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**ASSESSMENT 3 - LORE AND LEVEL**  
FM2615 - SETTING AND WORLD DESIGN

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## Lore and Level Design: Part 1

### Level Idea/Overview

**Level Name:** Act 6: Part 1 - *Unfamiliar Face*

**Overview:** The party defeat hordes of city guards and reach the Kolosseum. They find that Sterkk has been competing there.

**Style:** Challenging and Shocking

**What Happens:** The area surrounding Helder Myne was permeated by city guards, still searching for Licht and his party. The party passed a number of villagers who had been attacked and search by the guards in the hopes of finding information regarding the party. Some villagers had been killed. The party engaged and dispatched a number of guards on their way to Helder Myne, with Licht killing a few though Brand and Mina attempted to restrain him. The party would need to break down three external pillars to create an opening in the wall, while also fending off attacking city guards. Once the pillars were broken, the party could enter through the destroyed wall section. Groups of guards continued to attack the party along the way. The party advanced directly towards the Kolosseum in the hopes of freeing the Mensa who were captive there. When the party arrived at the Kolosseum, they found that all the Mensa had been killed. Killed by one of the Kolosseum's strongest fighters, Sterkk, the leader of the Vaan.

**Key Points & Moments:** The party is able to breach the seemingly impenetrable wall and overcome the city guards. Sterkk is revealed as taking part in the Kolosseum and killing innocent Mensa.

**Player Journey:** The player should feel an internal conflict here as they meet what they believed to be a 'good' character that turns out to be acting against Licht by killing Mensa for his own gain. The player should be surprised at the turn of events here. A growing sense of anger should also be created within the player as they are placed closer to the malicious actions of the Bou.

**Time:** 1hr 30mins

### Settings, Location and Theme

#### **Environment Setting:**

The world of Vereldvieg is high-fantasy setting, comprised of extremely diverse biomes, including large, open mountain ranges and grasslands, coastlines, dense forests, and the more arid biome surrounding Helder Myne, the land of the Bou.

#### **Key Location/s:**

Helder Myne is a large, prosperous city area that has is home to the Bou tribe. The city and its people have taken advantage of massive technological advances, with technology being the pinnacle of their focus and desire. These technological advancements have however come at a cost to the life surrounding them. While the city itself has been allowed to prosper, the fuel used to power their machines and homes is provided by the energy force taken from living things. This has caused the Bou to use up all naturally living things such as plants, trees, and even some animals within the area. Leaving the area surrounding Helder Myne baron. However, the Bou have recently discovered that the energy found within Draak crystals (mined by the Vaan) can also be used to power their machines, providing an almost limitless power source, and ushering a new age for the Bou. Within the walls of the city, plant life has even begun to return.

The city itself is surrounded by a large, imposing wall used to limit the access to the city by outsiders. Within the walls, Helder Myne is heavily populated with members of the Bou, Vaan, and Mensa. The trading of Draak crystals has established a strong relationship between the Bou and the Vaan, allowing the Bou to maintain a steady supply of power as well as giving the Vaan the opportunity to generate wealth and provide for their nomadic groups. The Mensa, however, have been far less fortunate here in Helder Myne and are largely treated as inferior. This provides the Bou with a means of cheap labour.

At the far end of Helder Myne lies a large arena known as the Kolosseum. Here, endorsed by the city's wealthiest, members from the Vaan and Mensa tribe compete in deadly combat for the sake of entertainment. While the Vaan more often than not, chose to compete as a display of strength, the Mensa are mostly coerced into competing, and often do not make it out alive.

### **Theme:**

Overall, the Bou and the city of Helder Myne are self-serving, regardless of the cost it may carry for others. While the Bou may appear to be a peaceful tribe, conflict is key to their way of life. Conflict with the environment and natural laws, conflict within a hierarchical society, and conflict for the sake of entertainment.

## **Features**

### **Unique Features:**

This environment aims to create a contrast against the surrounding environments with its more advanced architecture and layout. This reinforces the idea of the modernisation of the Bou tribe as well as the buildings themselves reflecting the more frigid and self-orientated nature of the Bou with their use of fantasy-brutalist architecture and use of refined metals.

This setting has been selected as the city of Helder Myne incorporates many elements from the Bou, Mensa, and Vaan tribes. The structure of Helder Myne is largely comprised of stone with elements of technological advancements incorporated into it creating a fantasy/sci-fi setting that would be unique to this world. Additionally, the civil unrest due to tension between the Mensa and the Bou regarding the way they are treated within the city is approaching a tipping point. This is reflected by the Mensa as they are anti-augmentations, which are primarily used by the Vaan to help them fight in the Kolosseum, where a number of Mensa are often killed.

Due to the Bou's abuse of life energy, the land surrounding Helder Myne has become arid and a permanent, soft haze has fallen over the city. Now, instead of life energy, the Bou have adopted the use of draak crystals to power their city. These crystals are used throughout the level as a means of lighting as they emit a warm glow.

As the game is set within an adventure, fantasy setting, and Licht plays the role of the adventure hero, he faces challenges head on and without hesitation. However, over the course of this environment, Licht's hatred towards the Bou increases and his actions become more brutal and less characteristic of the adventure hero.

### Feature Highlight List:

1. The large imposing walls that surround Helder Myne are accented with carvings that course with energy. These carvings are unique to the Bou.
2. The structures within the city are practical and well organised, with elements of technological advancements incorporated as features within the base stone used to construct them.
3. The civil unrest between the Bou and the Mensa who reside within Helder Myne. This is reflected in some of the props used around the city such as graffiti and vandalised posters.
4. The Kolosseum is similar to that used in ancient Rome, however, is larger and has a large draak crystal floating at its centre.

## Photo/Video Reference and Research

### Architecture Reference

The setting takes place in an arid environment, with structures primarily constructed of stone, with some elements of advanced technology. The architecture makes use of concise, geometric shapes and hard edges

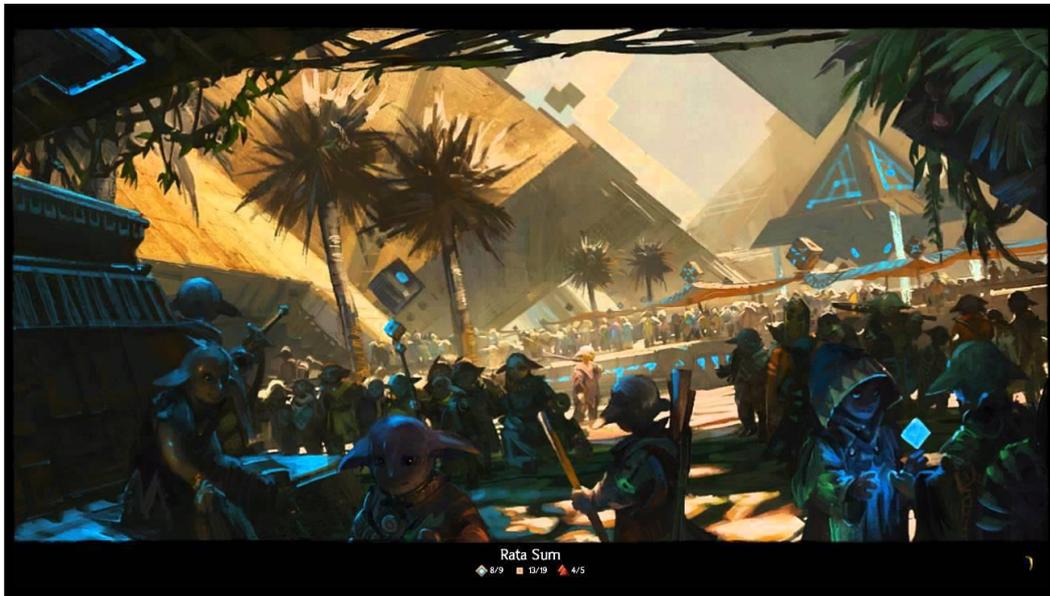


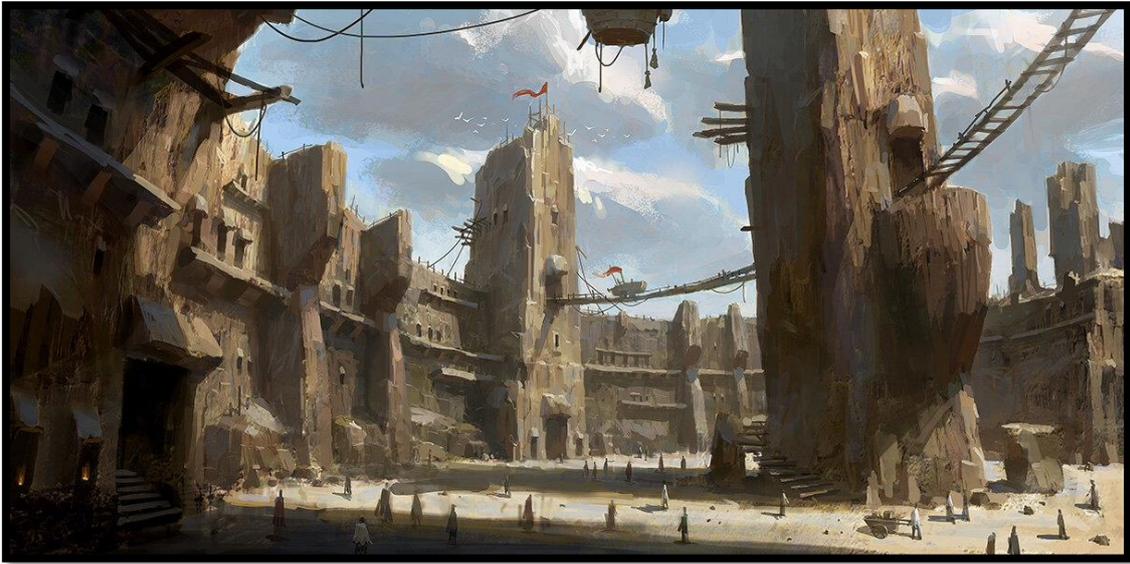
Figure 2: ArenaNet, (2012), "Rata Sum"



Figure 1: Cormann, S, (2015), "Desert City"

## Environment Reference

The scale of the environment is large, with most structures towering over the player character.



