

Minotaur's Might

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Presentation Contents

- Story & Description
- Level Objectives
- Mood Board
- Bubble Diagram
- Top Down Map (with icons, legend, etc)
- Top Down Map (with paths, objectives, etc)
- Custom Mechanics
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- References

Level Story

1900 BC, Knossos Palace was constructed for the Minoan King. Below the palace in the labyrinth minotaurs lived. Players play as a guard who is watching the North Entrance of the palace when the earth begins shaking. Minotaurs begin taking over the palace and roaming the halls, while the boss minotaur watches over the courtyard to make sure no intruders get to the king. With the king trapped in the Throne Room and the halls of the palace riddled with minotaurs, it's the players job to get to the king and escort him out of the palace to safety.

Level Description

- Third person, Action/Adventure, Stealth, Puzzle
- Start: North Entrance to the Palace
- End: West Entrance to the Palace
- Main Objective: Get to the King & Escort the King to safety
- Optional Objectives:
 - Save a Cat – On Path 3, players come across a disgruntled NPC whose cat ran off. Players will need to listen for audio cues and find the cat. When players find the cat, they will collect it and return it to the owner.
 - Collect Relics – Various relics are stashed throughout the palace. Players who have an eye for treasure will pick these up and will even be able to activate abilities based on the relics collected.
 - Activate Relic Ability – Found on Path 3 in the War Room and all paths outside the Throne Room, players can activate relic powers at a shrine. These shrines are simple puzzles that involve interacting with statues and other environmental decorations. Once solved, players will be able to activate one of two abilities.
 - Shadow (Invisibility), Haste (Speed Boost)

Mood Board (Palace & Environment)

Knossos Palace

Recreation

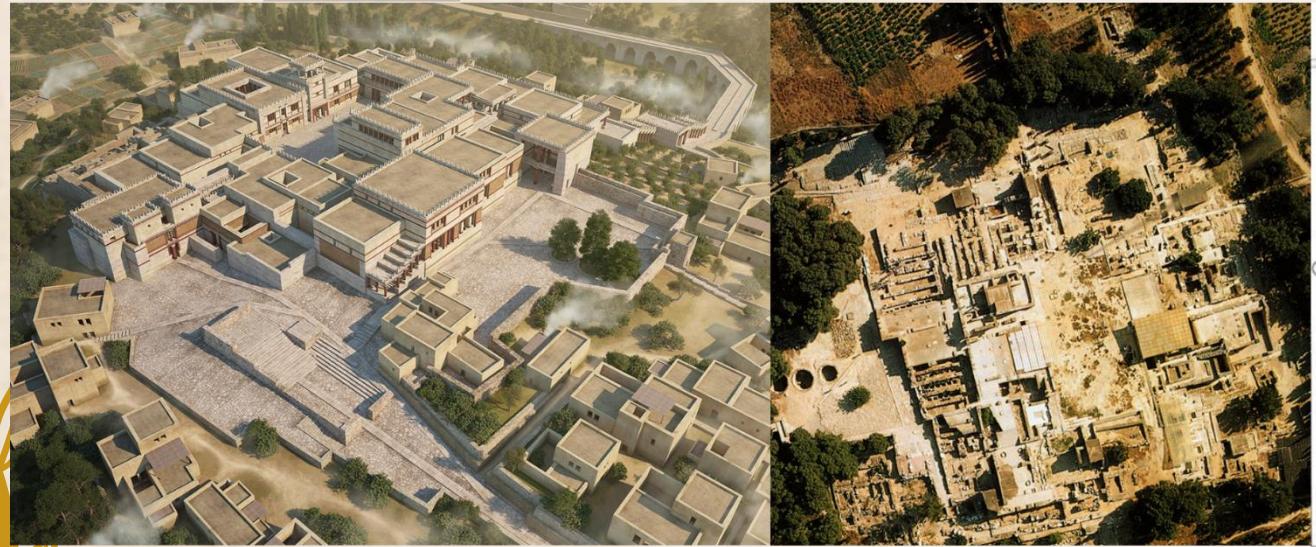


Figure 1

Overhead

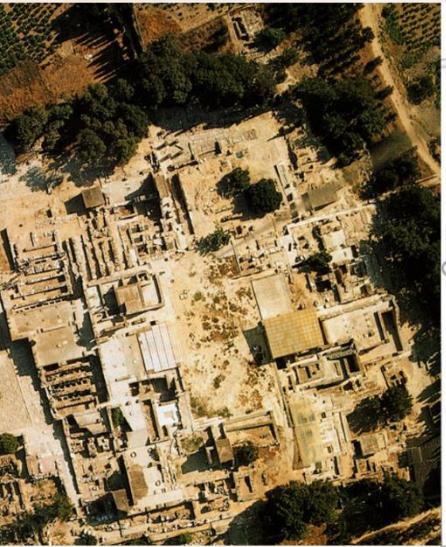


Figure 2

Map

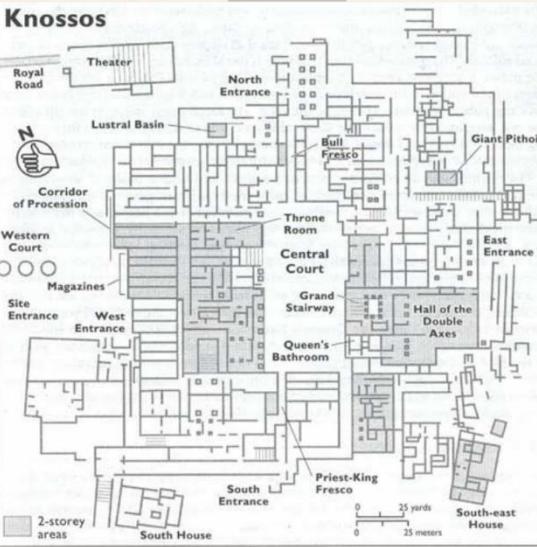


Figure 3



Figure 4

Background/Surrounding Area

Horizon



Figure 6

Surrounding Landscape



Figure 5

Environment



Figure 7



Figure 8

Mood Board (Props)

- Jars
- Weapons
- Greek Mythology Statues
- Plants/Flowers
- Murals/Colorful Walls



Figure 9



Figure 10



Figure 13



Figure 14

Mood Board (Keywords)

- Sneaky
- Tension
- Mythological
- Escape
- Timing
- Problem Solve
- Discovery

Level Objectives

- **Main Objective** – Escort King out of Palace
- **3 Optional Objectives**
 - 1 – Save a Citizens Cat
 - Players can interact with a citizen in the Store Room and help find and recover their lost cat.
 - 2 – Activate a Relic Ability
 - 2 activation locations (War Room & Throne Room)
 - 3 – Collect Relics
 - 6 relics throughout the level

