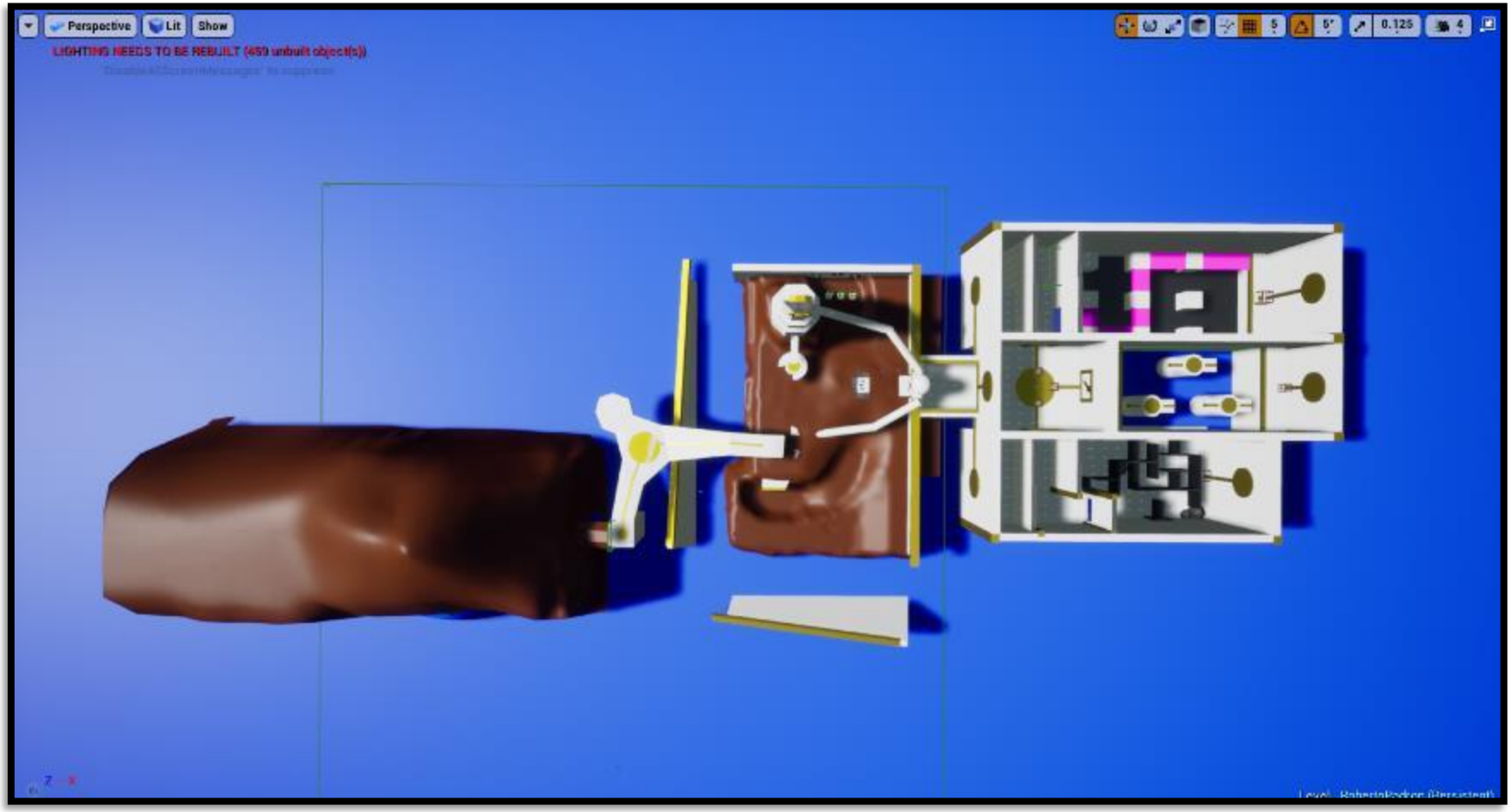
LD Test

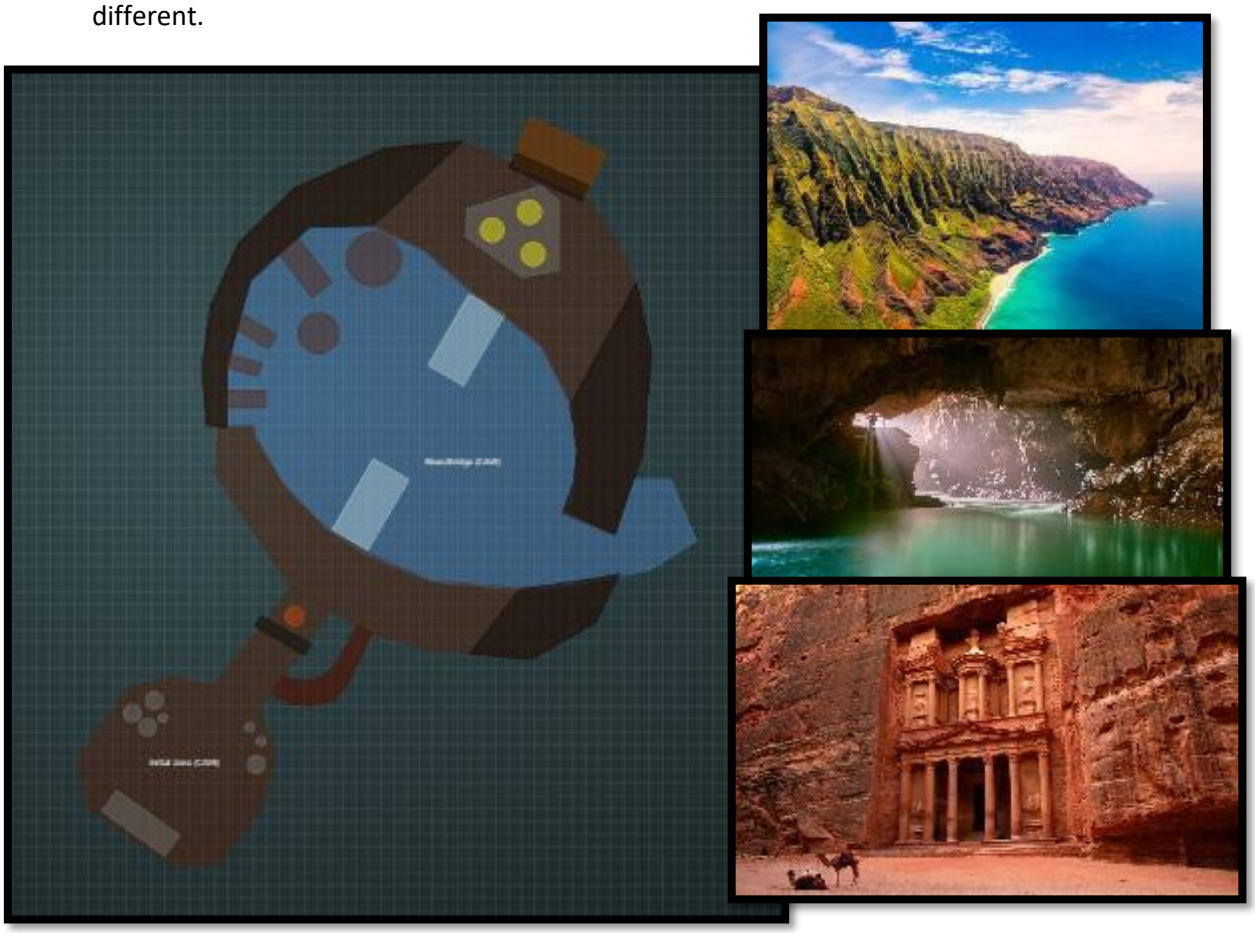
Roberto Padrón Mederos

2D Layout

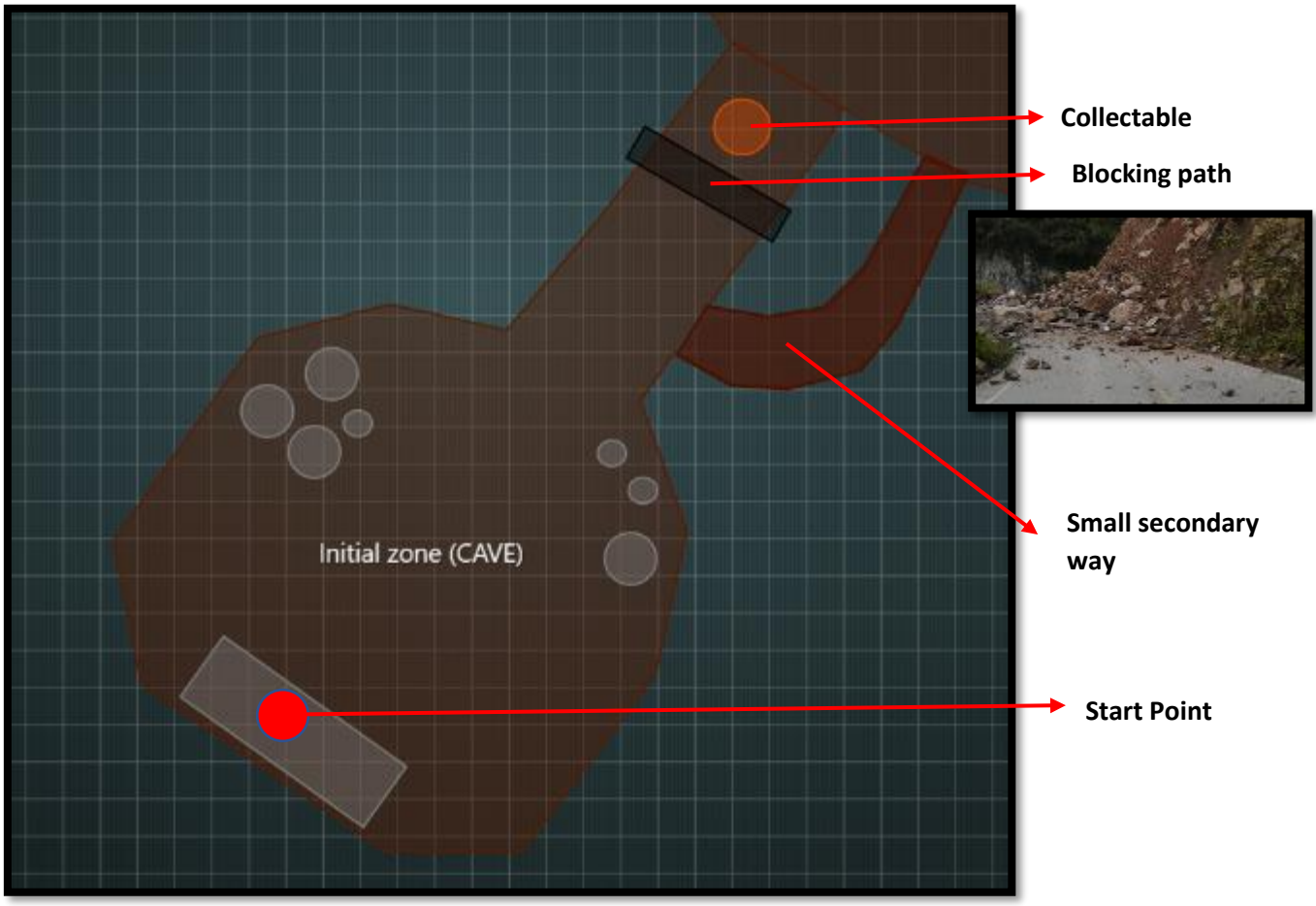

Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (459 unbuilt object(s))

The level is designed by 3 parts, the entire level is inspired by the game RIME, adding mystery and exploration of a magic island to discover it:

- **Cave:** is the initial part of the game, the introduction of the zone and the mechanics of the character, here the player must make an initial choice that will make the end to be different.

