

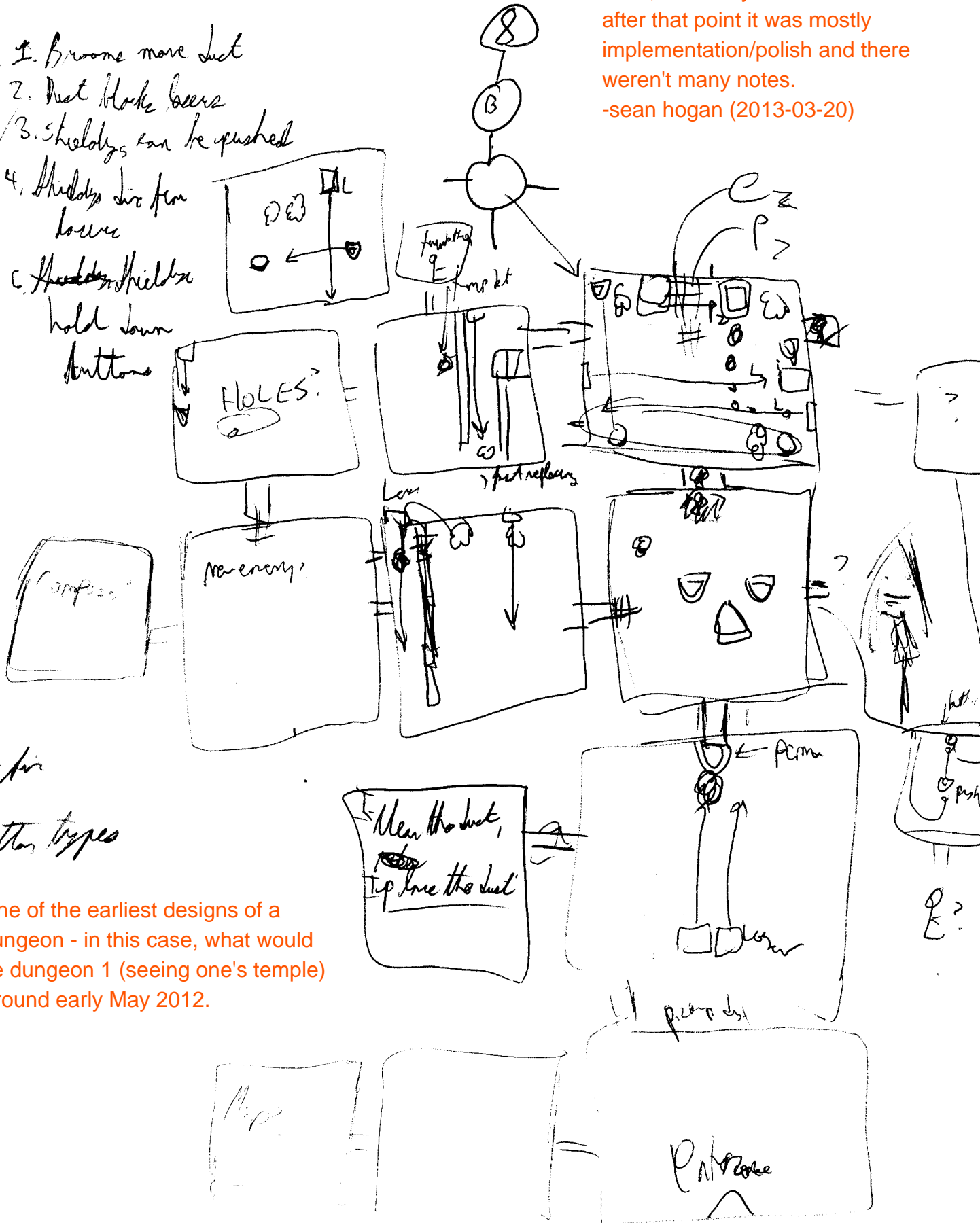
Level One: The White Palace

B&B's

These are various design notes i had, from may to october 2012. after that point it was mostly implementation/polish and there weren't many notes.

-sean hogan (2013-03-20)

- ✓ 1. Broome more duct
- ✓ 2. Just black bars
- ✓ 3. Shields can be pushed
- ✓ 4. Shields are for lower
- ✓ 5. Shields hold down buttons



Specimen
Button types

One of the earliest designs of a dungeon - in this case, what would be dungeon 1 (seeing one's temple)
Around early May 2012.



Red Sea
Huge of blood/lilies

Cutscenes?

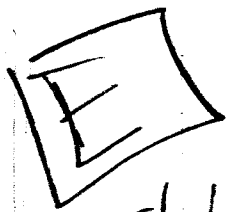
- spawn fake player
- Set some trigger
 - ↳ Global state
 - ↳ Cutscene state
 - ↳ Call out for for enemy