Bubble Diagram

- There are 3 separate paths from start to the objective and 1 path leading from the objective to the exit.
- Players start at the North Entrance
- Path 1: North Entrance->Hall->Basin Room->Throne Room
- Path 2: North Entrance->Hall->Courtyard->Throne Room
- Path 3: North Entrance->Store Room ->War Room-> Courtyard->Throne Room
- Exit Path: Throne Room->Stairway-> West Entrance

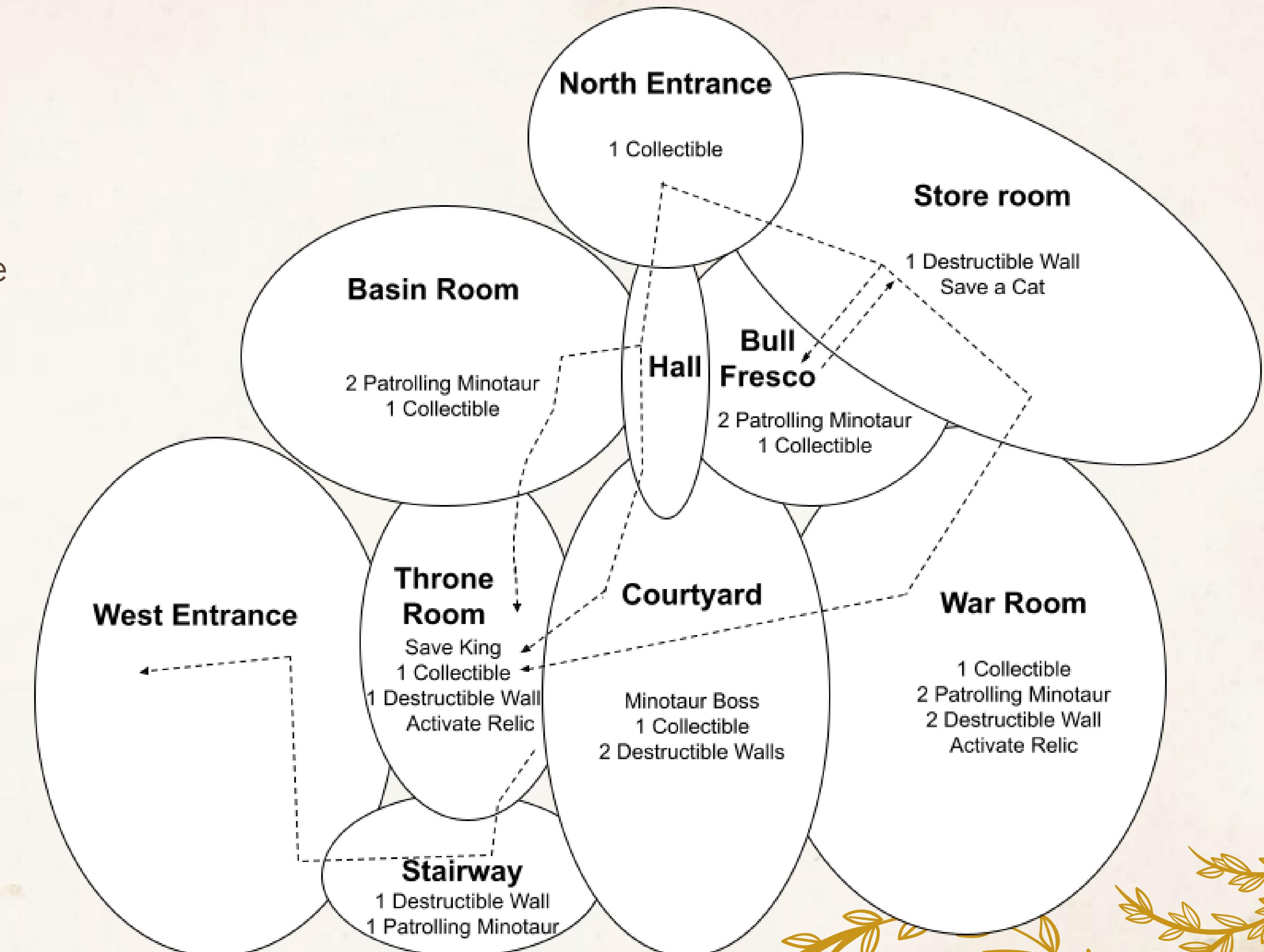
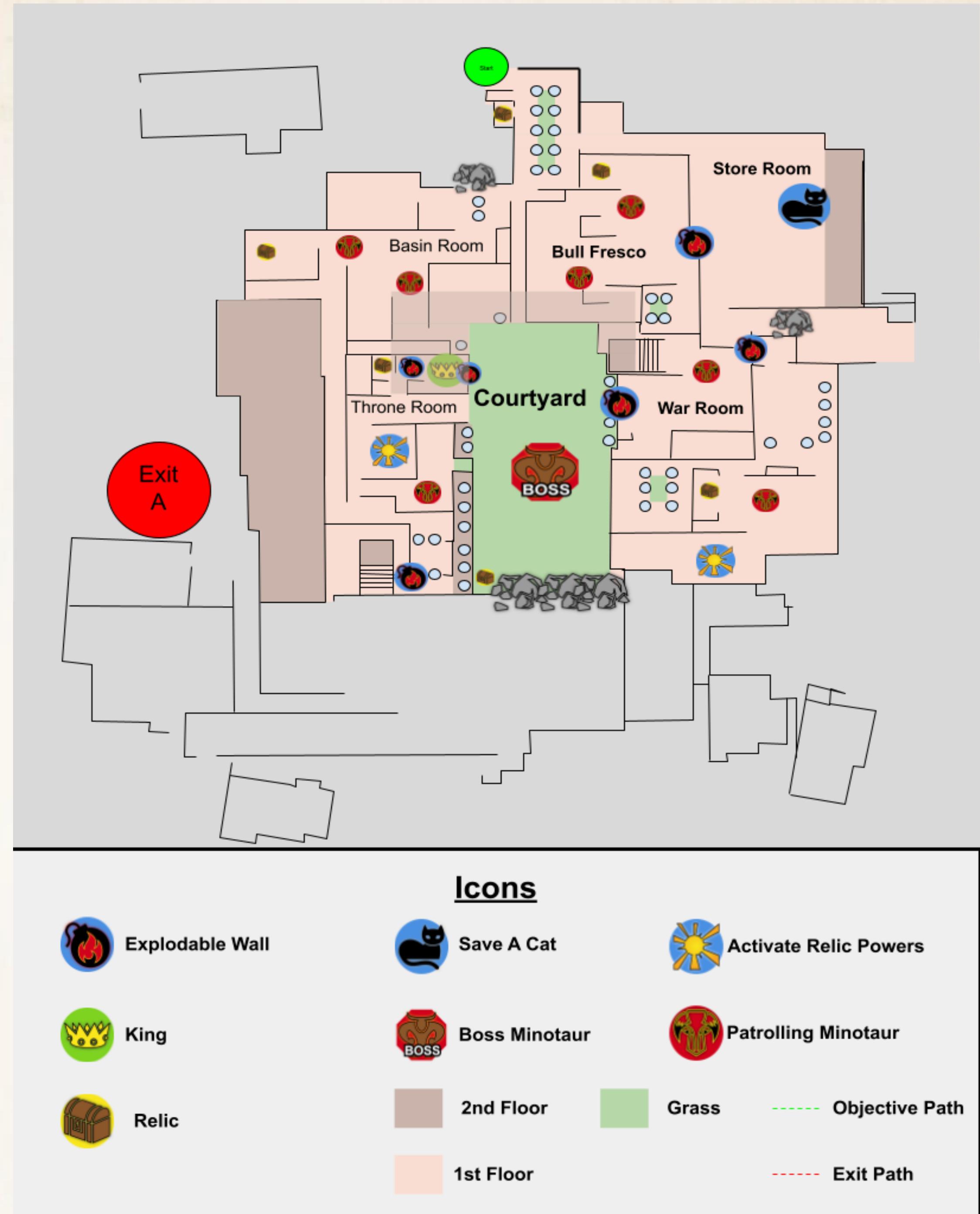


