



# Level Design Document

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# Program

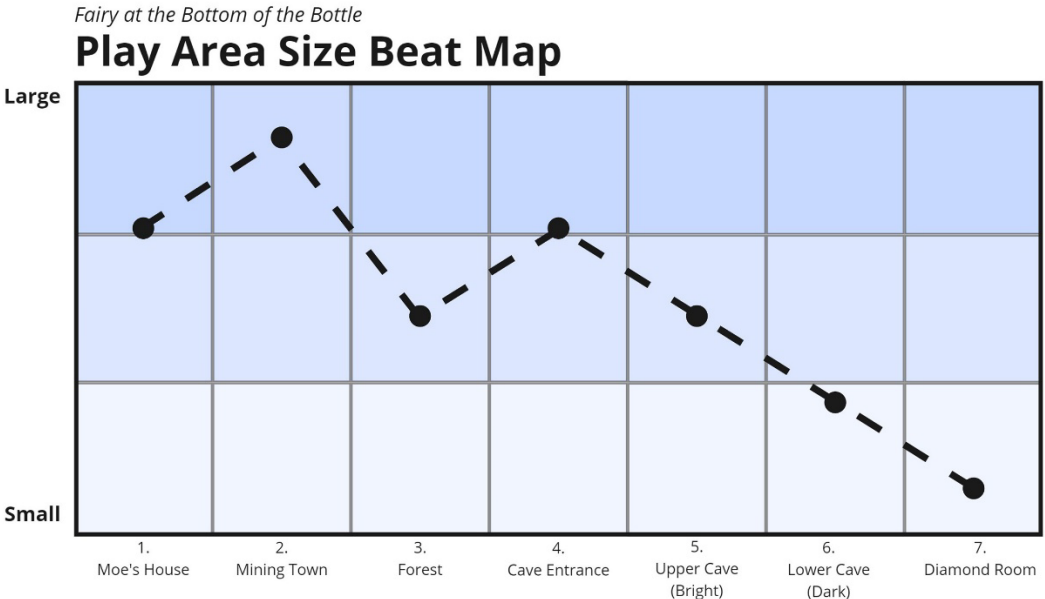
## Gameplay Requirements

Location/Beat Info	Gameplay Info	Visual Info	Narrative Info
<p>Mining Town Length: Short</p>	<p>Basic Locomotion: Teach Dialogue: Teach</p> <p>The player begins locked out of their house, and must find their key.</p> <p>Instead they find a green fairy, who says they've seen the key at the mines.</p> <p>The player follows the fairy to the forest, or explores town.</p>	<p>Small mining town, bright but quiet, no one outside.</p> <p>3-4 buildings, a well, sparse trees.</p> <p>Lone rail line that stretches into distance.</p> <p>A forest at the edge of town.</p>	<p>Setting Intro Character Introduction: Green Fairy</p> <p>Exposition: Drank Absinthe Plot: Green Fairy gains player's trust.</p> <p>The player wakes up locked outside of their house, drunk/hungover from the Absinthe bottle on the ground.</p> <p>Frustrated that they can't get in, they look for the key, only to encounter the green fairy, who promises to show the player where the key is</p> <p>The player is initially untrusting of the fairy, but eventually falls for their charm and follows them to the forest.</p>
<p>Wilderness Length: Short</p>	<p>The player follows the Green Fairy through the forest.</p>	<p>Overgrown forest, visual signs that no one has been here before.</p> <p>A path winds through the forest, but debris blocks the way.</p> <p>Birds can be heard chirping in the trees.</p>	<p>Exposition: Backstory of town/mine Plot: Green Fairy builds rapport with player.</p> <p>As the player clears a path through the forest, the Green Fairy mentions how empty the town is, before assuring the player that everyone is probably at the mine.</p>

