

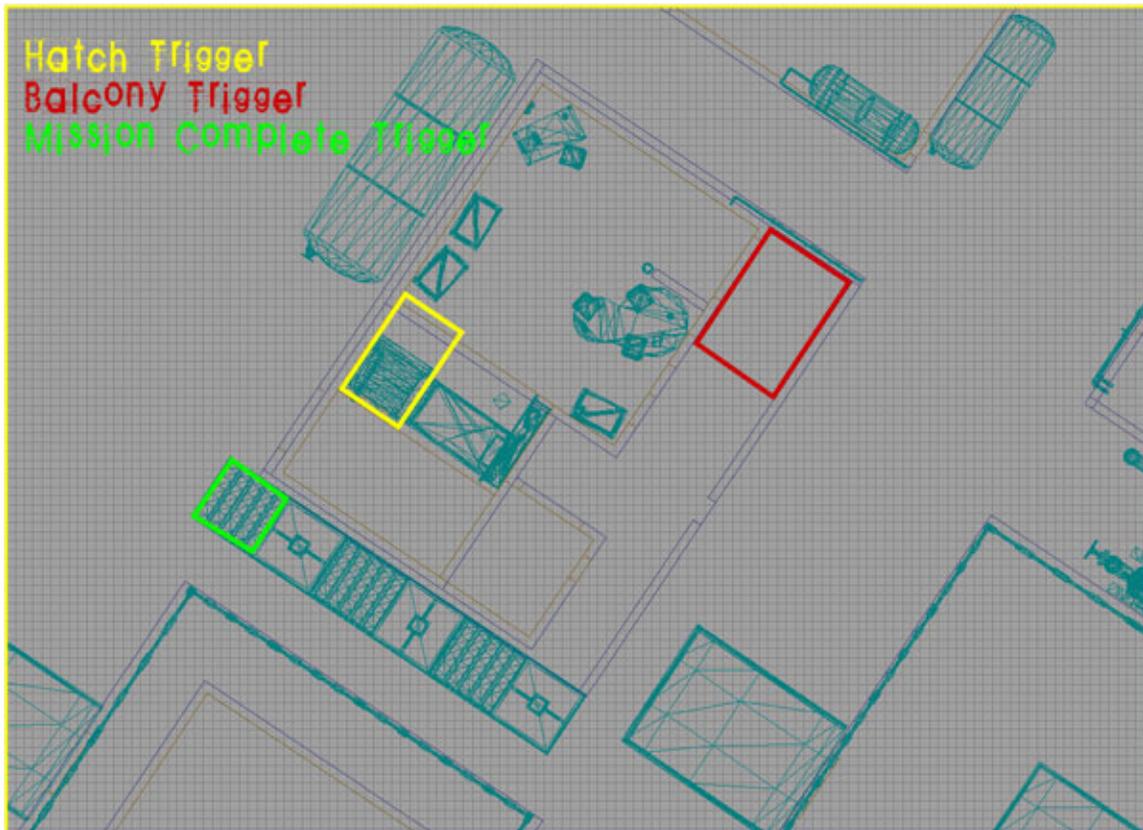
GAD421 Level Event Plan

By Design Lead Joe Morales and Tech Lead Heather Decker

Player starts in Takkan's room.

