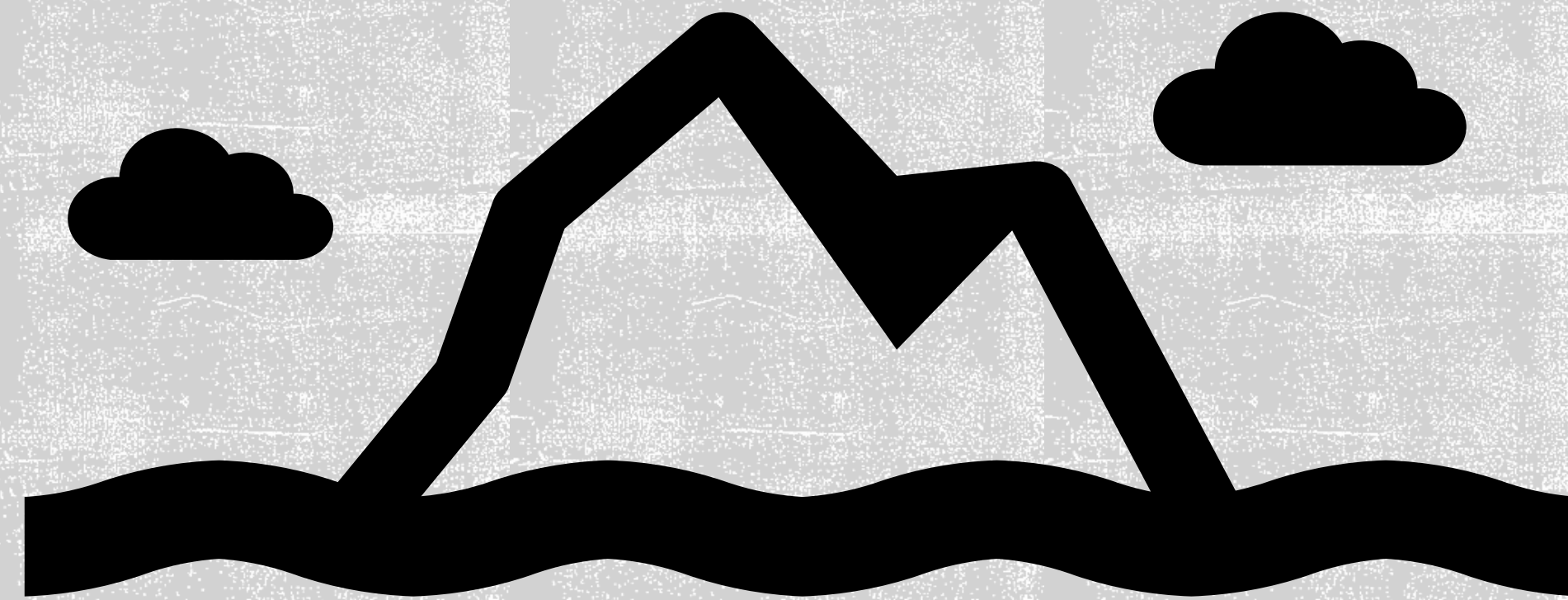


PIT OF DESPAIR



Designer: Mesha Hylton

1

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LEVEL STORY

Dr. Tenderfoot (Explorer) has set up his camp at the mouth of a cave on a ridge overlooking a deep pit. Excited about his first time out he begins to propel down and was suddenly hit with a strong gust of wind. He twisted and turned, and his bag flew open, and all his gear was carried off into the wind. Before he could get his footing, his rope snapped, and he falls from a considerable height getting scratched and scrapped on the way down into the pit.

By the time he wakes from the pain of a deep cut, the wound started festering. He realized his gear is missing, but even so he forgot to pack medicine; that is back at his campsite and that is where he needs to get back to. He will need to retrieve his gear to be able to progress past the blocks in every path to reach his campsite. The one most important item is his lighter. From the pit he can try his luck going into a cave, risk climbing the cliffside or trudge through the misty jungle back to camp.

LEVEL DESCRIPTION

- Survival
- 3rd person in the Pit and Jungle, 1st Person inside the cave and a Platform Side Scroller if the player chooses any climbing path.
- The player “Starts” at the bottom of a pit. He fell from his campsite at the top of the cliff, and he needs to “End” up there. The paths he can take are to climb up the jagged cliffside, enter the cave abandoned by previous explorers or to venture the misty jungle.

LEVEL OBJECTIVES

1 Main Objective: Reach the Campsite.

1.Required Objective: Retrieve the Lighter

6 Sub Objectives:

- Light the Vines on Fire.
- Pick up the Dynamite.
- Blow up Wall.
- Light the Lantern.
- Melt Statue.

2 Optional

- Find Maps
- Locate Treasure Chests.

THE PIT/JUNGLE: MISTY, DANK, THICK



This mood board perfectly reflects the look and feel of the Jungle Path.

- Lighting
- Texture
- Pathing

Figure 1. *Free Photo | Beautiful Shot of Tall Trees in a Forest in a Fog Surrounded by Plants*, Retrieved from <https://www.freepik.com>

CAVE: STONY, WEATHERED, CARVED



This mood board shows the framework of the Cave. It will have carved out tunnels and uneven paths.

- Texture
- Path
- Structure

Figure 2 . Free Photo | Closeup Shot of Formations on the Wall of Paradise Cave in Vietnam, 2021. Retrieved from <https://www.freepik.com>

CLIFFSIDE: JAGGED, BRIGHT, DRY



Figure 3 . Free Photo | Big Grey Stones of Cliff, 2019. Retrieved from <https://www.freepik.com>



Figure 4 . Free Photo | Big Grey Stones of Cliff, 2019. Retrieved from <https://www.freepik.com>

This mood board captures the lighting and aridness of midday Rock-climbing.

