

# Level Design Breakdown

<b>Phase 1: Level Design Brief</b>	<b>2</b>
Location Breakdown	2
Objectives	2
Sequence	2
Beats	4
Pacing graph	5
<b>Phase 2: Reference Gathering</b>	<b>6</b>
<b>Phase 3: Paper Design</b>	<b>7</b>
<b>Phase 4: Blockout</b>	<b>7</b>
Introduction:	8
Overview:	8
Critical Path:	9
Hideouts:	12

# Phase 1: Level Design Brief

Mission Objective: Escape from the House

Duration: 1 hour

Gameplay: Exploration, Stealth, Puzzle Solving

Camera: First Person

## Location Breakdown

The player has to:

1. Enter in the house
2. Get confidence with basic commands and parameters
3. Get Flashlight with a first puzzle
4. Encounter with Boogeyman and other menaces
5. Discover the safe room avoiding the boogeyman in a scripted manner
6. Resolve THE big puzzle
7. Other(?)

## Objectives

- We are in a dream
- Learning basic commands and parameters
- Solving puzzles
- Being alive avoiding the boogeyman

## Sequence

1 hour first exploration + 1 hour main game

1. The player starts inside the house not knowing why they are here
2. The player is in a gigantic (lit) mansion
3. The player looking around will discover that the door where they used to enter is now disappeared
4. The player will start exploring the house
5. They will discover accessible rooms
6. They will discover inaccessible rooms
7. They will discover a dark hallway where the player will die if they stood there
8. During the exploration the player will continue to hear terrible sounds from the ceiling
9. The player will find in a room a flashlight inaccessible until they resolve a puzzle
10. The player will start to explore the house in order to understand the mechanism that will let them taking the flashlight
11. To resolve the puzzle the player will understand that they have to put a special item (undefined) on a certain platform

12. Solving the puzzle the player will have access to the flashlight
13. With the flashlight they can visit the dark hallway inaccessible before
14. The hallway will lead them to a room where the player can open an attic door
15. Once in the room, the player cannot escape from it because there will be no doors anymore
16. The attic door nervously continue to slam against the frame
17. When the player will open the attic door, they will be thrown to the ground and from the attic door will come out an undefined anthropomorphic monster
18. Now is completely unlit, and the player have to go forward to a new door that is now appeared in the room
19. Along the new path, the player will have to take care of smokey vines that can hurt them
20. The new area where the player is moving in is quite peaceful except for the same sounds that they could hear before
21. The player will get used to explore in the darkness and they need to find a key that will open a big door
22. During the exploration the player will find a door that leads to the basement that is flooded. For now this area is inaccessible but it is the only way out from this house.
23. Once opened the big door the player gets that it is useful to connect the new area (the one where they are walking in) and the old one (the one where they were during the first puzzle)
24. Opening the door will reveal the boogeyman that is walking unaware of the player
25. The player will see behind the boogeyman a lit room (the safe room)
26. The player will have to walk crouchley avoiding the lights present in that moment in the room that risk to reveal their position to the boogeyman in order to reach the lit room
27. Once there the player will found in the safe room a memento's key that they will use to increase the Mental Health
28. From this moment the player has the entire house explorable but they need to find the right keys to open locked rooms and to dry the basement that is flooded
29. From the safe room the player will be able to see that there are doors covered by a fog impossible to pass through
30. The player will go to the left and will find batteries
31. In the bigger room next to the one where the player is, they will find a part of a gramophone that needs to be recomposed
32. The player next to the instrument will find a page diary that hints them to look for something in a mysterious place upon people heads (chandelier) and another one in the safest place for the granddad (safe)
33. The player will resolve the puzzle in the granddad room where they will resolve a puzzle finding the combination looking beneath object suggested to the player in game
34. Once found the combination the player will open the safe and they will find the vinyl
35. Looking at the chandelier, the player will see the horn of the gramophone upon it. As such the player will have to understand how to take it
36. Looking at the chain that hold the chandelier, the player will follow it and going downstairs they will find the handle that, once interacted, will push down the chandelier letting the player take the horn
37. Returned in the previous room the player will recompose the gramophone it will start playing calling the boogeyman and in front of them they will see the fogged doors disappear
38. Now that the new area is open the player will restart to explore it

