

NATHANAËL DESLANCES



STATEMENT

Propose a level and a game mechanic meeting the prerequisites below; as well as an explanation of the approach.

To do so, rely on a Game Design Document written in english detailing how the mechanics employed work, their variations, especially in combat, a level map, narrative details or any other element you deem important.

Learning areas

Programming and
Greek mythology.

Narration

The player must defeat
two mini-bosses
and then **the boss** to free
the Amnesium level".

Environment

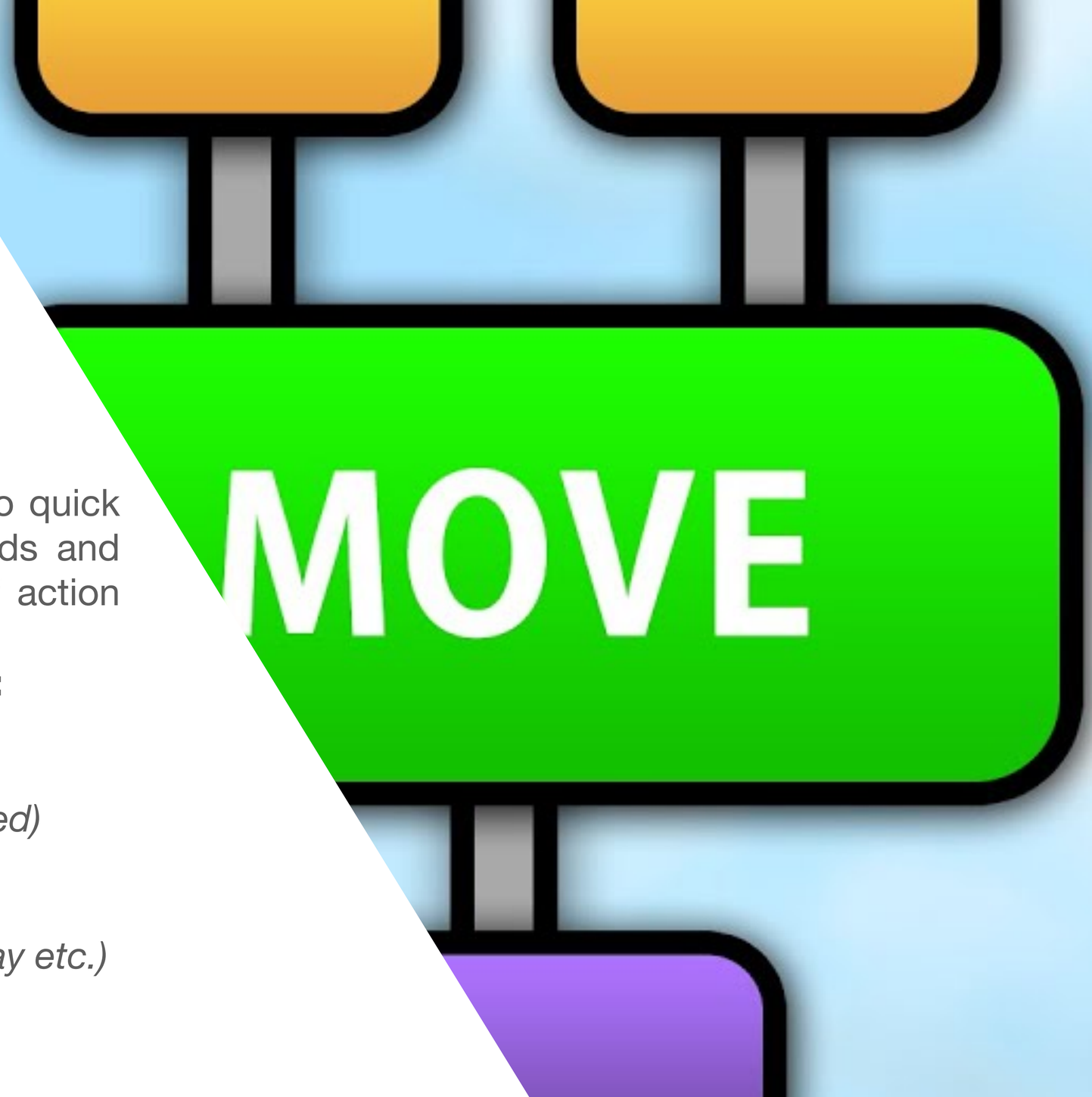
Your **choice**.

Gameplay

Exploration, **Quests**, World **activities**,
Fight against the Amnesium.

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WHAT TO TEACH?



VISUAL SCRIPTING

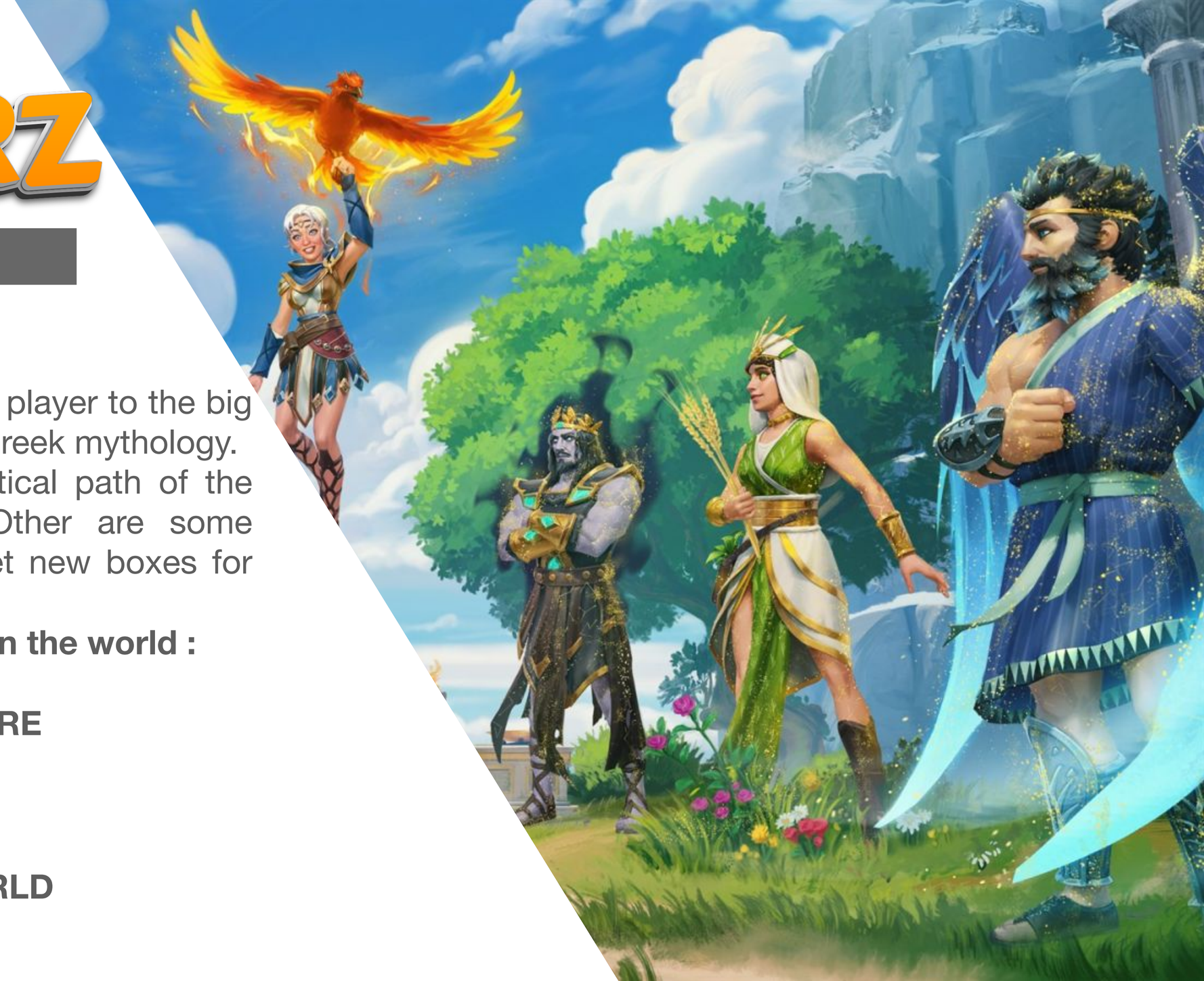
The objective is to introduce the player to quick notions of visual scripting. He apprehends and understands the logic of arrangement of action boxes and interfaces.

