

Memory of Azov

Fabergé Eggs Level: LDD

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Log

24/06 – Weapons and Items & Assets added. Level Hazards reviewed. / Olga Cid

23/06 – Special Features & Level Flow added. Objectives, Walkthrough, Mood Chart, Level Hazards & Script and Cutscenes reviewed. / Olga Cid

22/06 – Overview & Mood Chart added. / Olga Cid

15/06 – Document creation. Walkthrough, Level Focus, Objectives, Level Blueprint, Level Hazards, Player Characters, Friendly and Neutral NPCs & Script and Cutscenes added. / Olga Cid

Overview

Title: Fabergé Eggs Level

General info: First level of the game.

Size: Small Length: 7-10 minutes

Atmosphere: At night and with a storm outside. The moon is to the north in relation to the fixed camera. Only one room (Living Room) has large windows that show the exterior conditions. Through them, the rain can be seen on a dark background and every 10-15 seconds (random range) a thunder falls that dyes the entire room of white light for 0.5 seconds.

Checkpoints: 4 + 1 extra checkpoint

Description: The level occurs in the southern wing of the Winter Palace. It consists of 5 rooms on two floors.

Special conditions: The player starts with only the white light available in the flashlight.

Unlocks: Green and red lights for the flashlight.

Level Focus

Main focus: Learn the basics of the game systems in a very simple scenario.

Secondary focus: Grant the basic combat tools to the player (green and red bulblights) progressively.

Objectives

The main objective of the level is to collect the 8 Fabergé eggs and exit through the main door of the hall.

The secondary objective is to obtain the maximum rank on the score screen (LGDD: Gameplay References> Mission Score). At this level, the thresholds defined for each variable are the following:

Variable	2 points	1 point	0 points
Total game time	5m or less	Between 5m and 10m	More than 10m
Ghosts defeated	16 to 18	6 to 15	5 or less
Health lost in total (acumulative)	0	Between 1 and 99	100 or more

Total points for each medal

Gold	Silver	Copper
5-6 points	3-4 points	0-2 points

Special Features

Hall Chandelier

In the Hall there's a large chandelier hanging from the ceiling (in the foreground when you go upstairs). This chandelier starts with all the candles off, and each one of these candles is lit by picking one of the 8 Fabergé eggs (LGDD: MDA > Dynamics > Looking for Eggs).



The order in which the candles are lit is always the same for visual reasons. The correspondence is with the number of eggs collected, not with an egg in particular. When the 8 Fabergé eggs have been collected, the camera makes a panning to the downstairs door to show how it unlocks.

Corridor Levers

In the Corridor there are three levers: one is used to unlock the door on the left (see image) that leads to the Hall, while the others are fake and they spawn 3 ghosts each upon being activated. Once activated, the lever is lowered and it can no longer be pulled.

Above the levers, on the wall, there is a drawing with chalk that represents them. The good lever is randomly assigned via script at the start of the game, and its corresponding drawing is rotated 180° to indicate to the player that is the one that must be pulled.



Walkthrough

(The screenshots in this section are for space & orientation purposes. Thus are not representative of the in-game camera & light.)

HALL (I)



The player will start at the first floor of the Hall. Here he will find a wide room with a big door, some furniture near the end wall and two big stairs that lead to the second floor.

He examines the furniture and finds nothing. Then he tries to open the double door and sees that he cannot. He goes towards either of the two set of stairs and, halfway through, a ghost appears in the center of the ground floor. He goes down, learns the basic controls of combat mode, and defeats the ghost. The ghost drops a heart when dying, so the player can recover some health if he has received damage.