Figure 15

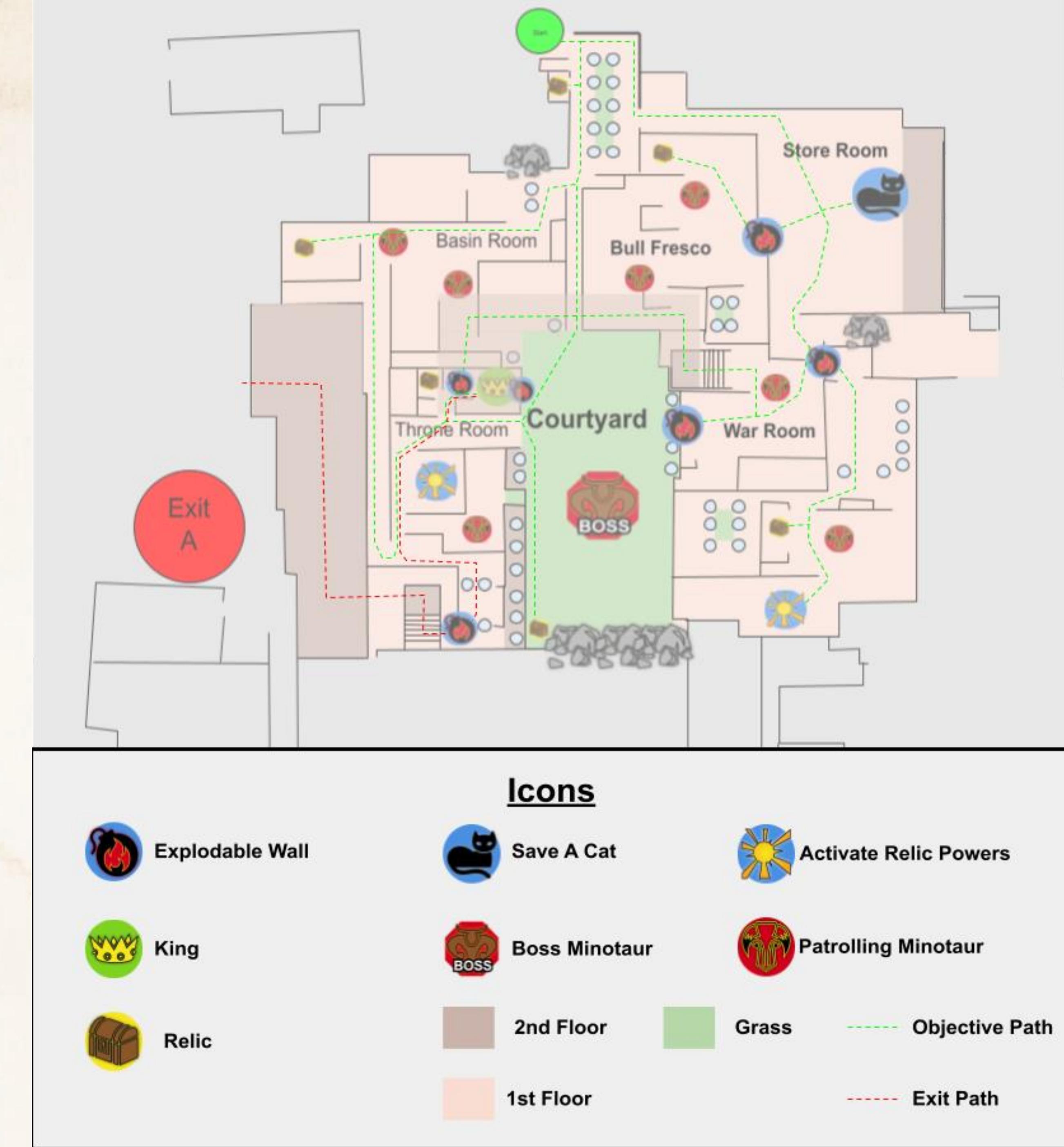
Top-Down Map

- The map has 2 floors
- Players are able to move between different paths and explore or they can choose one path to go towards the main objective.
- Destructible walls need to be destroyed in order to access particular pathways.
- Players can interact with an NPC in the Store Room and help save a cat as an optional objective.
- Various Patrolling Minotaurs are scattered throughout the main building while a Boss Minotaur is in the courtyard patrolling.



Top-Down Map With Paths & Objectives

- There are 3 distinct paths leading to the main objective (shown by the green dashed line)
- There is 1 distinct exit path leading from the main objective (shown by the red dashed line)
- Path 1 contains:
 - 3 Relics, 3 Patrolling Minotaurs, 1 Relic Activation
- Path 2 contains:
 - 2 Relics, 1 Destructible Wall, 1 Patrolling Minotaur, 1 Boss Minotaur, 1 Relic Activation
- Path 3 contains:
 - 1 Save a Cat objective, 5 Patrolling Minotaurs, 1 Boss Minotaur, 2 Relic Activations, 4 Relics, 5 destructible walls



Interact with NPC

- › Players will be able to interact with a couple NPCs throughout the level.
- › When players enter a radius this will trigger the NPC to play a sound that says “Hey! Come Here.” or something to attract players.
- › When players are within talking radius they will be able to press E to talk with the NPC.



