

# Diamond is not Crash

LEVEL DESIGN DOCUMENT

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## OVERVIEW

The level NAME takes place in an abandoned mine somewhere deep below the earth's surface. The mine network, once seemingly teeming with workers and machinery, is now cold and lifeless without a single person still operating inside. The environment, after looking at the abandoned machinery and multiple cave-ins, makes it seem as though the workers left in a rush. Along with the leftover mining equipment includes the strange material that the workers were harvesting; Large blocks of a blue stone that radiate a strange light.

You take control of worker who wakes up at the bottom of the mine, unaware of his surroundings or how he got in this situation. Not knowing where to go next, all he can do is go up and try to find any resemblance of life. Once the player gets on their feet, the realization suddenly hits that they can manipulate these strange blue stones, making him able to push and pull them at will with his mind. Using this unknown ability to his advantage, he makes his way out of the mine, where answers will hopefully be found.

## MOOD

The environment the player traverses should have a very cold and bleak atmosphere. Instead of making the player scared, the intended feelings that the player should have are those of unease and uncertainty. The environment will always compliment this by being dimly lit rather than very dark. Since the player will not have a means of providing light for themselves, the light illuminating from the blue stones will provide an almost supernatural feeling to the entire area.

In addition to the environment, audio design will complement the tone by being very minimal, almost to the point of no sounds at all. To drive home the fact that the player is in an extremely large and empty space, most sounds in the level will have an echo to them, such as footsteps and water droplets. The loudest noise will come from a large underground river surrounding the player in the beginning.

The player should feel that they always must move up, so the level design going upwards will have very little overhead obstructions to block the goal of the player. This in turn will make the player want to keep increasing height, since they would have a clear view to their destination.

## INTENT

The design of NAME will aim to reach several goals, including:

- **Teaching the player the push/pull mechanic**
  - Seeing as how the push/pull mechanic will be new to the player, most of the early portions of the level will act as a playground for the player to get use to the system. After the player has gotten accustomed, the rest of the level will focus on using those skills to achieve objectives.
- **Showing the player the type of game they are playing**
  - Along with introducing the mechanics, the level will also serve as a demonstration to the player on one of the main ways the mechanic is used, mainly climbing/platforming.
- **Introducing the environment**
  - The level will show the player exactly where they are in the world and what the rest of the game would look like.
- **Setting up worldbuilding for future levels**
  - A major aspect of the environmental storytelling will involve the player trying to decipher what happened at the mine and what the weird minerals are. The level will serve as a jumping off point for future storytelling and environments as the player ascends further into the mine.

## OBJECTIVES

### Main Objective

- Find a way out of the abandoned mine using your newfound powers
  - Escape without falling and killing the player

