Level Design Document

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1. Design

1.1

The player is in a jungle, and starts exploring the jungle, and then after a short while finds a medallion, which motivates the player (and the character himself/herself) to keep going. The player then after a short while finds some ruins, with a big ruin in the middle.

After discovering this, the player has to explore the ruins around the main ruin before they can get into the main ruin. This is because they can choose to drink potions and gain items that would help them in the main ruin. The reason they can choose, is because some of the potions that the player can drink, are harmful to the player, and would hinder them later in the game.

In the big ruin in the middle, the player has to solve a puzzle to gain access to the ruin, after which he has to battle the boss.

1.2

1.5

1.8

1.11

2. Project Planning and control

3. Seasoned explorer, comes across medallion, intrigues him to go further, then finds a ruin, with a puzzle that he has to solve to get into the ruin. There are items in the level that the player can use against the spirit.