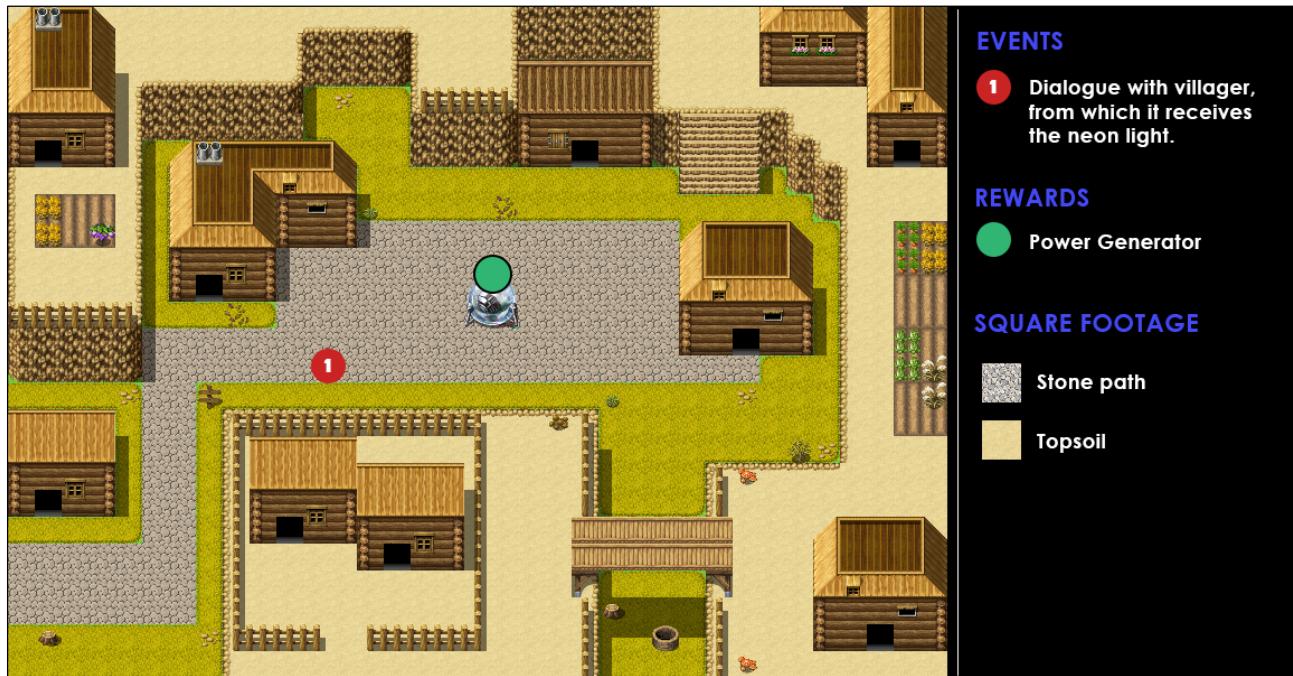
Flow description:

1. Dass Jennir can go to:
 - a. the Commercial Area.
 - b. the Underground Structure.
 - c. a Little Village.
 - d. the Naval Shipyard.
 - e. the Space-port.

Commercial area of Coronet:

1. Dass Jennir can go to:
 - a. the Munitions Store.
 - b. the Therapy Centre.
 - c. the Hardware Spaceships Store.
2. If Dass Jennir enters:
 - a. the Munitions Store, he will be able to talk with the gunsmith and buy or sell war items.
 - b. the Therapy Centre, he will be able to talk with the doctor and buy or sell healthy items.
 - c. the Hardware Spaceships Store, he will be able to talk with the vendor and discover where to buy the components he is looking for.

8.6 Corellia - Little village



Location	Little village
Map Size (units)	35x25 tiles
Scale (meter² /unit)	40 (1400x1000 meters)
Major Areas	Power generator area, villager conversation
Main Map Objectives	Dass Jennir must achieve the Power Generator.

Flow description:

1. Dass Jennir sees the Power Generator in the village centre.
2. Dass Jennir can move close the Power Generator.
3. When Dass Jennir is close to the Power Generator, a villager starts a dialogue with him.
4. Dass Jennir receives a Neon Light.
5. Dass Jennir must go towards the Underground Structure to kill a Terentatek and come back with a proof of it.
6. If Dass Jennir comes back:
 - a. with a proof, he will achieve the Power Generator.
 - b. without a proof, he will not achieve the Power Generator.

8.7 Corellia - Underground structures



Flow description:

1. Dass Jennir can enter the Underground Structure.
2. If Dass Jennir:
 - a. uses the Neon Light, he will be able to explore the cave.
 - b. does not use the Neon Light, he will not be able to explore the cave because of the darkness.
3. Inside the cage, Dass Jennir can move towards:
 - a. south-west: he sees a **Can-cell (x1)** and a ruined book. Dass Jennir can fight the can-cell and get back the book.
 - b. west: he sees nothing.
 - c. north-west: he sees some items. Dass Jennir can get back the items.
 - d. north: he sees some destroyed items. Dass Jennir cannot get back the items.
 - e. the centre: he sees a destroyed weapon. Dass Jennir cannot get back the weapon.
 - f. south-east: he sees a landslide. Dass Jennir can go beyond the landslide using the Force.
 - g. north-east: he sees the **Terentatek (x1)**. Dass Jennir can fight it.
4. If Dass Jennir kills the Terentatek, Dass Jennir can:
 - a. cut its head.
 - b. cut one of its limbs.
 - c. cut nothing.
5. Dass Jennir sees the exit cave.
6. Dass Jennir can exit the cave.

8.8 Corellia - Naval shipyard



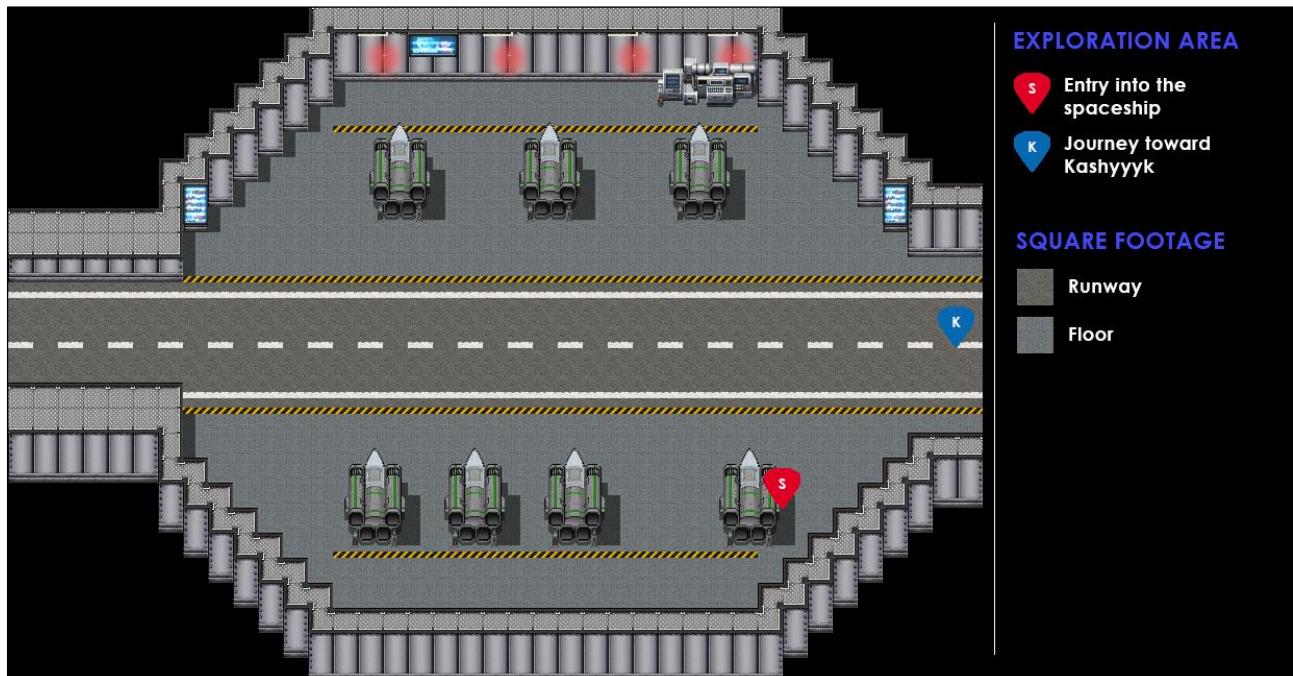
Location	Naval shipyard
Map Size (units)	50x35 tiles
Scale (meter² /unit)	7 (350x245 meters)
Major Areas	Navigation module area, main manager conversation, staff conversation, data center puzzle area, secret area
Main Map Objectives	Dass Jennir must achieve the Navigation Module.

Flow description:

1. Dass Jennir sees the Naval Shipyard command centre.
2. Dass Jennir can enter the room.
3. Dass can start a dialogue with the main manager of spaceships radar.
4. Dass Jennir sees the aerospace lab.
5. Dass Jennir can enter the aerospace lab.
6. Dass Jennir must help the staff of the aerospace lab to understand why the radar do not work well.
7. Dass Jennir can exit the aerospace lab.
8. Dass Jennir sees the space data centre room.
9. Dass Jennir can enter the space data centre room.
10. Dass Jennir must synchronize all the computers in the space data centre room.
11. Dass Jennir can exit the space data centre room.
12. Dass Jennir can come back to the main manager of spaceships radar.
13. If Dass Jennir:
 - a. solves the radar problem he will receive the Navigation Module.
 - b. does not solve the radar problem, he will not receive the Navigation Module.
14. Dass Jennir can exit the Naval Shipyard.

Secret area:

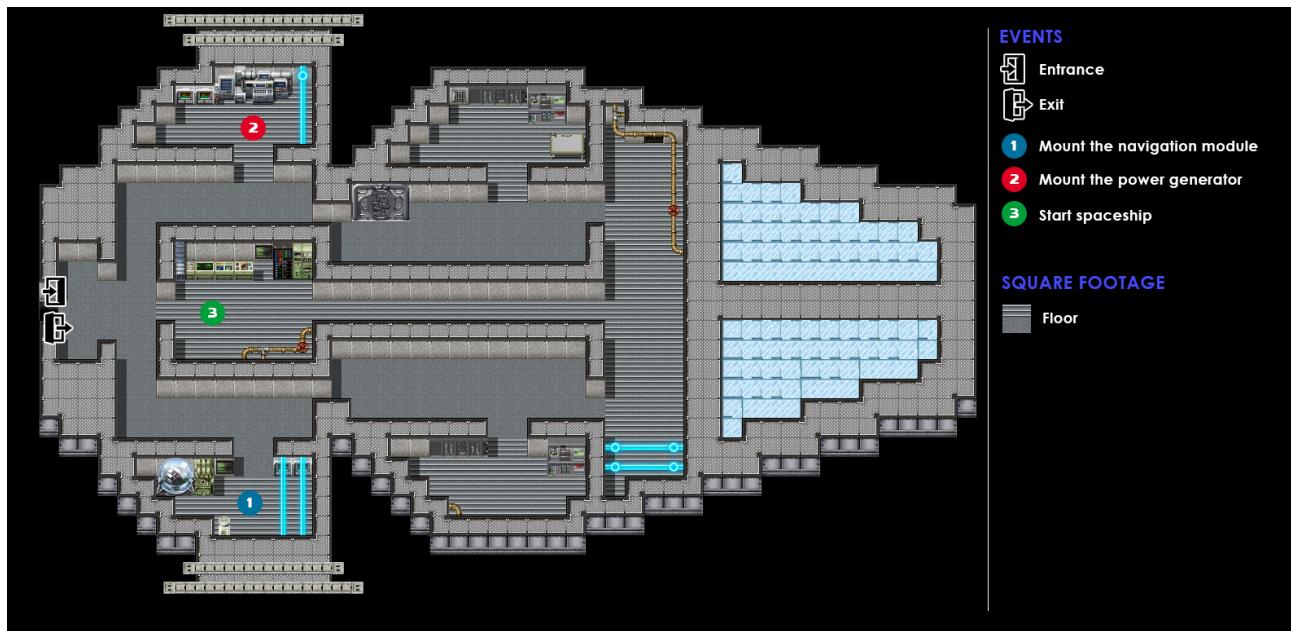
1. If Dass Jennir:
 - a. locates and activates 4 buttons in the photovoltaic rooms he will be able to enter the Naval Shipyard secret room and achieve some rewards.
 - b. possesses the ruined book of the Underground Structure, he will be able to read it and understand the location of the photovoltaic rooms. Then he will be able to enter the Naval Shipyard secret room and achieve some rewards.
 - c. does not locate 4 buttons in the photovoltaic rooms he will not be able to enter the Naval Shipyard secret room.

