

# Yokai Dash

## Level Design Document



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## Change Log

Author	Date	Version	Notes
Thomas Ishikawa	7/06/2024	v 1.0	Document is established
Thomas Ishikawa	21/06/2024	v1.1	Received feedback to change the lighting environment to make it darker and added visual effects to ability. Added level objectives to make player goals more clear.

# Level Design Overview

## Gameplay Overview

The Player will go through an environment based on Feudal Japan at a fast speed. Players will use their dash ability to navigate through the environment, while defeating enemies.

### Player Focus

The focus of the player in this level is to learn the mechanics of the game (dashing, and jumping) and defeating the enemies to reach the end of the level.

### Level Objective

- Learn Mechanics (dashing and jumping)
- Defeat Monsters
- Reach end of the level

## Theme & Genre

<b>Genre</b>	Action, Platformer
<b>Perspective</b>	First Person
<b>Age</b>	8+
<b>Gender</b>	Gender Inclusive
<b>Platform</b>	PC Windows

## Narrative Setting

Feudal Japan based on the scenery of the city Kyoto.

## Notable Gameplay Mechanics

Name	Descriptor	Controls
Dash	Player dashes to location, while cutting enemies on its path. With wind visual effects indicating the player is dashing.	Right Click
Jump	Player is able to jump on roofs with their vertical jump.	Spacebar

## Architectural Style

The art style is heavily inspired by feudal Japan, specifically Kyoto in the 1700's. The buildings will have concave roofs that are triangular and have a simple color scheme of dark blue, white, and wooden brown.

## Gameworld & Environment

This level will be made in feudal Japan lit up at night. The player have a clear lit path, with a road and lanterns to guide them towards the start and the end of the level.

## Level Progression

### Beat Sheet

- Level Start
- Exposition, player starts at the entrance of a town in feudal Japan.
- Player see's an exclamation mark, and walks up to it
- Learns how to jump
- As they reach the middle of the town, suddenly a monster falls from the sky
- It looks around, stares at the player, then runs away
- Afterwards it runs away towards the end of the level while leaving behind minions on its trail
- Player sees this, and chases after monster
- Player receives the UI and tips on using the dash mechanic
- Chase starts, teach player how to dash into monsters for a reset
- Player goes through a linear level, and dashes into all the monsters that spawned
- towards the end, player sees a glowing light and stairs that enter into a temple

**Town Level Beat Sheet**

	Level: Town F1-F3		Time: 5-10 Minutes		
FREE ROAM	Walk through main entrance	Into the main street	Climb up stairs from F1-F3	Reach F3	Move to next level to chase the monster.
ACTION					
NPC Quest	Encounter Exclamationmark	Follow next exclamation mark, learn to Dash			
CUTSCENE				Start Cutscene, Monster appears	End Cutscene
Min Time	2 minutes	3 minutes	3 minutes	20 Seconds	10 Seconds

Chase Level Beat Sheet		
<b>Level: Chase Level</b>		
Player walks towards the stairs down and sees monsters	Player goes through various obstacles and defeats monsters.	At the end, player sees a pillar of light and enters temple to end the level.
Temporarily disable movement. Dash UI and blade is drawn.	Movement is enabled. Player objective is to dash through as many enemies as possible.	
15 Seconds	2 minutes	30 seconds

## Asset List

Asset list is linked with an accompanying file under the name ThomasIshikawa\_LDD\_AssetList\_Final\_V2..