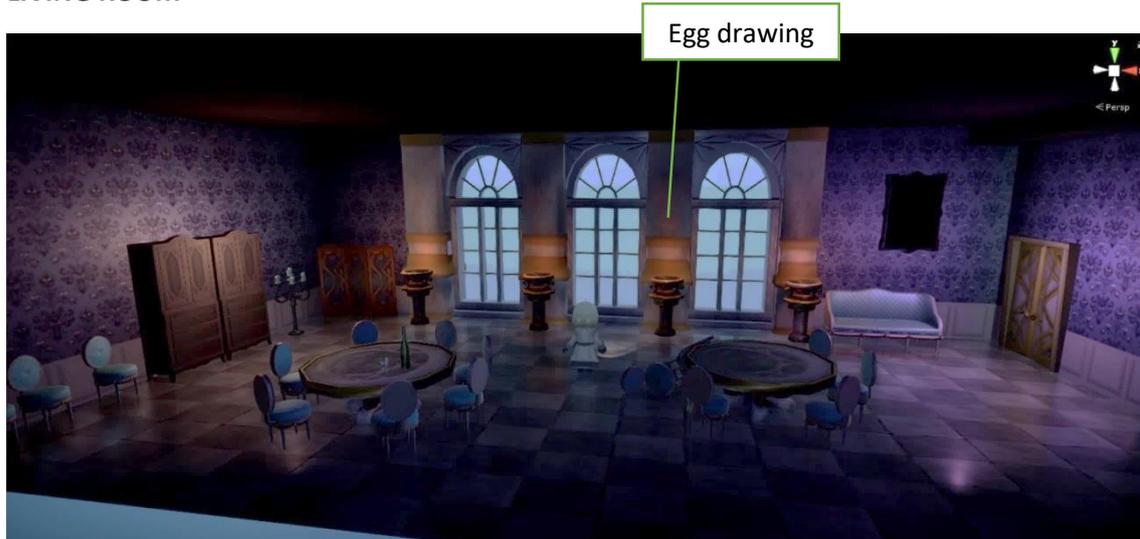
He goes back up the stairs and, while looking the furniture, realizes that something shines on the picture (a drawing) due to have been focused by the flashlight. He keeps focusing until the drawing materializes into an **egg**.

He tries to open the door that faces east and he cannot. Then he examines the plant and finds another **egg** (this egg position is fixed because we want the player to be near the hall chandelier when he finds the first egg for orientation purposes, either if it's this or the egg drawing).

After trying to open the door that faces north, which is locked, he opens the next door, to the west, and reaches the Living Room.



LIVING ROOM



He goes past the door into the Living Room and a trigger causes a picture to fall from the wall. He examines the furniture in the room until he finds a ghost, who calls the others hidden ghosts to join the fight. He defeats them and continues examining the furniture until he finds another **egg**. Above the third sculpture there's also a **egg** drawing.

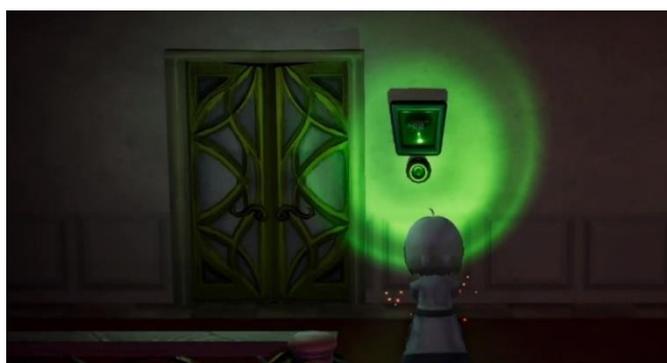
When exiting, a **green lightbulbs** falls from the ceiling near the sofa. He picks it up and Niko can't move after the animation. Instead, the HUD button above his head shows **Y** to force the player to press it, so he can learn that this is a new light color for the flashlight.



