

# Level Design Test – Roberto Padrón


## Briefing

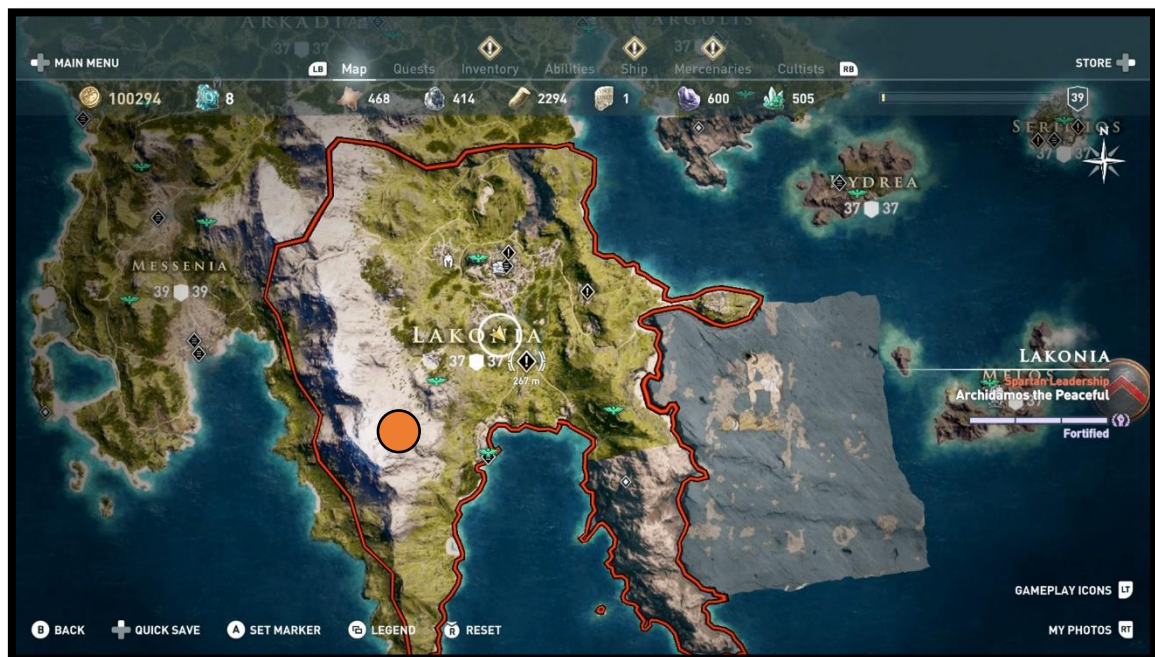
The maps of this test are attached to a quest that will be unlocked only when the player has defeated all the beast of the Greek World:

- Minotaur
- Cyclops
- Sphynx
- Medusa

Location of the mission will be in Lakonia, a kid will tell the player that there is a cave that people never return when they get inside, this kid will say that his father went inside to save his mother that she escaping from wolves, after the kid's speech he will ask the player to get inside and rescue his parents and here starts the quest.

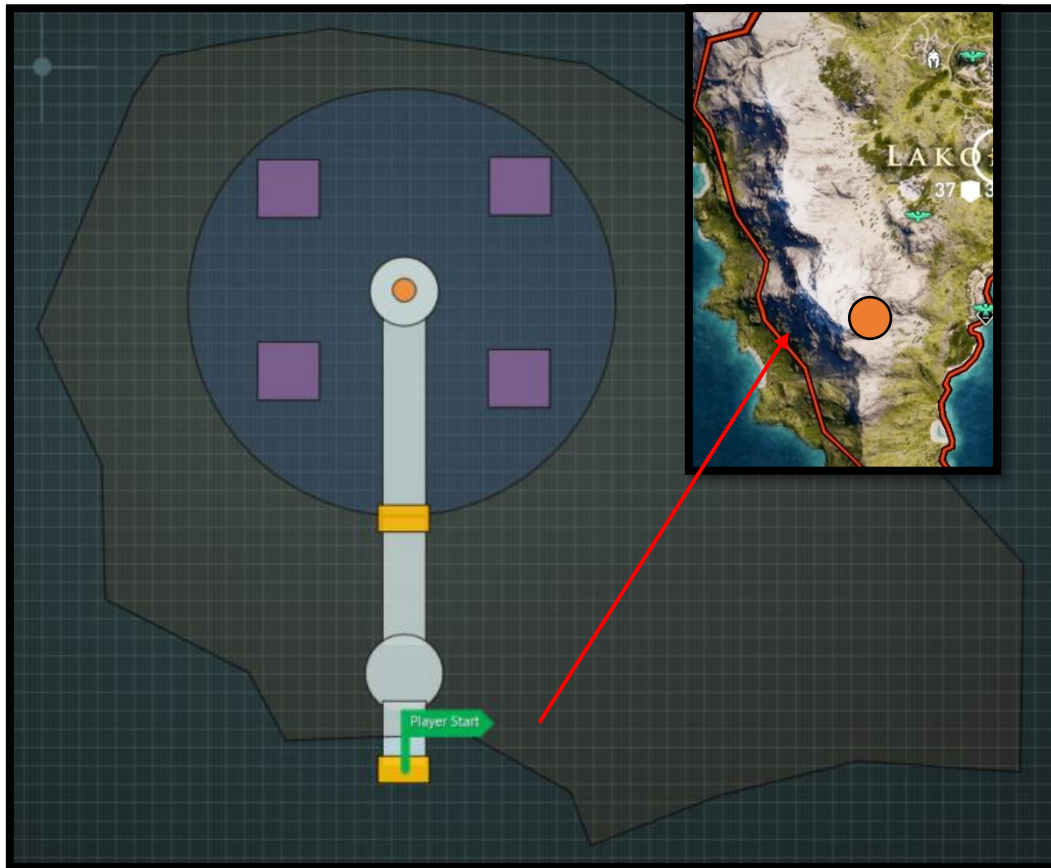
The name of the quest will be *"Road to the Underworld"*.

The location of this dangerous cave is Mount Taygetos where the  is.



