



UNIVERSITÀ
DEGLI STUDI
DI MILANO

PONG
Playlab fOr innovation in Games

LEVEL DESIGN DOCUMENT

STRANGER THINGS Secrets of the Upside Down



Gerard Baholli

943594 - gerard.baholli@studenti.unimi.it

Edoardo D'Angelo

947729 - edoardo.dangelo1@studenti.unimi.it

Mihail Moraitis

953609 - mihail.moraitis@studenti.unimi.it

Revision History		
Who	Date	Comment
Gerard Baholli	03/11/2019	Creation of this document
Edoardo D'Angelo	05/11/2019	Added High Concept
Gerard Baholli	05/11/2019	Added World Diagram
Mihail Moraitis	05/11/2019	Added Goals Outline
Edoardo D'Angelo	06/11/2019	Added Synopsis
Mihail Moraitis	06/11/2019	Changed goals
Gerard Baholli	07/11/2019	Added graphs, first milestone revision

Summary

1	High Concept	4
2	Settings/Fundamental concepts	5
3	Synopsis	6
3.1	Act I	6
3.2	Act II	6
3.3	Act III	6
4	Themes	7
5	Characters	8
5.1	B.A.D. Eleven	8
5.1.1	Circumplex	9
5.2	Blank	10
5.2.1	Backstory	10
5.2.2	Circumplex	11
5.3	Minor characters	12
5.3.1	#005	12
5.3.2	#009	12
5.3.3	#010	12
6	World Diagram	13
7	Goals Outline	14
7.1	Hawkins: City	14
7.2	Hawkins: Surroundings	14
7.3	Lindale	15
7.4	Dallas	15
7.5	Core	15
7.6	Dallas -final-	16
7.7	Core -final-	16

1 High Concept

This is a single player adventure game, mainly focused on storytelling, exploration and real time combat. The player's avatar is a twisted version of the main character of Stranger Things: Eleven. This copy has the same memories as the original, so at the starting point they are identical. The game has, in addition to the main combat system, two main features:

- After a certain level, you can use demons to explore new areas that can only be reached through a mini-game.
- During the adventure, the player will be accompanied by several NPCs who will be able to give active and passive support.

Lastly, during boss battles, it will be possible to interact with some elements of the map that can change the flow of the fight, such as giving buffs, malus or damage.

2 Settings/Fundamental concepts

The story is set in the Upside-Down, a dimension parallel to ours, in which there is no light and everything is covered with organic matter. The starting point is Hawkins, a small town in Texas, where there is a school and a library. The city is surrounded by a forest, called Mirkwood, at the center of which is the energy laboratory, connected by drains to Lake Hawkins. Crossing the Old Sabine Wildlife you can reach Lindale, home of the museum. Far more distant is instead Dallas, the only fortified city not covered by organic matter. Finally, using an underground tunnel, you reach Fort Worth, now in ruins and a creature's lair.

The following laws, theories and concepts that govern the dimension of the Upside-Down will be explained by characters and/or documents within the game.

- **Time and Space:** The Upside-Down is an alternative dimension that has the same characteristics and the same physical structures as our reality, but covered with organic material. It is therefore possible to hypothesize that this mass is produced by an organism that extends over an extremely large area, if not all over the globe. This non-sentient creature, called Upside-Down Core, has the Chronokinesis, a skill that allows it to replicate the structure of our reality at a given instant of time and apply it to the Upside-Down. This process takes place with a fixed and continuous cadence, but only in the areas in which its organic matter extends.
- **Dimensional Travel:** when a person with high kinetic abilities abuses his power, there is the possibility that he does not die but is transported to the Upside Down. Here, with the exception of fortuitous cases or particular abilities, it remains trapped there without the possibility of escape.
- **Demons:** Except for the DemoGorgon with which Eleven had come into contact, no other demon has the ability to open gaps between dimensions.

3 Synopsis

The death of the DemoGorgon, killed by Eleven, starts a paradox that, in addition to carrying the girl in the Upside-down, generates a reincarnation of the demon in the form of El herself, called B.A.D. Eleven (Biological Altered Demon #011), having the same memories and abilities as the original.

