

## Goals

- The player should learn to navigate open terrain with different elevations (river, bridge, hills).
  - The player should have more opportunities to master attack and dodge (Slash / Dash) mechanics in open space.
  - The level should evoke a feeling of melancholy and mystery due to the ruins of an abandoned civilization.
  - The player should explore alternative routes and observe the castle from different perspectives
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## Game Context

- This level follows the events of the Village of Erynn, where the player received the task to reach the castle and find the missing Lord.
  - The level serves as a transition between the lowlands and the castle itself, preparing the player for the next chapter (Level 2-2: Castle Courtyard).
  - Upon completion, the player gains access to Levels 2-2 (castle) and 2-3 (ruins behind the castle).
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## Environment

- Setting: a wide valley with a river, farms, a bridge, and hills leading up to the castle.
- Main landmark: the castle on the hill, visible from most parts of the map.
- Mood: semi-realistic fantasy RPG.
- Lighting: late afternoon with golden hour tones and long shadows.

- Effects: light fog in the valley, wind on the hills, drifting leaves.
  - Assets: env\_castle, env\_farm, env\_river, env\_forest.
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## Time

- Time of day: afternoon transitioning into sunset (progressive light color changes).
  - Season: late summer / early autumn (warm palette, slightly dry vegetation).
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## Metrics

### Player and Movement

- Standard movement speed.
- Default jump height.
- Added fatigue effect when climbing steep slopes.

## World

- Terrain scale consistent with GDD guidelines.
- River depth: 2 meters (blocks crossing, requires using the bridge).

## Items

- Player can use a torch (useful in barn and forest).
  - Healing herbs available around the farms as optional loot.
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# Narrative and Dramaturgy

## Beat Chart

- Beginning: calm and melancholic – farm in the valley.
- Middle: tension rises when crossing the bridge and entering the forest.
- Climax: open hills with a panoramic view of the castle and ruins.
- End: arrival at the castle gate (triggering a cutscene).

## Explicit

- The player finds a farmer's journal describing the evacuation before the "darkness from the castle."
- In the barn, the player finds a map of the valley with alternative routes marked.

## Implicit

- Burned fields and ruined houses hint at a past disaster connected to the castle.
  - Old war camps can be found on the hills.
  - The castle's crest symbol appears on broken chests and barrels.
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## Path Layout

- Start: farm near the river (safe area).
- Main path: through the bridge and forest, up the hills.
- Parallel Path: alternative routes – one along the river (easy), one through the hills (harder, more scenic).
- Misdirection: side bridge leading nowhere but offering a panoramic view.

- Dead End: abandoned barn with hidden loot and lore.
  - Final Goal: castle gate (end trigger).
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## Landmarks

- Macro: the castle on the hill (visible from almost everywhere).
  - Meso: main bridge and the windmill near the farm.
  - Micro: the barn with loot, stone obelisk on the upper path.
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## Challenges and Rewards

### Encounters

- Ghost Farmer (NPC): conversation reveals fragments of the castle's history.
- Bandit Camp (optional encounter, can be avoided).

### Puzzles

- Bridge mechanism puzzle: requires finding the crank in the barn.
- Stone symbols puzzle: matching visual markers to unlock hidden loot.

### Combat

- 2–3 bandits patrol around the main bridge.
- Wolf pack attack in the forest.

### Rewards

- Healing herbs (farm, barn).
  - Old Farmer's Sword (+5 damage).
  - Castle Crest (key item unlocking next level).
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## Level Map



