

Combat Catalyst Level Design Document

SURVIVE ON DANGEROUS ROADS AND TEST YOUR SKILLS IN BATTLE!

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SHORT STORY

Our main character X, who doesn't know his life's purpose and is bored with life, sets out in search of it. Our character, who has been interested in close martial arts in the past, finally realizes her life's purpose on the road against bandits and similar difficulties, but it is too late to understand it.

LEVEL ATMOSPHERE

Our game starts on a road in a forest with no buildings around. The end of the road leads to three different small village. The road gives people feelings of uneasiness and loneliness. The village, on the other hand, is more crowded and lively. We are encouraged to explore the environment with the tasks we receive from the villagers in the village. In this way we can continue to feel lonely and creepy.

MAJOR AREAS

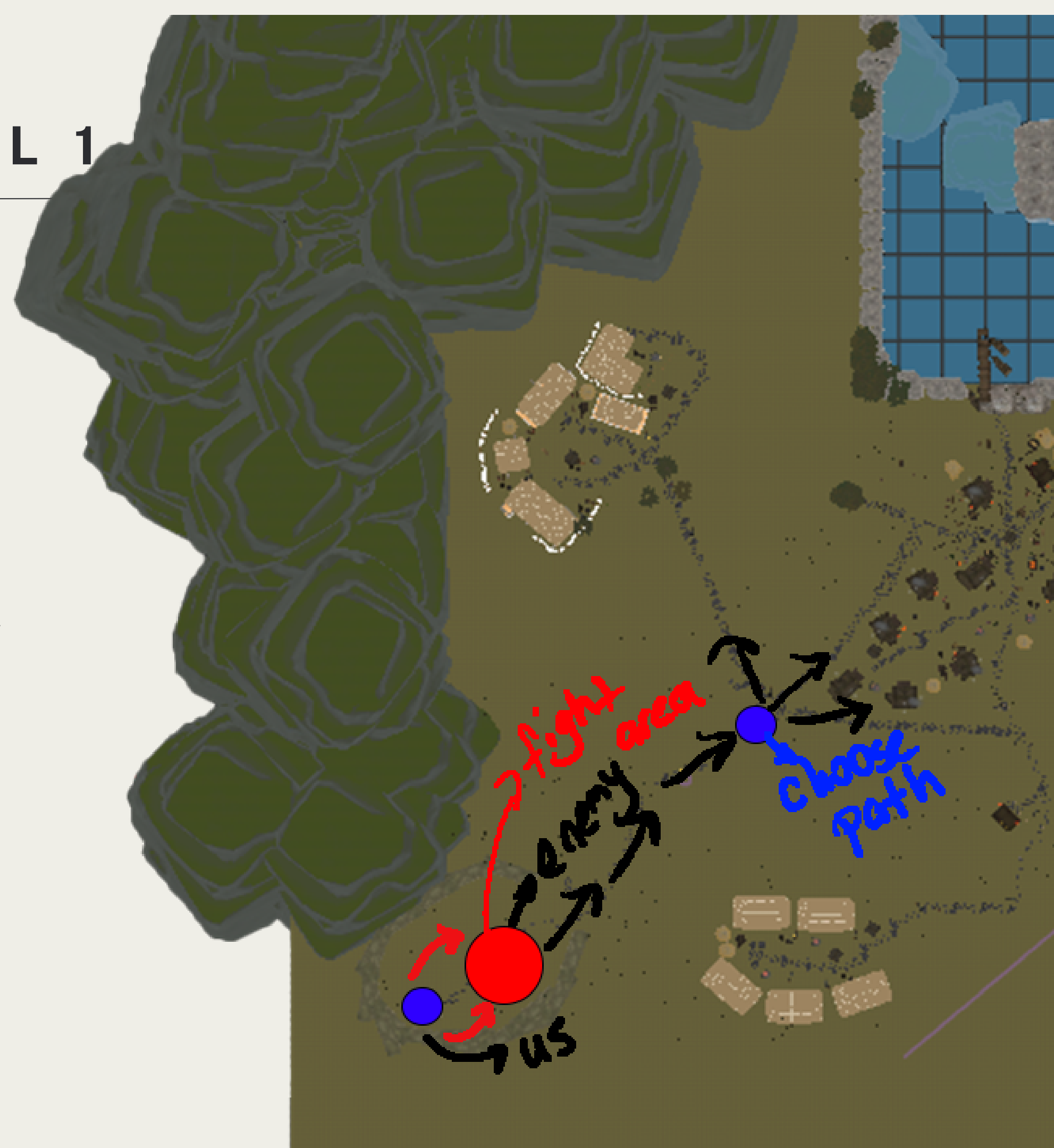


MAJOR AREAS



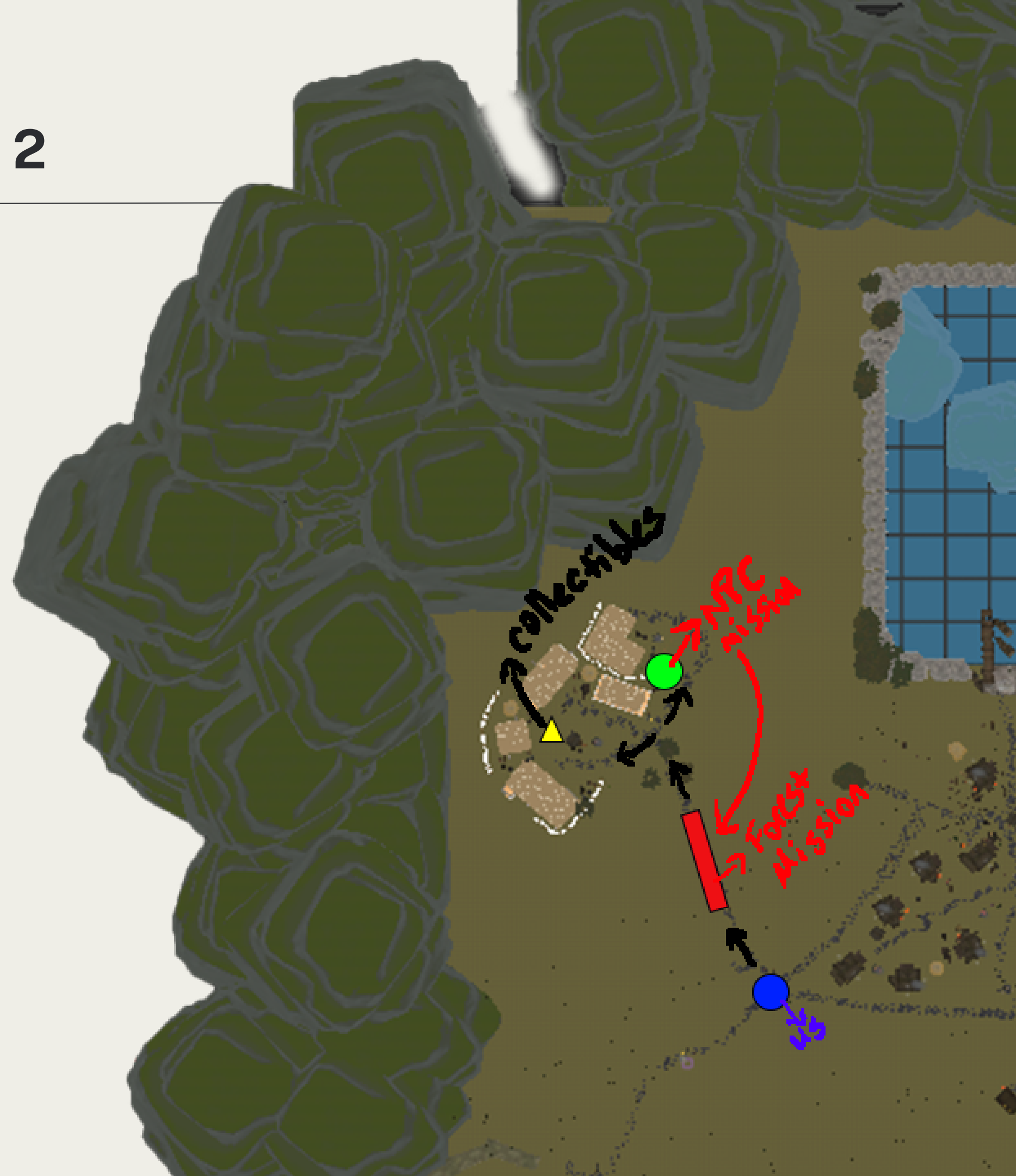
MAP OBJECTIVES / LEVEL 1

At Level 1, our character starts moving forward from where she was born. The lights on the road are there to help us navigate. As we move along the road, gangs of bandits attack us and try to kill us. We have to fight them. If we follow the road, the road splits into 3 in one area. At the 3 divisions, it is up to us which way to go.



MAP OBJECTIVES / LEVEL 2

At level 2, our character chooses and follows one of 3 paths. In this level we will assume that he goes to village 3. Our character goes to village 3 and meets an NPC in village 3. The villager asks for help to cut wood. Our character agrees with him for a certain amount of money and cuts enough trees in the forest with the axe he takes. When he cuts enough trees, he returns to the villager and takes his money and heads to the next village.



