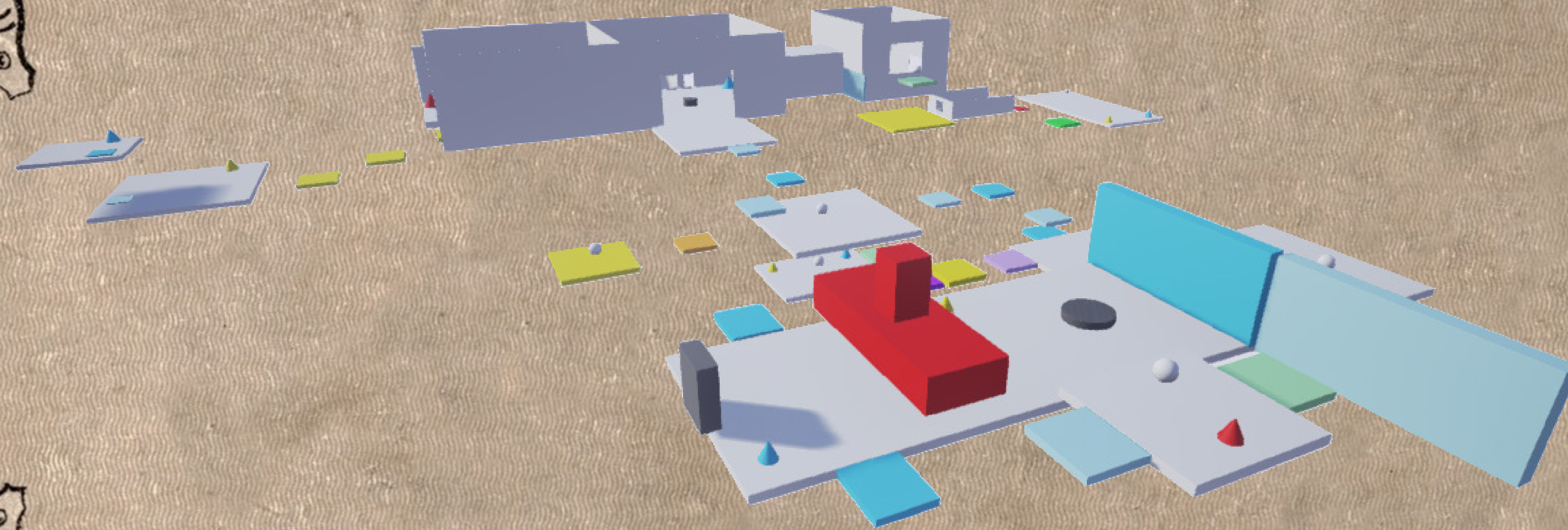


Peasantree



Lou Carroll - Fall 2016

JJGM 741 - Immersive Level Design

Prof. Aram Cookson

Summary

You are but a simple peasant who has accidentally stumbled into the dungeon of a master wizard, meant to test his would-be apprentices! In order to escape with your life, you must learn to overcome the magical trials he has laid out before you... and prove yourself as a worthy apprentice?!

Playtime: ~10 minutes

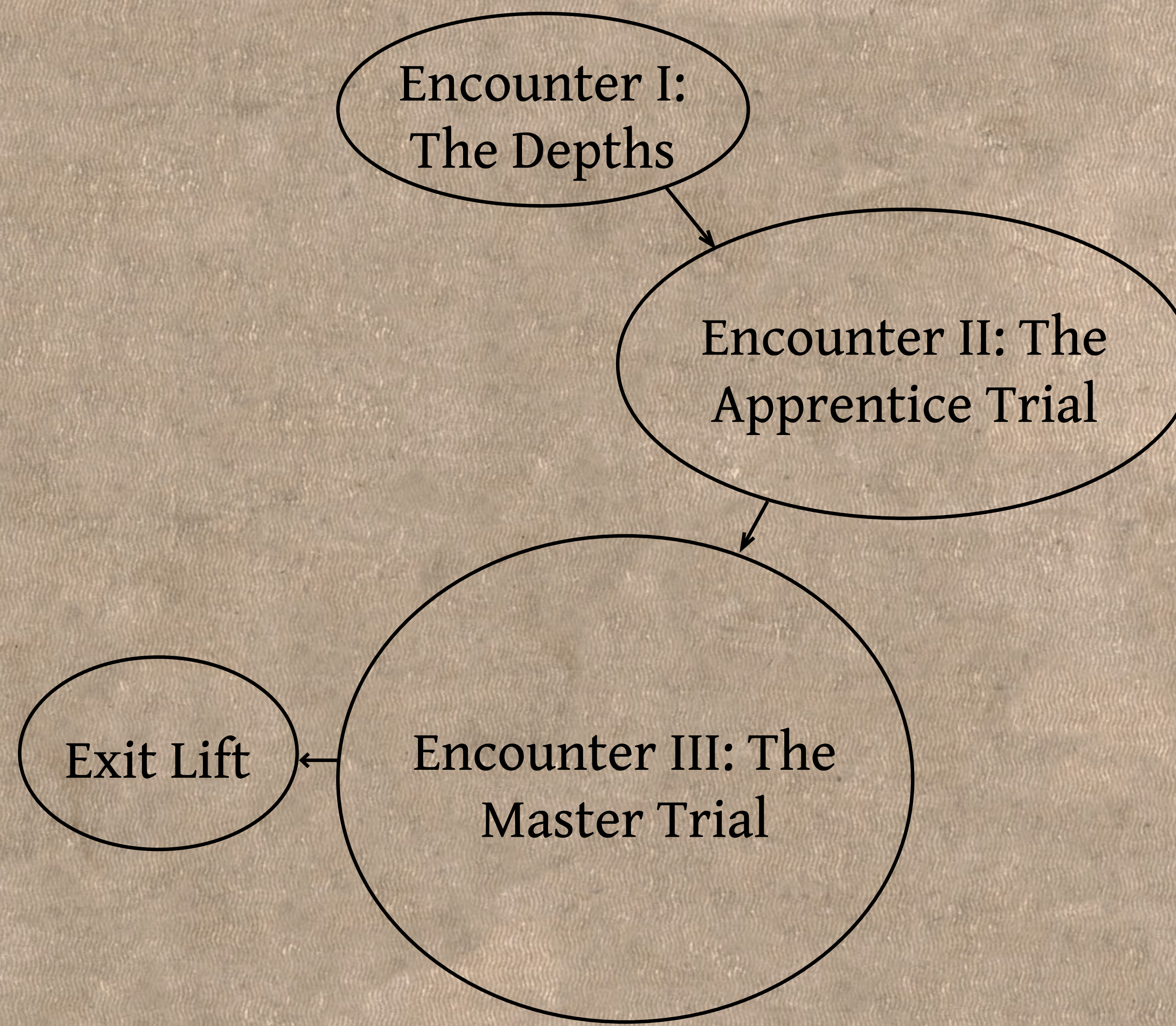
Camera: Third-Person; 360 motion around player; locks to forward direction when player is moving