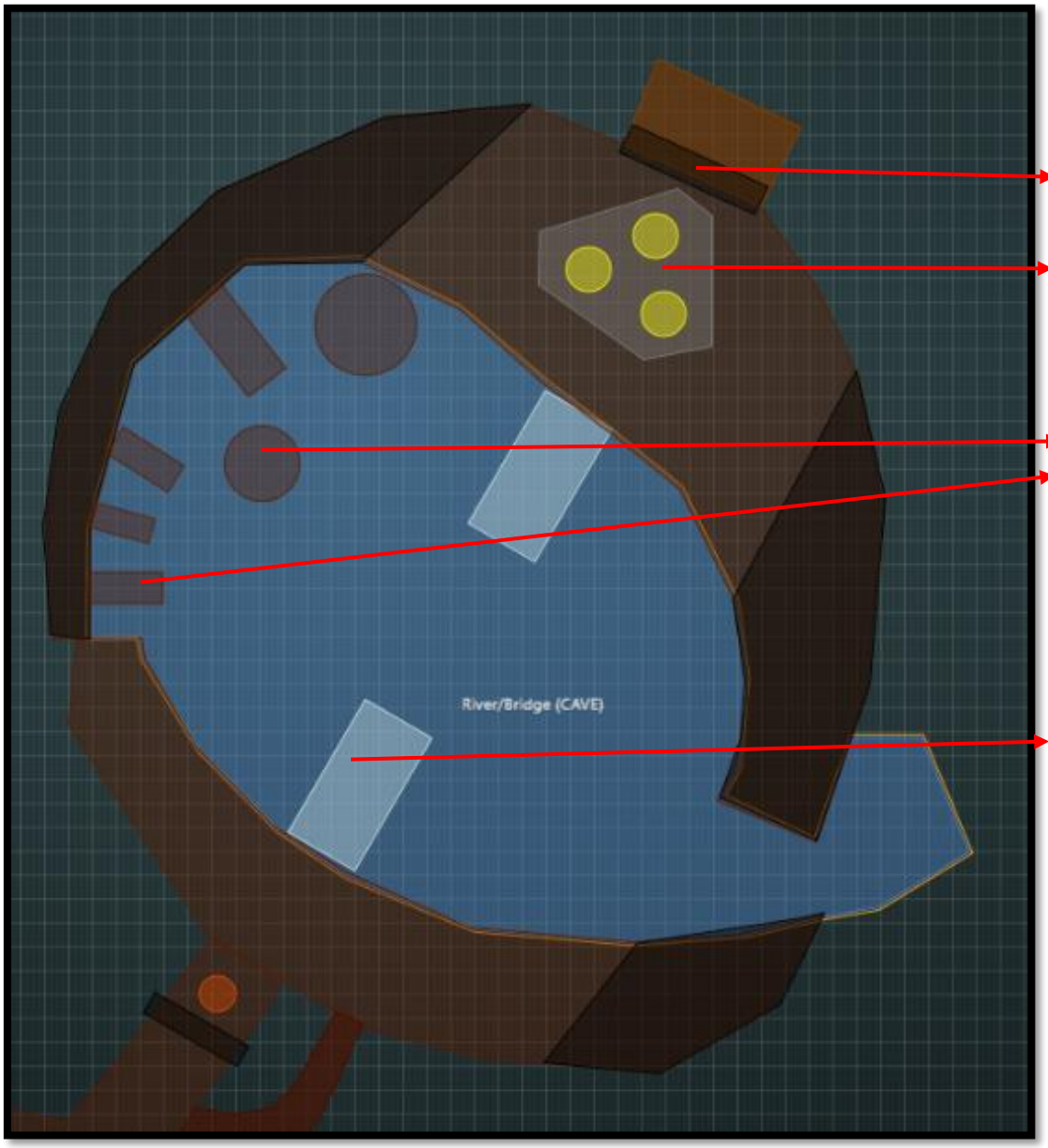


Cave: Part 1

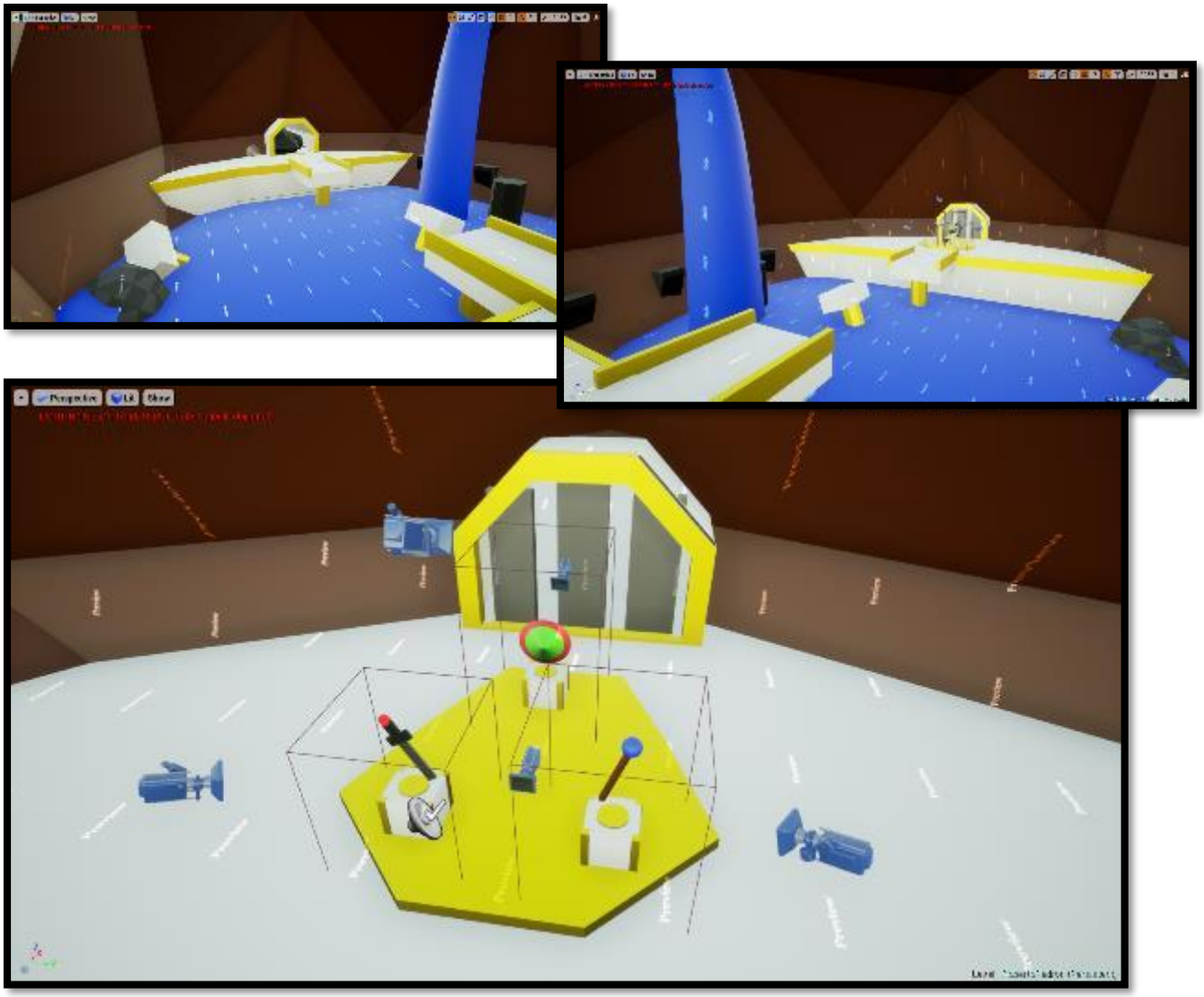


This cave is half built by an ancient civilization and half made by nature, this area is the first contact with the mechanics of the character, the principal way is blocked by the rocks, and there is a small cave near the way that allow the player to pass to the next part of the cave, that is the lake.

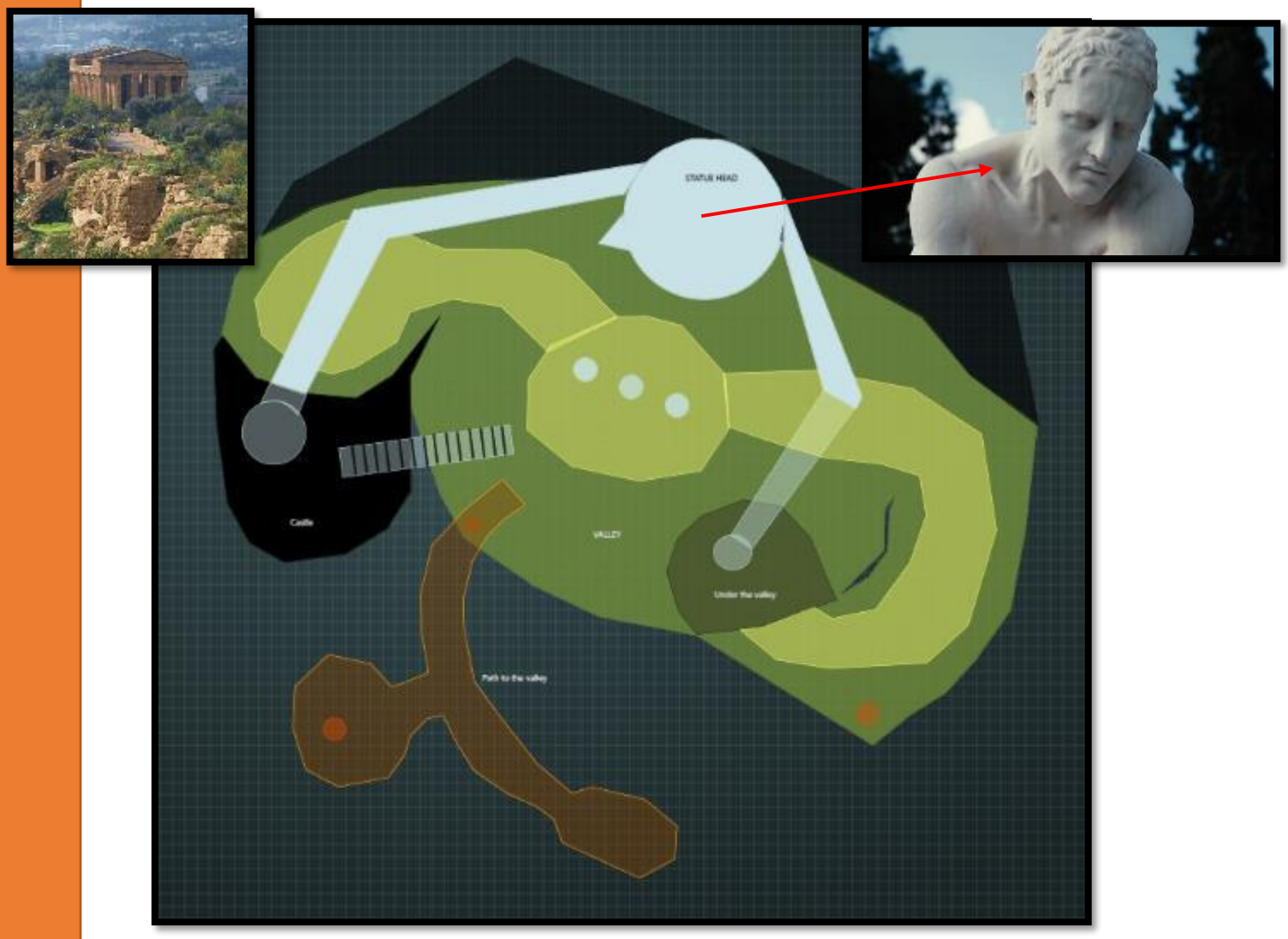
Cave: Part 2



Simple platforming place at the beginning, after that, the player must make a choice of what weapon he wants to carry during his journey from the weapons pillar, after selecting one of them, the other two will be destroyed, and the blocked door will be unlocked allowing the player to go to the next part of the level, the Valley.



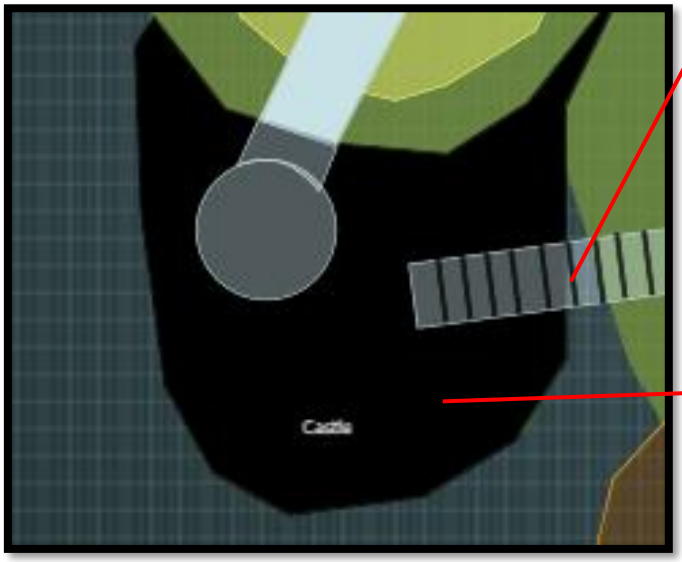
- **Valley:** the second part of the level, here is where the exploration and the navigation happen with the puzzle that the player must solved to continue to the temple.

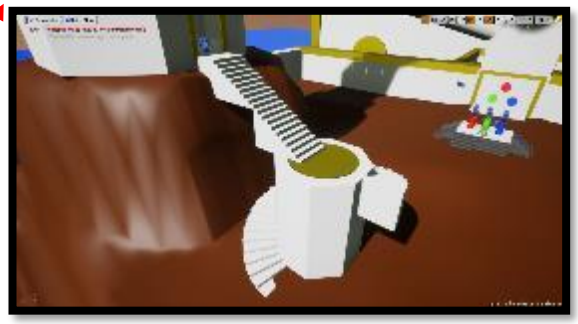


The valley is where the mechanics of exploration and navigation take place, the valley is structured with a Father Puzzle where the player must collect the 3 orbs to unlock the door to the temple, to do so, the player must solve other 3 small puzzles that will give the player these orbs:

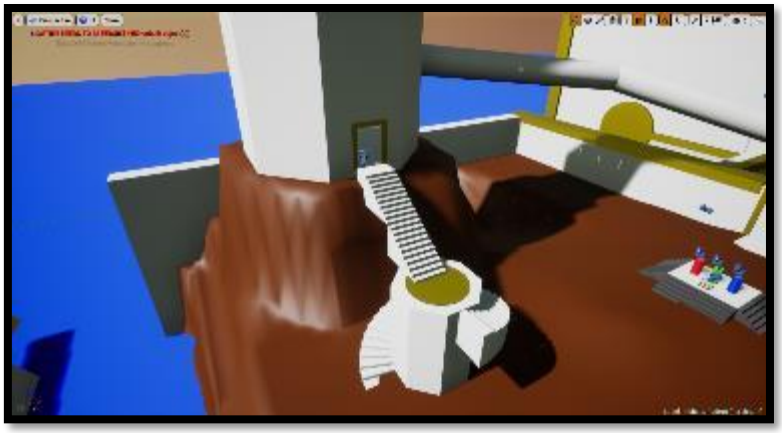
- **The Red Orb:** this orb is inside the right hand of the statue, that is inside of the cylinder temple, to make the statue drop the orb, the player must reach the top of the platforms.

