

GAME COMPANY INC.



BOXY'S ADVENTURES 2

EP. 24: THARATOR'S SANCTUARY

LEVEL DESIGN DOCUMENT

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Story

In this episode of Boxy's Adventures 2, Boxy's teleportation device just broke and he teleported into the most dangerous place that he can imagine. **The Tharathor's Sanctuary**. All the floors, walls and buildings were **dark and broken** like Tharathor's hearth. The domination of **Metal and Stone** materials was so obvious that it was impossible to see a piece of nature. The war between nature and Tharathor's colony resulted bad for it.

After the teleportation, Boxy woke up in a place looks like a **dock in space**. He could see a **big arch** from where he stood. However, he had to jump between floating platforms and crush green goblins which stand on his way. When he killed the last goblin, he saw **a big building with a hole** in it. However, that hole was impossible to reach without help. Therefore, he found **a box** and pushed it close to the hole and got close to the hole with the help of the **balconies**. He jumped in the hole and as soon as he jumped, he realized that it was a trap after all. Tharathor heard that Boxy was here and prepared a welcoming committee for him.

Reference

Environment



Figure 1: Dark Colors, Walls And Floors Made Out Of Stone



Figure 2: Dark Ambience (Disregard The Castle)



Figure 3: Abandoned Places

Setting

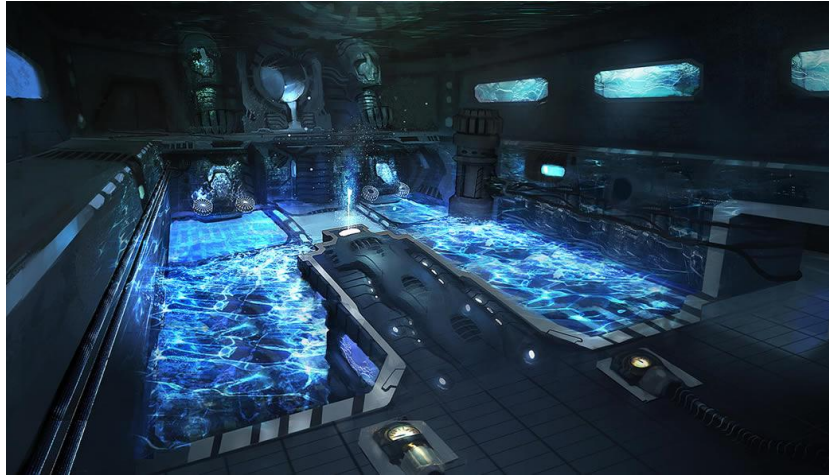


Figure 4: Starting Area (Not That Futuristic, But Will Contain Some Futuristic Elements)



Figure 5: A Big Arch Will Be in The Level (Arc De Triomphe)



Figure 6: A Dark Alley (Hidden Path)



Figure 7 Apartment Buildings in the Alley

Characters

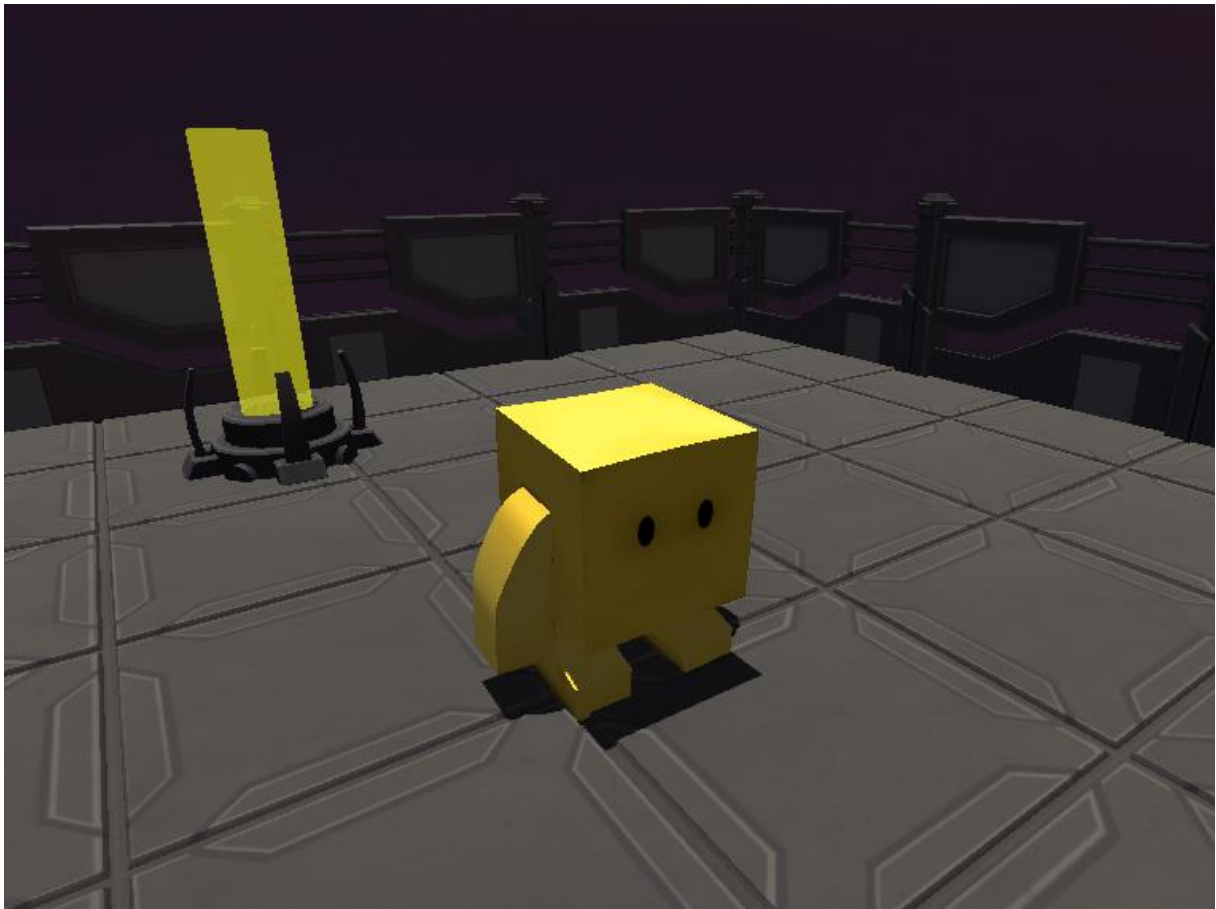


Figure 8 Boxy (Main character) A yellow cute box

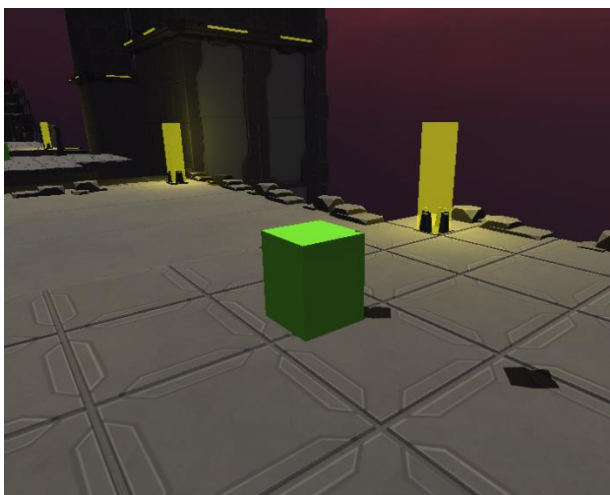


Figure 9 Slime (Minion)- Shape of a box with green color.



Figure 10 Tharator- Boss, Has Horns and a Black Shiny Armor

Features



Figure 11 The level contains a Landmark that works as a transition between the areas



Figure 12 Repetitive Facade Design in the Alley to Give a Melancholic Ambience



Figure 13 Broken Walls and Debris around the Level

Themes

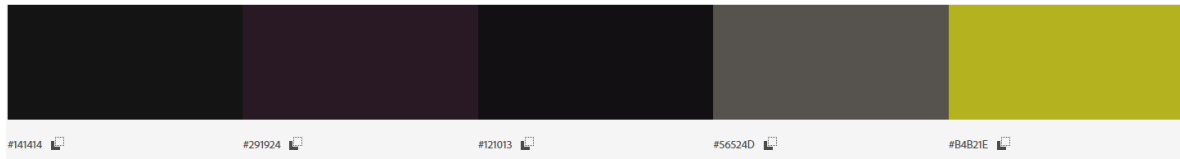


Figure 14 Color Palette (Environment)



Figure 15 Mystical Environment (Will contain futuristic elements)



Figure 16 Futuristic Atmosphere (Will contain fantastic elements too)

Program/Requirements/Features/Gameplay

Dock:

- Starting Area of the Level.
- Includes a hidden path.
- The place that teaches “Moving” and “Jumping” in a safe environment.

Arch:

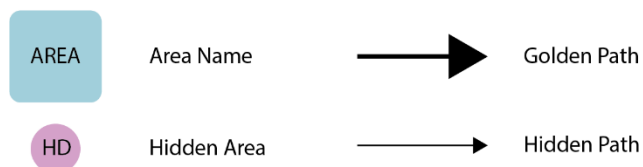
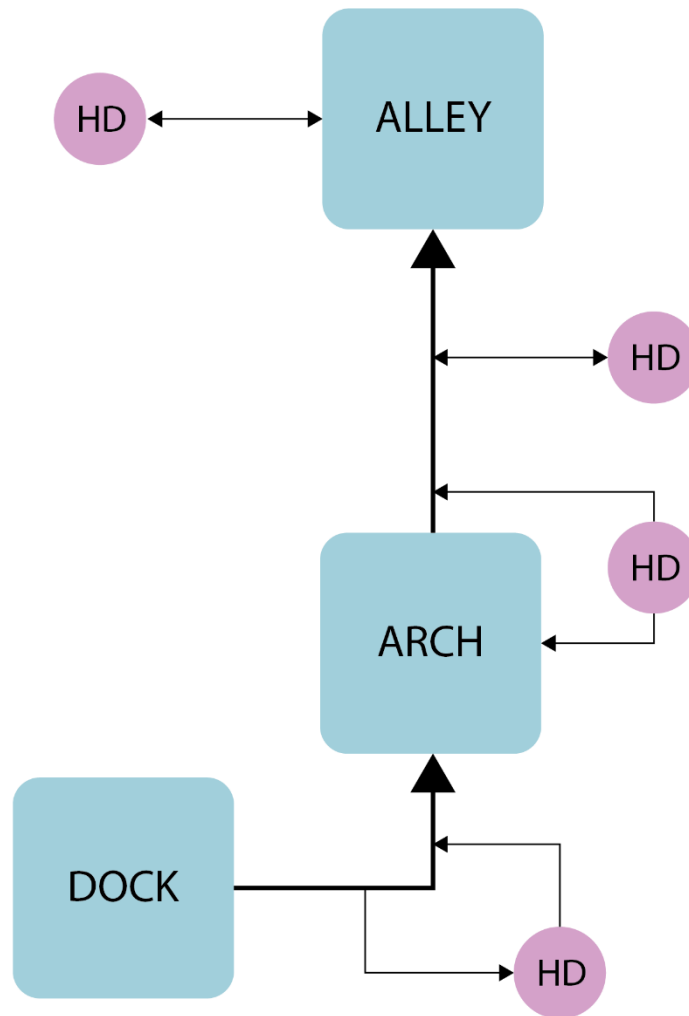
- A gate that was inspired by Arc De Triomphe.
- A transition between Dock and Alley.
- Includes a hidden path in the gate.
- The place that teaches about “Movable Boxes, Enemies” and “Hazards.” Also tests the player on “Jumping.”

Alley:

- The place after the Arch.
- Contains an open space surrounded by buildings.
- Includes a hidden path from the hole in the building.
- The place that tests the player about “Enemies” and “Movable Boxes.”

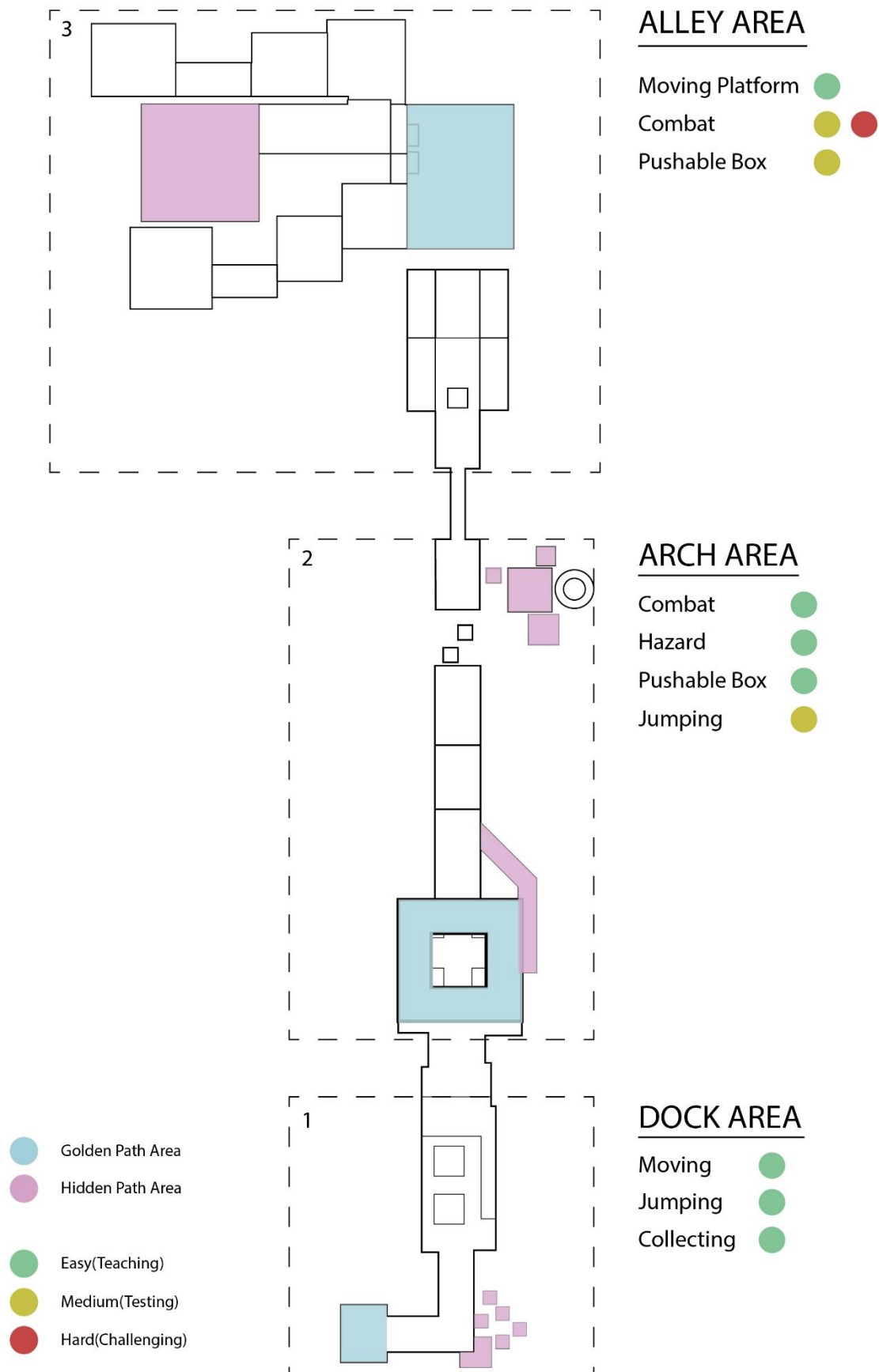
Diagrams

Layout Diagram

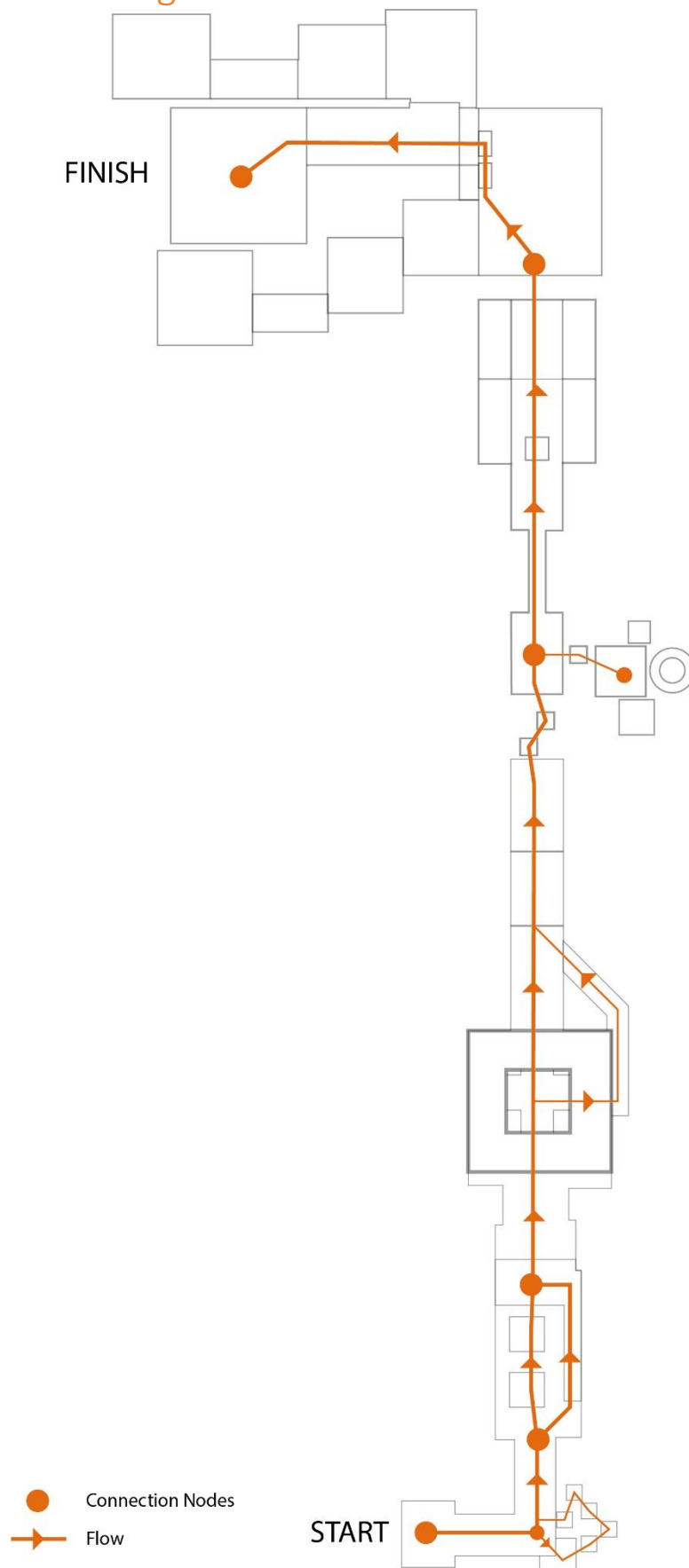


Layout Diagram

Gameplay Diagram

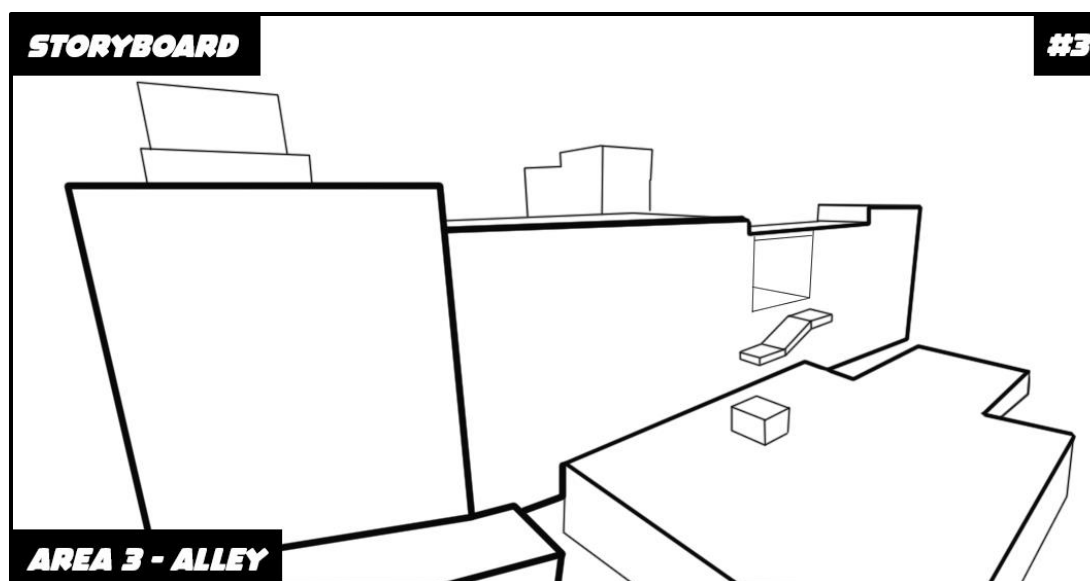
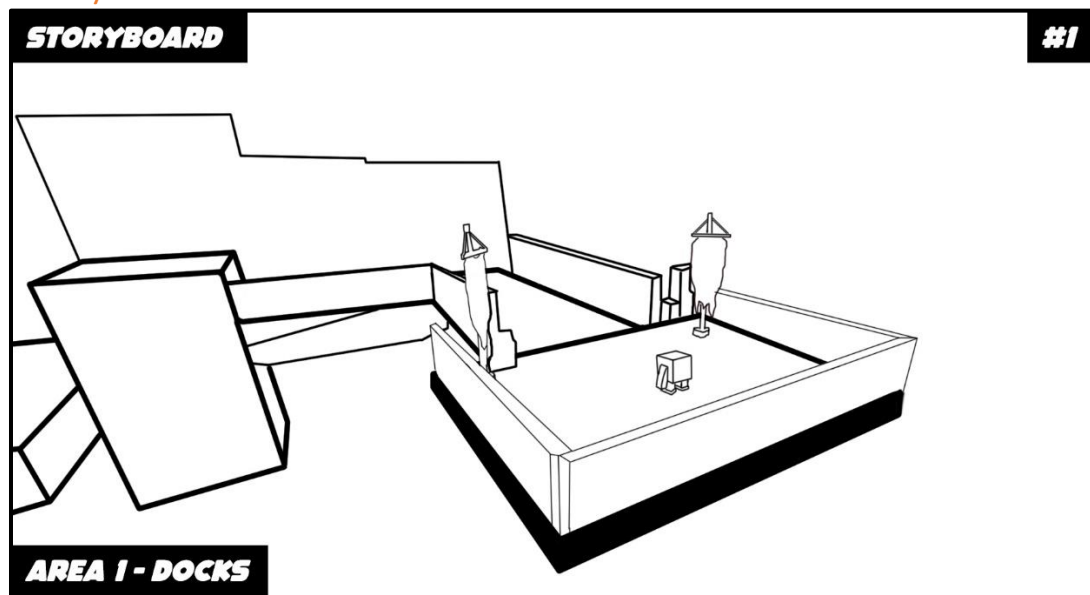


Flow Diagram

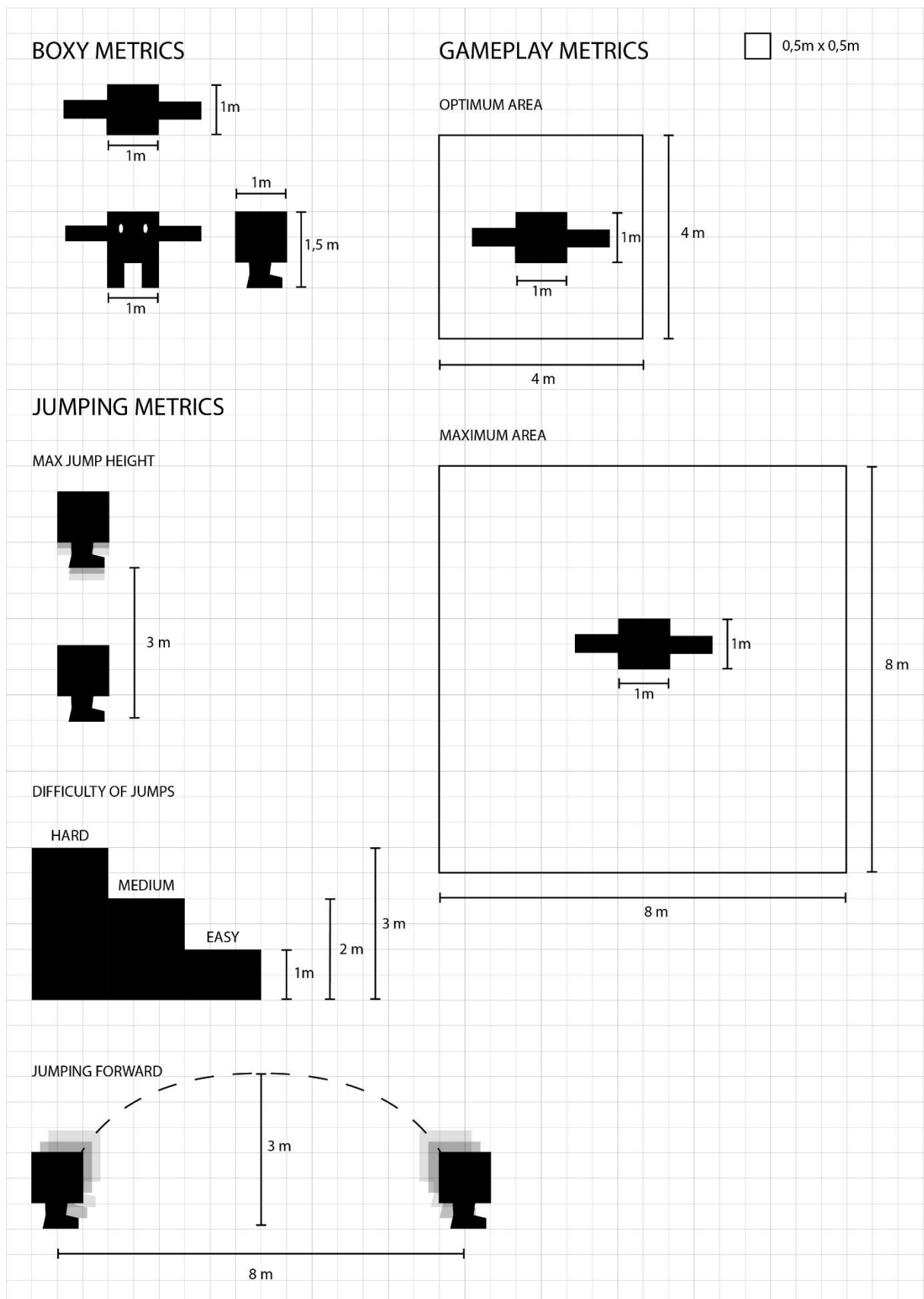


Conenction Nodes indicates the Points of Interests, and Hidden or Alternative Paths in the level. The connection between the nodes is creating a flow through the level.

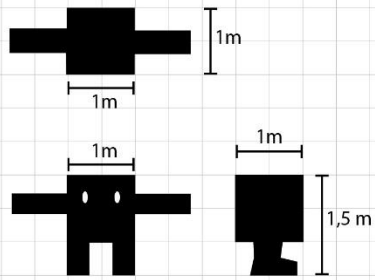
Storyboards



Metrics

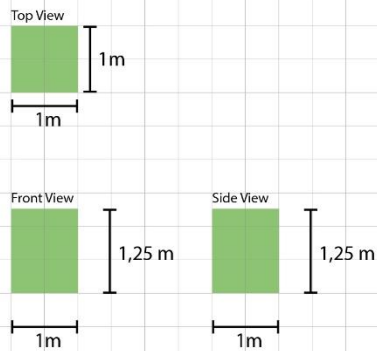


BOXY METRICS

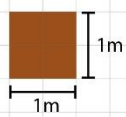


ENEMY METRICS

0,5m x 0,5m

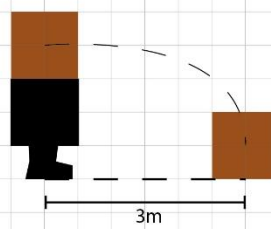


BOX METRICS*

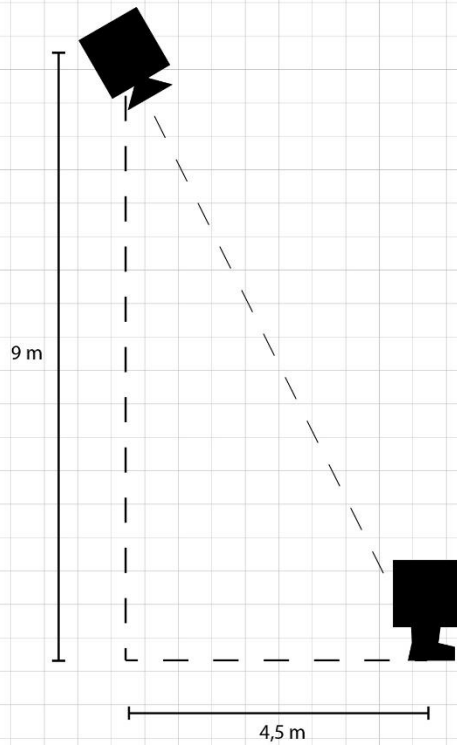


*The shape of the box is a cube.

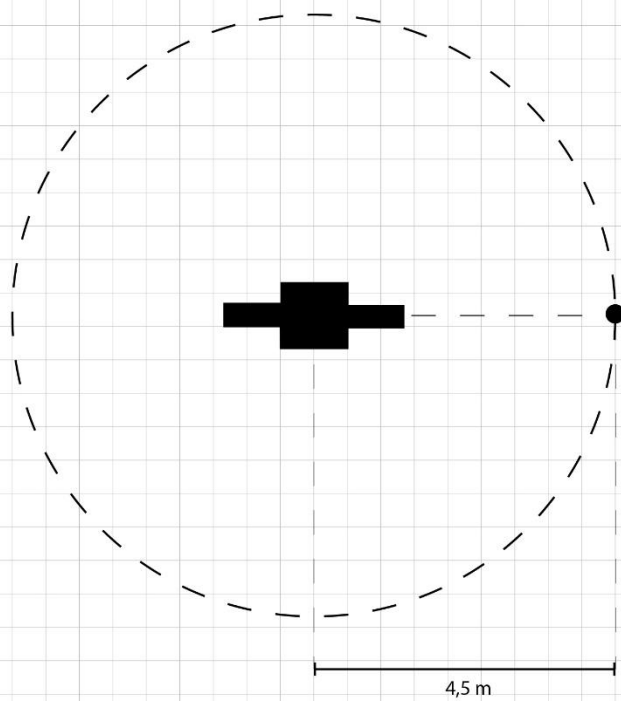
THROWING BOX



CAMERA OFFSET



CAMERA TURN



Dock

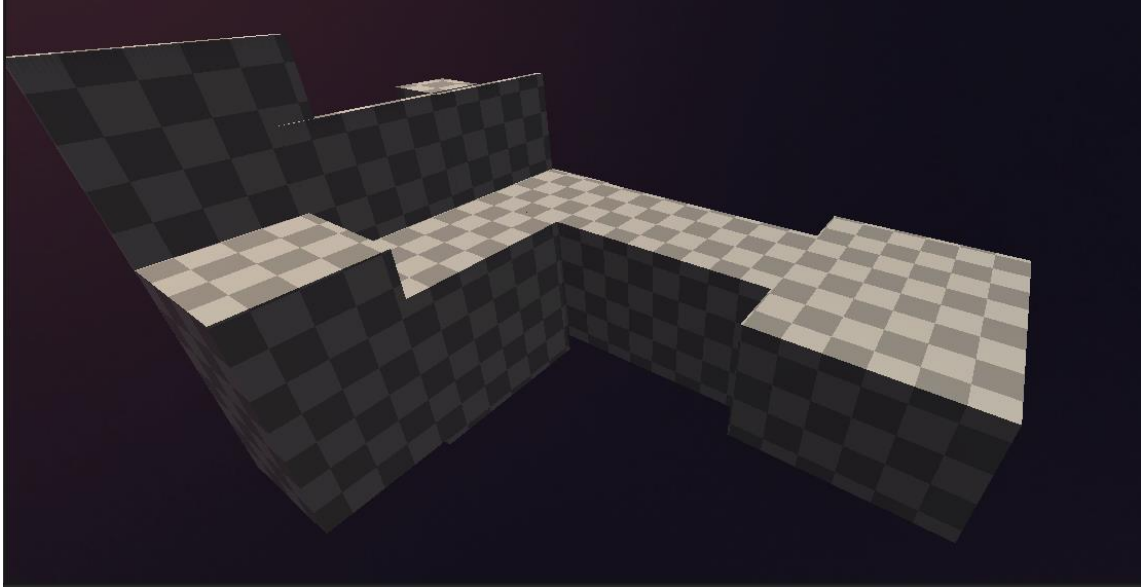


Figure 17 Dock Greybox

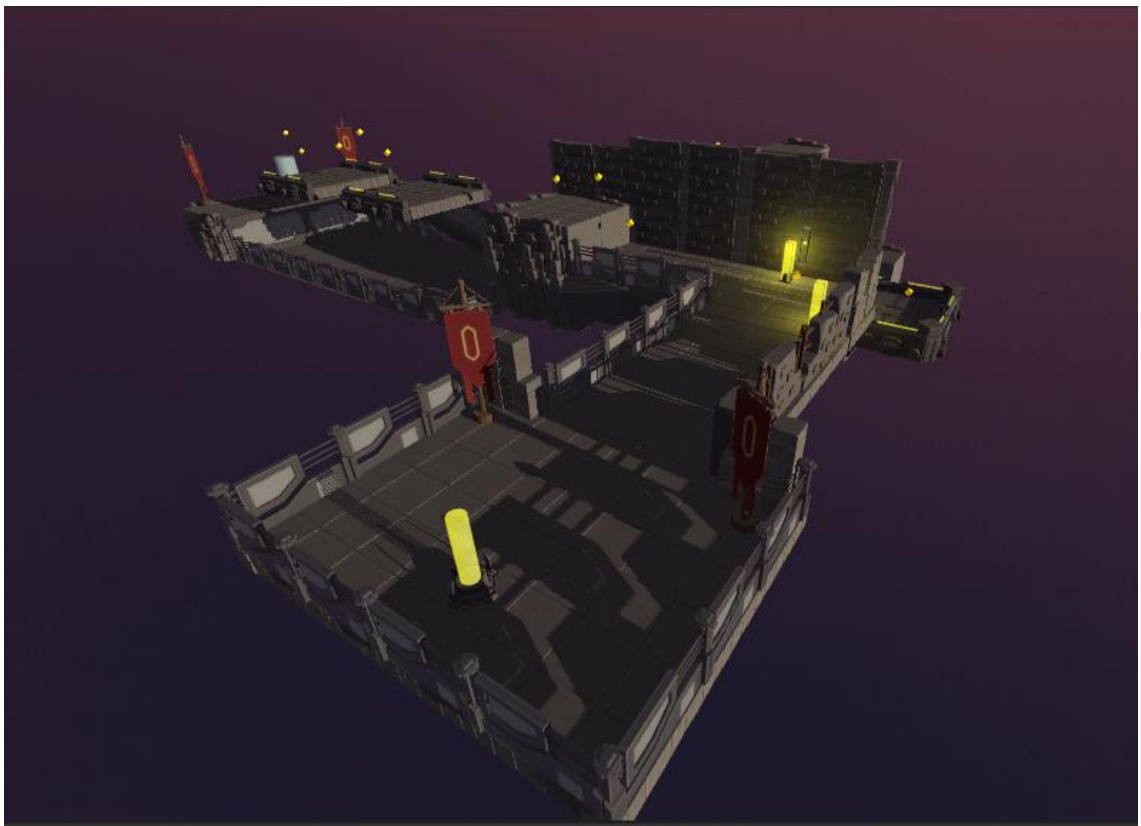


Figure 18 Dock Art Pass

Arch

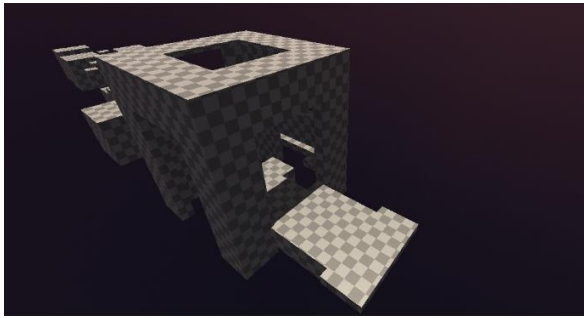


Figure 19 Arch Greybox

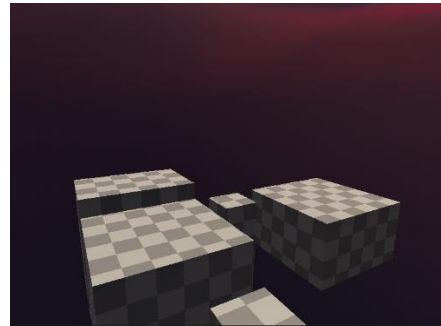


Figure 10 Arch Special Path Greybox



Figure 21 Arch Art Pass

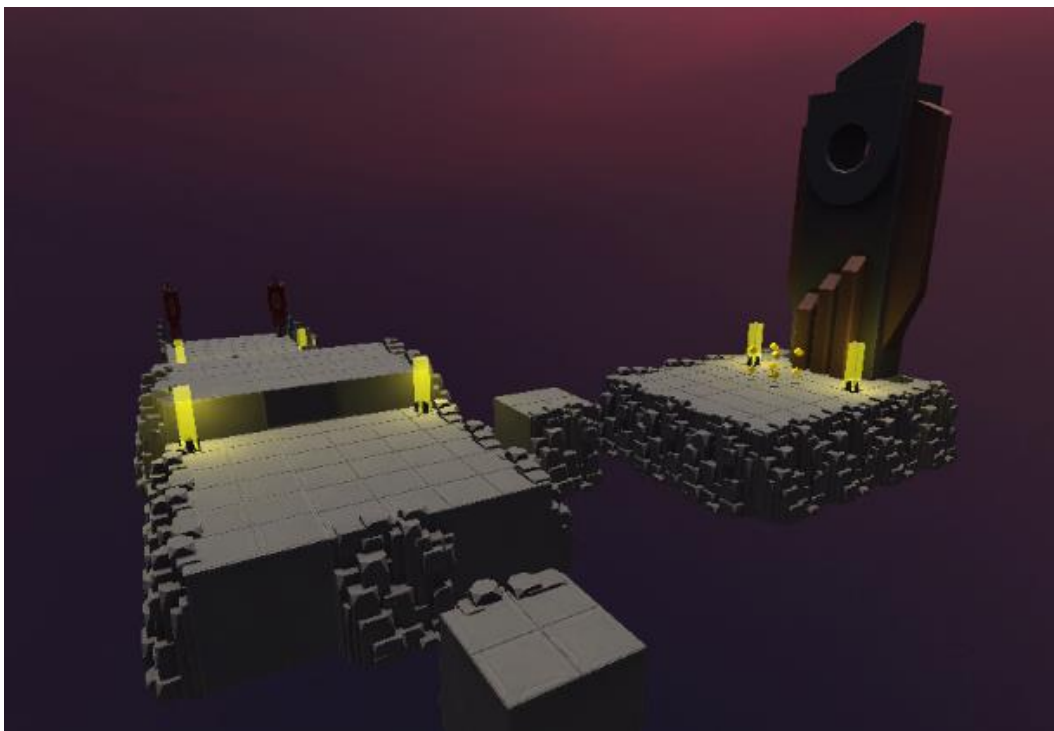


Figure 22 Arch Special Path Art Pass

Alley

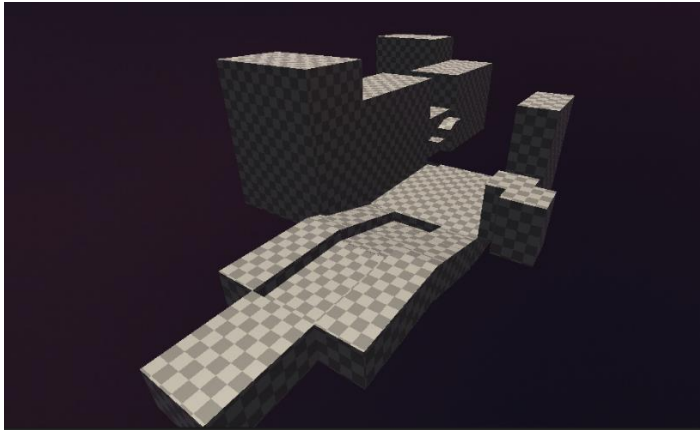


Figure 23 Alley GreyBox

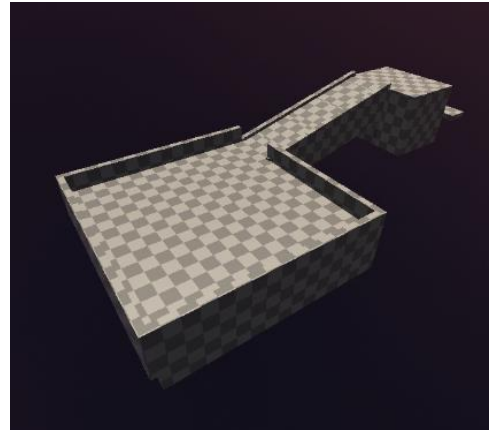


Figure 24 Alley Hidden Path Greybox

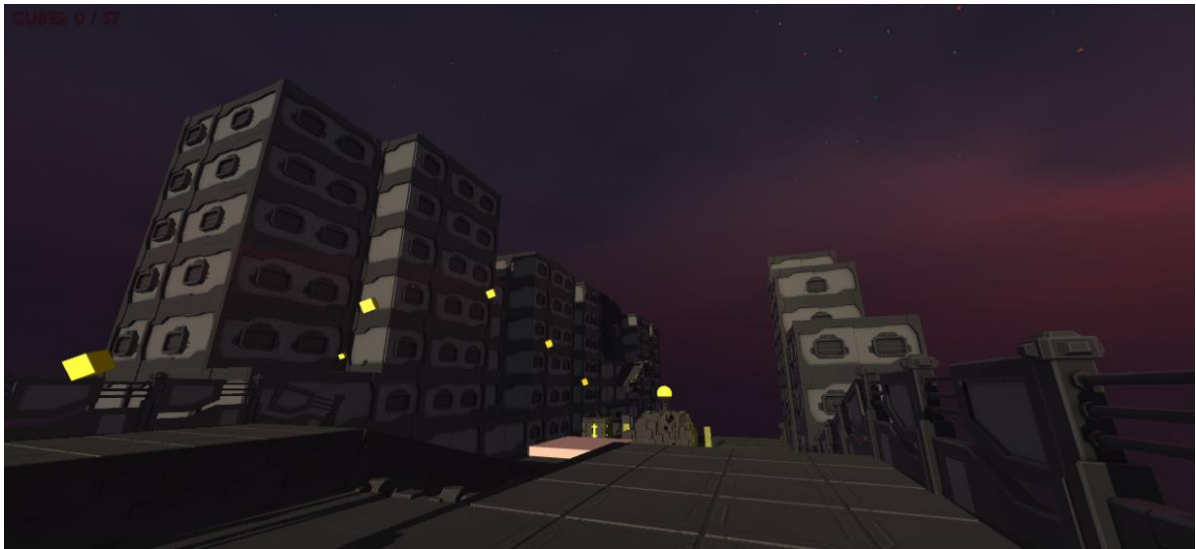


Figure 25 Alley Art Pass

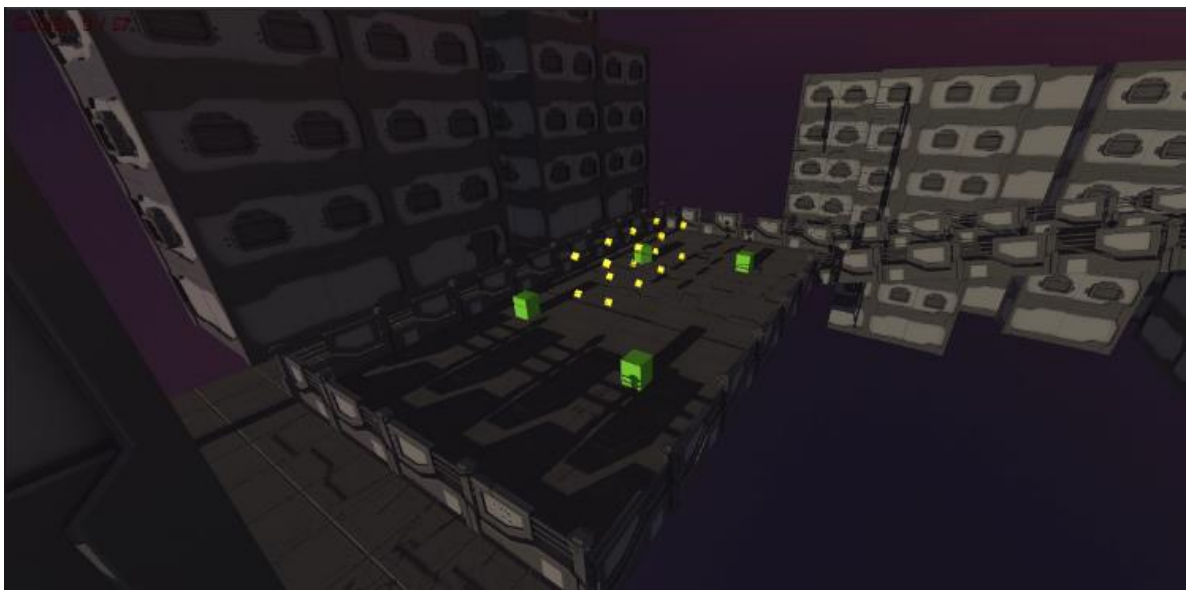
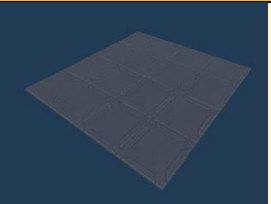
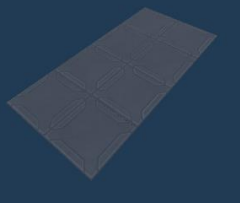
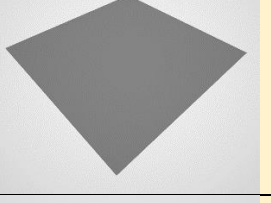
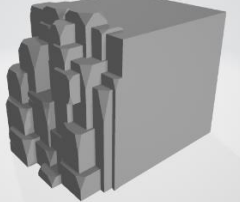
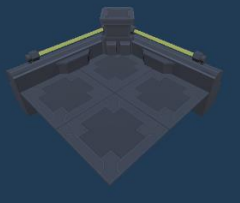
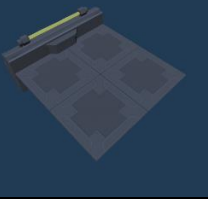


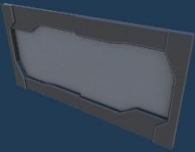
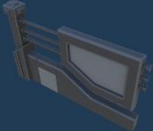
Figure 26 Alley Hidden Path Art Pass

Schedule/Estimates

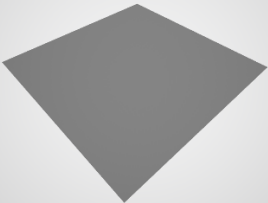
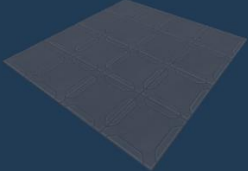
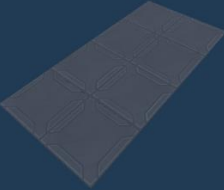
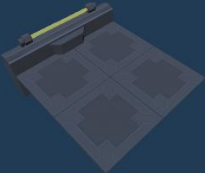
DISCLAIMER: Some objects are combined as a prefab. These pieces are listed below:

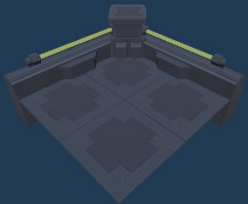
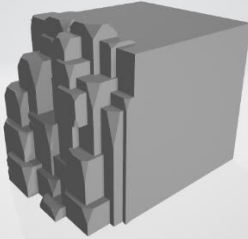
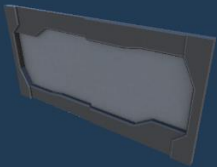
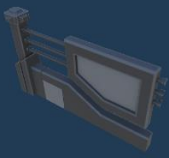
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- GroundTile2x1 = GroundTile
- Wall2x1 = Wall
- StoneWall3x1 = StoneWallRuin2

REGION	SUB	OBJECT	USE	IMAGE
DOCK	Ground	GroundTile4x4	8	
		GroundTile2x1	5	
		LowGround	2	
	Platform	RockPlatform1	17	
		CornerPlatform	2	
		SidePlatform	9	

	Wall	StoneWallRuin3x1	6		
		StoneWallRuin1	5		
		WallPillar	13		
		Wall2x1	2		
		Fence	32		
	Detail	Flag1	4		
		LongStone	2		

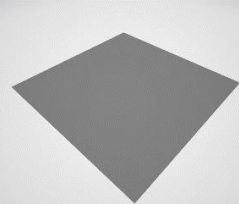
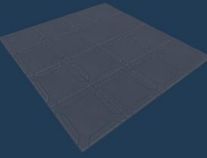
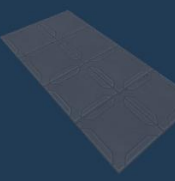
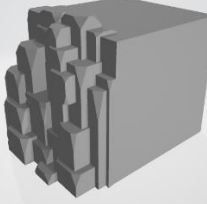
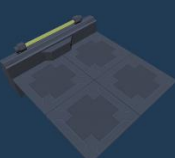
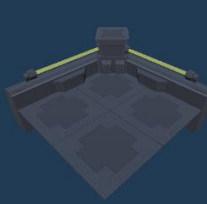
		Kandle1	2	
	Hero	Teleport	1	

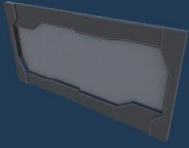
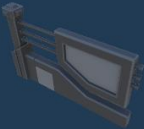
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		GroundTile2x1	33	
	Platform	SidePlatform	11	

		CornerPlatform	9	
		RockPlatform1	99	
	Wall	Wall2x1	52	
		Wall	22	
		StoneWallRuin2	43	
		Fence	28	

	Detail	Kandle1	23	
		RockFormation3	7	
		Flag1	4	
		SanctuaryCube	1	
		SpotLight	3	
	Hero	Statue	4	

		Monument	1	
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REGION	SUB	OBJECT	USE	IMAGE
ALLEY	Ground	LowGround	7	
		GroundTile4x4	14	
		GroundTile2x1	20	
	Platform	RockPlatform1	7	
		SidePlatform	3	
		CornerPlatform	1	

	Wall	Wall2x1	209		
		Wall	104		
		Fence	51		
		StoneWallRuin2	24		
	Detail	LongStone	11		
		SanctuaryCube	1		
		RockFormation3	7		

		Window	128	
	Hero	BlueGlobe	1	