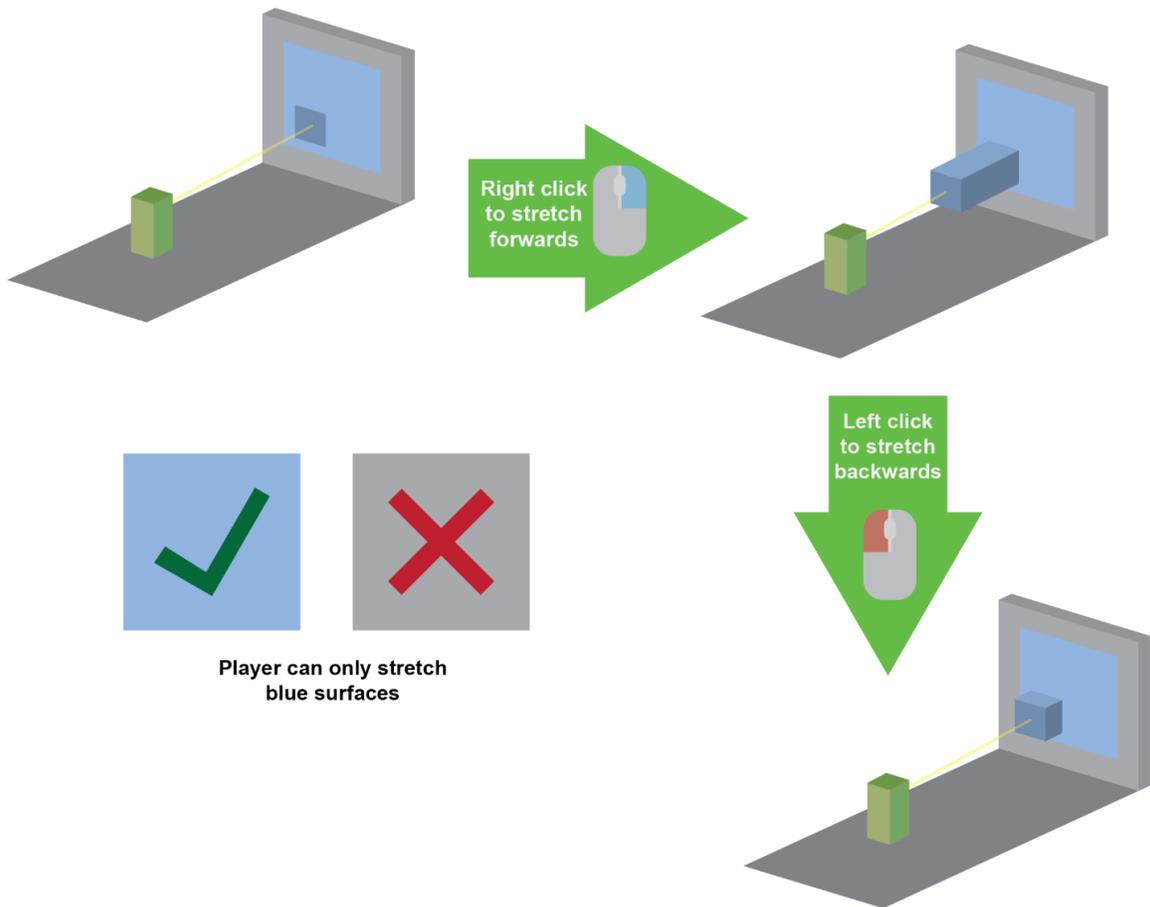
### Sub Objective

- Discover what your mysterious new power is and how you got it

## MECHANIC OVERVIEW

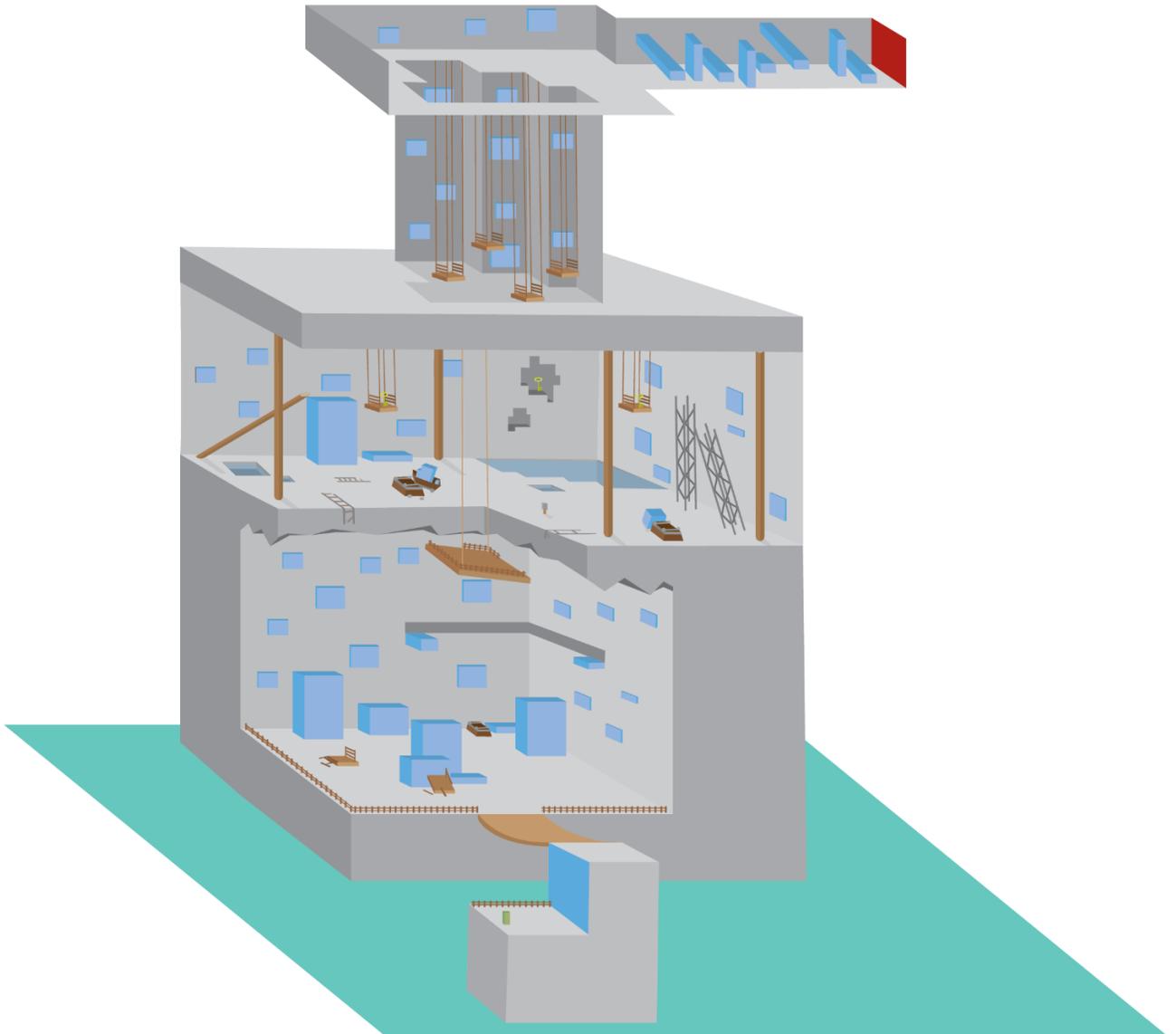
### SURFACE STRETCHING

The main mechanic the player will be using is the ability to stretch certain surfaces to make a platform for the player to use. **This mechanic does not stretch the entire surface that the player uses it on.** Only a small 1-meter by 1-meter cube will be extruded from the surface, no matter the size.



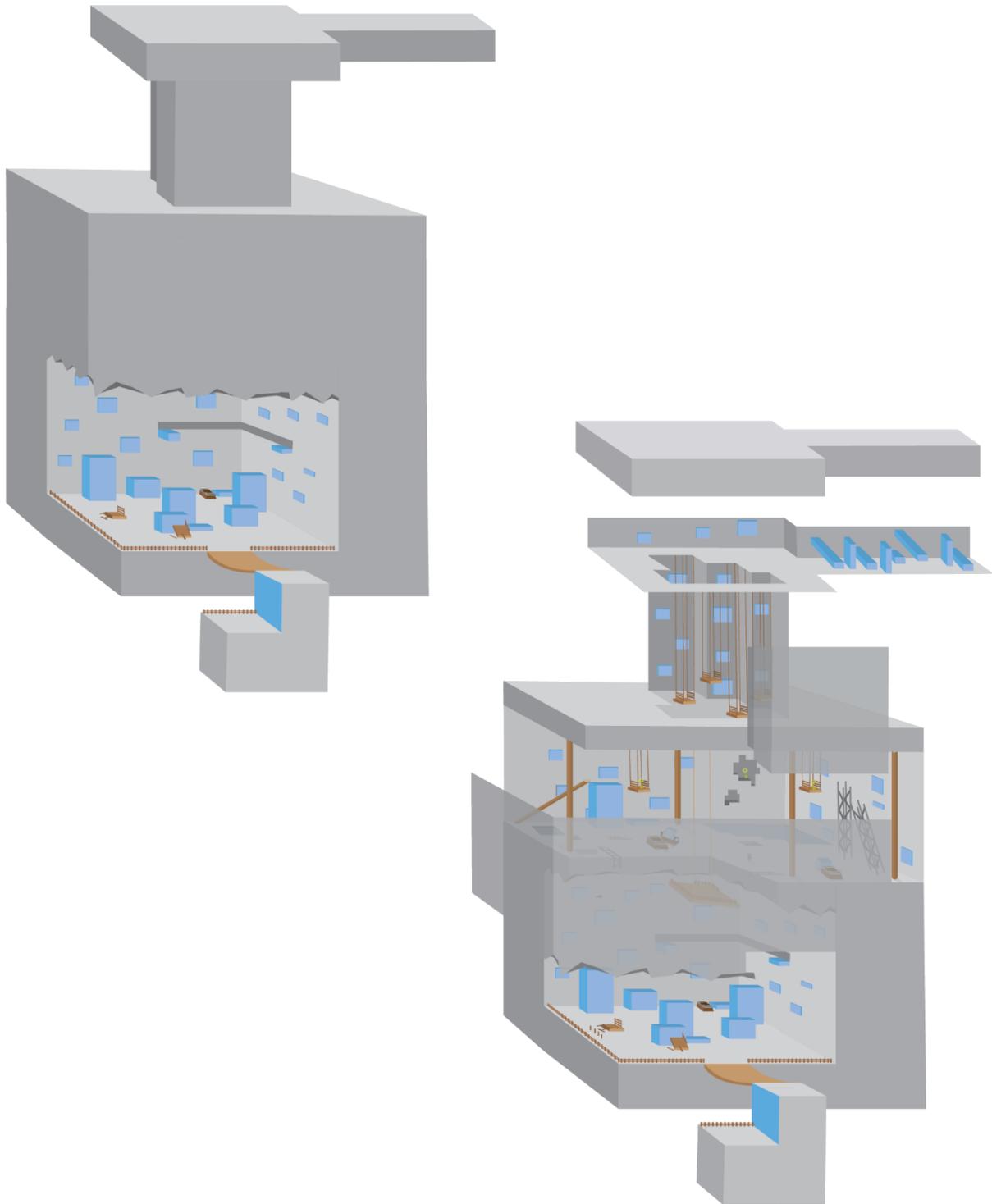
Note that the player must be a certain pre-determined distance to the wall for stretching to occur. The player can also stretch while moving and jumping.

# LEVEL OVERVIEW (OPEN VIEW)

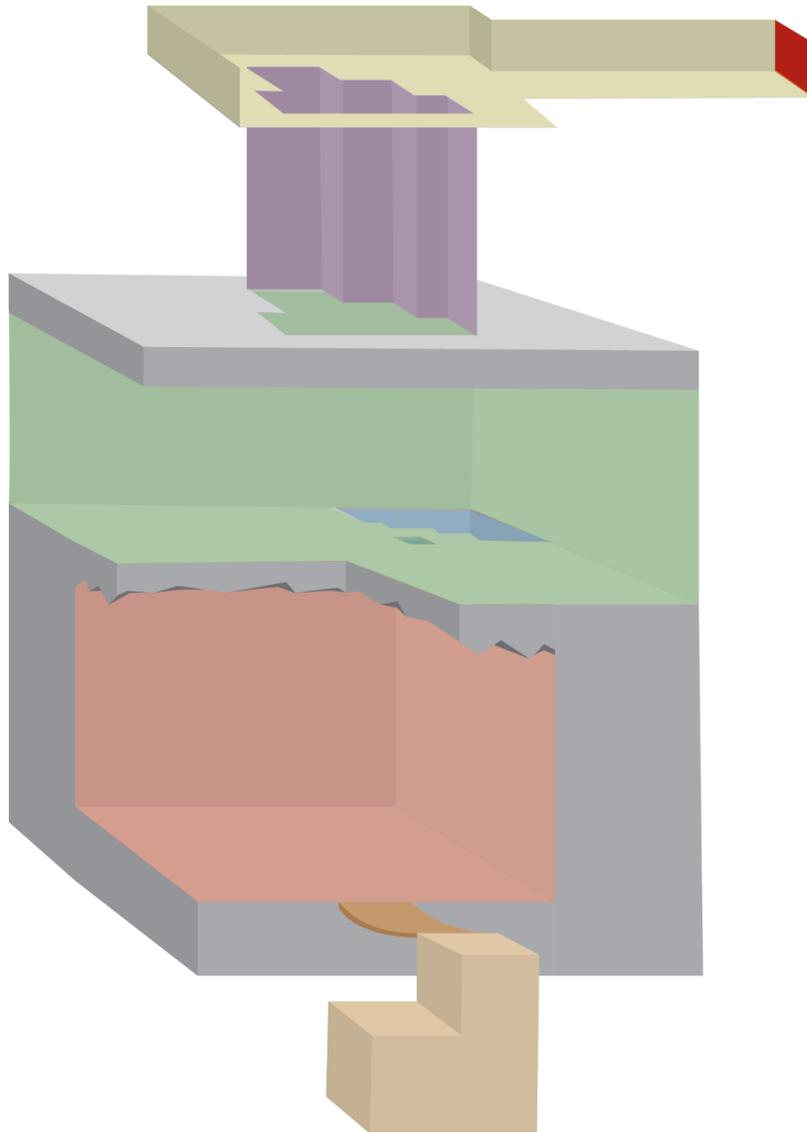


 Player	 Exit		
 Stretchable Rock	 Railway	 Bridge	
 Basic Rock	 Fence	 Control Panel (3x Locks)	 Wood Support Beam
 Water Pool	 Hanging Platform (Small)	 Control Panel Key	 Metal Girder
 Wall Indent	 Hanging Platform (Large)	 Cart	

# LEVEL OVERVIEW (CLOSED VIEW)



## ZONE OVERVIEW



Zone 1: The First Climb

Zone 2: Playground

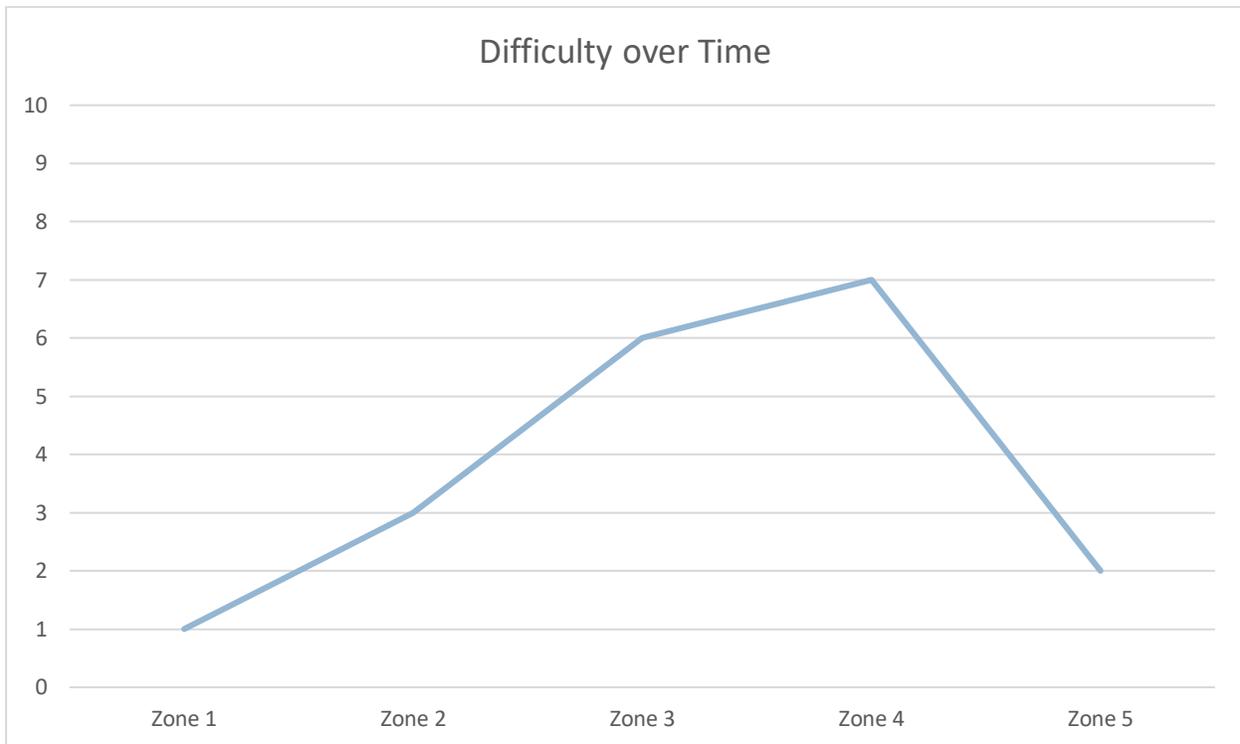
Zone 3: Find the Keys

Zone 4: Hell Pillar Death Climb

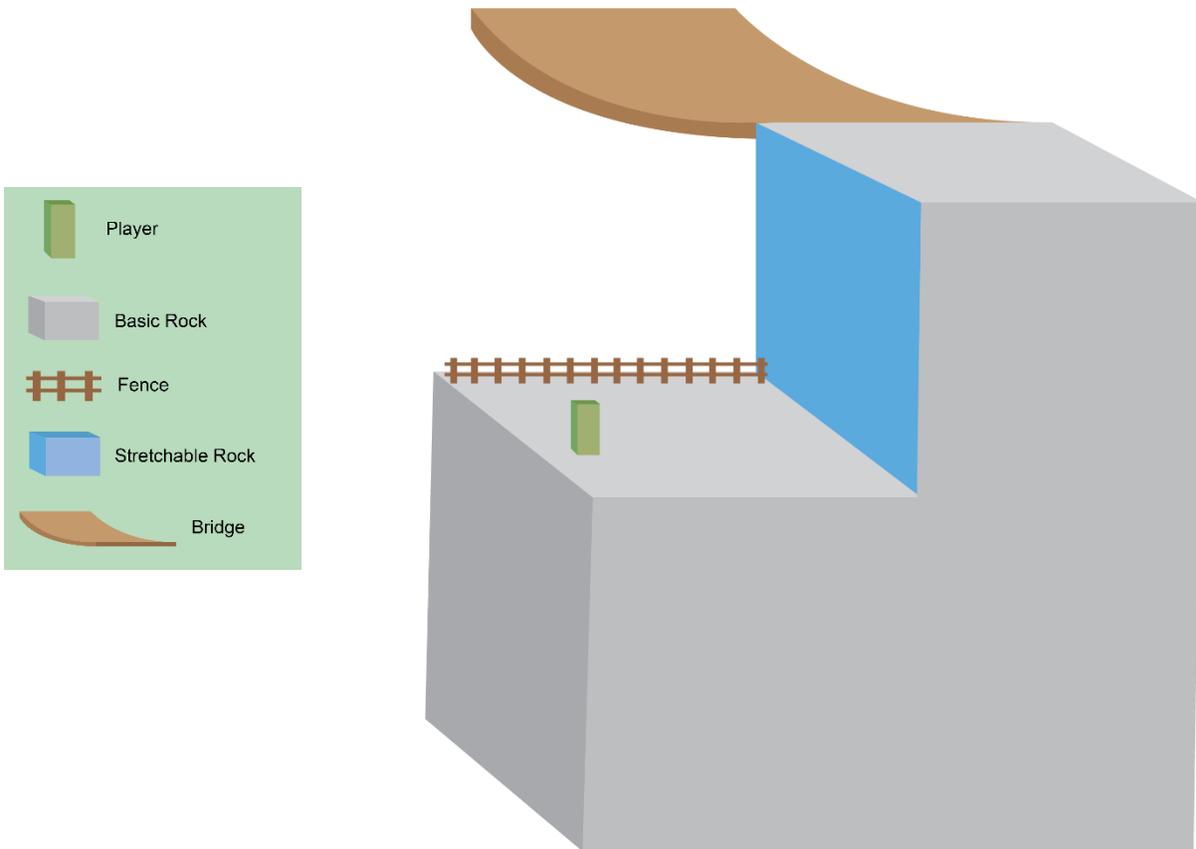
Zone 5: Easy Stretch

## LENGTH OF PLAY

The intended length of play is estimated to be about **10-15 minutes** from the start of the level until the player reaches the end. This is including any deaths that the player may accumulate where they are taken back to a checkpoint.



## ZONE 1: THE FIRST CLIMB



### Main Objectives

- Make the first climb using your new powers
- Travel across the bridge onto the next section

### OVERVIEW

The player wakes up on a small rock ledge overlooking a rushing underwater river below. By this point, the player will receive a prompt telling them to face the only wall and begin to understand the mechanic of stretching certain materials. This is the only challenge of the section and sets the player up for what they will be doing in later zones. The end of the section is reached when the player crosses the bridge onto Zone 2.

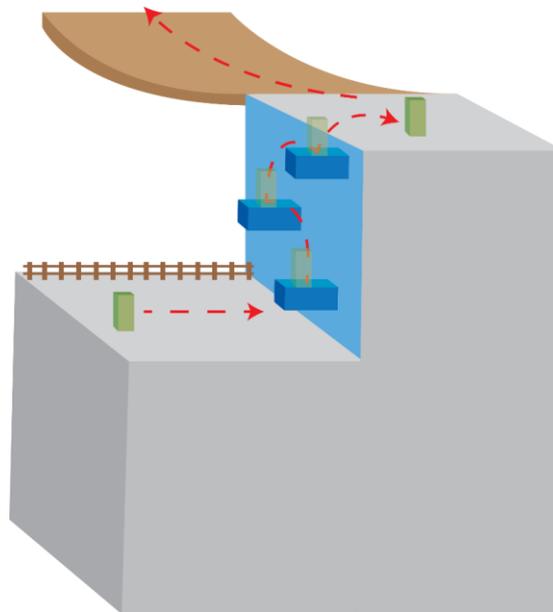
## STORY BEATS

At this point, the player would have just regained consciousness, with the cause still a mystery. The rushing water and illuminating lights from the glowing materials gives the impression that they are somewhere deep in a cave, but has at least had human contact due to the fences and bridge. A soft voice in his head will then tell him to use his new ability to stretch the wall in front of him to pass.

## DEATH CONDITION

The only way the player can die is from jumping off the platform into the rushing water below. If the player ends up in the water, they will immediately be sent to the beginning of the zone where the player first entered.

## WALKTHROUGH



1. The player begins the level facing the stretchable surface
  - a. UI prompt will appear above the player telling them to “Click the Blue Mineral to stretch”
2. If not done already, the player must then stretch out the wall in order to pass onto the next section.
3. Given the player’s maximum jump height, a minimum of at least **2 units** need to be stretched out of the single wall for the player to reach the top safely.
4. Once the player successfully reaches the top of the wall, the section ends once the player crosses the bridge

ZONE 1 REFERENCE IMAGES:



Example of the starting platform the player starts on. Would be standing on stone slab and have stone wall to one side.



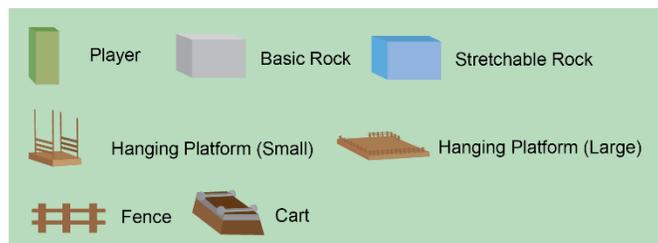
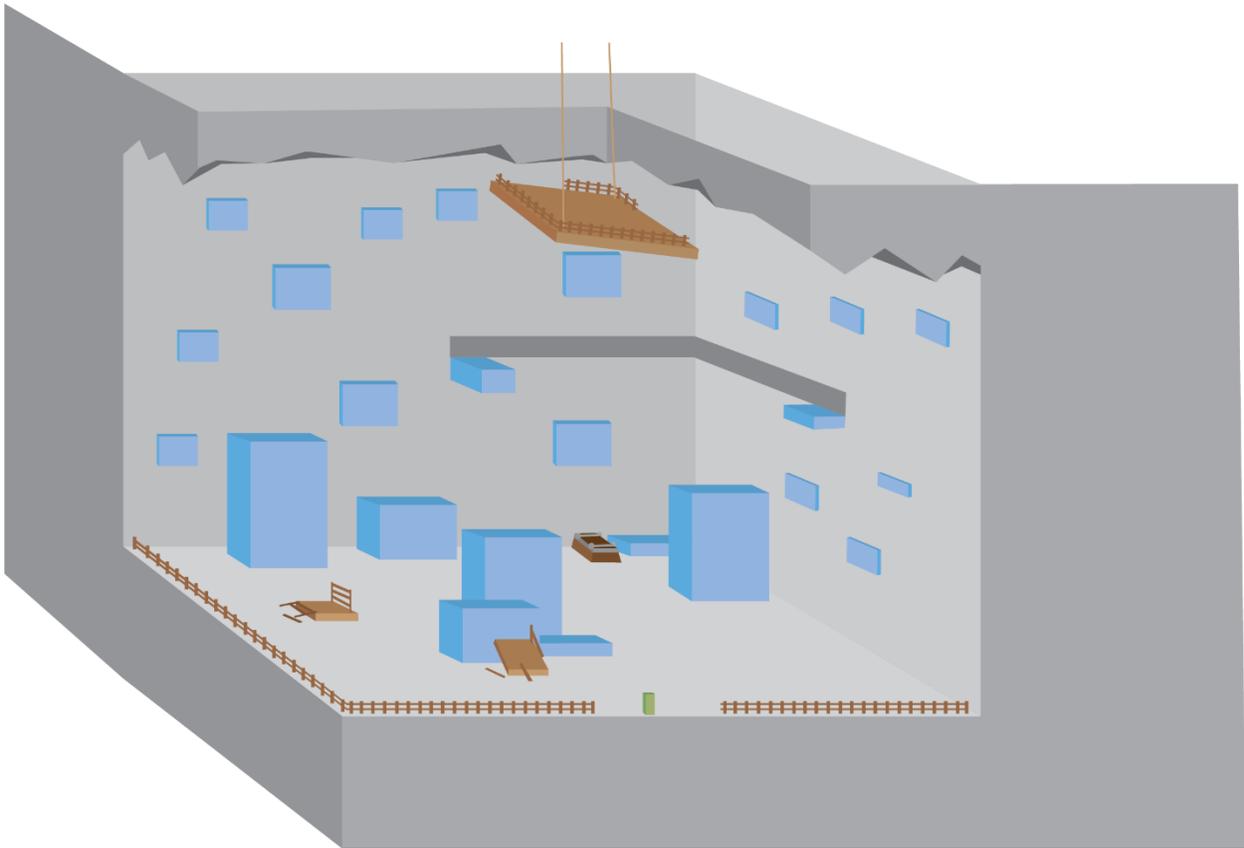
Ceiling above the flowing water below the player. High up and out of reach.



Example bridge (Without the rails and slightly straighter).

Download from Dreamstime.com 31042004

## ZONE 2: PLAYGROUND



### Main Objective

- Discover a way up the cliff face using the stretchable rocks all along the wall
  - Reach the hanging platform to gain access to the next zone

### Sub Objective

- Experiment with newly gained powers with the blocks placed at ground level

## OVERVIEW

Zone 2: Playground's main goal is to further expand on the stretching mechanic that the player had just learned from the previous section. As the name implies, the zone is built in a way to encourage the player to run around and experiment with their new abilities. Along with the ample opportunities to use the mechanic, at this point the player will realize that there are surfaces that they cannot stretch, since the previous zone only had 1 wall. Once the player decides to go towards the top, stretchable rocks are laid out in such a way to encourage multiple routes towards the exit.

The level will also introduce the player to more difficult jumping areas due to the controlled usage of the stretchable material.

## STORY BEATS

By this point, the player will have gained the knowledge that this is no ordinary cave, but instead a mining operation, more than likely mining the strange blue material. The more the player would look, the more they would see the disarray of the equipment and tools of the mining operation. This in turn would lead to a hypothesis that either the player is in a long-abandoned portion of the cave, or the entire mine has been abandoned and he is the only one left. With still no signs of life, all the player can do is go up.

## DEATH CONDITION

Zone 2 introduces a new method that the player can die. Along with jumping into the river as in zone 1, the player can also die from fall damage from a great enough height. On death, the player will respawn at the end of the bridge.

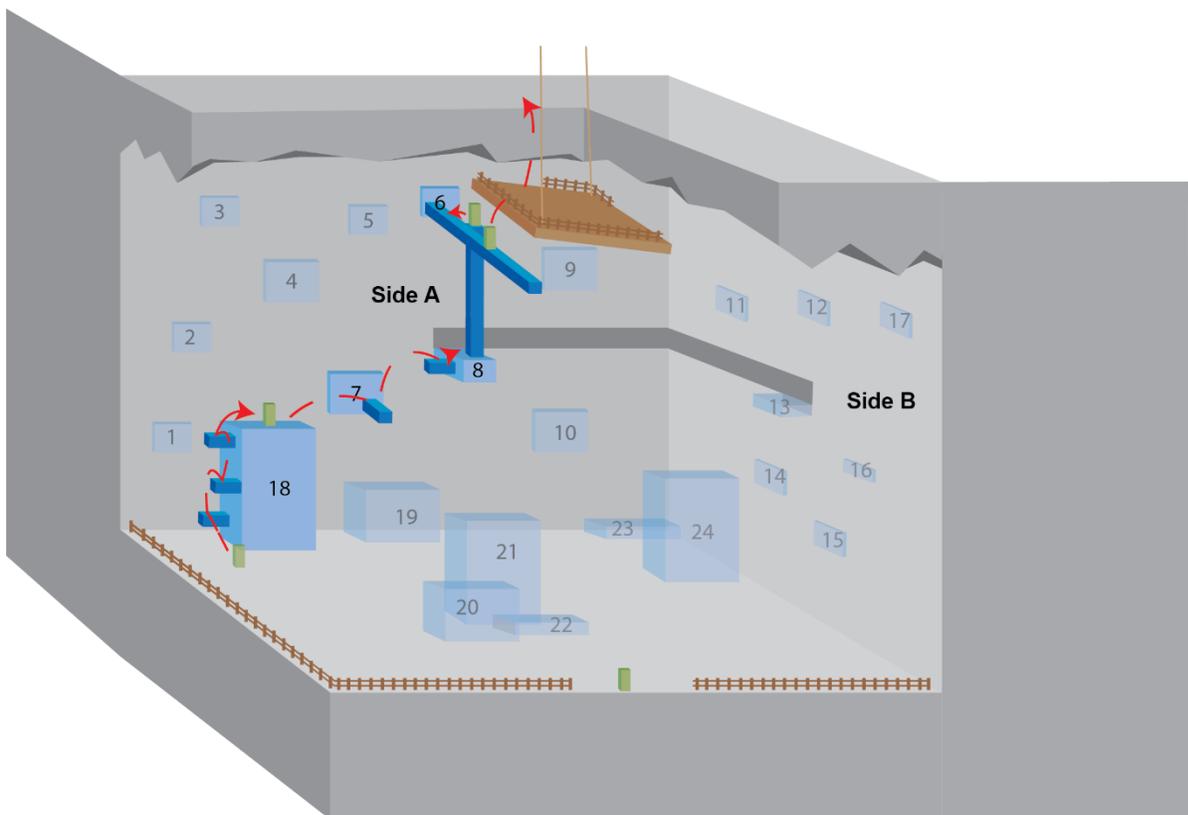
## WALKTHROUGH

When first entering Zone 2, two options are presented to the player. They may choose to do either but must choose Option 2 in order to advance to the next zone.

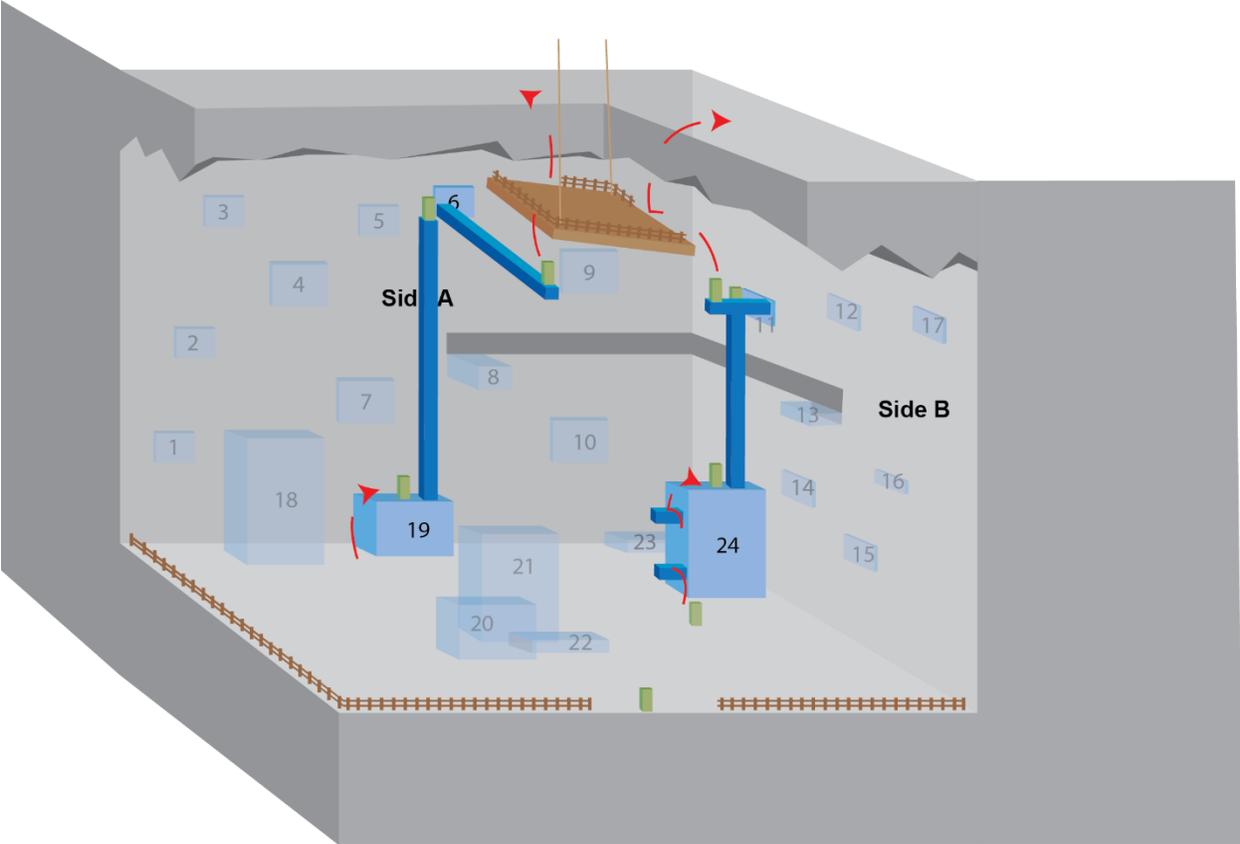
1. **Option 1:** Explore the new ability using several of the large rock formations on the ground and walls.
  - a. The player will choose to explore the area and try to better understand their new power on the pre-placed stretchable surfaces, also giving the player access to vertical stretching with the ground surfaces.
  - b. The player can choose to do this for however long they feel fit, and when complete can move on to Option 2.

2. **Option 2:** Begin to climb the wall to reach the new zone.
  - a. Several options present themselves to the player to ascend the cliffside thanks to the sandbox nature of the current zone. Note: though these are the most straightforward approaches to completion, this is by no means every way to complete the zone.
  - b. Due to the large cliffhang, in order to reach the next section, the player must use the large hanging platform in order to reach the next zone.

The player starts by going up Side A in order to reach the top. Beginning on the left side of #18, the player will try to work their way up to the top of the block. Once there, #1 and #2 are either too high or don't reach anywhere significant, so the player will jump to #7 then #8. Here, the player can either use the large vertical face on the #8 platform to reach the #6 platform, or use the opening that connects the two sides in order to finish the rest from Side B. Choosing to climb to #6 will give the player direct access to the hanging platform once stretched, finishing the zone. Moving to Side B through the cave connecting #8 and #13, the player can choose to ascend in a similar way.



Starting the climb with vertical stretching can also give the player an option to reach the next zone. Beginning with either #19 or #24, the player can climb up vertically using the same method as in the last example. Each starting block will get the player closer to the surface they need to go horizontal (#19 to #6 and #24 to #11). Once reached, the player can use the closest blocks in order to reach the platform and advance.



