

# Rogue of Darkness

## Level design document

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**\*Note\* Every visual is self-made! Exception  
AI Front Page, which is made with Photoshop!**

# Introduction:

**Welcome to the Level Design Document (LDD) for Rogue of Darkness.**

**The LDD will define the target of one level and a tutorial, how it has to be made, and go over core components like the mechanics that make Rogue of Darkness what it's supposed to be in the end, but also take a look at the art, the challenges of the game, the layout of the tutorial and first map, and what type of player will play Rogue of Darkness.**

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## Story (summarized):

Rogue of Darkness takes place in a procedural castle somewhere in the world of Branium, the castle changes with every playthrough, so the player will have to face different challenges every time. You are there because your character ("Timar Viatra") stole the Reop (a powerful orb) from the powerful sorcerer Fius who punished you at the mysterious changing castle. Fius puts you in the castle to retrieve the orb if Timar really wants it; however, Timar must face different challenges in the castle, with the most concerning challenge being a monster that is out there to kill Timar.

If Timar gets killed, he will be challenged to repeat the journey again to defeat the castle. If Timar defeats the castle, only then might Fius give him the orb. If Timar fails every time, he will be stuck in the castle for eternity.

Fius wants Timar to be devoted to the orb. Show how far someone has to go to obtain it, but never really tells him, instead, Fius just drops Timar in the castle and leaves some notes and some tests behind to give him some sort of help.

### The goal:

Your goal is to escape the multiple maps of the castle through portals. After every portal, you will get a selection of multiple upgrades (which will be visualized as cards) to pick from to help you escape from the map but also fight off the monster, which will also get upgrades to get you.

This will go on until one unique portal appears that will bring Timar to Fius for his reward and explaining why he is in the castle more nuanced.

## Game Genre:

Rogue of Darkness is a mix between the genres Horror and Roguelike. The procedural maps and the randomized upgrades for the player and the monster give the player much replayability, while the audio, visuals and gameplay direct towards a horror game with elements to terrify the player.

Outside of variety, being scary comes with a lot of challenges which will be challenged for distribution.

## Core visual design:

The theme of Rogue of Darkness is a dark castle with a limited amount of light. With procedural generation come some unique aspects, like seeing a dark forest through the windows or mountains with snow. The other aspects of the castle, like furniture, have to be designed in a medieval style but with features like dust or broken parts to show the abandonment of the castle.

Outside the medieval aspects, there will be some more modern aspects in the castle, like the portals and machinery that the player has to use to find its way through the castle, like the levers and buttons.

The monster that the player has to face has to be fearful but also procedural, so the player has to fear a new opponent with every attempt to finish the game.



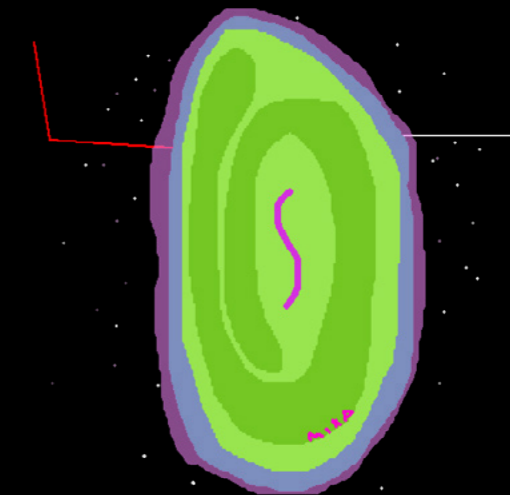
Furniture example



Wall and light example



Procedural monster example



Portal example:

## Player Journey:

The player starts the journey with a tutorial. During the tutorial, the player will get some notes that tell a part of the story why the player is here. During In the tutorial, the player has to solve a few basic puzzles and go over a few obstacles when it happens. The player will also see the visual aesthetic of the game, the castle design, and the furniture, and get an idea of what the game will look like.

The tutorial is meant to help players get an understanding of the basic movement before the more complex mechanics come into play, like upgrades and a monster.

**(The part is intended to give the player a soft introduction to the game.)**

The player encounters a cute monster in the tutorial, which is a fake one. The fake monster will go to the player and give a false view of what the real monster will be when the player enters the first level.

**(The player will be thrown off guard by making it look like it's actually a cute game.)**

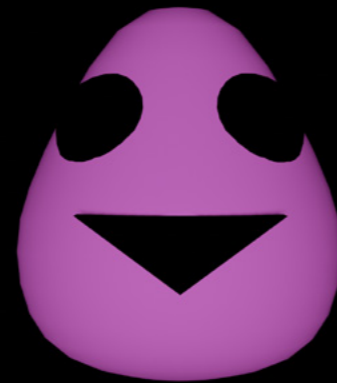
In the last part of the tutorial, the player will walk a stair that brings the player to the first procedural map where the the game really begins.

The player will spawn in a certain area with a table with cards that blocks the entrance. The player has to pick one of the three cards that give him a power. After picking it up, the player is free to roam the whole castle.

**(At this part, the player will feel the possibilities, and a choice has to be made)**

The player will see dark hallways with some torches and blocked areas that have to be opened in some way. The player will know that things have to be done before progressing and eventually escaping the level.

**(The player will experience the scary ambience of the castle, which the setting of the whole game, with some comfort places like the room where the player finds the upgrades.)**



The journey might vary depending on the map layout. The player can escape easily if the map is easy and the player has powerful upgrades. It can also become extremely difficult if the monster is powerful or the layout is really hard to navigate.

**(The player will find out that the challenging part of the game can be punishable even if the map and the player's upgrades are perfect, the player can be thrown off guard and be killed.)**

## Player Journey - Core Aesthetics:

### Challenge:

The main aesthetic behind my game is challenge. The player will be challenged against a powerful monster, which can feel punishing, mostly in the beginning since you have to learn from trial and error what your upgrades do and what the monster is capable of. You need to learn a lot from your mistakes, and on top of that, the map will change, so you can't just simply replay a map. This game is meant to be hard. You will need to find a play style that suits you and helps you further. Do you want a lot of active abilities and want to go the aggressive route, or do you want to be stealthy and use the stealth option a lot.

### Discovery and exploration:

With all the upgrades, types of enemies and the procedural maps with objectives, there is a lot of exploration. There is so much to explore with all the options and variety that it's something that has to fit your taste. It's not the game for someone who wants to simply do everything over with the same map and stuff.

### Expression:

With all the options comes the ability to express how you want to win the game.

Like I said in the challenge, you can pick many active upgrades to fight with. The monster (but you can't kill it), but you can also go stealthy or just Make yourself really fast and run with a lot of noise through the map (Beware, the monster can hear you and might get an upgrade like traps).

## Player Journey - player type:

With the challenge, exploration and achievement of my game, for three types of players and what would trigger their interest in playing the game.

### Killers:

Killers can use the mechanics, like the active abilities, to mess with the monster. The Shootable Orb (see: detail design, upgrade mechanic) is one of the upgrades that can be used to mess with the monster and is suitable for the killer player type.

### Explorers:

The procedural maps and variety of upgrades and objectives can put an explorer in an almost infinite loop of new things to explore, finding out new ways to play, what has changed in the map, and what the monster does now.

One example for explorers is the surprise of the upgrade mechanic. The player goes through the tutorial without knowing about the upgrade mechanic, which will be placed in front of the player in the first level without much explanation.

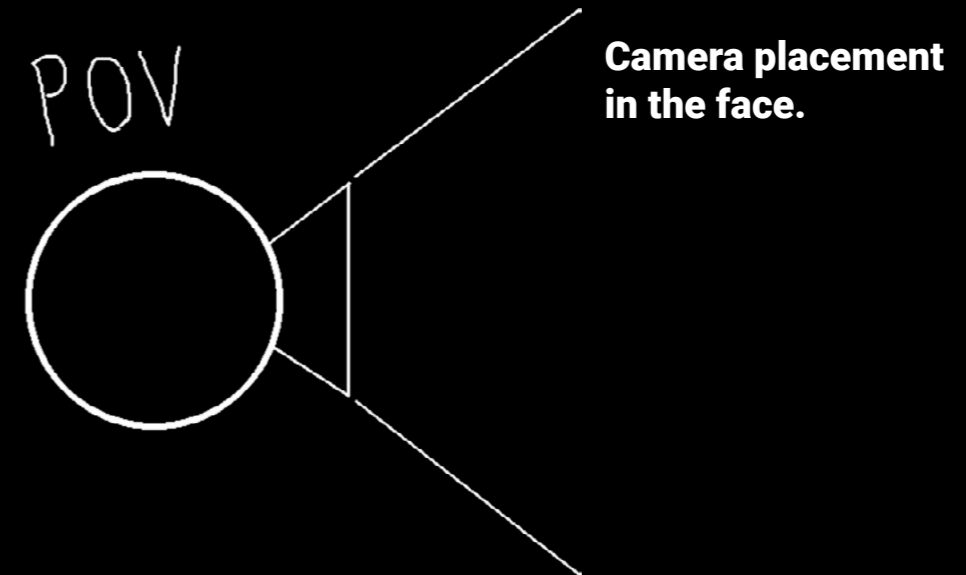
### Achievers:

Achievers will have the task of finishing the game, which will happen after multiple levels. Achievers can also try to get certain challenges and personal completions in the game, like getting a specific order of upgrades.

In the end, Rogue of Darkness will target mostly these three player types which will overlap each other.

## Player Perspective Level:

The player sees the map from a first-person perspective. You will experience the scary, narrow hallways where the monster can pop up any moment. You will feel the relief to be in an open area where you have more vision of the area. Be aware that the monster might have upgrades for this.



### Weenies:

The game uses the open parts as weenies that might give you sight on important findings like an object, but they can also make you see the monster from farther away, which can increase the tension really fast for the player.

The map uses the same aspects as textures, so the castle is mostly modular. With this in mind, some aspects might look very similar so that unique things like objectives stand out for the player, and the player can also see the portal more easily by reusing textures for things like the walls.

### Paths:

The path of the player is guided by the map itself, the walls will keep you in the certain areas where you have to navigate yourself. The monster and objectives also make the player change routes.

Reusing textures and models is part of making the game. Perform better and make the procedural generation too long, It is also there so that the player can get more easily lost in certain areas that look similar, but unique elements will stand out and make some parts more recognizable.

## Bot: (AI of the monster)

When it comes to a bot, there is only the monster and maybe some of his powers, like cloning itself.

The monster has 4 main mechanics: search, rush, hiding, and ability use.

### Search:

When the monster is searching, it is scanning the map, looking for the player. At this time, it might also use powers like going through walls.

### Rush:

When the monster goes into hunting mode, its goal is to get the player. In hunting mode, the monster can also vary between actions, from chasing the player down to stalking the player and slowly coming closer.

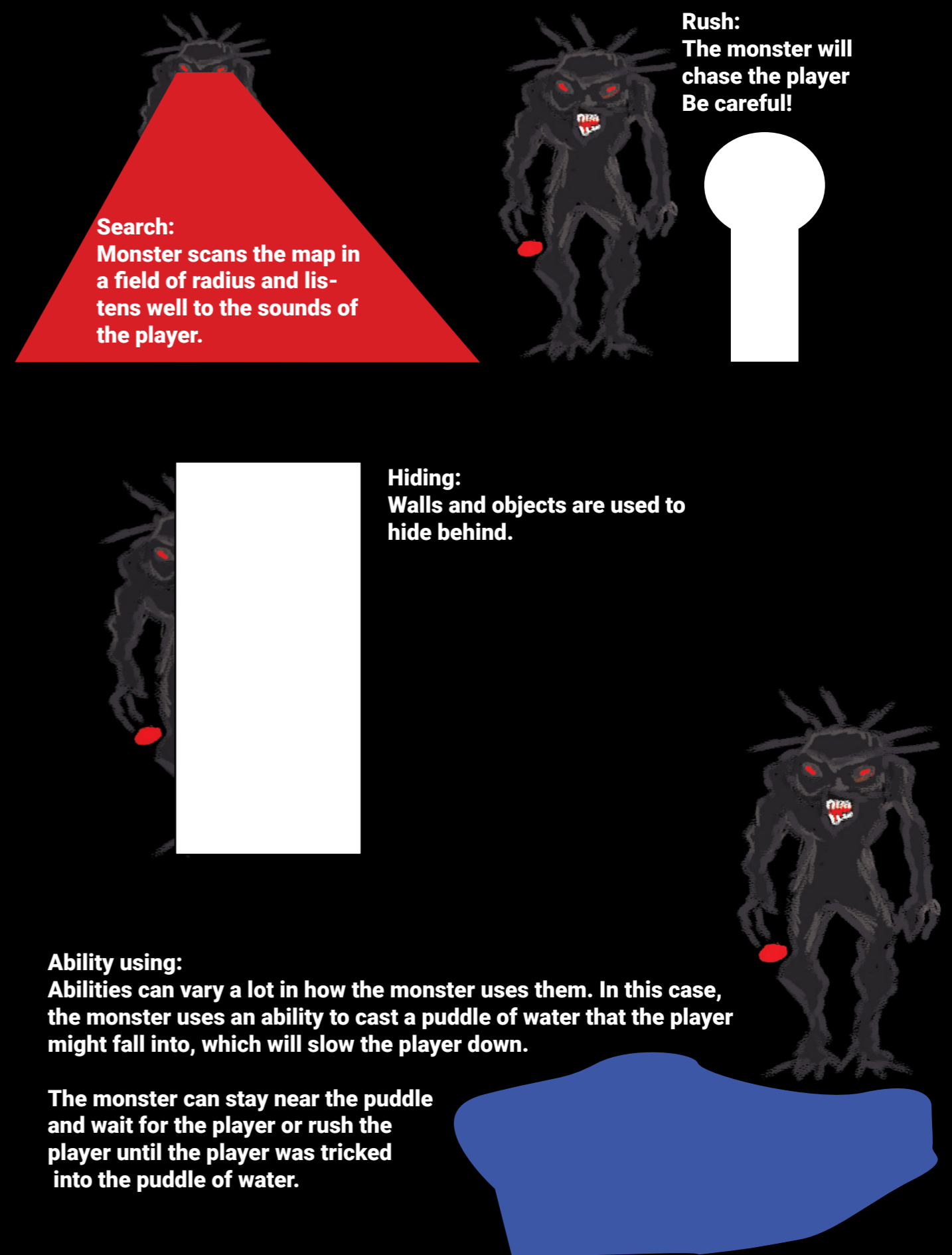
### Hiding:

When the monster is attacked, it might back down. The hiding mechanic can also be used to stalk the player and hide behind corners.

### Ability using:

The monster can, just like the player, use abilities if they're unlocked. When the monster uses an ability, there will be a cooldown that the monster needs to wait for to reuse it.

An example of a monster's ability is placing traps. The monster can place a certain number of traps and needs to wait a certain amount of time before placing traps again. With this ability, the monster will most likely be in search mode and place traps around the map while searching for the player.



## FOUR G's of motivation:

The four G's are about the player's motivation and describe how the player is motivated in the context of the game. The four G's stand for: Glory, Glee, Gods and Goods.

### Meaning simplified:

#### Glory:

The player gets extrinsic motivation from players and npc's (people).

#### Glee:

In gaming, "glee" refers to the joy and satisfaction that a player gets from the game's activities. This feeling is driven by intrinsic motivation, which arises from a player's personal desire for the game rather than the external rewards provided by the game.

#### Gods:

Just like with Glee, Gods is about intrinsic motivation, but with the additional element of mastery.

#### Goods:

Goods is about the motivation the player gets from external motivations like rewards.

#### Gods:

Gods is one of the most important G's for Rogue of Darkness. Outside intrinsic motivation only. The game is really challenging, just like many roguelike games. The game will punish you, but after retrying and learning how the upgrades and procedural generation of maps work and how the monsters mostly work, you can master the game, which can give you motivation to play more and to explore, dominate and achieve something.

(Look at Player Journey Type of players)

#### Goods:

Goods is with Gods the most important of the four G's.

The player gets rewards for finishing levels by unlocking upgrades.

The player can, with Gods and Glee, experiment with the upgrades but still needs to get them, which will be the reward after finishing maps.

Outside of the upgrades, the player also gets the reward for finishing the game after certain maps and being rewarded with an ending cutscene and seeing how the story ends.

#### Glory:

Rogue of Darkness doesn't really use the glory feature since there are almost no npc's or people in the game. The only three things are the monster(s), Fius (the ending cutscene), and the notes in the tutorial. The player might get motivated in the tutorial by seeing new notes that show the player's progress and Fius at the ending that sound surprised at the player's achievement, but there is no direct npc that the player can help or get motivated by.

#### Glee:

In Rogue of Darkness, Glee is one of the most important of the four G's. In the tutorial, personal desire isn't really there (only your motivation to go further), but when you pick the first card and explore the map (shown in the layout abstract and detailed map), the player gets a lot of freedom to express their own intrinsic motivation, which can be after picking a certain card, which can make the player play with their own desire and how to play the game, but also the challenge of the monster. Here the player can play according to their own desire, do you want to bully the monster with your upgrades, or do you want to play cat and mouse through the game.



## Challenge distribution:

The challenge of Rogue of Darkness has multiple aspects, from the exploration of the map to the upgrades and interaction with the monster.

**\*Note\* The challenge distribution is marked in the layout abstract and shows the challenge of certain elements from 1 to 10.**

The challenge distribution depends most of the time on the generative map, the upgrades you and the enemy pick, and how those upgrades are used. On the first map, both you and the enemy have one upgrade, but after multiple levels, both you and the monster can have a variety of powers, which can make the challenge either easy if the monster picks bad upgrades or really challenging if the monster has good upgrades against yours.

The other challenge distribution lies in the generative part of the maps, like where the monster will spawn. The monster has to be spawned somewhere that the player has a chance to win; however, this doesn't mean that the monster can't spawn in a place that makes it really hard.

One example is that the monster might spawn a core part of the map that connects every other map, in this case, this might make the game hard for the player if the monster mostly stays in that room.

The objects that are written in Core visual design can help the player by blocking the monster, but it can also block the player and make it extra hard.

The challenge of the game is based on RNG (Random Number Generator), but also on the experience of the player. While the maps and upgrades might change, there will still be patterns in the monsters' navigation and how the average layout is, which means you as the player can learn to come further in the game. **(Gods four G's)**

## Challenge distribution - Hero's journey:

With elements of the hero's journey, a crucial phase involves the confusion experienced by Timar after stealing the orb, leading to his placement within a mysterious castle by Fius. This confusion is mirrored in the player's experience, who initially lacks a clear understanding of the castle's significance. After the tutorial notes and fighting their way through the maps and most likely being killed and starting all over again (not in the hero's journey), the player, like Timar in the narrative, progresses, becoming stronger to counter the monster and get to the ending. At the end, the castle and its dangers start to make sense, revealing the purpose of Fius himself and Timar (the player) earning the orb. The journey and the challenges the player has to face are the punishment from Fius and that he wants you to earn it or else be stuck forever in the castle.

## Challenge distribution - feeling:

The point of the challenge is to put the player through a rollercoaster of emotions. From the interesting beginning, where the player learns some basics about the controls, to immediately getting killed by the monster.

The player can go through multiple gameplays and feel lost, but all of a sudden they have that one playthrough where almost everything goes right, and the player learns what went well this time.

This game is meant to be extremely hard, with a heavy reliance on RNG so that every gameplay feels unique, and you want to achieve that ending (player type: achievers), find new ways to find the exit or beat the monster (player type: explorers), or completely dominate the monster with the right usage of abilities (player type: killers).

You, as the player, can approach this massive challenge of a game in your own playstyle which you need to replay, adapt and find solutions to.

This is what makes the game fun for a certain group of people who really want a challenge.

**It needs to be sometimes feel unfair to make the achievement of winning more exciting for the player.**

## Challenge distribution - Pacing and Flow:

The pacing and flow of the game go with the RNG and the challenge. The tutorial will have an overall quick flow if the player is already familiar with basic FPS movement and is finding out if interaction works.

The game itself all depends on the enemy, the map and the chosen upgrades. If the player goes for a running approach with the risk of getting caught, the speed of the player exiting a map can be drastically faster than going fully stealth mode.

Overall, the pacing and flow depend on how tough certain parts are. In the challenge distribution layout, the parts with a higher score on the difficulty scale from 1 to 10 are overall the parts that take longer to succeed. The monster chasing you is fast-paced but can take really long, depending on how long the chase happens and if you can escape.








## Layout abstract:

The abstract map contains the tutorial part and the first level of the game. Important to know is that because the maps are procedurally made (with the exception of the tutorial map), the player's journey might vary. The game uses a parallel layout where multiple routes are open; however, the player may also return to points whenever he wants (hub and spoke).











 = Core mechanic     = Monster encounter     = Navigation

**Difficulty first playthrough indicator: 1 to 10** (1 is basically nothing and even for people who have never gamed, and a 10 is hardcore and very challenging with an almost 100% certainty that you will fail). It's an indicator and might differentiate between people, map layout, monsters, etc.

### Tutorial map

-  1. Awakening in the tutorial map.  
The player spawns on the tutorial map and sees notes with lore and instructions for basic movements like walking.
-  2. A door opens, and the player is going into the objective room, where the player learns to solve puzzles with a note and interact with an object that opens a door.
  - In puzzle one, the player has to find a key that opens a door.
  - In the second puzzle, the player has to pull a lever to open the main door.
-  3. The player will get another note and have to navigate to a basic room with some platforming and objects to learn basic movement like using walls and walking over narrow objects.
-  4. The player enters another room and encounters a cute fake monster. The monster will disappear, and it has to give the player a fake feeling that the monster will not be that scary.
-  5. The player finds the stairs that will lead to the first map that will be procedurally generated.

### First procedural map

-  6. After the tutorial, the player starts in a small room with a big table blocking the way. The player will see and learn to pick one of the three upgrades. After picking one, the player can explore the map. Here, the player also learns about active and passive upgrades. The upgrades will come as a surprise and are intended to be left out of the tutorial to surprise the player with something cool.
-  7. The player has the freedom to explore the map. When exploring the map, multiple things can happen that are not directly linear.
  -  8a. The player explores and finds objectives to complete, just like the tutorial.
  -  8b. While exploring the map, the player sees the real monster, which is nothing like the tutorial.
  -  8c. The player sees signs of the portal and gets indications to enter it. (In the example map, the portal is closed off, and the player has to finish the objectives first)
-  9a. If the monster catches the player, the player dies but gets a screen to retry, which will reset the game but also give a new map.
-  9b. The player finished the objectives and successfully escaped through the portal. **It can be challenging if the monster chases the player or the puzzles are hard to solve.**
-  10. The player enters the new map in a similar room with a table and three cards, where the player learns that on every map there will be a new card for upgrades. Also, the portal is gone, so the player knows that there is no turning back to previous maps.
-  11. While navigating through the map, the player might have seen that the monster has changed and become more powerful and learned that the monster also has upgrades. **Difficulty can vary depending on the player's experience, upgrades, and what the monster picks.**
-  12. After attempting multiple levels, the player will find the end portal, which will play a cutscene and show the end of the story where the player wins.

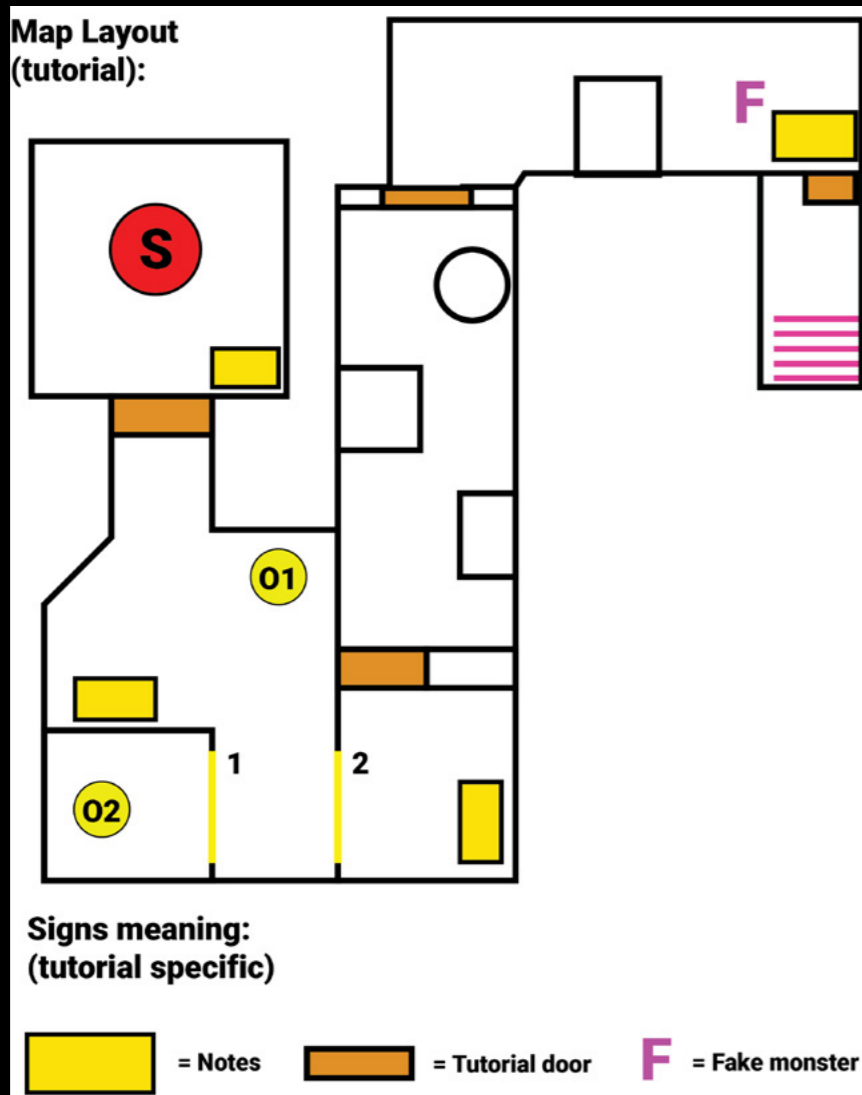
## Gameplay level - Map specific:

For the gameplay and the level, I will go over all the mechanics that have to be implemented in the game.

**\*Important note:** Since the game has procedural maps that change the game experience, the objectives will change with the levels. I will go over some of the options that the player can face in a level.

### Tutorial map: (Level layout Linear)

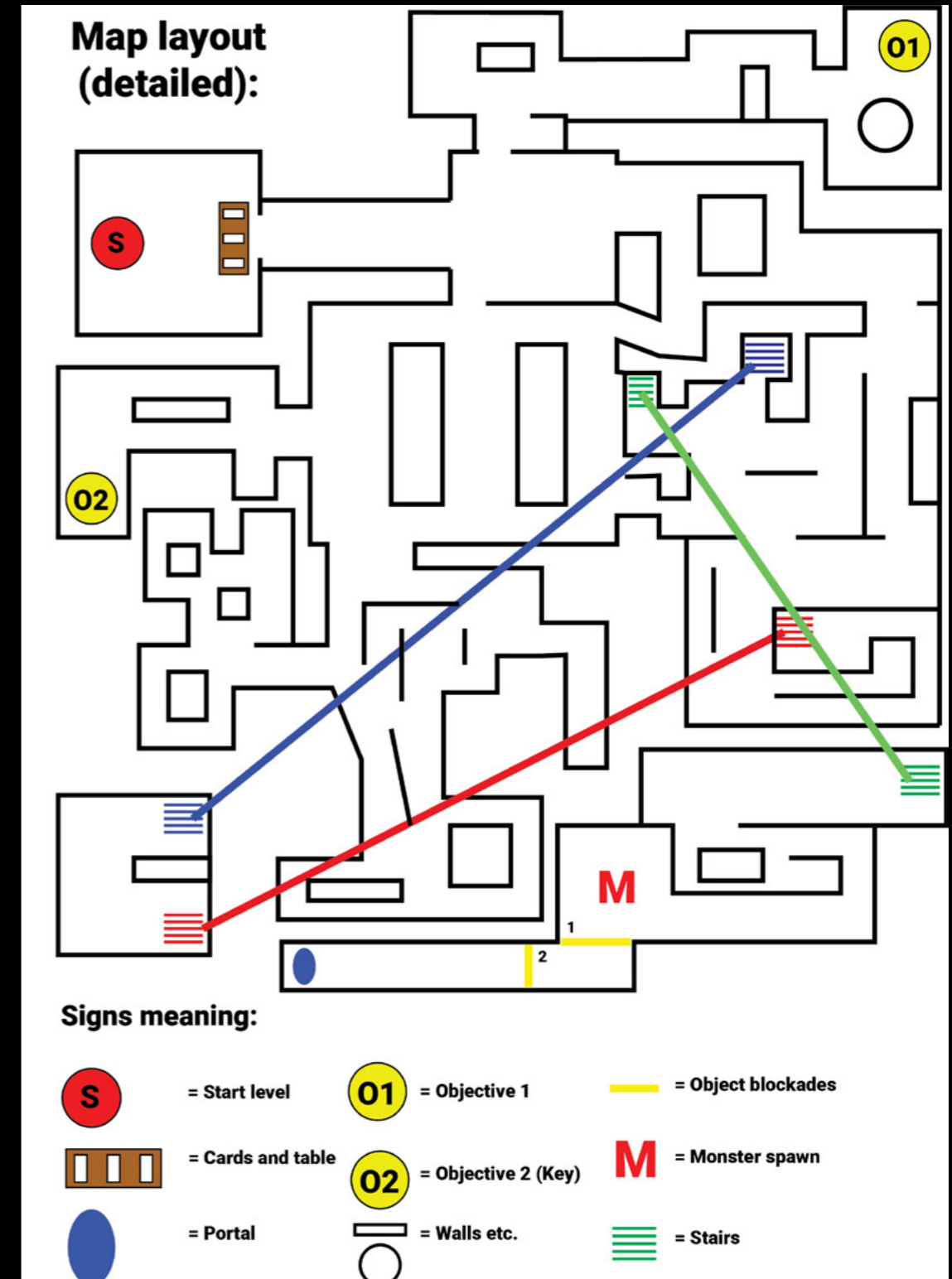
When you start the game, you will be brought to a tutorial map. The tutorial map is the only linear part of the game. The player will go through the most important steps to play the game except upgrades, which will be a surprise when you enter the level. You will learn how to use objects, get through obstacles and get scared by a cute fake monster. The fake monster is there to give the player the idea that the game won't be that scary until they see the real monster. After the player enters the stairs, the player has to pick a card. Now the gameplay really begins and the player can explore the map.



## Procedural maps: (Level layout parallel) (Hub and spoke)!!

The maps of Rogue of Darkness will have procedural aspects that will change with every level and replay. In this example, the player has multiple routes that can be taken and has two objectives that are required to enter the exit portal. The place varies from narrow paths to big halls. This will give the player room or an extra thrill when going through narrow corridors.

The map can be unbalanced, which is part of the challenge. In this example the map has a very empty part that could be useful for the monster to lure the player, but the player could also hide here.



## The challenges in the level are (GARF):

- Controls
- Interface
- Upgrade mechanic
- Solving the obstacles in the map
- map feedback (and navigation)

With the GARF method I will explain the mechanics:  
(Goal, Action, Rules, Feedback)

### GARF controls:

#### Goal:

The goal of the controls is that the player has input into the game and can interact with the world by walking around, jumping on obstacles or running away from the enemy. The game uses mostly FPS controls since most people are familiar with it and can play the game very quickly.

#### Action:

The player gets controls that are preset for a keyboard and mouse: (options for controllers can be implemented)

#### Basic controls:

W - move forward  
S - move backwourd  
A - move left  
D - move right  
control = crouch  
Space = jump  
Shift = Run  
E = interact  
Q = drop

#### Upgrade controls:

(see GARF upgrades for details)

Examples upgrade shootable orb:

Shoot = Left mouse  
Scroll = go through different  
activatable abilties.  
number buttons = Go through  
different activatable upgrades.

These controls are the action of the player to navigate itself through the castles. Your movement is the action you have to take to exit the levels and finish the game.

#### Rules:

**\*base means the default before getting any upgrades that might alter it\***

- You are bound to the objects, which means that you can't go through them. Certain things, like a wall. Certain parts of the map will be blocked, which you need to find a way to go around it or solve the reason why it's blocked like a key that needs to be put in the door lock.
- Your normal movement is walking, which makes noise in a 2-meter radius (base) and moves around 1.2 m/s (base).
- Running makes you go 3.25 m/s (base), but your noise radius goes up to 6 meters (base), and you will drain your stamina bar, which will fully drain with a default of 60 seconds (base). The stamina bar will be completely refilled within 300 seconds (base).
- You can only jump once (base) with a height of 60 cm (base).
- Crouching makes you go 0.6 m/s (base) but increases your noise radius 0.2 meters (base).
- There will be objects around the map like keys, doors, and furniture, which you can interact by pressing the interaction button.
- Your interaction will have a range of 0.5 meters (base) to grab something or intersect with an object.
- Dropping sound radius depends on the height, speed and type of object.  
**When you drop a chair, it will make more noise than a piece of paper.**

Upgrades will come with their own unique rules and controls.

(In GARF Upgrades, more detailed)

There will be a vast amount of upgrades, with Shootable Orb as one of them:

- Shootable orb (activatable ability):

The shootable orb will be shot with the shoot button and will stun the monster for 5 seconds (base), and the reloading time is 50 seconds (base).

(Interface shows a cooldown timer for upgrades)

#### Feedback:

- When you walk against an object, you will be stopped.
- When you press a button, it will be visible on the screen, like when if you press W, you will walk forward.
- When you run, you will see a stamina bar slowly drain.
- With every new playthrough the play will see through design and obstacles that the map has changed.
- When you use a button multiple times, the feedback varies. You can jump with base one time, if you are still in the first jump, you can press jump again but nothing will happen until jump one is done.

## GARF Upgrade mechanic:

### Goal:

The goal of the upgrade mechanic is to alter the gameplay for you, but it will also alter the monster. Upgrades are there to help you escape the map and survive the monster; for the monster, the upgrades are there to mess with you and get you killed. The mechanism is to challenge you, it can work in your favour or for the monster.

### Action:

When you start a new map, you will have the option to pick up three cards with different upgrades. The cards can be active or passive.

When you get to the table, you can press the interact button to pick one of the cards. When you pick up one card, the other two will disappear with the table, and you can proceed to get into the next map.

### Examples of active cards:

#### -Shootable orb:

Like explained in navigation and controls, you will get the action to use a button (the preset left mouse button) to shoot an orb. After that, you will see a cooldown for how long you have to wait to reuse it.

#### -Quick teleport:

When you want to use the quick teleport, you can hold the left mouse button to see yourself a few meters in front of you. Release the button to teleport yourself in front of you. This action can also be used to go through walls and objects, but be aware that you don't teleport into the monster. When you use it, you will also see a cooldown before you can use it again.

You can scroll or use the number buttons to go through active upgrades and select one.

### Example of passive cards:

**Quick movement:** When you pick this card, you will get a % bonus movement speed to make you faster for running, walking and crouching. This upgrade is permanent.

### Rules:

- You can only pick up one card at a time (beginning of every map).
- If you pick up the same card again, you will upgrade it (make it even better).
- The monster gets an upgrade every time you pick up an upgrade.
- You have to pick up an upgrade to get into the map.
- After using an upgrade, it will have a cooldown or not be usable for the level you have used it on.
- The game will have a ton of upgrades for you.

### Feedback:

-When you use an upgrade, you will see a certain animation or visual effect, like for the shootable orb, a flying bright orb that is going to the place you aimed it at, so you know that you used it.

-When you have used an upgrade, you will see under the interface a timer when you can use it again, a cross if it's unusable or an icon with a bright color around it when you can use it again.

-For the monster, you will see its upgrades throughout the gameplay. The monster will also get active and passive upgrades, which can alter the way the monster behaves and tries to get you. A form of feedback is seeing the monster lay down traps that you can step on and get stuck in, or that the monster can all of a sudden run really fast.

-When you scroll or use the number button, you will go through your active upgrades, and you will see an icon indicating which one you have selected.

### Ui example with upgrade mech:

In the example, you got two active upgrades and one passive one. You used one of your upgrades, and your arm is glowing as an extra indication of the specific upgrade that you used.



health



Stamina

Passive



Active



Press tab for stats

## Storyboard upgrade mechanic (player):



## GARF Solving obstacles:

### Goal:

Aside from exploring the map, you will also have to solve procedural puzzles to escape the map and go to certain parts of it. The puzzles are there to make the game more challenging and not just a run from A to B.

### Action:

The actions can vary from simply finding a lever to solving a combination.

To solve these puzzles, you have to make use of the interaction button to press, hold or change something, like pulling down a lever or pressing a button that is in the game.

### Rules:

- You can only pick up one thing, like a key, as an example.
  - You need to use the interaction button, except for puzzles where you have to stand or push something a certain direction.
  - When you fail a puzzle, like a combination, you can just retry.
- HOWEVER watch out because there is a chance, with some puzzles that a loud sound like an alarm can play, which will attract the monster.

### Feedback:

When you solve a puzzle, you will mostly hear a certain sound or visual that makes sure that you know that it is correct.

A sound or visual can be a moving door that will open now.

When you pick something up, you will see that you have it in your hand. When you already have an item or something in your hand, you can't have two items, but you can drop one and pick up the other one; just be careful not to make noise if you drop something on the ground.

When you are wrong, the puzzle will reset except for your items, so you don't have to walk back all over again. When you are spamming certain puzzles, like trying to solve a code, there is a chance that an alarm goes off, which affects not only you but the monster as well.

## GARF map feedback: (NAVIGATION)

### Goal:

The map gives the player visual feedback during gameplay to help the player or the monster. The feedback is important for both since it can give away locations to each other. The player might know the monster is near, but the monster can also use this to get to the player. This mechanic is there as a double-edged sword just like the upgrade mechanic to benefit and screw with the player.

### Action:

Things that can give the player feedback on the map can vary from lights to objects on the ground that give a reflection of the monster.

### Rules:

-Both the player and the monster can use feedback like shadows and sound to hear one another. The exception to this are upgrades that might alter certain aspects like removing the shadow of the player or making the monster soundless.

-Every part of the map must have a form of feedback, whatever that is reflection, light, objects that make noise and such.

### Feedback:

#### Furniture and other objects:

The castle walls will be mostly modular and repetitive, with some variety. Because of this, furniture will become your best friend since it can help you distinguish certain parts of the map. If you see a group of chairs, you were there before. Outside of furniture, you will also see things like chandeliers, candles, paintings, blood and much more to help you around.

#### Object feedback:

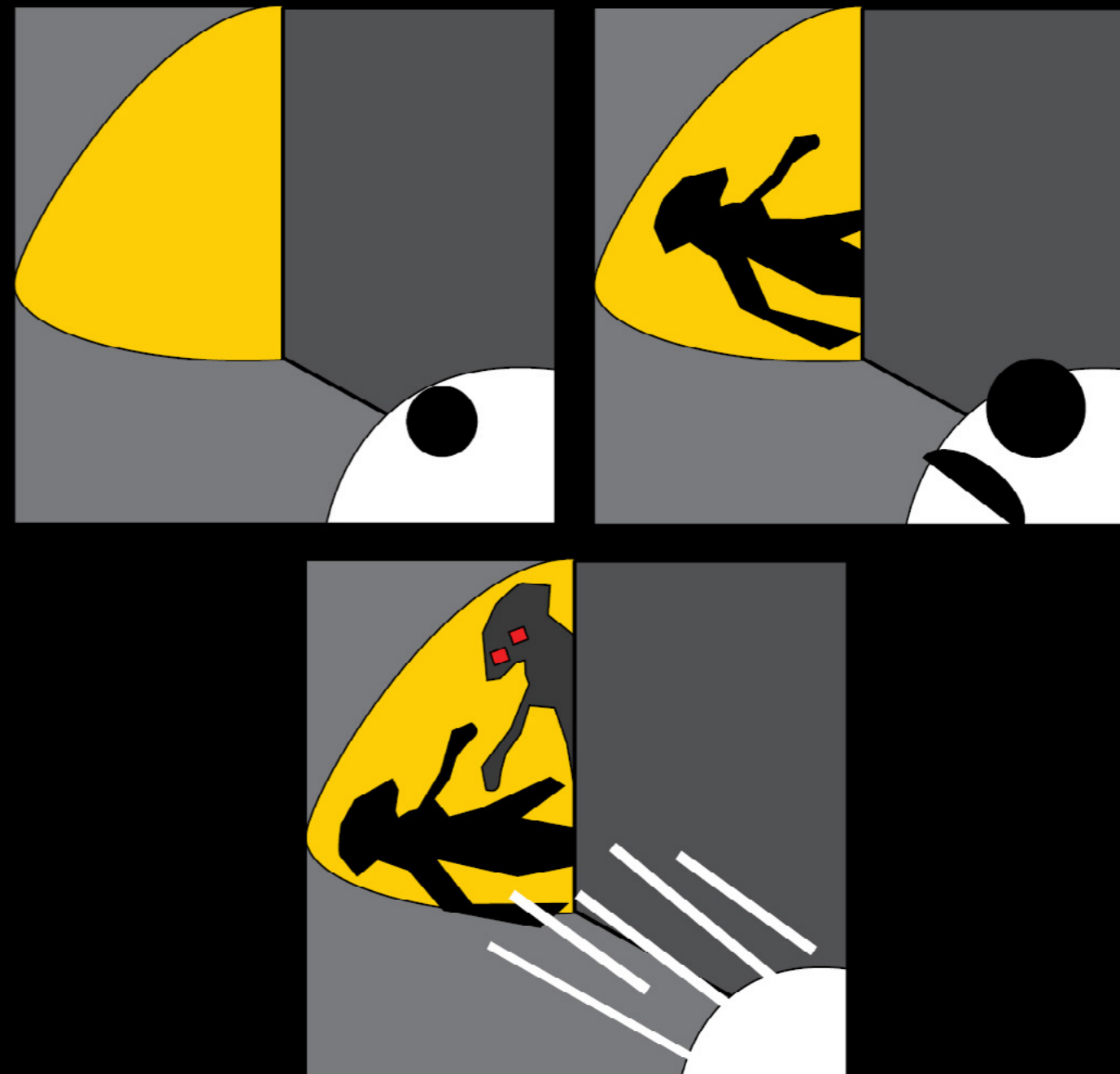
Objects that you can pick up might glow once in a while to make sure the player knows they're pickable.

#### Shadows and lights:

The monster might be hidden in the dark, but with light around the map, you can see shadows of the monster that will help you prevent see it.

## Storyboard Map feedback:

The player can see through map feedback (shadows) that the monster is behind the wall.



## Garf interface:

### Goal:

The goal of the interface is to provide the player with important feedback within the game, like how much health the player has, how long can the player still run but it also shows your abilities and gives clarity over time when you have many upgrades and you don't know what everything does.

### Action:

Whenever the player has an interaction, the interface may change with it, like when you start running, the stamina bar goes down, when you use an ability you will see a cooldown. The interface is mostly there as feedback.

### Rules (Visual):

- The interface must correctly display what the player's stats are. The interface is in Rogue of Darkness your best friend, watch your stamina, see what abilities you have and what you can use.
- When you use an ability with a cooldown, a timer must be displayed that shows the player how long he must wait.
- The right arm must display the active ability that you have and what item you are holding. In the example, you have a fire upgrade, which makes your arm turn red with warmth.
- The interface must show which ability is selected. You can see that on the left of the display with an arrow and a glow effect, but also on the arm.
- When you pick something up, outside of audio, you will also see in your right hand what is in your hand, like a key.
- When you have an upgrade. You will see it in the interface, like under where the active and passive upgrades are shown (additionally, you can press tab to see all stats).
- When you select an active upgrade, you will see it on the left side of your display. Which one you have selected, and your hand will glow in the color of the upgrade like red for fire.
- When you use an ability, a timer shows how long you still have to wait.
- Under is a stamina bar that drains when you run and recharges when you walk or do nothing.
- A game over screen if you get killed by the monster.
- A loading screen when you enter a new map so that you know you

### Rules (Audio):

- When you collect something, you will hear a unique sound, so you will really know you picked something up. When you pick up an upgrade, you will hear a unique sound that you will always hear, so you know you picked an upgrade. In the map, you can pick up a key, which will have a unique sound to it, so the player can know what is in their hands without having to look at the screen. In a fast-paced game with a monster out there to kill you, visual and audio input are really important, so you can pick something up and run away fast, knowing you picked it up.
- The monster might make sounds, so you know it is close. Be careful. Since then, the monster has become completely silent.
- The sounds of the surroundings and objects. Some things will make a sound. The torches that emit light, the sound of the outside when you come close to a window, or a lever that you will pull.

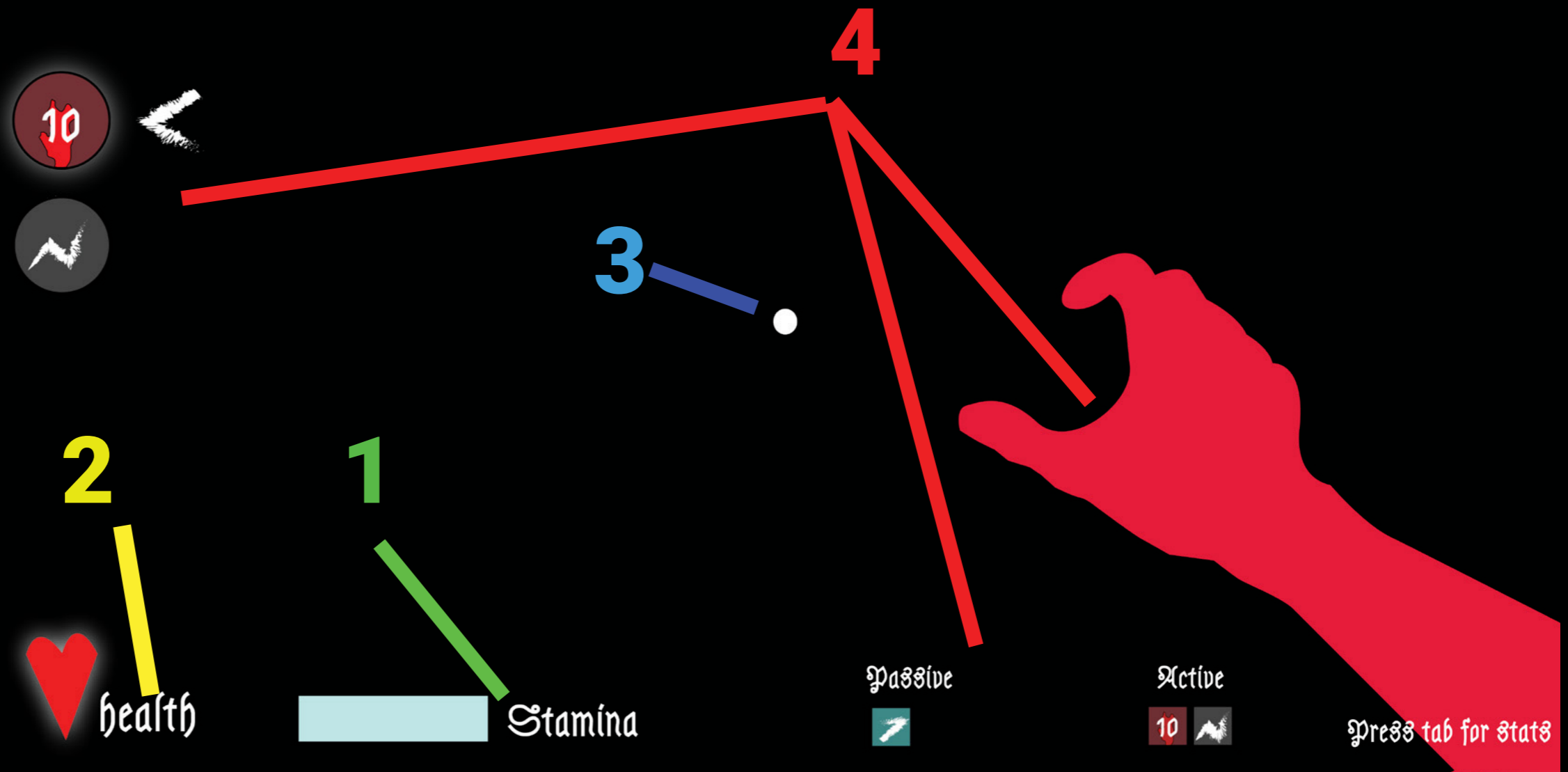
## Feedback and deeper explanation:

There are 5 elements to the interface during the gameplay:

- 1. Stamina bar:** It shows how long the player can still run. The stamina bar will slowly drain when running, if the player walks, crouches or stands still, the bar will slowly regain itself.
- 2. Health hearts:** It shows how many hearts the player has. In the beginning, it will be one, so the player is easily killed, which is part of the challenge. When the player finds an upgrade, the player might get more hearts.
- 3. Mouse center and interaction (crosshair included):** When you look at an object like the cards, you will see text and a button you have to press to interact with it.
- 4. Upgrades:** The upgrades will be displayed at the bottom, and when you go into the menu, you can select an upgrade and see what it does if you didn't read it correctly when you picked the card. The interface might change depending on the upgrades. If you pick the upgrade to see the location of sounds, you might see an arrow in the bottom right corner pointing at it.

Active upgrades will have a slider on the left side that shows what upgrade you have selected, if you use an ability, there will be a cooldown for it. Active upgrades also change the color of your arm to easily display what upgrade you're using.

## Visual example interface:





# Reflection course:

In the reflection section of the document, I will give a reflection on my personal progress as a game designer with important takeaways that I got from the course. For this, I will use the STARRT model to reflect. The STARRT model contains situation, task, action, result, reflection, and transfer and will reflect on a certain part of the course. For me, the most important moment to reflect on was creating the HCD that gave structure and details to my game concept.

**Situation:** Before I went to the HAN, I created some concepts for video games, made some art like 3D models, and programmed some mechanics like player movement, but I never really had a solid idea that gave me a direction to complete something like what type of mechanics I really want to have or what makes my game even more unique compared to others. Because of this, I never could work my ideas out and struggled mostly with concretizing my ideas and staying with questions which is one of my major weakpoints.

Then I went to the HAN, where I was tasked with creating a concept of a game again, but now with a High Concept Document (HCD) to have a good idea of what my concept is and make it understandable for others.

