



Blood Temple

Level Design Document

Level Design Blockout Project

1. General Project Info

1.1. One Pager

Personal Solo Project - Level Blockout

Single player

Genre: action adventure third person stealth game

Themes: exploration, adventure, tomb digging, historical fiction

Elevator Pitch:

Follow our brave photo reporter/archeologist as they travel around the world, uncover the ancient mysteries beyond belief and save them for future generations.

Description

An action adventure game in vein of Tomb raider series. The player character travels around the world visiting multiple different locations. While searching for lost civilizations and relics our brave protagonist is trying to save them from devastation or mercenaries that try to steal and sell them on the black market.

Inspirations:

- Tomb Raider
- Uncharted
- Indiana Jones

1.2. Game Design

Core Game Pillars

Exploration - Puzzle solving - Stealth encounters

Experience goals

- experience the struggle of photo reporters in hostile territory
- uncover and visit ancient sights
- solve mystic puzzles never deciphered before

Core Loop

Exploration > traversal/platforming > collectible hunting > stealth segments > puzzle solving > story exposition

1.3. Game Features

Player Mechanics

Base movement

- running, crouching, jumping

Climbing

- vaulting
- mantling
- vertical walls and cliff climbing
- ledge grab

Inventory

- flashlight
- bandages

Collecting

- collecting treasures
- in game notes and worldbuilding / lore documents

NPCs - Enemies

I. Enemy Type 1

- a) Basic mercenary - pistol, no armor

II. Enemy Type 2

- a) Military mercenary - rifle, pistol and medium armor

Items

- backpack
- flashlight
- bandages
- collectibles

Environment Mechanics

Puzzle solving

- large spatial puzzles
- moving elements in a pattern

Spike traps - pitfalls

2. Level Overview

2.1. General

Level Concept

Player explores a dense jungle level, trying to break through to the Great Temple, that supposedly houses the fabled Blood Tear, the largest red diamond in the world.

Objective-Challenge-Reward

O - get to the temple and find the red diamond

C - enemy AI players, platforming

R - get the diamond, escape the mercenaries and continue down the river

Tech

- Unreal Engine 5

- IWALS system by Jakub W - <https://www.patreon.com/JakubW/posts>

2.2. Setting

Level Narrative

The player character starts at the shores of an old tribal river village, going through the village the player sees that something is not right in this place, since it has been long abandoned, and very hastily by the state of things left. Coming out of the village we catch a glimpse of our first view on the Great Temple Complex with the main Blood Temple towering over all the rest. Continuing the PC finds themselves in a dense tropical forest. Avoiding the pitfalls, slippery cliffs and neck breaking waterfalls they narrowly avoid death. After climbing the awe inspiring waterfall, we catch a view of the road so far on one side and a large wooden portal on the other, showing a way to another village deep in the forest. This time we are not alone. The mercenaries have already reached the village and are scouring every inch of it to find any kind of treasure...

Mood & Atmosphere

- dense tropical jungle - interspersed with ancient Mesoamerican temples and tribal villages
- time is just before the sunset, giving yellowish, orange almost red hues to the environment

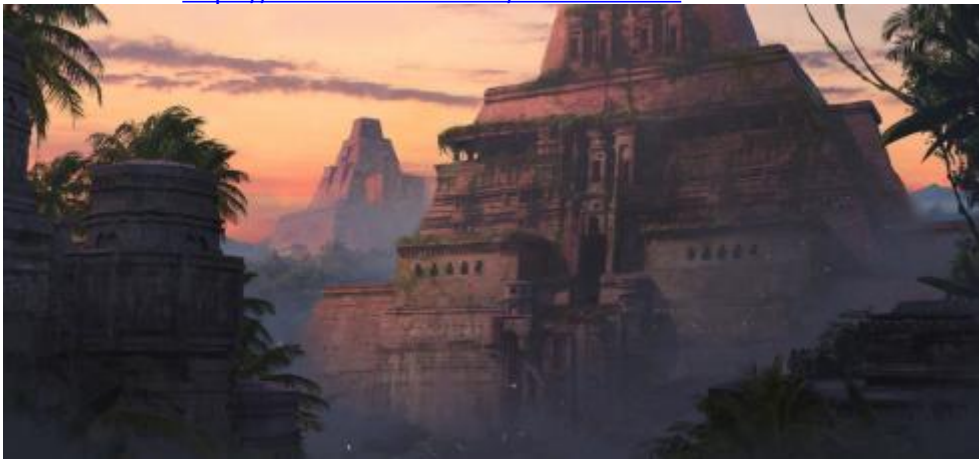
Scale & Architectural Style

- medium to large scale environment, with multiple areas and zones that facilitate various playstyles
- villages are tribal and very simplistic in structure
- while the temples are enormous, almost towering and oppressing the player character but also dazzling in its splendor and complexity of layouts
- temple architecture is in the styles of Mesoamerican pre-Columbian civilizations: Mayan & Aztec