<p>Cave Bright Length: Medium</p>	<p>The player continues to follow the Green Fairy through the mine, reminiscing as they do so.</p> <p>1-2 small deviations from the main path exist. These feature bonus dialogue that reveal more backstory/hint at the mines being abandoned.</p>	<p>A bright and saturated mine entrance (almost sickeningly so) with a blue sky and pristine equipment.</p> <p>Inside of the mine, torches burn bright, and the clanging of pickaxes can be heard. (although no mining can be seen)</p> <p>Corridors are wide and spacious.</p> <p>Small visual hints that the mines are actually abandoned (cobwebs, broken equipment etc.)</p>	<p>Exposition: Player's Past Role in the Mines</p> <p>The player and Green Fairy continue down the mine, assuring the man that the key is still further down.</p> <p>The Green Fairy asks the player questions about the mine, hinting that the role must be glamorous and brave work.</p>
<p>Cave Grim Length: Medium</p>	<p>The player continues to follow the Green Fairy, more unsure of their environment.</p> <p>At the end of the cave they reach a bright diamond. Upon trying to pull it out, the diamond falls and shatters, starting a cave in.</p> <p>As the player runs back the way they came, the environment caves in around them. The glamour of the mine is no longer present and now all looks decrepit and abandoned.</p> <p>Once they reach the top, a boulder lands right in front of the exit, before they abruptly wake up.</p>	<p>As the player gets deeper into the mine, it slowly fades into this style of cave:</p> <p>The environment becomes much more desaturated.</p> <p>Torches burn out, with green fungi instead dimly lighting the cave walls.</p> <p>Much more damaged equipment is present. Less subtle signs of a disaster and abandonment appear.</p>	<p>The Green Fairy's words become a bit harsher, hinting that they know more about the player than they let on.</p> <p>Eventually the Green Fairy starts overtly asking about the accident, and accusing the player of being greedy in pursuit of a supposed diamond deposit.</p> <p>Once the player reaches the diamond, the Green Fairy taunts them one last time before the cave in begins.</p>

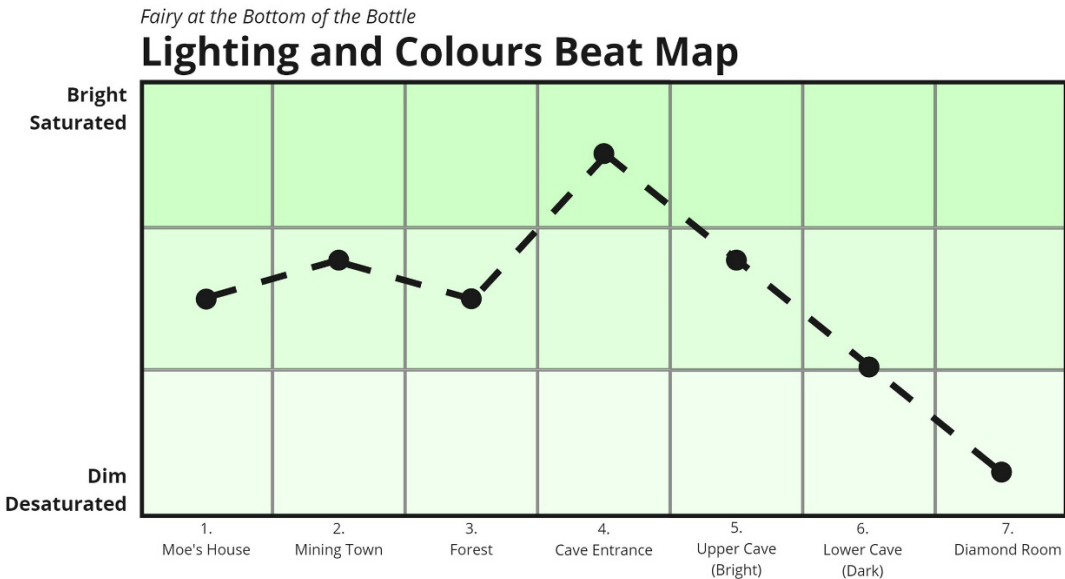
# Diagrams

## Beat Map – Play Area Size



Large play areas reflect Moe’s confidence and comfort. Small play areas reflect Moe’s discomfort and guilt.

