

# Level Design Document

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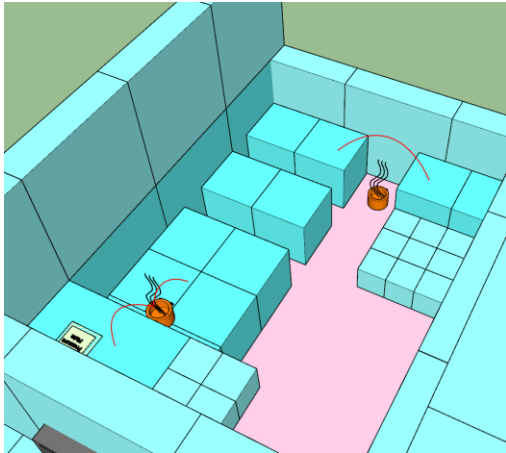
## "Nouveaux horizons"

*by Jonathan Galipeau-Mann*



Unlocked Skills		Mental mechanics		Ingredients	
None		<b>Association</b>		Wind Pit	Teach
<b>Physical mechanics</b>		Level of learning	Teach	Moving Platform	Teach
<b>Move</b>		Easy	100%	Checkpoint	Practice
Level of learning	Practice	Medium		Pressure Plate : Weighed	Teach
Easy	60%	Hard		Pressure Plate : Activation	Teach
Medium	40%	<b>Navigation</b>		Corruption	Practice
Hard		Level of learning	Practice	Life Fruits	Practice
<b>Jump</b>		Easy	70%	Bonus Collectibles	Teach
Level of learning	Practice	Medium	30%	Door	Teach
Easy	60%			Corruption Flower	Practice
Medium	40%			Corruption Bramble and Cage System	Teach
Hard				<b>NMEs</b>	
<b><u>Uncorrupt mechanic</u></b>				Corrupted Deer	Practice
Level of learning	Teach				
Easy	100%				
Medium	20%				
Hard					

## Introductions and LD patterns



### Wind Pit

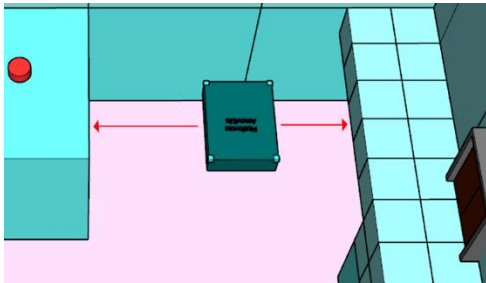
- Allows the player to jump higher
- Allows the player to jump farther



