



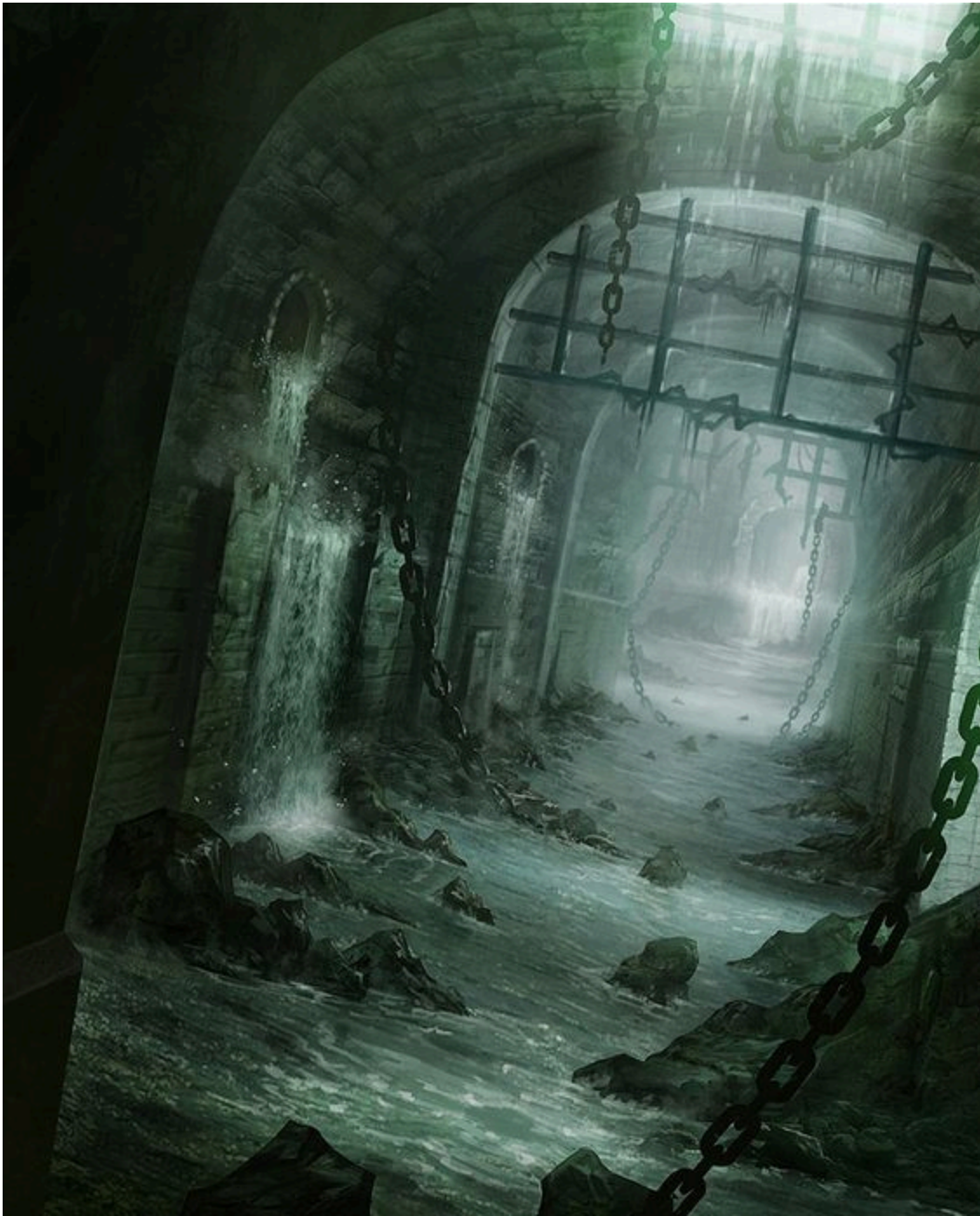
Boss Level LDD

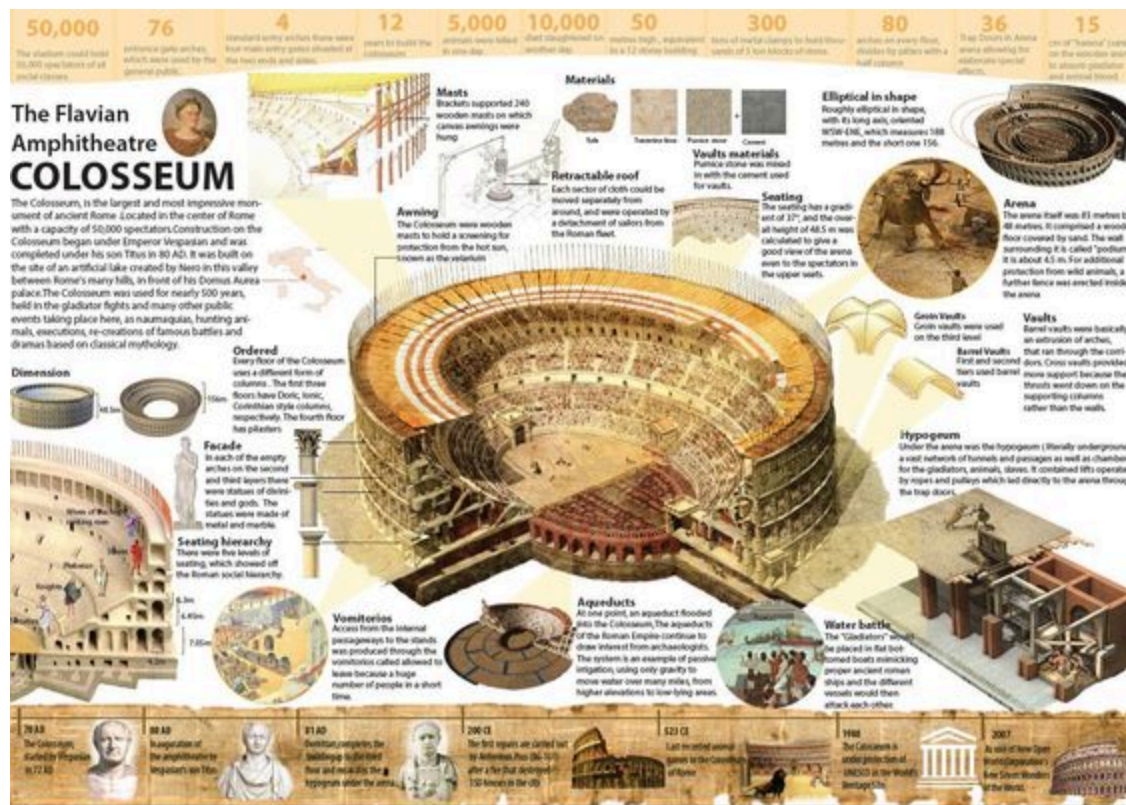
Drawings/ pics encouraged

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For the overall design Colosseum EX:







Part 1 - Spawn (dungeon area, no enemies, players prepare themselves).

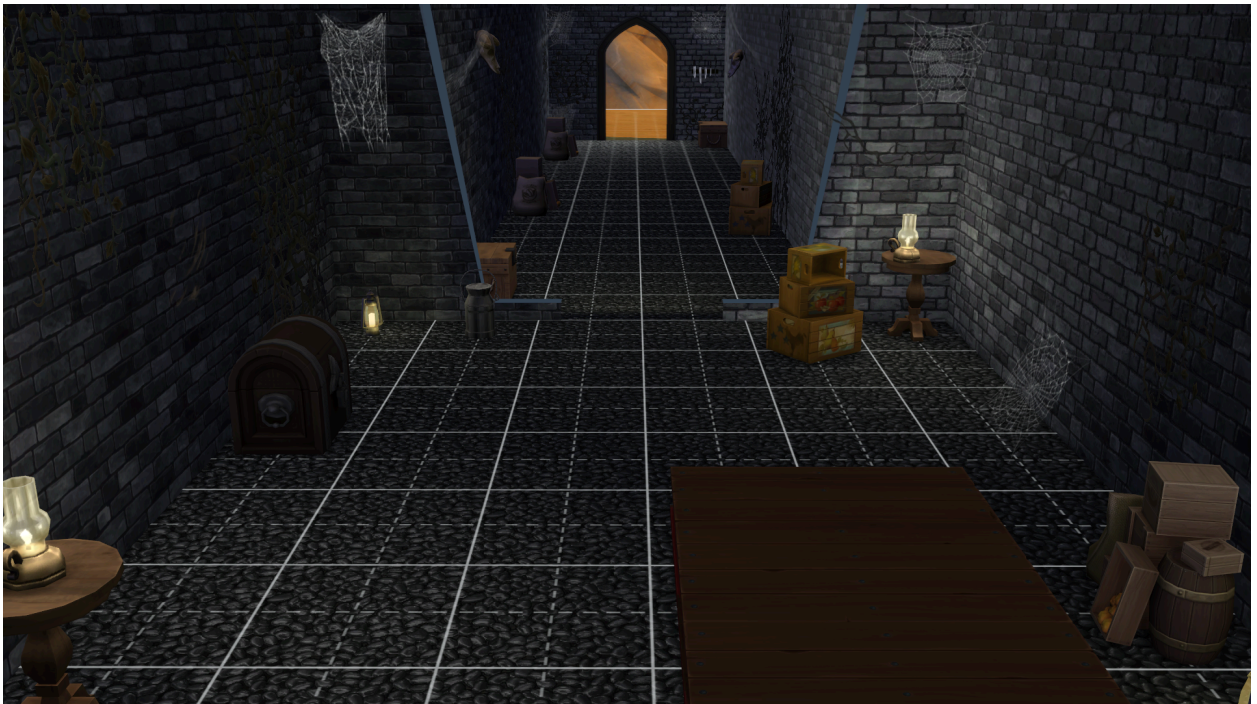
Possibly a sign that warns them of the boss ahead and advises them to spend any points they have.

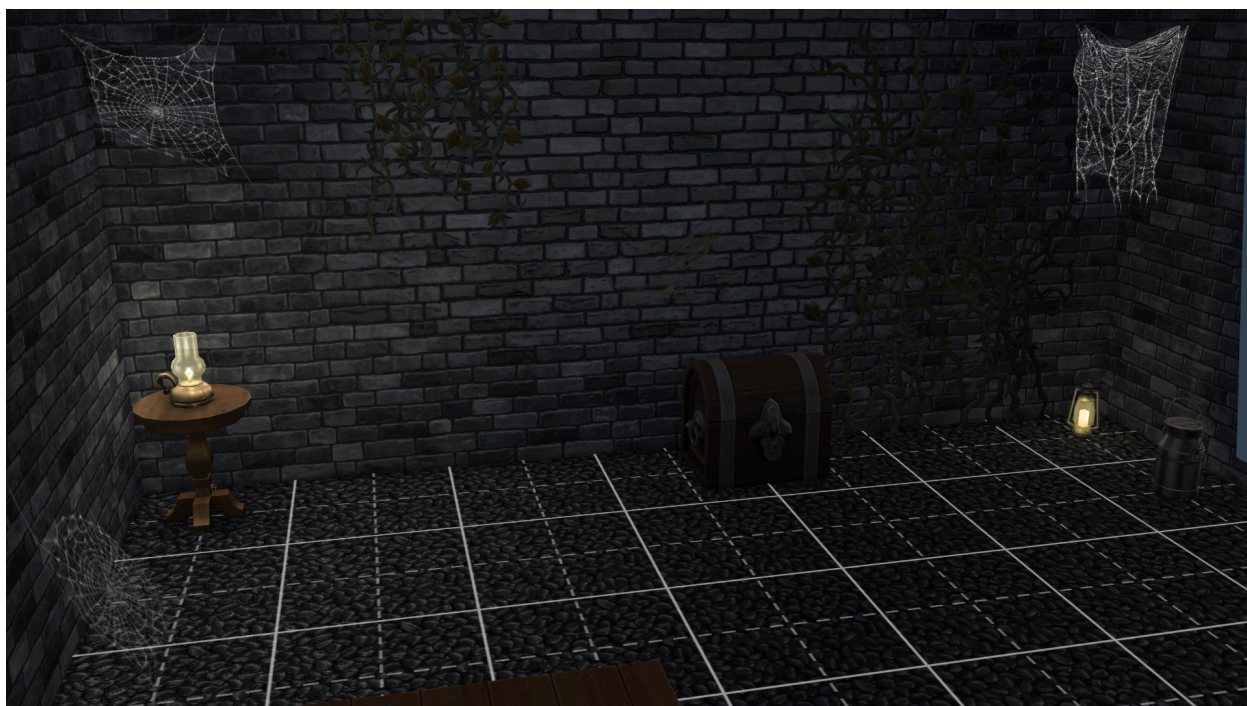
Walkthrough

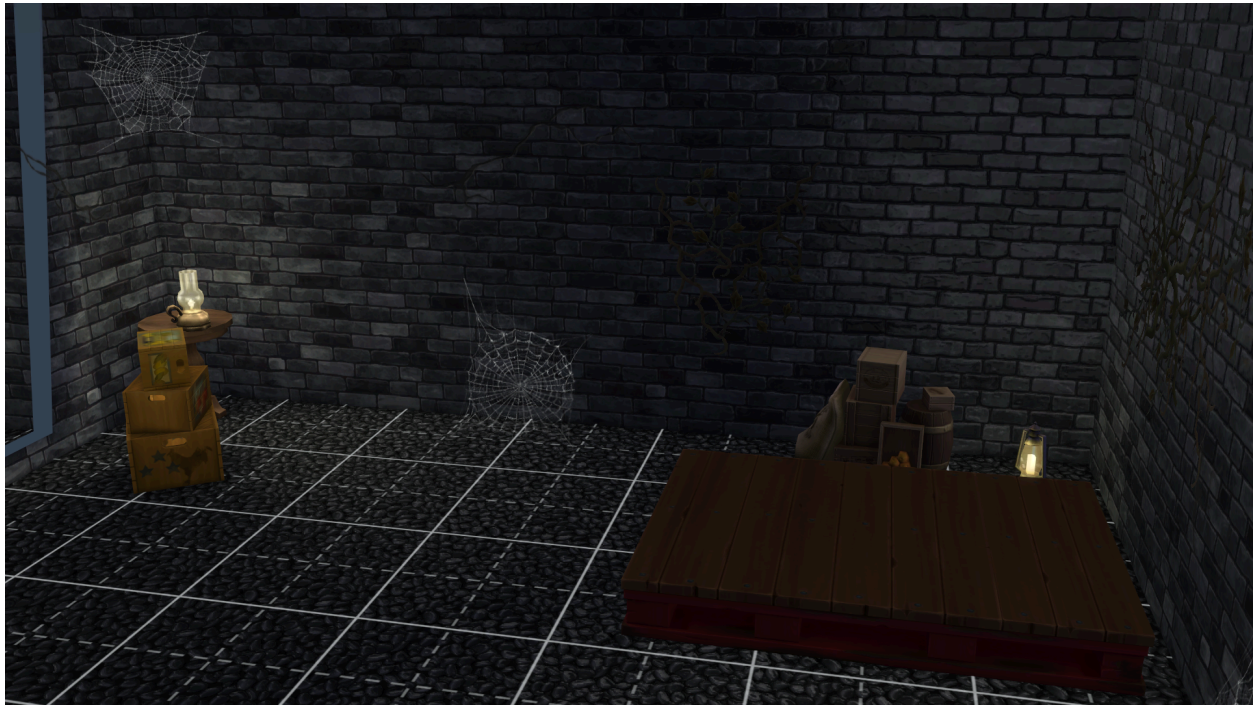
Where players spawn when entering the boss level. Players find themselves in a dark dungeon with a gate in front of them. Players will either need to interact with a lever or wait a few seconds before the gate is raised. There are no enemies in this area for the player to fight. The environment is dark and dusty. The decor consists of chains and skeletons. Brick walls are gray or a similar color to the Colosseum's bricks.

After the gate opens players are able to enter the Colosseum. The gates could either open directly into the Colosseum or to a hallway. If it leads to a hallway another gate would be at the end of the hallway and would be opened when the player hits a trigger. No enemies to fight.

Paper map








Paper Map Explained:

Dungeon area where the players spawn. Bricks, cobwebs, and cracks in the walls. Boxes, crates, etc. for clutter. The archways represent where the gates will be. The main part of the dungeon connects to the hallway. The hallway is meant to add suspense. The



decor in the hallway should consist of things like skeletons or blood. Another gate is at the end of the hallway. Gates open when triggered like a lever, time after a few seconds, or if the player is close to it.

Environment

- Dark and dusty
- Shackles
- Skeletons
- Bricks gray or the same color as the Colosseum.

What needs to be achieved?

- Transition to the final fight players have.
- Suspense.

Enemies

- None
- Empty leading up to the boss fight.

Overall Pacing

- Quick section.
- Get players to the boss fight as soon as they choose to.

Part 2 - Colosseum (boss fight)

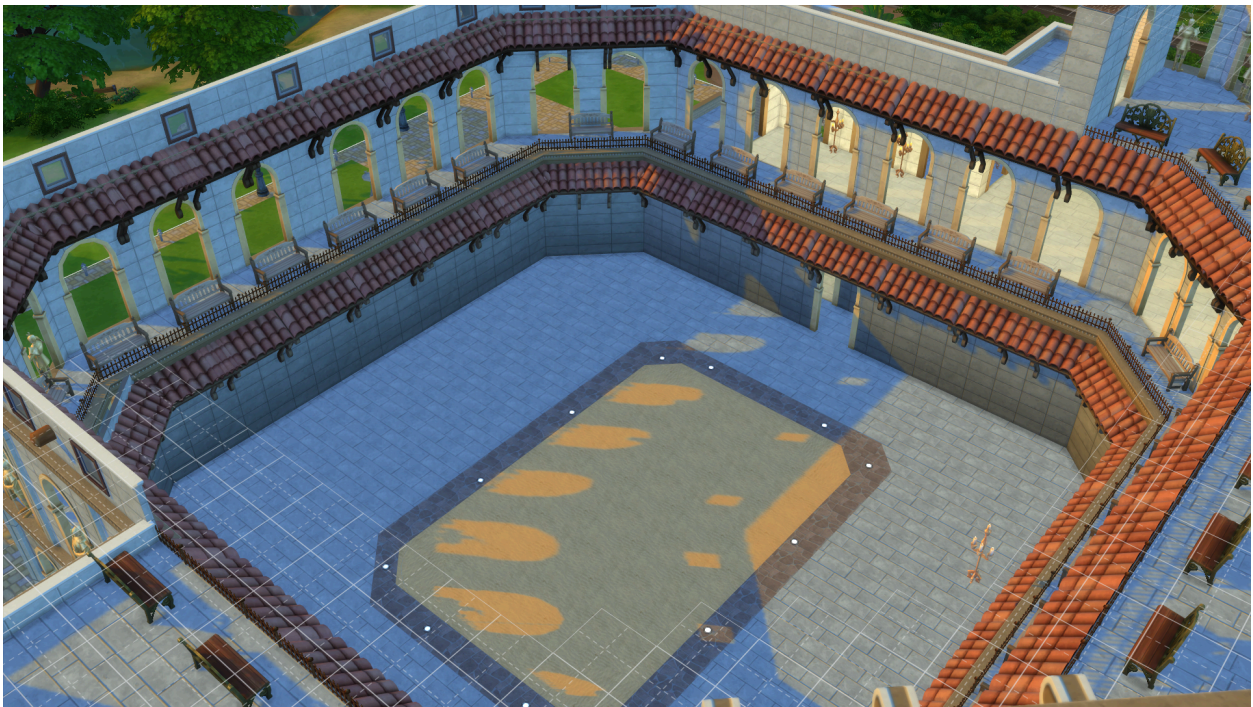
Final Fight

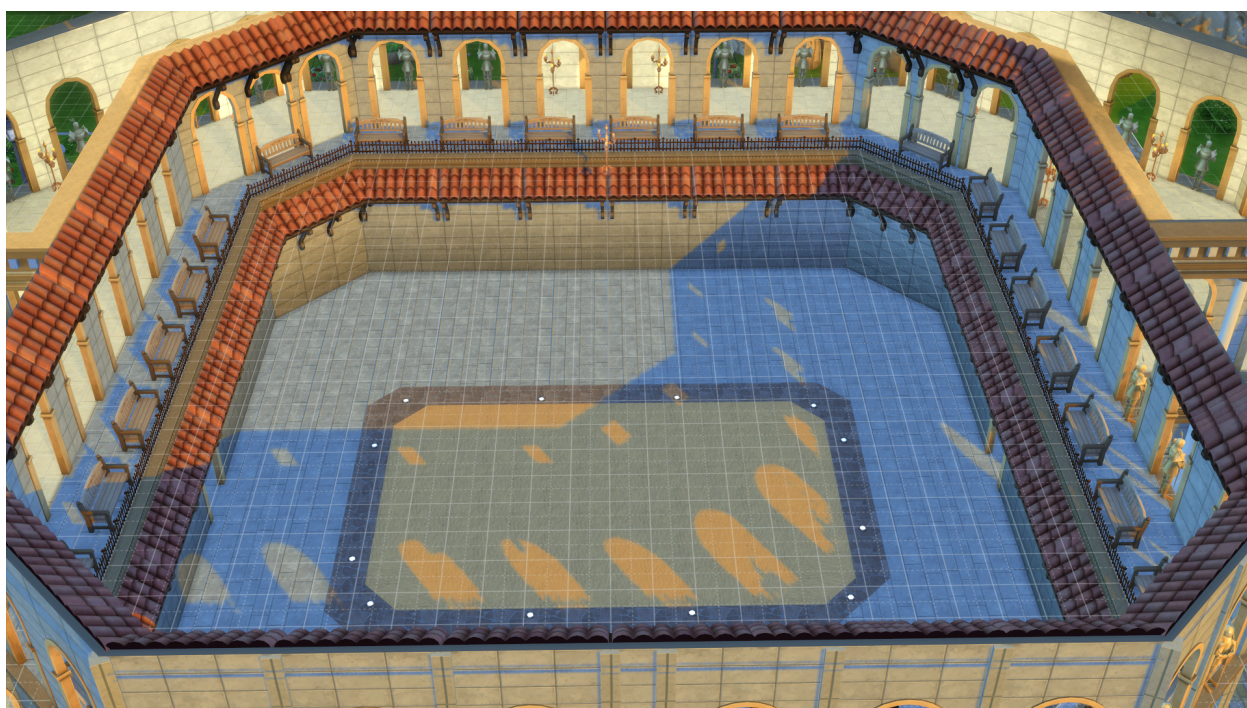
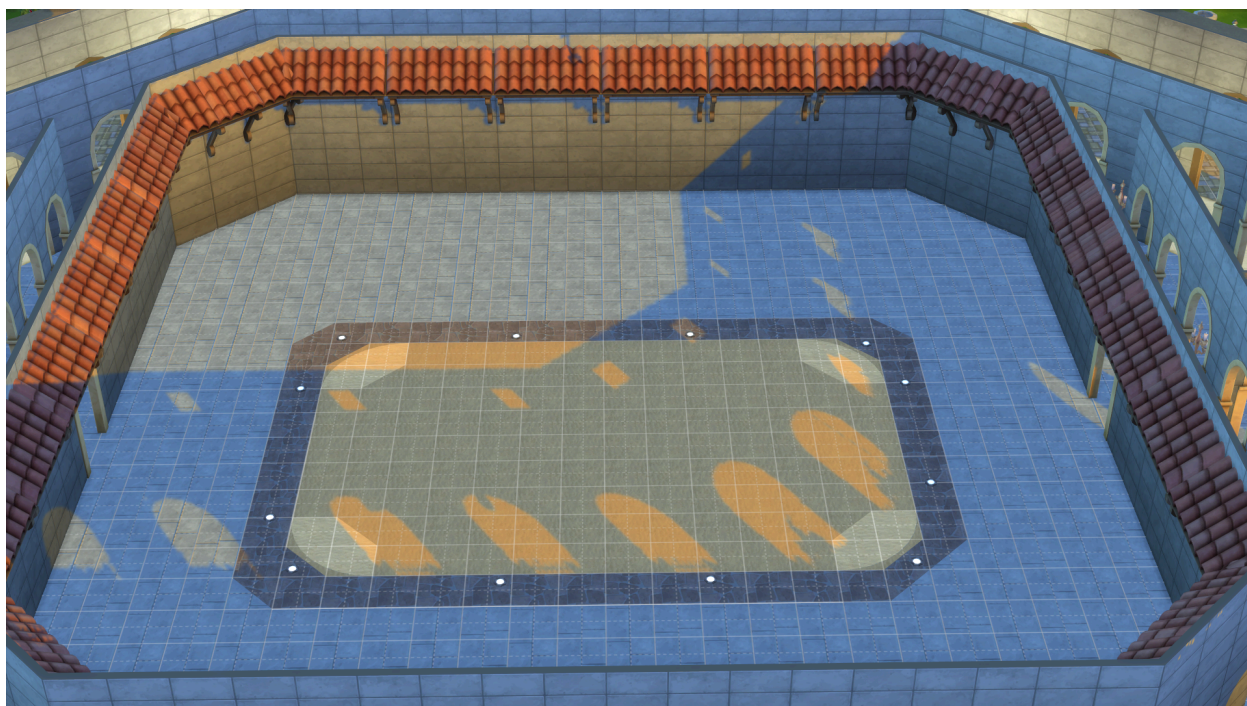
Walkthrough

Player's final fight. Big open area with little to no cover. Boss's attacks should be avoided if no cover. If cover is added things like pillars and crates will provide it. Players fight in a Colosseum setting. Players will have to dodge the boss' attacks since there will be little cover.

Paper map







Paper Map Explained:

Generic Colosseum. Stands above the fighting area. If cover is added it will be things like big boxes, rocks, barrels. Players will only be able to run around on the bottom level. Basic arena fight, players have to dodge attacks to survive.

Environment

- Clear and open
- Generic Colosseum look
- Bricks, Standstone, etc
- Stands
- Gates

What needs to be achieved?

- Final fight.
- Difficult, but achievable.
- Where players get to use everything they've learned.

Enemies

- Giant boss
- Possible minions/ smaller and weaker enemies depending on boss type.

Overall Pacing

- Players enter when they choose to.
- Fight ends as when they kill the boss.

Boss fight types

Option 1 - All-out battle

Definition

Boss and minions are all spawned at the start. Includes both physical and ranged enemies. The boss cannot call in more minions, once the player kills them they are permanently gone. Physical boss.

Option 2 - Summoner

Definition

The boss summons waves of minions with breaks in between to focus the boss. Magic-type boss, attacks should be avoidable/ telegraphed. Summons weak enemies as its main attack.

Option 3 - Boss Only

Definition

Only the boss is included in this level. No minor enemies/ minions. Boss has more health in this option than the ones above.

Boss Look Idea:

I just think he looks cool.



