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An attachment document to Game Design Document of Openworld

LDD – 02 – Game Design Document of Openworld

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Summary

Bring back the magic to the world, build you a new home and explore.

This level is about finding the secret of Great fruit, when you are doing is you make you a new home to grow in to, with the building system to make you hub bigger and cozier.

- Elevator Pitch Get up, be awakened and guided by grace to the real power of the saga and become a legend-lord in the new lands between and bring back the Magic to your world.
- **Gameplay** Build your new home during your time in the world. Explore new places and discover magic
- Objective Find resources / explore / build / fight against evil / find the secret about gold oaktree
- Location/Atmosphere The Middle Ages,
- Context -

Story Synopsis

Your journey from the mountain through a cave system is over, you have reached your destination. "Bring home the magic"

The Golden Order has been broken. The magic as disappeared in your former world. Your journey is to find the real source of the magic "golden oaktree", has been shattered. Claimed the shards of the "gold oaktree" known as the Great fruit.

The Why

Give the world the magic again.

WOW-Moments

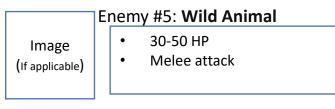
The landscape revival. as you explore and discover new possibilities

Sound

https://www.youtube.com/watch?v=s1LwS0UHJnA

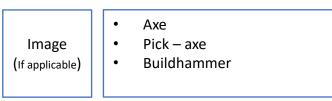
Level Content

Enemies

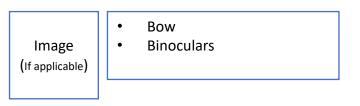


| Items | Item #1: Medkit | |
|--------------------------|-----------------|--|
| Image (If applicable) | • Great fruit | |