3.1 Act I

BAD Eleven (Elby for short) wakes up in Hawkins school, confused and scared. Wandering through the building, he sees Eleven escaping through a portal, but later, after trying to get in, discovers that she can't cross it. After having faced a Demon generated by the remains of Barbara's body in the library, she meets in the courtyard Blank, a survivor of the Upside-Down, who leads her to his shelter. Here, after having taught her the basics of survival, he suggests that she should go to the laboratory to escape from the Upside-Down through the portal opened by Eleven. Elby then walks towards the structure, but once she reaches the gap, she again fails to cross it. While heading for the exit, she finds the data and photos of projects #003, #005 and #009. Back at the shelter, she uses her telekinesis to locate the three numbers and decides to go looking for #005, while Blank will meet #003.

{To be defined} (Journey to Lindale, meet with # 005)

Elby and #005 return to the shelter, where he begins to become suspicious of the identity of Blank. Having no further clues about the portal crossing method, they decide to leave for Dallas to meet #009. Meanwhile Blank managed to find #003.

3.2 Act II

{To be defined} (Arrival in Dallas, Introduction of #009 and #010, Reveal of Blank into #001, Abduction of #005)

Reached the Upside-Down Core, Elby and #010 are captured by #001 and assist while he kills #005 and extracts its powers through the use of a parasite. Having now both the biocynesis and the mental synchronization with the demons, #001 is able to take control of the Core and use its chronocynesis at will. Threatening to kill #010, he forces Elby to open a portal, thus completing his plan to return home in the time instant he craves. However, it is revealed that this is another alternative reality, and that it is therefore impossible to recreate the conditions to have the correct time and space. This causes a psychological breakdown in #001, which kills #010 and uses its powers to create a giant creature for the purpose of transporting the Core and expanding the Upside-Down to all realities, starting with that he came from.

3.3 Act III

{To be defined} (Dallas Resistance, Creature Defeat, Final Battle)

After the final battle, which foresees the death of all the surviving numbers, it is possible to see the Upside-Down Core, still active, while incorporating the corpses of #001 and BAD #011. This causes a mutation in the creature, which takes shape of a giant spider and becomes a sentient entity, later called Mind Flayer. Reference is therefore made to the will of the demon to invade other dimensions (influence of #001) and to the hatred it feels towards Eleven (influence of BAD #011), characteristics seen in the Second and Third Season.

4 Themes

What is right and what is wrong

Motivations and actions of the various characters are always analyzed from different points of view, questioning whether they are right or wrong.

Endless Isolation, Eternal Darkness

Each character faces the solitude and desolation of the Upside-down in its own way, leading to different psychological evolutions.

Oh, that's why...

A fundamental point of the game is the explanation of the laws and / or properties of the upside-down. The player must be able to fill in the gaps of the main series and understand why things have evolved in a certain way.