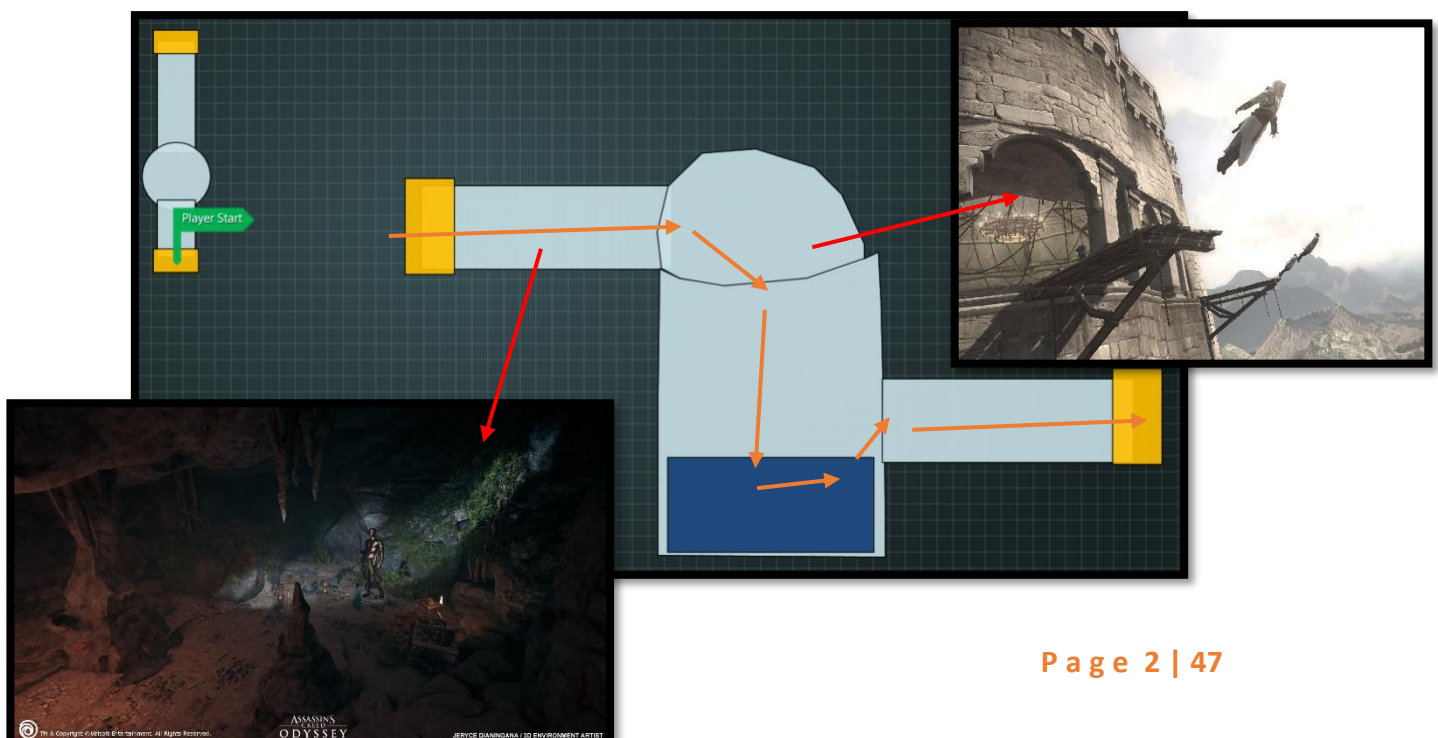
## 2D Layout

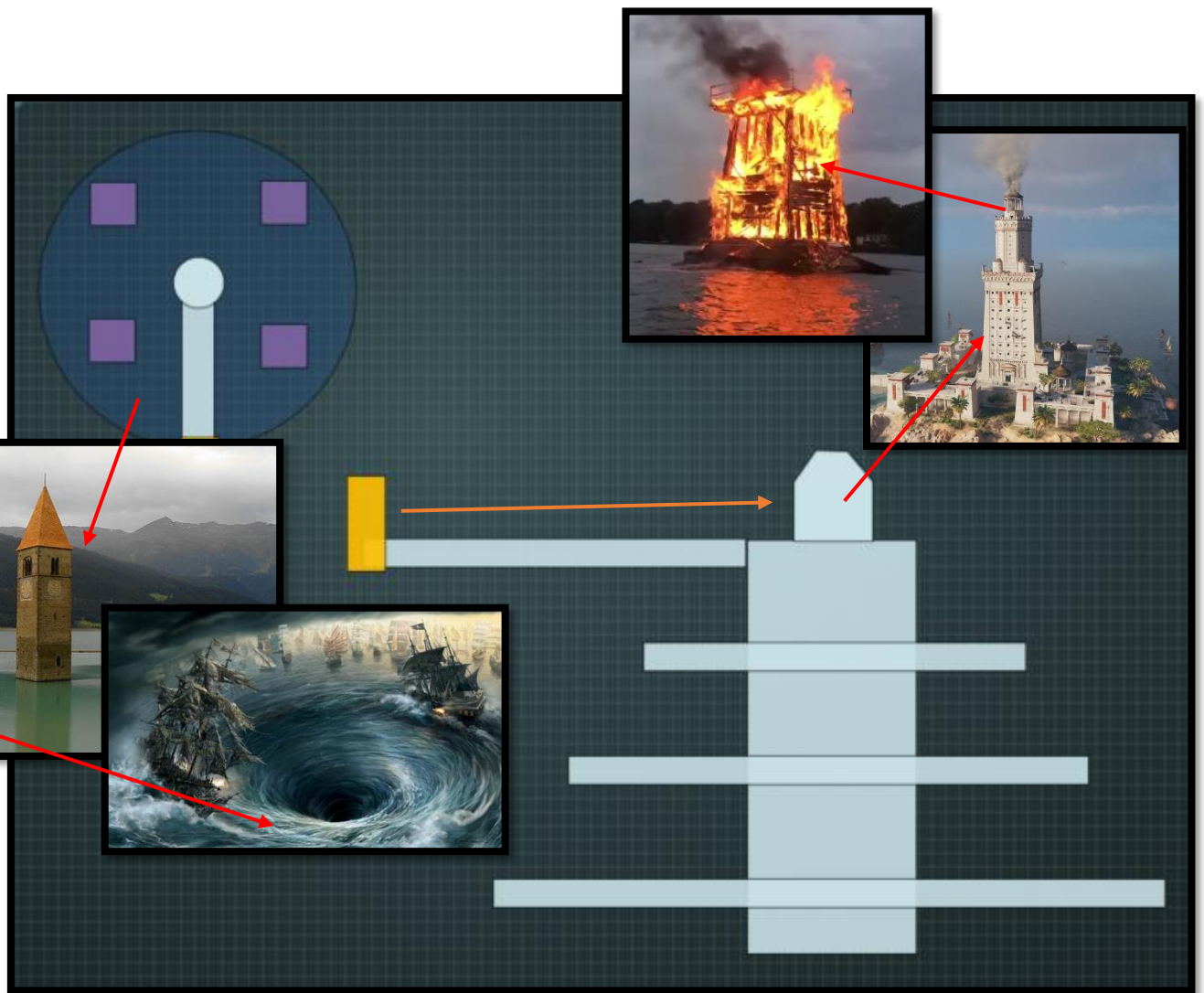
### Map1 – Lighthouse



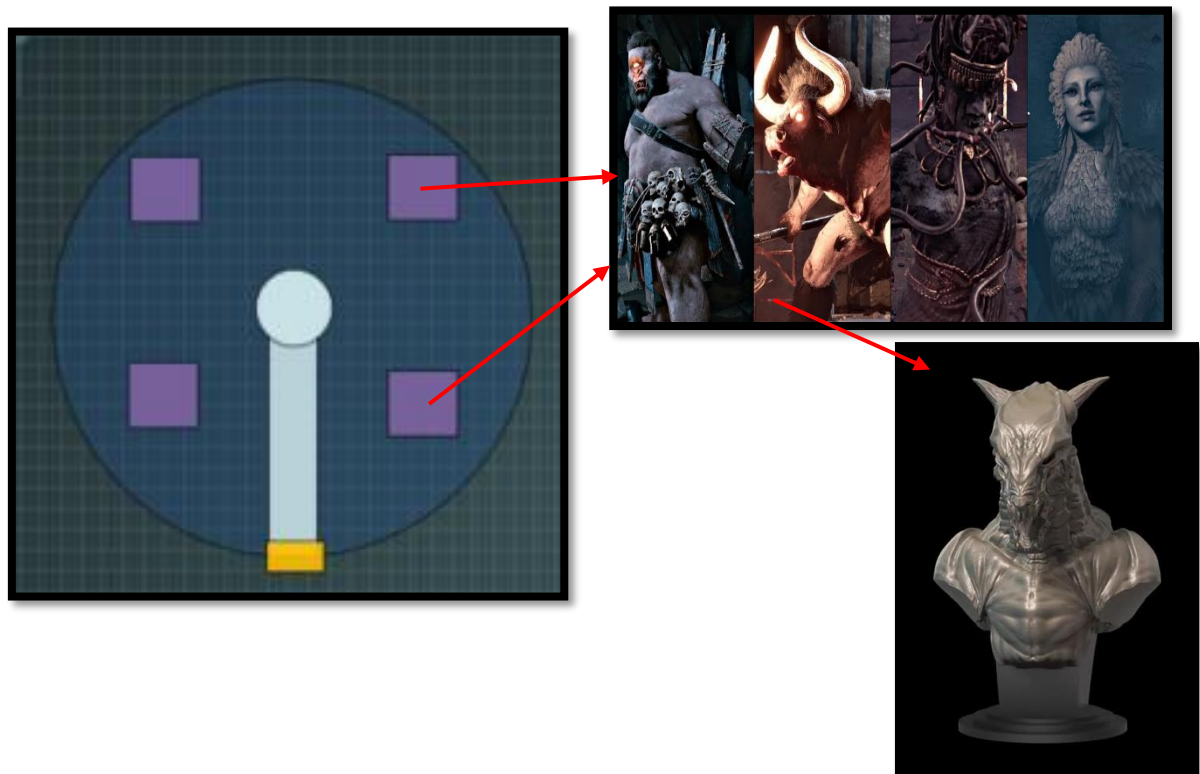
The cave will take the player through a path to a secret room where a Lighthouse will be. Here is where I place the gameplay puzzle-oriented.

The player will go through the cave and he will have to do a Leap of Faith and pass multiple small parkour obstacles





The principal room will be a Lighthouse covered by giant whirlpool lake, around the lake will be 4 statues of the Mythical Beasts of the Greek World looking at the lighthouse. The lake needs to simulate the Styx River, where Charon used to take the lost souls from the world of the living to the underworld.

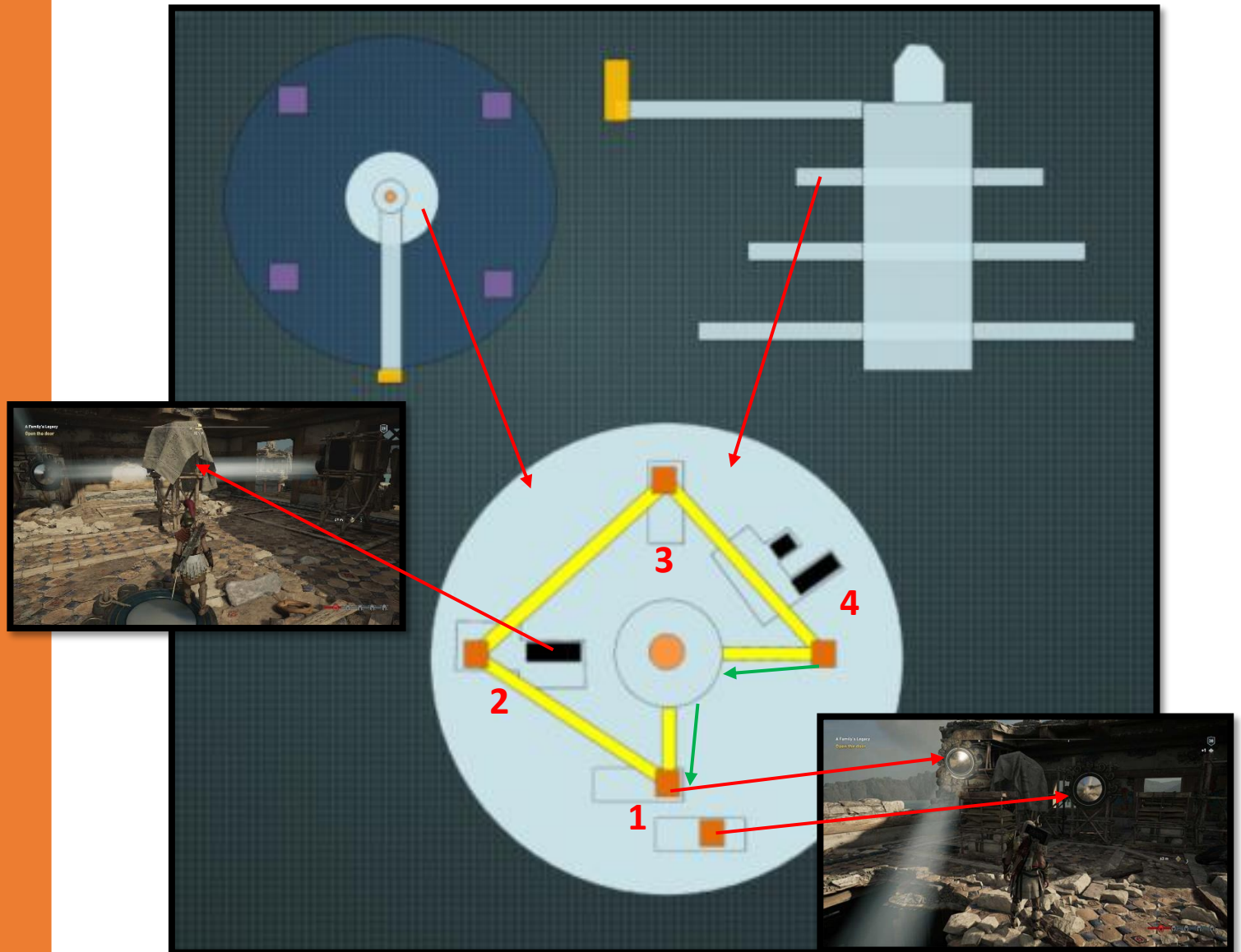




## First Floor

To start the puzzle the player must light up the lighthouse so the tower has power to start throwing light for the light + mirror puzzle, the lake will go down until show up the first floor with the first puzzle.

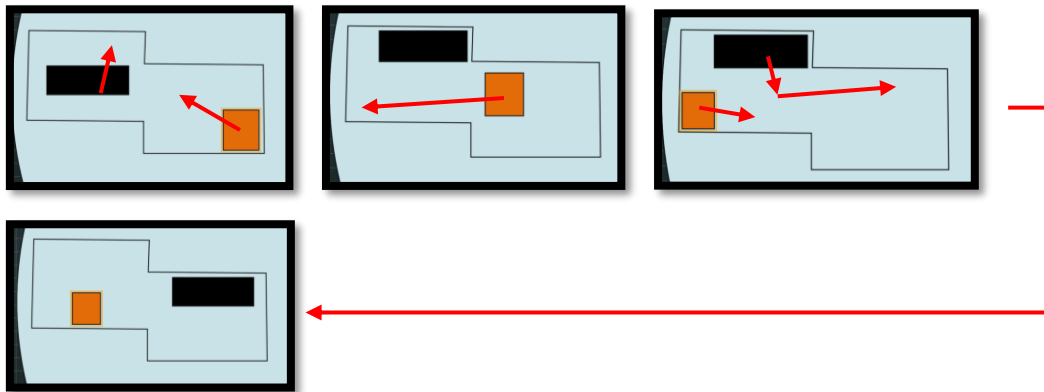
The lighthouse will have 3 floors where the puzzles will happen, First Floor Puzzle 1:



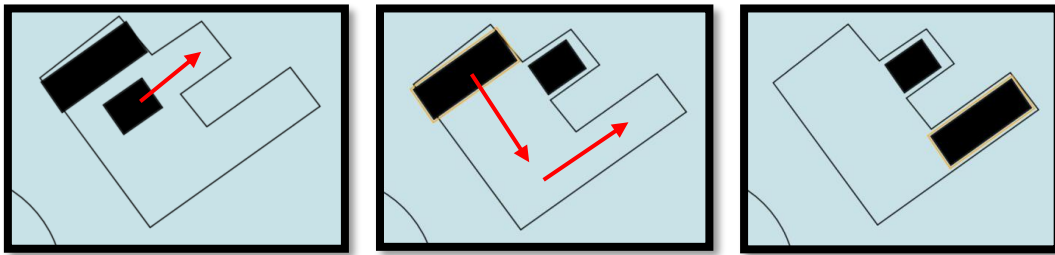
In the picture we can see the solved state of the mirror + light puzzle, to solve it the player must:

1. There are 2 mirrors that the player can move in a limited area, the player must move the mirror near the light source in the correct position so the light goes to the second area.

2. There is a limited area with a mirror that the player can move and a large light blocker that the player can also move, he must move the light blocker to let the light go through and the mirror to take the light to the third area.

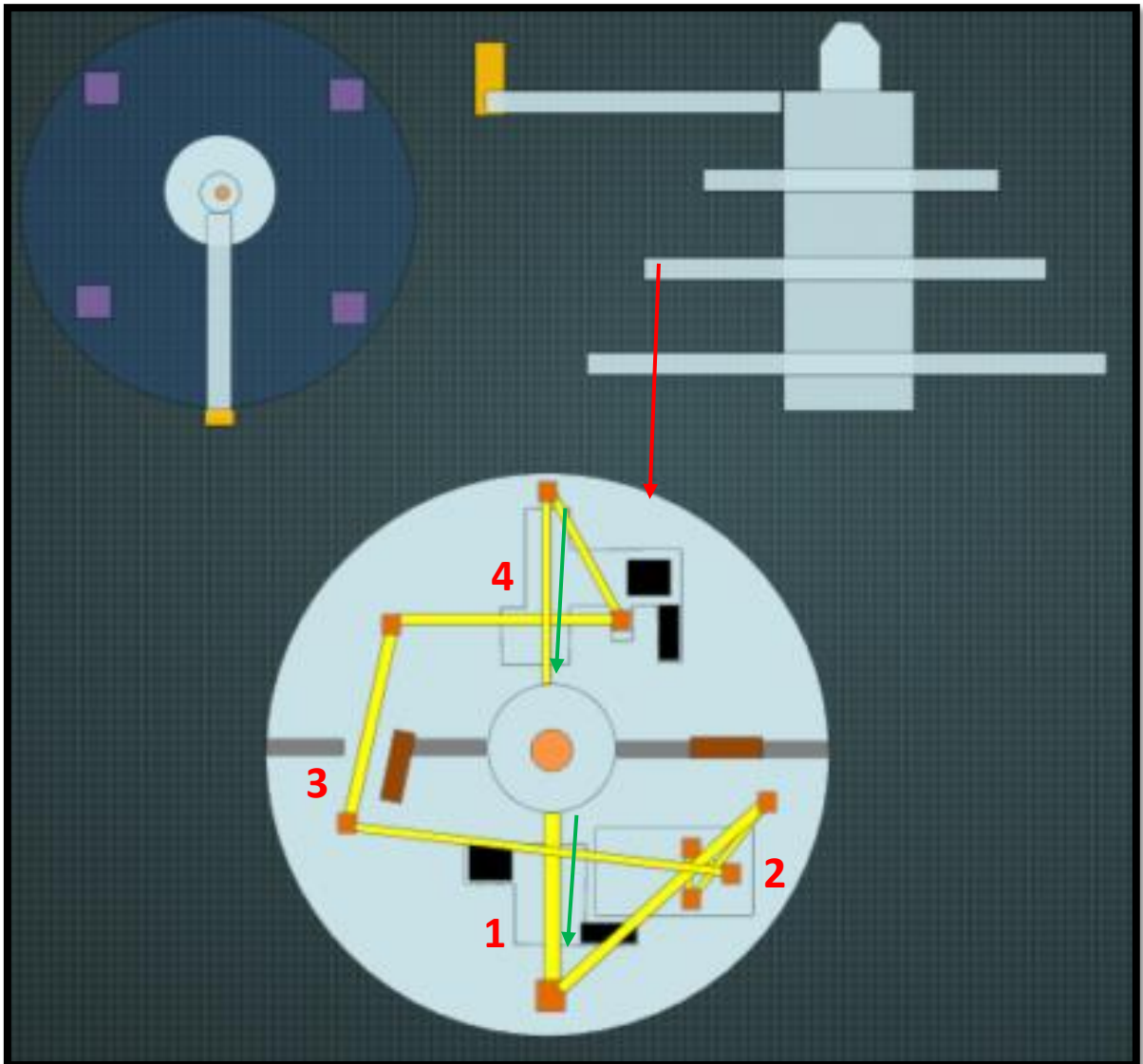


3. There is a limited area with a mirror that can be moved, the player must move it to the right position to take it to the fourth area.
4. In this area, the player will need to move the large light blocker and the square light blocker