*Figure 4: Username: "hoon", (2014), "Untilted"*



*Figure 3: Zhang. R, (2016), "Ancient Cities in the Desert"*

### Light Reference

Due to the Bou's abuse of 'life energy' as a power source, a bi product of this has taken the form as a soft haze that covers the city.



*Figure 6: Blade Runner 2049, (2017)*



*Figure 5: Blade Runner 2049, (2017)*

## Prop Reference

The city contains a number of unique items that are specific to this area within the world. The following relate to some propaganda posters that litter the city talking about the wonders of augmentations. The crystals represent the draak crystals used as a power source and source of light.

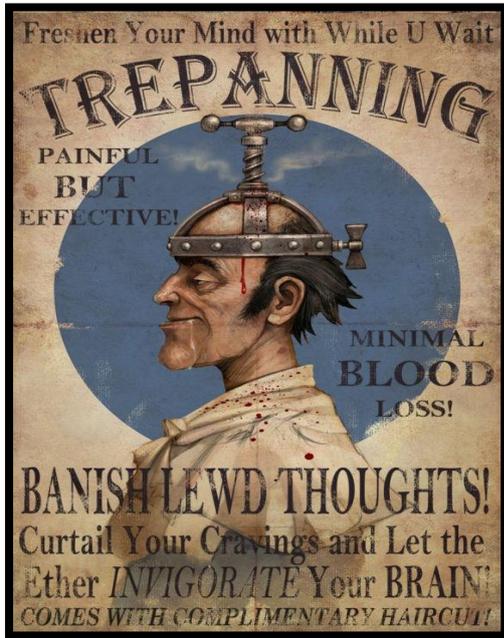


Figure 7: Fable 3, (2010), "Propaganda"

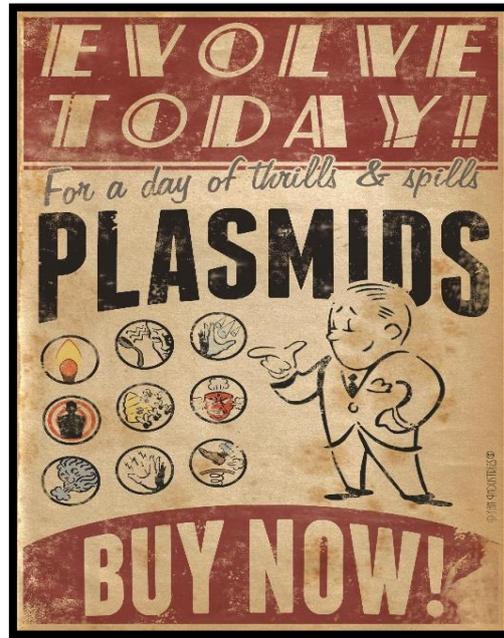


Figure 7: BioShock, (2007), "Plasmids"



Figure 10: Kumar. A, (Unknown year), "Fantasy Crystal"



Figure 9: Kumar. A, (Unknown year), "Fantasy Crystal" (Recoloured)

## Inspiration/Style Reference

The art style envisioned for this game and level would use two-dimensional backgrounds and textures, along with three-dimensional character models.

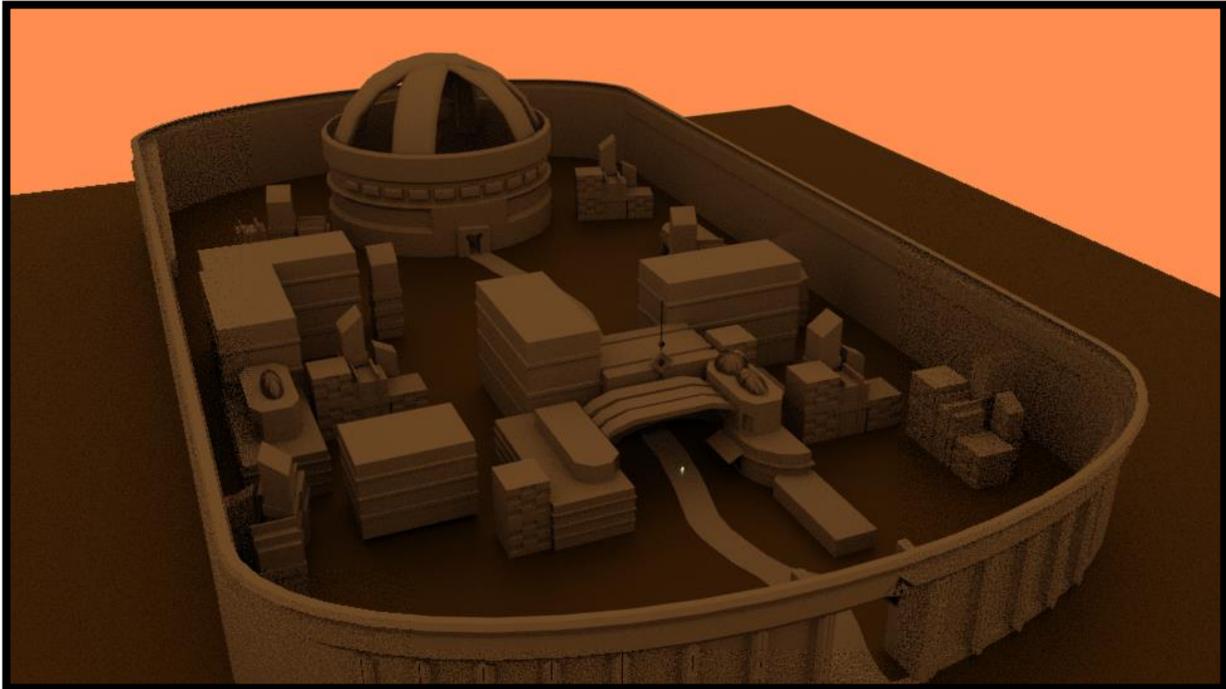


*Figure 11: Arcane [Series], (2021)*



*Figure 12: Arcane [Series], (2021)*

## Concept Renders for Level



*Figure 17: Overview of Helder Myne, created in Maya, rendered using Arnold Renderer. Used for scale, not layout.*



*Figure 18: Wall of Helder Myne, created in Maya, rendered using Arnold Renderer. Used for scale, not layout.*

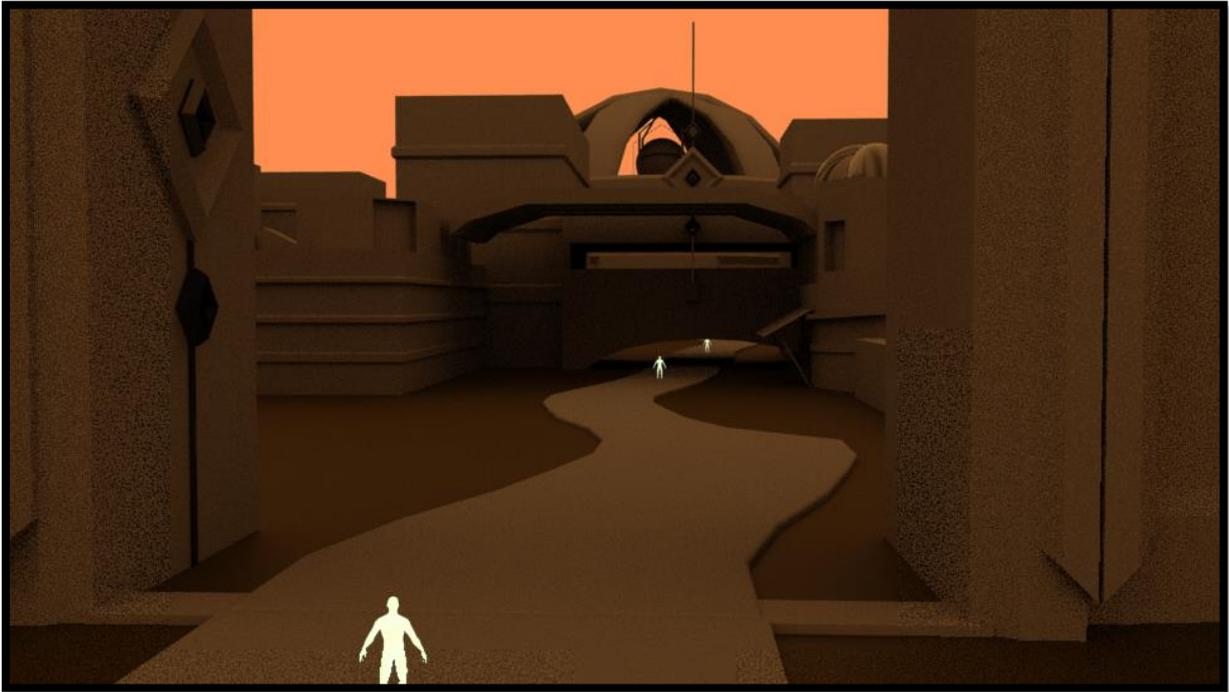


Figure 19: Entering Helder Myne, created in Maya, rendered using Arnold Renderer. Used architecture reference, not layout.

