

**Internal Purpose:**

I want the level to make the player feel reflective. It should draw out strong emotions, ranging from melancholy to unease. Skill-wise, I want to get a lot of practice with 3D modeling so that I can competently create detailed environments. I also want to learn how to effectively frame levels for purposes relating to both guidance design and focal points and am hoping to have something going on in terms of framing at just about every point during the level. I'm leaning towards this kind of plan since it is consistent with what I'm trying to pursue as a primary-level designer. I want to learn how to build levels that provoke heavy thought or emotion in the player and lean far into environmental storytelling, and I like to work with mellow and reflective tones. The level will stand out in terms of design and visuals.

**Chosen Concept:**

Go through a snowy environment littered with small remnants of a bygone temple in search of the temple's heart. The player should feel mellow and lonely with an echoed sense of unease, as if they have entered a whole new world they should not have found.

**Concept Analysis:**

I think this concept delivers on my internal purpose, as the idea of snow and a temple echoing the past inherently feels reflective due to its isolated and nostalgic nature. In addition, the use of temple-esque bits throughout the level would make it easy for me to practice using framing and guidance design, as they would stand out a lot against the snow. There is a lot of potential for focal points as the environments have a cohesive contrast and the level of potential detail and openness leaves a lot of room for scenery.

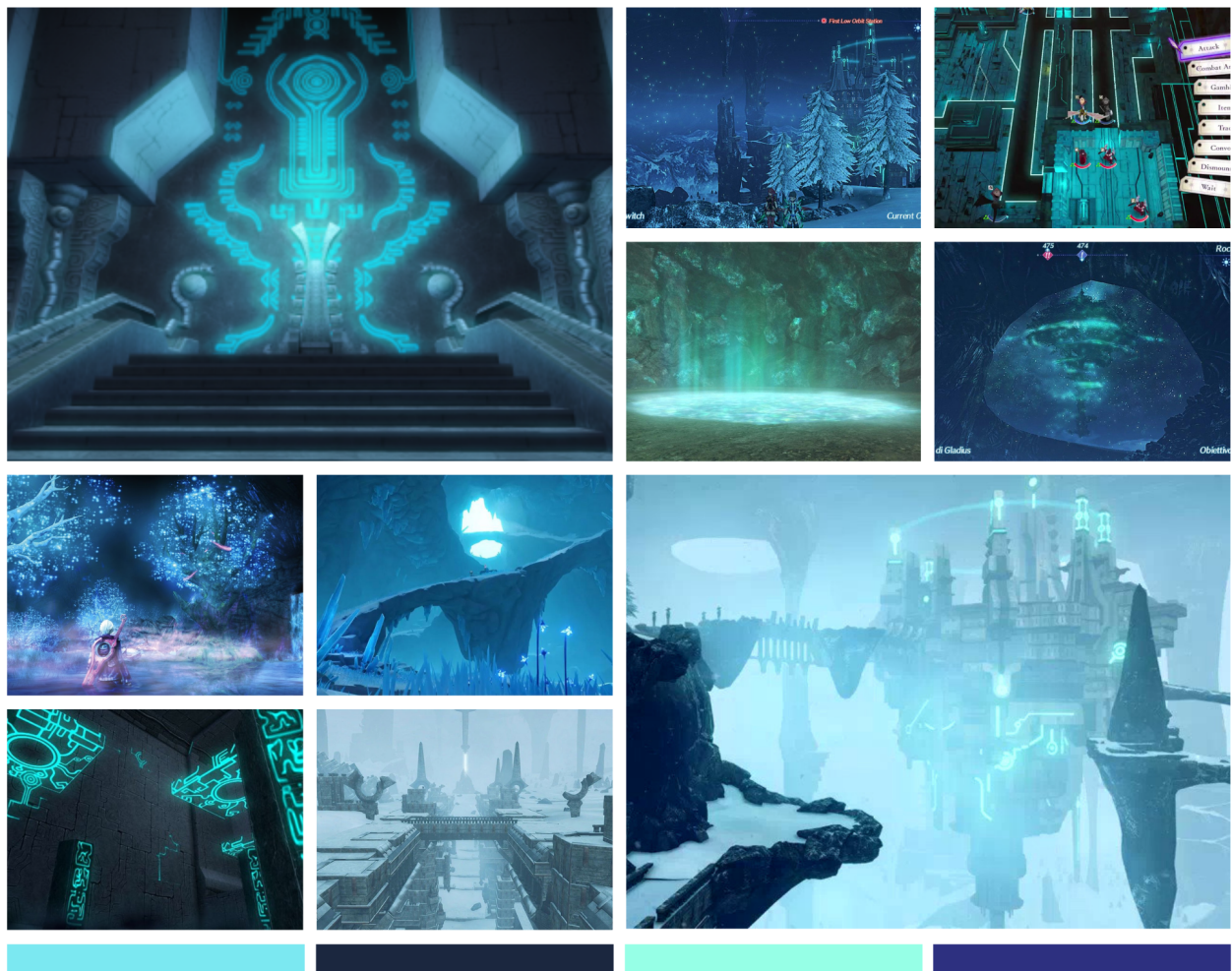
I want the player to feel lonely and uneasy throughout the level, while also having a driving sense of curiosity that compels them to keep going despite it. As for the environment, it would feel more natural. The temple bits are man-made, but they have been lost to time and are largely combined with the environment now. The time of day would lean more towards night while still being highly visible, making the sky a darker blue. The temple will mix gray pieces of stone with blue lines and highlights. As for the snow, it would be largely white and smooth, looking soft and natural with occasional glaciers. The focal points would consist of the temple's unique architecture, as it could be used to contrast the snowy environments, which can be used in reverse as well. The identity could be based on the contrast between these two and how they remain cohesive despite that.

