

# Level Design Document

## The Sylvan Forest

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## Overview

This level is set in an inviting fairy-style forest where players visit the elders from a small village to gain permission to commune with their Sacred Tree. Players should have plenty to explore in the forest, finding collectible objects and small buildings, but it should generally lead them toward the main village.

Enemies will follow the hero into the forest and attack the player from the moment they meet the elders.

Defeating the enemies before they harm the villagers will convince the elders of your validity and you will unlock the path to the Tree. The tree itself is tall and glowing. Petitioning the Sacred Tree will grant the player more health and stamina. It will also lead to a Gigantic Aviary or Eerie, where friendly giant birds will fly the player to their final destination.

If the player doesn't stop the enemies from harming the villagers, they will have to find an alternate route to their eventual destination - a large forest clearing where their friends are meant to be waiting for them. This alternate route should be a difficult jumping section.

The forest clearing instead contains a boss monster that has arrived ahead of the hero's friends. The enemy is large and will need a lot of space, and the player requires cover points around the clearing to avoid an AOE attack move. Smaller enemies will also be present.

Once the hero defeats the boss, their friends arrive, and the player walks into a large mountain through a huge cave.

## Abilities

The hero currently only has access to melee attacks and a basic jump at this point in the story

## Enemies

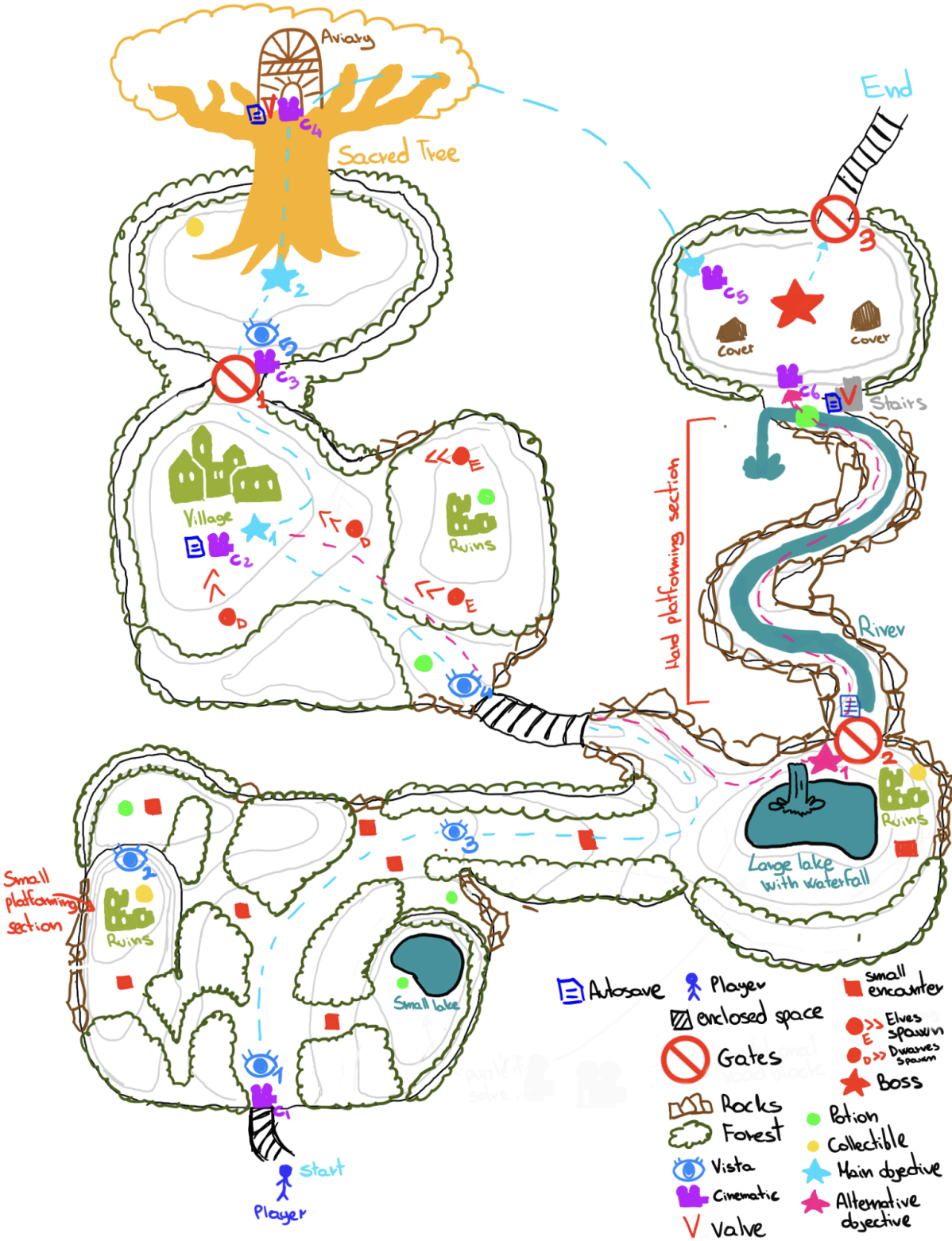
**Corrupted Elves:** fighting with bows when at range and short knives when in melee. They spawn from deep in the trees.