8.9 Corellia - Space-port of Corellia

Location	Space-port of Corellia
Map Size (units)	39x27 tiles
Scale (meter² /unit)	30 (1170x810 meters)
Major Areas	Spaceship area
Main Map Objectives	Dass Jennir must enter in the spaceship.

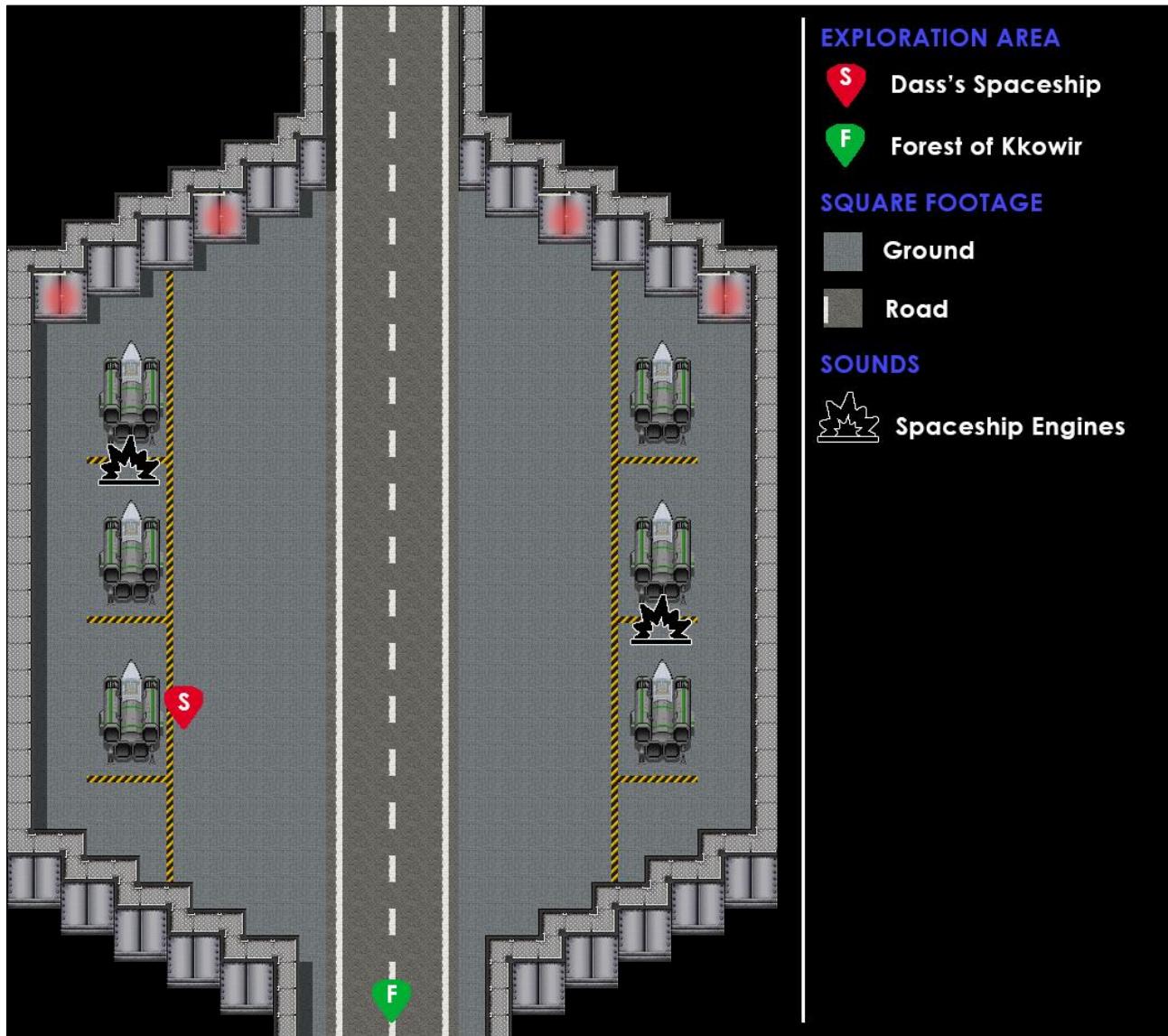
Flow description:

1. Dass Jennir sees his spaceship.
2. Dass Jennir can enter the spaceship.
3. If Dass Jennir earlier gets back:
 - a. the Power Generator, he will be able to enter the propulsion room and change the old Power Generator with the new one.
 - b. the Navigation Module, he will be able to enter the navigation system computer room and change the old Navigation Module with the new one.
4. If Dass Jennir changes both of the old components with the new ones, he will be able to leave towards Kashyyyk.



Location	Dass spaceship
Map Size (units)	50x32 tiles
Scale (meter² /unit)	2 (100x64 meters)
Major Areas	Engine room, navigation module room, command room
Main Map Objectives	Dass Jennir must repair the spaceship with the two achieved components and leave towards Kashyyyk.

8.10 Kashyyyk - Spaceport of Kashyyyk

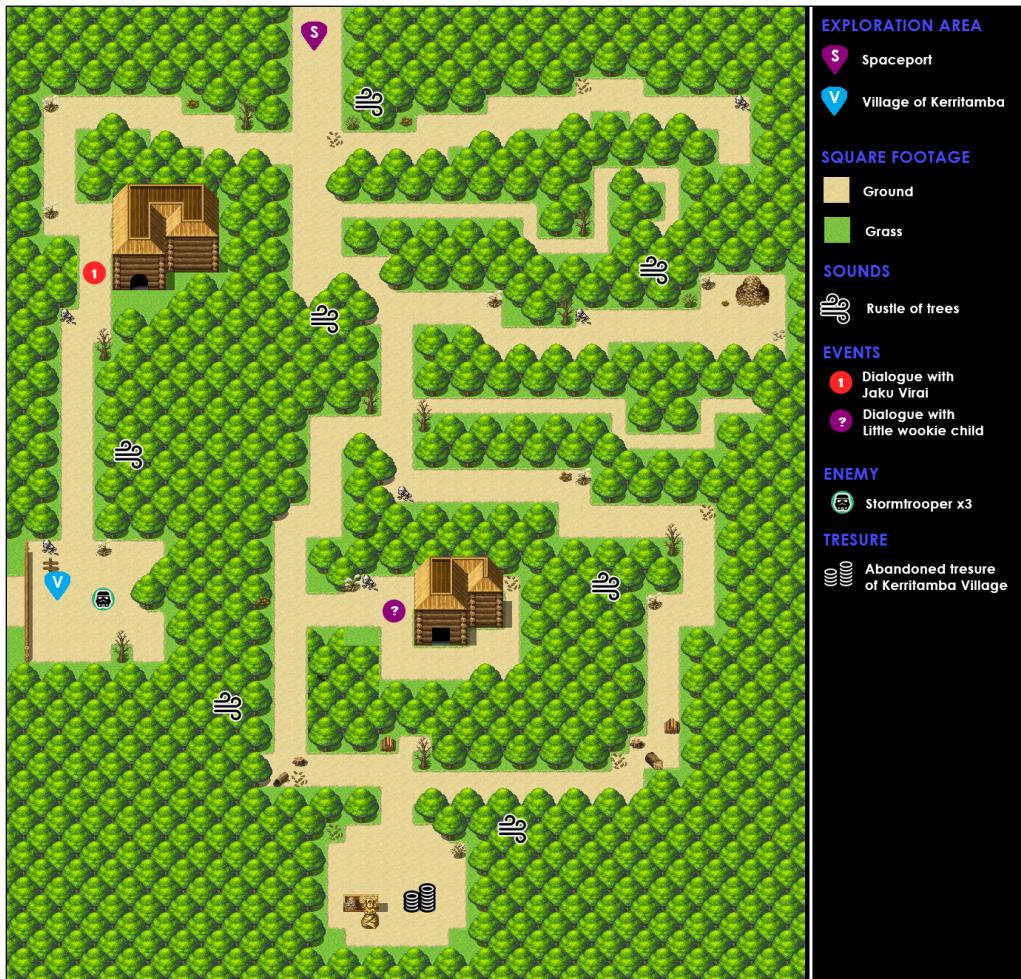


Location	Space-port of Kashyyyk
Map Size (units)	29x39 tiles
Scale (meter² /unit)	30 (870x1170 meters)
Major Areas	Spaceship area
Main Map Objectives	Dass Jennir must reach the Forest of Kkowir.

Flow description:

1. Dass Jennir sees the spaceship exit.
2. Dass Jennir can exit the spaceship.
3. Dass Jennir sees some information to reach the Forest of Kkowir on a panel.
4. If Dass Jennir chases the information, he will be able to reach the Forest of Kkowir.

8.11 Kashyyyk - Forest of Kkowir

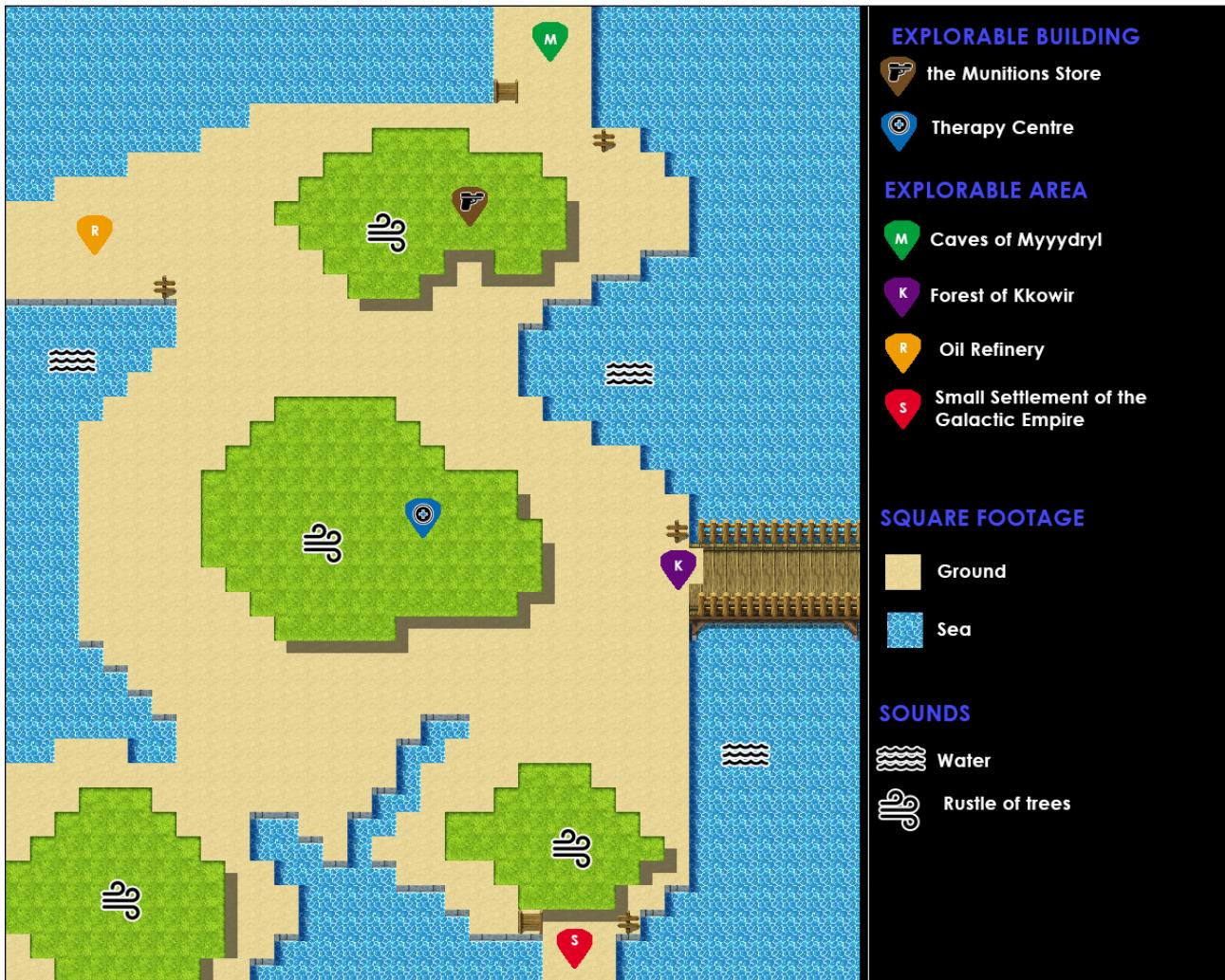


Location	Forest of Kkowir
Map Size (units)	45x55 tiles
Scale (meter² /unit)	100 (4,5x5,5 km)
Major Areas	Jaku Virai conversation, little Wookiee child conversation, secret area, stormtrooper area
Main Map Objectives	Dass Jennir must find and talk with Jaku Virai.

