

Dark Myth

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1. Target

18 - 40 years old Players that like Souls-Like games and RPG Genre.

2. Platform

PC, PS4, PS5, BOX ONE and XBOX Series X

3. Backstory

Long ago, a group of Seree wizards practiced their sorcery deep in a mountain, a place of natural power. To protect that place they created a guardian beast, but that creature grew cruel and vain, and built a cult inside that mountain to worship him as a god and to feed him. The guardian taught those in the cult about the Seree's secret magic, but also the perversions of the beast in the dark magic.

The story starts with the main protagonist Erik, who is searching for clues about the strange events that are happening in his town. He finds out about Seree wizards that they have been doing some ritual in some caves near the tallest mountain of the region. Just before infiltrating the caves he gets knocked down and imprisoned in a dark cell. He finds out that inside that cave there are some demons patrolling the corridors. He needs to find an exit and discover what happened with the Seree wizards and why there are those demons there.

4. Goal

4.1 Start State

The game starts with you imprisoned in a dark cell and without your equipment and at 10% of your health, since you're still recovering from the blow that knocked you unconscious.

4.2 Main Goal

The player will need to escape from that cave while at the same time he'll need to find clues about what Seree Wizards were doing and if the events in the village are related.

4.3 Sub Goals

To complete the main Goal the player will have to face different enemies gaining new equipment and learning new skills that will help him during his journey.

The player will face different obstacles through his escape. He will need to unlock some doors by finding the respective keys. Also he will be able to unlock shortcuts and secret passages and discover new secrets.

4.4 Intrinsic Goals

- Discover the truth about the strange events on the village
- Learn new Mechanics and Magic skills
- Learn the Lore
- Introduce Story Enemy

4.5 Extrinsic Goals

- Amusement
- Epicness
- Rapid thinking
- Solve Puzzles
- Relieving after defeating a hard enemy

5. The World

The story takes place in the viking era on an island named Skarl. It is a mountainous terrain and a long river traversing the whole island and with a lot of underground dark caves beneath the mountain of Aikká. It was told that beneath the mountain of Aikká a tomb of a god was beneath it. The architectural style of buildings are nordic with a lot of inscriptions and rune symbols along the walls. The caves are dark with claustrophobic paths and open spaces full of columns and stalactites with a river traversing them, while some noises can be heard from the depths of the caves.

The items that will be used are ambient in the nordic viking era with objects made of basic resources and with all the technology of that time.

The part of the temple is a lot brighter with runes and piles of fire illuminating the way and with statues representing the figure of gods. The main room is a long space full of columns with a sarcophagus at the altar.

5. Gameplay

5.1 Game Type

The game is a first person, action role-playing game where the player gets to play as a nordic villager, moving forward through different environments such as caves, mountains, villages, temples, etc. The game will be linear but the player will be encouraged to revisit older zones as there will be lots of secret items and different paths that he/she might have gone through without noticing the first time or without being able to access it.

5.3 Enemies



Draugr archer: Long range enemy that shoots arrows



Draugr: Short range enemy with a sword, also they can make use of explosives



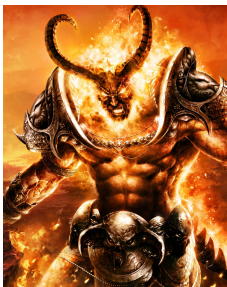
Elite Draugr: Short range enemy with a sword and shield, stronger than a normal Draugr.



Snakes: Make use of venom clouds to defend itself and launch itself towards the player to attack.



Minotaur: Follower of the Guardian Demon, watcher of the Serees Hexarium and Dark Crystal



Guardian Demon: Guardian of the Crimson Temple with a huge amount of power, summoned by the Serees Wizards.

5.4 Mechanics

Main mechanics:

- Move
- Jump
- Defend → shield, roll, and parry
- Melee Weapon Attack → types of attacks (heavy, quick, special)
- Range Weapon Attack
- Item use → potions, consumables, effects
- Ability/magic use → Special ability and Magic spells

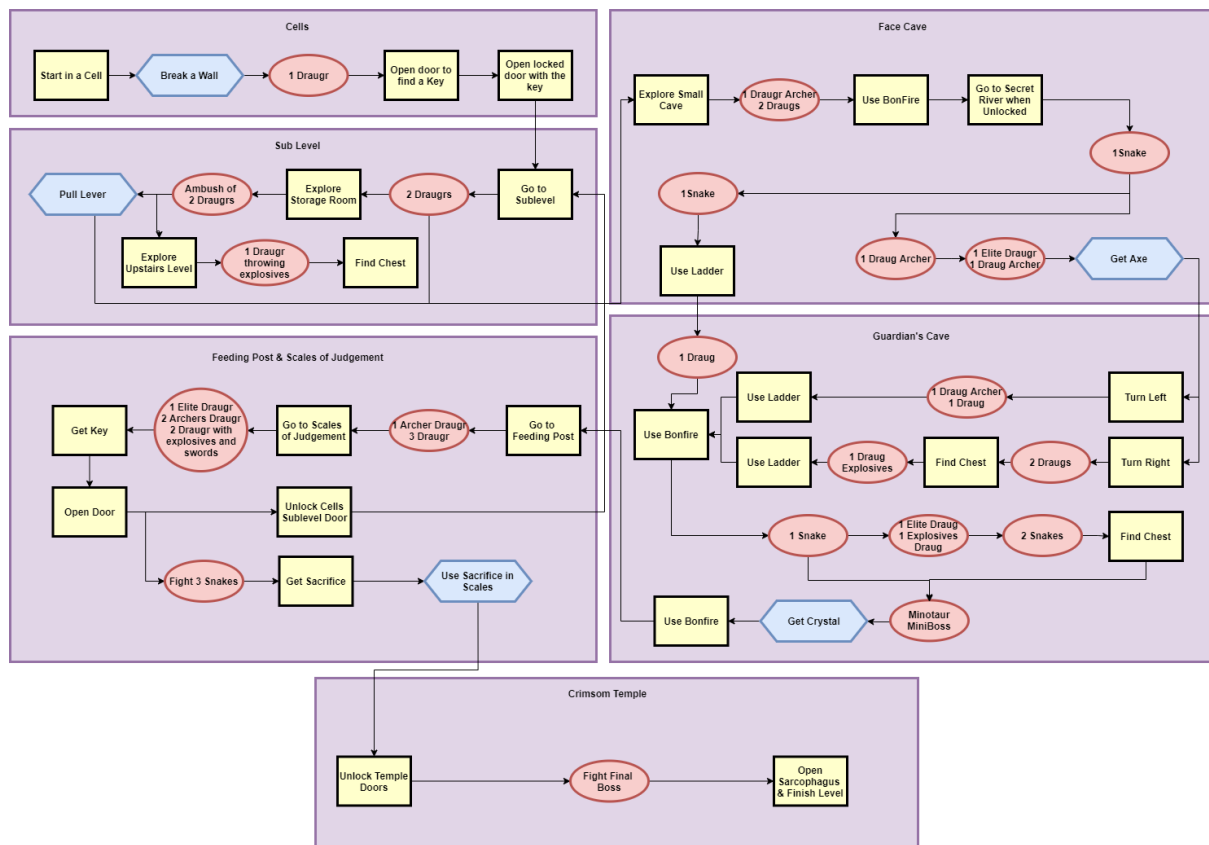
Secondary Mechanics:

- Levers
- Doors → with key or without key
- Campfire Checkpoint
- Puzzle Mechanism
- Climb Ladders
- Chests
- Traps

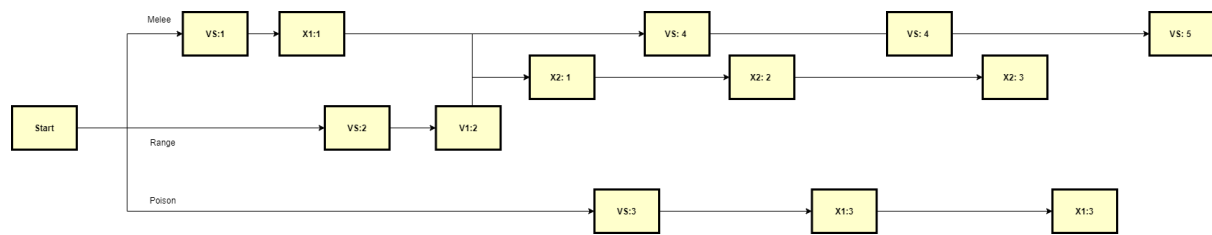
5.5 Flow

The gameplay is self-passed while moving through the zones. We don't want to create a feeling of rush or something that keeps the player moving forward, we want the player to feel free to explore, revisit other zones of the map, think about their next move and prepare their equipment.

Apart from that, there will be things that change the flow of the game such as enemies or traps which will make it harder for the player to advance, sounds, etc.



5.6 Cadence



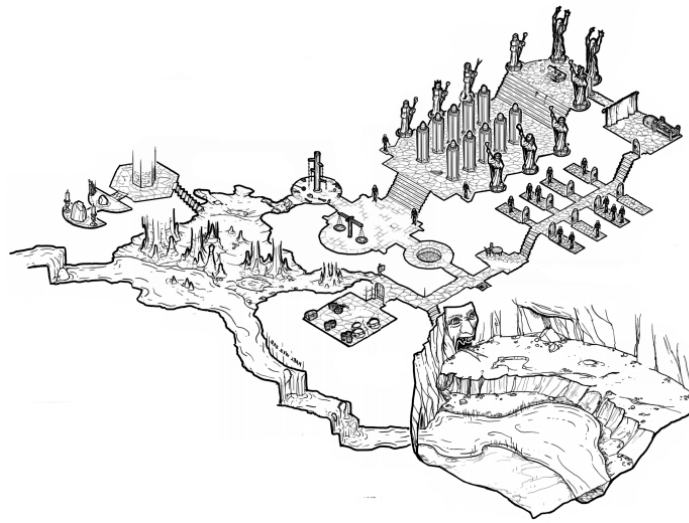
We start by facing a normal Draugr, later the number of draugrs is expanded to face two at the same time. In the Stores room we have an evolution of a normal draugr with explosives and a melee weapon, we consider it another branch of range enemies. The next enemy we present is an evolution of range type, an archer. When the player is in the Face Cave we mix different enemies creating new challenges. Inside the river we introduce the Snake creating a new branch where the player will have to face this enemy throwing clouds of poison. After that the player introduces an evolution of melee enemies with the Elite Draugr. Next continue with an expansion of different mixes of enemies. If the player continues exploring he will face an expansion on the number of Snakes. To continue we introduce the mini boss fight of minotaur as an evolution of melee branch. While continuing to the feeding post the player will face some more difficult expansions of enemies to fight. After that the next challenge will be another expansion of snakes where the number will increase to 3. At the end the last challenge to present the player is the Final Boss as an evolution of Melee Branch.

5.7 Pick-ups

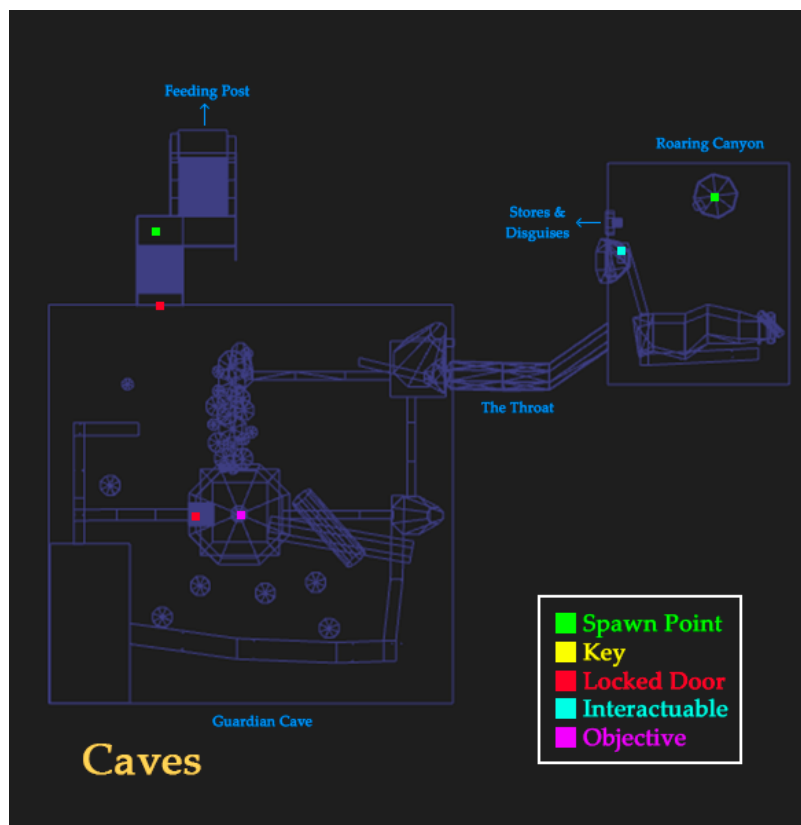
- **Keys:** Item used to unlock doors of the level and discover new routes.
- **Bags of Money:** Currency used to buy new equipment and upgrade the player statistics.
- **Crystals:** Used to gather new skills in exchange for these crystals.
- **Weapons and Armors:** After defeating an enemy it can drop a random weapon or armor with stats similar to the current level of the player. They can also be found when opening a chest.
 - Spear: Weapon with high speed but low damage.
 - Sword: Balanced weapon on moderate damage and speed.
 - Axe: Weapon with a lot of damage but slow to use.
 - Shield: Shield that will be used to block enemy attacks.
 - Bow: Range weapon to kill enemies at long distances
 - Armor: Different sets of armor that will grant more or less movement speed and block physical damage depending on the type of weapon (Light, Medium or Heavy).

8. Maps

8.1 One Page Dungeon Concept Map



8.2 Level Map



9. Moodboards



10. GamePlay Video

<https://youtu.be/wLRFmSYnI8>

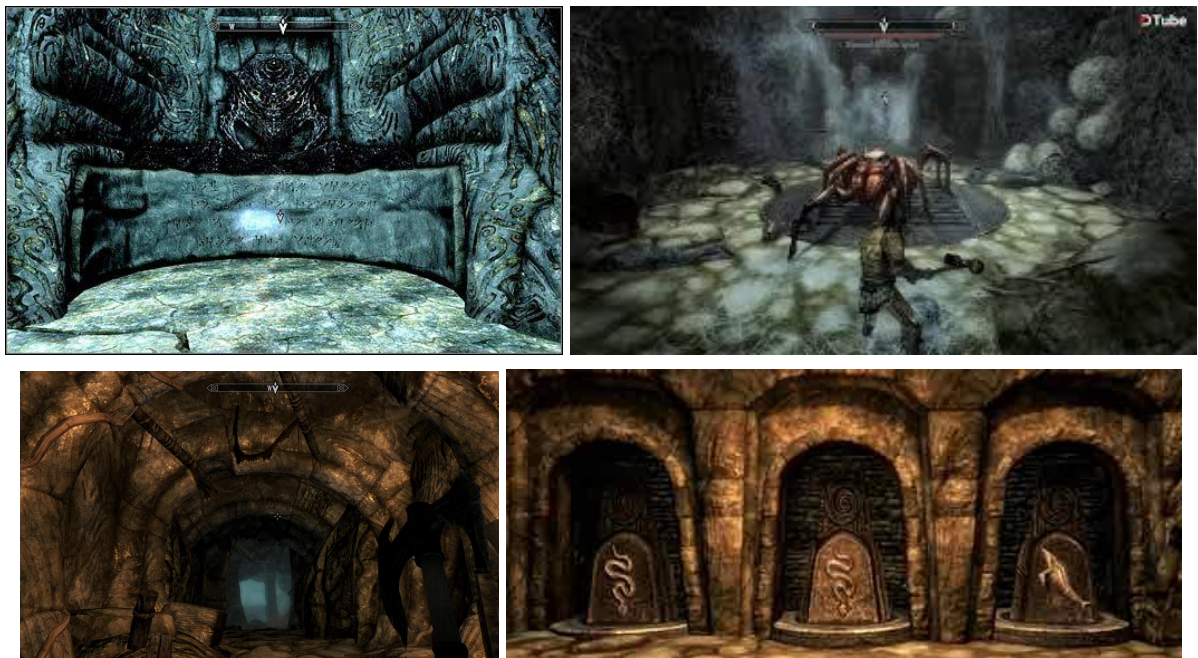
11. Link to the Game

<https://github.com/knela96/LevelDesignLevel/releases/tag/2.0>

12. Game References

The Elder of Scrolls V: Skyrim - Golden Claw Dungeon

<https://www.youtube.com/watch?v=OWjYGnm3HhI>

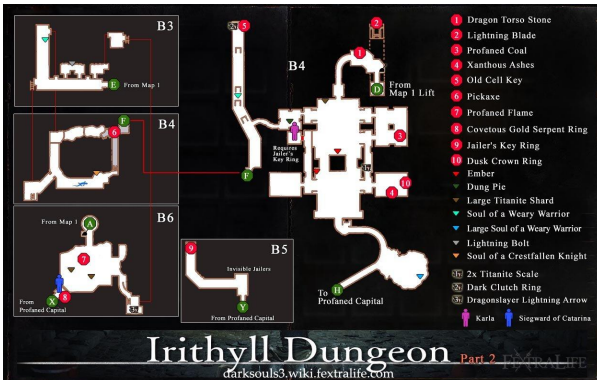
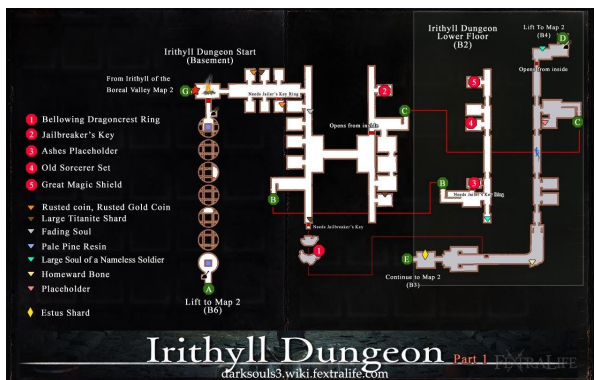


Dark Souls III - Irithyll Dungeon

<https://www.youtube.com/watch?v=jL1tElh1iBc>

Map of Irithyll Dungeon

<https://darksouls3.wiki.fextralife.com/Irithyll+Dungeon>



Dark Souls - The Catacombs

<https://www.youtube.com/watch?v=LOuCjF7FPtY>

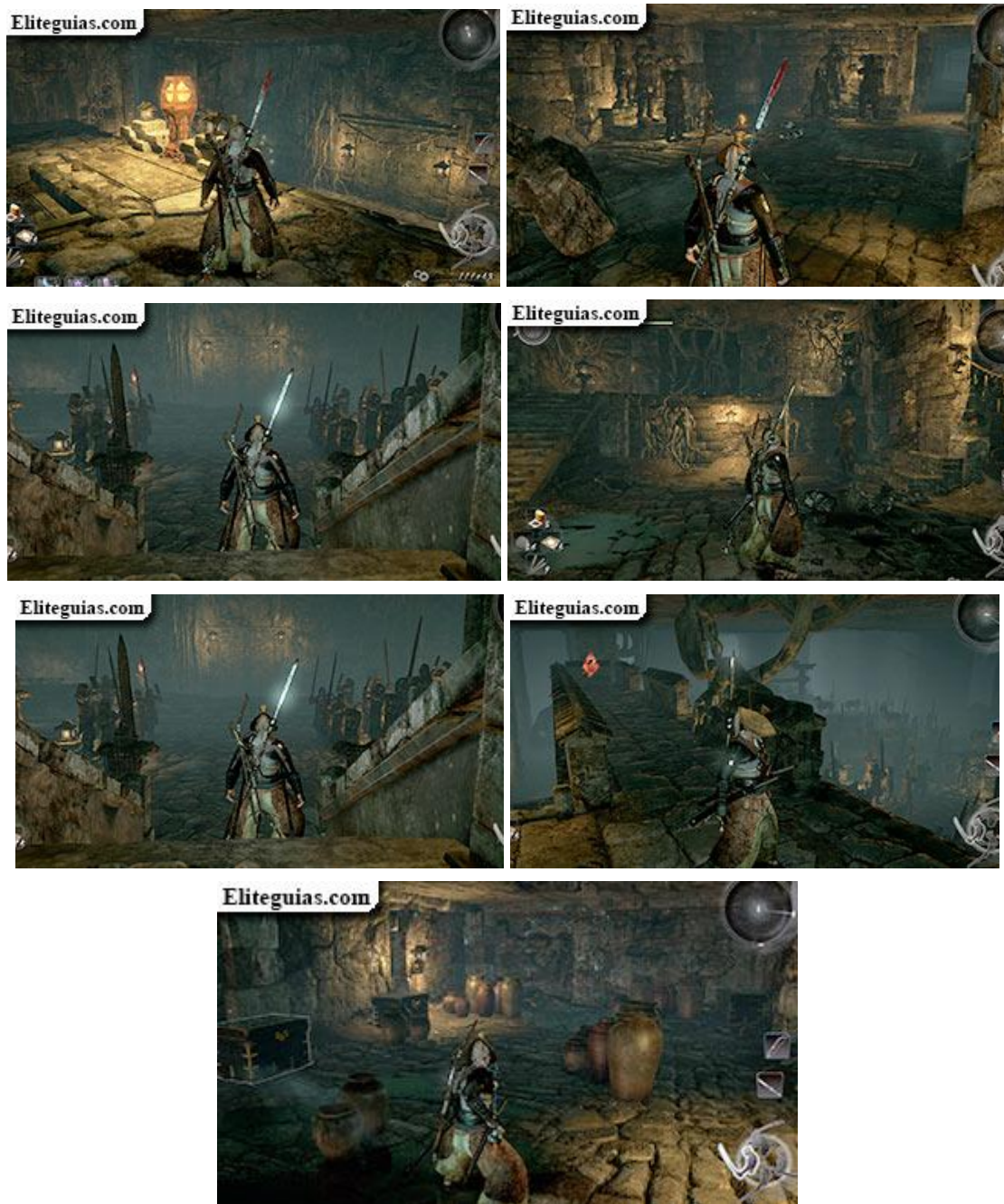
Map of Dark Souls

<https://darksouls.wiki.fextralife.com/file/Dark-Souls/dark%20souls%20entire%20map%20bosses.png?v=1518927256403>



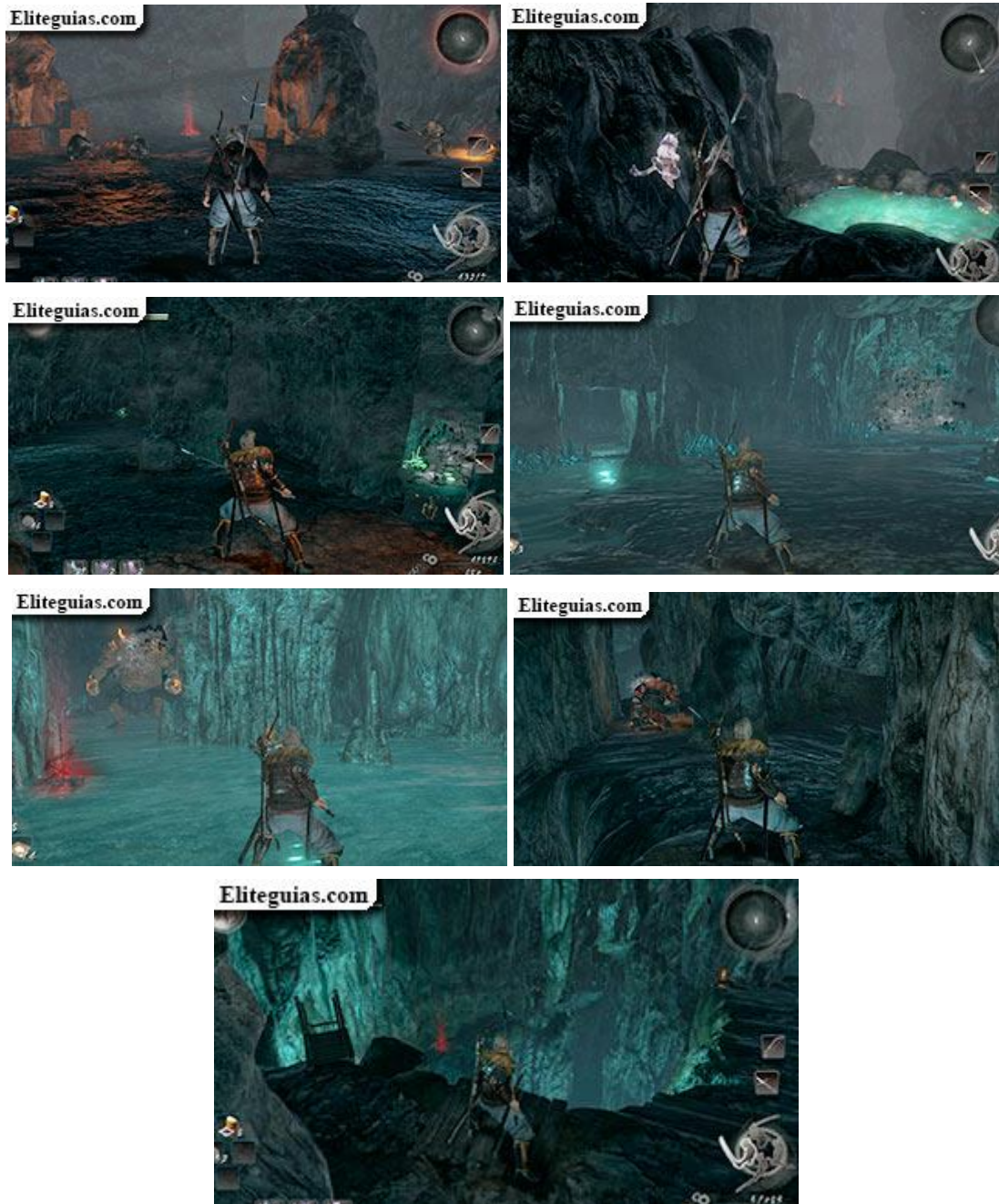
Nioh - Los Duermevelas de la piedra espiritual

<https://www.youtube.com/watch?v=nnsdAnfLlfc>



Nioh - Entre las sombras

https://www.youtube.com/watch?v=eJIZwm_LKGg



13. Bibliography

One Page Dungeon - <http://trilemma.com/blog/adventures/43%20Do%20it%20for%20the%20Beast.pdf>

<https://irrationalgames.ghoststorygames.com/insider/from-the-vault-may/>

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<https://www.behance.net/gallery/1033165/Level-Design-Document>