**Task:** For the HCD, I had to come up with a concept and think about what the game looks like, a story for the game, the gameplay, what the player will do, and what makes the game unique compared to others, so basically creating a good document with a concrete idea for a game that I could work on myself or maybe other people.

My expectation for myself was to deliver this HCD and to get good reviews from it and eventually a good grade, but most certainly have an actual idea to shape a game with mechanics and everything.

**Action:** To start and finish this task, I had to come up with a good structure since there wasn't any, except for what has to be in the document. I created a structure with the most important and interesting parts at the beginning of the document, like the core concept and mechanics, to give someone the idea of the game and make them interested in reading the further details of it and maybe even working at it.

Action goes further on the next page.

I made this structure with the idea of making it easier for myself to have the document organized and to find out what works best. I looked back at my school and the AIDA model, which starts with attention to the beginning of your document. With this, I made nice visuals to start the document and wrote down briefly what my core idea is so that someone is attracted to it and can easily understand it before going deeper into the document.

With this approach, I had a way better understanding of an idea of mine than without creating a document with a good structure.

**Result:** In the end, I created a HCD that gave me a good idea about my game, and my concept became concrete, and I got a good grade for it. With one addition, I could use the HCD, take important parts for my LDD (this document), and have a good understanding of what I wanted in my core game and how I wanted to expand on my HCD with the LDD. I went from questions to having a solid concept.

**Reflection:** In the end, I was happy that one of my ideas for a game became concrete, and I could present it to other people, and they understood mostly what I wanted for a game, like the idea, what makes it unique, and what are some of the most important mechanics that my game has to offer. In the end, I learned to create a document that could turn an idea for a game into something more concrete to show others.

If there is something I would do better next time, it would be to manage time better since some parts took way too long, like the core aesthetics.

With this idea to create a file, I could use it to create new concepts for games in the future, but maybe also to make other interactive products like a website, so I have a good idea what I want.

**Transfer:** If I have to work on a concept in the future, like a game, it would be smart to look back at the structure and the idea of the HCD to have my concepts well put together and have a concrete idea what I want in the beginning. If someone else is interested, or you want to work in a team, they could look at the HCD and have an idea, what the concept is, what is the core mechanics and what is the story so that someone else understands what your idea is pretty well.

Things I would do the same are to create many concepts and have a lot of cool ideas before I really make a document for one specific thing so that I have a vast amount of options to choose from which the most interesting one, I work out.

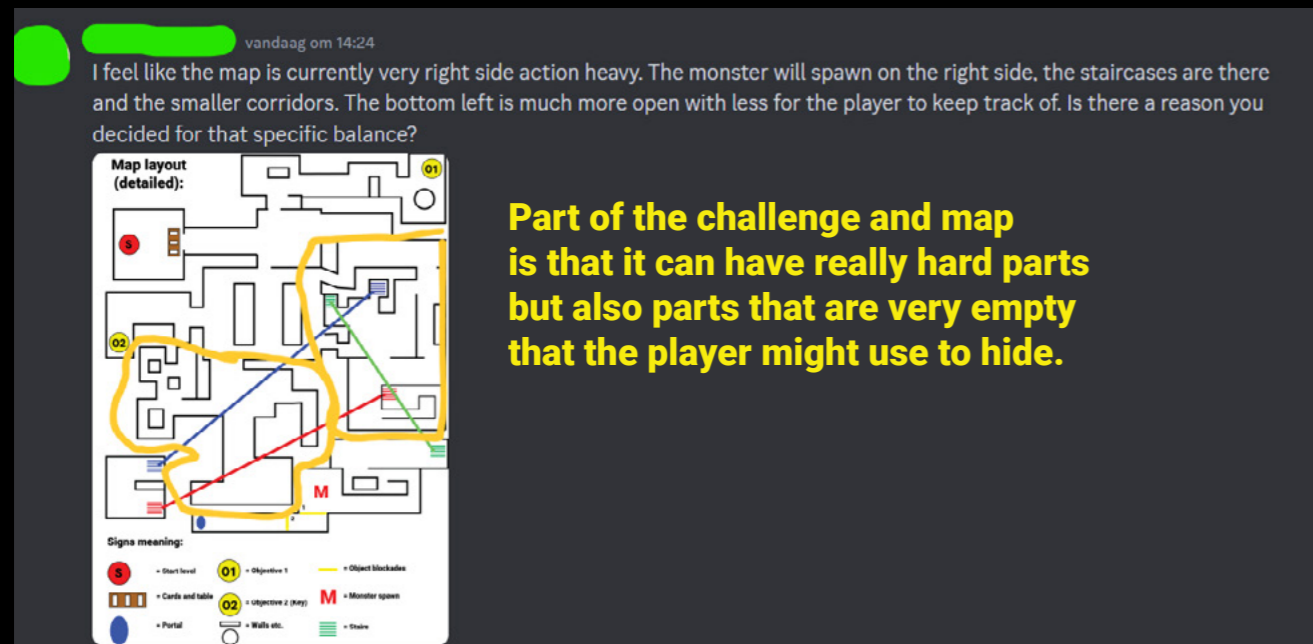
What I have learned could, like I said in reflection, be used for other interactive concepts outside of games like a interactive website which also can have mechanics like unique pages or a cool story.

If I have a good concept, I hope to use documentation to get a grip on my concept and a good presentation for others if I want to work with a team, but mostly for I know that I understand what I want.

# Feedback:

Anne

I got good feedback for the layout of the map. One side was very intensive. Even if it's procedural you can take a look at how you want to balance the map.



Feedback Koen to me 1st time:

Setting:

Gameplay -> playthrough

Beter komma gebruik en misschien dan punten gebruiken.

Duidelijk idee van game samengevat.

Core visual design:

Dit zou bij de mechanics komen bij UI.

Hoe zou het letterlijk eruit zien en/

Level design:

Een voorbeeld is genoeg voor idee.

See picture in tekst to tell where people have to look at.

De map is meer van de gameplay en niet de map perse zelf.

De map is al heel erg getailleerd. Kun je een basic tutorial maken om de player de mechanics al een beetje te laten zien. Is de map al de tutorial.

Level design: Vertical slice

Linken player type

Bot: maybe add AI which is more logic.

player journey:

Cool start!

Maybe add the tutorial here that is part of the journey

Feedback Koen second time.

Game genre:

Moet het erbij?

Check de requirements voor dit.

Layout abstract:

Wel een goed idee en een slimme manier om er doorheen te gaan.

Ook gameplay loop.

Zet er duidelijk bij dat het een heel lastig spel is.

Scheid de tutorial van de first procedural map.

Map specific:

is parallel meer een hub and spoke.

Weenies:

Kijk wat de speler van afstand kan zien.

partial random generation.

Detail design:

De 4 garf kunenn zien maar zien er wel groot uit.

Meerdere garfs kunnen goed zijn en je hebt veel verschillende doelen.

Feedback for Koen:

I made a pdf for Koen.

What I mostly saw was the lack of visuals which could make his LDD more impactful and better to understand, however Koen is from the IT which might have a different approach to show the LDD.

In the end after multiple reflections he created some cool visuals which made it more clear what he meant and was more interesting to read.

## **Source used:**

**Illustration title page: Adobe Photoshop AI  
With usage of AI I created a illustration that shows  
the player running away from the monster.  
(Also used in HCD)**