Command King

- After interacting with the King and agreeing to escort him out of the palace, players will be able to tell him whether he should stay or follow.
- If players press R while the king is following them, the King will go into an idle state.
- If the King is in an idle state and players press F, the King will continue following the player.

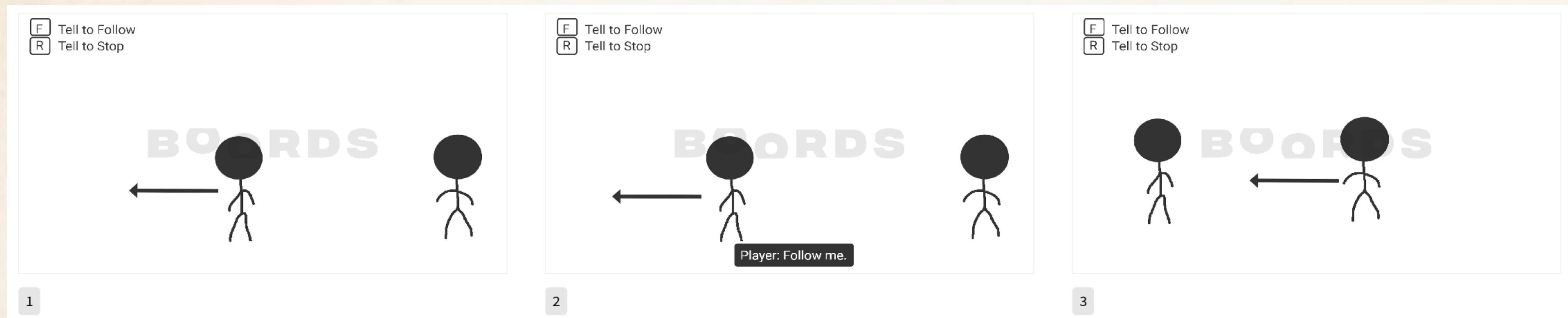


Figure 19

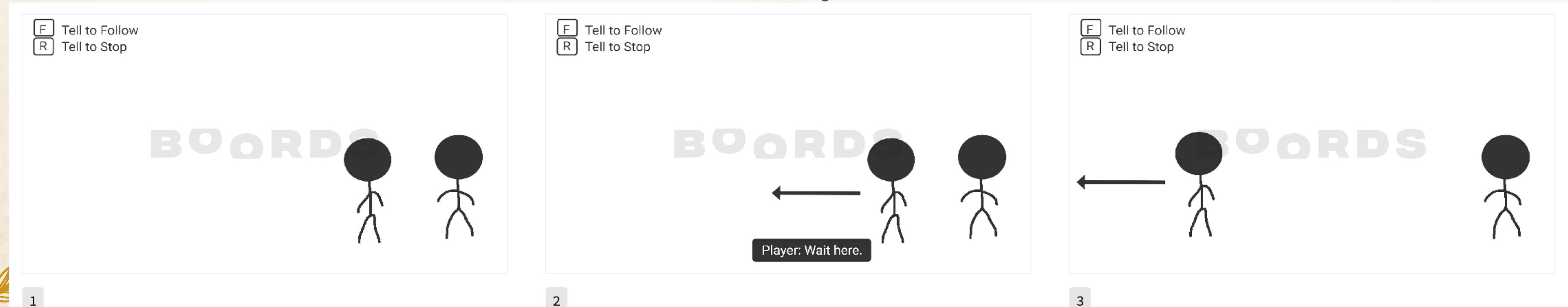


Figure 20

Destructible Walls

- <https://www.youtube.com/watch?v=Uz-7eitdP1g>
 - The video link above shows an example of the mechanic being used in Assassin's Creed: Valhalla
- Interacting (Top Left), Hitting Minotaur (Top Right), Hitting Destructible Wall (Bottom Left), Hitting Non-Destructible Surface (Bottom Right)

Pickup Input:



Throw Input:

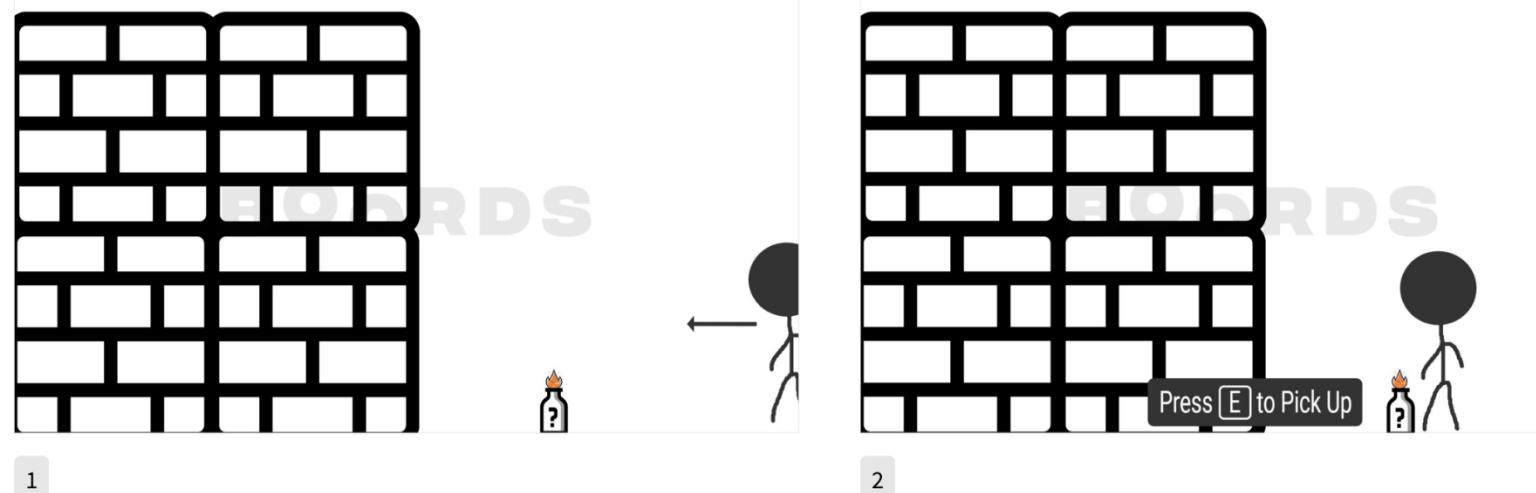
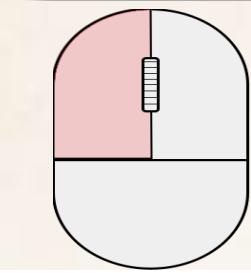