Boxes could be arranged in categories :

START *(first box to start a sequence)*
CHARACTERS *(different characters needed)*
OBJECTS *(Buildings, accessories etc.)*
CONTROLS *(Left, Right, Up, Down etc.)*
ACTIONS *(Walk, Fly, Sail, Take, Say, Display etc.)*
ENVIRONMENT *(Sounds, Lights, etc.)*

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WHAT TO TEACH?



GREEK MYTHOLOGY

The objective is to introduce the player to the big names and facts that make up Greek mythology. Some stories would be the critical path of the zone, leading to the boss. Other are some optional content, allowing to get new boxes for example.

Some of stories he could find in the world :

THESEUS AND THE MINAUTORE
12 LABORS OF HERCULES
PANDORA'S BOX
ZEUS VERSUS THE TITANS
ORPHEUS IN THE UNDERWORLD
ETC.



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NARRATION

A new NPC, real genius in the PowerZ World, has just created a revolutionary machine allowing people to travel and visit other worlds. He then opened a portal to Olympus, the jewel of Greek mythology, in order to learn more about the Gods.

Unfortunately, the Amnesium has penetrated the portal and corrupted the mythological knowledge. The invention is full of bugs making exploration and access to knowledge impossible.

The NPC asks for help to debug the machine in order to bring Mythological Lore back to the World.

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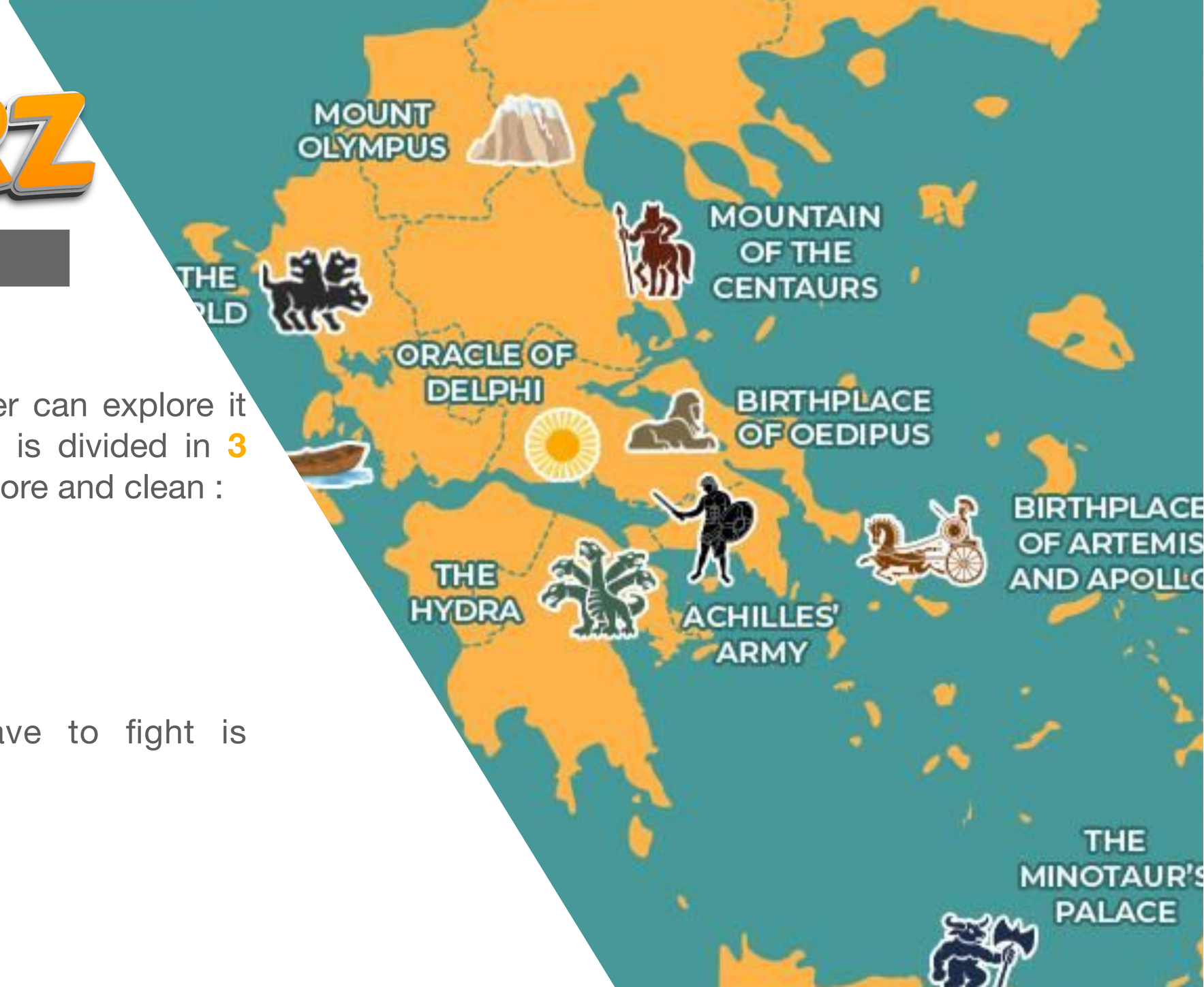
LOCATIONS

ZONE 1 : LANDS

The first zone of the map. Player can explore it from the very start. Underworld is divided in **3 locations** player will have to explore and clean :

- **CRETE**
- **GREECE**
- **MOUNT CAUCASUS**

The mini-boss player will have to fight is **Amnesium-Minotaure**.



