Dark Myth

by Èric Canela & Jacobo Galofre

1. Target

18 - 40 years old Players that like Souls-Like games and RPG Genre.

2. Platform

PC, PS4, PS5, BOX ONE and XBOX Series X

3. Backstory

Long ago, a group of Seree wizards practiced their sorcery deep in a mountain, a place of natural power. To protect that place they created a guardian beast, but that creature grew cruel and vain, and built a cult inside that mountain to worship him as a god and to feed him. The guardian taught those in the cult about the Seree's secret magic, but also the perversions of the beast in the dark magic.

The story starts with the main protagonist Erik, who is searching for clues about the strange events that are happening in his town. He finds out about Seree wizards that they have been doing some ritual in some caves near the tallest mountain of the region. Just before infiltrating the caves he gots knocked down and imprisoned in a dark cell. He finds out that inside that cave there are some demons patrolling the corridors. He needs to find an exit and discover what happened with the Seree wizards and why there are those demons there.

4. Goal

4.1 Start State

The game starts with you imprisoned in a dark cell and without your equipment and at 10% of your health, since you're still recovering from the blow that knocked you unconscious.

4.2 Main Goal

The player will need to escape from that cave while at the same time he'll need to find clues about what Seree Wizards were doing and if the events in the village are related.

4.3 Sub Goals

To complete the main Goal the player will have to face different enemies gaining new equipment and learning new skills that will help him during his journey.
The player will face different obstacles through his escape. He will need to unlock some doors by finding the respective keys. Also he will be able to unlock shortcuts and secret passages and discover new secrets.

4.4 Intrinsic Goals

- Discover the truth about the strange events in the village: With the help of cinematics that will be introduced to the player at the beginning and ending of the level, where he will meet new characters and enemies.

- Learn new Mechanics and Magic skills: With the different events that the player will find through the map, he will have to learn the mechanics by finding new weapons, kill enemies and interact with other elements like the crystal that will give him the Magic Skills.

- Learn the zone Lore: Through some elements on the map and pickable notes that will explain some of the story related to that place and what is currently happening.

- Introduce Story Enemy: In the cathedral the main enemy will be introduced and the player will have to fight him in the first contact as he explains his evil reasons.

4.5 Extrinsic Goals

- Amusement: We want to make the player amused, to do so we have worked on the different areas and played with spaces to let the player feel emotions according to the area of the level where the player is.

- Epicness: Through Lore and the story of the level the player will learn about the level and all the epic enemies he or she will be able to fight with.

- Rapid thinking: As it's an action game where the player will have to battle enemies, the player will be forced to make fast decisions as it will be a matter of life or death in some cases.

- Solve Puzzles: We will block the path of the player in order to make him explore the level to find keys and other activation elements, for example to open locked doors or discover secret paths

- Relieving after defeating a hard enemy: We want to make sure that the challenging enemies that the player faces are hard enough to make the player feel relieved and powerful after defeating them.

5. The World

The story takes place in the viking era on an island named Skarl. It is a mountainous terrain and a long river traversing the whole island and with a lot of underground dark caves beneath the mountain of Aikká. It was told that beneath the mountain of Aikká a tomb of a god was beneath it. The architectural style of buildings are nordic with a lot of inscriptions and rune symbols along the walls. The caves are dark with claustrophobic paths and open spaces full of columns and stalactites with a river traversing them, while some noises can be heard from the depths of the caves.

The items that will be used are ambiented in the nordic viking era with objects made of basic resources and with all the technology of that time.

The part of the temple is a lot brighter with runes and piles of fire illuminating the way and with statues representing the figure of gods. The main room is a long space full of columns with a sarcophagus at the altar.

5. Gameplay

5.1 Game Type

The game is a first person, action role-playing game where the player gets to play as a nordic villager, moving forward through different environments such as caves, mountains, villages, temples, etc. The game will be linear but the player will be encouraged to revisit older zones as there will be lots of secret items and different paths that he/she might have gone through without noticing the first time or without being able to access it.

5.3 Enemies
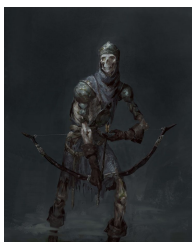
Draugr archer: Long range enemy that shoots arrows

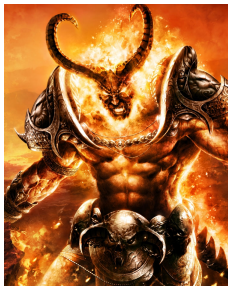**Draugr:** Short range enemy with a sword, also they can make use of explosives

Elite Draugr: Short range enemy with a sword and shield, stronger than a normal Draugr.

