



# Disseny de Nivells

## Practica 3: 2D Game LDD

Disseny i Producció de Videojocs

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# 1. LOG

22/06: Document creation

First Edit: Overview | Level Focus | Objectives | Special Features | Walkthrough | Mood Chart | Level Flow | Level Blueprint | Friendly and Neutral NPC's | Player Characters | Level Hazards | Weapon and Items | Script and Cutscenes | Assets

23/06:

Change some Aspects in Unity and Review all the content.

## 2. Overview

This level is the first level of the game, the Shattered Dungeons. The level takes place in Juria, The world in which the events of the game happen, a world where the kingdoms have fallen in misery due to the curse of a group of cultists to the god of chaos and each and every one of the creatures have passed to converirse in demons and only a few supervivient It is trying to raise a civilization where to take refuge and fight against the demonic invasion. The dungeons in which we are located are the dungeons of the Palace of the capital city where the curse has also arrived

This level begins Sleeping in your cell until an object falls from the window that has the protagonist on the wall, the character will rise and the player will have control of the character. Once the key is obtained, you can open the door and start the level until you reach the end of the dungeons.

The player controls one of the seven cultists who initiated this demonic invasion but decided to reveal himself against his group and therefore ended up being locked up by his own companions in the castle's cells. The level is relatively small, the smallest of the game in fact compared to the rest of the later levels and its atmosphere is embrazaed on a red night, imbued with darkness and emaciation. It is a level with very dark aesthetics and gives us the feeling of being in a place Shattered as rays of light enter through the dungeons of the outside like rays of light and torches.

## 3. Level Focus

The purpose of the level is to teach the player the basic movements of the game and to learn how to use strategies in the different situations that are posed as much as starting with an unarmed enemy at the same level, as avoiding enemies too powerful For the at that very moment, enemies in height, coverage and overcoming in number.

## 4. Objectives

The main objective of this level is to achieve both the main healing object of the game Otrogado by the friendly NPC that is on the upper floor, the basic melee weapons and the keys to be able to leave the dungeon.

To find this followed by the player will have to advance to meet the friendly NPC, find, and this will grant both the rechargeable Life crystals and the first part of the key. The weapons are achieved in the challenge later where the coverage of the goalkeeper and defeat the Mini boss gives you the second half of the key

## 5. Special Features

Being the first level the player is presented with a very important object for the rest of his adventure. Find, the friendly NPC of this level, will grant us the rechargeable health crystals that will allow to cure the player in case he is injured and once consumed they become empty crystals, to recharge it is necessary to defeat a certain number of enemies, so We will have seen that not all beings are perverse and dangerous.

Also, you will be given the first weapons that will be melee enough powerful to be able to cope with the enemies of the dungeons. At all levels there will always be collectibles, being a small level and being the first is easy to find them all. The colecionables of the other levels will be much more scattered and hidden to incertibar the exploration of scenarios.

Objects to part, the player will find for the first time the skeletons, the most basic enemies of the game and some of its variants armed with swords, bows and shields. But not only basic enemies, because you will also see how it is a supposed "fight" with a boss in future situations showing him that when he faces a boss he will not be able to go back, and his life bar will be shown at the bottom of the screen.

## 6. Walkthrough

Unlock the door from the beginning of the game using the object, this way the player already knows how to collect objects and interact with the stage.

Dodge or kill his first enemy, is harmless unless you attack him, is unarmed and is not dangerous. Besides, it is at the same height level as the player.

Go up the stairs that lead to the inner courtyard, if the player realizes thanks to the lights of the torches you will see that back there is a collectible.

Dodge using the tunnel marked with light or jumping over the Mini Boss. The player would find the second collectible if he gets to use the underground route. The player can get to kill the Mini Boss that is unarmed, this will take much longer, but it is possible. If this happens you would be given the second part of the key automatically as if you had defeated it later.

If the player has dodged the Mini Boss, the shortcut doors will close and we can save the game for the first time. The player will have to climb up the platforms to meet an enemy with an advantage in position, one a little more dangerous than the first.

You will see that there is a closed door and therefore you will have no choice but to climb up the tower until you find Uscar in the cell where you will be given after a dialogue, the healing crystals and the first part of the key.

This first part of the key can be used to open the door that was closed which prevented us from passing before reaching Uscar. After leaving the door behind, there is a skeleton that will have seen us and will start shooting arrows, it is the first time we see an enemy that shoots and the player will have to cover to receive no damage.

By the way we follow the decks, the player can take his main equipment and launch the attack, if he manages to do in time, quickly kill the archer because he is much weaker than a skeleton with sword or shield. If not, it will jump to the lower floor to stand behind another skeleton to cover you.

Independently if the player has managed to kill the skeleton Archer, one will find another but this one will be equipped with shield and sword. At the bottom of the aisle you can find the last level collectible.