- Texture
- Lighting
- Structure

LEVEL PACING

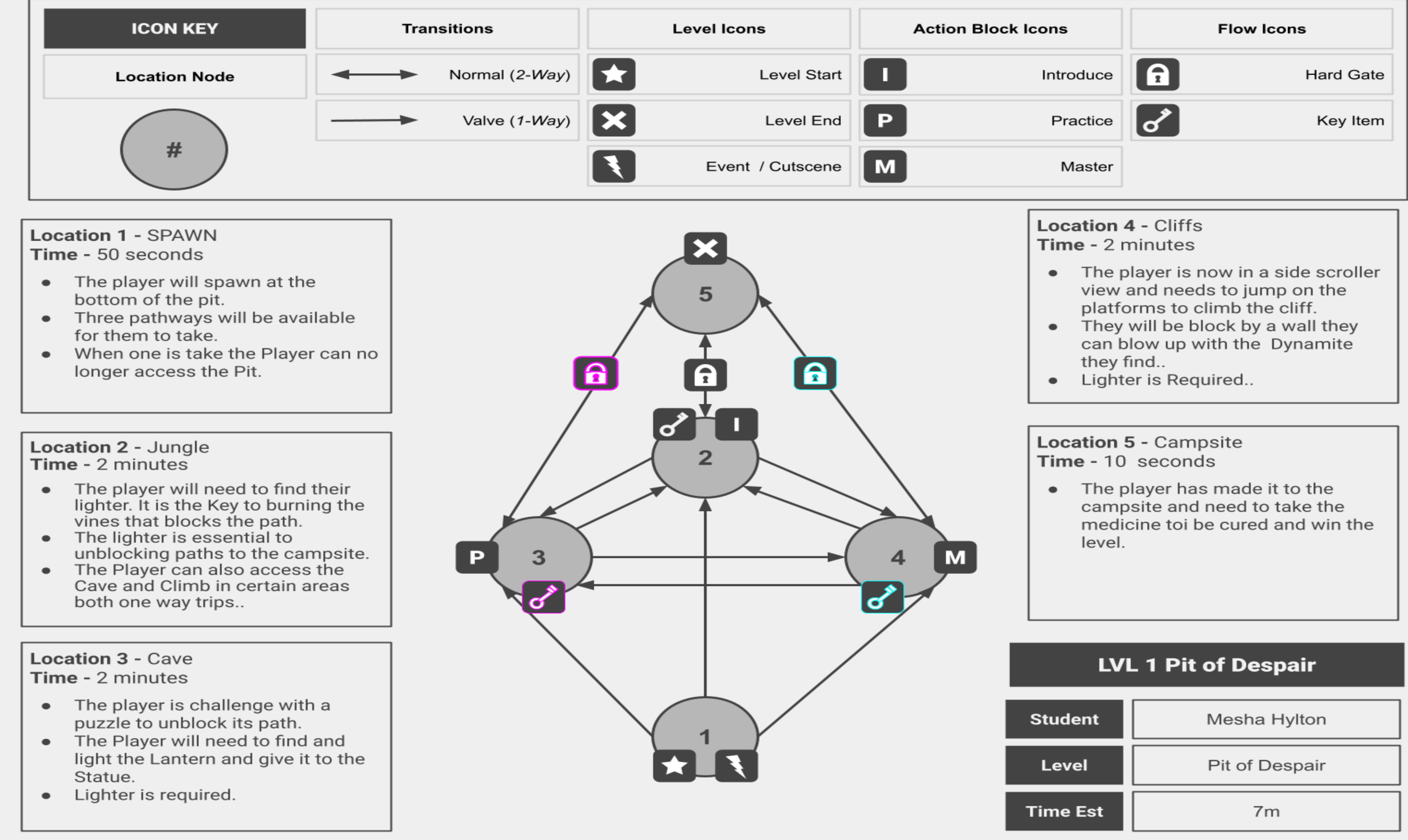


Figure 5. Hylton, Mesha. (2024). Pit of Despair Level – Level Pacing Chart

TOP DOWN MAP

The Pit

- Player Spawn Point

- Cliff Route

- Cave Route

- Jungle Route

- Interactive Statue

- Interactive Wall

- Interactive Vine

- Torch

- Player End Point

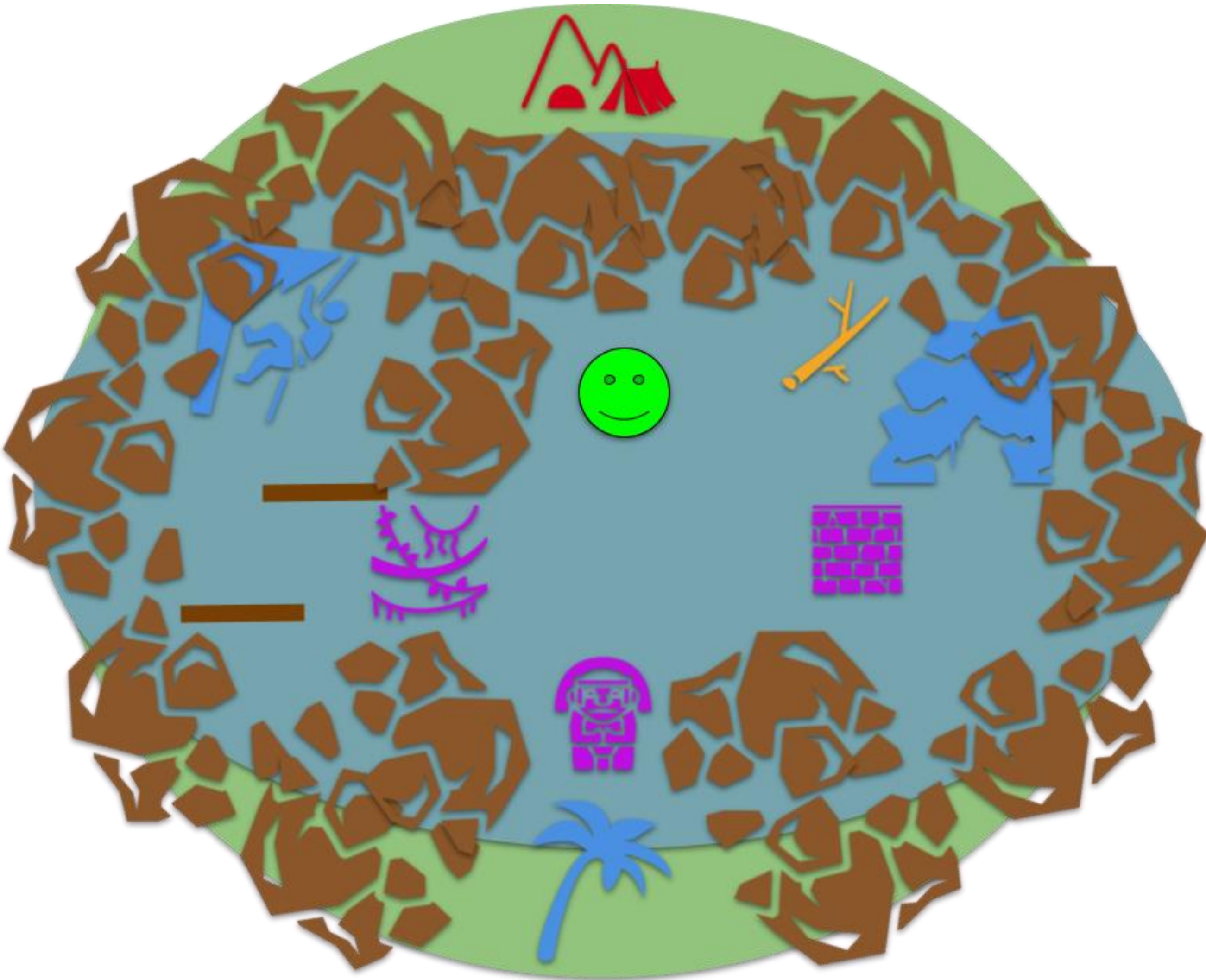


Figure 6. Hylton, Mesha. (2024). Pit of Despair Level - Top Down Map of The Pit

TOP DOWN MAP

The Pit Path & Objectives

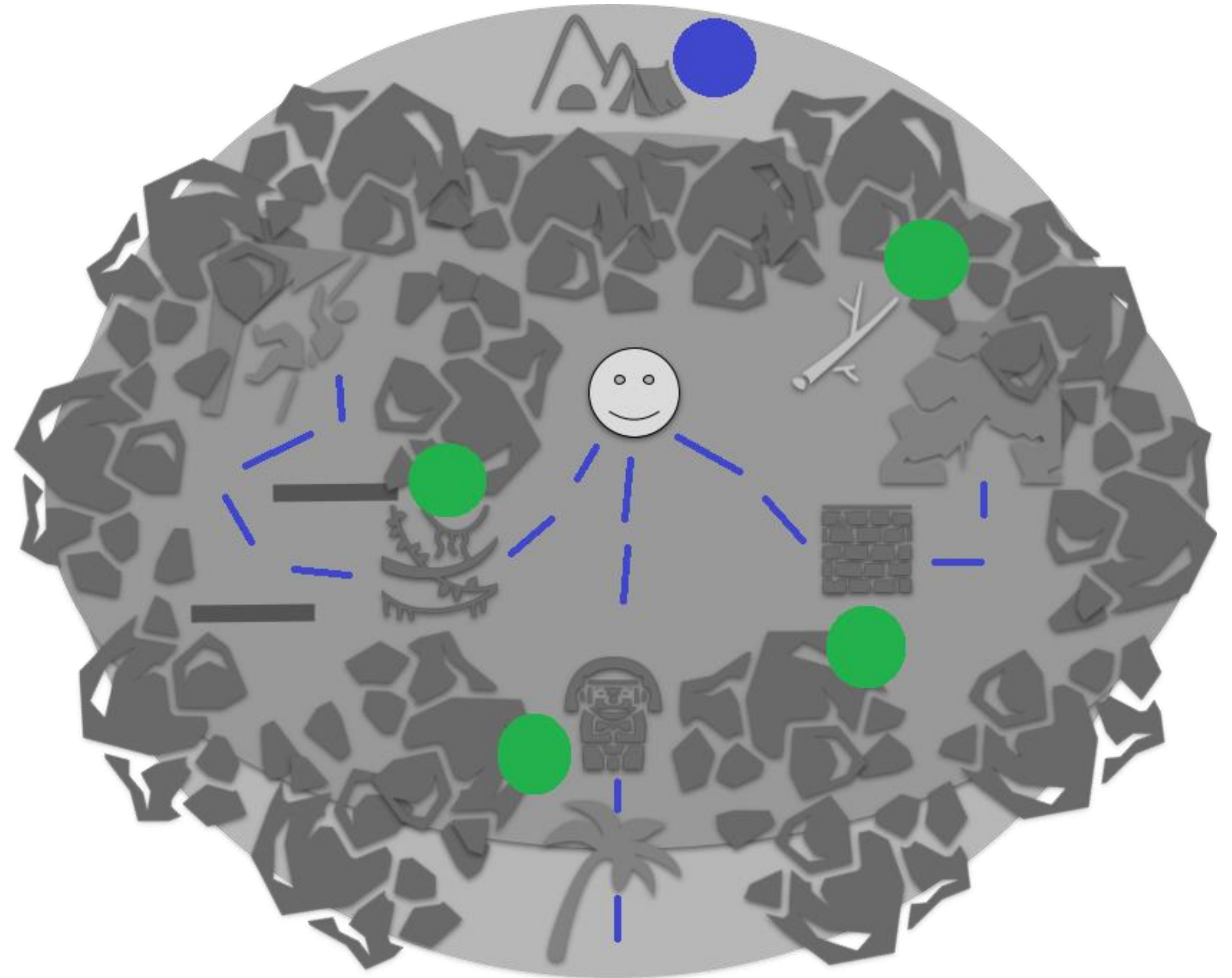
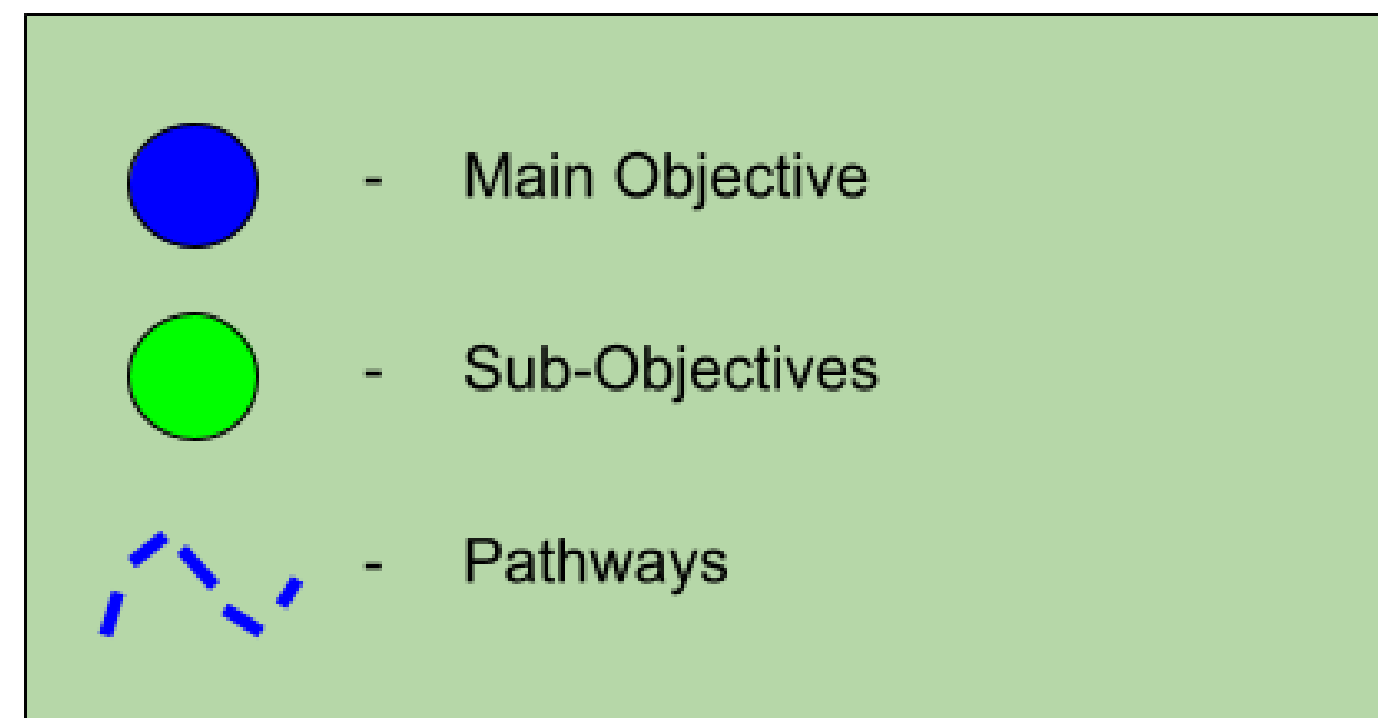



Figure 7. Hylton, Mesha. (2024). Pit of Despair Level - Top Down Map with Paths and Objectives of The Pit

TOP DOWN MAP


Jungle Route




- Player Start Point




- Lighter



- Interactive Research



- Interactive Treasure Chest



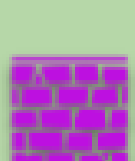
- Interactable Vines



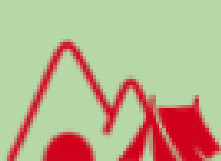
- Interactable Climbing Entry



- Interactable Cave Entry



- Interactable Wall



- Player End Point

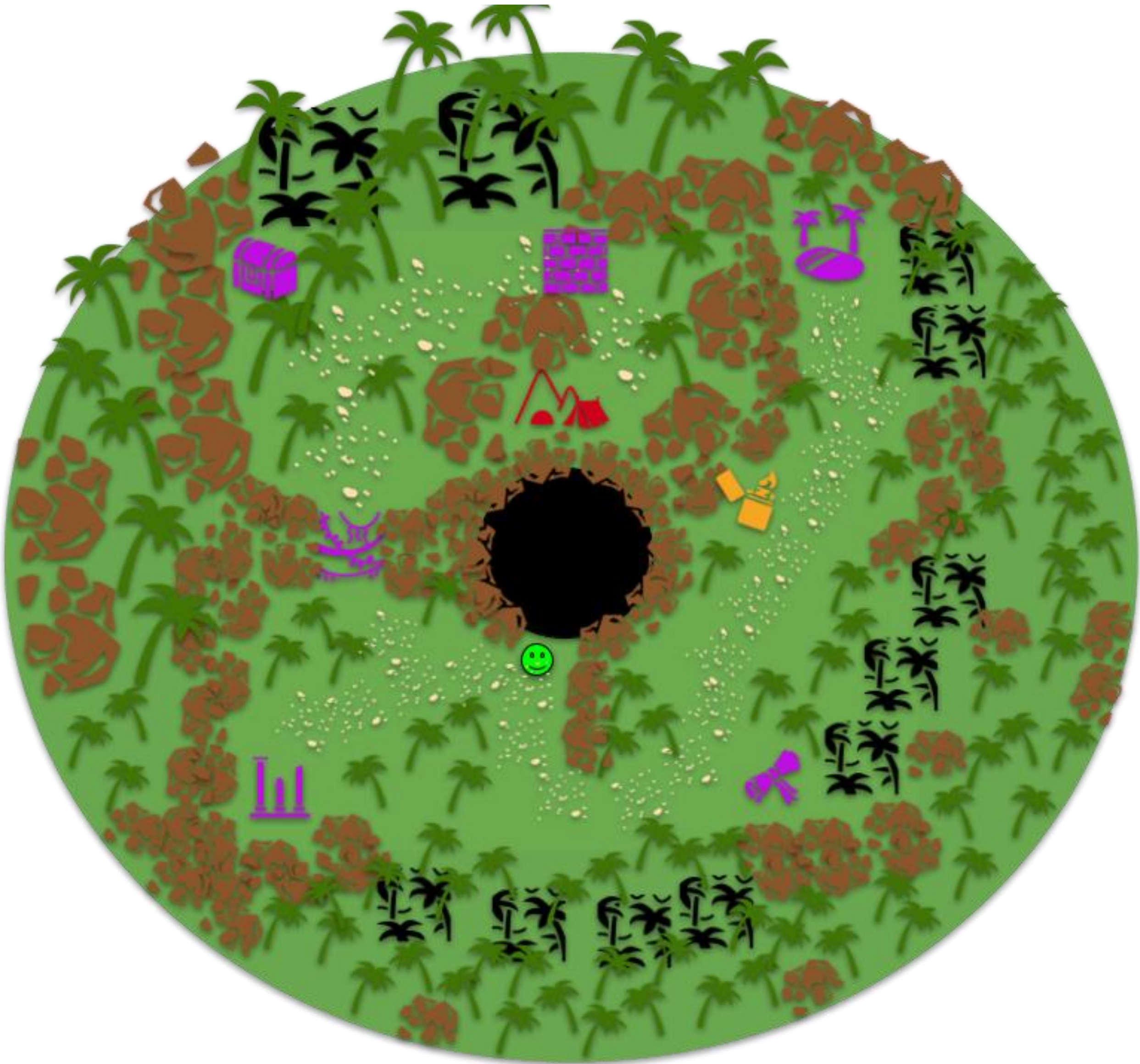


Figure 8. Hylton, Mesha. (2024). Pit of Despair Level - Top Down Map of Jungle Route

