

Summer

Level Design Document

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1. Overview

1.1. Campaign

- Game begin
- Alone in the forest
- Game end

1.2. Locations

- Forest with river
- Maze
- Old house

2. Mission: Alone in a forest

2.1. Environment

2.1.1. Story

During the day kids meet in front of an entrance to the forest. After discussion they follow the path. When kids go through the forest they are attacked by a boar. The player is running from it and falls from a slope. Other kids run away and the player is alone.

The mission ends after founding an old house and leaving through a wall.

2.1.2. Atmosphere and mood

The weather is shiny without clouds. The player is hurt and confused. It is impossible to climb back and they have to walk through the forest. The first part of the forest is nice. Later, the player arrives at the river and follows it. Some parts are much more claustrophobic that gives a different feeling, especially the last part before arriving at the field and near the old house. Mood should bring a positive feeling, but scares the player at some places and makes the player tired after the walk.

2.1.3. Major areas

Forest

The player walks through forest most of the time before arriving at the field with the old house.

Waterfall

At one point the player arrives at a place with a waterfall and they can take a rest.

River

The river usually leads to civilization. The villages and mills are built nearby rivers.

Maze

Maze is an objective from the course. It is a small forest with planted trees.

Field with old house

When the player gets out of the forest, they arrive on a field with walls and an old house. After exploration and going through the old house they will get to the front yard and leave the area. This place is a good spot for a kids shelter and base.

2.1.4. Objectives

- Get out of the forest
- Follow the river
- Get through a maze
- Explore the house
- Leave through hidden entrance

2.1.5. Highlights

Players can see some of the areas in advance.

2.2. Requirements

- Cinematic at the beginning
- Placing a flag at base area
- HUD elements

2.3. Gameplay

2.3.1. Gameplay mechanics

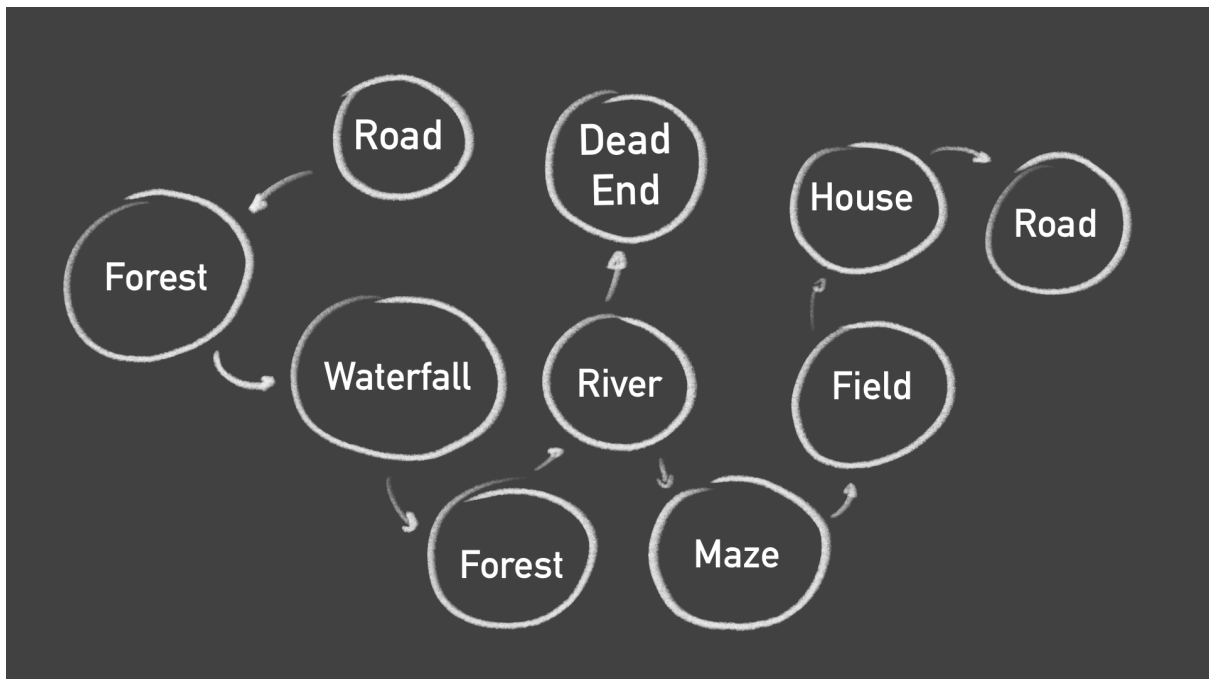
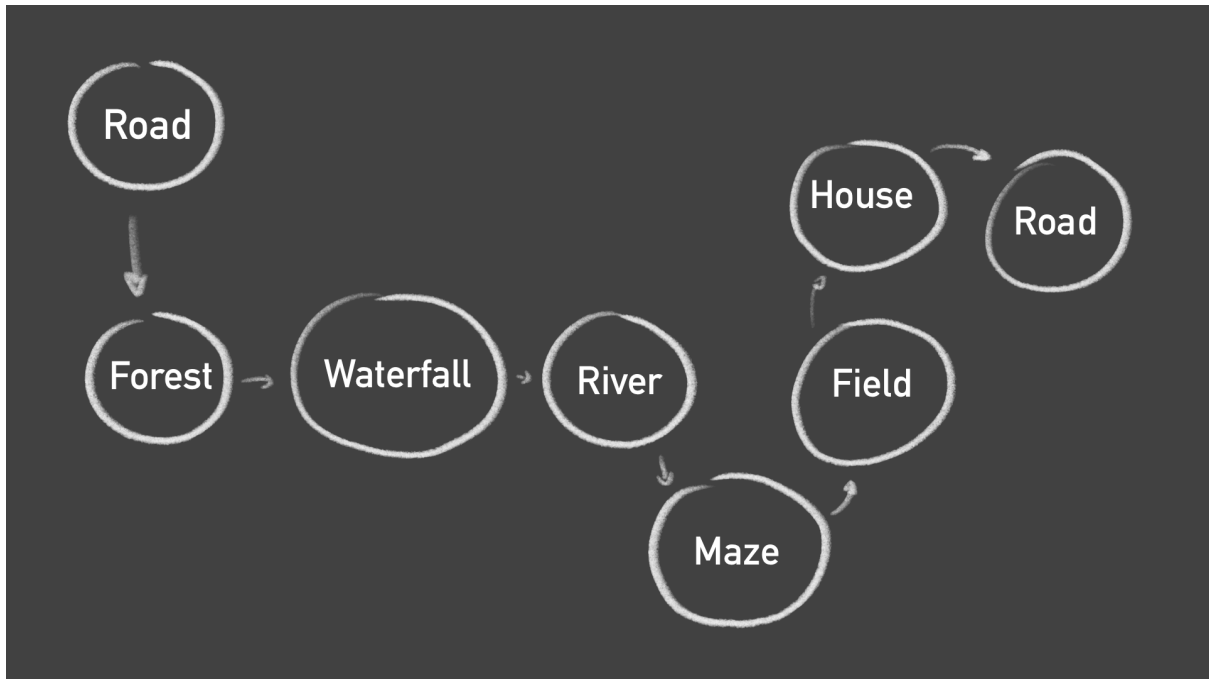
- Maze
- Setting up a base

2.3.2. Level progression chart

There are no enemies or puzzles.

2.3.3. Level flow chart

Forest - Waterfall - River - Side road - River - Maze - Road - Field - Old house - Frontyard - Road



2.3.4. Level beat chart

The level is just walking and the final flow will be done by testing.

2.3.5. Level layout

Final layout of the level.

