

LEVEL DESIGN

ENVIRONMENTAL OVERVIEW

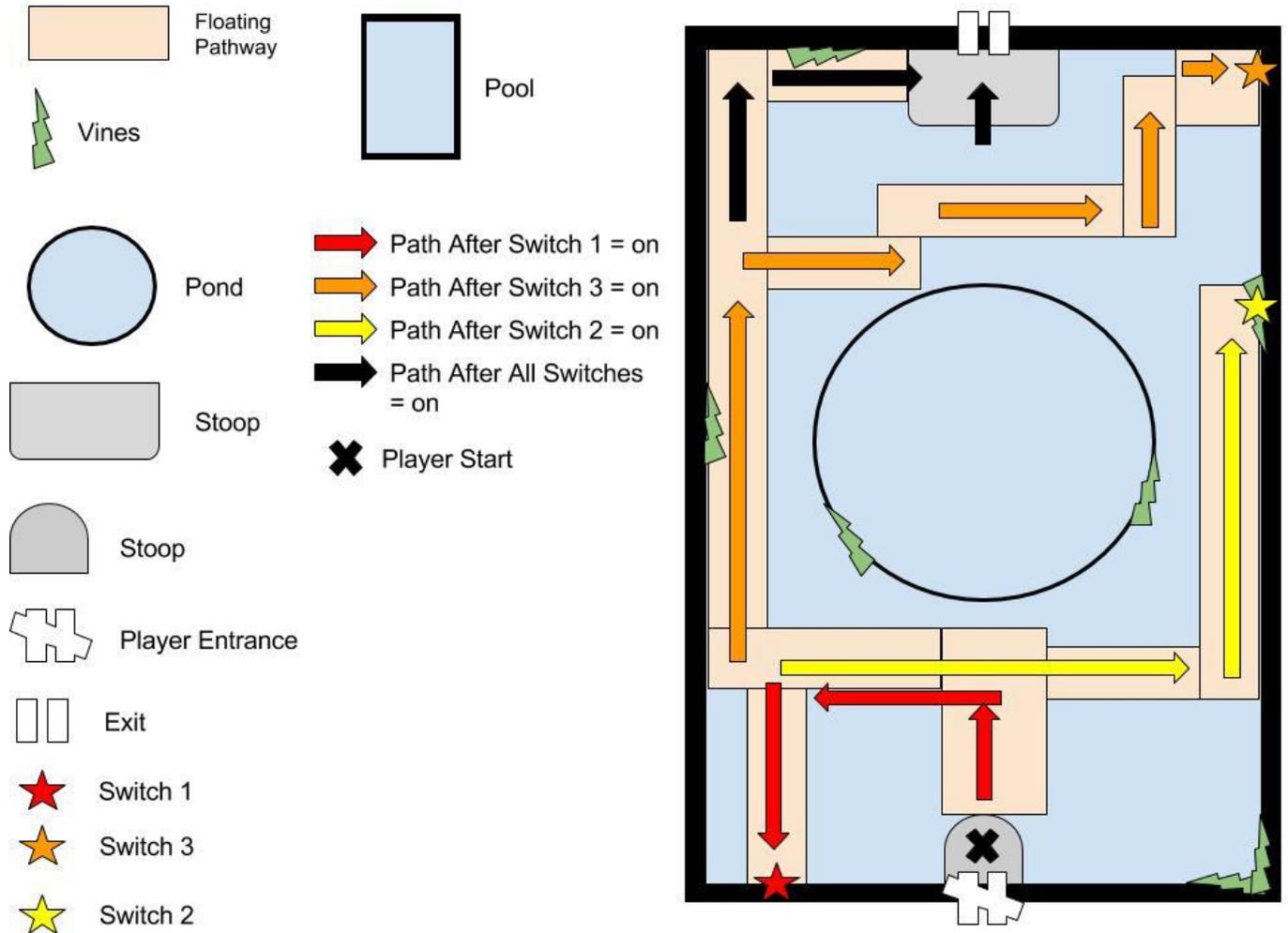
- High-level summary of the world the game takes place in, including the nature of the space (role in the game, terrain, temperate zone, etc.)
 - The earth and all its people have unified to come together. They have seen the implications society has on the environment and collaboratively decided that we as a whole needed to change the way we lived. In the early stages, money and time shifted away from fossil fuel generation to more eco-friendly solutions. Leaps and bounds were made and quickly implemented to mitigate the centuries of eco-damage that humans have caused. Urban cities across the globe began to remove the concrete structures that plagued nature and began cohabitation between the two. As new discoveries were made as to how nature interacts and operates, alchemy proved to be a more reliable scientific field. Alchemy has been established, but masters of the science have begun to stand out in their discoveries. Working for a particular alchemist is highly regarded, but like any other master in a field, many have an odd quirk that may or may not make them pleasant to work with. After the initial resistance of the integration of nature into society, it was common for entire skyscrapers to be intertwined with enormous plants throughout the structure. Modes of transportation are eco-friendly and self-sustaining, neighborhoods are colored with various shades of green. Solar panels line every rooftop and windmills are like weeds. Even though political