Character: Run/walk, jump, cast (single-color) spells as radius (sphere), cast spells as projectiles (in arc)*

Controls:

- WASD to move
- Space to jump
- Left-click to cast spell as sphere
- Right-click to cast spell as projectile*
- 1-3 keys to change active magic color

*Ability to cast spells as projectiles is unlocked after Encounter II (The Apprentice's Trial).



Mechanics

All mechanical interaction in Peasantree is based on 3 types of magic which have distinct effects on the objects in the environment.

Blue Magic: The Magic of Motion

Casting blue magic on objects marked with blue runes causes them to begin to move. They move in a predictable pattern back and forth between two locations a certain number of times before losing their charge.

Yellow Magic: The Magic of Conjuration

Casting yellow magic into certain areas marked with yellow runes will cause objects to appear. They will remain a certain amount of time before disappearing again.

Red Magic: The Magic of Time

Casting red magic onto objects marked with red runes will cause the motion of those objects to slow down. They will remain slowed down for a certain amount of time before resuming their original speed.

Utilizing Magic

The player may hold charge for each of the three colors at once. To charge up magic, the player stands next to an altar that emits particles of that magic type (color). Charge depletes when spells are cast. Active spell type may be changed by clicking on the meters in the HUD or pressing the 1-3 keys.

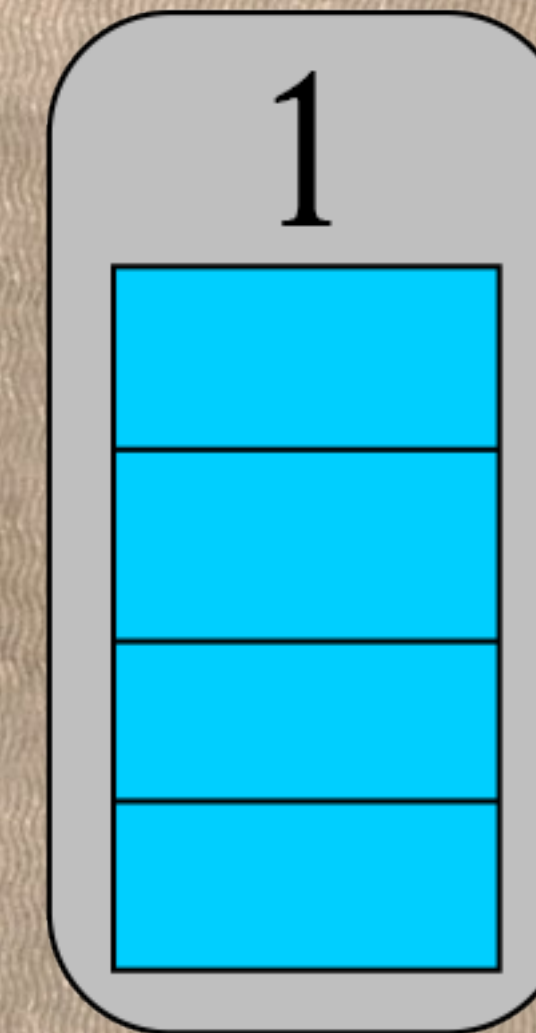
HUD

Roughly as shown to the right, the HUD will display the magic bars which fill when the player stands on a charging point and empty slowly over time (with a large amount of them emptying when the player casts a spell).

3



1



2



Assets

- 3 colors of magic particles (for altars and player)
- Magic charging altar (mesh+material)
- 3 colored rune decals for objects
- 3 colored sphere magic effects ("radius" spells)
- 3 colored magic projectile effects ("firing" spells)

HUD

- 3 colored magic meters
- Highlight for active magic type's meter
- 1-3 key guides for changing magic color