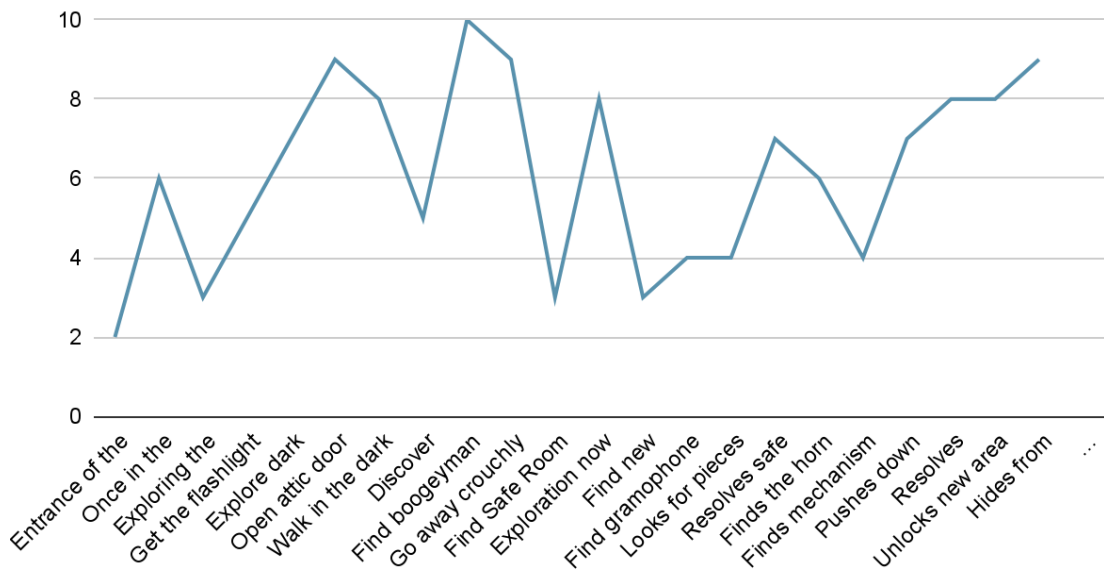
39. The new area give them apparently new room but there is only one since a corridor seems to lead them nowhere
40. The player has to go downstairs and there they will see a conservatory with 4 columns but only 3 statues upon them
41. The player will explore again into a living room and then they will find a photo of the previous corridor but with all the supposed doors. -> a memory has been unlocked
42. The player will return upstairs and in a bedroom they will find the missing statue of the conservatory
43. Placing the statue upon the column and rotating all 4 of them towards the center of the conservatory, a new photo will appear and will let the player return in the first place of the game where there was the tutorial.
44. *[SEQUENCE OF PUZZLES AND MAIN GAMEPLAY]*
45. The player can go downstairs in the basement.

## Beats

- First vision of the house (internal/external)
- Resolve the first puzzle and obtain the flashlight
- Discover the boogeyman
- Start exploring unlit house
- Discover the flooded basement
- Real reveal of the boogeyman in the area
- Use of the memento
- First exploration
- Resolve Safe puzzle
- Find Gramophone horn
- Resolve Gramophone puzzle
- Hiding from the boogeyman in the hideout
- Explore Second area
- Find empty corridor
- Find the photo
- Resolve conservatory puzzle
- ...
- Resolve the main puzzle that get the player downstairs in the basement