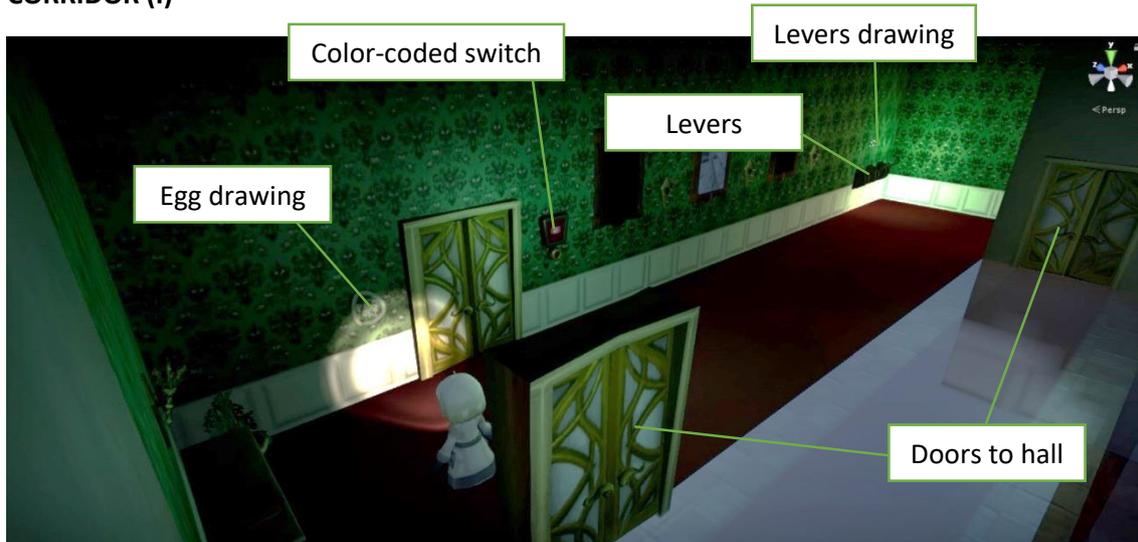
Now the flashlight can switch between white light and green light. He leaves the Living Room.

HALL (II)

Seeing the icon that blinks in the color-coded switch at the side of the next door, he tries to use the gamepad's button indicated and discovers the flash in case he hasn't already did. The color-coded switch activates and he enters.



CORRIDOR (I)



As soon as he crosses the door, the gamepad begins to vibrate because having a **egg** drawing right in front of him. If the player has not discovered the other drawings before, this is the moment when he will start to observe the walls.

He notices that next to the first door there is a red color-coded switch and he understands that he cannot activate it yet, so he keeps moving forward. He turns the corner of the corridor and he sees 3 levers, a bureau and a door. He examines the bureau and finds another **egg**.

When looking at the levers, he sees that above there's a drawing that represents them and that only one is inverted (Special Features > Corridor Lenvers). Pulls the corresponding lever and unlocks the near door. Upon entering it, discovers that it leads to the hall and that this is the door that previously could not be opened from the other side.

HALL (III)

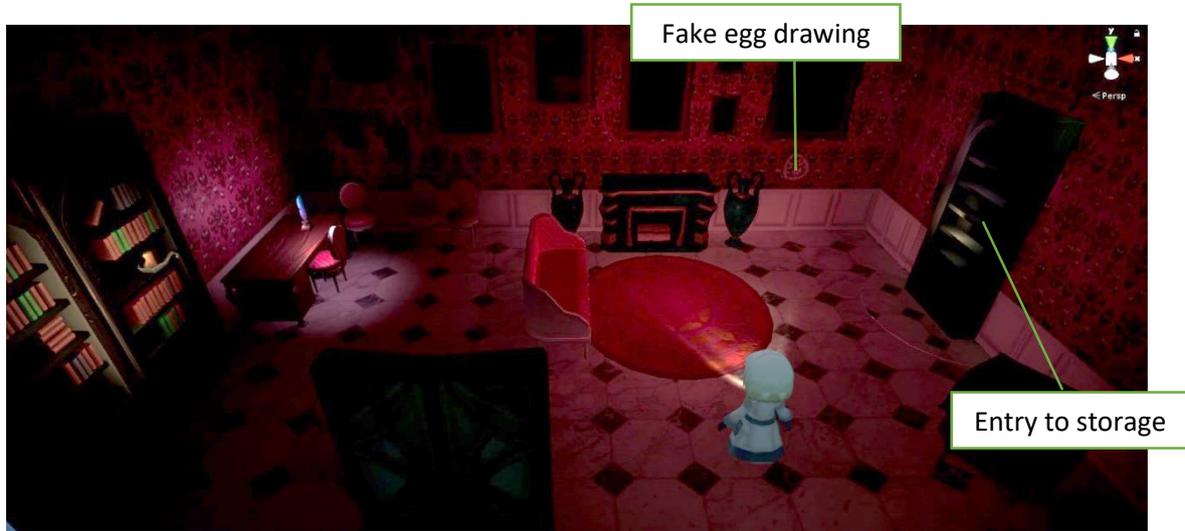
In doing so, a **red lightbulbs** rolls out from under the sofa. He takes it and now he can exchange between three colors in the flashlight. He goes back to the Corridor through either of the two doors.