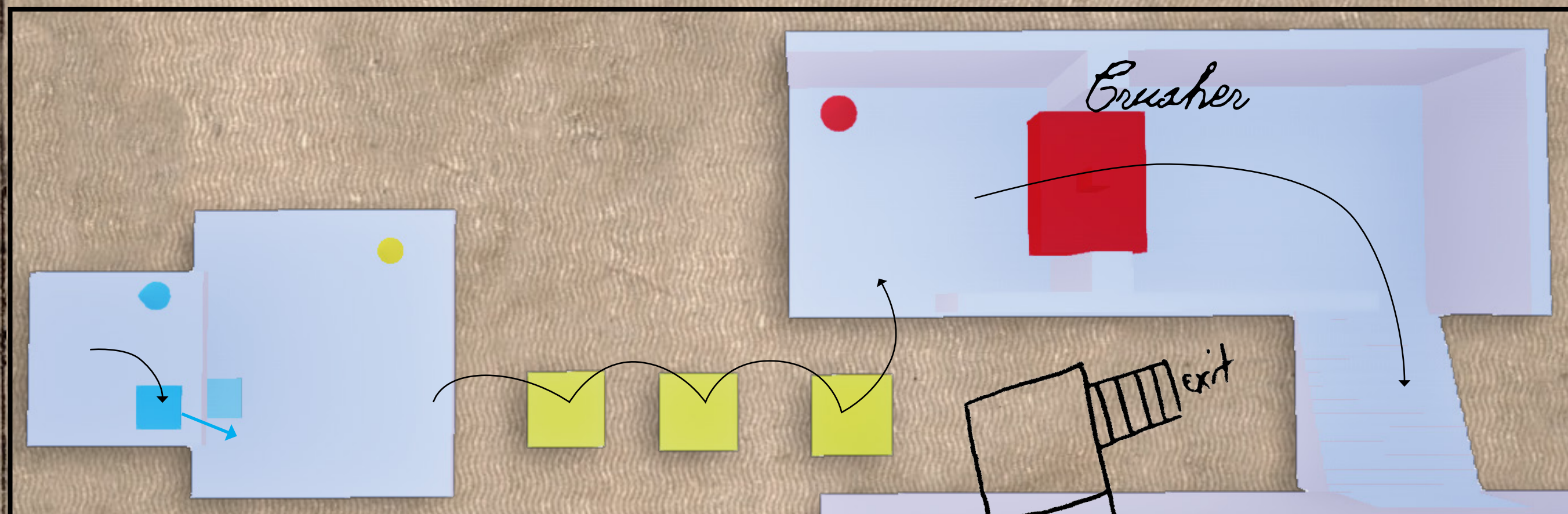
Sound Effects

- Magic crackles, spell firing sound, "time slow" sound

Encounter i. The Depth

Can you even handle magic?

This dungeon is full of tricks and traps set by the master wizard to test his would-be apprentices. You must learn to navigate his traps and utilize his spells in order to escape and prove yourself worthy. A pixie in service to the master wizard appears to “guide” the player and provides them with this information (as well as a deal of sass).



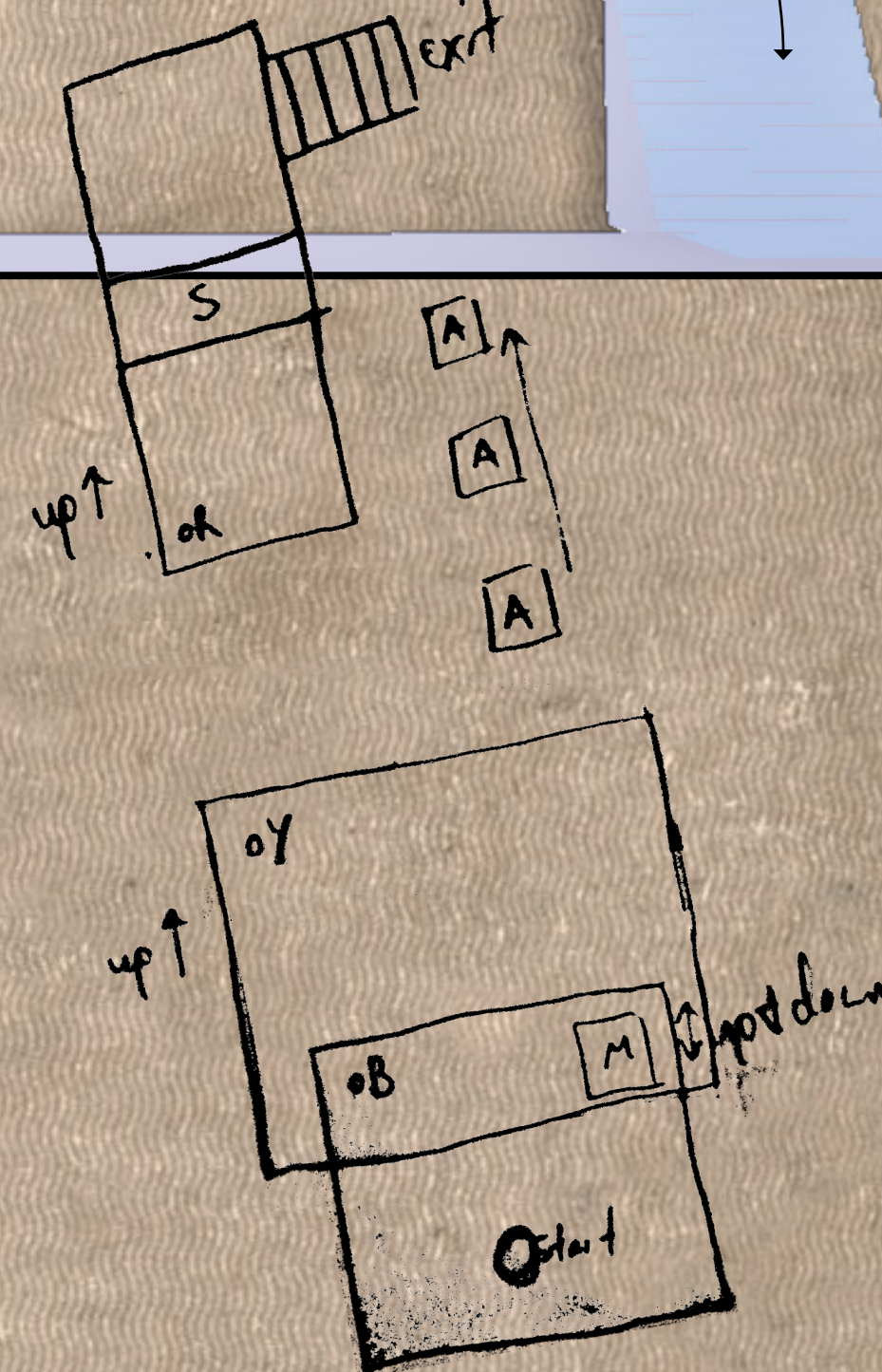
Feedback & Telegraphing: Some direct information is provided through dialogue cues given by the pixie that follows the player around. The path through the level is straightforward and utilizing magic reveals the path easily.

Pacing: Some elements are timing-based, but the player may respawn and try the level again as many times as they wish. No time windows are especially strict. Estimated playtime is ~2 minutes.

Reward: Access (to the rest of the level).