1. Look some other things
2. switches → not of the E/W

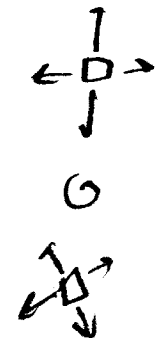
→ Work on more through maze

→ Fight at shooters

ETC



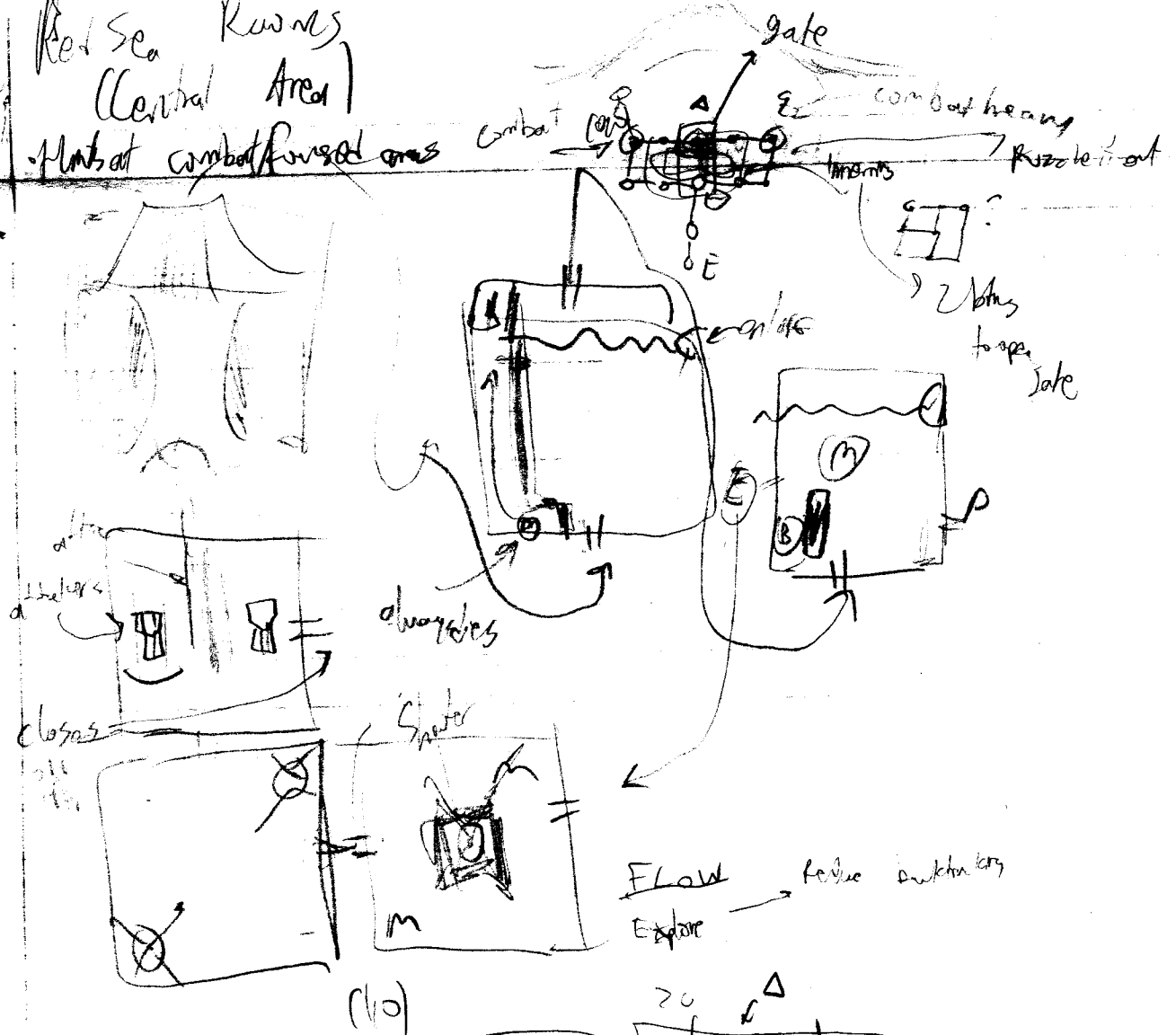
Shooter



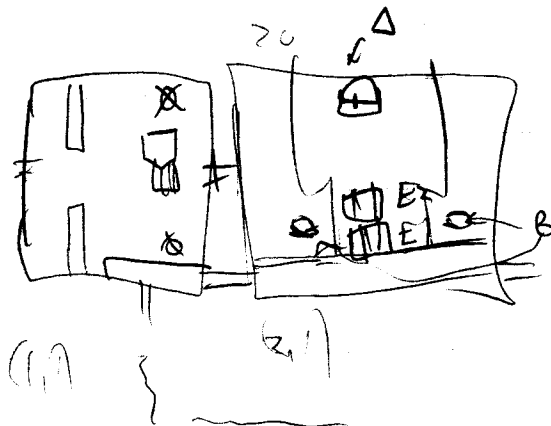
shooters	X		
mobs	X		
doors		X	
wall over	X		
dot			
holes		X	

Some sketches of the redsea area and rough dungeon 2 structure.

Red Sea Ruins
(Central Area)
Platform combat arenas

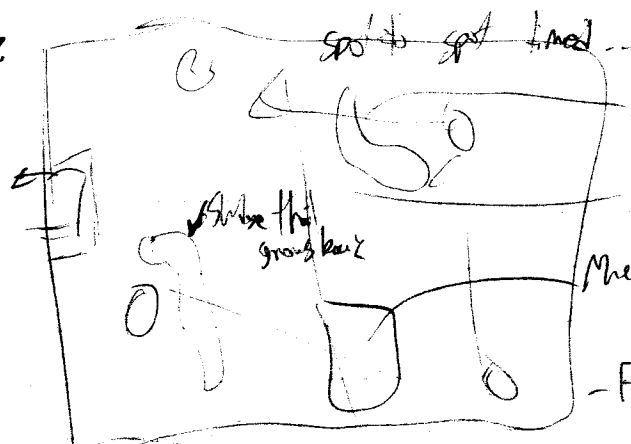


Room design of dungeon 2 (redcave)



Rizzos?
• Water staff
How can i make
this interesting?

Water
Sick
Punchy



More dist interactions?
→ solidly stable

Mucky arena show you
down (Erickson)
- Fight off some enemies!

