

Level Design Report

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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

The player is due to arrive at a camp site in the near area.

## Level Features

3D level terrain, simple quest, findable items.

## Usability and Gameplay research

Find references

## Photo/video research

Find references

### Architecture

Here is the content

### Environment

Here is the content

### Lighting

Real time dynamic lighting aided.

### Artefacts

Here is the content

### Inspiration

Medieval RPGs that I used to play as a kid.

## Story

Indepth story of the scene

## Interactivity

Playable elements

### Objectives

Here is the content

### Obstacles

Here is the content

### Set Pieces/Scripted Events

Here is the content

## Visual Development

Here is the content

### Style Reference

Here is the content

### Colour Palette

Here is the content

### Lighting

Here is the content

## Top-Down Layout and concept art

Drawing of level + pictures for demo scene

### Level Layout

Here is the content

### Screenshots

Here is the content

### Engine

Unity engine

## Originality

Takes inspiration from many RPGs

# Project Planning and Control

Here is the content

## Project plan

Here is the content

## Duration, Start and End dates

Here is the content

## Tasks and sub-tasks

Here is the content

## Allocation of tasks

Here is the content

## Gantt chart

Here is the content

## Process description

Here is the content

# Playtesting

Here is the content