

The background of the entire page is a white surface covered with a dense, scattered pattern of colorful confetti. The confetti includes small circles, triangles, and irregular shapes in shades of blue, green, yellow, pink, and purple. Some larger, thin, curved streamer-like shapes are also visible.

PURIFICATAS

(DE LAS PINATAS)

Level Design Document

La Purificación de las piñatas



EXPLORATION

OVERVIEW

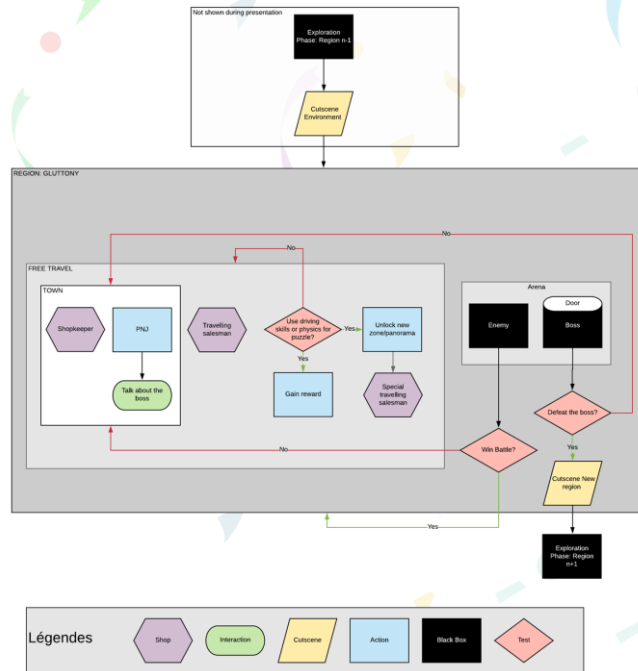
Each region of the map is governed by a capital sin and with its own identity, subdivided into zones. You unlock access to some zones thanks to your equipment. Each region has a Capital: kind of a hub with PNJ and merchants.

In the exploration, the player will have fun by the physics and the controls (as a sandbox). The player can gain rewards by using game physics (on [LD bricks](#)) to solve puzzles/enigma.

You can also find currency by walking around (as a Mario 3D game) .

You can't lose HP in exploration mode: you can't fall, take damage,... If the player want to heal a small amount of their teammates' HP, he needs to use [health consumable](#) in his inventory. To fully restore all the HP of his team, he must go to a checkpoint or a special place in a town
The player can't use [energy's consumables](#)

We can't be defeat/victorious on the exploration mode.



EXPLORATION



NARRATIVE OVERVIEW

Panorama

A panorama is a high zone where the player can see the whole zone.

When the player discover a new panorama, he find a specific merchant too. This merchant sells just one item. This item help the player to fight the boss of the region.

Nice to have : A zoom out of the cam or a specific camera like in *Assassin's creed* starts when the player press a specific button in the panorama.

Special:

Icon/text when entering a city or a panorama.

Maps:

Non available for the demo but it is present in the menu (with a WIP on it). If it will be implemented: the player would have a compass on the exploration's HUD with the objectives set on it. In the map, he could select an icon as an objectives or fast travel to a city or an altal checkpoint.

TALKING WITH A NPC

NPC have a bubble text near them when they are on idle. It's for a narrative immersion. If the player is far away from them, he see nothing; in a mid range an icon bubble with 3 dots points and near them, he sees their catch phrase.

The player can interact with some NPC by the button A. It will be see near the NPC with a text that indicates what the button do. When he interacts with, all his controls are blocks and a comic book bubble appears above the NPC with the dialog of the NPC.

NPC can give indication, quest or just blabbering nonsense. The ones with a "quest" should have a catch phrase to intrigue the player.

Player can use Button A to progress in the dialogue.

When the NPC has nothing more to say, the dialogs is automatically close and the player's controls are unlock.

→ [excel of NPC talked](#)

QUESTS

A NPC doesn't really give a quest. He gives an indication about something he wants.

For example, the NPC name Mathiphañas tells the player he really likes to eat tumbleweed.

At this moment, the player has just an indication about Mathiphañas wanting a Tumbleweed.

If the player finds a Tumbleweed and pushes it to Mathiphañas (in a large area around the NPC), the quest is completed.

When the player complete a quest a dialog with the NPC (who gives the indication quest) starts automatically. At the end of the dialog a chest appears with currency, equipment or both when the player open it. A pop-up appears to show to the player what he wins.

Quest loot : https://docs.google.com/spreadsheets/d/1g_wHDm2CwnXascxCBEPcmgj6uO9j0VlcxN09Kfpih10/edit#gid=735264791

ARENAS

There are not random fight; all the enemies are visible from the beginning of the fight in the exploring mode (scenery/environments).

When the player wins a fight, the enemies respawn when the player leaves the arena.

The boss battle would last about 5 min and those for arenas containing simple enemies about 2 min max.

Simple arenas can have a hidden chest: you have to kill all the enemies in the arena to unlock it (*like in BOTW with the mogoblin's bandit camp*)

There are no waves of enemies in it.

LD:

The arena's floor is flat, no slope.

Each arena will have a different shape: square, round, But not a triangle: the angle is too little.

CURRENCY

The currency in the game is symbolised by confetti.
Player can only use it in the shop.

Player picks currency in different way :

- After a Battle
- When he explores the area: they are floating above the ground
- When he sells items (merchants only)

If the player wants to buy an equipment or consumable but hasn't enough money, an overlay appears and a sound shall play to prevent him that he is poor.

SHOP OVERVIEW

There are itinerant merchants: merchants who can be fixed in specific places

When the player starts a dialogue with a merchant, he can buy or sell items. All this action is on an specific screen.. All transactions are made using by confetti (*see next slide for more details*).

- Merchant can sells :
 - Consumables
 - Equipments
 - Surprise Equipment
- Player can sells :
 - Equipements
 - Consumables

For switch between buying and selling screens, the player need to use the Button Y.

Surprise equipment:

Some of merchant can sells Surprise Equipment.

When the player buys a surprise equipment he knows just the [type and the level of rarity](#) of it.

Example :

Merchant sells a Legendary surprise equipment for the head → Player buys this item → When the player buys the item, an item is generated randomly according to the specifications of the surprise item

SHOP

List: <https://docs.google.com/spreadsheets/d/1pR5tPhOfg9PLUvHCG8CKZ4nmjsx4IYK4wYvNq3NRgUs/edit#gid=0>

[illegible]

MAP - OVERVIEW

Present in the menu.