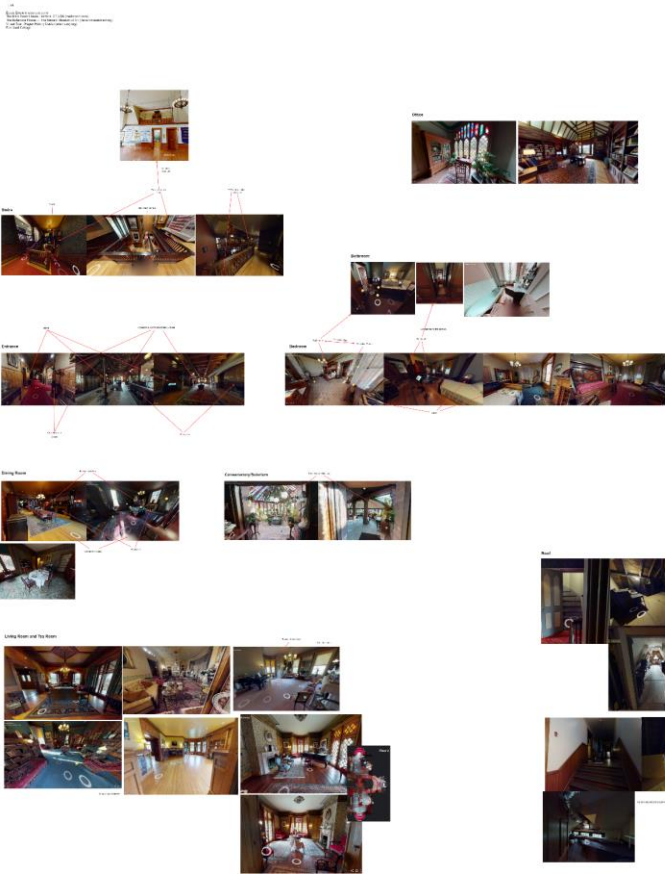
## Pacing graph

Intensity diagram



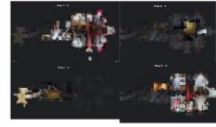
# Phase 2: Reference Gathering

## Gathering Resources for Level Design



## Layouts

### Roseland Cottage



### Watson-Curtze Mansion



### Eustis Estate



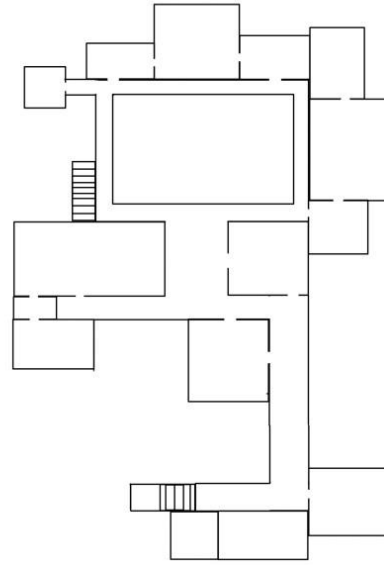
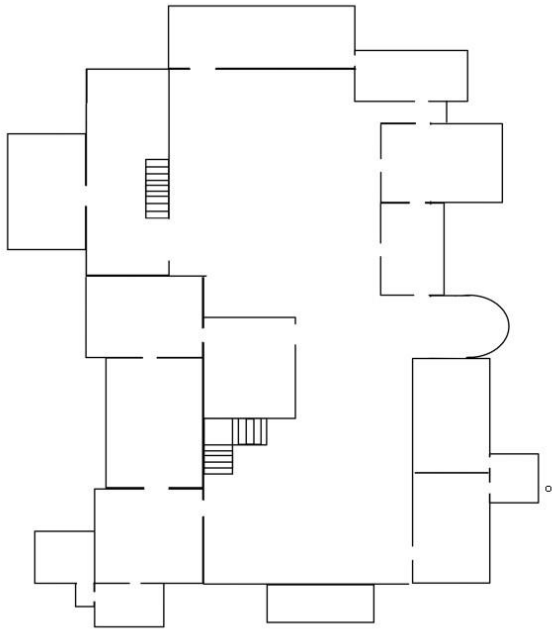
### Ballantine House



