Area 5 - Second Concept Idea

1. This new batch of ideas will be more focused on actual world design rather than aesthetic and general ideas like the last one. This document will be made takinginto account that you have already read the previous one (docs folder or #game-dev-zone pins).
2. As always these ideas/concepts can then be molded into proper form for the game depending on what works and what can be achieved. I don’t know if this is too ambitious to pull off?
3. Some of the ideas here may be a bit different from my initial mindset in small ways (I mention the word moody haha)

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There’s two distinctive elements I’ve been wanting to talk about.

The idea is that my area will have sections. I guess similar fashion to area 4 but not exactly like that.

There will be an “inside & outside” and then each may also be seperated in small sections in a design sense.

I’ll go in progression order.

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| **SECTION 1 (Town)** |
| First off I read about there being two towns...    … then taking this into consideration for the area 5 starting area town-  I want it to be a town that is subdued. It has all the lights on with an orange like tone a bit dim not to bright not too dark. I want the streets to have old-style lamp posts.  The streets are brick roads, I still want to stick to the old era style kind of vibe for the area in all sections.  It’s *not* a poor village, it looks like an okay place. It’s this area’s main town. There are people around that are getting ready to go out to the masquerade. Carriages, yes if possible I want there to at least be one carriage somewhere with NPCs who are gonna leave the town for the nights main event.  As I said, it’s subdued. So it has a dark vibe to it (still remember what I said about lights). Houses also have windows lit up but not all of them because…  ...most people in the town are actually not there but not just that. The people left in town are people that aren’t invited to the main dance. They are left behind and are *moody*.   * There’s going to be shop/s then I want them to have candles, yet it be holding them in a hand with a lantern or on a surface they may have.   I don’t want to get lost with where I’m going with this but I think the main idea is that the town is actually like just, well a normal town I dunno.   * The few people who are going out to the la danse macabre to feel like the have more soul to them and have the clothes style we’ve been thinking for my area. People who are not to be more “normal” and dark, maybe even lacking colour itself (gray face I don’t know random idea, don’t take it too to heart) |

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| **SECTION 2 (Paths ~ Forest)** |
| Okay so this is like a connecting segment? It’s still a main part of the world as it’s what’s after the initial town. You could say this is the first main meat of the place.  As you may have figured from the title, this is the road to the main building where the masquerade is happening (more on that later).  The game progression of course it’s not one straight road, I meant road figuratively (but there is a road..! ~~More at 10~~)  Despite saying this I do want there to be like to parts to the design:   * There’s the main path that is a brick road that has a few lamp posts here and there and maybe some random benches (?) and anything if you feel fitting but like this is no longer the town. * The forest.   What is the forest?  The forest is a dark black grayish forest that feels spooky. Remember when I didn’t want anything to look gloomy, moody and depressive? Eff that.  I want the nature in this area in the outside of the main building (more on that later part 2) to be shades of grey, black, white whatever. Colourless. This is totally not ripping off Obsolete Dream. Not but seriously I think that’s what I want.  So area layout can be handled by people who know more about uh… area layout but like I was thinking that sometimes you have to cross through the forest and other times you reach the main path/road. I wonder if there’s a way to work game progression around this idea.  I think mist/fog is overkill but the reason I onced asked on the server was because of this area.   * Another idea I had is that being a forest is a cool way of relating it too the whole Minacious Forest thing, especially as it’s the last main game area.   ---  The area ends with the end of the path at the end you reconnect to it in the final stretch where you reach our grand last part.  I’m supposing the mid boss is part of this middle section. I mean it’d have to be and makes sense.  At the end of the path you see a carriage again. More lights. You know… it’s coming. |

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| **SECTION 3 (Masquerade/Main Building)** |
| I don’t even know what exactly I want this building to be yet… great intro.  Like a mansion? A building? A palace? A castle? The town’s city hall that for some reason isn’t in the town? Just like a posh building.  The second “town” is here.   * Yeah why town in quotation marks, well it’s weird to have an actual town inside a building right? The point is that this is the last section, the last hub. Inside there will be something that works like the second town.   Remember when I said I wanted the aesthetic to be like a masquerade and all that victorian-gothic era jam? Well that obviously still stands.  When you enter you have the entry room/hallway and then a door and bam, the main dance hall.  What is the dance hall?  This is our second “town”. This is where the main event is going on, this is where people are. Yeah all your fancy rich fake two sided people. They’re here. I don’t really have much more to say on design but yeah we can think on it but I think I get the point across well.  This building is no longer black and monotone. We have colours here. We have red carpets on the floor. We have chandeliers (area concept, graphically maybe these aren’t visible lol, would get in the way?)  BUT this isn’t a big lights parade where everything is suddenly yay party bright colours.  The aesthetic is still darkish.  You have darkish tone. The lights once again aren’t super bright.  It still gives off a final dungeon vibe. Like I obviously don’t want to copy stuff but we all have references in life so:    Not exactly like this but you get the idea right?  So anyway, after the dance hall (town 2) is where the game get back on track with gameplay, enemies and what not.  Maybe the final boss is after a room that goes out to a balcony that oversees the dance hall from above as in like the final performance stage.  --- Oh and on that note i still want a music theme I mean it already kind of does. I did mention there being instruments around in last doc didn’t I? --- |

Okay so those were my section ideas. What about other stuff I have vaguely mentioned?

* Lily: I really like the new design with those yellow eyes because it can fit anywhere. To be honest any design you have made now could fit somewhere in this world don’t you think? It’s now up to you but considering the mask maybe the building section is where Lily works the best.  
    
  I have initially a small idea where Lily could appear in the paths of the second forest section or even the first town and just talk to the player as an NPC but I don’t know.  
    
  Like imagine if you had normal original colour Lily in town and she then became the black one later to kind of show the significance of that being big baddy final area.
* Enemies: Remember I had ideas for a bunch of possible enemies, well I think we should have in mind that we need some that fit Section 2 and some that fit Section 3. So stuff like spirit dancers, spirits of inanimate building objects, music stuff obviously don’t fit the forest. We’ll see.
* I’d also like to give proper names to these places. Like the town has a name, the forest has a name and the building too.

Well, well. That’s that for now. Maybe I’ll add stuff if it comes to mind.

Sadly I can’t draw so I hope I explain myself well.