

## Player Character

Who is the player?

As this is an RPG, the character is more loosely defined. The specifics (species, looks, personality) are defined by the player.

Overall, the player is an adventurer that accepts this quest to remove the order of knights

Where does the player start?

The player arrives to the island via boat. They dock in the cove on the southern side of the island. From here, they may explore the island to the north, east, and west.

## Objectives

What does the player need to do?

To complete this quest, the player must enter the Order's underground stronghold and slay its leader

What objectives does the PC have a choice in doing?

If the player decides to explore, they may find the old man's cabin on the southeastern cliff edge. In the cabin are clues that lead to revealing the Order's arrival and eventual turn to corruption

## Difficulty

Where does this level fall in the overall game difficulty graph

As this quest takes place between the middle and end of the game, the difficulty will be moderately high.

As far as difficulty curve within the level, it starts easy as the player is alone when they dock. Then, as the player enters the Order's lair, the difficulty spikes moderately when they encounter the first members of the Order. Having defeated these low ranking members, the difficulty sinks until the player reaches the knights guarding the path to the final altar. These are higher ranking knights who will prove a greater challenge. Finally, the difficulty spikes to a climax for the battle with the Order's Bloodlord.

## Location

Where in the universe does this level take place?

This takes place far from the capitol city which lies on the west coast of the continent. The Island is about a day's sail from the southeast coast of the continent.

## Environment

Weather?

As this island mirrors a Mediterranean climate and the game takes place during the spring and summer. Therefore, the current weather is dry, warm, and clear.

Time of day?

The player arrives around dusk, with sunset happening during the final encounter

## Geographical

As stated previously, Mediterranean.

From the Design Doc:

Mediterranean climate. This means clear water, white rocky shores, etc.

Vegetation:

evergreen (bay laurel, pine)

deciduous (sycamore, oak)

shrubs (rosemary chamise)

grasses (grassland types, sedges, rushes)

Links:

1) Island - <https://www.artstation.com/artwork/6aZdZ0>

2) Island 2 - <https://www.artstation.com/artwork/ROg3W>

3) Cave Entrance - <https://www.artstation.com/artwork/wz38Q>

## Architectural

70 This high fantasy setting overall has a Romanesque architectural style, though  
71 this island has more of a mediterranean influence. Namely Roman and Greek Doric  
72

73 Enemies  
74 Lower ranking members  
75 The initial group of enemies will be the lowest ranking members of the Order.  
76 They will be equipped with scale and chainmail armor and wield longswords and  
shields  
77  
78 The second group of enemies will be the higher ranking members of the Order.  
79 They will be equipped with plate armor and heavier weapons, greatswords,  
halberds,  
80 tower shields, etc.  
81  
82 The Bloodlord, the last encounter, wears heavy plate armor and wields a massive  
83 sword. With him is his Archbishop and his Hand. The Archbishop wears robes  
sporting  
84 the colors of the Order and uses magic to fight. The Hand wields a tower shield  
85 and a longsword.  
86  
87 It is also worth mentioning that the Order also fights using the powers of their  
88 deity which includes blood and death magic.  
89

90 Gameplay Elements  
91 Stealth  
92 Depending on the customization of the player character, the player may have the  
93 option, given that they have the required skills, of sneaking past the first  
group  
94 of knights.  
95  
96 Combat  
97 Combat in this quest follows the combat style of the rest of the game. Real time  
98 action combat.  
99

100 Exploring  
101 The player is rewarded for exploring. In side rooms of this quest lie rewards and  
102 loot such as potions, money, and lore elements.  
103

104 Position  
105 Where in the game does this level take place?  
106 This level takes place between the middle and end of the game. Here, the player  
has  
107 a good understanding of combat, the world, and how it works, and how it came to  
be.  
108  
109 What level comes before and after this?  
110 As this level is a side quest, it may take place any time, if at all, between the  
111 midpoint and climax of the game.  
112  
113  
114  
115  
116  
117

118 Flow Model  
119 See attached "Level Design Flow.png"  
120

121 Ingredients  
122 Island landscape (For specifics, see island layout draft)  
123 Shape  
124 Path  
125 Hills  
126 Mountains  
127 Forest  
128  
129 Vegetation (For specifics, see Design Doc)  
130 Trees  
131 Shrubs  
132 Grasses

133  
134 Buildings  
135 Old man's hut  
136 Dock  
137 Stronghold entrance  
138 Tunnels  
139 Stairs  
140 Rooms dug out  
141 Pillars  
142  
143 Props  
144 Outside  
145 Boat  
146 Inside  
147 Halls/main hall  
148 Doors  
149 Throne  
150 Barracks  
151 Beds  
152 Chests  
153 Table  
154 Stools  
155 Storage Room  
156 Storage items  
157 Head Chambers  
158 Large bed  
159 Dresser  
160 Final Sacrificial Chambers  
161 Altar  
162 Misc props  
163  
164 Encounters  
165 #1 (Low ranking knights)  
166 4 Shield Knights  
167 2 Acolytes  
168  
169 #2 (High ranking knights)  
170 2 Tower Shield Knights  
171 1 Greatsword Knight  
172 1 Bishop  
173  
174 #3 (Final)  
175 1 Bloodlord  
176 1 Hand  
177 1 Archbishop  
178  
179 Tension and Relaxation  
180 Tension will build as the player explores and learns more about the Order.  
181  
182 Combat will further raise this tension, with lulls and slight relaxation occurring  
after.  
183  
184 Tension will peak, then decline rapidly, come the final encounter.  
185  
186 Reference Images  
187 Environment  
188 1) Island - <https://www.artstation.com/artwork/6aZdZ0>  
189 2) Island 2 - <https://www.artstation.com/artwork/ROg3W>  
190 3) Cave Entrance - <https://www.artstation.com/artwork/wz380>  
191  
192 Inside  
193 1) Blood Knights - <https://www.artstation.com/artwork/L2Ve2l>  
194 2) Dark Cathedral - <https://www.artstation.com/artwork/ZqxKN>  
195 3) Open Sky Altar - <https://www.wallpaperflare.com/architecture-art-cathedral-colors-creature-dark-demons-wallpaper-ubkms>  
196 4) Bone Altar - <https://www.artstation.com/artwork/XB6ez3>  
197  
198 Map

199	Island Layout
200	Included file
201	
202	Stronghold Layout
203	Included file