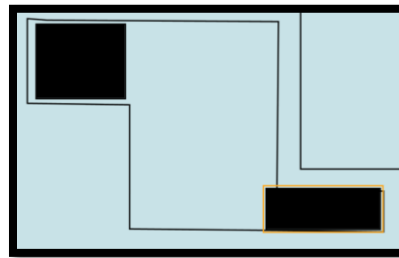
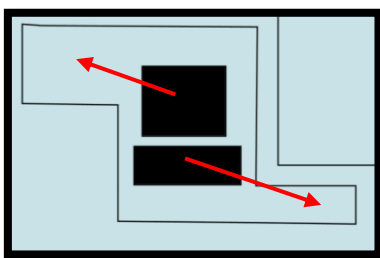
Once the player has achieved to connect the light to the goal, the lake will go down another level to show up the second floor with the second puzzle on it.

## Second Floor

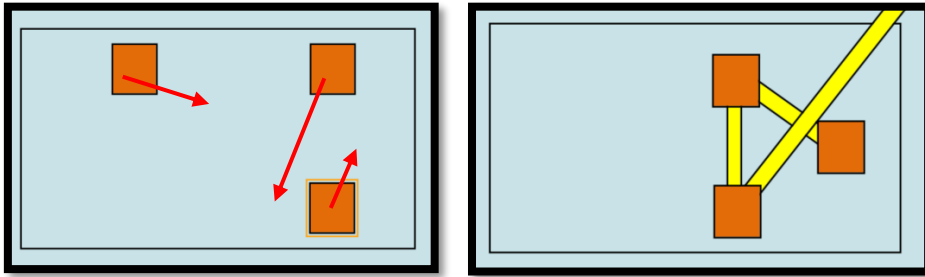


In this picture I show the puzzle in solved state, this floor is divided in 2 sections making the puzzle more difficult with more steps to solve it, the player will have to:

1. On the origin of the light source the player must move the large light blocker and the big light blocker to let the light go through, the light blockers are in a limited area, the light will lead to the second area.



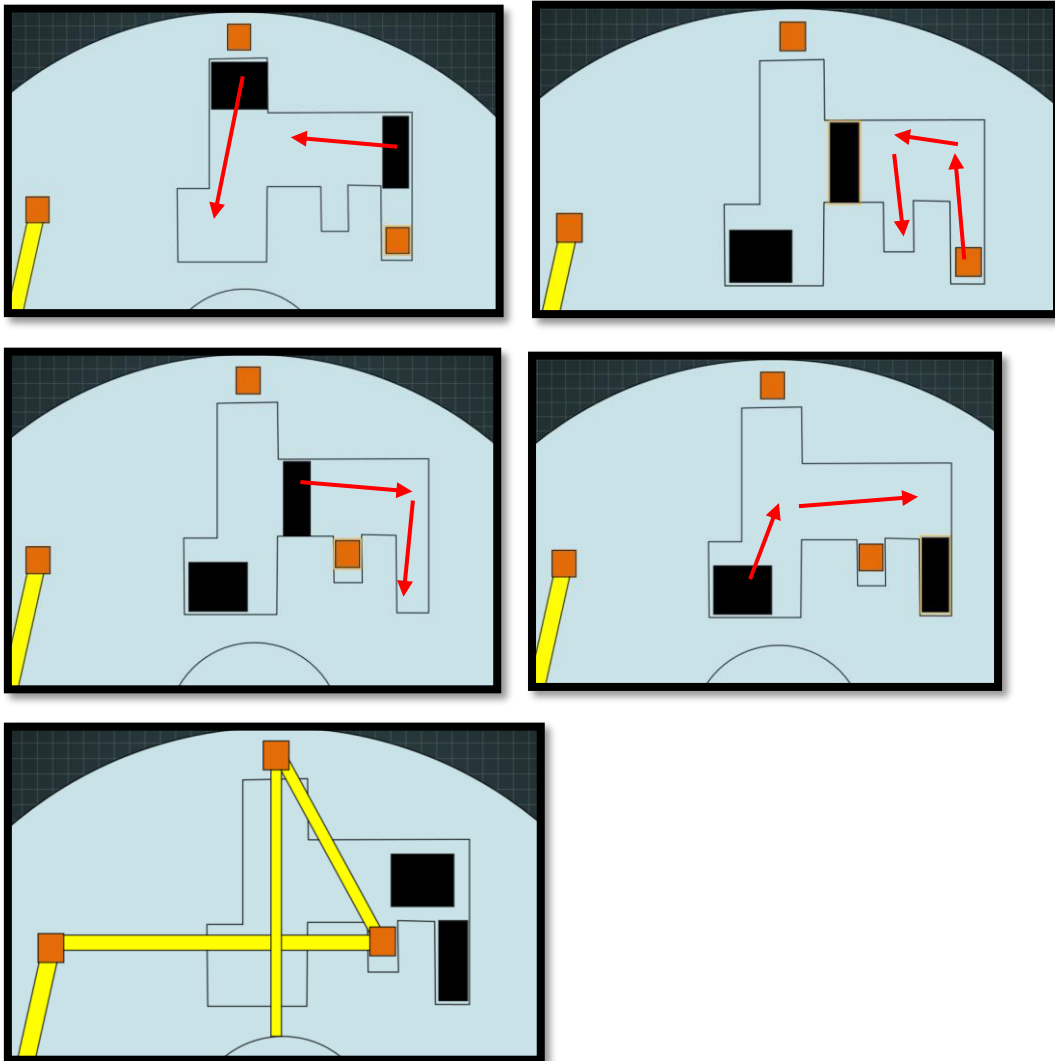
2. Here there is a limited area with 3 mirrors that the player must move in the correct position to connect the light, there is also one mirror that can't be moved.



3. In this area there is a mirror that can't be moved, and there is a wood door blocking the light, the player must destroy the wood door with an attack so the light can go through.



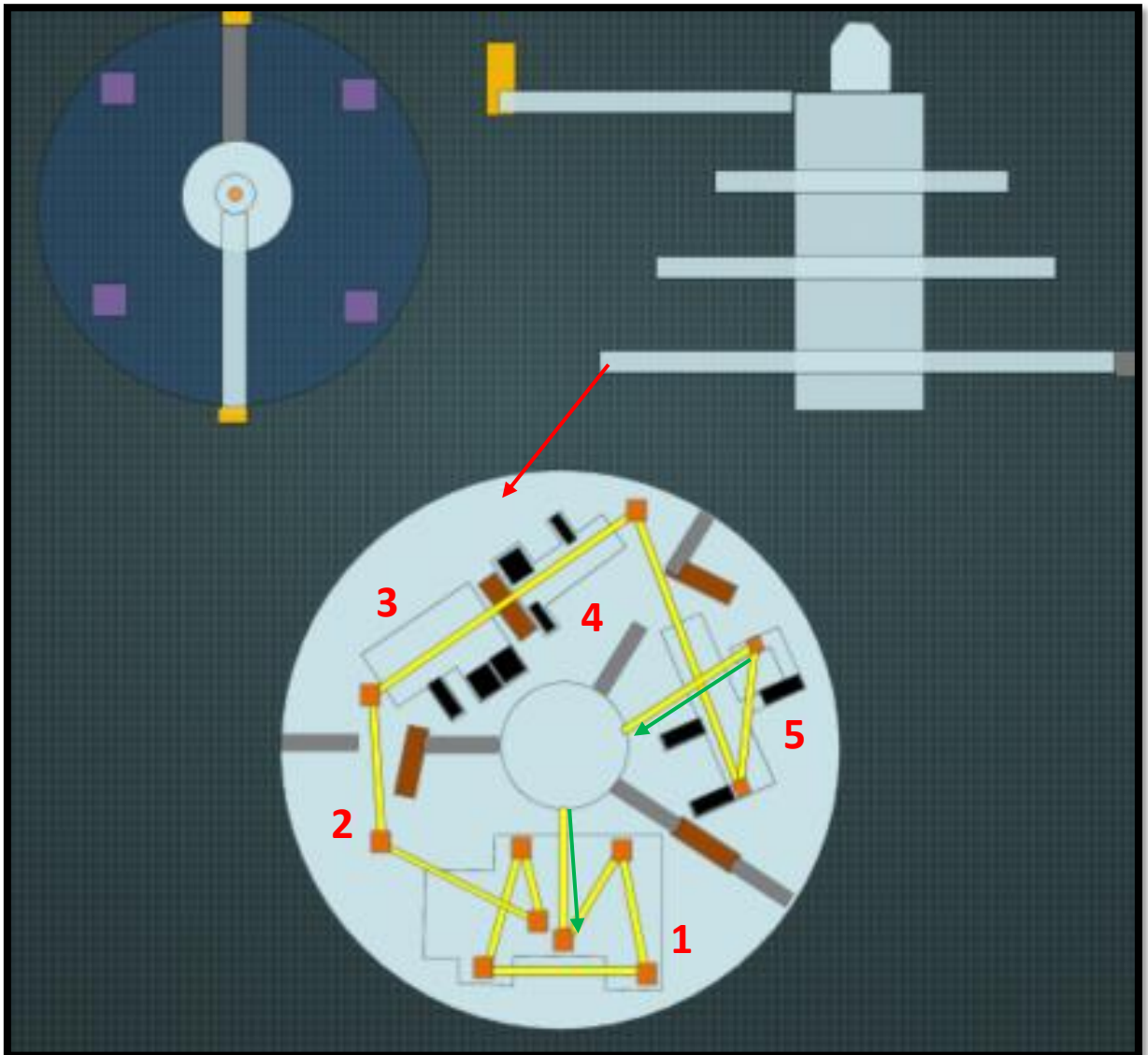
4. In this section, there will be a limited area with one big blocker, one large blocker and one mirror that can be moved, also two mirrors that can't be moved.



Once the Light has reached the second goal, the lake will go down showing up the third floor and the final puzzle.