### Door

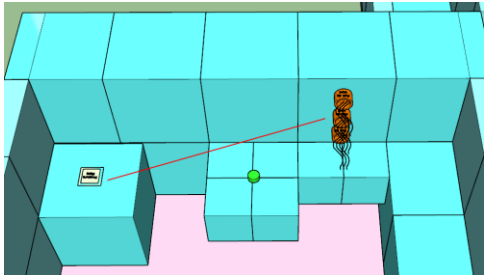
### Pressure Plate

- The Pressure Plate opens the door directly in front of the player



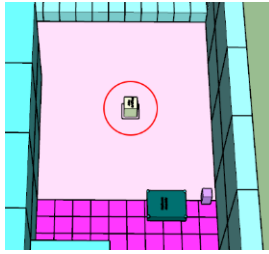
### Moving Platform

- Safe introduction where the player needs to cross the platform to progress



### Horizontal Wind Pit

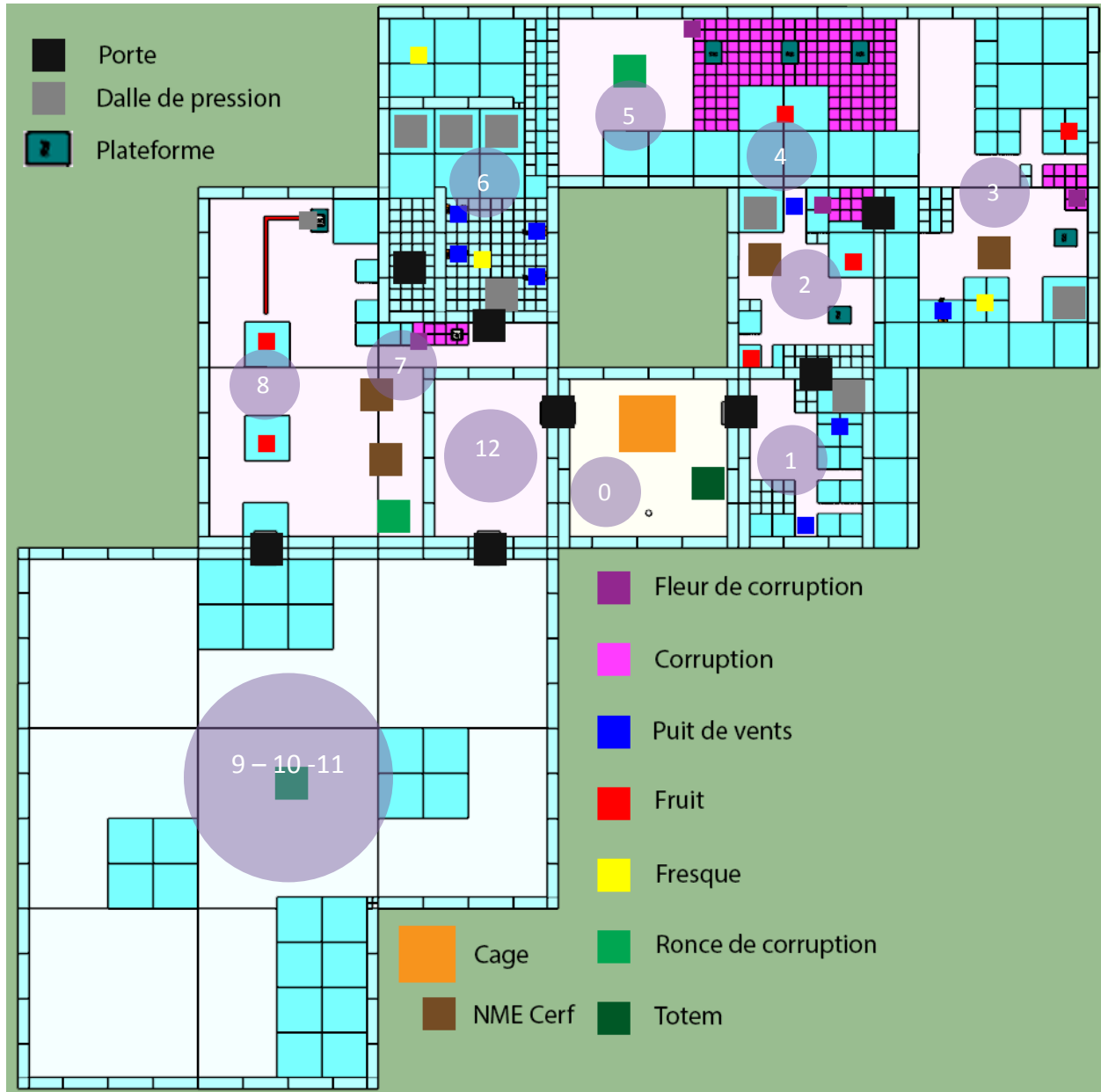
- The Wind Pits stop the player progression and needs to be deactivated



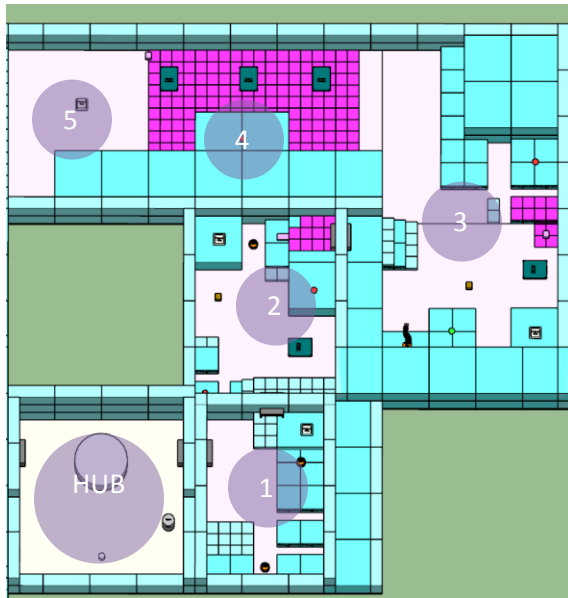
### Corruption Bramble

- The player sees the bramble as the only interactable in the zone

## Level Overview + Legend



## Sections + Gameplay explanation



### Introduction to the Temple setting and mechanics

#### Varied ingredients introduction

Wind Pit (1)

Door and Pressure Plate (1)

Moving Platform (2)

horizontal Wind Pit (3)