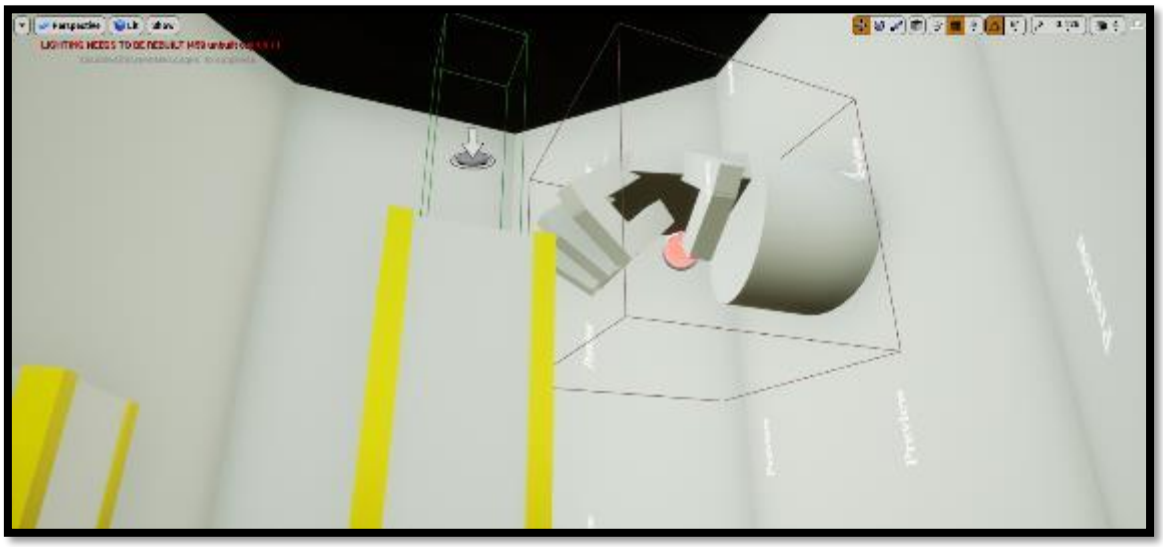
Stairs to the cylinder temple



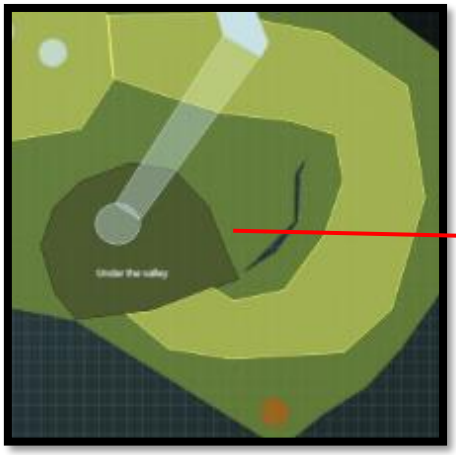


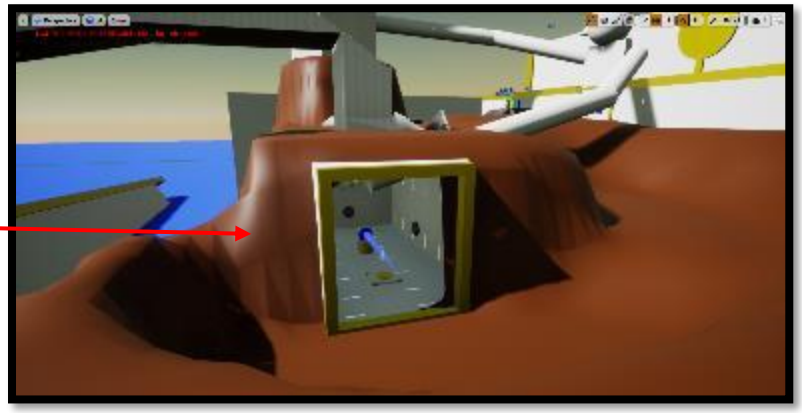
Cylinder Temple

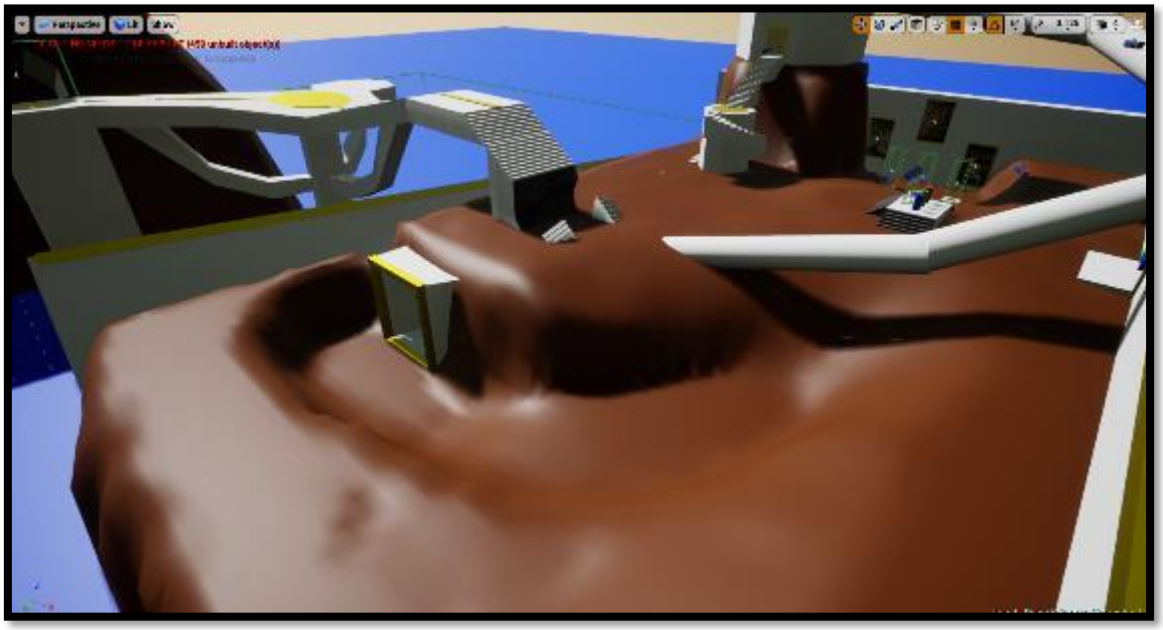




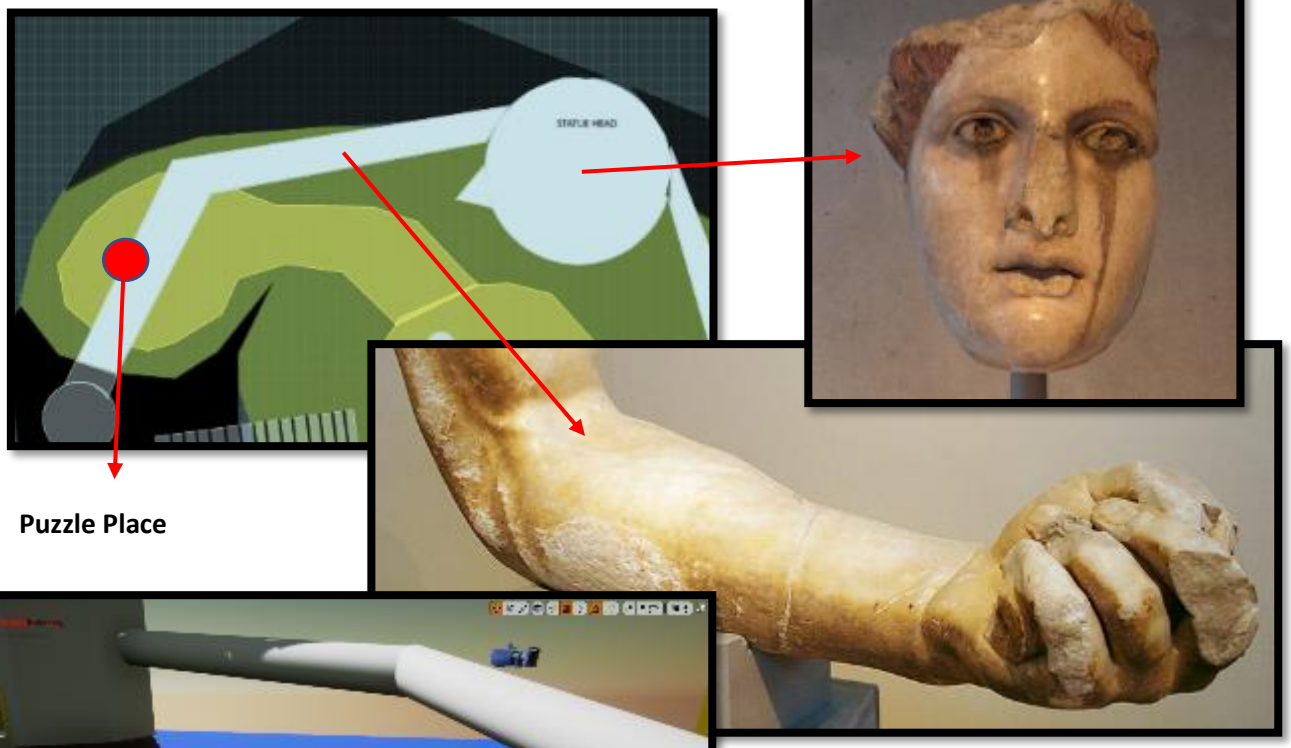
- **The Green Orb:** this one is in the left hand of the statue that is in a small cave under the island, following the statue arm the player can find the green orb puzzle, to solve this puzzle the player must charge the batteries of the cave, when all of them are charged the statue will drop the green orb, to charge the batteries the player must stand over the platform to make the Light Source rotate to the batteries.







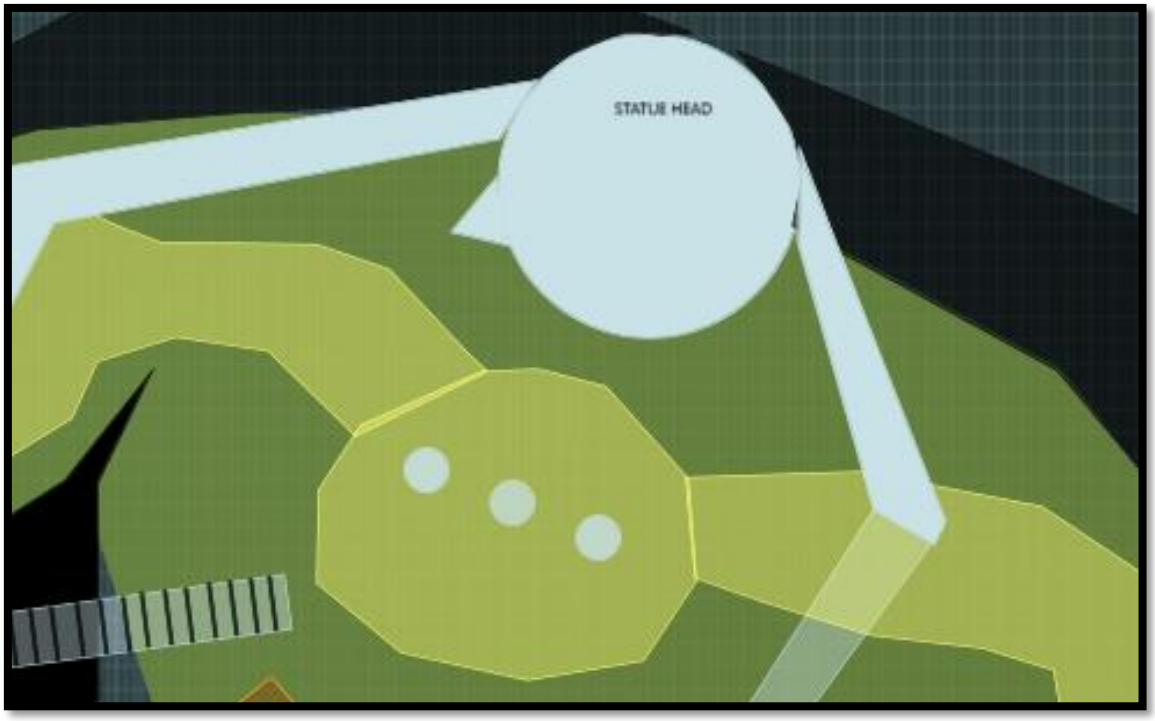
- **The Blue Orb:** To reach this orb the player must complete the painting to make the statue cry, his tear is the orb the player need to complete the valley puzzle, to complete the painting the player must stand in order the platforms that move the painting to their finale place.

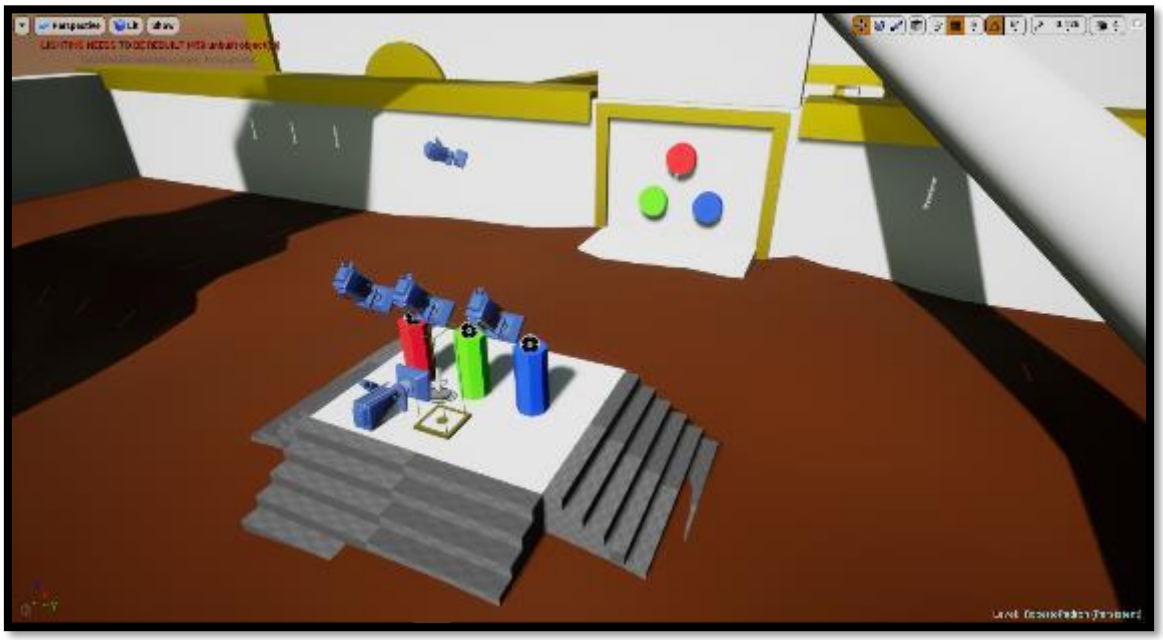


Puzzle Place

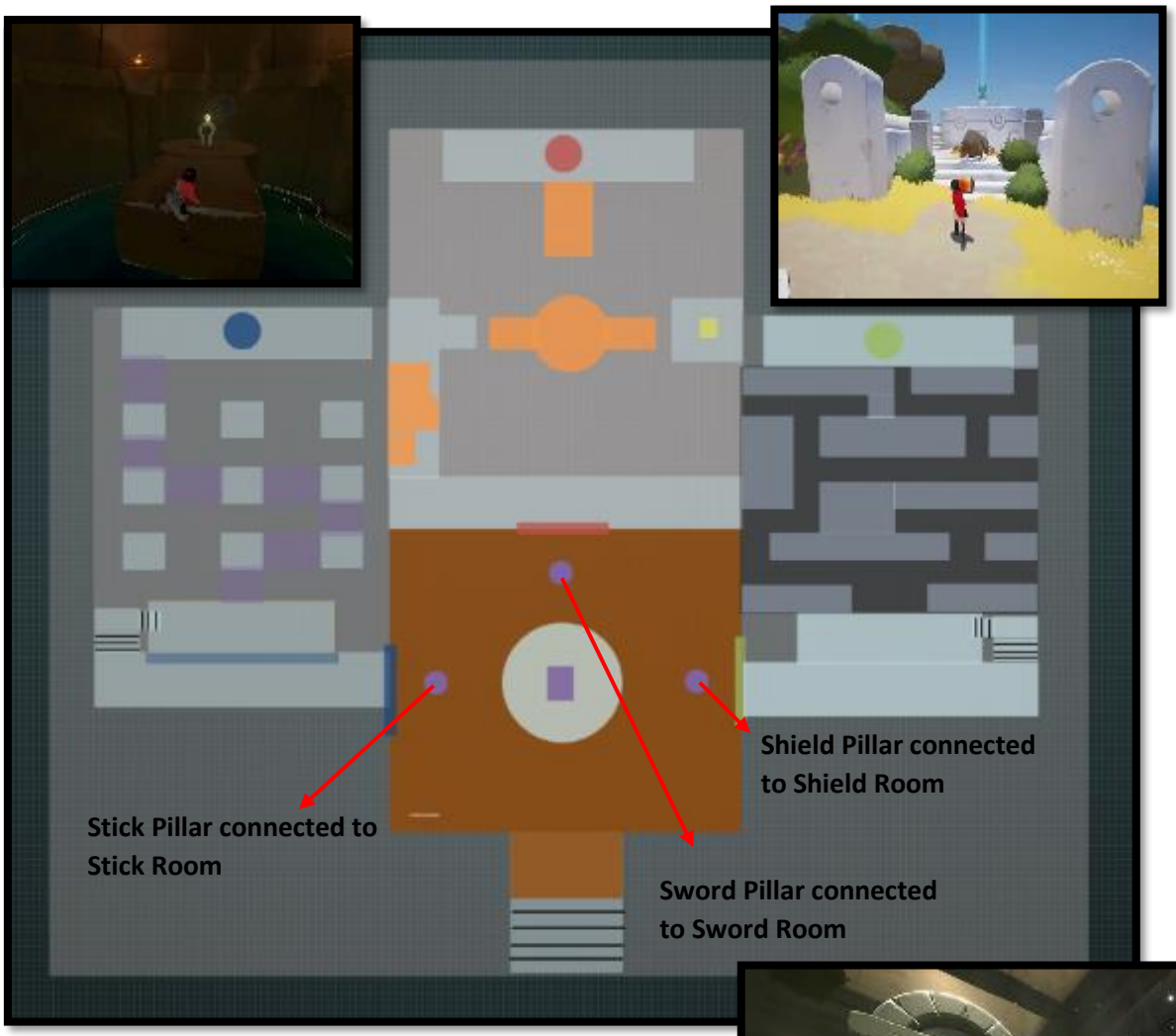
The actual painting is just a placeholder, the idea is to use other painting inspired in RIME murals

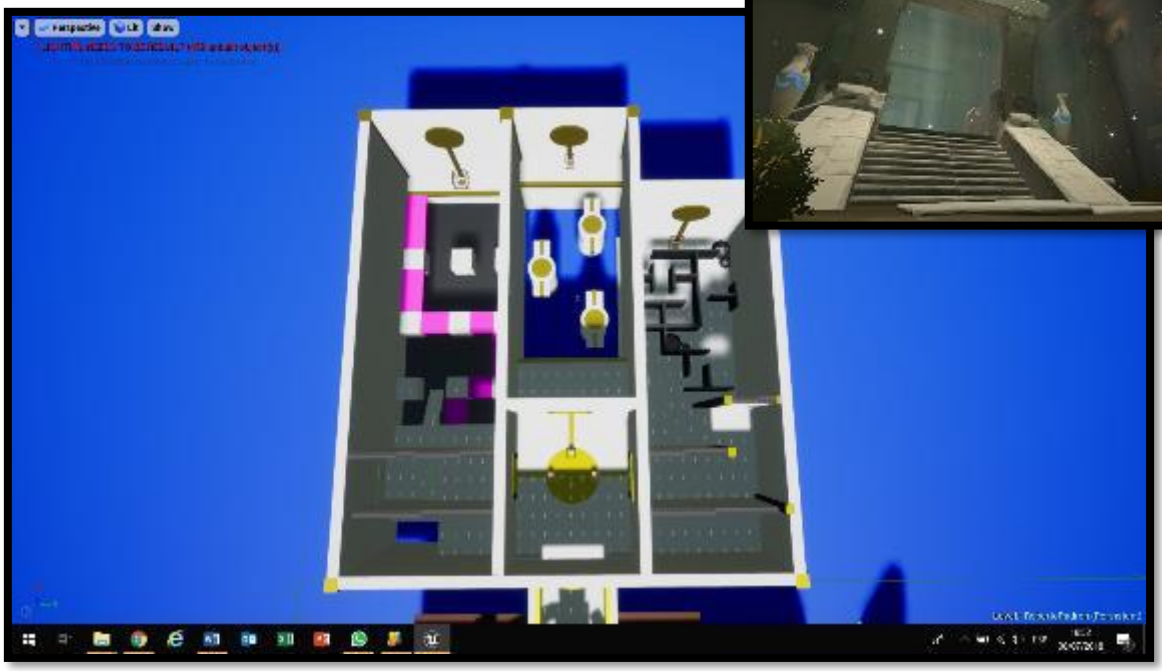
- **Valley Puzzle:** once the player has the 3 orbs, he must place them in the pillars that are in the center of the valley to unlock the door and allow the player to get inside the Temple.