TOP DOWN MAP

Jungle Path & Objectives

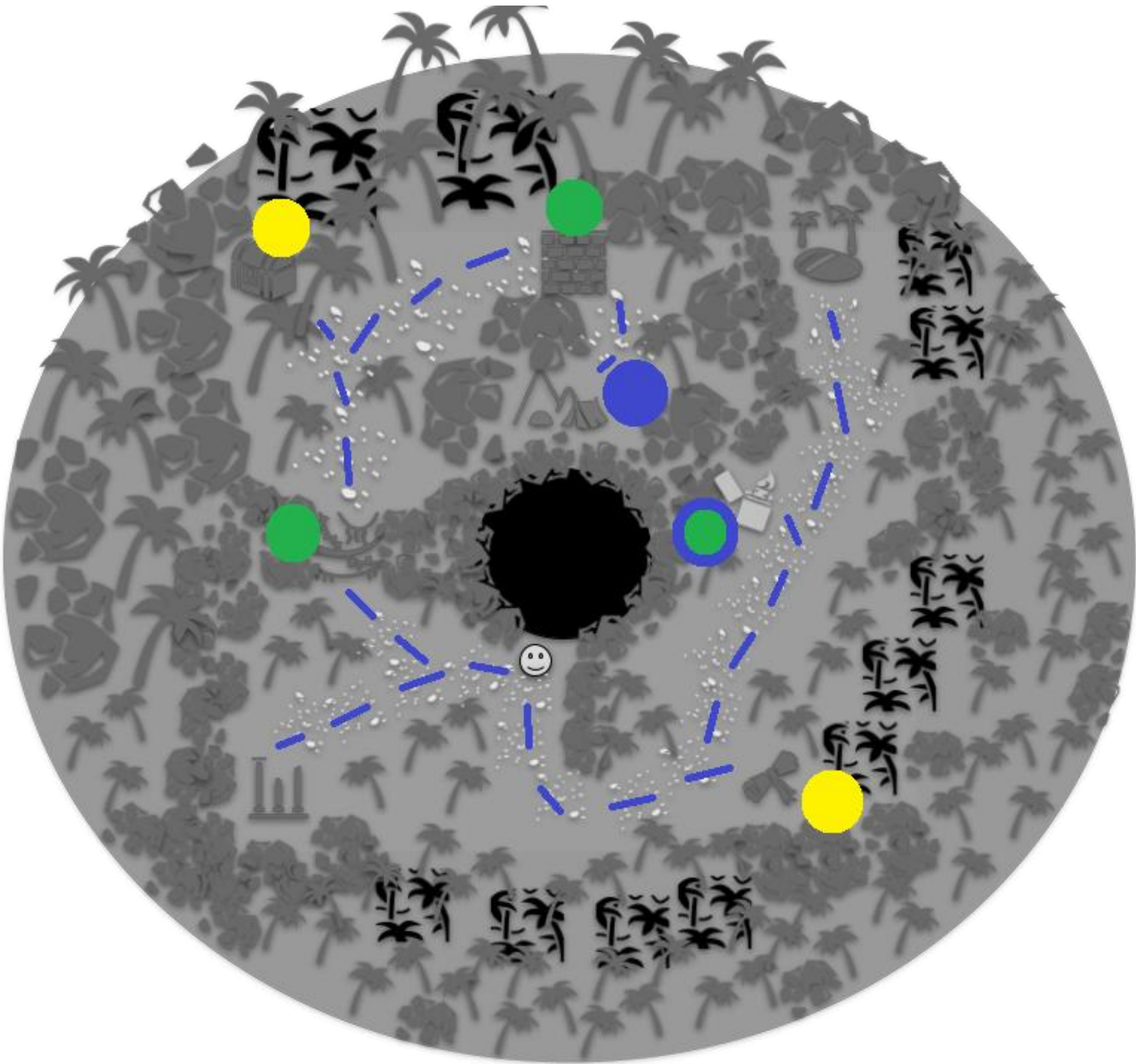
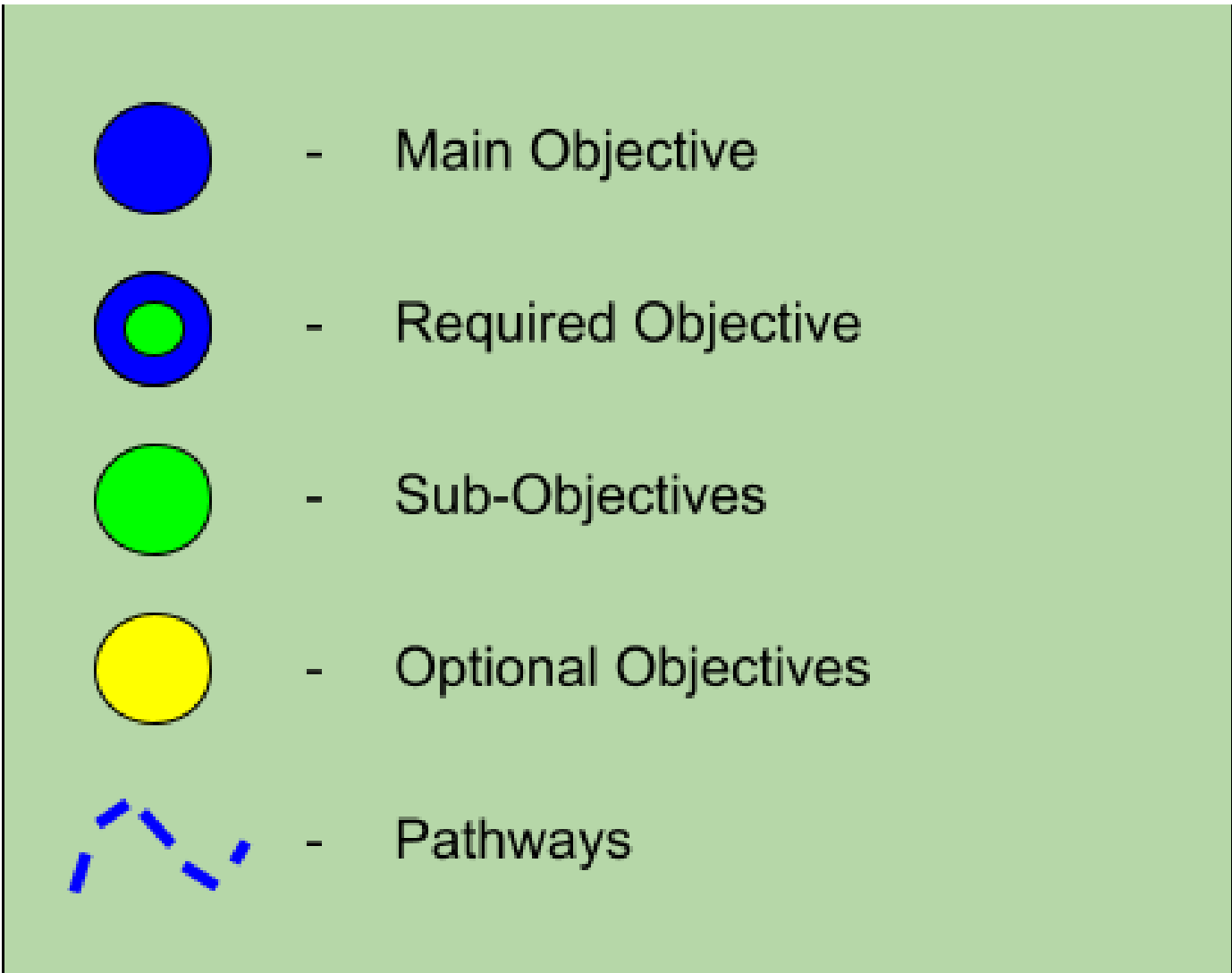




Figure 9. Hylton, Mesha. (2024). Pit of Despair Level - Top Down Map with Paths, Objectives and Side Quests of Jungle Route

TOP DOWN MAP


Cave Route




- Player Spawn Point



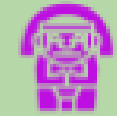
- Gear: Lighter




- Cliff Treasure Map




- Interactive Treasure Chest




- Interactable Statue




- Interactive Vines



- Interactable Jungle Path



- Interactable Climbing Path



- Player End Point

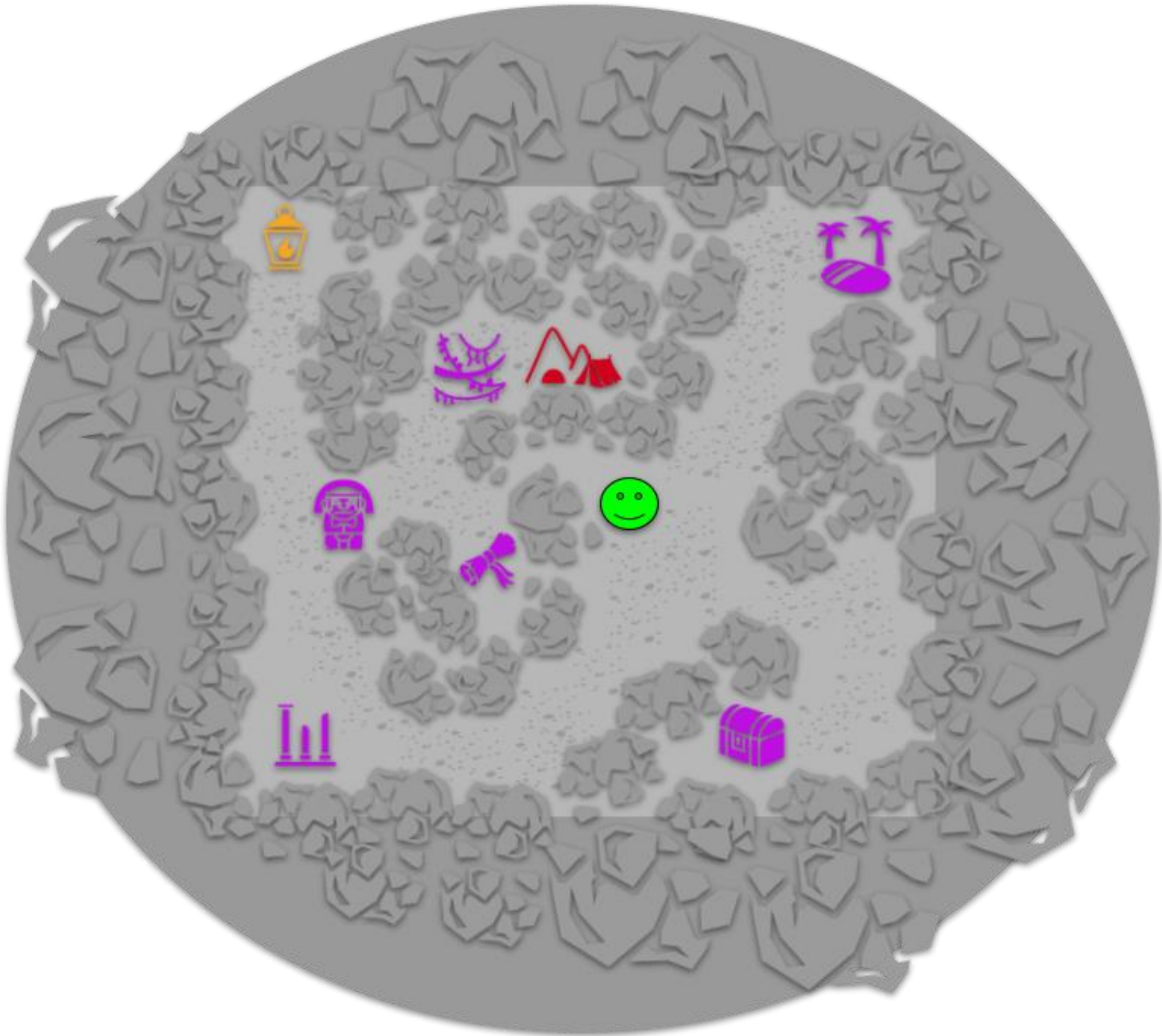


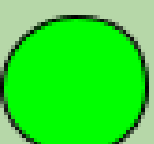
Figure 10. Hylton, Mesha. (2024). Pit of Despair Level - Top Down Map of Cave Route

TOP DOWN MAP

Cave Path & Objectives



- Main Objective



- Sub-Objectives



- Optional Objectives



- Pathways

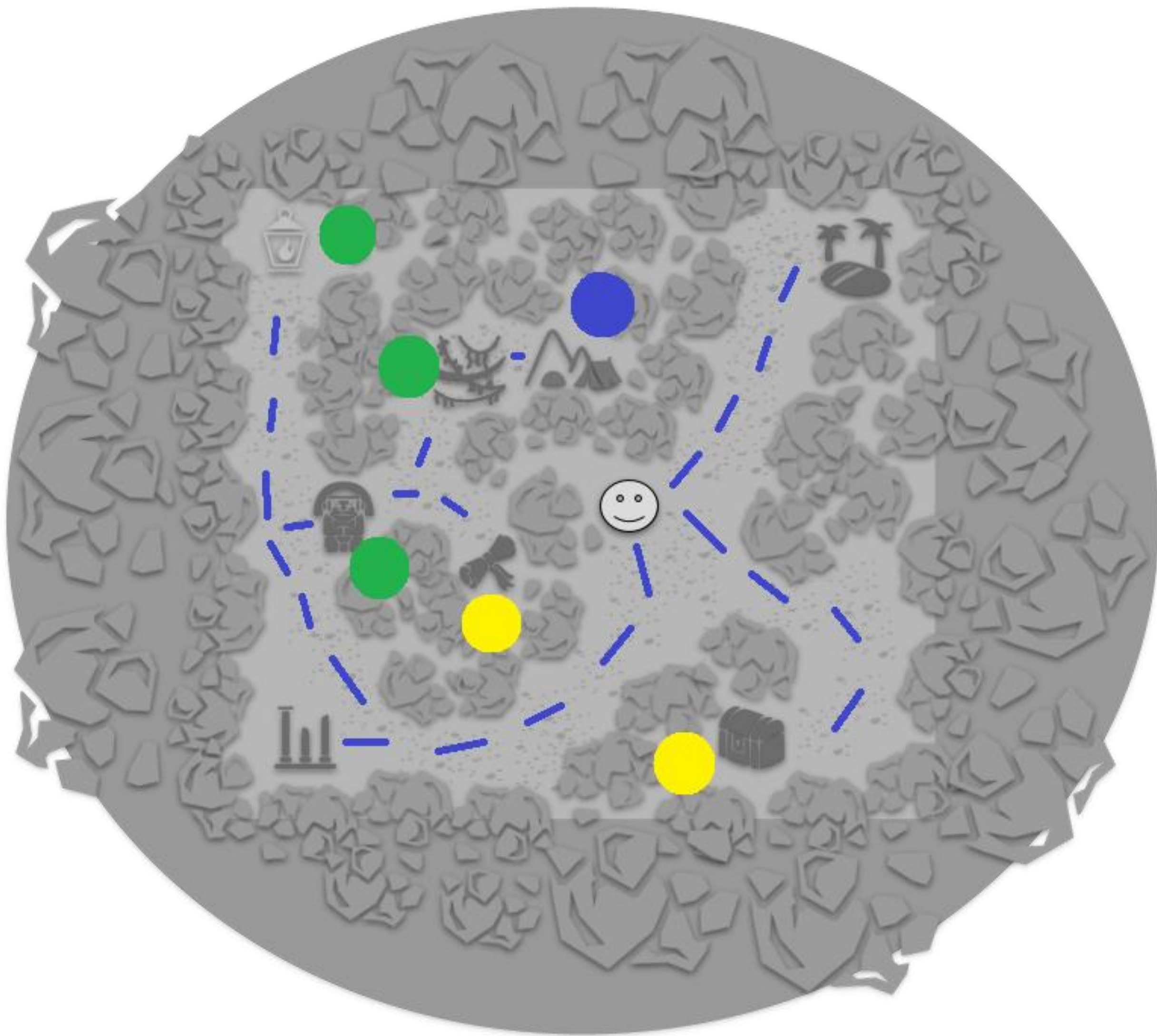


Figure 11. Hylton, Mesha. (2024). Pit of Despair Level - Top Down Map with Paths, Objectives and Side Quests of Cave Route