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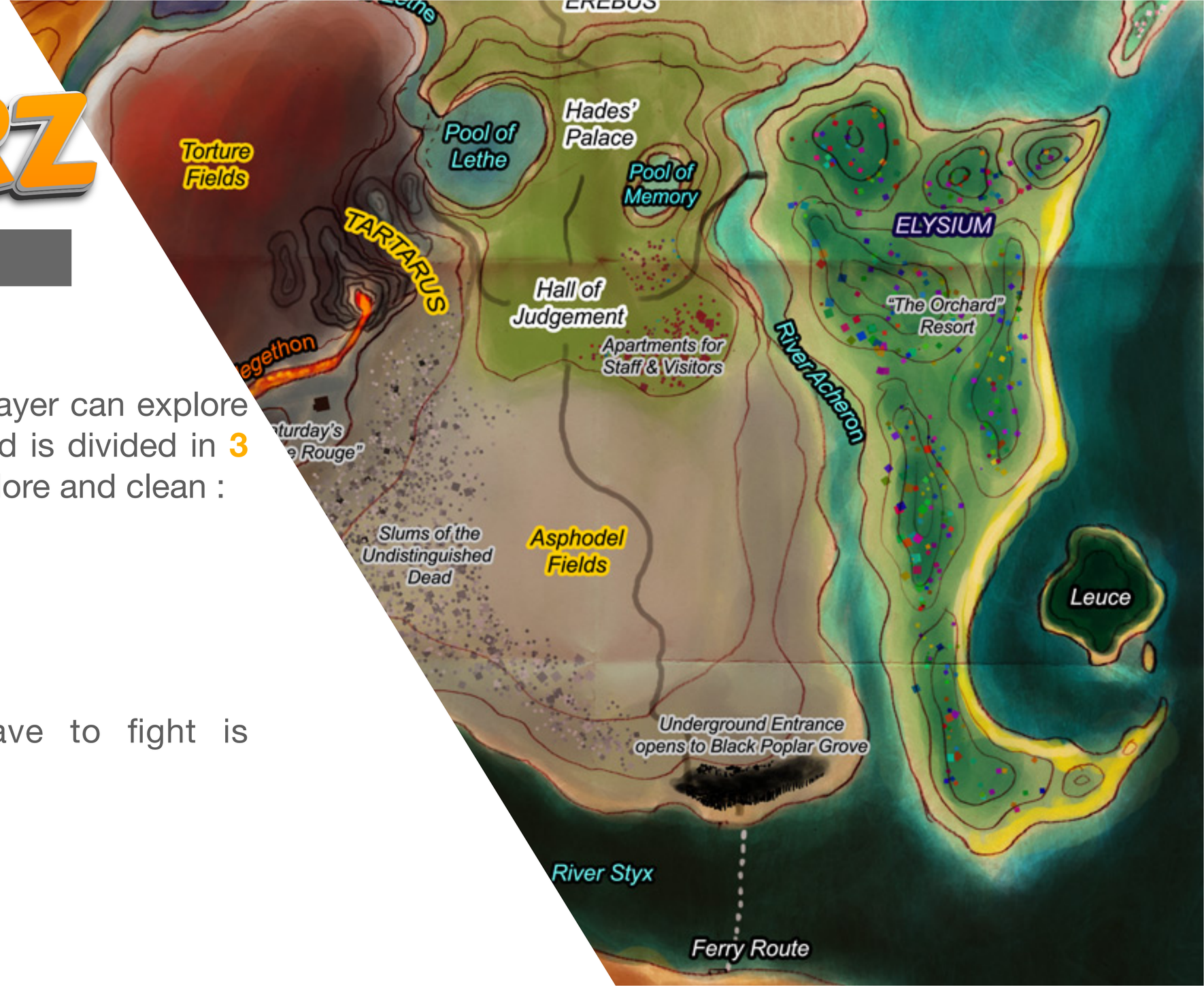
LOCATIONS

ZONE 2 : UNDERWORLD

The second zone of the map. Player can explore it from the very start. Underworld is divided in **3 locations** player will have to explore and clean :

- **ASPHODEL FIELDS**
- **TARTARUS**
- **ELYSIUM**

The mini-boss player will have to fight is **Amnesium-Cerberus**.



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LOCATIONS

ZONE 3 : MOUNT OLYMPUS

The final zone of the map. Player can explore it after he opened the access from Lands and Underworld. Mount Olympus is divided in **3 locations** player will have to explore and clean :

- **FIELDS**
- **GODS HALL**
- **ZEUS TEMPLE**

The mini-boss player will have to fight is **Amnesium-Titan**.