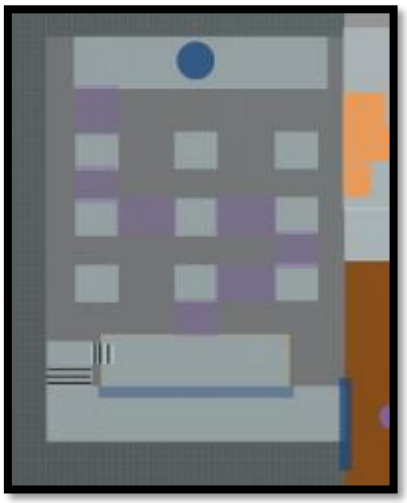
- **Temple:** the end of the level is defined from his initial choice in the cave, where the path will be different, the visual inspiration is directly related with RIME buildings.

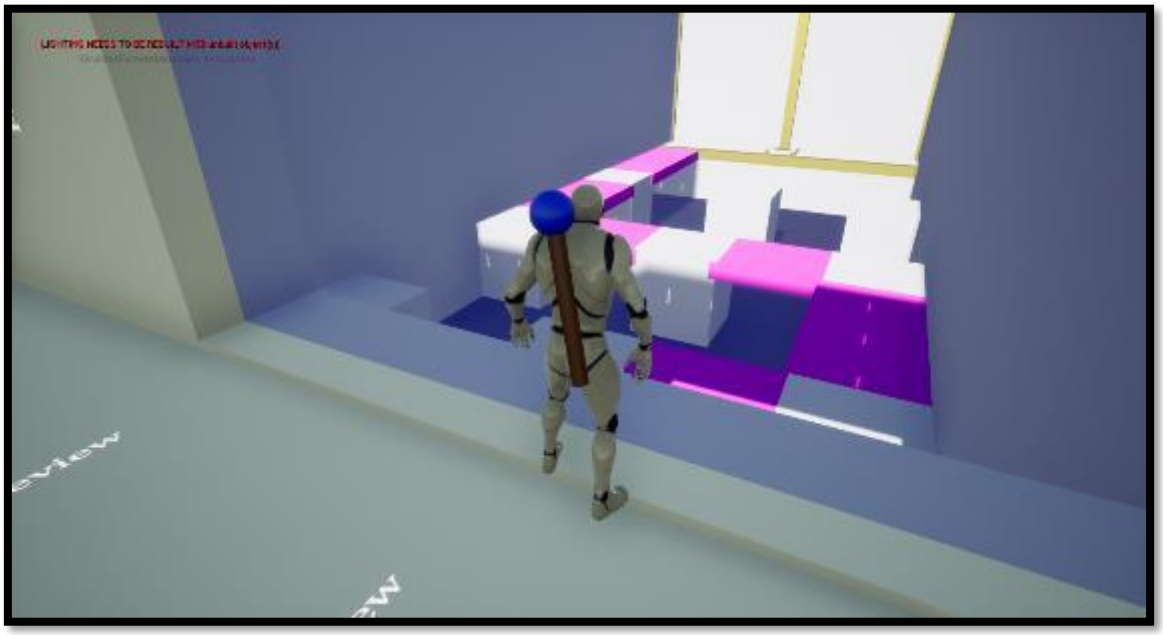


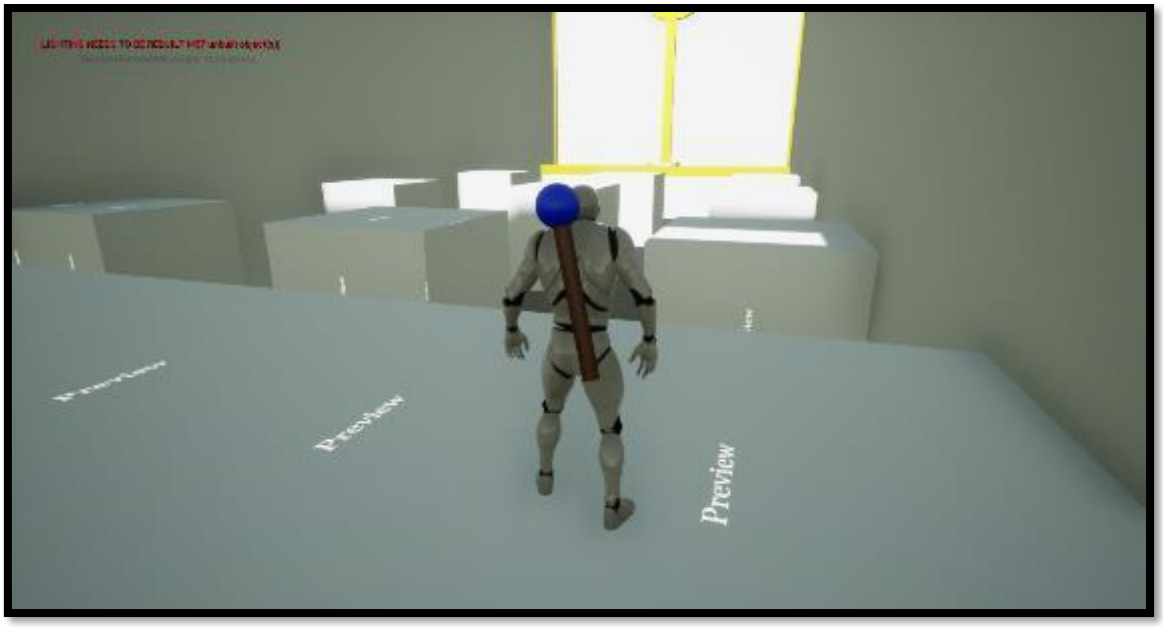


NOTE: At this point, when I was making the blockout I realize that the first iteration in the layout wasn't really working so I made a second iteration of the puzzles and in the original design of the rooms directly on the blockout to have something more fun to play.

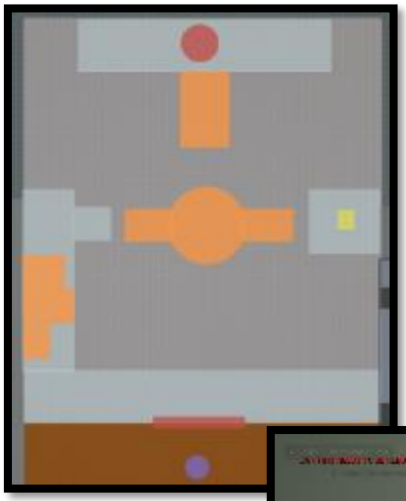
- **Stick Path:** If the player has selected the stick at the beginning hi will need to complete the stick challenge, the idea is to reach the final platform at the end of the room, to do so, the player must look through a magic crystal that show the location of the invisible bridges that let the player get across the room.





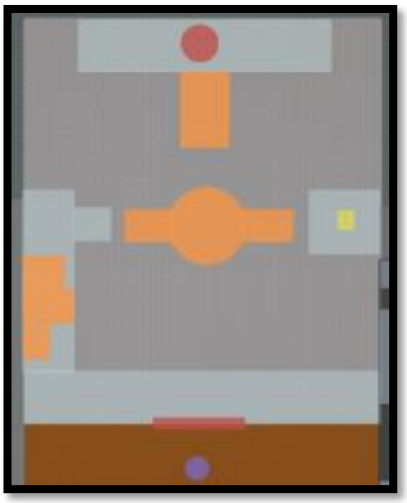


- **Sword Path:** if at the beginning the player selected the sword weapon, he will need to get through the Sword Room until the final platform, this room is sett with rotator platforms and the player must be skilled with his jumps to reach the other side of the room.

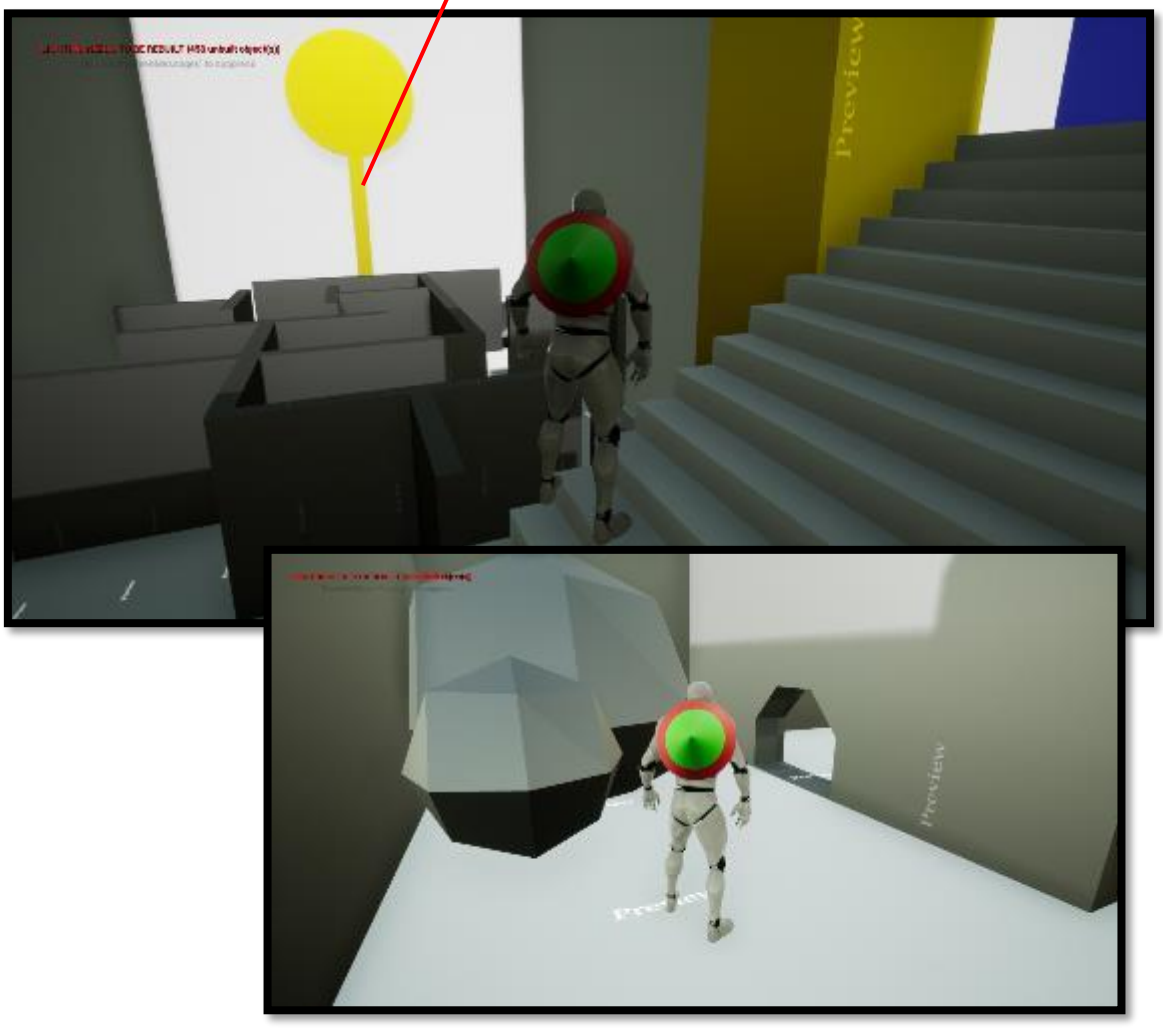


As I said before, I made a second iteration of this room in the blockout to make it more fun, that is why there is a difference between the layout and the blockout.

- **Shield Path:** is the player selected the shield weapon he will need to make the shield path, this one is a labyrinth hald destroyed so in one of the wall there ir a hole where the player can crouch through it and continue his path to the final platform.

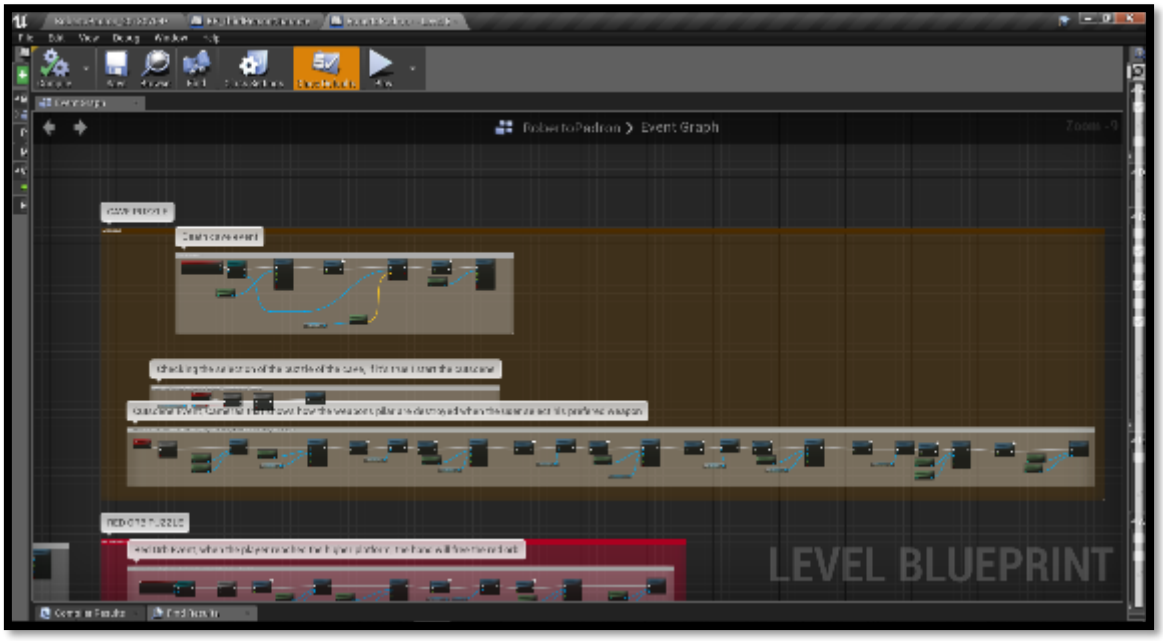


All the final platforms can be find at the end of the sun lights.