and religious dispute still occur, mankind has reemerged with nature and lives in an almost utopian era. The game primarily takes place in a humid-subtropical climate, staying nice and green all year long with humidity changing depending on the season. It is located in New Orlando which is brighter and greener than ever before. Some buildings of old have been demolished while others have been transformed with the help of nature.
- Camera/POV
 - First Person Perspective, based on the necessity of a point-and-click game.
- Aesthetic expectations
 - “Forever Summer” bright and vibrant colors that consist of summer, primarily shades of green with warm colors like red, yellow, and orange. Dark colors of blue and purple on occasion but hardly any muted colors to help illustrate the world is born anew with humanity. Polished metallic colors like copper and silver for pipes and utensils brings the player back from the nature aspect of the game.
- Scale of the space—be specific
 - Water Garden
 - The water garden is 15-feet wide, 20-feet long, and 12 feet deep. A 10-foot high wall of 1-foot thick brick surrounds the outside of the garden with a 6 ½ - tall, 3-foot wide vault door blocking the entrance to the greenhouse.
 - Greenhouse
 - The greenhouse is 22-feet long, 28-feet wide, and at its highest point it is 20-feet tall with a dome like roof. Pathways narrow to 4-feet wide and stretch to 8-feet throughout the green house. Another 6 ½ - foot tall by 3-foot wide vault is at the back wall of the green house
 - Master Alchemist’s Workshop

