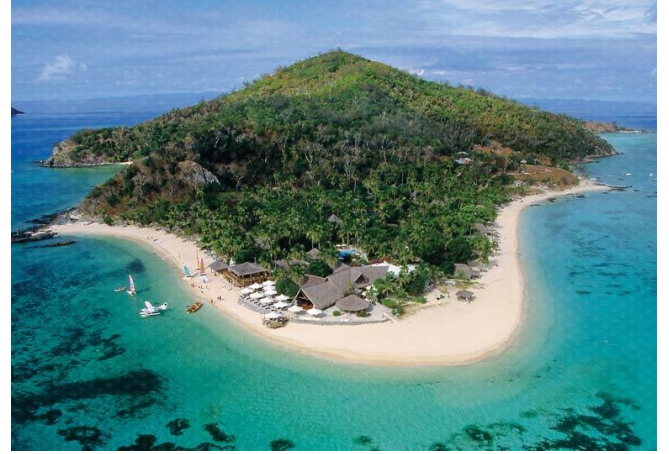# Terrate Level Design Doc

Document detailing key design features as well as level design to locations

Island: Concept

The main island will draw inspiration from remote pacific based islands, where the island revolves around a centralized hill or volcano. The shape of these islands are also quite daggers and uneven, hosting deep forests and large plains.

Island: Design

Isle of Terrate:

The island features 3 key different biomes, each biome holds a different resource the player can obtain

This island is broken up into 5 locations:
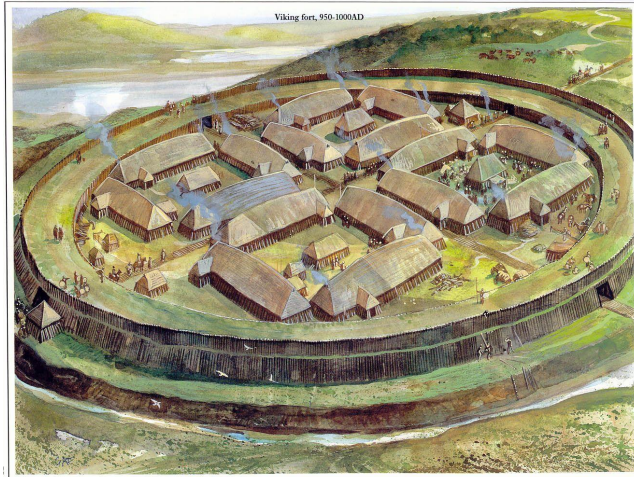
Gokolheim - Player Hub

Alvani Lowlands - Encounter
(Gokolight Stone)

Elden Forest - Encounter
(Elden Wood)

Mirisha Desert - Encounter
(Teressium Iron)

Origogo - End Goal

Player Hub: Concept

The player hub will take inspiration from typical anglo-saxon towns and shires as this gives us the creative freedom to create and concepty unique player hub as well as staying true to the primitive aspects of the creatures on the island. This design features an outerwall as well as a central social location that the settlement is based around. This will encourage the player to interact with NPCs and explore the location.

Player Hub: Design

Gokolheim:

Leader's Sanctum

Social Space

Housing

Temple

Exit 1

Exit 2

Exit 3

Forge

Market

N

Leader's Sanctum

Housing

Housing

Housing

Housing

Social Space

Social Space

Temple

Forge

Exit 1

Exit 2

Exit 3

Text

Gokolheim (Player hub) will feature many area where the player can explore. These areas will include:
Forge / Crafting, Player Housing, Temple and a Social Space.
The player can interact with NPCs to learn more about the world as well as obtain missions from NPCs, Craft items to aid them in their journeys and to skip time within their house.
This location features 3 exits, each one will take the player onto their representative encounter (takes player to a different biome)

Encounter Overview:

Encounters are areas where the can explore the wilderness in 3 different biomes, each with different resources to obtain and increasing in difficulty

There areas include:
Alvani Lowlands - Common Resource (Gokolight Stone) - Easy Difficulty 20 - 25 min Rain
Elden Forest - Uncommon Resource (Elden Wood) - Medium Difficulty 20 - 15 min Rain
Mirisha Desert - Rare Resource (Teressium Iron) - Hard Difficulty 18 - 12 min Rain

The player can spawn at 3 different spawn locations, however the spawn that the player is given will be random.

The resources on the map will also be randomly located and amounts generated based on their rarity.

After a set determined time, rain will start falling onto the player, over time damaging the player and will eventually lead to death. This can be avoided if the player reaches a sheltered. These will also be randomly generated each time the player loads this map, this will help to promote exploration within the game.

The rain time is also depend upon the player's set chosen difficulty (standard / hard)

Once the rain has passed the player is then able to leave at any exit in order to progress back to the player hub.

