




LDD – FIRE DUNGEON

VERSION 1.0

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Level Design Document

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1. Overview

1.1 Campaign

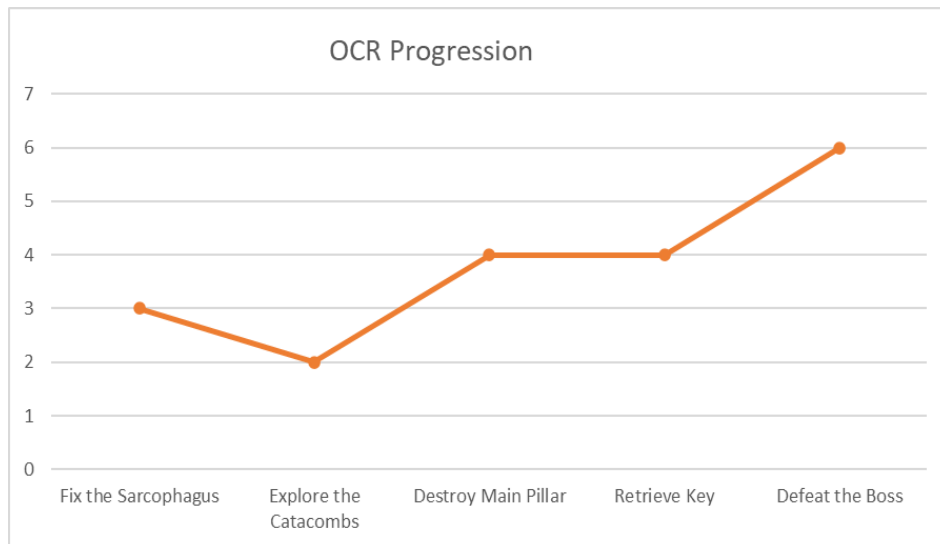
- Fire Dungeon: Corridors, stairs, and many twists. Hot encounters at every corner.
- Single Level

1.2 Mission Location

- Volcano, Dungeon
- Indoors
- Dungeon set in abandoned ruins, lost temple

1.3 Mission Difficulty

OCR	Activity	# Of Used	Total Difficulty
Fix the Sarcophagus	Easy Puzzle	1	1
	Enemy Caster 1	1	2
	Total		3
(Optional) Explore the Catacombs	Enemy Melee 1	1	1
	Enemy Caster 1	1	1
	Total		2
Destroy Main Pillar	Medium Puzzle	1	2
	Enemy Caster 2	1	2
	Total		4
Retrieve Key	Enemy Melee 2	2	4
	Total		4
Defeat the Boss	Enemy Boss	1	5
	Easy Puzzle	1	1
	Total		6



- **General Difficulty:** The mission difficulty slowly progresses from easy to medium as the player traverses through the entire map
- **Fix the Sarcophagus:** This section introduces the player to new mechanics.
- **Explore the Catacombs:** The player must defeat two enemies that are hiding in the Catacombs.
- **Destroy Main Pillar:** The difficulty ramps up as the player is introduced into a new enemy. The player must avoid his attacks to defeat it.
- **Retrieve Key:** The player must find a hidden key in a treasure room, in the process, a new enemy will be introduced.
- **Defeat the boss:** The difficulty reaches its peak. The Player must defeat a new enemy, a boss, which possesses abilities the player doesn't know. This is the End.

