

Burn the Halls LDD

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Change-Log

Date YYYY/MM/DD	Changes Made
2024/04/02	LDD creation and setup, worked on
2024/04/15	Chose asset kits and began level art pass.
2024/04/16	Added Most of schedule and images for it. Finished Dungeon region, Courtyard 80% complete.
2024/04/18	Added final number of each asset to schedule Finished courtyard Did metrics section
2024/04/19	Finished diagrams and screenshots Recorded final video walkthrough Rewrote Program

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Story

You are in the dungeons. You can't quite remember what crimes you committed but you do know that there is a fire spreading near your cell. You hear a loud crash and then another further ahead. When you look up, a hole has been made in the side of your cell. You must escape this besieged castle before it burns down, fighting off raiders and finding new pathways around the destroyed areas. The only direction left to go seems to be up. Through the dungeons, over the rafters and up the towers. The higher you get the more carnage you can see. This castle was once a beacon of strength for the people of the surrounding lands, but it will soon be reduced to rubble. Maybe you can figure out what went wrong, how did they breach inside the castle, where is everybody who lived here. Maybe the answer lies at the top, or maybe its just a great view.



References

Castle Forms



Figure 1 Dimly Lit dungeon hallway with jail cells and metal bars.



Figure 2 Stone Prison cell with small opening with bars, Boy's cell and the escape route.

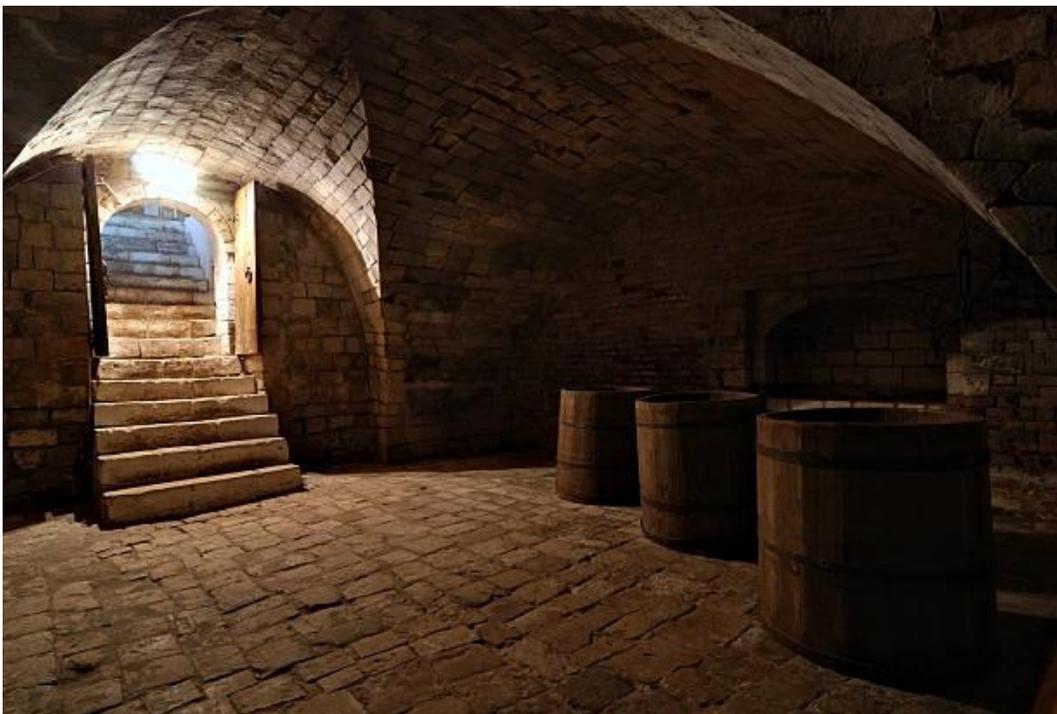


Figure 3 Open dungeon area where the first raiders are fought by the player, Dark open space with stairs leading up and out.

Castle Halls



Figure 4 Hallways full of lanterns and fire lighting, First platforming hall



Figure 5 Fire just around the corner escape route upwards



Figure 6 Old Game style castle walls and archways. Perfect for imaging the realist style the first pass could be in.



Figure 7 Monster in hallway for scale and size.

Castle On Fire



Figure 8 Modern Building burning to show how fire spills from windows.



Figure 9 Castle on fire, dramatic and scary



Figure 10 Same castle but from this angle looks depressing and destructive.



Figure 11 Burning hallway with people looking on, Dangerous and aggressive fire.