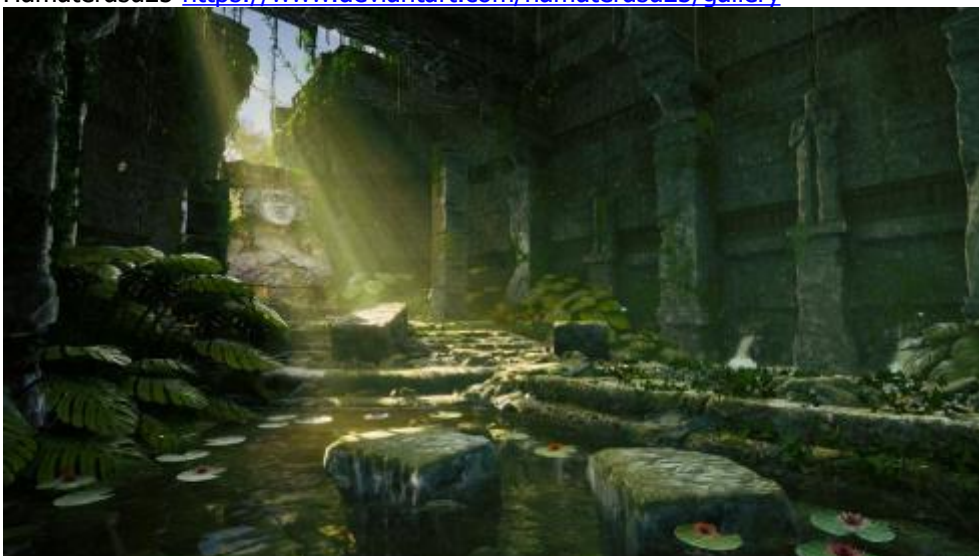
2.3. Moodboard



Brent Minehan <https://www.artstation.com/brentminehan>



Hamaterasu25 <https://www.deviantart.com/hamaterasu25/gallery>



Jefferson Smith https://www.artstation.com/jeff_smith

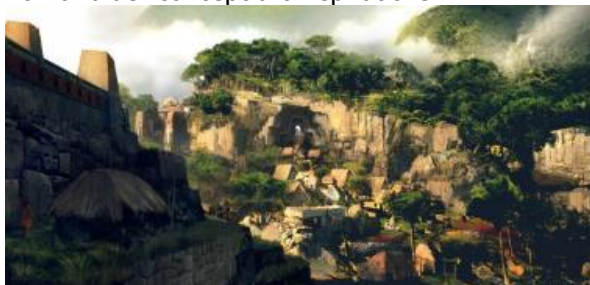


SeolHee Park <https://www.artstation.com/seolheepark>



Simon Scales <https://www.artstation.com/fish032>

Tomb raider concept art inspirations



2.4. Structure

Landmarks

Jungle River
Abandoned Village pyre
Temple spires
The Blood Temple

Major Areas

Jungle river shores
River village
Jungle pathway
Jungle waterfall
Abandoned village
Cave with a puzzle
Plaza in front of the temple
Temple interior
Temple Vault - containing the diamond
Temple exit

Sequences

- intro sequence with short text description
- Entering the village - first enemy encounters
- Temple plaza cutscene
- Vault intro cutscene
- Solving the puzzle cutscene
- Ending cutscene - player escape

Puzzles

- Cave puzzle - tutorial puzzle before the temple, opens the way to the Temple plaza
- Vault puzzle - guards the door to the Diamond chamber - after it has been solved, and the diamond collected, the temple starts crumbling

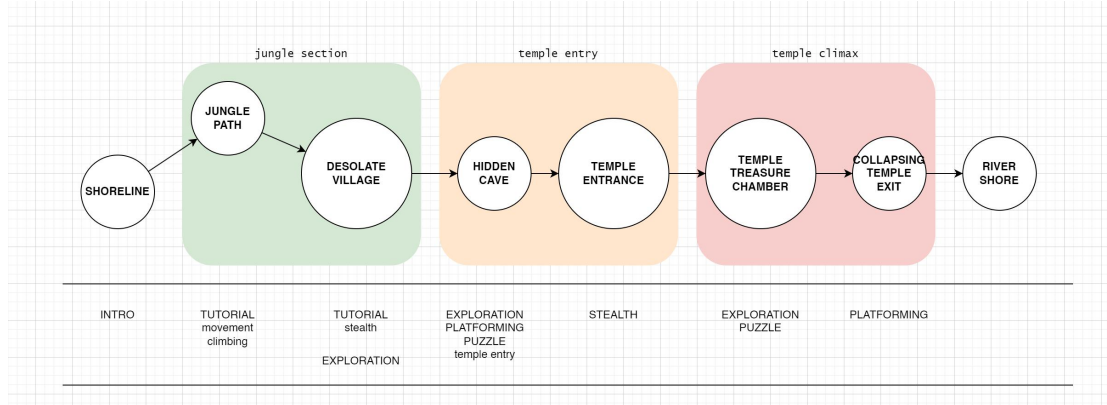
Level Description

Our protagonist find themselves on the shores of a river village, somewhere deep in the Yucatan jungle. In the distance the tops and spires of The Great Temple Complex can be seen. In its vicinity, smoke and explosions can be seen. The notorious Mercenary group is already there!