1.4 Mission Metrics

OCR	Activity	# Used	Of Time Value	Total Value	Time
Start	Movement	1	2	2	
			Total	2	
Fix the Sarcophagus	Easy Puzzle	1	2	2	
	Enemy Caster 1	1	2	2	
	Special Action	1	2	2	
			Total	6	
Transition	Movement	1	2	2	
			Total	2	
Explore Catacombs	Enemy Melee 1	1	1	1	
	Enemy Caster 1	1	1	1	
	Exploration	1	3	3	
			Total	5	
Transition	Movement	1	2	2	
			Total	2	
Destroy Main Pillar	Medium Puzzle	1	3	3	
	Enemy Caster 2	1	2	2	
			Total	5	
Transition	Movement	1	2	2	
			Total	2	
Retrieve Key	Enemy Melee 2	2	2	4	
			Total	4	
Transition	Movement	1	2	2	
			Total	2	
Defeat the Boss	Enemy Boss	1	3	3	
	Easy Puzzle	1	2	2	
			Total	5	
				Grand Total	35

- Total Playtime for the level is 35min.
- The Dimensions of the Map are 100x75 units. This is the total physical size.
- There are 2 new enemies that the player is introduced to, Melee 2 & Caster 2.

2. Environment

2.1 Level Atmosphere/Mood



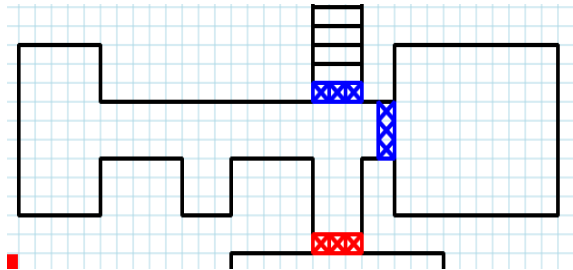
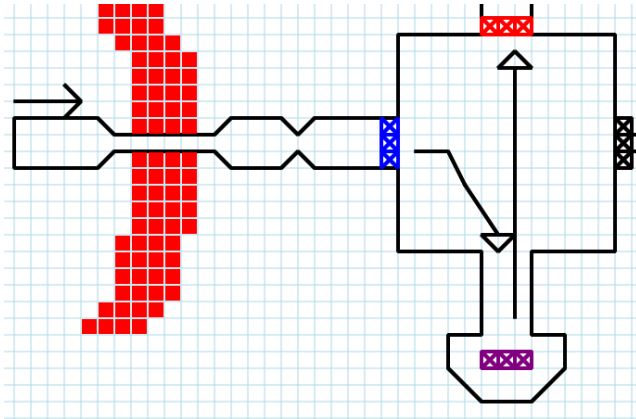
- The Level is dark and mysterious. Fire and Destruction lies ahead of The Player. Abandoned ruins with no life to be seen. The tone foreshadows a rough environment.

2.1.1 Story

- The Player enters the ruin motivated by rumors of great loot inside. Little did he know that inside wasn't a simple ruin, but a Temple from an old civilization. Located on a dead volcano that is now seen as a simple mountain. Exploring the interior, The Player will discover catacombs and sarcophagus, guarded by elementals and skeletons of the dead. This place was used by the old civilization as temple to bury the dead, because they believed the strength and vitality of the volcano would guide the dead on the afterlife. Exploring the ruins, The Player will find the main hall where the volcano was prayed to, and further ahead, there will be the boss room, which was once the king's burial site, who came back as the boss.

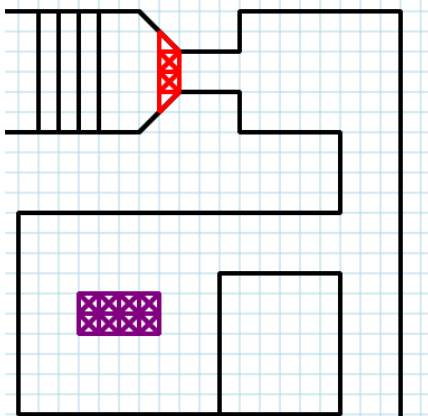
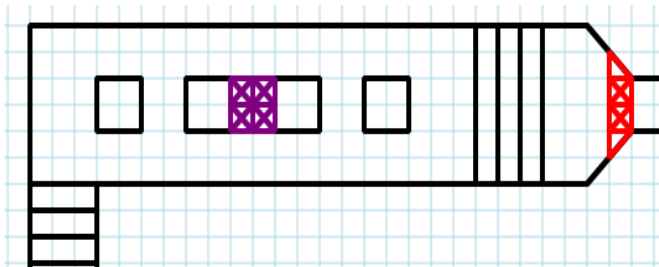
2.1.2 Major Areas/Visual Themes

