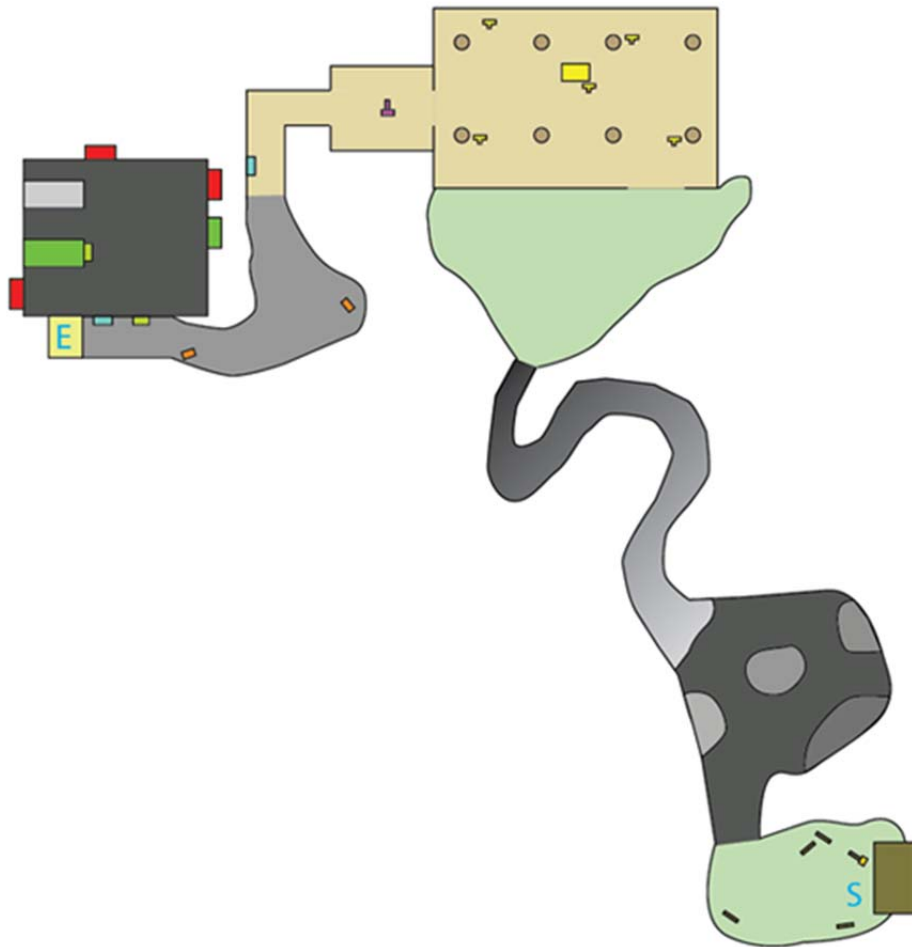Ruins of Mono'Zhe

John Benge

ITGM 741-O1

Aram N. Cookson

Overview

Level Scenario

Mono'Zhe is an ancient subterranean ruin located within a vast cave chamber. A local myth tells of a mythical weapon of great power locked away within the forgotten ruins, garnering the attention of international arms research firm Anepco who have started excavating the ruins. Poor working conditions and economic instability have caused the workers to strike, leaving the dig half finished, and the dig site deserted save for the company's automated defenses. The player has discovered a secret way into the ruins, and decides to venture into the ruins and claim the sword before Anepco can send replacement workers.

Level Introduction

The player is first introduced to the level at the site of their crashed SUV transport. The vehicle has succumbed to the unyielding terrain of the jungle, turning on its side and causing an engine fire. It has become lodged in such as position as to inhibit the player from traversing backwards, confining them within a small crevice leading to the mouth of a cave shrouded by foliage. No light penetrates into the hidden cave entrance.

Level Conclusion

The level ends when the player, having explored the ruins and acquired the mythical sword, makes his way through a series of excavation tunnels, avoiding or destroying automated turrets, fixing the elevator, and using it to exiting the dig site.

Level Goals:

- Lead the player through the ruins and out through the dig site.
- Familiarize the player with solving puzzles and allow her to acquire the sword.

Player Goals

- Improvise a torch to enable entrance and traversal of cave
- Make way to chamber containing ruins.
- Gain access to ruins
- Acquire the sword
- Make way out of the ruins through the dig site
- Activate and protect automated turret as it repairs the elevator
- Exit via the elevator

Tone And Mood

Caves and Temple

The caves and temple will have a very naturalistic feel, conveying that nature has overtaken the temple over time. Natural materials such as stone, soil and foliage will be used for the caves, and worn brick will be used for the temple. Dripping water can be heard throughout the cave, and the area where the cave meets the temple.