### Mark Twain House



### Phase 3: Paper Design



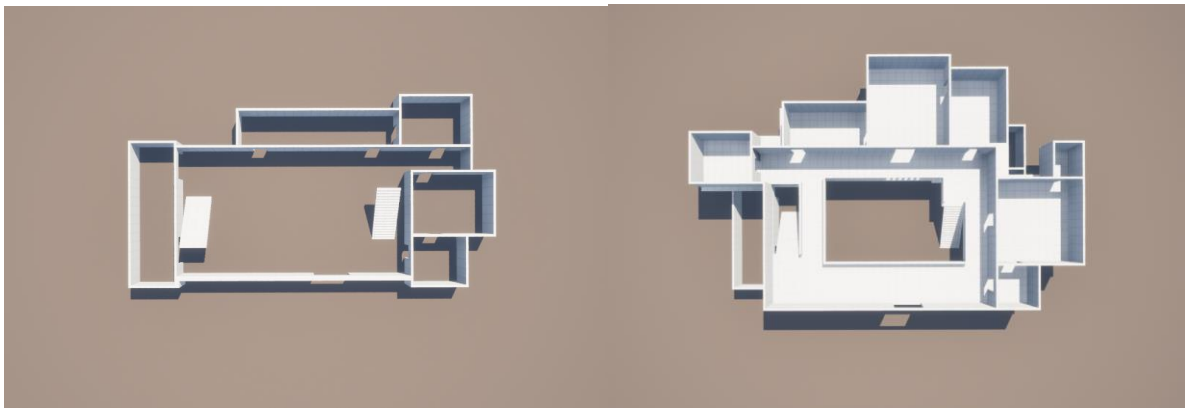
## Phase 4: Blockout

### Introduction:

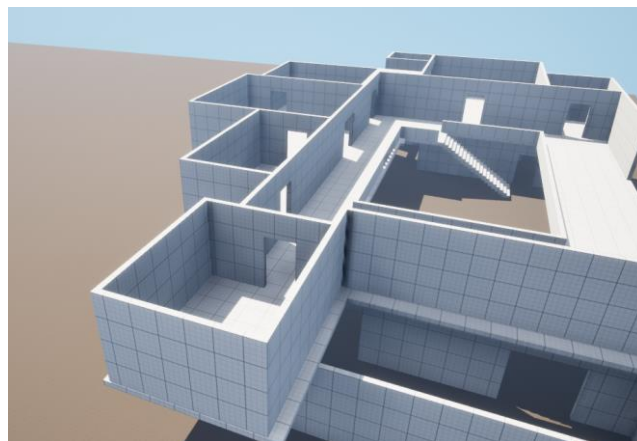
From this part of the document on, only the areas related to the zone after the tutorial, when the player discovers the safe room, have been included.

### Overview:

The blockout of this area has been modeled with the purpose to scatter inside of it the puzzles essential to progress to the next area. The architecture of the house let the player to move into numerous rooms and have a good chance to escape from the Trauma, always finding a way out.