Castle Tower

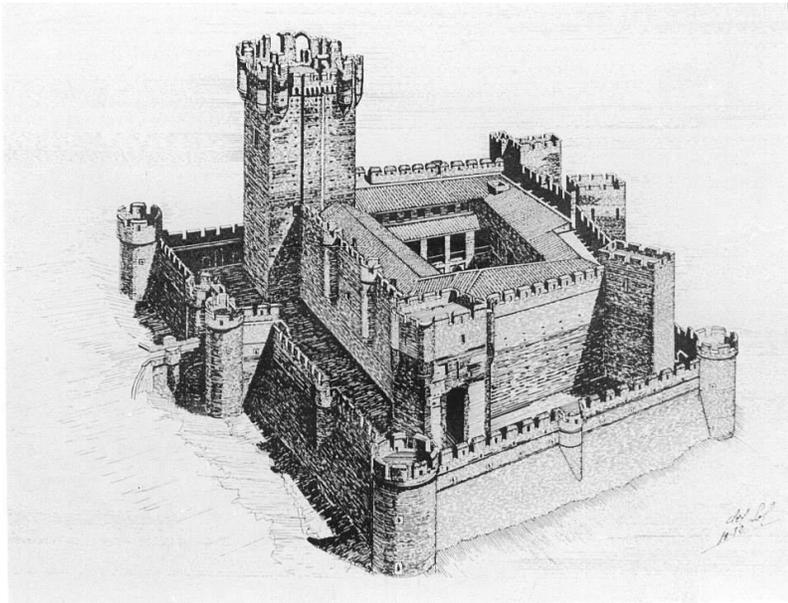


Figure 12 Castle rough sketch, very accurate representation of the unburned castle.



Figure 13 Renders of 4 different types of castle towers. The far left on looks about what tower should look like.

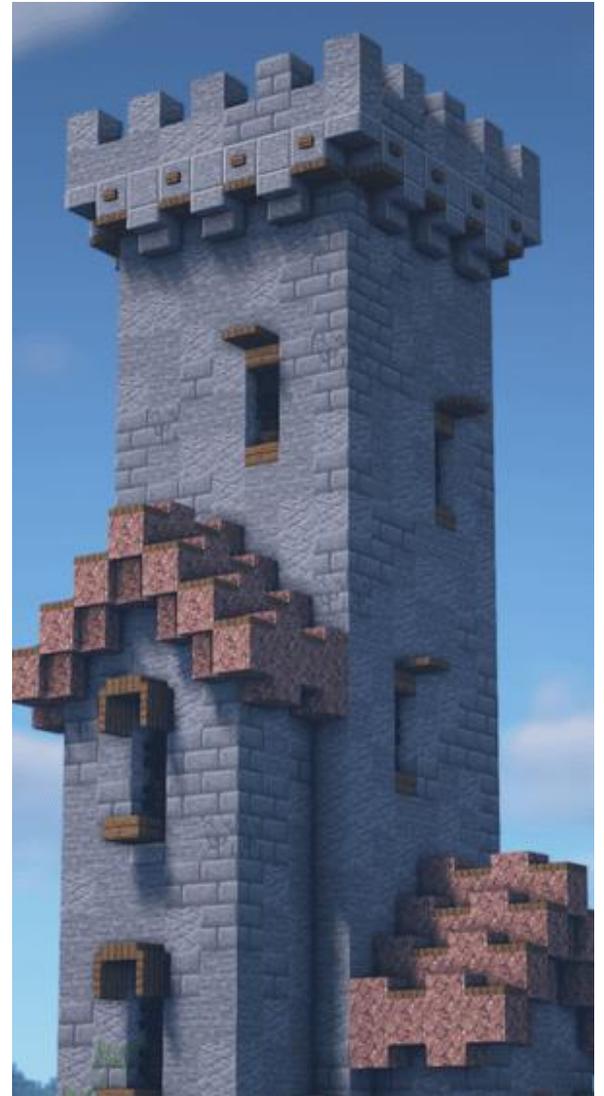


Figure 14 Minecraft tower build, daytime with run down look.



Figure 15 Castle tower overlooking sunset on a cliffside, Hopeful and powerful.

Program

Dungeon Section

- Starting Cell (START)
- Initial tutorial of box moving and jumping through the broken cell wall
- Platforming section 1, teaches about fire
- Boxy corpse room with broken gate inwards
- Checkpoint 1
- Round room with enemies and elevator to exit into courtyard

Courtyard

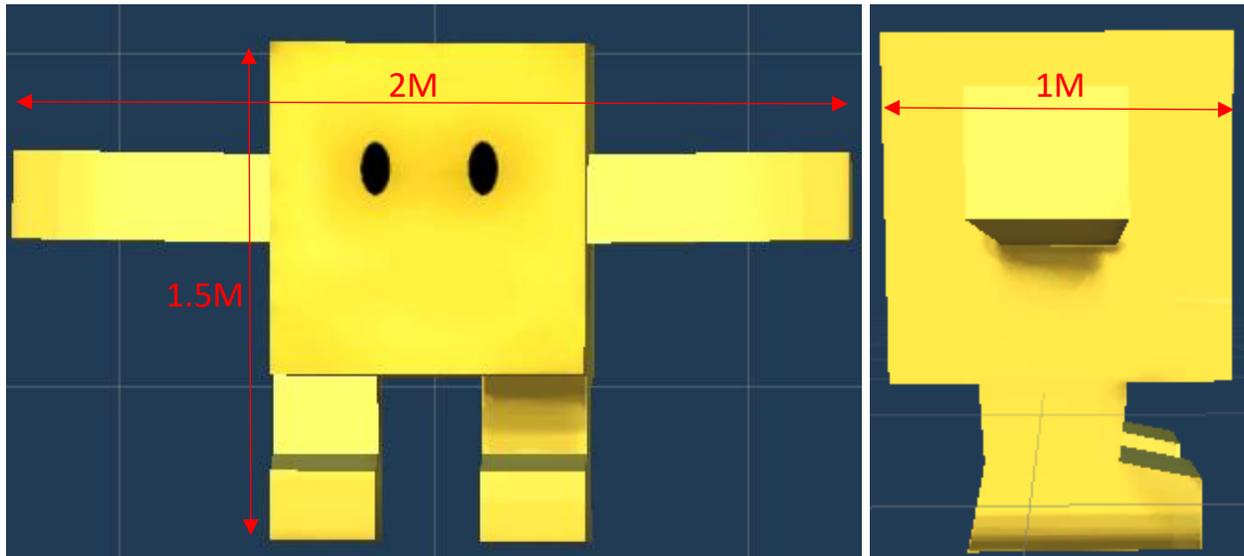
- Checkpoint 2
- Main gate with large enemy
- Checkpoint 3
- Fire to signify burning rubble
- Platforming section above the fire
- Checkpoint 4
- Platform to the tower