Red Sea
Left Shrine } Combat focused

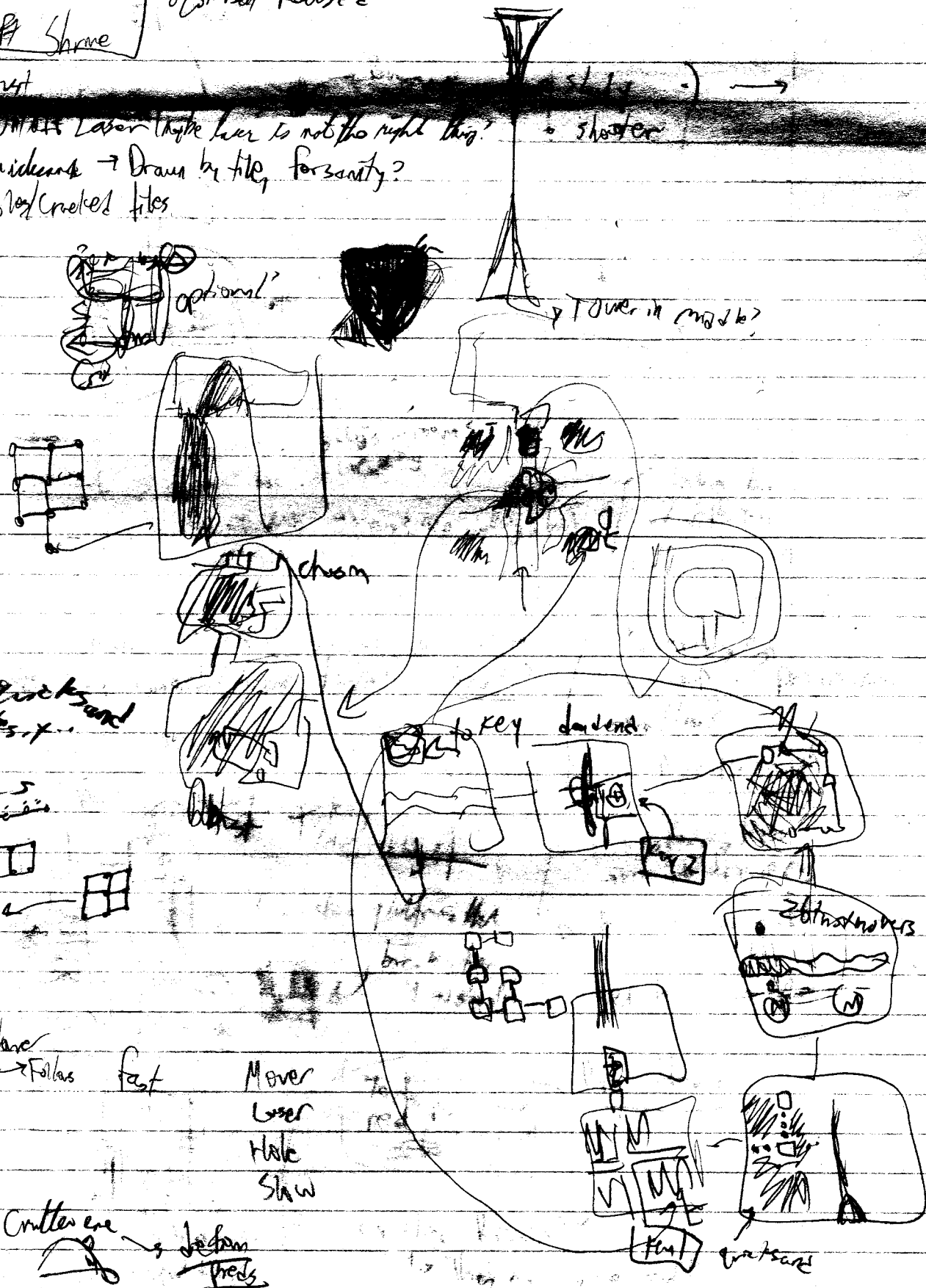
Dust

• On the Laser maybe laser is not the right thing?

• Quickness → Drawn by tile, for sanity?

• Motes/Cracked tiles

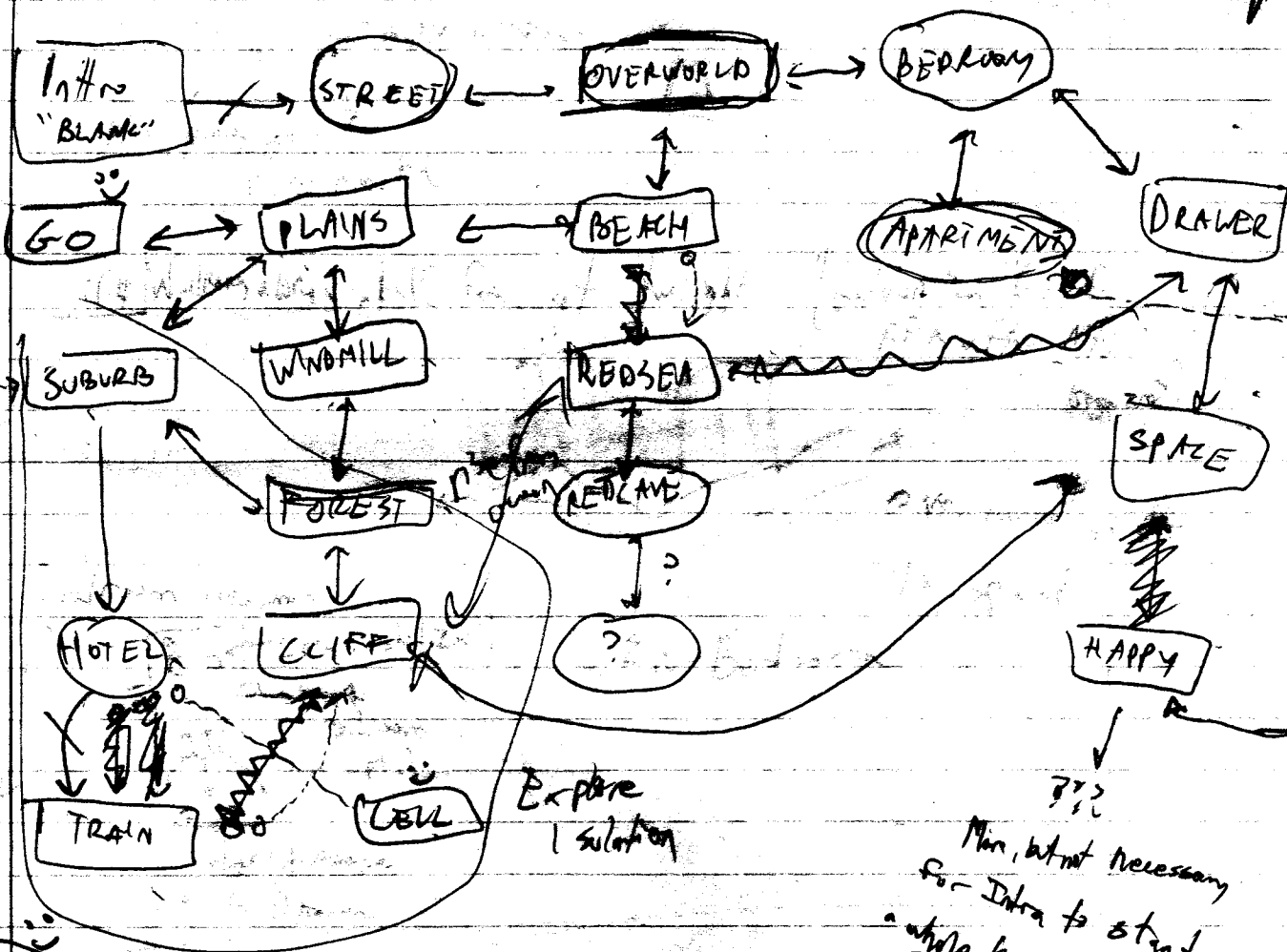
More dungeon 2
scribbles.



