



SEELE - LDD

MENEGON Dino – Prod Perso GD2 - 2024

1. Intentions



- Discover the game's world
- Have a first encounter with the dangers of this world
- Gain a progressive understanding of the lore of the game

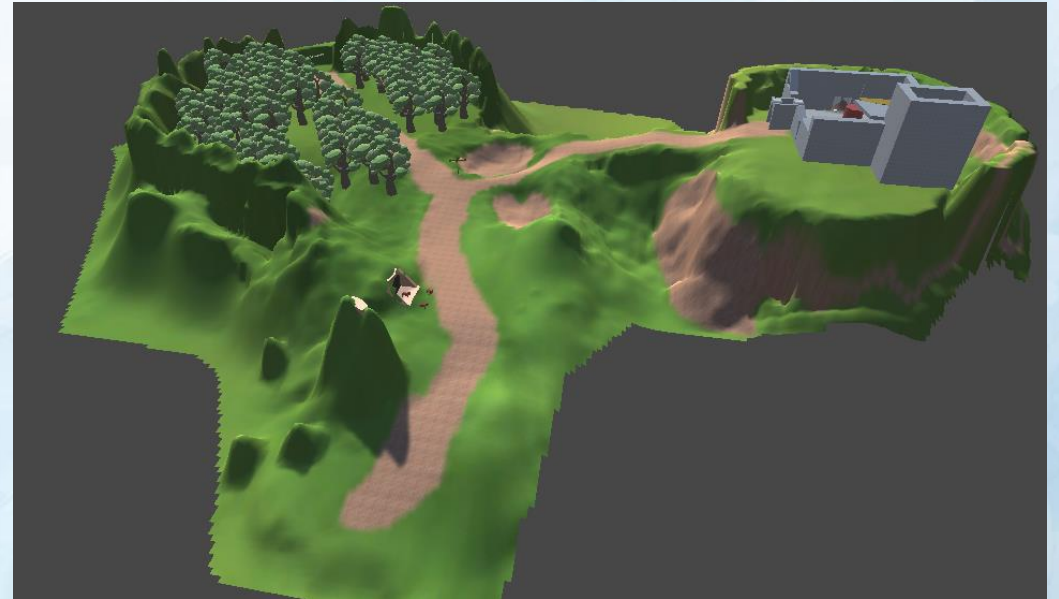


- Learn the game's controls
- Test combinations of abilities to discover variety of actions
- Discover the fight mechanics

2 – Level Scope

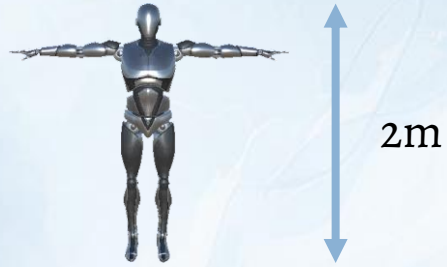
Global Scope

- Type of level : Tutorial
- Playtime : 30 min
- Level's Objective : Making the player learn the basic mechanics of the game (moving, jumping, fighting, upgrades, ...) but also the secondary elements (collectibles) and give him a challenge at the end to confirm he learned everything needed to get through the game.



2 – Level Scope Metrics

- Player's Character Size : 2m



- Player's Character Jump height : 3.5m



- Player's Character Speed : 1.5 m/s (walking)
5 m/s (sprinting)



2 – Level Chart

Level Elements & Enemies



Ground enemy : Wolf



Flying enemy : Wyvern



Boss : Orc



Collectibles : Lore, upgrade materials, ...



Upgrade : Double Jump

3 – References / Moodboard

References

God of War (Santa Monica, 2018)



Break with big areas in between story progression sequences, in which the player has freedom in how he wants to tackle it, be it by starting with the optional objectives or progressing directly with the story