Flow description:

1. Dass Jennir can do some actions:
 - a. If he finds Jaku Virai, he will be able to talk with him.
 - b. If he finds a little Wookie outside a house, he will be able to talk with him.
 - c. If he finds a collapsed tree in front of his road, he will be able to move it using the Force and unlocking a secret area in the forest. In this case he will be able to achieve some rewards.
2. If Dass Jennir meets Jaku Virai, I will be able to move towards the Kerritamba village.
3. Dass Jennir sees a group of Stormtrooper.
4. Dass Jennir can fight against it.
5. Dass Jennir must move towards the caves of Mydryyl, the Oil Refinery and then the Small Settlement of the Galactic Empire to let the Wookiee slaves free.
6. If Dass Jennir comes back to Jaku Virai after the Wookiee rescue in the three previous areas, he will have information and will be able to leave towards Coruscant.

8.12 Kashyyyk - Village of Kerritamba



Location	Village of Kerritamba
Map Size (units)	35x40 tiles
Scale (meter² /unit)	40 (1400x1600 meters)
Major Areas	The munitions store, therapy centre

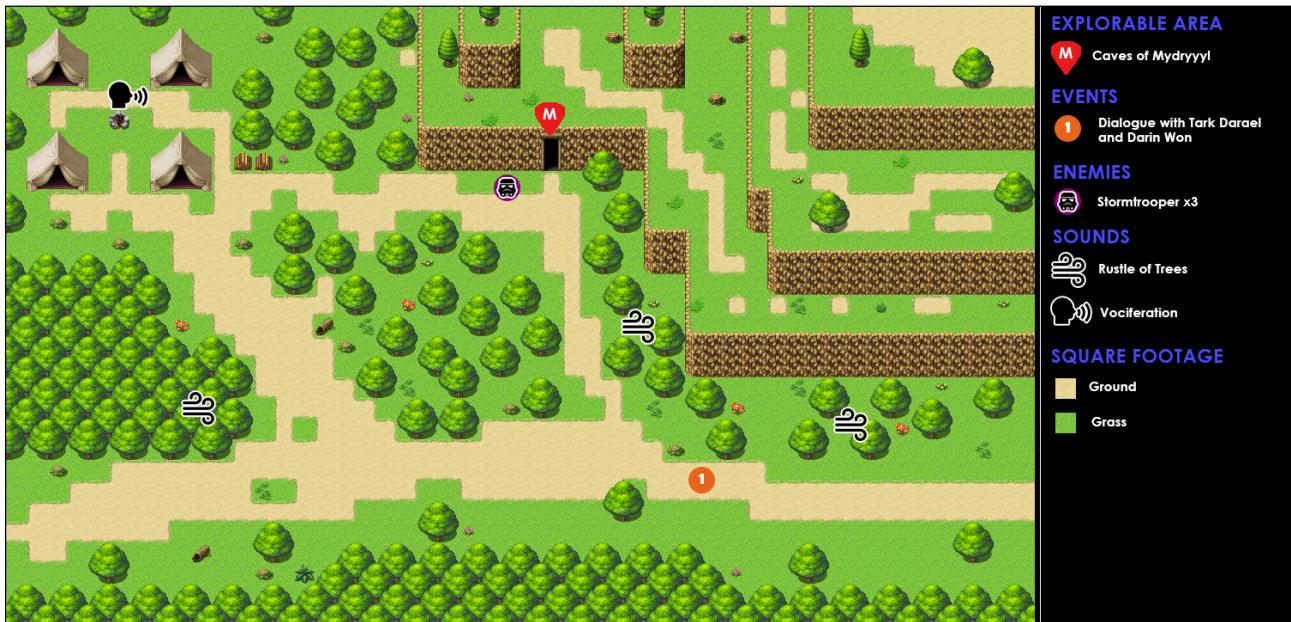
Flow description:

1. Dass Jennir can move towards:
 - a. the Commercial Area.
 - b. the caves of Mydryyl.
 - c. the Oil Refinery.
 - d. the Small Settlement of the Galactic Empire.

Commercial area of Kerritamba village:

1. Dass Jennir can go to:
 - a. the Munitions Store.
 - b. the Therapy Centre.
2. If Dass Jennir enters:
 - a. the Munitions Store, he will be able to talk with the gunsmith and buy or sell war items.
 - b. the Therapy Centre, he will be able to talk with the doctor and buy or sell healthy items.

8.13 Kashyyyk - Outside caves of Mydryyl



Location	Outside caves of Mydryyl
Map Size (units)	50x30 tiles
Scale (meter² /unit)	30 (1500x900 meters)
Major Areas	Tark Darael and Darin Won conversation, stormtrooper area
Main Map Objectives	Dass Jennir must distract the Stormtrooper guards outside the caves helped by Tark Darael and Darin Won.

Flow description:

1. Dass Jennir can talk with Tark Darael.
2. If Tark Darael and Darin Won distract the guards, Dass Jennir will be able to enter the caves of Mydryyl.

8.14 Kashyyyk - Caves of Mydryyyyl



Location	Caves of Mydryyyyl
Map Size (units)	41x30 tiles
Scale (meter² /unit)	3 (123x90 meters)
Major Areas	Wookies area 1, Wookies area 2, Wookies area 3, Wookies area 4, Landslide puzzle area, Landslide blocked area
Main Map Objectives	Dass Jennir must let four groups of Wookiee free and leave the caves.

Flow description:

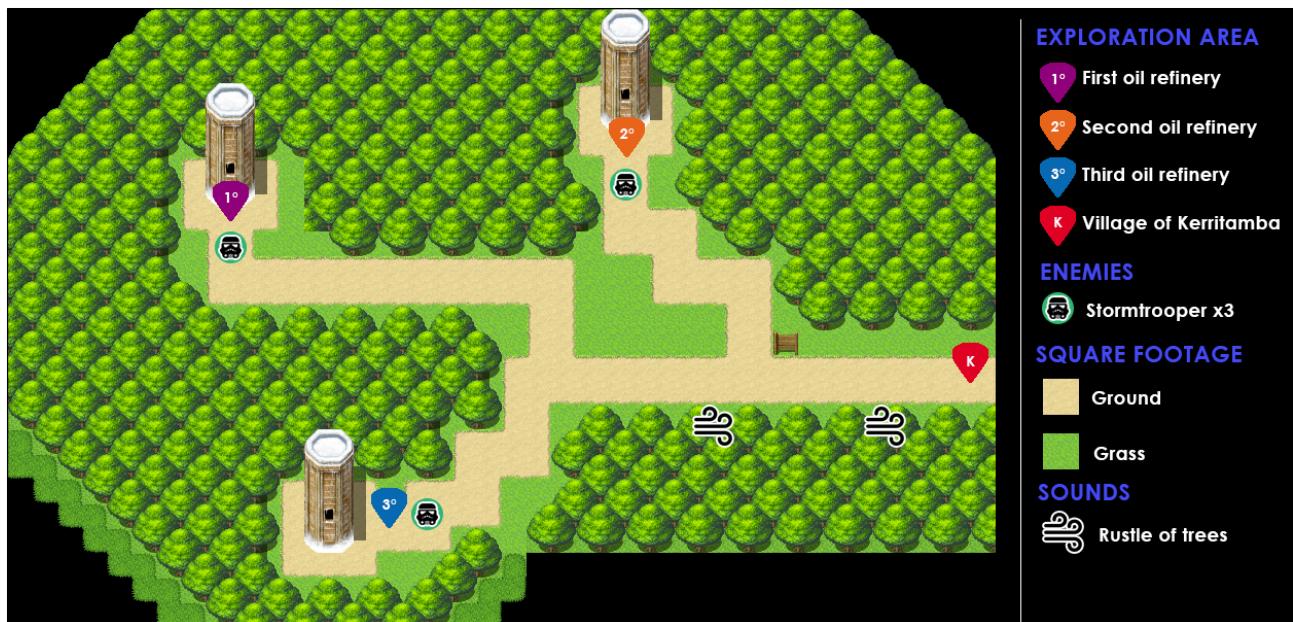
1. Dass Jennir sees:
 - a. the first group of Wookiee.
 - b. the second group of Wookiee.
 - c. the third group of Wookiee.
 - d. the fourth group of Wookiee.
2. Dass Jennir can:
 - a. rescue the first group of Wookiee.
 - b. rescue the second group of Wookiee.
 - c. rescue the third group of Wookiee.
 - d. rescue the fourth group of Wookiee.
3. Dass Jennir sees some bandages.
4. Dass Jennir can take the bandages.
5. Dass Jennir sees the exit caves.
6. Dass Jennir can exit the caves.

Side-quest:

1. Dass Jennir must rescue a group of Wookiee from a landslide.
2. Dass Jennir sees an old Wookiee and a landslide that is blocking the passage to another caves' area.

3. Dass Jennir can talk with the old Wookiee.
4. Dass Jennir can use the Force to create a door towards the other caves' area.
5. Dass Jennir can:
 - a. talk with the old Wookiee.
 - b. talk with a group of Wookiee.
 - c. talk with a female Wookiee.
 - d. talk with a Rakata.
6. If Dass Jennir:
 - a. talks with the old Wookiee and has the bandages, he will be able to help him.
 - b. talks with the group of Wookiee, he will be able to stop the fight between the group and the Rakata.
 - c. talks with the female Wookiee, he will have some information.
 - d. talks with the Rakata, it will cause a fire.
7. Dass Jennir can:
 - a. abandon everyone and leave through the door created with the Force.
 - b. see a crack in the wall and create an escape door with the Force.
8. If Dass Jennir:
 - a. leaves through the door, he will see the exit of the caves and he will exit.
 - b. creates the escape door, he will save everyone and exit the caves.

8.15 Kashyyyk - Outside oil refinery

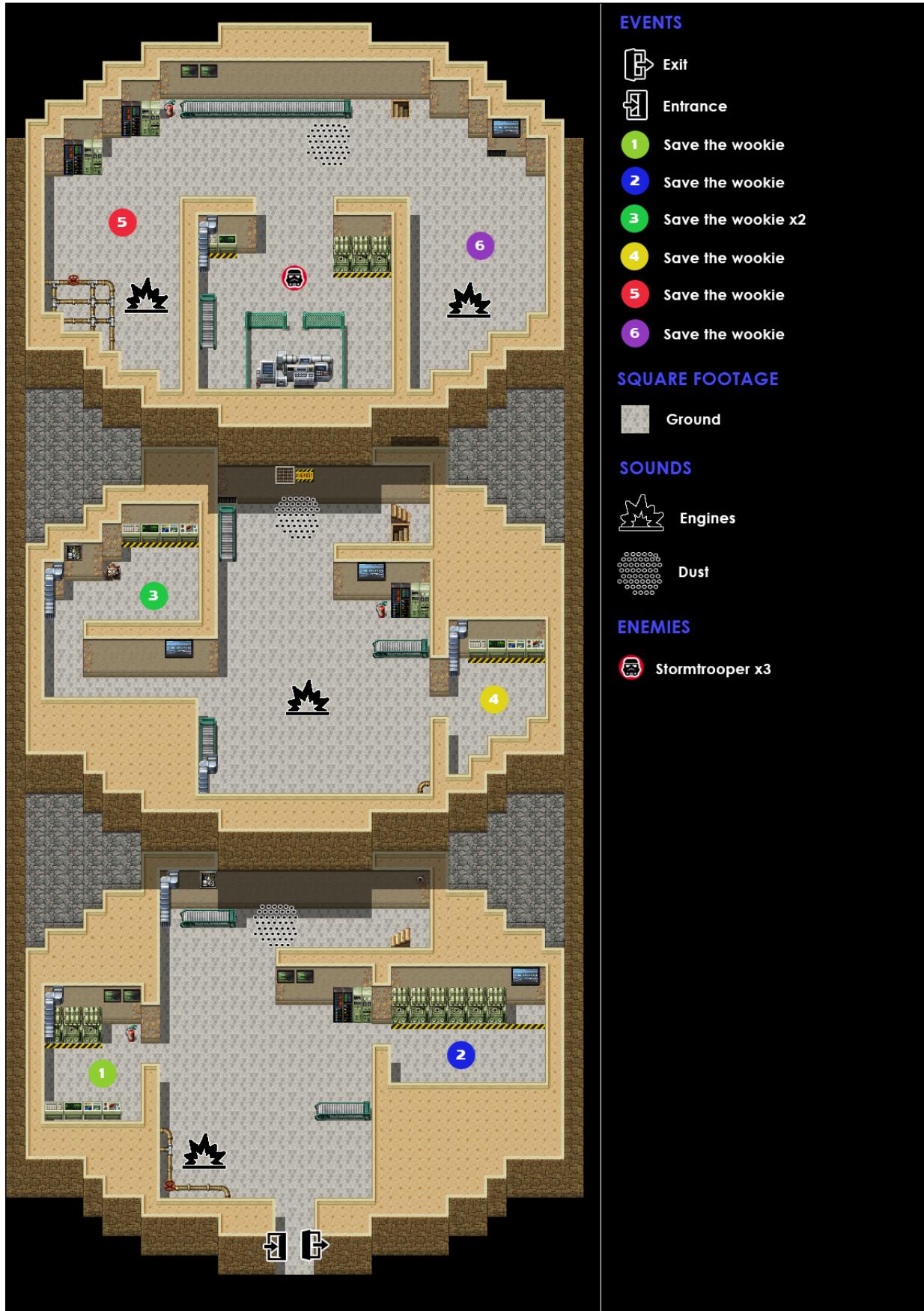


Location	Outside oil refinery
Map Size (units)	40x25 tiles
Scale (meter² /unit)	30 (1200x750 meters)
Major Areas	Stormtrooper area, first oil refinery area, second oil refinery area, third oil refinery area
Main Map Objectives	Dass Jennir must distract the Stormtrooper guards outside the Oil Refinery helped by Tark Darael and Darin Won.

