

Assignment Details

For this assignment, you will use this worksheet to blueprint the level you will develop over the time of this course.

This assignment addresses the following course objectives:

- layout a map with notation of play flow, interactions, and art needs.
- design meaningful interactions in gameplay.
- create a landscape and landscape materials.

Part of this assignment requires a blueprint. Because of the size requirement, it might be better to complete the blueprint on a different file and then merge it into your final PDF submission. We will use the blueprint as a foundation when we start our level blockouts in Week 4.

Your blueprint must detail the scales and proportions. Spend time calculating character height, walking, and jumping distances so you may plan accordingly. To complete your blueprint, you may use any tools (digital or analog) of your choice, however, the final submission is via D2L, so any analog drawings must be scanned or digitized so they are legible and coherent. If you are hand-drawing, please use **graph paper**. It will help you with proportion and scale.

You will begin by brainstorming an experience for this game. This can be any experience of your choice, however, it is unlikely that the experience needs to be “platforming” (this is the core gameplay) -- be creative, but be decisive here. This experience needs to carry out into the different components you envision. This worksheet is to help you begin to articulate how this experience manifests into the level and environment of the game.

Remember that you can use and mod assets from here (<https://kenney.nl/>), so it may be worth looking into what assets are available as you design.

You will draft one blueprint of your game level from a top-down perspective using topography to indicate variance in height. Save a plain copy of this, and on a copy of this, annotate the different movements and functions you envision on the level itself (enemy, obstacle, platform behaviors). This is so you have one clean blueprint to use for when you block out and one to use as your are implementing the interactions (and on my end for feedback on space and play).

You have 2 weeks to complete this assignment. Dedicate plenty of time to fleshing out this level. Do not put it off until the last minute.

Grading

Pass--completed worksheet with thorough designing, annotating, and a complete vision board.

Fail--incomplete worksheet. Lacking inspiration or critical/creative thought.

Game title: Lo-Fi Dreamscape

Core mechanic:
Jumping

Core
experience:
- Calm/Zen
- Relaxation
- Exploration

Obstacles:
Visibility
Orbs, Logic
Puzzles,
Time-Centric
Parkour

Button Inputs

Arrow Keys, W, A, S, D	Forward, Left, Back, Right Movement
Space	Jump, Double Jump

Incentives:
Exploration,
Expansion,
Visibility Orbs,
Energy Orbs

Goal:
Create a more
pleasant dream, to
obtain a more restful
sleep.

- Who is the main character? *Lo-Fi Dream Navigator*
- What is their motivation? *A desire to 'brighten' the outlook of their dream so they can sleep well.*
- Why do they want to achieve their goal? *The dream is bland, and boring. They do not want it to be.*
- What happens when they achieve this goal? *The haziness in their ability to navigate their dreamscape is lifted. Their beautiful dream becomes fully formed, allowing them to finally have a good night's rest.*

Level color palette

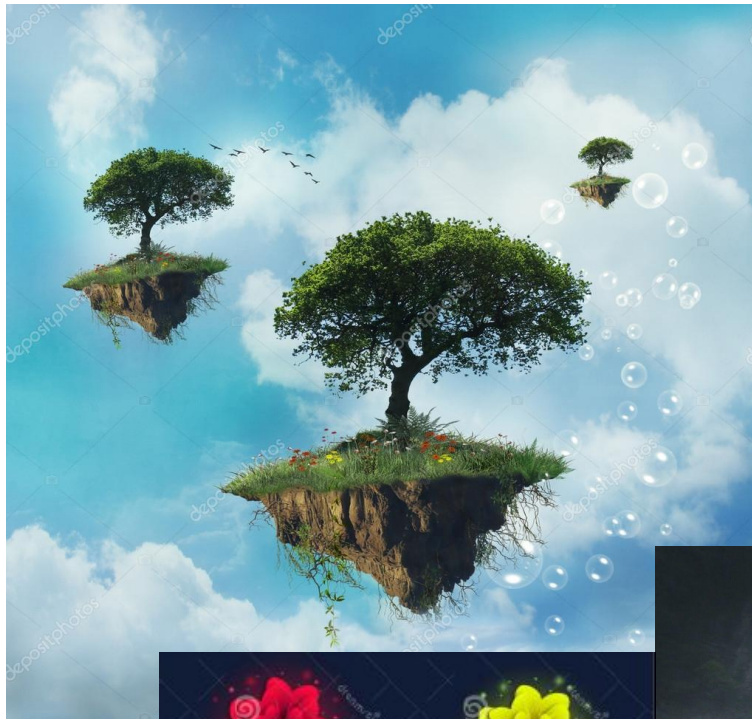


Level texture palette

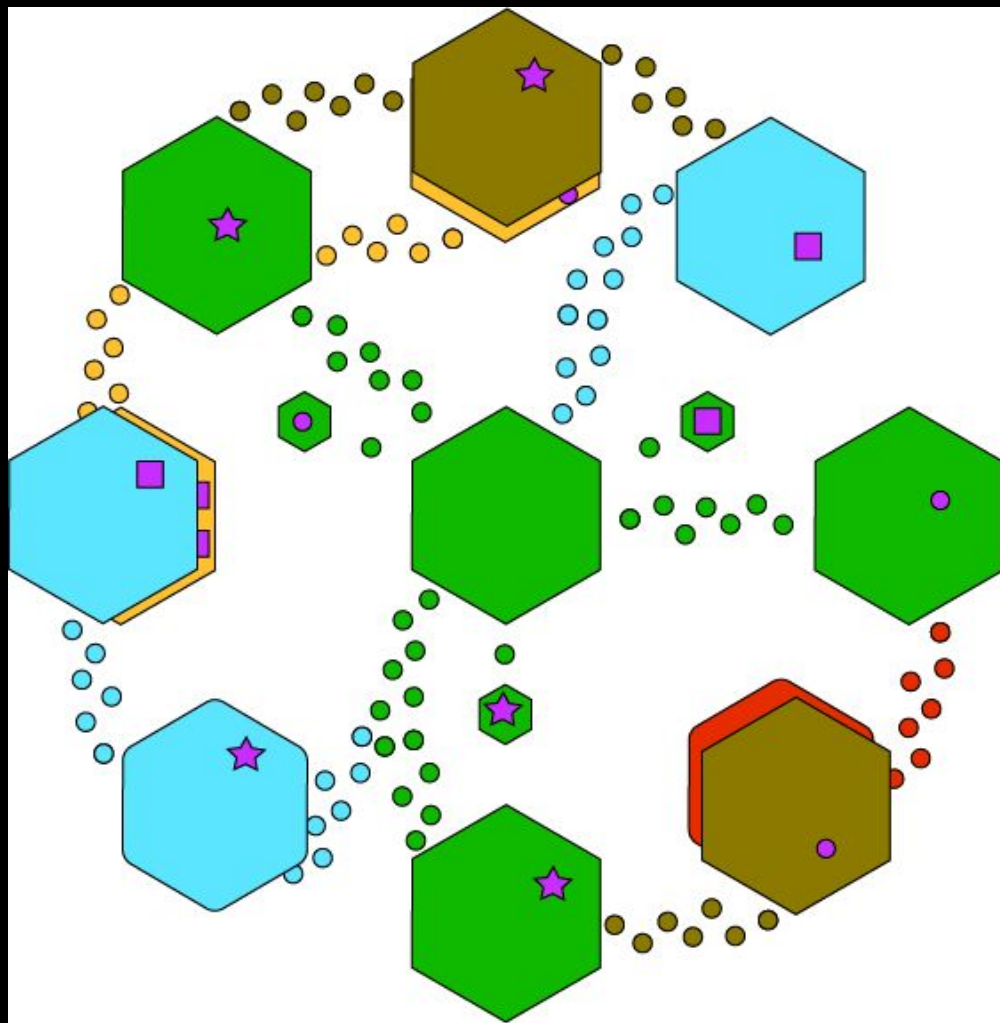


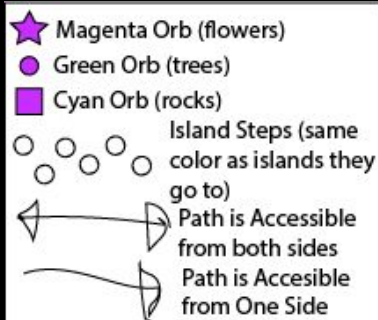
Theme: 'Natural'
Paradise

Experience: Use observation and puzzle-solving skills to find and obtain energy orbs, working overall towards an end of beautifying your personal dreamscape environment, thus creating a more pleasant dream for yourself, accomplishing a more restful sleep. It's supposed to be a very *calming*, and *Lo-Fi* sort of low-pressure platformer experience.



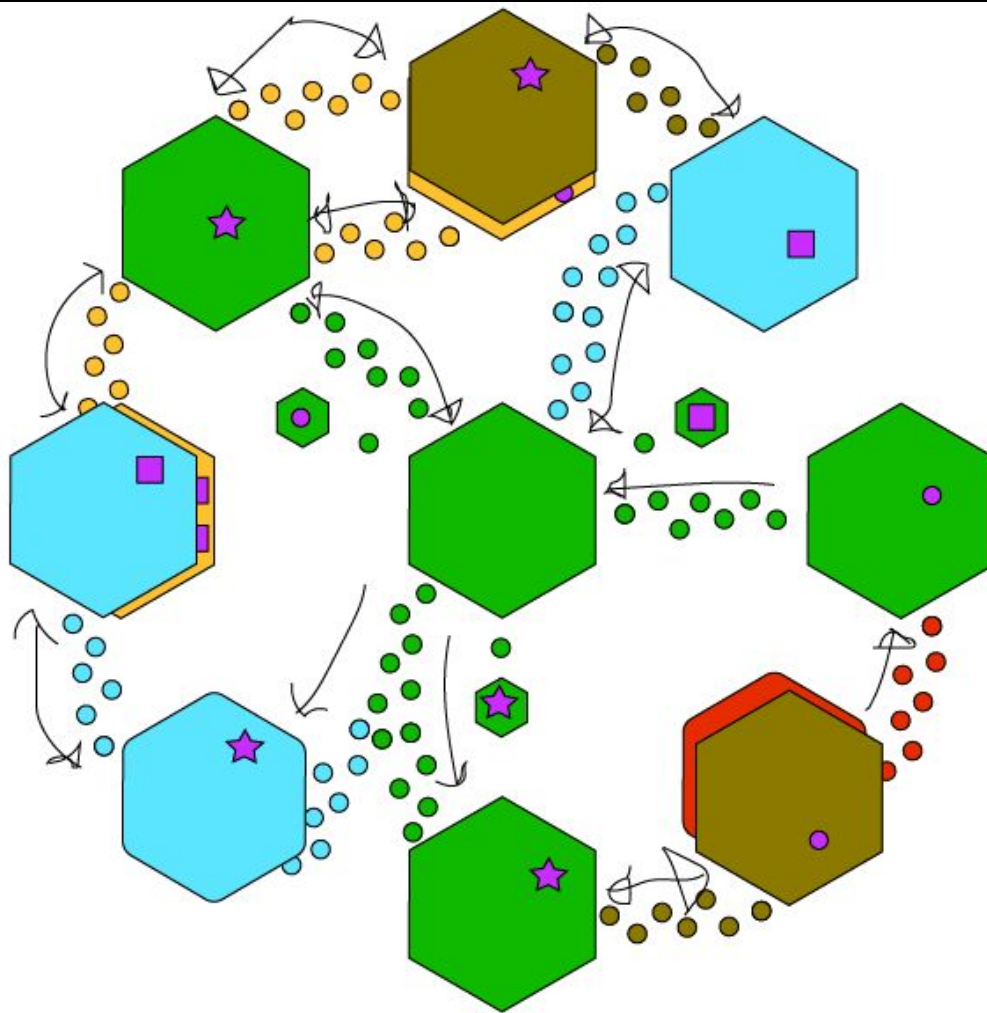
Dreamscape I





- Player starts on the center platform, and at their own disgression, works their way outward exploring the rest of the world and collecting different Orbs to make the world more beautiful. With the exception of the base platform, the player will only be able to see the platform that they are one Or travelling towards until they clear a particular section, in which case that section would become permanently visible.

Elevation Chart for Platforms



Player Starts on the center platform, and the flow of the map takes them slowly but surely, and comfortably, outward toward explorative areas.

- ONLY the base platform and the platform that the players are on/going to is visible to them, unless a section has been cleared.

Level Design Scaffolding | Interaction - Jump

1. Introduction

Side View

Player presses
Space Bar and
realizes they can jump.

So they continue using it and make their way up the floating stairs

Incentive \wedge
(mysterious orb)

Upon obtaining the orb, the player becomes partially aware of its use, as it reveals the next area of their progression within the level.

Lonely Platform (Nowhere to go)

3. Experimentation

4. Application

Notably, upon completing the double jump, the player also learns about the three variant energy orbs, (green, cyan, magenta, which are the objectives of the level. They will reveal certain visibility orbs to the player, as well as beautify the 'dream terrain.'

2. Rehearsal

Only way to cross the gap is to double jump.
Players will expand upon their recently
learned knowlegde of jumping by
learning to DOUBLE JUMP.

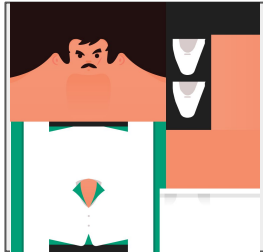
Sometimes, there are instances where a player cannot return from where they came from, because the island steps are only activatable from one side. In these instances, the player will need to apply what they learned and problem solve to find a way to progress beyond their unfortunate confinements.

Not all visibility orbs activate the island steps they are immediately next to, and they only activate them for a short time. The player will need to **make plans and execute them** to progress to the end.

Player Model



player 'skin'



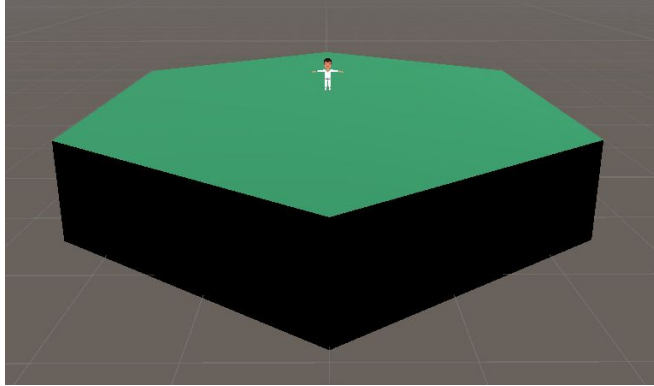
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Key features

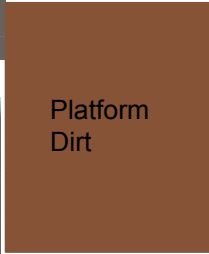
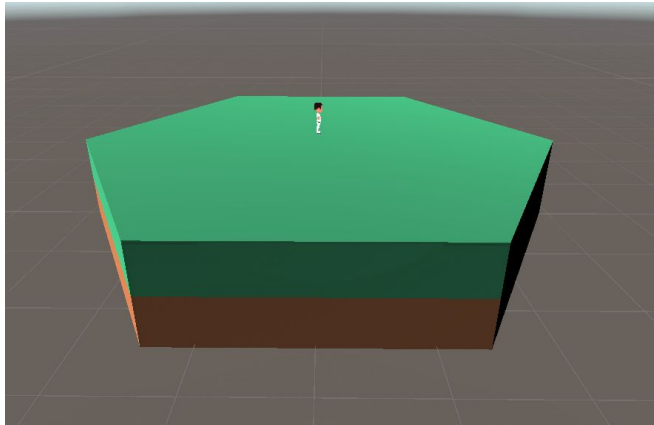
- The Player Model moves by inputting commands using the Arrow Keys, W, A, S, D keys, which are used to move forward, left, backward, and right, and the space bar, which are used to jump, and double jump
- Its purpose within the game is to provide the player a means by which they can explore the in-game environment. It acts as their avatar.
- Its relationship to the player is that it acts as their avatar. It *is*, their avatar. It is the model for the character they are using to play the game.
- The player will interact with it by using button inputs, which will have a direct command on how the character model moves.
- These movement interaction will be signalled to the player mainly by their desire to continue forward in the game. They need to move to get to explore and obtain game objectives. Additionally, if this is a part of the course, there will be instructions in a pause menu as well that the player can access.

Nature Platform

(Player Model Used For Size Reference)



Platform
Grass



Platform
Dirt

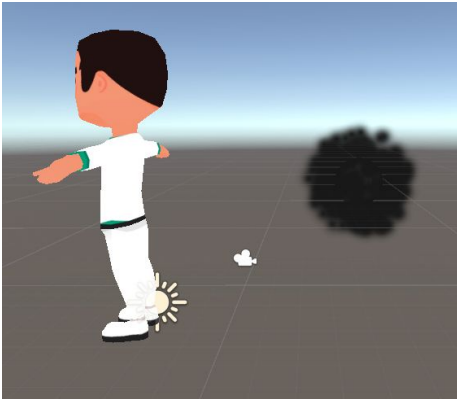
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Key features

- These platforms do not move, and they do not break. They are spawned by the player when the player interacts with their associated visibility orbs, and STAY spawned only while the player is being influenced by their associated Checkpoint.
- Their purpose within the game is to act as the main crux of the game's play environment. These islands are the basis by the which the shape of the level takes form.
- Their relationship with the player is that of the player's means by which they will explore. Without these nature platforms, there can be no level, and thus, no exploration.
- The player interacts with these by walking and jumping on them. They act as the ground for the player to stand on the majority of the time, and also serve as the locations for the game's main objectives, the energy orbs.
- This will be signalled to the player through visibility. The environment of the game is 'created' by the player picking up the objectives and interacting with the obstacles. These platforms are the only places the player can go, and thus, it will be implied that they are the 'playable environment.'

Visibility Orb

(Player Model Used For Size Reference)



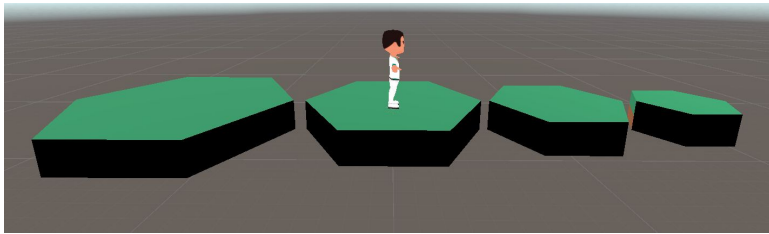
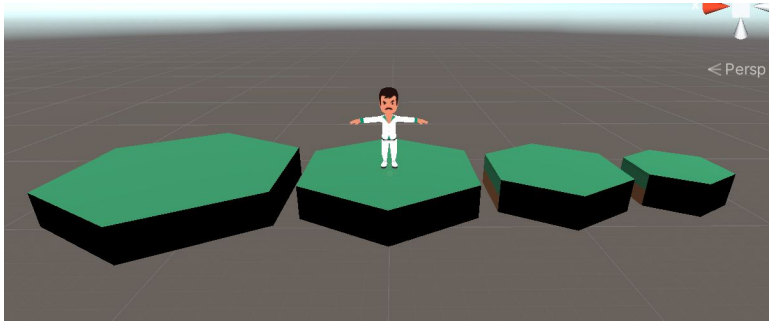
The emissive texture is for a particle effect that creates the Magic-looking fog ball
(Personal-Made)

Key features

- It does not move, but it can be temporarily dissipated
- Its purpose is to be used as both a tool and obstacle. Without the visibility orb, the player cannot reveal the paths they must take to navigate the map, while at the same time, the very presence of the orb creates an obstacle of visibility itself, limiting the players ability to navigate the map without the use of memory or mental mapping.
- Its related to the player because it is through this kind of orb that the player reveals paths around the map. It is entity allowing them to traverse the in-game map.
- The player interacts with the Orb by walking into it. Scripting will activate when it comes into contact with the player model, which will cause its associated path to become temporarily visible. They can be interacted with to reveal their paths an infinite amount of times.
- This will be signalled in the beginning of the level, because on the main starting platform, it will be the only visible item that the player can reach. When it is reached, it will have an effect, and the player will learn that it can be interacted with, thus being used as a tool to enable their progression within the level.

Island Step (All 4 Variations)

(Player Model Used For Size Reference)



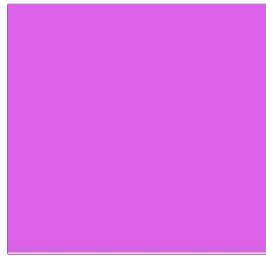
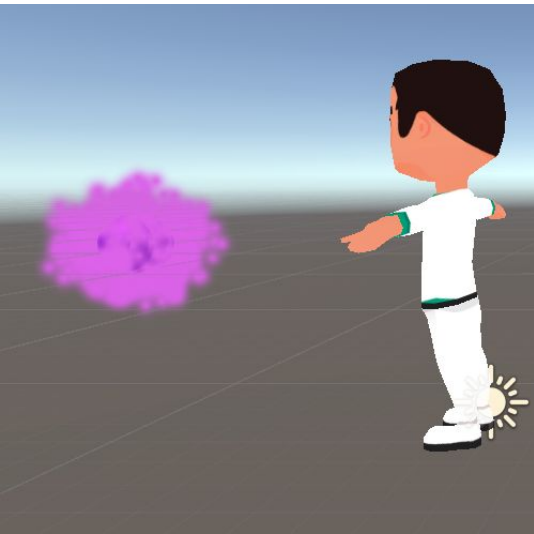
Platform Grass	Platform Dirt	Cite: premade asset from https://kenney.nl/
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Key features

- Some of these objects may move back and forth, side to side, or up in down, however some of these objects will be stagnant. They do not break, however they DO 'phase in and out of reality.'
- Their purpose within the game is to act as stepping stones for the player to hop between the nature platforms of the level.
- Their relationship to the player is that of cause and effect. The player causes them to temporarily 'phase into reality' by picking up an in-game 'visibility orb.'
- The player will interact with these mini-platforms by jumping on them as a temporary ground to travel on. The stepping stones will act as bridges between the islands. The player will be moving across those bridges.
- The player will learn the mechanic of their spawning and timing by the means for them to start the level. They must obtain the base island's visibility orb to cause the other nature platforms to appear in the game world. And the main island's main orb is obtained by picking up a smaller orb below it, which will create a staircase by which the player can reach that main orb. This will establish the mechanic in its base form, which will become more apparent to them as they see it more often.

Magenta Orb

(Player Model Used For Size Reference)



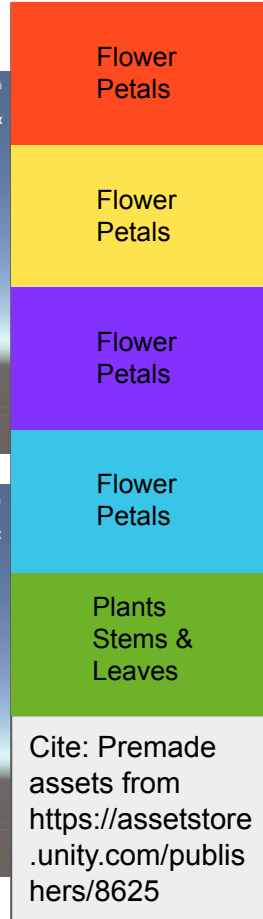
The emissive texture is for a particle effect that creates the Magic-looking fog ball
(Personal-Made)

Key features

- It does not move, but it can be temporarily dissipated
- Its purpose is to be used as an objective. The player obtains an orb to grow the game world's flowers, and permanently reveal a section of the game environment when all of a particular section's orbs are obtained.
- Its related to the player because it is through this kind of orb that the player reveals the sections in a permanent capacity, and allows them to partially beautify the dream environment.
- The player interacts with the Orb by walking into it. Scripting will activate when it comes into contact with the player model, which will cause its associated items to spawn in and grow. When they are interacted with, they will permanently disappear, as the objective associated with the item will have been obtained.
- This will be signalled in the beginning of the level, because on the main starting platform, it will be the one of the three orbs revealed by the game's initial visibility orb. The player will learn that it can be interacted with, thus being used as a tool to enable their progression within the level.

R,B,Y,P Flowers (All 8 Variants)

(Player Model Used For Size Reference)

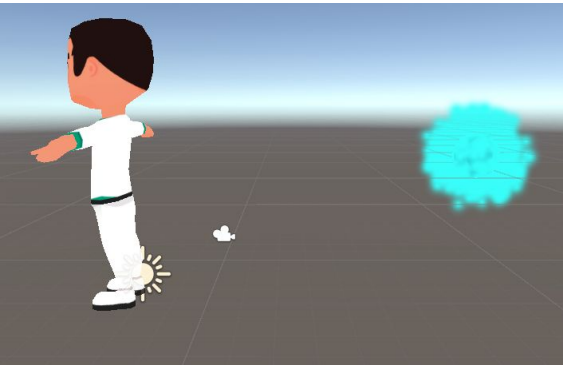
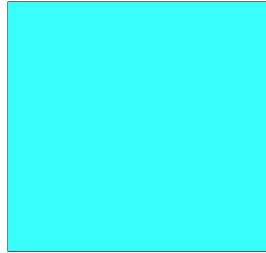
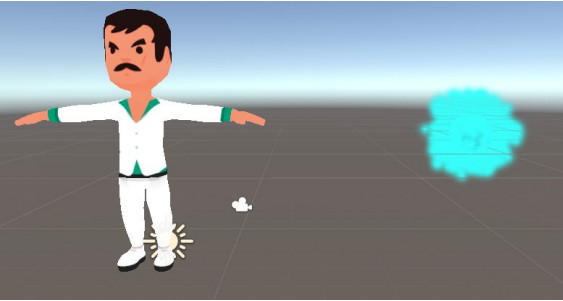


Key features

- They do not move or break, however they do grow when a player gains certain in-game orbs
- Their purpose within the game is to serve as an aesthetic. They work to help beautify the in-game environment as the player progresses.
- The relationship between them and the player is that they appear as a result of the player's actions. If there were no player, there would be no flowers
- The player does not interact with the flowers other than viewing them on their game screen.
- When a player picks up a particular orb, the flowers will appear. This will signal to the player, if not on the first occurrence, then the second or third, that they are directly linked to the player's progression through the level, and that they can be spawned as a result of the player's actions.

Cyan (Light Blue) Orb

(Player Model Used For Size Reference)



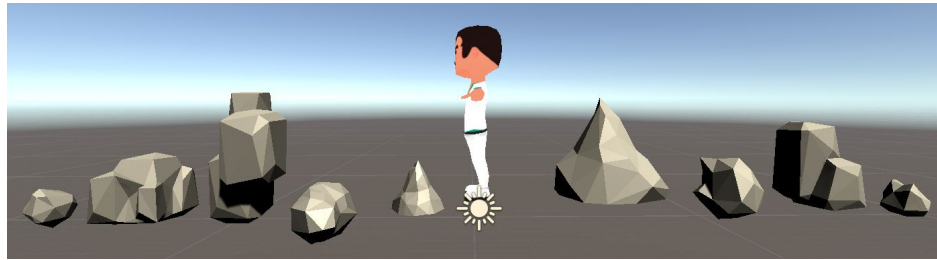
The emissive texture is for a particle effect that creates the Magic-looking fog ball
(Personal-Made)

Key features

- It does not move, but it can be temporarily dissipated
- Its purpose is to be used as an objective. The player obtains an orb to grow the game world's rocks, and permanently reveal a section of the game environment when all of a particular section's orbs are obtained.
- Its related to the player because it is through this kind of orb that the player reveals the sections in a permanent capacity, and allows them to partially beautify the dream environment.
- The player interacts with the Orb by walking into it. Scripting will activate when it comes into contact with the player model, which will cause its associated items to spawn in and grow. When they are interacted with, they will permanently disappear, as the objective associated with the item will have been obtained.
- This will be signalled in the beginning of the level, because on the main starting platform, it will be the one of the three orbs revealed by the game's initial visibility orb. The player will learn that it can be interacted with, thus being used as a tool to enable their progression within the level.

Rocks (All 8 Variations)

(Player Model Used For Size Reference)



Rock

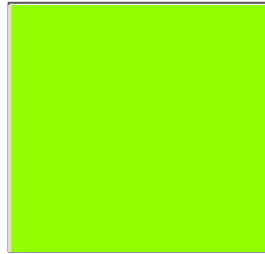
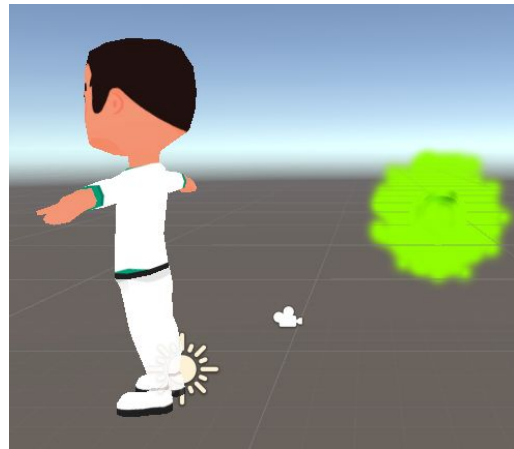
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assets from
<https://assetstore.unity.com/publishers/8625>

Key features

- They do not move or break, however they do spawn/grow when a player gains certain in-game orbs
- Their purpose within the game is to serve as an aesthetic, as well as to be objects that the player can climb on. They work to help beautify the in-game environment as the player progresses.
- The relationship between them and the player is that they appear as a result of the player's actions. If there were no player, there would be no rocks. They also function as a tool at times that the player can utilize to climb other objects.
- The player does not interact with the rocks other than viewing them on their game screen, and either climbing on top of them via jumping, or falling from a higher place.
- When a player picks up a particular orb, the rocks will appear. This will signal to the player, if not on the first occurrence, then the second or third, that they are directly linked to the player's progression through the level, and that they can be spawned as a result of the player's actions.

Green Orb

(Player Model Used For Size Reference)



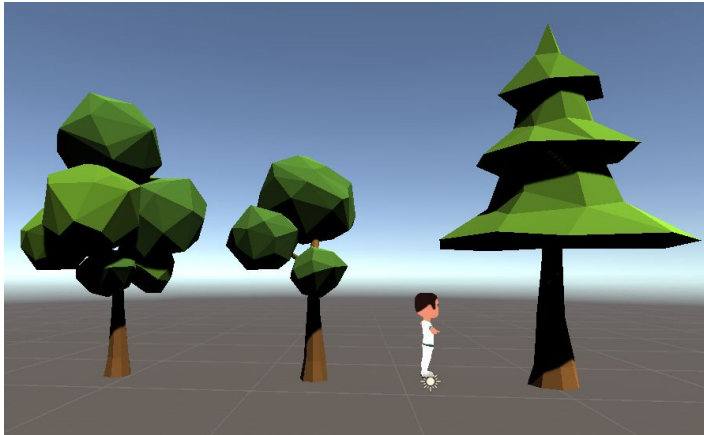
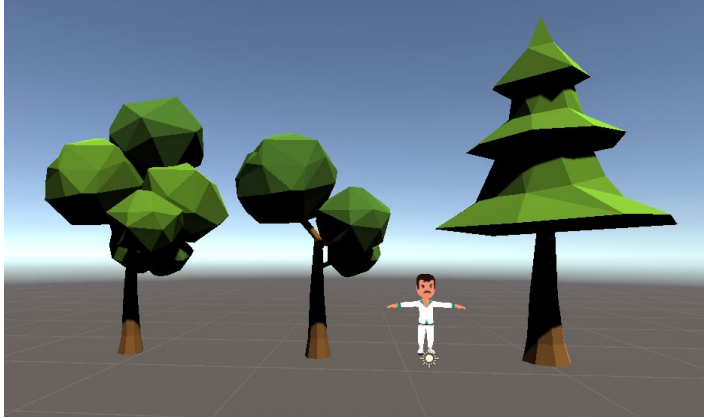
The emissive texture is for a particle effect that creates the Magic-looking fog ball
(Personal-Made)

Key features

- It does not move, but it can be temporarily dissipated
- Its purpose is to be used as an objective. The player obtains an orb to grow the game world's trees, and permanently reveal a section of the game environment when all of a particular section's orbs are obtained.
- Its related to the player because it is through this kind of orb that the player reveals the sections in a permanent capacity, and allows them to partially beautify the dream environment.
- The player interacts with the Orb by walking into it. Scripting will activate when it comes into contact with the player model, which will cause its associated items to spawn in and grow. When they are interacted with, they will permanently disappear, as the objective associated with the item will have been obtained.
- This will be signalled in the beginning of the level, because on the main starting platform, it will be the one of the three orbs revealed by the game's initial visibility orb. The player will learn that it can be interacted with, thus being used as a tool to enable their progression within the level.

Tree (All 3 Variations)

(Player Model Used For Size Reference)



Tree
Leaves



Tree
Wood

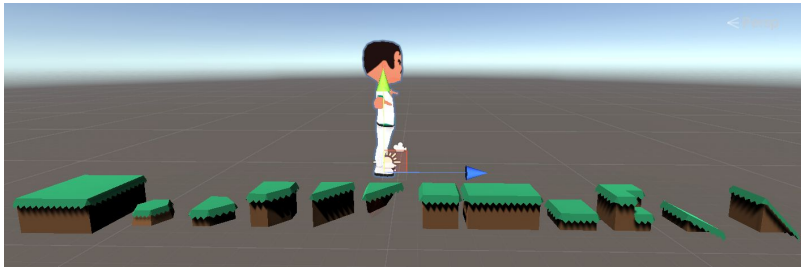
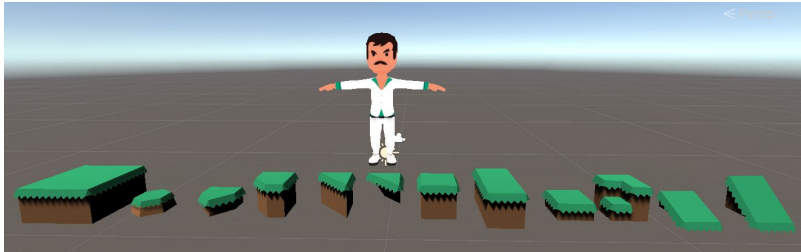
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<https://assetstore.unity.com/publishers/8625>

Key features

- They do not move or break, however they do grow when a player gains certain in-game orbs
- Their purpose within the game is to serve as an aesthetic. They work to help beautify the in-game environment as the player progresses.
- The relationship between them and the player is that they appear as a result of the player's actions. If there were no player, there would be no trees.
- The player does not interact with the trees other than viewing them on their game screen, and not being able to walk through them, as their trunks are considered solid objects.
- When a player picks up a particular orb, the trees will appear. This will signal to the player, if not on the first occurrence, then the second or third, that they are directly linked to the player's progression through the level, and that they can be spawned as a result of the player's actions.

Grass Block (All 12 Variations)

(Player Model Used For Size Reference)



Key features

- They do not move or break
- Their purpose within the game is to serve as an aesthetic, as well as to be objects that the player can climb on. They work to help beautify the in-game environment as environment additives to the 'Nature Platforms.'
- The relationship between them and the player is that they can be used as a tool at times for getting to higher places.
- The player does not interact with the grass blocks other than viewing them on their game screen, and either climbing on top of them via jumping, or falling on them from a higher place. They appear along with the floating islands (nature platforms) that the player is discovering as they explore the in-game level.
- When a player picks up a visual orb, the grass will appear with what they are considered additives of... the nature platforms. There isn't much, if anything, that these objects signal to the player, other than the fact that there may be hidden objects somewhere in the environment around them. At most, if the player has larger amounts of spacial awareness within their own logical processes, they have an ability of serving as clues that there is more to a particular nature platform than meets the eye.

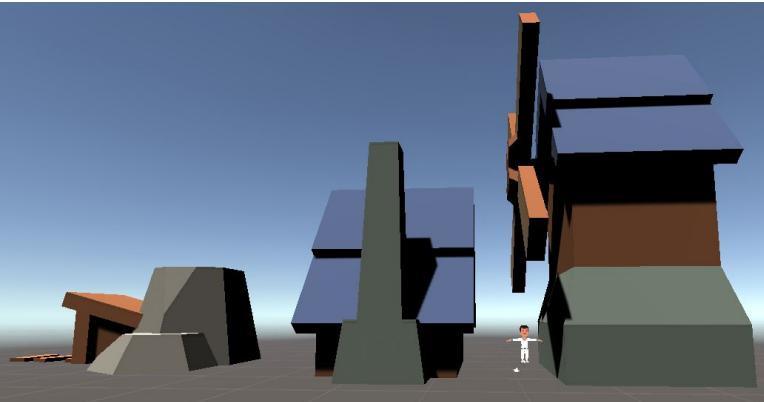
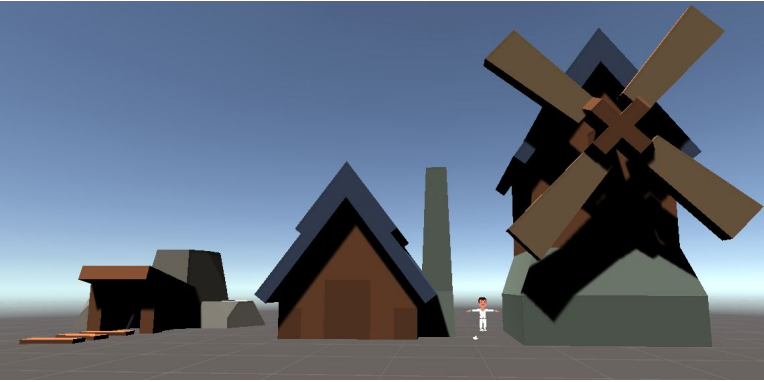
Platform
Grass

Platform
Dirt

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Structure_Large (All 3 Variations)

(Player Model Used For Size Reference)



Rock

Roofs

Wood
Accents

Wood

Stone

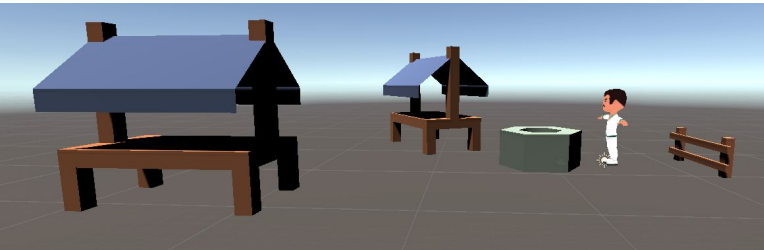
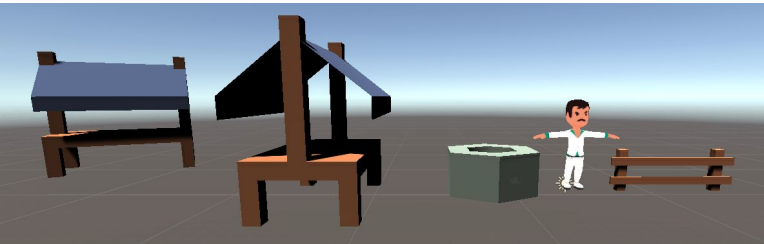
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Key features

- They do not move or break, however they do spawn when a player gains certain visibility orbs.
- Their purpose within the game is to serve as an aesthetic, as well as to be objects that the player can climb on. They work to help beautify the in-game environment as the player progresses.
- The relationship between them and the player is that they appear as a result of the player's actions. If there were no player, there would be no structures. They also function as a tool at times that the player can utilize to get to higher elevated/floating orbs.
- The player does not interact with the structures other than viewing them on their game screen, and either climbing on top of them via jumping, or falling from a higher place.
- When a player picks up a particular orb, the structures will appear. This will signal to the player, if not on the first occurrence, then the second or third, that they are directly linked to the player's progression through the level, and that they can be spawned as a result of the player's actions.

Structure_Small (All 3 Variations)

(Player Model Used For Size Reference)



Tarps

Wood

Water

Stone

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