World Structure (7-1-12)

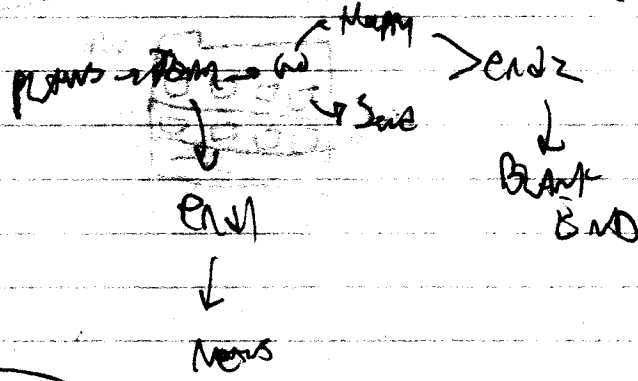
→ One way
 ↔ Two way, opened by "o" end

... probably not for much
 ... have to draw



Min, but not necessary
 for Intro to stand as
 whole (see summary)


- NPZ V
- Ending V
- Planning



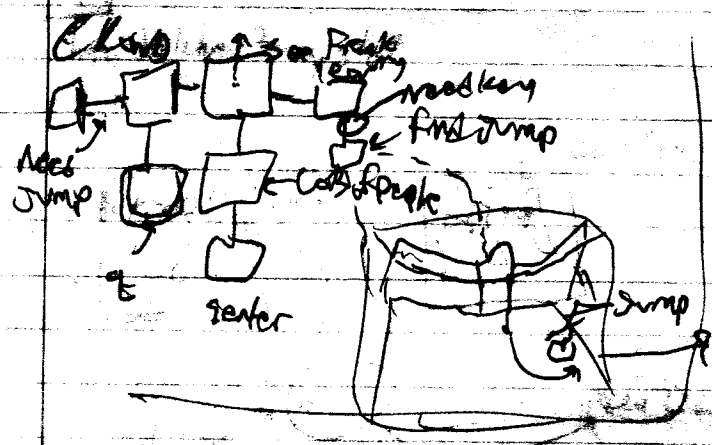
An early world structure that
 Jon and I discussed.

Better ways to use jump / ten

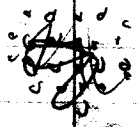
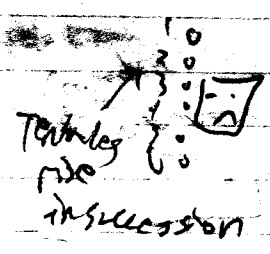
o ~~Relating something to moving platform in a certain direction~~

o Jump over something: 

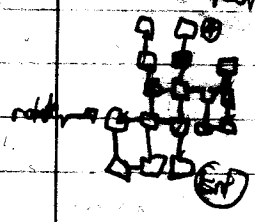
o Come to hatches - break stuff, destroy, break.
 } break.
 } no in E
 } function



to pass it



Dog enemy - dashes at you
 Frog-like - hops & shoots
 Robot enemy



Jump on box, push peak back

o crash down gates

o power platform

Design of the 3rd (blue cave) dungeon

Must work way out from hole

• Beginner's road - steel tiles

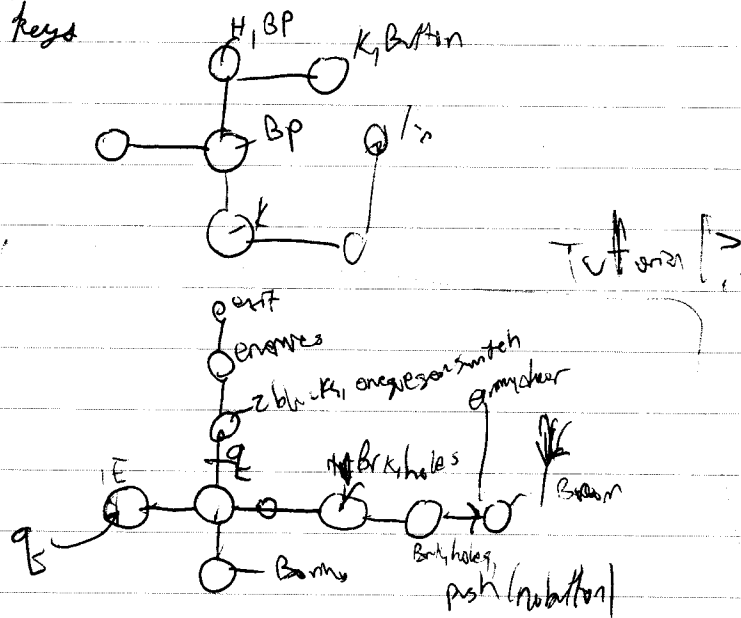
→ branching paths

- condition doors w very basic puzzles

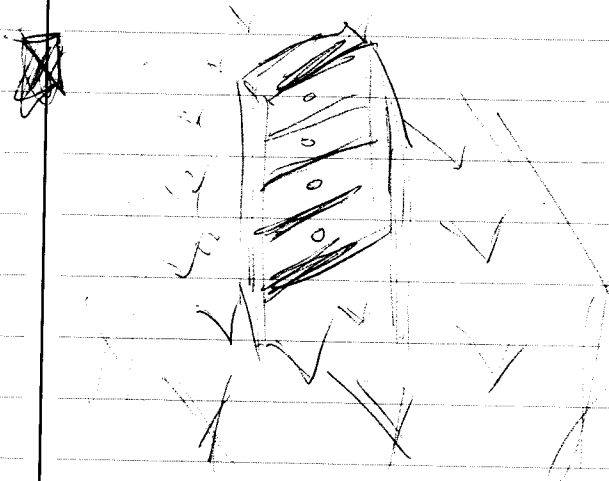
- holes, breaking tiles

- guessing switches

• keys



Tutorial dungeon design



I have no idea what this is.

Something, and then a sketch of
the windmill area

DEMO

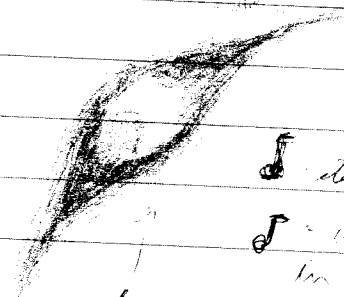
black

the ↓

shroud

place

in Temple



• static input to sensor
• sensor for sounds
in rooming on path
to portol

internally
3 cables
to open portals back v.c.

The electric (motor)

Raining field

zoom out to 1x

• Remove header?

• Remove header

• ~~Still~~ ~~not~~ ~~working~~ Yes
Thats



Drawers

~~Drawers~~ Dark BG

standing ~~Drawers~~ Drawers stand still or walk
They warp you around ~~See~~ Screen

← normal noise

Red Core Challenges

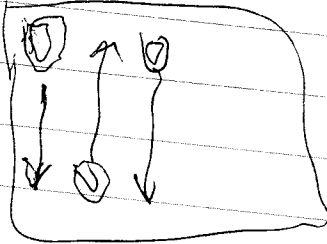
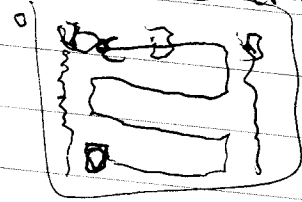
• One-sided Lagers