Figure 21

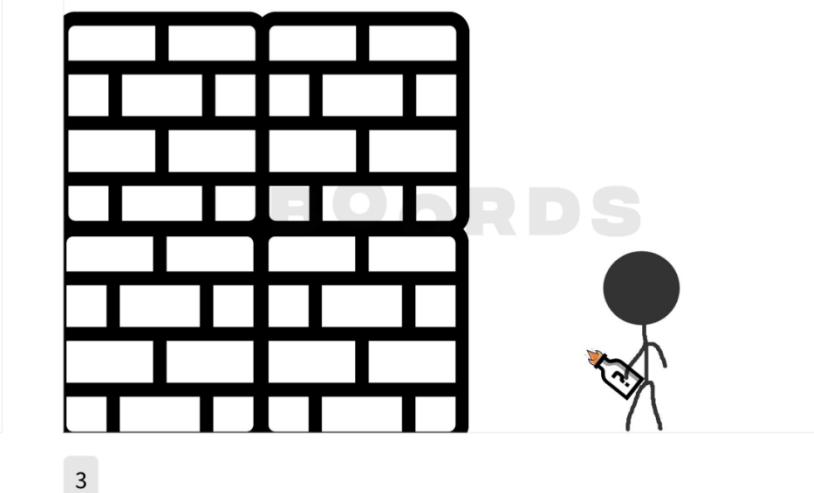


Figure 22

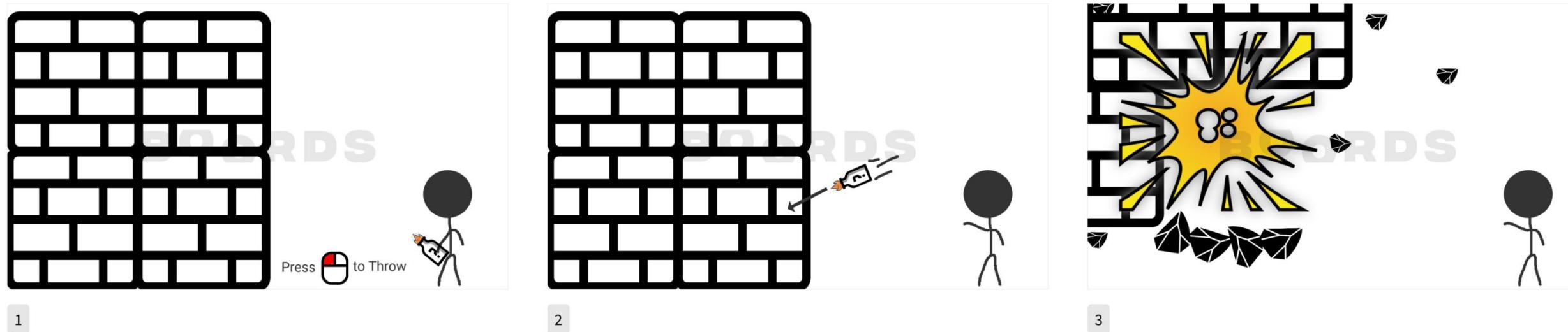


Figure 23

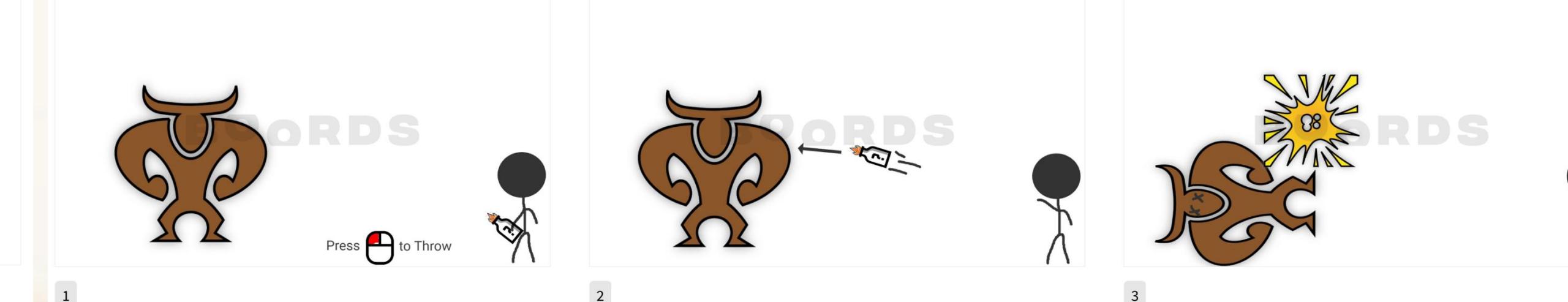


Figure 24

- Players can utilize oil jars with a flame atop them by picking them up and throwing them at the walls to break them.
- Players can pick up jars and walk with them. While holding a jar they will be given a prompt to throw the jar.
- If a jar is thrown and hits a destructible wall it will spawn an impulse that breaks the wall.
- If a jar is thrown and hits a minotaur the minotaur will die.

Directional Dodge

- <https://www.youtube.com/watch?v=422bzn6tCuA>
- The video link above shows an example of how this mechanic can be implemented in UE4.

- The directional dodge mechanic will allow players to dodge the charging minotaurs attacks when the player becomes targeted.
- This is a player mechanic, but it is imperative for this to be implemented since players will need a way to dodge the various patrolling minotaurs if they are targeted in the level.
- Players will dodge the direction they're moving.

Input: Direction + Space

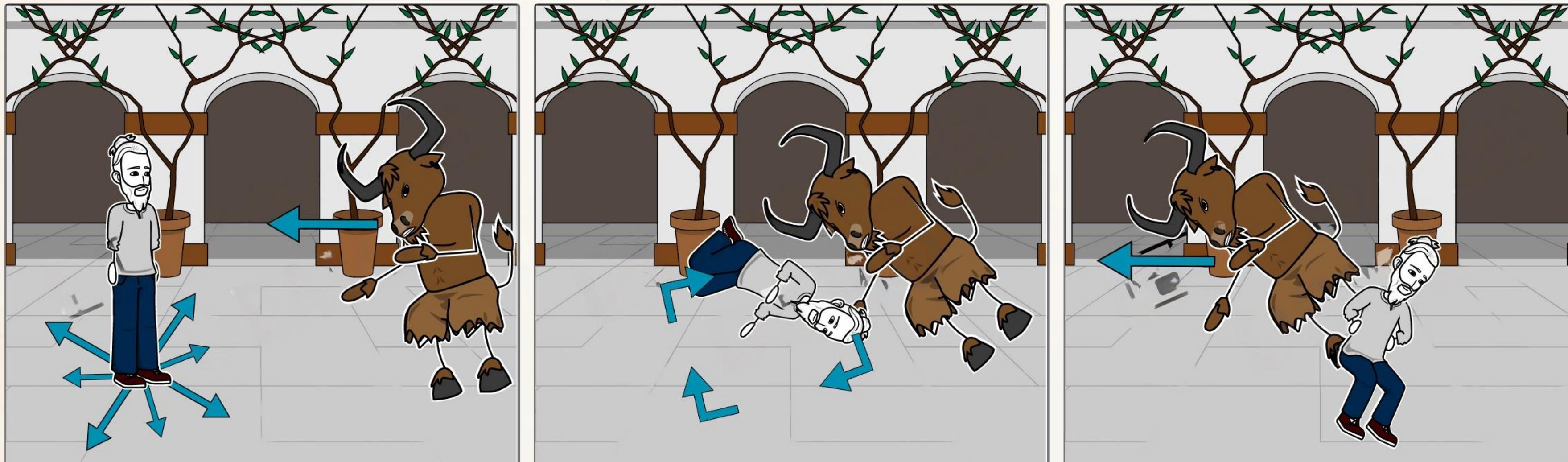


Figure 25

Collect Relic

- Players will use the E key to interact and collect relics.
- When collected, a UI popup will display saying +1 Collectible for a period of time before it fades out.

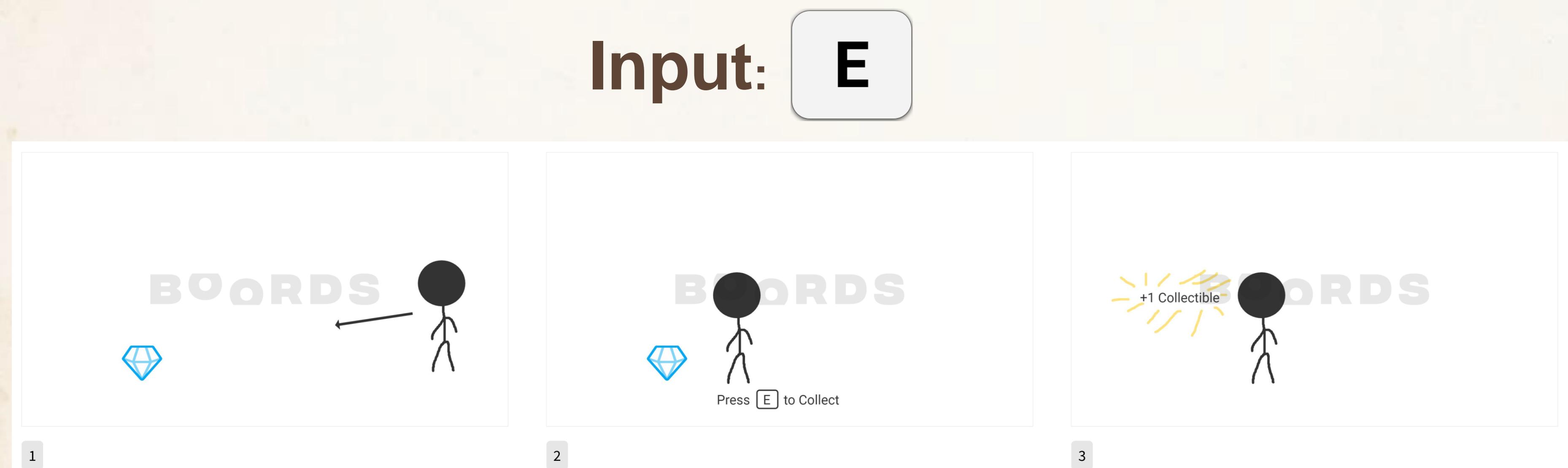


Figure 26

Activate Relic Ability

- Players will need to collect at least 2 relics to activate a relic ability.
- Players will also need to solve a puzzle found in the rooms environment/decorations to unlock the relic activation statues.