Flow description:

1. Dass Jennir can talk with Tark Darael.
2. If Tark Darael and Darin Won distract the guards, Dass Jennir will be able to enter the Oil Refinery.

8.16 Kashyyyk - Oil refinery



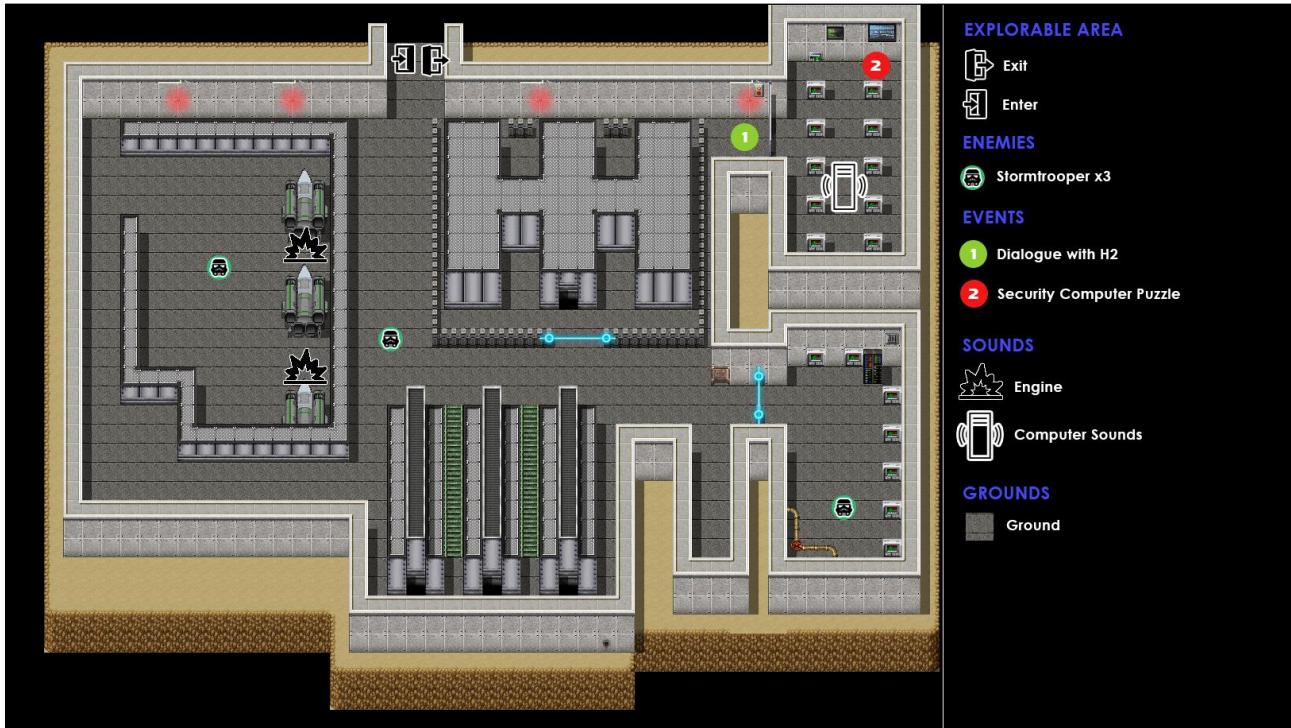
Location	Oil refinery
Map Size (units)	30x68 tiles
Scale (meter² /unit)	2 (60x136 meters)
Major Areas	Wookies area 1, Wookies area 2, Wookies area 3, Wookies area 4, Wookies area 5, Wookies area 6, Stormtrooper area
Main Map Objectives	Dass Jennir must let three oil refineries free and escape.

Flow description:

1. Dass Jennir can enter the first oil refinery.
2. Dass Jennir sees:
 - a. the first group of Wookiee in the room on the right.
 - b. the second group of Wookiee in the room on left.
3. Dass Jennir can:
 - a. rescue the first group of Wookiee.
 - b. rescue the second group of Wookiee.
4. Dass Jennir sees a flight of stairs to go up.
5. Dass Jennir can go upstairs.
6. Dass Jennir sees:
 - a. the third group of Wookiee in the room on the right.
 - b. the fourth group of Wookiee in the room on the left.
7. Dass Jennir can:
 - a. rescue the third group of Wookiee.
 - b. rescue the fourth group of Wookiee.
8. Dass Jennir sees a flight of stairs to go up.
9. Dass Jennir can go upstairs on the 2nd floor of the oil refinery.
10. Dass Jennir sees:
 - a. the fifth group of Wookiee in the room on the right.
 - b. the sixth group of Wookiee in the room on the left.
 - c. a Stormtrooper in the room in front of the hallway.
11. Dass Jennir can:
 - a. rescue the fifth group of Wookiee.
 - b. rescue the sixth group of Wookiee.
 - c. fight the Stormtrooper.
12. Dass Jennir sees a flight of stairs to go down.
13. Dass Jennir can go downstairs on the 1st floor of the oil refinery.
14. Dass Jennir sees a flight of stairs to go down.
15. Dass Jennir can go downstairs on the floor zero of the oil refinery.
16. Dass Jennir sees the exit of the oil refinery.
17. Dass Jennir can exit the oil refinery.
18. Dass Jennir can enter the second oil refinery.
19. Dass Jennir sees:
 - a. the first group of Wookiee in the room on the right.
 - b. the second group of Wookiee in the room on left.
20. Dass Jennir can:
 - a. rescue the first group of Wookiee.
 - b. rescue the second group of Wookiee.
21. Dass Jennir sees a flight of stairs to go up.
22. Dass Jennir can go upstairs to the 1st floor.
23. Dass Jennir sees:
 - a. the third group of Wookiee in the room on the right.
 - b. the fourth group of Wookiee in the room on the left.
24. Dass Jennir can:
 - a. rescue the third group of Wookiee.

- b. rescue the fourth group of Wookiee.
- 25. Dass Jennir sees a flight of stairs to go up.
- 26. Dass Jennir can go upstairs to the 2nd floor of the oil refinery.
- 27. Dass Jennir sees:
 - a. the fifth group of Wookiee in the room on the right.
 - b. the sixth group of Wookiee in the room on the left.
 - c. a Stormtrooper in the room in front of the hallway.
- 28. Dass Jennir can:
 - a. rescue the fifth group of Wookiee.
 - b. rescue the sixth group of Wookiee.
 - c. fight the Stormtrooper.
- 29. Dass Jennir sees a flight of stairs to go down.
- 30. Dass Jennir can go downstairs on the 1st floor of the oil refinery.
- 31. Dass Jennir sees a flight of stairs to go down.
- 32. Dass Jennir can go downstairs on the floor zero of the oil refinery.
- 33. Dass Jennir sees the exit of the oil refinery.
- 34. Dass Jennir can exit the oil refinery.
- 35. Dass Jennir can enter the third oil refinery.
- 36. Dass Jennir sees:
 - a. the first group of Wookiee in the room on the right.
 - b. the second group of Wookiee in the room on left.
- 37. Dass Jennir can:
 - a. rescue the first group of Wookiee.
 - b. rescue the second group of Wookiee.
- 38. Dass Jennir sees a flight of stairs to go up.
- 39. Dass Jennir can go upstairs to the 1st floor.
- 40. Dass Jennir sees:
 - a. the third group of Wookiee in the room on the right.
 - b. the fourth group of Wookiee in the room on the left.
- 41. Dass Jennir can:
 - a. rescue the third group of Wookiee.
 - b. rescue the fourth group of Wookiee.
- 42. Dass Jennir sees a flight of stairs to go up.
- 43. Dass Jennir can go upstairs to the 2nd floor of the oil refinery.
- 44. Dass Jennir sees:
 - a. the fifth group of Wookiee in the room on the right.
 - b. the sixth group of Wookiee in the room on the left.
 - c. a Stormtrooper in the room in front of the hallway.
- 45. Dass Jennir can:
 - a. rescue the fifth group of Wookiee.
 - b. rescue the sixth group of Wookiee.
 - c. fight the Stormtrooper.
- 46. Dass Jennir sees a flight of stairs to go down.
- 47. Dass Jennir can go downstairs on the 1st floor of the oil refinery.
- 48. Dass Jennir sees a flight of stairs to go down.
- 49. Dass Jennir can go downstairs on the floor zero of the oil refinery.
- 50. Dass Jennir sees the exit of the oil refinery.
- 51. Dass Jennir can exit the oil refinery.
- 52. Dass Jennir can leave the zone.

8.17 Kashyyyk - Small settlement of the Galactic Empire

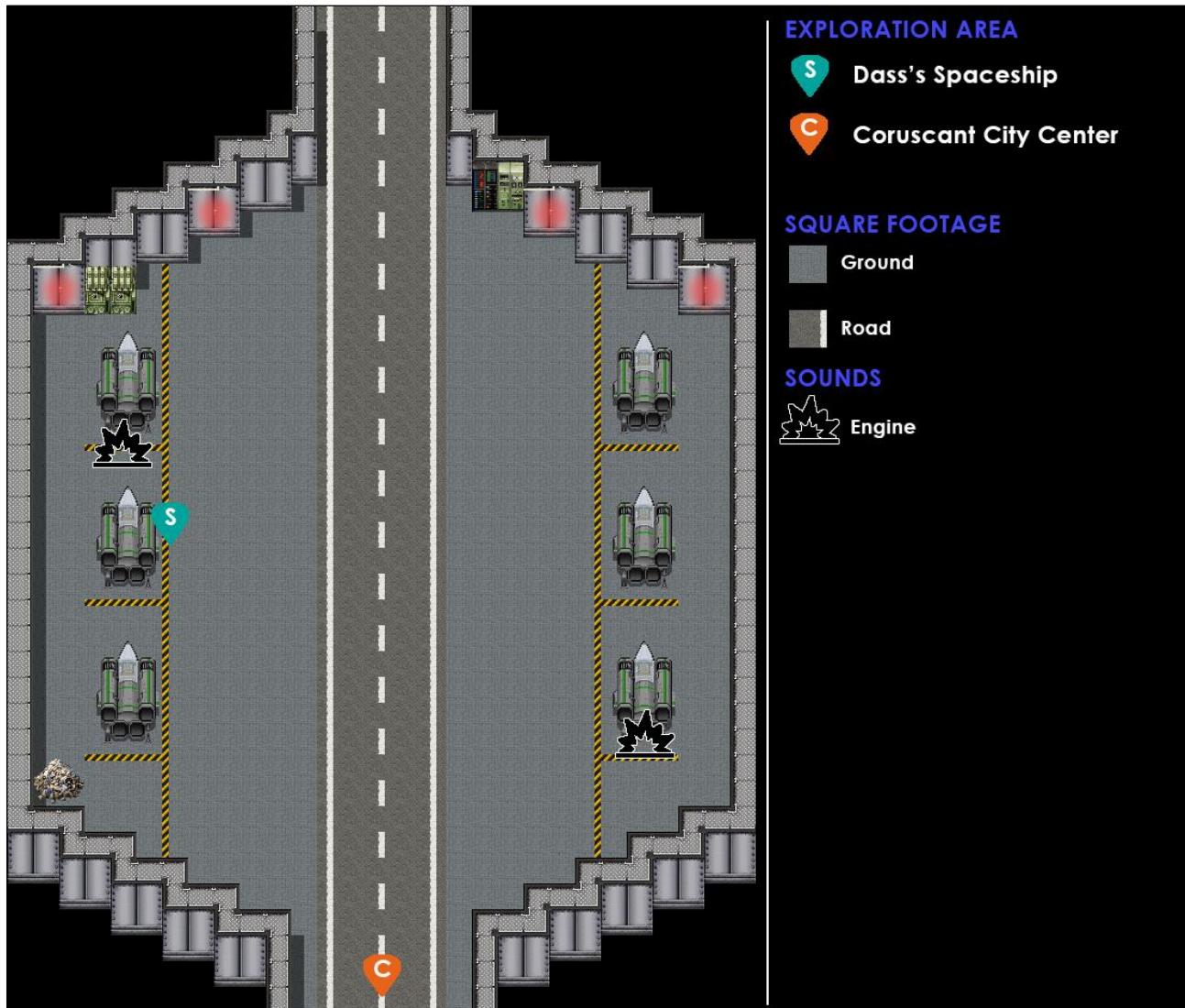


Location	Small settlement of the Galactic Empire
Map Size (units)	50x38 tiles
Scale (meter² /unit)	10 (500x380 meters)
Major Areas	H2 conversation area, Stormtrooper area, security computer puzzle area
Main Map Objectives	Dass Jennir must defeat all the Stormtroopers in the camp.