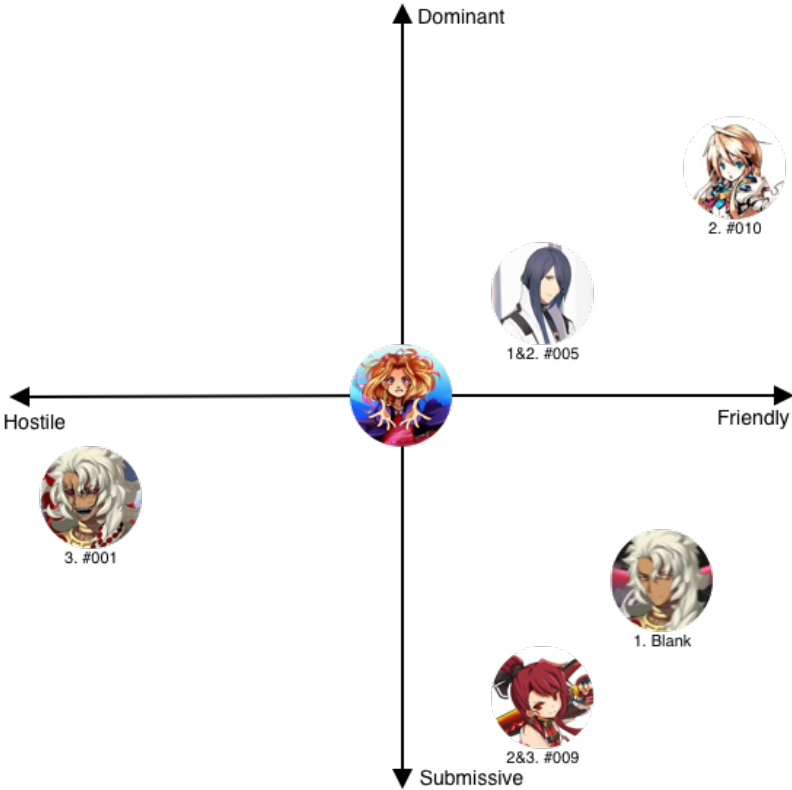
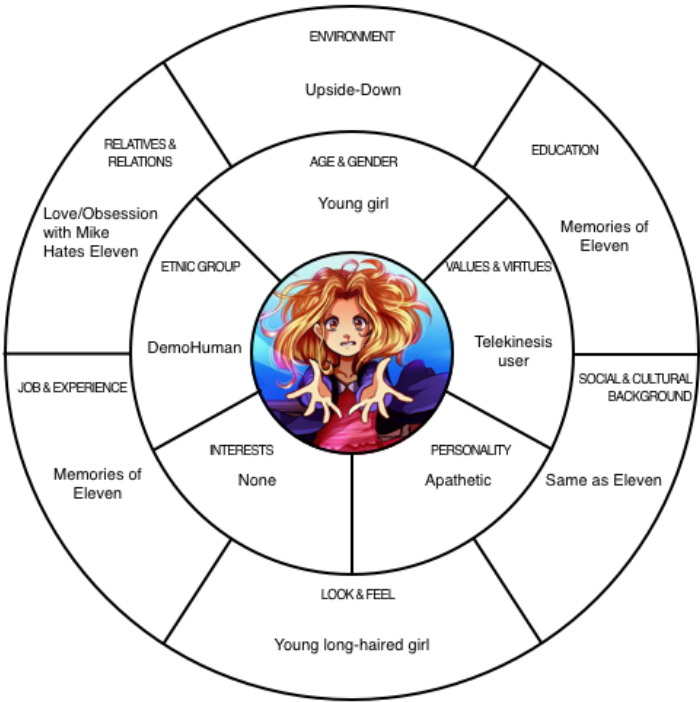
5 Characters

5.1 B.A.D. Eleven

Copy in everything of Eleven, BAD Eleven (Biological Altered Demon #011, Elby) initially shares with her physical appearance, memories and attitudes. However, during the course of the story, it will be increasingly evident that, unlike the original, Elby cannot manage her emotions, for example by transforming "her" love for Mike and the desire to see him again in pure obsession. This will lead her to be apathetic and unscrupulous, ready to eliminate any obstacle between her and her escape.

She has the same telekinetic prowess as Eleven, but the side effect is greatly reduced and the development of her ability is clearly superior, probably due to the influence of the Upside-Down and her origins.

