Level Design Document- Obstructions

Storyend Studios | Julian Benchimol

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Overview:

As the player makes their way through the game world, they'll be met with many different obstructions and puzzles that prohibit them from continuing their journey. Each area will have **one major puzzle based obstruction** mixed with many **minor obstructions** (button presses, levers, etc.). Each of these major obstructions will be unique to the area, but the minor puzzles will be seen in each level to remind the player how each of these puzzles will be solved.

Bus Stop:

Acting as the tutorial level, the bus stop will act as the introduction to the minor obstructions with no major obstruction in the way. While the player is moving towards Peterson Farm, they will learn how each of these pieces work, as they will see them in later levels, as well as minor components in major obstructions. However, not every single minor obstruction will be shown, and will have mini tutorials in later parts of the game.

Minor Obstructions:

- **Floor Button:** These are large, heavy buttons that cannot be activated by the players themselves. The hammer has to be used to activate it.
- **Lever:** These are pull levers that have two different positions. While players can interact with them like normal, they may be placed out of reach. Here, players have to use the whip to pull the lever, and the spear to activate or deactivate it.
- **Push Pins:** These pins line the bottom of some of the pits, making them fatal for players who come in contact with them.
- **Pushable Objects:** These are large, heavy objects in the world that can be pushed and pulled along a track that they are confined in.

Peterson Farm:

The first major level outside of the tutorial the player gets to is Peterson Farm. Here, the memory learned from the tutorial's minor obstructions will be tested and reinforced, as well as introducing a new minor obstructions: pushable objects and pressure plates. This will add a new layer of depth for the player to explore and figure out. In addition, there will be a major obstruction that the player is forced to complete in order to move on to the next area, which will pull minor puzzles from all previous instances.

Major Obstruction:

The first major obstruction is a flock of sheeps that are trapped in a barn. In order to progress to the next area, the player must clear the flock of sheep by dropping hay bales near them, which will spook them and clear the way for the player. The bales are placed precariously above the sheep on the left and right, as well as the back, and the player will have to platform up in order to get access to them.

Once above the sheep, the player will have to drop them in a specific order, otherwise they will fail the puzzle and have to reset. In order to successfully solve the puzzle, the player will have to drop both the side bales, which will condense the sheep into the middle area in front of the main door. The bale in the back, when dropped, will force the sheep out of the barn, which leaves it empty and clear for the player to continue on. Should the player fail to drop the bales in the correct order, there will be levers to drop new bales and trigger the sheep to "wander" back to their original position, allowing the player to redo the puzzle.

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- **Pushable Objects:** These are large, heavy objects in the world that can be pushed and pulled along a track that they are confined in.
- **Pressure Pad:** Similar to the floor button, but must be weighed down in order to function, otherwise it will not stay active.
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Edmond River/Road Sequence:

After proceeding past the sheep, the player finds themselves at a "massive" bridge, but after an attack by the Dragon, the player must find an alternate way around as the bridge is now destroyed. In order to progress, the player must create a new, makeshift bridge. This area will be fairly contained and contain some more advanced jumping puzzles, along with the minor obstructions from the Farm and the Bus Stop. In addition to previous minor obstructions, a new one will be introduced here: the wind up screw.

Major Obstruction:

The major obstruction for this area will have the player creating a makeshift bridge in order to progress past the dragon's destruction. There will be four key components the player must complete in order to successfully cross Edmond River and proceed to the second section of

the level. In order to get the pieces back together, the player must complete different jumping puzzles which lead to switches, levers, and weighted pressure pads that the player must activate in order to get the bridge in working order.

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- **Pushable Objects:** These are large, heavy objects in the world that can be pushed and pulled along a track that they are confined in.
- **Pressure Pad:** Similar to the floor button, but must be weighed down in order to function, otherwise it will not stay active.
- **Wind-up Screw:** When the player winds up the screw, there will be a short time for the player to do something before the screw unwinds.
  - Ex: The player winds the screw up, which opens the doorway. The player has to cross the doorway before the screw unwinds.
- **Push Pins:** These pins line the bottom of some of the pits, making them fatal for players who come in contact with them.

Aiken Forest:

After escaping the dragon in the road sequence, the player will seek refuge in the nearby forest which has been plagued by rats. While this area will have more combat than the previous levels, there will still be a major obstruction with minor obstructions littered throughout to reinforce what the player already knows. As with previous levels, new minor obstructions will be introduced here in order to keep the players sufficiently challenged: monkey bars and the burr bush. Additionally, a new environmental hazard will be added here: sticky dough.

Major Obstruction:

The major obstruction for Aiken forest will primarily be focused in the Rat's Nest section deep in the forest. There, the player will have to clear waves of rats that aim to defeat the player. However, the way to the rat's nest is locked behind a massive collection of burr bushes. In order to proceed the player must "light the bush on fire" but since Colin is just a little kid, he must make do with what he has. Instead of real fire, the player will put orange and red cloth on top of the mass to make them safe to walk on. The burr bush has three tiers that the player must roll cloth over in order to successfully climb all the way to the top and jump over, which leads to the rat nest.

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- **Wind-up Screw:** When the player winds up the screw, there will be a short time for the player to do something before the screw unwinds.
  - Ex: The player winds the screw up, which opens the doorway. The player has to cross the doorway before the screw unwinds.
- **Monkey Bars:** The player is able to use the whip to swing on the monkey bars to get across large gaps, but they must let go at the right time, otherwise they'll plunge into the pit beneath them.

- **Burr Bush:** A small thorny bush that hurts the player if they touch it. The player must "light it on fire" by pushing orange/red cloth over it making it passable.
- **Sticky Dough:** An environmental hazard that slows down any character that walks through it. Characters sink into it slightly impairing their movement.
- **Push Pins:** These pins line the bottom of some of the pits, making them fatal for players who come in contact with them.