Flow description:

1. Dass Jennir can send H2 to scan the whole area.
 2. Dass Jennir receives the data from H2.
 3. Dass Jennir sees:
 - a. the landing strip for spaceships.
 - b. the training ground for Stormtroopers.
 - c. the data centre of the camp.
 - d. the security area of the camp.
 4. Dass Jennir can:
 - a. move towards the landing strip for spaceships and fight the Stormtroopers.
 - b. move towards the training ground and fight the Stormtroopers.
 - c. move towards the data centre of the camp and press a security button.
 - d. move towards the security area of the camp; if he presses also the security button in the data centre, he will enter the security area and fight the Stormtroopers.
 5. If Dass Jennir defeats all the Stormtroopers, he will be able to leave the zone.

8.18 Kashyyyk - Spaceport of Coruscant



Location	Spaceport of Coruscant
Map Size (units)	29x39 tiles
Scale (meter² /unit)	30 (870x1170 meters)
Major Areas	Spaceship area
Main Map Objectives	Dass Jennir must reach Coruscant's city centre.

Flow description:

1. Dass Jennir sees the exit door of the spaceship.
2. Dass Jennir can exit the spaceship.
3. Dass Jennir sees some information to reach Coruscant on a panel.
4. If Dass Jennir chases the information, he will arrive at Coruscant.

8.19 Coruscant - City centre



Location	City centre
Map Size (units)	65x50 tiles
Scale (meter² /unit)	300 (19,5x15 km)

Flow description:

1. Dass Jennir can go to:
 - a. the Commercial Area.
 - b. the Outlander Club.
 - c. the ex-Jedi Temple.
 - d. Gisk Kelemann's residence.
 - e. the underworld of Coruscant.
 - f. the Republic's ex-military base.
 - g. the Republic's ex-judicial detention centre.

Commercial area of Coruscant:

1. Dass Jennir can go to:
 - a. the Munitions Store.
 - b. the Therapy Centre.
2. If Dass Jennir enters:
 - a. the Munitions Store, he will be able to talk with the gunsmith and buy or sell war items.
 - b. the Therapy Centre, he will be able to talk with the doctor and buy or sell healthy items.

8.20 Coruscant - Outlander club (Possible level to prototype)



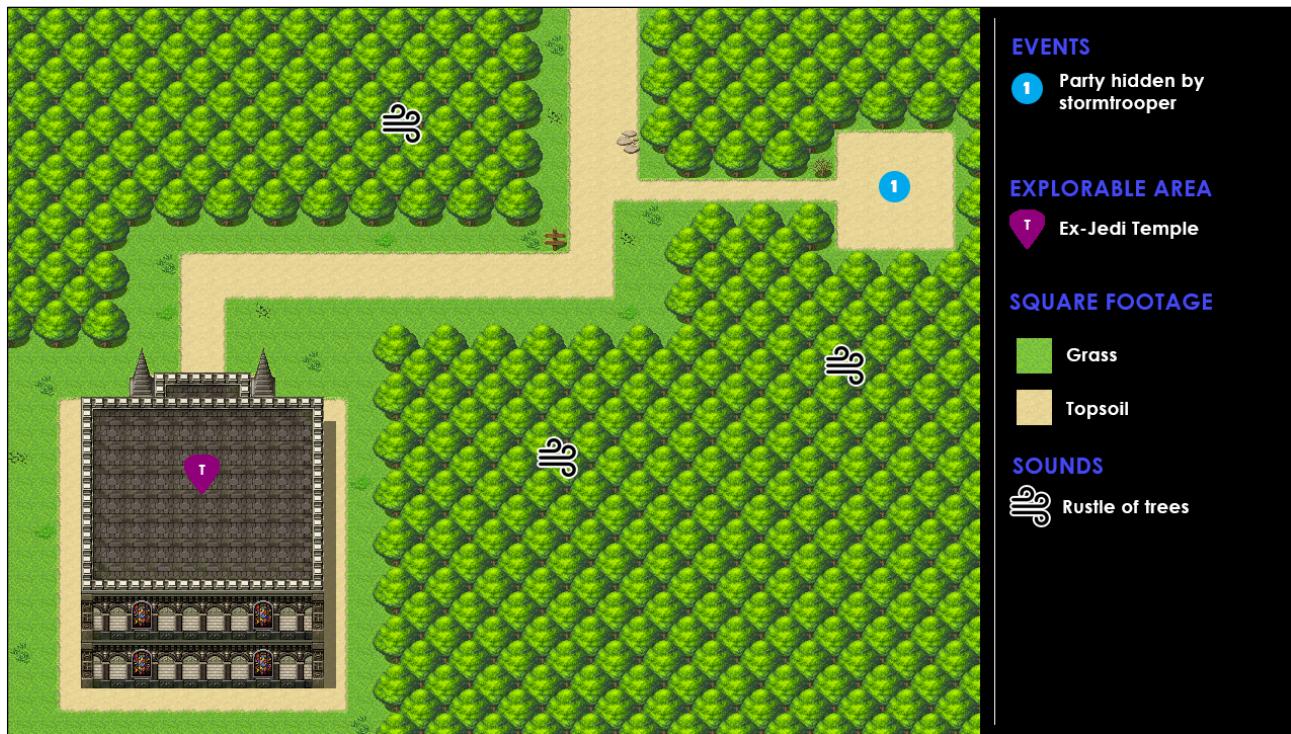
Location	Outlander club
Map Size (units)	46x47 tiles
Scale (meter² /unit)	3 (138x141 meters)
Major Areas	Bertender conversation area, man conversation area, elevator area, Dukes Rhel conversation area
Main Map Objectives	Dass Jennir must find the barman Dukes Rhel and obtain information about Jo Nafeel.

Flow description:

1. Dass Jennir sees the entry of the Outlander Club.
2. Dass Jennir can enter the Outlander Club.
3. Dass Jennir sees:
 - a. a locked room.
 - b. a dance room.
 - c. a bar.
 - d. a relax room.
 - e. the toilet.
 - f. an elevator on the right.
 - g. an elevator on the left.
4. Dass Jennir can:

- a. enter the locked room and achieve some rewards if he previously took a key in the relax room.
 - b. move towards the dance room and talk with a man; Dass Jennir cannot obtain information because of the noises.
 - c. move towards the bar and talk with the barman; Dass Jennir obtains information about Dukes Rhei.
 - d. move towards the relax room; Dass Jennir sees a key; Dass Jennir can take the key.
 - e. move towards the toilet; Dass Jennir cannot do anything.
 - f. move towards the elevator on the right; Dass Jennir sees a button to move upstairs; Dass Jennir can push the button.
 - g. move towards the elevator on the left; Dass Jennir sees a button to move upstairs; Dass Jennir can push the button.
5. If Dass Jennir uses the elevator on the right, he can:
 - a. talk with dancing people; Dass Jennir cannot obtain information because of the noises.
 - b. see a button to go downstairs; Dass Jennir can push the button.
 6. If Dass Jennir uses the elevator on the left, he can:
 - a. see an open door; Dass Jennir can enter the room; Dass Jennir sees Dukes Rhei and talk with him; Dass Jennir obtains information about Jo Nafeel.
 - b. see a button to go downstairs; Dass Jennir can push the button.
 7. Dass Jennir sees the exit of the Outlander Club.
 8. Dass Jennir can exit the Outlander Club.

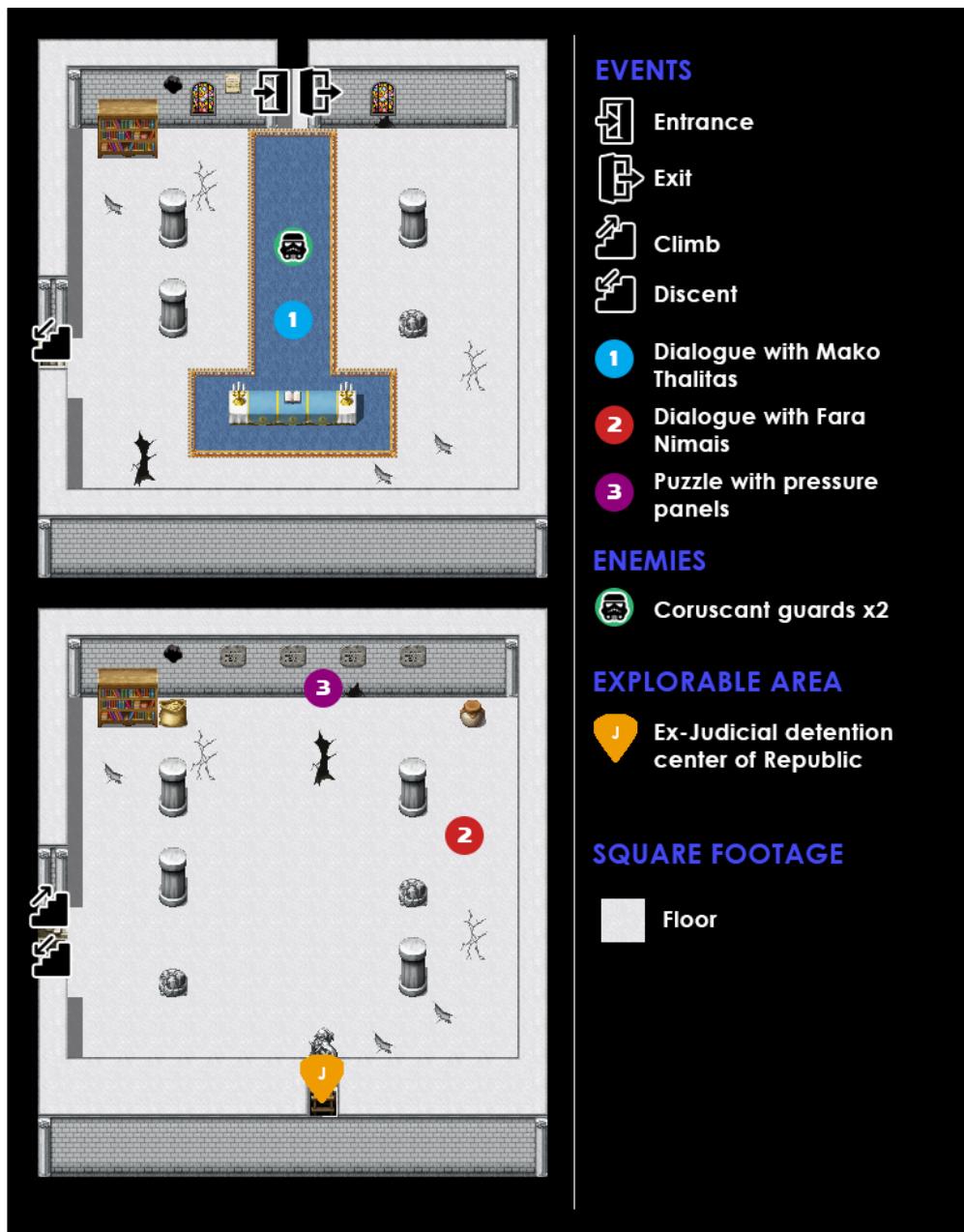
8.21 Coruscant - Outside ex-Jedi Temple (Possible level to prototype)



Location	Outside ex-Jedi Temple
Map Size (units)	40x30 tiles
Scale (meter² /unit)	30 (1200x900 meters)
Major Areas	Hidden area, ex-Jedi Temple area
Main Map Objectives	Dass Jennir must wait all the Stormtroopers leave the area to enter the temple.