Tower

- Platforming upwards
- Puzzle like jumps with lots of vertical movement (up and down)
- First landing with enemies
- Checkpoint 5
- Second section of tower
- Introduce skinnier platforms and more platforming upwards
- Climbing along the side of the tower
- Tower Roof (END)

Metrics

Character



Movement and Gameplay

Jump Height 3.25

Jump Distance 7.3

Dungeon Metrics

Type	H(m)	W(m)	L(m)
Wall	10	12	2
Door	8	5	2
Cell Floor	1	12	12

Courtyard Metrics

Type	H(m)	W(m)	L(m)
Wall	22	18	20e

Diagram
Dungeon Diagram

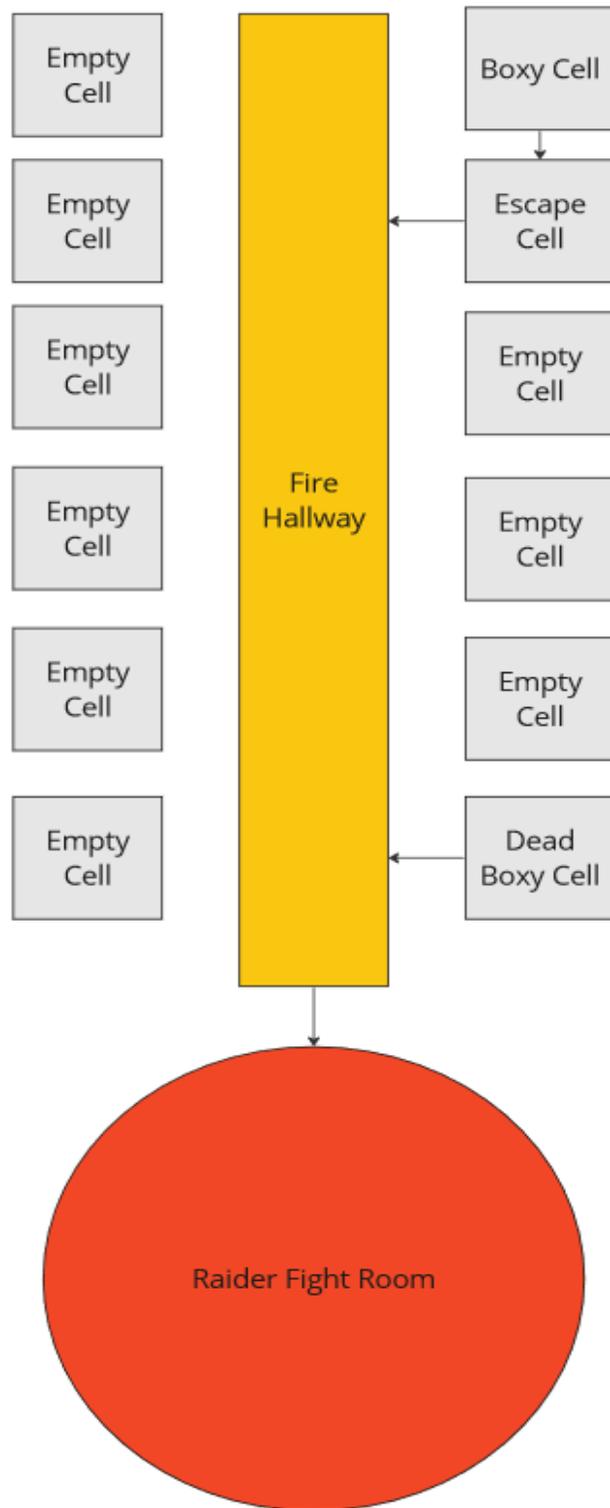


Figure 16 Bubble Diagram for Dungeon region.