## Visual References

### Mood Board

Mysterious, Dark, and Energetic

*Night Time Feudal Japan Moodboard*

## Reference Images

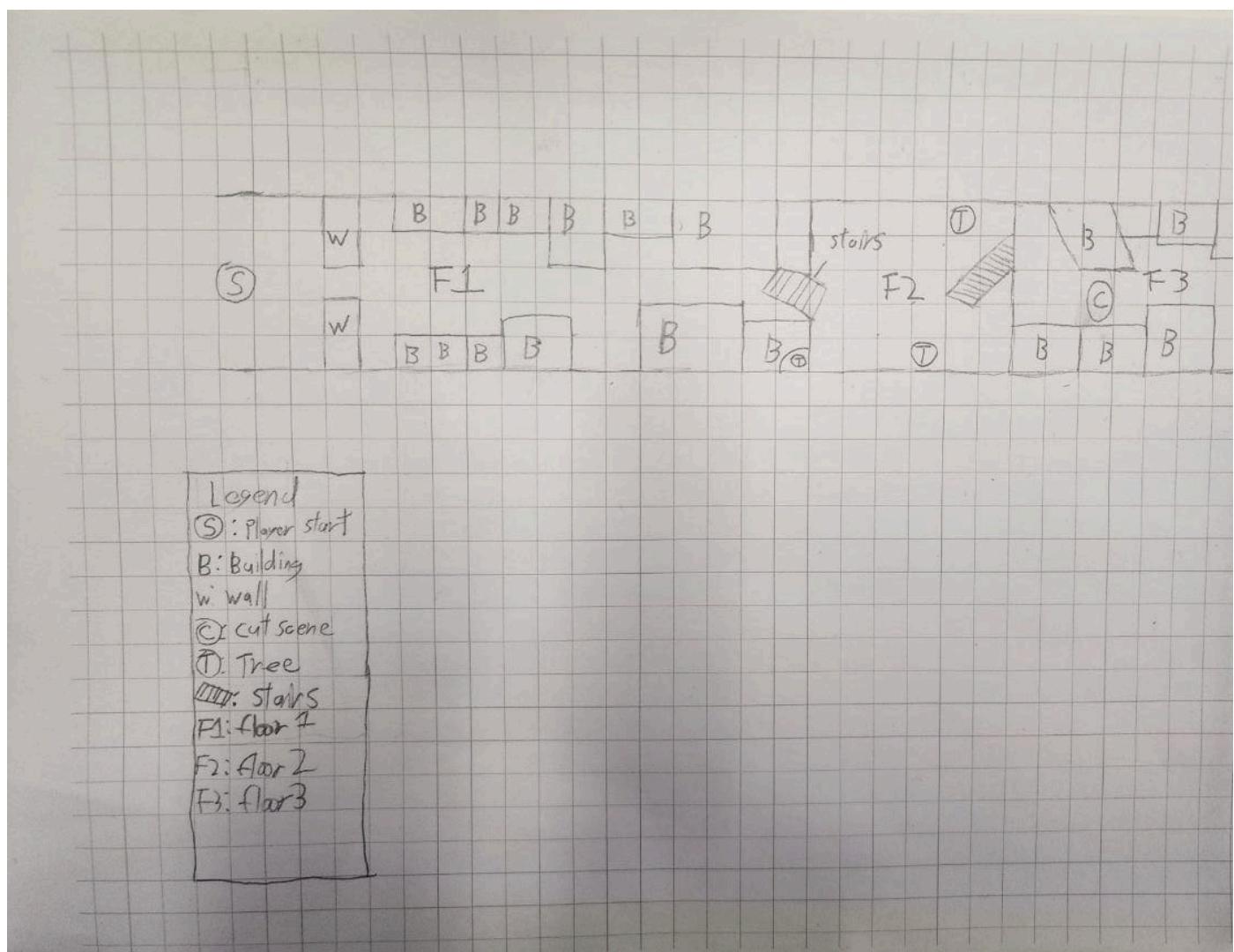


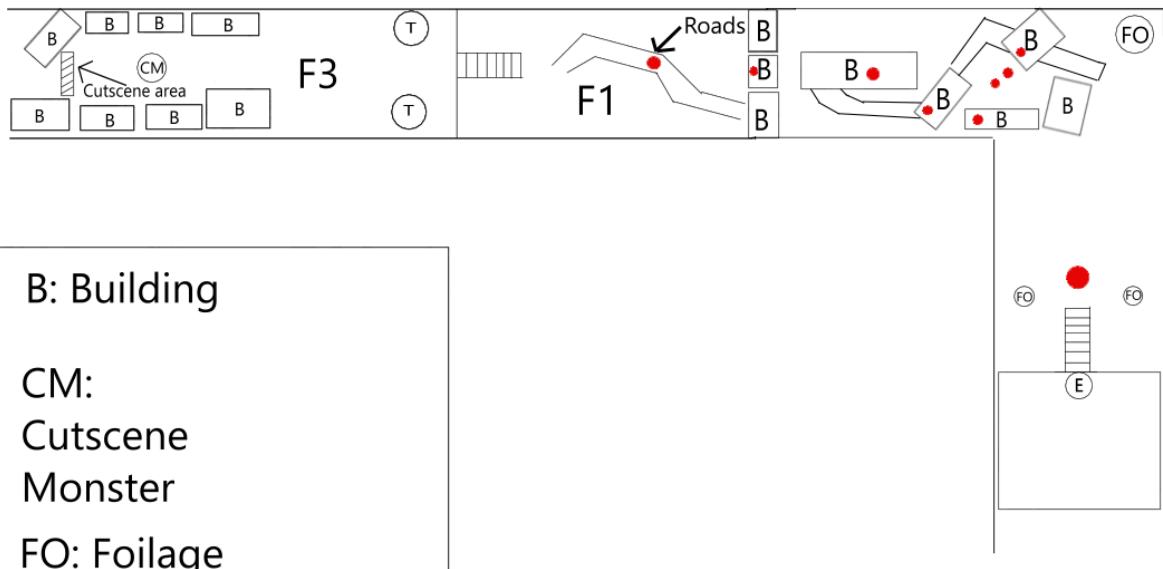
## Lighting

Dark outdoor night lighting that is cool and slightly dark, that still allows visual clarity for the player for pathing, especially on roofs. Red lights on lanterns for a more believable experience, and warmer lights from other light sources.

## Level layout

Players will start at the S marked on the map. Then they will navigate through the linear environment towards F3. Once they reach F3, they will encounter a cutscene which introduces the boss of the game. The boss will then run away, and players will end up chasing the boss towards the end of the game. The UI of the player will be introduced as soon as the cutscene is over. And hints will start appearing as the player navigates to the end of F3. Game will end when players reach E, which is the end of the level.





B: Building

CM:  
Cutscene  
Monster

FO: Foliage

T: Tree

F3: Floor 3

F1: Floor 1

|||: Cutscene Area

●: Enemies

||||: Stairs