Legend

- Moving Platform
- Mover Destination
- Appearing Platform
- Slowable Object
- Magic Charging Altar



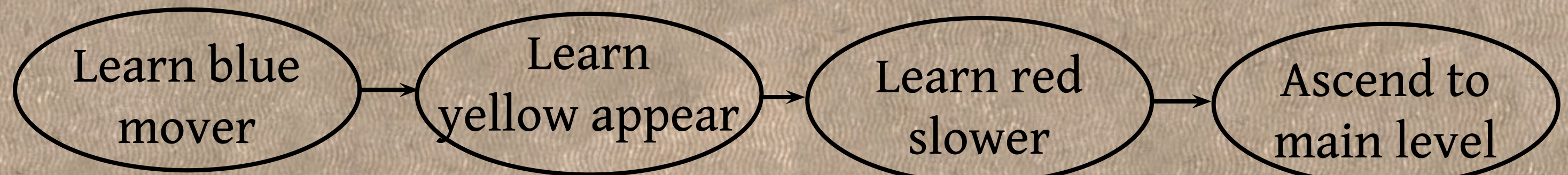
Meshes:
 - Platform
 - Stone Crusher

Materials:
 - Runed Platform
 - Blue+Yellow Platform
 Inst

SFX:
 - Crusher sliding +
 smashing
 - Platform Appearing
 - Platform Moving
 - Dialogue cues

Particles:
 - Pixie

- Runed Crusher
 - Red Crusher Inst



Encounter ii. The Apprentice Trial

Now that you understand the basics of magic, lets try putting it to the test.

The wizard's challenges truly begin here! "Turrets" are magically-automatic crossbows and moving platforms are clearly magically enhanced (with runes drawn onto them) as before.

Feedback & Telegraphing: Crossbow turrets click before they begin to fire, then fire in a predictable pattern. Spinning platform's motion is stable and obvious. Keys glow brightly; a sound cue plays when they are collected and a message is displayed in the HUD. When the player approaches the door holding enough keys, the locks come undone in a cinematic. The checkpoint altar begins to emit particles and plays a sound when it is activated as the new respawn point.

Pacing: Timing is only sensitive for the crossbow gauntlet. However, the player may attempt the challenge as many times as they like with no time limit. Estimated playtime is ~3 minutes.

Reward: Facility (ability to "throw spells" as projectiles, from wand).

Meshes:

- Crossbow Turret
- Door with 3 locks
- Wand
- Checkpoint Altar
- Key

Materials:

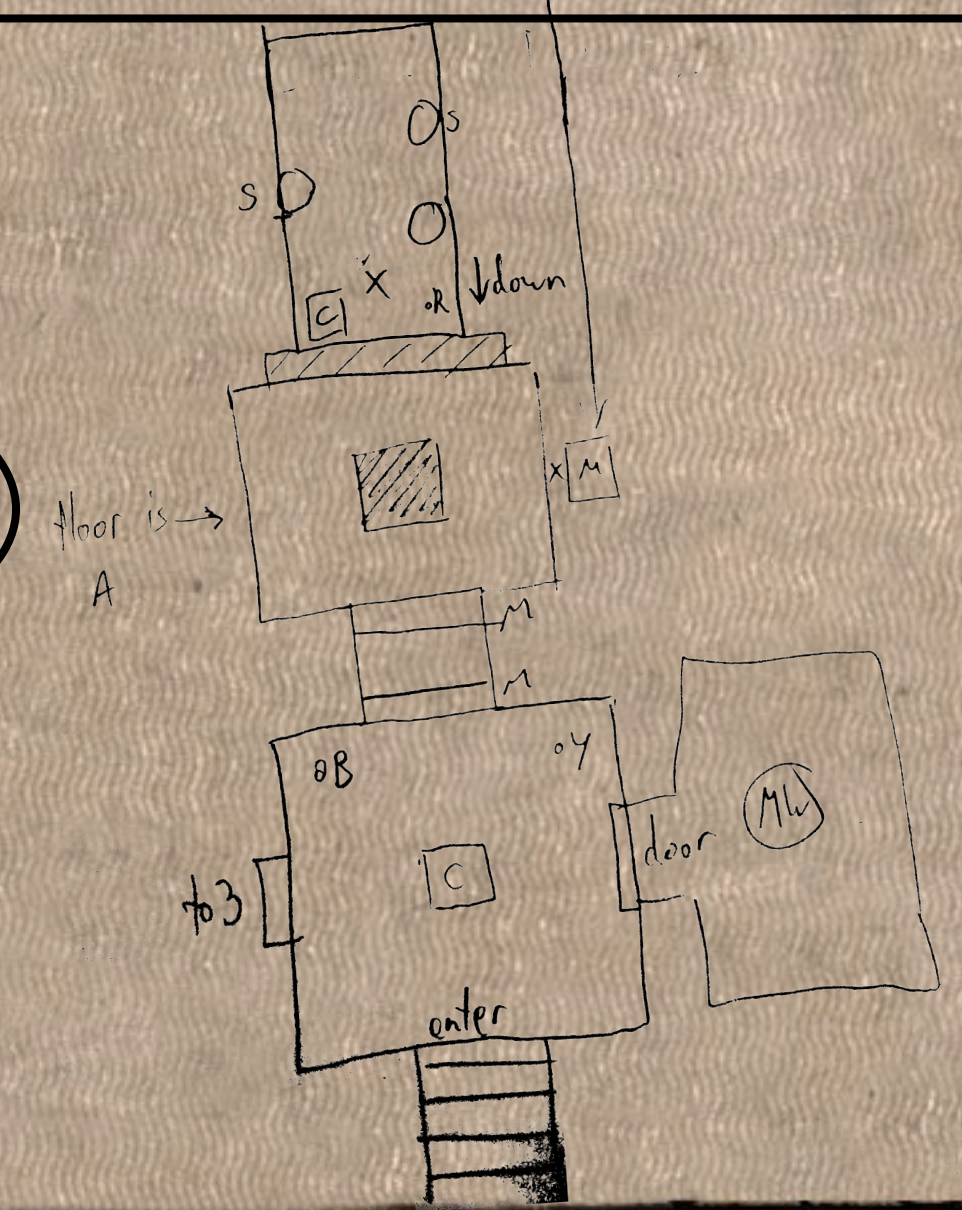
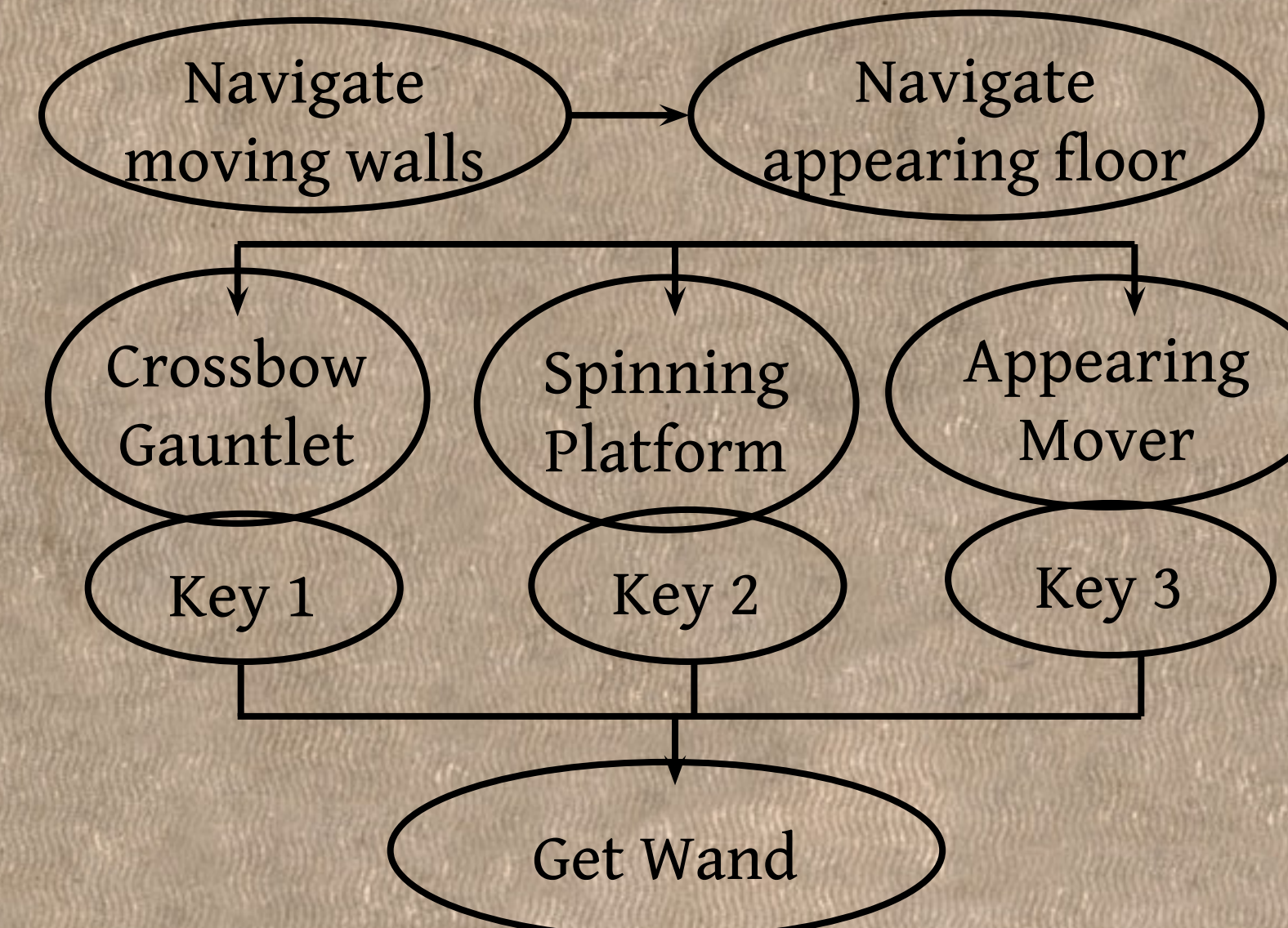