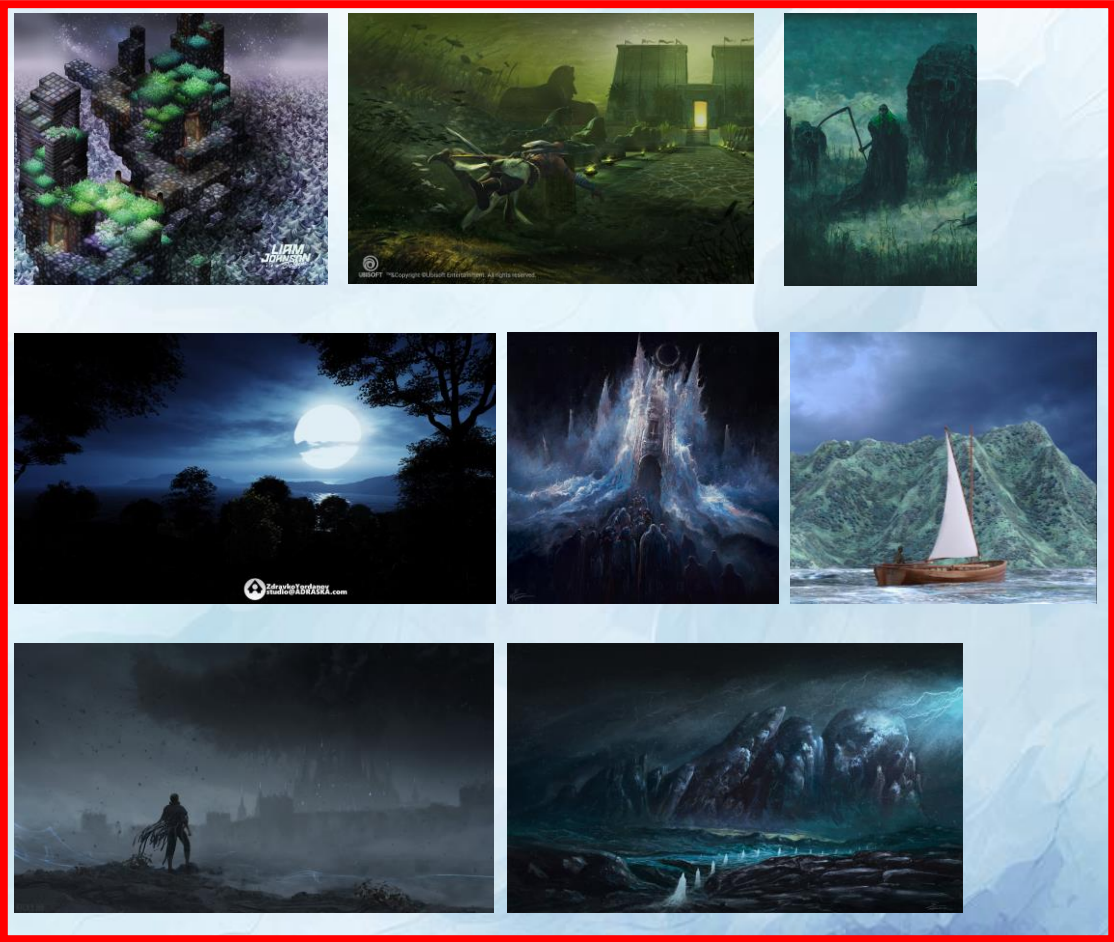
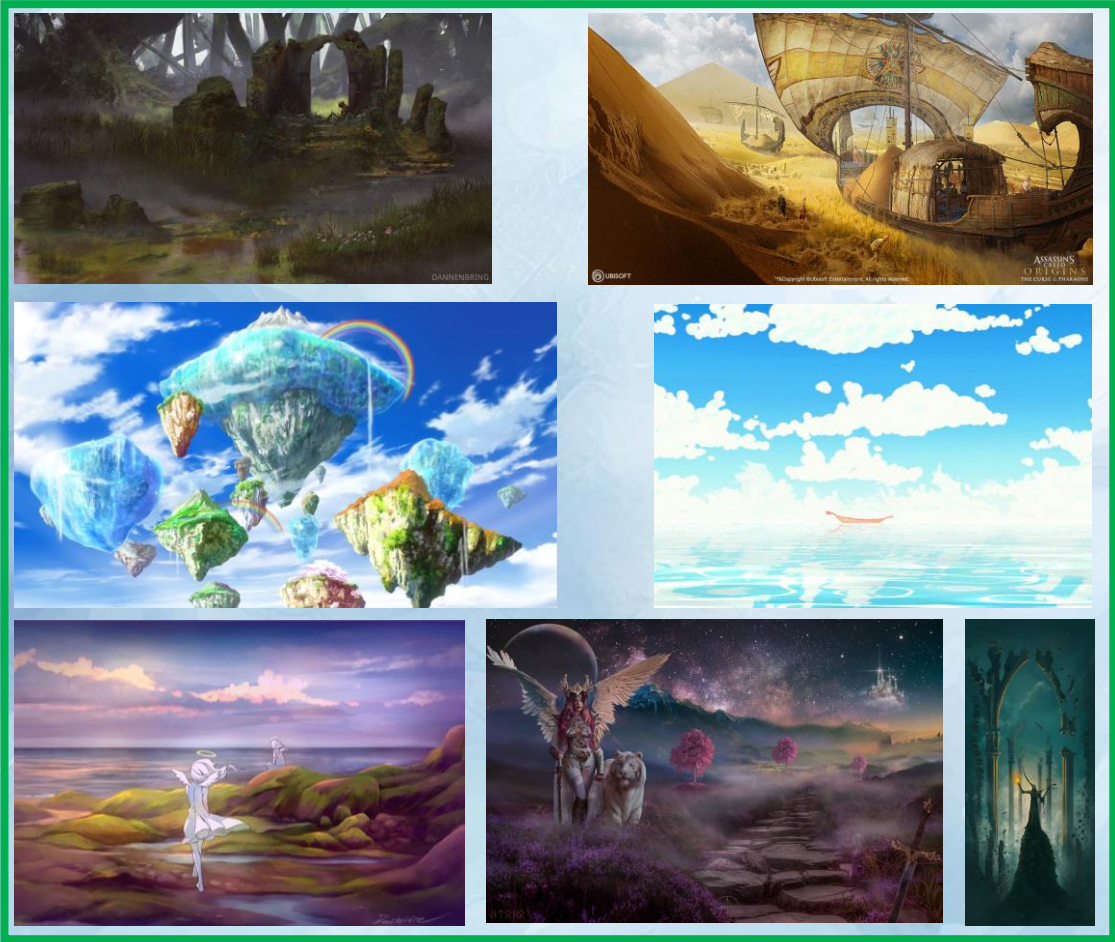
Solar Ash (Heart Machine, 2021)