## Beat Map – Lighting and Colour

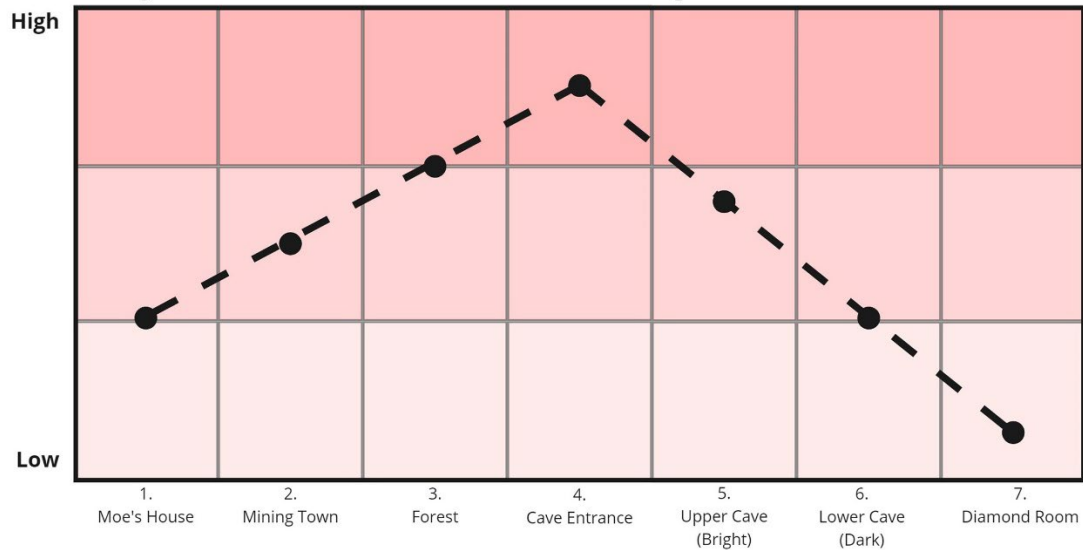


Bright saturated colours reflect Moe’s nostalgia and the fairy’s façade. Dim desaturated colours reflect Moe’s guilt and the fairy’s dropped façade.

## Beat Map – Level Elevation

*Fairy at the Bottom of the Bottle*

### Play Area Elevation Beat Map

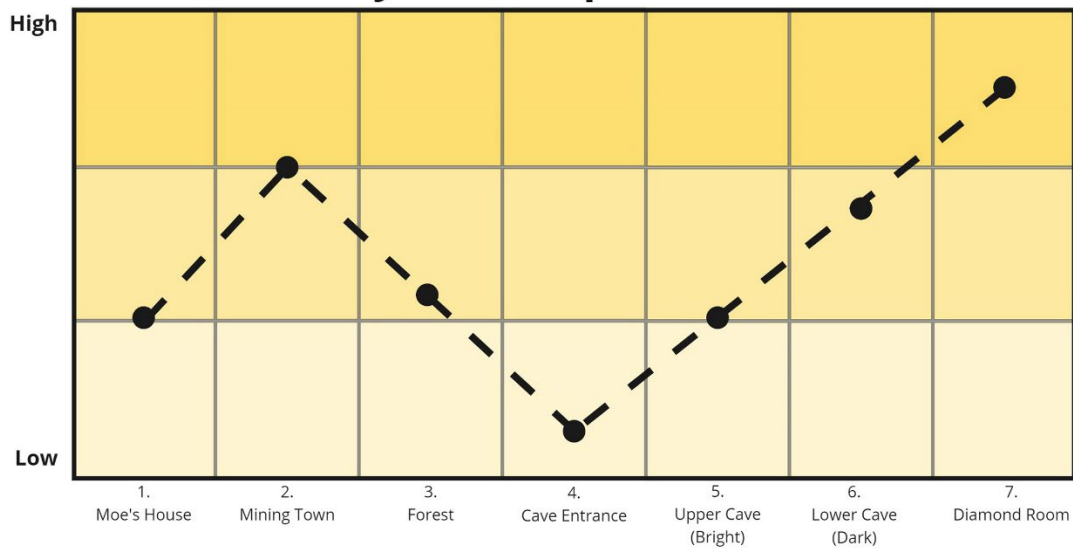


High elevation represents Moe's confidence and understanding of his environment. Low elevation represents Moe's confusion and fear.