Light Sources

- Caves (cool, bluish light tones)
    - Player's Torch
    - Skylight shafts in large chamber where the temple meets the cave
- Temple (Warm, Yellow/Orange tones)
    - Torches

Dig Site

The dig site will have a more oppressive feeling, with modern struts, platforms, and some complete hallways pushing back against the cave walls. Dust hangs heavy in the air, stirred up by heavy excavation. Manmade metals and alloys will make up some of the walls and structures, with natural rock filling in missing walls.

Light Sources

- Dig Site (Fluorescent white tones)
    - Halogen construction lamps
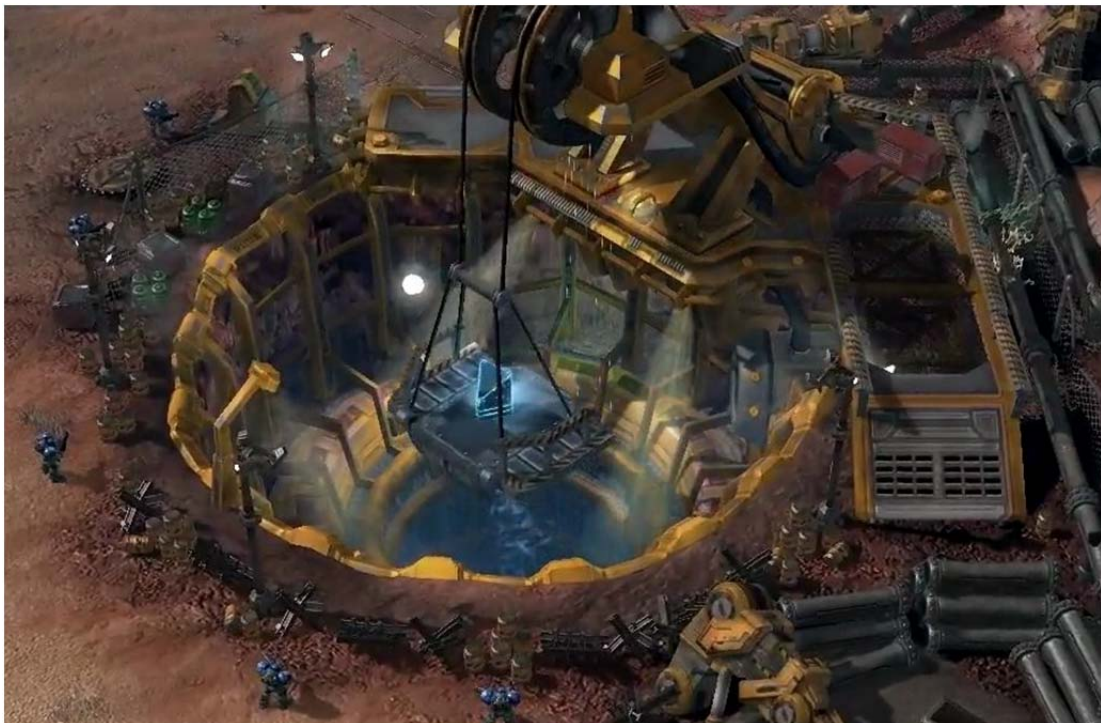   - Fluorescent floor and/or ceiling lights
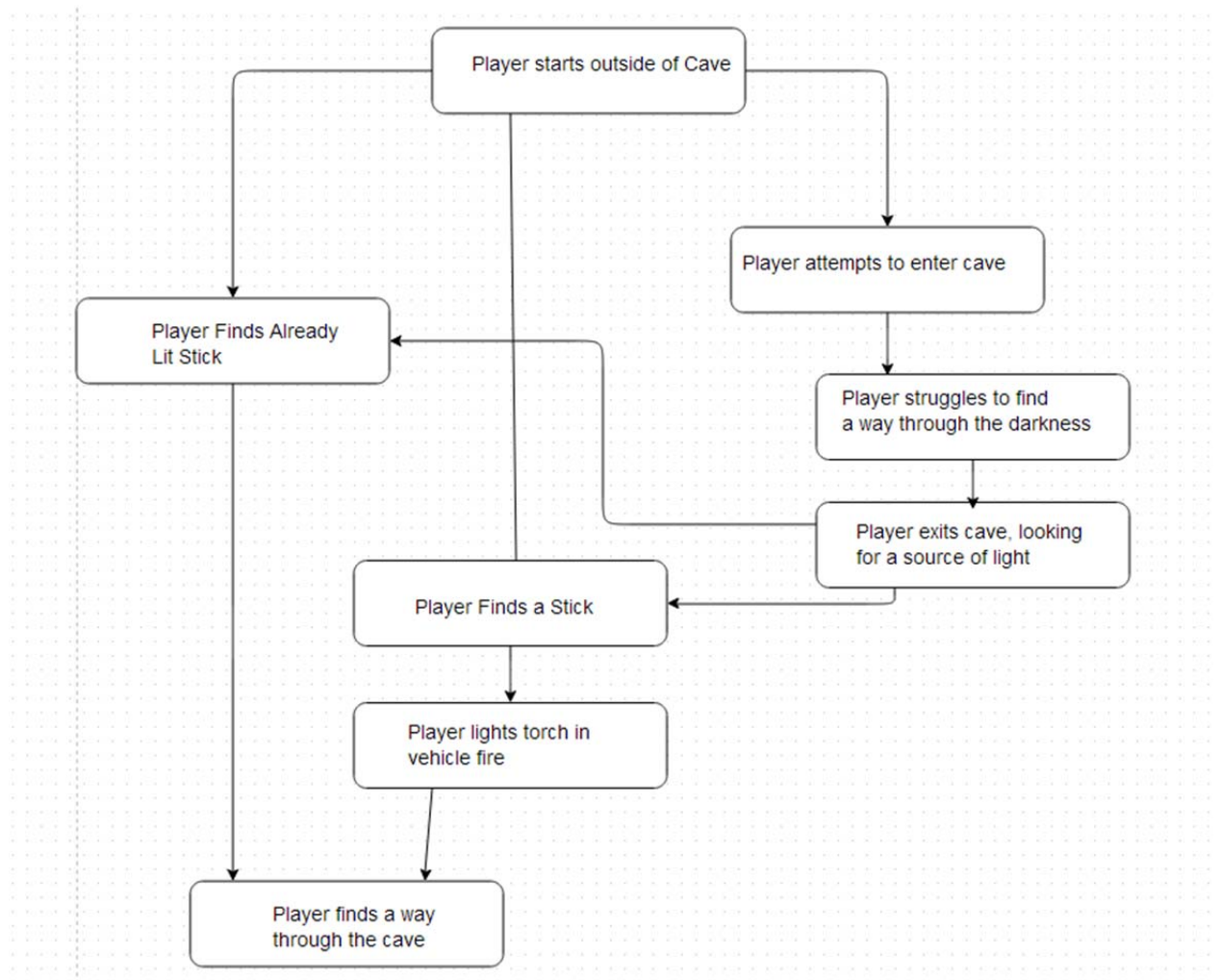
Lighting Reference Photos