Snakes: Make use of venom clouds to defend itself and launch itself towards the player to attack.

Minotaur: Follower of the Guardian Demon, watcher of the Seree Hexarium and Dark Crystal

Guardian Demon: Guardian of the Crimson Temple with a huge amount of power, summoned by the Seree Wizards.

5.4 Mechanics

Main mechanics:
- Move
- Jump
- Defend → shield, roll, and parry
- Melee Weapon Attack → types of attacks (heavy, quick, special)
- Range Weapon Attack
- Item use → potions, consumables, effects
- Ability/magic use → Special ability and Magic spells

Secondary Mechanics:
- Levers
- Doors → with key or without key
- Campfire Checkpoint
- Puzzle Mechanism
- Climb Ladders
- Chests
- Traps

5.5 Flow

The gameplay is self-passed while moving through the zones. We don't want to create a feeling of rush or something that keeps the player moving forward, we want the player to feel free to explore, revisit other zones of the map, think about their next move and prepare their equipment.

Apart from that, there will be things that change the flow of the game such as enemies or traps which will make it harder for the player to advance, sounds, etc.
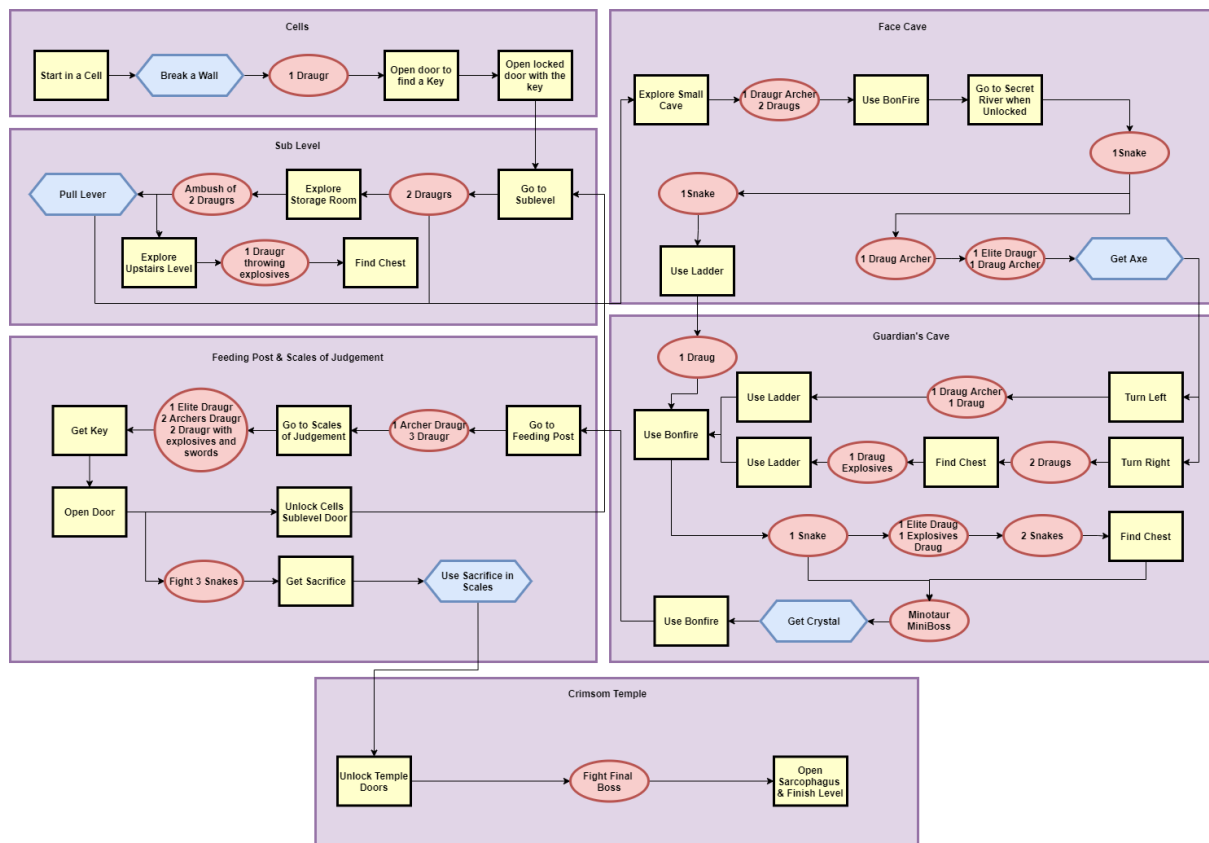
5.6 Cadence
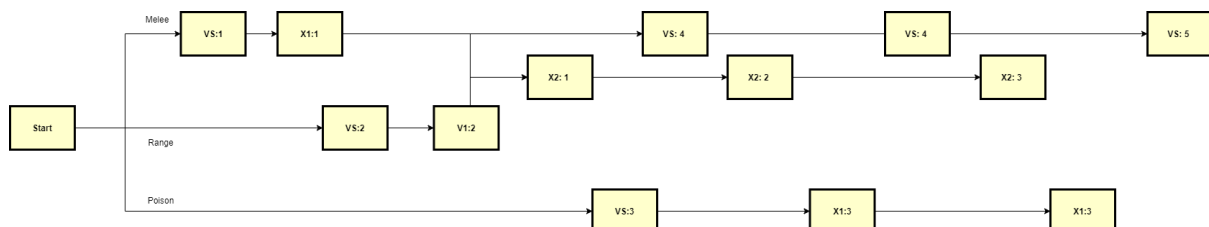
We start by facing a normal Draugr, later the number of draugrs is expanded to face two at the same time. In the Stores room we have an evolution of a normal draugr with explosives and a melee weapon, we consider it another branch of range enemies. The next enemy we present is an evolution of range type, an archer. When the player is in the Face Cave we mix different enemies creating new challenges. Inside the river we introduce the Snake creating a new branch where the player will have to face this enemy throwing clouds of poison. After