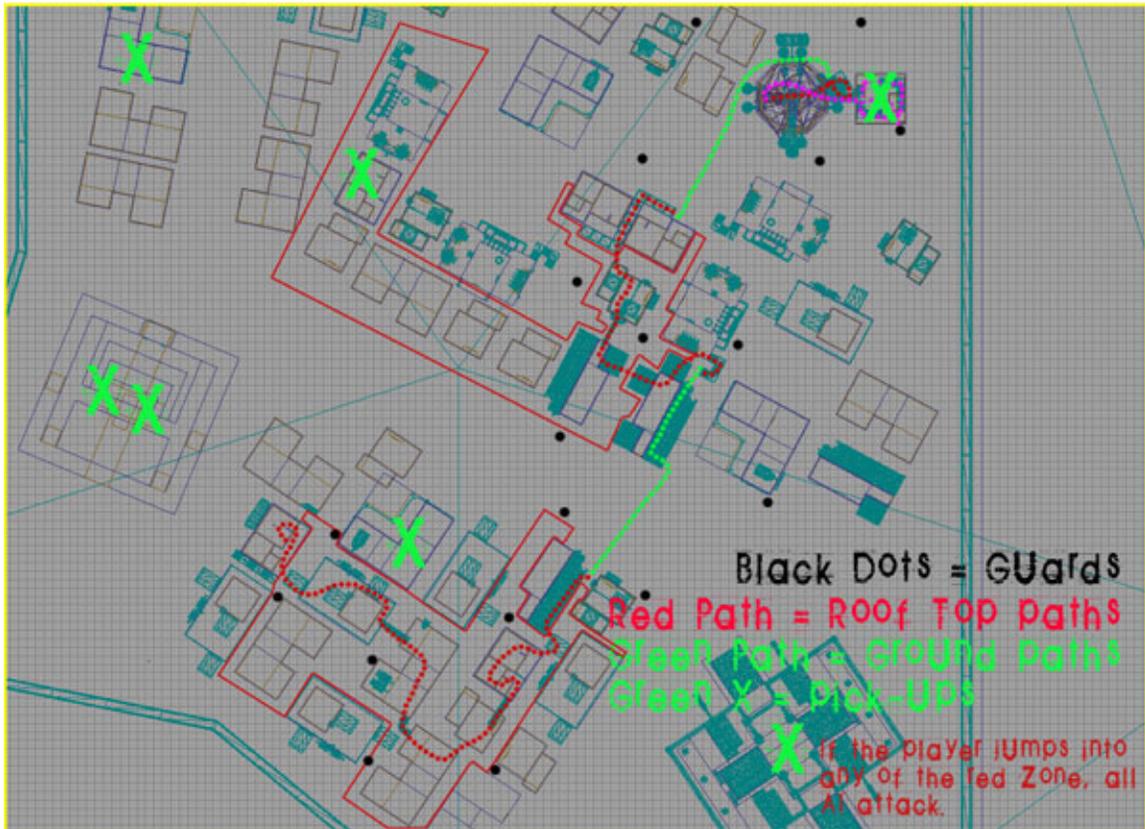
- ◆ Opening Text: "**Objective: Investigate the Observatory**"

Takkan's Room



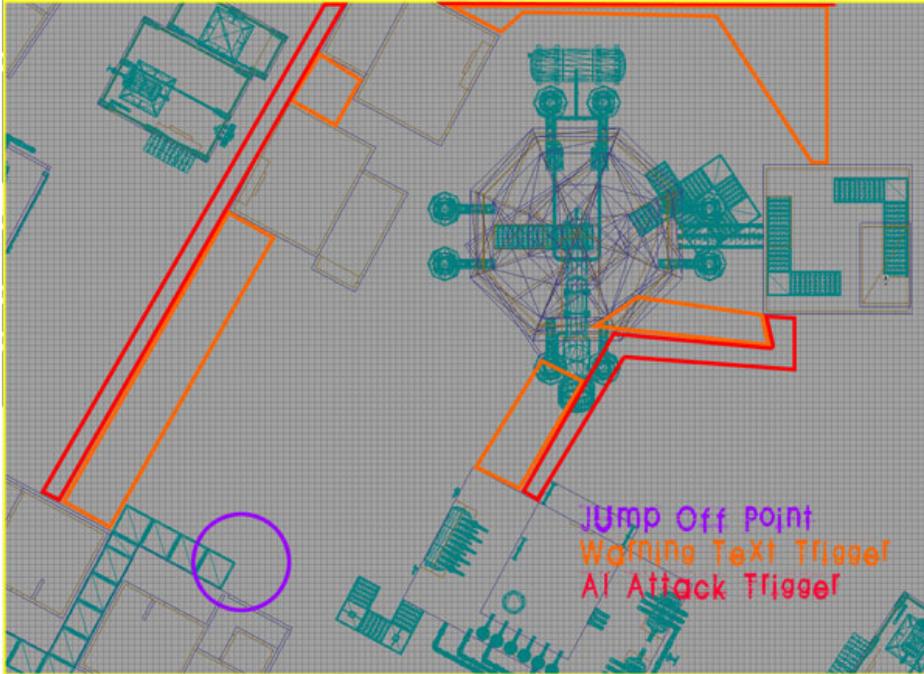
- ◆ Upon stepping on a hatch on the floor, display text: "**If I open this hatch, I'll wake Takkan.**"
- ◆ Upon walking out the door and onto the balcony, display text: "**Guards are everywhere! I should stay on the rooftops.**"

The Streets



Initially 18 standing guards occupy the streets. Be sure the player can see at least one or more from the balcony starting area.