**Corrupted Dwarves:** will always attack with their axes in melee and spawn directly from the ground.

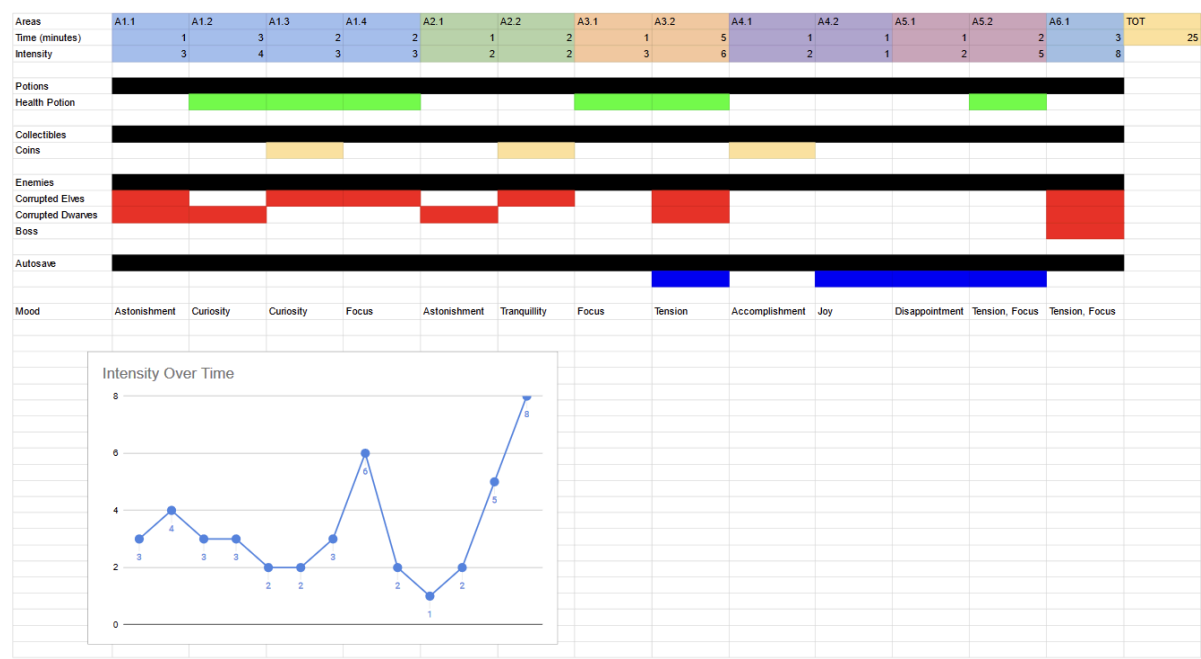
**Corrupted Troll (Boss):** large and will need a lot of space, has an AOE attack move that the player can avoid standing behind covers.

# Level Layout

## Level Paper Map



Beat Chart



Objectives

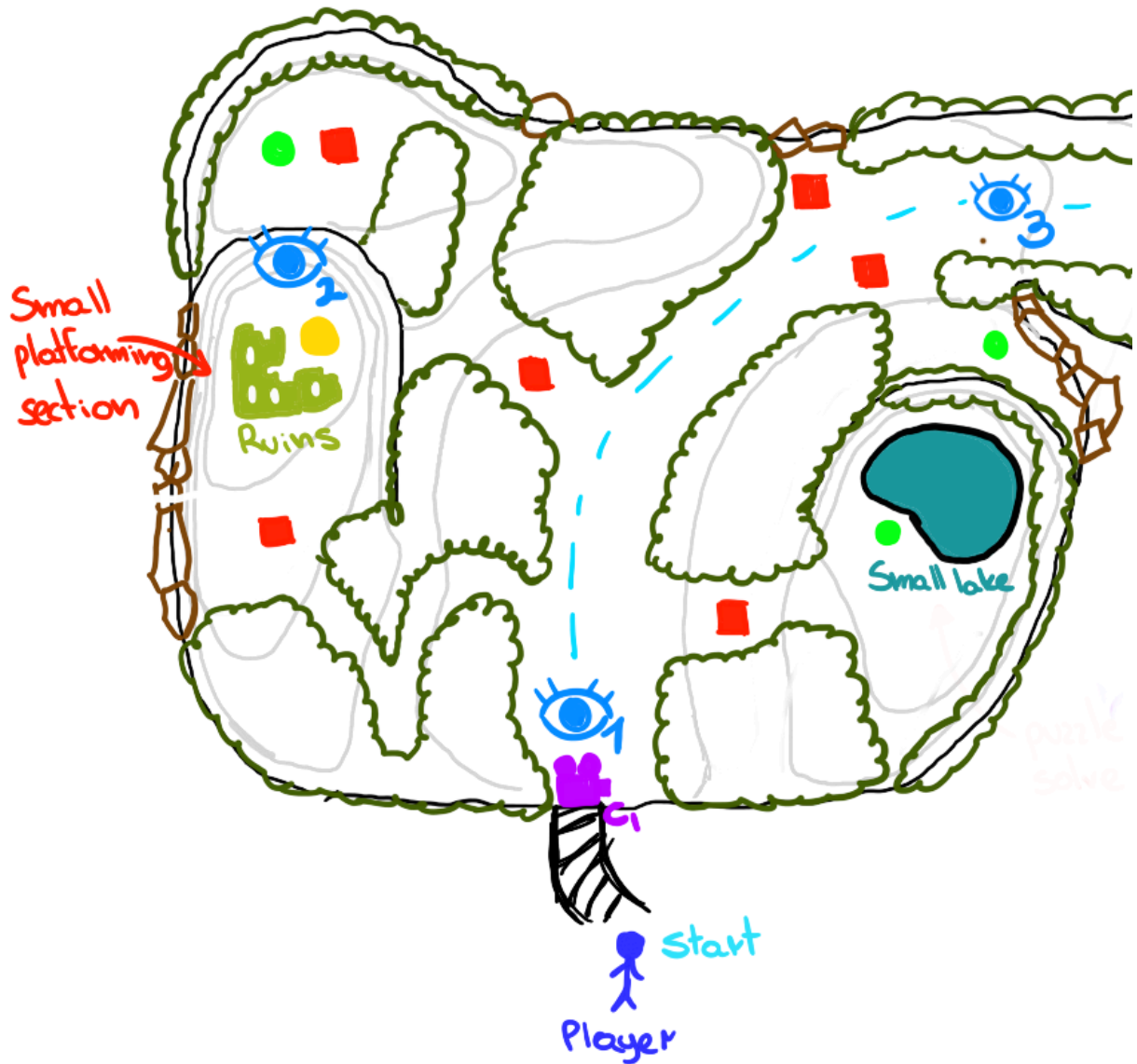
- **Area 1 - The Woods:** explore the woods, find collectibles and potions, and navigate towards the village.
- **Area 2 - The Waterfall:** inspect the waterfall, the lake, and its surroundings to find the village entrance.
- **Area 3 - The Village:** go to the village to talk with the elders and defend villagers from waves of enemies.
- **Area 3 - The Village:** if players manage to protect all villagers by hushing them into their homes, the elders allow them to commune with the tree unlocking the path to the tree.
- **Area 4 - The Sacred Tree:** petitioning the Tree leads to a gigantic Aviary on the top of the Tree where friendly giant birds fly the player to its final destination.
- **Backtracking Area 2 - The Waterfall:** if some villagers get killed during the village fight, the player must find an alternative route to its final destination.
- **Area 5 - The River:** the player must overcome a difficult platforming section to reach the destination.
- **Area 6 - The Clearing:** once reached the clearing the player must kill a giant boss before entering a cave and proceeding the game.