~~Need~~ Need ~~holeshot~~ holeshot to access
• ~~Boat's~~ slashers. No mib5

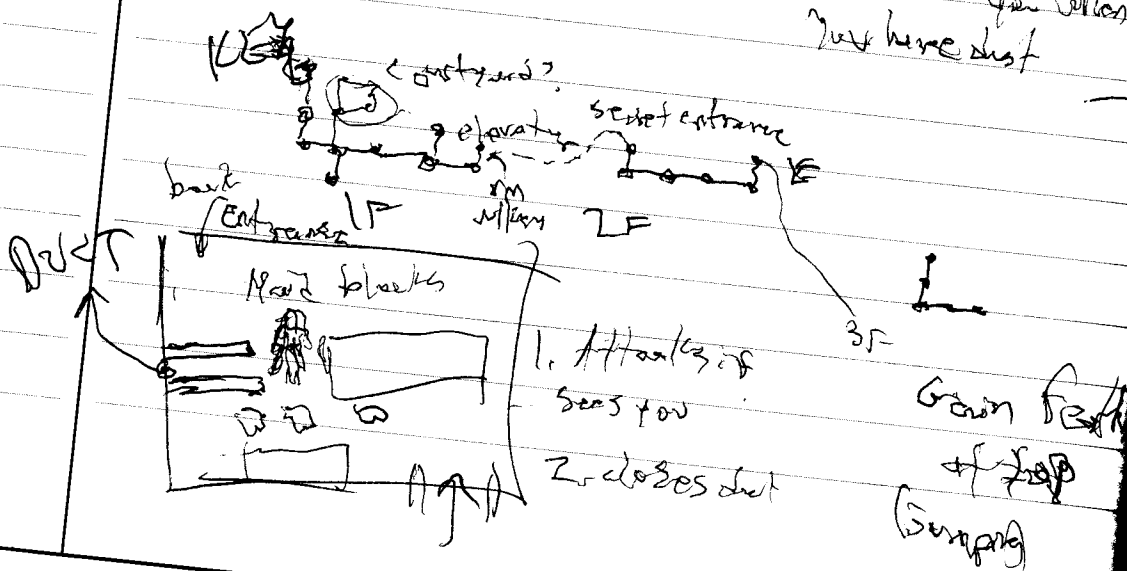
various room design stuff

White Palace challenges



Layout of Hotel

• Dust Map - follows you when
you have dust



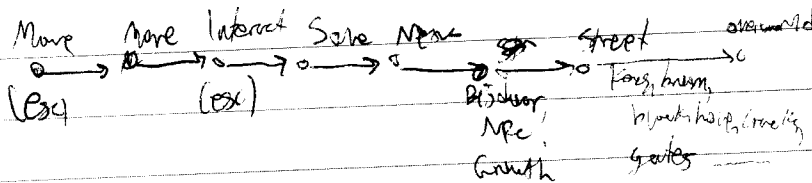
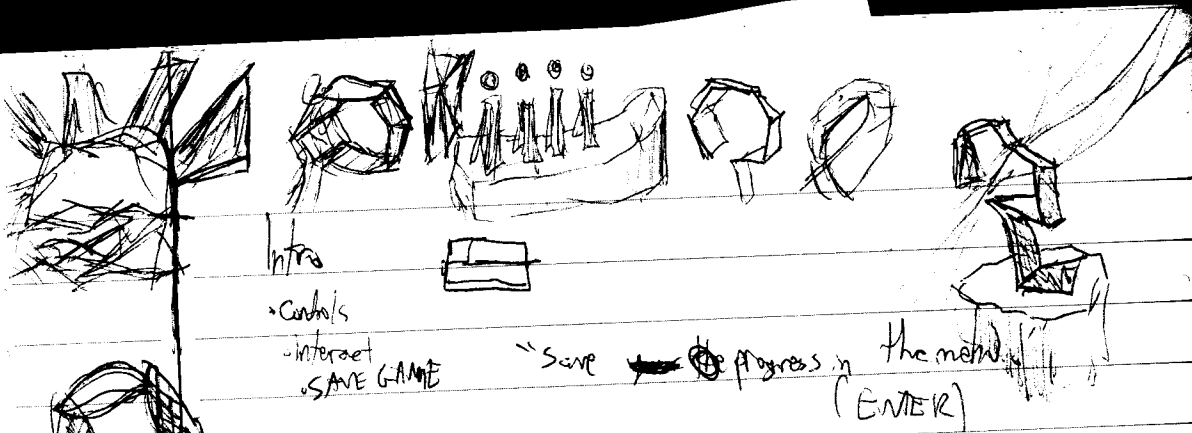
1
5
7
3
4
2

Wt 2010

Det 1

Randomised
q based on
where you
are

brainstorming dungeon 1 rooms and boss 2

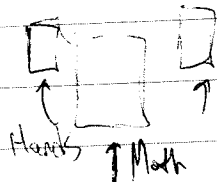


brainstorming structure of tutorial and then a boss

Lines of sight

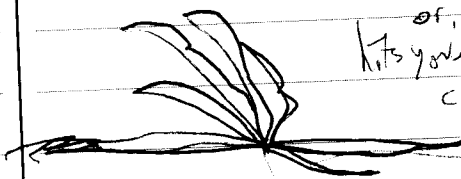
No 3, 9 doors

Boss 3:



check collisions only when not hurt

2 hands



or, hits you when close

initially: hit force enough to open while trying not to be pushed off

trapping through, line of holes appear in middle. Moth opens - bodies in front → hands stop



Apartment Circus Hotel

Marks

Metall

Gold

Telefon

enemies hide from them (stealth)

submarine of or fight

Just Mark - Hitz from enemies

boss 3 (wall)

Danger with enemies

- Switches for the wall to change the shape of the wall
- Enemies make different shapes.