CORRIDOR (II)

He unlocks the door that faces north using the red flash on the color-coded switch. Opens it and enters.

STUDIO



He examines the furniture and finds an **egg**. He keeps examining and ghosts come out. After defeating them, he examines a bookshelf and this turns out to be the entrance to a hidden room: the floor is shaped like a circular platform that rotates and leaves the player in the next room.



STORAGE

In this little room there is almost nothing and it's very dark. He takes the 'Memory of Azov' **egg** on the ground.

As he have already collected the 8 eggs, the game shows the cinematic in which the big door on the hall is unlocked, indicating to the player that this is the last destination.

He checks the bookshelf again to make it turn and it leaves him in the Studio, from which he goes out into the Corridor to return to the Hall. There, he enters the big door and finishes the level.

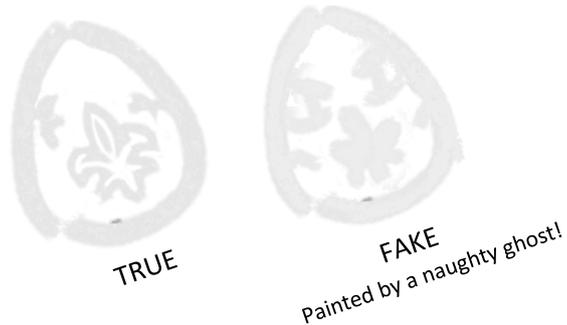
Extra situations

Fake Lever activated

If the player pulls a fake lever by error or curiosity, 3 ghosts appear from the ceiling and a combat begins (Special Features > Corridor Levers). The lever remains activated, so he can only have two combats (6 ghosts in total) before hitting the correct lever and unlocking the door that leads to the red lightbulbs in the hall.

Fake drawing materialized

There's a fake drawing in the studio that materializes a red ghost instead of an egg, thus a combat begins. The player can distinguish it if he observes with attention because the drawing is a little bit different.