- Fix the Sarcophagus:** It's the entrance hall of the temple. It's guarded by an Enemy Caster who will be there protecting the first of the catacombs, these are the notable dead people, so they are buried with treasures and gold, which guides the player to what may lie ahead.



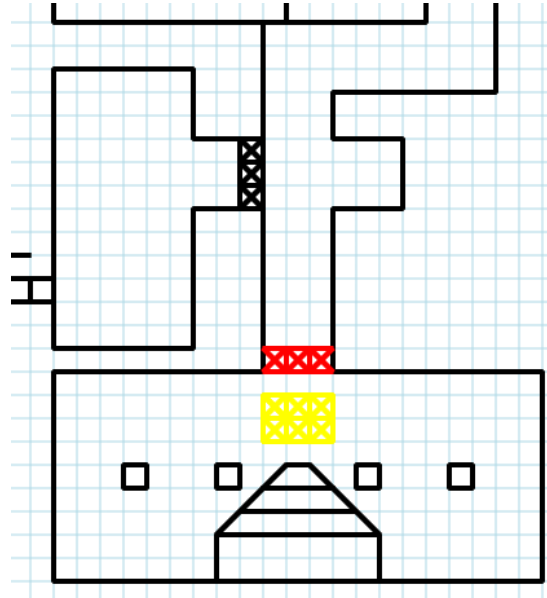
- Explore the Catacombs:** These are the common people Catacombs, so they aren't full of treasures, but they do have undead guards to protect it, a melee enemy and a caster will be there.

- Destroy the Main Pillar:** This is the temple main hall, where the people prayed for the volcano and their dead people. Up the stairs there will be an powerful enemy caster that will make long range combat very difficult.



- Retrieve the Key:** Behind the Stage on the Main Hall, The Player will find the king's treasure room, a place where the old kings would be buried with their treasures. There, the player will find a guard protecting the sarcophagus. Upon defeating it, The Player will solve a puzzle that reveals a key to last king's room.

- **Defeat the Boss:** The Player will find two rooms when going ahead, the first one is a medium sized room that is locked which is the last king's main treasure room, there the player will find a secret passage that leads into the entrance hall. Inside the last door on the hallway, the player will find the Boss which is the last king that was reborn into a fire elemental, which makes close combat very difficult, upon defeating him, the player may explore its catacombs that are packed with the most luxurious armors and weapons and a key to the last king's main treasure room.



2.2 Map Objectives

- The Main Objective is to defeat the boss.
- There are five objectives:
 - **Fix the Sarcophagus:** Putting the Sarcophagus on the correct spots reveals a mechanism that opens the door to the temple.
 - **(Optional)Explore the Catacombs:** Upon exploring the area, The Player will find useful loot for the upcoming battles.
 - **Destroy the main pillar:** Upon destroying the main pillar, the player can use it as a bridge to proceed to the altar.
 - **Retrieve the key:** Finding the main key on the treasure makes the player able to access the last king's burial site.
 - **Defeat the boss:** Upon defeating the boss, The Player will now have dominated the dungeon, being able to access all its loot.

2.3 Challenge Highlights

- The Level will consist of both enemies and puzzles that the player will have to solve and defeat.
- Each OCR will introduce some mix match of these elements as well.

2.4 Actors

2.4.1 Player

- The Player will start with the loot he has previously gathered on his adventure.
- The Player start position is the temple's entrance on a bridge with lava below it.
- The Main Objective for the Player is to loot the dungeon, but it changes to defeating the boss upon discovering it.