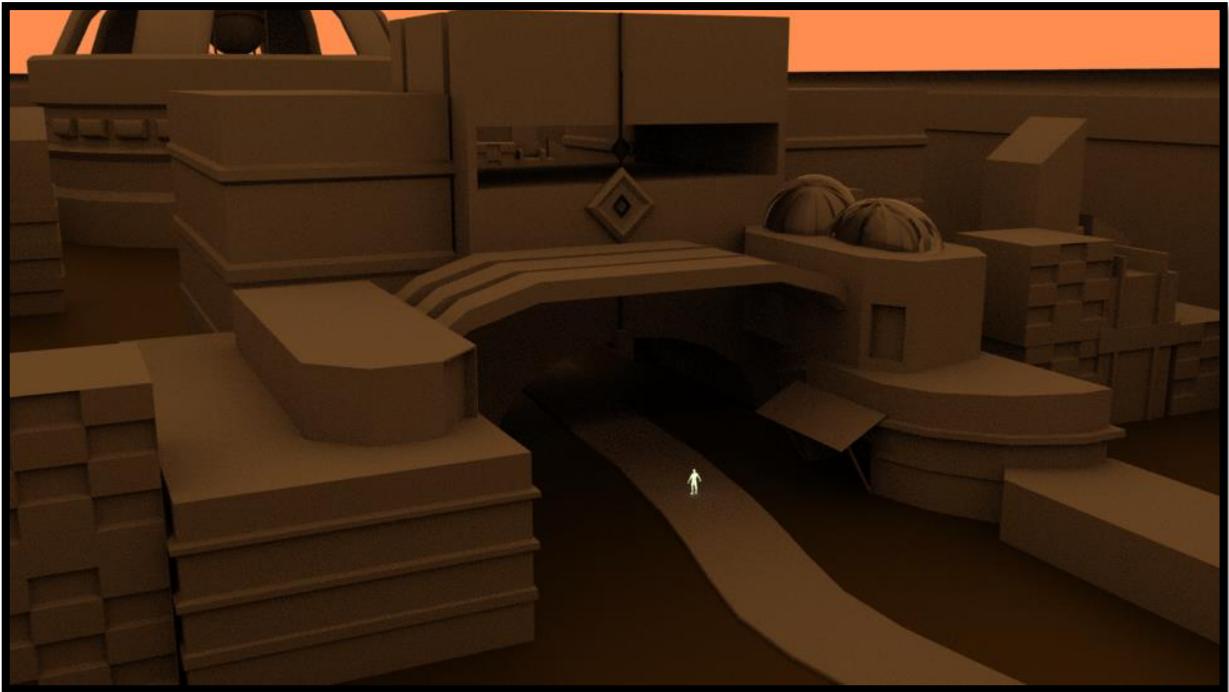


Figure 20: Streets of Helder Myne, created in Maya, rendered using Arnold Renderer. Used architecture reference, not layout.



*Figure 21: The Kolosseum of Helder Myne, created in Maya, rendered using Arnold Renderer. Used architecture reference and scale, not layout.*

## Story

The following are notes found within the journal of Dr. Iets, discovered in his underground workshop. The player is able to find this when exploring the city.

### **Year 12 N.G.**

#### Day 16 of the Second Season

*I have lived all my life in Helder Myne, within the stones walls that contain the ever-increasing desire for progression. This desire has become a way of life for all Bou, as they seek perfection in everything they do regardless of the cost. Our pragmatic nature captured in the cold, calculated stylings of our city where not an inch of space or resource is used unnecessarily. I devoted my life to this city, working tirelessly towards its progression. And for what? After having been forced out from the council, by those idiots who thought my advancements posed 'too high a risk', my work continues in this hellhole underground, surrounded by the desperate and the barbarous. These people come from the Kolosseum, either to augment their bodies and become stronger, or to be pieced back together with whatever is left of them.*

*This work is not glamorous by any means, but the coin isn't bad, and it allows me to continue my research and hone the abilities required in creating these augments. By performing my work on these people, I rarely worry about repercussions if they were to fail as nobody ever comes looking for the bodies. Also, those who do survive the procedures are able to field test my augmentations in the Kolosseum, where I can gather valuable data.*

#### Day 25 of the Second Season

*The council still has no idea where to find me, and attempts to outlaw augmentations have failed several times, which is no surprise considering the rise in entertainment value they bring to the Kolosseum. However, this same rise comes at a cost to the Mensa who are forced to compete and very rarely win, or even survive. These are the people I piece back together when I can, though they never have any coin to spare. Most of the Mensa living in this city are penurious, the Council likes it this way as it makes them easier to coerce. Practically forcing the Mensa to either work in the mines or fight in the Kolosseum.*

#### Day 5 of the Third Season

*I saw a curious trio travel through the city the other day. An odd-looking bunch from the Vaan and Fos, and lead by a young man from the Mensa. The young man seemed lost in the city and even shocked when he saw the state of the other Mensa. I followed them for a while out of curiosity, until they reached the edge of the city, where to my surprise, they appeared to jump off the cliff into the Swallow. Nobody survives the Swallow. What an odd way to kill themselves.*

#### Day 12 of the Final Season

*My surgery today was disturbed by a loud commotion within the city. Apparently, a small group had attacked the city walls and brought a section of it down, which hadn't happened in my seventy-two cycles living within this city. To my surprise, this same group showed up in my surgery, requesting I help them. As if I would ever help those savages. I sent them down the secret passageway used for my surgery. I plan on reaching the Kolosseum ahead of them and alerting the guards. Perhaps capturing them will bring my favour with the council once again...*

### Motivation for Level Design and Player Direction

The party arrives at the gates of Helder Myne following their encounter with the Fos at the Blight Ruins. The party have travelled here on foot, following Licht's guidance as they seek to free the Mensa and end the cruelty taking place in the Kolosseum.

The party are now highly wanted within the surrounding areas of Helder Myne as the council seek the power of the relics in the party's possession. This desire from the council has caused them to frantically the city over in search of any information regarding the party. There is also a level of unrest between the Mensa and Bou as the Mensa continue to live in poverty by the hands of the Bou.

The player will be revisiting this location so some contrast will be drawn between their previous encounter with this location and their current one. Specifically, this was a very welcoming place before that the player was able to freely explore and interact with NPCs, however, now the city is largely deserted as citizens hide from the city guard and the commotion caused by the party's arrival. The area itself is also less accessible as routes have been obstructed by barriers/guards. Additionally, the party will encounter numerous enemies within the city.

### Story Delivered through the Level

After having visited the Blight Ruins and obtaining the relic of the gods known as the Cowl of Pestilence, the party encountered a group of Fos that were looking to stop the party from completing their journey and surrender the relics they had in their possession. The members from the Fos tribe were relentless, forcing Licht to believe that killing them would be the party's only option. Licht despatches the Fos with the aid of his companion, but he is the only one delivering the killing blows. Following this the party begins to feel unsteady, but Licht demands that they return to Helder Myne in order to save the Mensa there from the coercion of the Bou and bring down the Kolosseum.

The party journey Southeast from the Blight Ruins, towards Helder Myne on foot where they find the area surrounding Helder Myne to be permeated by city guards, still searching for Licht and his party. These guards had been sent by the council of the Bou who were aware that Licht had several relics of the gods in their possession, and wanting the power for themselves, deemed the party as enemies of the Bou and ordered the city guards to kill the party and return the relics to the council. Due to this the party passed a number of villagers who had been attacked and search by the guards in the hopes of finding information regarding the party. Mina commented on the number of villagers had been killed and felt accountable for their lives. Licht noticed that amongst the bodies was the little girl that had spoken to him after they had initially escaped from Helder Myne and found sanctuary in this small village. The weight of these deaths hung heavy on the party, but before they had time to contemplate over it or even bury the bodies, they were descended upon by city guards. The party engaged the guards and dispatched them along with a number of additional guards on their way to Helder Myne, with Licht killing a few though Brand and Mina attempted to restrain him.

As the party approaches the imposing walls of the city, they are confronted by more guards. In order to get into the city, they would need to break down a section of the wall. Brand points out that if they destroy three of the pillars, a section of the wall should fall with it, allowing them to enter the city. The party is able to break down the pillars using Licht and Mina's magic in combination with Brands explosive powder. Once the wall section falls, the party enters the city.

Once they arrive in the city, they can see the Kolosseum in the distance, covered by the haze that blanketed the whole city. This was the destination for Licht to exact his revenge on the city and free the Mensa from the Bou. The city had changed since they were there last. The streets largely seemed deserted, most likely due to increased guard patrols, looking for the relics or any information regarding the party. The once inviting streets now also seemed more akin to maze as the party attempted to navigate it while guards continued to search and engage the party. Some secluded spots could still be found where the party may rest, however. The direct road to the Kolosseum was barricaded and crawling with city guards, forcing the party to look for another route. During their search, they heard a horrific scream coming from beneath a building. As they investigated, they find a secret stairway leading beneath the building. The stairway leads to what looks like a surgery, where they find an old man sitting next to a table with a bloodied corpse lying on it. The party interrogate the man, who turned out to be Dr. Lets, and the body was a member of the Mensa who had been tortured by the city guards in order to gain information regarding the party's whereabouts and had been brought to the doctor for help. The party recognised the body as a young man that had helped them escape Helder Myne the last time they were there, and felt yet more weight added to their consciences. Dr. Lets was aloof as he answered the party's questions. He positioned himself as a friend to the Mensa, and an enemy of the council. Licht then told the doctor that they were there to free the Mensa and put an end to the Kolosseum, as Licht finished explaining, the doctor became physically shocked. He mentioned how most of the fighters in the Kolosseum are there by choice and that they possess incredible and powerful augmentations. Brand added that he knows of a number of Vaan who chose to travel to Helder Myne in order to gain more power and become better fighters. Brand also mentioned that these Vaan were outcasts of the tribe as the power they seek is unnatural. As the group were talking, Mina noticed a piece of paper that had fallen off the doctor's desk, which he glanced over and placed in Licht's back pocket. This turned out to be a section from the doctor's journal between second and final seasons. The doctor offered to help the party by giving them access to the secret passageways that he used to traverse the city undetected. The party thank the doctor for his help and continued along the passageway using the directions the doctor gave them.