Extra checkpoints

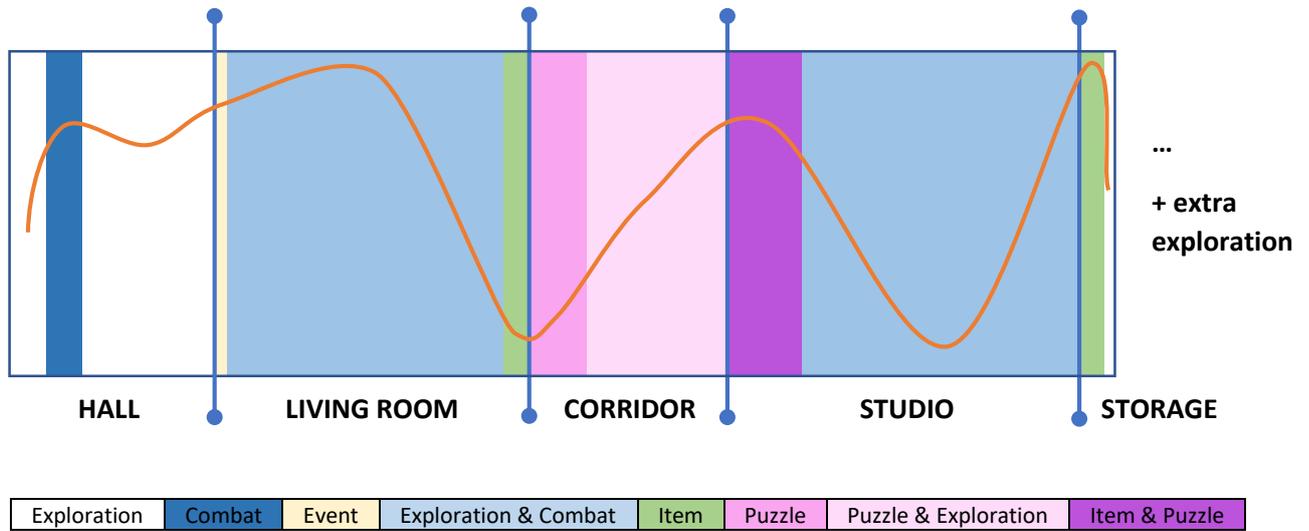
Extra exploration

If the player arrives at the storage and has not obtained all the eggs, he will return to the rooms that he has already visited to continue investigating and search for them. This time the pace will be slower and with a very reduced action component because most or all of the fights and events have already been triggered.

Mood Chart

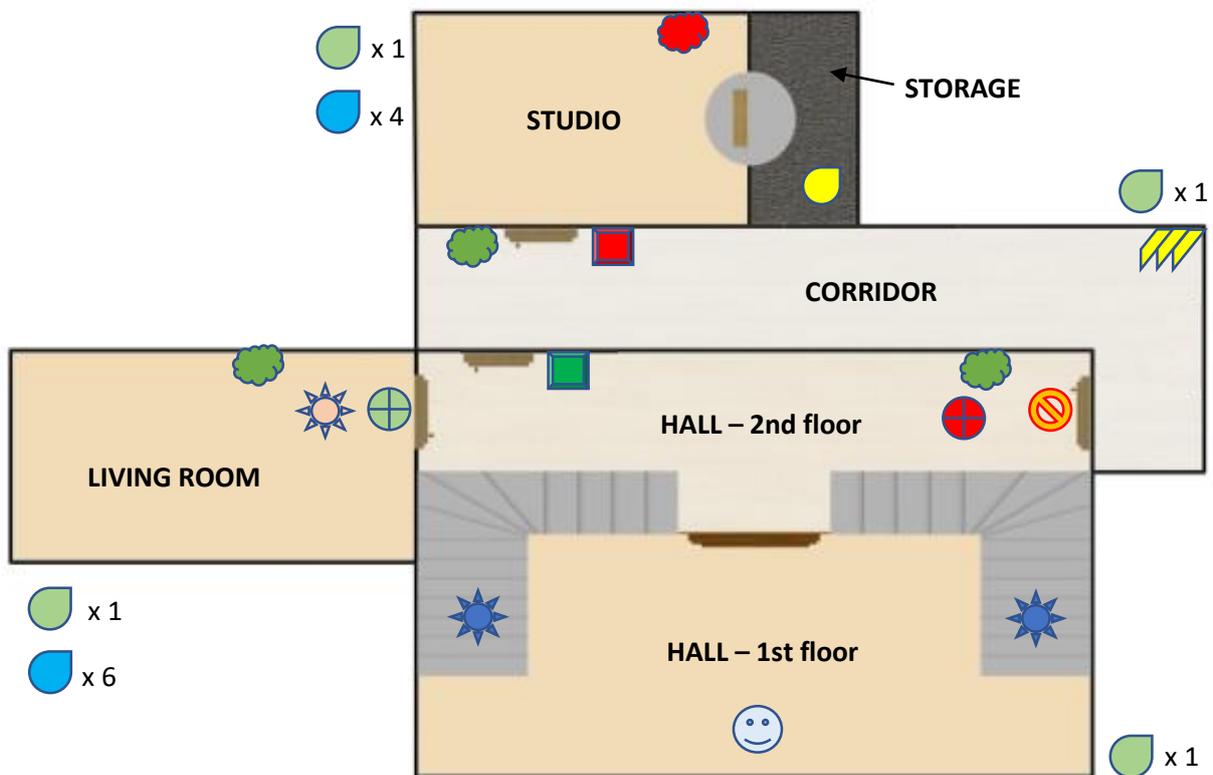
CH Name	Type	End Cond	Mood	Intensity	Time	Focus
Beginning	Exploration	Get to the stairs trigger (any side)	Curious	5	15s	Learn the movement controls
Combat tutorial	Combat	Ghost defeated	Tension	7	15s	Learn how the combat works
Hall: Second Floor	Exploration	Enter the Living Room	Curious	6'5	1m	Get the first egg & learn the level main objective
Picture falling	Event	Picture has fallen	Surprise	8	5s	Reinforce enchanted palace atmosphere
Living Room	Exploration & Combat	Going to leave Living Room	Cautious & Tension	9	2m	Face first combat with several ghosts
Green light	Item	Press 🟡 to change the lantern color to green	Curious	2	10s	Learn to change flashlight color
First switch	Puzzle	Activate green color-coded switch	Curious	3	15s	Learn how the flash works
Egg drawing	Puzzle	Materialized egg collected	Surprise	6	10s	Learn that there are hidden eggs on the walls
Levers	Puzzle & Exploration	Cross the door to the hall by the east	Tension & Curious	7	1m	Interact with the environment
Red light	Item & Puzzle	Activate red color-coded switch	Calm	2	30s	Collect & use the third flashlight color
Studio	Exploration & Combat	Examine the fake bookshelf	Tension & Surprise	9	2m	Change flashlight colors during combat
Storage	Item	'Memory of Azov' collected	Cautious	6	10s	Special moment getting the most important egg
Extra exploration	Exploration	All 8 eggs collected	Calm & Curious	4	2-5m	Extra attention to environment and the details