Gates and Valves

1. **Gate 1:** from The Village to The Sacred Tree opens if the player manages to protect all villagers.
  2. **Gate 2:** from the Waterfall to The River opens after the fight in the village.
  3. **Gate 3:** from The Clearing to the Next Level opens after beating the boss.
- **Valve:** being brought to The Clearing by birds in the Aviary.
  - **Valve:** climbing the stairs from The River to get to The Clearing.

## Areas

### Area 1 - The Woods



## Breakdown

The first area of the level serves as an introduction to the setting of the level. From the very start of the level, the player constantly sees its objective the Sacred Tree, and other points of interest like a group of ruins on its left and a small lake on its right down a path.

The area is linear and leads the player deeper into the forest toward the Sacred Tree using a large path. The area also promotes exploration with smaller pathways through the woods that lead to quick-to-exhaust smaller areas containing one collectible to get the player back on track.

### Environment

- Vegetation: trees based on Irish species like aspen and birch, bushes, and plants.
- Rocky walls and packed trees surround and isolate the area.
- Ruins give a sense of a place once inhabited but now long abandoned.
- Ambiance: Birds tweeting between the woods. Wind moving leaves.

### Objective

Explore and traverse The Woods fighting enemies to reach the Sacred Tree.

### Points of interest

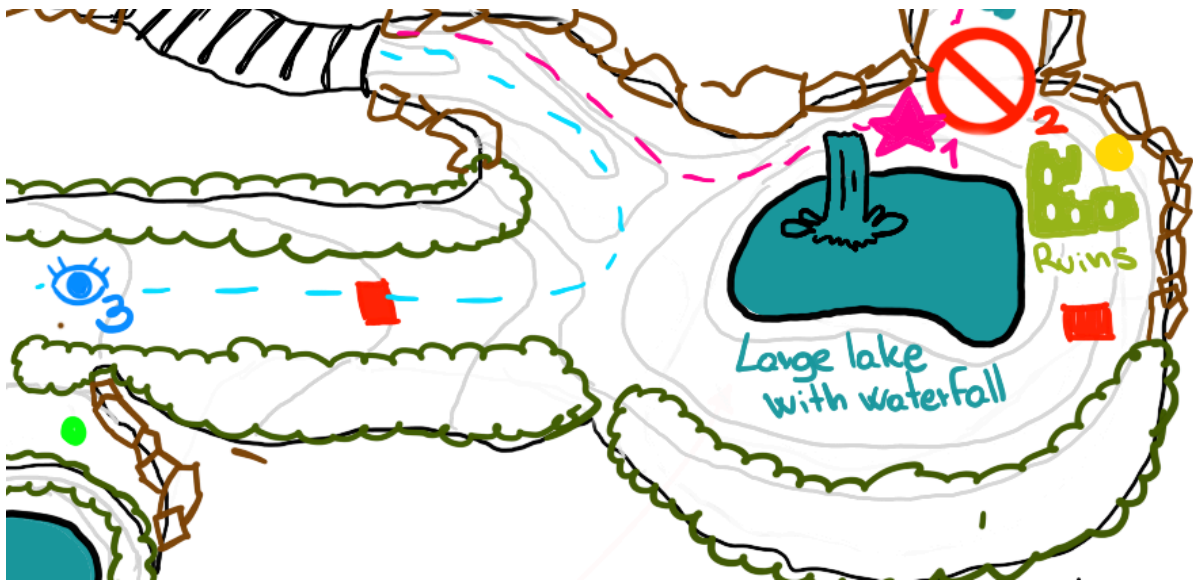
- Vista of the sacred tree at the very beginning.
- The Ruins on the left contain a small and quick platforming section that leads to a collectible
- A vista of the area and the Sacred Tree.

### Player progression

1. The player enters the level from an enclosed space.
2. At the end of the enclosed space, a small cut scene (C1) starts and shows the surroundings to the player focusing on the clear and visible giant Sacred Tree setting it as a landmark.
3. The vista (V1) shows the Sacred Tree on the front, which will always be visible to the player throughout the whole level, the elevated Ruins on the left, and the small lake on the right.
4. There's a larger path between the woods (A1.1) in the front to lead the player deeper in the woods toward the Sacred Tree and smaller paths on the side that lead to secondary objectives.
  - a. The small path on the left leads to the elevated Ruins (A1.2). After an encounter (1 Corrupted Dwarf) and a small platforming section the player picks up a Collectible and has another vista (V2) of the Sacred Tree, this time the player can also see the Village beneath the Sacred Tree and a small clearing with an encounter (Corrupted Elf) and a potion to pick up.
  - b. The small path on the right leads below to the small lake (A1.3) protected by an encounter (Corrupted Elf). Near the lake, the player can find a potion.
  - c. Dropping down from the Ruins on the left or taking the second path on the left, after an encounter (Corrupted Elf), leads the player to a small clearing in the woods (A1.4) with an encounter (Corrupted elf and a Dwarf shortly after) and a potion.
5. Continuing on the large main path leads the player to 2 encounters (1 Corrupted Elf and 1 Corrupted Dwarf) and a potion in a corner.

**Duration:** 6-7 minutes    **Difficulty:** 4

Area 2 - The Waterfall





## Breakdown

The Waterfall area is a small area that aims to show the player a slow transition towards a more fairy sacred, and secret environment. The player is still able to see the Sacred Tree from every position in this area.

The large lake creates a roadblock in the area and pushes the player to go around it and come across the ruins and the path toward the Sacred Tree. The path toward the Sacred Tree goes into a cave to communicate the seclusion of the village, which is shown to the player at the cave's exit.

### Environment

- More fairy-like
- Vegetation: Various types of fairy trees based on Irish species like Willow, Oak, and Yew start to appear. Lily pads float on the lake. The player can start to see the huge Sacred Tree's roots creating bumps and emerging from the ground.
- The humid atmosphere makes small mushrooms sprout.
- Fireflies fly around in the air.
- Ambiance: Birds tweeting between the woods. Frogs croaking. Wind moving leaves. Water flowing.

### Objective

Explore The Waterfall area fighting enemies to find the entrance to the village and reach the sacred Tree.

### Points of interest

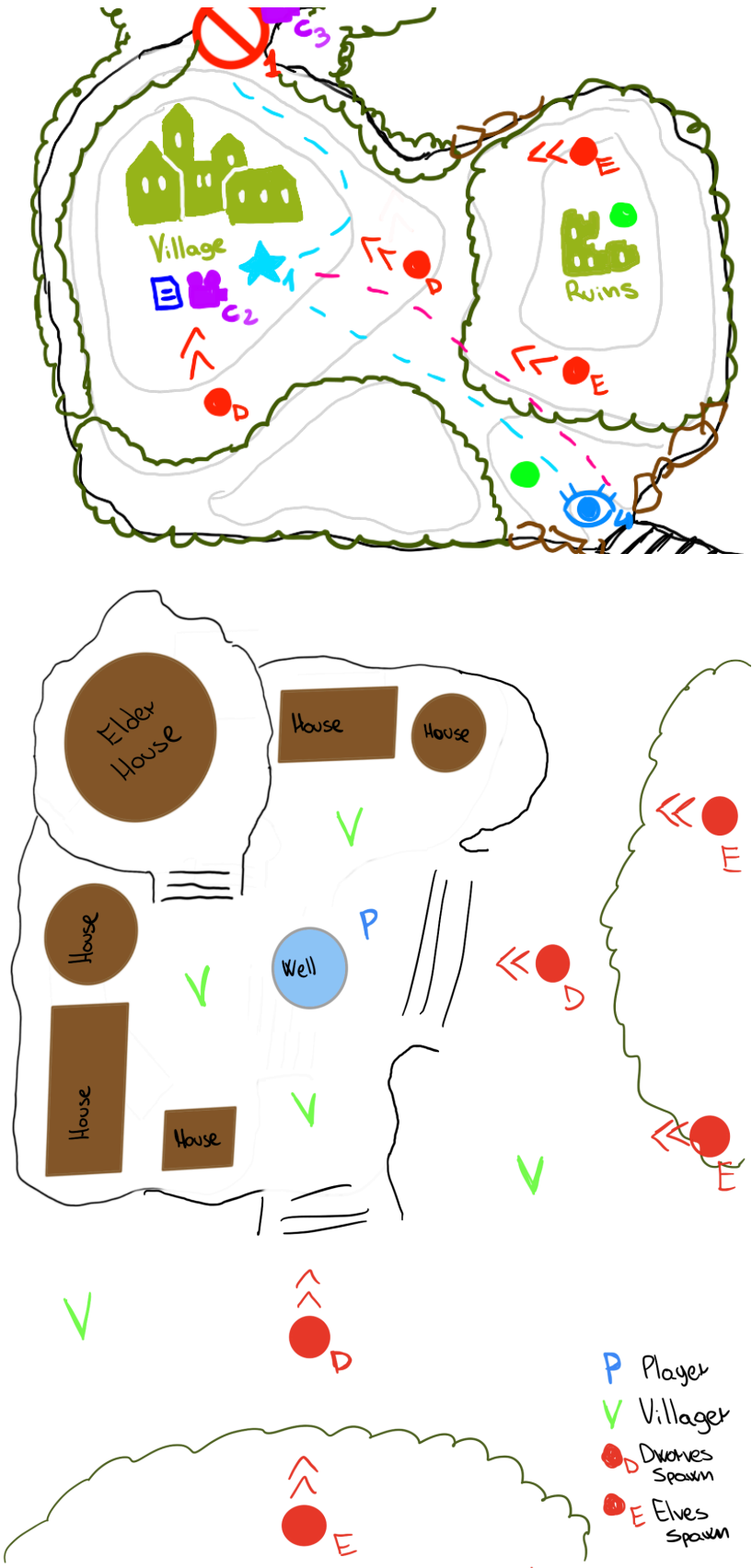
- The waterfall down the path.
- The large lake is used to draw attention and make the player go around it to discover a set of ruins with a collectible and the path to the village.

### Player Progression

1. The player has a vista (V3) of the large lake with a waterfall and the path that leads to it;
2. While traversing the path (A2.1), a Dwarf spawns from the ground in front of the player, and the player must defeat it.
3. The player arrives at the large lake (A2.2) and can see a path that leads to a cave on the left and large Ruins on the other side of the lake, the player can ignore these ruins or go explore them.
  - a. In front of the Ruins, there's an encounter (Corrupted Elf).
  - b. The ruins contain a quick and small platforming section that leads to a collectible to pick up.
  - c. Here the player can also see the river that flows out below with a group of rocks blocking the passage to it (Gate 2 opens after the Village fight).
4. Follow down the path to the cave and bring the player to the entrance of the village.

**Duration:** 3-4 minutes    **Difficulty:** 2

Area 3 - The Village



The Village

## Breakdown

Entering The Village area the player is presented with a vista of the village beneath the Sacred Tree framed by the woods around the cave exit.

Here the player, once arrives at the village will watch a small cutscene and face the village raid.

### Environment

- Completely immersed in the fairy forest atmosphere.
- Vegetation: Willow, Oak, and Yew trees as well as lots of mushrooms, bushes, and plants in vegetation denser areas. Sacred Tree's roots deform the ground and emerge from it.
- Fireflies and luminous spores fill the air.
- Ambience: Birds tweeting between the woods. Wind moving leaves.

The Village is embedded in the Sacred Tree's roots. Elders and villagers live in communion with the Sacred Tree and the village is built in complete harmony with it.

### Objective

Reach the village to acquire access to the Sacred Tree and reach your final destination.