## Beat Map – Music Intensity

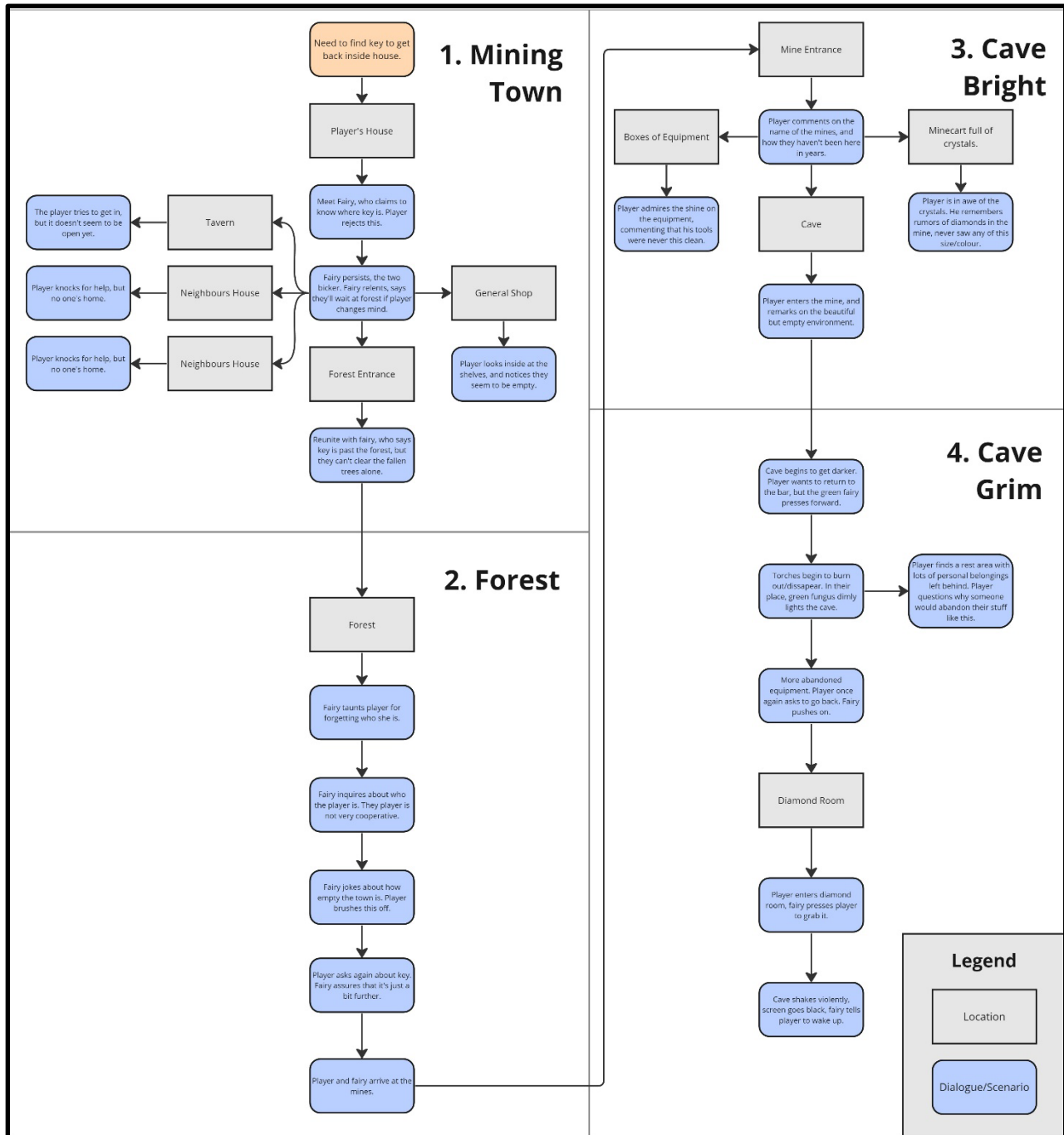
*Fairy at the Bottom of the Bottle*

### Music Intensity Beat Map



High intensity music reflects an intense or important point in the story. Low intensity music reflects a calm point in the story.