Full Level Bubble Diagram

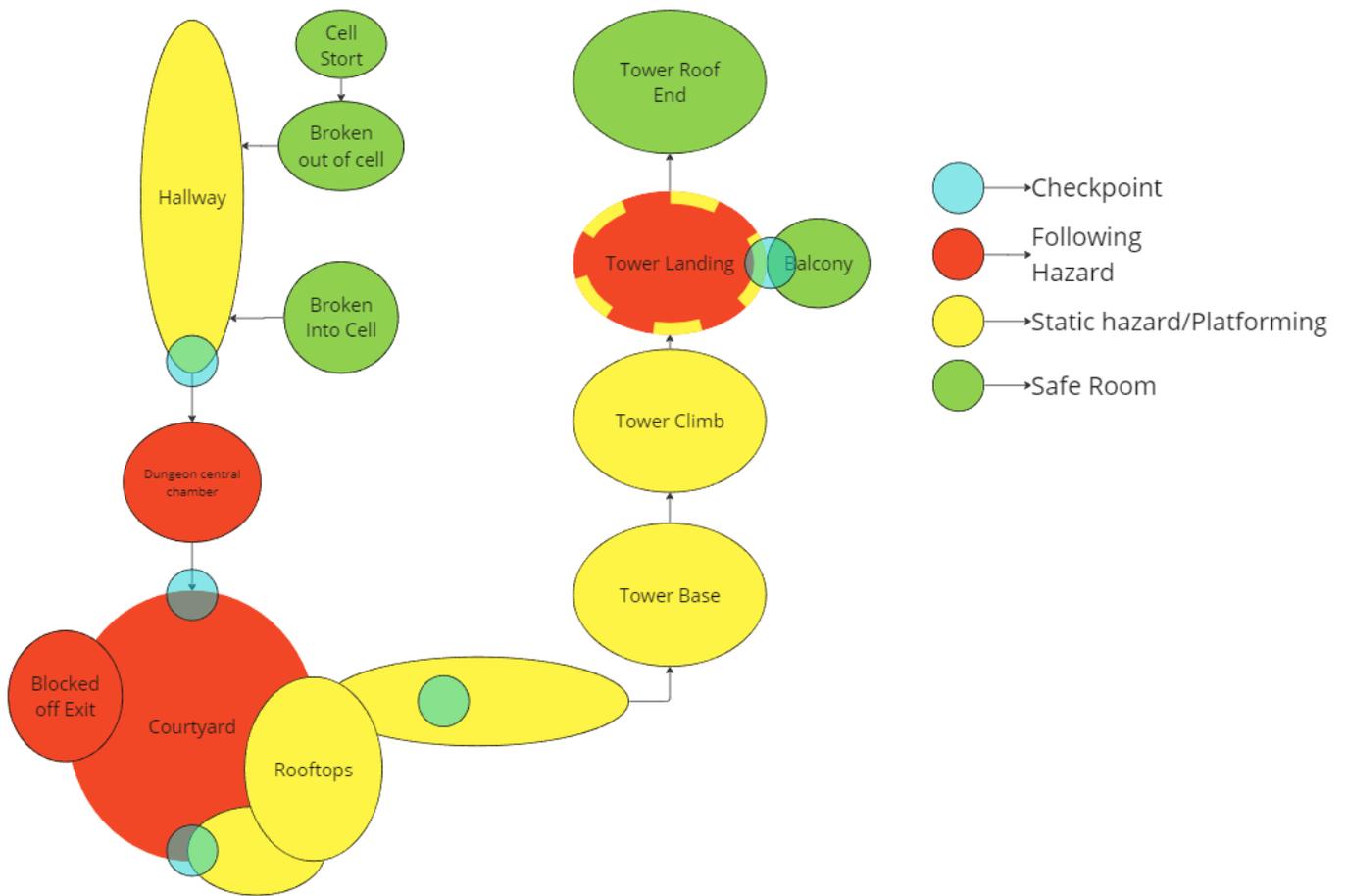


Figure 18 Bubble Diagram of the entire level. Shows main areas and their corresponding features