The passageway was like a labyrinth, comprised of mostly cold metal, and dimly lit by draak crystals dotted along the passageway walls. The party found themselves travelling down a number of dead ends before eventually surfacing on the other side of the barrier. As they continued out of the passageway exit, they could hear an old woman sobbing. The group approached the call cautiously, and when it appeared that the old lady was alone, they enquired as to why she was calling out so desperately. The old lady explained that she was looking for her son, who had been taken away by the city guards, and enquired the party if they had seen him. At first the party says they are unable to help, but the old lady desperately holds out a photo of her son, at which point the party realises. The body they had just seen in the doctor's surgery was in fact her son. Licht tells the old lady that the doctor did not save her son and he was in fact dead. The old lady collapses to the floor and howls at the party, telling them to leave. The party is now in reach of the Kolosseum, and Licht's empathy for the women is quickly replaced by the rage he has for the Bou.

The party continue towards the Kolosseum in an attempt to save the Mensa there and put an end to the barbarous entertainment. Somehow the structure was even larger now than it was before. The building was almost entirely made out of stone and contrasted slightly against the city as very little of it appeared to be modern. When the party arrived at the Kolosseum, they found that all the Mensa had been killed. Killed by one of the Kolosseum's strongest fighters, Sterkk, the leader of the Vaan.

Sterkk is visibly surprised to see the party again, and comments about how strong Licht and Brand had become. Sterkk continues to explain how the Kolosseum was the perfect place for the Vaan to show the other races just how strong they are. Licht was stunned, his body began to shake with rage, and he charged towards Sterkk. - At the same time, a large group of guards had surrounded Brand and Mina, preventing them from stopping Licht. - Sterkk was able to easily dodge Licht's hasty attacks and proceeded to gesture for his equipment to be brought to him. This equipment included a helmet, pauldrons, and a gigantic sword, spanning almost the entirety of his seven-foot frame. After donning his equipment, he engages Licht in combat.

Sterkk was by far the most challenging of all the enemies that Licht had faced. Sterkk's gigantic sword inflicted incredible damage even if Licht was able to block it. Mina was able to cast a supporting spell intermittently, while Brand was also able to use his weakening powder on Sterkk from afar. However, the battle was very much a duel between Licht and Sterkk. Licht was able to deliver some powerful blows of his own on Sterkk and managed to draw blood a few times, though Sterkk's strength was overwhelming and soon Licht was brought to his knees. Sterkk approaches Licht to deliver a final blow, when Licht suddenly releases the power of Siekte's Cowl. The power of the cowl stops Sterkk in his tracks, and he falls to the ground. Red lines form under his eyes. Licht stands up and draws on more power from the relics, using Doh'ets ring to reanimate Sterkk. Licht and the animated corpse attack the city guards who had been attacking Brand and Mina. Licht is able to easily kill them with the help of Sterkk's strength.

Brand and Mina re-join Licht. Brand is horrified at what Licht has done and demands that he release Sterkk from his spell. Licht refuses and proceeds to push Brand out of the way. Brand attempts to grab Doh'ets ring off of Licht's hand, when suddenly Sterkk's sword flies past Brand's face, severing his arm. Brand collapses to the floor and Mina rushes to his side. She is able to stop the bleeding, but Brand's there was no hope for Brand's arm. Licht looks back for a moment at the people who were once his allies, but nothing more than a hinderance to his journey now, and then proceeded to leave the Kolosseum. As Licht walks through the city, he continues to attack all Bou civilians using Siekte's cowl to infect large groups. Licht also chose to reanimate the corpses of the guards he had slain previously. The reanimated guards were used to hunt down civilians who had managed to escape the effects of the cowl. As Licht exited the city, he could see droves of Bou and Mensa fleeing in every direction they could. Licht had exacted his revenge, and the Mensa were free.

## Maps: Objectives, Obstacles, and Set Pieces

**Playable Level:** go over the game's main storyline and environment's story to define a set of objectives for your map. Remember the formula: Objectives → Obstacles → Set Pieces/Scripted Events as done in class.

- Make a list of what the player need to do in order to complete the map?
- 

### Primary Objectives, Obstacles, and Set Pieces

#### Primary Objectives – Green

#### Obstacles - Red

#### Set Pieces - Orange

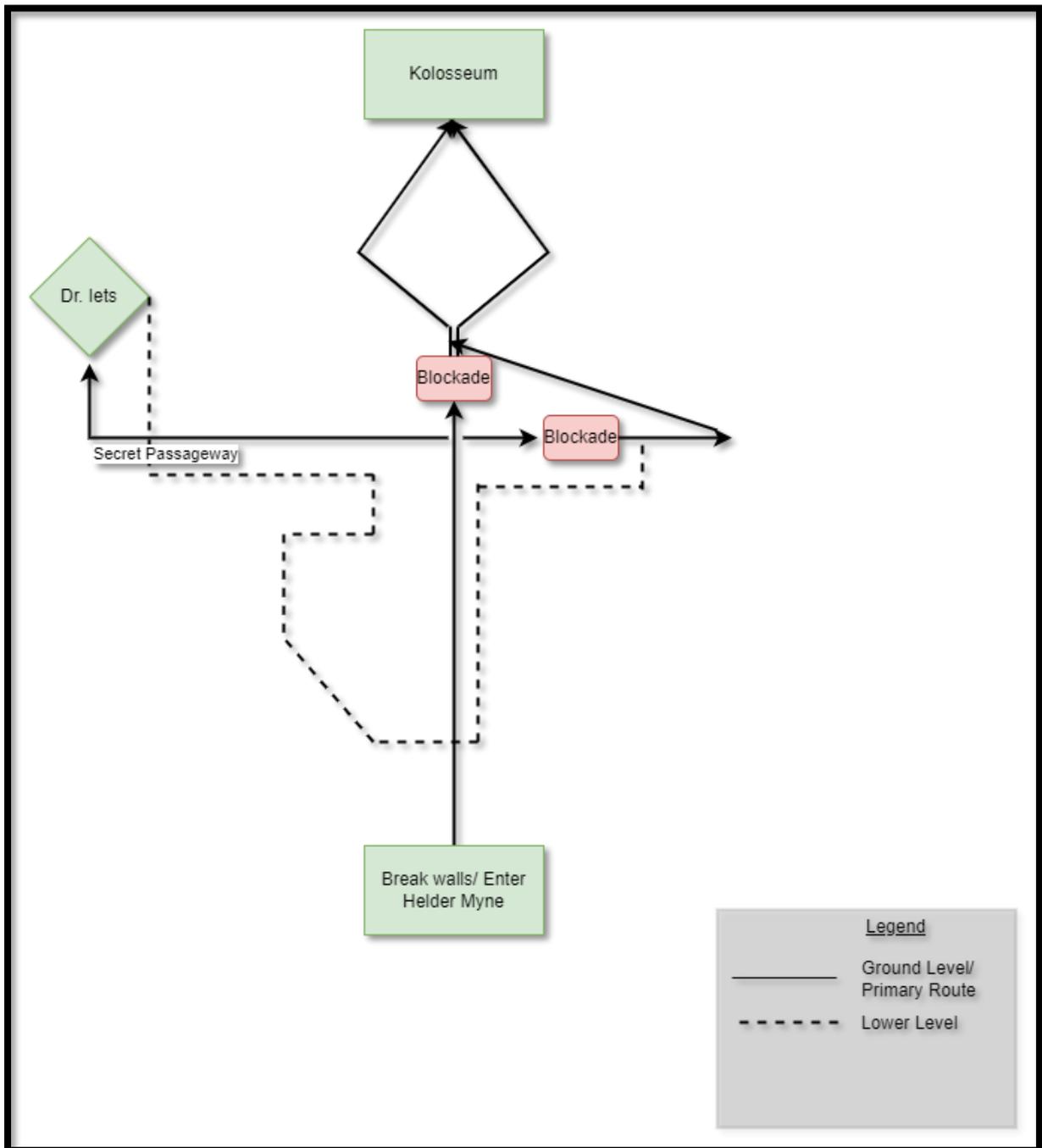
- 1 - Break into the city > City walls > Destroy 3 pillars and wall section is opened
- 4 - Find route to Kolosseum > Barricades and guards > Find Dr. Iets in his secret surgery
- 5/8 - Find way around barricades and guards > Labyrinthian secret passageway
- 11 - Entering the Kolosseum > Confronted by Dr. Iets who has led the city guards to the Kolosseum > Dialogue with Dr. Iets
- 11 – Defeat Sterkk > Confronted by Sterkk, and allies are separated from Licht > Fight and cutscene and Dialogue with Sterkk