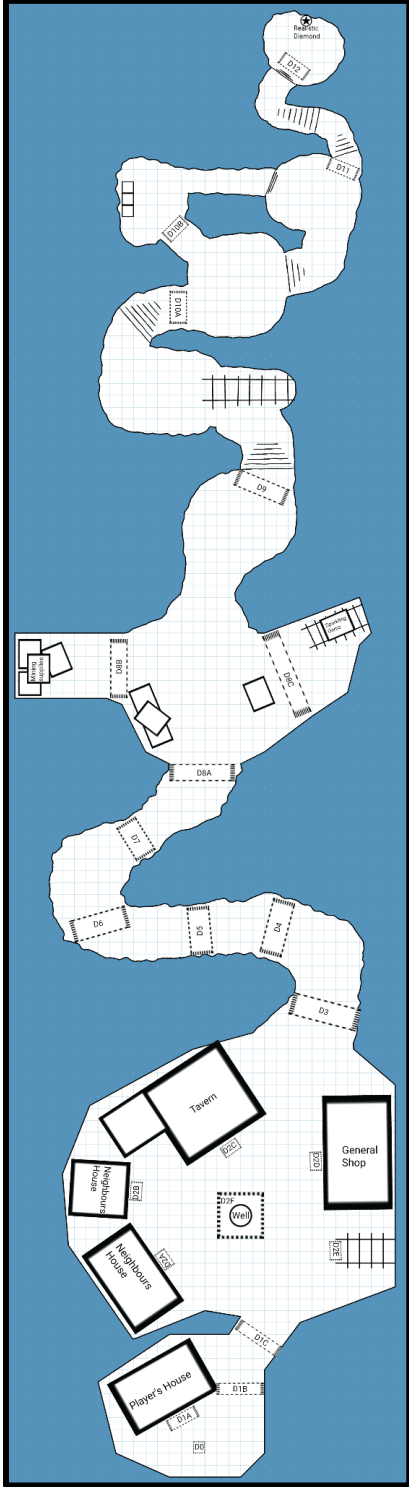
# Level Layout Bubble Diagram



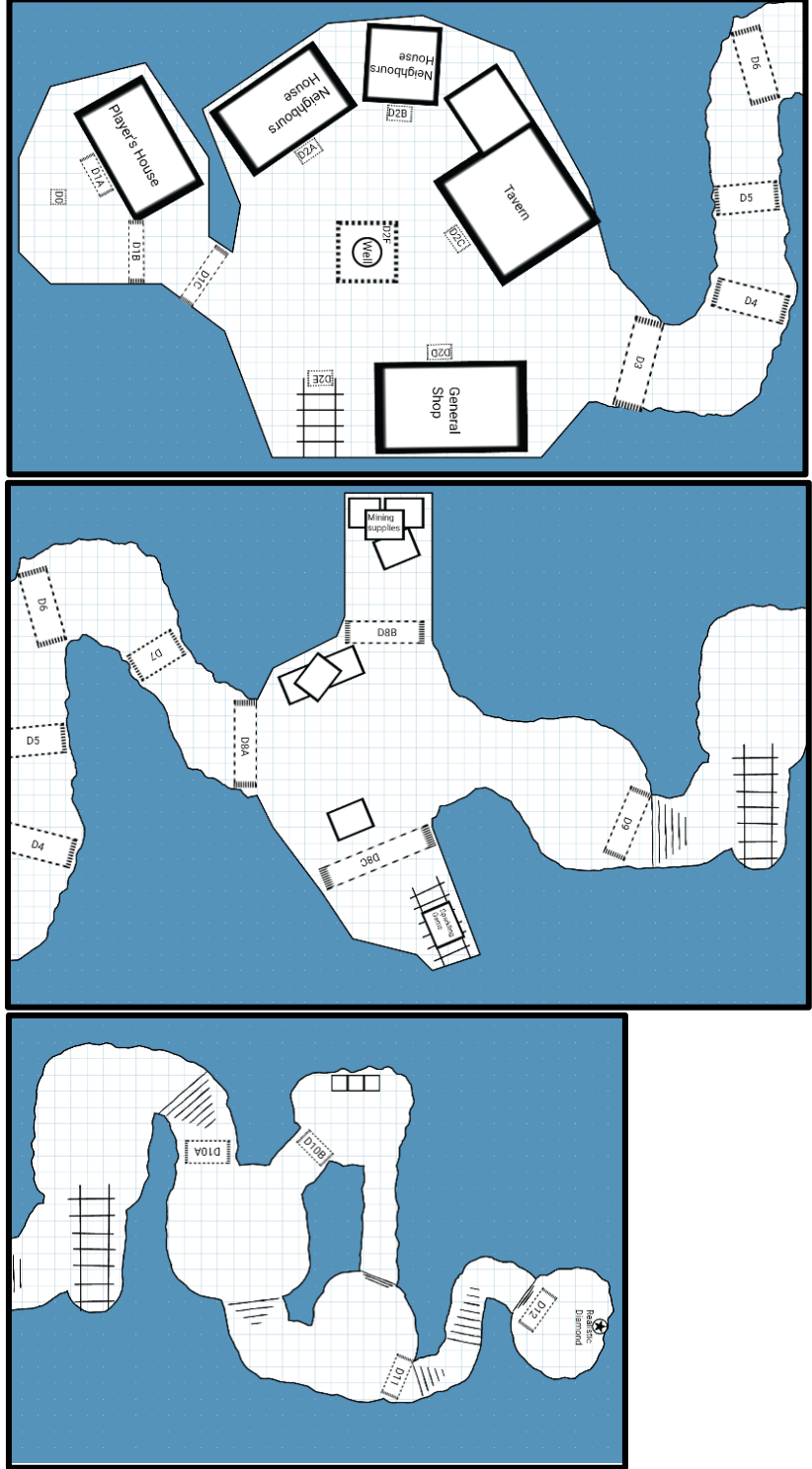
# Maps

## Level Map – Top-Down Diagram

Full Map (1 tile = 1 Unity unit)



Map - Split and Zoomed ( 1 tile = 1 Unity unit)





## Level Map – Top-Down Diagram Dialogue Legend

Code	Dialogue (Written by Kelly Hornung)
D0	MOE: ...how did I get here?  MOE: I think this is my house... get me in.
D1A	MOE: Get me in... get me in... did I lose my key again?  SFX: a giggle from afar  A trail of green sparkle becomes visible at a distance  MOE: What is that?  (Dialogue 1B is disabled)
D1B	MOE: Huh... I don't feel... did I lose my key again?  SFX: a giggle from afar  A trail of green sparkle becomes visible at a distance  MOE: What is that?  (Dialogue 1A is disabled)
D1C	GREEN FAIRY: Come along, silly thing. You dropped your key on your way home! I'll show you where it is.  MOE: Oh... thank you.  GREEN FAIRY: You're always losing it. Follow me.
D2A	Doesn't look like Jimmy's home... huh.
D2B	Peter isn't around today... where'd he go?
D2C	Never seen the tavern so dry before... closed today, huh?
D2D	Finally sold out of everything in the General Store, I guess.
D2E	Be seeing rails in my dreams for the rest of my life.
D2F	Anyone down there?
D3	GREEN FAIRY: Come along, dear. You want your key don't you?  MOE: Have we met before?  GREEN FAIRY: You don't remember me? Way to let a poor girl down.  MOE: I'd like the key to my house now. I want to go inside, my friends are there.  GREEN FAIRY: It's this way, honey.