Corruption Bramble & Cage System (5, HUB)

Bonus Collectibles (3)

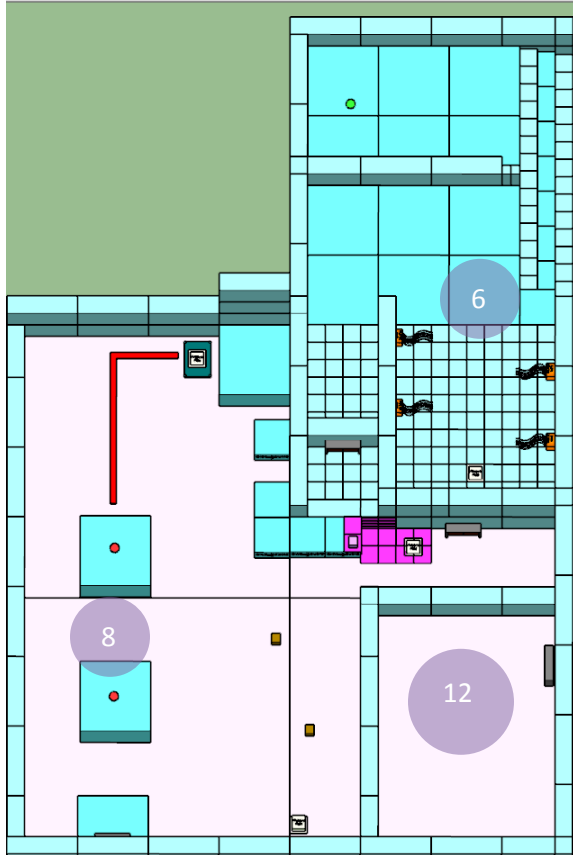
#### Concept

- Small rooms dedicated to introducing new ingredients

- Easy platforming sequence throughout. Last section (4) is a "Floor is lava" concept.

- Last section gives a little break to the player and

introduce a core concept for the temples.



### Wind Pit and Pressure Plate puzzle (6)

The player needs to deactivate the right Wind Pits to create a path to go through.

### Secret Room (Easter Egg)

below (6)

### Introduction to a combination of a Moving Platform and a Pressure Plate: Weighted

The player needs to stay on the Pressure Plate to make the Platform advance.

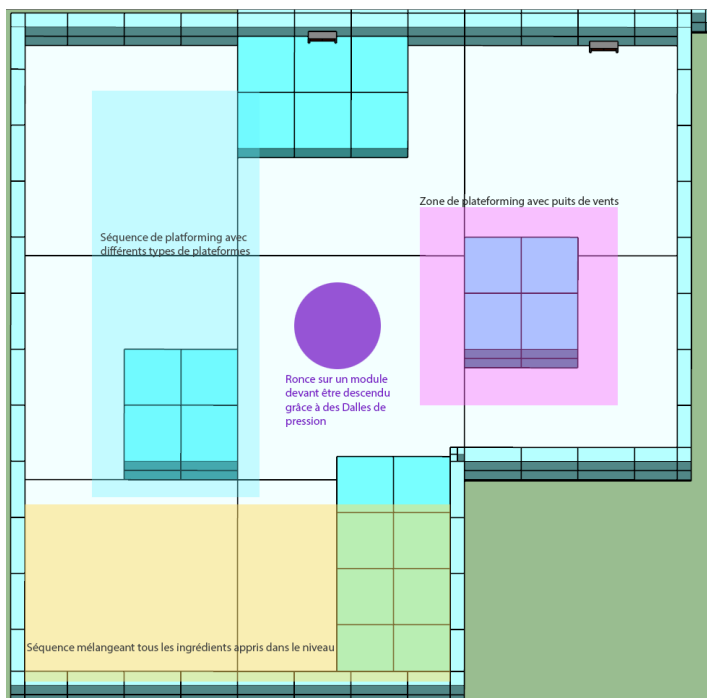
### Combat zone against 3 NMEs (8: ground level)

### Platforming sequence (8)

The player needs to jump between Moving Platforms

### View of the exit (12)

### 2<sup>nd</sup> Corruption Bramble (8: ground level)



### Final section

Room divided in 3 different stations (described below). The player accesses a Pressure Plate that lowers the 3<sup>rd</sup> Corruption Bramble at the end of each station. The Corruption Bramble becomes accessible after the 3 stations are completed.

### Wind Pits station

### Platforms station

### Combination station

Assures that the player reach the necessary level of practice for each ingredients.

# Critical Path