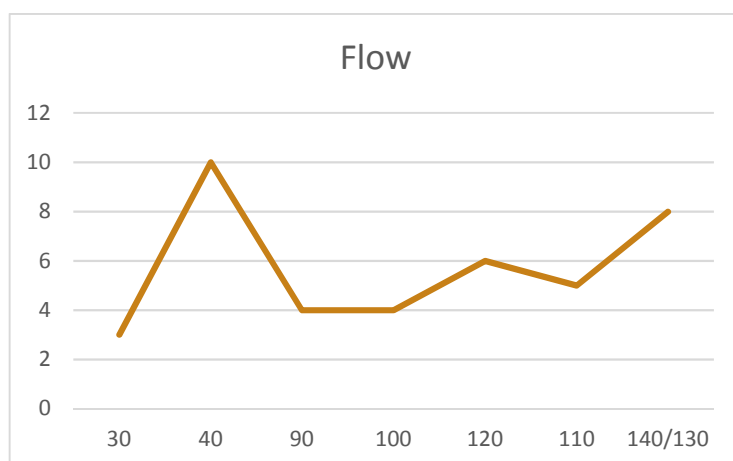
Once the enemies are finished, the player can be dropped by a platform and can start the final match. The Mini boss will make loads against the player and this can take advantage of the underground platforms to be able to attack him in the back and thus to eliminate him easily. It can be covered with the shield and go to the face but it will cost more and is likely to die. If that happens it would appear at the top before falling for combat.

Once defeated the boss, you will get the second part of the key and you can leave the room without problems to continue through the dungeons.

