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Purpose:

1. What role does the level play?

The level acts to help establish the antagonists in the game, as well as give a better idea of the Icidious being a surrounding and cold force in the world.

1. What is player doing in the level?

Exploring a church to try and find incriminating evidence against the church

1. What part of game time/space does level take up?

THis should be early on, as the player tries to pinpoint source of the main confluct of the game

1. Start/End points?

Start at entrance to the church. Finish in the lower level, where the head priest keeps the evidence you are looking for

How does level support the core experience?

1. Technology, gameplay, narrative, aesthetics

Tech -

Gameplay - This builds into the idea of trying to determine what’s real in the world. Going into this level, the player is unsure if the church is a bad guy, or even if they’ll be able to find anything to confirm or deny that. The collection of new information in the level will assist in that.

Narrative -

What are more detailed intentions for the level?

1. Level flow diagram - connections with level?

A -> B -> C ->B -> D or A->B->D->B->C->B->D

1. Choices?
2. connections/references to rest of world?

Ice God, CSM, KAOS

What constraints are there for the level?

1. Pre-conditions?

Knowledge that WASD is move and click is interact.

Knowledge that KAOS and the Church of Icidious, both positive groups on the surface, may have darker undersides that you need to confirm or disprove

1. Post-Conditions?

Understand that the Church and KAOS both have malicious motives, with the Church assisting KAOS to further the will of the Ice God

1. Timing?
2. Essential Mechanics?

WASD movement, mouse to move camera, click to interact