5.1.1 Circumplex



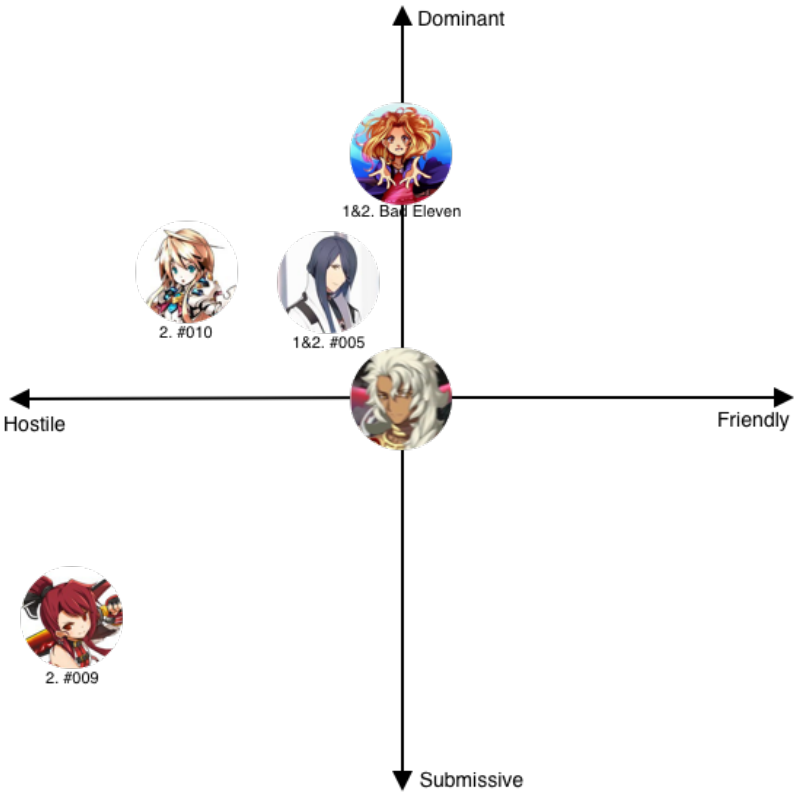
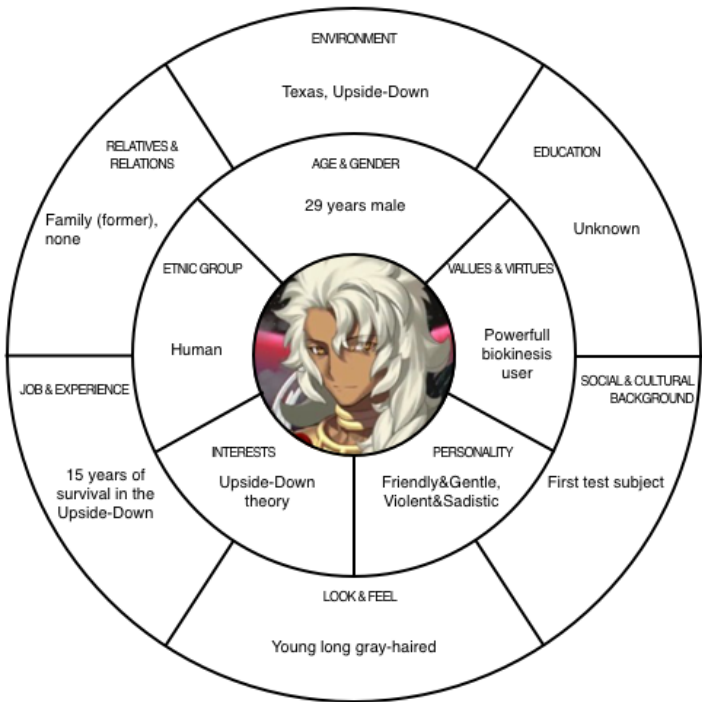
5.2 Blank

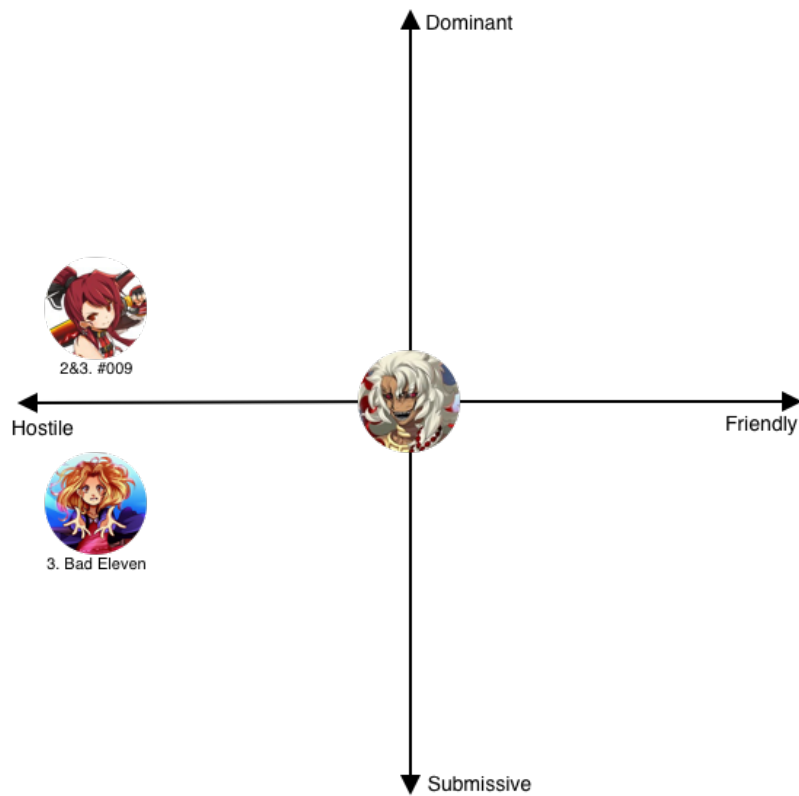
Blank, alias #001, is the first experimental subject of the MKUltra project. He's a 29-year-old boy, trapped in the Upside-Down since he was 15. Despite the friendly and gentle attitude, the long period spent in darkness and solitude has greatly affected his mental stability, making him bipolar and easily irritated. Since birth he has the mental ability of biocynesis, the control and manipulation over organic matter. This ability applied to the Upside-Down allows him to control the ramifications of the Upside-Down Core, on condition that he is quite far from it. His goal is to return home, not in the present time, but when he was kidnapped for experimentation, so that he could regain life and happiness denied to him. To do this he requires the temporal ability of the Core and Elby's telecynesis to open the gap. His personality changes drastically after discovering that, due to the laws of the multiverse, his plan is destined to fail. It therefore becomes extremely violent and sadistic, not even sparing the other numbers, which he believes are destined to suffer and need to be released through death. Moreover, he decides to transport the Core in various dimensions, in order to expand the Upside-Down and make all the inhabitants of the alternate realities suffer the same torture imposed on him.