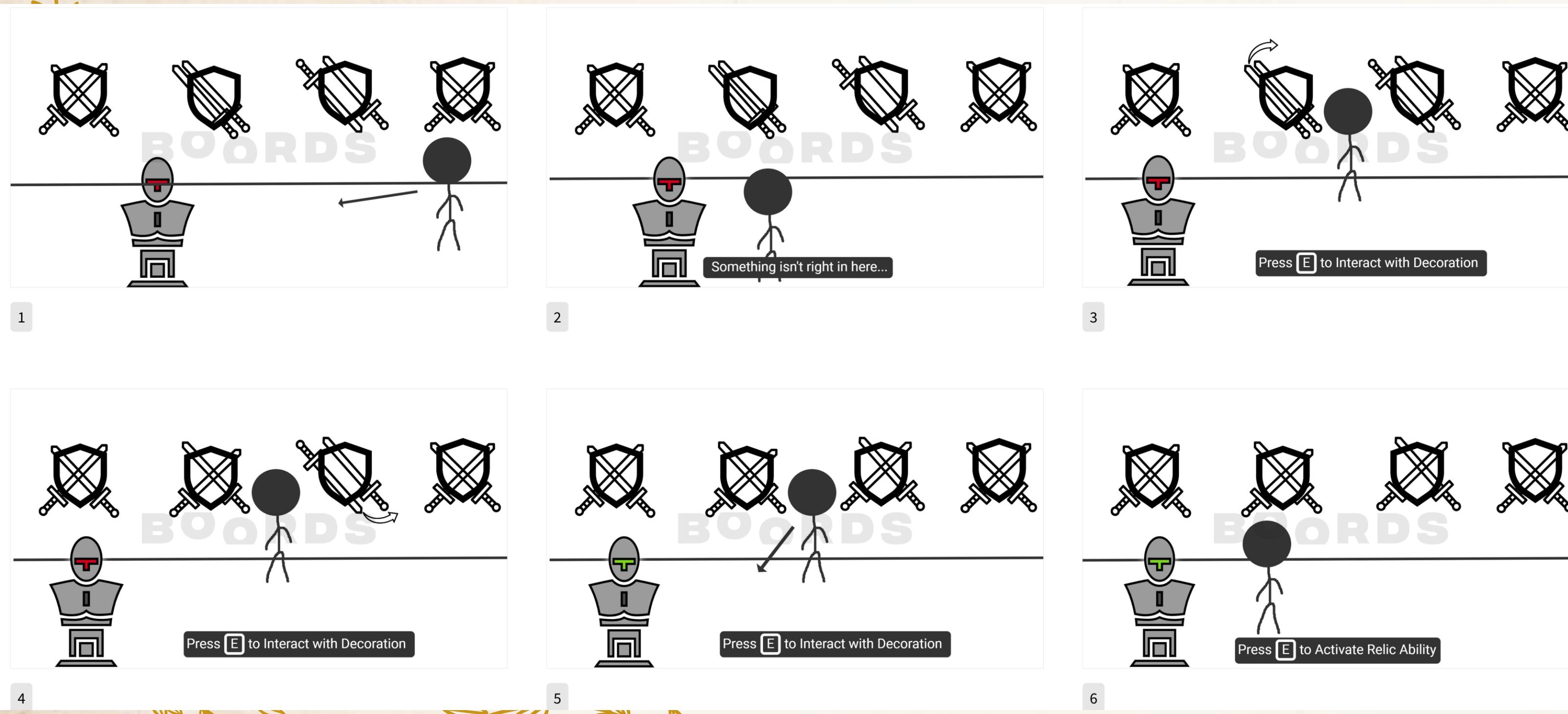


Figure 27

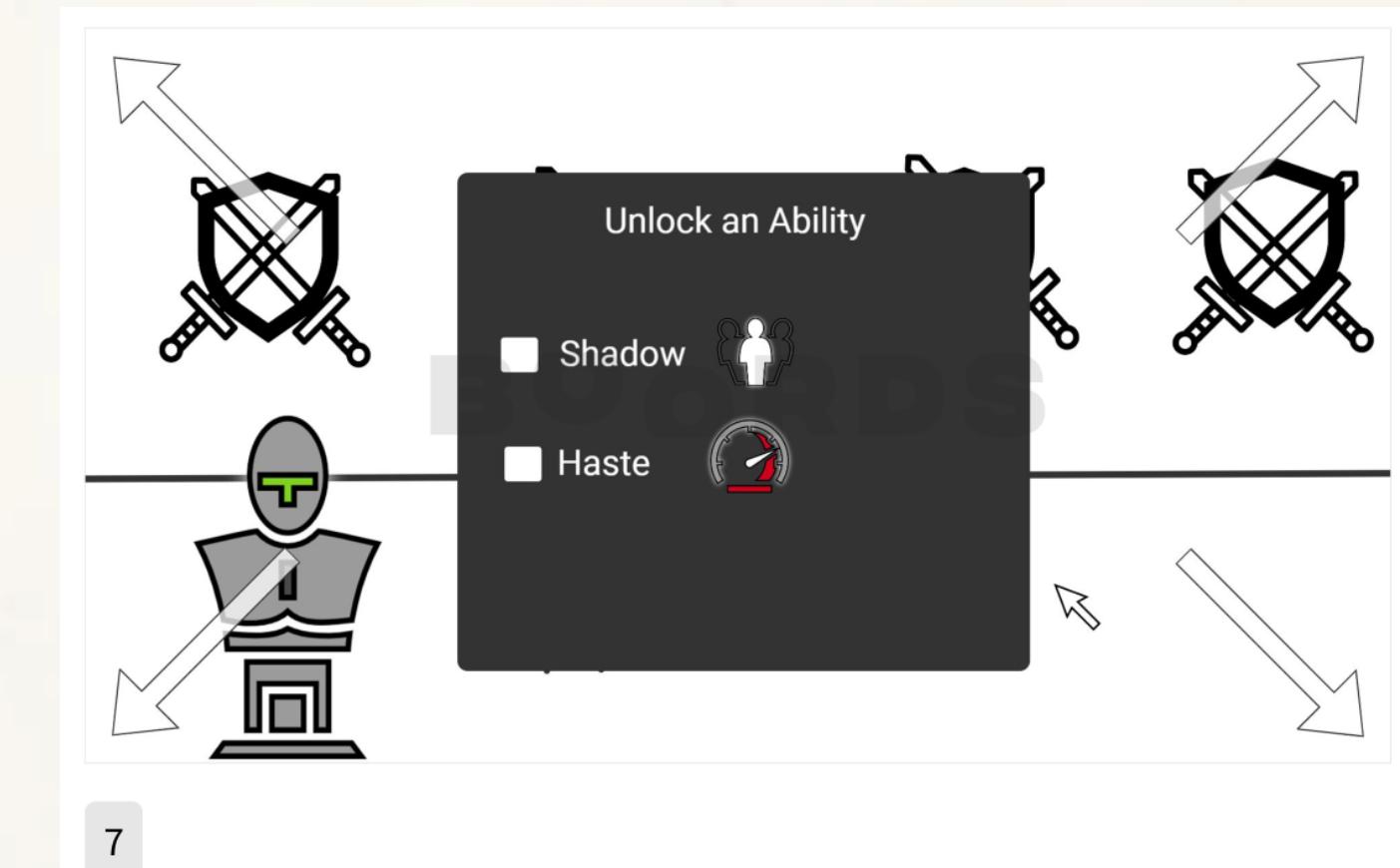
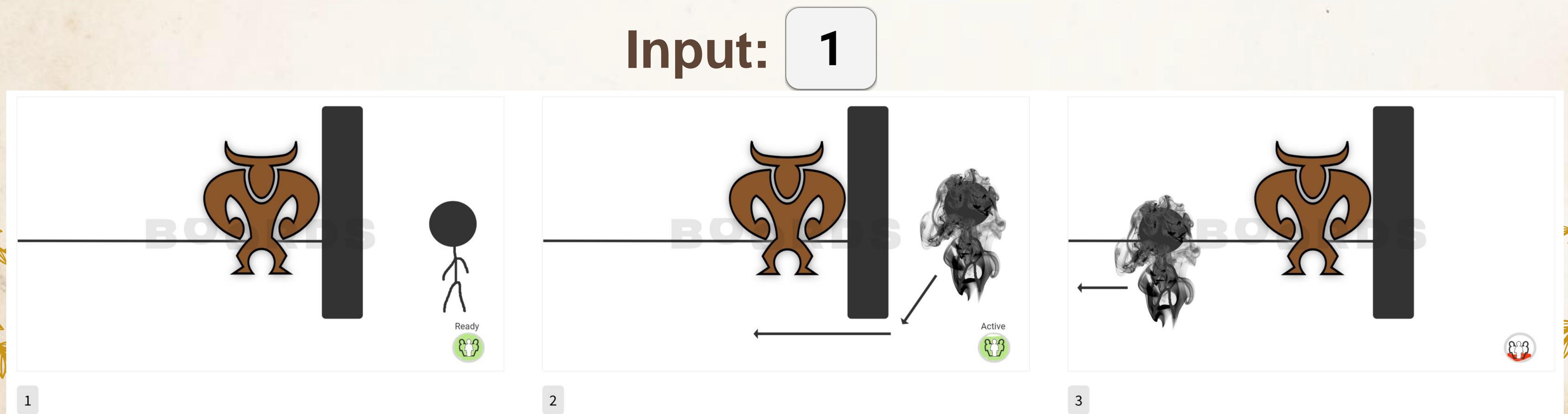


