

Level Design Report

B00235610

William Taylor | 3D Level Design | 10/01/2017

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# Design

This section of the report will summarise the design of the 3D level and its overall fitting in the game Scholar

## Narrative description

You play as ‘’The Traveller” a nameless entity that is travelling across the Kingdom of Dalriada (Dal-ree-ada) to its capital Kilcreggan. In your possession is the ‘Tome’ a scripture filled with cryptic symbols that effect the world once articulated. Your quest is to take the valuable scripture to a safe haven where it can be studied for the better of the wider kingdom. The question that must be answered though, can you master the Tome’s secrets in order to achieve your goals, can you effectively wield its power to protect you.

## Settings, Theme, Location

### Setting

As alluded to in the narrative description the level is set in the world

### Theme

The theme of the game is medieval fantasy.

### Location

You start in an undisclosed location in the Kingdom of Dalriada (Dal-ree-ada) on the way to the nearest town.

## Player Experiencce

Here is the content

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## Photo/video research

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