Screenshots

Inside Spawn Cell

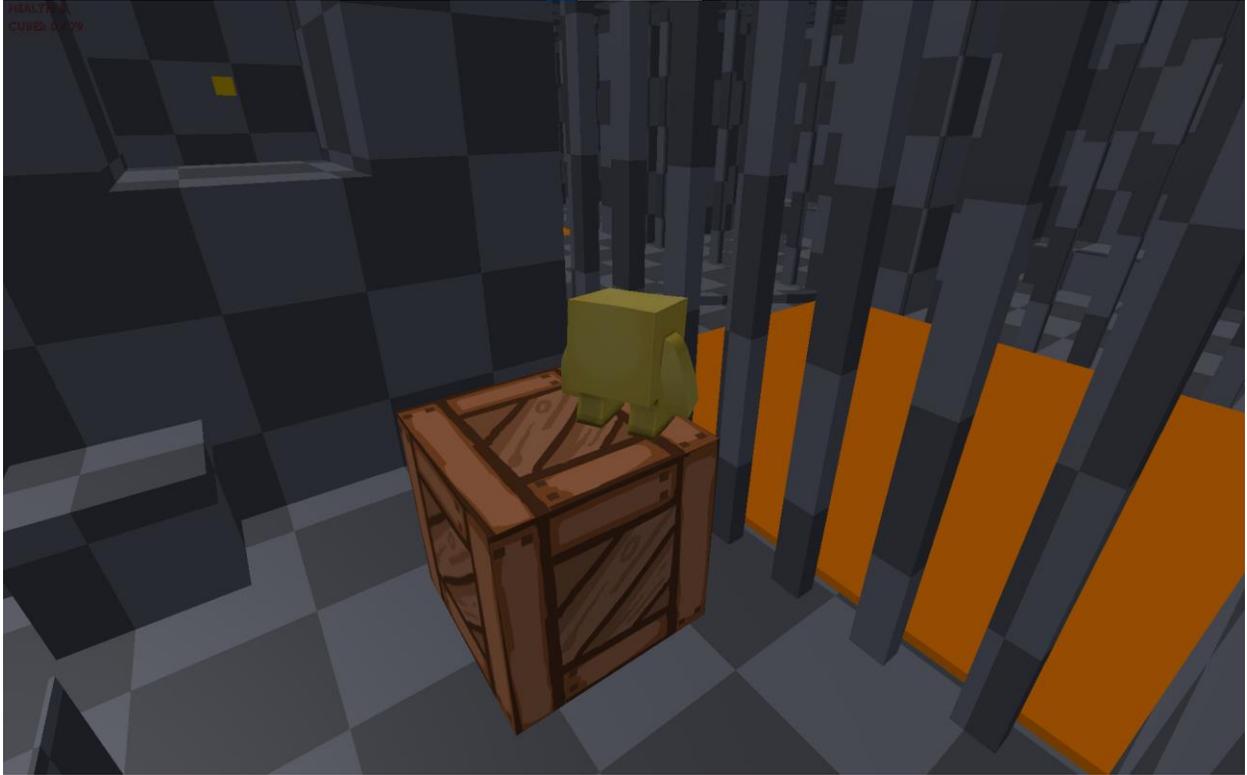


Figure 19 Cell interior greybox



Figure 10 Cell interior Art'd

Dungeon Hallway

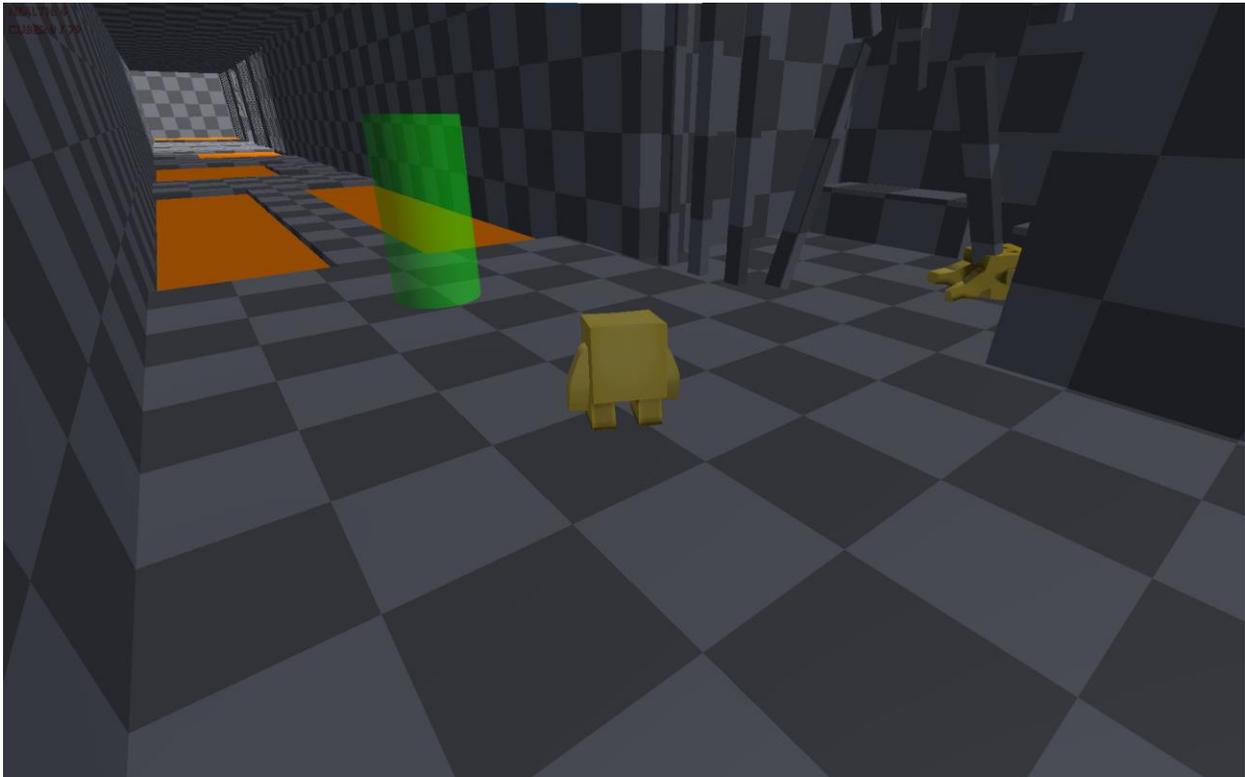


Figure 21 greybox hallway

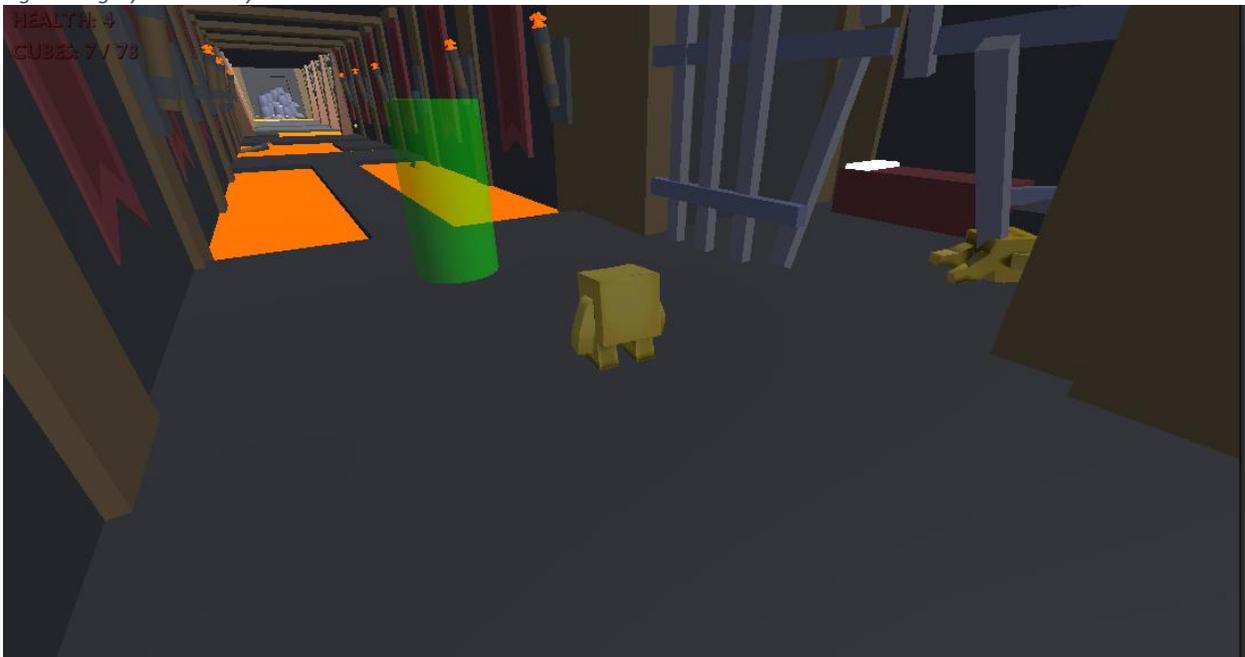


Figure 22 Art'd Hallway

Courtyard Entrance View

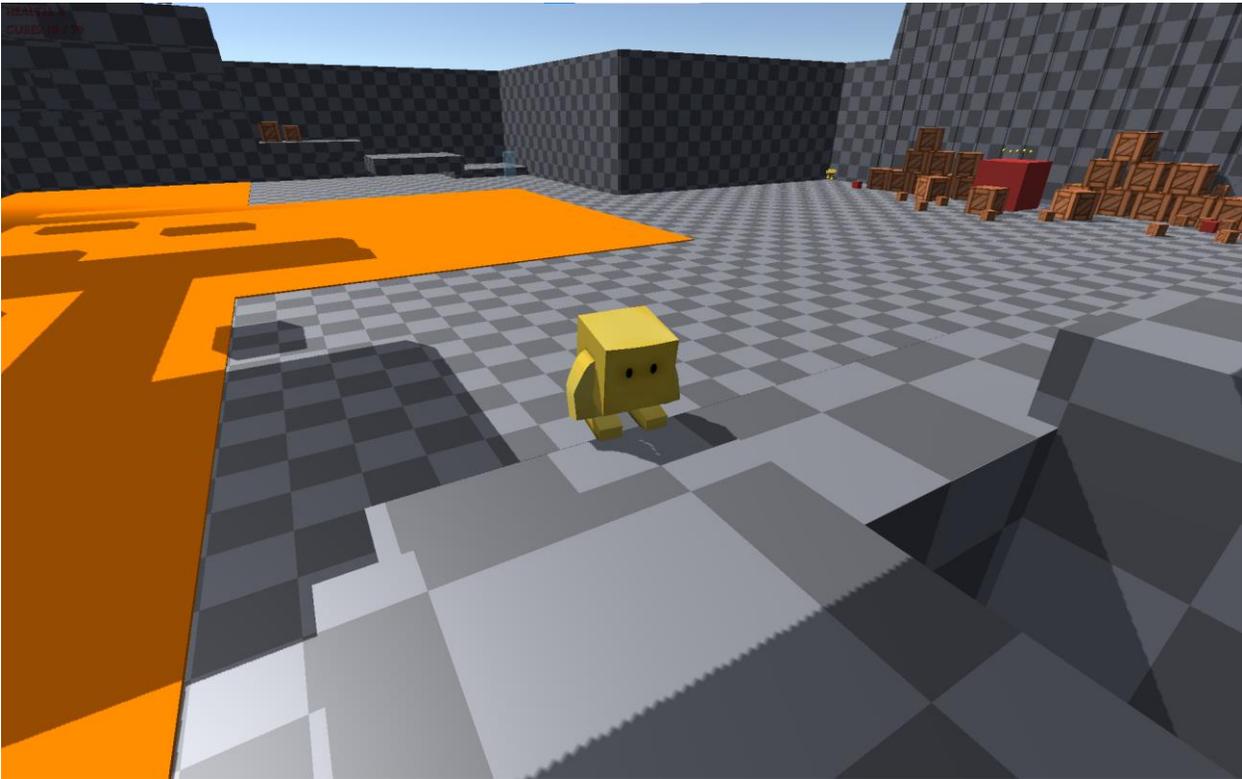


Figure 23 Greybox courtyard ground level

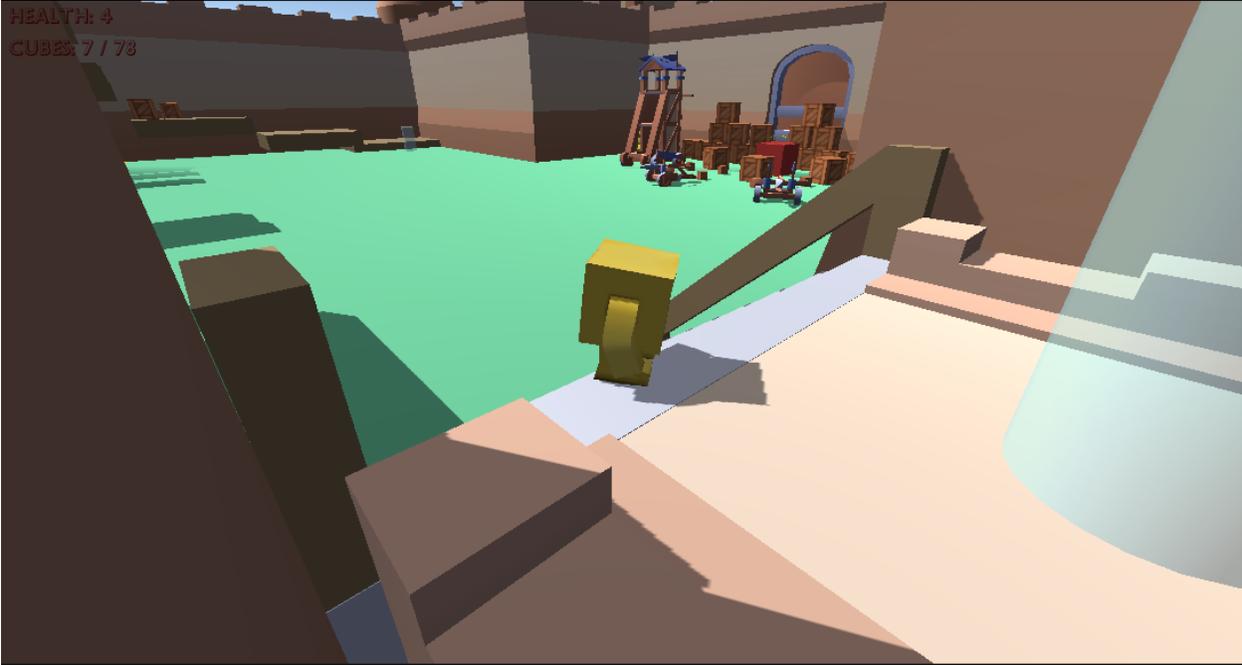


Figure 24 Art'd courtyard ground level

Courtyard View from Rooftops

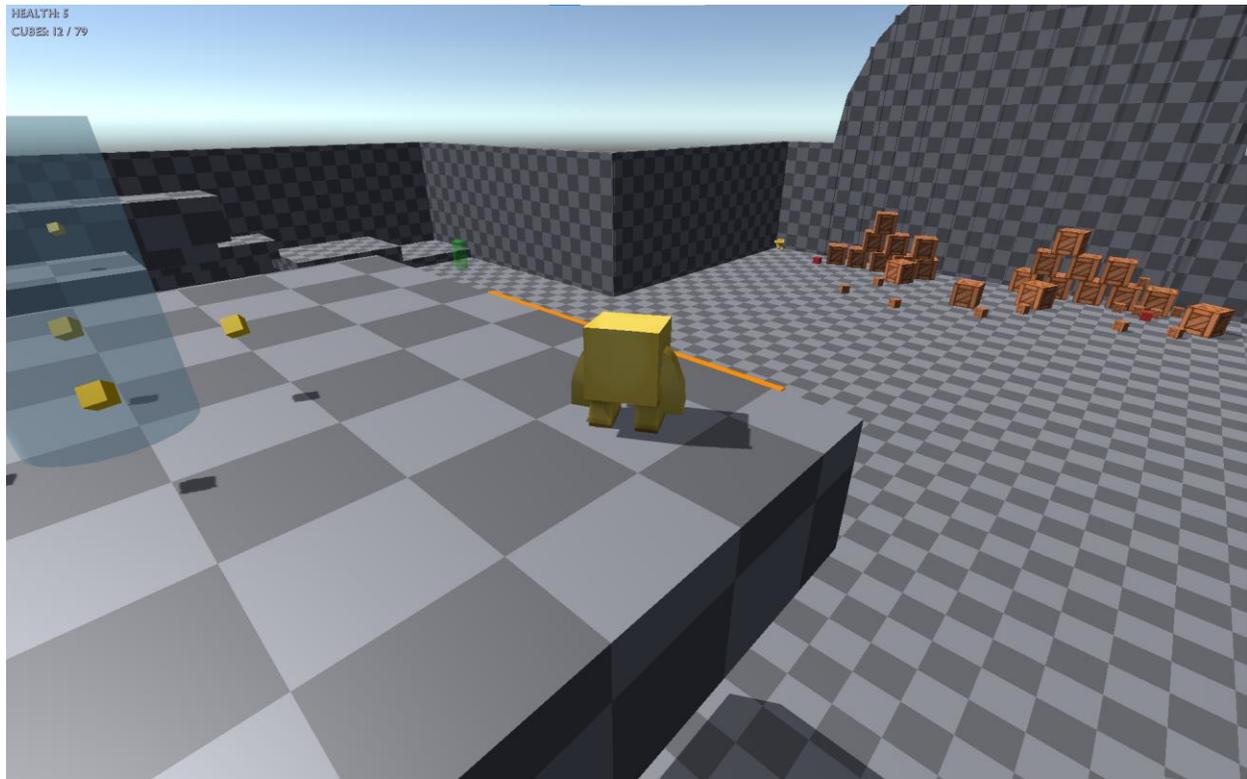


Figure 25 Greybox view from rooftops



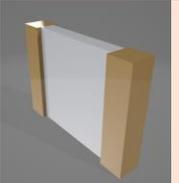
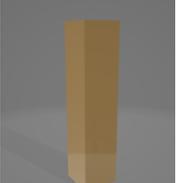
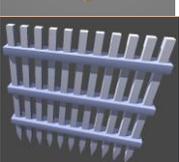
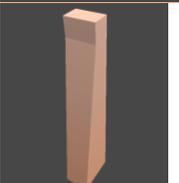