Level Flow



Level Blueprint

*No location of ghosts neither eggs defined, as the locations are generated by script in random examinable furniture at the beginning of every game.



 Niko	 Green color-coded switch
 Trigger Ghost	 Red color-coded switch
 Trigger Picture Fall	 Green light bulb
 Draw on Wall (Egg)	 Red light bulb
 Draw on Wall (Ghost)	 Unlocks with lever
 Lever	
 'Memory of Azov' Egg	 x N Number of hidden eggs in furniture
	 x N Number of hidden ghosts in furniture

Player Characters

In this level there's no more characters than Niko, the main character.

As this is the first level of the game, Niko arrives only with the white light in the flashlight, and will get the other two colors as a method of progression through the locked areas that require these colors to advance (Weapons and Items).

When Niko gets an egg, he changes his expression to a cheerful one (albedo change until the animation finishes). The standard expression is scared.

Level Hazards

In this level, ghosts spawn in the following ways:

- **Furniture:** Living Room (6) and Studio (4) have a defined amount of enemies whose location is assigned to the examinable furniture by script at the start of the game.
- **Fake levers:** The two levers in the corridor that have not been assigned as the good one (Special Features > Corridor Levers) spawn 3 ghosts each one in the ceiling when being pulled.
- **Fake drawing:** In the Studio there's a drawing that is fake. If Niko illuminates it for 3 seconds in a row, it spawns a ghost.
- **Tutorial trigger:** On the 1st floor of the Hall spawns a ghost when Niko goes up the stairs. By activating either one of the triggers, the other is disabled.

