

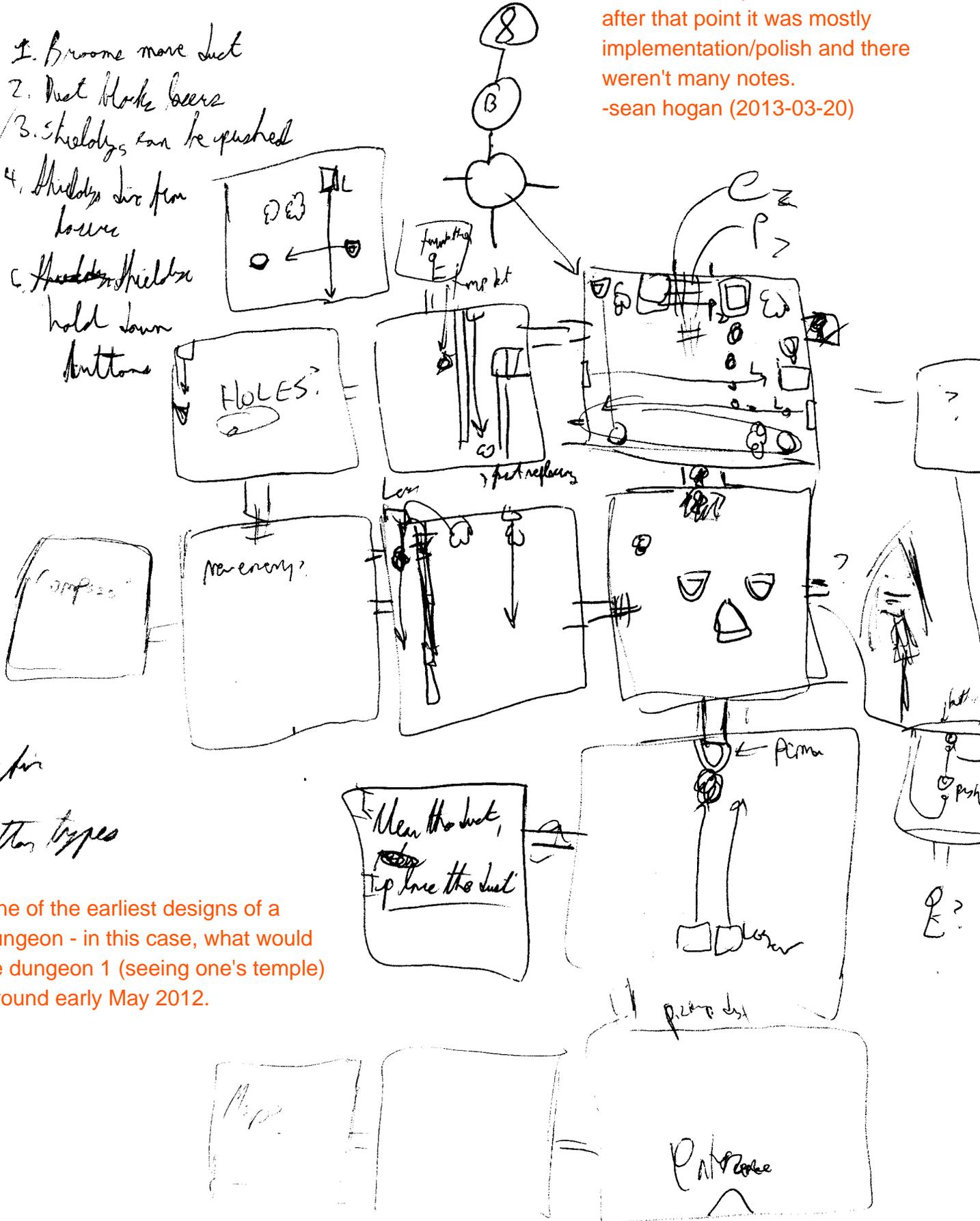
Level One: The White Palace

R2Bos

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. Most blocks loose
- ✓ 3. Shields can be pushed
- ✓ 4. Shields are from loose
- ✓ 5. Shields/shield hold down buttons



Specific
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
House of Blood



1 each same alt by them
2 switches → not of the
L/W

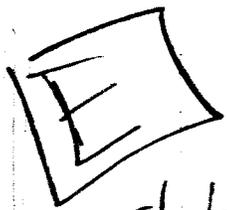
Cutscenes?

- spawn fake player
- set some trigger
 - ↳ GLOBAL state
 - ↳ Cutscene state
 - ↳ calls out for for
 - ↳ something

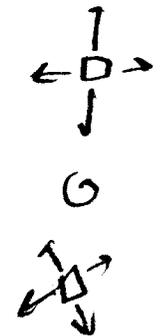
→ Work on maze through maze

→ Fight at shooters

ETC



Shooter

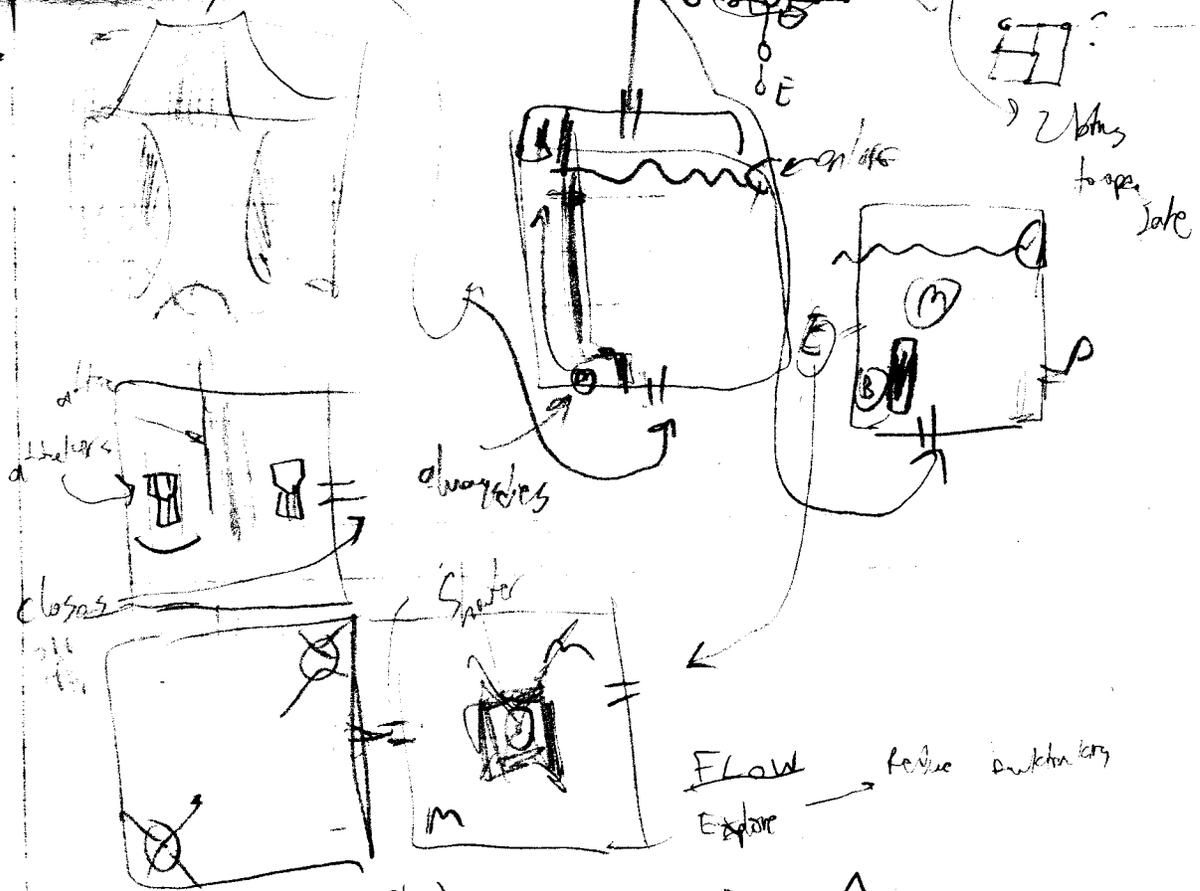
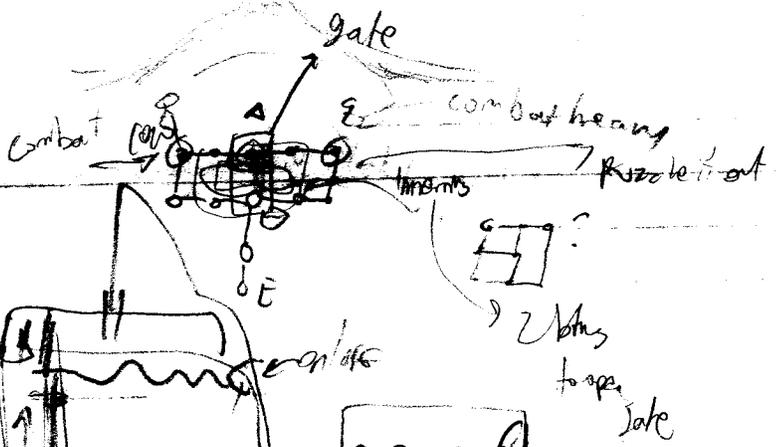