Verticality plays an important role, with collectibles hidden high up. The player has different abilities' combination at his disposal to reach them

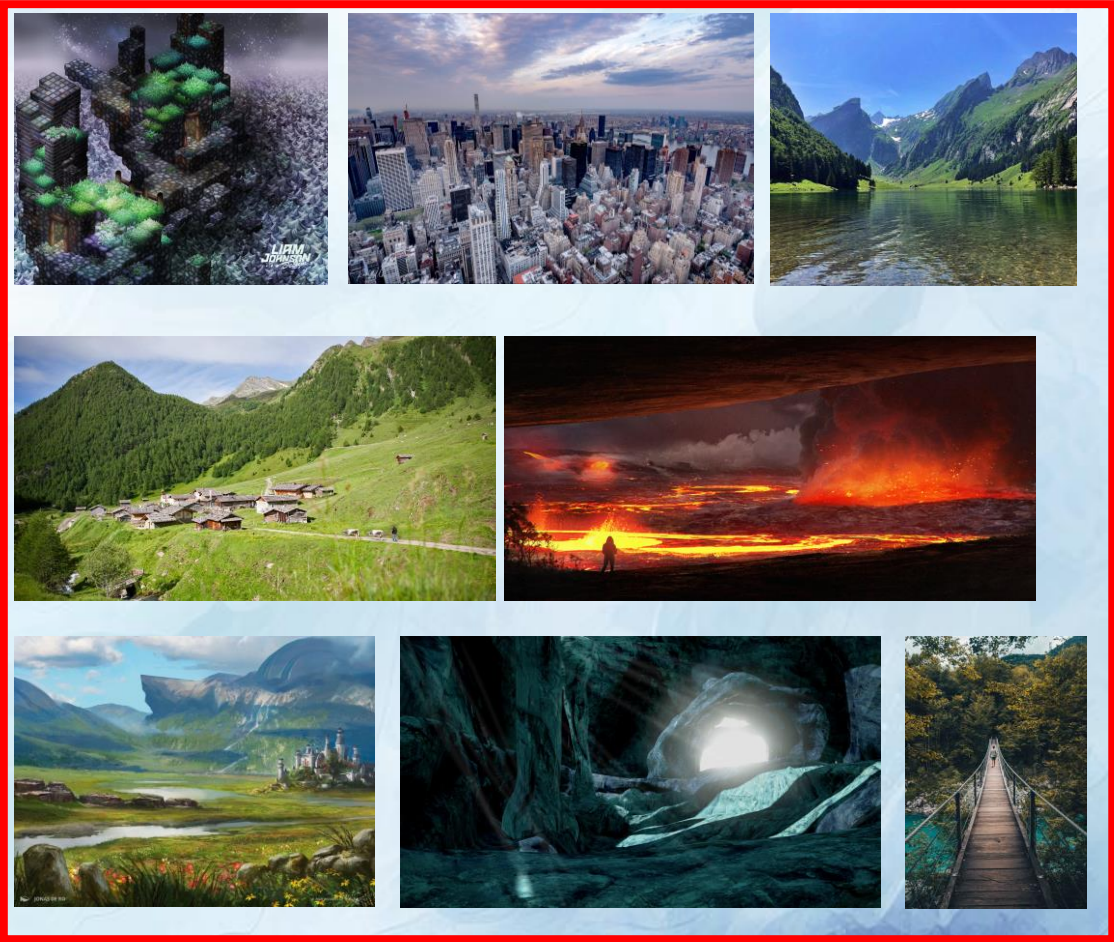
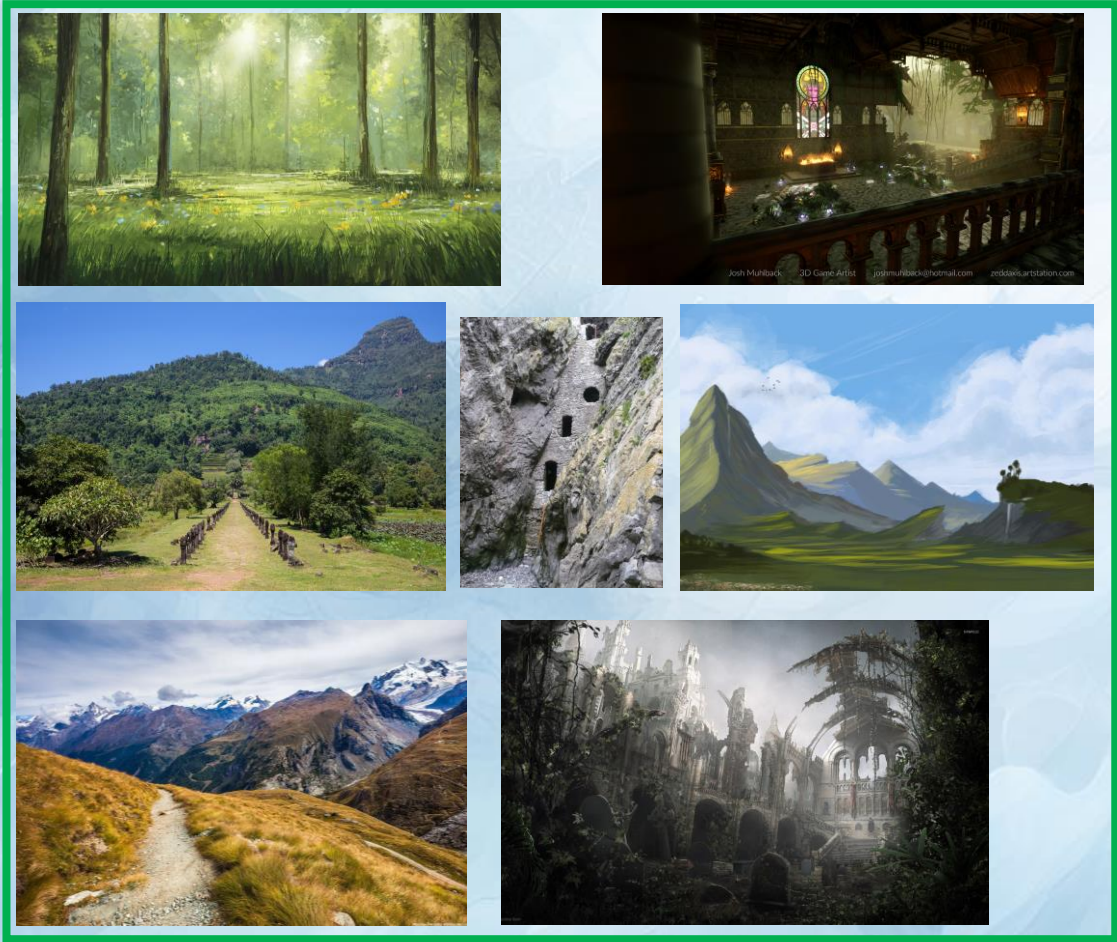
3 – References / Moodboard