The temple's backstory defines the history of the environment. It is a relic of a past era created by unknown beings who appear rather different from humans. This is why the architecture is oversized and unconventional as well as why it would have been made in such an isolated location. In the present, the temple's identity is still intact, but much of it has broken down over time. As the player gets deeper into the environment, the less damaged it becomes, as the parts further down have held up better. The heart of the temple will be one big central room with a warm circular pond in the center, heavily contrasting the rest of the environment yet still

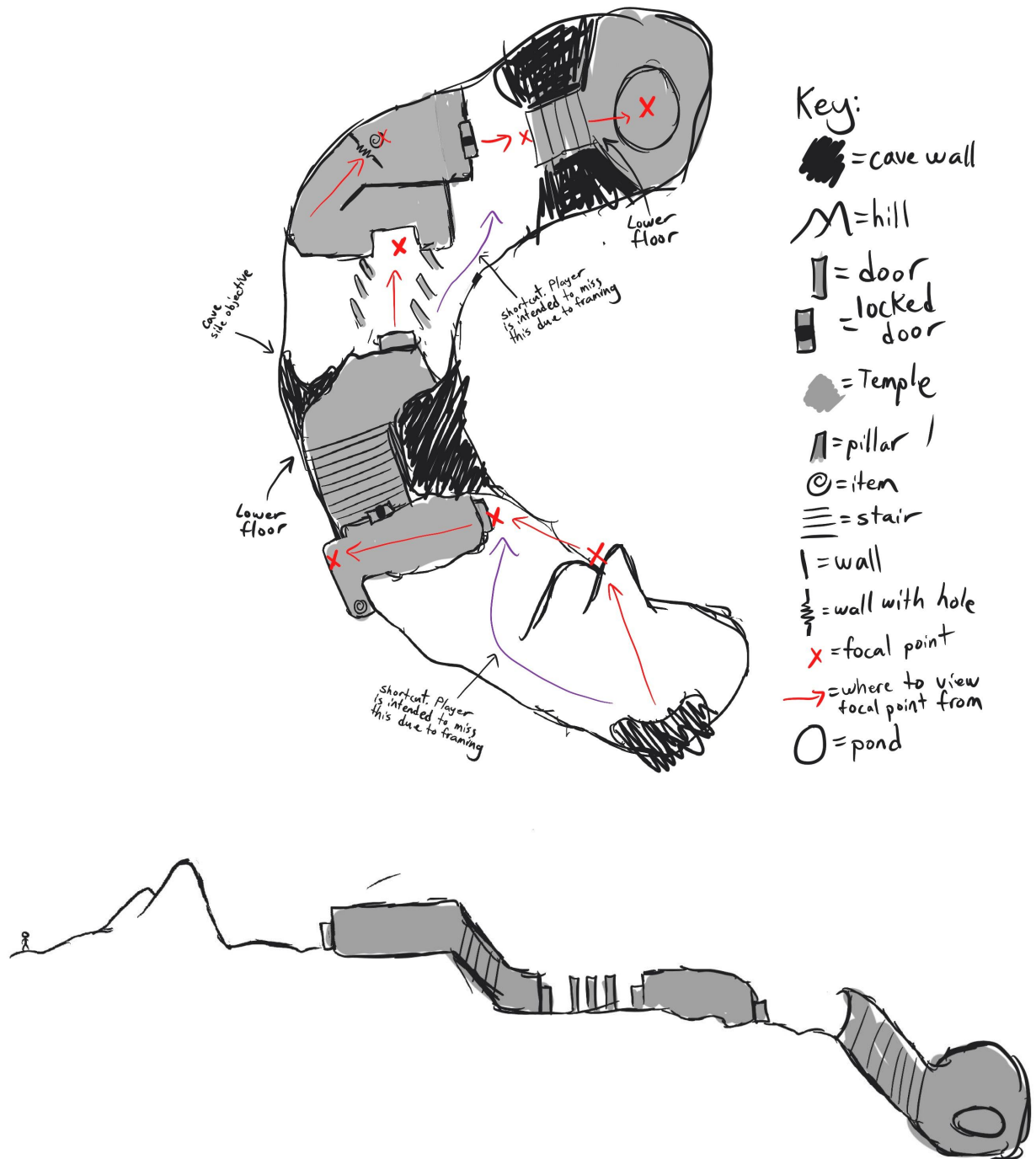
paired with the civilization's technology. It will prompt the player to think more about what that past society could have been like.

The main objective will again be finding a way through the temple. Obstacles will primarily consist of exploration but there will be two instances where you have to find a way to open a door, which will both be solved by finding an item to put into a pedestal. These puzzles will never take up more than a small area or room, making it so the player will not have an overwhelming amount of space to explore if they cannot find a solution.

## Mood Board:



## Maps:



## Other notes:

- Map is intended to be shaped like a crescent moon
  - This is for symbolism/theme

## Asset List:

- Environment
  - Snowy terrain
  - Icicle prop
  - Rocks
  - Walls
  - Temple
    - Walls
    - Doors
    - Floor
    - Ceiling
    - Eroded versions
    - Disk object (collectible to open door)
    - Button
    - Stairs
    - Pillars
- Audio
  - Minimal but present background music, likely using instruments such as bells, piano, and the celeste
  - Footsteps
  - Item collect sound
  - Door open sound