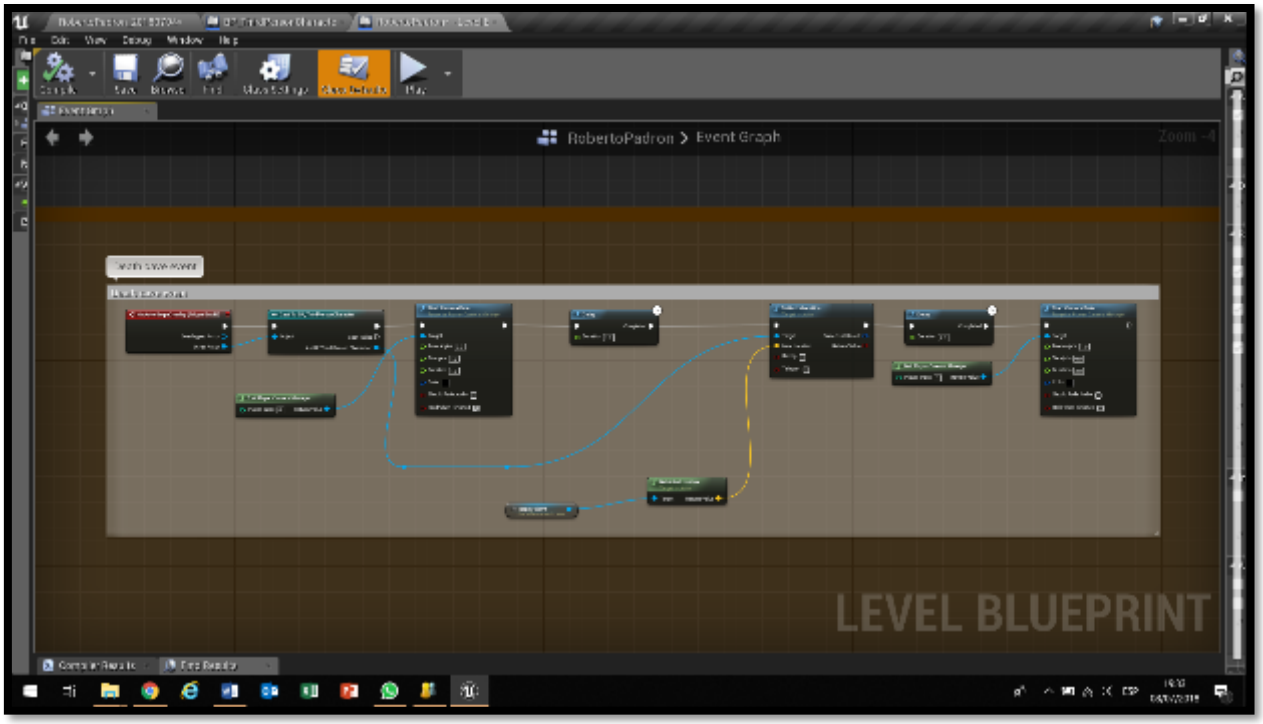
BLUEPRINTS SCRIPTING

- **CAVE**



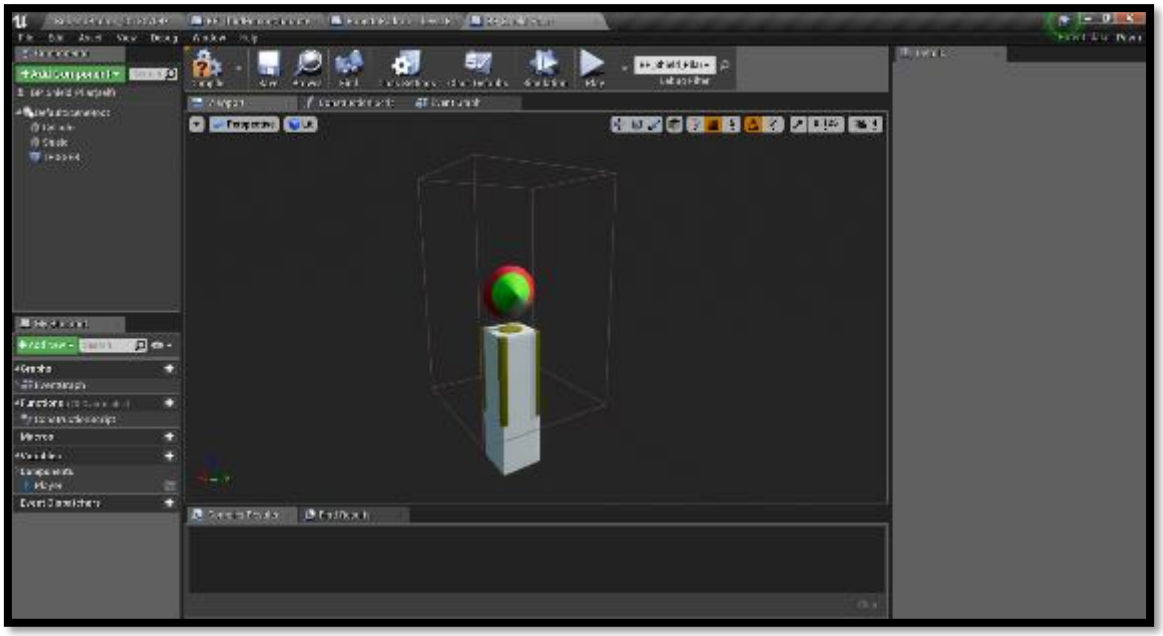
This is the Level Scripting of the Cave part.

The first one is a custom event that is checking when the player has selected a weapon, if it true, then I start the Cutscene custom event, that are programmed cameras to make a small cinematic showing that the weapon pillars are destroying, and the door is opening, allowing him to continue to the valley.

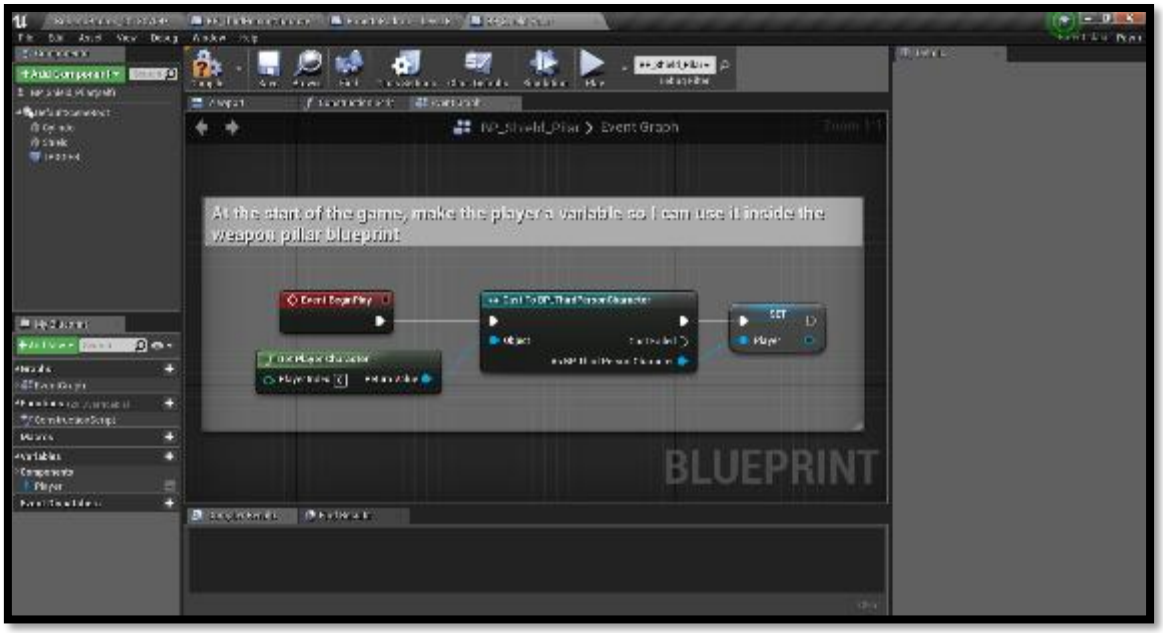


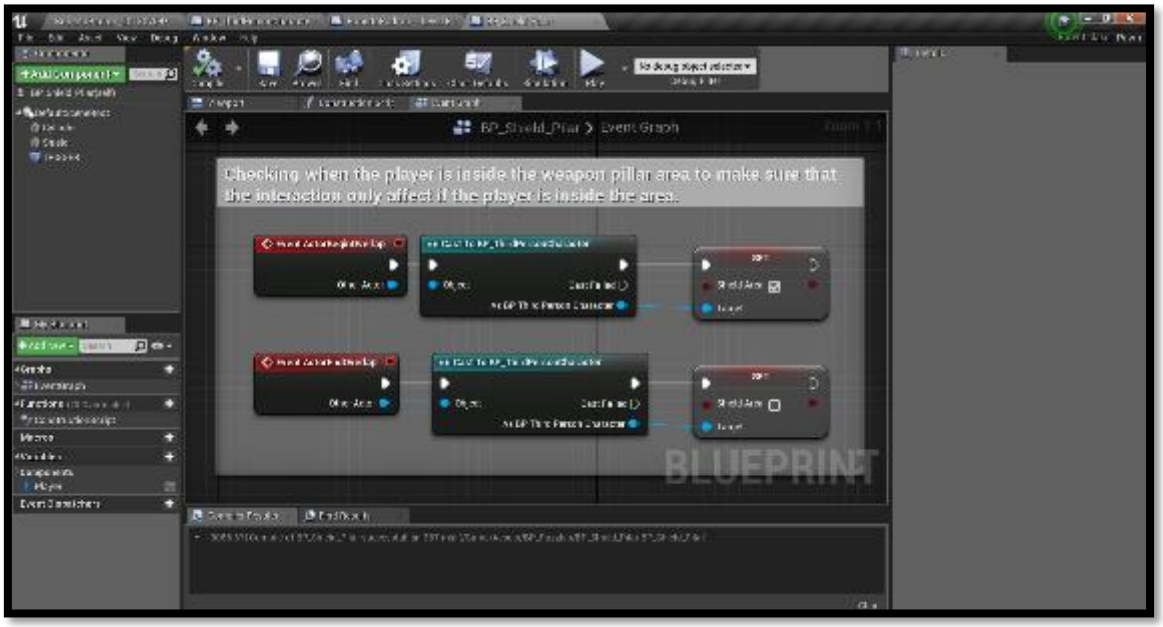
Death trigger event, when the player falls into the water I set his location to a save position with a fade in and fade out camera black filter.

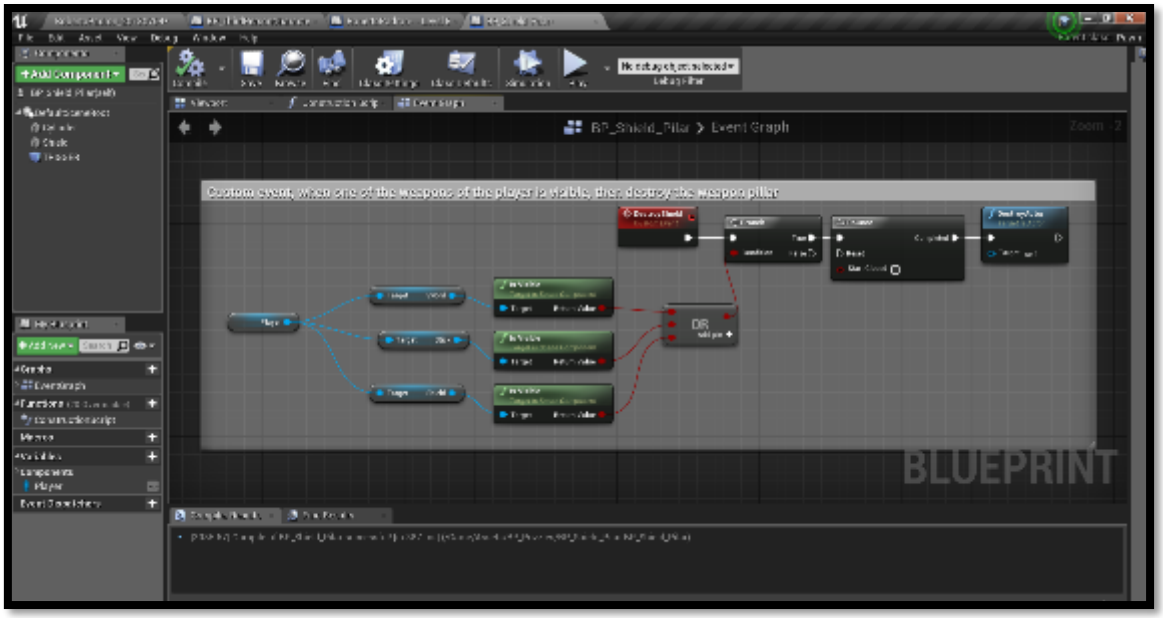
- **Weapons Pillar Blueprints:**



The blueprint structure of the weapon pillars is all the same so I'm only going to explain one of them.

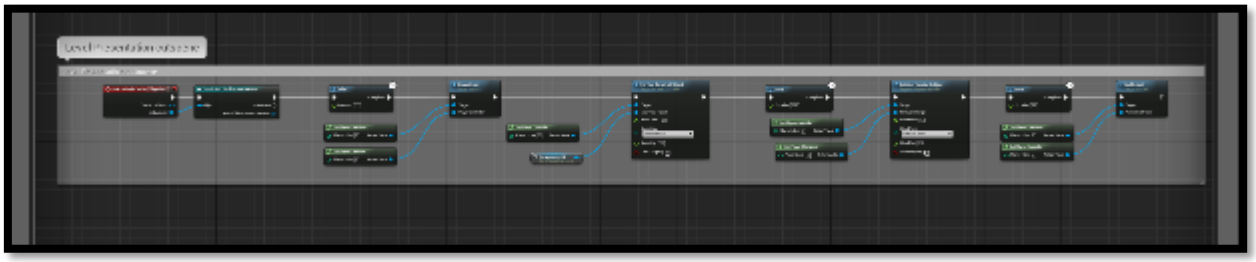

At the start of the game, make the player a variable so I can use it inside the weapon pillar blueprint
BLUEPRINT


Checking when the player is inside the weapon pillar area to make sure that the interaction only affect if the player is inside the area.
BLUEPRINT

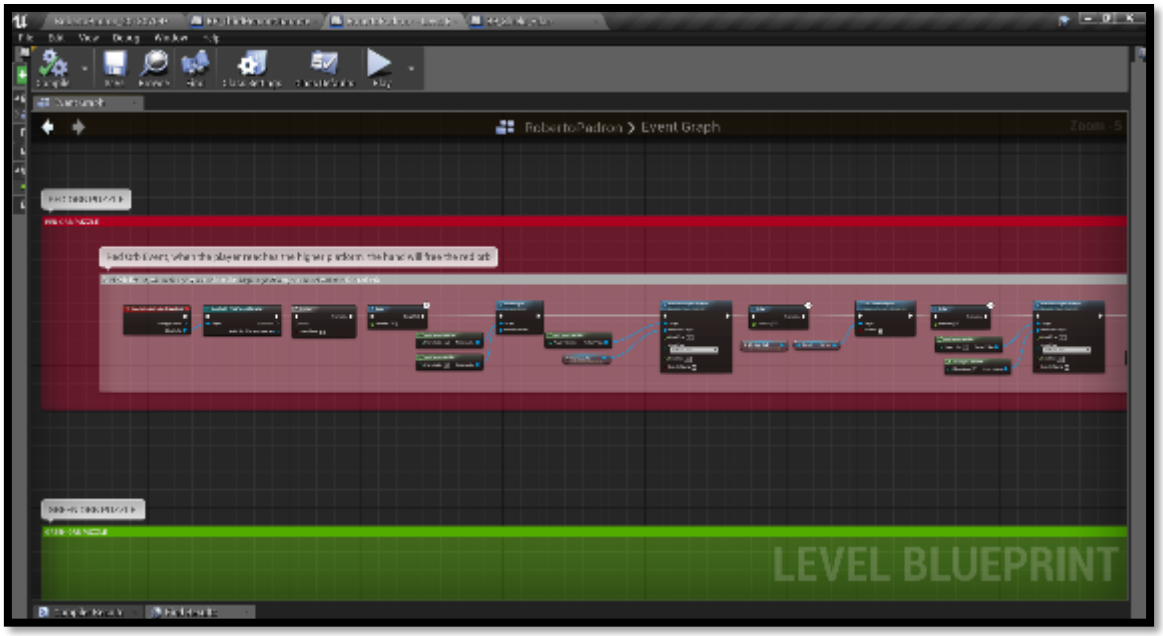


With these blueprints I can detect which weapon the player has selected and set the way free, so he can continue the game

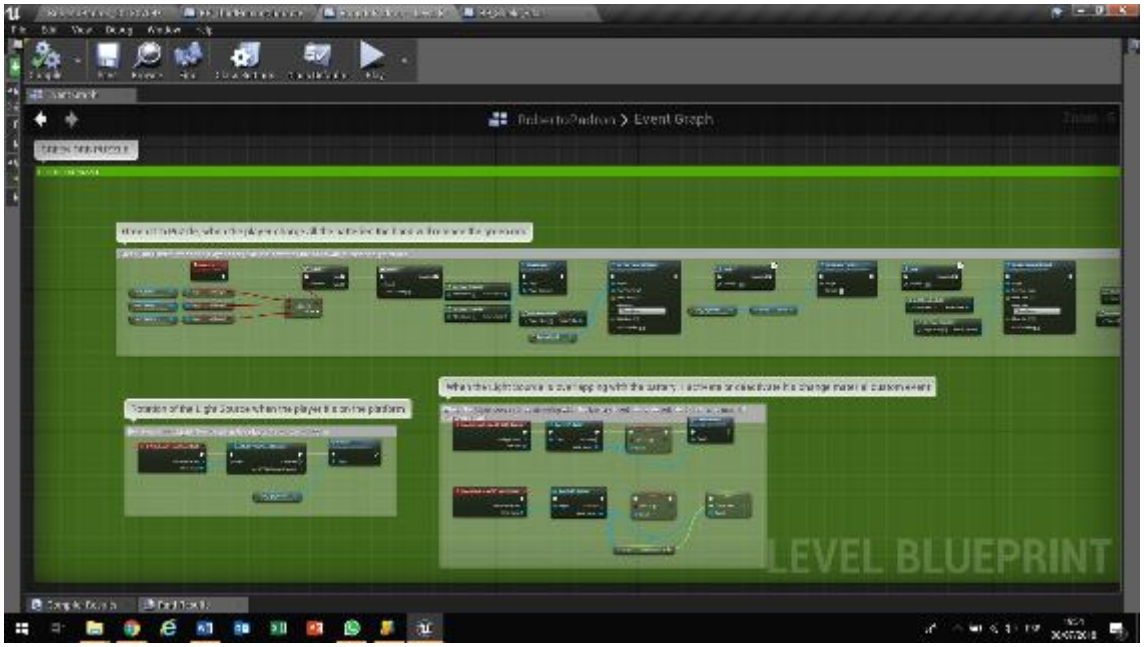
- **VALLEY:**



Sequence that makes a presentation of the valley when the player gets out of the Cave.



