

Level Design Blueprint - Project Greenhorn

TSGD - Ignacio Pourteau

(Niveles para TP1 1-4)

STEP 1 - IDEAS	2
STEP 2 - SETTING, LOCATION, THEME	2
STEP 3 - PROJECT PURPOSE	2
STEP 4 - FEATURES	2
STEP 5 - PHOTO/VIDEO REFERENCE AND RESEARCH	3
STEP 6 - STORY	13
STEP 7 - OBJECTIVES, OBSTACLES AND SET PIECES:	13
STEP 8 - FOCAL POINT	14
STEP 9 – TOP-DOWN GAMEPLAY	15
STEP 10 - VISUAL DEVELOPMENT	15
STEP 11 - MAKING LISTS	16

STEP 1 - IDEAS

Levels 1-4: Simple Forest Environment with few obstructions aside from the occasional tree in the way. Some Height discrepancies and choke points created by terrain to force players to plan their movement ahead. Due to the Open nature of the level there can be spawn points behind the players when they reach a certain point during combat.

Levels 5.1-7.1:

Levels 5.2-7.2:

Level 8:

STEP 2 - SETTING, LOCATION, THEME

General Game Setting: High Fantasy but Low Power Adventure

Levels 1-4: Cedar Forest, Day/Afternoon, Bright

Levels 5.1-7.1: Used Goblin Tunnel System, Cave, Dim Light

Levels 5.2-7.2: Goblin Village, Cedar Forest, Evening/Night, Torchlight

Level 8: Outskirts of Human Village, Cedar Forest, Night, Lit by Moonlight

STEP 3 - PROJECT PURPOSE

Levels 1-4: Set the mood for the adventure, as well as starting in a classic environment for TTRPG's. Also I love forest combat and I think the fantasy of it is really cool, reminding me of Lord of the Rings, and the opening combat scene from Age of Ultron.

Levels 5.1-7.1: Create stress in the player and characters due to them travelling through a cramped space that is likely to be filled with enemies, making the players think about how they are going to go through combat.

Levels 5.2-7.2: Create a stressful situation that requires "stealth" and tactics to progress through, since generally the characters will not want to cause a giant commotion within enemy territory and, when they inevitably do, create a sense of urgency to rush through the levels as to avoid being overwhelmed

Level 8: Create an overly dramatic scene for the big final fight against the Goblin King. Low Lighting and a Dark mood to create some tension from the lack of visibility.

STEP 4 - FEATURES

Levels 1-4: Fallen Trees, Large Roots, Tree Stumps, Changes in Elevation, Open Space