D4	<p>MOE: Have I seen you in the bar before?</p> <p>GREEN FAIRY: Now you remember! Many times.</p> <p>MOE: Why don't I remember how we got here?</p> <p>GREEN FAIRY: We've already proven your memory isn't too swell, honey...</p>
D5	<p>GREEN FAIRY: Watch your step, it's tricky out here!</p> <p>MOE: I know... this is my home. I work here.</p> <p>GREEN FAIRY: That's funny... you haven't been here in a long time.</p> <p>MOE: Yes, I have.</p> <p>GREEN FAIRY: When was the last time you showed up to work in the mines, dear?</p> <p>MOE: Oh.</p>
D6	<p>GREEN FAIRY: Not much further now. You dropped your key just up ahead.</p> <p>MOE: Really? When was that?</p> <p>GREEN FAIRY: About eleven years ago.</p>
D7	<p>MOE: How are you doing that? That sparkly thing?</p> <p>GREEN FAIRY: I'm very talented. I can do all kinds of things.</p> <p>MOE: Like what?</p> <p>GREEN FAIRY: I can make dreams come true.</p> <p>MOE: Dreams...</p> <p>GREEN FAIRY: Hey, where did all your friends go?</p> <p>MOE: They're in my house.</p> <p>GREEN FAIRY: Are you sure about that?</p>
D8A	<p>GREEN FAIRY: Remember this?</p> <p>MOE: Yes. We called this one the Pluto mine, because the planet was discovered that year.</p> <p>GREEN FAIRY: How charming! Would you like to go in?</p> <p>MOE: I haven't been inside in... years. It's been years. I don't work here anymore.</p> <p>GREEN FAIRY: Go on, take a peek! You dropped your key in there. Don't you want to go home?</p>