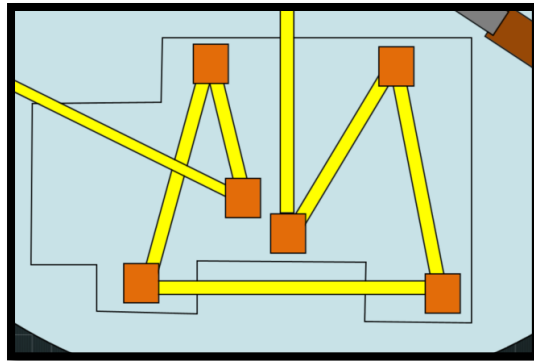
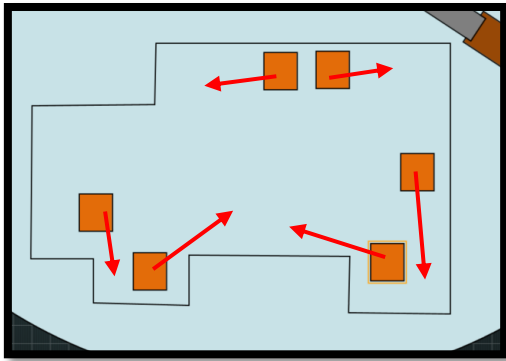


### Third Floor

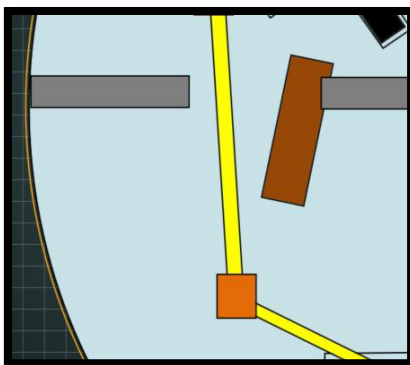


In this picture I show the puzzle in solved state, this floor is divided in 3 sections with more difficulty and more steps to solve the puzzle, first section is just for moving mirrors, the second section is for moving and destroying light blockers and the third section is the mixed of moving mirrors and light blockers, the player will have to:

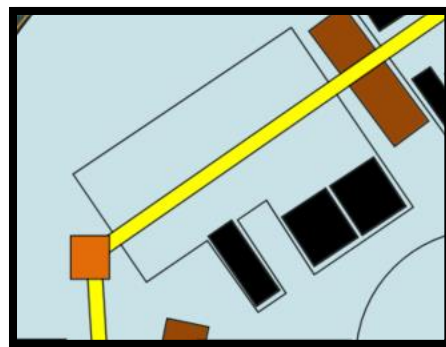
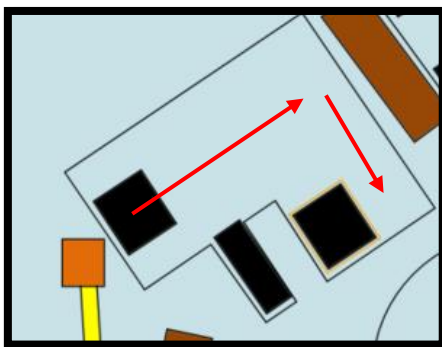
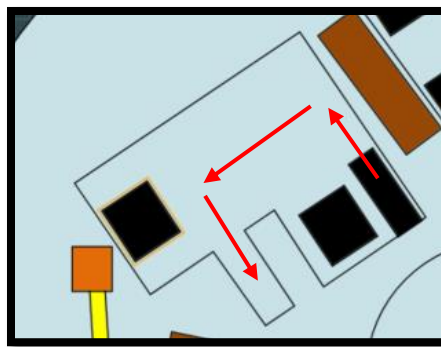
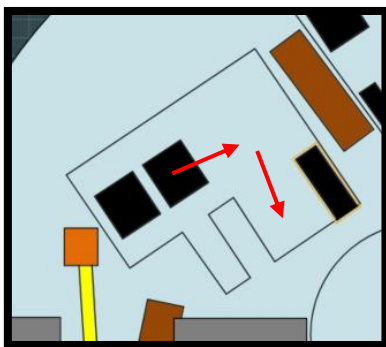
1. There is a limited area with 6 mirrors that the player can move, he will need to move the mirrors in the correct position to move the light.



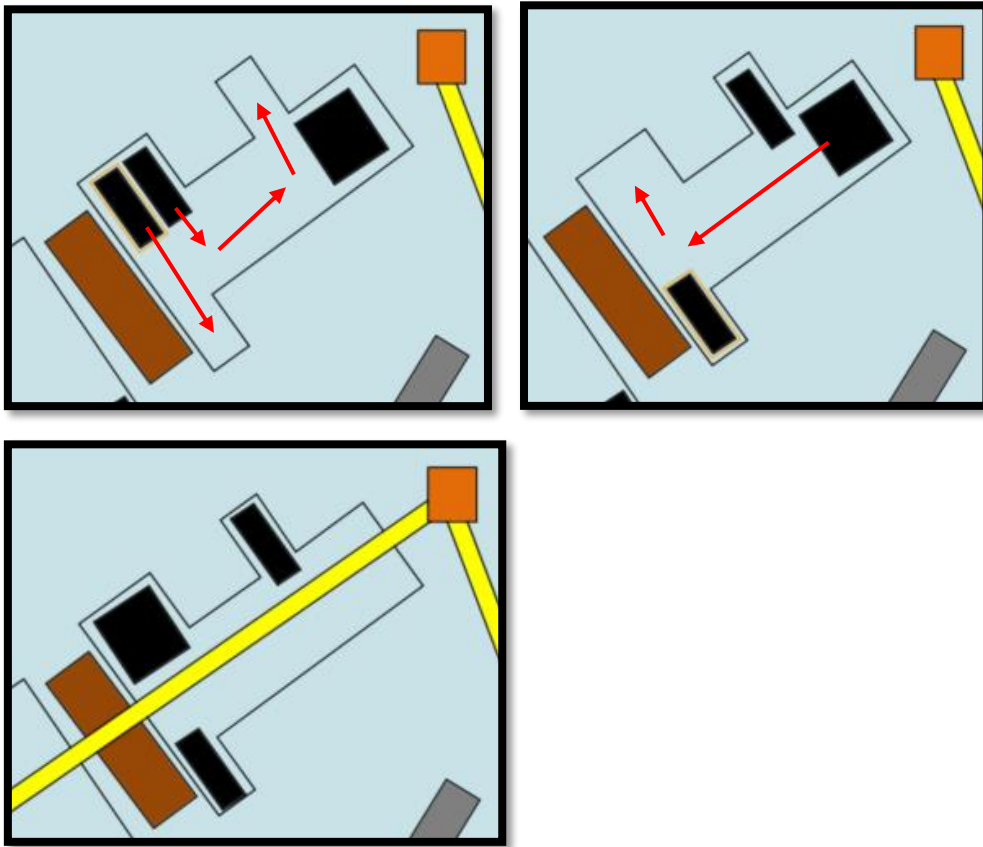
2. A mirror that can't be moved with a wood door that is a light blocker the player must destroy the door to let the light go through.



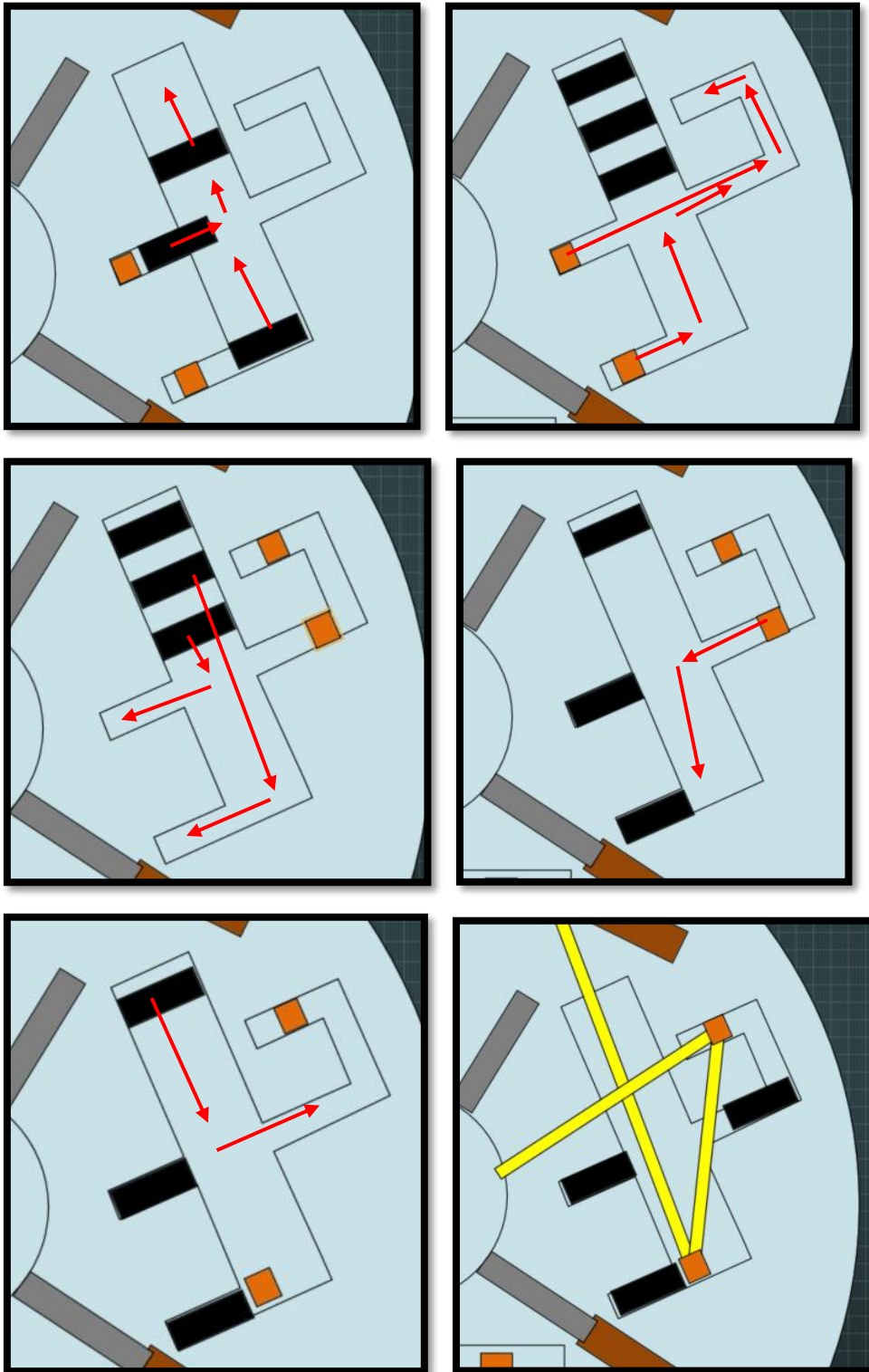
3. There is a limited area with 2 big light blocker and 1 large light blocker, the player must put the light blockers in the correct position to let the light go through.



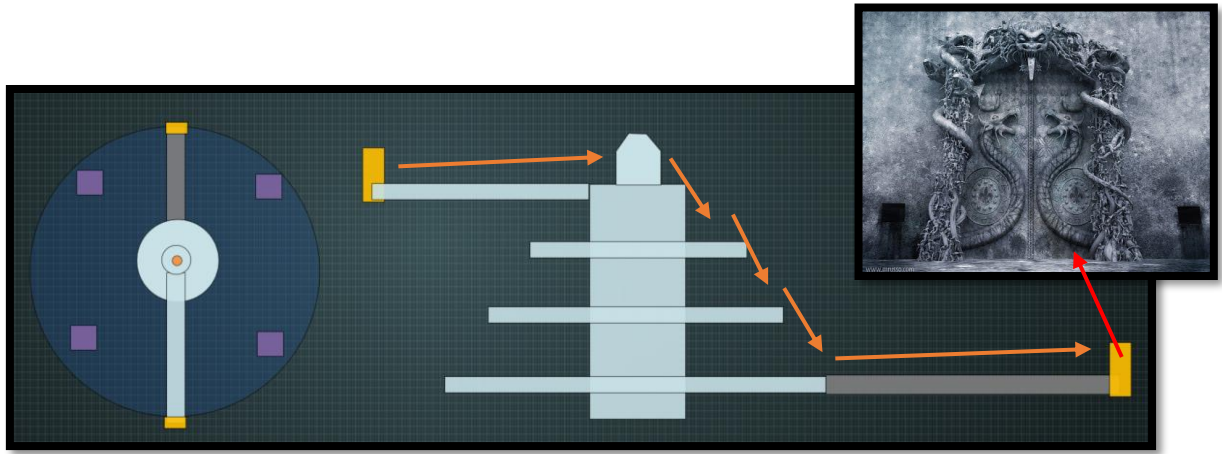
4. There is a limited area with 2 large light blockers and 1 big light blocker, the player must move the light blockers in the correct position to let the light go through, and destroy the wood door to let the light go through it.



5. There is a limited area with 3 large light blockers and 2 mirrors that can be moved, the player must move everything in the correct position to connect the light in the core.

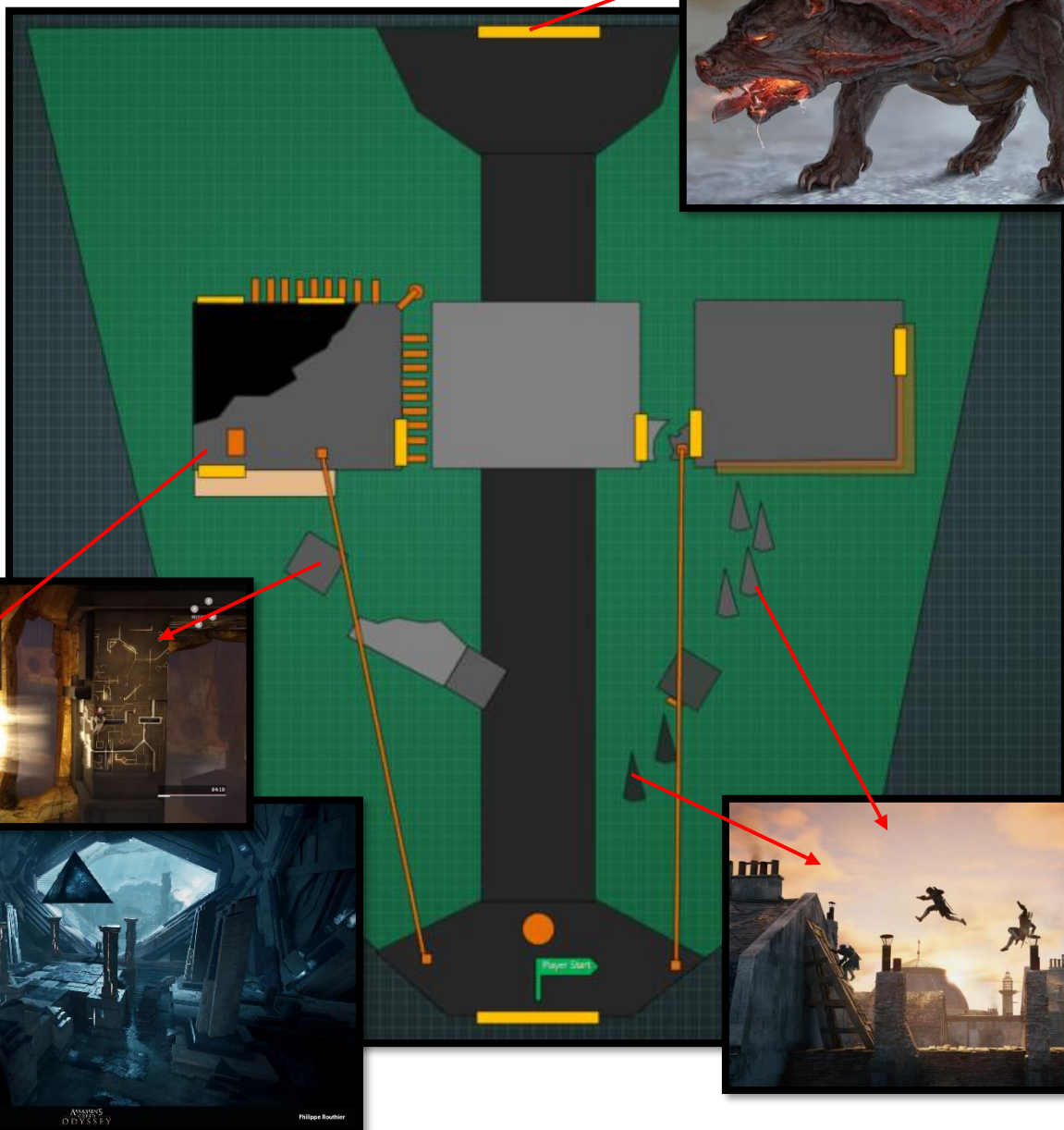






Once the puzzle is solved, the door at the end of the bridge of the 3<sup>rd</sup> floor will now be open allowing the player so proceed to the next gameplay area, this door needs to simulate that is the door to the underworld, visually it need to make the player to feel fear, must be scary.

## Map 2 – Cerberus



This area will have 3 buildings and one bridge pointing to a next door, all the theme of the room it's the idea of the underworld but with the look of the precursor material and architecture.

The next door is protected by a statue of Cerberus, that is like a robot, if the player gets close to the door without connecting the lights, the statue will attack him and kill him.

Also, the entire bottom of the room is full with poison gas, so the player must be careful not to fall during the parkour to activate the lights.

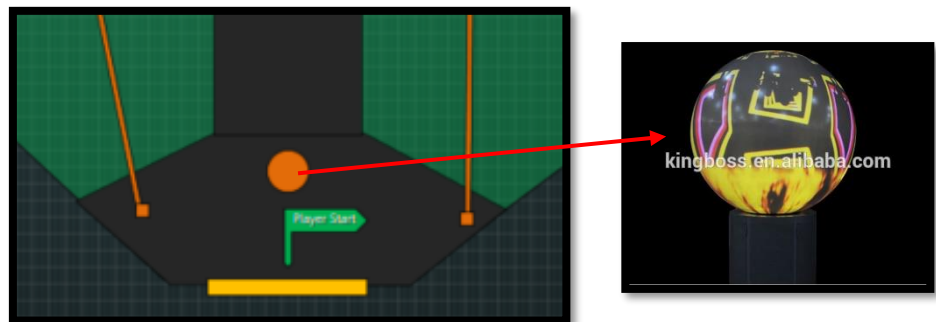
To pass this room, the player must connect all the lights to the heads of Cerberus so he get's blocked and he can reach the door.

### New element for the gameplay

In this map the gameplay is more parkour oriented, so the player has to explore the room to be able to exit that area. Also, in this room is where the new element will appear:

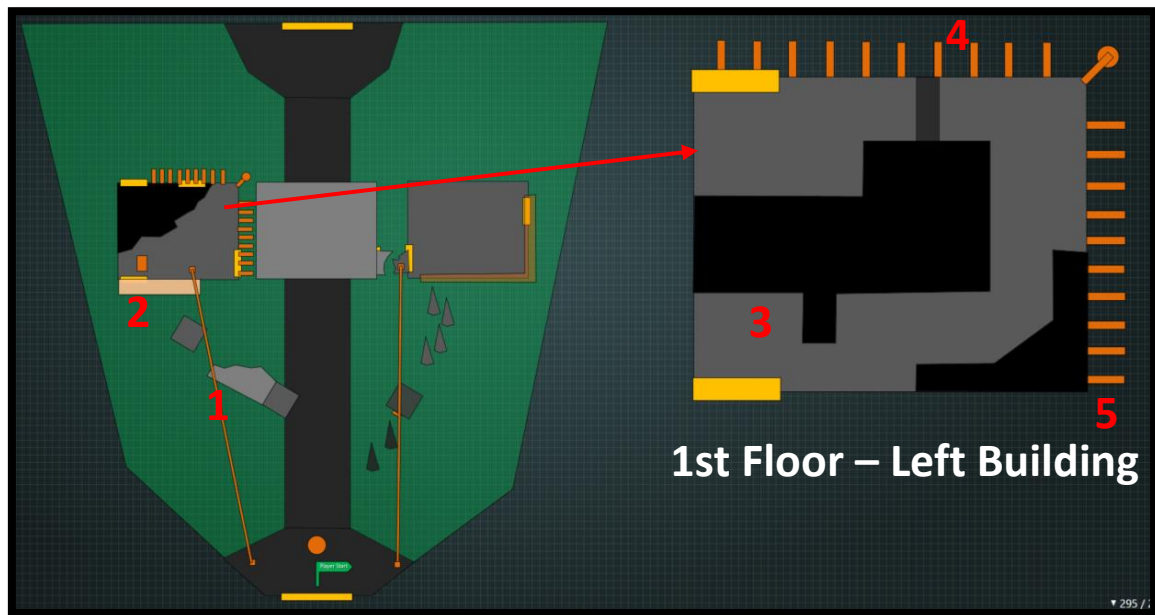


This Spherical Projector will display multiple lights at the same time, so the player has to connect the light to different places.

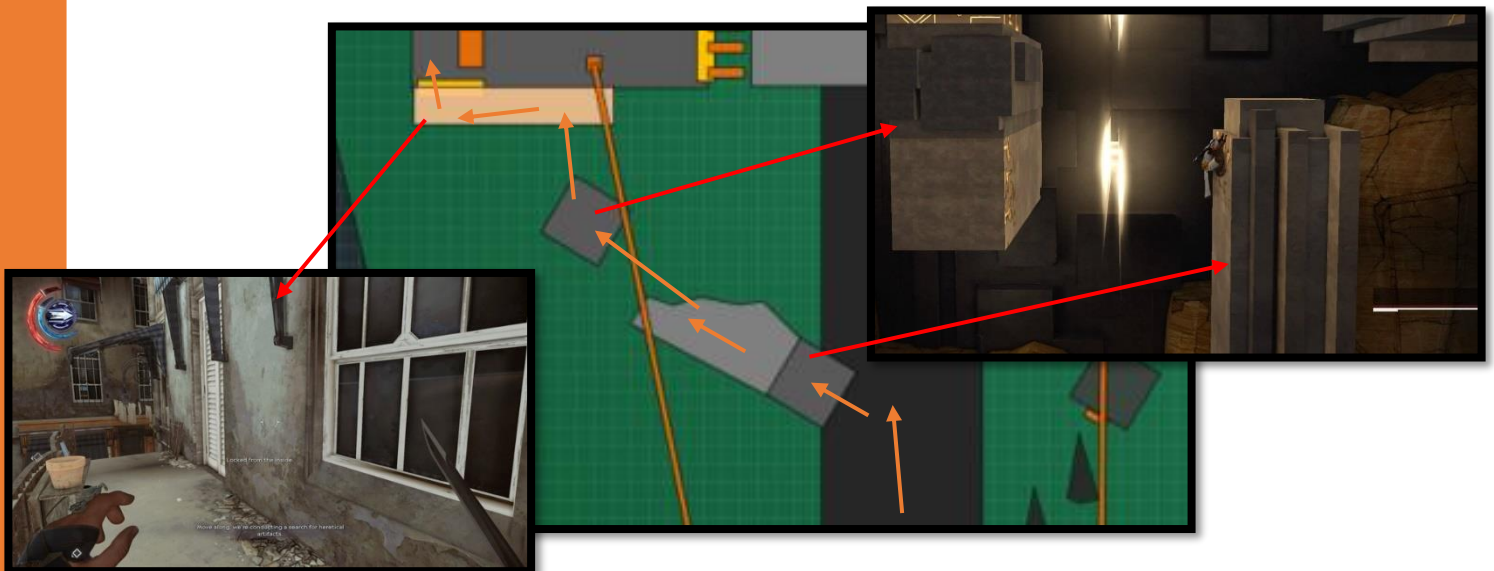


When the player activates the Spherical Projector it will project 3 lights inside the 3 precursor buildings of the room, but the light is not connected to the heads of the Cerberus Statue, so the player has to use parkour to climb the buildings, get inside the precursor building and connect the light to the Cerberus head.

## Left Head

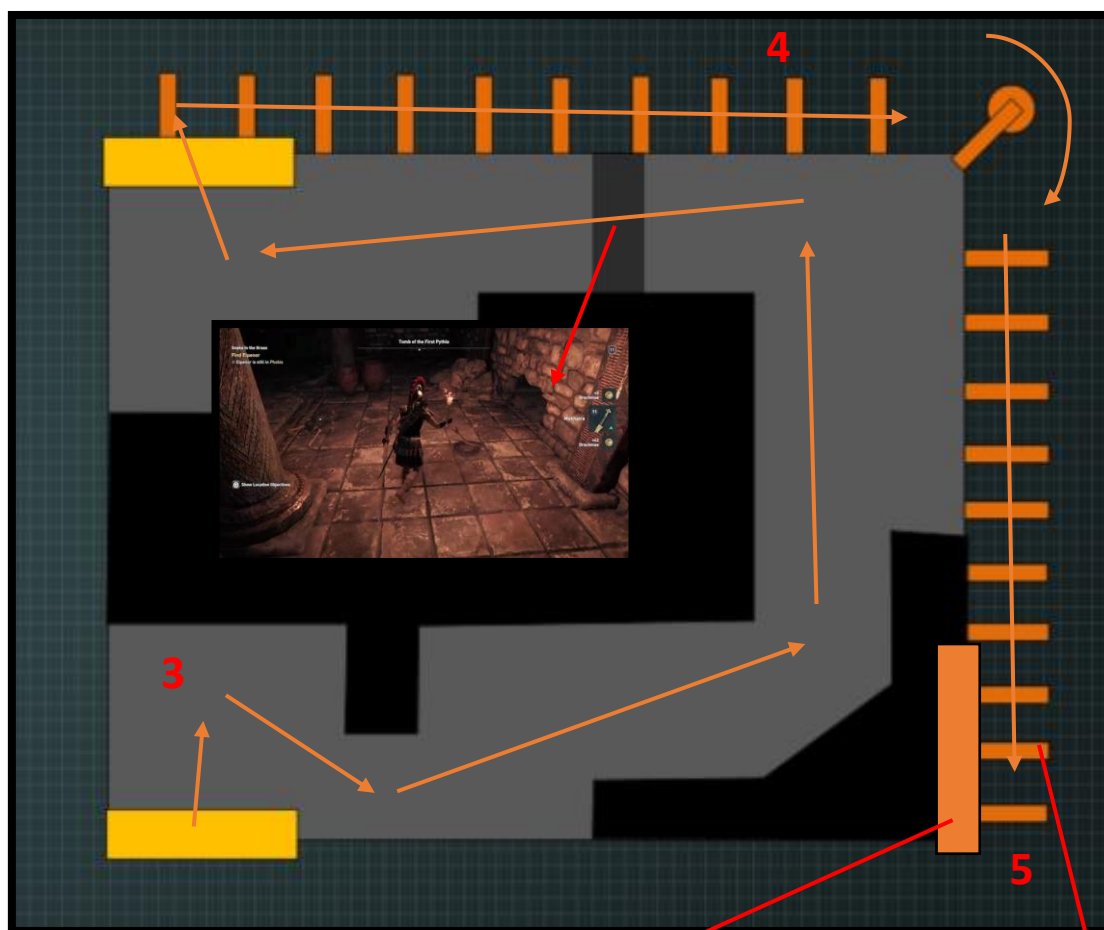


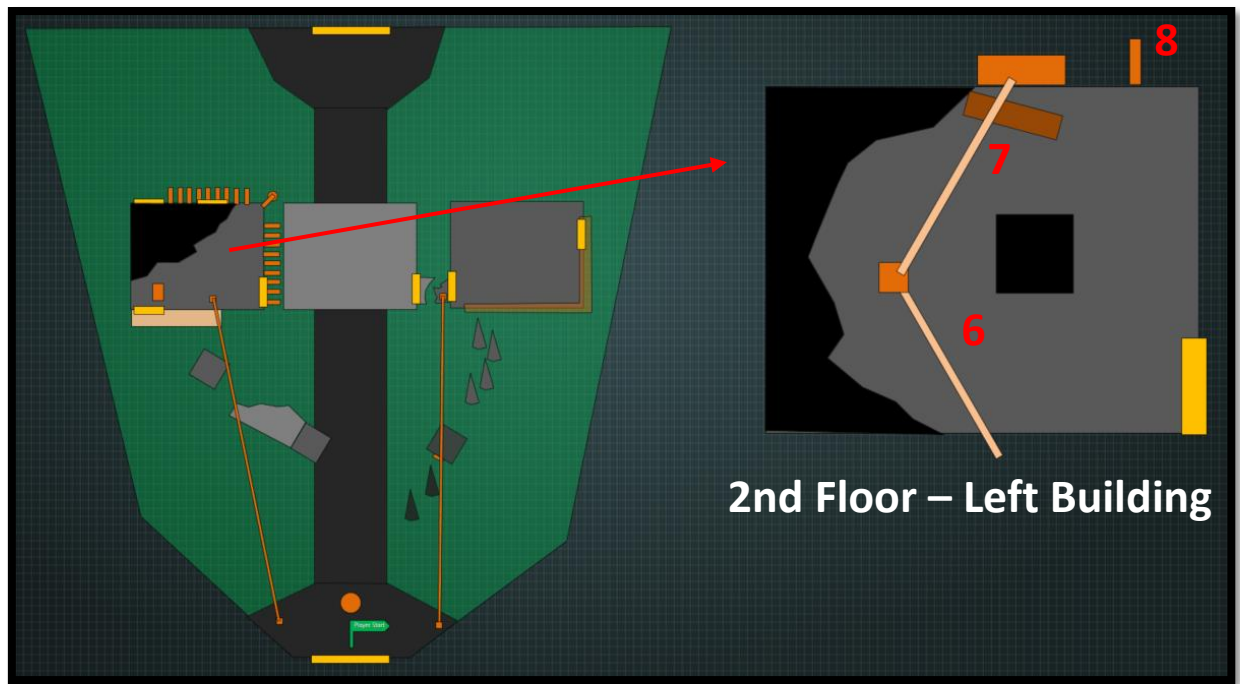
1. The player must use parkour over the precursor columns that create a path to the left, to get inside of the left building through the terrace/window. The brighter the black color is, the higher is his altitude.
2. The Spherical Projector Light is inside of the precursor building so the player must cling the building to reach the light and connect it to the left head of Cerberus. The player must go through the first floor to reach the exit of the other side of the floor, there is a hole the player must go under him.



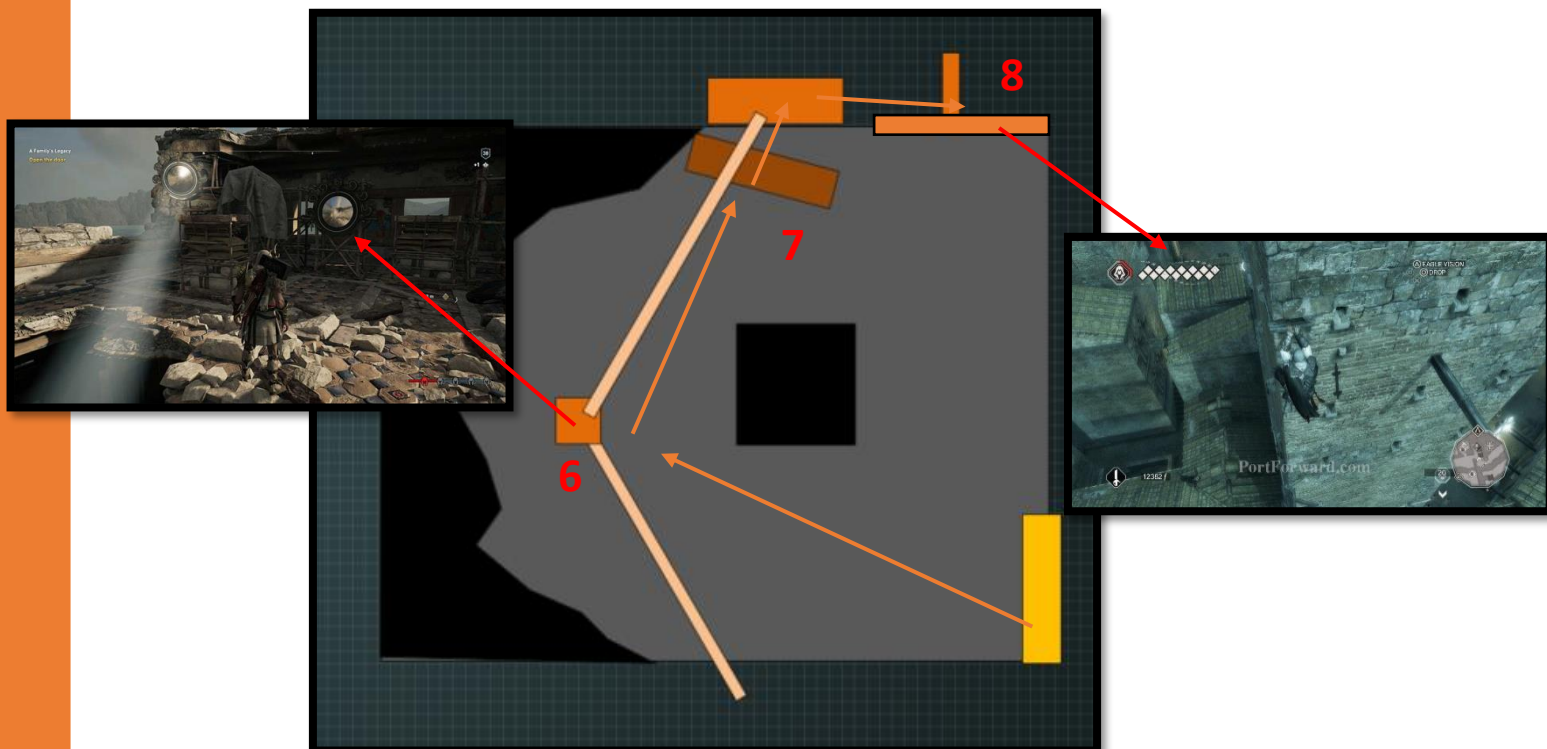


3. In the First floor the player must move around to get to the exit, where he will find horizontal columns attached to the wall (4) that he can jump on one to another to reach the other side of the building (5), where is a wall that the player is able to climb up to reach the 2<sup>nd</sup> floor.

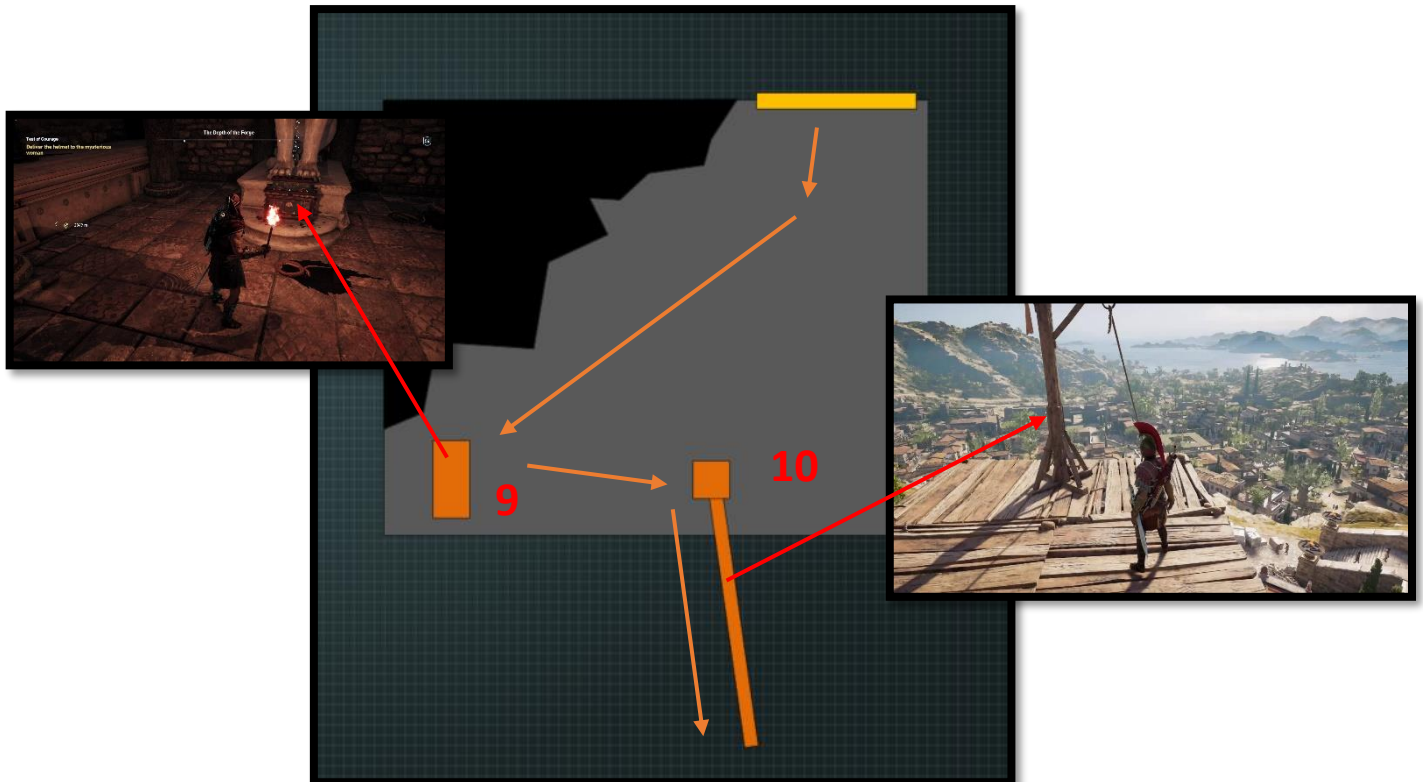
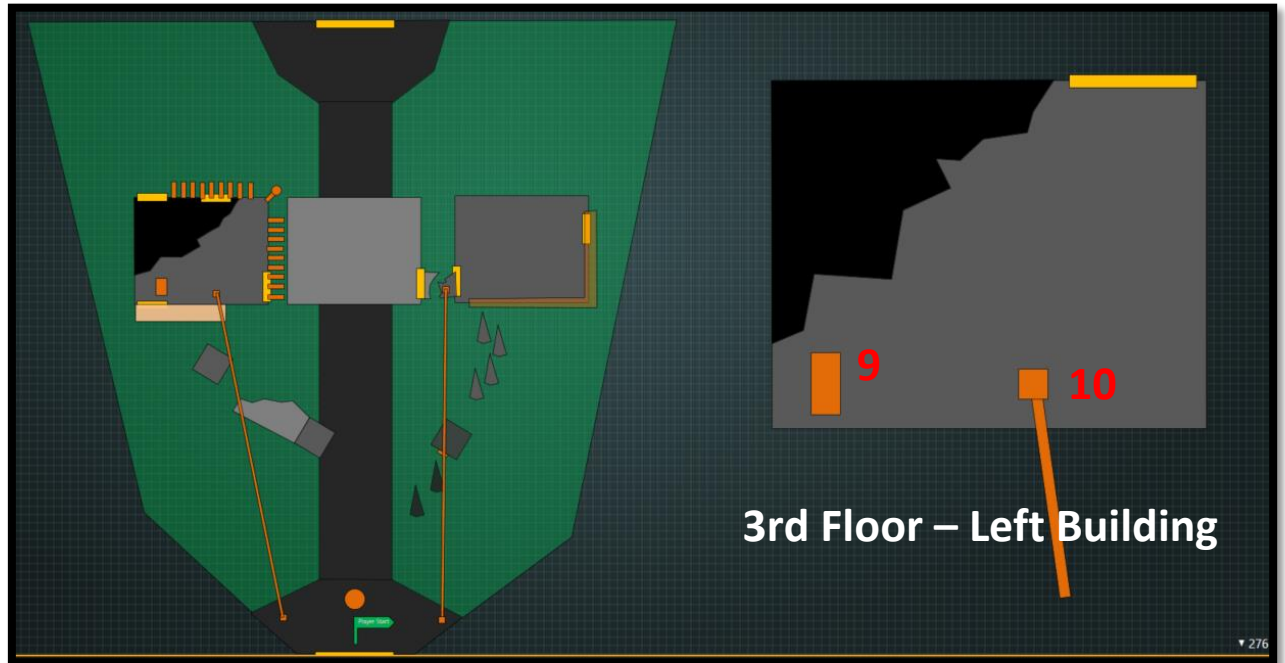




1. When the player is on the 2<sup>nd</sup> floor, he will see the light connected to the mirror (6) but there is a piece of wood that is blocking the light (7), the player must destroy it so the light gets connected with the left head of Cerberus. When the player destroys the wood blocker, he will see a more parkour platform elements (8) that will lead to the 3<sup>rd</sup> Floor of the building.

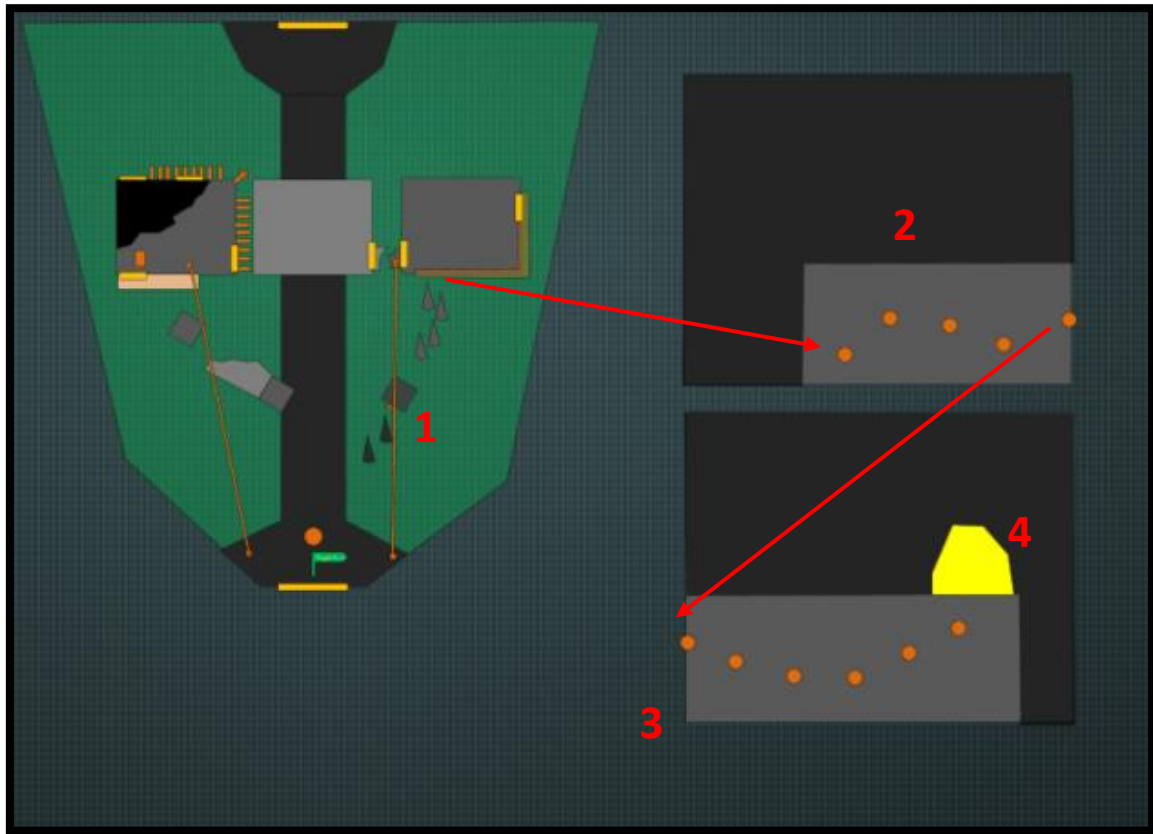


2. In this floor the player will discover a treasure (9) and a rope attached to a column that leads to the area where the Spherical Projector is (10), the level designs is made to be a loop so the player doesn't need to go the hole way back to the beginning of the area to go to the next light.

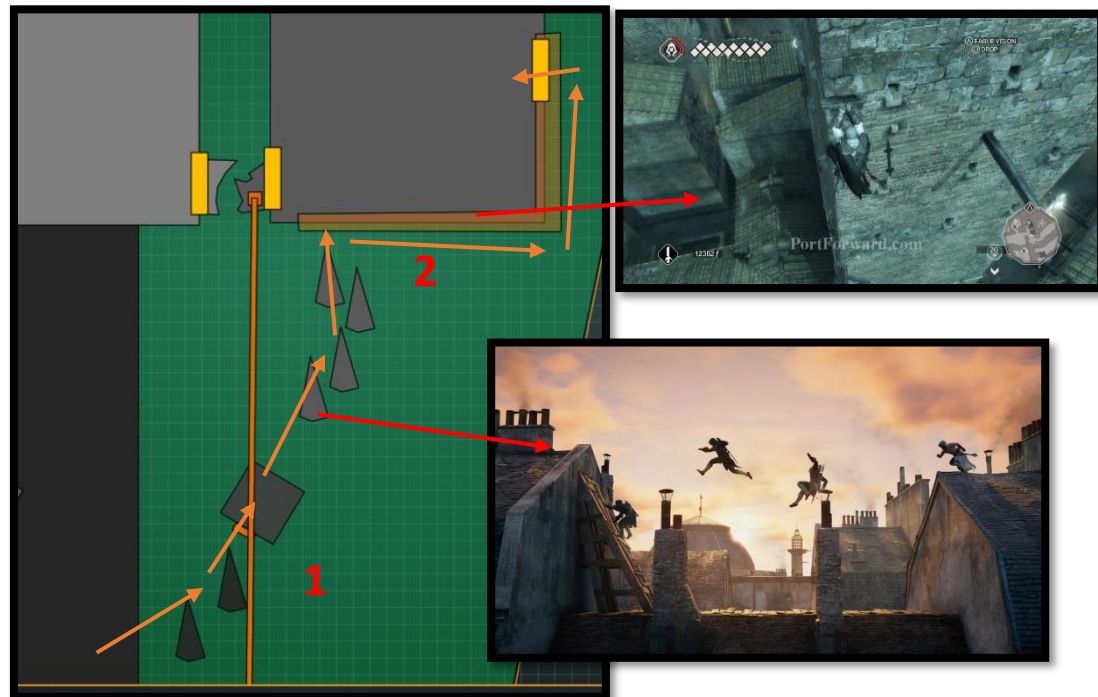




## Right Head

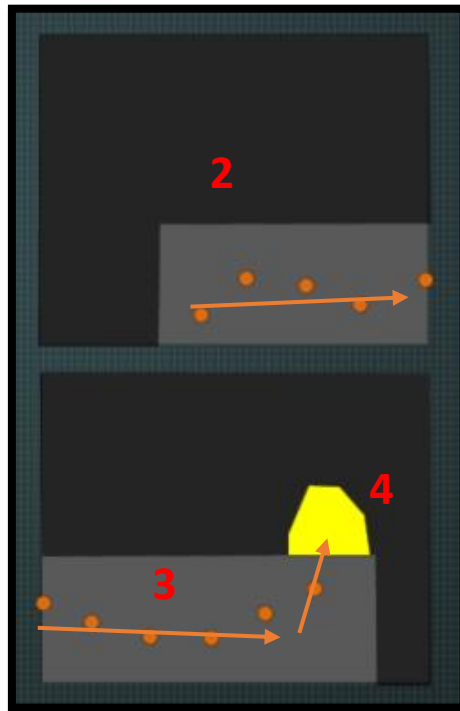


1. The player must use parkour over the spike columns and normal columns (1) to reach the wall of the building that the player can climb (2).