shooters	X		
mazes	X		
atks		X	
wall over	X		
dot			
holes		X	

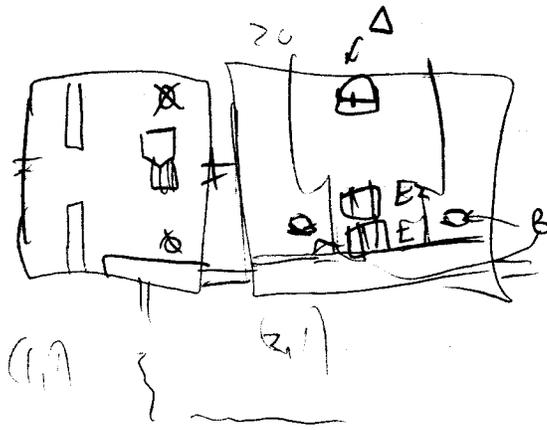
Some sketches of the redsea area and rough dungeon 2 structure.

Red Sea Ruins
(Central Area)

Market combat focused areas

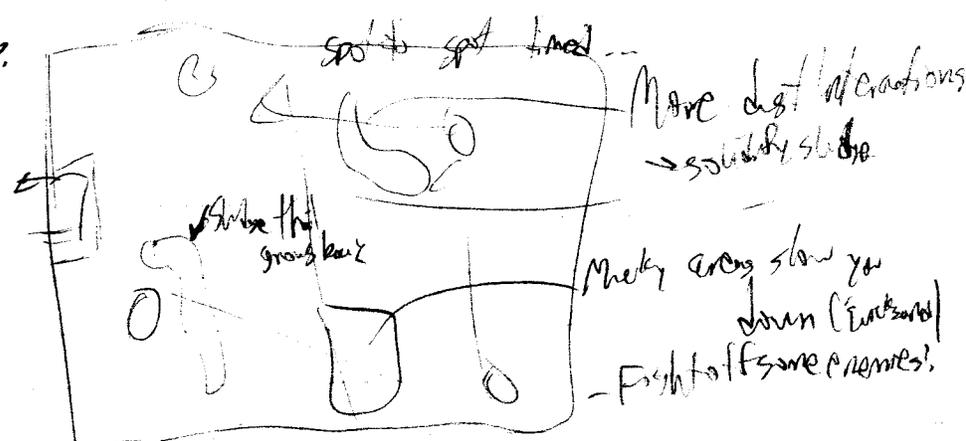


Room design of dungeon 2 (redcave)



Ruins?
Water sink
How can i make this interesting?

Water Sink
Puzzle



Red Sea
 Left Shrine } Combat focused

Dust

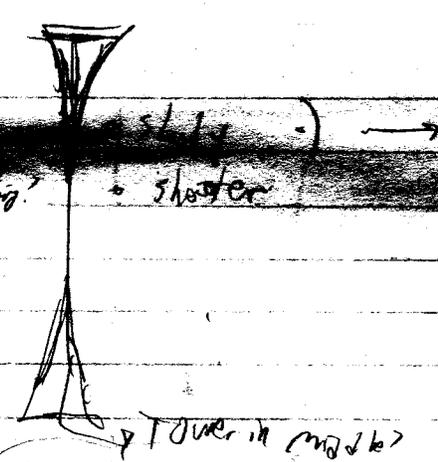
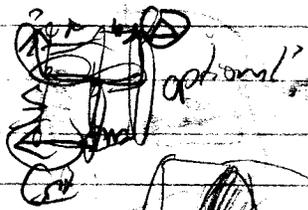
o ~~Shrine~~ Laser maybe laser is not the right thing?

o Quidecane → Draw by file, for sanity?

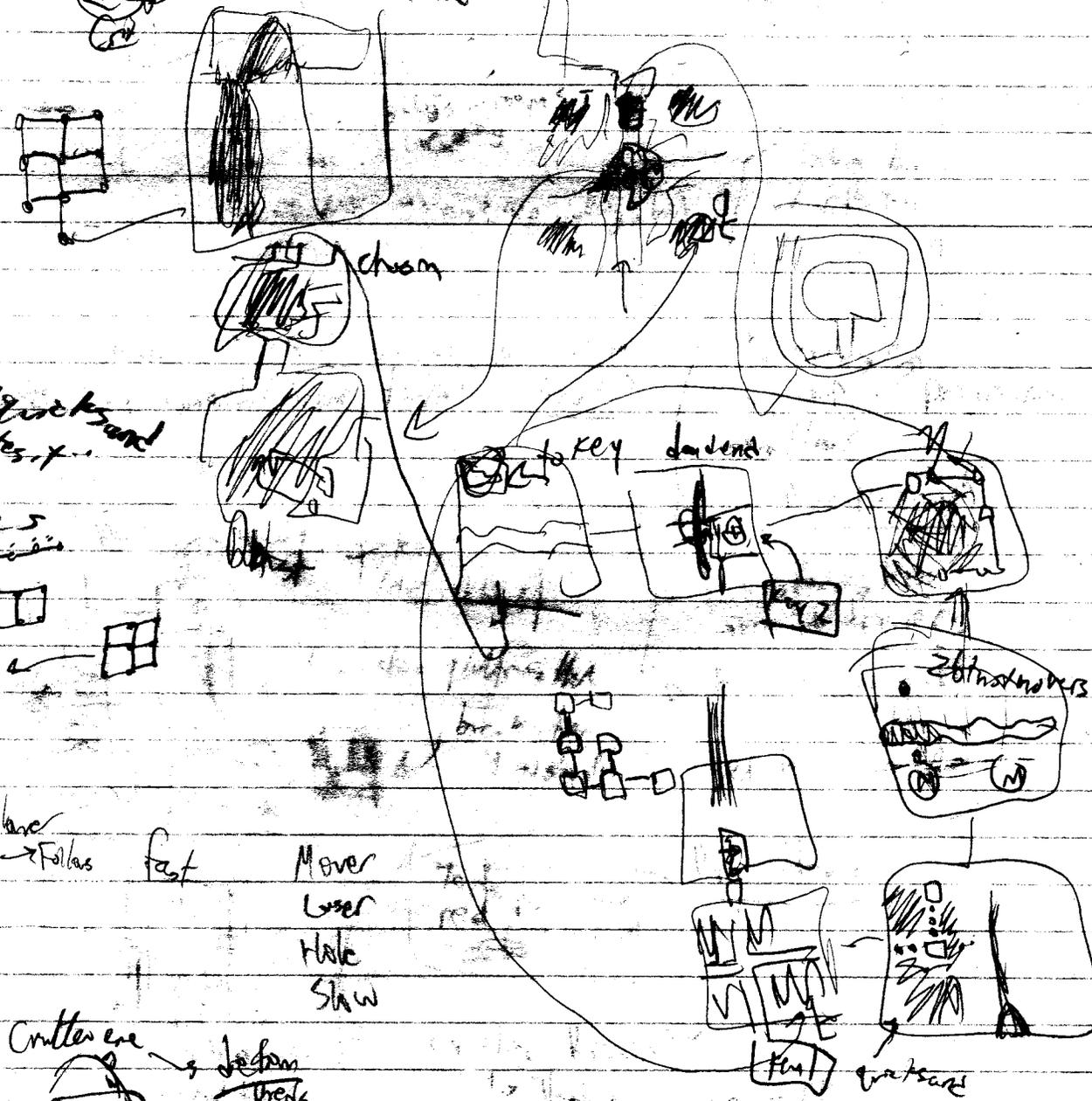
o Noisy/Cracked files

o shooter

More dungeon 2 scribbles.

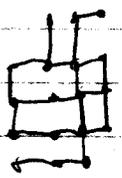


o Tower in middle?



o Astorquicksand
 - deatrate, it

o Qs, frame 5



Follower
 → Follows fast

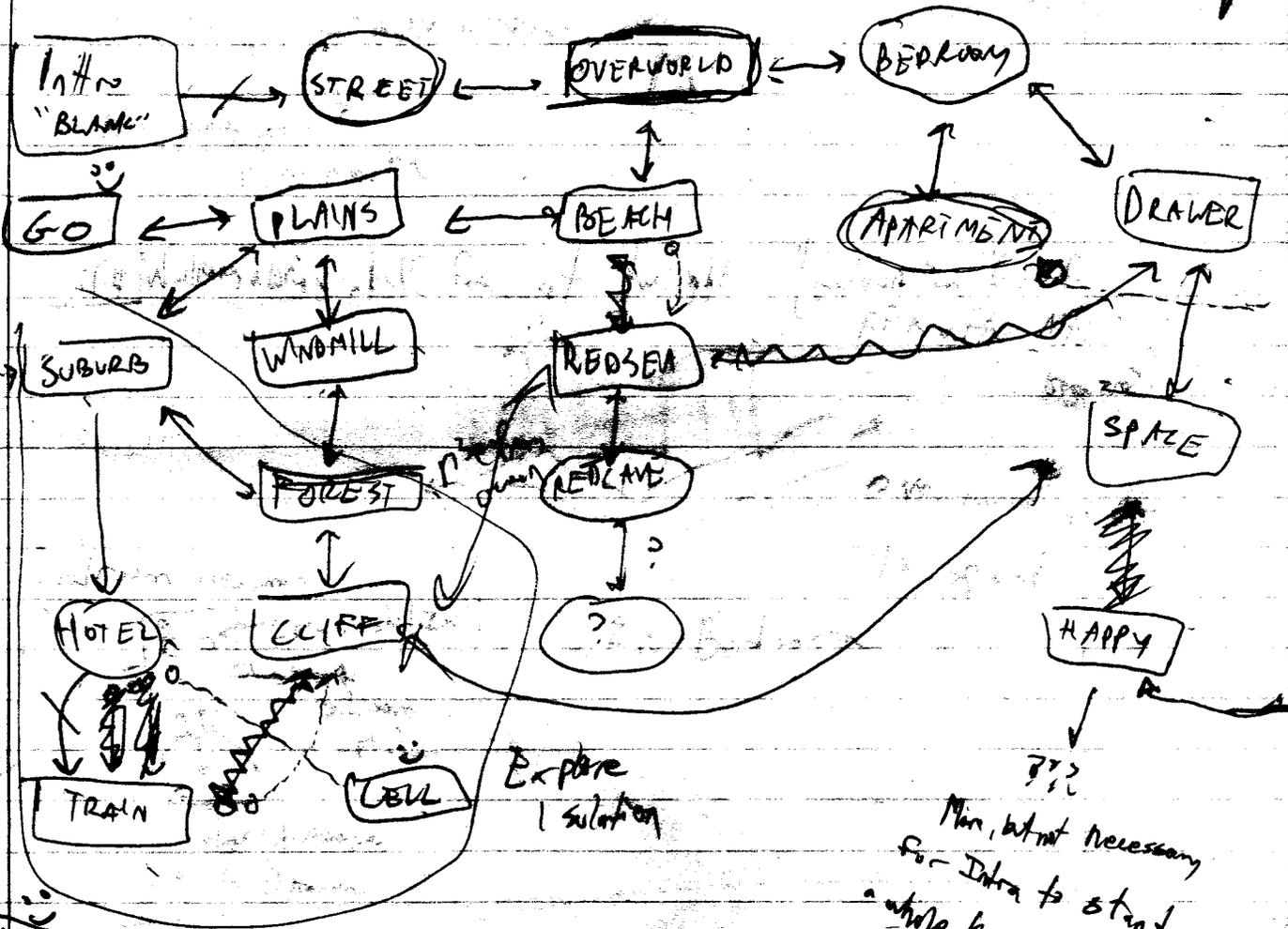
Mover
 Loser
 Hole
 Saw

Crutter eye
 → ~~deatrate~~
 thes

World Structure (7-1-12)

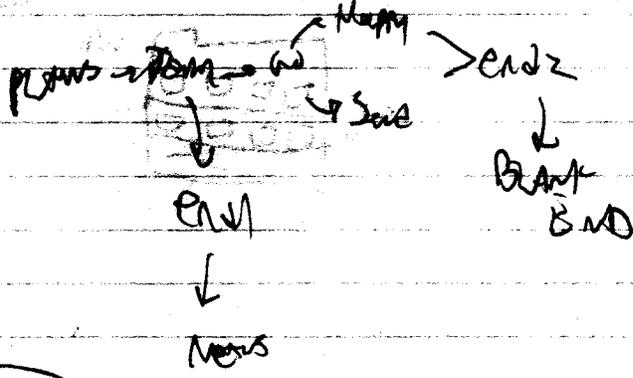
→ One way
 ↔ Two way, opened by "o" end
 ← Two way

Probability of for much
 to have to draw



TERMINAL

- NPZ ✓
- Ending ✓
- Farming ✓

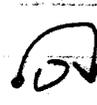


Min, but not necessary
 for Intro to stand as
 whole (see summary)

An early world structure that Jon and I discussed.

Better ways to use jump / ten

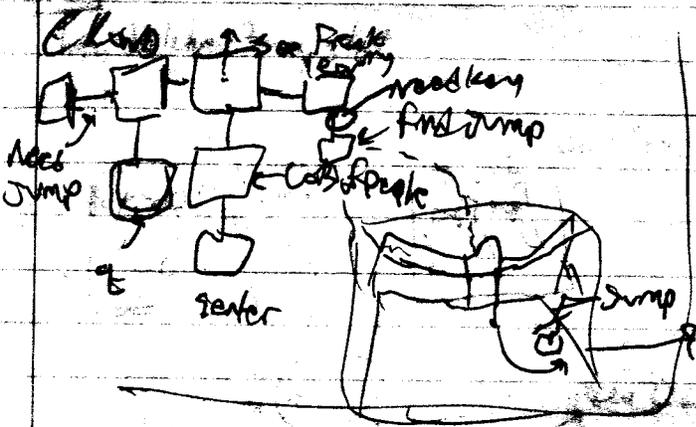
o ~~Ability to jump over things~~

o Jump over something: 

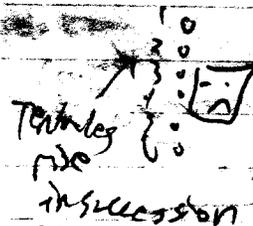
o Come to structures - break stuff, dist blocks,
 } break.
 } main E

} main E

} main E



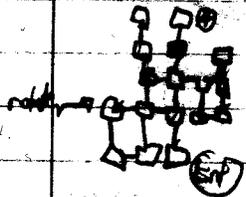
to boss atk



Dog enemy - dashes at you

Frog-like - hops & shoots

Robot enemy

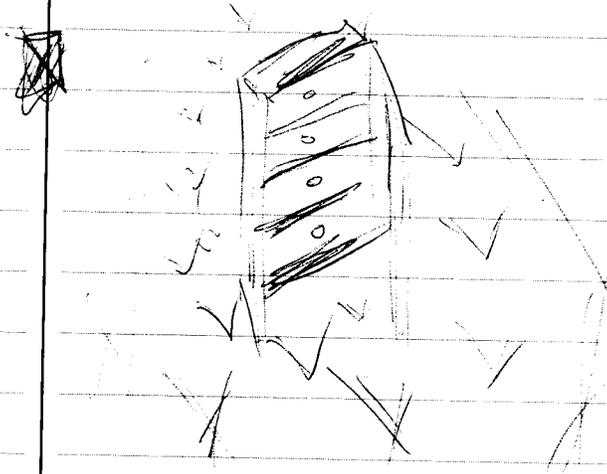


Simpson box, patchwork box

o crush down gates

o power platform

Design of the 3rd (blue cave)
 dungeon



I have no idea what this is.

Something, and then a sketch of
the windmill area

DEMO

Block

the ↓

about ↓

place ↓

to Temple



• do this in first 10 min
• 10 min per minute
in coming on path
to portol

internally
of 3 cubes
to open portals (back v.c.)

The-elderly (Baldwin)

Rainy fields

zoom out to 1x



- Remove headers? ✓✓✓
- Remove headers ✓✓✓
- ~~Make~~ making 'yes' ✓✓
- things

Drawers

Dark BG

Drawers stand still or walk
They warp you around ~~see~~ screen

← or make noise

Red Core Challenges

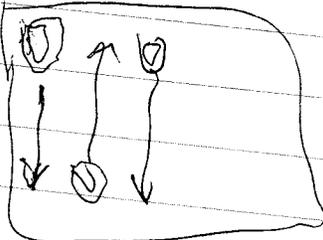
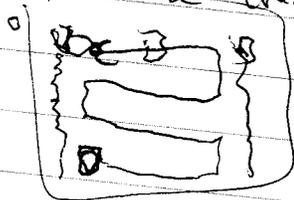
• Antisound + Lasers



~~Need~~ Need ~~holes~~ holeshot to access
• ~~Bob's~~ slashers. No mibs

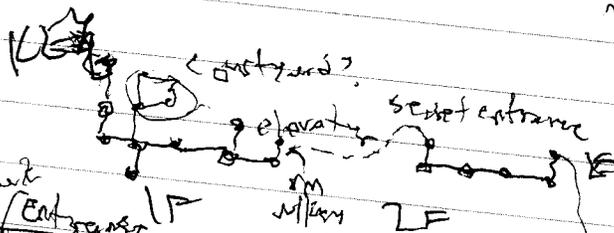
various room design stuff

White Palace challenges



Layout of Hotel

• Dust Map - follows you when
you have dust

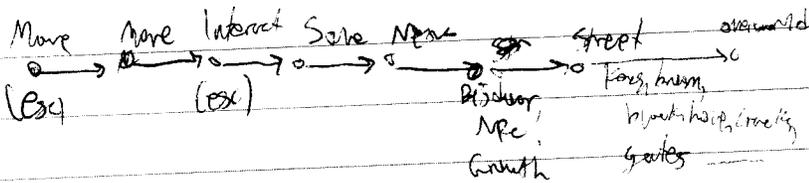
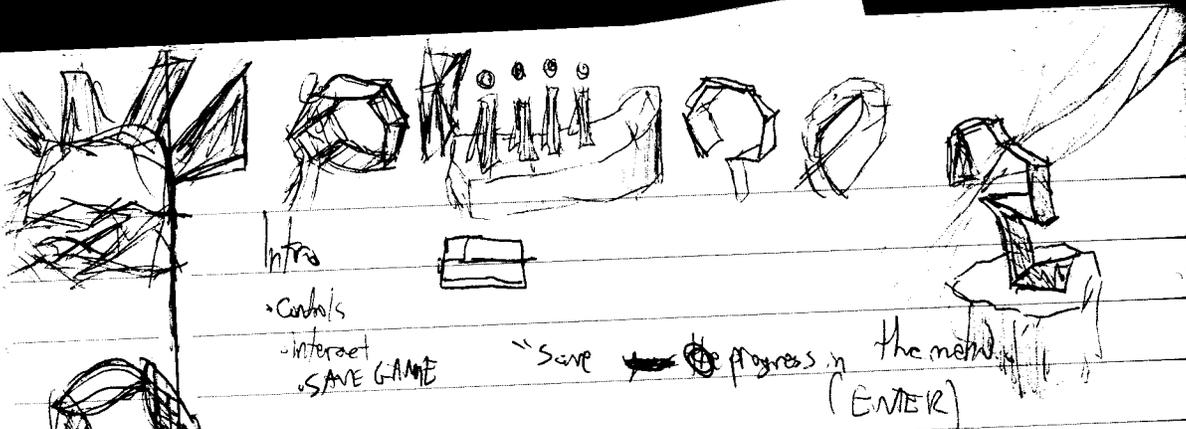


DUST



1. Attaches if
sees you
2. closes dust

Gain fresh
of help
(Sump)

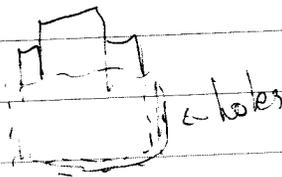
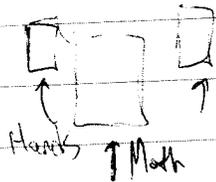


brainstorming structure of tutorial and then a boss

Lines of sight

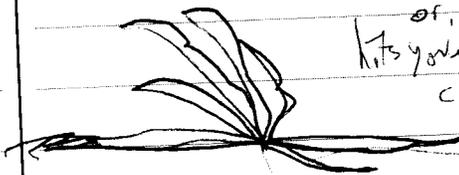
No 3, 9 doors

Boss 3:



check collisions only when not hurt

2 hands



of hits you when close

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

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



Apartment Circus Hotel

Marks

- Metal - enemies hide from them (stealth)
- Gold - enemies hide from them (stealth)
- Teletel - enemies hide from them (stealth)

boss 3 (wall)

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

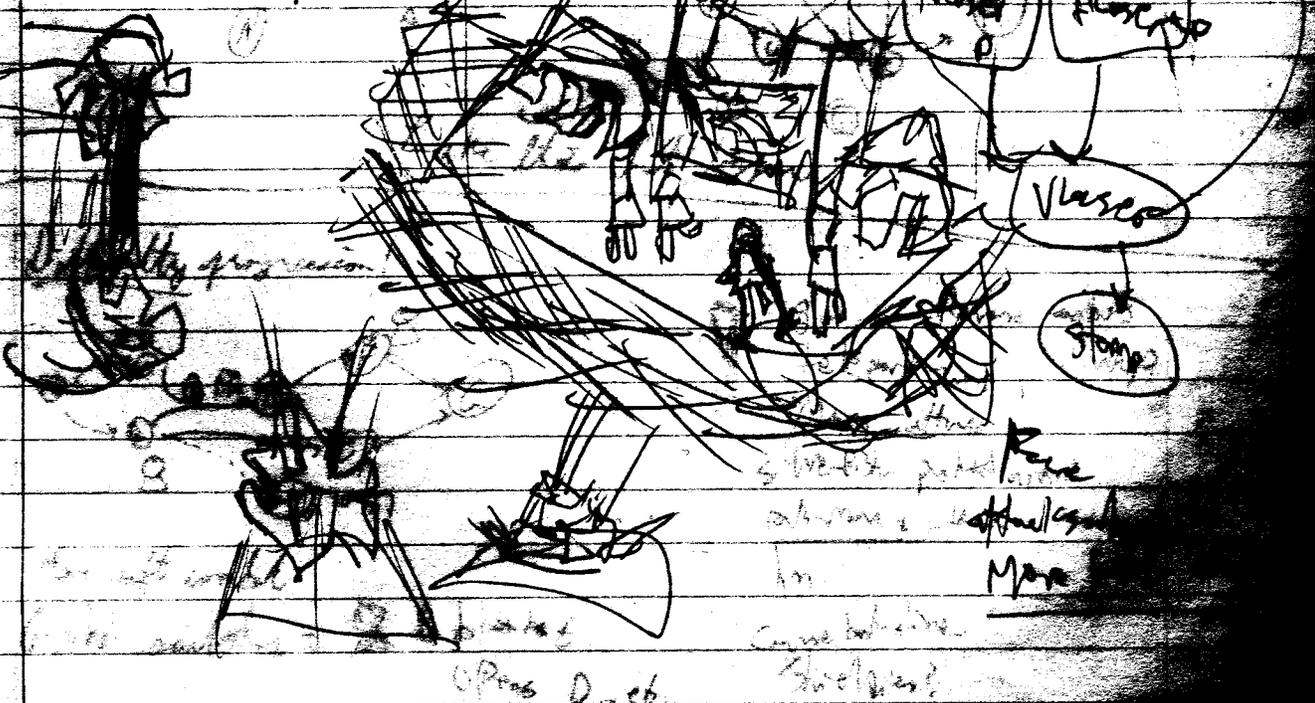
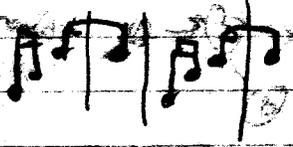
structure

- Snake and down
- Enemies going inside at the end of the hallway
- Enemies blocked by a pillar

How? If fail?

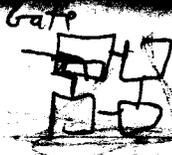
people
come
behind
back
the boss

MP2 Tommaso Bay Depths theme, rhythm changed



Apartment

More of:



- means "unstable" exercises

- More explicit optional paths

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

Redone: - More advanced exercises

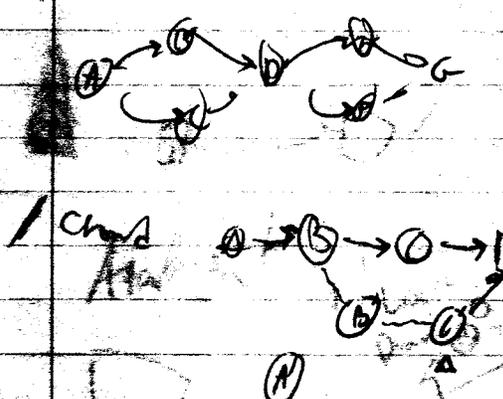
- Dungeon with secrets

- some choice, but straightforward

- different tiles

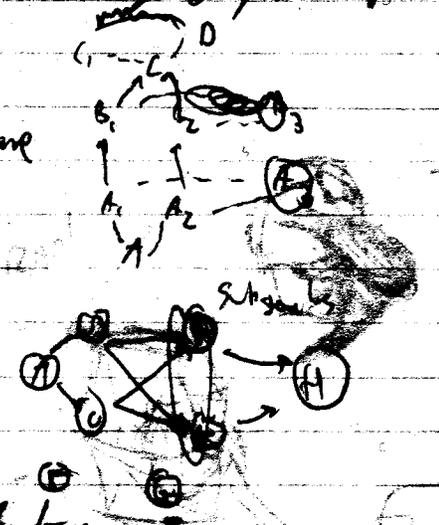
looks like structure design of the apartment.

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



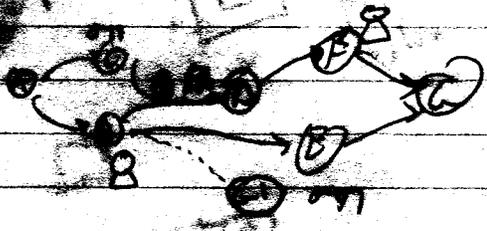
Red Core

Bedroom



Like that but bigger?

Difficulty progression

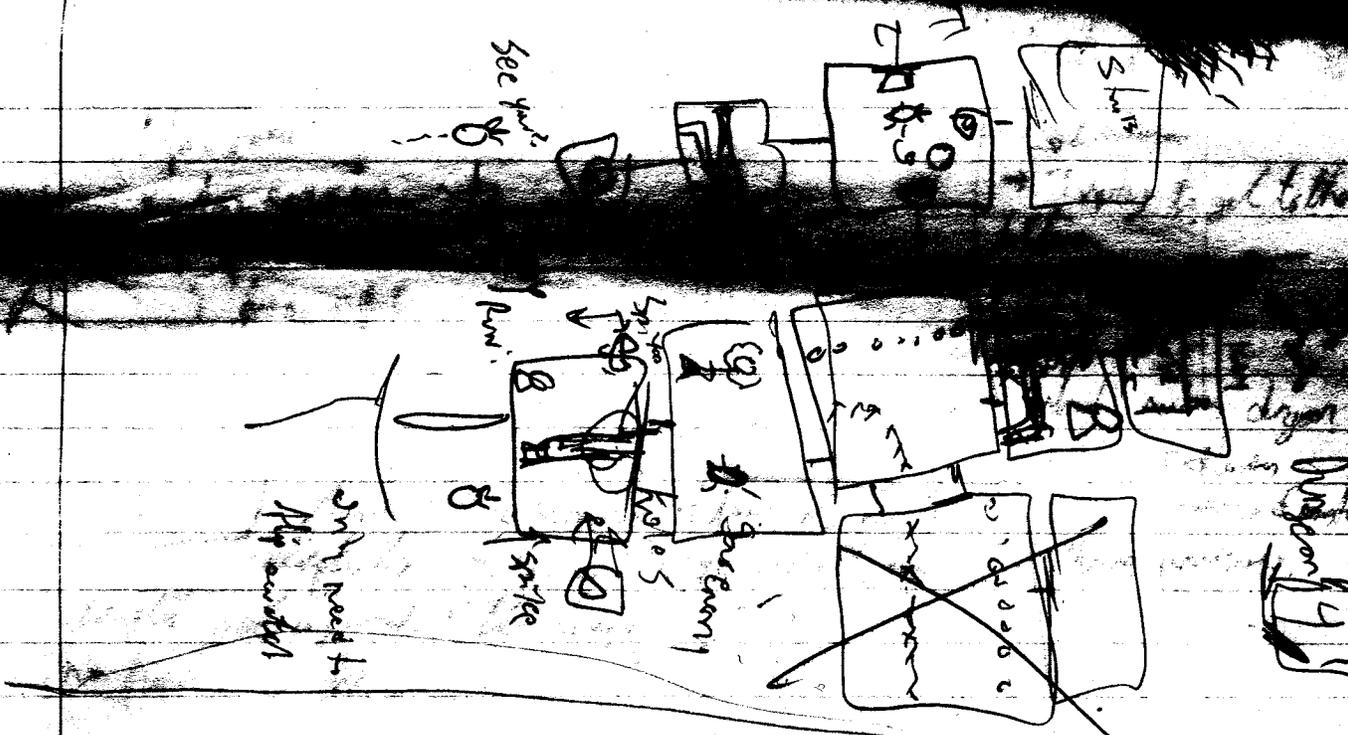


More subtle combat

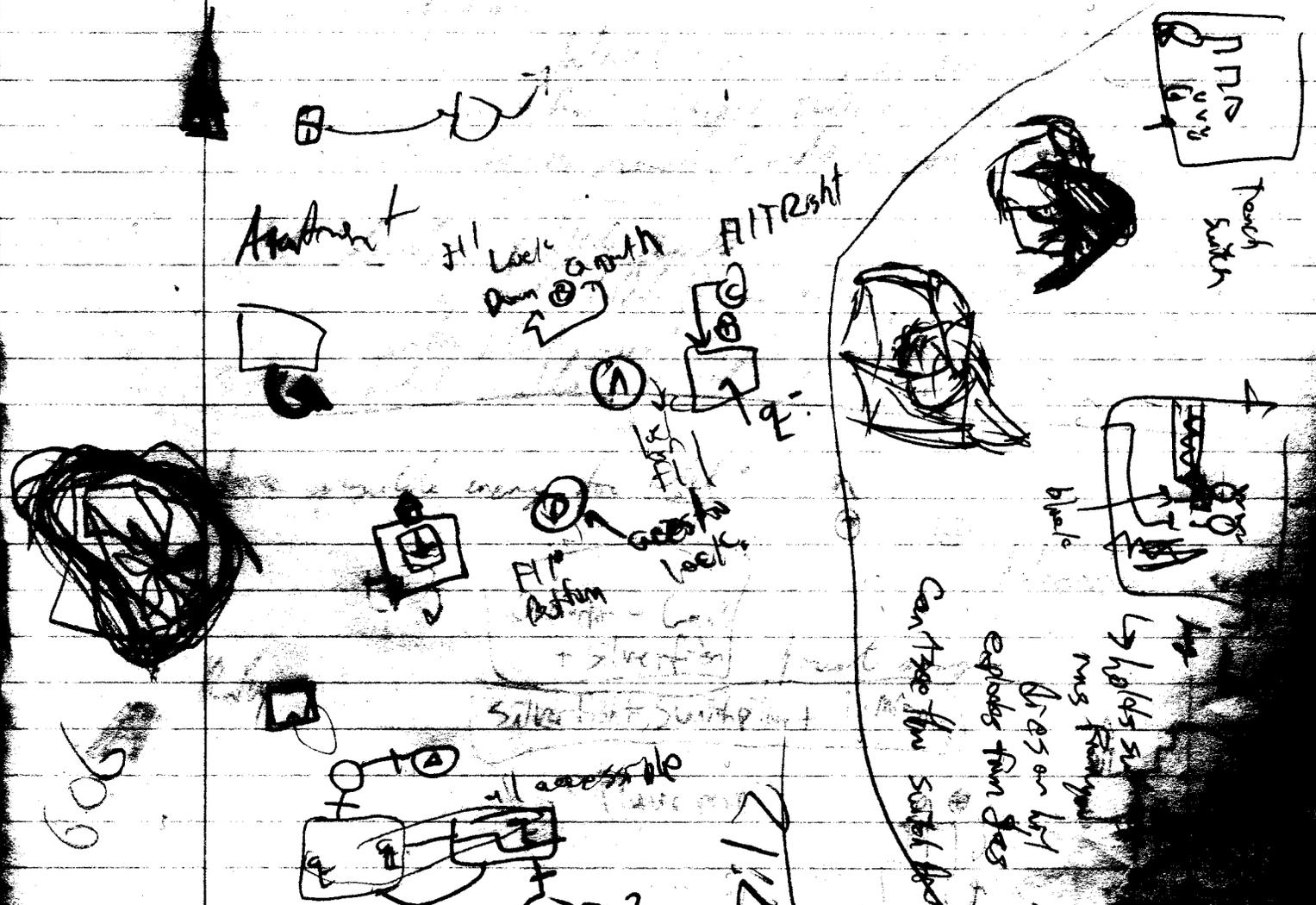
Global satellites

Gas & Reverse
 teleport map
 Many others
 Silverfish pushed around
 sub-rooms
 km.

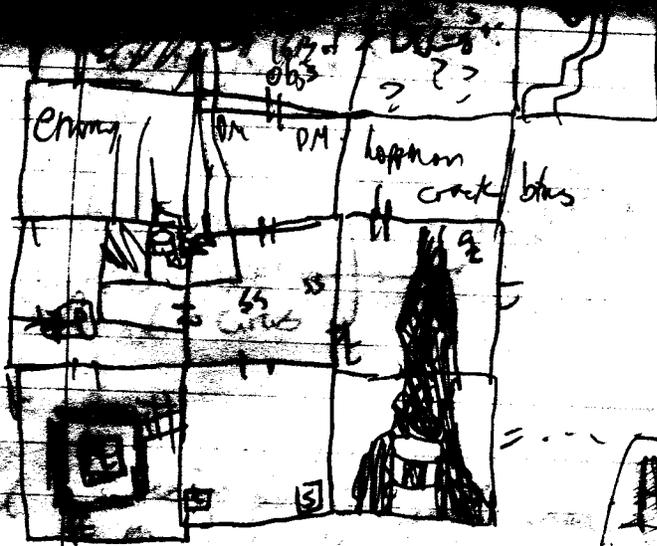
Conceptualisation



more apartment



9x2



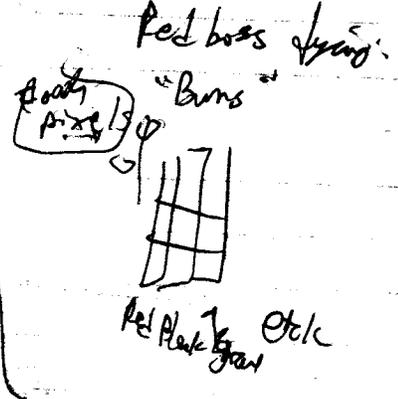
i think hotel.

POLISH

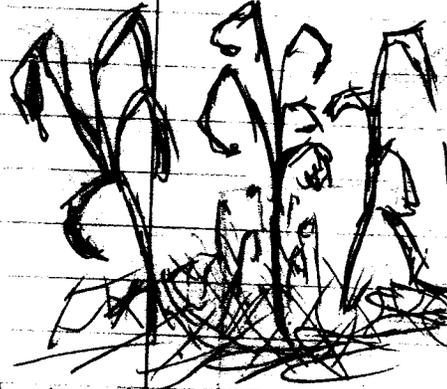
Turtles
sand
pines
quartz

Eyes

Between
hand & water



i don't know what this is.



When lying, it
moves sporadically
& burns alot
until you
draw it



Does not hurt you
on its own

- Hitting it will propel it
about the room
- Blinking makes bullets ricochet
have to hit to damage
remove bullets
- only damage through
sight of first.

Polish

In API portrait
think you
until loss is detected

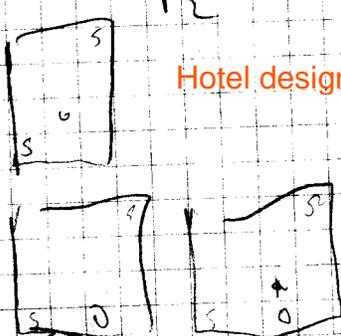
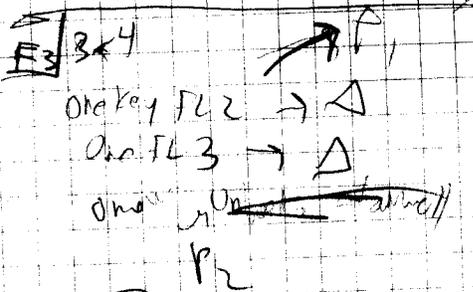


On look

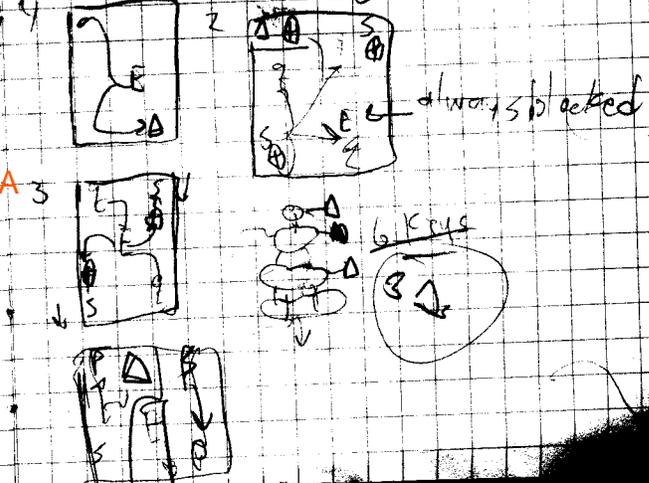
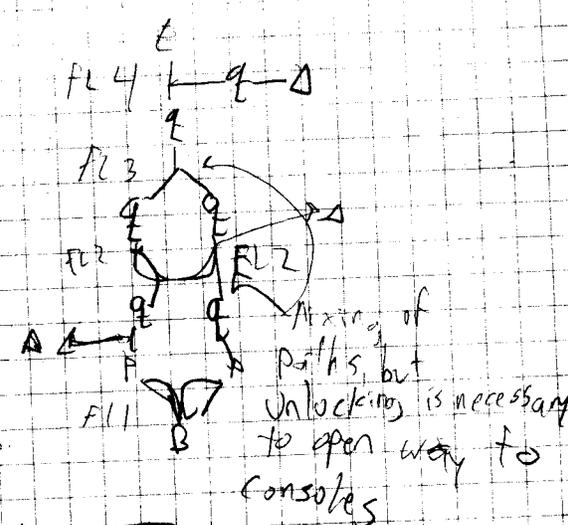
Issues
Charging

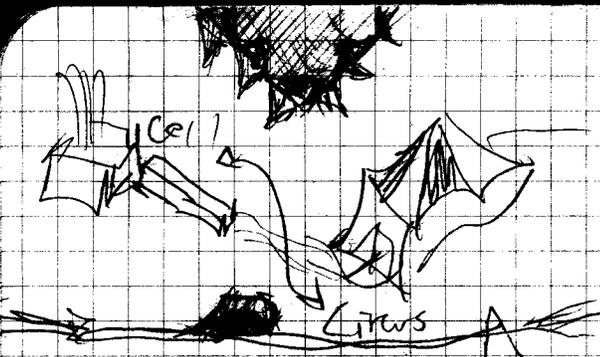
with good cover
 narrow case
 2.5m x 1.5m

F3 → 7P4 by elevator
 Slaves blocked initially
 Gangs to 1 & 7



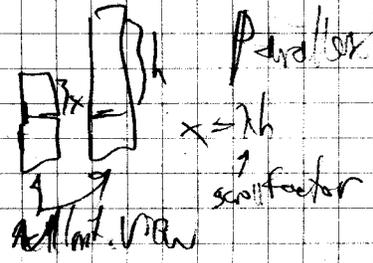
Hotel design while on the CTA





- Forest Area
 - finished forest sounds
 - crickets etc
 - Solo Trap?

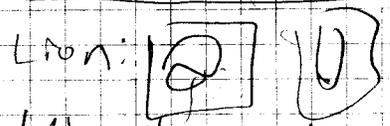
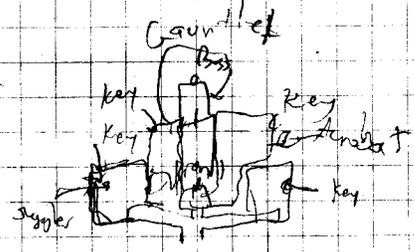
- Extra paste
 of scenes with
 the shatter
 effect



Hotel boss eyes? darkness
 lobby of hotel

Changes in rooms
 - No new puzzles?

Circus structure 8-11-12



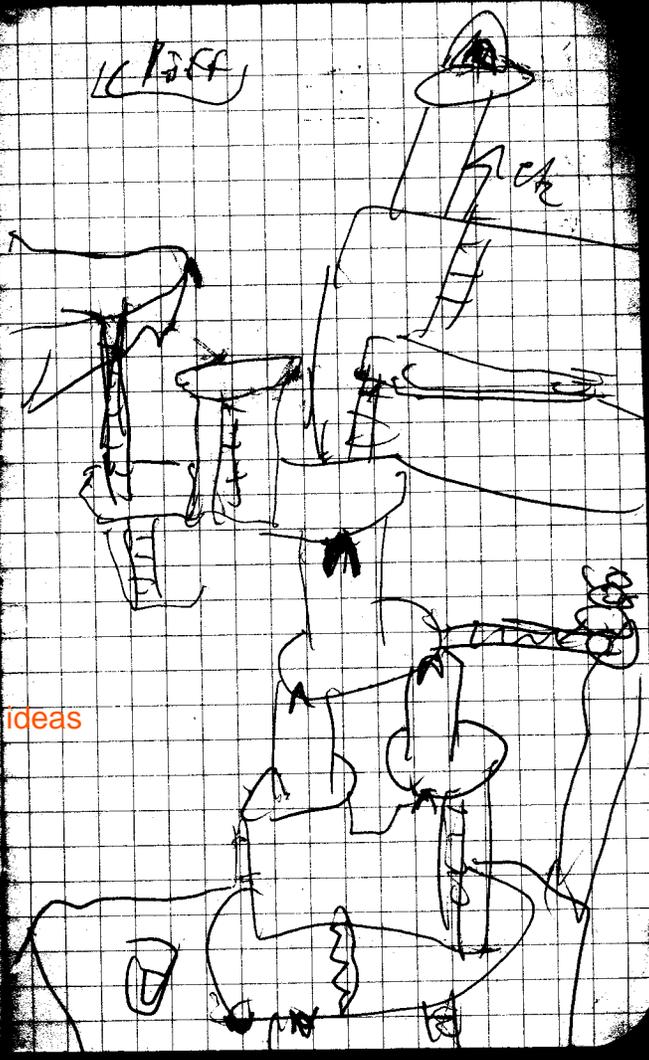
hit box changed based on
 state, to new sprite

misc. stuff while sitting in the loop in Chicago

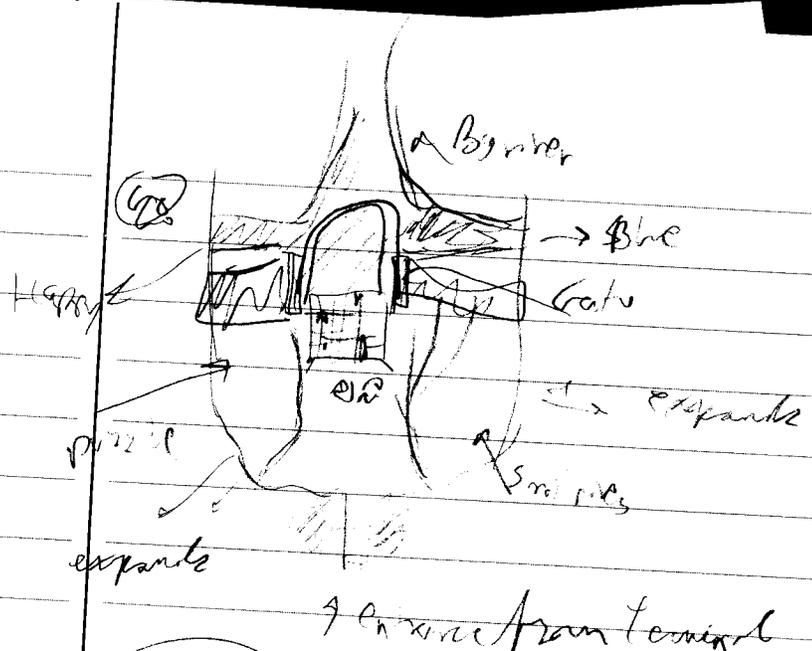
code, 肉
Round



cliff



forest/cliff ideas

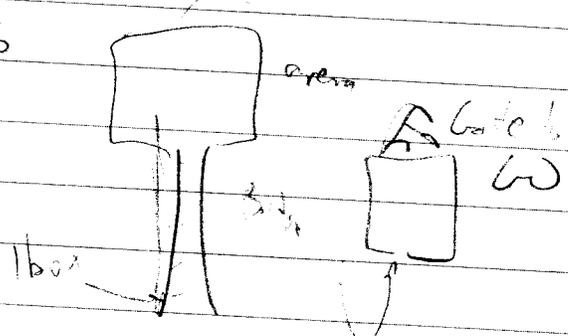


Terminal

↳ All all boxes done "longer, narrower"
 → not 36
 → 36

- || Overworld
- || Fields
- || Forest
- || Cliff
- || River
- || Beach

- || Col
- || Arch
- || Space
- || Item: 1
- || Window



Dungeons: 2 1 3
 21 add to dungeon?

rough layout of terminal (sage fight) and fields areas

"were...
 But this is...
 we...
 why..."

Fields

overworld

Path

FIELDS



trees

Bear

Forest

moar fields

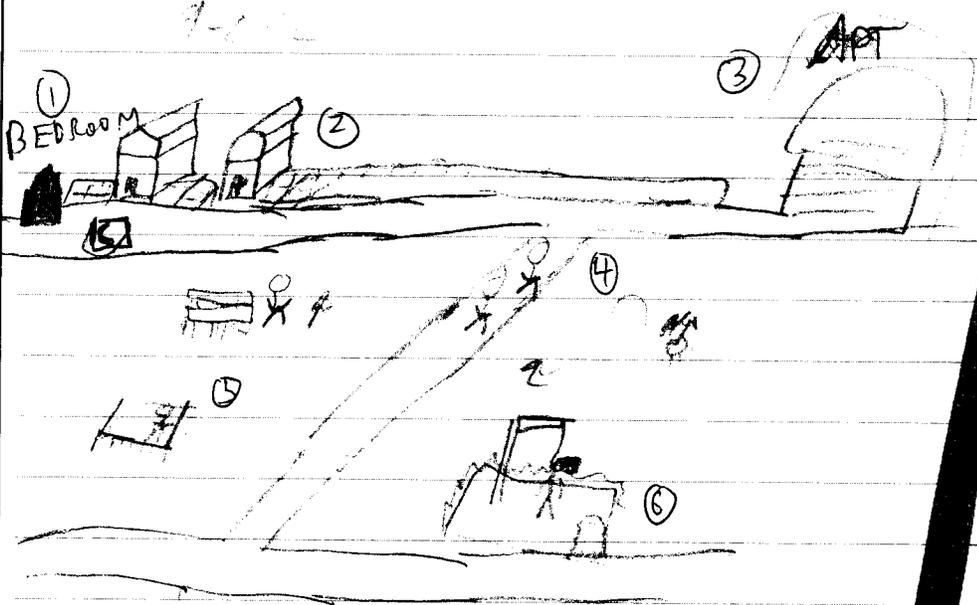
WINDMILL

Door # + Song Name

~~see~~

see
Cave?

Suburb



suburb sketch