Caves/Temple:

Dig Site

Event Breakdown

Event 1: Cave Entrance: Improvising a Torch

The player's first obstacle occurs at the entrance to a small, pitch black entrance to a cave. The entry chamber is set up so that in order to progress, the player must successfully navigate an ascending series of platforms, jumping between them and working her way to the exit. Finding the way in the dark is nigh impossible. In order to progress, the player will have to explore the outside area a bit and either pick up a piece of wood that has caught fire from the wreck of the player's vehicle, or alternatively, find a piece of wood and light it in the wreckage fire, thus improvising a torch. Once the player has made the torch, finding the way forward should be simple.

```
                    ┌──────────────────────────┐
                    │ Player starts outside of Cave │
                    └──────────────────────────┘
                                │
        ┌───────────────────────┼───────────────────────┐
        │                       │                        │
        ▼                       │                        ▼
┌──────────────────┐            │            ┌──────────────────────┐
│ Player Finds Already │ ◄──────┐           │ Player attempts to enter cave │
│ Lit Stick          │         │           └──────────────────────┘
└──────────────────┘          │                       │
        │                      │                       ▼
        │                      │          ┌──────────────────────────┐
        │                      │          │ Player struggles to find    │
        │                      │          │ a way through the darkness  │
        │                      │          └──────────────────────────┘
        │                      │                       │
        │                      │                       ▼
        │                      │          ┌──────────────────────────┐
        │                      │          │ Player exits cave, looking  │
        │                      │          │ for a source of light       │
        │                      │          └──────────────────────────┘
        │                      │                       │
        │          ┌──────────────────┐                │
        │          │ Player Finds a Stick │ ◄───────────┘
        │          └──────────────────┘
        │                   │
        │                   ▼
        │          ┌──────────────────┐
        │          │ Player lights torch in │
        │          │ vehicle fire         │
        │          └──────────────────┘
        │                   │
        ▼                   ▼
┌──────────────────┐
│ Player finds a way │
│ through the cave   │
└──────────────────┘
```
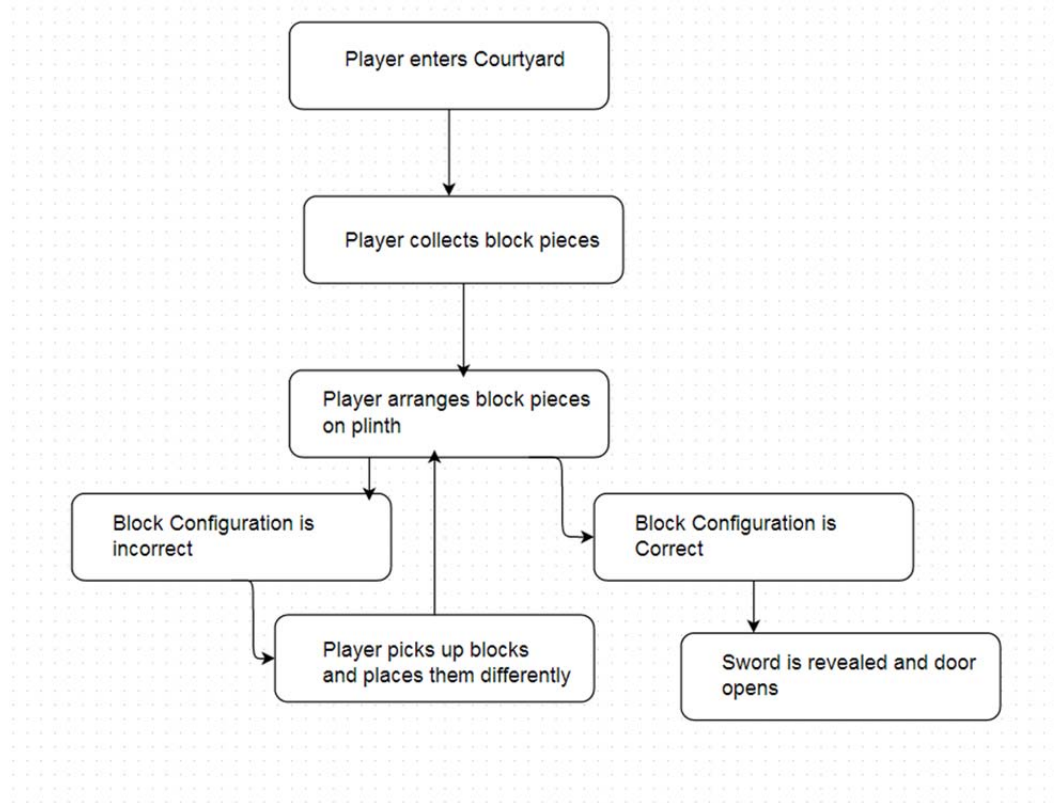
Reward: Torch (item), Easy progression through the cave.

Asset List:

- Wrecked Vehicle
- Fire
- Smoke
- Sparks
- Dense Foliage
- Rocks
- Cave Entrance and Walls
- Cave Platforms
- Stick
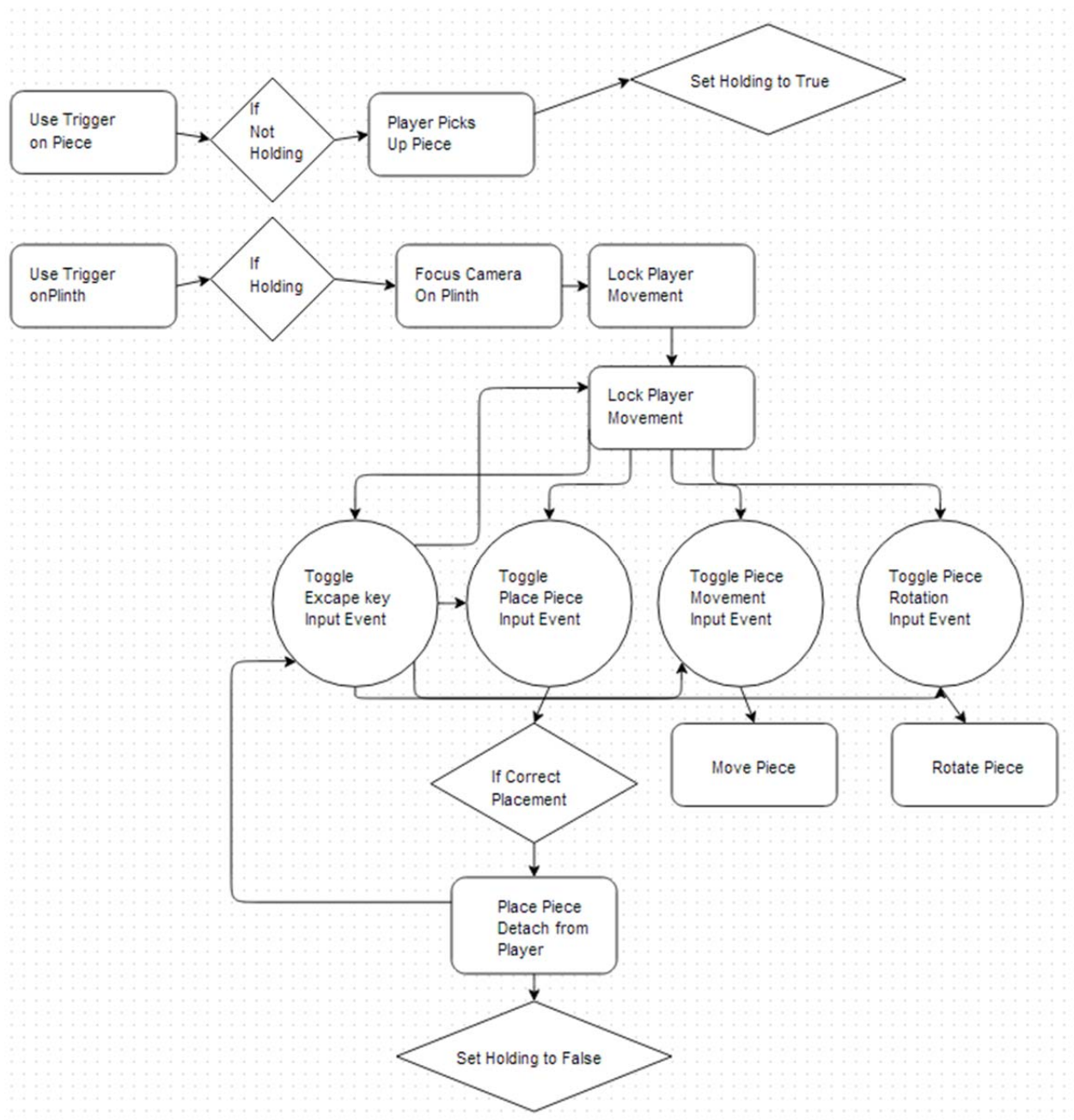- Torch

Event 2: Inner Ruins: Block Placement Puzzle

Once the player makes his way into the ruins, he finds himself in a courtyard. Here, he must pick up shapes strewn about the courtyard, and assemble them in the correct way on a plinth. The player can move the blocks around on the plinth until he places them correctly, revealing the sword, and opening the way through forward.

```
                    ┌──────────────────────┐
                    │ Player enters Courtyard │
                    └──────────┬───────────┘
                               │
                               ▼
                    ┌──────────────────────┐
                    │ Player collects block pieces │
                    └──────────┬───────────┘
                               │
                               ▼
                    ┌──────────────────────┐
                    │ Player arranges block pieces │
                    │ on plinth               │
                    └───┬──────────────┬─────┘
                        │              │
          ┌─────────────▼──┐       ┌───▼──────────────┐
          │ Block Configuration is │   │ Block Configuration is │
          │ incorrect          │   │ Correct             │
          └──────────┬─────────┘   └───────┬──────────┘
                     │                      │
          ┌──────────▼─────────┐   ┌────────▼──────────┐
          │ Player picks up blocks │   │ Sword is revealed and door │
          │ and places them differently │ │ opens                  │
          └────────────────────┘   └───────────────────┘
```

Reward: Mythical Sword (item), hidden door opening

Block Piece Placement Psudocode

Use Trigger on Piece	If Not Holding	Player Picks Up Piece	Set Holding to True

Use Trigger onPlinth → If Holding → Focus Camera On Plinth → Lock Player Movement

Lock Player Movement

Toggle Excape key Input Event

Toggle Place Piece Input Event

Toggle Piece Movement Input Event

Toggle Piece Rotation Input Event

If Correct Placement

Move Piece

Rotate Piece
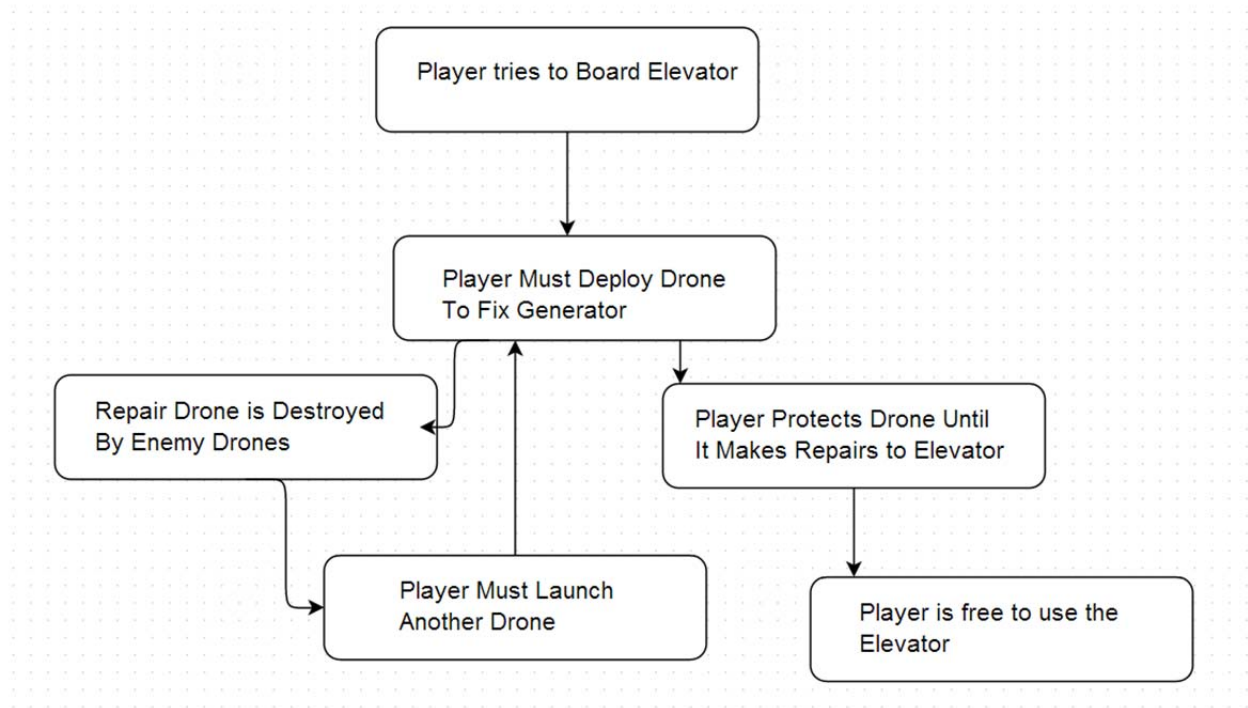
Place Piece Detach from Player

Set Holding to False

Asset List:

- Temple walls
- Cave Walls
- Temple floor
- Foliage
- Torches
- Columns
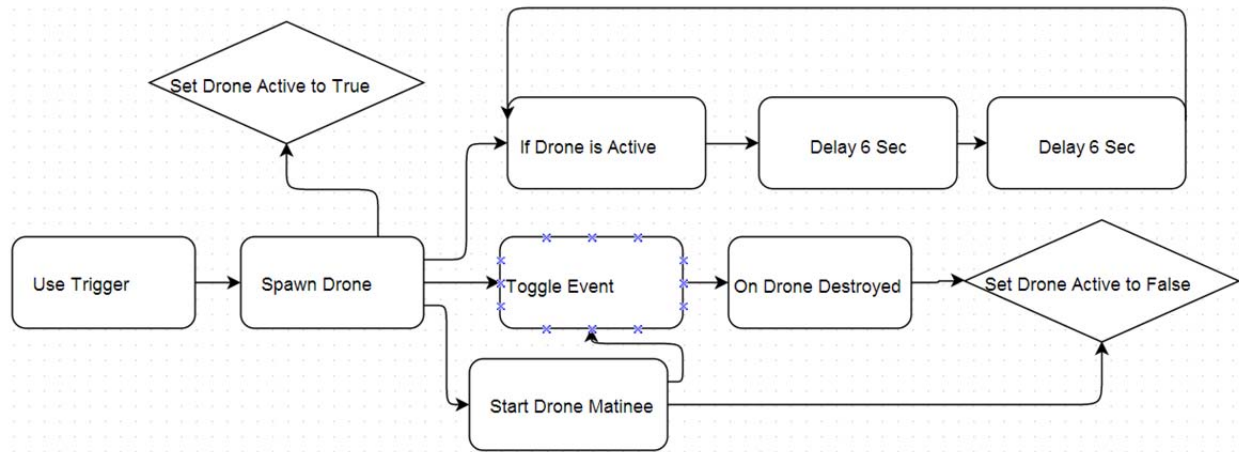- Block pieces
- Plinth
- Hidden door
- Sword
- Sword Plinth

Event 3: Excavation Site Elevator: Drone Protection

The player has almost made it through the excavation tunnels, avoiding fire from the automated turrets or destroying them. She comes to the final room containing a damaged elevator. The elevator will not function unless its generator is repaired. The player cannot reach the generator by normal means, but he can see it through an open window overlooking the generator room. To repair the broken generator, he must activate an automated drone and protect it from other drones as it makes the necessary repairs. The player can shoot the enemy drones from his position overlooking the generator room. If the enemy drones destroy the repair bot, the player can deploy another one and try again.

```
                    ┌─────────────────────────┐
                    │ Player tries to Board Elevator │
                    └─────────────┬───────────┘
                                  │
                                  ▼
                    ┌─────────────────────────┐
                    │ Player Must Deploy Drone │
                    │ To Fix Generator         │
                    └──────┬────────────┬──────┘
                           │            │
        ┌──────────────────┘            ▼
        ▼                      ┌──────────────────────────┐
┌────────────────────────┐    │ Player Protects Drone Until │
│ Repair Drone is Destroyed │   │ It Makes Repairs to Elevator │
│ By Enemy Drones          │   └──────────────┬───────────┘
└──────┬─────────────────┘                    │
       │         ┌─────────────────┐          │
       └────────▶│ Player Must Launch │        ▼
                 │ Another Drone      │  ┌────────────────────┐
                 └─────────────────┘   │ Player is free to use the │
                                       │ Elevator               │
                                       └────────────────────┘
```

Reward: The way is clear for the player to exit the level

Drone Deployment Sequence Psudocode

Flowchart

Use Trigger → **Spawn Drone** → **Set Drone Active to True**

Spawn Drone → **Toggle Event** → **On Drone Destroyed** → **Set Drone Active to False**

Toggle Event → **If Drone is Active** → **Delay 6 Sec** → **Delay 6 Sec**

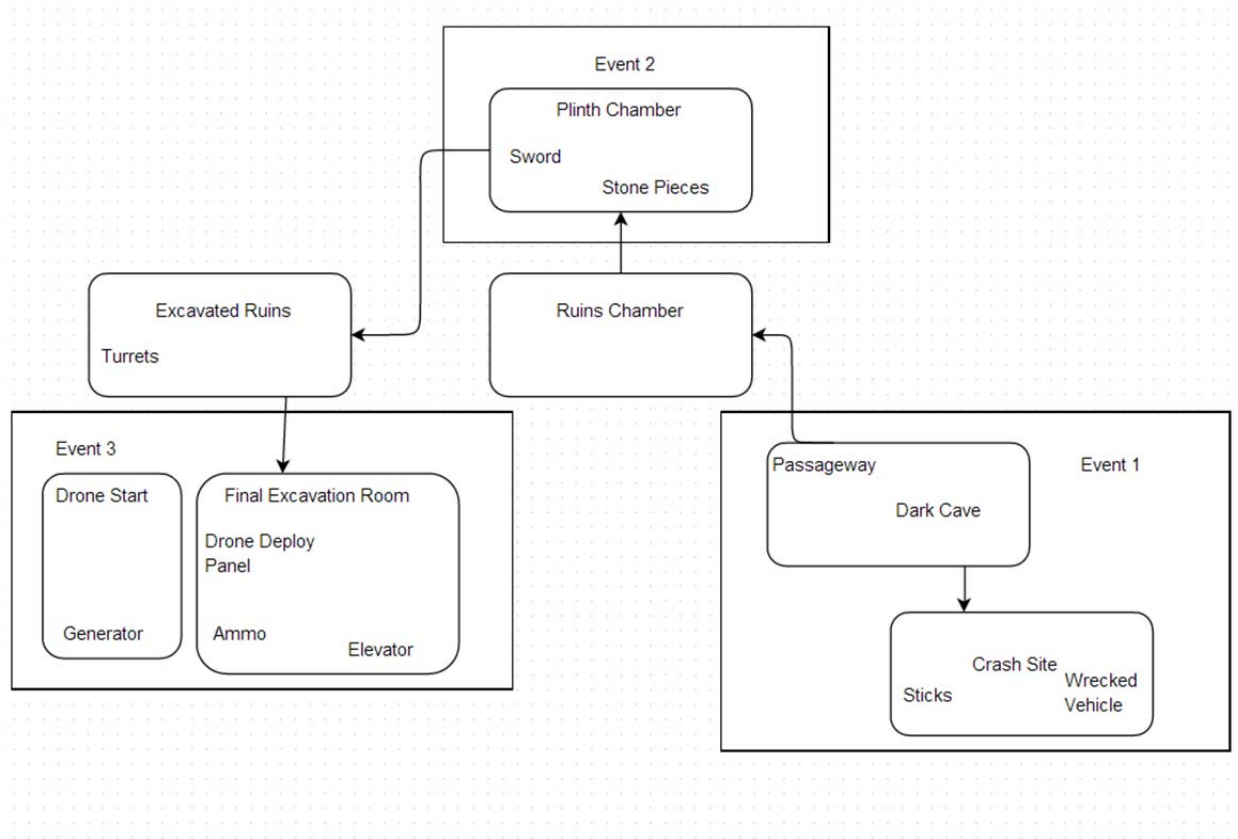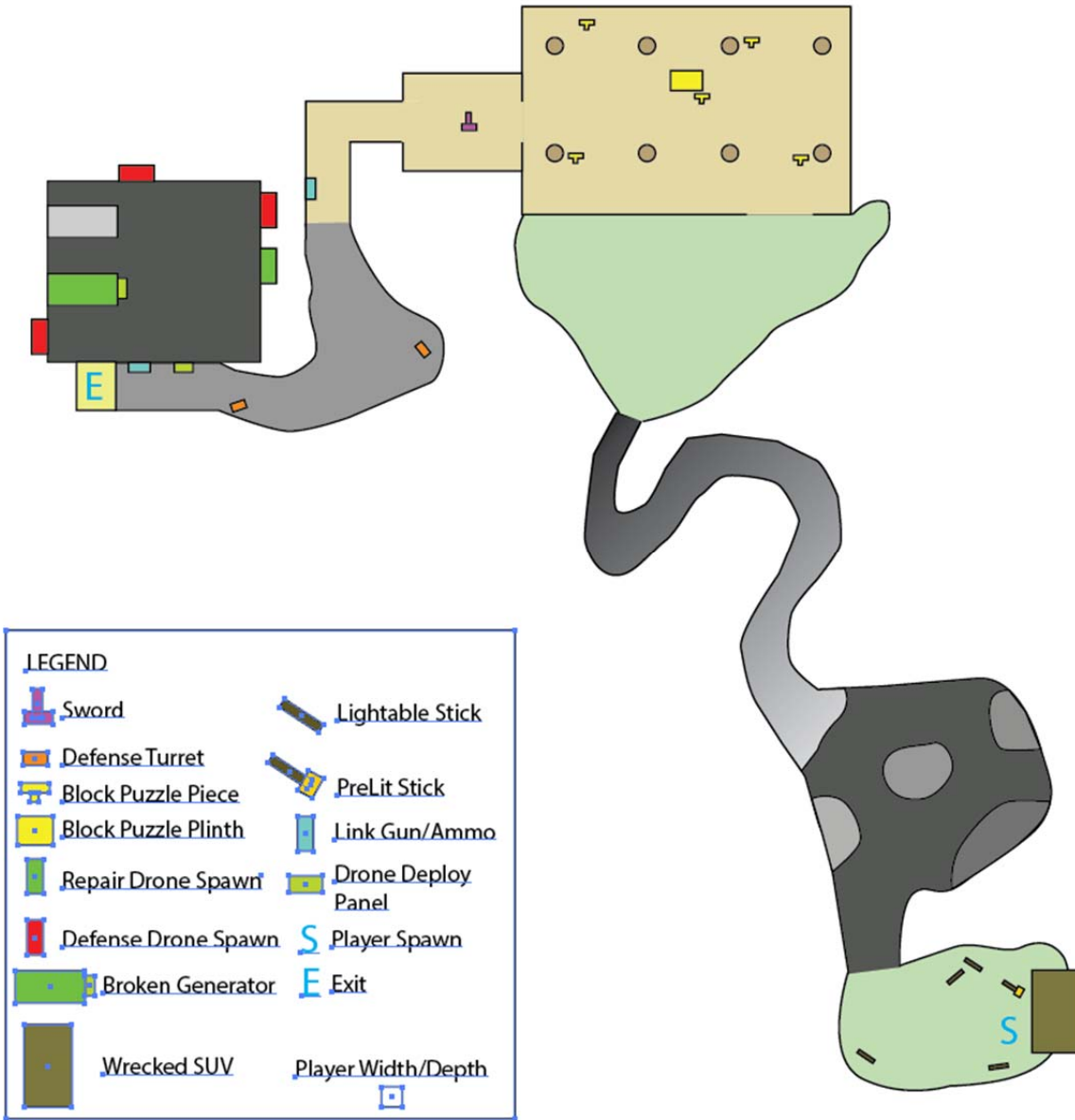**Spawn Drone** → **Start Drone Matinee** → **Set Drone Active to False**

Asset List

- Excavation walls
- Excavation floor
- Cave Walls
- Dig Lights
- Turrets
- Rockets
- Elevator
- Elevator Panel
- Drone Deploy Panel
- Repair Drones
- Enemy Drones
- Broken Generator
- Doors for Drones to exit from
- Link Gun
- Ammo

Level Bubble Diagram

Event 2

Plinth Chamber

Sword

Stone Pieces

Excavated Ruins

Turrets

Ruins Chamber

Event 3

Drone Start

Final Excavation Room

Drone Deploy Panel

Generator

Ammo

Elevator

Passageway

Dark Cave

Event 1

Crash Site

Sticks

Wrecked Vehicle

Level Layout

LEGEND

⚔ Sword		🔩 Lightable Stick	
Defense Turret		PreLit Stick	
Block Puzzle Piece		Link Gun/Ammo	
Block Puzzle Plinth		Drone Deploy Panel	
Repair Drone Spawn			
Defense Drone Spawn		S Player Spawn	
Broken Generator		E Exit	
Wrecked SUV		Player Width/Depth	

Level Shelling