### Secondary Objectives, Obstacles and Set Pieces

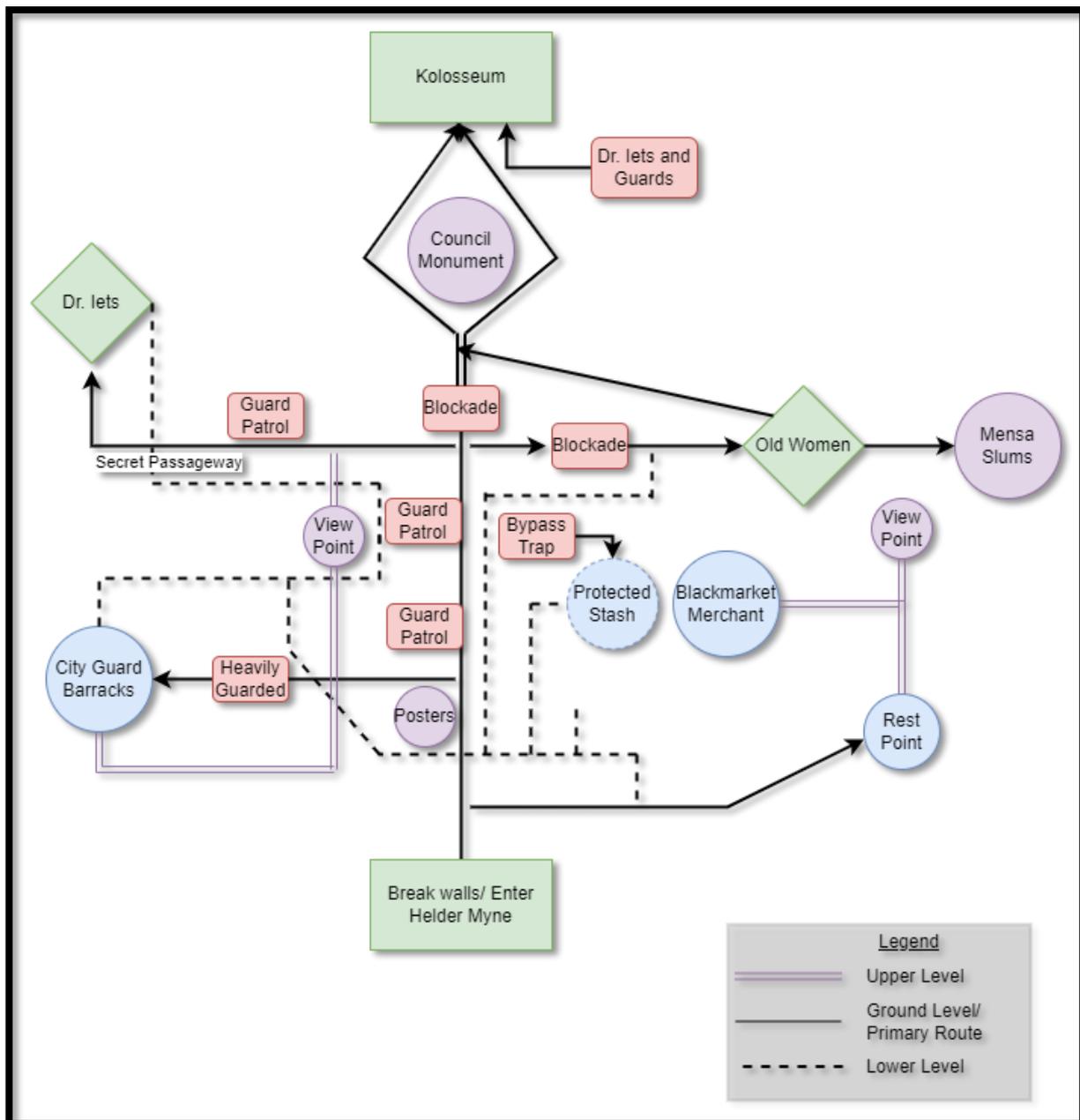
#### Secondary Objectives - Blue

- 2 - Recover party strength at rest point > Discover rest point down narrow alley
- 3 - Purchase supplies > Discover black market merchant
- 6 - Discover city guard barracks and destroy it > Avoid detection or fight extremely challenging enemies > Reduces number of guards within the area.
- 7 - Discover protected stash > Bypass trap using magic > Collect additional rewards (items).
- 9 - Discover old woman sobbing and confront her > Additional dialogue and dialogue options.
- 10 - Discover Mensa slums > Additional dialogue.

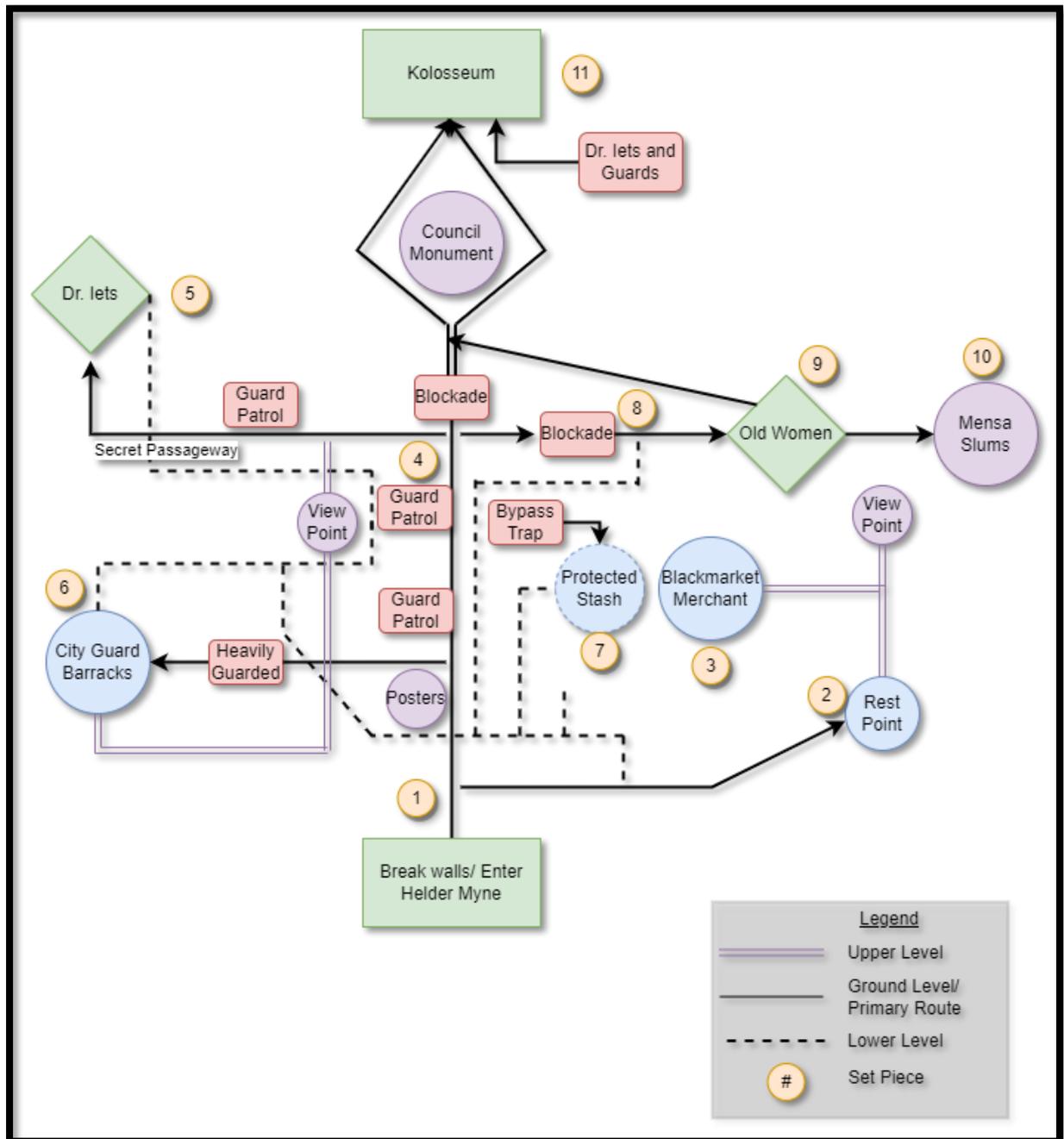
## Level Primary Objectives and Obstacles



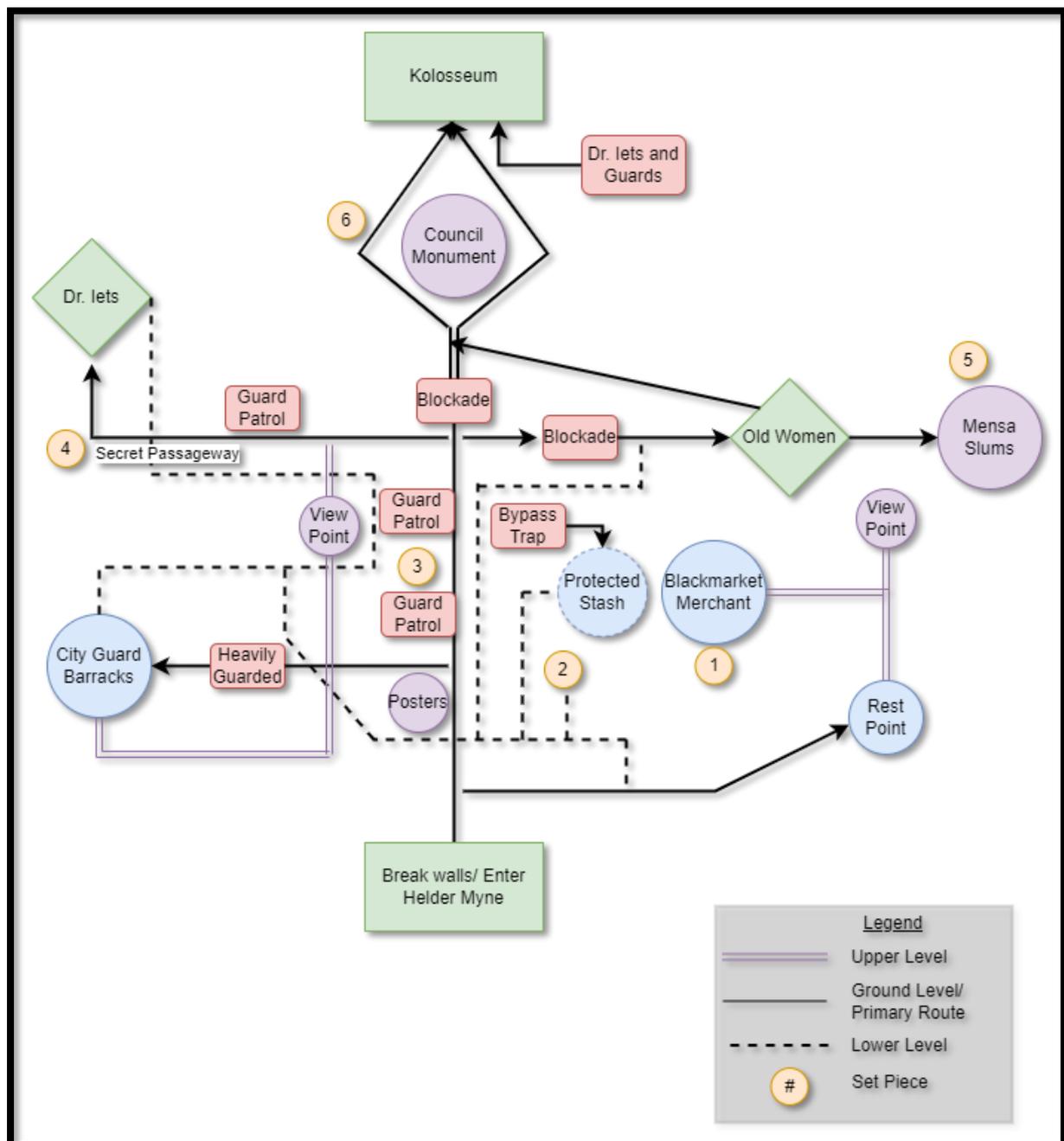
## Level Primary & Secondary Objectives and Obstacles