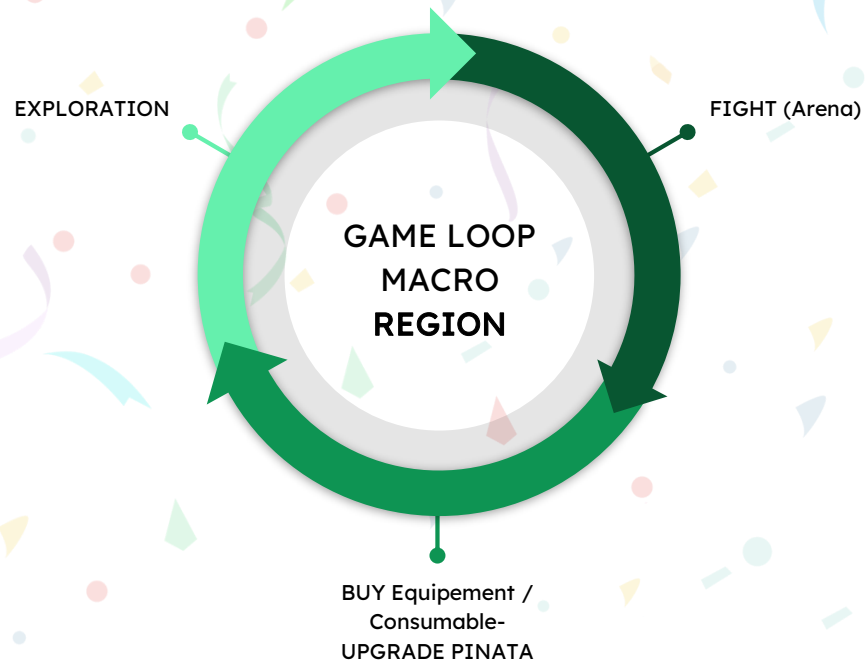
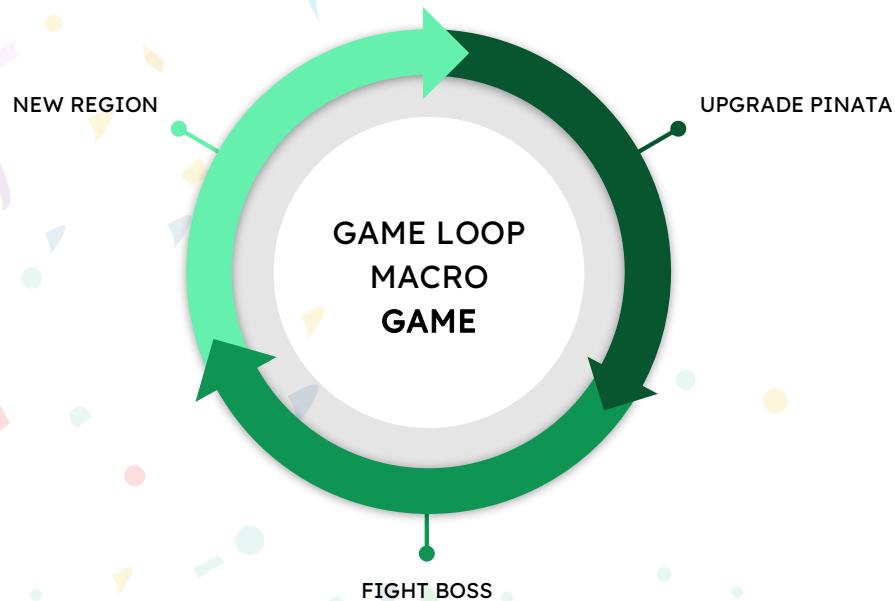
A cursor help to navigate on it. The player can create a marker if he selects a point thanks to his cursor.

He can zoom in or out to see the region he is in or the other regions he navigates through. He can't see the regions he never go in.

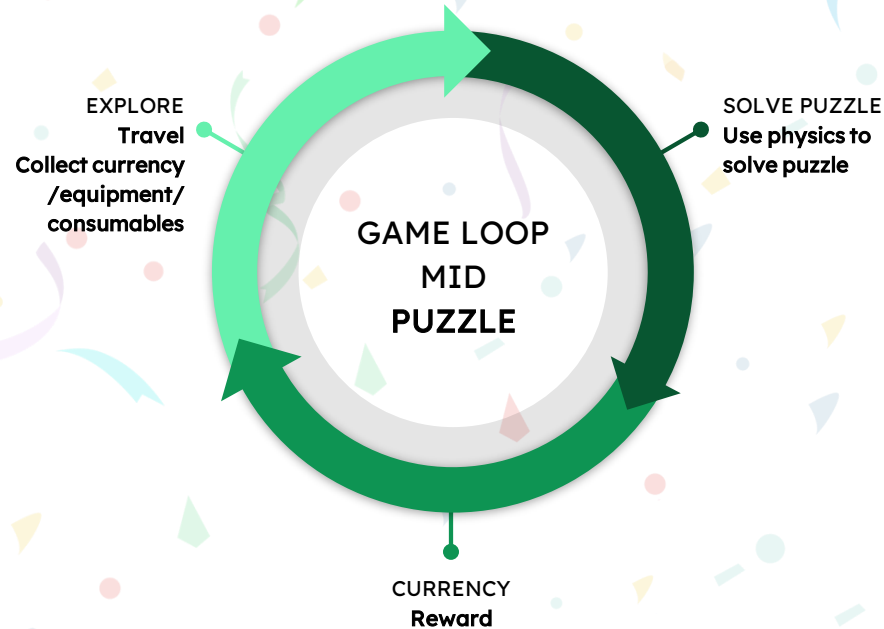
On the exploration phase:

The HUD has a compass at the middle-top . It indicates the point of interest nearby: town, enemy camp,.... And the objectives the player set.