that the player introduces an evolution of melee enemies with the Elite Draug. Next continue with an expansion of different mixes of enemies. If the player continues exploring he will face an expansion on the number of Snakes. To continue we introduce the mini boss fight of minotaur as an evolution of melee branch. While continuing to the feeding post the player will face some more difficult expansions of enemies to fight. After that the next challenge will be another expansion of snakes where the number will increase to 3. At the end the last challenge to present the player is the Final Boss as an evolution of Melee Branch.

5.7 Pick-ups

- **Keys:** Item used to unlock doors of the level and discover new routes.
- **Bags of Money:** Currency used to buy new equipment and upgrade the player statistics.
- **Crystals:** Used to gather new skills in exchange for these crystals.
- **Weapons and Armors:** After defeating an enemy it can drop a random weapon or armor with stats similar to the current level of the player. They can also be found when opening a chest.
    - Spear: Weapon with high speed but low damage.
    - Sword: Balanced weapon on moderate damage and speed.
    - Axe: Weapon with a lot of damage but slow to use.
    - Shield: Shield that will be used to block enemy attacks.
    - Bow: Range weapon to kill enemies at long distances
    - Armor: Different sets of armor that will grant more or less movement speed and block physical damage depending on the type of weapon (Light, Medium or Heavy).
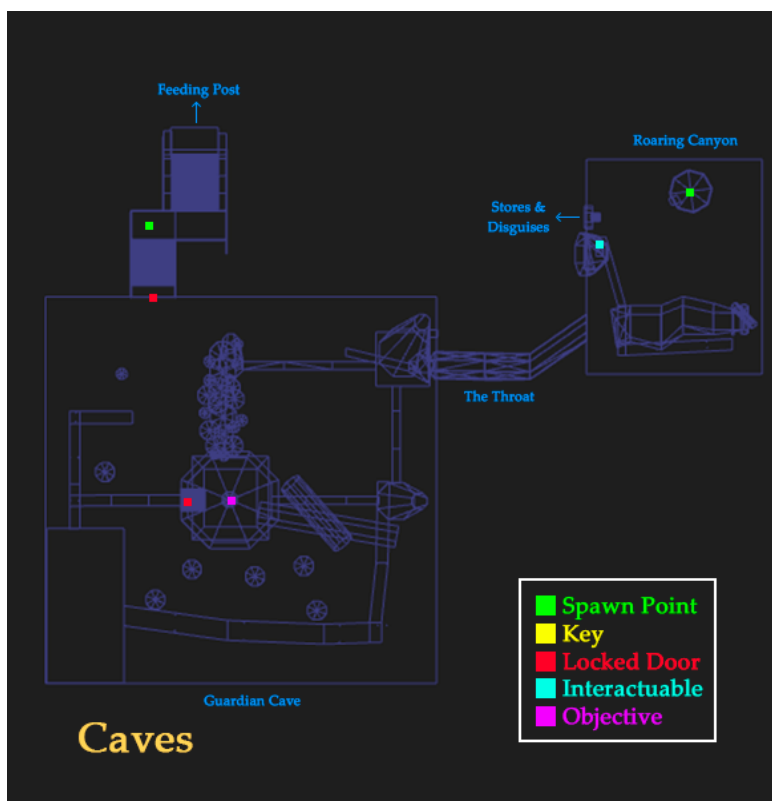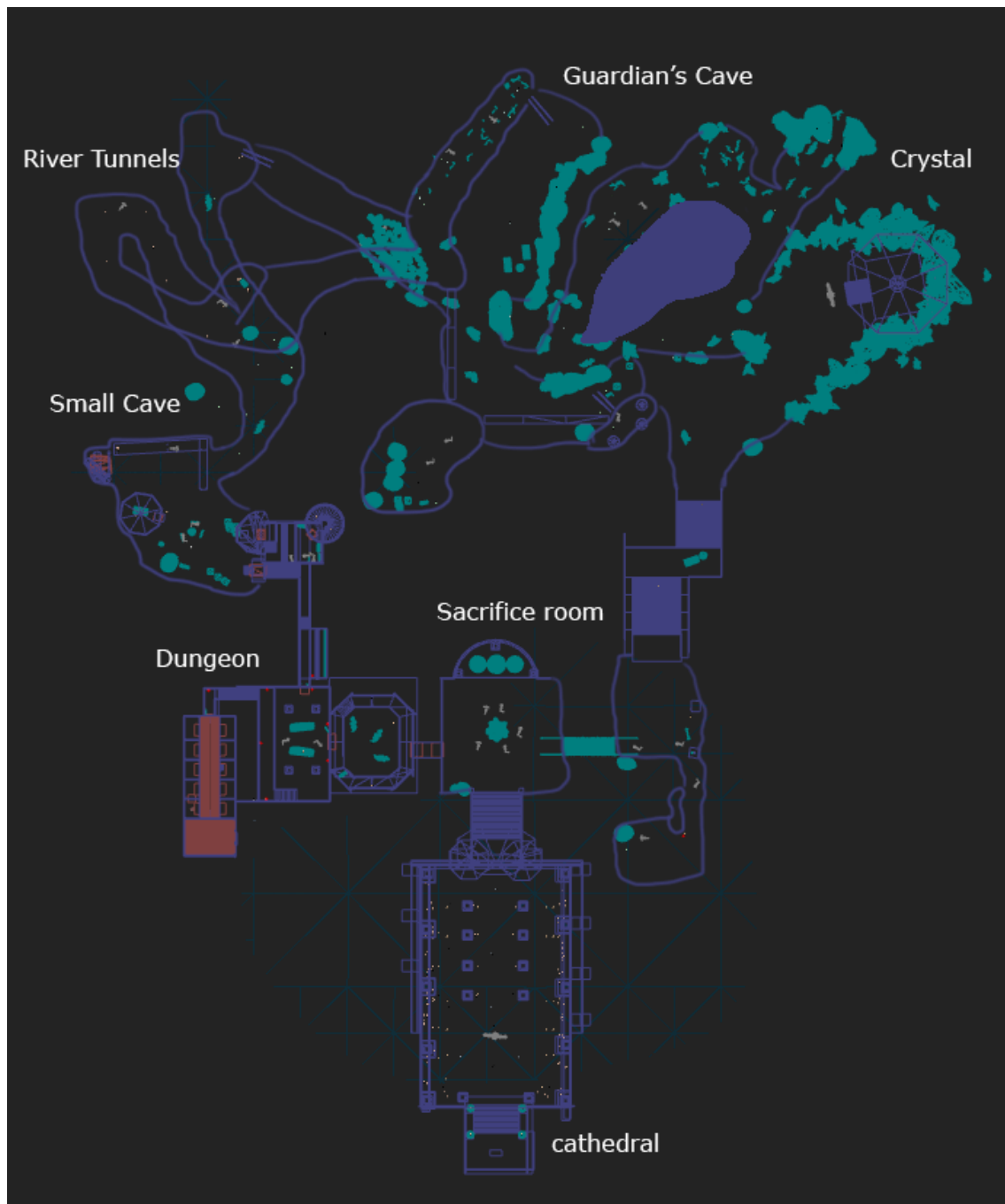
8. Maps