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MAP

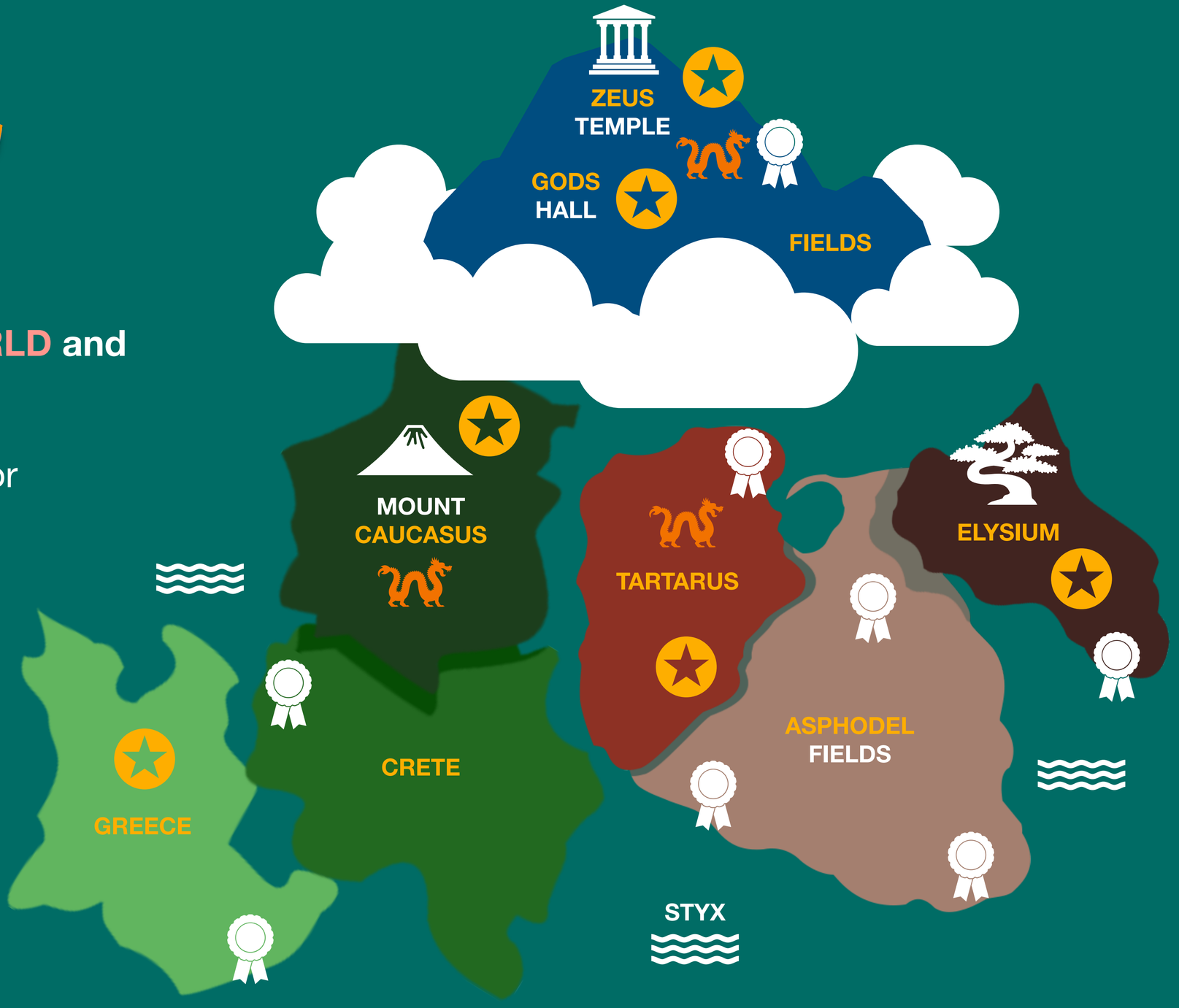
- 3 areas : LANDS, UNDERWORLD and MOUNT OLYMPUS

- Landmarks calling the player for exploration.

- Main path stories to discover.

- Lore and bonus activities.

- Bosses fights.





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OBJECTIVE

The player must go through the level and reach the mini-bosses and then the boss to save the area and restore it to its original state.

The level must offer the different gameplay above in an intelligent way and end with a boss fight.

MICRO OBJECTIVES

Explore and debug the **first zone** to clean the Amnesium and recoller forgotten knowledge about the Gods. Fight the Mini Boss to open half access to final zone.

Explore and debug the **second zone** to clean the Amnesium and recoller forgotten knowledge about the Gods. Fight the Mini Boss to open half access to final zone.

MIDDLE OBJECTIVE

Clean Amnesium in **zones 1 and 2** to open the path and **reach the final zone**.

MACRO OBJECTIVE

Reach the **final zone**, clean Amnesium and debug the machine’s control center to **fix the Virtual Machine Experience**.

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GAMEPLAY BRICKS



VISUAL SCRIPTING TOOL
Given by the NPC. Allow the player to build and sequences in order to delete Amnesium and fix bugs.

DATAS
Elements needed to build a sequence in the visual scripting tool. By exploring, player collecte datas to improve his combos.

BUG (P3)
An almost complete and understandable sequence. Missing a name or an object player will have to collet and script.

BUG (P2)
A buggued sequence missing behaviours. Player will have to understand the action needed and script it.

BUG (P1)
A totally crashes sequence. Player will need to understand everything missing (characters, behaviours and objects) and how to make them interact.

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OBJECTIVE ZONE I

Player starts at **LANDS** location. He needs to get a KEY to open a way to **Mount Olympus**. The key is in the maze with the **Minotaure** but no one remember how to reach it because of amnesium.

OBJECTIVE

Get Minotaure's **key**.

CHALLENGE

Find a way through **the Maze**.

REWARD

Half path to **Olympus**.

BUG P3 : UNCOMPLETE MAZE

By exploring the **LANDS**, player finds the **MAZE** cover with Amnesium. There's a plate explaining the scene but not clear also because of Amnesium :

« Thanks to Arianne's ..., the hero ... managed to get out of the Maze after defeatign the Minotaure. »

FIND DATAS : NAME AND OBJECT

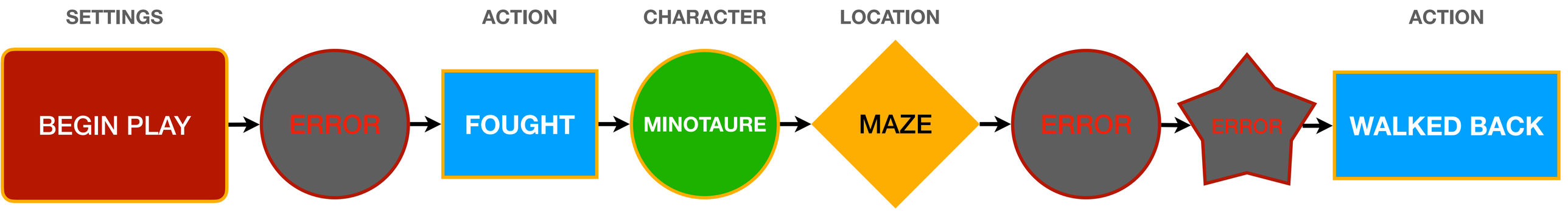
Following the clue, player can talk with Arianne and get the data « ***THREAD*** » added to his tool. By exploring more, player finds out the hero's name to add to his tool too : « ***THESEUS*** ».

FIX THE BUG : COMPLETED MAZE

With a simple interaction on the buggued **MAZE**, player opens his visual scripting tool to access the sequence and fix it. The sequence appears in front of him in an interface showing errors. Player needs to navigate in his boxes to get the datas he wants to complete the sequence then play it. If he goes well, the **MAZE** display Arianne's thread and player can follow it.

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MAZE BUG INTERFACE



BOX STARTING THE SEQUENCE. AUTOMATICALLY HERE.

