(K)NIGHT  
Katarina Chashin

Robyn Mund

Michelle Perez

**Game Goals**

The game’s goal is to create a level the player can go through and get to the finishing end of the game. If this level is successful then it will help encourage the player to continue through the game and continue onto harder levels of the game. The player must get from the starter room to the end room while also dodging an enemy trying to prevent the player from reaching the end. The player goal is to be able to get the to the chest at the end of the level in order to move on to the next.

**Features**

- The game will feature 3 seperate rooms, the first will be where the player starts, the second will be the hallway and the third will be the final room where the level ends.

- There will be a total 7 unique models.

- A straight path through the level and a clear object.

- An enemy that follows the player with a nav mesh

- A Mcguffin that when the player touches it, the game will end.

- If the player is touched by the knight then the level ends.

**Experiential:**

The player just travels from point A to point B in this level and are constrained to the inside of the walls that are given. The player should know basic movements in a game, including using arrow keys/ WASD and the escape key to access the pause menu.  
During this level the player will learn how to maneuver around the knight/enemy. As well as getting to the end of the game. The player will also realize that once they touch the chest they will have ended the level and be free to continue to the next level.

**Narrative:**

There is no story prior to this level. This is the first level of the game. There is nothing prior to this level. During this level the player will go through three rooms and have to get past the knight and touch the chest in the third room. After this level, the player will have more rooms that they can explore and get through. Each level will be a little bit harder than the one before, but will still have the same goal for each level: to reach the end item to reach the next level. It’ll represent a maze with a beginning, middle, and end.

**Gameplay:**

Before this level the player was not doing anything except sitting on the menu screen. There is nothing prior to this level. This level is the first level of the game. During this level the player will get to the end of the hallway and turn into a room that houses a Mcguffin. After the level the player will continue through more and more levels like this, but each will become harder and harder as the game continues. This gives the player a bit of a challenge to get through the game. Having an easy first level also helps to make the player feel good about doing so well on the first level and have the want and need to continue and keep going. There will be other easy levels throughout the game to help build the player moral as the player plays this game.

**Environmental:**

The level is laid out with a spawning spot for the player first, then a long hallway and then another room which holds the Mcguffin. The level looks like the paper version of a dice that has to be cut out, folded and taped together. Information in this level is not really conveyed to the player because it is rather straightforward. There is nothing that needs to be explained to the player because the level is laid out and played with basic controls and gameplay knowledge.