



The Eastern Egg

LEVEL DESIGN DOCUMENT

Haiyin (Haley) Yang | 3/31/2015

Overview

The Eastern Egg (originally named “Journey to the West”) is a story-based puzzle game, which aims to gamify cognitive behavioral therapy. The game is being developed by a start-up team, InnovaJoy.

As a game designer and artist on the team, I did the level design, UX/UI design and environment art. In this document, I will mainly talk about the level design of the current whole game.

Here is some basic information of the project:

Game genre: narrative adventure game with various mini-games

Platform: Android phones

Duration: 1,5~2 hours

Audience: General trauma and brain injury (mild TBI)

Team size: 4:

- 1 designer + producer

- 1 game designer + environment artist + UI designer

- 1 character artist + UI artist / 1 engineer

- 1 engineer

Time: 6 months, everyone working part-time (<10 hours/week)

Concept

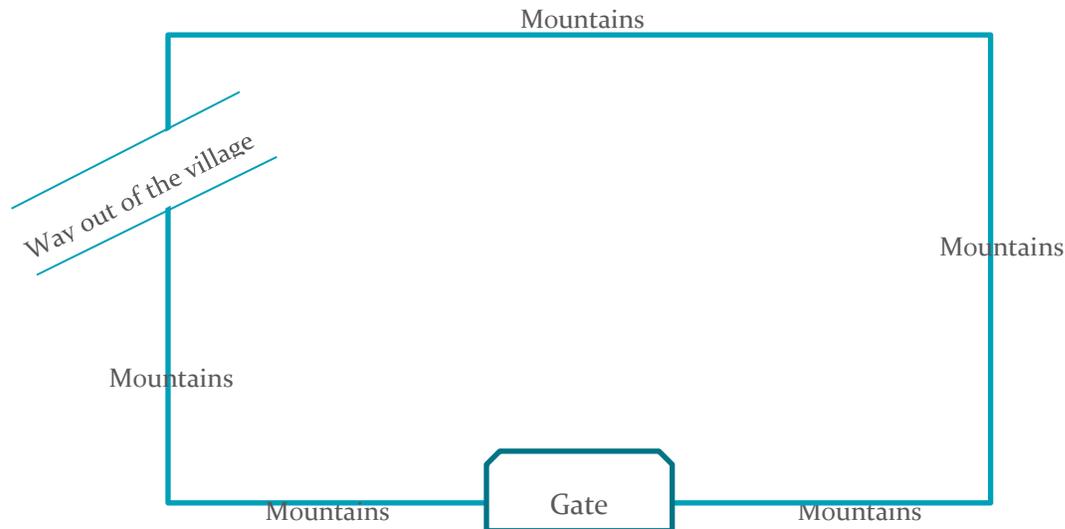
Background story: The whole game is based in the Tiger’s village where all the villagers are tigers. The village is under attack of some evil evaders. A tiger (the player) is chosen to protect the village. In order to do so, s/he must train in different areas to make sure s/he is strong enough to defeat the enemies.

Game structure: The game consists of several puzzles (mini-games), each takes place in a different location. Cut scenes are in between of puzzles, telling the story of the game.

Game arch: After an introduction cut scene, the player selects a tiger character as their avatar. Then the player is brought to the bridge, where is the puzzle 1: breathing power. Then the player can wander in the village. When the player reaches a location, s/he might encounter a puzzle. The player is encouraged to replay the levels to gain points for different attributes. After each play, they can choose to go to Journey Log and answer some questions to gain rewards. After doing a couple of puzzles, the player would hurt his ankle in the first attack of the evaders. The player needs to keep on training while overcoming the physical injury... (The story is not finished.)

Boundaries

The villagers are human like tigers dressed in eastern clothes and the sets in an eastern village. So I define the boundaries as mountains. There is also a gate of the village and a path to the outer of the village, but when the player goes to the gate, the avatar will say: "I can't leave the village. I must protect here." And the player would be sent back.