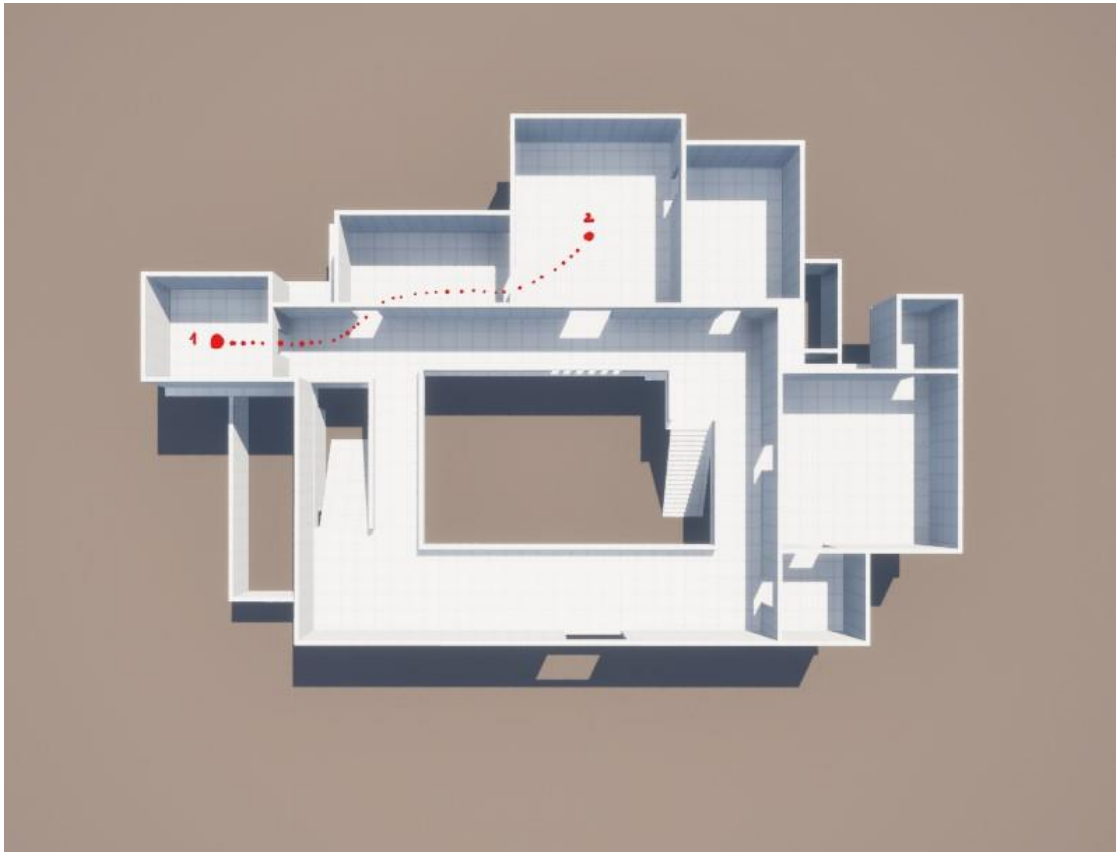
The player will start from the safe room on the second floor and they will find hints to progress into the area: the goal is to push the player to explore all the area putting themselves in a danger because of the Boogeyman.



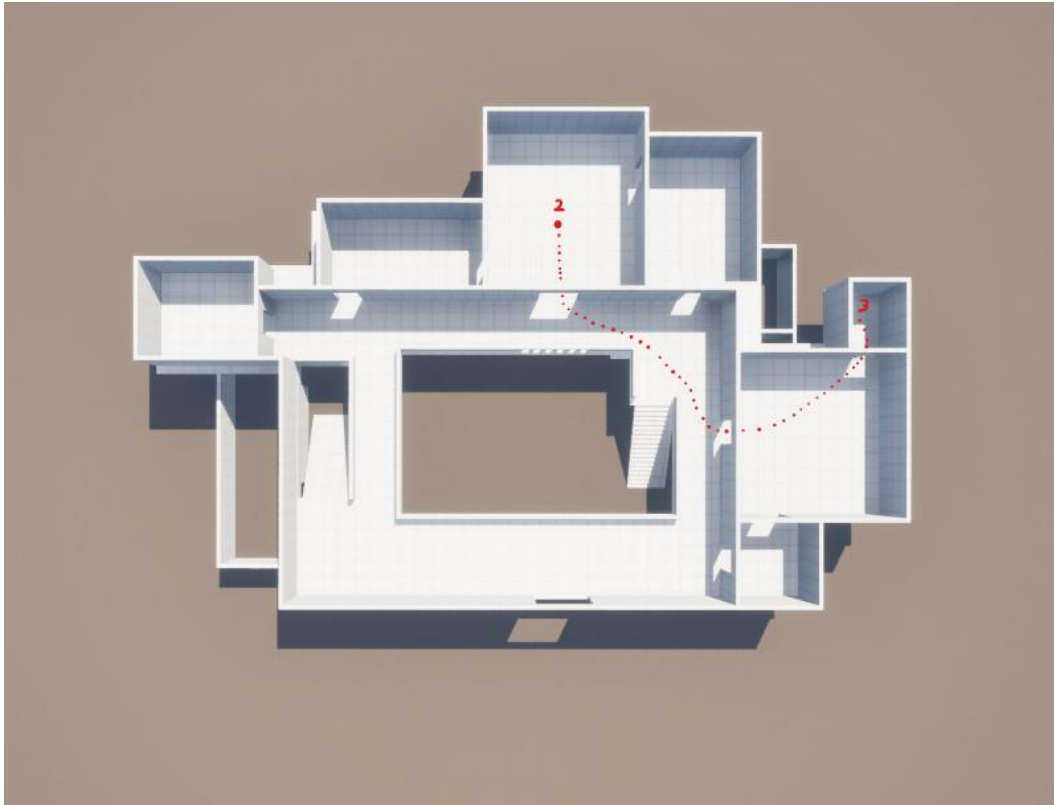
### Critical Path:

The critical path is the *ideal* path that the player takes to reach the end of the session. In the following pictures are exposed all the main steps the player needs to take in order to progress to the next area.

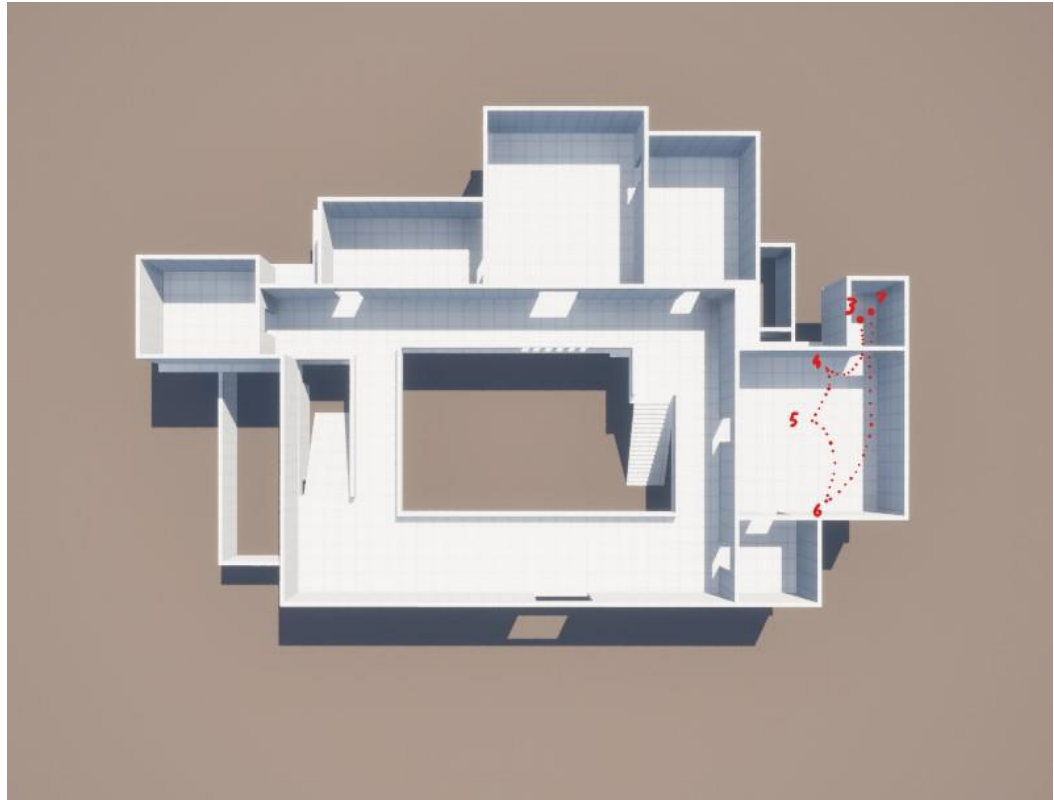