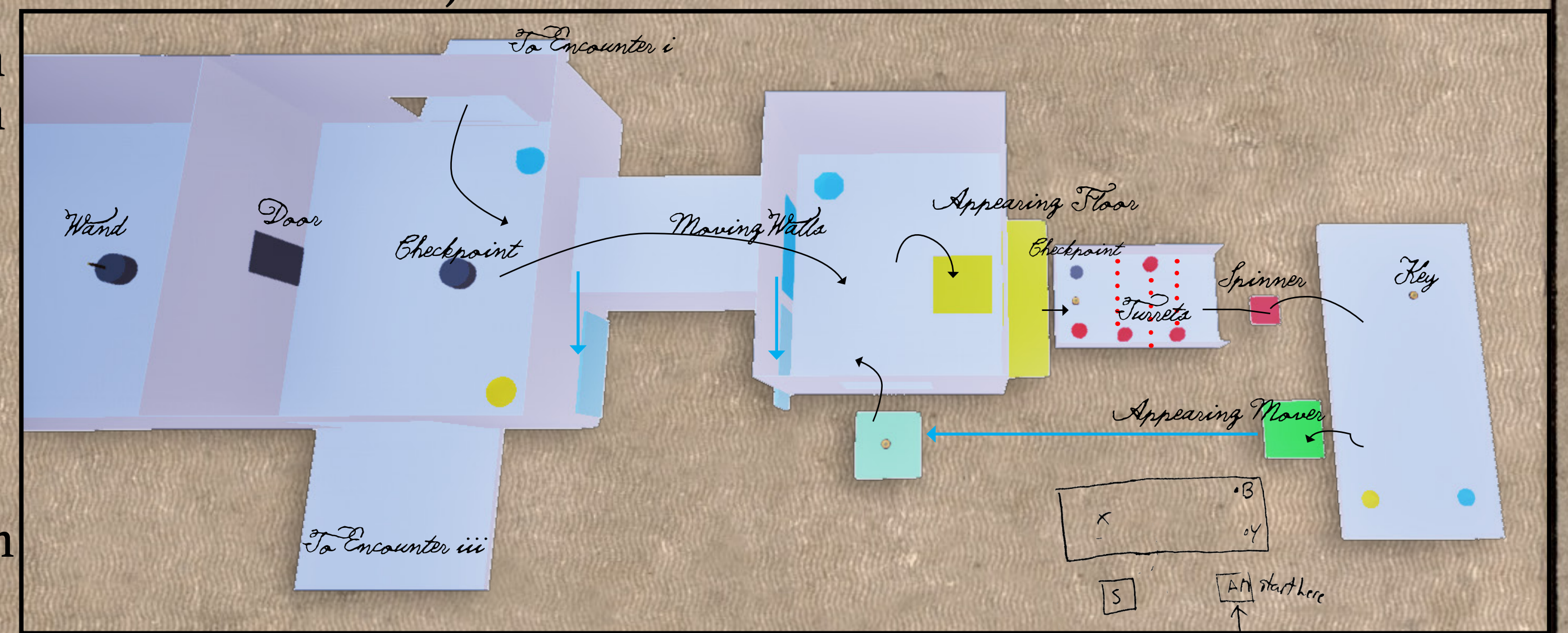
- Red platform inst
- Red turret inst
- Green platform inst
- Wand