Figure 28

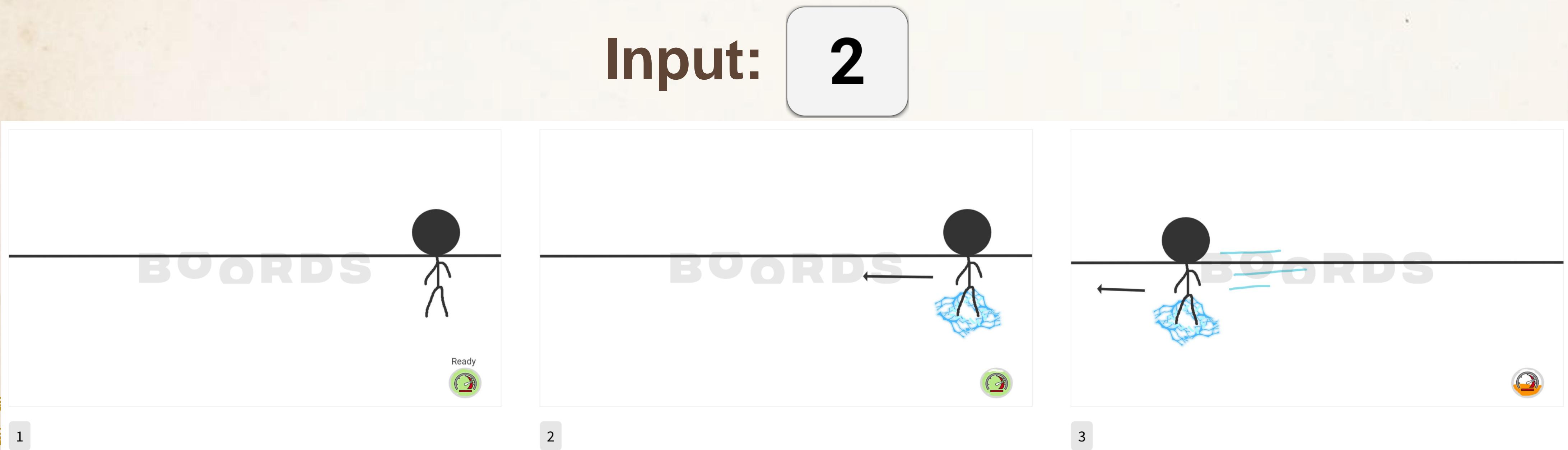
Shadow Ability

- The shadow ability renders the player character undetectable by enemies.
- The player character becomes shrouded in black shadowy smoke.
- The ability lasts for 10 seconds and has a cooldown of 30 seconds.
- Ability is only available if activated at Relic Activation Statue.
- A custom progress bar will be used on the HUD to show when ready and show the use of the ability.



Haste Ability

- The haste ability grants players a 50% speed boost.
- When used, the player character will have a lightning ring around the base of their character.
- The ability lasts for 15 seconds and has a cooldown of 25 seconds.
- Ability is only available if activated at Relic Activation Statue.
- A custom progress bar will be used on the HUD to show when ready and show the use of the ability.



Level IPM Chart

| Introduce, Practice, Master (IPM) - Custom Mechanics - 1 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 | | | |
| Destructible Wall | I | I | I | P | P | P | M | M | M | This shows the player will be introduced to destructible walls blocking their path earlier in the level, then to further progress through the level players need to practice this at the middle of the level after accessing the throne room. Finally players will have to master this mechanic to surpass the end of the level and make it to one of the exit points. | | |
| Interact with NPC | | | IPM | IPM | IPM | | | | | The player will interact with NPCs earlier on path 3, while paths 1 and 2 will have player interaction in the middle of the level when players arrive to escort the king. | | |
| Directional Dodge | I | I | I | P | P | P | M | M | M | At the start of paths 1-3 players will interact with patrolling minotaurs and will need to be able to dodge their attacks if they become detected. Once players hit the middle of the level they will encounter more enemies that need to be dodged. At the end of the level players will need to masterfully time their dodges and plan when to use this mechanic in order to surpass the horde of minotaurs blocking their exit. | | |
| Relic Power Activation | | | IPM | IPM | IPM | | | | | Path 3 introduces Relic activation puzzles early into the path, whereas paths 1-2 are introduced to this mechanic once players access the throne room (middle of the level). | | |
| Collect Relics | IPM | IPM | IPM | | | | | | | Relics will be placed throughout the level on all paths. Players will be able to go up and press an input to interact and collect these relics. | | |
| Ledge Grab/ Climbing | I | I | I | P | P | P | M | M | M | Early in the level players will need to use ledge grabs/climbing to access collectibles or progress through a path. When players get to the throne room they will need to practice this mechanic more, to make it to the exit players will need to use ledge grabs and climbing masterfully to access new routes and areas in order to make it to the exit paths. | | |
| Command King (Stop/ Follow) | | | | IP | IP | IP | M | M | M | Players will be introduced to this mechanic in the middle of the level when players first interact with the king. players will practice this mechanic as they make way to their exit path, while mastering this mechanic to make it to the exit without the king getting attacked by any patrolling minotaurs. | | |
| Shadow (Invisibility) | | | I | IP | IP | M | M | M | | Upon activating the shadow ability, players will press '1' to activate this ability. The ability will render the player invisible to enemies for 10 seconds and have a cooldown of 30 seconds. | | |
| Haste (Speed Boost) | | | I | IP | IP | M | M | M | | Upon activating the Haste ability, players will press '2' to activate this ability. The ability will increase the players speed by 50% for the next 15 seconds and have a cooldown of 25 seconds. | | |

Additional Notes

- Mini-Map
 - Displayed in the corner of the HUD
 - Top-Down view of the map
 - Icons used to show Objectives
 - Icons used to show enemies (Figure 32)
 - Cones used to show enemy field of view and direction

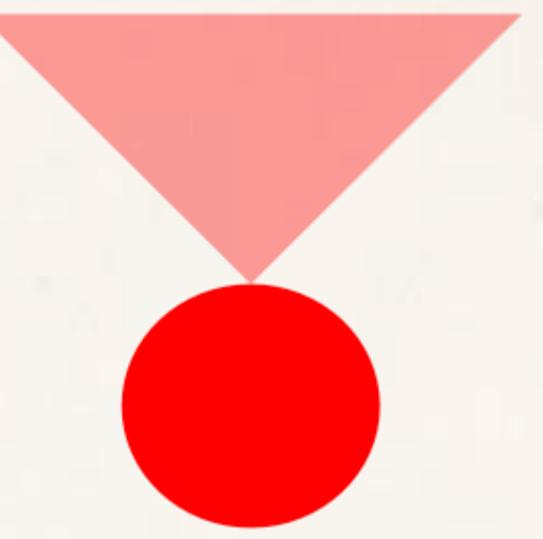


Figure 32

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