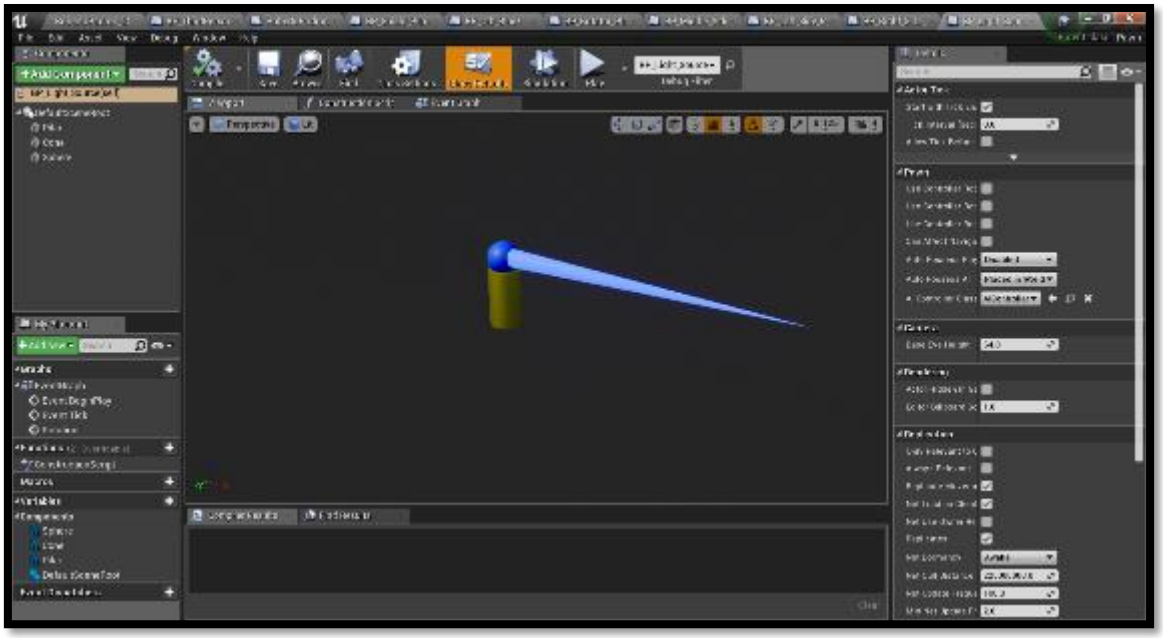
Red Orb Puzzle, when the player arrives at the tallest platform, I start a sequence of cameras at set the simulate physics of the red orb to true, so it simulates that the right hand of the statue is dropping the orb.

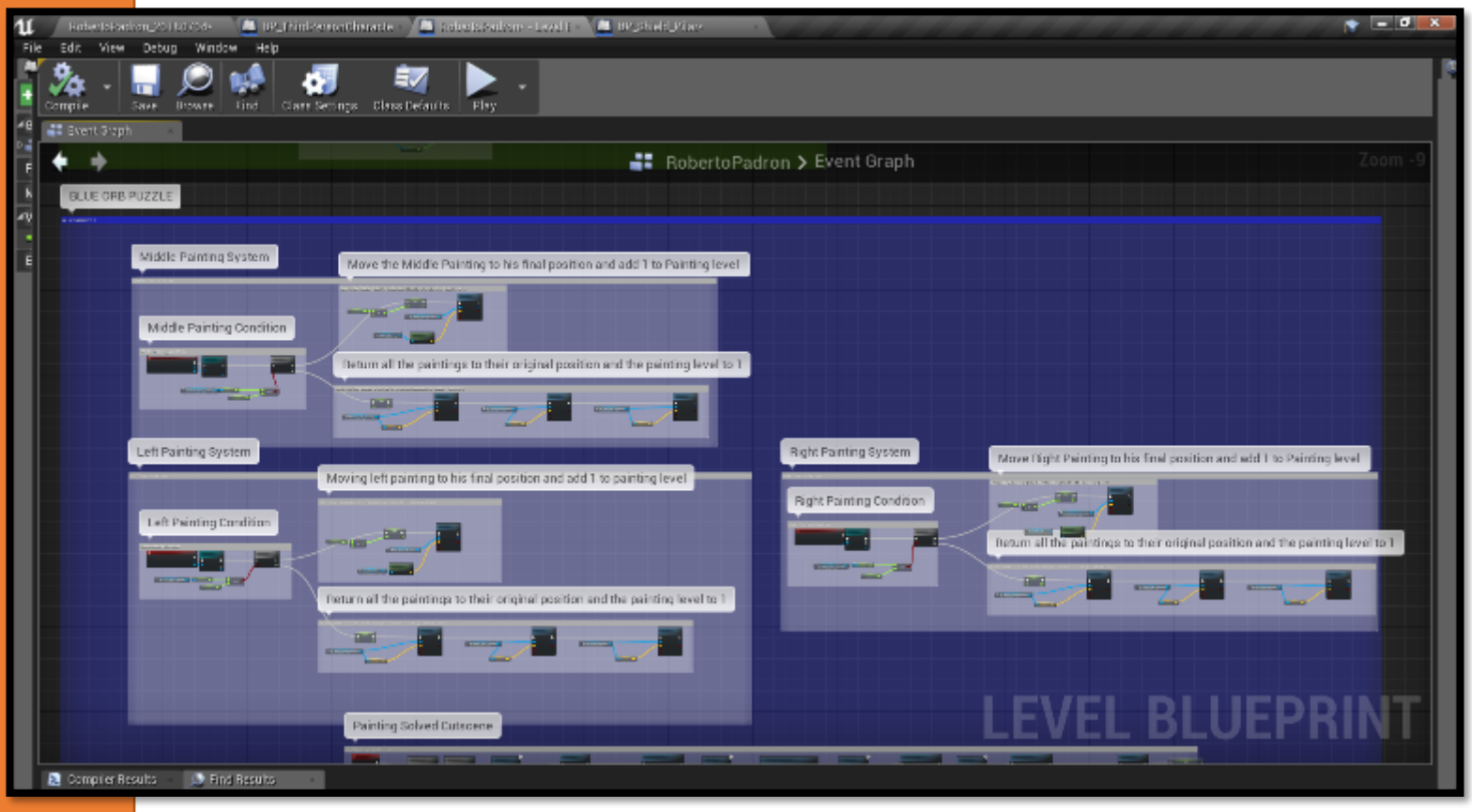


Green Orb Puzzle, there is a custom event that is detecting that the batteries are all charged, if it so, I make a sequence of cameras and setting the simulating physics to true, so it simulates that the left hand is dropping the green orb.

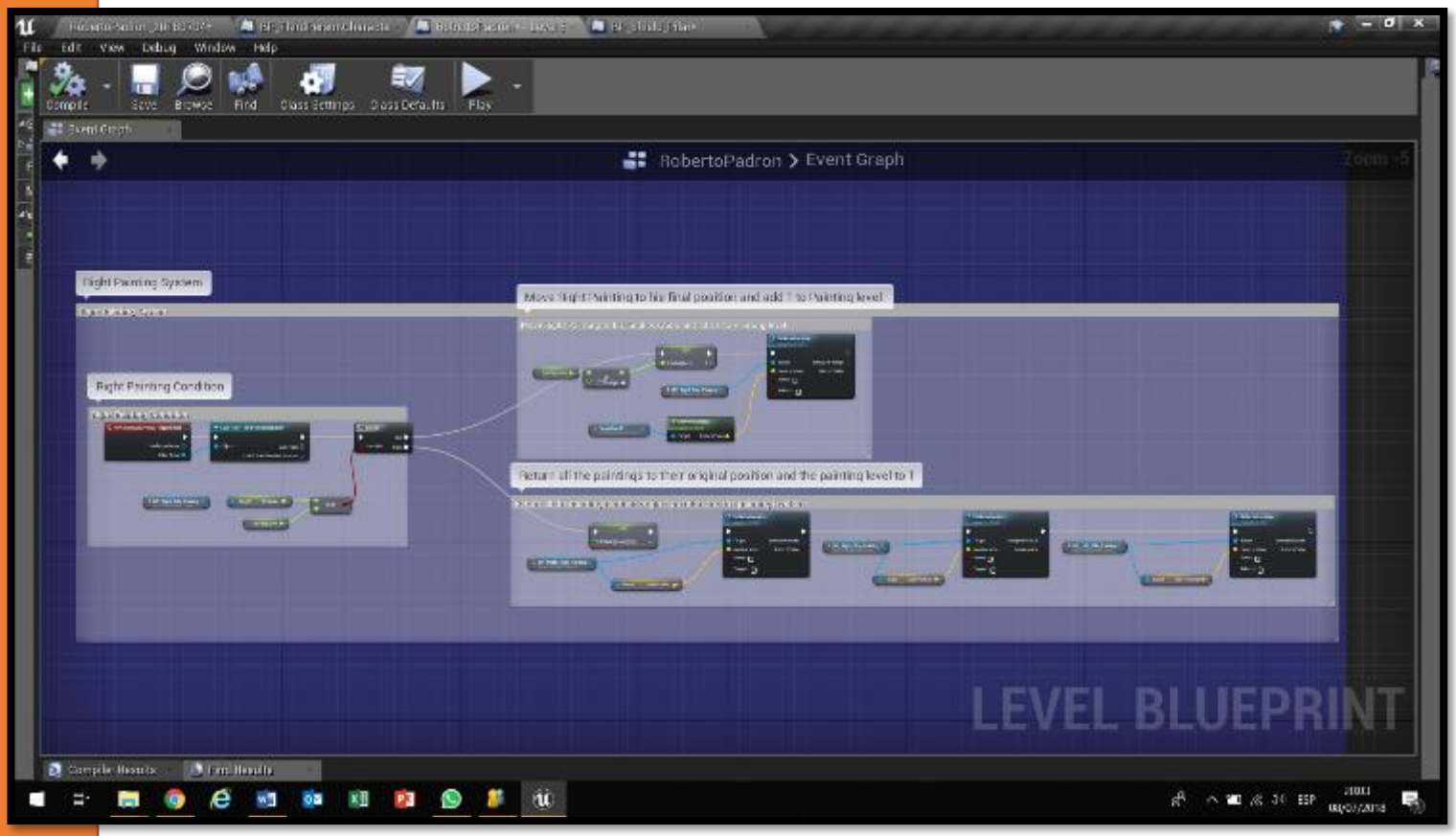
Also, a trigger that when the player begin overlaps with it, I rotate the BP_Light_Source that is the one that charge the batteries.

The third commented script says that when the battery is fully charged I change his material to have a visual feedback of the energy.