ZONE 2 REFERENCE IMAGES:

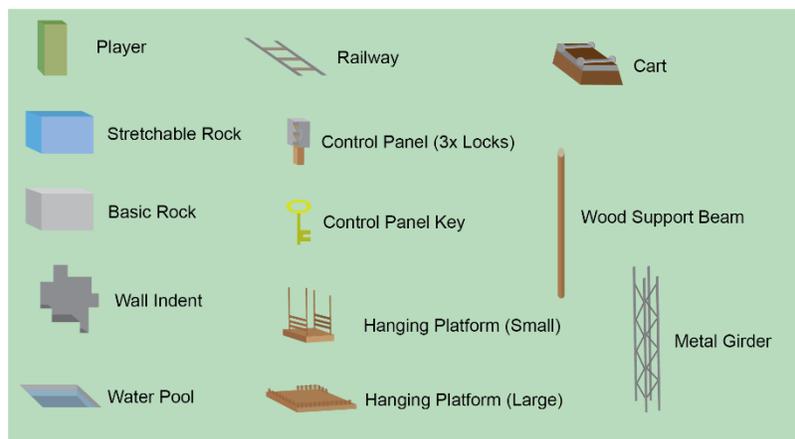
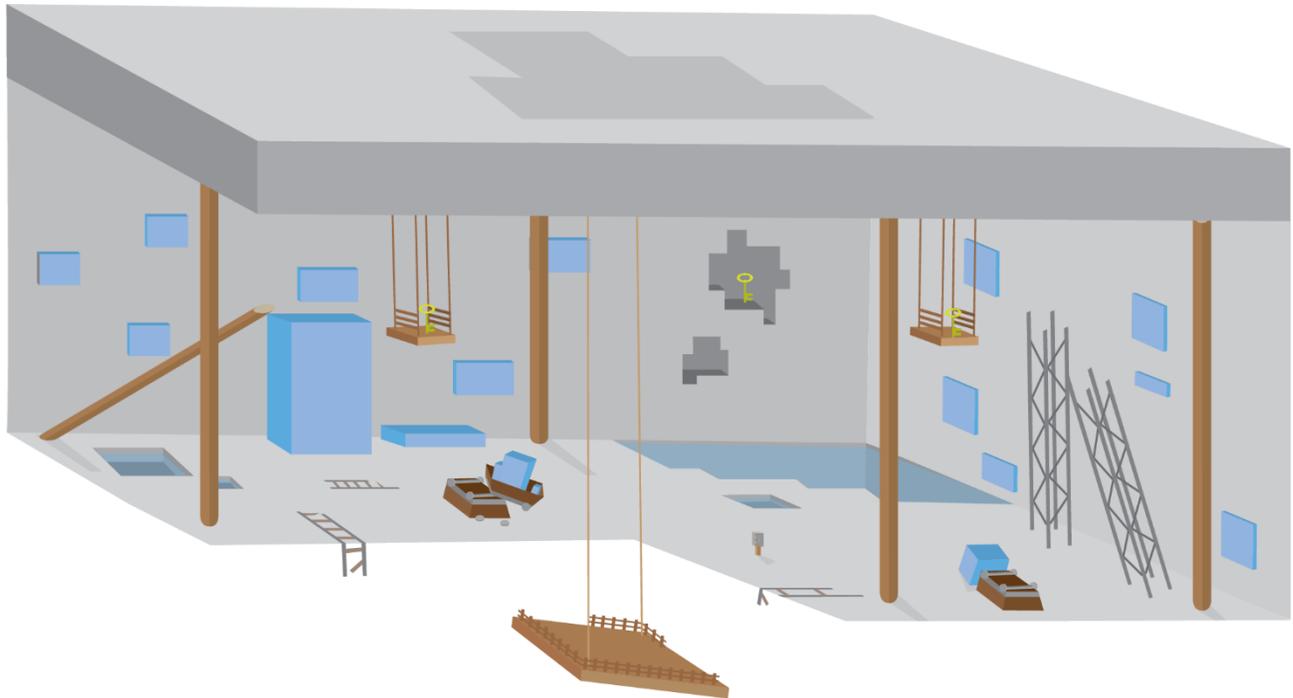


Example of passageway to the next area. Not including the rope in the center and adding the single large hanging platform.

Passageway connecting Side 1 to Side 2. In-game version will have shorter ceiling and higher up from the floor.



## ZONE 3: FIND THE KEYS



### Main Objectives

- Collect all 3 Keys to open the control panel
- Use the platforms lowered by the control panel to ascend the zone

## OVERVIEW

Zone 3: Find the Keys tasks the player with finding a way to reach the seemingly impossible opening on the ceiling. To achieve this, the player must hunt for several keys placed strategically throughout the zone in order to open a control panel. Once open and activated, the control panel will cause several platforms from the next zone to descend, acting as a makeshift staircase for the player to use and ascend to the next zone.

Compared to the previous zones, the theme changes to a more objective-based style of achievement, tasking the player to use a work-around method in order to proceed instead of simply going straight up.

## STORY BEATS

At this point, the player will have met with much more signs of life, including more equipment and even working electrical machinery (In the form the control panel used to lower platforms). Though the area seems to have a flooding problem, as seen by the large pools of water everywhere, since there's electricity still running through the mine, more questions are added to the players head about who and where they are.

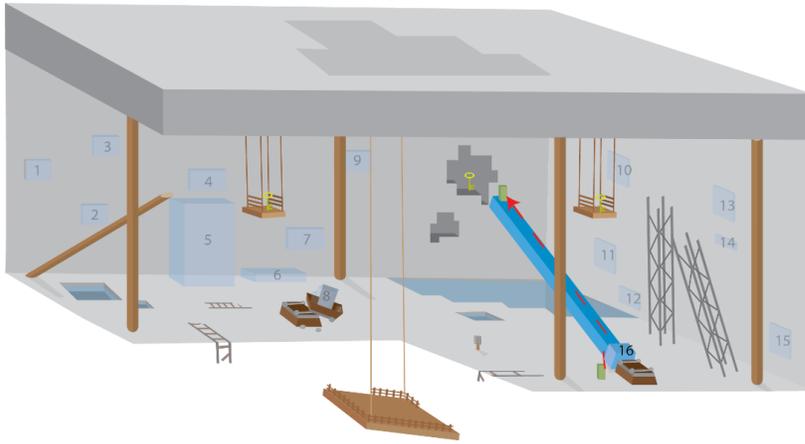
## DEATH CONDITION

Like before, the player would die if they fell from a great enough height, an example being from the current zone to the previous zone. However, if the case arises where they do fall and die, the player will be teleported immediately to the large hanging platform connecting the two zones.

## WALKTHROUGH

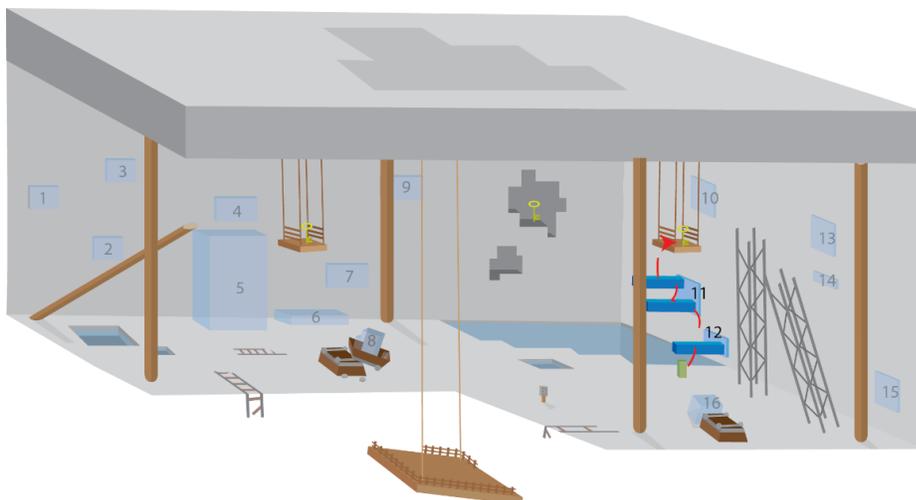
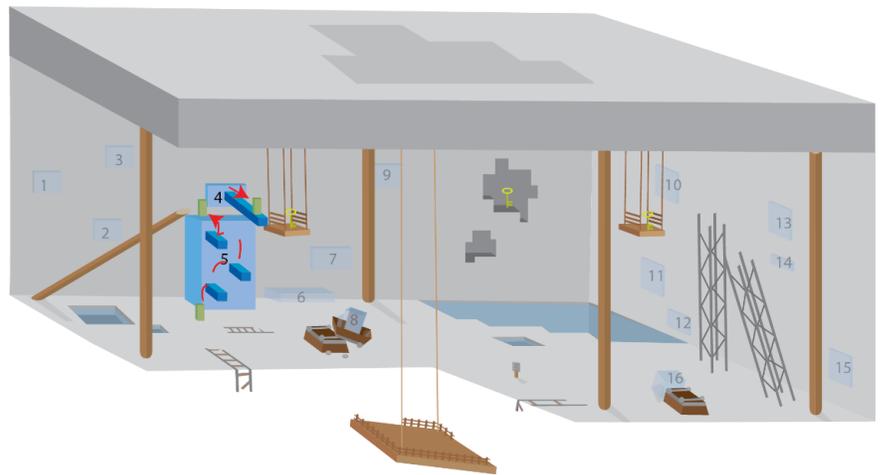
1. **Key 1:** Using the large surface area of #5, the player will jump to the top of the block in order to get at eye-level to the platform holding the key. Once there, stretching the #4 surface will lead the player directly to the platform holding the key.
2. **Key 2:** Using the stretchable surface faced at an angle towards the key, the player will stretch #16 to create a ram to reach the second key inside the small cave.

