

LDD

Game Type

My level will be made using Minecraft and I will also be using mods mainly for set design. The map will be designed for one player. Players will have to choose a class and get through the town street headed to the castle. They will then have to fight in a boss battle. I wanted this level to cater specifically to people who played or watched others play older adventure maps in Minecraft. There will be a lot of combat as well so anyone who likes that aspect of the game will enjoy the level.

Story

The level's story is that players reenter their town after being on an adventure only to find it infested with mobs such as zombies, skeletons, and pillagers. They adventure through the town's main street to get to the castle where the king lives. On the way, they encounter mobs to kill, items to collect, secret areas, and villagers to save. Players take on the role of a returning hero who will be able to choose between 2 classes. Players can either be a Knight or Archer which determines what items they get. They start from the beginning of the town and end off fighting a boss in the castle they are headed to. Everything takes place in a medieval-like town that has recently been overrun with mobs. The buildings are damaged, but not fully destroyed.

The player's purpose is to save the town by defeating the mobs inside of it and the boss in the castle. They will face mobs that need to be killed and traps along the way. Players were not necessarily placed there as in the story they are returning home from a mission. The town they need to save is their home as well. As the player progresses, they will learn why their town has been targeted as well as the attacker's plans for the town and its people. There will be a slight twist at the end as players find a boss battle instead of the king when they first enter the castle.

Gameplay

The main objective of my level map is to save the town by killing mobs and whatever is in the castle when trying to reach the king. There isn't a requirement to kill every hostile mob on the map with the only thing outlined as a necessity being reaching the castle. Ideally, the player would explore the map to find each side path/ room however it is more likely that they just continue down the main path when playing. When following the main path players don't encounter stronger items as instead, they find refills on items they have from spawn. For example, they will find the same potions they spawned with in case they were out already. Players will not have to kill extra mobs however they likely won't find extra loot/items if they don't explore. They will find the main parts of the story however side paths/areas will also contain some information on the story and town. My map will be relatively big as I am ambitious about this idea. I came up with this map near the 2nd week of class and I'm really passionate about the idea. I will need to work on adding space and areas to explore vertically. While the path will be somewhat long if players stick to the path and are good at combat it should take less than 10 minutes. There will be secret areas and paths that will hold better loot, more information

on the story, and ways to progress without having to fight at all or fewer mobs. Some of these areas will have hostile mobs to balance risk and reward.

I want my map and its difficulty to be similar to adventure maps found when the game was first starting to get popular. I don't plan on adding planning puzzles, however, there will be traps players have to try and navigate which may end up looking like a puzzle. Players should be good at combat and know what each mob and item does. Players will improve their fighting, exploration, and comparison skills when playing. Weapons/ items are connected to what class players choose at the beginning of the game. Players will either have a strong sword and shield or a bow and a weaker sword. Armor is decided based on how often each class should get up close to enemies. Enemies will get stronger as players progress with zombies and skeletons being the starting mobs and things like wither skeletons and vindicators are found further in. I am planning on making the map memorable by making it look (visually) professional and adding ways for players to explore the map and story. I will need to use command blocks for programming/ scripting.

Visuals/Effects/Audio

I am drawing most of my inspiration from old Minecraft adventure maps, the old tutorial level for Minecraft Xbox 360, and fantasy/medieval towns. The map will show the main road, some buildings, some alleyways, and a castle. It will take place at night and buildings will be damaged. I am going for a dark, mysterious, and tense tone. Everything will be stylized with the blocks I have available and the mods I choose to add. In general, I want to use cooler and darker colors/tones with warmer ones being used to hint at hidden areas. The main path and warmer colors will be used to direct the player. I will also use signs to point to areas on the main path. The setting in general is a bit generic so I will put a lot of effort into how nice it looks as well as the side paths. I will be using art provided by the game and mods.



Paper Map



Asset List

There are no assets that I need to create for my level.

Feature List

I will need to use command blocks for things like spawning, keeping mobs in their area, teleporting, and traps.