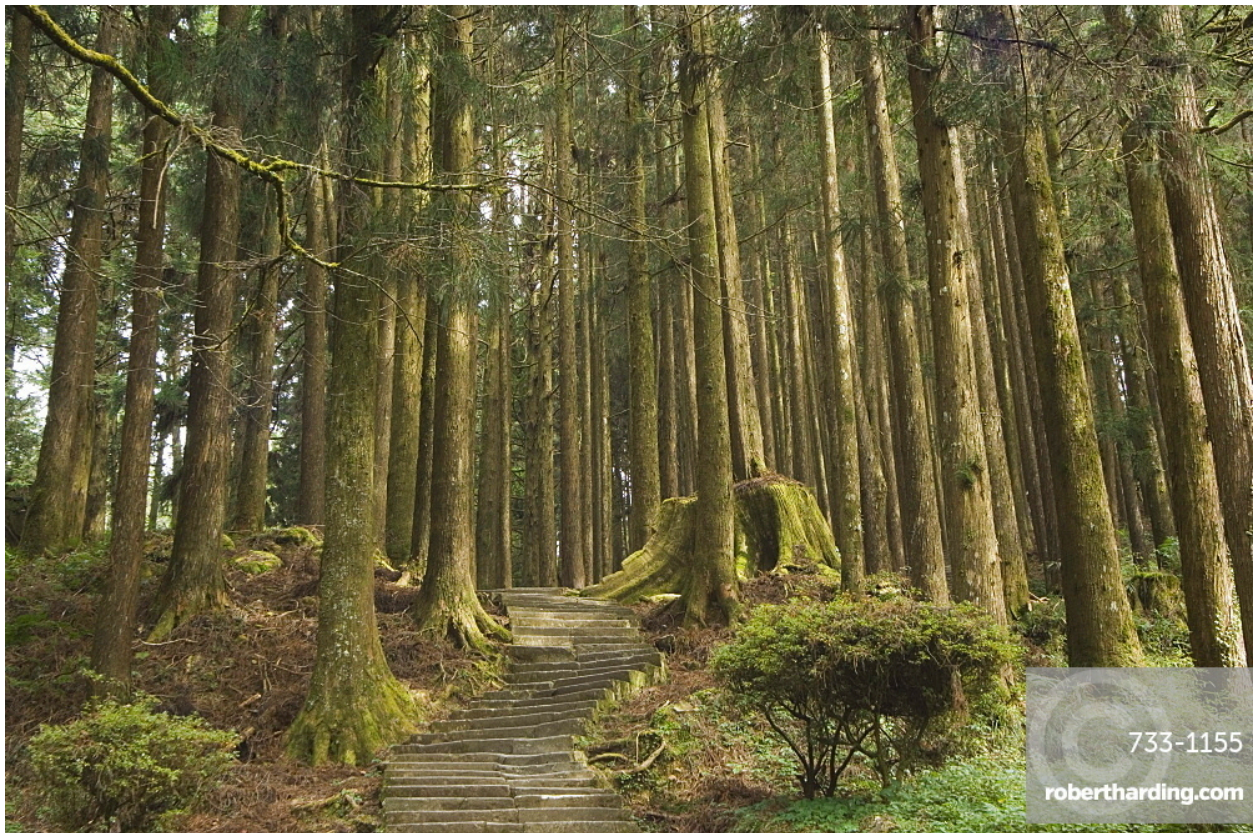
Levels 5.1-7.1: Converging Pathways, Flanking Routes, Hidden Pathways, Narrow Hallways

Levels 5.2-7.2: Buildings that block vision/attacks, Barriers, Watch Towers,

Level 8: Changes in Elevation, Low Visibility, Fallen Trees, Large Roots

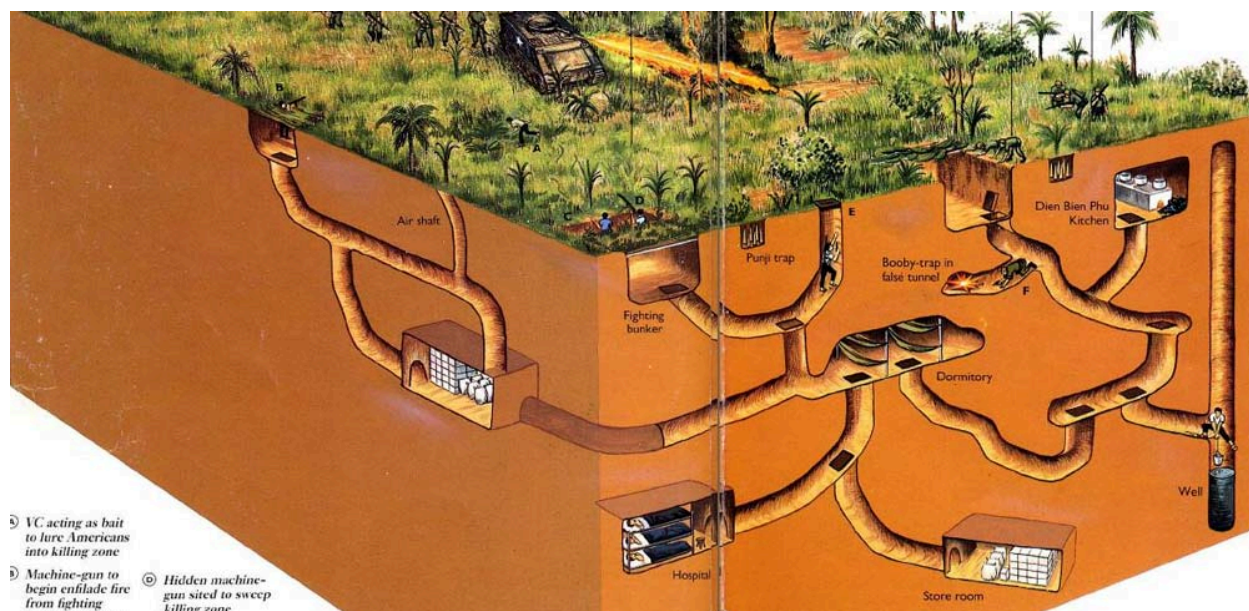
STEP 5 - PHOTO/VIDEO REFERENCE AND RESEARCH