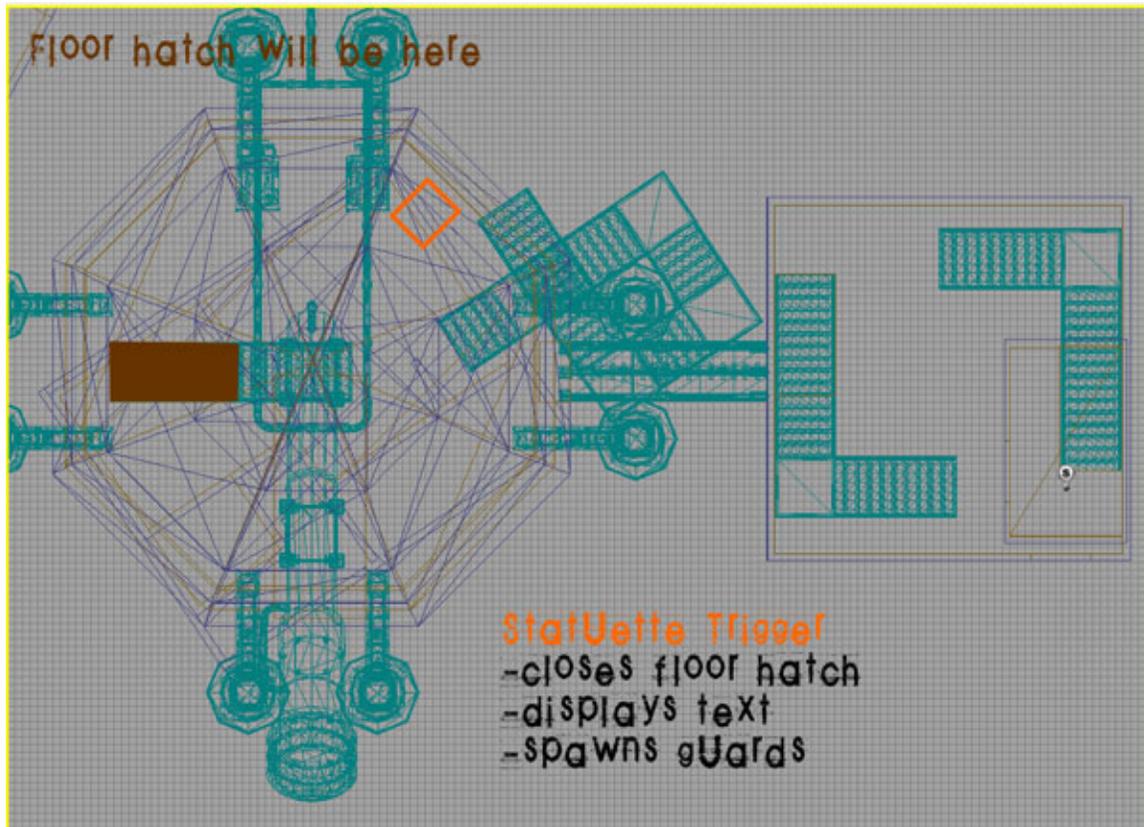
- ◆ AI should be neutral while the player is on the roof.



- ◆ The player will be warned if they are approaching a danger area (orange warning zone,) text: **“A guard! I must find another way to the observatory.”**
- ◆ If the player jumps down or crosses into a red zone areas, guards all become aggressive.

- ◆ The player crosses the street at two points (green dotted paths,) so the correct jump spots (purple) will be accompanied by the text **"This looks like a safe place to jump down."**

The Observatory



- ◆ When the player gets to the statuette in the observatory, text response: **"Found: Mother's Statuette. You feel a wave of emotions come over you as you find your mother's statuette."** Momentarily followed by **"What's that? GUARDS!"**
 - The door on the floor slams shut and AI spawn within the main building to attack the player.
 - ALL other guards outside turn hostile now.
 - Previous event triggers should be turned off or removed.
 - The ending trigger should turn on or become enabled back at Takkan's.
 - Display text **"Objective: Return to Takkan's Room"**
- ◆ From this point on, the route to Takkan's is open to choice.

- ◆ Once back within Takken's the ending trigger should display the text: "**Objective Complete**" and end the game shortly thereafter.
 - The ending trigger should be in the doorway, not on the stairs (as it is in the diagram.)