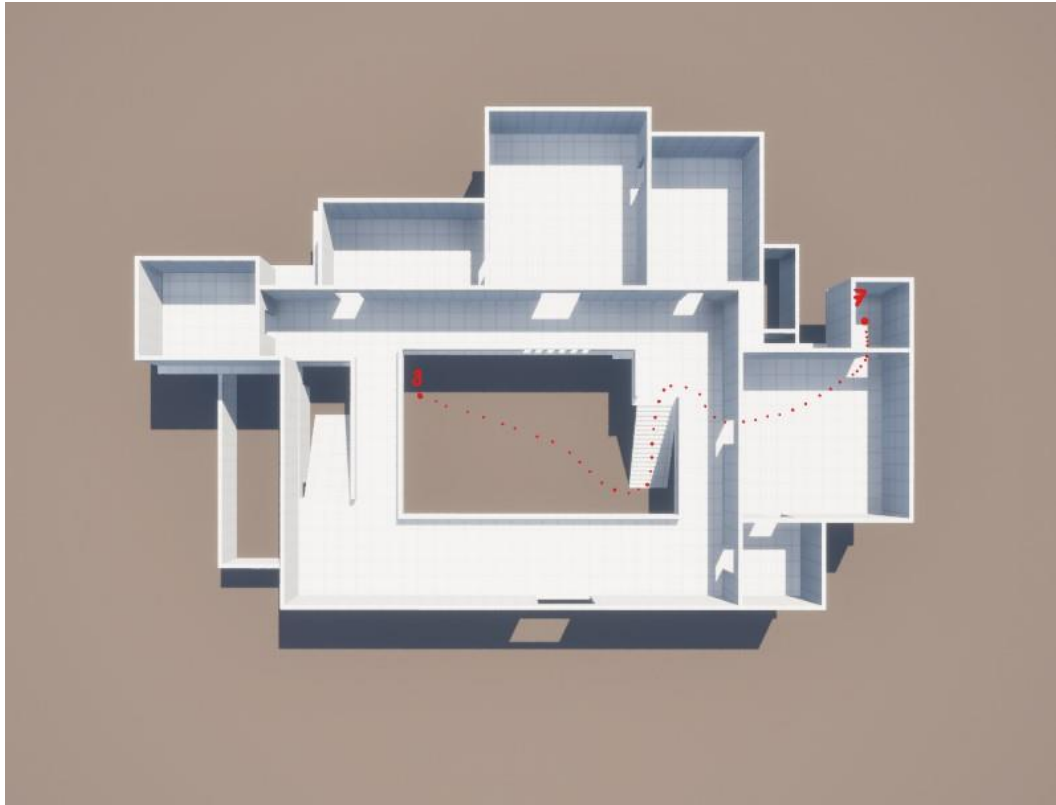
The player starts from the Safe Room (1) and reach the room containing the main puzzle (Gramophone Puzzle) (2).



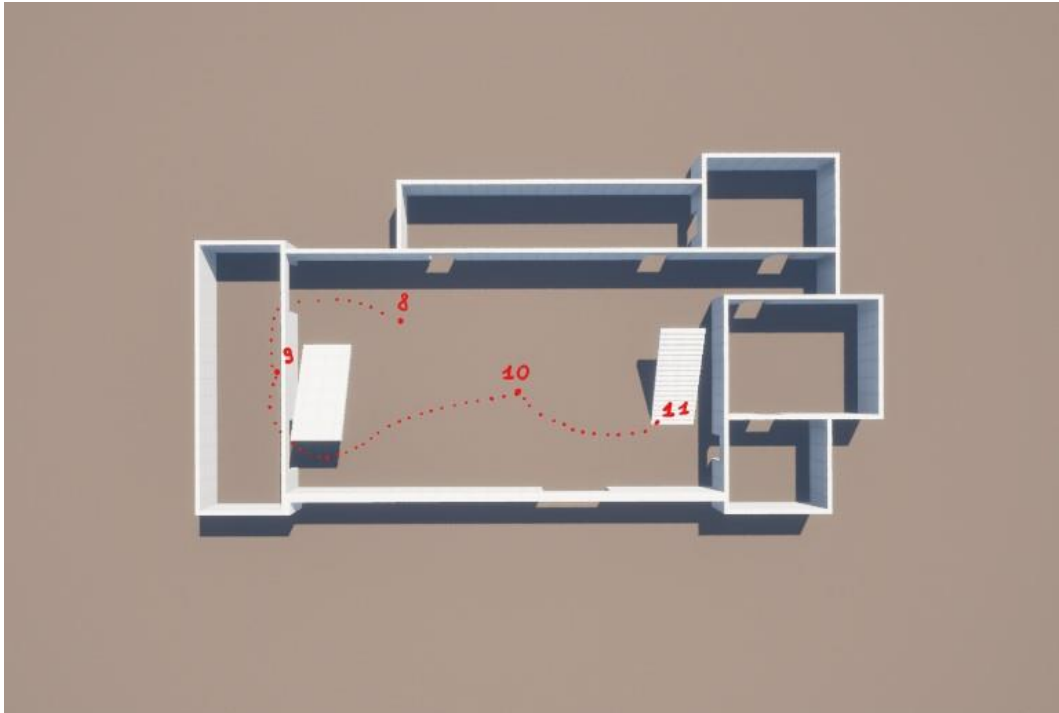
To complete the Gramophone puzzle the player needs to reach the safe in Grandad studio (3).