### Points of interest

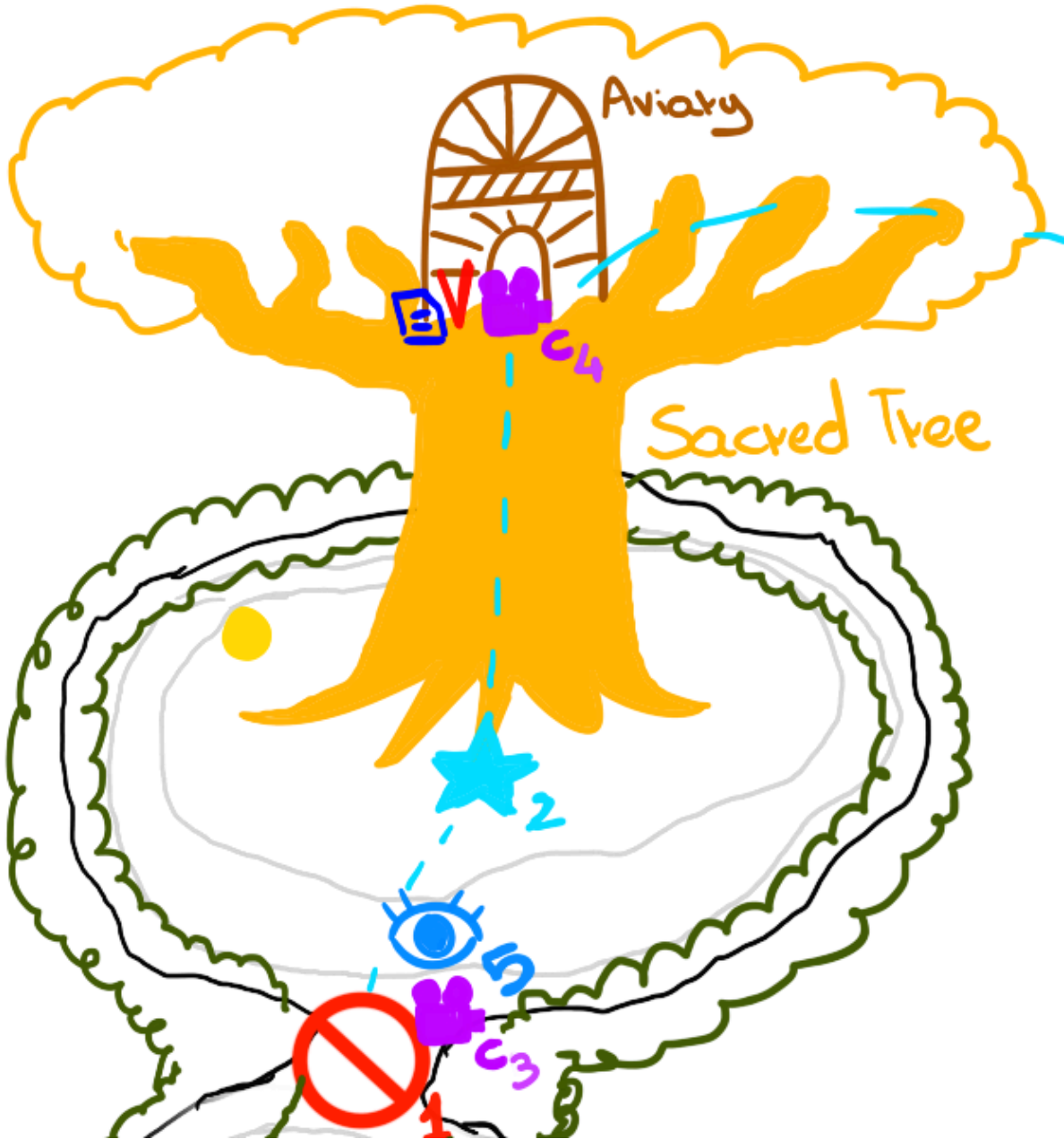
- The village
- A group of ruins deeper between the trees contains a potion and a note that hints at the existence of the secondary path.

## Player Progression

1. The player has a vista (V4) of the village beneath the Sacred Tree framed by trees.
2. The player can pick up a potion in front of the cave exit.
3. The player is free to explore, can find that the path to the Sacred Tree is closed, and can find Ruins on the right that hide a potion and a note that hints about a secret passage to the clearing above the river.
4. The player reaches the Village, meets with the elders, and a group of suspicious villagers move close (A3.1).
5. The player enters a dialogue section with the elders.
6. The game autosaves and a cut scene (C2) starts as soon as the player leaves dialogue showing enemy Corrupted Elves and Corrupted Dwarves arriving to raid the village (A3.2).
7. The enemies attack the village, Corrupted Dwarves spawning near the village from underground, and Corrupted Elves spawning in the nearby forest. The player must fight them while protecting villagers and hushing them into their homes.
8. When the player defeats all enemies (Gate 2 in The Waterfall opens):
  - a. if the player manages to save all the villagers, the elders will meet the player again and the player is granted access to the Sacred Tree(The path to the Sacred Tree is now open Gate 1).
  - b. If the player doesn't manage to save all the villagers, the elders meet the player to say thank you but the player isn't granted access to the Sacred Tree. The player must find an alternative route to reach the clearing.
9. The player can progress directly toward the Sacred Tree or search for an alternative route.

**Duration:** 5-7 minutes    **Difficulty:** 6

Area 4 - The Sacred Tree



## Breakdown

The Sacred Tree area is a completely safe area with no enemies lowering the pace of the level after the hard challenge. The player can access this area only if no villager was killed during the village raid and when entering a short cutscene plays showing the majestic tree.

The player can explore the area beneath the tree to find a collectible and interact with the tree to receive a permanent buff. Climbing the tree can get the player to the giant aviary where the player can get transported to its final destination.

### Environment

- The Sacred Tree area is an area filled with life and magic.
- The huge Sacred Tree, based on an Elm tree, towers over this area and emanates magic.
- Vegetation: huge mushrooms, and flower patches everywhere.
- The giant aviary is an old structure embedded in the Sacred Tree made of steel and glass.
- Ambiance: sacred silence

### Objective

Petition the Sacred Tree to receive upgrades and reach the Giant Aviary to get transported to the final destination.