Particles:

- For checkpoint

SFX:

- Dialogue Cues
- Turret firing, ready
- Spinning woosh
- Door unlock, open
- Key collect
- Checkpoint reached
- Collect wand



Encounter iii. The Master Trial

Now it's time for the real challenge.

Now's time for the real test! With the master wand in hand, the player must truly prove their wits and agility to the master wizard in order to reach his chamber at the end of the dungeon.

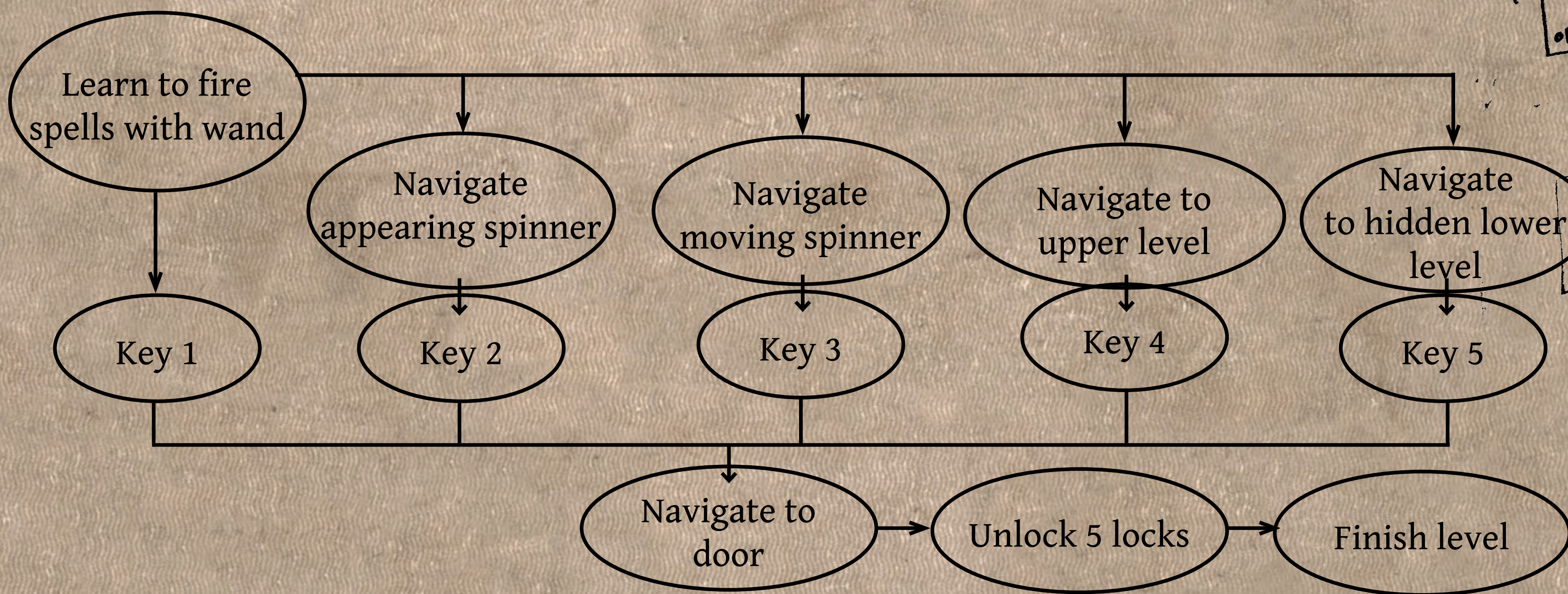
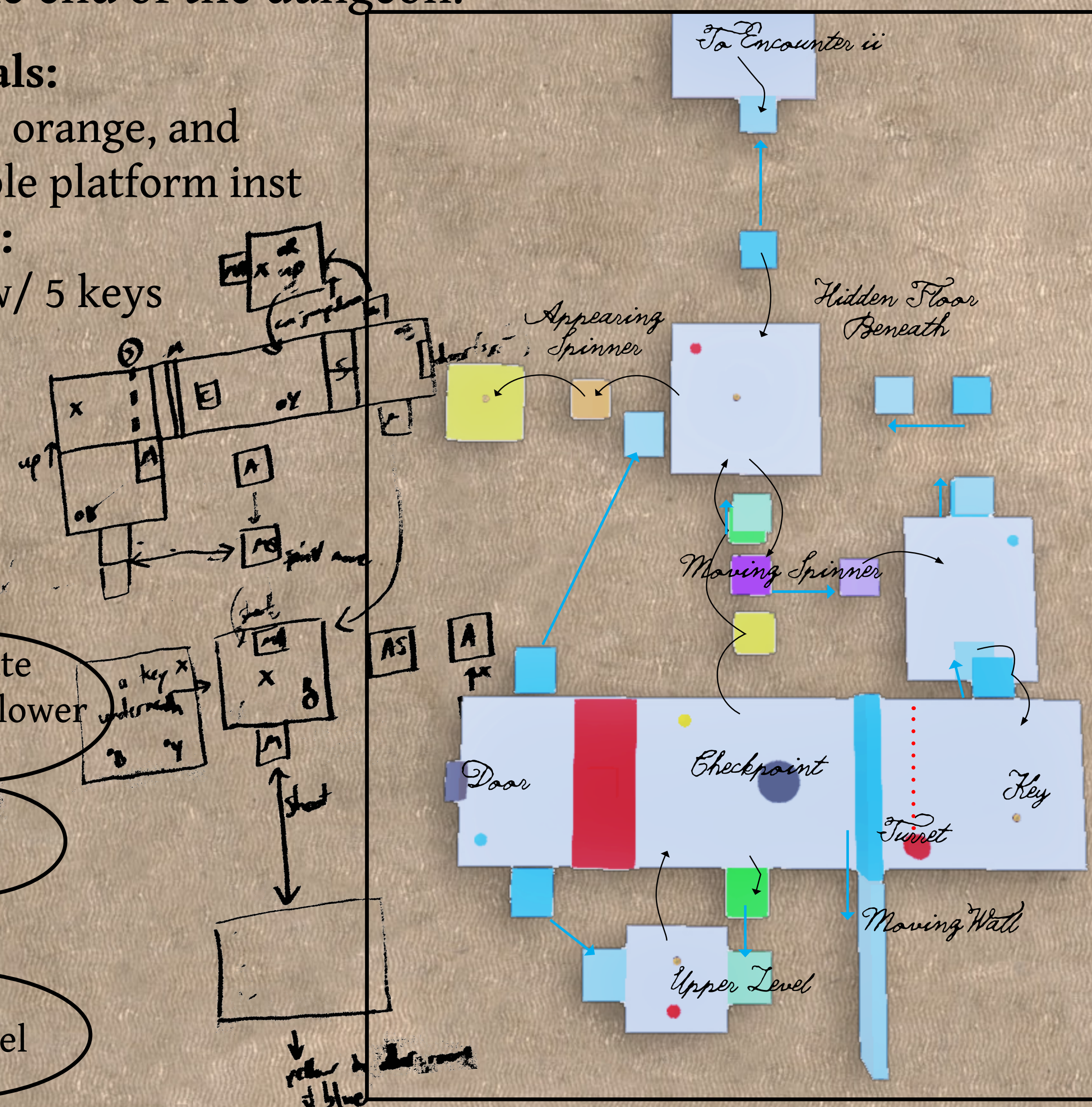
Feedback & Telegraphing: Multicolored platforms have material instances and runes of their color combination to indicate that they require more than one type of magic to operate.