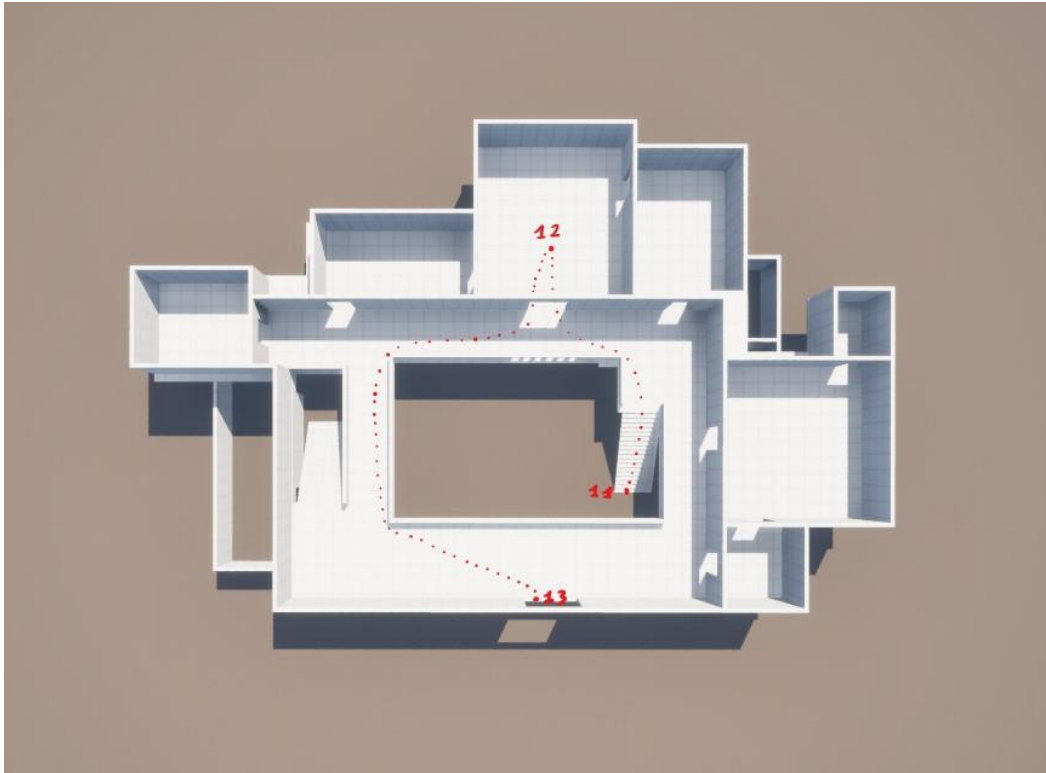


From the safe the player will have to find the numbers of the combination needed to open the safe that are scattered inside the room (4,5,6) and at the end they will take the vinyl in the safe (7).



After the safe, the player shall go downstairs (8) to move the handle in order to push down the chandelier (9) and grab the horn of the gramophone (10)





Once took the horn and the vinyl, the player returns upstairs (11) and resolves the puzzle (12). From it, the player will unlock a new memory and they can go to the next area (13).

**Hideouts:**

Into the area are scattered many hideouts to help the player in this area that is always the first one when they face the Boogeyman.

Hideouts are placed as follows:

