

SUNSHINE CIRCUS

Level Design Document

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Level Name : *Horror and magic*

Version 1.0



Change Log

Version	Date	Changements
ALPHA		Here each change that you make in your doc and the date they were made must be indicated.
0.25	01/30/2009	Updated LDD with asset list

Summary

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Overview

All the section highlighted in **yellow** are to not to be filled yet.

Description

Level title	<i>[Horror and magic]</i>
Level name code	<i>[Level name code] TBD</i>
Previous level	<i>[Previous level's name code] TBD</i>
Next level	<i>[Next level's name code] TBD</i>
Main emotion	<i>[Fear]</i>
Objectives and rewards	<i>Objective: Kill the magician Reward: Get more hint to find Blooper</i>

Pre-requisites

(Inheritance from previous levels: status, items, abilities, narrative elements)

Story

(Synopsis of the story in the level)

Jack get to the haunted house, Blooper said that he was waiting for him there and that he will “fix” him for good. Jack climb inside the wagon and the tour start.

Once he enter the house in the wagon, there are hammer moving fast and he have to duck. When he was thinking he was safe, the ground collapse below him and he fall down with the wagon a level down. He’s then attacked by a group of monkeys.

As he as defeated them, he must continue on the lower part of the haunted house. He’s surprised by “fake monsters” and real corpses coming out of the wall and trapdoors in the ceiling. Then after a while he’s being attacked by Fakirs equipped with crossbows.

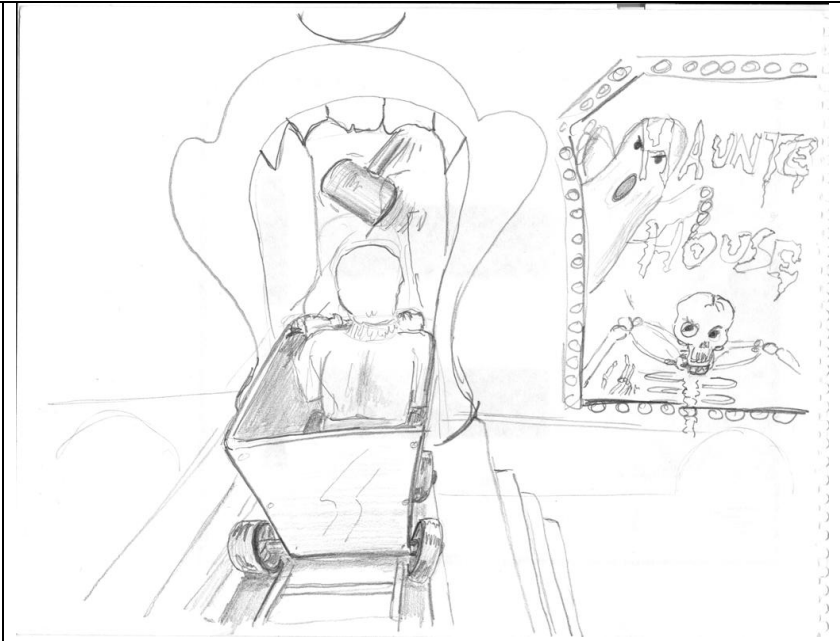
Later on, he must get on the top of the house where the magician is doing a private show to the Fakirs by sawing a victim in front of them. A battle begin where the magician is attacking with some square blades in the shape of cards, and throwing monkeys, and hides by disappearing in a cloud of smoke.

Once the battle is ended, the magician is dead and Jack retrieves more hints on the location of Blooper and Kate.

Gameplay Intentions

(Gameplay characteristics specific to the environment that reinforce the emotions and narrative of the level)

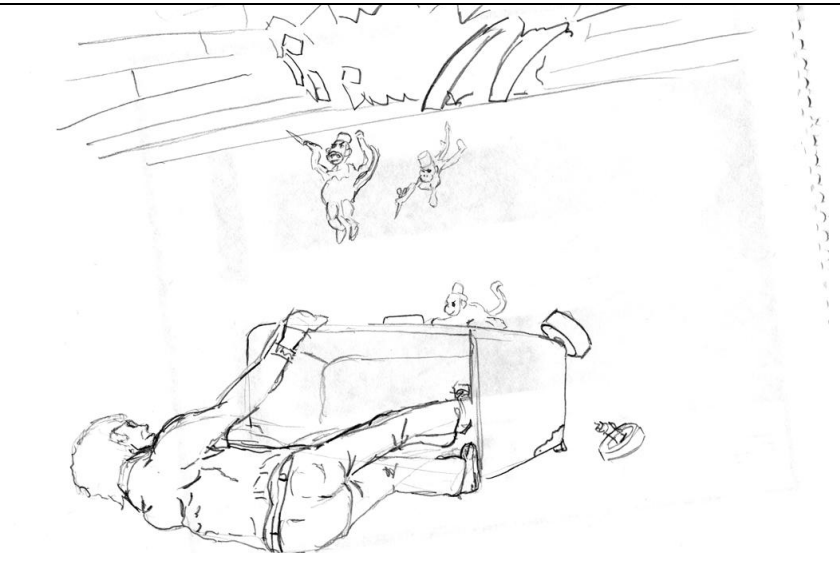
“Train” the player will have to climb a wagon train to enter the haunted house



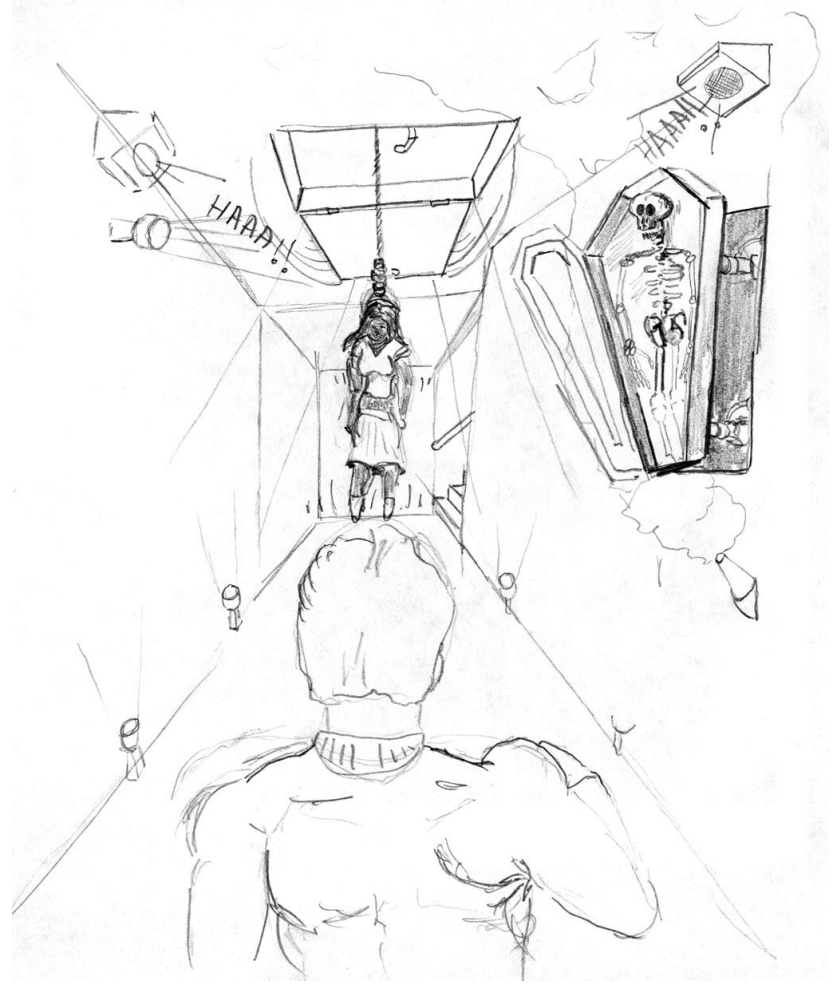
“Hammers of death” Big hammers will be moving over the wagon, forcing the player to crouch inside the wagon

“Wagon pit”, the floor is collapsing due to the damage to the location (old and rotten), the player will fall down with the wagon a floor below. (Only once as a scripted event)

“Aggressive squad of monkeys”, monkeys will come in groups attacking the player with scissors. When the player kills almost all of them, the survivors will flee away.



“Hanged corpses”, corpses will be hanged then a trap will open and they will fall down on the player, having a big cry sound at the same time; hopefully surprising the player.



“Skeletons in coffins” Coffins are hanged on the wall, when the player will move near them, they will open up quickly and throw a skeleton in the player face. If the player is too near of the coffin he could be trapped inside it as it close back and go back on the wall.

“Fakirs”, There are Fakirs that will retrieve arrows from their mouth and use them against the player with a crossbow.



“Spiked wall collapse” Some walls/ceilings will be covered with spikes and will close back at certain time interval, forcing the player to time itself and move fast.

“Rolling drum”, A big hollow drum with a painted hypnotic pattern will be rotating at different speeds and at timed intervals blades will extrude inside, doing a “blender” effect if the player get stuck there.



“Magician boss”, the Magician will attack the player by pitching blades shaped cards, and aggressive monkeys from his backpack. When the player will get near the magician, he will disappear in a cloud of smoke and reappear to another location to attack again.



Architectural Intentions

(Architectural characteristics specific to the environment that reinforce the emotions and narrative of the level)

This is the haunted house, the player enter by entering in a small mine type wagon that is entering inside. The entrance is like a big clown mouth with sharp teeth. The entrance looks old and rotten.



Inside it will be dark, with some lights coming from the floor (horror type lighting), there are slim corridors that the player will have to navigate in and some trapdoors will open and do some things to attack or scare the player.





There is a staircase leading to another area, this area is protected by Fakirs, the area there is as dark, but with lighted with candles and covered with stone like walls. Some walls are covered with spikes and are moving and blocking the area and they move back to their original position.

The next area is like a sacrificial temple, with fake marble columns. The area is round shaped and the magician is in the middle of it with Fakirs watching him sawing a victim while there some circus music is playing.



Level walkthrough



- 1) Level start. The player starts in this room. This room comes from the previous level. There is a door to be opened here.



- 2) Once the door is opened. The player find himself outside of a building. There is a speaker here on a pole with Blooper trying to tease the player and inviting him to the haunted house.



- 3) The player turn around and find himself in front of the Haunted house.



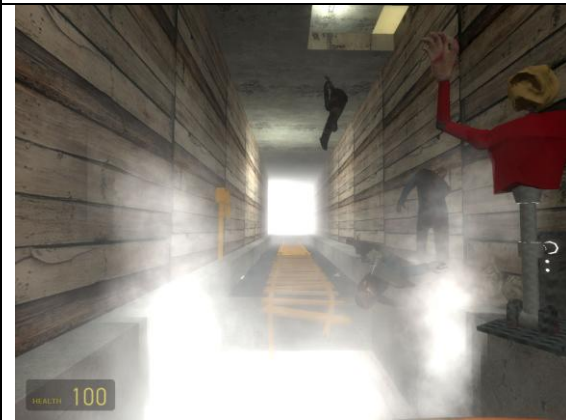
- 4) There is a pipe here to be taken, and the player can embark on the front wagon. The others are locked.



5) Once the player enter the wagon, the train start and enter the haunted house



6) Once the train reach this point, there will be a big shake.



7) Ceiling is collapsing here with corpse and bodies going down, the wagon then fall down in the basement with the player. There is a big weight falling with the corpse showing the cause of the collapse.



8) The player is now in the basement, monkeys are now falling from the collapsed ceiling down to the player. He has to defend himself from the attack.



9) At the end of the corridor, the player will find a crossbow.



10) Once the player takes the crossbow and move forward, there is another big shake, and the wall is blowing apart. Two rhino men are there for him.



11) The two Rhino mens are there they told the player that they won't allow hurting Blooper and attack Jack in group. A big battle occur. Jack must use the pillar to protect from the attacks of the Rhino mens, but the Rhino's can destroy the pillars.



12) When the player kills the Rhino they pronounce some incoherent sentences.



13) Once the last of the Rhinos is defeated, the door is unlocked and opened.



14) When the player reach this area, there is voice activated lock that ask for the "magic word". Jack then repeat the sentence from the Rhinos and the doors are unlocked.



15) Prisoners are being free once the doors are opened. 6 of them will free in panic and 6 other will have crowbars and try to help you get the freaks.



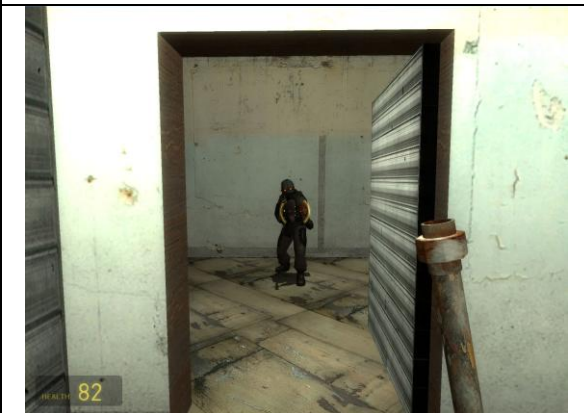
16) This corridor will be heavily defended by freaks. Using the NPC could be helpful for the player.



17) There is a stairway to climb to another floor.



18) Once on that floor the door opens on another room and a corridor.



19) The small room is defended. There is ammo in there



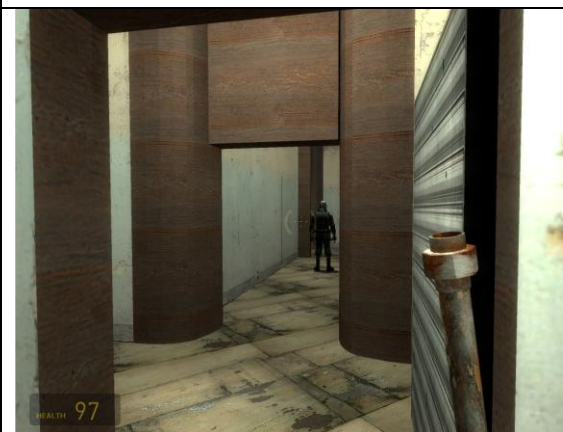
20) The corridor leave to another corridor.



21) Once the player turn left in the corridor there is a room with a health powerup.



22) Turning right show the corridor end with a door. It's defended by a muscle man with a hammer.



23) The door leave to 2 other corridors, the corridor in the view here leave to a room.



24) The corridor here leave to a corner and is protected by another muscle man with a hammer.



25) The room is a control room for the haunted house ride.



26) Another guy is waiting here, ammo and health are stored in this room.



27) Once past the corner, there is a hammer guy protecting the area.



28) There is a door here with another "hammer guy" here.



29) Once the door is closed the lights are shut up and the door are locked.



30) Then the ceiling collapse on the player and he is attacked by 6 rabbits. Once the rabbits are defeated, the door can be opened again.



31) We can see from the door that there is another Rhino here with some monkeys.



32) The monkeys and the rhino can be defeated or avoided. This is little gym.



33) A door in the gym leave to a stairway to another floor.



34) At the other floor, this door lead to some kind of fake arabian temple. The magician is there with some fakirs



35) In the corridor to the temple, an exit door is seen, it's currently locked and must continue.



36) Inside the temple, the magician is showing to the fakirs how to saw a victim. When the player enter the temple, the magician laugh at him. And evaporate.



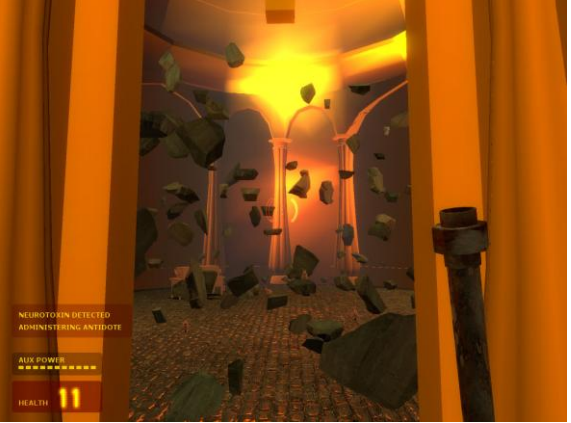
37) He appear back at the top and lauch rabbit attacks on the player.



38) The player cannot reach the magician. Destroying the pillars (hitting them 5 times) will collapse the ceiling and kill everybody.



39) The player must destroy the 4 pillars while he's fighting the enemies (fakirs and rabbits).
 Note: Fakirs could be removed since they were not ready to be implemented at the time of this walktrought



40) When the 4 pillars are destroyed the player is warned to get out before the ceiling collapse.

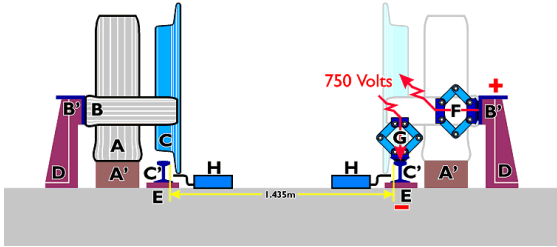






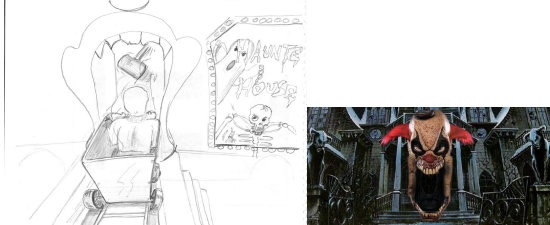
41) The exit is now unlocked and opened.






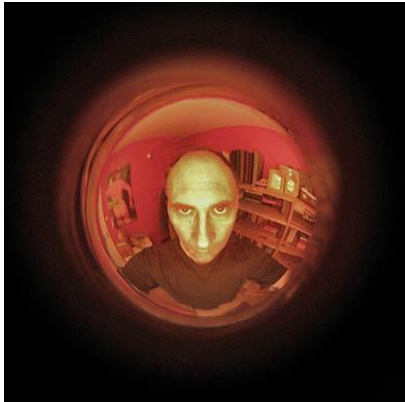

42) The player leave to the other level from there.

Annex 1: Asset list of static 3d objects

3D Asset	Description	Priority <i>(1 to 3, 1being highest)</i>	Generic	Specific
Columns /pillars	Columns inside the last room of the levels Need to look nice and clean. Theses will be placed directly on the wall and are not breakable	1		X
Train tracks	<p>Electric Train track for the wagon leading the way inside the haunted house. This track will be electrified. Will need to some electric component near it.</p> 	1		X
Drapes	<p>Drapes in the last room of the level. Damaged</p> 	2		X


				
Lights/Lamp	Some lights objects to light the level. Mostly spotlights lighting from the bottom.	3	X	
Suspended platters containing a flame	<p>These will b used to light the last chamber, inside the dome</p> 	2		X
Wall speakers	<p>To show the player where the music and sound are coming from.</p> 	3	X	
Train entrance looking like a Evil clown open mouth		2		X


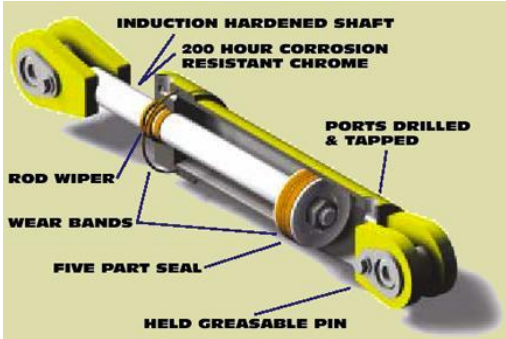
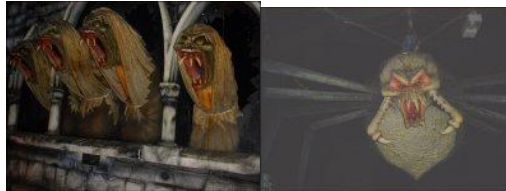
<p>Inner dome</p>	<p>The last room will be big, circular and covered with a dome. The final confrontation with the magician will happen there. The dome can be destroyed (need to build parts to have “gibs” flying around when it’s collapsing on itself)</p> 	<p>1</p>		<p>X</p>
<p>Breakable columns</p>	<p>Concrete columns that can be broken Square for the one in the basement Stylized for the ones in the inner dome</p> <p>The column must be complete and have part of it that can be broken</p>	<p>1</p>		<p>X</p>
<p>Breakable concrete walls</p>	<p>Walls that will be broken by an NPC and will reveal a hole inside it when broken. Need a version of the wall undamaged and a version with parts (gibs)</p> 	<p>1</p>		<p>X</p>


Explosive containers	<p>Some propane and oil containers that can be destroyed and can explode</p> 	1		X
Ladders	<p>The ladders will be placed inside the dome area. Thinking about aluminum type.</p>	1		X
Door with eye opening	<p>Door that are locked and with an eye trap that open. The NPC's will open the trap and as for the "magic word" to open the door</p> 	1		X
Trees		1		X

Annex 2: Asset list of animated objects


(Including NPCs)

Asset	Description	Priority <i>(1 to 3, 1 being the highest)</i>	Generic	Specific
Magician sawing a victim on the stage	The magician, based on the GDD Document. He uses a saw and sawing his victim with a frenetic joy.	1		X
Fakirs applauding	The fakirs are watching the Fakir and when the victim is crying out loud they start to applause.	1		X
Victim being sawed alive	The victim is crying out loud in pain and moving, trying to escape from the saw box.	1		X
Small train entering the haunted house	This look like a mine wagon. The player will use that to enter the haunted house. There is only 3 wagons (model only one with wheels) Wheel s need to be animated 	1		X
Track and ground (wooden planks) collapsing	The wagon will break the ground and collapse some train rails (metal is bended and come "gibs" fall on the ground. (look page 6)	1		X

<p>Animated coffin <u>eating</u> the player</p>	<p>Animated with some hydraulic contraption in the back, open and grab the player if he's standing up in the wagon. The first time it's open, a corpse get out of it. Will come out of the wall in the haunted house.</p> 	<p>2</p>		<p>X</p>
<p>Animated hydraulic piston</p>	<p>To move objects and traps coming out of the walls when the player is being attacked. The piston will open and close.</p> 	<p>3</p>		<p>X</p>
<p>Animated thing to make the player afraid</p>	<p>Items that will look like mecanical contraption showing fake monsters. Will need some like this and other with real corpse on them</p> 	<p>1</p>		<p>X</p>

Collapsing ceiling	A ceiling collapsing revealing a hole. 	2		X
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Annex 3: Asset list of textures

Image Asset	Description	Priority <i>(1 to 3, 1 being highest)</i>	Generic	Specific
Posters.	<p>Some posters showing the shows</p> <p>The 2 main show in the level are a magician show, fakirs, freaks, etc.</p> <p>Theses will be used as “decals” on the level. Would be nice to have damage and stains.</p> 	2		X

Annex 4: Asset list of sound effect & music

Sound Asset	Description	Priority <i>(1 to 3, 1being highest)</i>	Generic	Specific
Circus music	The magician is sawing a live victim. The music is playing in the background and freaking out the player	1		X
Victim anticipating being sawed	Victim, saying something like “No, please!! Don’t do this! NOOO!”	2		X
Victim’s cry of pain	The victim is being sawed alive.	1		X
Saw noise	Need to hear the saw cut the wooden box and flesh as the magician is cutting the box and victim	1		X
Applause group	Fakirs are applauding the magician	1		X
Magician joys	Magician having fun sawing the box, mixed with the effort of sawing	1		X
Hydraulic piston sound	A hydraulic piston moving	2		X
Explosion	Explosive sound	2		X
Wall rumble	Earthquake like sound	2		X
Steam sound	Steam sound effect	2		X