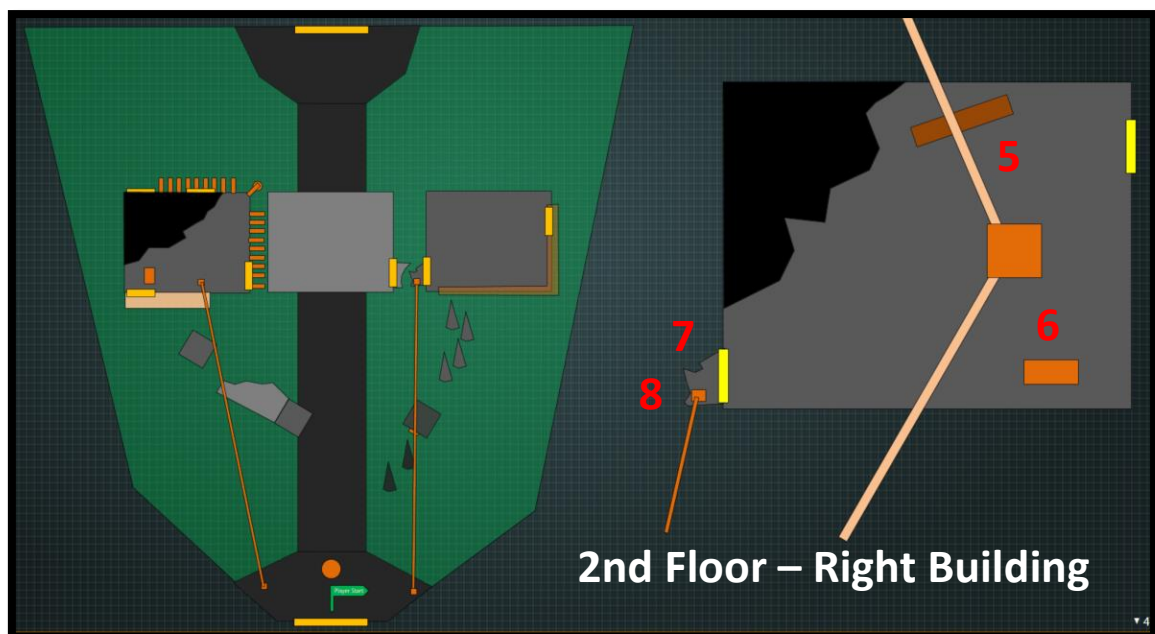


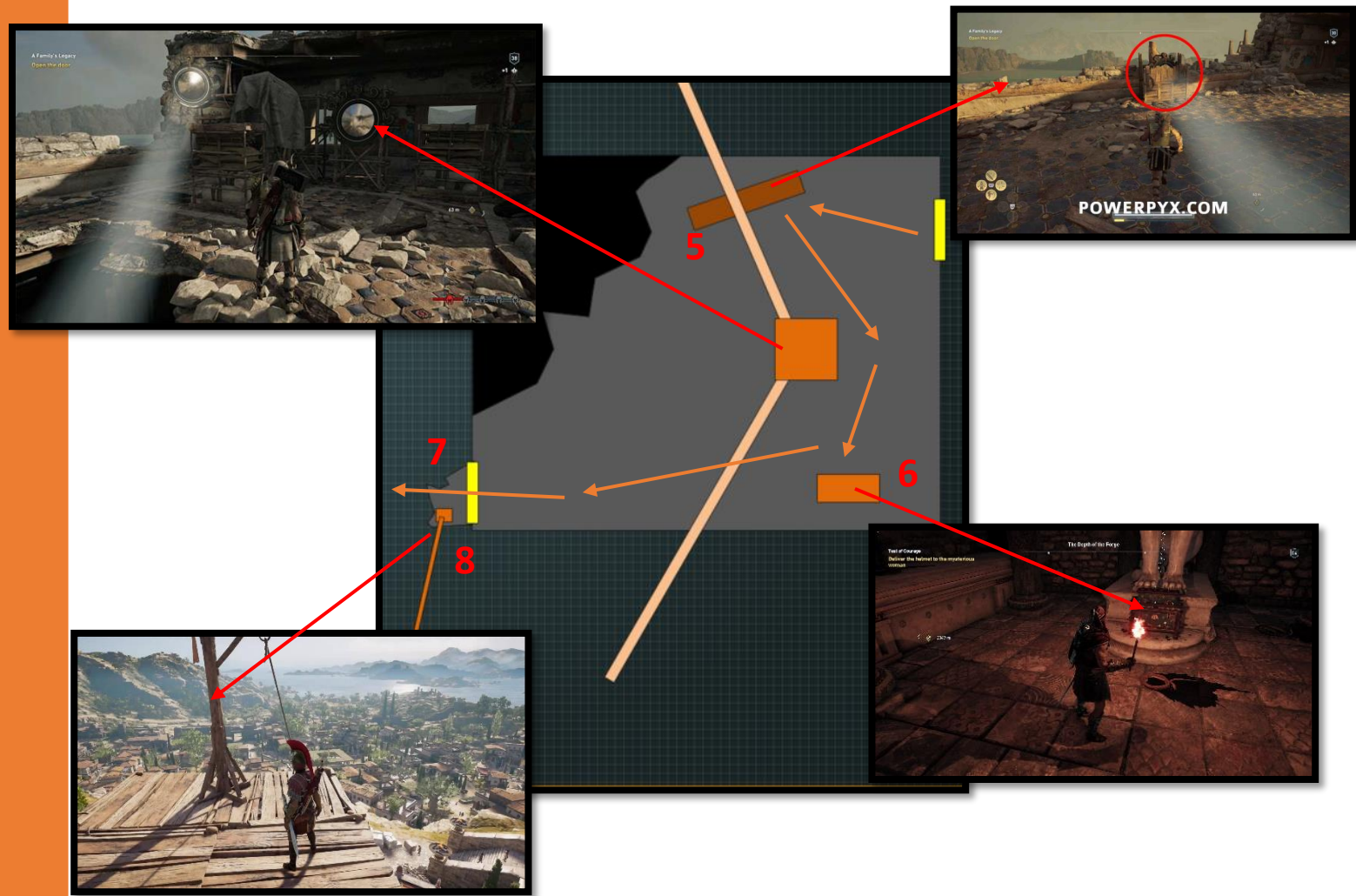


2. The player must climb the wall (2) to the other side (3) where is a hole in the wall where he can get inside and get to the 2<sup>nd</sup> floor of the right building (4).

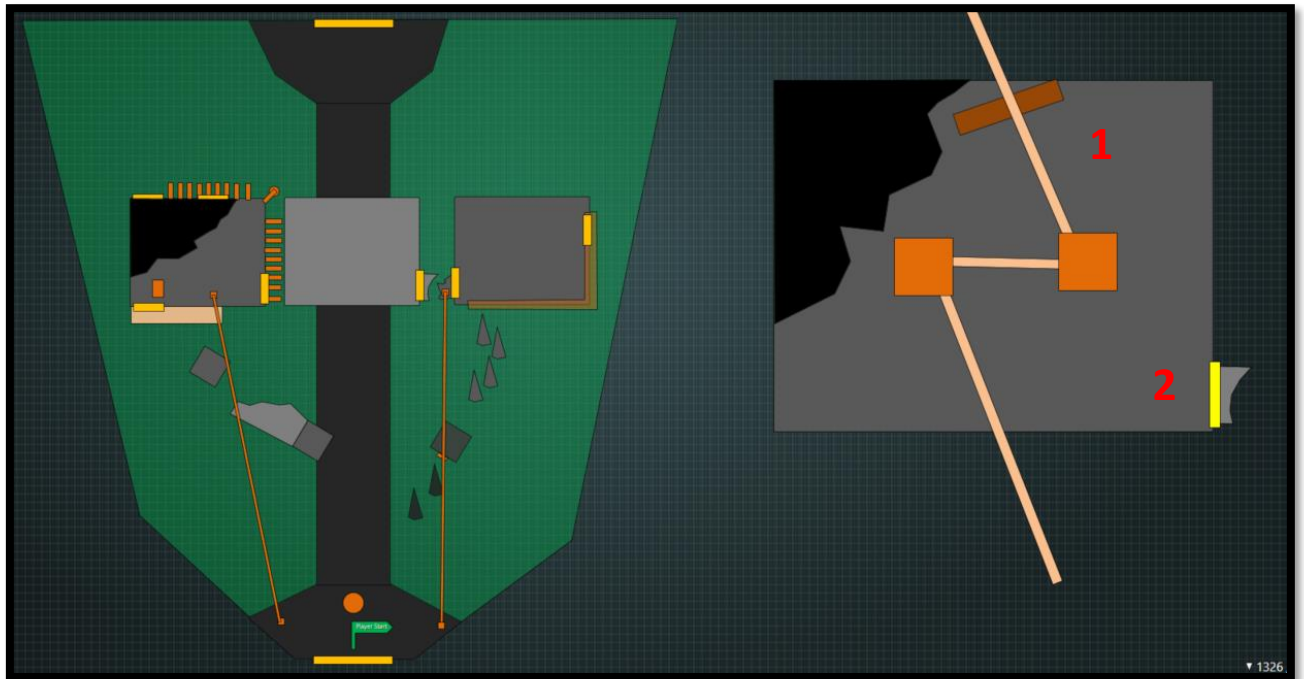


3. Once the player is in the 2<sup>nd</sup> floor of the right building, he must destroy the wood blocker(5), so the light can be connected to the right head of Cerberus, pickup the treasure that is in that floor (6) and approach to the next exit where he will find a broken bridge that leads to the building in the center (7) and also another wood column with a rope attached to it (8), so the player can return to the initial area safely and fast, again level design in loop so the player can feel a better level flow in the gameplay.

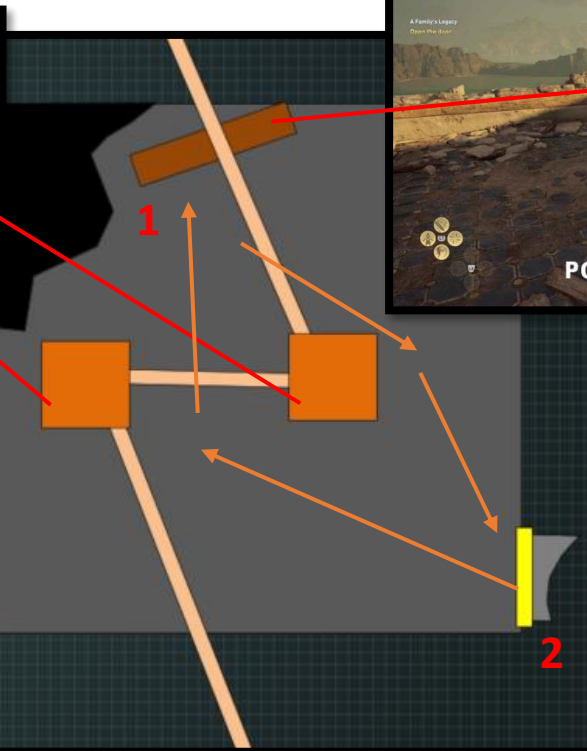
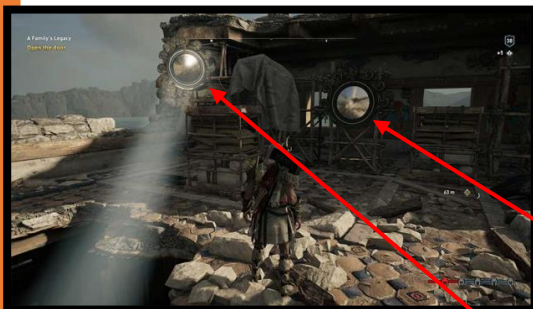




## Middle Head



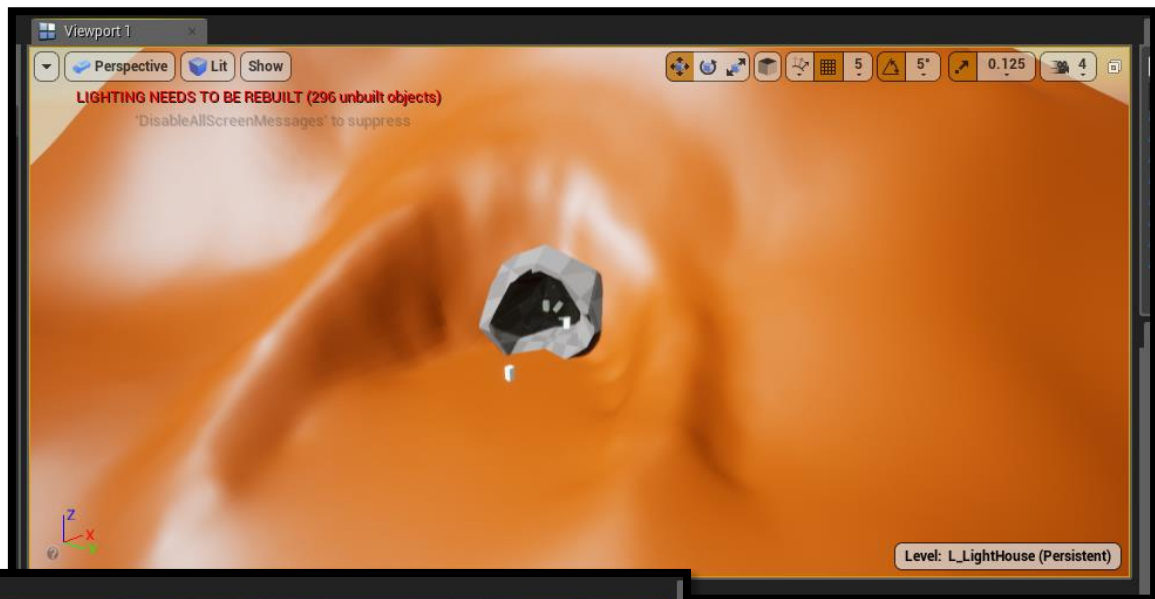
1. In the second floor of the right building, the player must jump from the other side of the broken bridge to reach the building of the center, inside of it the player will find the third wood that he must destroy to connect the light with the last head of Cerberus (1), making the door free to be opened and reach the next room of the underworld, the player must use the rope in the wood column (2) to reach the initial area and run to the door over the Cerberus statue.





## 3D Blockout

### Map 1 - Lighthouse







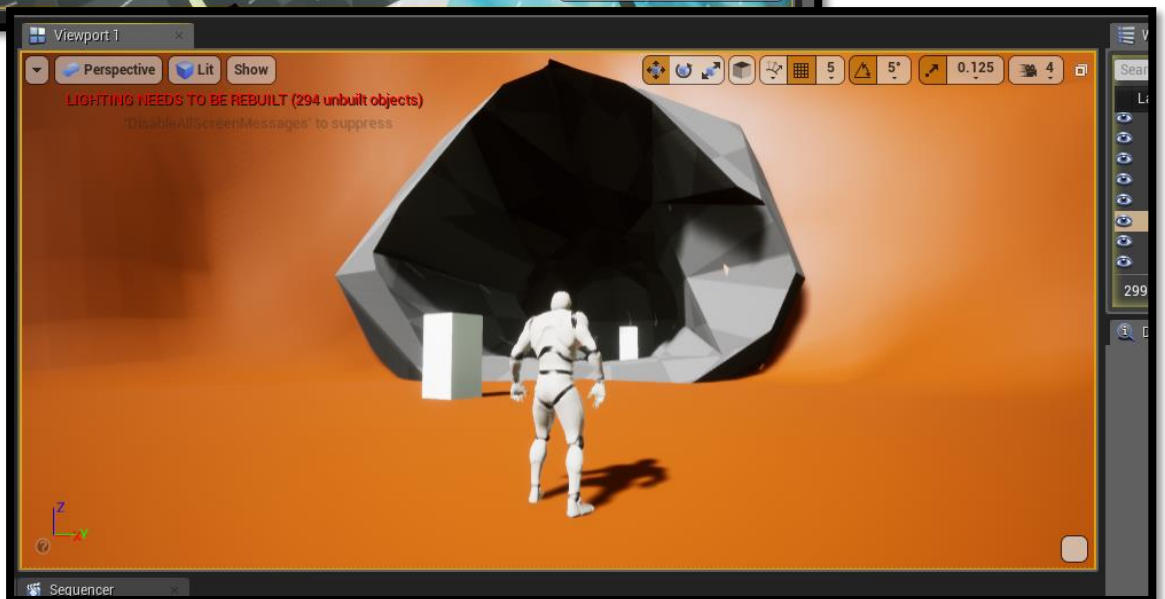






















## Map 2 – Cerberus