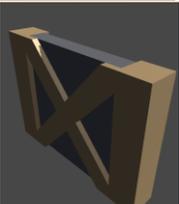
Figure 26 Art'd view from rooftops

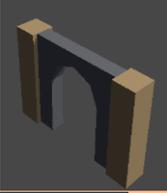
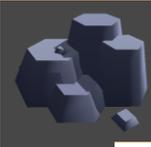
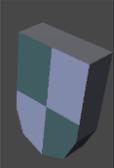
Schedule

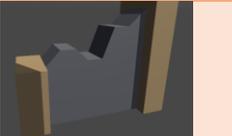
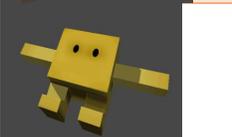
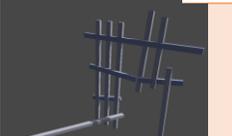
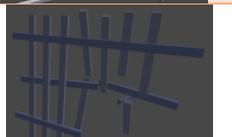
Kits used:

- Kenny Castle Kit
- Kenny Medieval Town (Base)

Dungeon Schedule

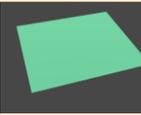
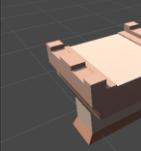
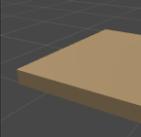
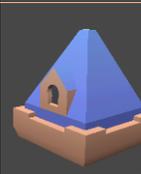
Region	Sub	Asset	Use	Image
Dungeon	Base	Wood Wall	46	
Dungeon	Base	Wood Pole	12	
Dungeon	Base	Metal Gate	8	
Dungeon	Base	Wall Stud	8	
Dungeon	Base	Plate Pavement	21	