Cedar Forest:





Tunnel System:





Cave:





Primitive Village:





Medieval Village:





STEP 6 - STORY

The Cedar Forest: The Cedar Forest is where the Player first embarks on their adventure is near to a small village on the edge of the territory of Vox. The Forest is inhabited by a wide variety of flora and fauna, but the recent incursion of Goblins has slowly broken the careful balance of the ecosystem. Due to this the Protagonist Party are tasked with investigating this, and get rid of any goblins they find. It is also where they will have their final showdown with the Goblin Leader at the end of the game.

The Goblin Tunnels: The Goblin Tunnels were created by the invasive Goblin Tribe that arrived in the Cedar Forest so that they could ambush travelers and animals alike. They have recently been expanded to lead close to the Human Village, so as to prepare for a full scale attack. The Protagonist Party enter the Tunnels after choosing to follow them and see where they might end up leading, rather than investigate the Goblin Village

The Goblin Village: The Goblin Village is a primitive village of ramshackle buildings put together with logs, and rope

STEP 7 - OBJECTIVES, OBSTACLES AND SET PIECES:

Levels 1-4:

- Objectives: Defeat all enemies

- Obstacles: Height differences, Choke Points, Barriers
- Set Pieces: Foliage, Trees, Barricades, Tree Trunks

Levels 5.1-7.1:

Levels 5.2-7.2:

Level 8:

STEP 8 - FOCAL POINT

Levels 1-4: Cedar Trees and other greenery

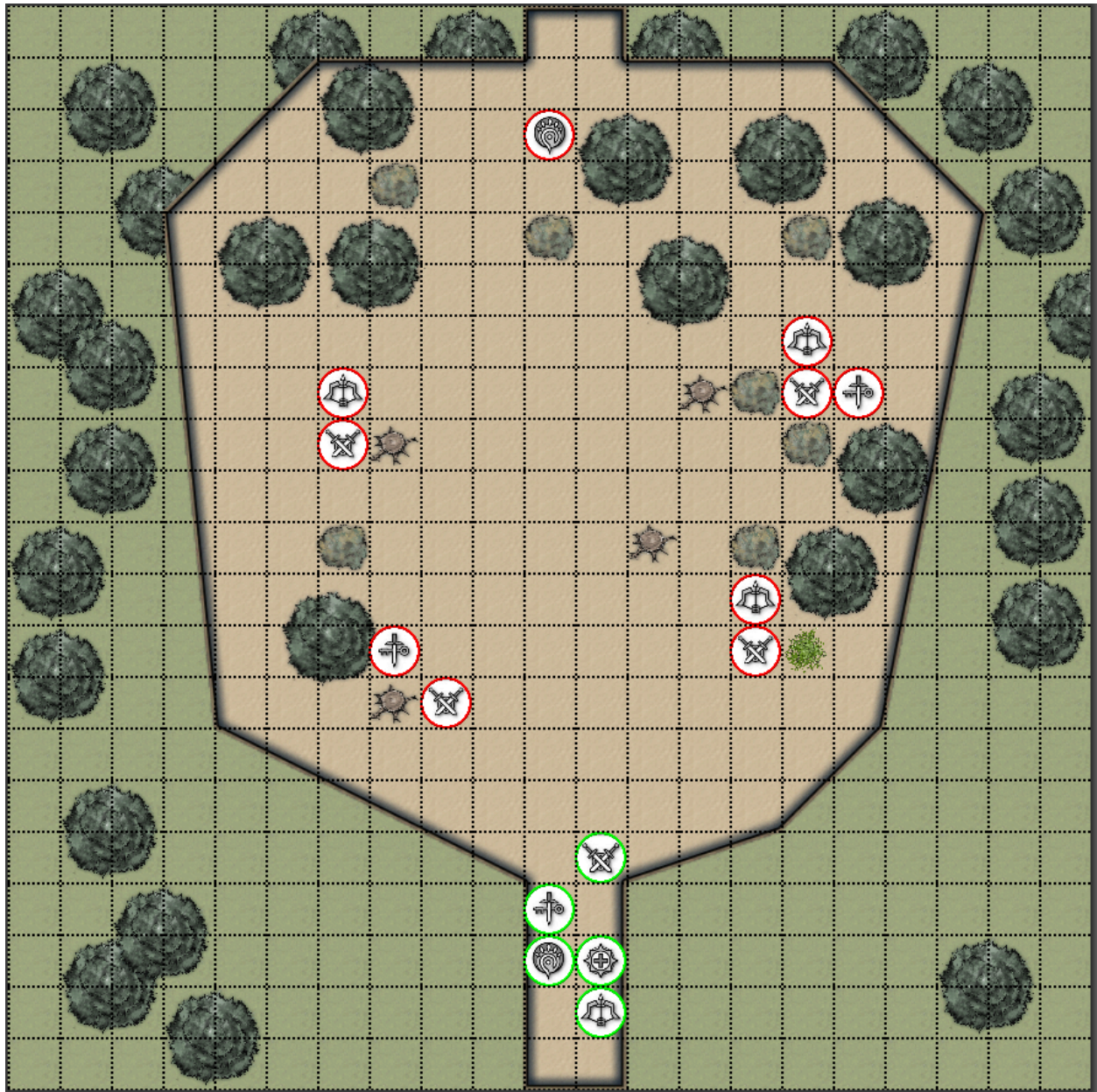
Levels 5.1-7.1:

Levels 5.2-7.2:

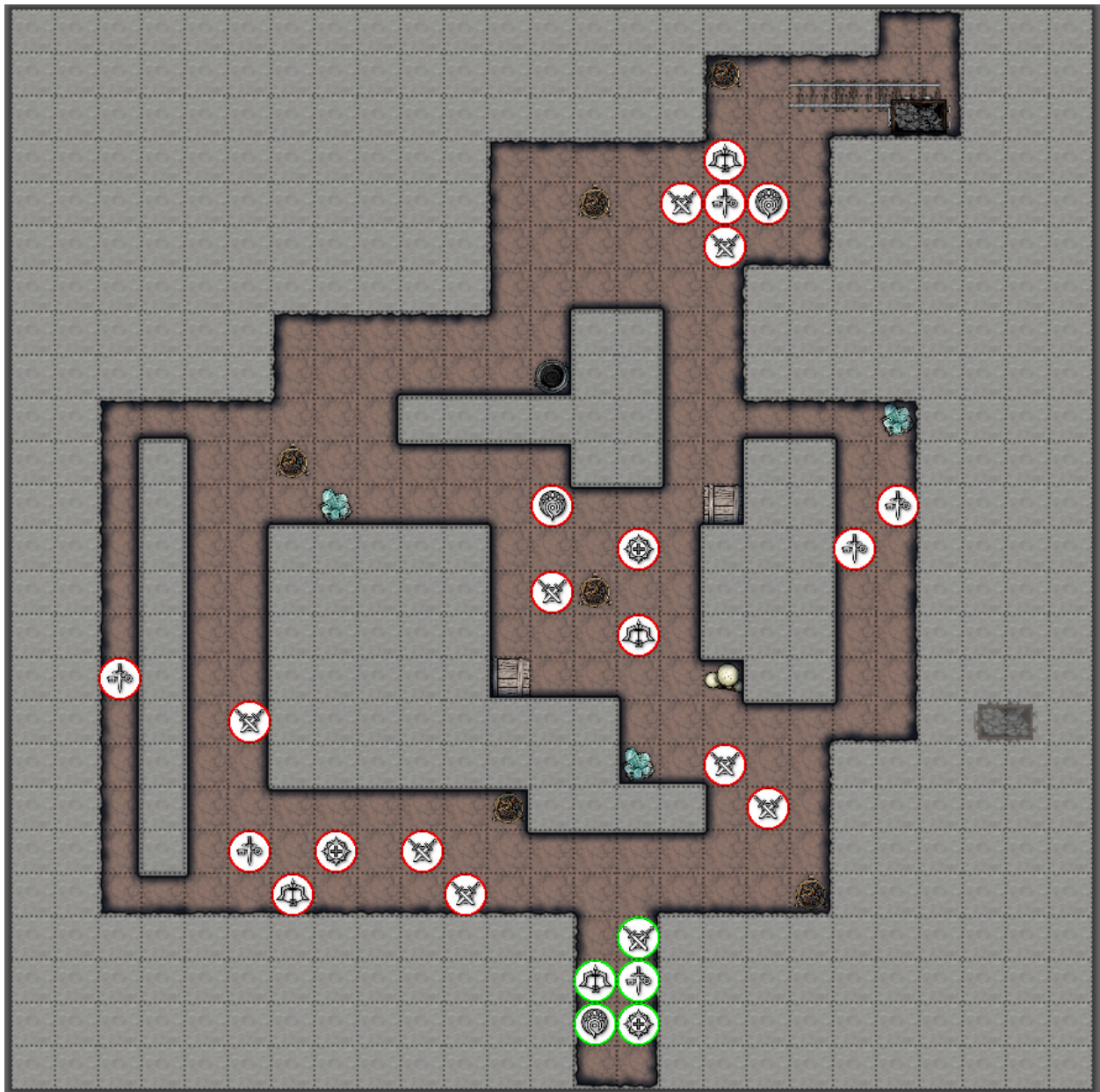
Level 8:

STEP 9 – TOP-DOWN GAMEPLAY

Level 1:



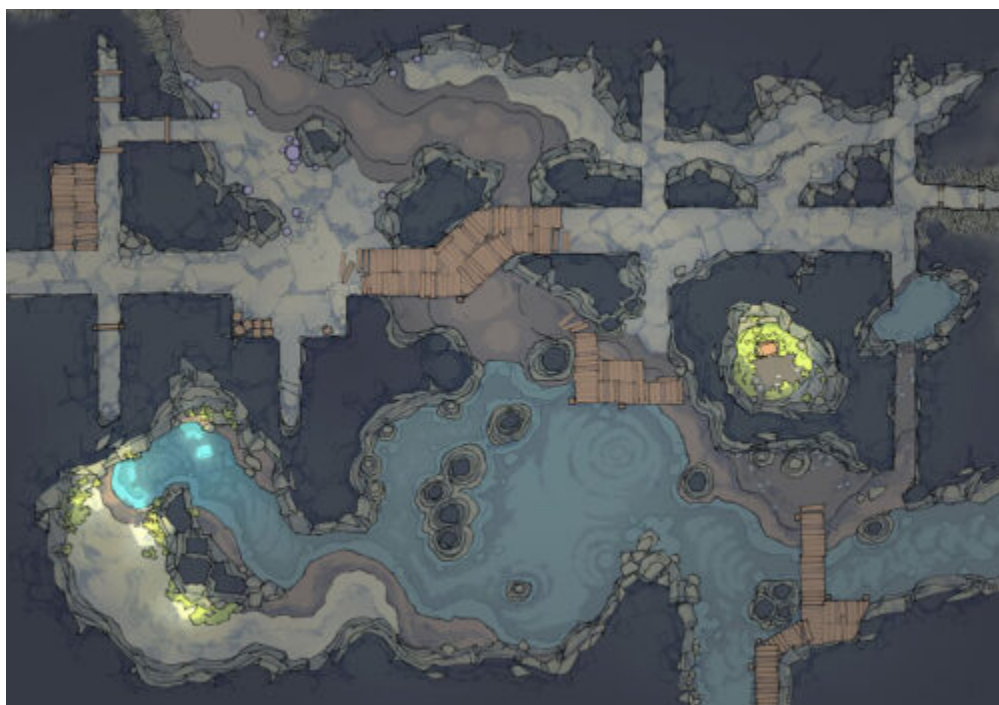