Pacing: As before, timing may be sensitive for certain segments of the encounter, but the player has all the time and retries they would like to complete it. Estimated playtime is ~5 minutes.

Reward: Glory (endgame cutscene of ascending to the master's study)

- Materials:**
- Green, orange, and purple platform inst

- Meshes:**
- Door w/ 5 keys

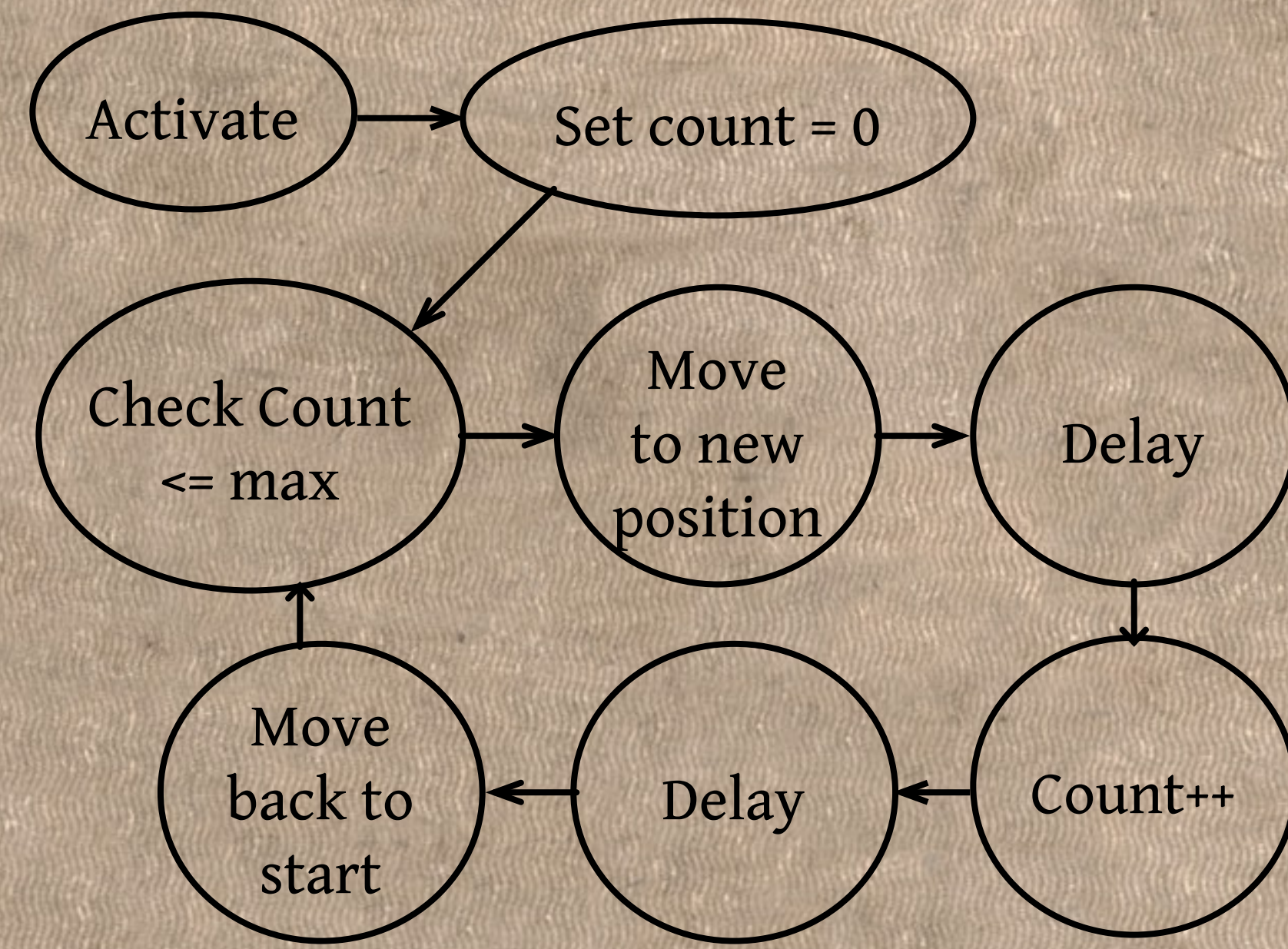


Prefab Sub-Systems

Moving Object

Interaction: Activates when the player casts a blue spell on it. It moves back and forth from its start position to new position a number of times before stopping.

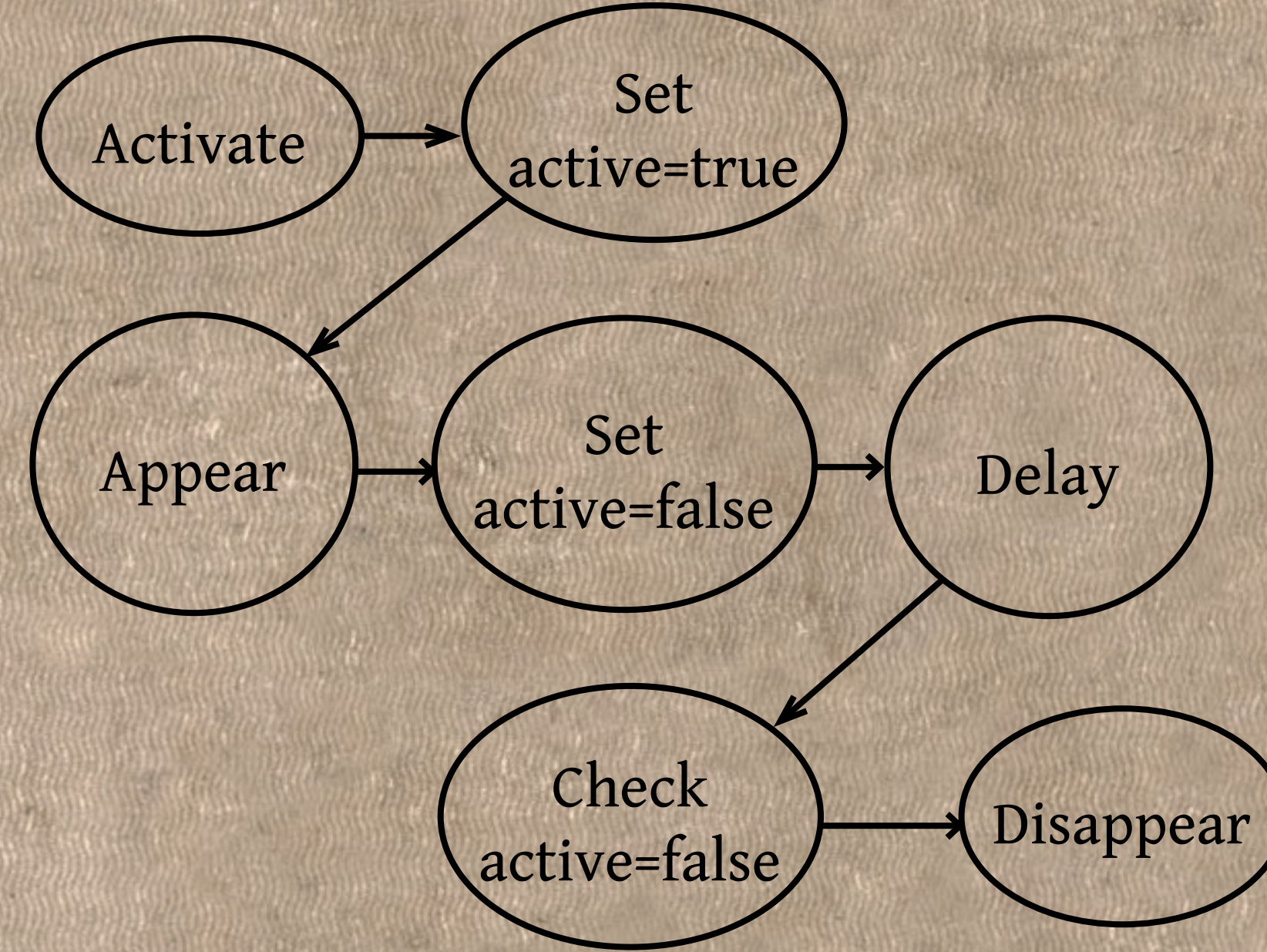
Feedback/Telegraphing: Movable objects have blue runes drawn on them. When activated, they begin to glow blue. When they are running out of charge, they flicker back and forth between their original material and the blue version. Sounds play when they activate and deactivate.



Appearing Object

Interaction: Activates when the player casts a yellow spell at a certain location. It stays visible for a period of time before disappearing again.

Feedback/Telegraphing: Where these platforms might be conjured, yellow runes are drawn on the ground nearby. When they are running out of charge, they flicker back and forth between their original material and the yellow version. Sounds play when they activate and deactivate.



Slow-able Object

Interaction: When a red spell is cast on it, the crushing speed, fire rate, or spin rate slows down such that the player can bypass the obstacle.

Feedback/Telegraphing: Slow-able objects are indicated by red runes drawn on them. When activated, they begin to glow red. When they are running out of charge, they flicker back and forth between their original material and the red version. Sounds play when they activate and deactivate.