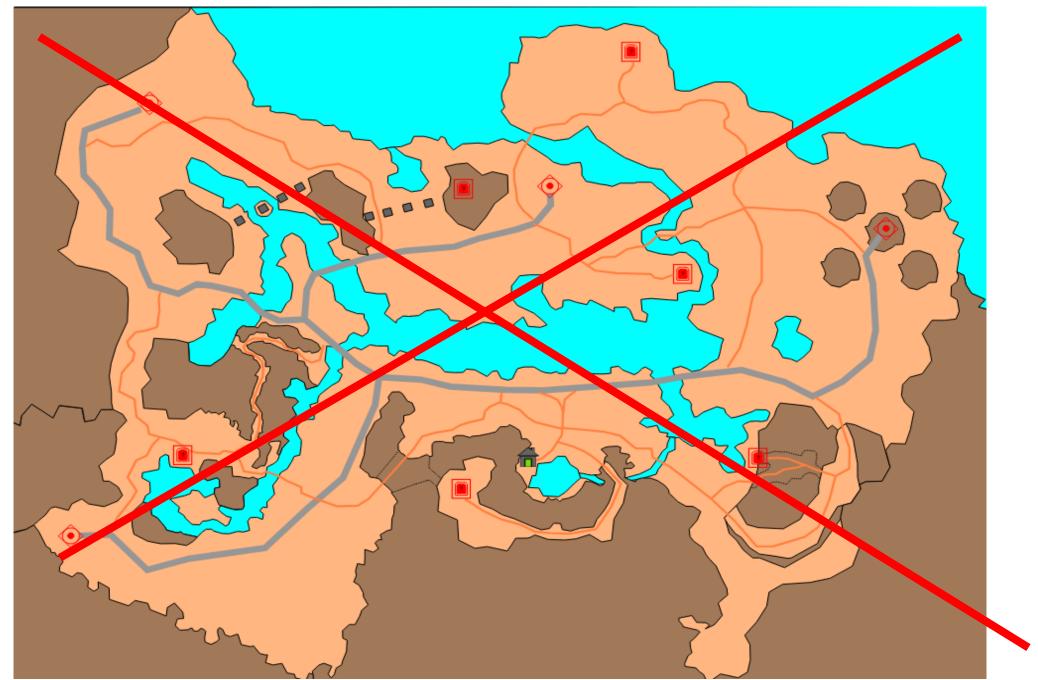
Item #2: Tool



Item #3: Other

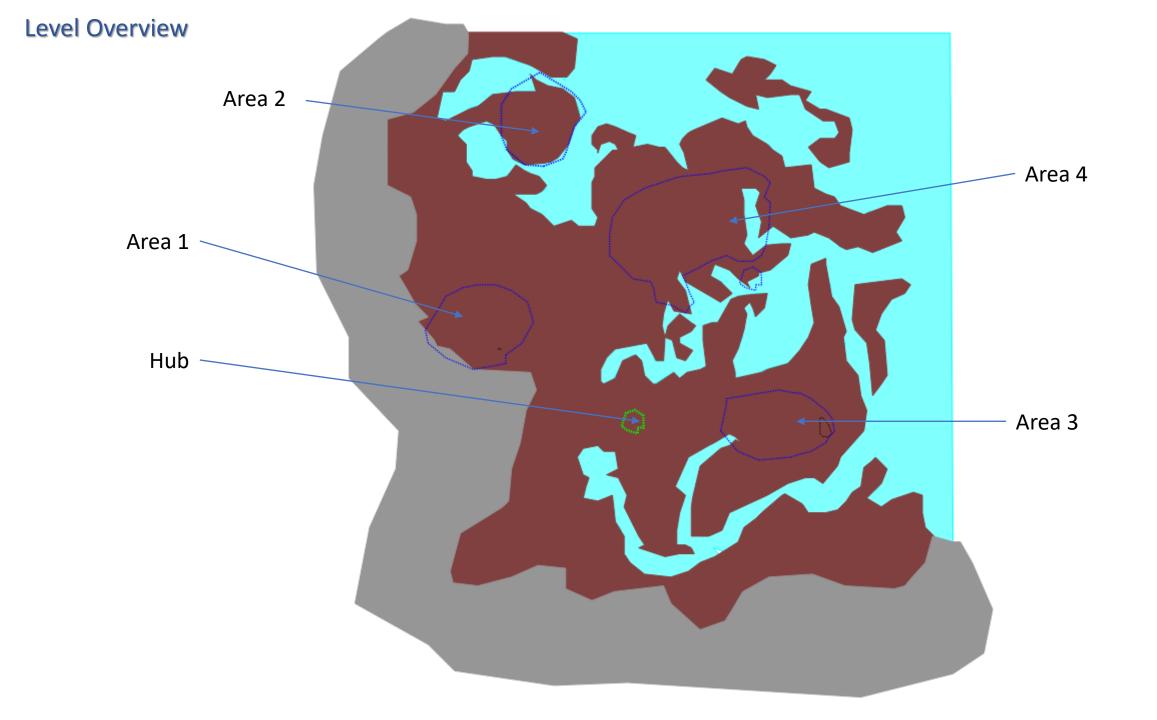


Level Overview OLD

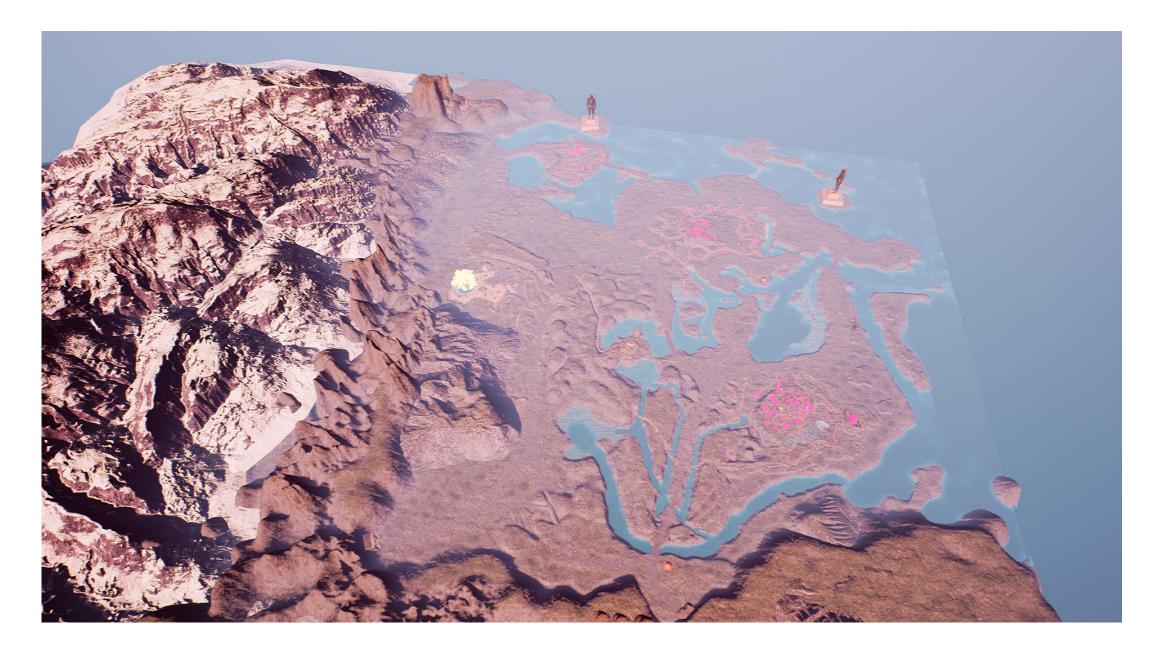








Level Overview



Level Walkthrough

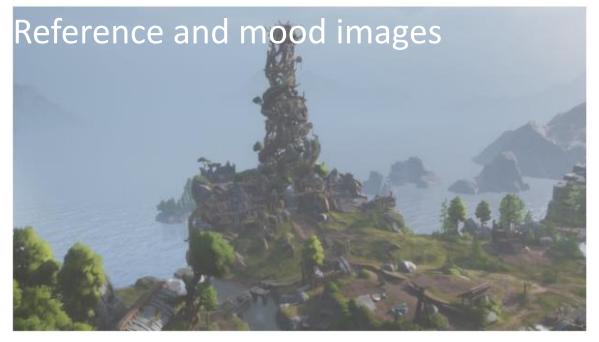
[Start] Find your way out of the cave

[Akt 1] The open world Survive, build, find the secret

[Akt 2] Boss 1 (Old town) Get the clue and first seed

[Akt 3] Boss 2 (New town) Get the clue and other seed

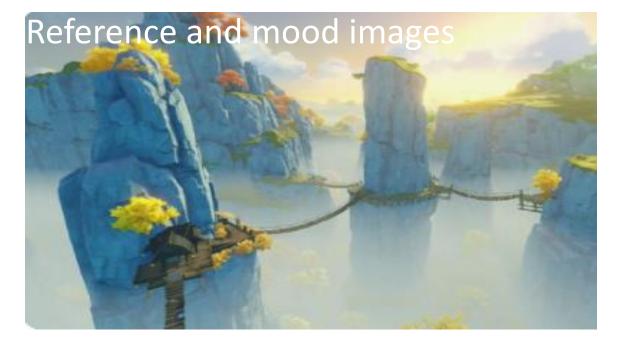
[Akt 4] The way home Do a ritual and get the magic back

















Reference and mood images