MAP OBJECTIVES / LEVEL 3

At level 3, our character asks a woman in the village to check on her friend who lives in a nearby shack. X goes to check and finds that the house has been raided by bandits. She rescues the man inside and returns to the village with him. She receives a very nice welcome for his work and earns many items.



MAP OBJECTIVES / LEVEL 4

On Level 4, our character returns to the village and sees a man fishing while taking a walk by the lake. She goes to greet him and starts fishing with the man. Here we enter the fishing minigame and play. When we catch 3 fish, the minigame ends and we earn a lot of exp.



MAP OBJECTIVES / LEVEL 5

Continuing to Village 2, our character hears that creatures are attacking the children playing there and sets off to the forest where they are hiding. There she fights the creatures and returns to the village and delivers their heads to the village headman. She receives his reward and continues to explore the map.

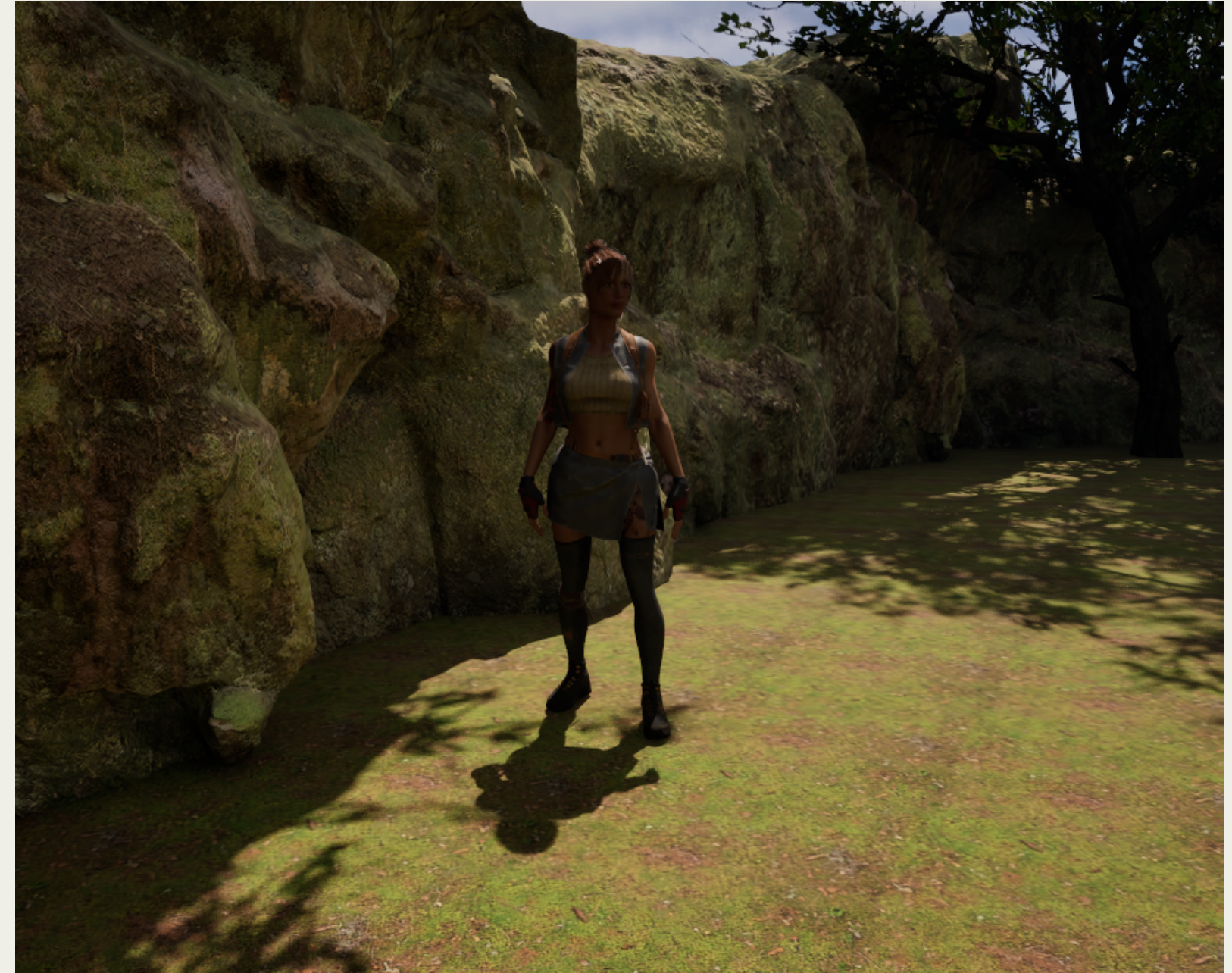


CHARACTER LIST

Main Character = X

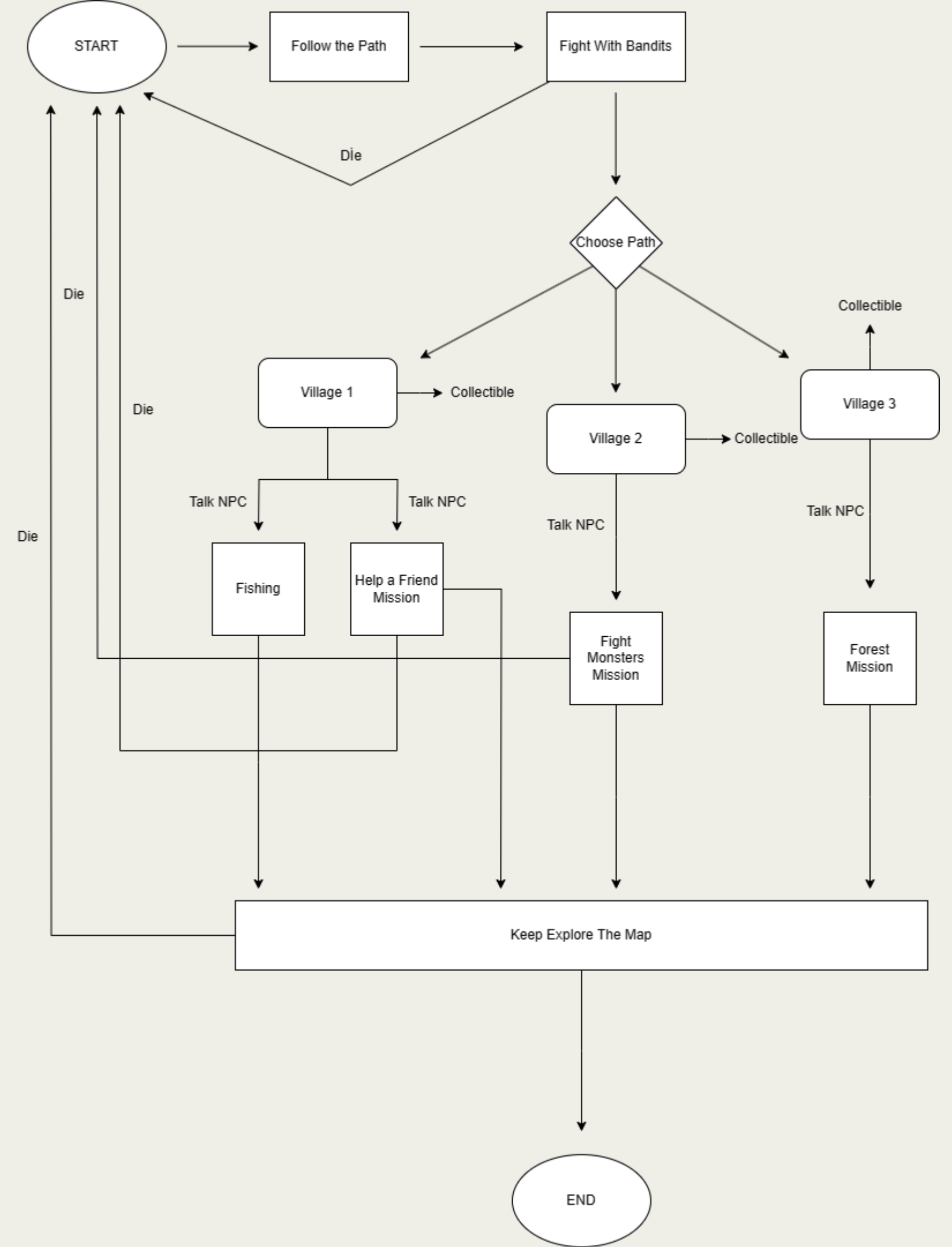
Enemies = Monsters and Bandits

NPC's = Villager 1 , Villager 2, Villager 3,
Villager 4, Children, Villager Headman