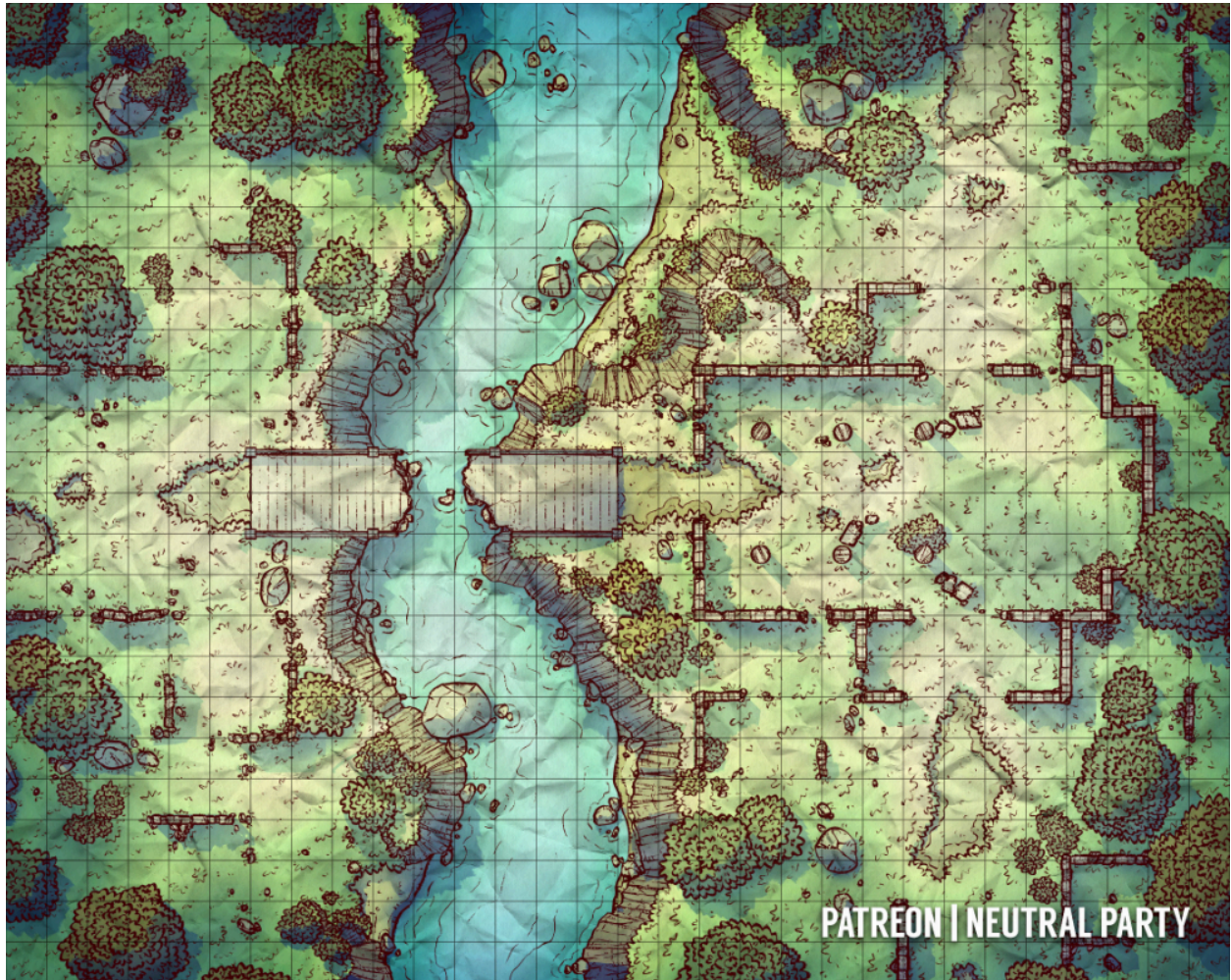
Level 6.2:

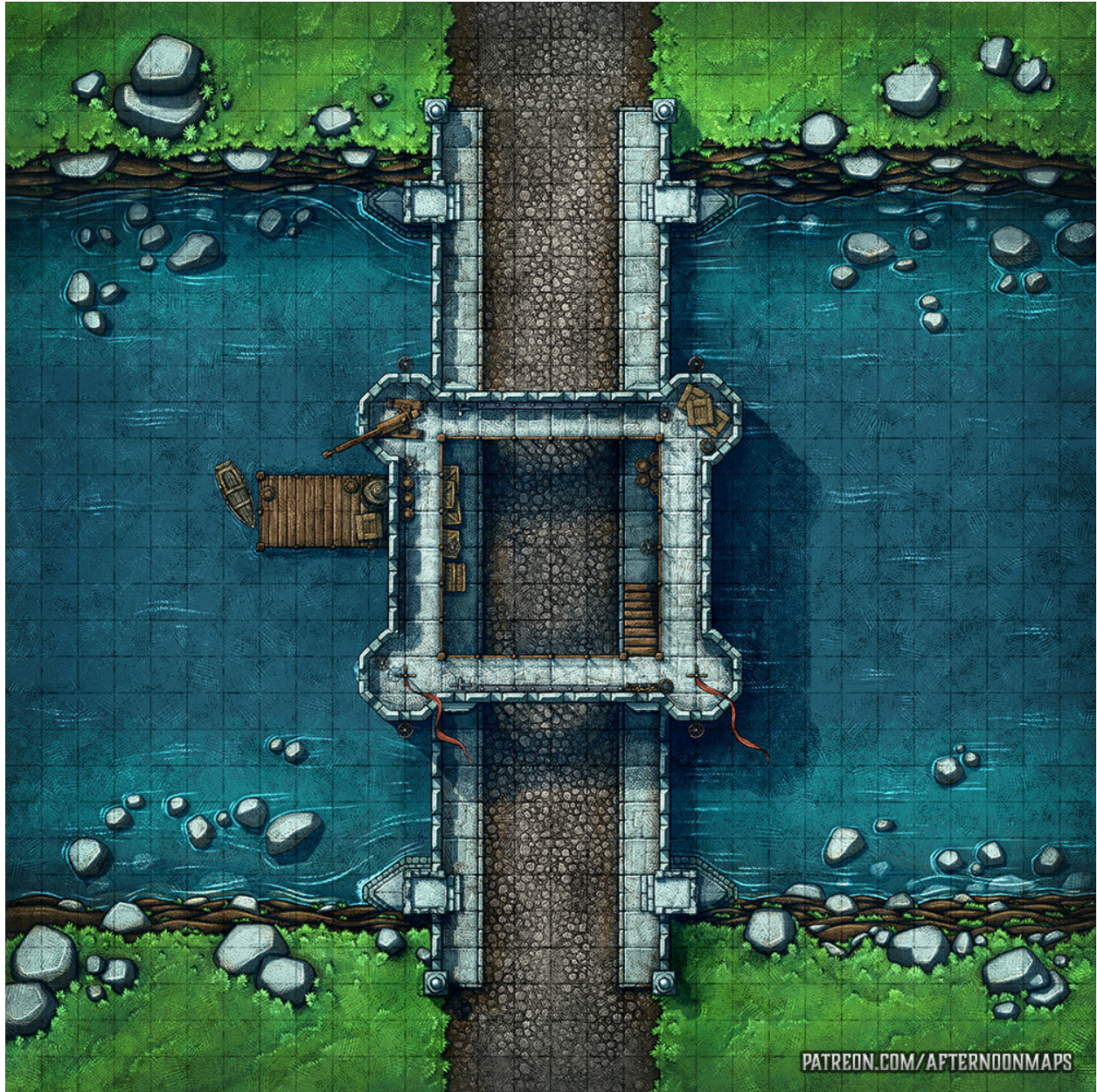


Level 8:



STEP 10 - VISUAL DEVELOPMENT





STEP 11 - MAKING LISTS

Levels 1-4:

Characters:

- All 5 Playable Characters
 - Animations for Attacks
 - Animations for getting hurt
- All Enemy Characters
 - Animations for Attacks
 - Animations for getting hurt

Environment:

- Trees, Foliage, Rocks, Trunks, Grass Tiles
- Wood Barricades
- Walls

Levels 5.1-7.1:

Levels 5.2-7.2:

Level 8: