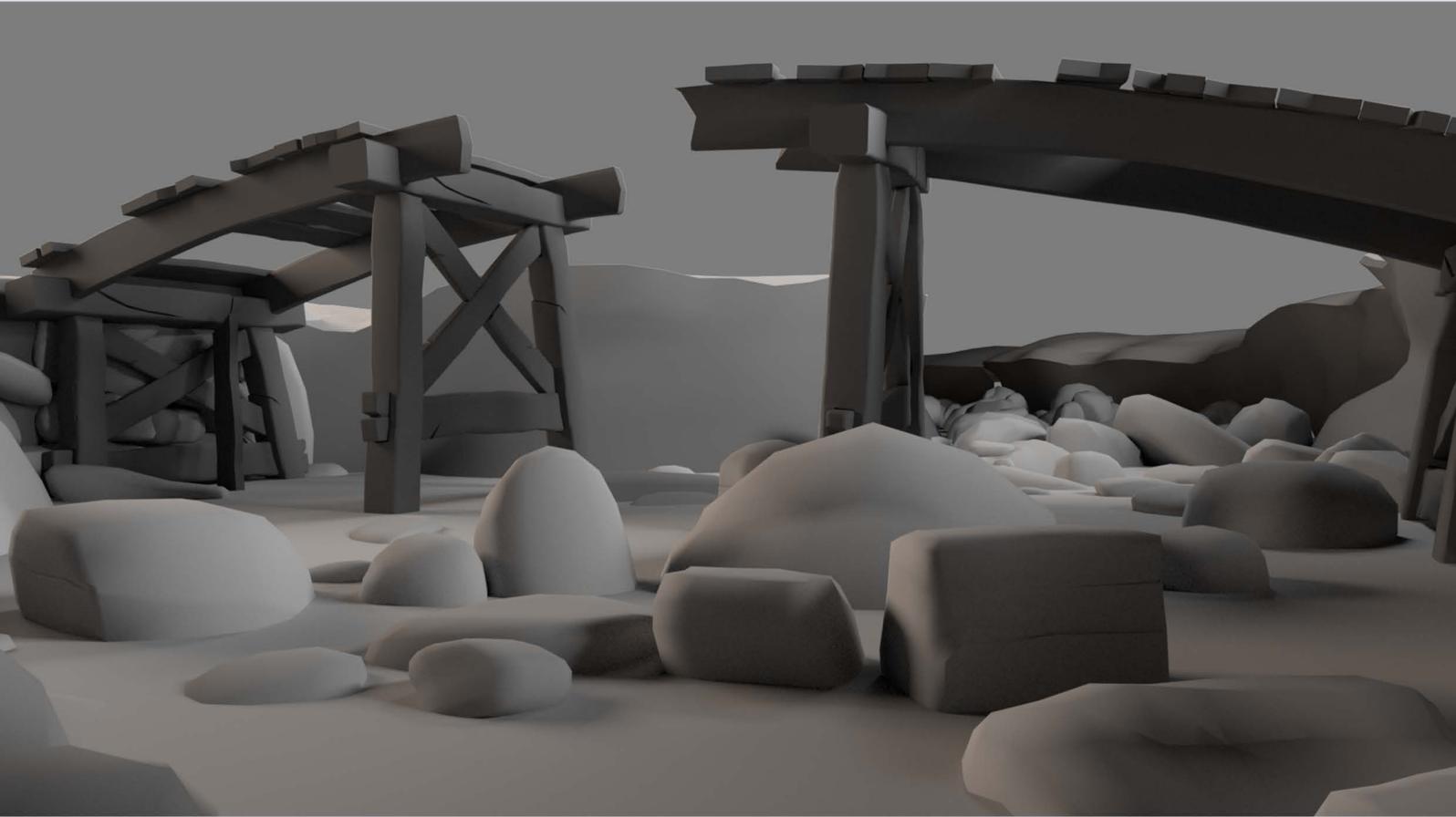




Level Design Document for **Tales from the Rift**

A Japanese folklore inspired third person adventure game

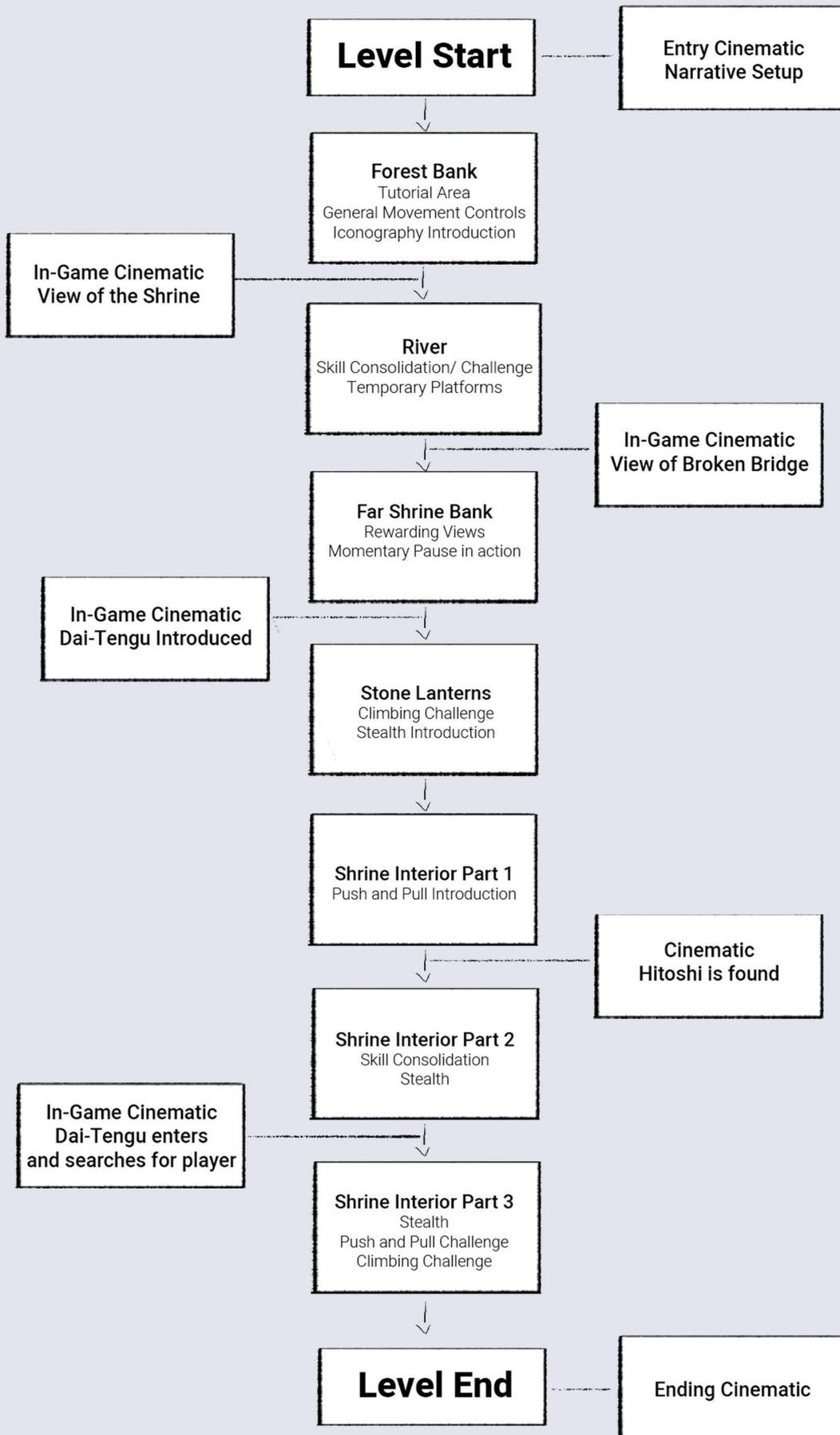


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Overview

With Hitoshi **missing** and Kaida's only clue being the giant footprints in the ground, she follows them. Leading her through the undergrowth, the tracks eventually **vanish**. Kaida comes upon a clearing in the woods, with an old giant Shrine at one end. Thinking initially that it would help her get a vantage point, Kaida decides to head to it, **hoping** to either find clues or get an idea as to where the giant foot-stepper has gone to.



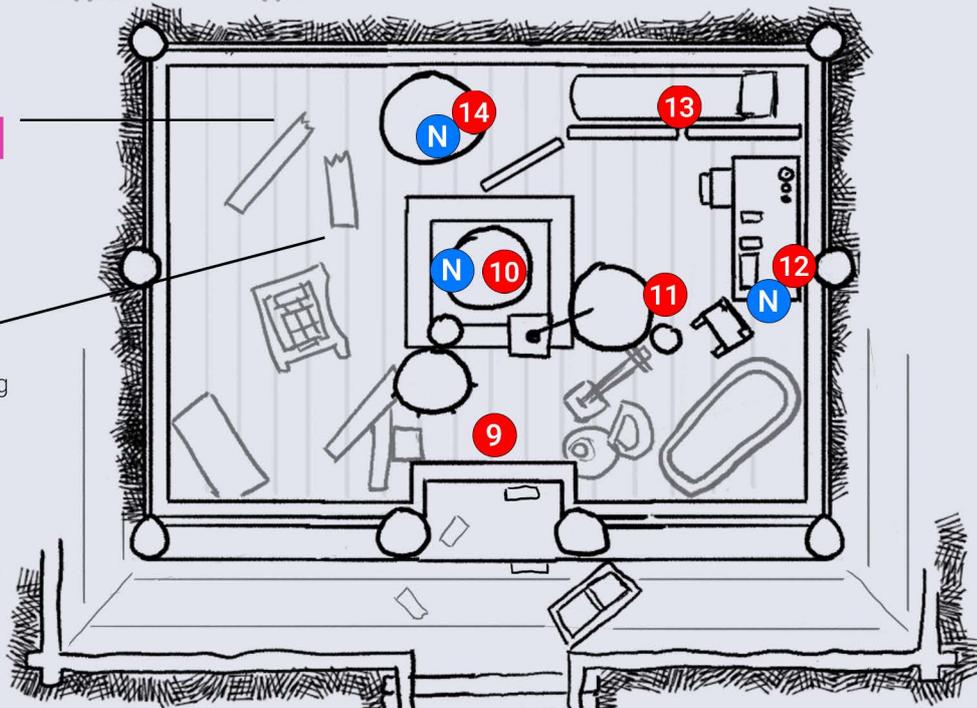


Threats

Dai-Tengu
Falling from height

Sound Design

Loud and soft creaking wood, mixed the whistling of wind through holes gives a sense of unease. The pot bubbles and boils away constantly.



Threats

Dai-Tengu
Falling from height

Sound Design

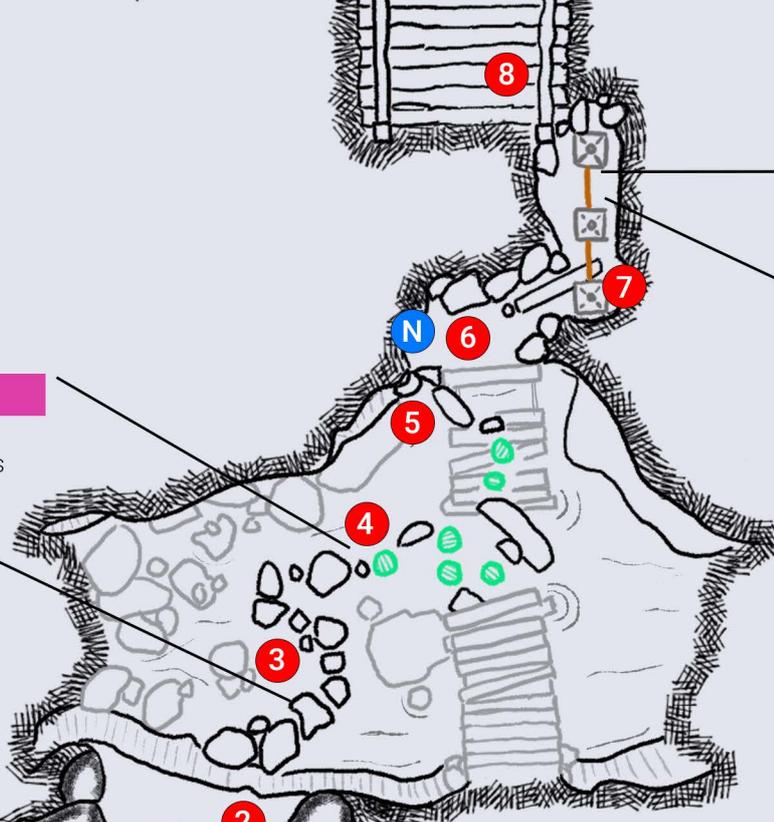
The breeze, muted and broken up by surrounding stones. There is a whistle as it blows through the lantern holes

Threats

Rushing water
Timed platforms

Sound Design

Quick flowing water echoing off 'cliff walls.

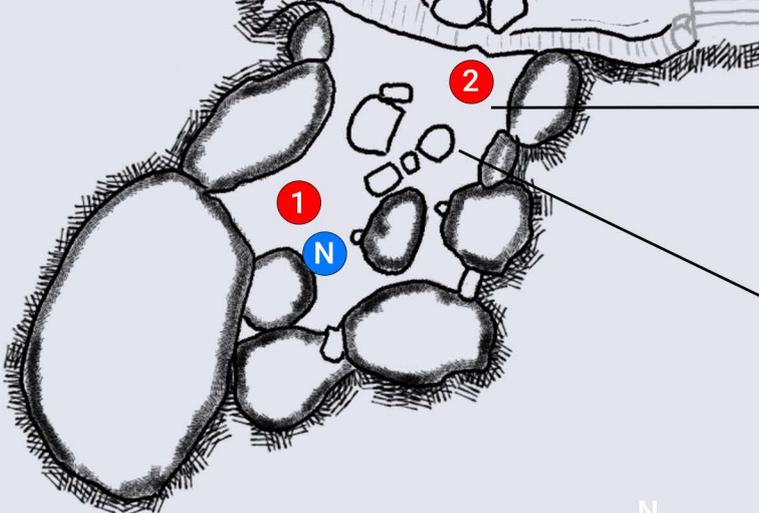


Threats

None, calm and open beginning.

Sound Design

Light and calm.
A gentle breeze blowing through the leaves



N



Core Gameplay Overview

1-N) We begin with a cutscene setting up the events leading up to the beginning of the game. Hitoshi being **kidnapped** by some evil being and Kaida's search leading her to the clearing with the shrine in. This area is an open tutorial space, one for the player to learn the controls and experiment.

2) As Kaida reaches the river bank, she sees before her the Shrine in the sunset light. Marveled by its sheer **size**, she quickly forms a plan to scale it in order to get a better view of the surrounding forest. She first however must **descend the bank and cross the river**. The players first experience of the full climbing ability.

3) Landing upon a stone, Kaida is surrounded by deep water and slippery stones. She **darts, hops and clammers** over and around them, trying to pick the safest path through. The player's platforming skills are put to a **small test**, one to help reinforce what they have already learnt.

4) She pauses to catch her breath, and marvels at a giant bridge, broken and warped. She looks below and sees a lily pad bobbing lightly, before a stone crashes into it and makes it **sink**. Now aware that they don't carry much weight, Kaida plans daringly dash across them before the sink beneath her feet. The player needs to **time their jumps and keep up their momentum** in this short dash across the river.

5) Having successfully reached the other bank. Kaida spies a path up one of the bridges supports and along the foundational stones. Once she has pulled herself up, she is greeted with 2 **marvelous sights**. One is the shrine towering in front of her, the other is behind, a moment to **reflect** on the path trodden far below. A **simple reward** for the player but one that also acts as a respite between the action.





6-N) Walking towards the stairs, the ground **suddenly starts to shake**. We hear foreboding music as we see the **Dai-Tengu**, drunkenly sauntering with a flask in hand, singing about how he will cook his latest meal. His song is crude and horrible, Kaida must find **shelter somewhere**, the closest place being some stone lanterns.

7) With the Dai-Tengu shuffling around his garden, it's **not safe** to walk amongst the grass. The lanterns though have **cracks that can be climbed**, and charms that Kaida could jump between, all blocking her from the Dai-Tengu's view. She just has to get **her timing right to avoid being seen**. A stealth platforming challenge.

8) Drunk and tired, the Dai-Tengu climbs the stairs and sits at the top, drinking and taking in the view. Kaida must scale the stairs, avoiding the Tengu's gaze and **slip in unnoticed**.

9) Having successfully snuck past the Dai-Tengu. Kaida finds herself in his **dark and brooding** shrine. A pot of water is boiling before her, and around her debris blocks her path. A lone cup stands, should she **push it** near a rice bucket, then she can climb its ridges to hopefully find a **new path**.

10- N) Landing on the pot, a cutscene plays. Kaida see's nearby that **Hitoshi** is housed in a small cage. They call to one another, Hitoshi more worried than ever that his friend has done something so reckless. Kaida pushes his worries aside and **figures a plan** to get off the pot and make her way over to Hitoshi.

11) Having jumped between a large and small Taiko drum, Kaida spots a step ladder to the bath in the corner leaning against a cupboard with **large gashes** in it. A perfect climbing spot, if only she could find **another cup** to help her reach the first step of the ladder.





12) Pulling herself up over the final ledge, Kaida accidentally **knocks a book** which falls to the floor. The Dai-Tengu, made aware **storms in** and shouts at Hitoshi, asking who he was talking too. Hitoshi's lies fail and the Dai-Tengu begins to search where the book fell. Kaida needs to **move quietly and softly**, maybe taking cover and **rolling a cup** might do the trick.

13) Unable to find anything the Dai-Tengu **changes his search area**, allowing Kaida to clamber down the open drawers and run along the long Shoji screen tops that separate the room from the Tengu's bed. The Dai-Tengu however **still glances around the room**, so its not an easy run, Kaida must still **dodge his gaze**.

14- N) Having reached the cage, the final cutscene is triggered, which details Kaida and Hitoshi's **escape**.