The pool of every room/situation contains the following behaviours (LGDD: Enemies) and drops:

Trigger tutorial: white (x1 health item)

Living Room: white + white aggro + white slow (x2 health item)

Fake Lever: white + white + green (x2 health item)

Studio: white aggro + green + red + red aggro (x1 health item)

Fake drawing: red (x0 health item)

Ghost with 3 color variations (LGDD: Enemies)

Code

Enemy IA, spawns (furniture + trigger + fake drawing), animation tree, drop, random location.

Audio

Spawn, attack, boo, damaged, laugh, laugh a lot, death, stunned.

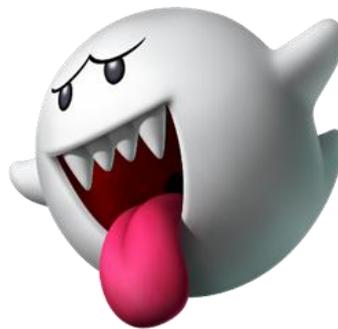
Art

Model, rig, skin, translucent material in 3 variations (white, green, red).

Animation

Idle, attack, stunned, spawn, escape, death.

Reference:



Friendly and Neutral NPCs

There are no friendly nor neutral NPCs.

Weapons and Items

- **Flashlight:** Niko's main weapon is a flashlight, which comes by default and can not be unequip. Through the palace the player finds lightbulbs that add new colors to the lantern, which allows solving puzzles and defeating enemies of that same color. (LGDD: The 3C's)

Code

Light behaviour, volumetric light, flash, 3 colors: white, green and red.

Audio

Charging flash, flash charged (loop), flash action.

Art

Model, texture, cookie, charging flash particles.

Animation

-

Reference:



- **Green lightbulb:** The green lightbulb is in the Living Room. Its apparition consists of two triggers: one passed the sofa (controls that the player has gone a little into the room) and another in front of the door, which is what makes the lightbulb fall. Unlocks the green light in the flashlight.

Code

Event trigger in 2 steps, button tutorial event, green light enabled.

Audio

Falling, item found.

Art

Model, texture, trail.

Animation

- (Falls by gravity).

Reference:



- **Red lightbulb:** The red lightbulb appears in the Hall, rolling out from under the sofa, when entering from the eastern door in the corridor. Unlocks the red light in the flashlight.

Code

Event door trigger, red light enabled.

Audio

Falling, item found.

Art

Model, texture, trail.

Animation

(In Unity) Rolling out from under the sofa.

- **Fabergé eggs:** There are 7 Fabergé eggs in the game (LGDD: MDA > Dynamics > Looking for Eggs) that are obtained by examining the furniture or by materializing them in the wall drawings. The latter fall to the ground and the player has to pass over them to pick them up. Just like the ghosts, each room has an egg whose location is randomly assigned to the examinable furniture by script at the start of the game.

Code

Random location, pick up, trigger chandelier candle.

Audio

Egg found.

Art

Model, texture (7 color variations).

Animation

(In Unity) Falling materialized from drawing

Reference:



- **Fabergé egg 'Memory of Azov':** This egg is in the Storage and is the only one that appears as an item on the ground. To get it the player has to press A and the melody that sounds when he picks it up is different. Light a candle just like any of the other eggs.

Code

Pick up, trigger chandelier candle.

Audio

Especial egg found.

Art

Model, texture.

Animation

-

Reference:



- **Health item:** In each combat there are defined how many ghosts will drop a health item (heart-shaped) when dying. To pick it up, the player only has to pass over it. They have the shape of a heart, rotate around the local Y axis and are surrounded by particles that resemble ghostly flames.

Code

Pick up, health recovery (+20).

Audio

Health item collected.

Art

Model, texture, heart-flame particles, mini-hearts particles when collected.

Animation

(In Unity) Rotation local Y in loop.

Reference:



Script and Cutscenes

Combat phase begins with several enemies (5s)

When a hidden enemy is discovered, the camera lerp to a fixed position that covers the entire room to show the rest of the enemies coming out of their hiding places. The camera returns to its usual position with a lerp and Niko enters his combat position (both hands on the flashlight).

Trigger: Enemy found → Block Niko → Play audio 'Ghost_Laugh' → Lerp camera to 'CamCinematicPosition - [ROOM]' position → Spawn all ghosts in the room → Play animation 'GhostSpawn' → Wait 0.4s → Lerp camera to default position → Release Niko

Exception: The enemy trigger on the stairs also triggers this cinematic.

Combate phase ends (0.5s)

When all enemies have been defeated, the combat phase ends with this cinematic, in which Niko regains his exploration position.

Falling picture in Living Room (0.5s)

Passed the sofa of the Living Room there's a trigger that activates the animation of the picture falling: the picture falls and leans behind the sofa. (Animation in Unity).

Trigger → Play animation 'PictureFall' → Play audio 'FX_PictureFalls'

Hall chandelier cinematic (7-15s)

When an egg is collected (and it's not the last one), Niko performs 'item found' animation and the following script is executed:

Trigger: Egg found → Fade → Change camera to 'Candle Camera' → Play audio 'FX_FlameOn' → Enable PS_CandleFlame → Wait 2.45s → Fade → Change camera to 'Main Camera'

When the 8th Fabergé egg is collected and, therefore, all the candles lit, the script expands to show the big hall door opening:

Trigger: Last egg found → Fade → Change camera to 'Candle Camera' → Play audio 'FX_FlameOn' → Enable PS_CandleFlame → Wait 2.45s → Lerp camera to 'CamCinematicLightEggs' position → Play audio 'LastDoorMusic' → Enable PS_DoorOpening → Play animation 'OpenFinalDoor' → Fade → Change camera to 'Main Camera'

Assets

ART ASSETS

Niko + lantern	Ghost
Standard Fabergé egg	Health item
Hall	
Hall walls + floor + 2 nd floor + rooftop	Hall stairs
Big double door	Standard door
Hall railing	Hall chandelier
Torch	Lightbulb (green & red)
Sofa (pink, turquoise & red)	Chair (pink, turquoise & red)
Picture (x3 painting variation)	Plant
Lion statue	Color-coded Switch (green & red)
Living Room	
Living Room walls + floor + rooftop	Windows + columns
Round table	Closet
Sculpture	Vase
Glasses	Bottle
Candelabrum	
Corridor	
Corridor walls + floor + rooftop	Corridor table
Lever	Bureau
Book	

Studio	
Studio walls + floor + rooftop	Circular platform
Carpet	Fireplace
Bookshelf	Desk
Candle	Feather
Storage	
Storage walls + floor + rooftop	'Memory of Azov' egg

VFX

Charging flash particles	Health item particles
Health item collected particles	Candle sparks
Candle flame	Ghost damaged sparks
Ghost stunned bolts	Ghost death clouds
Drawing focused sparks	Big hall door opening
Rain particles	Fireplace particles
Egg found particles	

SPRITES

Egg drawing	Fake egg drawing
RB Button for color-coded switch	A button
Y button	Heart icon
Lever drawing	Panel menu
Button menu	Medal (gold, silver & copper)

SFX

Rain (loop)	Thunder
Niko damaged	Niko death
Niko scared	Niko steps
Niko negation	Ghost attack
Ghost boo	Ghost damaged
Ghost death	Ghost stunned
Ghost laugh	Ghost laugh a lot
Color-coded switch activated	Picture falls
Open door	Fireplace (loop)
Candle flame on	Furnite shaking
Health item collected	Fabergé egg collected
'Memory of Azov' collected	Lever pulled
Green lightbulb falls	Lightbulb collected
Flashlight charging flash	Flashlight flash charged (loop)
Flashlight flash	Fake library rotates

MUSIC

Background music	Game over melody
Victory melody	Last door unlocked melody