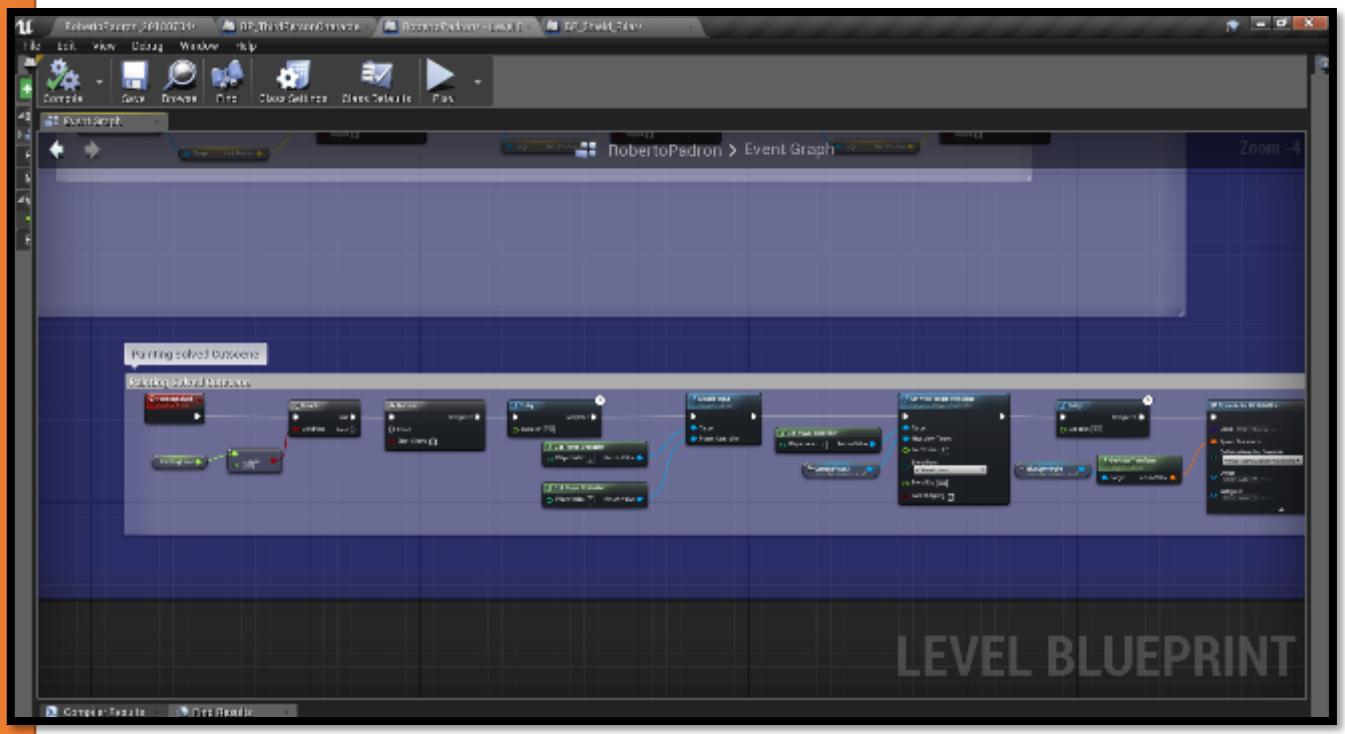




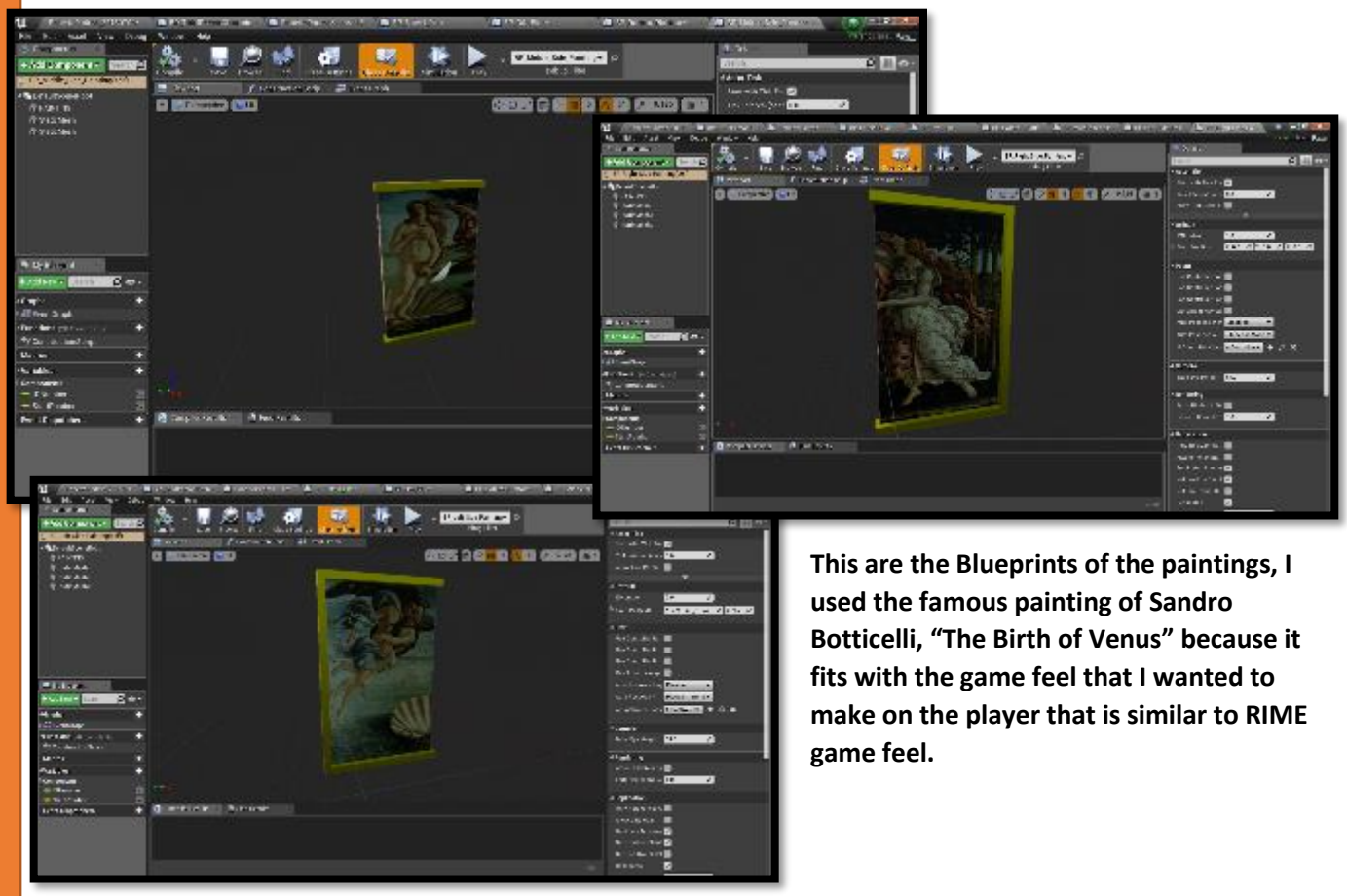
Blue Orb Puzzle, completing the painting parts will make the great statue to cry and that tear is the blur orb. The paintings must be place in order if it gets wrong their will set to his initial position and the player must start again. I'll show one of the scripting of the painting that works the same for every painting.



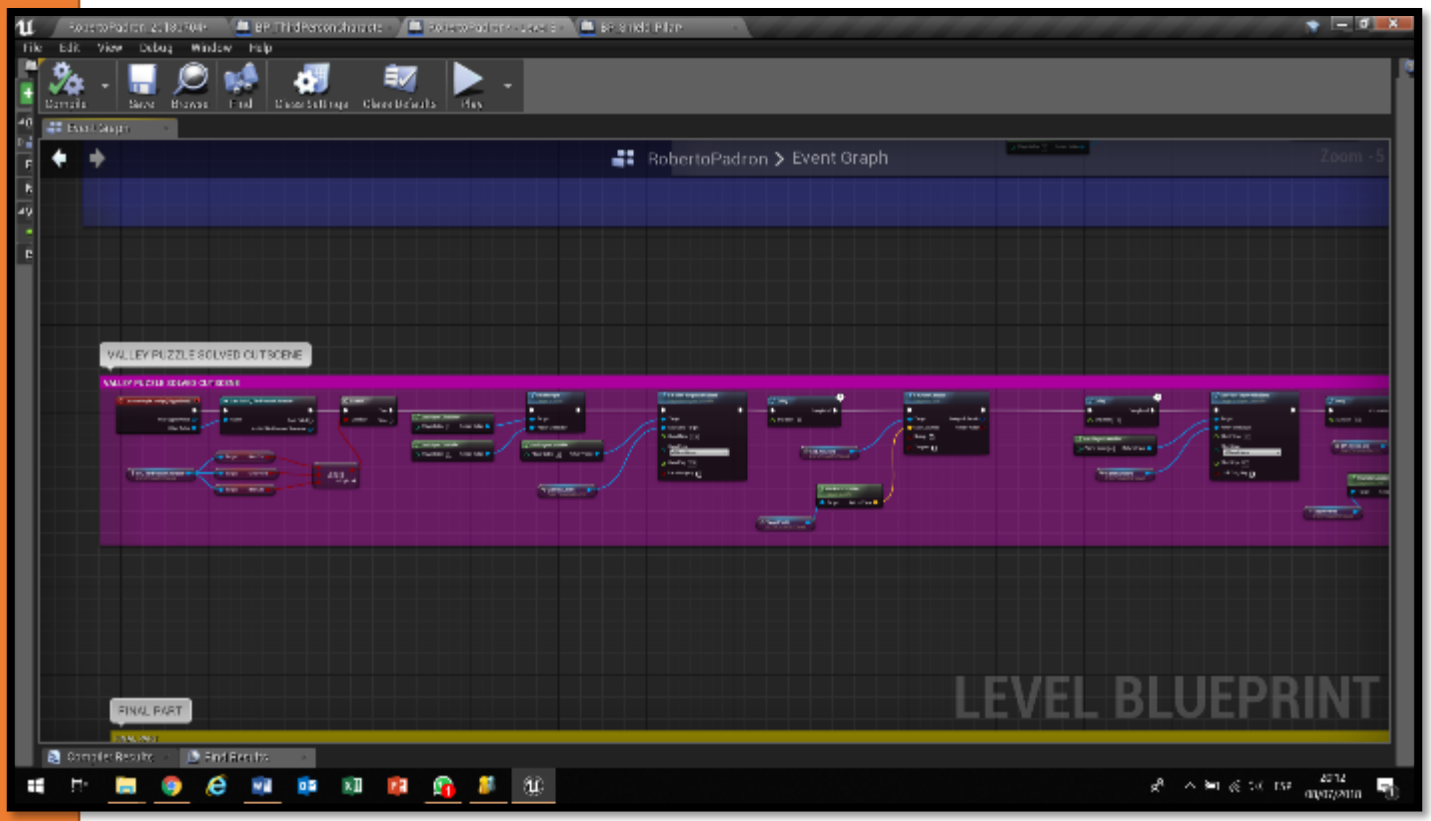
Every Painting has his own ID Number that I use to check the order of the movement, to do so, I compare the ID Number with the Level Positions float variable in the level blueprint, when the player overlaps with the platform that activate his movement, I check if the ID Number of the painting if the same of the float of the level blueprint if it is true, I place the painting to his final position, if its false I set all the paintings to their initial position and set the float level blueprint variable to 0 again, so the player must try again.



If the level blueprint float is 3 it means all the painting has been placed correctly in order and I start the camera sequence that shows how the statue cry and drops the blue orb, the custom event is called Painting Solved Cutscene.

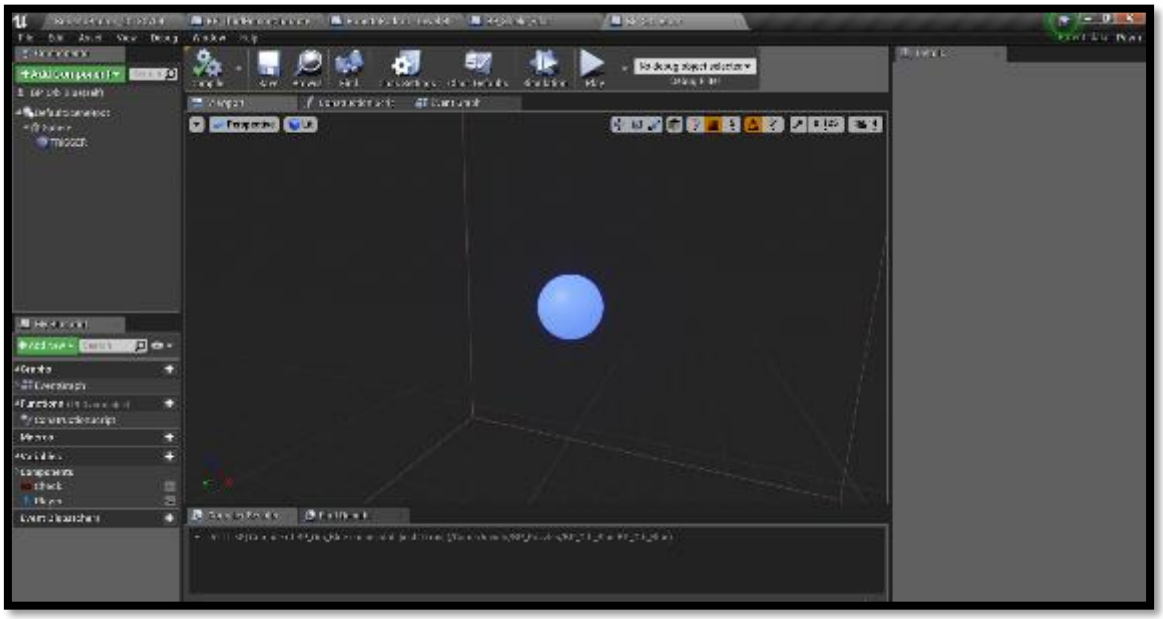


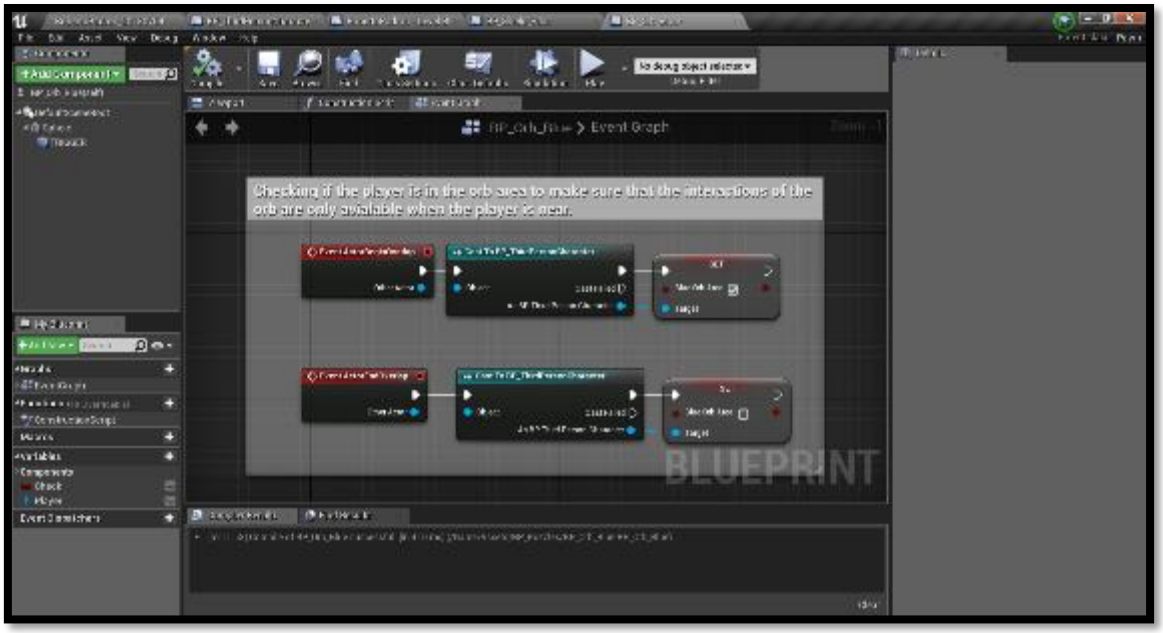
This are the Blueprints of the paintings, I used the famous painting of Sandro Botticelli, "The Birth of Venus" because it fits with the game feel that I wanted to make on the player that is similar to RIME game feel.

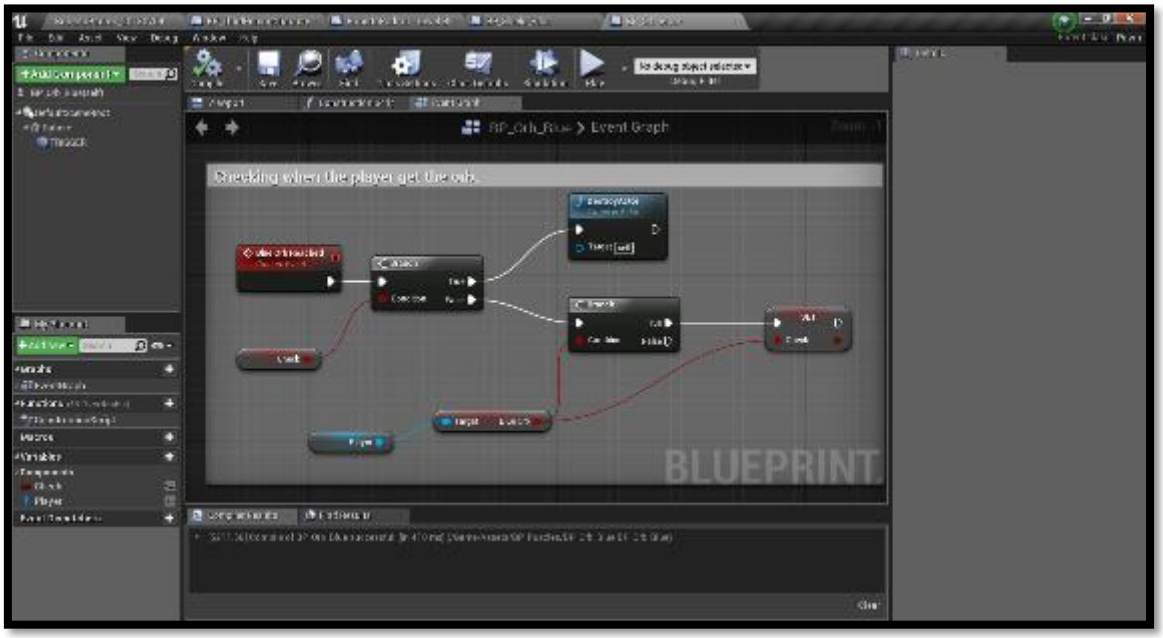


When the player has the orbs and stands on the platforms in front of the colored pillars, I start a camera sequence that shows how the orbs are placed in the pillars and the door to the temple is opening.