5.2.1 Backstory

Born in a quiet Texas town, #001 lives a happy and carefree life with his family. At the age of 6 he began to show the first signs of biocynesis, succeeding in bringing back a withered flower. Initially the use of his ability caused him violent migraines, but the more years passed and he became stronger, the less the side effects were intense. Although his ability had been kept as secret as possible, at the age of 12 he was tracked down by Brenner and, after witnessing the massacre of his family, he was imprisoned in an experimentation facility. In addition to continuous blood withdrawals, necessary for the creation of a serum to be used for the artificial production of test subjects, he was forced to use the biocynesis for war purposes, until the day when, exceeding the limit of his ability to attempt a escape, he was wrapped in a black cloud and disappeared.

5.2.2 Circumplex





5.3 Minor characters

5.3.1 #005

A shut-in, he doesn't like be with others.

He has the Mental Synchronization Kinesis, the ability to control beasts, with the condition of them being weaker than him.

5.3.2 #009

Self proclaimed Queen of the Upside-Down, she is a very strong and passionate girl.

Her prowess is the Pyrokinesis, the ability to accelerate atoms and create fire.

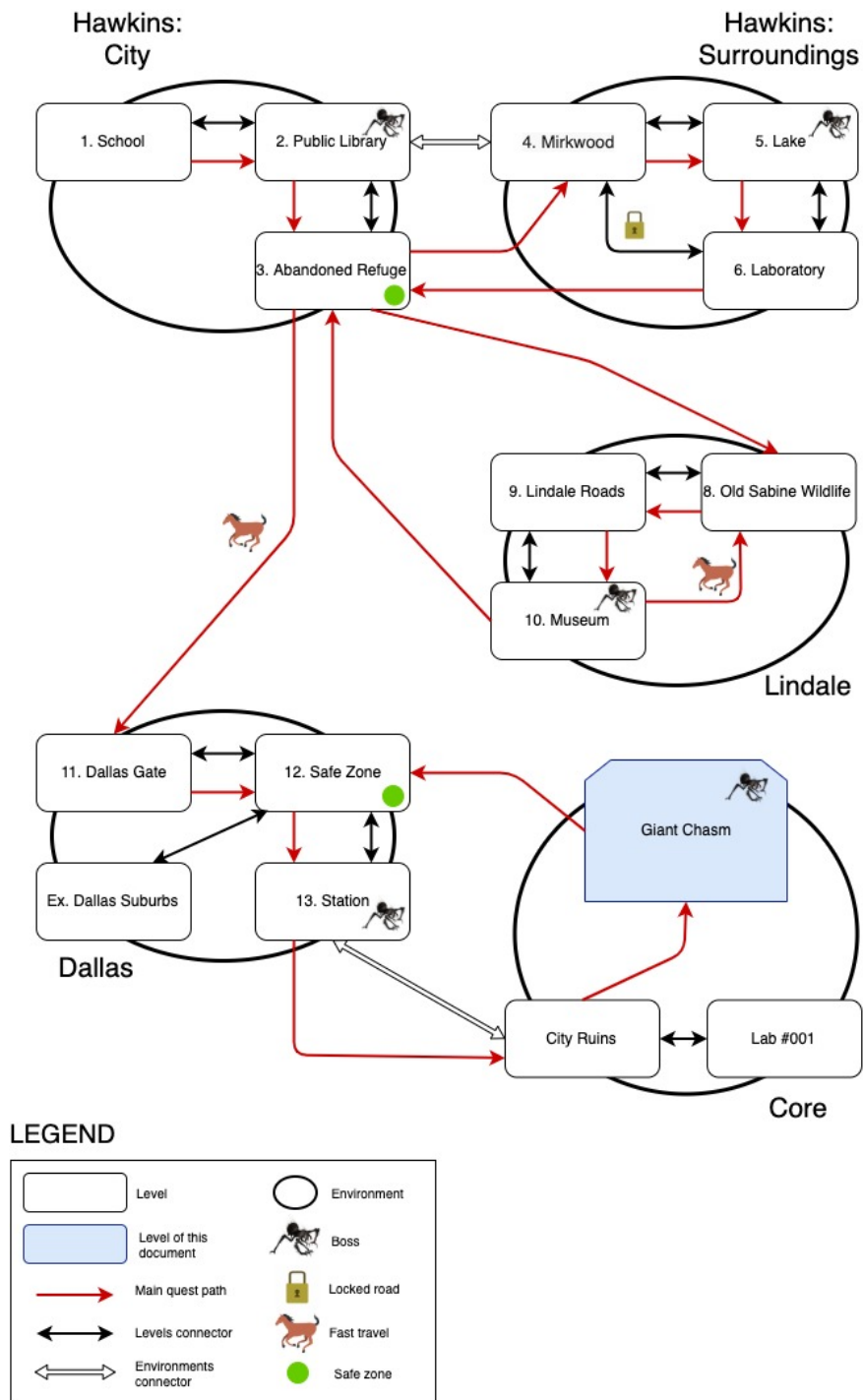
She is extremely protective towards her little twin brother #010.