Dungeon	Base	Wood Wall Cross	2	
Dungeon	Base	Wood Wall Double Cross	2	

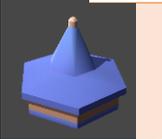
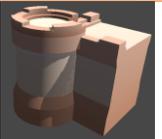
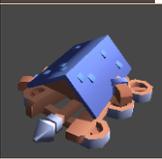
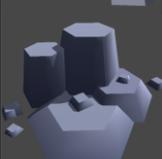
Dungeon	Base	Wood Door Square	1	
Dungeon	Base	Wood Door Round	1	
Dungeon	Detail	Banner	15	
Dungeon	Detail	Torch	12	
Dungeon	Detail	Bed	9	
Dungeon	Detail	Rocks Small	6	
Dungeon	Detail	Iron Door	1	
Dungeon	Detail	Shield Green	2	
Dungeon	Detail	Shield Red	2	

Dungeon	Detail	Wood Wall Broken	1	
Dungeon	Hero	Corpe	1	
Dungeon	Hero	Broken Gate 1	1	
Dungeon	Hero	Broken Gate 2	1	
Dungeon	Hero	Elevator	1	

Courtyard Schedule

Region	Sub	Asset	Use	Image
Courtyard	Base	Wall Half Modular	9	
Courtyard	Base	Stairs Stone	1	
Courtyard	Base	Wood Railings	21	
Courtyard	Base	Wall Half	38	
Courtyard	Base	Wall Narrow Gate	1	

Courtyard	Base	Towe Square Mid Windows	2		
Courtyard	Base	Tower Hexagon Base	2		
Courtyard	Base	Wall Corner Half	1		
Courtyard	Base	Ground	1		
Courtyard	Base	Tower Square Mid Door	11		
Courtyard	Base	Bridge Straight Pillar	1		
Courtyard	Base	Plate Wood	25		
Courtyard	Detail	Tower Slant Roof	2		
Courtyard	Detail	Tower Square Top Roof High Windows	2		
Courtyard	Detail	Gate	1		

Courtyard	Detail	Flag	2		
Courtyard	Detail	Tower Hexagon Roof Secondary	2		
Courtyard	Detail	Wall Corner Half Tower	1		
Courtyard	Detail	Siege Ram Demolished	1		
Courtyard	Detail	Grey Broken Wall	1		
Courtyard	Detail	Rocks Large	25		
Courtyard	Hero	Corpse Giant	1		
Courtyard	Hero	Siege Tower	1		
Courtyard	Hero	Siege Ballista	4		