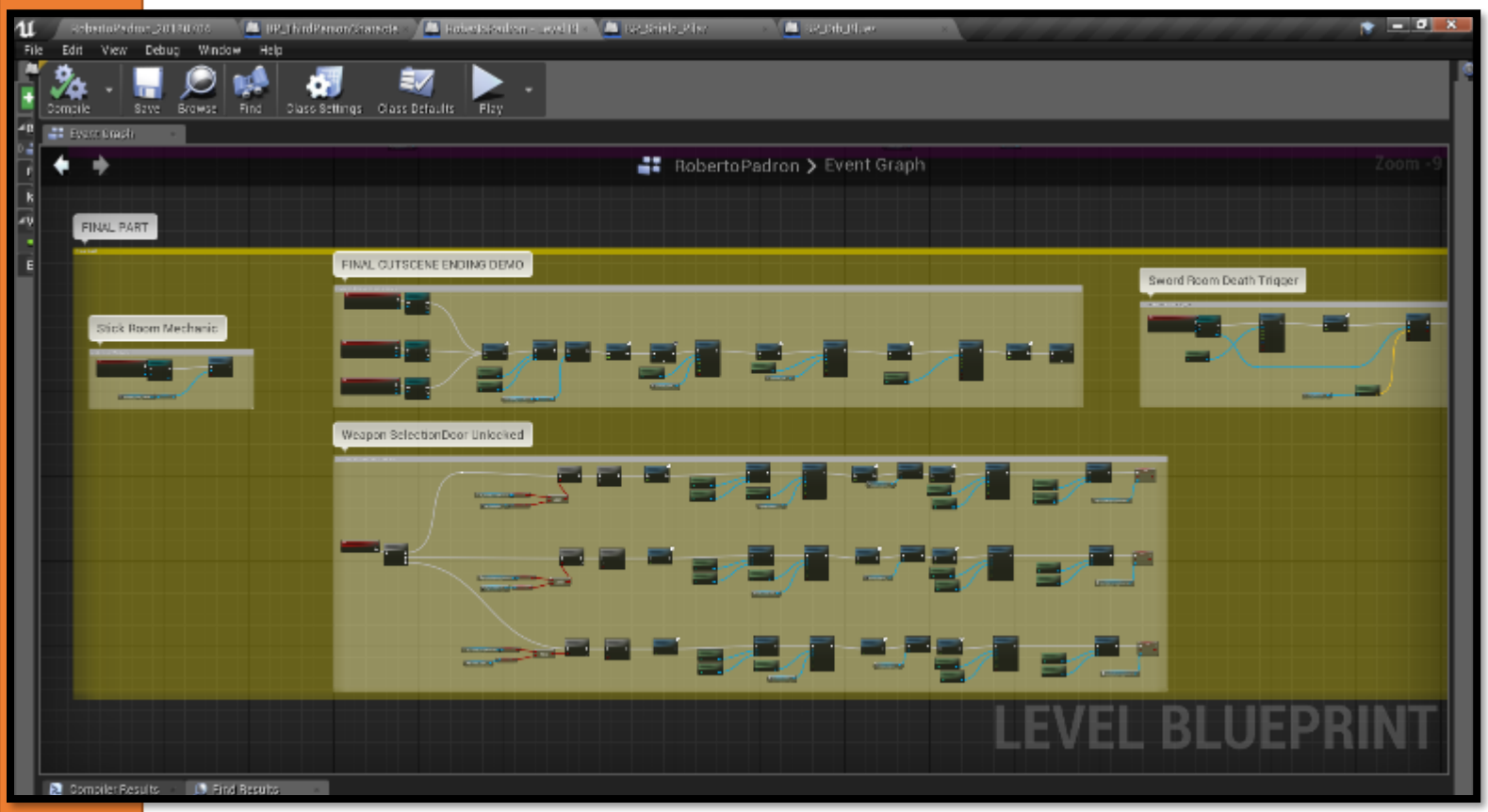
- **Orb Blueprint:**



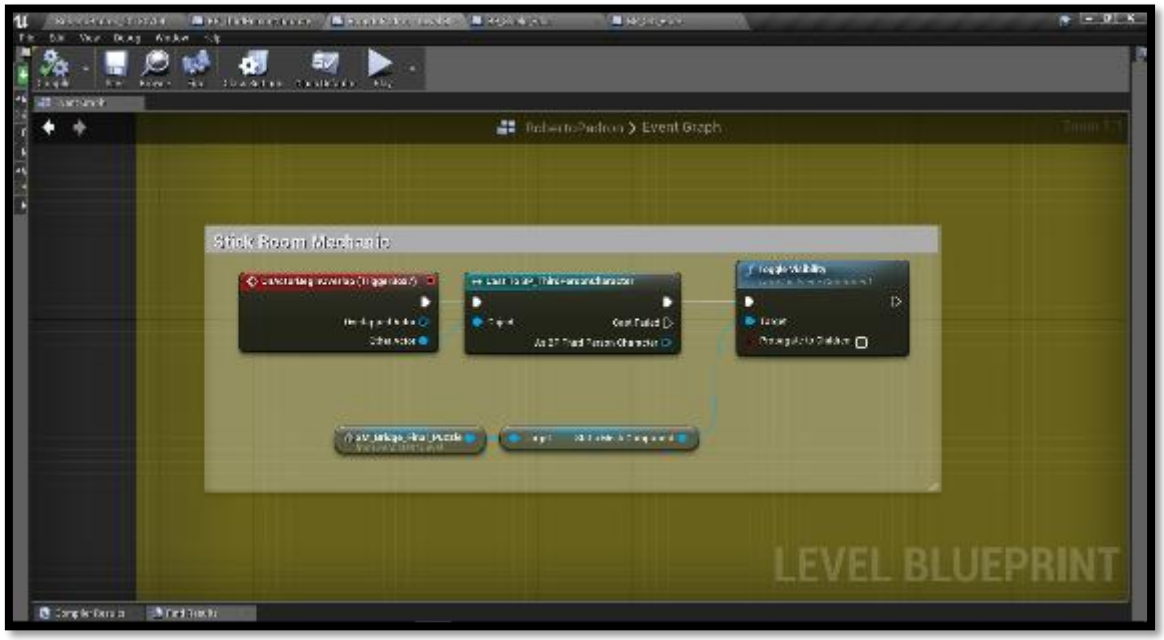

Checking if the player is in the orb area to make sure that the interactions of the orb are only available when the player is near.
BLUEPRINT


Checking when the player get the orb.
BLUEPRINT

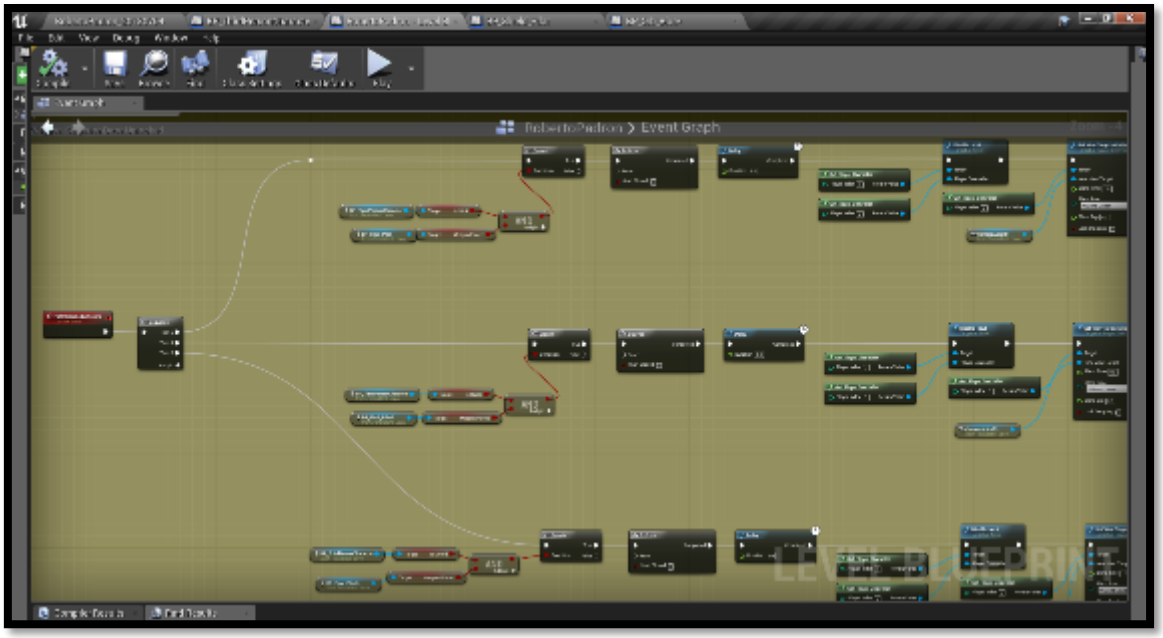
- **TEMPLE**



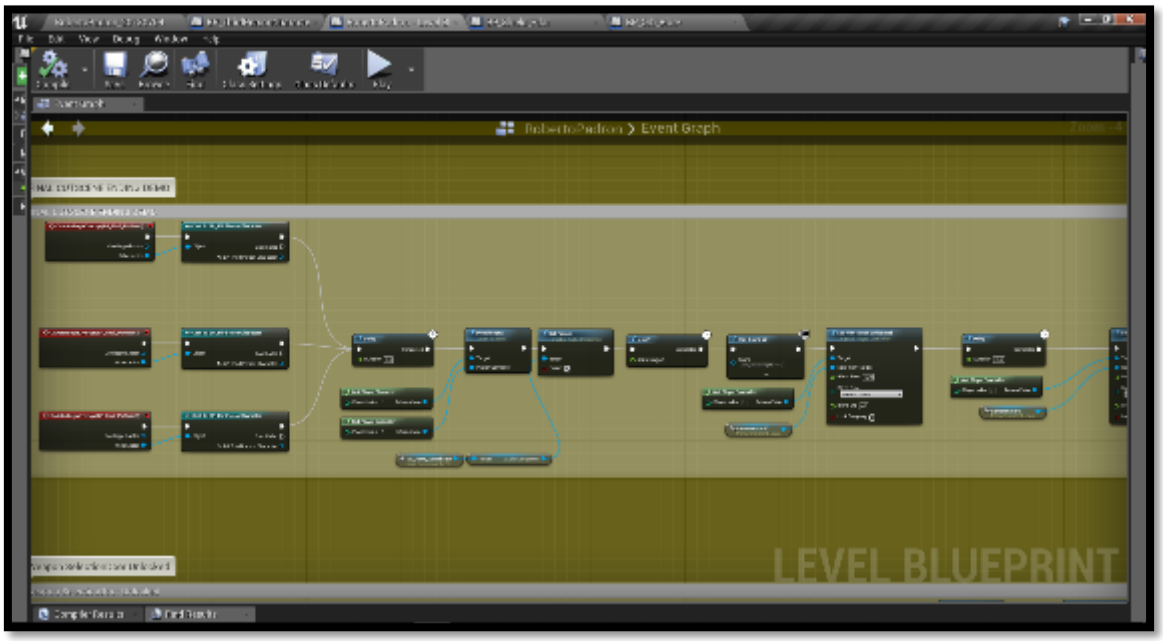
This is the scripting of the final part of the game in the temple.



The Stick Room mechanics with the invisible bridges is very simple, I have a trigger on the stairs that when the player overlaps with it, I toggle visibility of the bridges, the bridges is a unique Static Mesh, so I only set the visibility of one actor.

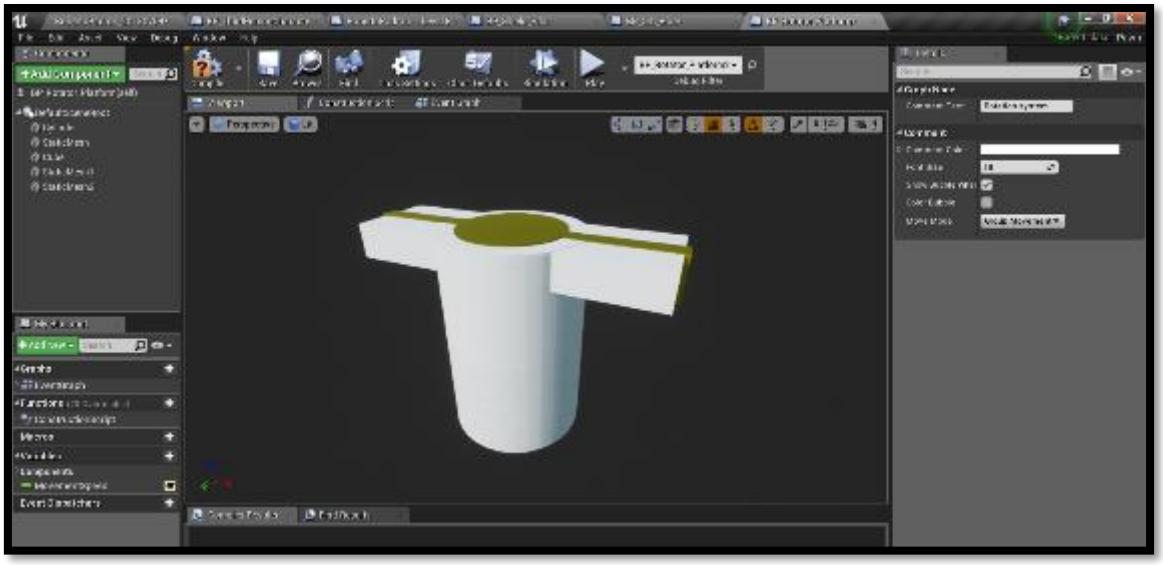
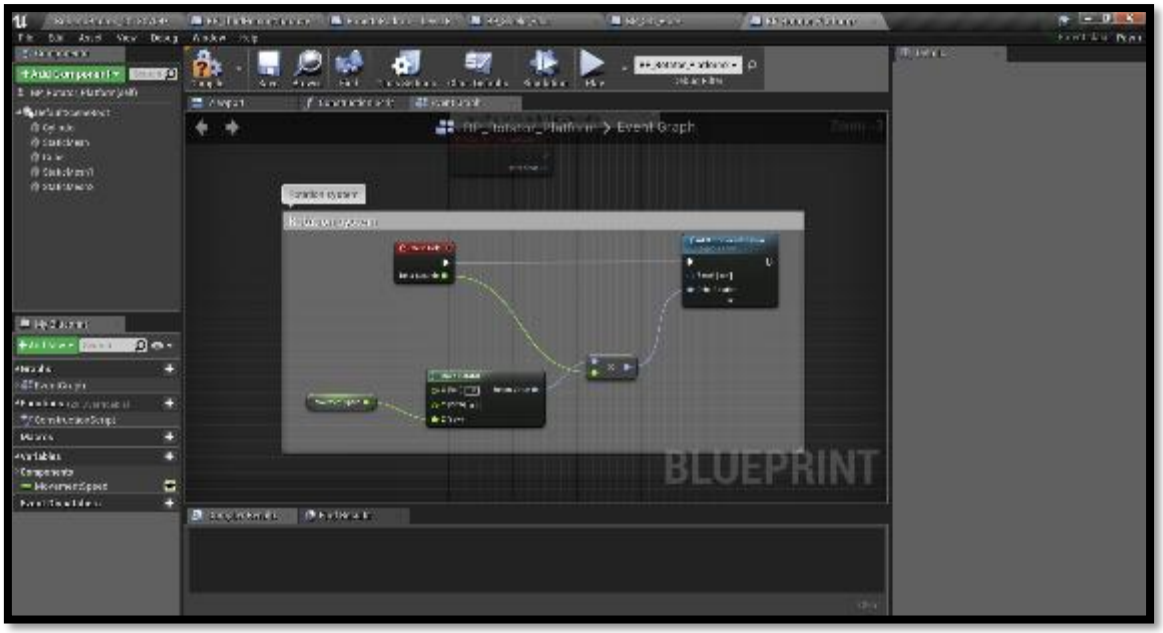


This is the custom event that checks in the event tick which weapon the player selected at the beginning of the game in the cave, depending in which one I start a camera sequences that shows that the player places the weapon in his pillar and the door is unlocked so the player can access to the weapon room he selected.



This are the final trigger platforms that the 3 of them leads to the same final camera sequence that show the level and I change the music to the final music, once all the sequence is over I start the game again, so the player can select another weapon and replay the level.

- **Rotator Platforms:**



This is the platforms that are in the Sword Room, they rotate at a float speed that I can set from editor because is a editable variable.