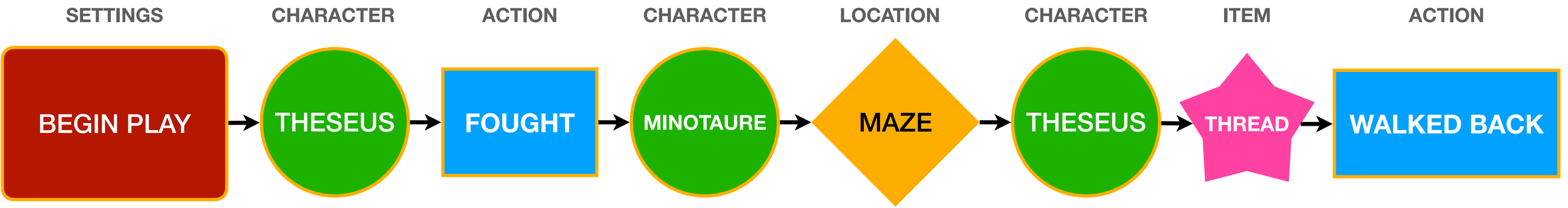
MISSING HERO'S NAME

MISSING HERO'S NAME

MISSING OBJECT

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MAZE BUG INTERFACE



BOX STARTING THE SEQUENCE. AUTOMATICALLY HERE.

PLAYER USES HIS BOXES TO PICK UP « THESEUS » IN CHARACTER CATEGORY.

PLAYER USES HIS BOXES TO PICK UP « THESEUS » IN CHARACTER CATEGORY.

PLAYER USES HIS BOXES TO PICK UP « THREAD » IN ITEM CATEGORY.

PLAY

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MINI-BOSS FIGHT I



INTENTIONS

Bosses fights are more puzzles to understand and solde (cf. Zelda) than combat bringing violence.

By using the same mechanics ***(BUG P3)***, player will have to fight Minotaure. Boss fight is bringing **TIMING** and **STRATEGY** mechanics in the original gameplay.

MINOTAURE'S BEHAVIOUR

The environment is buggued, full of Amnesium. Player can't move around correct without fixing it. Minotaure's having a pattern the player needs to learn, understand and anticipate. It chases the player through an arena, following a same sequence. To win, player needs to fix bugs around to :

- **have safe places**
- **code traps for Minotaure**

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OBJECTIVE ZONE II

Player is exploring **UNDERWORLD** location. He needs to complete tales to open the way to Olympus. Last tale is about the defeat of **Cerberus**. But as other canvas, the iconic scene is cover with Amnesium.

OBJECTIVE

Get Cerberus **key**.

CHALLENGE

Restore the canvas.

REWARD

Full path to **Olympus**.

BUG P2 : CANVAS

Player meets higher challenges. Now he need to fix canvas of iconic scene but not with datas object, but by coding behaviours of different characters.

DATAS : BEHAVIOURS

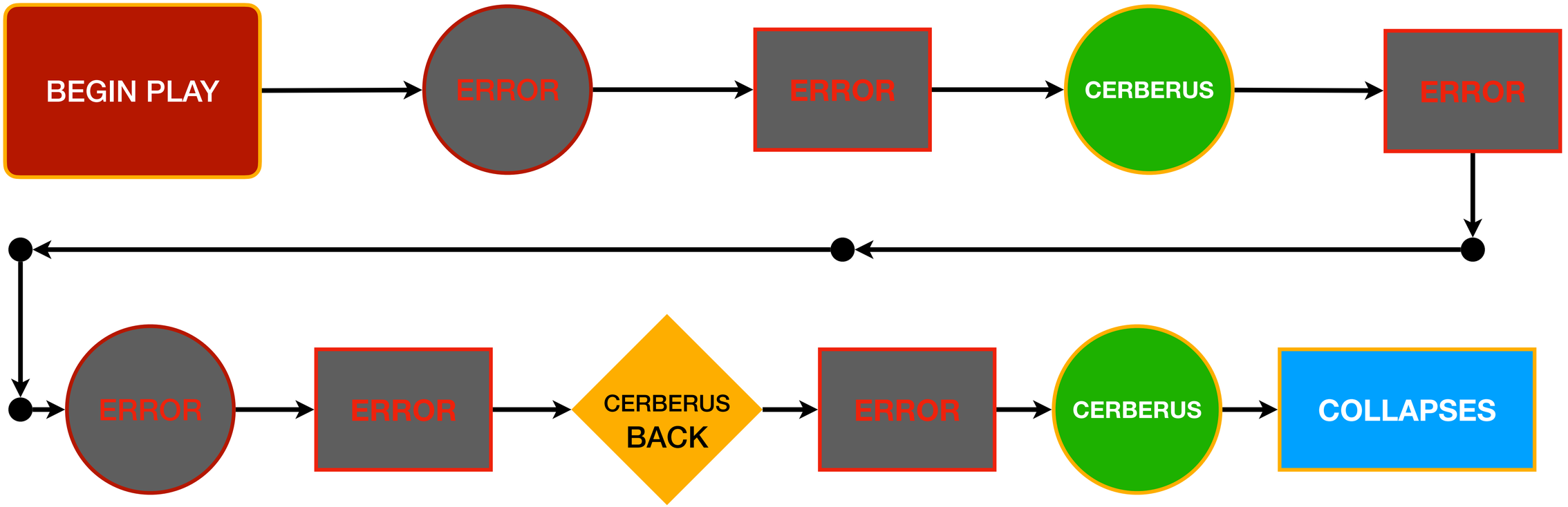
Environment and NPC will provide different datas to the player so he can use them in his tool : names like « ***ORPHEUS*** », « ***HADES*** » or « ***HERCULE*** », but mainly actions like « ***FIGHT*** », « ***JUMP*** » or « ***CARRY*** ». Player will have to explore and understand character's stories to know what happened to them and use his tool to code it.