2.4.2 Enemy List

2.4.2.1 Enemy Melee 1

- Melee enemy
- **Objective:** Kill the player
- The lowest tier of Melee Enemy
- They are in OCR 2



2.4.2.2 Enemy Melee 2

- Melee enemy
- **Objective:** Kill the player
- The highest tier of Melee Enemy
- They are in OCR 4



2.4.2.3 Enemy Caster 1

- Caster enemy
- **Objective:** Kill the player
- The lowest tier of Caster Enemy
- They are in OCR 1



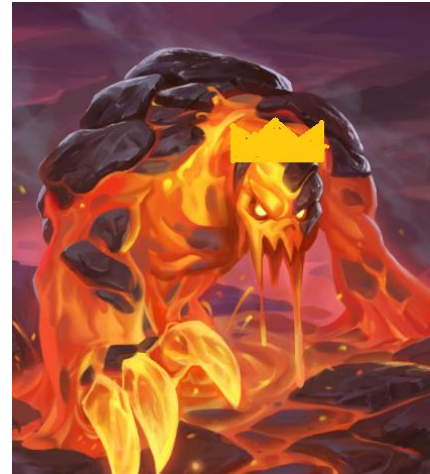
2.4.2.4 Enemy Caster 2

- Caster enemy
- **Objective:** Kill the player
- The highest tier of Caster Enemy
- They are in OCR 3



2.4.2.5 Enemy Boss

- Ranged Elemental enemy
- **Objective:** Kill the player
- The Boss, highest tier enemy
- They are in OCR 5



3. User Interface

- In – Game Information:
 - Objective menu at the beginning of the level
 - OCR list will be shown as they progress
 - Map on the top right corner of the screen
- HUD Elements
 - Health / Armor / Weapons