- Unlike the prior two levels the master alchemist's workshop is smaller in size. It is a little room measuring 12-feet wide by 12-feet long, and is 10-feet tall. 8-foot tall bookshelves line one of the walls with a 3 ½ - foot tall, 4-foot long, and 3-foot wide table sits against the other wall. On the left a 6 ½ - foot tall, 3-foot wide regular door sits on the opposite side of the wall.

- List of all level objects
 - Steam
 - Vault Door
 - Pipes
 - Valve
 - Bottle
 - Table
 - Chair
 - Book
 - Steam Boiler
 - Flower Pot
 - Frog
 - Pond
 - Sun Stone
 - Mutant Fly Trap
 - Trees
 - Bushes
 - Flowers
 - Dragonfly
 - Beetle
 - Master Key
 - Seed
 - Cage
 - Rat
 - Vines
 - Floating Paths
 - Alchemist's Lab
 - Water Garden
 - Greenhouse
 - Water
 - Chest

LEVEL CONCEPTS

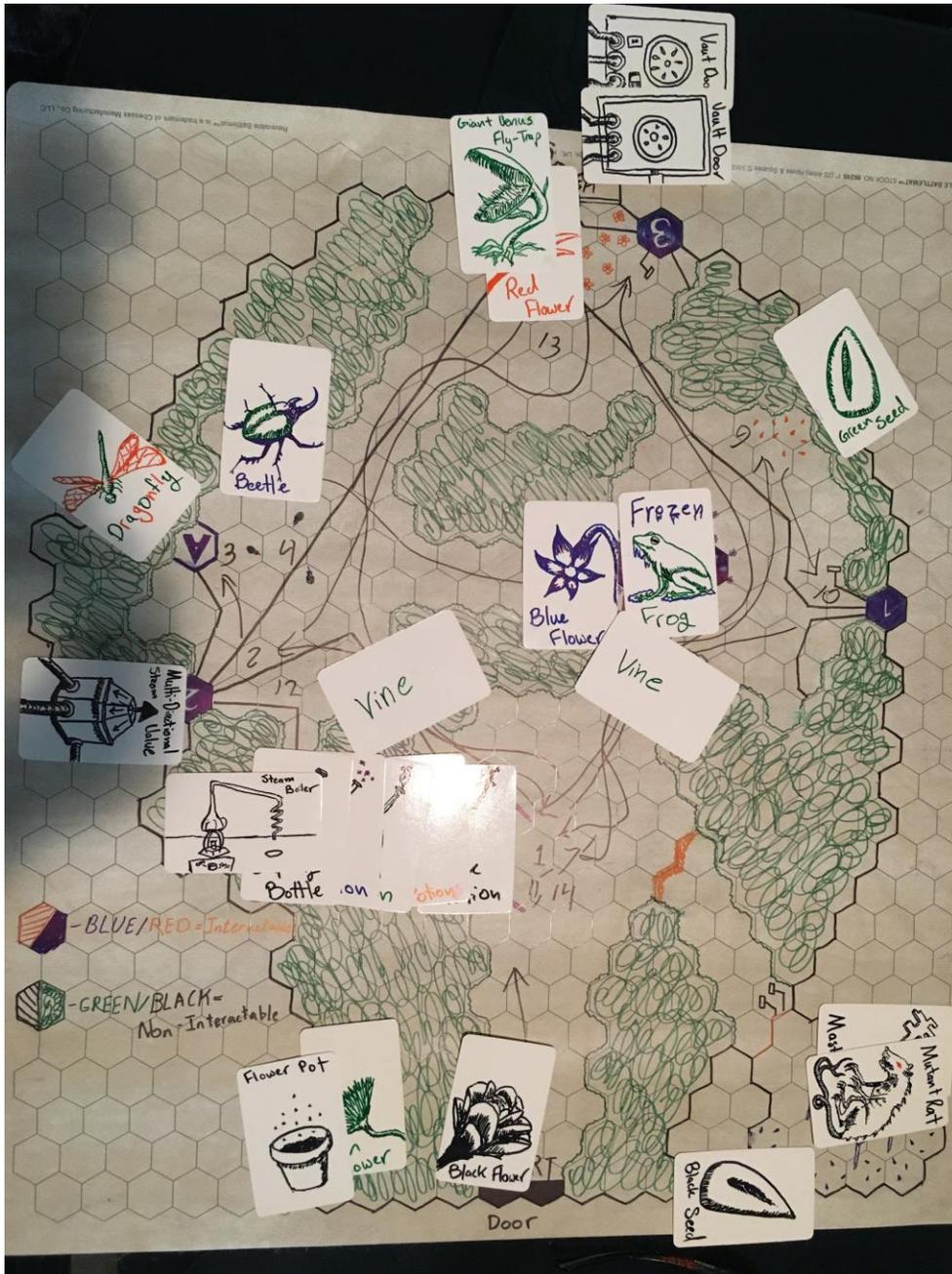
- Water Garden Mockup—How is a pond in a pool?