FINAL CANVA

By exploring, player finds out the name of someone able to defeat Cerberus and how he did it. By interacting with the canva, he can now fix the story and play it : « ***...*** *succeed to* ***...*** *Cerberus by* ***...*** *his blows. He* ***...*** *on his back and* ***...*** *its throat until Cerberus collapses.* »

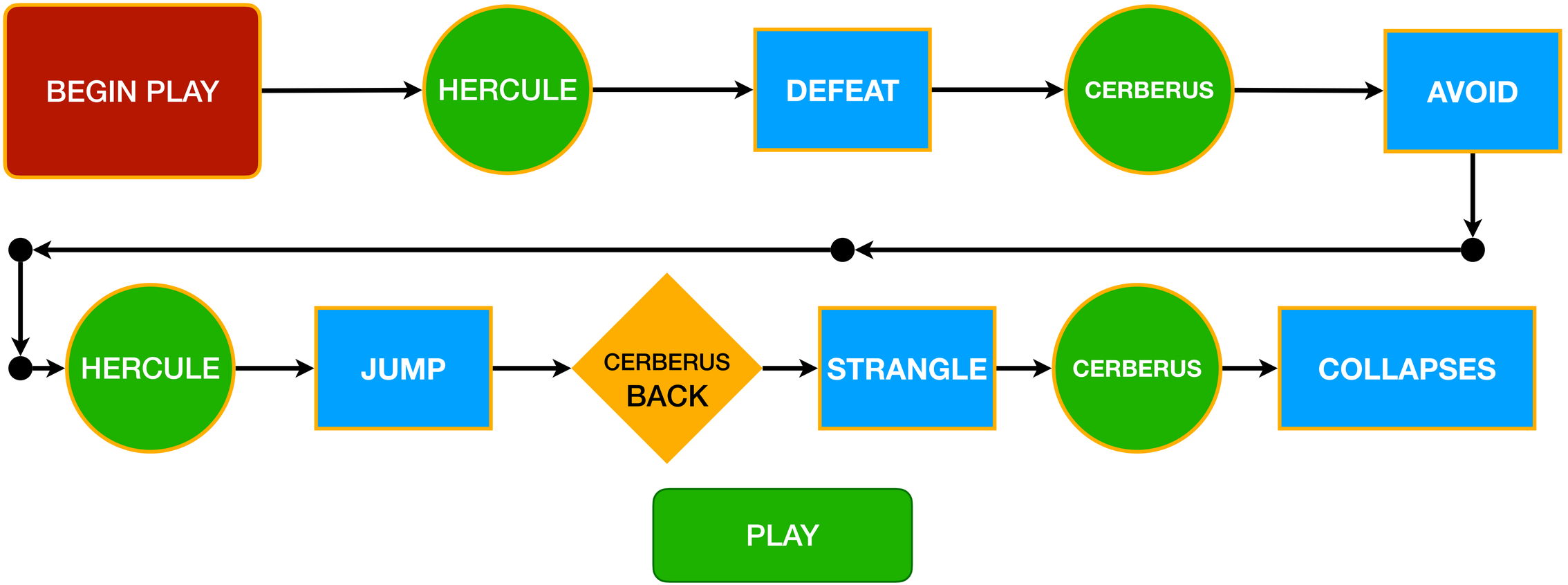
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CERBERUS BUG INTERFACE



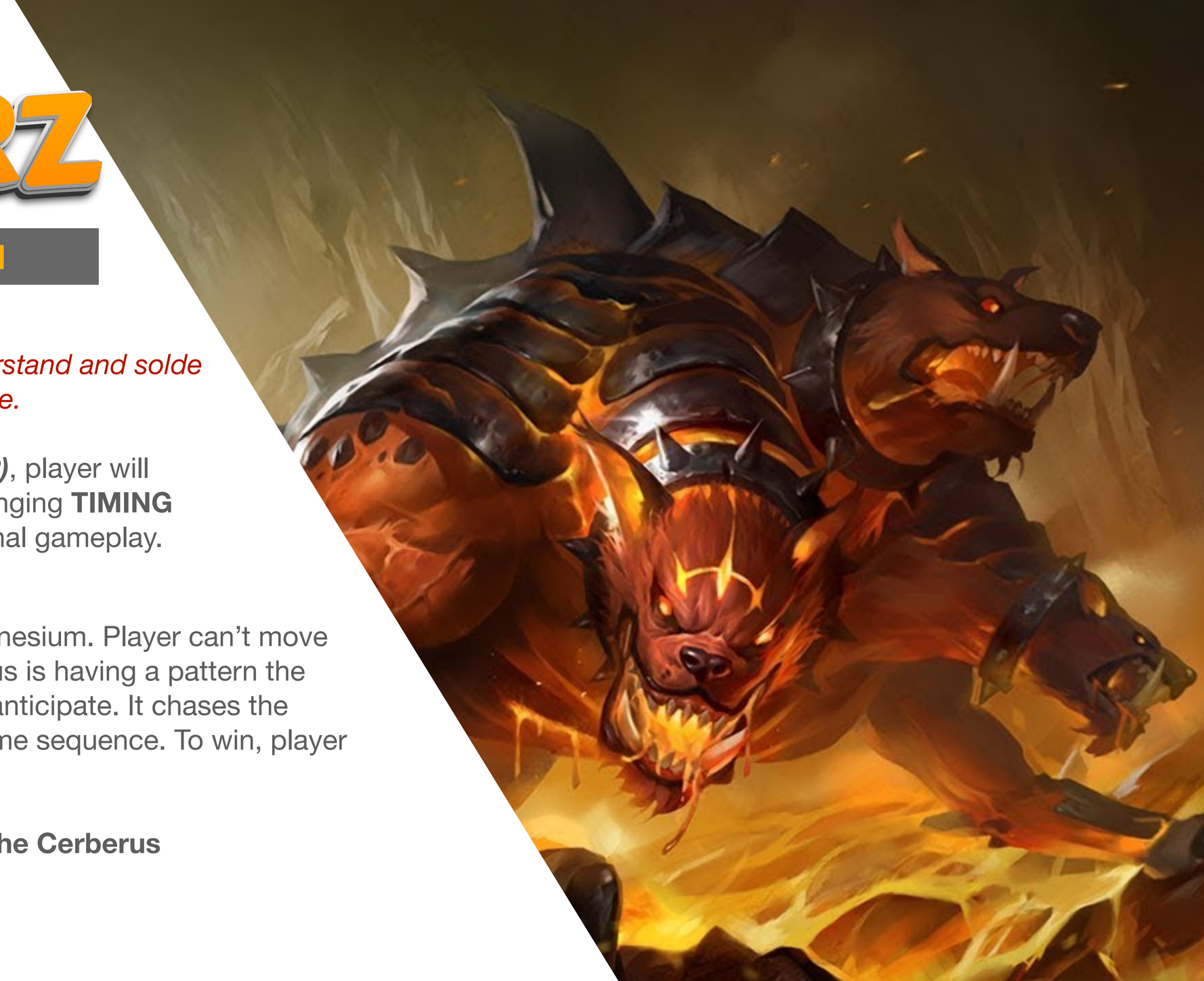
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CERBERUS BUG INTERFACE



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MINI-BOSS FIGHT II



INTENTIONS

Bosses fights are more puzzles to understand and solde (cf. Zelda) than combat bringing violence.