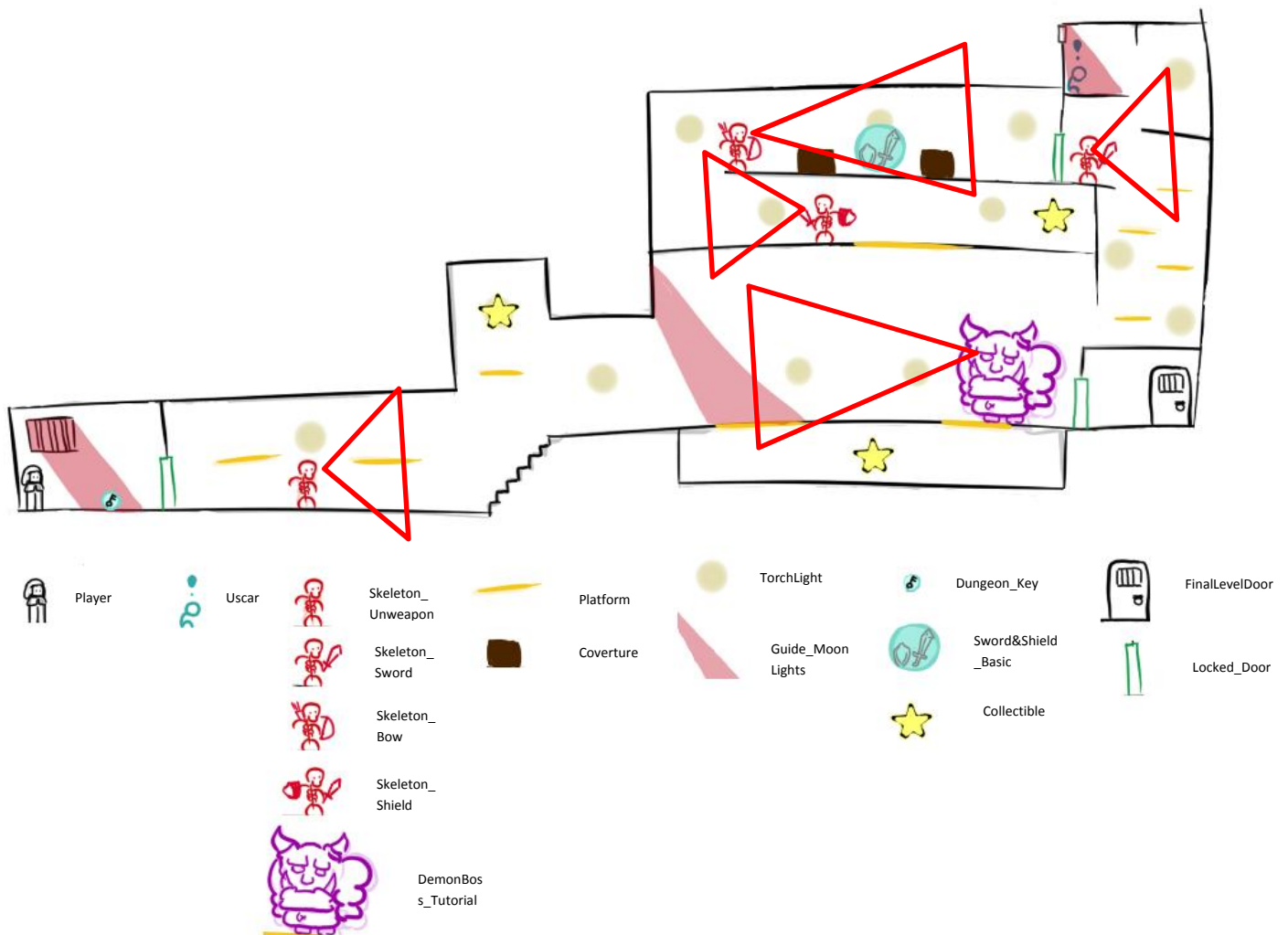
## 7. Mood Chart

CH Name	Type	End	Mood	Intensity	Time	Focus
Scape From Cell	Explore + Combat	Enter into the Boss room	Chill	3	30 s	how Use ítems, move And kill.
First Mini Boss - Scape	Combat	Exit from The boss room	thrild	10	10s	Sometimes is Better to try it Later.
Scale the Tower	Explore	Climb to Uscar	Curious	4	50s	Obtain the health crystals
Obtain Weapons	Explore	Reach to the Your weapons	Chill	4	10s	How to equip Your weapons And cover from Arrows.
Last Combat Before Boss - with archer	Combat	Enter into The boss room	Danger	6	20s	How to use your New weapons
(If) Last Combat Before Boss - no archer	Combat	Enter into The boss room	carefoul	5	10s	How to use your New weapons
Boss	Combat	Kill the boss	Fear	8	120s	Kills the boss. And Go to the next Área.

## 8. Level Flow



## 9. Level Blueprint



## 10. Player Characters

At this level the player will get the basic weapons, visually modified as it will now be seen with weapons equipped. You won't get any special skills but if you will visually modify as you attack instead of punching now with sword

## 11. Level Hazards

**Skeleton With no weapons:** The weakest enemies of the game and the level. Skeletons that are not armed and will not attack the player unless they are attacked by it. Share the same set of animations as the rest of the skeletons.

**Skeleton With Sword/bow:** Skeletons with a sword, these skeletons are a little stronger than the previous ones. They are aggressive and will attempt to attack the player if they are in their close range of melee vision. Share the same set of animations as the rest of the skeletons.

**Skeleton With Shield and Sword:** Skeletons with a sword, these skeletons are a little stronger than the previous ones and can defend themselves. They are aggressive and will attempt to attack the player if they are in their close range of melee vision. Share the same set of animations as the rest of the skeletons.

**Demon Mini Boss:** First challenge that resembles a boss at this level. The challenge is quite difficult if not faces with weapons because it can have too much life and without cures can be quite unbalanced but can also be defeated if you Equivan well the loads that makes the player. This enemy has melee attacks such as punches and kicks. The load it makes towards the player is an opportunity to be able to attack it in the back as it is stunned for a few seconds if the player

Both the main enemies and the Mini Boss tutorial are totally inspired by the Demon souls saga.



## 12. Friendly and Neutral NPC's

The only friendly NPC at this level is Uscar, a dungeon prisoner who will give us the key to get out of the abrupt dungeons and healing collars.

## 13. Weapons and items

**Basic weapons:** a sword and shield in a really bad state, enough to be able to cope with the inferior demons of the abrupt dungeons. The player can be made with them on the top floor of the towers. These weapons will accompany the hero throughout the adventure and be his main melee resource. Later you will find bows, canes, etc.

**Keys:** The keys needed to get out of the dungeons are divided into two, one keeps it HUscar that the player will get it just talk to him. The second guards the miniboss of the dungeons.

**Healing Crystals:** An object that will accompany us during the whole adventure that allows us to heal during battles and while we are resting. Every time the player dies or rests on a bed they recharge, they can also be recharged when they go killing undead.

## 14. Scripts and cutscenes

The player never loses the control of their character. Only when their dash, they can't jump or attack while this action is running. Also, when their al talking, can't use any item or attack.

## 15. Assets

Playable Characters -

- Player

NPC -

- NPC Uscar

Enemies -

- Skeleton Unweapon

- Skeleton Sword

- Skeleton Bow

- Skeleton Shield and Sword

- Demon Tutorial

Platforms -

- Platforms small

- Platforms Large

Covertures -

- Box

Items -

- Keys

- Weapons Basics

- Collectibles x 5

Hud -

- Life

- Attack

- Defense

- Interact Button



## Sounds -

Player Steps

Player Damaged

Player Death

Player Attack

Player Dash

Player Interact

Player Heals

Player Jump

Player Landing

Enemy Steps

Enemy Damaged

Enemy Death

Enemy Attack

Enemy Shots Arrow

Enemy Detects Player

Boss Steps

Boss Damaged

Boss Death

Boss Attack

Boss Detects Player

NPC Dialogue

Bonfire

Torch

Door Opens

Arrow

Weapon Changes

Collectible & Collectible collected

Power-up Collected

Final Door Opens

Level Completed

Atmospheric Sounds

Background Music