

We're Gathered Here Today...

Amended Scraps Level Design Document

Level Information

Visual theme:

We imagine our level existing in the Pacific Northwestern area of the United States. Since famine wiped out most of civilization, the world isn't ravaged by disasters but rather neglected and overgrown. The mission takes place, specifically, in a small town outside of the Bastion. Since the town has been abandoned, very few light sources will be provided outside of fires and moonlight.

Scrapping Goal:

The scrapper has been hired by an anonymous Bast to retrieve a family heirloom from a mausoleum located at the far edge of a small town. The nature of this heirloom has not been disclosed. The Bast sent another scrapper prior to hiring the player, but the previously hired scrapper has gone missing.

Backstory:

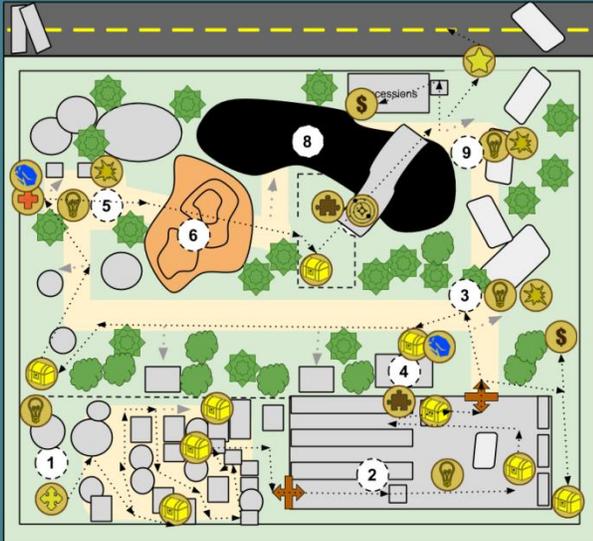
Due to overpopulation and a vast decline in resources, the world was struck with a civilization ending famine. In fear, the rich and powerful hoarded what they could. Eventually, they used their resources to build self-sustaining facilities called Bastions. Meanwhile, outside of these Bastions, society collapsed. People turned to violence, killing each other over mere scraps of food. Militias were formed to help quell the violence. From these militias, small governed societies formed. In order to survive, the members of these societies turned to scrapping to gather necessary resources. Once the Basts, heard that people were going out into the world, they saw an opportunity. Now, the only hope the lower caste has of getting into a Bastion is scrapping valuable items for the already wealthy Basts. Scappers turned into mercenaries, no longer serving the community, but rather their own personal interests.

Map:

Grey: Solid structures	↔ 2 Directional Door	👤 Player Start / Checkpoint	🎯 Objective #1	🎵 Music / Sound Event	💰 Hidden Cash
Green: Grass	➡ One Way Door	🌟 Player Finish	🎯 Objective #2	📺 Movie / Camera	📦 Hidden Item(s)
Brown: Dirt / Sand / Rock	➡ Primary Player Path	🩹 Health Pack	🎯 Objective #3	📖 Story Element	🔒 Lock
Blue: Water	➡ Other Player Paths	🛡️ Armor	🎯 Objective #4	💥 Particle / Visual FX	🔑 Key
Tree - Cover	➡ Enemy Path	🔫 Turret	🎯 Objective #5	🎮 Puzzle / Minigame	🗑️ Physics Debris
Bush - Low cover	1 Note Number	🏆 Featured Asset	🕒 Scripted Event	💡 Special Lighting	🟡 Blank



Level Name: We're Gathered Here Today...



Paul - Park / Sculpture garden

Level Name, area #: Park / Sculpture Garden
 Designer Name: Paul Korolenko
 Area Mechanical Theme: Physics Puzzle

Play Time: 4 min, 30 sec
 Notes:

- 1 - The player climbs out from the catacombs area to see a silhouette of a sculpture. This first area is a surplus lot surrounded by chain link fence. This area is filled with broken sculptures and crates that form a maze. Crates should be stacked multiple stories high and require the player to climb under and over to proceed.
 - 2 - Small storage warehouse filled with crates, forklifts etc. Lights should be dim. The initial path will be blocked by a pump jack. The player can roll it out of the way with the gravel. A pickup is hidden behind boxes. The player will use the gravel to knock a shelf support loose which will cause a sculpture to fall from the top shelf, breaking the box and giving access to the pickup.
 - 3 - Crashed armored car. This blockade forces the player to navigate the rest of the park. This wreckage should be surrounded by fire, bodies and piles of money that the player can not reach.
 - 4 - This is a utility shed, empty gas cans should be littered around this area as well as any gardening/maintenance stuff. A pickup is hidden under debris.
 - 5 - Rest area. Benches and portapotties should fill this area. Add a garbage fire for ambience as if someone was camping here.
 - 6 - Rock underpass that the player must go through.
 - 7 - Featured asset - A large sculpture centerpiece that the player must traverse to get over the sinkhole.
 - 8 - A large sinkhole that blocks the player from moving to the street. If resources don't allow for a sinkhole, substitute any dangerous situation that the player must cross.
 - 9 - Police car crashes that serve to block the level as well as provide more to the armored car story. This area should be covered in fire to prevent the player from advancing past the cars. A cash bundle can be accessed by running up a tipped portapotty and on to the concessions roof.
- General area note: Though this is an outdoor area, the area will be filled/blocked with rocks, trees, sculptures and structures. The area will be lit with a mix of fire, moonlight and dim synthetic light.

Level Visual Inspiration

Area 4:



Asset Usage List

Area 4:

- Bookshelf prefab
- Several crate prefabs
- Several types of rock prefabs
- Forklift prefab
- Palette prefab
- Palette jack prefab
- Picnic table prefab
- Barrel prefabs
- Bust male prefab
- Broken rebar prefabs
- Police car prefab
- Truck prefab
- Utility shack prefab
- Cash prefab
- Soda can prefab
- Gas can prefab
- Debris
- Dead Fred
- Stone wall prefab
- Chain link fence prefab
- Twinkles prefab
- Painting prefab
- Hedges prefab
- Scaffold prefab
- Podium prefab
- Portapotty prefab
- Chair prefab
- Trashcan prefab
- Health box prefab
- Dumpster prefab
- Cement pipe prefab
- Utility sink prefab
- Fridge prefab

Area Details:

Area 4:

Team member: Paul Korolenko / PKorolenko@gmail.com

Primary Mechanic: Physics Puzzle

Player Goal: After climbing out of the catacombs that the park was built upon, the scrapper is across the street from the mausoleum. The player must collect any items that may be useful to the mission and solve physics puzzles to reach the street across the park

Area Mechanic Details: The player will be able to use the Gravnul to interact with various sculptures and crates in order to manipulate the environment to both progress and collect items.

Featured Asset: The featured asset is a large sculpture in the center of the park that has been destroyed, but serves as a bridge across an otherwise impassable obstacle. It is featured because of its size, aesthetic value and necessity to the player.

Area Flow: The player will need to navigate a small maze in the outdoor storage area to gain access to the warehouse. In the warehouse, the player will have to solve physics puzzles in order to get out to the park. The park is a fairly linear path with a few tangential paths that reward the player with collectables. Additionally there are physics objects the player can manipulate using the Gravnul. Along the outside path the player will encounter sculptures, a rest area turned campground, a rock tunnel, an armored car crash and a toppled sculpture that spans an obstacle.

Setup Details:

- Players will have to navigate a maze; however missteps will be rewarded with collectables. Some of the collectables are on top of some crates that the player will have to jump onto to retrieve.
- In the maze the player will have to crouch under crates to progress.
- The player will have to use the Gravnul to move a crate on a pallet jack out of the way to access the door to the warehouse.
- In the warehouse, the player will have to move boxes to make a path.
- A collectable can be seen behind some crates. To retrieve this collectable, the player must break the crates by knocking out the support on a shelf. When the shelf is broken, a sculpture will roll off the top shelf, breaking the crates.
- A switch to unlock the bay door is on the wall, hidden behind some junk on a shelf. Using the Gravnul, the player can clear the junk and reach the switch.
- Outside, the player encounters an armored car crash scene. The player must navigate around fire and debris to get a cash pickup and another collectable.
- By the utility shed, players can clear a pile of debris to find a pickup.
- Along the path, players can find sculptures that can be played with using the Gravnul.
- Behind the third sculpture, the player can find a collectable.
- In the rest area, players can tip the porta-potties. This interaction will be important later in the area.
- In the rest area, the player can use the Gravnul to knock over a few barrels to reveal a health pickup.
- After passing through the rock tunnel, the player comes to the broken featured sculpture. If the player looks off to the corner, a collectable can be found.
- The player must carefully cross the featured sculpture to avoid harm.
- After crossing the sculpture the player comes across a concession booth with a porta-potty next to it. The player can tip the porta-potty onto the side of the concession booth. Then, walk up the porta-potty to reach a cash pickup located on top of the concession booth.

Wish List:

I would like the player to be able push over the featured sculpture to form a bridge but this may be out of scope.

References

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