3. **Key 3:** Since the platform is against the wall, the player must climb up along the same wall in order to reach the key. Stretching a platform on #12 then #11 will make the player close enough to the platform to jump on it and get the key.



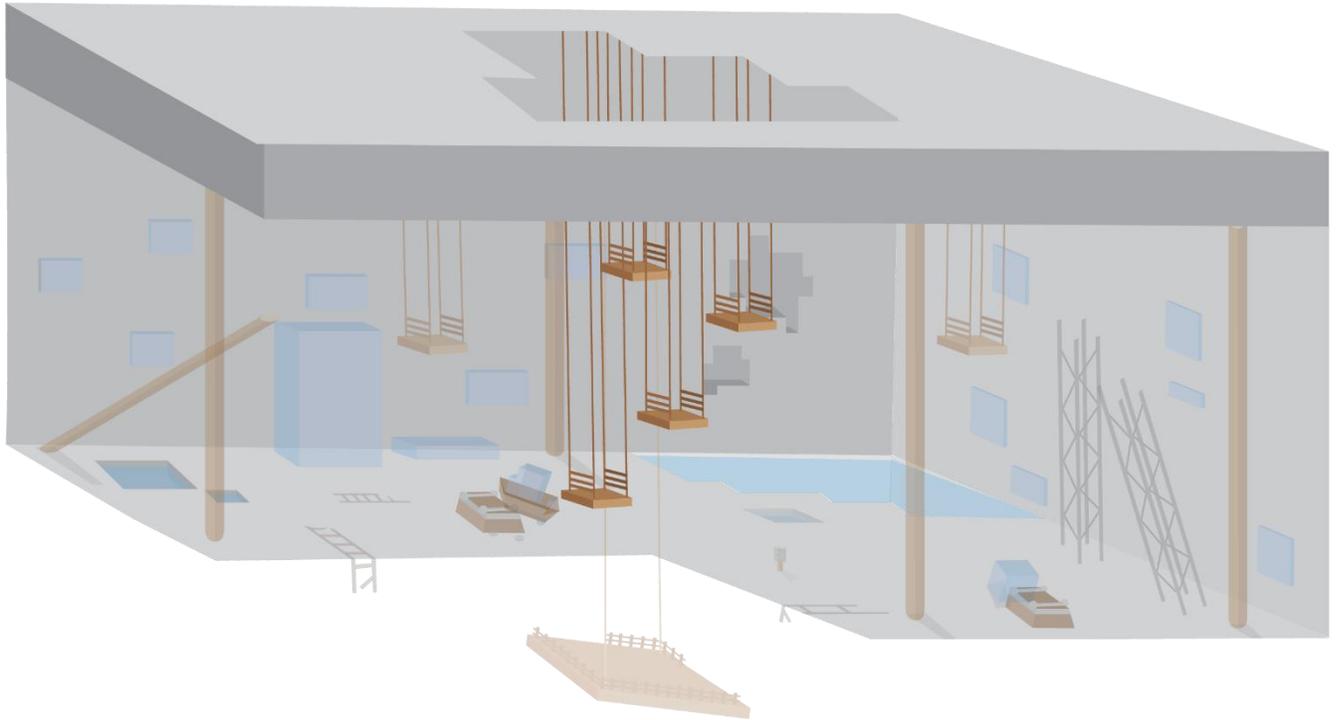
KEY 1

KEY 2

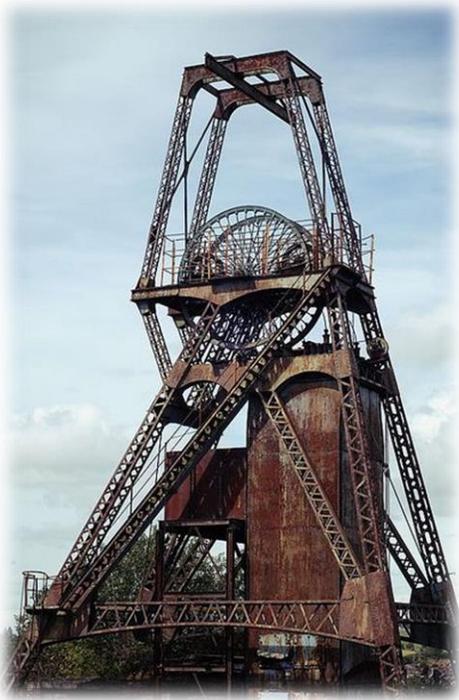


KEY 3

4. Once all 3 keys have been obtained, the control panel will unlock once the player comes within range. After unlocked, the player will be prompted to hit a button to activate the control panel, leading to several platforms descending from the next zone. The formation of the platforms are perfect for the player to jump from in order to reach the next zone.



ZONE 4 REFERENCE IMAGES:



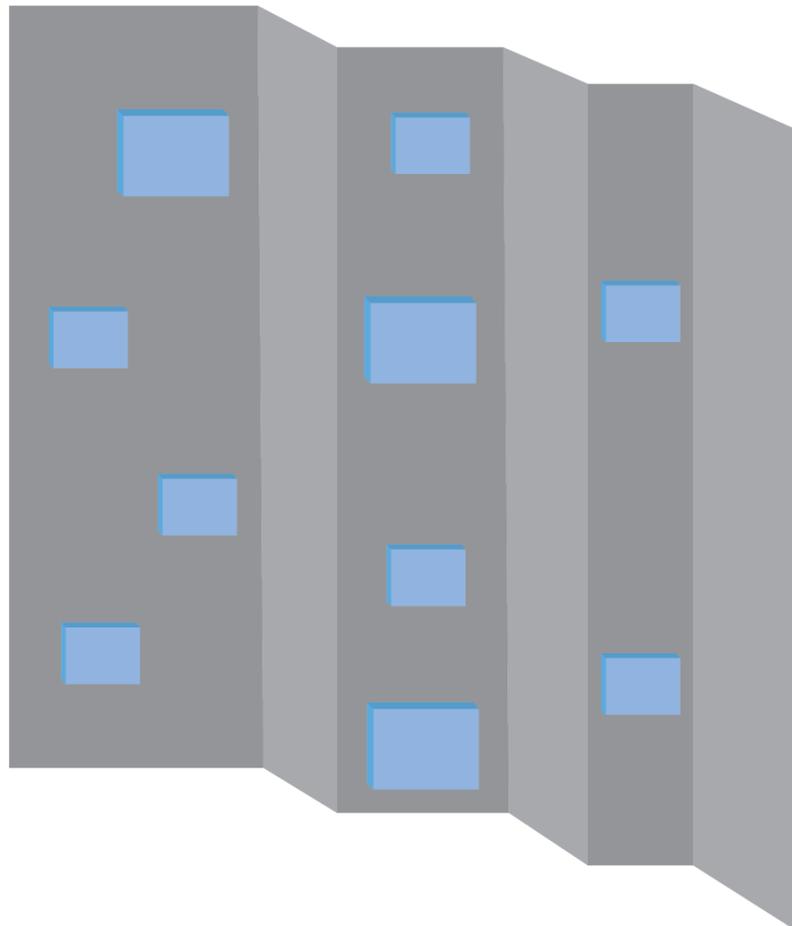
Example of metal girder and age of machinery inside mine.

Water pool below 2<sup>nd</sup> key location. Player should be able to walk on it since it's not deep.



Similar in shape/wear to an old gas pump. Inside panel would have a simplified interface for easy activation.