MACRO - EXPLORATION



MID - EXPLORATION

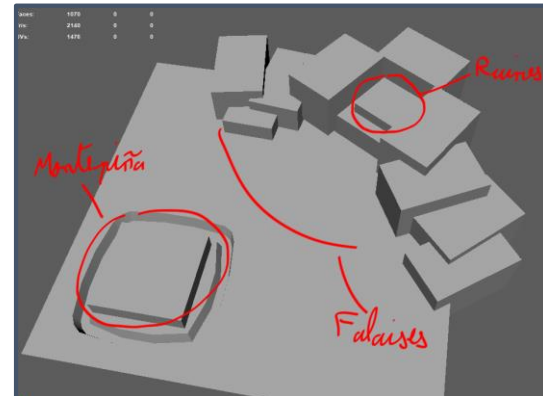
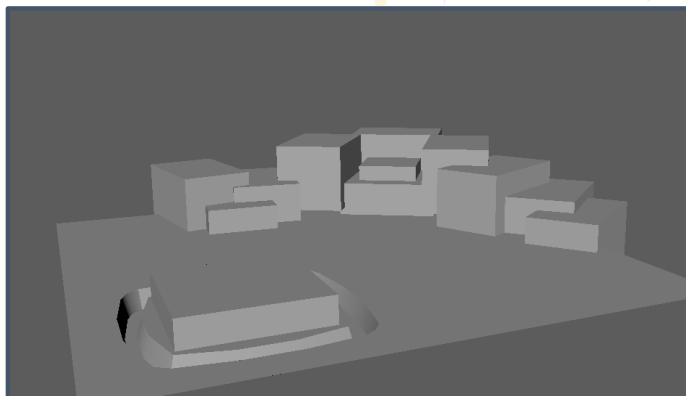
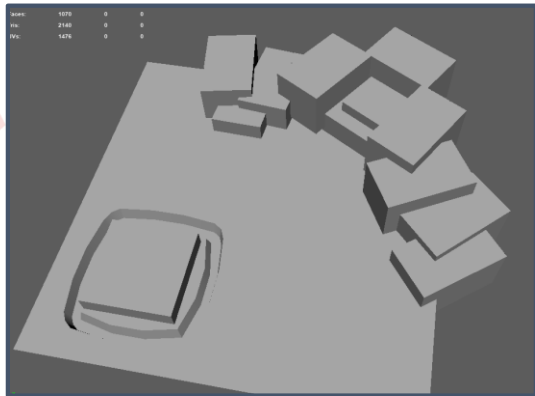


FIRST DRAFT

Pour avoir une meilleure cohérence, une zone plus homogène et mieux polish, le nombre de zones à été réduit aux **4 suivantes** :

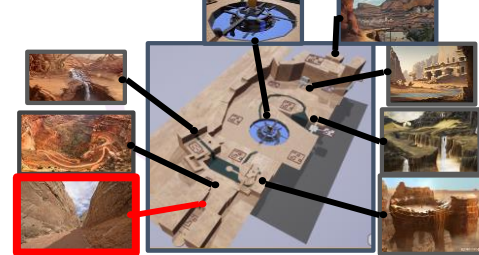
- ❖ Montepiña
- ❖ Ancienne Montepiña (Ruines)
- ❖ Falaises (rassemblant le Campement bloqué, et la Frontière qui sont rework)
- ❖ La Grande Route

Un premier **blocking** est fait :



Le Campement Bloqué

PURIFIÉ



Ambiance :

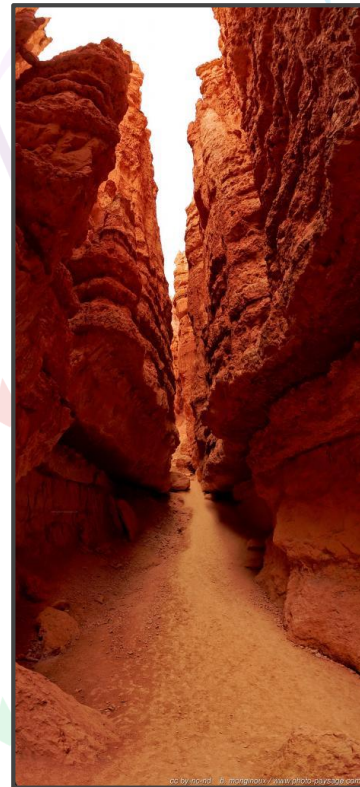
Retranchés dans un chemin escarpé, un groupe de piñatas s'est retrouvé coincé, incapable d'atteindre la capitale. Une troupe d'ennemis les empêche d'avancer, et ils ont dû installer leur stand en dehors de la ville à leur grande déception.

PNJ :

- ❖ 1 Marchand
- ❖ 1 Piñata déçue
- ❖ 1 Piñata apeurée

Contenu :

- ❖ 1 Arène



La Grande Route

NON
PURIFIÉE

Ambiance :

En sortant du campement escarpé, le joueur arrive dans une zone spacieuse. Cette vallée, territoire d'El Degustador, est reconnaissable par sa Grande Route qui mène en contrebas à Montepiña : la capitale de la région à proximité d'une rivière.

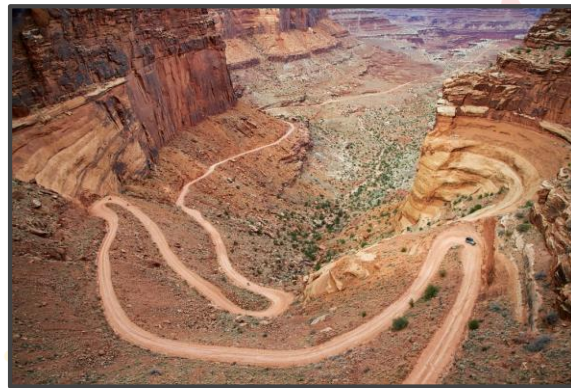
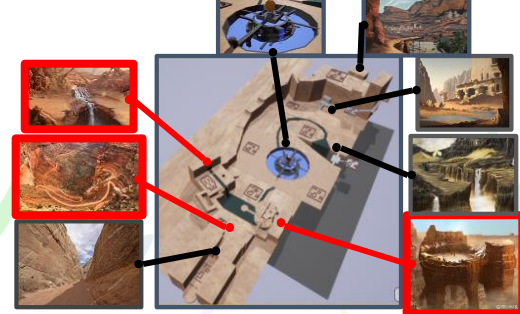
La topologie est instable, et offre peu de terrains plats. Il est néanmoins facile de s'éloigner de la route pour explorer d'autres zones de la région. Le terrain offre un beau mélange entre falaise, fleuve et dunes.

PNJ :

- ❖ 1 Piñata près des pancartes

Contenu :

- ❖ 7 Arènes
- ❖ 1 Panorama
- ❖ 1 Poteau (près de 2 pancartes indiquant Montepiña et le Grand Canyon)



MONTEPINA

PURIFIÉE

History: Built a long time ago in the heart of the cliffs, El Degustador's attack forced the Piñatas to migrate to the valley, leaving the ancient Capital abandoned.

Function: capital of Gluttony, Gastronomic city & spa town (oasis)

Key events: dios de los muertos (night): a lot of yellow flowers, fireflies, fireworks → party

Geography: The city is built in the middle of an oasis.

The ceremonial part is the level above with the Statue of the Great Heroes. The bottom of the city is the main part: it has all the houses and the stands are near the water. Boats are floating around with flowers in.

People: lot of pinatas who loves eating and have beautiful mustaches!

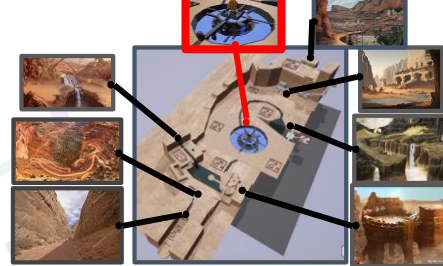
Point of interest: the port, Statue of the GReat Heroes, the skull at the entrance.

Architecture: mix of Aztec temple (ritual) and Mexico modern culture. The houses are very colorful and tinsels are all over the houses. The player can't enter in a house.

A part of the town is under construction: a construction sign will be on place and a pinata with a construction worker's helmet will told the player that he can't pass through.

A statue of the Great Heroes throned at the center of the town. By interacting with it, the player heals all his pinatas. A shaman pinata nearby told him to do it.

A stand with a coconut shy is there.





L'Ancienne Montepiña

NON
PURIFIÉE

Ambiance :

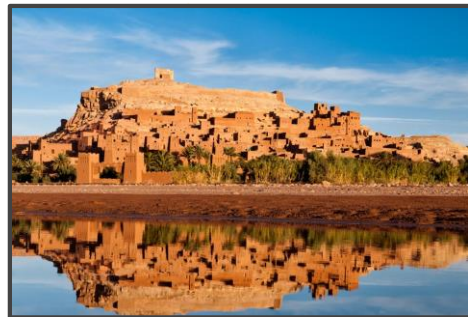
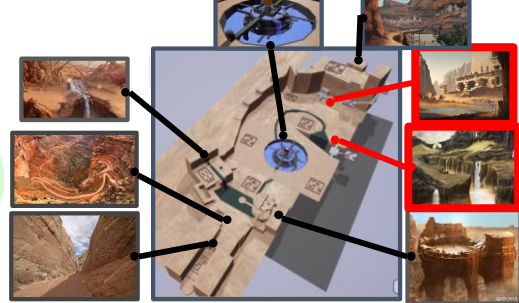
Montepiña était avant bien plus prospère qu'elle ne l'est aujourd'hui. Située sur le sommet du mont symbolique de la région, elle était un lieu de rassemblement prisé par les piñatas.

Mais depuis l'attaque d'El Degustador, les restes de la ville ont perdu drastiquement de leur splendeur. Pire, El Degustador a dévoré toute une partie des bâtisses, et l'Ancienne Montepiña est maintenant mise en quarantaine grâce à un sort de l'ancien gardien et chef du village, et personne ne peut y accéder. Une grande crevasse sépare les ruines du village, dans laquelle le fleuve se jette.

PNJ :

Contenu :

- ❖ Arène d'El Degustador



La Frontière

PURIFIÉE

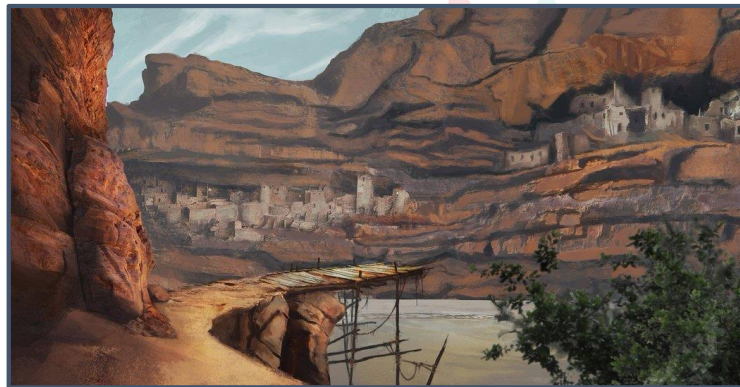
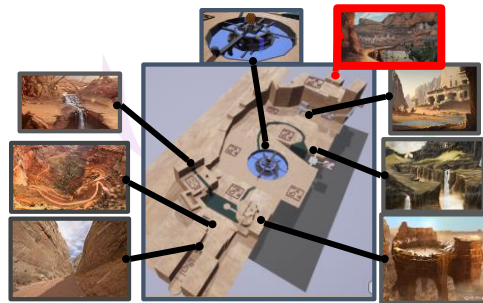
Ambiance :

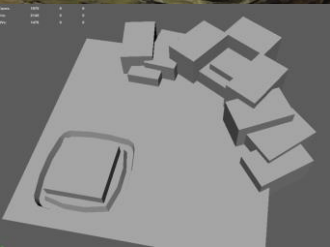
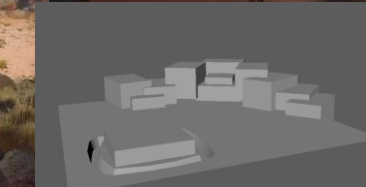
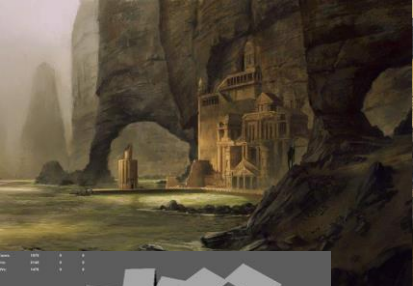
Au delà de Montepiña les Falaises mènent à un pont qui met fin à la région d'El Degustador. Mais les piñatas de la région frontalière ont connaissance du fléau qui règne, et ont leur propres problèmes. Ils ont alors détruit ce passage et opté pour une politique protectionniste, ne laissant passer personne d'un côté comme de l'autre, tant qu'El Degustador représente une menace.

PNJ :

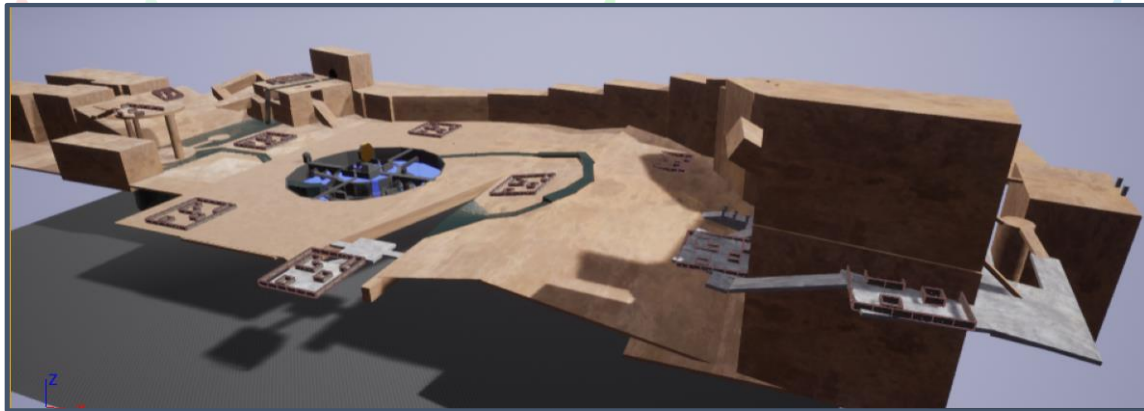
- ❖ 2 Piñatas garde
- ❖ 1 Piñata qui renforce le barrage et se plaint de ne pas avoir assez de bois et qui à la flemme de voyager jusqu'à Montepiña pour en acheter.

Contenu :

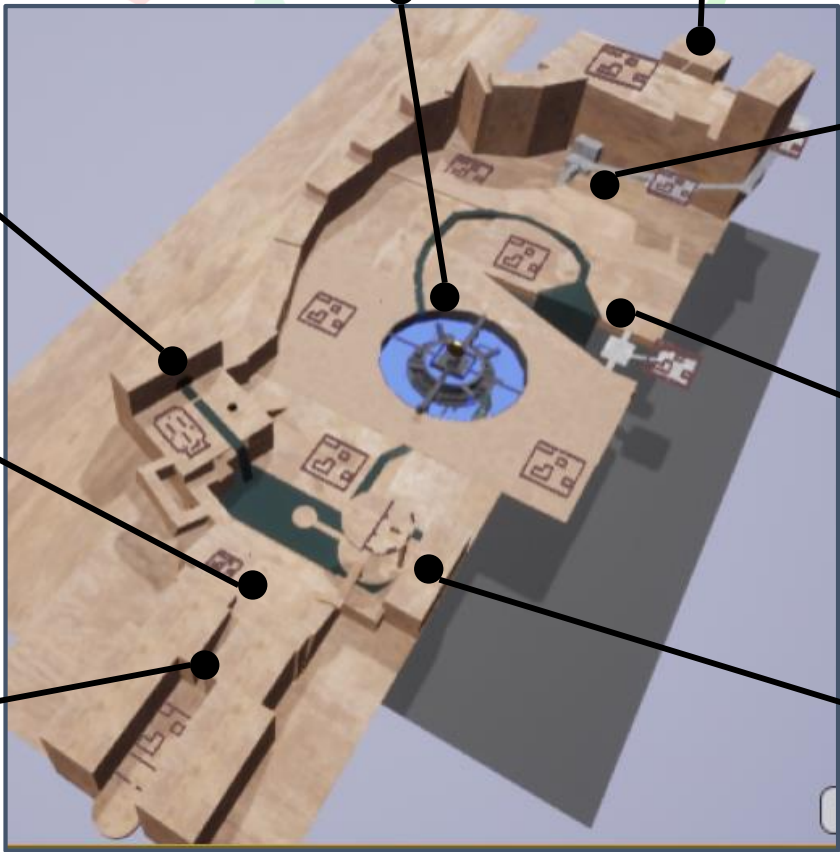
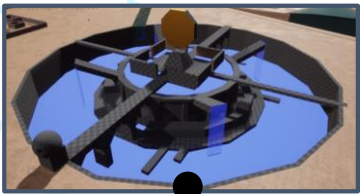




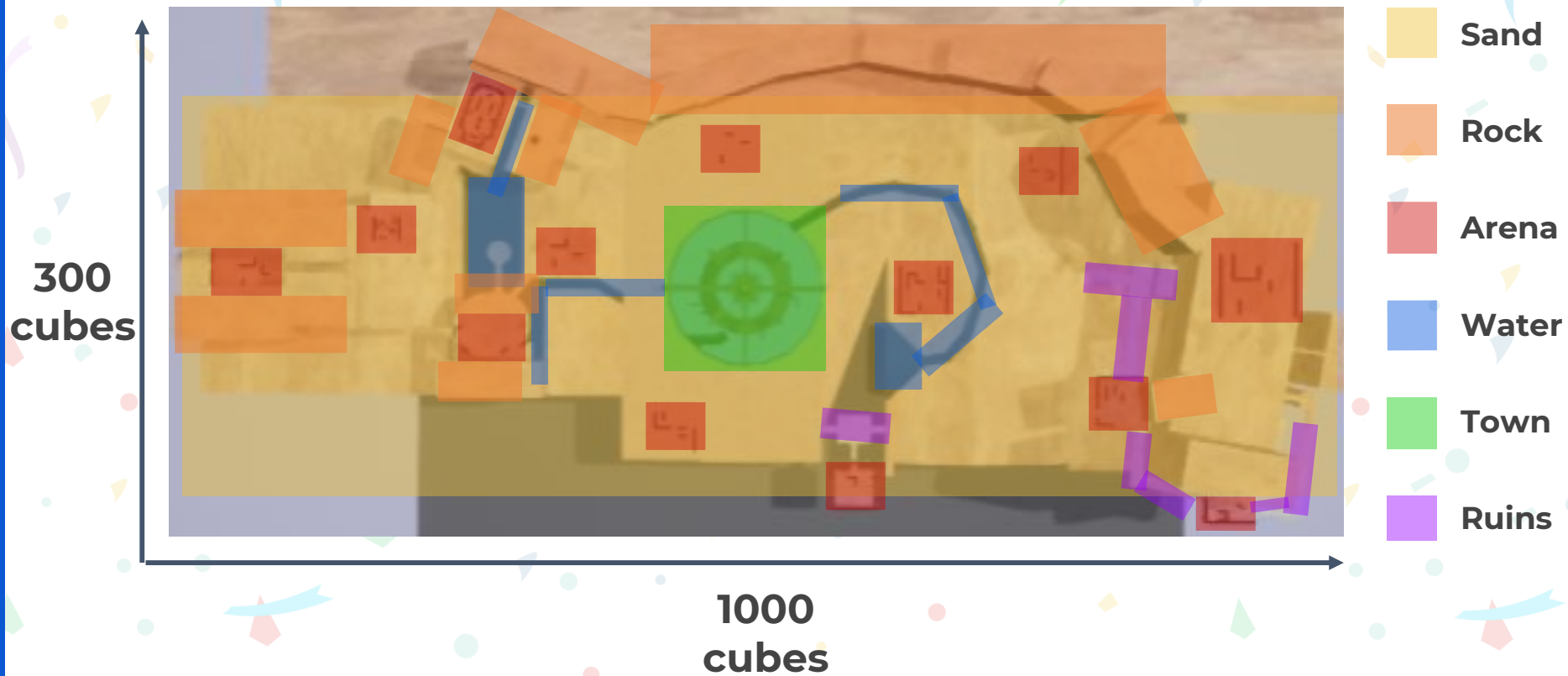
World Map - Blocking



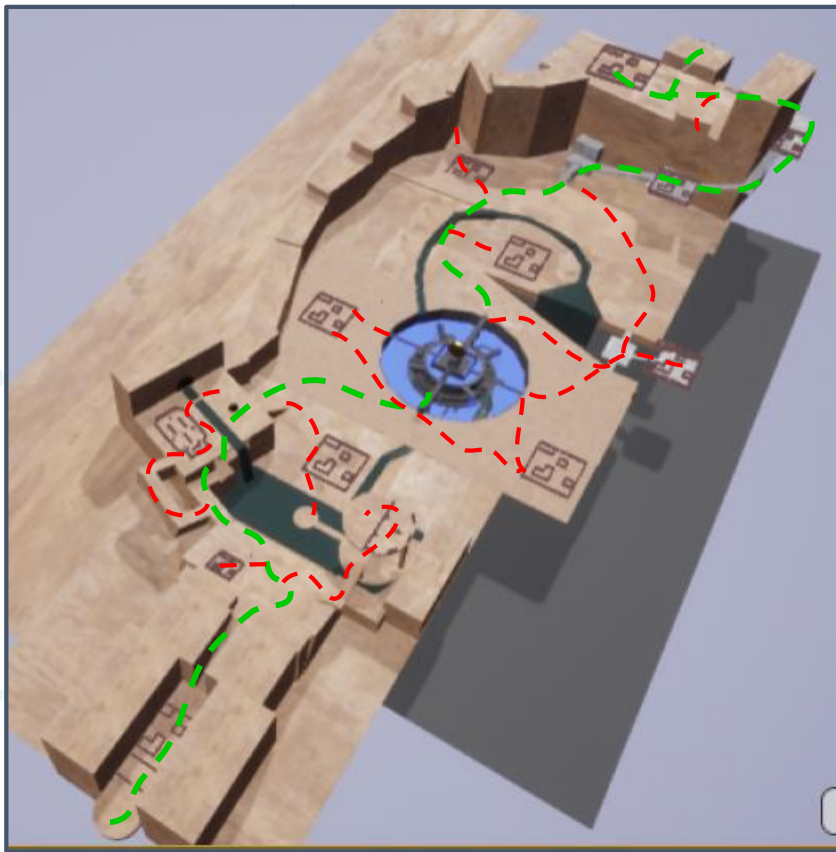
World Map - Inspirations



World Map - Layers



World Map - Navigation



Main path



Secondary path



OVERVIEW

https://docs.google.com/spreadsheets/d/1oRsQIFGgz3z_OcJQCzK6HIzARB6BSCu6ZgstS4zhjp4/edit#gid=0

The LD bricks are different depending on the phase of play in which the player is playing.

The bricks are therefore classified into **categories**:

- **The character's bricks**
 - [Equipment](#)
 - [Overview](#)
 - [Legs](#)
 - [Chest & head](#)
 - [Spell](#)
 - [Trail](#)
 - [AOE](#)
 - [Distance](#)
- [The LD bricks of the exploration phases.](#)
- **The LD bricks of the battle phases**
 - [Environment](#)
 - [Enemy](#)
 - [Boss](#)

Mécaniques

Lors des **phases d'exploration**, le joueur peut ramasser des **confettis**, accéder à des **panoramas**, et **déplacer** plusieurs objets de l'environnement.

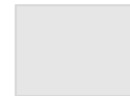
Il peut également rencontrer des **marchands**, et des **PNJ** étoffant l'univers du jeu. Dans certains rares cas, des PNJ demandent au joueur d'effectuer une **tâche** pour progresser, ou pour obtenir une **récompense**..

Liste d'objets manipulable

- Tumbleweed
- Crânes
- Manivelles
- Blocs de pierre

PUZZLE

During the exploration phase, the player can find some puzzles. They all work the same way. To solve them, the player must move an object to a specific point. When a puzzle is solved, the player gains currency or equipments.



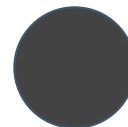
Elevated area



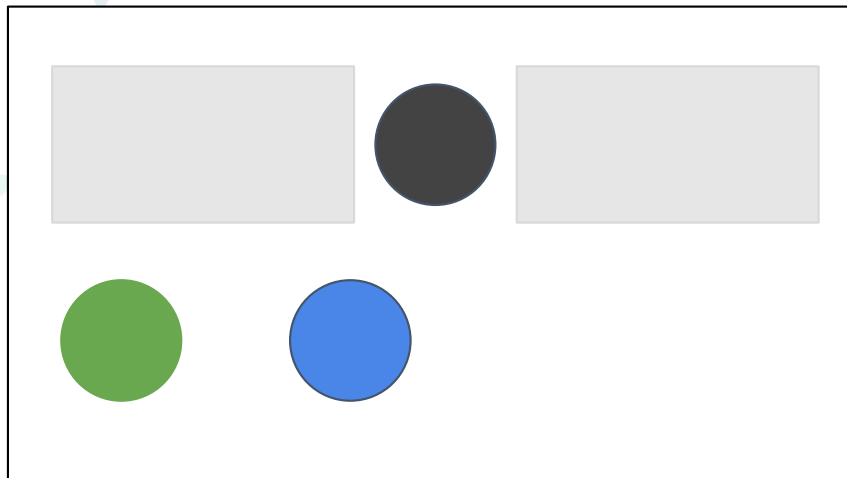
Player



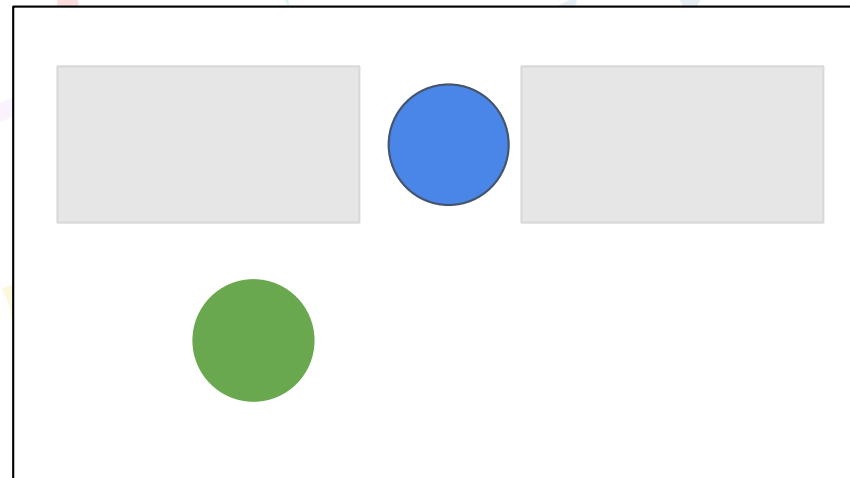
Object to move



Solution



Puzzle not solved



Puzzle solved

EXPLORATION BRICKS

Name	Description	Type	Weight
Tumbleweed	Tumbleweed can be move by the player to complete a quest	Target	Very Light
Skull	Skull can be move by the player to open path or solve puzzle	Target	Light / Medium / Heavy
Crank	Crank rotate when the player enter in collision with.	Help to resolve puzzle	Light / Medium / Heavy
Stone's Block	Stone's block can be move by the player to open path or solve puzzle	Target	Very Heavy