structure

Not should

snake and down

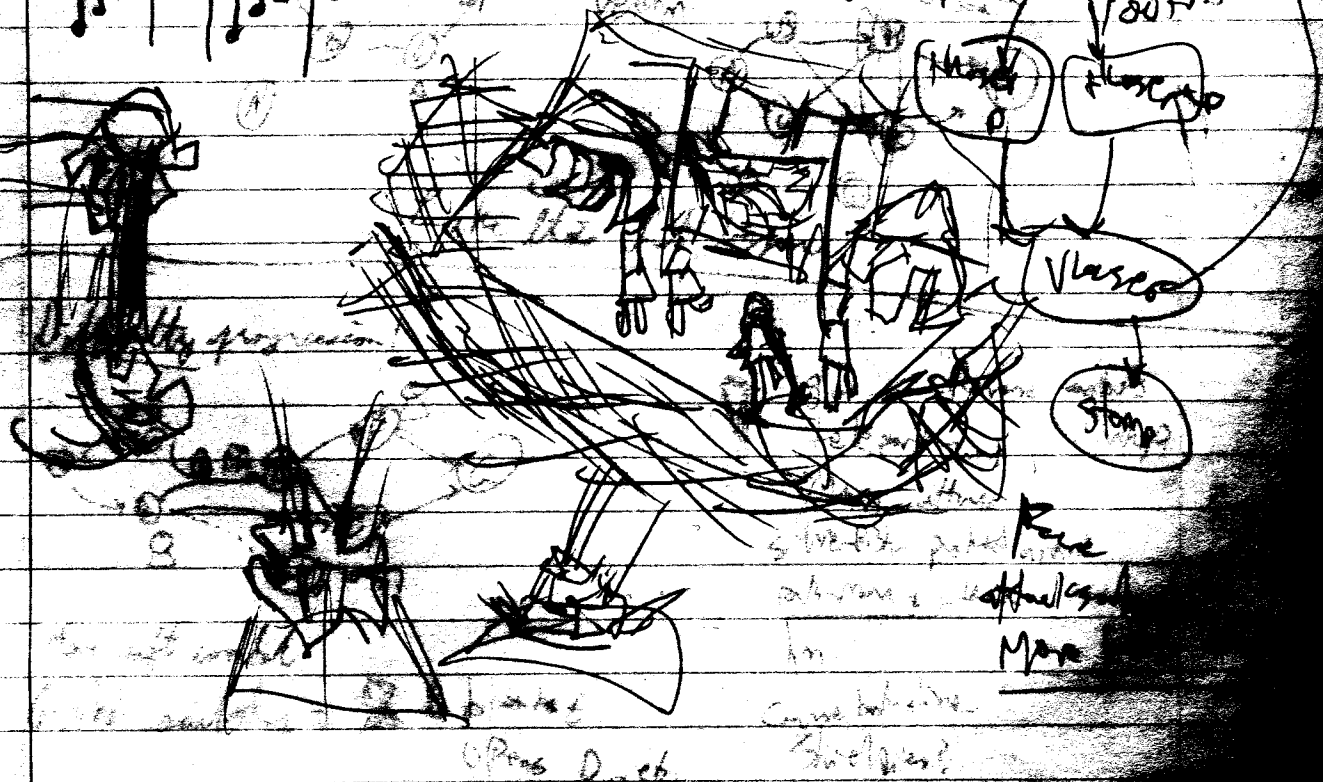
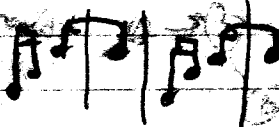
enemies are going inside at the end of the level

enemies are blocked by a pillar

How? If fail?

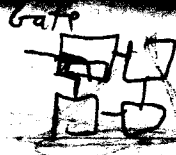
people
come
behind
back
the house

MP2 Towers Bay Depths theme, rhythm changed



Apartment

More of:



- means "unstable" enemies
- More explicit optional paths

! yet, no sense of choice in order of tackling the dungeon to solve;

Redone: - More advanced enemies

- Dungeon with secrets

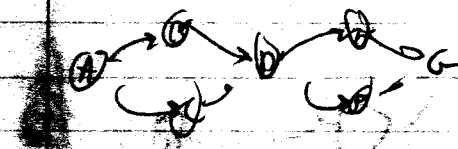
looks like structure

design of the apartment.

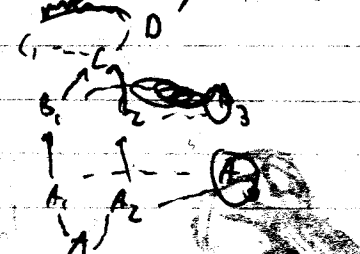
- some choice, but straightforward

- different tiles

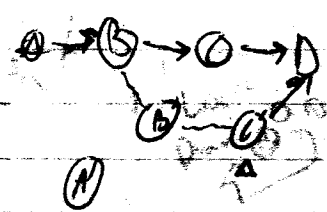
A logical next step: combining dungeon with observations with diverging & then converging paths of choice



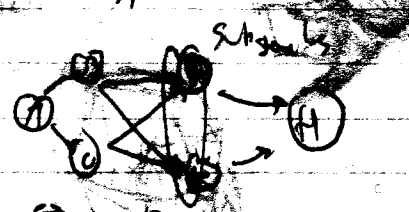
Red Core



cross

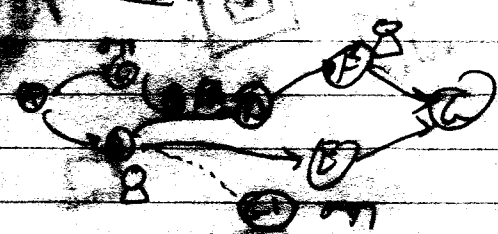


Bottom



Like that but bigger?

Difficulty progression



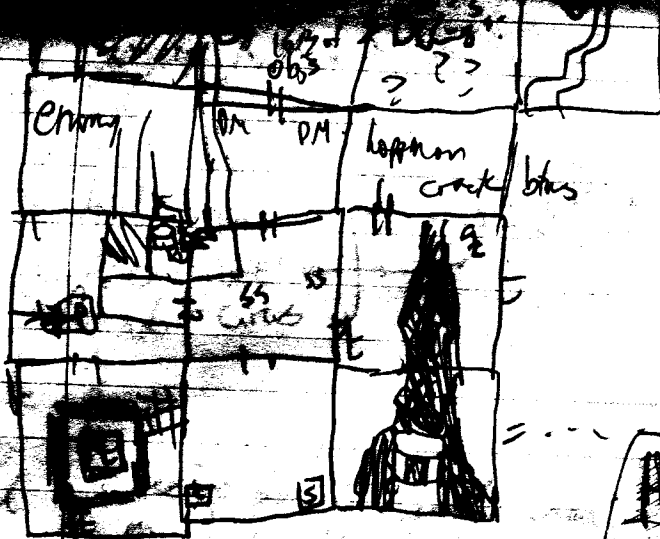
More subtle combat

Global satellites

Gas & Remove
teleport map
Many allies
Silverfish pushed around
submarine attack

Concealment

9x2



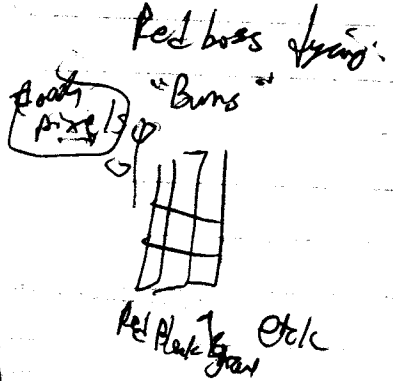
i think hotel.

POLISH

Turtles
sand
pines
plants

Eyes

Between
hand & water



i don't know what this is.