8.1 One Page Dungeon Concept Map
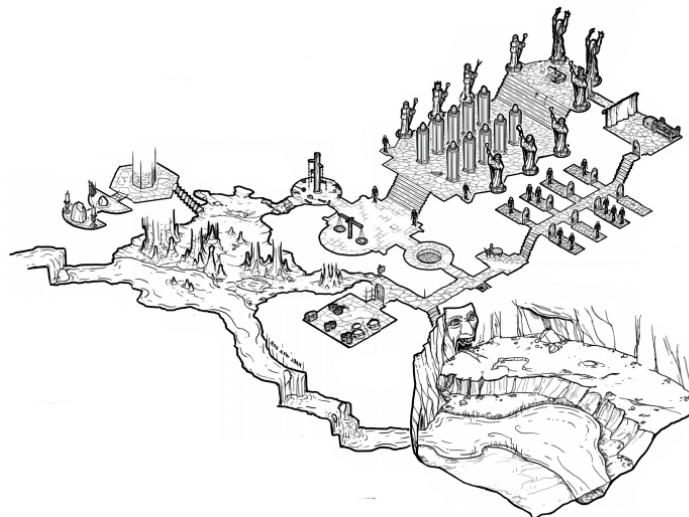
8.2 Level Map

8.2.1 First Iteration

8.2.2 Second and Third Iteration

9. Moodboards

10. GamePlay Video

https://youtu.be/KJx-mzmWzMw

11. Link to the Game

https://github.com/knela96/LevelDesignLevel/releases/tag/3.0
https://drive.google.com/file/d/1UtXukpBmjqnXrOe_0XYwZDJF1vmc-P_K/view?usp=sharing

12. Game References
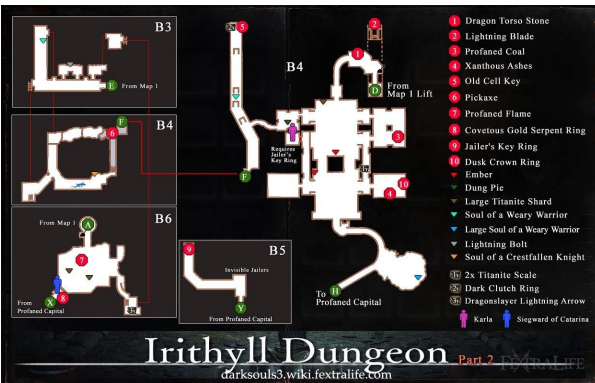
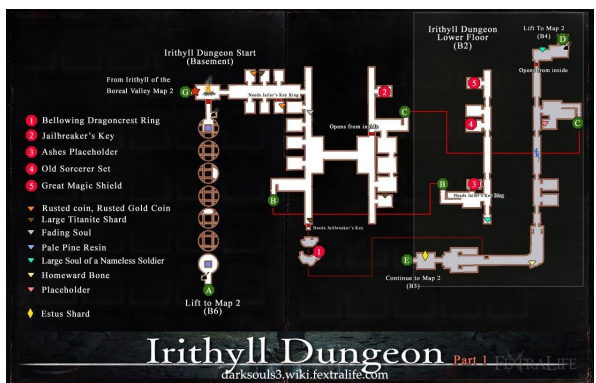**The Elder of Scrolls V: Skyrim - Golden Claw Dungeon**
https://www.youtube.com/watch?v=OWjYGnm3HhI

Dark Souls III - Irithyll Dungeon
https://www.youtube.com/watch?v=jL1tEIh1iBc

Map of Irithyll Dungeon
https://darksouls3.wiki.fextralife.com/Irithyll+Dungeon

Dark Souls - The Catacombs

https://www.youtube.com/watch?v=LOuCjF7FPtY

Map of Dark Souls

https://darksouls.wiki.fextralife.com/file/Dark-Souls/dark%20souls%20entire%20map%20bosses.png?v=1518927256403