5.3.3 #010

A very shy guy, always hiding in the shadow of her older twin sister #009.

He has the Cryokinesis, the ability to slow atoms freeze things.

6 World Diagram



7 Goals Outline

7.1 Hawkins: City

- Real World: Dream
 - Tutorial
- School
 - Find the key of the door
 - Look for the map
 - Defete the rats
 - Go to the point indicated in the map
- Public Library
 - Find the book
 - Look for the map
 - Defeat the Boss
 - Go to the point indicated in the map
- Abandoned Refuge
 - Talk to Blank
 - Survival tutorial
 - Cooking tutorial

7.2 Hawkins: Surroundings

- Mirkwood
 - Defeat the demons
 - Craft a chain
 - Look for the map
- Lake
 - Find a way to the lab
 - Defeat the DemoLeviatan -Bob-
 - -Find the One Piece Treasure-
- Laboratory
 - Find the elevator
 - Find an alternative route
 - Look for a way out

7.3 Lindale

- Old Sabine Wildlife
 - Open a new path -puzzle-
 - Look for food
 - Defete the DemoSpiders
- Lindale Roads
 - Find the key of the door
 - Look for the map
 - Defete the Demons
 - Search for suits
 - Look the journal
 - Find a Rope
- Museum
 - Talk with #005
 - Find the backdoor
 - Defeat the Boss

7.4 Dallas

- Road to Dallas
 - Complete the DemoDog minigame
- Dallas Gate
 - Talk with #009 #010
 - Search for a way in
- Station
 - Clear the railroads
 - Fortify the station
 - Defete the dogs
 - Find the gear -part 1-
- Graveyard
 - Speak with #009
 - Defete the DemonWorms
 - Find the gear -part 2-

7.5 Core

- Road to the Core
 - Complete the DemoDog minigame
- City Ruins
 - Find the exit of the labirinth
 - Open the laboratory of Blank

- Defeat the Demons
 - Find the Suit
- Laboratory Blank
 - Complete the puzzle
 - Kill the DemoParacites
 - Destroy the lab
- Core
 - Defeat #001
 - Escape from the Core

7.6 Dallas -final-

- Return to Dallas
 - Complete the DemoDog minigame
- War zone -Safezone-
 - Help #009
 - Defeat the giant creature

7.7 Core -final-

- War zone -Safezone-
 - Solve the puzzle
 - Find the dungeon core
 - Defeat #001