- Color and texture expectations

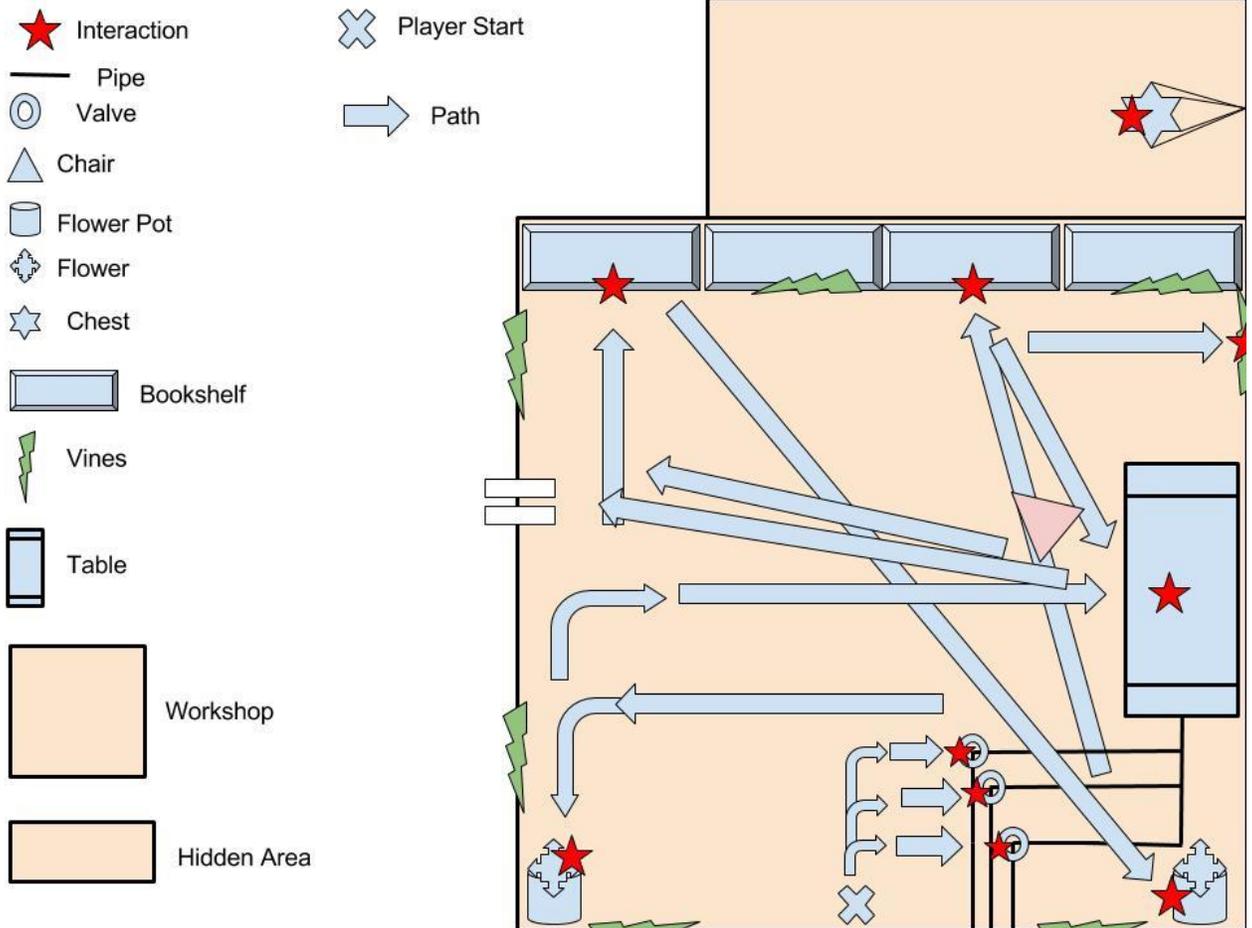
- Color Expectations: This area is out in the open and it is nighttime. Color expectations include various shades of green for the water plants, blues for the nighttime sky, and tan for the floating pathways.
- Texture Expectations: There should be a brick texture for the surrounding fence and a water texture for the water.

- Greenhouse Mockup



- Color and texture expectations
 - Color Expectations: The greenhouse should be earthy colors (greens, browns, yellows) to help convey that this greenhouse is being cared for. For the beetles, they should be composed of shiny blues and greens to catch the players eyes. The dragonflies should be reds, blues and greens.
 - Texture Expectations: The ground should have a dirt texture, and the walls should have dispersed vine textures to help convey growth.

- Master Alchemist's Workshop



- Color and texture expectations

- Color Expectations: The workshop should be made up of shades of brown to convey a workspace. There are a few items that are green, yellow, and red, but the overall color scheme should be primarily brown.
- Texture Expectations: The walls should be covered in a sandstone brick texture, the ceiling should have a tree top canopy texture, and the floor should have a sandy marble tile texture.