SIDE SCROLL MAP


Cliff Route


 - Player Spawn Point

 - Interactive Stone Wall


 - Interactive Statue

 - Gear: Dynamite

 - Jungle Treasure Map

 - Interactive Treasure Chest

 - Interactable Climbing Path

 - Interactable Cave Path

 - Player End Point

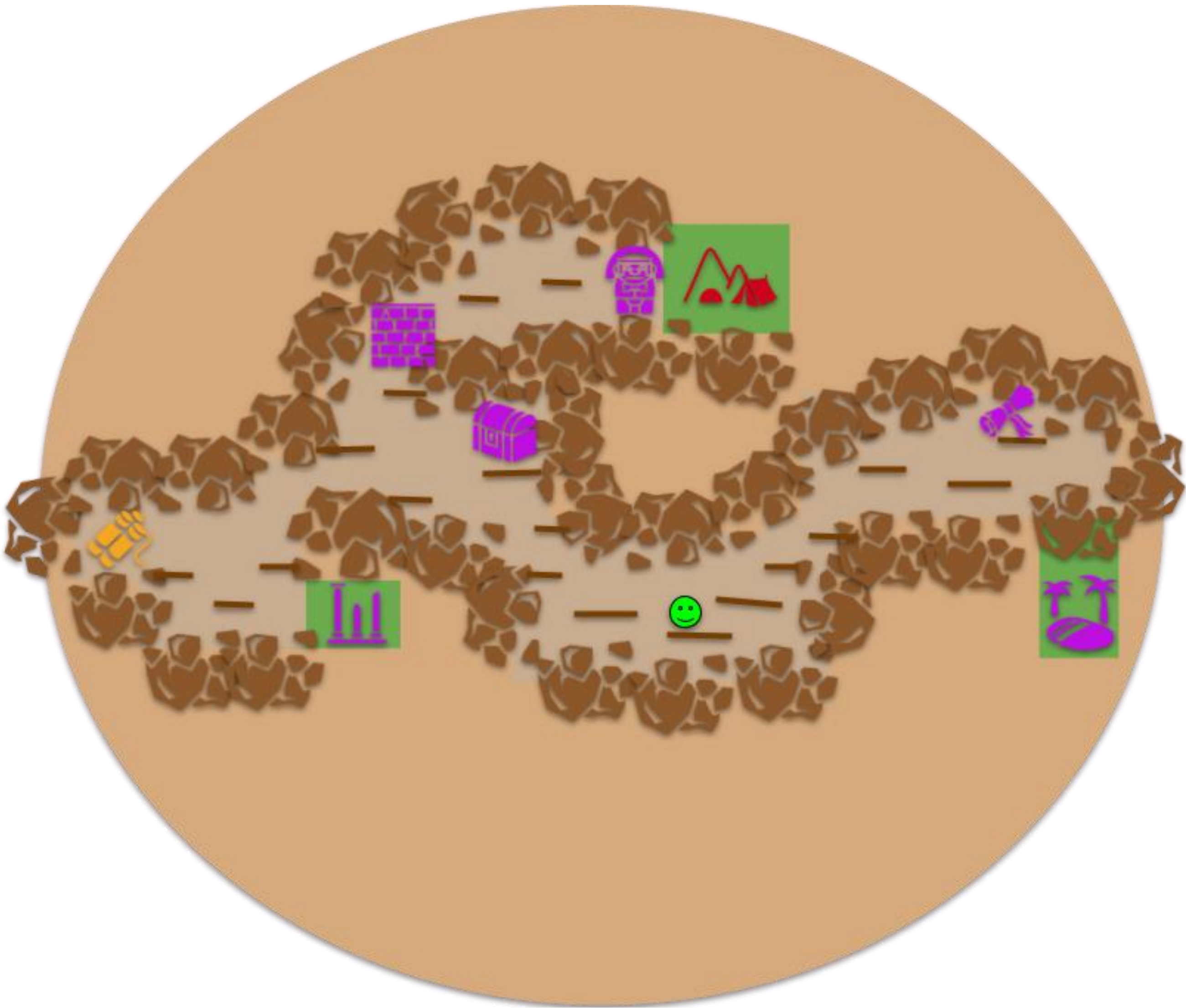


Figure 12. Hylton, Mesha. (2024). Pit of Despair Level - Side Scroll Map of Cliff Route

SIDE SCROLL MAP

Cliff Path & Objectives

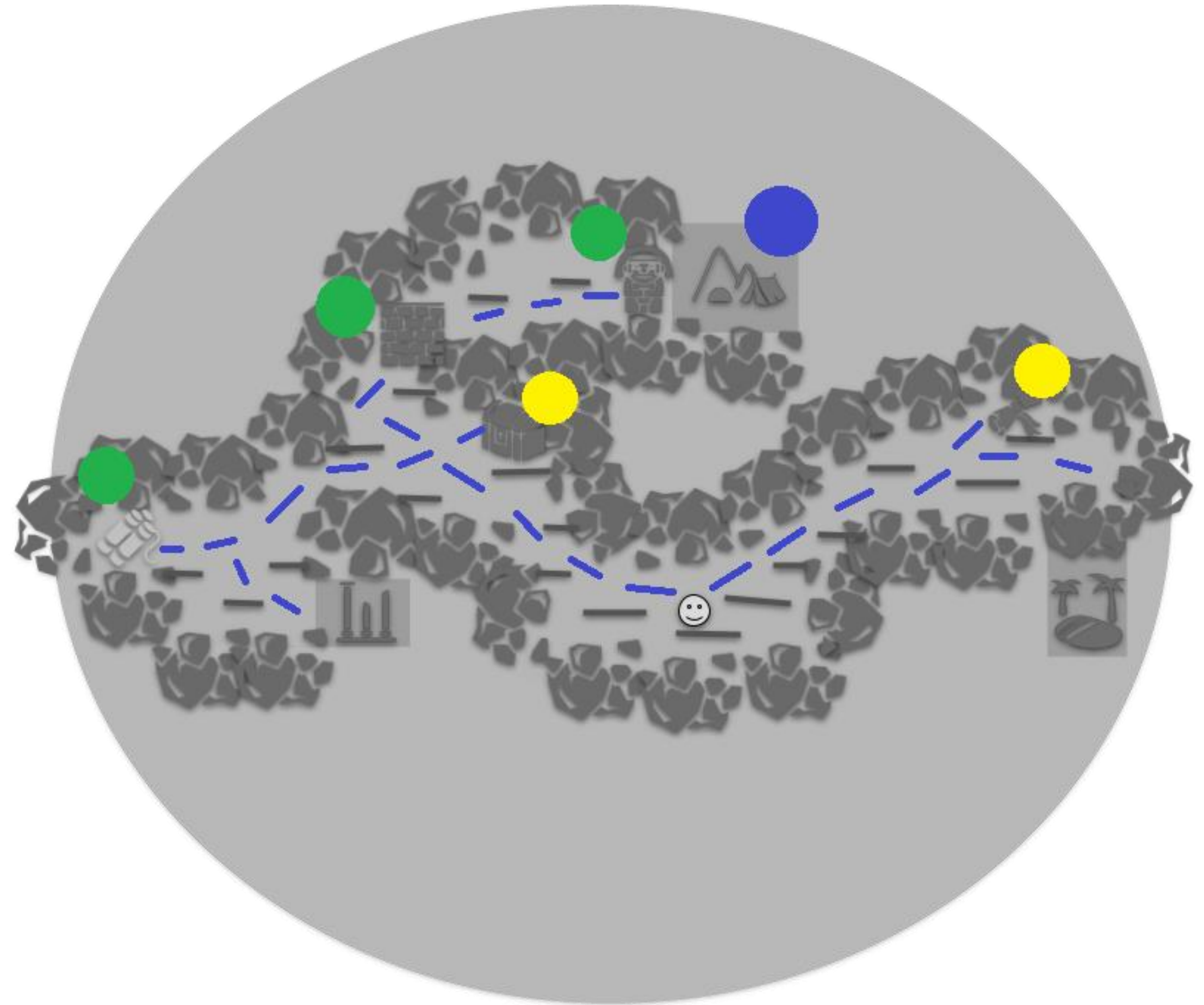


Figure 13. Hylton, Mesha. (2024). Pit of Despair Level - Top Down Map with Paths, Objectives and Side Quests of Cliff Route

LEVEL IPM CHART

Introduce, Practice, Master (IPM) - Custom Mechanics - Pit of Despair Level										
Areas	Start of Level			Middle of Level			End of Level			Notes
	Path 1	Path 2	Path 3	Path 1	Path 2	Path 3	Path 1	Path 2	Path 3	
DESTROYABLE OBSTACLES	I	I	I	P	P	P	M	M	M	This shows the player will be introduced to destroyable structures in the beggining of the level gradually masters it by the end of the level. Practicing it midway.
TORCH		I		P					M	This shows that the player learns about the torch early in one path, practices it in another ,and masters in a different path than the last two.
LIGHTER				I	p	p	M	M	M	This shows the player will be introduced to the lighter in the middle of the first path, practices in two different ways but masters it in the end of all paths.
DYNAMITE			I		P		M			This shows that the player learns about the torch early in one path, practices it in another ,and masters in a different path than the last two.
LANTERN	I					P		M		This shows that the player learns about the torch early in one path, practices it in another ,and masters in a different path than the last two.
INTERACTION	IPM	IPM	IPM							This shows that the player learns about interactions early and masters it right away.
NAVIGATION	I	I	I	P	P	P	M	M	M	This show that the player is introduced and can practice using navigation initially and master it midway through the level.
STAMINA	I	I	I	P	P	P	M	M	M	This show that the player is introduced to the stamina in the beggining and gradually masters it by the end of the level. Practicing it midway.

Figure 14. Hylton, Mesha. (2024). Pit of Despair Level - IPM Chart

DESTROYABLE OBSTACLES & TORCH

Destroyable Obstacles are the main level mechanic that will block the player's progression. The player cannot continue without destroying at least 1 obstacle. One way to destroy an obstacle is setting it on fire with the player's torch mechanic. Just standing by flammable material with the torch in hand will start the fire. The player will be introduced to this early in the level, practiced and mastered by the middle of path 1.