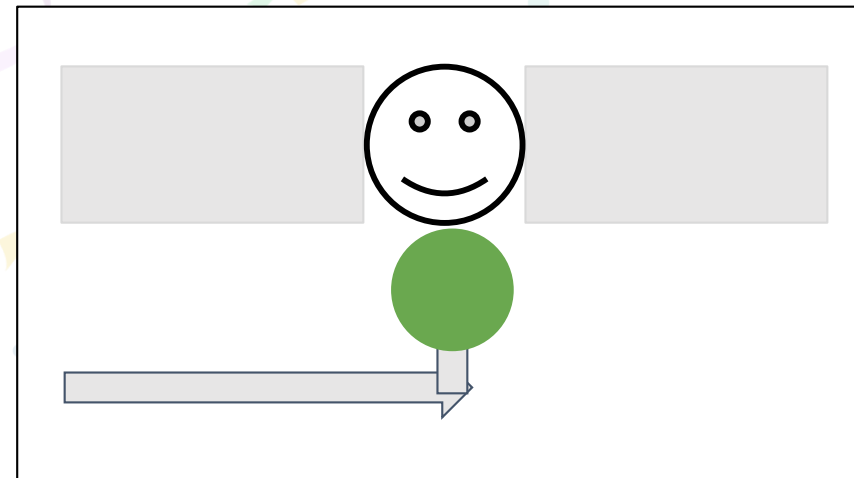
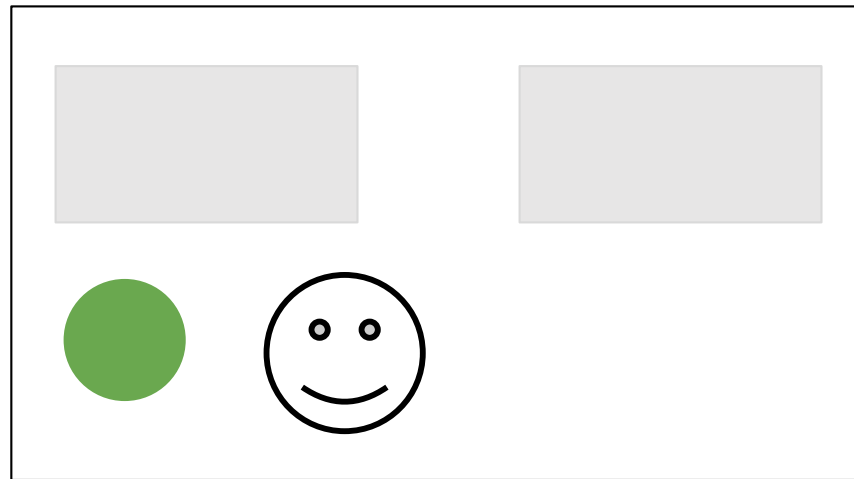
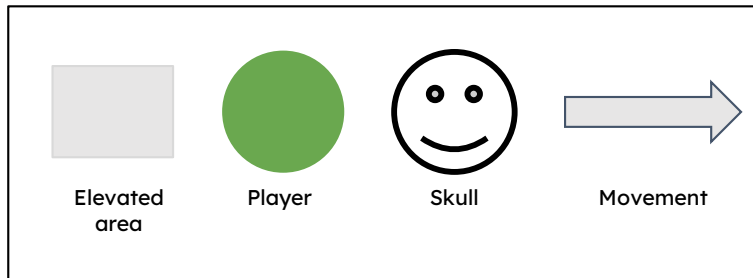
SKULL

Effect :

When the player touch a skull, he pushed him.

If the skull is moved in a certain place, he can open a path or solve a path.

It roles when it is moved.



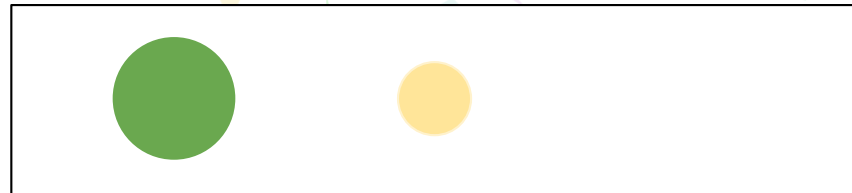
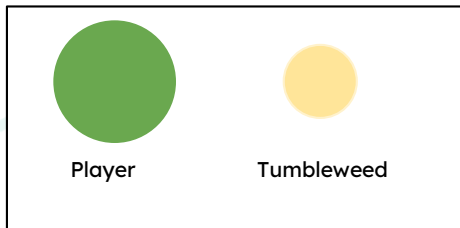
TUMBLEWEED

Effect :

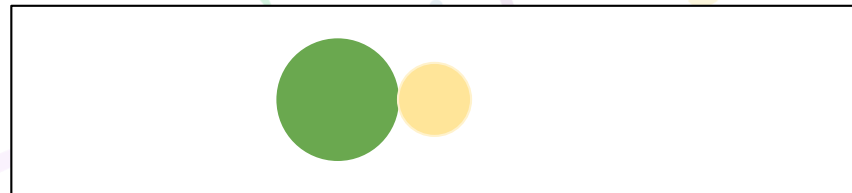
Tumbleweed can be pushed by the player to complete a quest.

It roles when it is move.

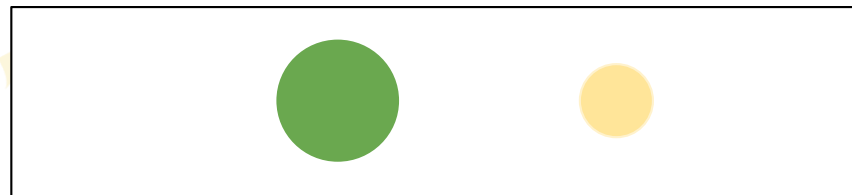
Tumbleweed's quest is complete when the player push it to a specific PNJ.