## ZONE 4: HELL PILLAR DEATH CLIMB



### Main Objective

- Reach the top of the long climb

### OVERVIEW

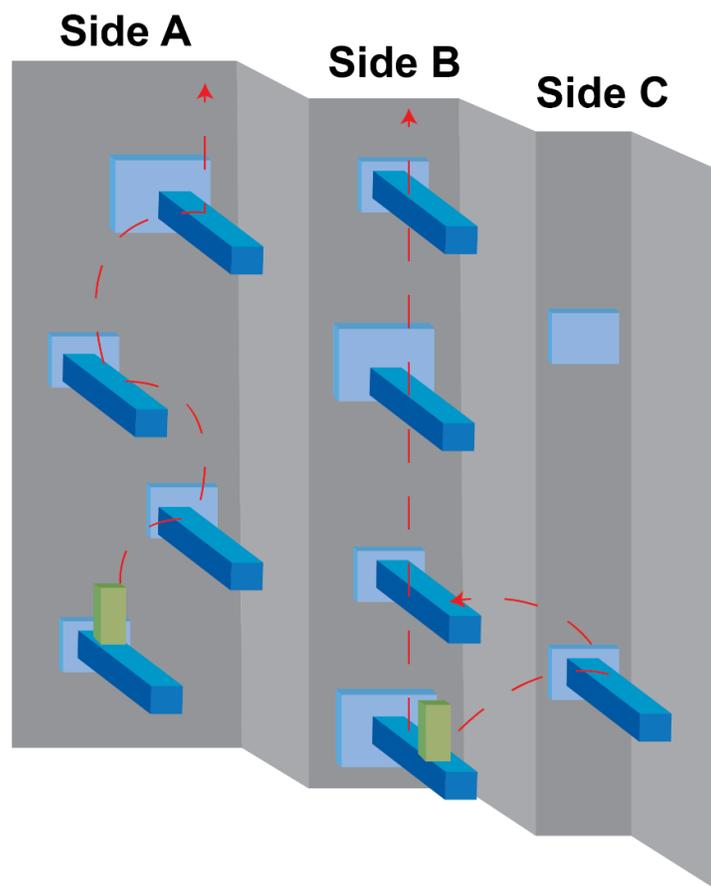
Zone 4 is a transition level to get the player to the last zone in the level. The main theme of this level is a more traditional rock-climbing level where the player will scale a steep wall with nothing but the platforms that they make themselves. The mood will also dramatically change to a more thrilling atmosphere due to the high-risk jumps that the player will be taking relative to previous portions of the climb. This level will act as the final hard stretch until the player reaches the final zone.

## DEATH CONDITION

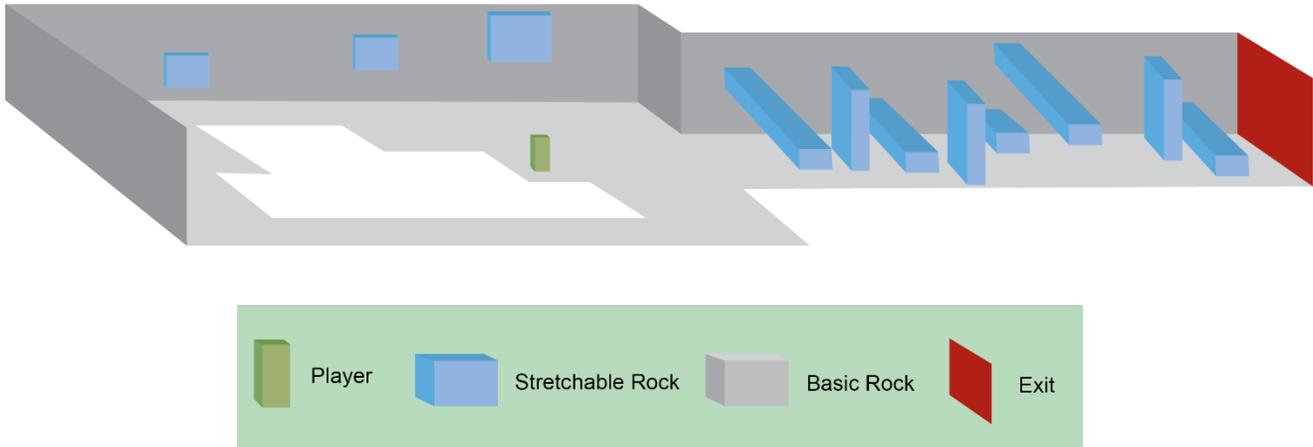
Falling from climbing will not result in death if the player falls on a close enough platform. If the player does get unlucky and falls too far and die, they will be teleported to the hanging platform closest to Zone 4.

## WALKTHROUGH

1. Due to the straightforward yet heart pounding nature that this section is meant to provide, the walkthrough will be noticeably less comprehensive. All the player must do is use the surfaces at their disposal in order to reach the end in the safest way possible.
2. For the easiest results, the player can stay on Side A and jump from platform-to-platform in ascending order to act as a makeshift staircase. Though harder, if the player chooses to climb using Side B, a slightly tricky maneuver would have to be achieved, where the player would jump in the air and place the platform beneath them. Side C cannot be climbed on its own, but's possible if the player switches from Side B and Side C in a pattern. Jumping from the top surfaces on Side A and Side B will give the player access to the final zone.



## ZONE 5: EASY STRETCH



### OVERVIEW

Meant to be the final area before the end of the level, Zone 5 will be a comparatively easy section with no climbing whatsoever. Instead, this section sets up a new type of obstacle that the player will be facing in later levels, that being pre-stretched surfaces. As the name implies, pre-stretched surfaces are rock faces that have been extruded as if the player manually did it themselves. These can be manipulated in the same way that normal surfaces can be.

### STORY BEATS

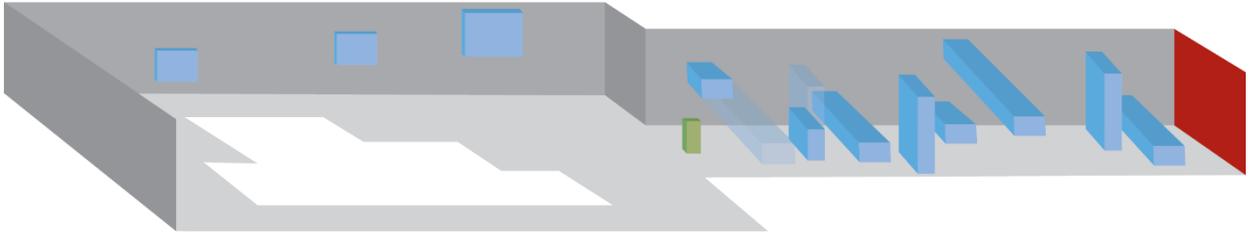
Once the player reaches the top of Zone 4, they will become face-to-face with the idea of pre-stretched blocks. Up until this point, all surfaces have been either surfaces on the wall or blocks from mining. Now, the player finds an entire cave system full of stretched surfaces, indicating that either the rocks are becoming more and more unwieldy the higher the level, or someone with a similar power stretched these surfaces.

### DEATH CONDITION

With no way to fall other than jumping back down into Zone 4, the player is safe from death in the current zone. If the player does end up dying, they will be teleported to the start of Zone 5 next to the hole where they came from.

## WALKTHROUGH

1. To complete the level, the player must head towards the cave opening to the right of the hole they came from. Note that the 3 stretchable surfaces in the open area are for decoration purposes only.
2. Once at the opening, retract the stretched surfaces the same way you would a normal surface stretched by the player (In this case hold Left-Click). The player only needs to retract enough surfaces in order to reach the exit, meaning that some are optional.



3. Once the player reaches the end of the tunnel, the level will be completed once the player passes through the exit trigger.

ZONE 5 REFERENCE IMAGES:



Stretched platforms  
pultruding out of the  
ceilings and walls.

Size of the cave the player  
must travel through.



Opening to the next zone  
(Not outdoors)

## ASSET LIST

Name	Type
Stretchable Rock	Entity
Stretchable Rock (Stretched)	Entity
Basic Rock	Entity
Railway	Entity
Railway (Broken Variant)	Entity
Fence	Entity
Hanging Platform (Small)	Entity
Hanging Platform (Large)	Entity
Bridge	Entity
Control Panel	Entity
Lock	Entity
Control Panel Key	Entity
Cart	Entity
Cart (Broken Variant)	Entity
Wood Support Beam	Entity
Metal Girder	Entity
Stalactite	Entity, Non-Interactable
Stalagmite	Entity, Non-Interactable