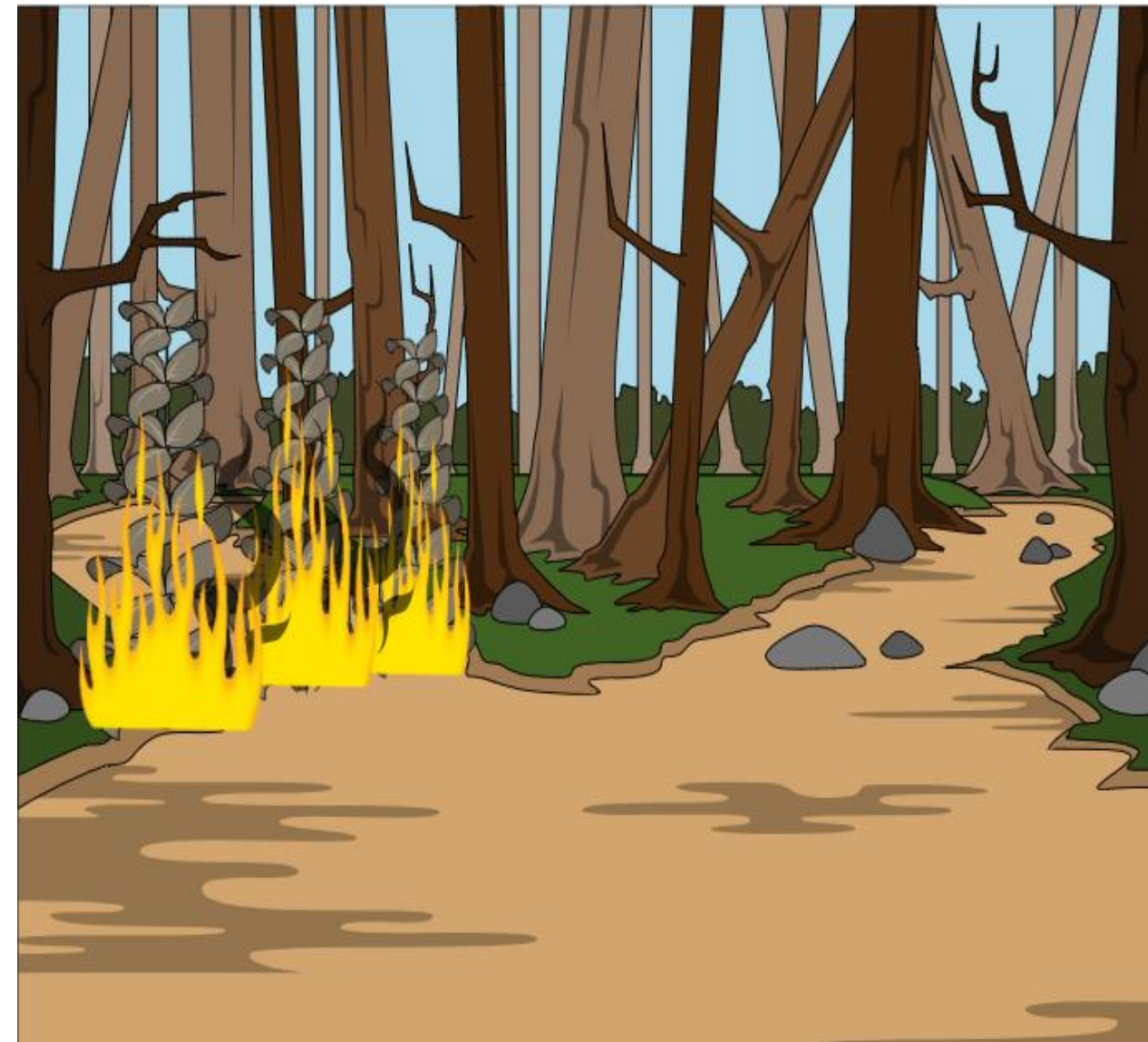


Figure 15. Hylton, Mesha. (2024). Pit of Despair Level - Destroyable Obstacle & Torch Mechanic

LIGHTER & DYNAMITE

These are player mechanics that will assist in destroying obstacles. To use the lighter the player needs to click the “Left Mouse Button” if they’ve collected it, but the Player will need to have a flammable tool in their other hand like Dynamite for its true purpose. After lighting the Dynamite, the player can place it down by clicking the “Right mouse Button”. The player will be introduced to the lighter midway in path 1 and lighting Dynamite midway in path 2. They will have been introduced, practiced and mastered it all at once.



Figure 16. Hylton, Mesha. (2024). Pit of Despair Level - Lighter & Dynamite Mechanic

LANTERN & INTERACTIONS

These both are player mechanics, but the Lantern is to assist in destroying obstacles. To light the lantern the player will need to click the “Left Mouse Button” if they have the lighter and Lantern on hand. The Interactions is the players main mechanic, by pressing “E” they can collect tools, consume plants and inspect engravings; some only visible by the glow from a Lantern. The player needs to be in the vicinity of the interactable object. The lantern is introduced in the beginning of the level but mastered in the middle of the 3rd path.



Figure 17. Hylton, Mesha. (2024). Pit of Despair Level – Lantern & Interaction Mechanic

NAVIGATION

This is a player mechanic that will show the player what direction they are headed. If the player collects a treasure map the treasure will show up on the compass. Along with how many meters away the player is from it. The player can potential be introduced to this mechanic early in every path should they find a map and master it by the end of the level.



Figure 18. Hylton, Mesha. (2024). Pit of Despair Level – Navigation Mechanic

STAMINA

This is a player mechanic that depletes over time because the characters wound is infected. Players can make the character consume certain plants to boost their stamina temporarily, but some plants can temporarily make them worse. If their stamina runs out, they pass out and start back at the beginning. Without consuming any plants, the player will have 12 minutes to get to the campsite to cure themselves. The player is introduced to the mechanic from the beginning and will master it in the end.