By using the same mechanics ***(BUG P2)***, player will have to fight Cerberus. Boss fight is bringing **TIMING** and **STRATEGY** mechanics in the original gameplay.

CERBERUS'S BEHAVIOUR

The environment is buggued, full of Amnesium. Player can't move around correct without fixing it. Cerberus is having a pattern the player needs to learn, understand and anticipate. It chases the player through an arena, following a same sequence. To win, player needs to fix bugs around to :

- **have safe places**
- **code Hercule behaviour to defeat the Cerberus**

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SESSION EXAMPLE

Player starts at **LANDS** location. From his position, he can see the **MOUNT OLYMPUS** and would like to explore it. Unfortunately, where he's supposed to find « ***a ferryman*** », there's only **Amnesium** making glitch the environment.

OBJECTIVE

Find out a way to cross the **Styx**.

CHALLENGE

Fix the glitching **Amnesium**.

REWARD

Access to the **UNDERWORLD**.

EXPLORATION

In order to find the missing datas to fix the smuggler and cross the Styx, the player goes through the LANDS to find information. He will find different sources : ALTAR or NPC.

ALTAR

Like in a museum, some explanatory plates are in the environment to describe iconic scenes and give some explanations. By reading them, player can get some information and datas for his boxes. Some altar are also corrupted with Amnesium and need to be fix with information from NPC.

NPC

By talking with NPC, player can get missing information and datas for his boxes. Some NPC can ask the player for help. By helping them, player has new datas to fix scenes or altars.

POWERZ

SESSION EXAMPLE

Player starts at **LANDS** location. From his position, he can see the **MOUNT OLYMPUS** and would like to explore it. Unfortunately, where he's supposed to find « ***a ferryman*** », there's only **Amnesium** making glitch the environment.

OBJECTIVE

Find out a way to cross the **Styx**.

CHALLENGE

Fix the glitching **Amnesium**.

REWARD

Access to the **UNDERWORLD**.

FIRST DATA : THE BOAT

By exploring the edge of the Styx, the player finds a boat dock, but no boat. Only Amnesium. The player understands that a bord should stand here. With an interaction the player collect the data « *BOAT* ».

SECOND DATA : THE COIN

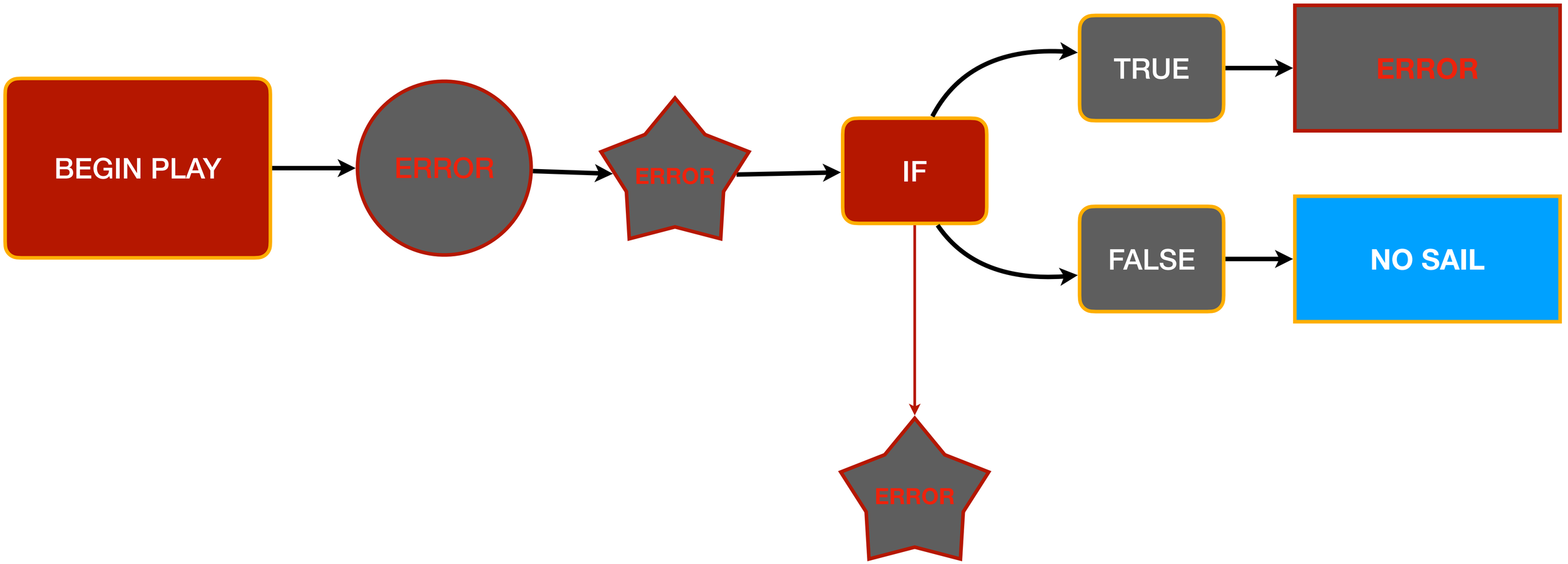
By talking with NPC, the player finds out he can't cross the Styx alone but the FERRYMAN could help him. No one remembers his name but by helping some NPC, the player get the object « *COIN* ».

THIRD DATA : FERRYMAN'S NAME

By talking with NPC, player find a path to follow. On this path he finds out a glitching altar saying « *Only the ferryman can cross the… The weight of a soul not worth more than the weight of a coin.* » By adding the data « **STYX** », player fixes the autel saying now : « *For a coin, Charon will make you cross the Styx* ». Player got the data « CHARON ».