Ambiance Moodboard



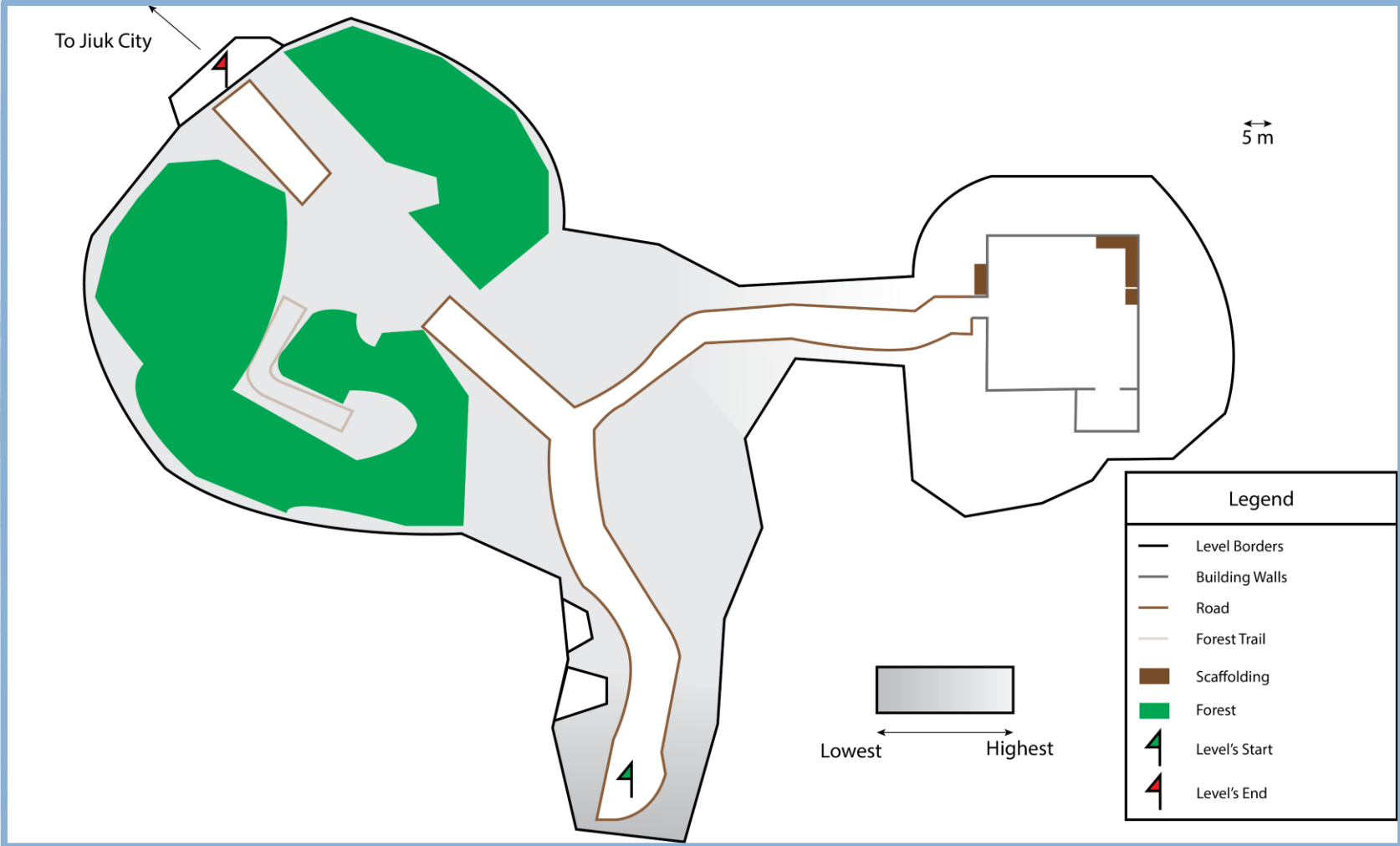
3 – References / Moodboard

Level Moodboard



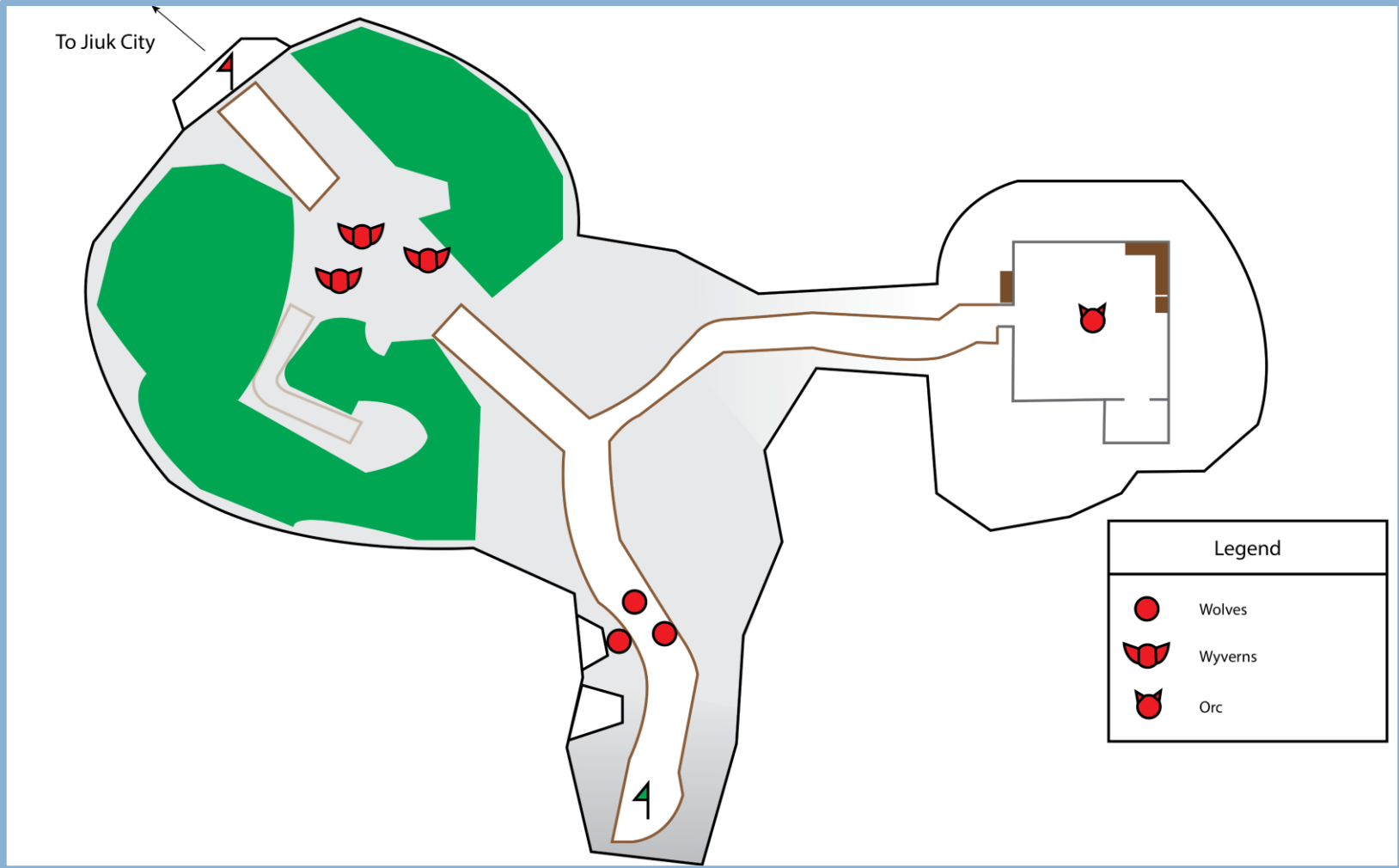