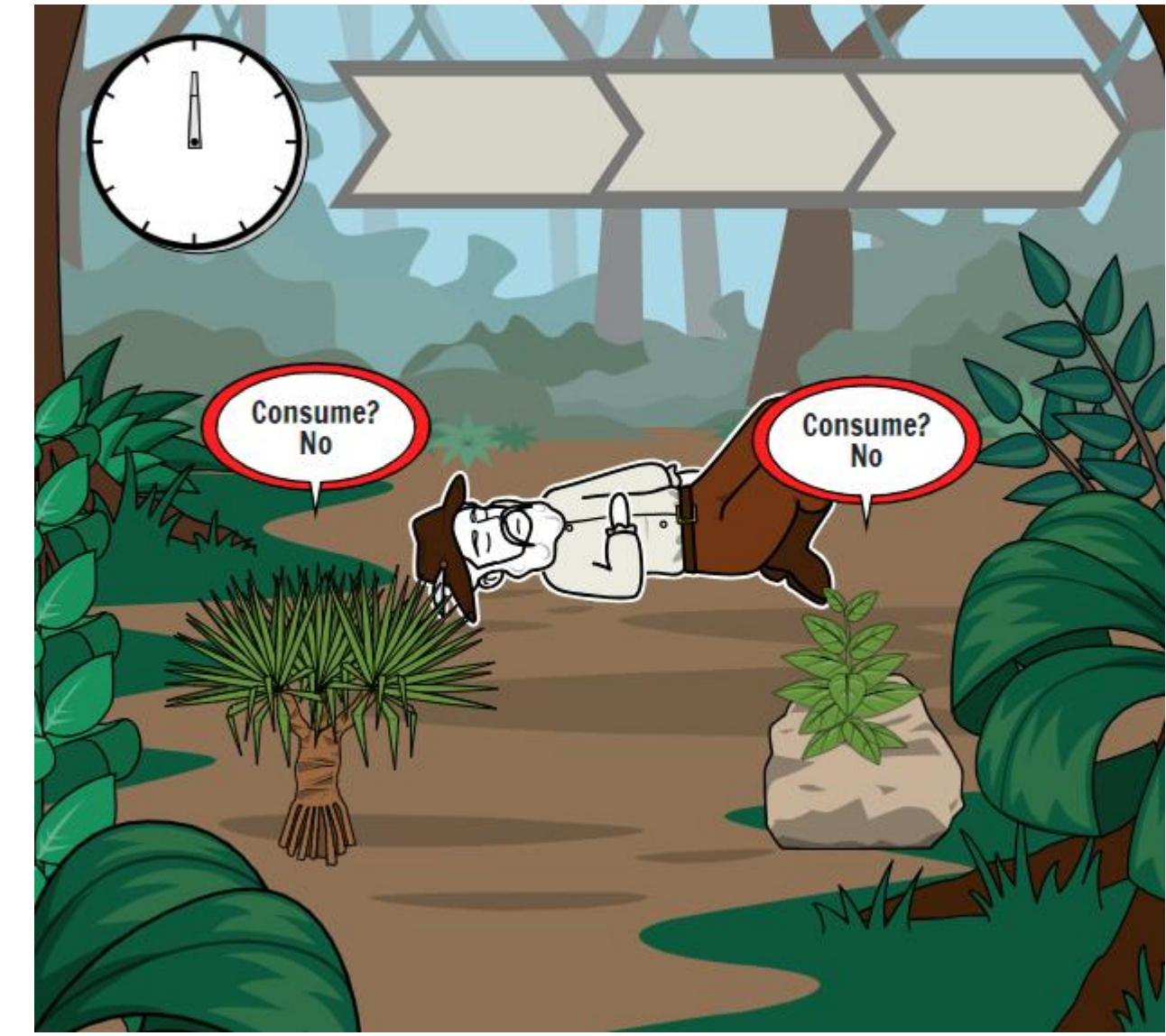
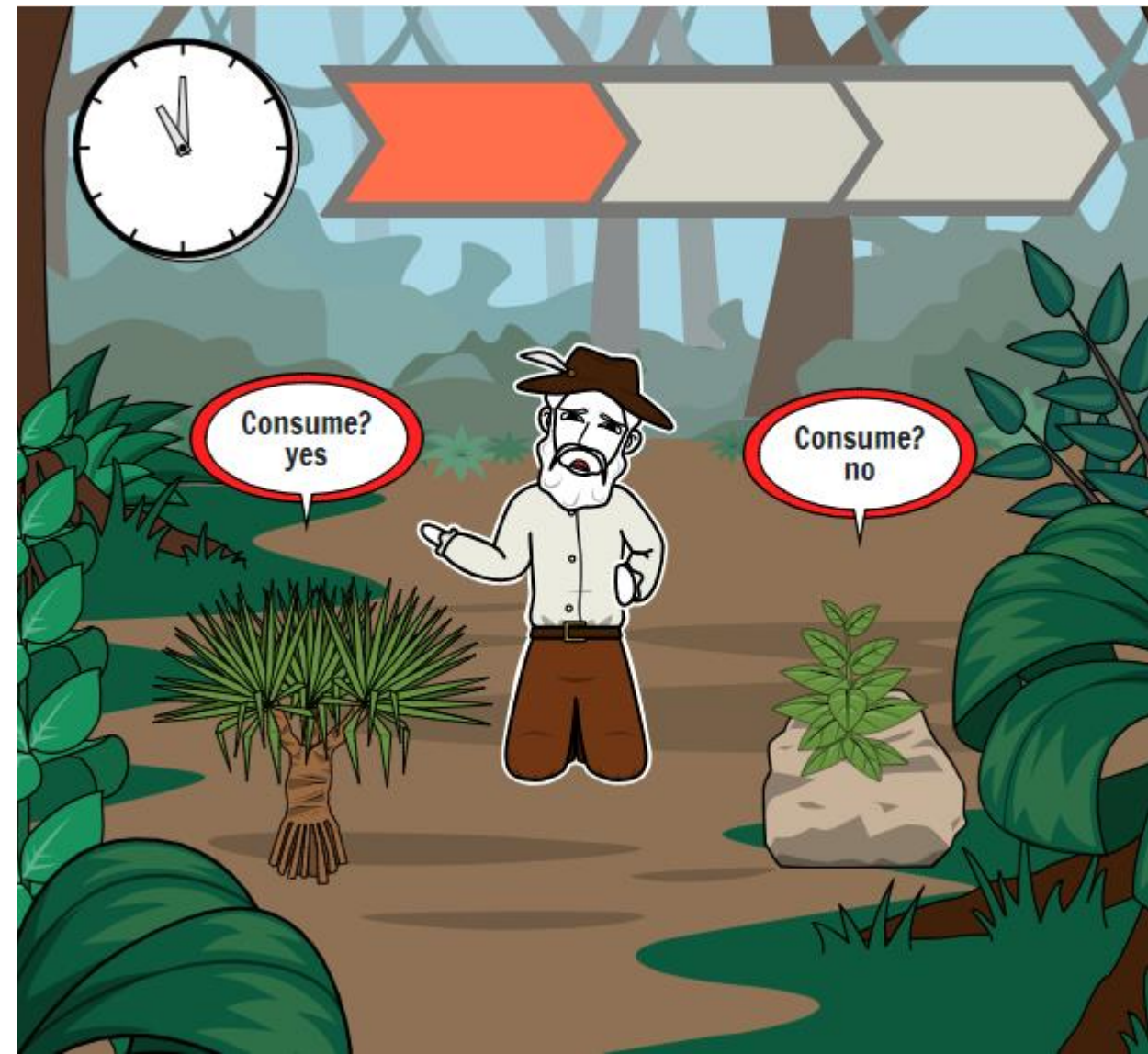
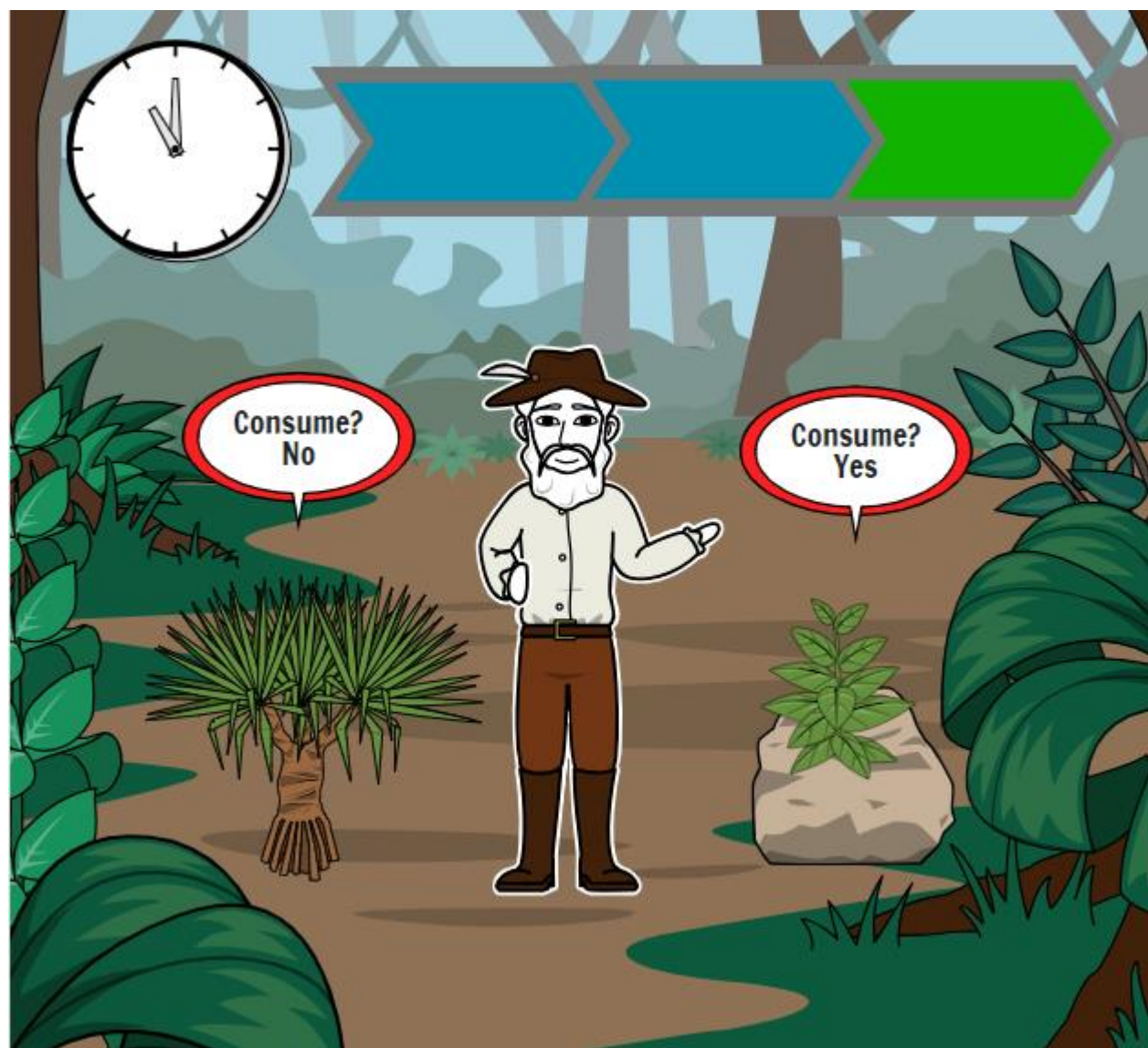


Figure 19. Hylton, Mesha. (2024). Pit of Despair Level – Stamina Mechanic

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