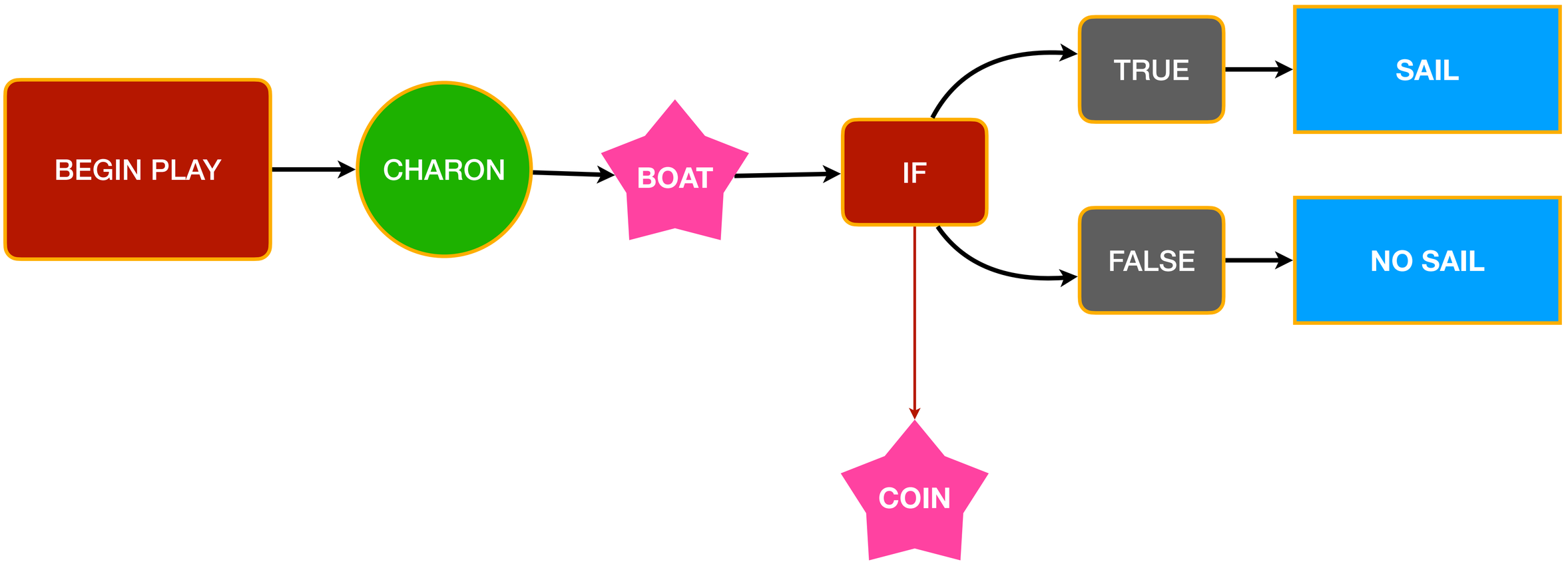
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SESSION EXAMPLE



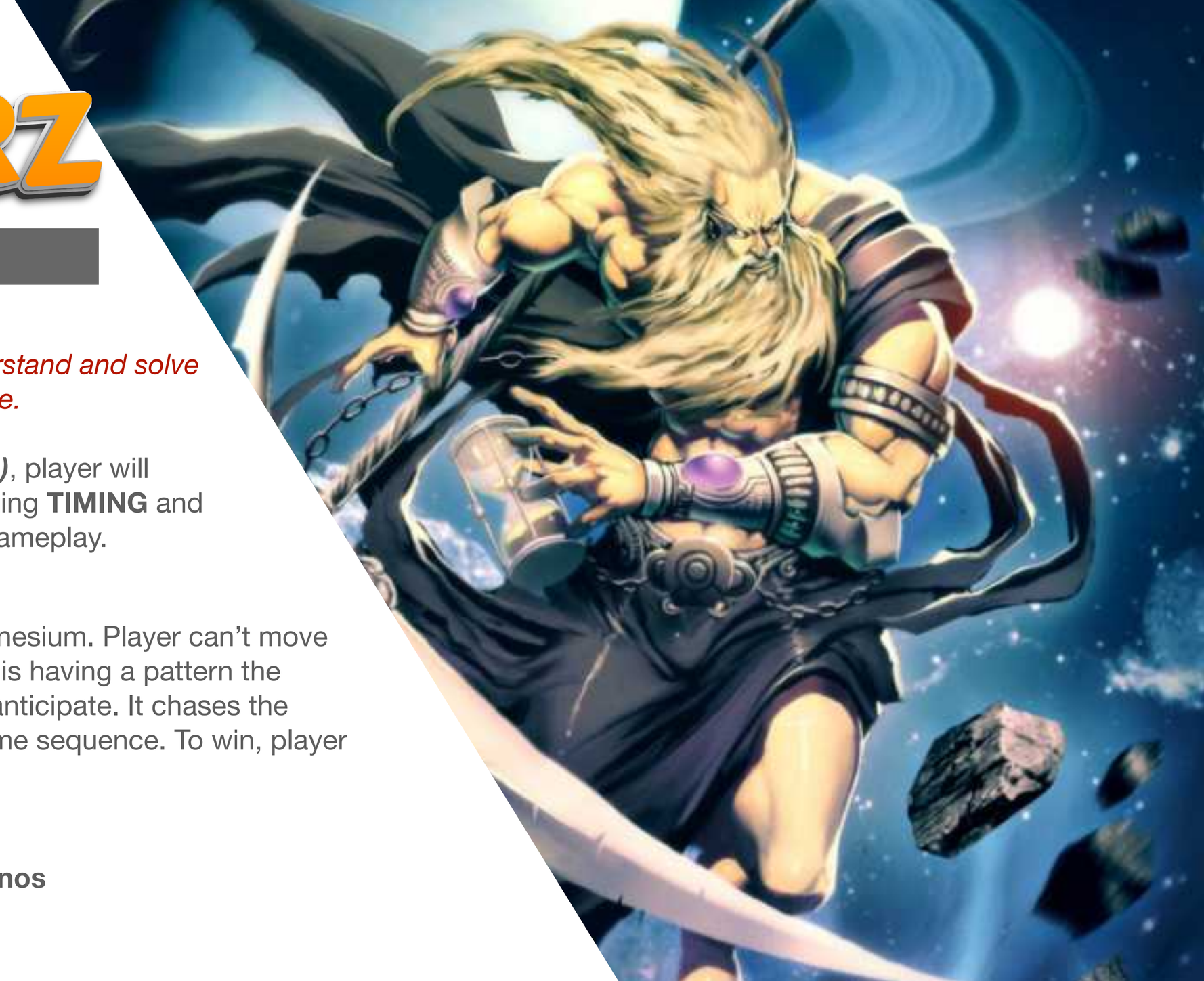
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SESSION EXAMPLE



POWERZ

BOSS FIGHT



INTENTIONS

Bosses fights are more puzzles to understand and solve (cf. Zelda) than combat bringing violence.

By using the same mechanics ***(BUG P1)***, player will have to fight Cronos. Boss fight is bringing **TIMING** and **STRATEGY** mechanics in the original gameplay.

CRONOS'S BEHAVIOUR

The environment is buggued, full of Amnesium. Player can't move around correct without fixing it. Cronos is having a pattern the player needs to learn, understand and anticipate. It chases the player through an arena, following a same sequence. To win, player needs to fix bugs around to :

- **have safe places**
- **code items and traps**
- **code Zeus behaviour to defeat Cronos**



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