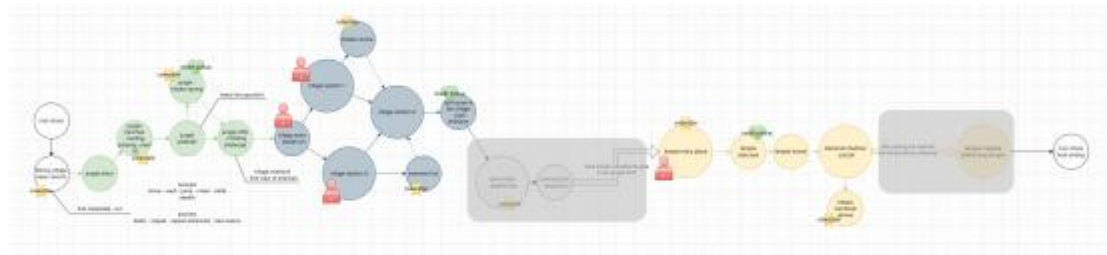
The protagonist must break through the jungle, abandoned tribal villages and temple ruins to find the legendary Blood Tear, the largest red diamond in the world, before the mercenaries get to it.

3. Layouts

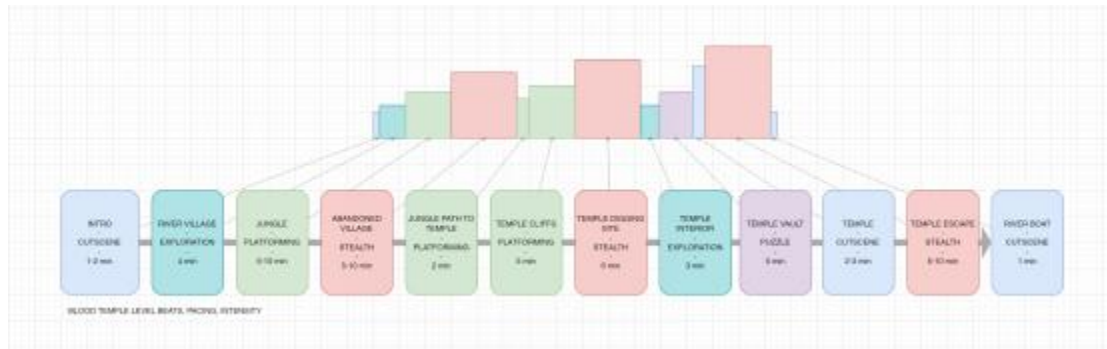
3.1. Areas Diagram



3.2. Layout

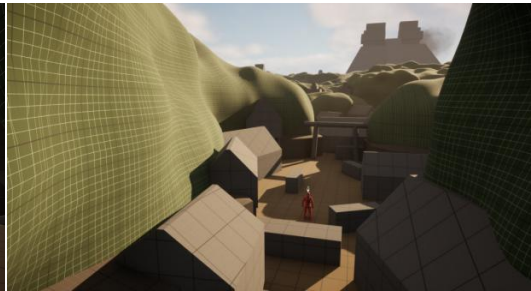
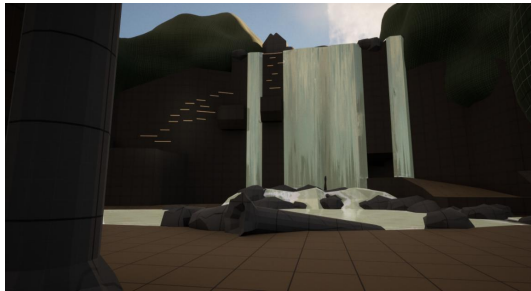
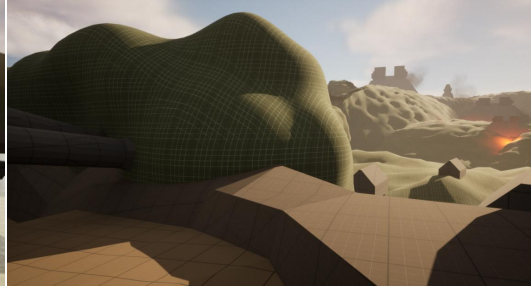
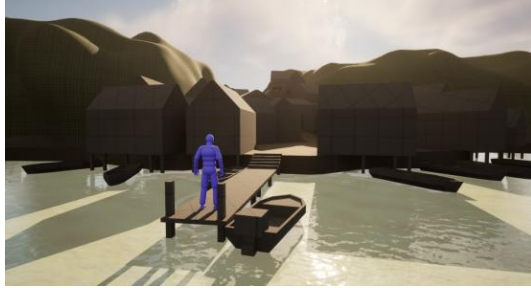


3.3. Level pacing, beats and intensity chart



4. Blockout

4.1. Blockout Screenshots



4.2. Level Diagram