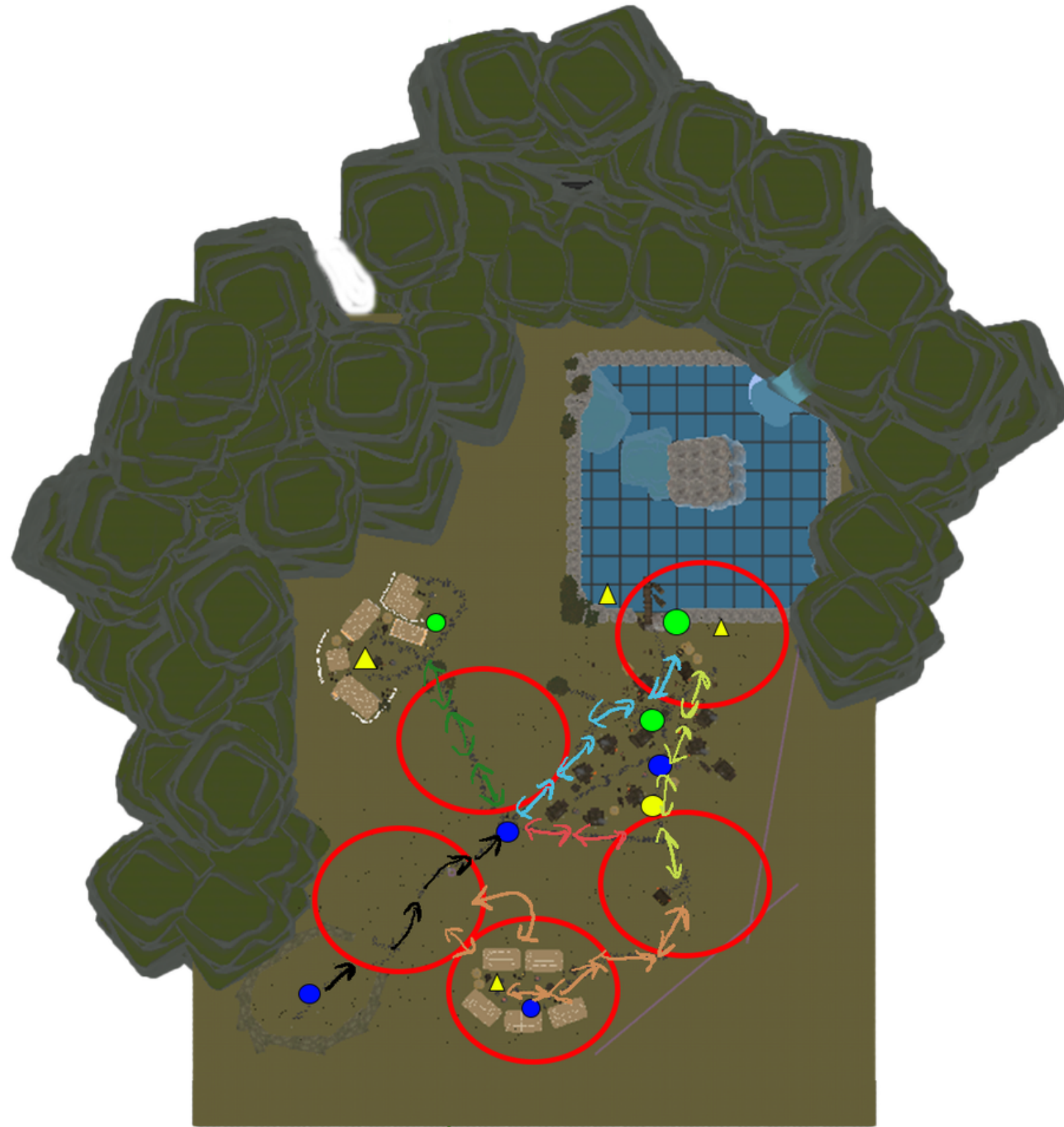
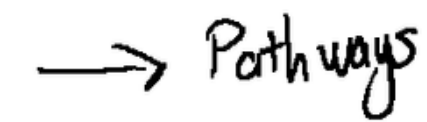
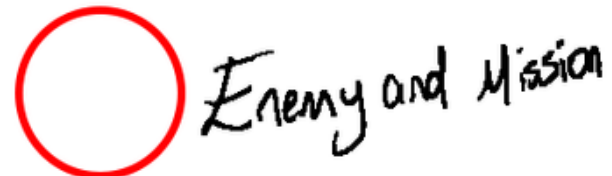
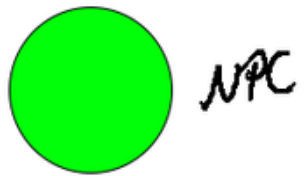


Main Character: X

LEVEL FLOW CHART



LEVEL LAYOUT



Thank you!

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