When Lying, it
moves spreadable
& bounces alot
until you
draw it

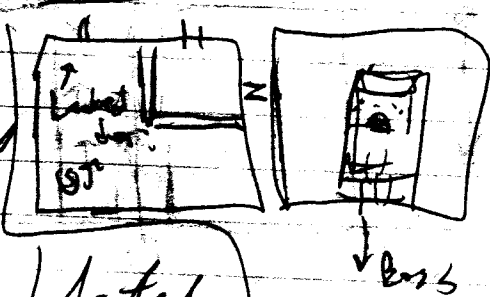


does not hurt you
on its own

- Hitting it will propel it
down the room
- Blinking makes bullets ricochet
have to hit to damage
remove bullets
- only damage through
left at first.

Polish

In API, you can't
think you
until loss is defeated



On look

Isser!
charging

Boss 2



- Focus on soft things
- Make 'Power' at the center

→ Make 'How' at the center

Thanks

2 Importance
of physical form

• Bardsley - boss (high)
• garage of him

c. ganze

Hardened tankred walls
- skin going to open

Rivers: Indigues

Fake

2 M 15/2

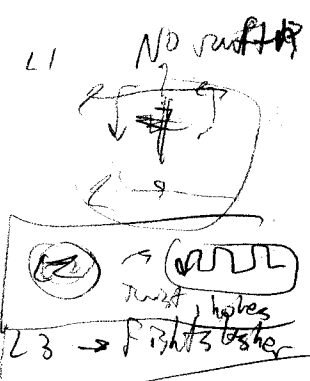
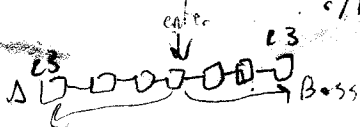
"closer
to reality"

or stronger
se of a base theory
on some

boss and room design on some piece of paper.

[illegible]

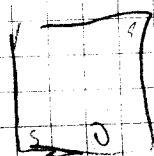
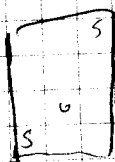
• MV should push -



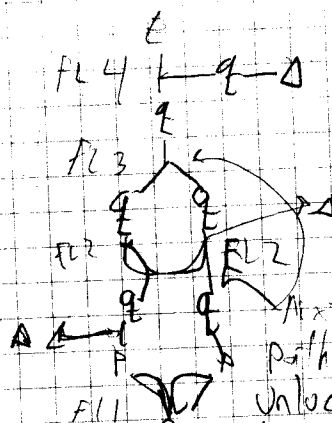
with good conn.
 network case:
 task not easy

F3 → F4 by elevator
 stairs blocked?
 initially
 going to F1

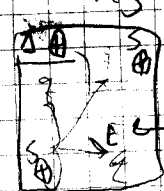
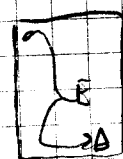
E3 3x4
 One key FL2 → Δ
 One FL3 → Δ
 One ~~FL1~~ → Δ
 P2



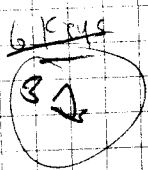
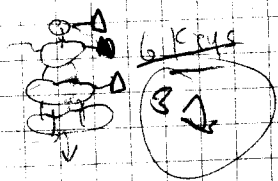
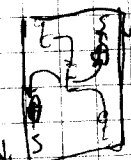
Hotel design while on the CTA



Mixing of
 paths, but
 unlocking is necessary
 to open way to
 consoles



always blocked

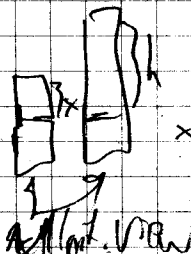




Forest Area
 Bit of shed forest sounds
 crickets etc

Solo Trap?

Extra plaster
 of scenes with the shatter
 effect

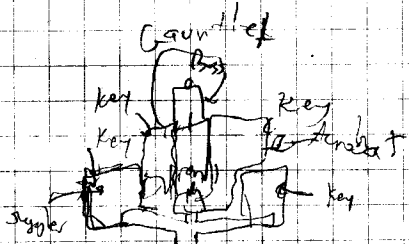


Parlor
 $x = 2h$
 scroll factor

Hotel boss eyes? darkness
 lobby of hotel

Changes in rooms
 - No new puzzles?

Circus structure 8-11-12

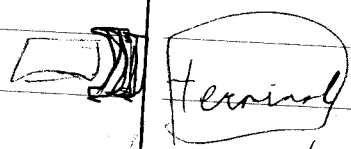
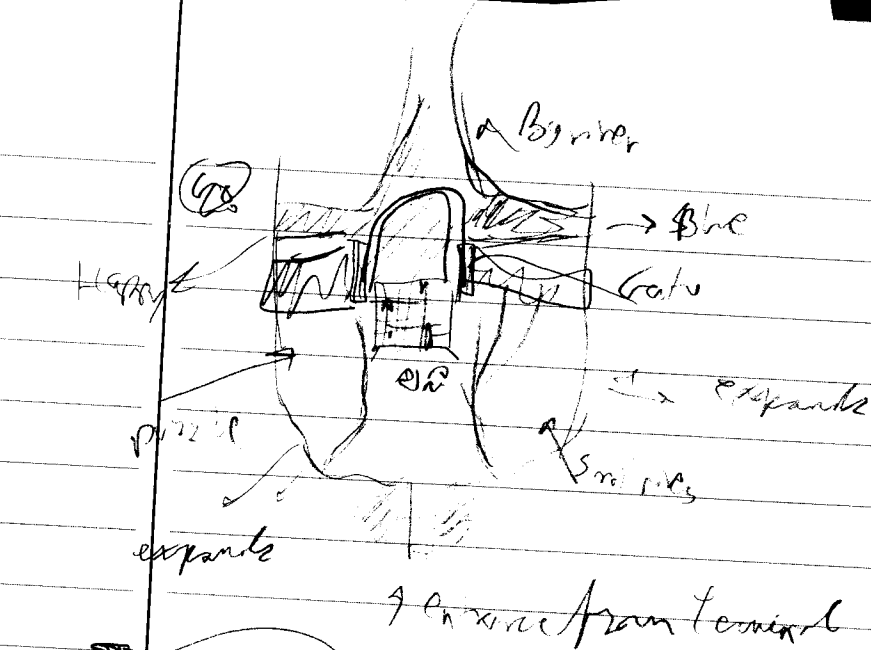


Lion: [Q] [U]

