

Eyes of the Forest: Encounter 3 Treatment

What this document is:

This document serves the purpose of explaining and outlining the changes and direction encounter three will undergo for GAM 375. For Eyes of the Forest by Team Reclamation. Written by Carter :)

Beats & structure of the level:

- Thistle and Russel arrive at a river bend, and (*narrative explanation TBD*) Russel opts to take a flat, easier path, and Thistle must take the more exposed, higher ground, separating the pair.
- A hunter arrives, and begins scanning the area. Now Russel & Thistle must progress with caution, on separate paths.
 - Russel's designated pathway:
 - Is flat, and has plenty of big cover providing objects for him to utilize. He will move between cover when queued by the player with 'E'.
 - (Can / should *Russel be able to be caught by hunters when moving between cover?*)
 - Russel himself and his path can almost always be directly seen by the player, from the overlooking views along their path.
 - The player will cue Russel to move between cover somewhere between 3-6 times during this encounter. Will depend on testing.
 - Thistles designated pathway:
 - Begins with vertical climbing, building height and getting a vantage point on Russel, and the hunter.
 - Consistently use the slingshot to distract the hunter, allowing you and Russel to make gradual progress safely.
 - Use rocks and other craggy features as cover, while signaling Russel to keep moving when safe.
 - Three sections of horizontal climbing, each slightly longer and more exposed than the last, serve as the most suspenseful and climactic sections of the encounter.
 - Dropping down from the last horizontal climb to a sloping downhill. Use cover and crouching to finish the last stretch of the encounter, inching closer to russel.
 - Thistle and Russel reconvene, breathe a sigh of relief, and press on with their journey.

Tentative Top-Down map:

Encounter 3

Key:

↑↑: Vertical
Climb

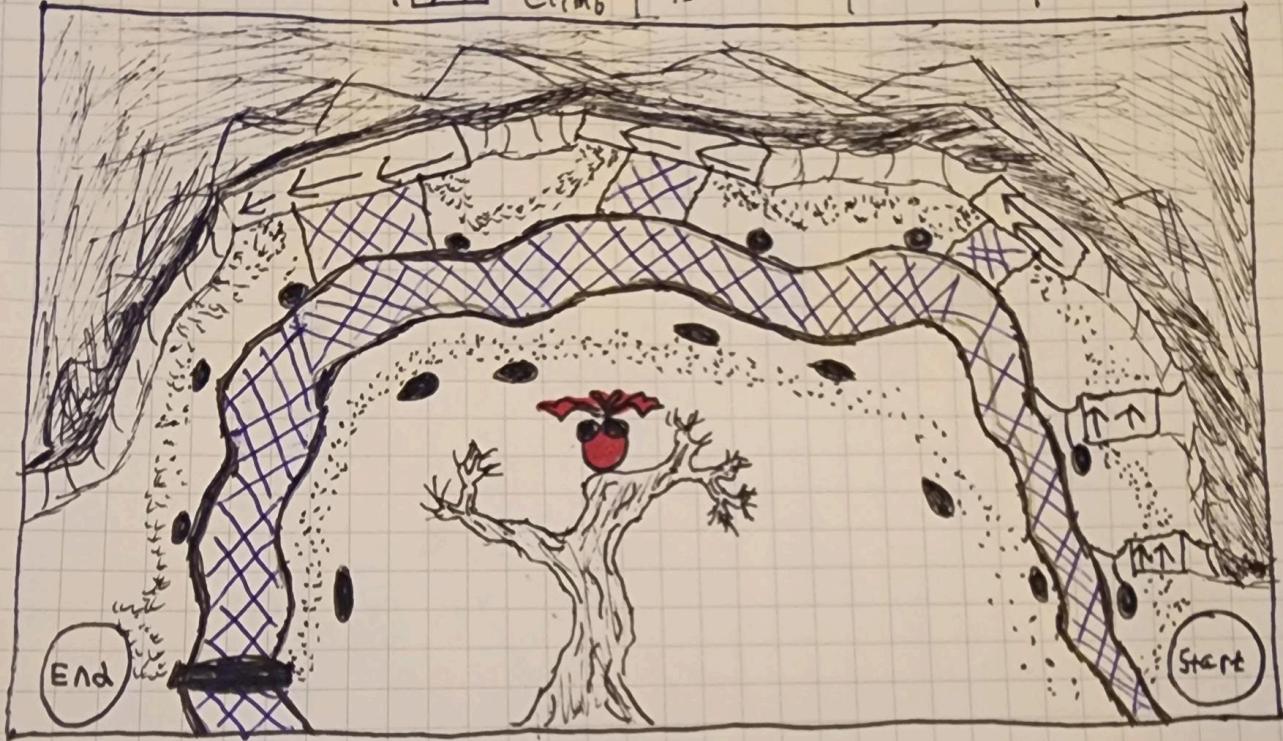
→→: Horizontal
Climb

Water

Pathway

●: Cover
Object

■: Haunter!



Technical Needs:

- Implementation of 'Press E to cue Russel mechanic'.
 - When the hunter is distracted, this allows Russel to be in a state where he may be cued by the player to progress along a series of designated safe zones.
 - Does this mean there will need to be a 'Russel got caught, and you lose' state?
 - It is still also not decided if Thistle will have a verbal (*narrative barks*), or physical indication (*cue a wave animation*) to Russel that signals him it is safe to move.
- Hunter arrives at the beginning of the encounter, right as Russel & Thistle separate.
 - The scripted event & functionality of a hunter arriving is needed to be implemented.
 - Likely trigger the checkpoint here too.
- Possibly a cutscene here?
 - Depends on what the narrative designers decided to do exactly.

Narrative Needs:

- Why / how are Thistle and Russel split up at the beginning of the encounter?
 - Is this represented in a cutscene, or just dialogue while walking along?
 - Does something in the world happen that separates the two? How does this play out?
- How does Thistle narratively signal to Russel that it is safe for him to progress?
 - (*Mechanically the player just presses 'E' when it is deemed safe*). But how is this represented in the game world?

Art Needs:

- What art assets are needed?
 - Likely some rocky & cliff faces.
 - Some rocks to be used as cover for Thistle\
 - Cool river foliage / props?
 - Likely other fun stuff! We'll figure it out!

Design Needs:

- Support from narrative designers, fellow level designers, and getting feedback from user testing will help ensure development on this encounter goes smoothly!