Encounter Inspiration:
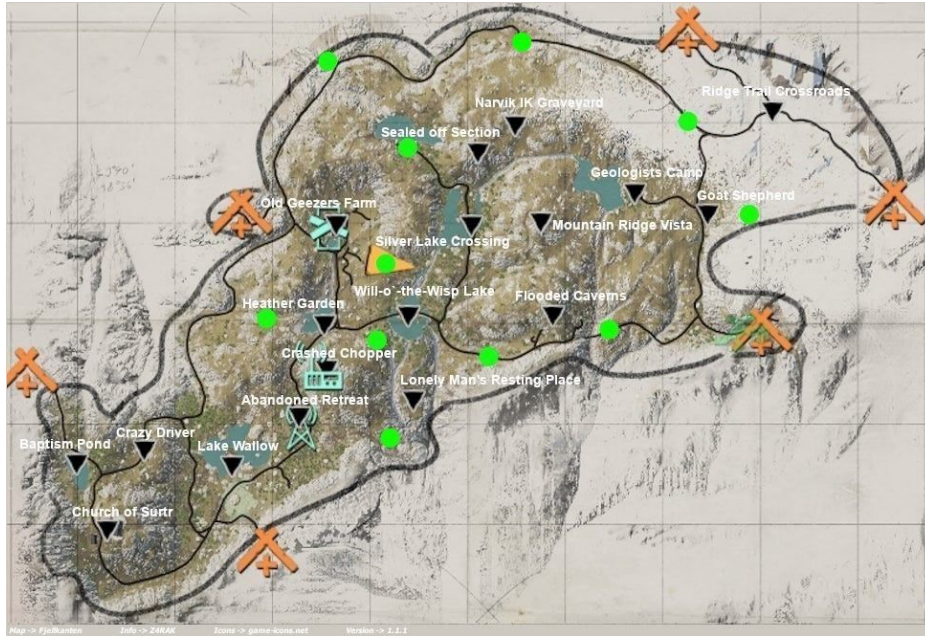
The Encounter system has taken inspiration from the loot survival shooter "Vigor" in which players are tasked with looting a location while fighting off other survivors on the same map. Over time the map is filled with radiation and players are forced to leave at several exits. Players can stay in the map if they want to scavenge more but can risk death by radiation. (Risk vs Reward)

Lowlands Encounter: Concept
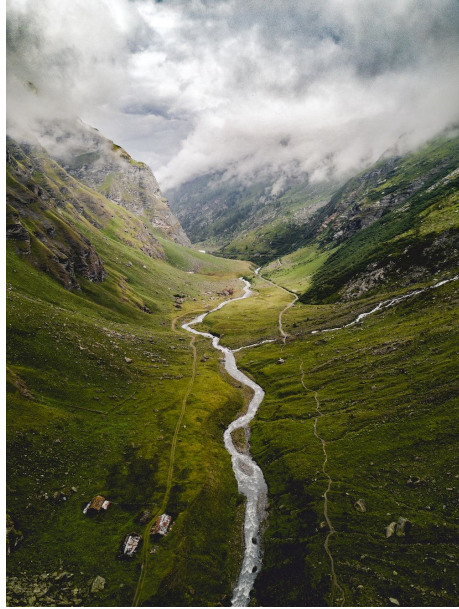
The lowlands will take on the appearance of a valley, featuring many twisting paths, off track locations and many streams of water , surrounded by hills and mountains. This can be considered to be the "easy" area for the player to get a hang of controls, combat and other systems within the game.

Lowlands Encounter: Design

Alvani features long twisting roads and light amounts of forestation with several streams of deadly water. (Possible feature to add construction of a bridge to create a shortcut in the center of the map) Enemy count is also low.
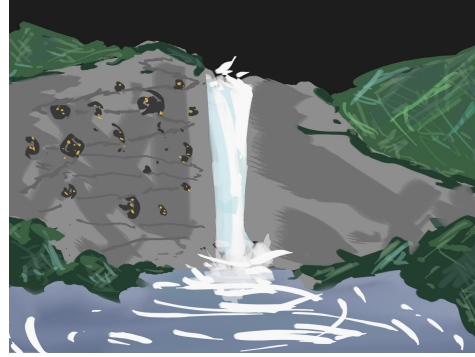
Area Difficulty - Easy
Rain Time - 25 min (Standard) 20 min (Hard)
Resource Scarcity - Common
Resource Type - Gokolight Stone

Forest Encounter: Concept

The desert area will feature hilly dunes of sand, surrounded by bodies of water and spruce abandoned outposts / settlements. This area is hard to traverse for the player. Will be considered to be the hardest area for the player to explore.

Forest Encounter: Design

Elden features much more heavy foliage than it's alvani counterpart, allowing for sneaky enemies to easily surprise the player. Elden feels more swampy and features many rivers cutting the player off from key area, so the player will need to plan their journey accordingly.

Area Difficulty - Medium
Rain Time - 20 min (Standard) 15 min (Hard)
Resource Scarcity - Uncommon
Resource Type - Elden Wood

Desert Encounter: Concept

The desert area will feature hilly dunes of sand, surrounded by bodies of water and spruce abandoned outposts / settlements. This area is hard to traverse for the player. Will be considered to be the hardest area for the player to explore.

Desert Encounter: Design

Mirisha features hilly dunes of sand, surrounded by bodies of water and spruce abandoned outposts / settlements. This area is hard to traverse for the player. Will be considered to be the hardest area for the player to explore. The player must think about their time remaining in accordance to their position and goal.

Area Difficulty - Hard
Rain Time - 18 min (Standard) 12 min (Hard)
Resource Scarcity - Rare
Resource Type - Teressium Iron

Volcano Encounter: Concept

The volcano will be a prominent feature to the game. Being a vital component of environmental storytelling, being an imposing figure off in the distance for the player to gaze at. The land on the volcano island is either dead or dying, there is barley any life in this area.

Volcano Encounter: Design

Origogo is the final end point for the player. Thai will be a point of no return for the player. The area will be devoid of life a will be barren as the player traverses to the center. The player's sip will be blown off course and so they have to make the journey around the entire island.