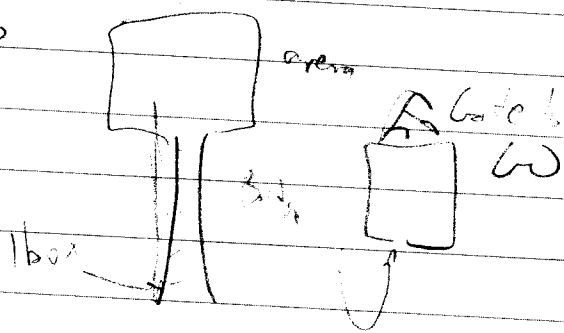
hit box changed based on
 state, to new sprite

misc. stuff while sitting in the loop in chicago





↳ All boxes are "long narrow boxes"
 → not 36
 → 36



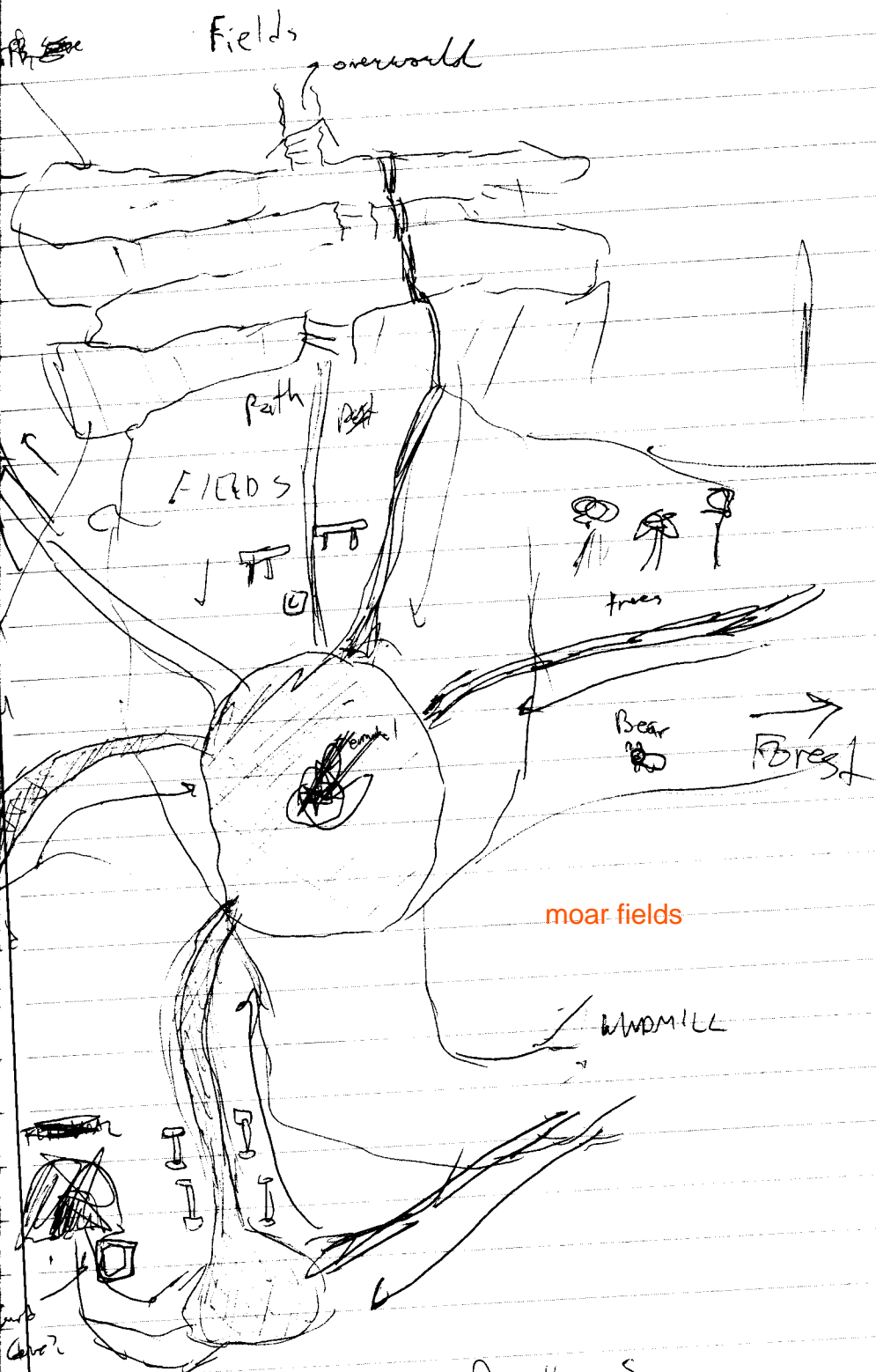
- 11 Overworld
- 11 Fields
- 1 Forest
- 1 Cliff
- 1 River
- 1 Beach

Dungeons: 2 1 3
 201 add to dungeon?

- 1 Col
- 1 Arch
- 1 Space
- 1 Term: 1
- 1 Window

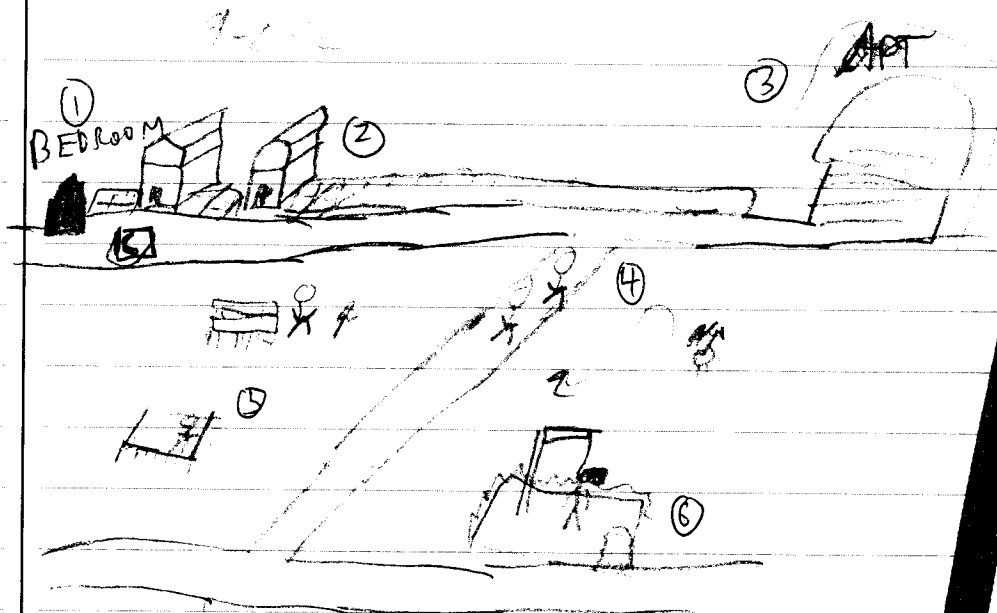
rough layout of terminal (sage fight) and fields areas

"were not
 But this is
 we
 why"



Door # → Song Name

Suburb



suburb sketch