Flow description:

1. Dass Jennir sees a group of Stormtrooper outside the temple.
2. Dass Jennir can wait the group of Stormtrooper leave the area.
3. Dass Jennir sees the entry of the temple.
4. Dass Jennir can enter the temple.

8.22 Coruscant - Ex Jedi Temple (Possible level to prototype)

Location	Ex Jedi Temple
Map Size (units)	19x41 tiles
Scale (meter² /unit)	7 (133x287 meters)
Major Areas	Stormtrooper area, Mako Thalitas conversation area, Fara Nimais conversation area, pressure panels puzzle area, secret passage area
Main Map Objectives	Dass Jennir must rescue Mako Thalitas and defeat the group of Stormtrooper.

Flow description:

1. Dass Jennir sees a group of Stormtrooper is attacking Mako Thalitas.
2. Dass Jennir can attack the **Coruscant Guards (x2)**.
3. If Dass Jennir defeats the group of Stormtrooper, he will be able to talk with Mako Thalitas and obtain information about Jo Nafeel.
4. Dass Jennir sees a flight of stairs to go down.
5. Dass Jennir can go downstairs.
6. Dass Jennir sees:
 - a. a female nousaurian (Fara Nimais).
 - b. a **puzzle with pressure panels**.
7. If Dass Jennir:
 - a. talks with Fara Nimais and gives her back Gisk Keleemann's register, he will be able to press buttons on the panel with the correct combination and move a marble in the centre of the room; Dass Jennir discover a secret passage; Dass Jenni moves towards Republic's ex-judicial detention centre.
 - b. doesn't talk with Fara Nimais, he will be able to try solving the enigma hidden by the panel; if he solves the enigma, he will be able to discover a secret passage; Dass Jenni moves towards Republic's ex-judicial detention centre.
8. Dass Jennir sees flight of stairs to go up.
9. Dass Jennir can go upstairs.
10. Dass Jennir sees the exit of the temple.
11. Dass Jennir can exit the temple.

Side-quest:

1. Dass Jennir must help Fara Nimais to steal Gisk Keleemann's register.
2. Dass Jennir can talk with Fara Nimais.
3. Dass Jennir must move towards Gisk Keleemann's residence.

Puzzle description:

The player can face an enigma in the ex-Jedi Temple at floor -1. Here he can interact with buttons placed on the North wall of the room.

The player have to press the buttons placed on the North wall of the room making the word "JEDI" in the respective Aurebesh alphabet of an ancient Jedi language to solve the enigma.

The player does not have to know the Aurebesh alphabet to solve the enigma.

The hints to solve the enigma are placed on the East wall of the room.

Each sequence on the East wall of the room presents a well-lighted symbol, one of each raw.

- The player have to press the buttons to find the correct solution receiving a reward
- The player can press only one button at time
- Each button displays a symbol
- Each symbol is different from the other so there is not the repetition of one of them in the correct sequence
- The player has only three chances to find the correct solution
- If the player does not find the correct solution before the fourth tentative, the buttons will break and the player will not able to use them anymore
- The player have to find the correct sequence between the other 4! -1

Extra hint

The player has an extra hint if he talks to Fara after complete the sub quest "Fara's pain"; she reveals the first symbol of the correct sequence.

Solution

The well-lighted symbols of each row indicate the correct order to press the respective button; for example: if a raw presents the third symbol as well-lighted then the button with the respective symbol is the third to press in the sequence.

Reward

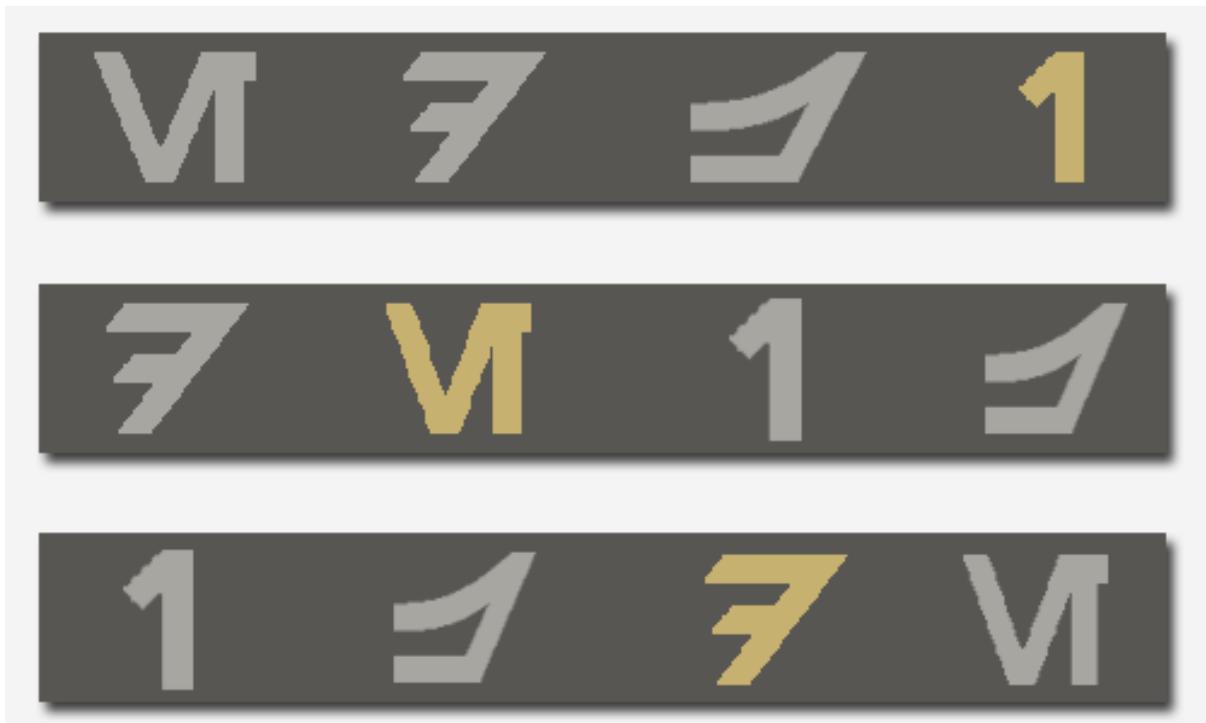
A secret door opens discovering a passage to the ex-Judicial detention centre of the Republic.

Artwork

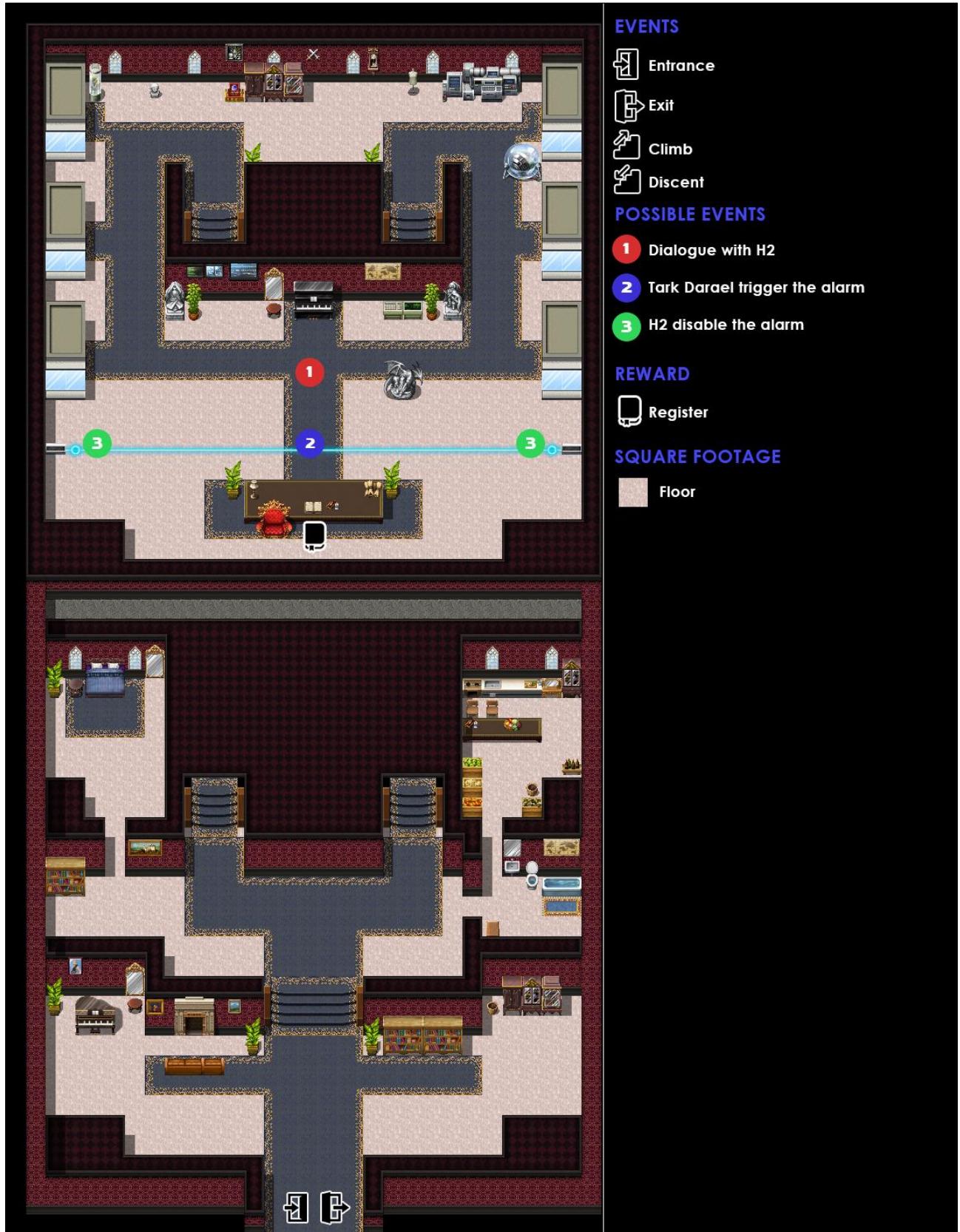
- Buttons:



- Hints:



8.23 Coruscant - Gisk Kelemann's residence (Possible level to prototype)



Location	Gisk Keleemann's residence
Map Size (units)	31x62 tiles
Scale (meter² /unit)	5 (155x310 meters)
Major Areas	H2 conversation area, alarm area, register area
Main Map Objectives	Dass Jennir must enter Gisk Keleemann's residence and steal the register.

Flow description:

1. Dass Jennir sees the entry of the residence.
2. Dass Jennir can enter the residence.
3. If Dass Jennir enters the residence, he will be in the hallway and see:
 - a. a room on the left; Dass Jennir can move towards this room.
 - b. a room on the right; Dass Jennir can move towards this room.
 - c. a flight of stairs to go up to 1st floor; Dass Jennir can move towards the 1st floor.
 - d. the exit door of the residence; if Dass Jennir has the register, he will be able to use the door.
4. If Dass Jennir is:
 - a. in the room on the left, he will not see anything important; Dass Jennir can come back to hallway.
 - b. in the room on the right, he will not see anything important; Dass Jennir can come back to the hallway.
5. If Dass Jennir is on 1st floor, he will see:
 - a. Gisk Keleemann's register; Dass Jennir can:
 - i. ask H2 to scan the room; Dass Jennir realizes that there is an alarm in the room.
 - ii. move towards the register; Tark Darael activates the alarm in the room.
 - b. a flight of stairs towards the floor zero.
6. If the alarm is:
 - a. not active yet, Dass will be able to ask H2 to disable it; if the alarm is disabled, Dass Jennir will be able to take the register.
 - b. active, Dass Jennir will be able to rip only two pages from the register.
7. Dass Jennir can come back to ex-Jedi Temple.

8.24 Coruscant - Underworld of Coruscant (Possible level to prototype)



Location	Underworld of Coruscant
Map Size (units)	40x30 tiles
Scale (meter² /unit)	100 (4x3 km)
Major Areas	Rebel conversation area
Main Map Objectives	Dass Jennir must find out how to disable the security system of Republic's ex-judicial detention centre.

Flow description:

1. Dass Jennir sees a small group of people starting a revolt
2. Dass Jennir can come close and talk with them.
3. Dass Jennir finds out how to disable the security system of Republic's ex-judicial detention centre.
4. Dass Jennir sees the exit of the Underworld of Coruscant.
5. Dass Jennir can exit the Underworld of Coruscant.

