

GOLDEN IDOL

A Game Tutorial Level

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1. Introduction

Golden Idol is the name given to the little statue that Indiana finds in the ancient temple he explores in the first scene of the first movie: Raiders Of The Lost Ark.

This is the level design document for the last assignment, and I see it as a final boss of the Level Design Subject. This implies that it has to feature in some way, everything that the player (in this case, the student: me) has learned all along.

To do this I mixed up the two previous assignments by creating a level as a One Page Duneon based on a Movie. And I chose the movie with maybe one of the best 'tutorials' in cinema history.

The first scene of Raiders Of The Lost Ark kicks in from minute 0, starting with high tension and showing who is our character as well as a brief summary of what the movie is about. It is in some way, a tutorial for the viewers.

I created the level with Unreal Engine 4 and using online assets, there's a section with screenshots at the end of the document.

2. The Level

2.1. Plot and Character

Indiana is and explorer, this game could perfectly be any Uncharted. The mechanics I show to the player are the same as in that game. The only thing that changes is the view. I did it in a first person prespective.

The explorer wich might or not be Indiana has to get in the temple and explore it. He is looking for something. I used a model of the Golden Idol so that's the target which also gives name to the 'game'.

As this is the first level the player would play, it introduces the story as well as between lines, showing him how to play. From there on a whole plot could be developed arround

the idea of that treasure or as it is done in the movie, change to a new idea of plot and have the first scene as just another adventure by our hero.

Inside the tutorial, the level has three acts: first act is entering the temple, second act is exploring the temple and the third act is getting out of the temple.

In every pulsation or challenge, everytime that something happens, the player learns a new mechanic. After each one of those, the player gets a small rest zone.

2.2. Structure and Level Summary

The first thing the player sees is a small rock way in some kind of desert, a rest zone. As he walks a little bit he sees a clear destination: A temple entrance.

Inside it is dark, so the player can't advance. Here the first mechanic is learnt: Use a torch. The player has to press 'L' to start the fire and get to see.

Frist Mechanic Learnt: Use the torch.

Then he gets a bit of exploration inside the dark temple. The next challenge is a jump. A light comes from the open ceiling showing a hole in the floor. The player is taught how to jump using the space bar. If he doesn't do so, he can't continue and falling down doesn't seem like a good idea.

Second Mechanic Learnt: Jumping.

When this is done, the player gets to a little open space inside the temple. Some columns are displaced in a certain way and the platforms in the ground look different some to the other.

Here the first called puzzle challenge is presented. If the player steps on the wrong floor tile, he will die and get to the start. Here the player is taught that it is not all about jumping and running around, some mind skill is needed as well.

Third Mechanic Learnt: Puzzles.

Then the player gets to a the down moment of the small story, the abyss in some way. The character is alone and doesn't seem to find the treasure. He physically goes down to a level zone where if he doesn't crouch he can't continue.

A descending stairs lead him there. The player won't have light either down there so he'll have to use the torch. The player learns to crouch pressing 'Cntrl' key.

Fourth Mechanic Learnt: Crouching.

When he gets out of the tunnel, he gets to a wide open space where he can see how down he is and also there's lots of light from the sun. This means hope! The player is faced with an expansion of a previous challenge: Jumping. He is placed in a lake where he has to jump from rock to rock to continue.

After this is accomplished, the player will get to the climax. The room where the treasure is. A dark wide room. At the end of the room the Golden Idol is placed on a table. But it is never that easy. The player will have to face previous challenges.

The first is the skill, this time with an evolution: There is no light to see the floor tiles so easily. Then the player will have to jump a floor hole and then get to the treasure.

When he gets it, a door at the end of the room opens. A tribute to the movie and to teach the player the last mechanic of the tutorial, the player will have to run down some stairs chased by a huge rock ball that appears on his back. The player is taught he can run using 'Shift' otherwise he gets crashed by the rock.

Fifth Mechanic Learnt: Running.

When he gets down, the level ends. The player has learnt all he had to and is prepared to get to Level 1. He is set and might know something about the upcoming story.

2.3. CCST

I grouped all the events or challenges the player has to overcome in three categories:

1. Interaction

Those are events like using the torch or grabbing the idol from the altar in which the player has to interact with something by pressing a certain key. I use this to teach the player keys.

2. Gameplay Challenges

Those are the challenges in which the player has either to jump, run or crouch. Those are the three basic player movement mechanics I have in the level so far.

3. Skill Challenges

I named those skill challenges activities that require more brain activity from the player. Maybe he'll have to try several times to get it. For instance in the tutorial I have placed a puzzle. The player has to solve it in order to advance.

I used a few expansions and evolutions of those challenges along the level but not many as it is only a tutorial level and the player has to learn the basics of the game and not get challenged heavily yet.

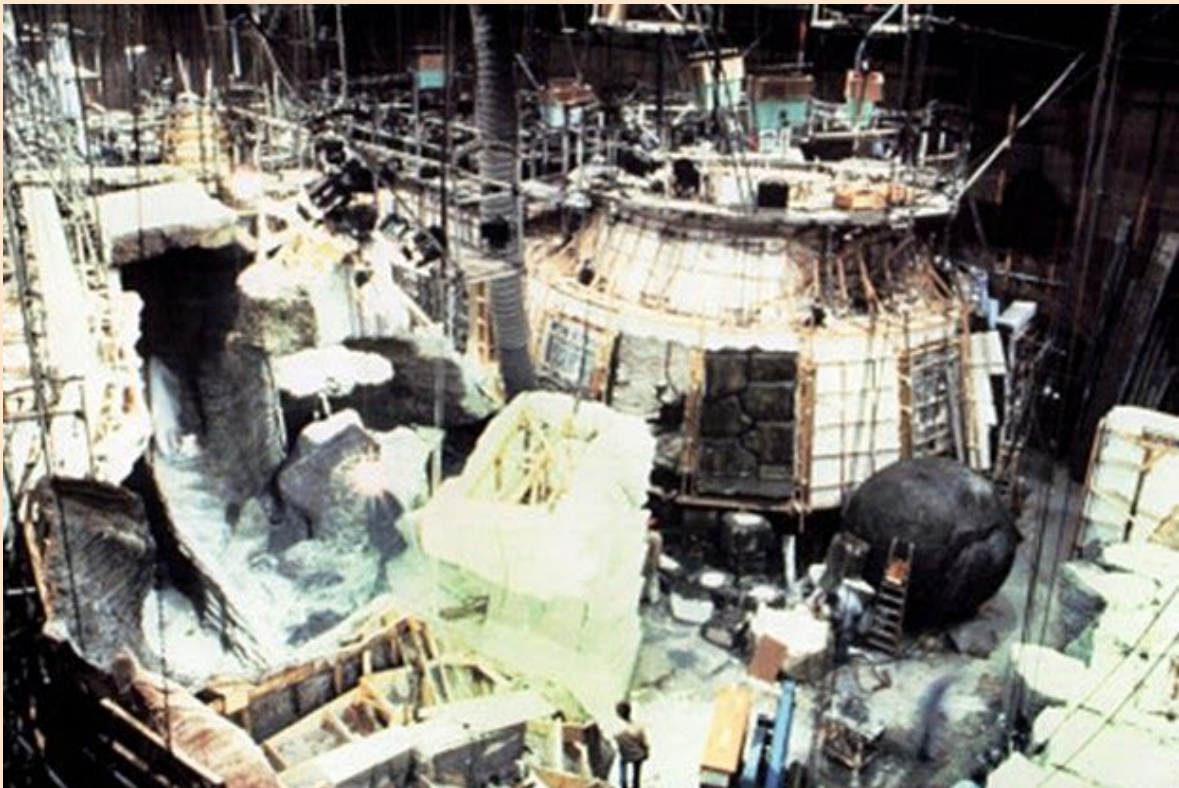
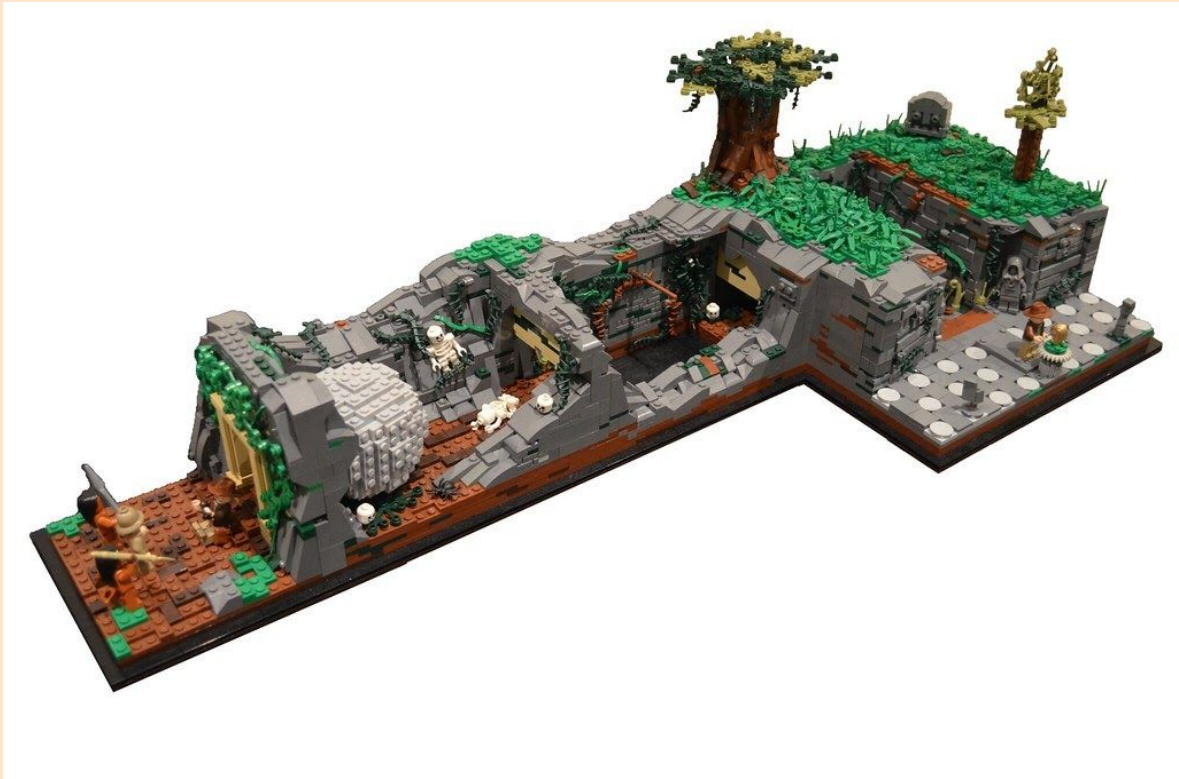
3. Graphical Overview

I heavily based my level on the scene on the movie aesthetics as far as I could as I was constrained by the art assets I found.

The look I tried to be as much AAA as I could using Bridge assets and Unreal Engine 4.

Outside the temple I gave a rather yellow tone as it is in a desert, and inside the temple something more of a dark and brown/red tone.











4. My Build in Unreal Engine









