

## **Fase 1: design Abstract**

### 1 Ideas & Generation

#### **Level story:**

The player has to navigate through a fishers town and try to not be seen by the humans. The player will only be able to hide in the full light, since the player is made of light. The player is told that they aren't allowed to be seen by the humans, but the level will force the player to be seen by humans eventually. Once this happens, the world will change and the dark mood of the fishers town will change into a very warm and comfortable place the player will want to fully explore.

#### **Level theme:**

The level will have 2 phases which are the complete opposite of one another. During the first phase the level will be very hostile and dark. During the second phase the level will feel very warm and familiar to the player, with warm colours and pretty lights. I also want to work with the patterns from Spanish ceramics, because I feel very inspired by them (look at the ceramics moodboard). This will also emphasize that the player is playing through a story, where the narrative part is stressed.

### 2 Conceptualization

#### **Level goal(s):**

The first goal is to keep out of the shadows and away from the humans. The goal after that is to explore the town more until you see the environment as beautiful as it is. As you navigate through the environment, you sort of "paint" the new environment.

#### **Level Look & Feel:**

<b>Phase 1</b>	<b>Phase 2</b>
<ul style="list-style-type: none"><li>- Dark</li><li>- Undefined forms</li><li>- Hostile</li><li>- Weird</li><li>- Only a few points of light, and a very clear, bright sky above the rooftops, very contrasting.</li></ul>	<ul style="list-style-type: none"><li>- Bright, happy, colourful and sunny</li><li>- A lot of water</li><li>- Tiny attributes and lots of details</li><li>- Beautiful sky</li></ul>

### 3 Composing/defining

#### **Level Story**