8.25 Coruscant - Ex military base of the Republic (Possible level to prototype)



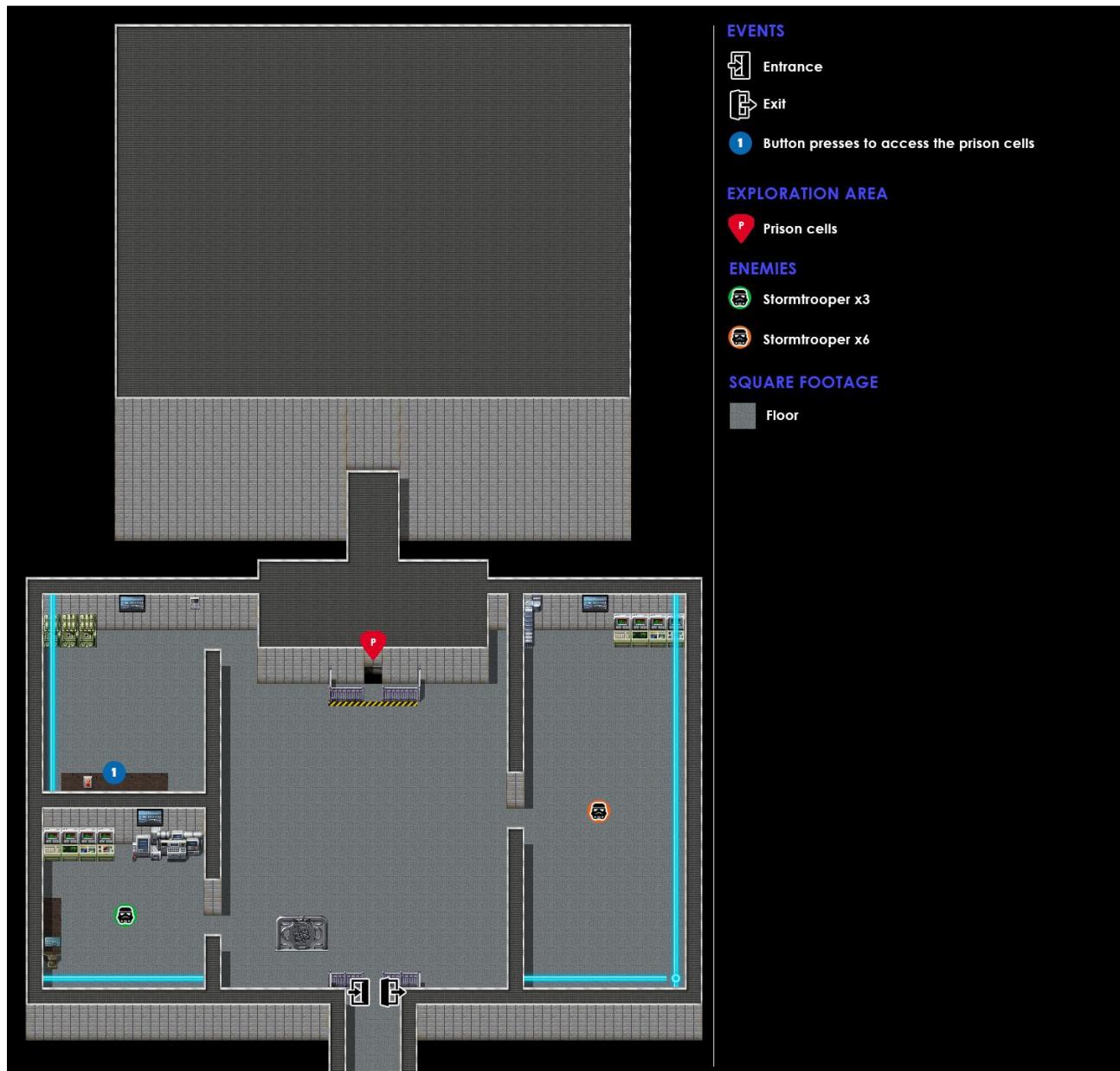
Location	Ex military base of the Republic
Map Size (units)	50x38 tiles
Scale (meter² /unit)	10 (500x380 meters)
Major Areas	Computer puzzle area, stormtrooper area, Kai Hodurra conversation area, computer puzzle 2 area
Main Map Objectives	Dass Jennir must disable the security system of Republic's ex-military base.

Flow description:

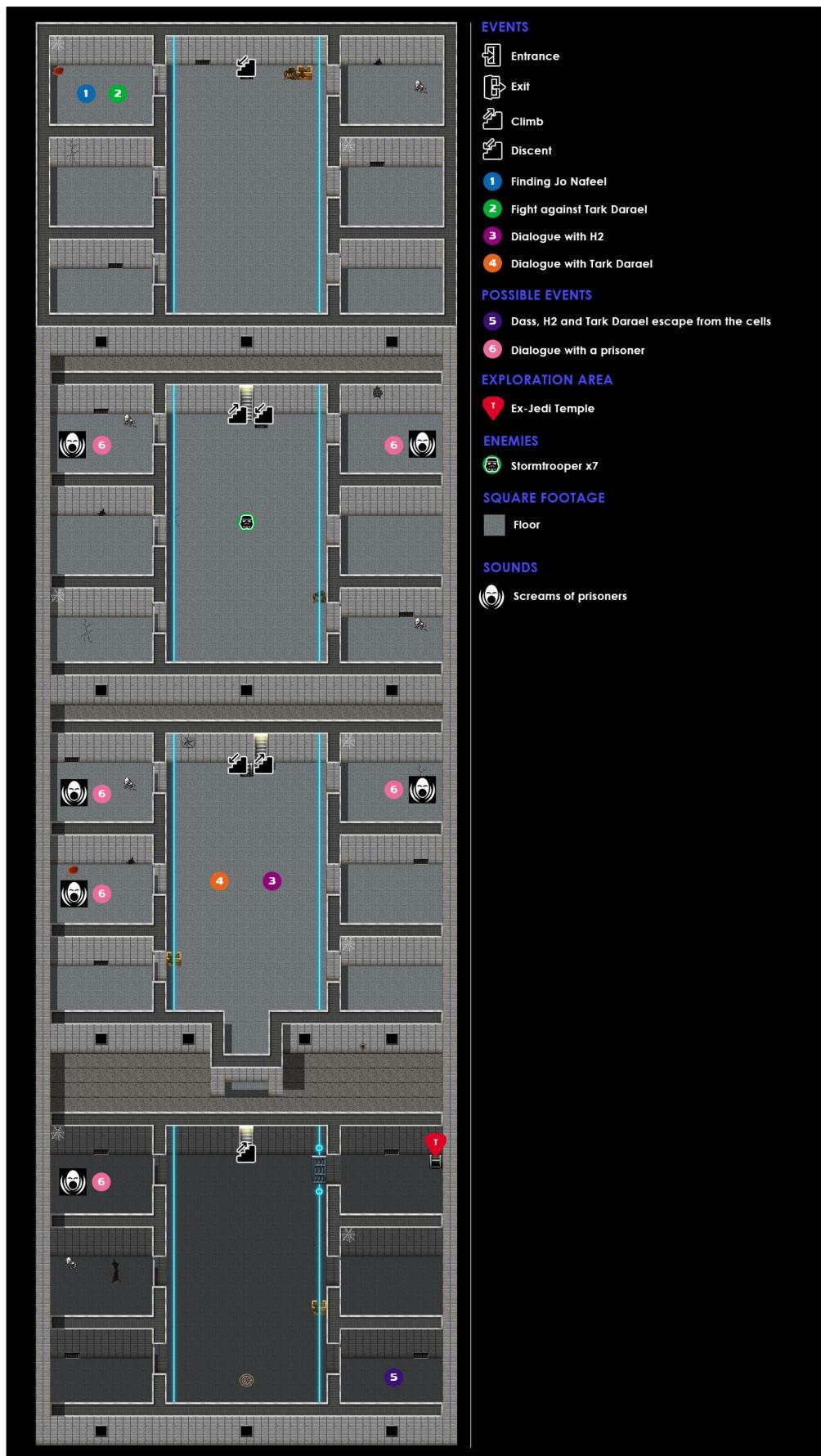
1. Dass Jennir sees the entry of Republic's ex-military base.
2. Dass Jennir can enter Republic's ex-military base.
3. Dass Jennir sees:
 - a. the landing strip for spaceships.
 - b. the dormitory of Stormtrooper.
 - c. the checkpoint of military base.
 - d. the checkpoint of security system of Republic's ex-military base.
4. Dass Jennir can:
 - a. move towards the landing strip for spaceships; Dass Jennir cannot do anything.
 - b. move towards the dormitory of Stormtrooper and fight against the **Stormtroopers (x5)**.
 - c. move towards the checkpoint of military base and fight against the **Stormtroopers (x2)** and **Imperial Commando (x1)**; if Dass Jennir defeats all the Stormtroopers, he will be able to use a computer to open the door of a secret room.
 - d. move towards the checkpoint of security system of Republic's ex-military base and fight against the **Saber Guards (x2)**; if Dass Jennir defeats the Saber Guards, he will be able to
 - i. enter a secret room; Dass Jennir sees Kai Hodurra; Dass Jennir can talk with Kai Hodurra; Stormtroopers capture Dass Jennir and bring him to a jail cell in Republic's ex-judicial detention centre, floor -1.

- ii. enter the data centre; Dass Jennir sees a computer; Dass Jennir can use the computer; Dass Jennir disable security system of Republic's ex-judicial detention centre.
- 5. Dass Jennir sees the exit of Republic's ex-military base.
- 6. Dass Jennir can exit Republic's ex-military base.

8.26 Coruscant - Ex judicial detention centre of the Republic



Location	Ex judicial detention centre of the Republic
Map Size (units)	40x60 tiles
Scale (meter² /unit)	7 (280x420 meters)
Major Areas	Button area, stormtrooper area, prison cells area
Main Map Objectives	Dass Jennir must find and rescue Jo Nafeel.



Location	Ex judicial detention centre of the Republic
Map Size (units)	33x100 tiles
Scale (meter² /unit)	5 (165x500 meters)
Major Areas	Jo Nafeel cell area, Tark Darael fight area, H2 conversation area, Tark Darael conversation area, stormtrooper area
Main Map Objectives	Dass Jennir must find and rescue Jo Nafeel.

Flow description:

1. Dass Jennir can enter the Republic's ex-judicial detention centre:
 - a. passing the principal gate. Dass Jennir can do this if he has disabled the security system of Republic's ex-judicial detention centre in the military base.
 - b. passing through a little underground tunnel discovered in the ex-Jedi Temple. Dass Jennir can do this if he has solved the enigma on the panel.
 - c. being captured by Stormtroopers during the dialogue with Kai Hodurra.
2. If Dass Jennir:
 - a. enters through the principal gate, he will see:
 - i. a big room on the left; Dass Jennir can enter the room and fight against a group of Stormtrooper.
 - ii. a little room on the left; Dass Jennir can enter the room and use a computer to open the security cells.
 - iii. a big room on the right; Dass Jennir can enter the room and fight against a group of Stormtrooper.
 - iv. the entry of security cells; if Dass Jennir previously used the computer in the little room on the left, he would enter the area.
 - b. enters through the little underground tunnel, he will see:
 - i. an exit jail cell door; Dass Jennir can exit the jail cell.
 - c. enters because Stormtrooper capture him, he will be able to:
 - i. ask H2 to open the jail cell; Dass Jennir can exit the jail cell.
3. If Dass Jennir:
 - a. is on floor-1, he will see:
 - i. a jail cell A; Dass Jennir sees a locked door.
 - ii. a jail cell B; Dass Jennir sees a locked door.
 - iii. a jail cell C; Dass Jennir sees a prisoner; Dass Jennir can talk with the prisoner.
 - iv. a jail cell D; Dass Jennir sees a locked door.
 - v. a jail cell E; Dass Jennir can enter the jail cell; Dass Jennir sees the secret passage for the little underground tunnel.
 - vi. a jail cell F; Dass Jennir cannot do anything.
 - vii. a flight of stairs to go up to floor 0; Dass Jennir can use the stairs to go up to floor 0.
 - b. is on floor zero:
 - i. he will see a jail cell A; Dass Jennir sees a locked door.
 - ii. he will see a jail cell B; Dass Jennir sees a prisoner; Dass Jennir can talk with the prisoner.
 - iii. he will see a jail cell C; Dass Jennir sees a prisoner; Dass Jennir can talk with the prisoner.
 - iv. he will see a jail cell D; Dass Jennir sees a locked door.
 - v. he will see a jail cell E; Dass Jennir sees a locked door.
 - vi. he will see a jail cell F; Dass Jennir sees a prisoner; Dass Jennir can talk with the prisoner.
 - vii. he will see a flight of stairs to go up to 1st floor; Dass Jennir can use the stairs to go up to 1st floor.
 - viii. he will see a flight of stairs to go down to floor -1; Dass Jennir can use the stairs to go down to floor -1.