Level Primary & Secondary Objectives, Obstacles, and Direct Set Pieces



## Level Primary & Secondary Objectives, Obstacles, and Indirect/Non-Player Set Pieces



1. Sounds of an argument coming from upstairs. (Indirect)
2. A city guard corpse. (Non-Player)
3. Chatter from the guards discussing the party. (Indirect)
4. Mensa children vandalising the side of a building. (Non-Player)
5. One of the Mensa performing a song and dance on a balcony, relating to their suffering. (Indirect)
6. A recording from the council talking about how the city is the most prosperous place in Vereldveig. (Non-player)

## **Balance**

The level features city guards throughout the area. Encountering these guards (contact between the guards and player character) will initiate combat. The number of guards and difficulty of the fights would be finely tuned to ensure that the guards become more challenging as the player approaches the Kolosseum. This would present enough of a challenge that the player would want to avoid encountering too many guards and potentially make use of the maps alternative routes or use some cover to avoid being seen. However, if they would still be able to face all of the guards directly, allowing for two alternative play styles to be supported by the level.

*[Guard patrol sections on Objective Map]*

Additionally, by completing the side objective within the 'City Guard Barracks' area, the player would be able to reduce the frequency of guards within the area. This also ties into the player's distance between the two rest points where they may restore their health points and energy. This option may tie into a more covert playstyle but may also encourage the player to challenge guards more frequently as there are fewer of them.

*[City Guard Barracks on Objective Map]*

By challenging more guards, the player would gain additional experience points, as well as items that could be collected in preparation for the final fight at the end of the level. Exploration of the level – whether covert or overt – would be rewarded with tangible rewards such as equipment.

*[Protected Stash, Rest Point, and Blackmarket Merchant on Objective Map]*

## **Rewards**

The level will include 3 rewards in total, which is fewer than many of the other levels within the game. This is due to the setting of the level being more hectic and a sense of urgency maintained within the player where the emphasis is placed on the level objective. That being said, the player will be able to encounter each of the 3 rewards through additional exploration of the level's areas. Specifically, these rewards can be found within the City Guard Barracks, the Protected Stash (guarded by a number of traps the player would need to avoid), and one found in the Mensa Slum. Each of these areas lies slightly out of the direct objective path, and therefore required additional exploration from the player in order to obtain.

Less tangible rewards can also be found in the form of environmental set pieces such as the posters found around the city which depict some of the city's technological marvels as well as the citizens' disdain towards the practices of the council and Bou. Additionally, the player will be able to find viewpoints which allow them to overlook the city and gain a better sense of its scale. From each of these viewpoints, the Kolosseum will be clearly visible, and indicate the player's progression towards it.

The level includes a number of set pieces that each form a small part of the story being told throughout. Some of these set pieces are entirely optional and are not required for the player to complete the level. However, throughout the level the player is directed to these additional pieces by use of focal points. Ideally, the player will be able to

## Pacing

As mentioned, the overall feel for the level should be intense for the player, with few moments of relief. As the player enters the city, they will be able to see numerous groups of guards which will continue to respawn regardless how many times they are defeated (though) their numbers may be reduced for a short time. The streets branching off from the main route would be fairly narrow, with the sub levels and upper levels being even more narrow, creating a confined space of sorts. Between the high energy action sequences where the player encounters guards, there will be moments of relief with some rest points and a merchant where the player may avoid encountering any guards.

When the player encounters Dr. Iets, a strange tension would be created as the intentions of the doctor are unknown but claims to be an ally. The supposed kindness of the doctor would be contrasted by the discomfiting setting of his surgery where a corpse lies in the centre.

Overall, the pacing should continue to ramp up as the player approaches the Kolosseum where the climatic finale lies (for this act). Similarly, the story told by the doctor, old women, and some Mensa in the slums should all contribute to the player's anger towards the Bou putting them in the same point of view as Licht. As the player progresses towards the end of the level, the impact of these stories will increase as the

## Focal Points

### Dominant Focal Point

**The Kolosseum:** The primary/dominant focal point for this level is the Kolosseum itself. A large structure that should be visible from almost all sections of the city. This will be used as a guide as well as gauge for the player to see where and how close they are to their objective. (*Figure 14*).

### Smaller, Guiding Focal Points

Apart from the Kolosseum, the level will also feature numerous smaller focal points that aim to draw the player's attention as well as to help orientate themselves within the level as some backtracking may be done as the player explores the level for additional secrets and rewards.

**Sculpture leading to rest point:** As the player enters the city, they are met with a junction in the route. One path being the route that leads to the next objective, while the other leads to a rest point and black-market merchant. This route contains an interesting sculpture that stands out against its background and makes use of 'allied' colours which have been used throughout the game to signify a rest point. (*Figure 15*).

**Barricades:** Along some routes, the player will encounter barricades. These are impenetrable structures that the player cannot pass or destroy. The barricades will make use of the opposing colours used for rest points to signify that they present a threat or obstacle.

**Noise from Dr. Iets:** In order to draw the player's attention as they search the pathways for a way to circumvent the barricades, a loud screaming may be heard coming from a building which stands out against the ambient noises used in the level. This should peek the player's curiosity and cause them to investigate.

**Old Woman Sobbing:** As the player emerges from the secret passageway, they will almost immediately be confronted by an old woman sobbing and requesting the party to help her. While it is not necessary to talk to this woman, interacting with her will provide additional dialogue. (*Figure 16*).

### Additional Points of Interest

**Viewpoints:** The player will be able to overlook the city from points along the level. These aim to help show the scale over the level as well as help the player establish where they are in relation to the Kolosseum.

Think about the abilities the player has unlocked along the journey and how they may be used here.

### Reference Images for Focal Points



Figure 14: "Kolosseum" created using Wombo.art



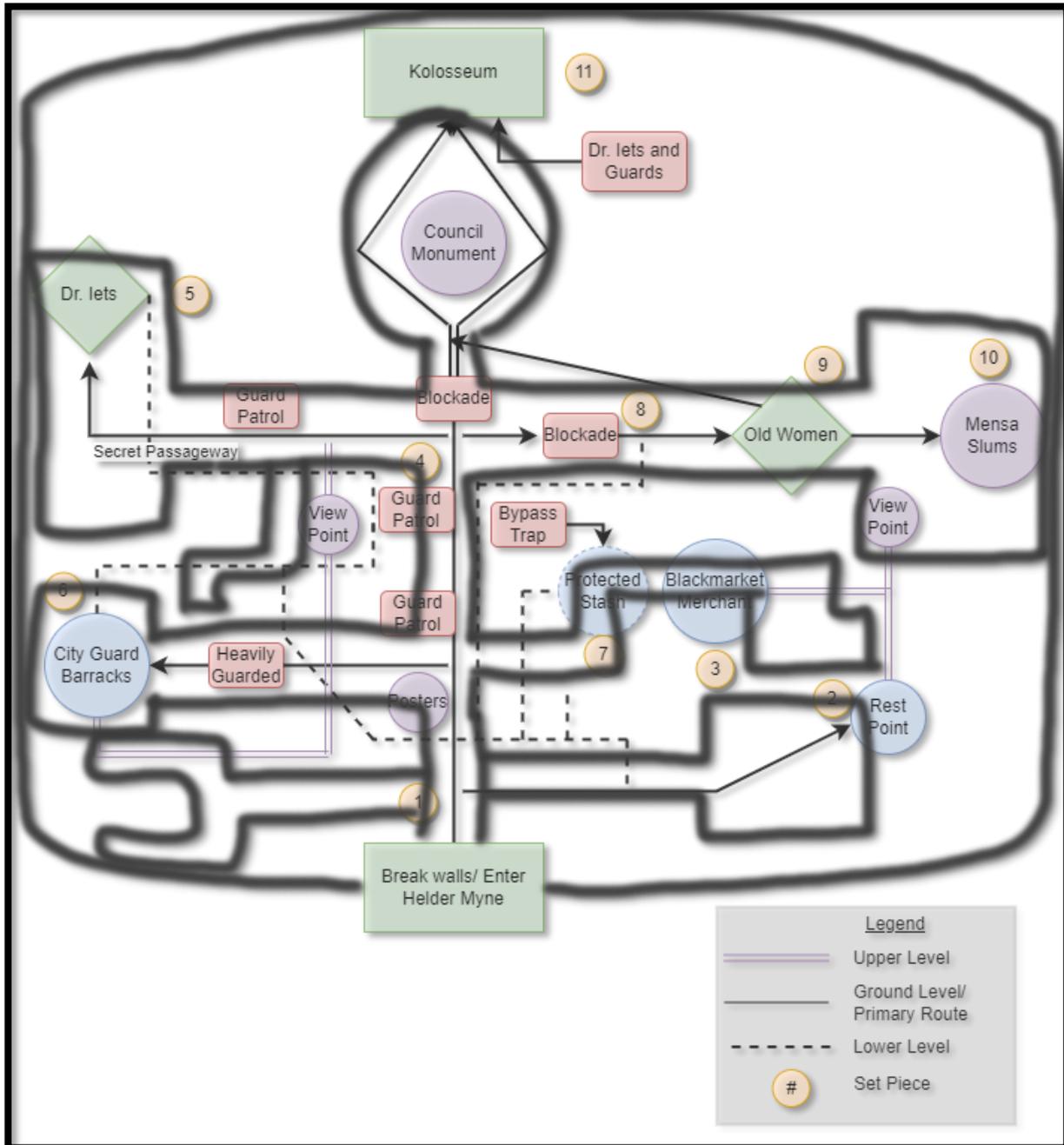
Figure 15: "Sculpture" created using Wombo.art



