

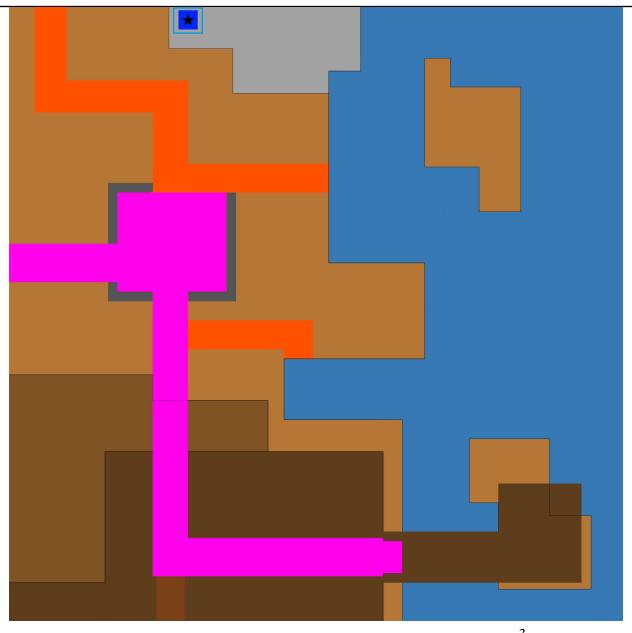
Level Design Document Multiverse Experience The Sandbox



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Overview



Key elements:

- Level design 4 in 1
- One common base
- Evolving environement
- Volcano activated in Stone and Pirate age

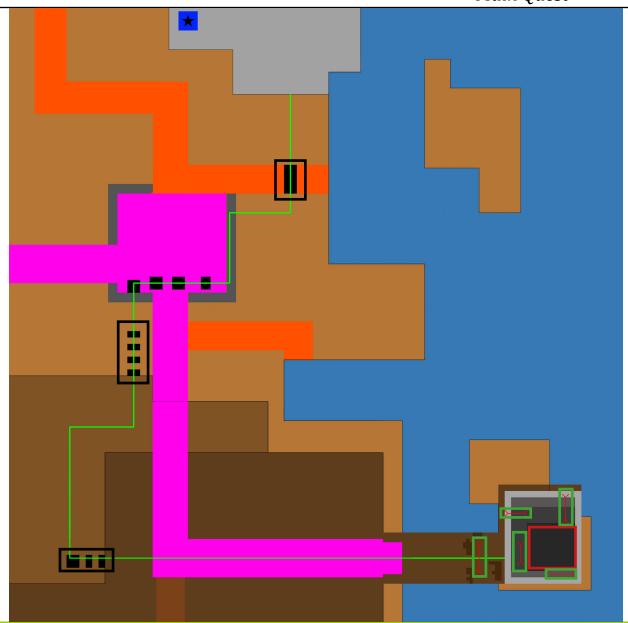
Time machine



LD Stone Age

Main Quest





Key elements:

- Active volcano
- Running through the level by cooperating on the parcour
- Cooperate to create some staire and help other player.
- When arriving to the Dino Nest player have to sneak to steal the artifact from the nest.

Cooperative Area

Dino Nest

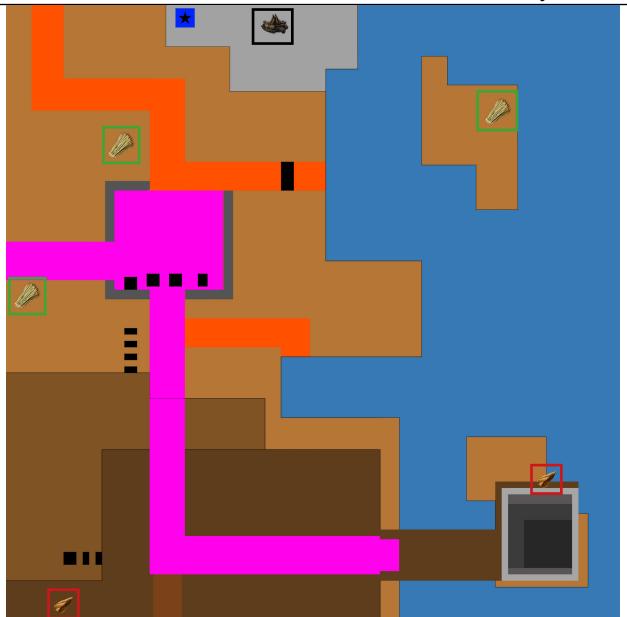
Dino Guards



LD Stone Age

Ancestor Quest





Key elements:

- Our ancestor is eating raw marshmallow
- After a small dialogue we ask him if he ever tasted it when cooked
- The ancestor is intriged and really want to tast it but he have no fire to try
- Player will have to collect pieces to creat fire (like it happen in true historie) to cook marshmallow