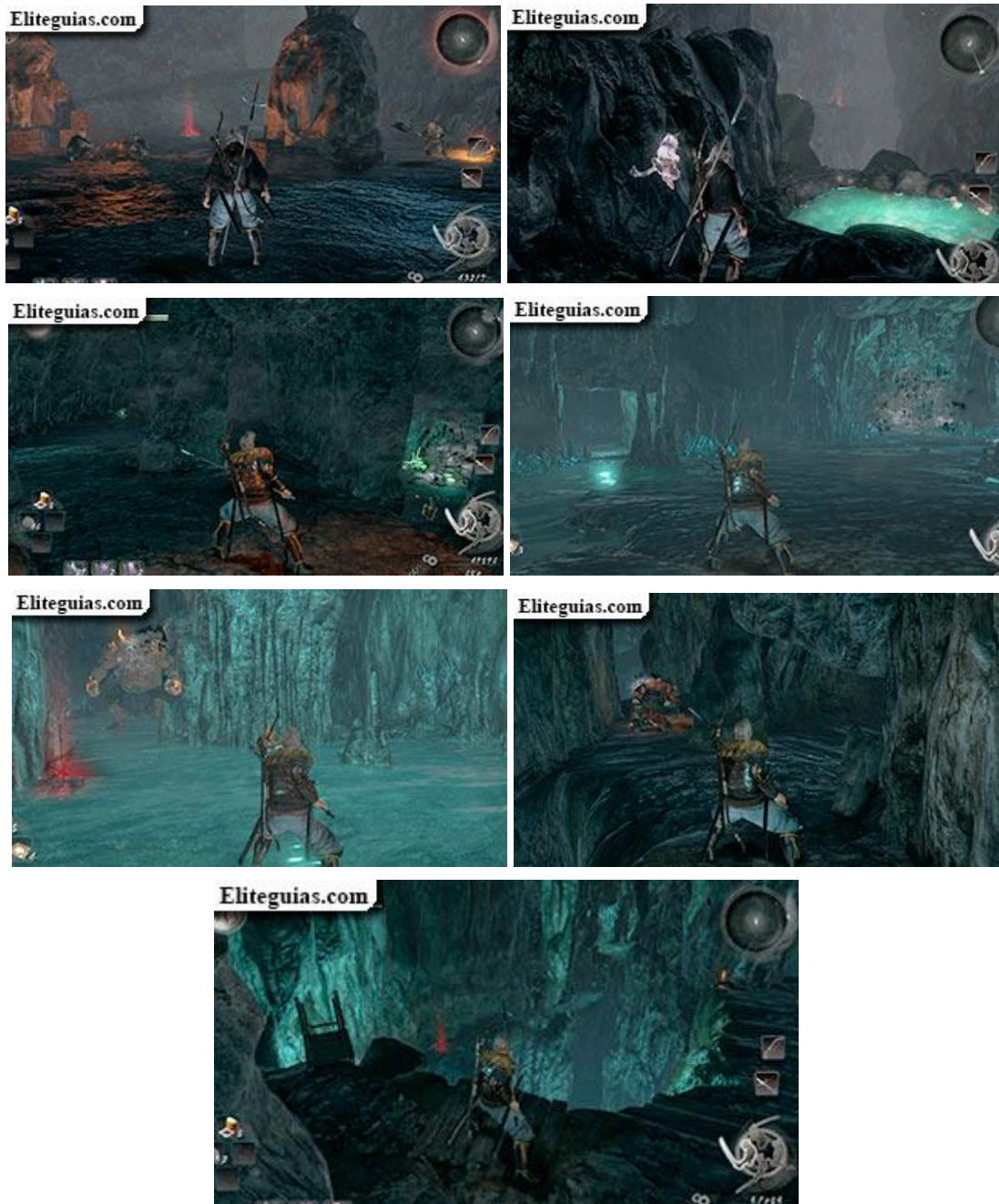**Nioh - Los Duermevelas de la piedra espiritual**

https://www.youtube.com/watch?v=nnsdAnfLlfc

Nioh - Entre las sombras

13. Bibliography

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https://irrationalgames.ghoststorygames.com/insider/from-the-vault-may/
http://www.graybeardgames.com/download/diablo_pitch.pdf
https://issuu.com/sannesmits/docs/ldd_versie_fb
https://www.behance.net/gallery/1033165/Level-Design-Document