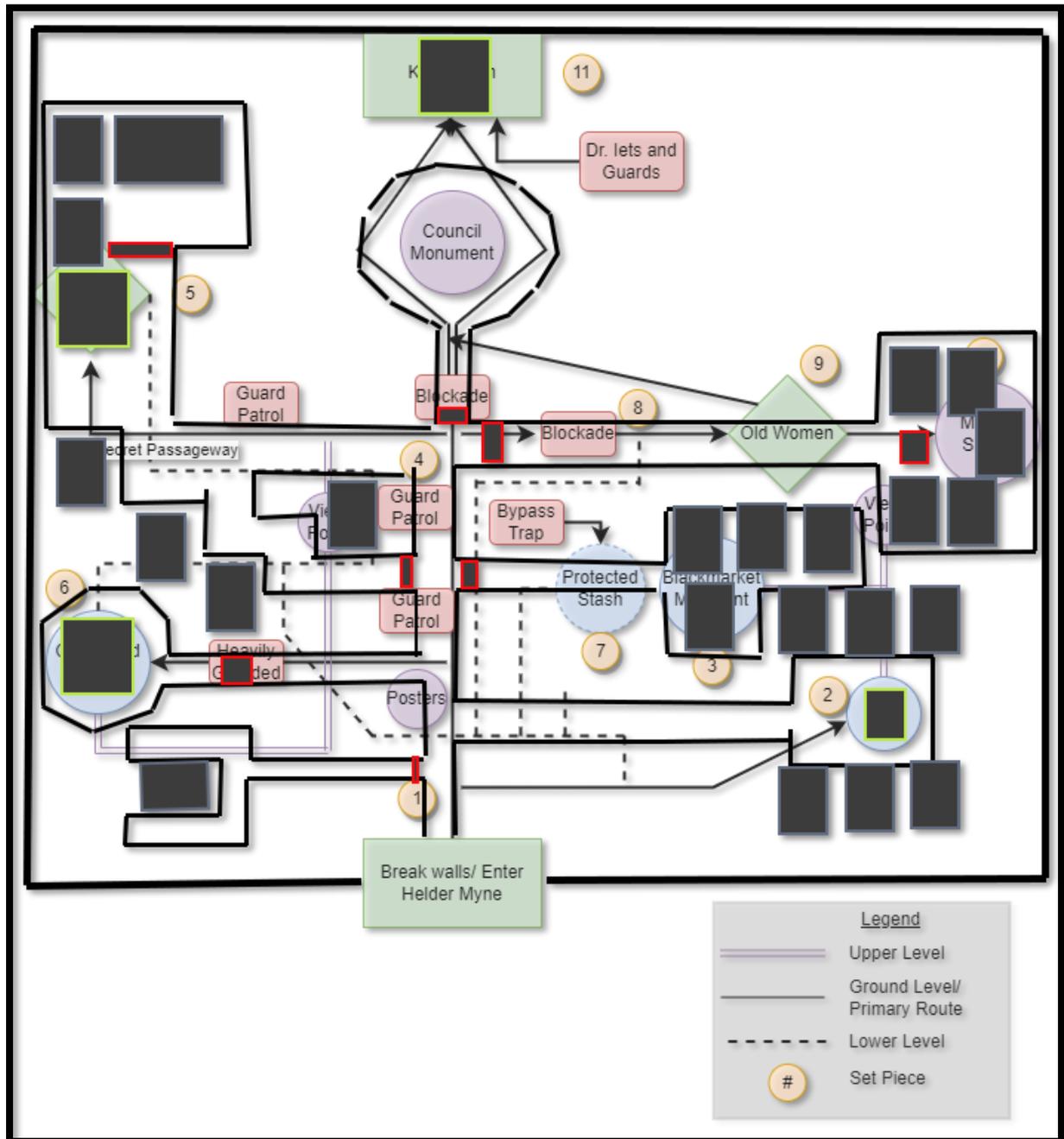
Figure 16: "Old Woman" created using Wombo.art

## Top-Down Level Layouts

### Level Top-Down Layout – Rough Sketch



## Level Top-Down Layout – Refined



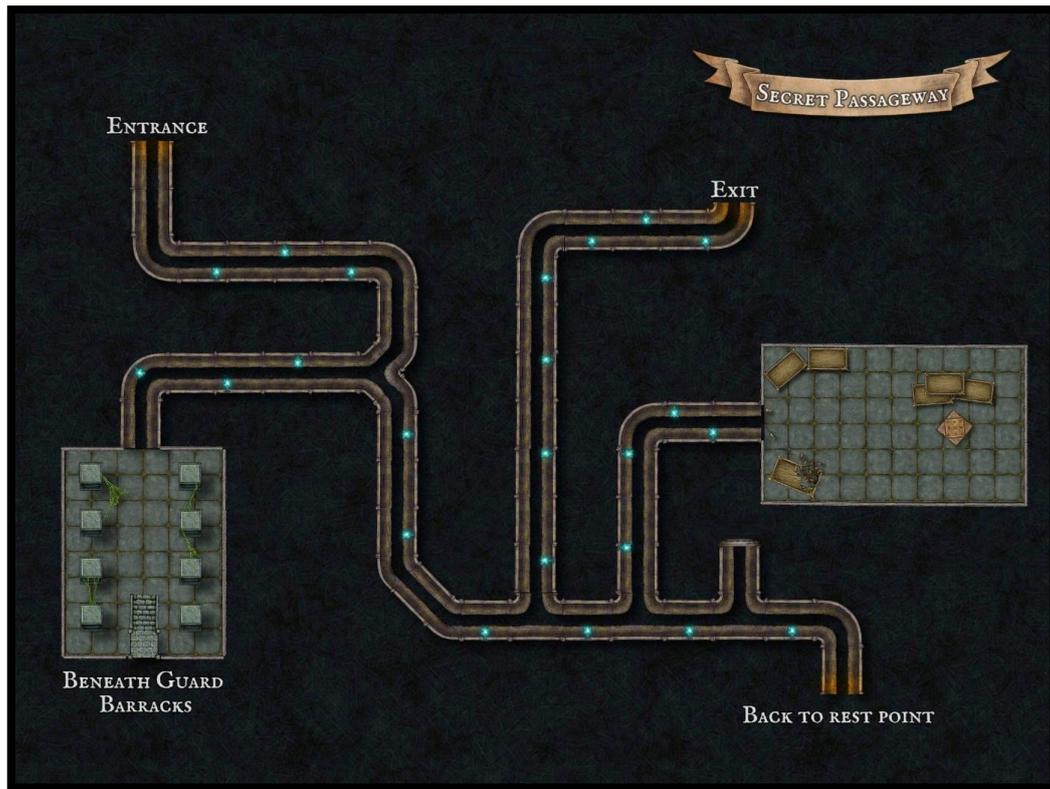
Level Top-Down Layout – High Quality



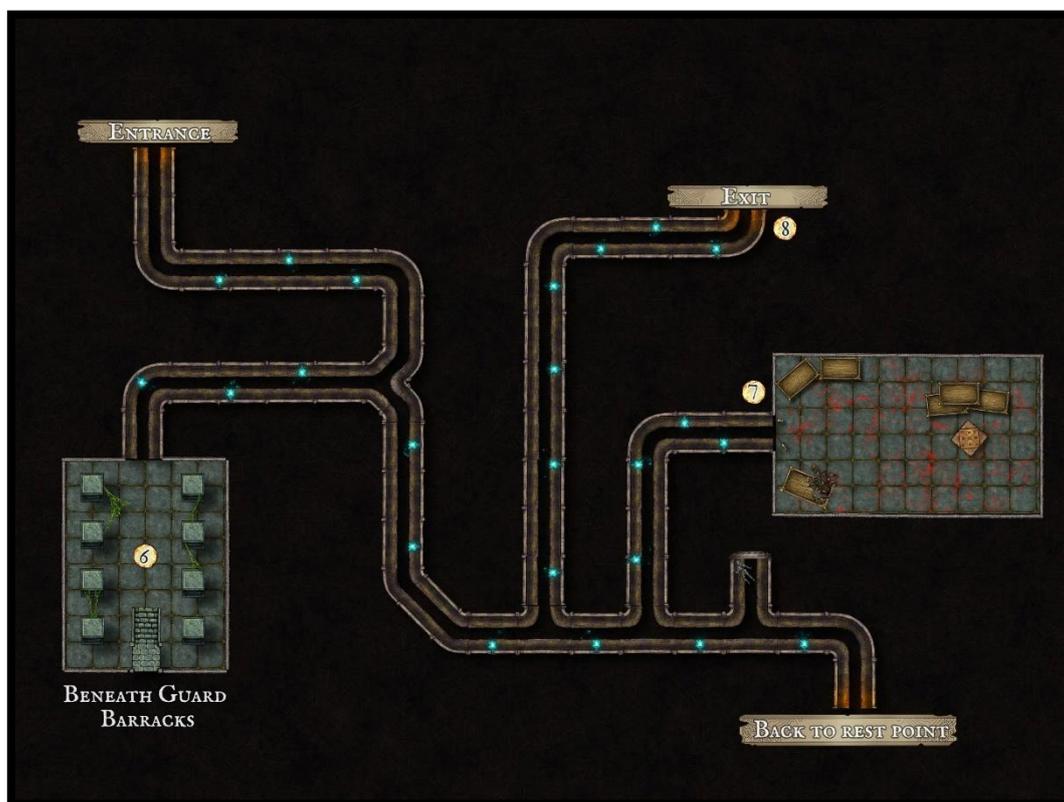
Helder Myne Top-Down Layout w/ Set Pieces



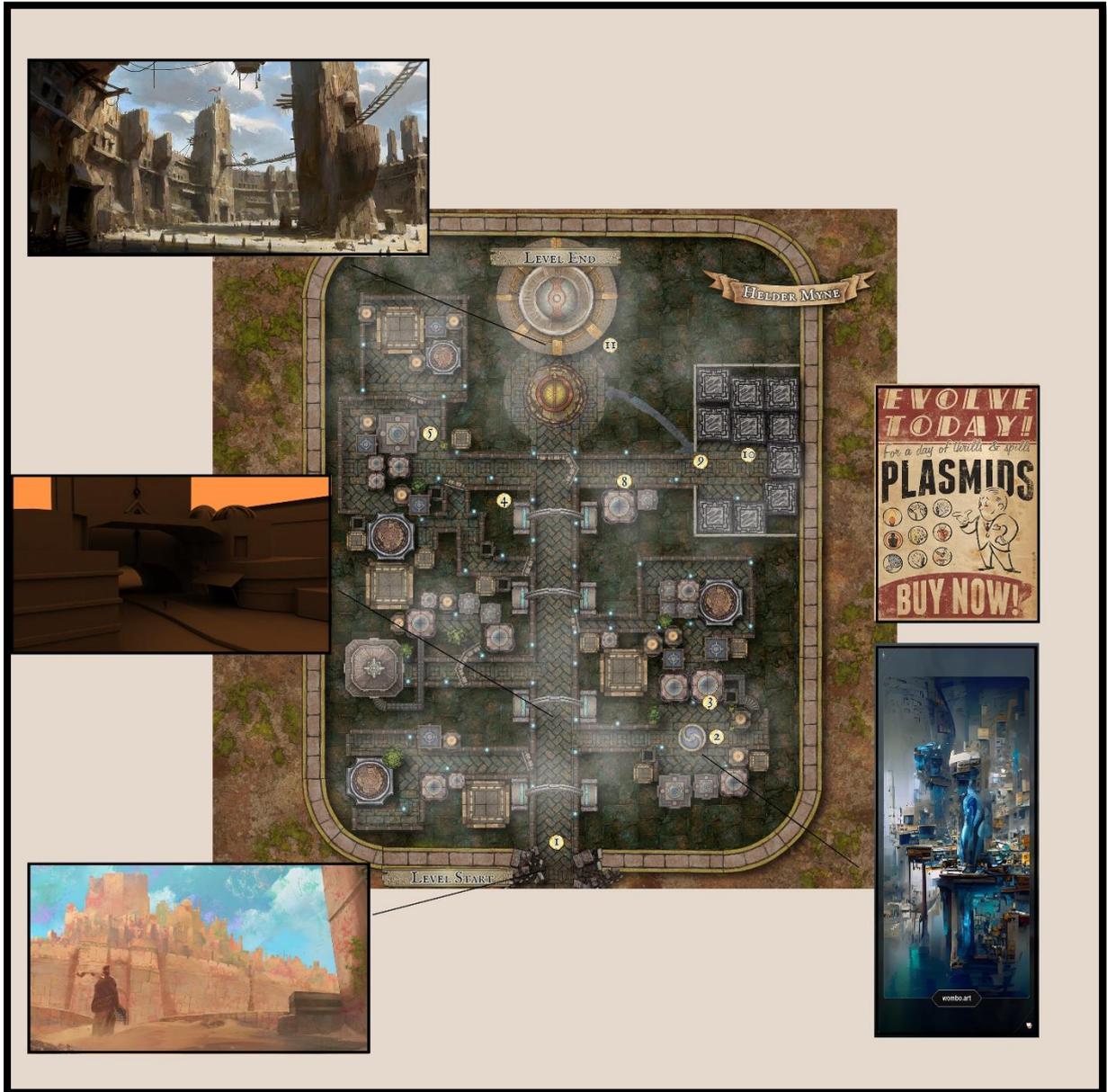
## Secret Passageway Top-Down Layout



## Secret Passageway Top-Down Layout w/ Set Pieces



## Visual Progression Guide



## Lore and Level Design: Part 2

### Key Moments being covered

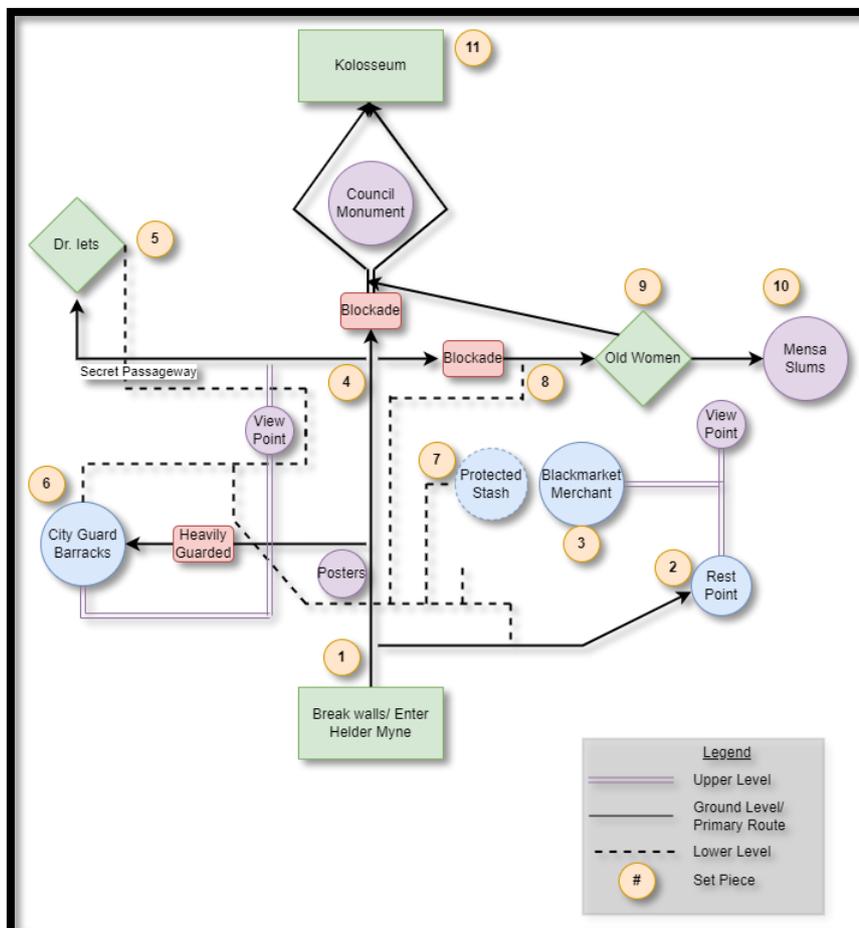
The party is able to breach the seemingly impenetrable wall and overcome the city guards. Sterkk is revealed as taking part in the Kolosseum and killing innocent Mensa.

### Quest Details

A hybrid quest is used as an overarching quest for this level. Where the player is tasked with a number of smaller objectives that tie into their end goal of killing Sterkk, ending the Kolosseum, and freeing the Mensa from Helder Myne.

The objectives leading up to this end goal include destroying three pillars in order to gain access to the city, discovering the surgery of Dr. Iets, traversing the secret passageway, and finding the Kolosseum. Throughout the level, the player may encounter groups of city guards that actively patrol areas. If the player is discovered by these guards and the guards are able to collide with the player avatar, combat will be initiated. These guards are continually generated and will continue to spawn throughout the level, with the player only able to defeat them and remove them from an area for a short time before they return.

The level includes additional side-quests that the player may perform. This includes discovering the merchant, discovering the city guard barracks, and destroying it (reducing the number of guards that spawn throughout the level), discovering the protected stash in the secret passageway and circumventing the traps therein, talking to the old woman, and discovering the Mensa slums.



### Where is this situated

The primary and secondary quests span the entirety of the level.

### Dialogue and Cinematics – Link

The dialogue used throughout the level as well as directional notes on gameplay are included in the file attached. ([The Siege of Helder Myne.html](#)) \* The dialogue system created using Twine contains multiple choices in some sections \*

### Lore

The level set within this instance of Helder Myne presents a culmination of a number of elements from the world of Vereldveig (assessment 1 world). After having travelled across the land in search of the relics of the gods, the hero and his companions return to Helder Myne as the hero, Licht now seeks to free the Mensa from exploitation enacted by the Bou. The hero believes this is now possible as he has found immense power from the relics he has collected. The party had previously visited Helder Myne near the start of their journey as the Swallow located near the city contained a relic of the gods. After having found and collected the relic, the council discovered that the party had the relic in their possession and sought to take it from the party by force. The party managed to escape Helder Myne, but the council did not stop searching for them. The council had deemed the party dangerous and demanded any information regarding them was presented. The city guards had also begun forcibly interrogating citizens – especially the Mensa.

A key feature of the city is the Kolosseum. An arena where challengers may battle to the death as a display of strength and provides immense entertainment for the entire city. The challengers primarily consist of Vaan and Mensa tribe members. The Vaan have a devote belief in their combat ability and revere strength above all else. The Mensa are often forced or coerced into competing, and typically do not survive.

The Vaan's desire for strength leads some of them to undergo augmentation surgeries where their bodies are artificially enhanced using the technology of the Bou. This further divides the Vaan, and Bou from the Mensa and the Mensa could not possibly afford these surgeries in order to create a fair fight. This has led to unrest amongst the Mensa and signs of an ensuing rebellion can be seen in the city as the streets are vandalised and propaganda posters defaced.

## References

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### Filmography

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