Player show a tumbleweed



Player collision the tumbleweed



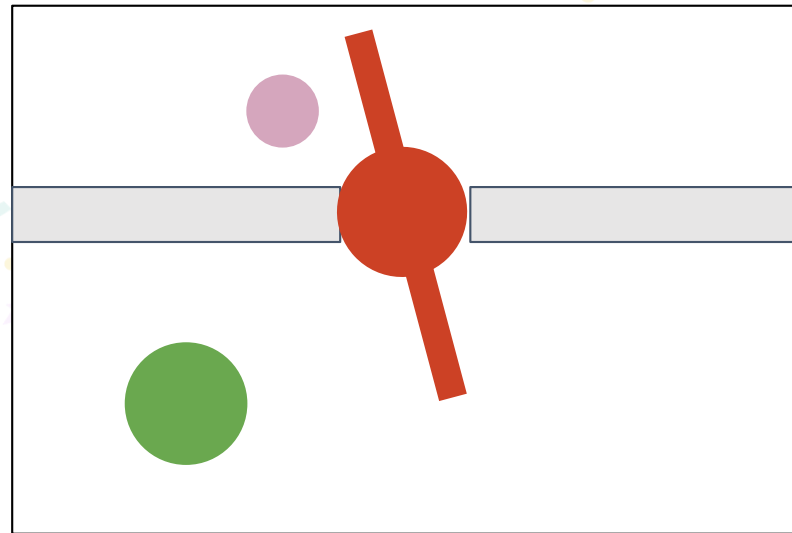
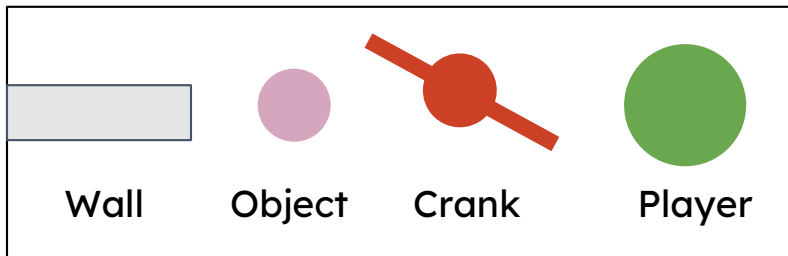
Tumbleweed is push

CRANK

Effect :

Crank is the most specific brick in exploration.
When the player use a Crank, it turns on himself.

Crank allows you to retrieve unobtainable object.

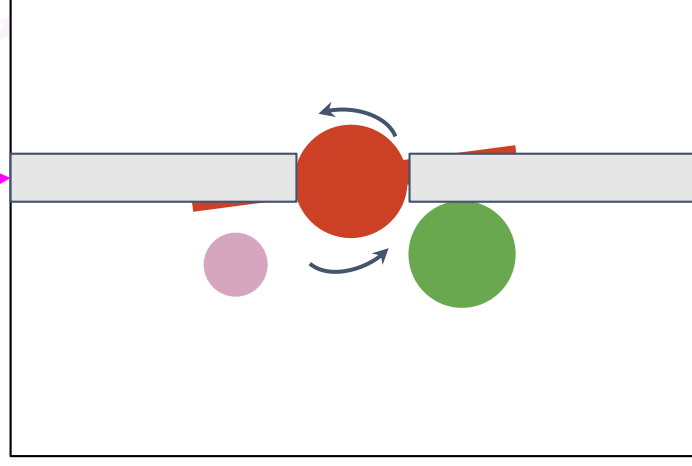
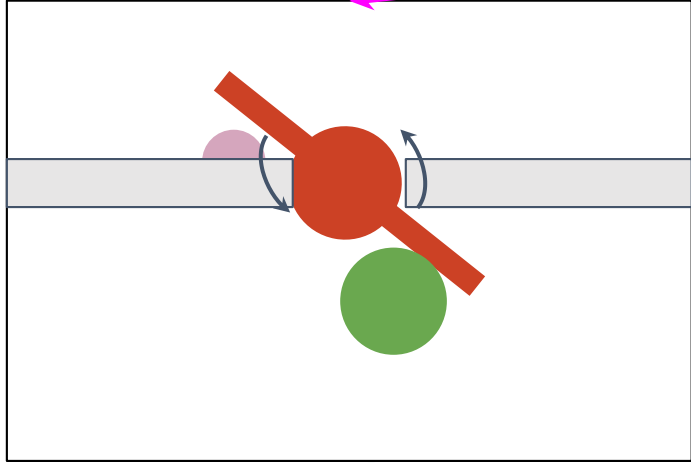
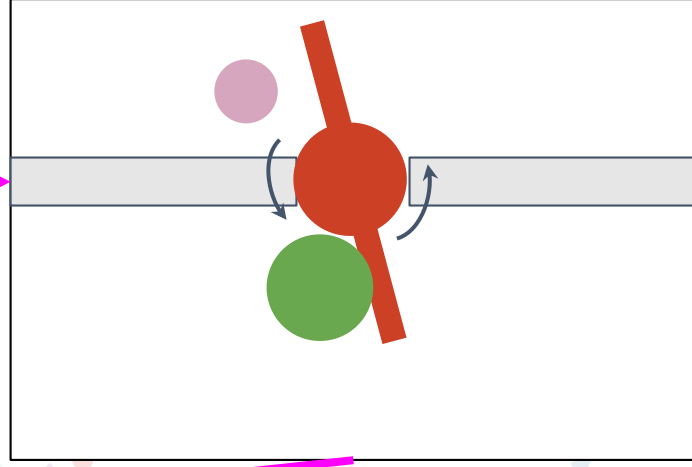
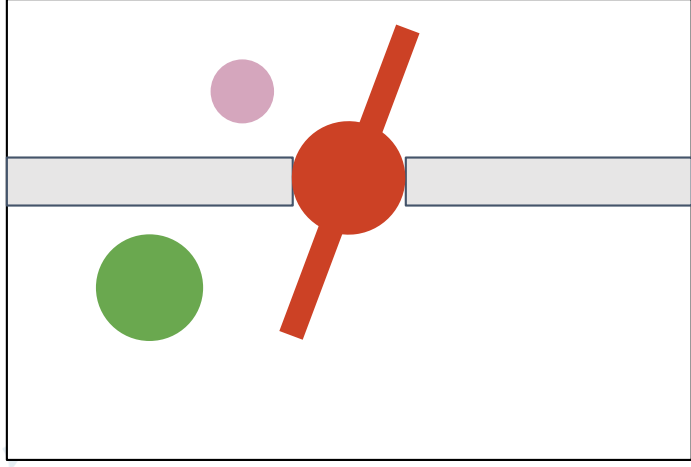


LD BRICKS OPEN WORLD

SKULL

TUMBLEWEED

CRANK



STONE'S BLOCK

Effect :

When the player touch a Stone's Block, he pushed him.

If the Stone's Block is moved in a certain place, he can open a path or solve a path.

Stone's Block can go to 4 directions (depend of the player direction) :

- Left
- Right
- Up
- Down