- ix. he will see the exit door of the jail cells area; Dass Jennir can use the door to exit the jail cells area.
 - x. he will be able to talk with H2; Dass Jennir obtains information about the prison floor where find Jo Nafeel.
 - xi. he will be able to talk with Tark Darael; Dass Jennir obtains information about the prison floor where find Jo Nafeel.
 - c. is on 1st floor, he will see:
 - i. a group of Stormtrooper; Dass Jennir can fight against a group of Stormtrooper.
 - ii. a flight of stairs to go up to 2nd floor; Dass Jennir can use the stairs to go up to 2nd floor.
 - iii. a flight of stairs to go down to floor 0; Dass Jennir can use the stairs to go down to floor 0.
 - iv. a jail cell A; Dass Jennir sees a locked door.
 - v. a jail cell B; Dass Jennir sees a locked door.
 - vi. a jail cell C; Dass Jennir sees a prisoner; Dass Jennir can talk with the prisoner.
 - vii. a jail cell D; Dass Jennir sees a locked door.
 - viii. a jail cell E; Dass Jennir sees a locked door.
 - ix. a jail cell F; Dass Jennir sees a prisoner; Dass Jennir can talk with the prisoner.
 - d. is on 2st floor and Tark Darael attacks Jo Nafeel, he will be able to:
 - i. save Jo Nafeel fighting immediately against Tark Darael.
 - ii. not save Jo Nafeel and fight against Tark Darael after Jo Nafeel death.
4. If Dass Jennis defeats Tark Darael, he will see a flight of stairs to go down to 1st floor; Dass Jennir can use the stairs to go down to 1st floor.

9. Statistics and Balancing

9.1 Party

The following table describes the party and the related statistics of the characters.

Each character is designed in relation to D&D character sheet, making the whole party of the game well balanced and varied.

	Dass	Tark	H2
Class	Cleric	Mage	Thief
Level	5	6	7
DamageDie	Blaster, Lightsaber	Blaster, Lightsaber	Droid laser beam
AC	5	6	2
HP	22	21	12
STR	13	9	5
INT	11	16	8
WIS	16	12	10
DEX	12	6	16
CONST	7	10	9
CHAR	13	10	11
STR MOD	1	0	-2
INT MOD	0	2	-1
WIS MOD	2	0	0
DEX MOD	0	-1	1
CONST MOD	-1	0	0
CHAR MOD	1	0	0
THAC0	17	19	17
POISON	9	11	11
MENTAL CONTROL	10	12	12
STUN & PARALYSIS	12	11	11
CONFLAGRATION	14	14	14
FORCE POWER	13	12	13
AVG DMG	4,5	3,5	1

9.2 Enemies

The following table displays the statistics of each possible enemy/group of enemies met in the level. It contains a statistical analysis of valuable information such as:

- Turns an enemy needs to kill a member of the party (the average value is estimated according to the case in which the enemy always attacks the same character)
- Turns a character needs to kill an enemy (the average value is estimated according to the case in which the character always attacks the same enemy)
- Turns the whole party needs to kill the enemy (average value)
- Turns a group of enemies needs to win the fight (average value)
- Turns the whole party needs to win the fight (average value)

The convention used to identify the number of found objects is Nx_item_(%):

- Nx = number of objects of the same type
- item = name of the object
- % = percentage calculates using a d%

For example: 2x Medikit(0.65).

	Stormtrooper Recruit	Stormtrooper Coruscant Guard	Stormtrooper Imperial Commando	Stormtrooper Saber Guard	Terentatek	Can-Cel
AC	7	6	6	5	3	8
Hit Dies	1	3	4	3-2	6	1
AVG HP	4,5	13,5	18	11,5	27	4,5
Attack Die	d4-1	d6	d4	d6+1	d4 + poison	d4
Attack Number	1	1	2	1	2	1
AVG DMG	1,75	3,5	5	4,5	5	2,5
POISON	15	14	13	14	12	15
MENTAL CONTROL	14	14	14	7	9	14
STUN & PARALYSIS	15	14	13	16	13	14
CONFLAGRATION	15	13	13	12	12	16
FORCE POWER	17	15	14	17	13	16
EXP	30	90	180	160	500	50
THAC0	19	18	16	16	16	19
% To Hit Dass	0,35	0,4	0,5	0,5	0,5	0,35
% To Hit Tark	0,4	0,45	0,55	0,55	0,55	0,4
% To Hit H2	0,2	0,25	0,35	0,35	0,35	0,2
Turn for kill Dass	35,91836735	15,71428571	8,8	9,777777778	8,8	25,14285714
Turn for kill Tark	30	13,33333333	7,636363636	8,484848485	7,636363636	21
Turn for kill H2	34,28571429	13,71428571	6,857142857	7,619047619	6,857142857	24
Turn for kill Party	33,40136054	14,25396825	7,764502165	8,627224627	7,764502165	23,38095238
% To be hit from Dass	0,55	0,5	0,5	0,45	0,35	0,6
% To be hit from Tark	0,45	0,4	0,4	0,35	0,25	0,5
% To be hit from H2	0,55	0,5	0,5	0,45	0,35	0,6
AVG DMG Dass	2,475	2,25	2,25	2,025	1,575	2,7
AVG DMG Tark	1,575	1,4	1,4	1,225	0,875	1,75
AVG DMG H2	0,55	0,5	0,5	0,45	0,35	0,6
Turn to be killed from Dass	1,818181818	6	8	5,679012346	17,14285714	1,666666667
Turn to be killed from Tark	2,857142857	9,642857143	12,85714286	9,387755102	30,85714286	2,571428571
Turn to be killed from H2	8,181818182	27	36	25,55555556	77,14285714	7,5
Turn to be killed from Party	0,9782608696	3,253012048	4,337349398	3,108108108	9,642857143	0,8910891089

AVG DMG to Dass	0,6125	1,4	2,5	2,25	2,5	0,875
AVG DMG to Tark	0,7	1,575	2,75	2,475	2,75	1
AVG DMG to H2	0,35	0,875	1,75	1,575	1,75	0,5
AVG DMG to the party	0,5541666667	1,2833333333	2,3333333333	2,1	2,3333333333	0,7916666667

9.3 Fights

	Enemy turns	Party turns	AVG party/enemy win	Party Win %
5* recruit	6,616541353	5,869565217	0,8871047431	52,99122922
2* coruscant guard	7,142857143	6,506024096	0,9108433735	52,33291299
2* recruit, 1* imperial commando	6,783144913	8,250392876	1,216307919	45,12008423
2* saber guard	4,365079365	6,216216216	1,424078624	41,25278735
1* Terentatek	7,857142857	9,642857143	1,227272727	44,89795918

There is only an easy fight versus two Coruscant Guards; this is a very easy fight that the party passes with a high win%.

There are three fights inside the Ex Military Base; the player can face them in different orders depending on his choices until that moment.

- 6 ST recruits: a very easy fight. The party will surely win. The dropped treasure can be a set of 3 First Aid Medikit (average value), and some copper coins. The party can heal himself using the 3 First Aid Medikit.
- 2 ST recruits and an Imperial Commando: an hard fight. Here Tark can use his spell "Force Deflection" to make the fight easier. The dropped treasure can be a set of 2 Medikits and 1 Grenade (with 65% probability) that can be used against the next fight as a "cheat" to win in less turns.
- 2 saber guards: This is a very hard fight; The party can win only if Tark uses "Mind Control" on a saber guard.

9.4 Treasures

The following table displays the treasures that give rewards to the player after each battle. The party gets a reward every time that wins a fight.

Stormtrooper Recruit	Coruscant Guard	Imperial Commando	Saber Guard	Terentatek	Can-Cel
2d8 copper coin (0.5)	Medikit (0.5)	2 Medikit (1)	Droid Laser cannon (0.5)	Terentatek part (1)	1d12 copper coin (0.5)
First Aid Medikit (0.5)	2d8 silver coin (0.5)	Gem (0.65)	Medikit (1)	2 Medikit (1)	First Aid Medikit (0.35)
		Grenade (0.65)		1d6 silver coin (1)	

First Aid Medikit:

The first aid kit (or first-aid Medikit) is a collection of materials needed for a first summary treatment of the injured, said first aid. After the recent regulations introduced by Article 24 paragraph 2, also it contains a first aid kit for small galactic droids. Cure a character for 1d6 +2

Medikit:

A MediKit (also med-pack, medi-pack, or medi-kit) was a small first aid kit that contained limited-utility diagnosis equipment and other essential medicines for the treatment of wounds. Medpacs could also be called health packs. Cure a character for 2d6 +2

Grenade:

Grenade was a hand-held explosive device. It was usually thrown by hand, but sometimes launched from a grenade launcher. Hit all enemies for 1d6. It is affected from the saving throw: "conflagrate". If an enemy hits a saving throw, the damage dealt is halved.

Terentatek part:

Key item; when the party kills the Terentatek, one side of the body will be removed as evidence.

Droid Laser Cannon:

A laser cannon was the standard weapon for use by most starships and other vehicles. It existed in a myriad of forms, from the huge versions used by starships, through medium-sized turret-mounted variants, to the much smaller personal cannons sometimes carried by infantry. The droid laser cannon is the smallest version used as weapon for the imperial droids.

Weapon for H2. It's a ranged weapon with 1d4 -1 as damage die.

Droid Laser Beam:

A less powerful version of the Droid Laser Cannon.

Weapon for H2. It's a ranged weapon with 1 (1d4 -3) as damage.

Blaster:

A blaster is a ranged weapon that fire bursts of particle beam energy called blaster bolts from a replaceable power pack. The most commonly used weapon in the galaxy, blasters' intense beams consisted of compacted high-energy particles and intense light that could kill or paralyze their target, depending on the setting. Blasters ranged in size and power from compact pistols to large, heavy rifles to starship-mounted blaster cannons.

Weapon for Dass and Tark; It's a ranged weapon with 1d6 as damage.

Lightsaber:

The lightsaber, sometimes referred to as a laser sword, was a weapon used by the Jedi, the Sith, and other Force-sensitives. Lightsabers consisted of a plasma blade, powered by a kyber crystal, that was emitted from a usually metal hilt. It was a weapon that required skill and training, and was greatly enhanced when used in conjunction with the Force. Though also used by the Sith, the lightsaber was synonymous with the Jedi, with some in the galaxy believing only Jedi used lightsabers.

Weapon for Dass and Tark; It's a melee weapon with 1d8 as damage.

9.5 Abilities

9.5.1 Dass Jennir

- **Force Healing (Cure light wounds):** heal 1d6+1 on a target.
- **Force Protection (Evil's Protection):** -2 damage on attack die, +2 on damage die on target for 5 turns.
- **Force Valor (Blessing):** +2 damage on attack die -2 on damage die on target for 5 turns.
- **Force Stun:** hit an enemy and land 1d4 +1 damage; stun an enemy for 4 turns; Saving Throw: Stun & Paralysis.
- **Revitalization (Cure Serious Wounds):** heal 2d6+2 on a target.

9.5.2 Tark Darael

- **Repulsive Force:** strongest spell that acts as a "Force Push"; It inflicts 1d8 +1 damage; Saving Throw: Force Power.
- **Force Deflection : Protection against normal projectile:** projectile don't hit the party for 3 turns.
- **Force Push (Magic Missile):** 1d6 +1 on a target ; Saving Throw : Force Power.
- **Mind Control:** take control of an enemy's mind for 3 turns. Saving Throw: Mental Control.

10. Appendix Images

Figure 1 – Narrative flowchart.....	5
Figure 2 – Flowchart Act 1.....	6
Figure 3 – Flowchart Act 2.....	7
Figure 4 – Flowchart Act 3.....	8
Figure 5 - Overview of Corellia, the planet known for the high trade.....	15
Figure 6 - Representation of the setting and the typical houses of the Kashyyyk.....	16
Figure 7 - Coruscant, the meeting point of different races and representation of its chaos.	17
Figure 8 – Dass Jennir's alignment bar.....	27
Figure 9 - World diagram 3.0	29
Figure 10 – Level diagram of Corellia	30
Figure 11 – Level diagram of Kashyyyk.....	30
Figure 12 – Level diagram of Coruscant.....	31