### Points of interest

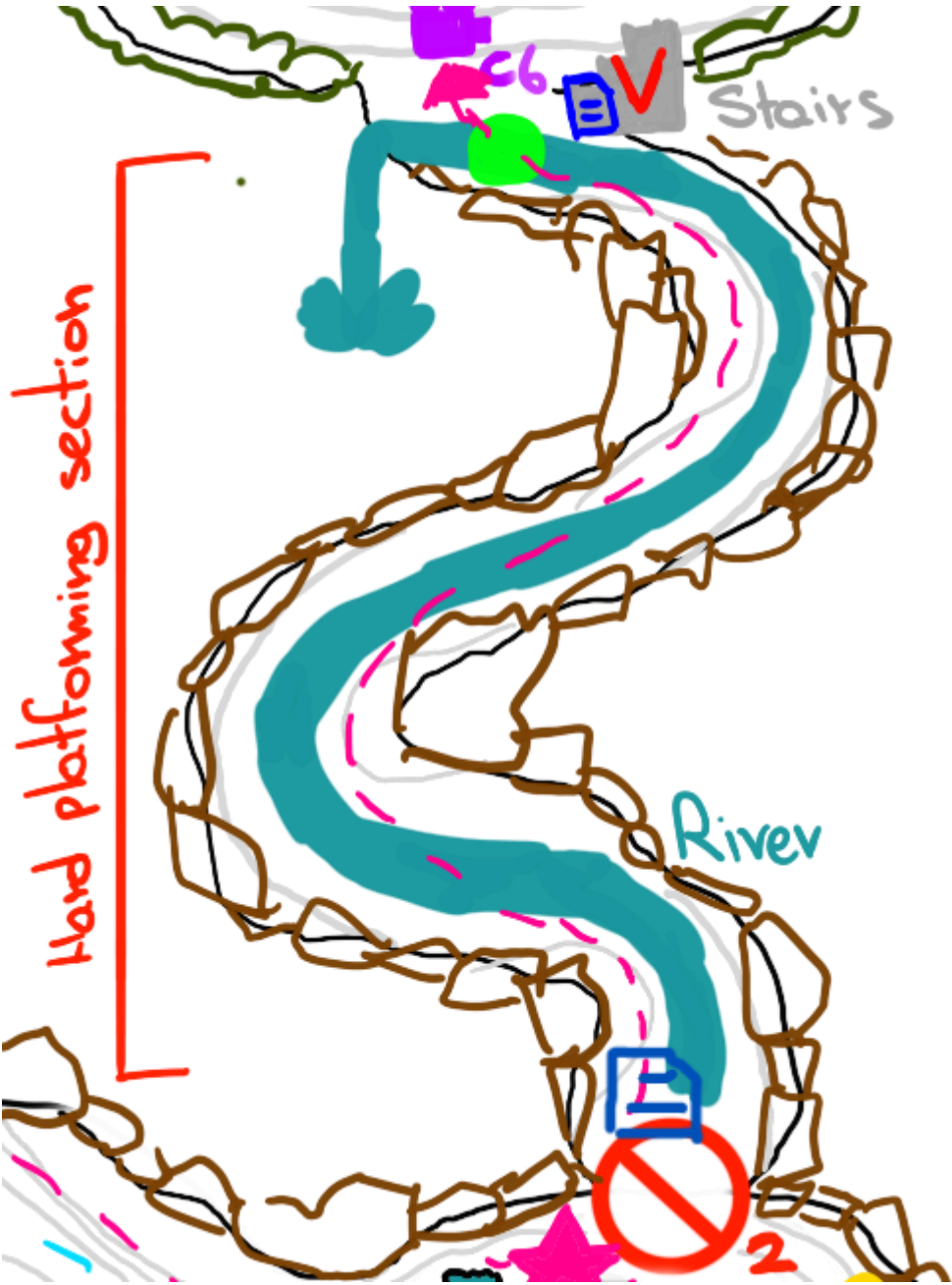
- The Sacred Tree
- The Giant Aviary.

### Player Progression

1. On first entering the Sacred Tree area a cut scene (C3) starts (A4.1).
2. The player has a vista (V5) on the path on the tree bark to reach the Aviary.
3. Behind the tree, the player can find and pick up a collectible.
4. The player can interact with the tree to obtain permanent health and stamina upgrades
5. The player can follow the path dug on the tree bark to reach the Aviary (A4.2). The path is protected so the player cannot fall, the camera locks in a fixed position and slowly zooms out as the player goes up the path to show the shining tree trunk and the forest beneath.
6. Once on the top, the player can interact with a saddled giant bird, a pop-up will ask if the player wants to leave the area, and doing so prevents the return to the current area (Valve).
7. If the player accepts, the game autosaves, and a cut scene (C4) shows the player being taken by a giant bird and brought just before the forest clearing. The bird flies away.

**Duration:** 4-5 minutes    **Difficulty:** 1

Area 5 - The River



## Breakdown

The River Area is the alternative route to the forest clearing where the player is directed. The area is locked behind a huge rock until the player completes the village raid, after the raid is complete the area unlocks showing to be the work of a dwarf. When the player enters the area a piece of wood falls into the river, gets transported rapidly, and hits a rock showing how deadly the river is.

The area consists of a hard platforming section where falling in the powerful river beneath the rocky platforms translates into death. The player must overcome the challenge to reach a ladder that will bring the player to its final destination before crumbling. During the whole area, the player has a clear view of the Sacred Tree in the distance.

### Environment

- Rocky area with the violent river beneath.
- There's a constant very loud sound of rushing water.

### Objective

Reach your final destination by overcoming a hard platforming section.

### Points of interest

- The final ladder
- The Sacred Tree in the distance.

### Player Progression

1. **Gate 2** opens when the player ends the Village fight.
2. Here the player can drop down and reach a platform upon the river and the game autosaves.
3. From here the camera moves quickly to show the ladder that leads to the clearing at the end of the river platforming section.
4. From here the player must jump from one platform to another in a hard platforming section.
5. At the end of the section the player can pick up a potion.
6. The player can interact with a ladder/stairs to climb up to its final destination. A pop-up will ask if the player wants to leave the area, and doing so he cannot return to the current area (**Valve**).
7. If the player accepts, the game autosaves and the character climbs the ladder. The ladder crumbles after the player is off of it.

**Duration:** 2-3 minutes    **Difficulty:** 5



## Area 6 - The Clearing



## Breakdown

The Clearing is the final area of the game and here the player will face a boss fight. The boss is a corrupted troll that performs an AOE attack. In the area are present boulders that the player should use as coverings to avoid receiving massive damage from the attack.

The player can get to this area from The Sacred Tree area or The River area, and after arriving a cutscene plays showing the arrival of the Troll, its AOE attack, and the effects of the coverings. After defeating the troll, the player can reunite with its friends and continue its adventure in a cave inside the mountain behind the clearing.

## Environment

- The clearing lost all aspects of the fairy forest
- Similar to forest environment from The Woods area
- Slightly corrupted
- Vegetation: Trees like aspen and birch that surround the clearing.
- Mossy rocks are scattered around the area with
- 3 large mossy boulders.
- The grass and the ground are slightly corrupted.

## Objective

Defeat the Corrupted Troll.

## Points of interest

The corrupted troll, coverings, and the cave into the mountain.

## Player Progression

1. Upon arriving in the clearing a cut scene plays: the player is walking towards the center of the clearing without seeing its friends waiting for him. A giant Corrupted Troll equipped with a giant club emerges from the ground in the center of the large clearing and the player immediately hides behind a big rock. The troll jumps and slams its belly on the ground creating a huge shockwave, the shockwave is interrupted by the rock and the player behind the rock is unaffected. The boss fight starts.
2. The boss will stand in the center of the area for the whole fight and the fight is divided into 3 phases:
  - a. In the first phase (from 100% of the boss HP to 60%) the Troll has 2 attacks, a slow overhead club slam and a hand swing that covers a small cone area in front of him. Upon reaching 60% of HP the Troll performs the belly slam from the cut scene that can deal massive damage to the player if the player doesn't use covers.
  - b. After the slam, the Troll hits the rock that the player used as a cover or one at random if didn't use a cover and enters the second phase (from 60% HP to 30% HP). During this phase, the Troll attacks remain the same but the player has to fight also some corrupted dwarves that occasionally spawn near the Troll when it calls them. Upon reaching 30% HP the Troll performs the belly slam again sending flying any dwarves around him. The player must cover again.
  - c. After the slam, the Troll destroys the used cover again or one at random and enters the 3rd phase (30% HP - 0% HP). During this phase the Troll sometimes uses the belly slam and, in addition to dwarves, some Corrupted Elves spawn from trees surrounding the area. The player must use the last cover to defend from belly slams that heavily damage uncovered enemies too.
3. When the player defeats the Troll, **Gate 3** opens and its friends arrive at the clearing. A short dialogue section starts and after receiving the ability to slam on the ground, the player together with its friends proceeds towards the mountain cave.

**Duration:** 3-4 minutes    **Difficulty:** 8

# Asset List

| DEPARTMENT    | ASSET                       | NOTES   | General | Exotic |
|---------------|-----------------------------|---|---------|--------|
| Art - model   | Forest Trees models         | Irish species: Aspen, birch   | X       |        |
| Art - texture | Forest Trees textures       | With and without moss and other details                                       | X       |        |
| Art - model   | Fairy Forest Trees models   | Irish species: Willow, Oak, Yew   |         | X      |
| Art - texture | Fairy Forest Trees textures | With and without moss, vines and other details                                |         | X      |
| Art - model   | Mushroom models             | Small and large   |         | X      |
| Art - texture | Mushroom textures           | Red with white dots and monocolour bioluminescent                             |         | X      |
| Art - texture | Grass textures              | Grass texture for the ground  | X       |        |
| Art - texture | Dirt textures               | Dirt texture for the ground   | X       |        |
| Art - texture | Corrupted ground textures   | Different corruption intensity  | X       |        |
| Art - texture | Patch of flowers textures   | Different types of flowers small and very big                                 | X       |        |
| Art - model   | Fallen tree trunk models    | Fallen empty Willow, Oak, or Yew tree trunk                                   | X       |        |
| Art - texture | Fallen tree trunk textures  | Mossy fallen tree trunk   | X       |        |
| Art - model   | Bushes models               | model for cloudy bushes   | X       |        |
| Art - texture | Bushes textures             | With or without flowers   | X       |        |
| Art - model   | Grass models                | patches of grass  | X       |        |
| Art - texture | Grass texture               | Texture for small patches of grass  | X       |        |
| Art - model   | Water lily pad models       | Different dimensions of lily pads with and without flowers                    | X       |        |
| Art - texture | Water lily pad textures     | Textures for lily pads  | X       |        |
| Art - model   | Sacred Tree roots model     | Sacred Tree roots of different dimensions coming out of the ground            |         | X      |
| Art - texture | Sacred tree roots textures  | The gold bark shines through the dirt, mud and moss on the roots              |         | X      |
| Art - model   | Rocks models                | Different dimension and shapes  | X       |        |
| Art - texture | Rocks textures              | Rocky, dry, wet, mossy, very mossy  | X       |        |
| Art - model   | Boulders models             | big boulders to use during the bossfight as cover                             | X       |        |
| Art - texture | Boulders texture            | mossy, have some cracks on them   | X       |        |
| Art - model   | Small lake model            | Model for a small lake  | X       |        |
| Art - texture | Water textures              | For both still water and moving water   | X       |        |
| VFX           | Fireflies flying around     | green fireflies slowly flying around  | X       |        |
| VFX           | Splashes of water           | splashes of water coming from the waterfall and the player walking into water | X       |        |
| SFX           | Ambience sounds             | birds twittering in the forest, frogs croaking, leaves moving in the wind     | X       |        |
| SFX           | Moving water                | moving water both calmly and roughly  | X       |        |

|                 |  |   |   |   |
|-----------------|--|---|---|---|
| Art - model     | Rocky platforms model                              | Platforms for The River area platform section                                   |   | X |
| Art - model     | Ladder model                                       | model of a unstable old wooden ladder   | X |   |
| Art - texture   | Ladder texture                                     | texture for an unstable old wooden ladder                                       | X |   |
| Art - cinematic | Ladder cutscene animation                          | ladder crumbling  |   | X |
| Art - model     | Ruins model  | Crumbled ruins structures with engraved Sacred Trees images                     |   | X |
| Art - texture   | Ruins textures                                     | Ruins with and without moss or vines  |   | X |
| Art - model     | Ruins doorway model                                | Collapsed ruins doorway   |   | X |
| Art - model     | Ruins archway model                                | Collapsed ruins archway   |   | X |
| Art - model     | Ruins stones model                                 | Stones coming from ruins totally collapsed                                      |   | X |
| Art - model     | Corrupted dwarves models                           | Equipped with an axe  | X |   |
| Art - texture   | Corrupted dwarves textures                         | With different beard color  | X |   |
| Art - animation | Corrupted dwarves animations                       | idle, coming out from the ground, attack, getting hit, death                    | X |   |
| Art - cinematic | Corrupted dwarves cutscene animation               | Dwarf spawning from the ground, shouting and rushing                            |   | X |
| Art - model     | Corrupted Dwarves hole in the ground models        | Mole-like hole  | X |   |
| Art - texture   | Corrupted Dwarves hole in the ground textures      | Textures for moved dirt and the dwarves holes                                   | X |   |
| VFX             | Dirt sprouting from the point the hole is spawning | Dirt moving and sprouting in the point where the hole is shortly going to spawn | X |   |
| SFX             | Corrupted dwarves barks                            | Barks from dwarves when noticing the player, attacking and dying                | X |   |
| SFX             | Corrupted dwarves axe swing sound                  | When dwarves swing their axe  | X |   |
| Art - model     | Corrupted Elves models                             | Equipped with bow and arrows  | X |   |
| Art - texture   | Corrupted Elves textures                           | Different hair color  | X |   |
| Art - animation | Corrupted Elves animations                         | idle, bow attack, melee attack, getting hit, death                              | X |   |
| Art - cinematic | Corrupted Elves cutscene animation                 | Elves coming from the woods notching and firing arrows                          |   | X |
| SFX             | Corrupted elves barks                              | Barks from dwarves when noticing the player, attacking and dying                | X |   |
| Art - model     | Arrow model  | Model of a wooden elven arrow   | X |   |
| Art - texture   | Arrow texture                                      | Textures for a wooden elven arrow   | X |   |
| SFX             | Shooting arrow SFX                                 | When elves shoot their arrows   | X |   |
| Art - model     | Corrupted Troll model                              | Very big troll, covered in corruption bubbles with a giant club                 |   | X |
| Art - texture   | Corrupted Troll textures                           | Corrupted troll skin, with corruption veins and bubbles                         |   | X |

|                  |                                     |   |   |   |
|------------------|-------------------------------------|---|---|---|
| Art - animation  | Corrupted Troll animations          | Overhead attack, hand swipe, belly slam on the ground, war shout  |   | X |
| Art - cinematic  | Corrupted Troll cutscene animations | Troll emerge from the corrupted ground  |   | X |
| VFX              | Belly slam shockwave                | When doing the belly slam move the troll produces a circular shockwave that must be interrupted by boulders |   | X |
| Art - UI         | Enemies healthbars                  | on the enemies head   | X |   |
| Art - UI         | Boss healthbar                      | long boss healthbar, purple due to corruption, takes the whole screen fixed in place                        | X |   |
| Audio - Music    | Boss battle theme                   | An active and tense soundtrack to support the bossbattle  | X |   |
|                  |                                     |   |   |   |
| Art - model      | Village houses models               | Circular and rectangular shapes   |   | X |
| Art - texture    | Village houses textures             | Textures for the village houses made of clay and rock   |   | X |
| Art - model      | Village well model                  | Model for the village's well made of stones   |   | X |
| Art - texture    | Village well textures               | Textures for the village's well   |   | X |
| Art - model      | Village elder house model           | Circular and bigger than other village houses   |   | X |
| Art - texture    | Village elder house textures        | Textures for the elder's house, with some gold drawings of the Sacred Tree                                  |   | X |
| Art - model      | Elder models                        | Small gnomelike very old with walking stick   |   | X |
| Art - texture    | Elders textures                     | Textures for elders and their embroidered clothes   |   | X |
| Art - animation  | Elders animations                   | idle, walk, getting hit, death  |   | X |
| Art - cinematic  | Elders cutscene animations          | worried expression, shouting, pointing with the walking stick   |   | X |
| Art - model      | Villagers models                    | small gnomelike   | X |   |
| Art - texture    | Villagers textures                  | Textures for villagers and their humble clothes   | X |   |
| Art - animation  | Villagers animations                | idle, walk, run, getting hit, death   | X |   |
| Art - cinematic  | Villagers cutscene animations       | running away in fear  |   | X |
| VFX              | Villager soul leaving the body      | When killed the cute souls of the villagers leaves their body   |   | X |
| SFX              | Villagers SFX                       | Villagers should scream and shout of pain when hit or killed during the village raid                        | X |   |
| Audio - Music    | Village music                       | A calm and happy music that transmit the sacrality of the place   | X |   |
|                  |                                     |   |   |   |
| Narrative Design | Elder dialogues                     | Dialogue for the village section when the player interacts with elders                                      |   | X |
|                  |                                     |   |   |   |
| Art - model      | Potion model                        | Model of a healing potion   | X |   |
| Art - texture    | Potion texture                      | Texture for a healing potion  | X |   |

|                 |                                    |   |   |   |
|-----------------|------------------------------------|---|---|---|
| Art - UI        | Potion pick up UI                  | When picking up a potion it is showed adding to the total number of potions   | X |   |
| VFX             | Potion pick up VFX                 | Green sparks when picking up a potion   | X |   |
| SFX             | Potion pick up SFX                 | Satisfying sound when collecting a potion   | X |   |
| Art - model     | Golden coin model                  | Model for a big coin  | X |   |
| Art - texture   | Golden coin texture                | Golden textures for the coin  | X |   |
| Art - UI        | Gold coin pick up UI               | When picking up a golden coin it is showed adding to the total number of golden coins collected   | X |   |
| VFX             | Gold pick up VFX                   | Sparks of gold and shines when picking up a gold coin   | X |   |
| SFX             | Gold coin pick up SFX              | A satisfying sound followed by a jingle when picking up a gold coin   | X |   |
|                 |                                    |   |   |   |
| Art - model     | Sacred Tree model                  | Various models of the Sacred Tree (based on an elm tree) to display from various distances and vistas   |   | X |
| Art - textures  | Sacred Tree textures               | golden, shiny, ethereal   |   | X |
| Art - model     | Aviary model                       | giant steel structure with glass windows embedded in the Sacred Tree  |   | X |
| Art - textures  | Aviary textures                    | metal, glass, bark  |   | X |
| Art - model     | Giant Birds models                 | Giant common swift like birds   |   | X |
| Art - textures  | Giant Birds textures               | brownish+gold plumage   |   | X |
| Art - animation | Giant Birds animations             | idle, peck the ground, fly away   |   | X |
| Art - cinematic | Giant Birds cutscene animations    | bird gently taking the player with its claws and fly to the clearing  |   | X |
| VFX             | Plumes                             | when climbing the sacred tree plumes should fall down from the giant aviary for the player to be noticed  |   | X |
|                 |                                    |   |   |   |
| Art - cinematic | Main character cutscene animations | looking around, looking back worried, unsheating the sword, assuming guard pose, ready to action, covering behind the boulders, grabbed by the bird, astonished expression looking around, relieved | X |   |
| Art - animation | Main character animations          | new skill acquired: body slam -> slam its butt on the ground  | X |   |
|                 |                                    |   |   |   |
| WIP             |                                    |   |   |   |