	<p>MOE: I don't live here anymore. That isn't my house anymore.</p> <p>GREEN FAIRY (<i>stern</i>): It's the only way to go home.</p>
D8B	Are the tools always this clean?
D8C	Looks like a good haul! I always wanted to find the biggest diamond of them all...
D9	<p>GREEN FAIRY: Isn't this nice? Aren't you glad you looked inside?</p> <p>MOE: It doesn't look how I remember it.</p> <p>GREEN FAIRY: No, it looks better doesn't it?</p> <p>MOE: Why aren't any of the guys here? Why was there no one in town? I've never seen this place so empty before.</p> <p>GREEN FAIRY: They didn't want to be here anymore. So they left.</p> <p>MOE: Why? What happened?</p> <p>GREEN FAIRY: Come now. It's your old memory again. You don't recall?</p> <p>MOE: Just tell me.</p>
D10A	<p>MOE: What are we doing here?! Why aren't we in the bar?</p> <p>GREEN FAIRY: I told you! I make dreams come true...</p> <p>GREEN FAIRY: Your greatest dream was right here. Weren't you looking for something in this mine?</p> <p>MOE: Oh god.</p> <p>GREEN FAIRY: But there were people in your way! You preferred whiskey to absinthe back then, but it was all the same to them.</p> <p>MOE: I didn't hurt anyone. Did I?</p> <p>GREEN FAIRY: That depends. You gave them a good fright, that's for sure. Most of them got away from your rampage...</p> <p>GREEN FAIRY: But a few nice boys got stuck down here after you used that pickaxe on the walls.</p> <p>MOE: No! I didn't want to!</p> <p>GREEN FAIRY: But you did. A little further now...</p>
D10B	A lot of things left here... did they mean to do that or - ?

D11	<p>GREEN FAIRY: I don't blame you for wanting to forget all this -</p> <p>MOE: Peter! Jimmy! I left them behind in here.</p> <p>GREEN FAIRY: You did. And then spent the rest of your life trying to forget it.</p> <p>MOE: Are they in there?</p> <p>GREEN FAIRY: No, silly, it's a treasure! Go on, take it.</p> <p>MOE: What about my key?</p> <p>GREEN FAIRY: It's the only key that will take you home.</p>
D12	<p>MOE: What?</p> <p>The screen starts to shake, implying the mine is becoming unsteady.</p> <p>GREEN FAIRY (growing angry): Take it! You wanted it, so take it!</p> <p>MOE: I don't want to remember this!</p> <p>GREEN FAIRY: Take it!</p> <p>The player interacts with the diamond, and then they lose control of Moe. The screen shakes more, and then the screen turns into a black out.</p> <p>The Green Fairy appears one last time on screen. Perhaps she is giggling:</p> <p>GREEN FAIRY: Wake up! WAKE UP, YOU FOOL!</p> <p>End.</p>

# Music Progression in Level Areas

	A	B	C	D	E	F	G	H	I	J	K
1	Area		1. Moe's House	2. Mining Town	3A. Forest Start	3B. Forest End	4. Cave Entrance	5. Upper Cave (Bright)	6A. Lower Cave Start	6B. Lower Cave End	7. Diamond Room
2	Music	Track	Saloon	Saloon	Saloon	Strings	None	Reflection	Reflection	Reflection	Reflection
3		Intensity	Mid	High	Mid	Low	-	Low	Mid	High	High
4	Ambience	Track	Outdoors	Outdoors	Outdoors	Outdoors	Cave	Cave	Cave	Cave	Cave
5											

Level Greybox – Top-Down Screenshot



Final level – Top-Down Screenshot