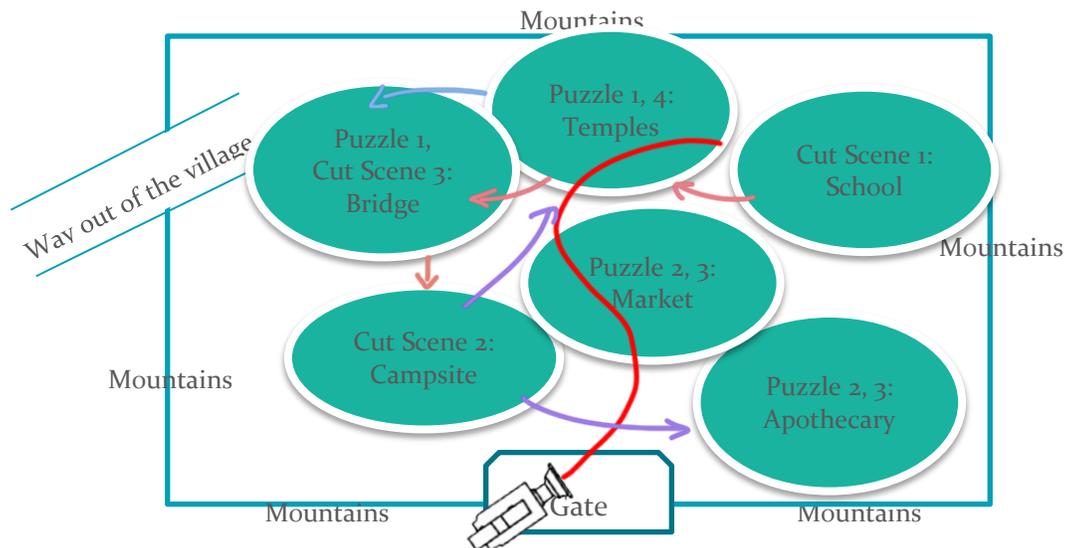
Events

As mentioned, the game consists of several cut scenes (dialogs) and puzzles (mini-games). They are nonlinearly structured. Below is a list of events and the connections between each other:

- 1) [Cut Scene 1: The whole village] A pan of the village, a quick camera path animation showing the scenery of the village, starting from the gate, including houses, an inn, an apothecary, the school, temples and a bridge with water under it. The pan ends with a shot of the school, where the player's avatar, a young tiger becomes the chosen one to protect the village.
- 2) [Puzzle 1: Temples and a bridge, breathe to freeze] The wise man led the player to the temples and explained the secret of breathing ability, which is when deep breathe, you can freeze time and awake the power of drawing something and turn it into real. After explaining, they move on to the bridge next to the temples and the player practices freezing the flowing water and the birds in the sky by deep breathing.
- 3) [Cut Scene 2: The campsite] A short dialog that the wise man explains the Journey Log and asks the player to walk around and find ways to train himself. The player can complete the Journey Log after each training and gain supplies, which will be stored at his campsite.

- 4) [Puzzle 2: The apothecary and the market, memory things] The apothecary asks the player to buy some medicine supplies for him from the market. The player needs to memorize a series of medicine and select the right ones from a list of medicine materials.
- 5) [Puzzle 3: The way from the market to the apothecary, dodging villagers] On the way from the market to the apothecary, there are lots of villagers on their way to buy things/to return home, the player needs to make sure he won't run into any villager and send the medicine supplies successfully to the apothecary.
- 6) [Puzzle 4: The monastery field in the temple area, physical training] When the player goes to the monastery field in the temples, he is asked to train his body and learn some martial arts in order to fight away evaders in the future.
- 7) [Cut Scene 3: Hurting ankle] The enemies snare the player in a trap, and he hurts his ankle. The player still beats the evaders back with his breathing power and physical martial arts. But he needs to do extra trainings to recover from ankle injury.

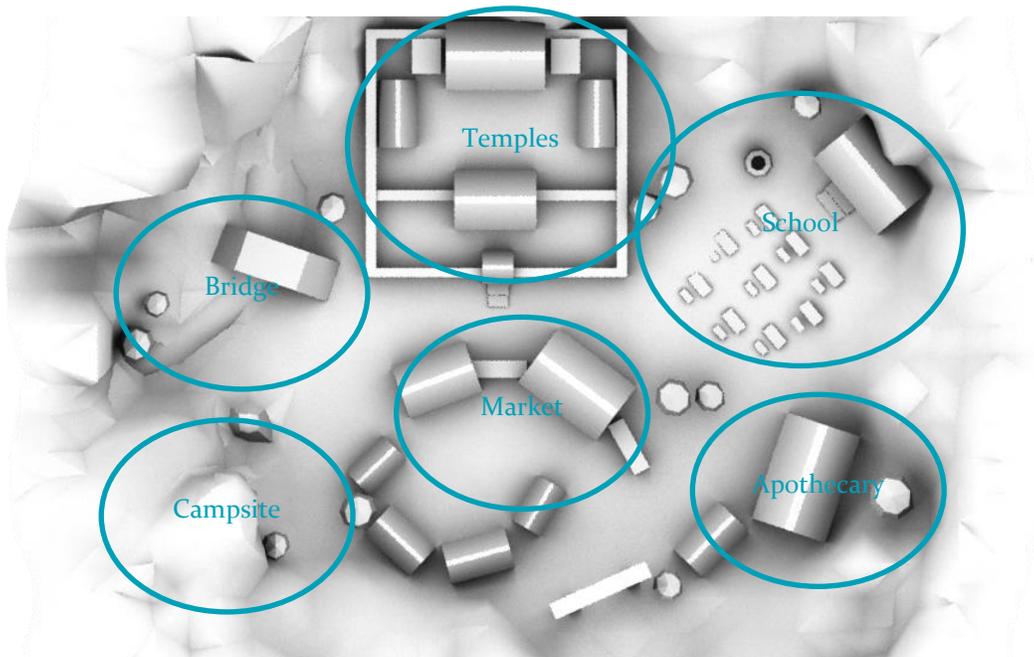
Here is a plan of where each event takes place, the camera path of [Cut Scene 1] and connections between each event:



Notes:

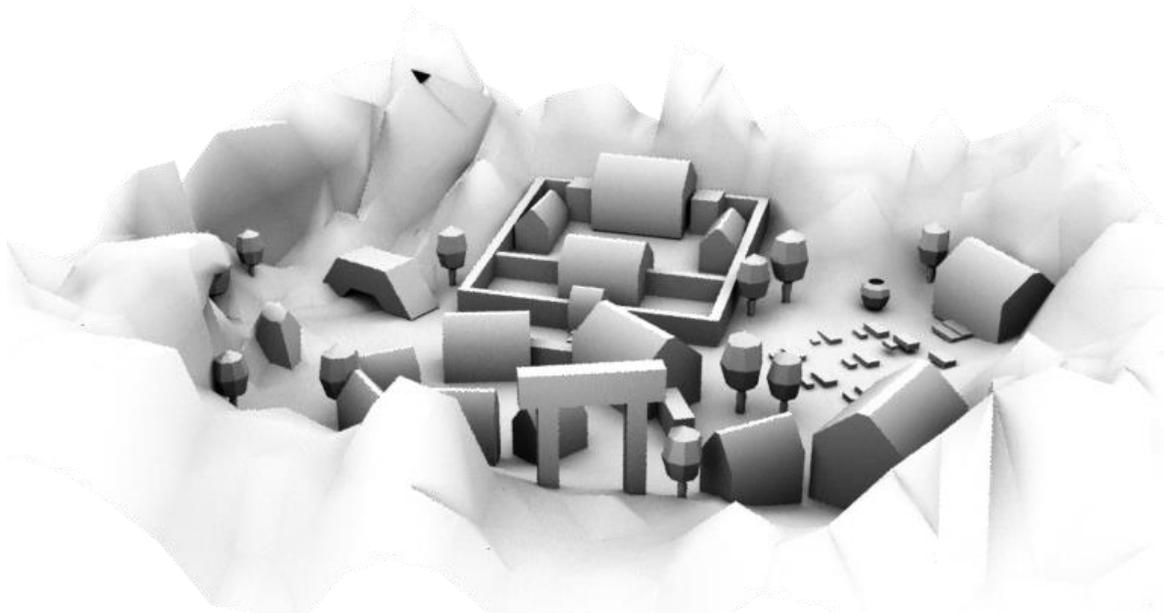
- After beating a puzzle, the player can always go to the Campsite to complete the Journey Log and claim supplies. I didn't draw the lines between Campsite and all the puzzles.
- Details of the events are omitted in this document.

Block out of the environment:



Top down:

Perspective:



Objects

Here is a list of 3D models for each area:

Area\Categories	Characters	Environment
The village	Villagers	Terrain Mountains Trees Villagers' houses, maybe with a yard and some low-poly objects in there Maybe stone table and chairs
School	The wise man Student tigers The player's avatar tiger	An outdoor school A giant brush pot with exaggerated brushes and scrolls in it Bookshelves Desks and chairs for students to sit with
Temples	Monk tigers	A few temples with a monastery field
Bridge	Birds Maybe passersby	A bridge with water under it
Apothecary	The apothecary	Shelves with tags on each drawer Medicines/herbs Gallipots Weights
Market	Merchants Buyers	Goods (pots/bags of grains/etc...) Weights
Campsite	The wise man The player's avatar tiger	A cave like space in the mountain, half surrounded by rocks A bonfire A bag indicating food supplies (inventory)

Because of the team size and time limit, we need to cut off some unnecessary work.

The MVP of the game would be:

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on to the bridge next to the temples and the player practices freezing the flowing water and the birds in the sky by deep breathing.

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The secondary tasks are the two puzzles: 4) and 5). Since they are side quests for training the player.

Notes:

- Since almost all the characters are tigers, they can share one or two models/rigs and animations but having different textures. The same as villagers' houses.
- The environments don't need to have detailed textures, they can be compositions of the base color + rendered occlusion layer + Chinese art/sumi-e art paper texture.
- The characters don't need facial animations. A few still poses of facial expressions of main characters would be enough.