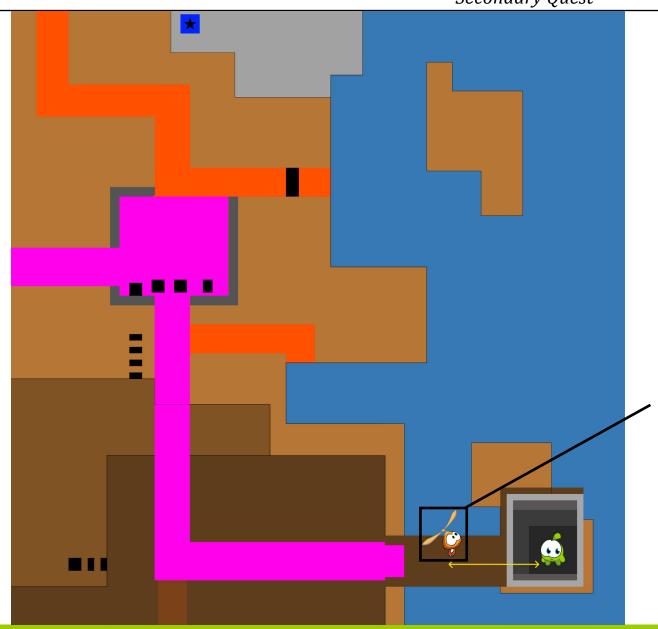
Campfire Location
Flint
Wood



LD Stone Age

Secondary Quest





Key elements:

- Nibble Nom is in the nest and the big dinosaur is keeping him.
- Sneak and order Roto to lift Nibble Nom from the nest.

Interact with Roto and order him to rescue Nibble Nom



LD Egypt Age



Main Quest



Key elements:

- Sleeping volcano
- Access the temple by the canyon at west of the map
 - Help Egyptian to build Sobek Temple
 - 3 Healing artifact
- When artifacts are placed, it open the room of the spare part for the time machine.
- When taken, exit the temple by the agility path and place the spare part in the time machine.

Emplacement to put the artifacts

Emplacement of the artifacts

Agility path

Canyon west



LD Egypt Age

Ancestor Quest





Key elements:

- Help Otis with the creation of parchment
- Gather plant and avoid crocodiles
- Bring the plant back to the temple
- Follow the recipes in the right order
- If failed the player need to go and gather another plant.
 - The recipe is located in the agility path.

