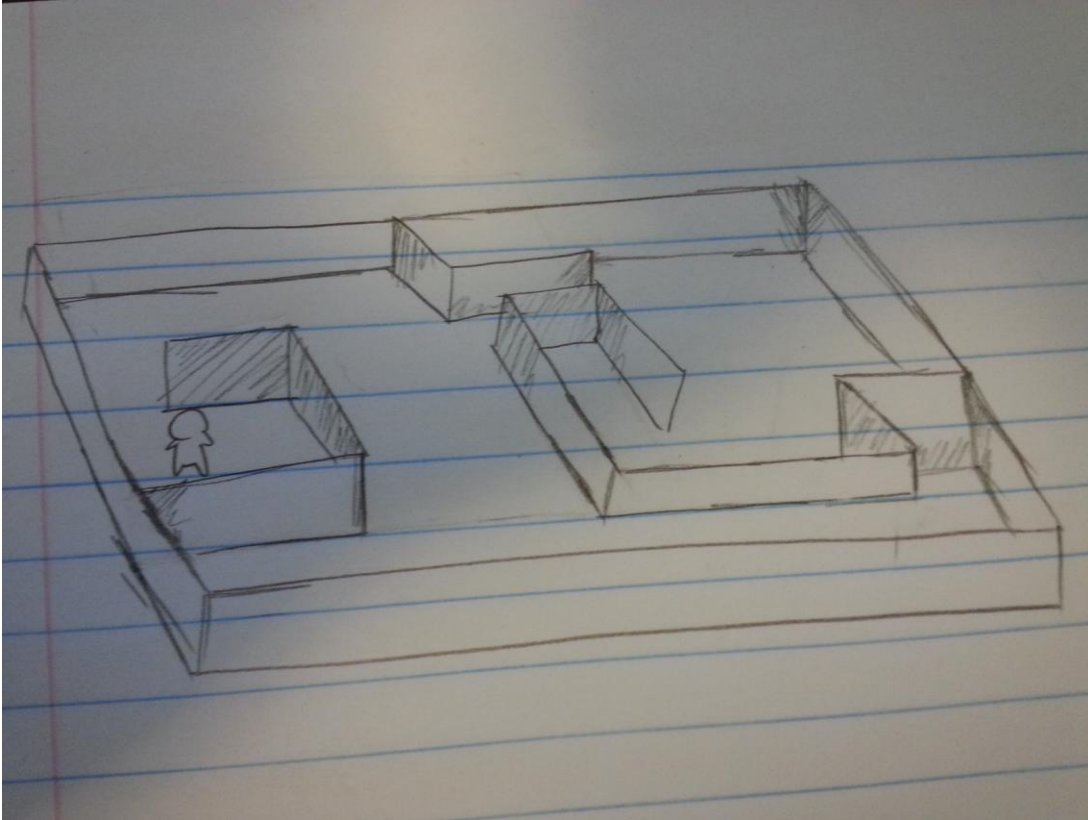


Design Sketch

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I. Rough sketch



II. Level Design & Character Principles

- The rooms are open with several openings and exists where the player can explore into.
- Corridors are varied; there are several corridors that help guide the player into the next room and a long corridor that leads the player to an AI.
- Player is encouraged to venture into other rooms where he will encounter traps, AI, and the objective.

III. Level Components

- Level Geometry
 - basic walls
 - flat flooring
 - no roofing or similar
- Textures
 - stone floor pattern
 - stone wall
- Characters and Topology
 - The player will follow the path laid out in the puzzle
 - AI will patrol designated waypoints or follow the player

- Character Animations
 - Player will be able to walk and run
- Animations for Door, Puzzle & Artifact
 - Player will have to avoid the AI as the puzzle
 - Door and artifact are triggered by player
- Lightmapping and Dynamic Lights
 - Rooms will have spotlight to not reveal too much to the player
- Particles
 - None
- AI Constructs
 - Pathfinding
 - FSMs