4 – Detailed Layout

Global Map



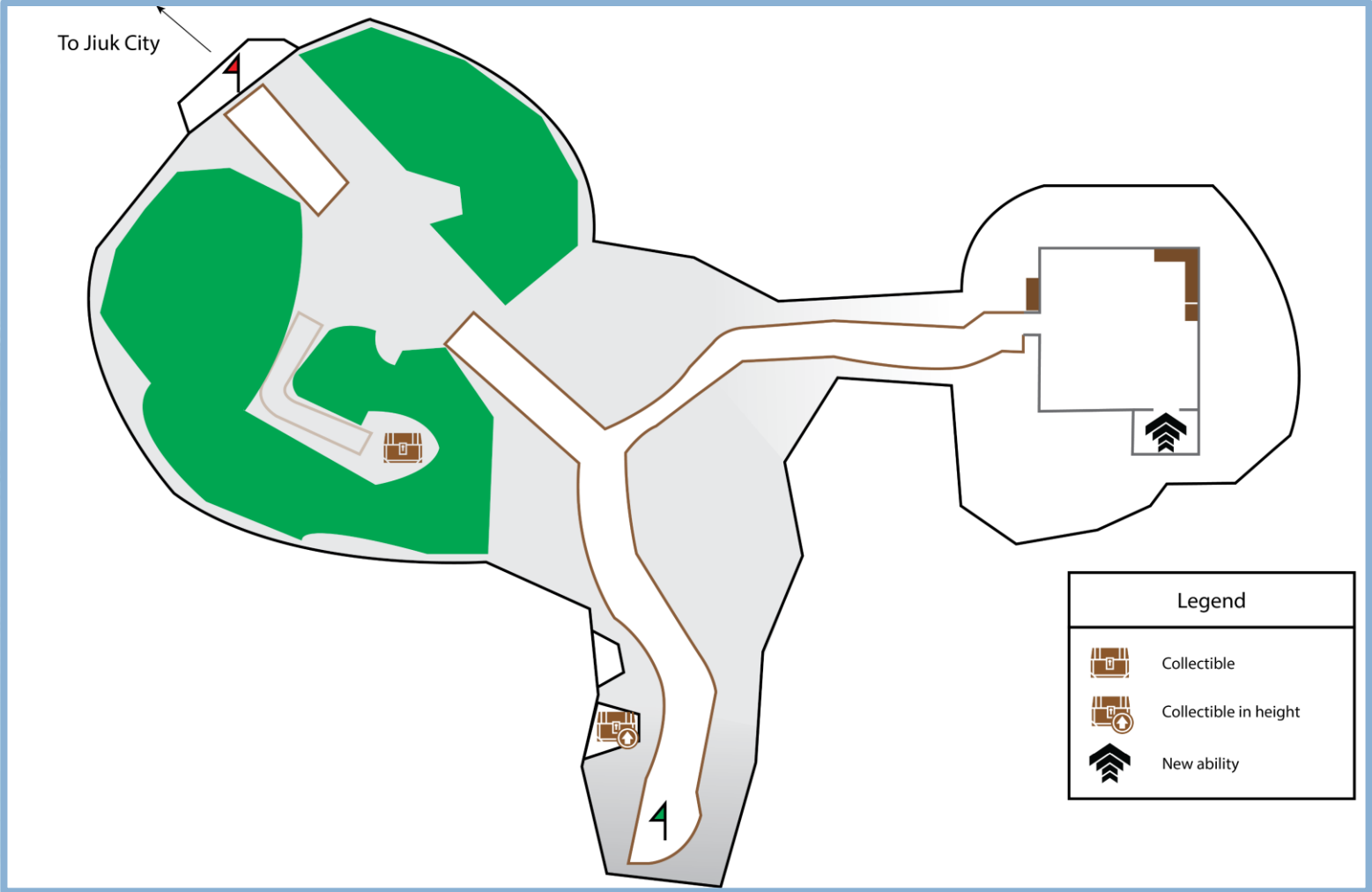
4 – Detailed Layout

Enemies



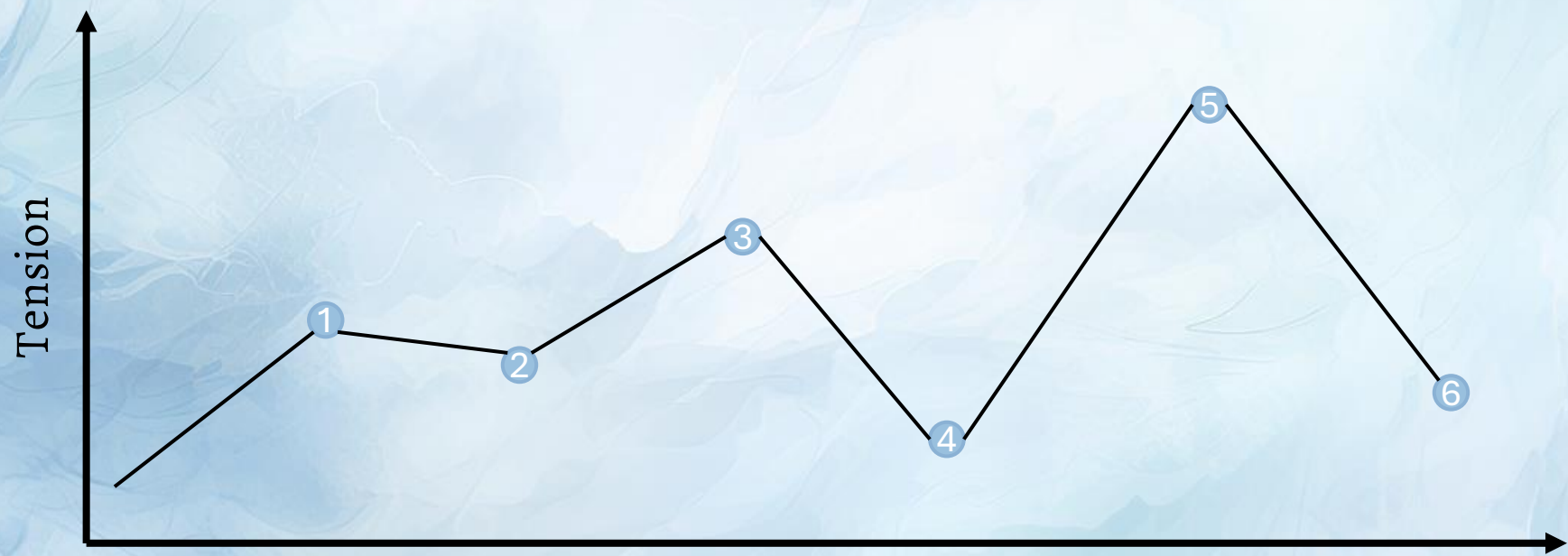