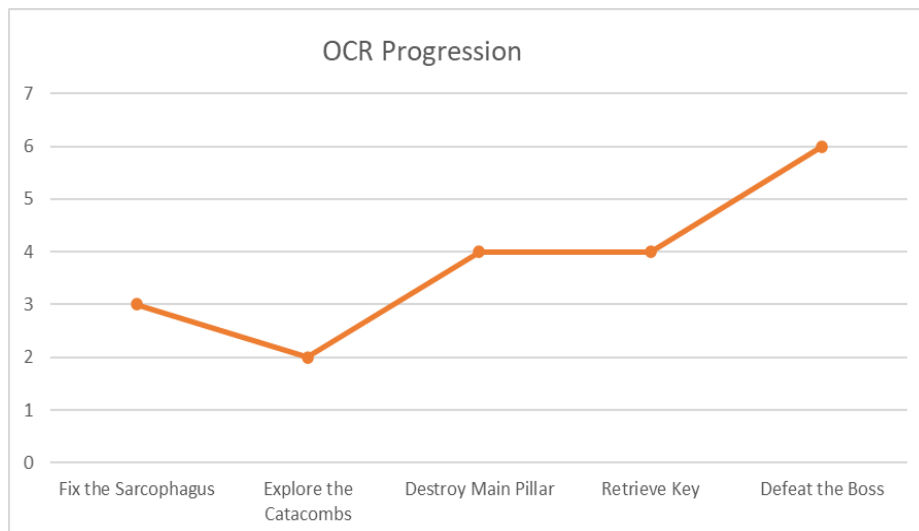
4. Gameplay

4.1 Gameplay Mechanics

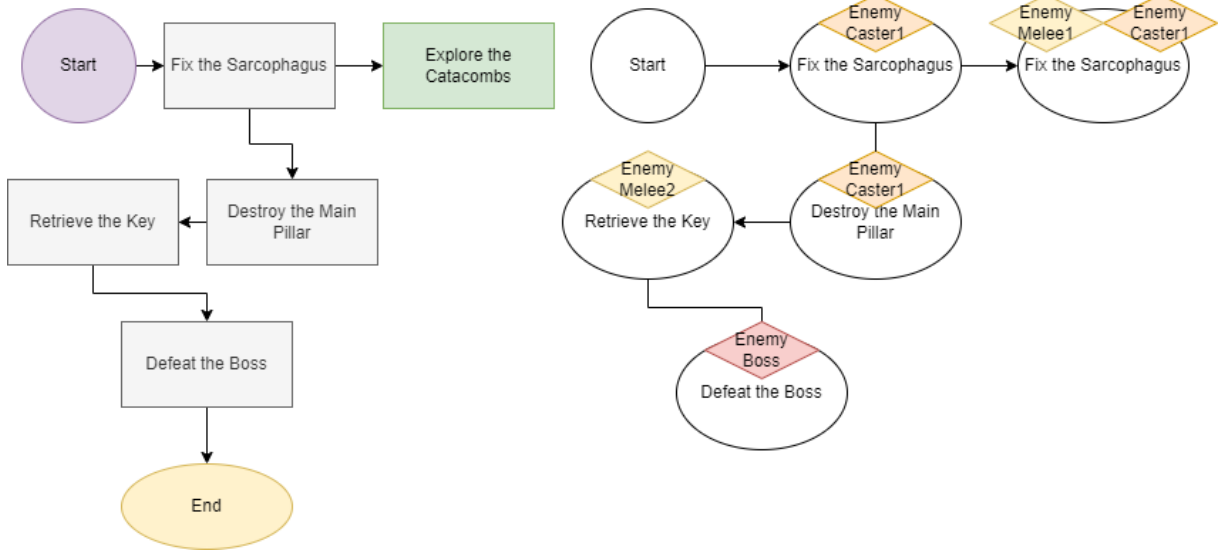
- Main Mechanics:
 - Fighting
 - Solving Puzzles
- Fighting:
 - The player will encounter two types of NME
 - Caster
 - Caster NME is a long-range NME that can hit the player from over twenty meters away.
 - Their abilities vary from:
 - Fire Balls
 - Fel damage over time
 - Frost slow
 - Melee
 - Melee NME can only attack when the target is within 3 meters
 - Their abilities vary from:
 - Basic attack
 - Bleed
 - Slow

4.2 Level Progression Chart

- The Following is the Level Progression chart for the map. It showcases the different encounters the player will see:

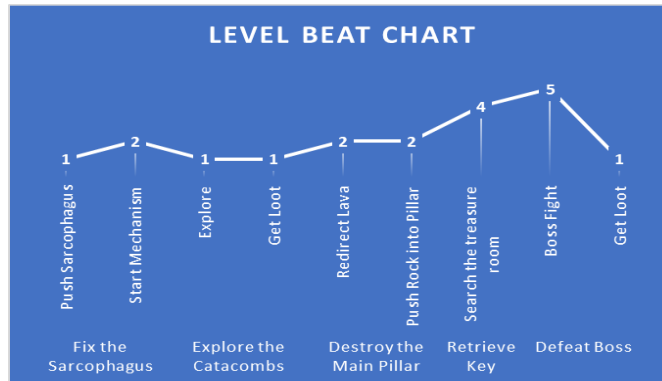


4.3 Level Flow Chart



4.4 Level Beat Chart

- The Following is the Level Beat chart for the map
- Each section is valued at the corresponding difficulty the OCR has:



- The following is the list for all the Activities and their respective difficulty values:

Activity	Discription	Difficulty
Easy Puzzle	Takes less than 2min	1
Medium Puzzle	Takes less than 3min	2
Enemy Caster 1	Takes less than 30sec to Defeat	1
Enemy Caster 2	Takes less than 2min to Defeat	2
Enemy Melee 1	Takes less than 30sec to Defeat	1
Enemy Melee 2	Takes less than 2min to Defeat	2
Enemy Boss	Takes less than 3min to Defeat	5

4.5 Level Layout