4 – Detailed Layout

Objects



5 – Game Flow

Tension



1 : the player encounters his first enemies

2 : the player progresses through the level

3 : the player encounters flying enemies

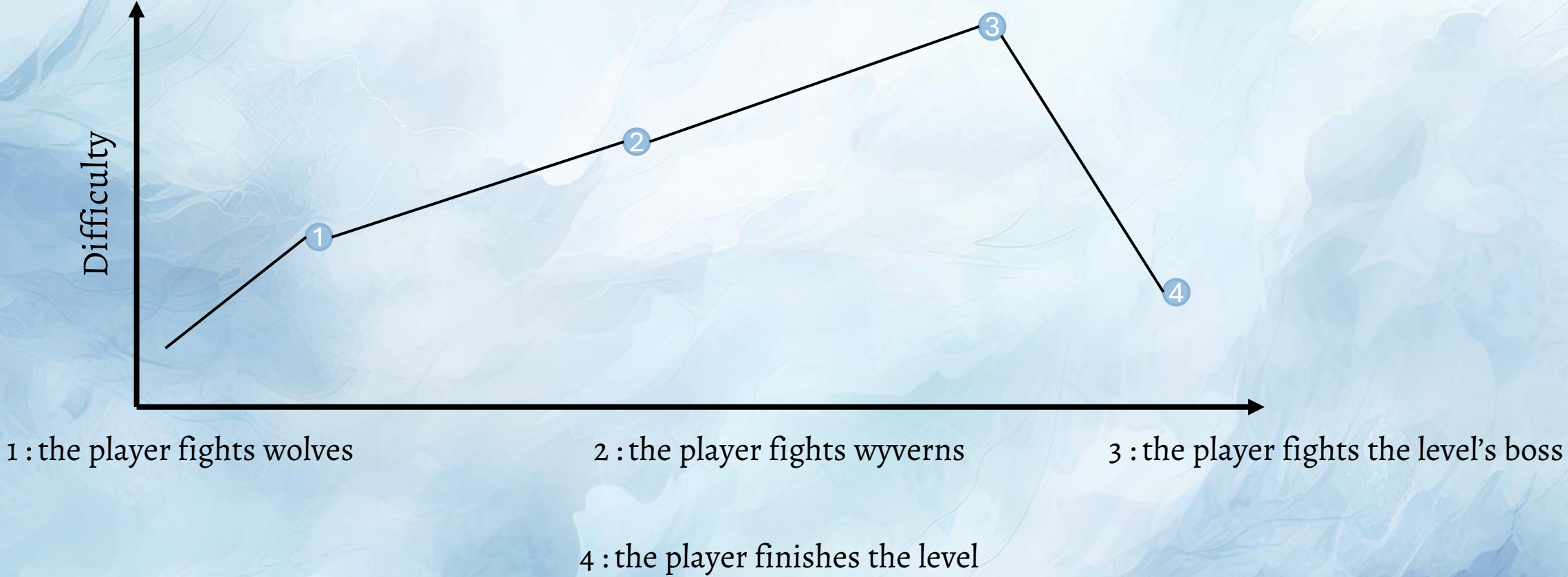
4 : the player finds his first collectible

5 : the player fights the level's boss

6 : the player gets a new ability and finishes the level

5 – Game Flow

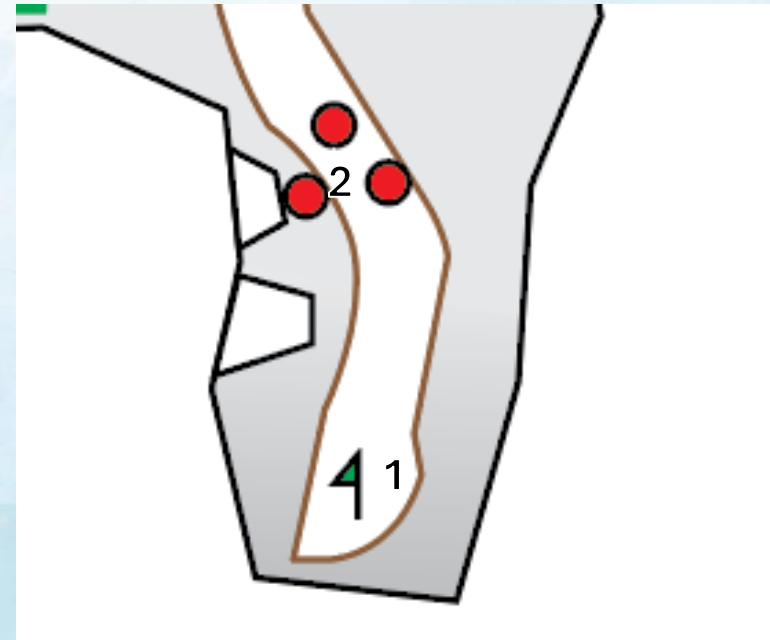
Difficulty



6 – Level Walkthrough

Step 1

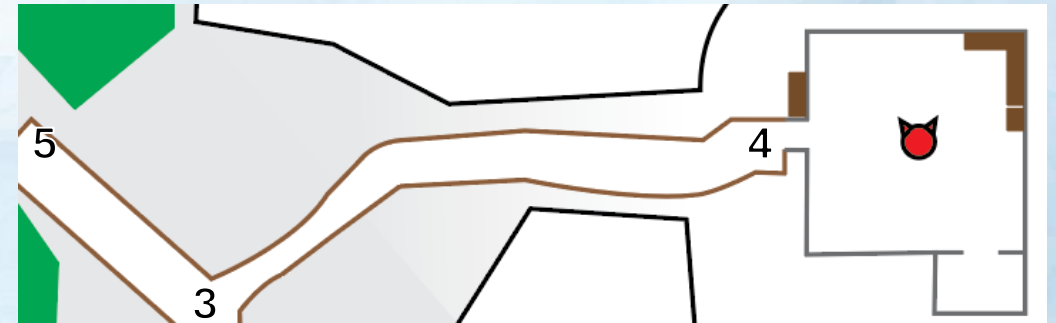
- The player first starts at the bottom of the level (1) and starts climbing his way to the temple and the end of the level. He encounters his first enemies : a pack of three wolves (2) .



6 – Level Walkthrough

Step 2

- He reaches a crossroad with a sign telling him what awaits him on both sides (3) . He then goes up to the temple because he knows that he'll find a new ability there (4) but goes back to the crossroad and goes the other way after seeing the boss (5).



6 – Level Walkthrough

Step 3

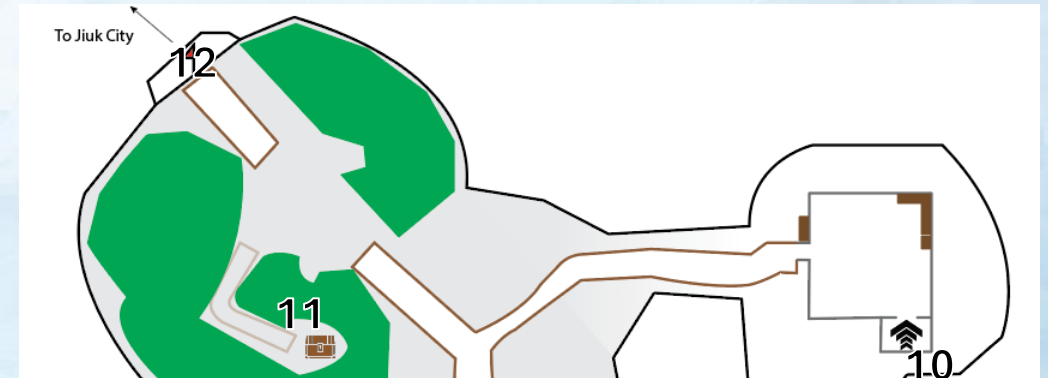
- The player goes further down this road and encounters new creatures (6). The enemies in front of him this time are wyverns. During that fight, he learns to use his aerial abilities to struggle less during those fights (7). After that, he's blocked by a height he can pass yet (8). He then chooses to go back to the temple to fight the boss (9).



6 – Level Walkthrough

Step 4

- The player struggles during a harsh fight with the level's boss but he finally defeats him. He then goes into the room in the back of the temple's hall that was heavily guarded and unlocks the double jump (10). He goes back to the forest and finds a little trail leading to a chest with a piece of paper, indicating him he might have left some collectibles in this zone (11). After that, he goes back to the height that he can now reach and finishes the zone (12).



Minutes of Fun