Plant location

Egyptian temple

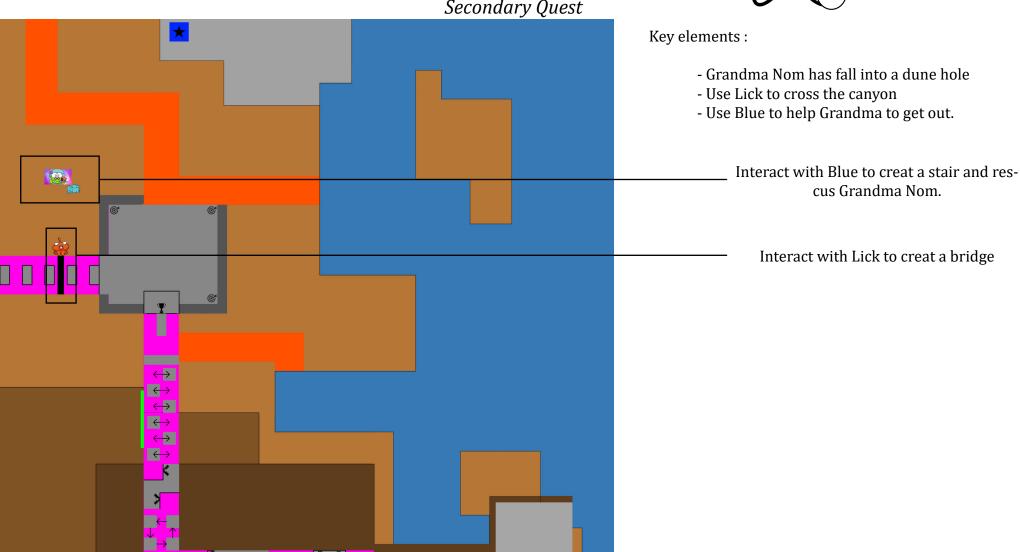
Recipes location



LD Egypt Age

Secondary Quest



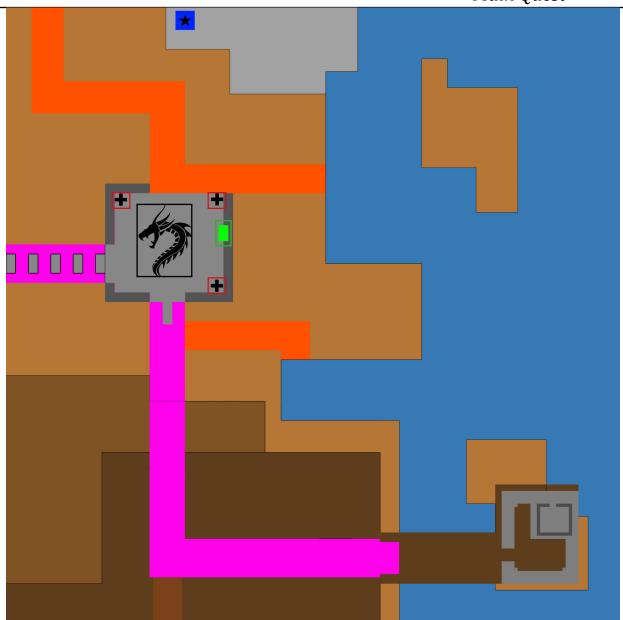




LD Middle Age

Main Quest





Key elements:

- Sleeping volcano
- Access the temple by the canyon at west of the map
 - Help Knights to kill the dragon
- 3 Healing artifact that can be destroy to ease the fight
- When dragon is defeated, it loot the spare piece for the time machine
 - Exit the volcano using the elevator

Dragon
Healing artifact
Elevator



LD Middle Age

Ancestor Quest





Key elements:

- Shooting skills and Timming
- Use the right canon to shoot the target
- Player can turn canon between 2 positions
- He can shoot a bullet with the canon
- $\mbox{-}$ When the target is hitten the mission is completed

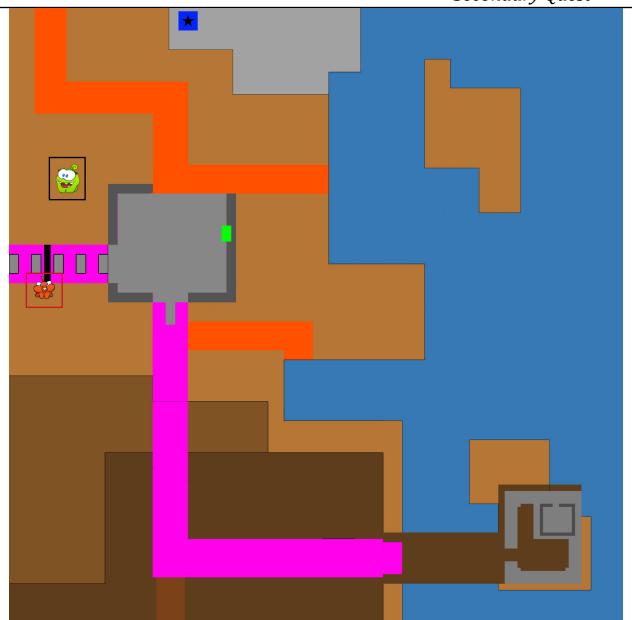
Canon Target



LD Middle Age

Secondary Quest





Key elements:

- Sleeping volcano
- Om Nelle is lost and can't came back by her own
- Use Lick to create a bridge with his tong and rescue Om Nelle

Om Nelle

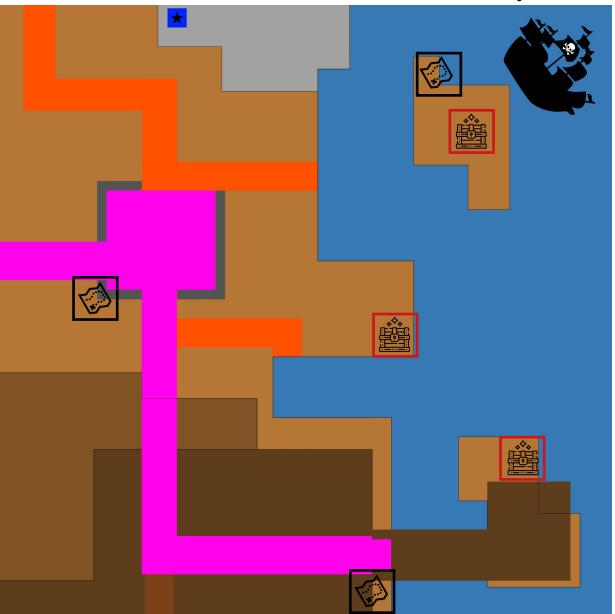
Lick



LD Pirate Age

Main Quest





Key elements:

- 3 treasurs map are located in the land.
- Each of them give the location of 1 treasur.
- The artifact for the time machine is divided between those 3 treasurs.
 - Maps are quite imprecise.
- When collected, player have to reforge the artifact befor repairing the time machine.

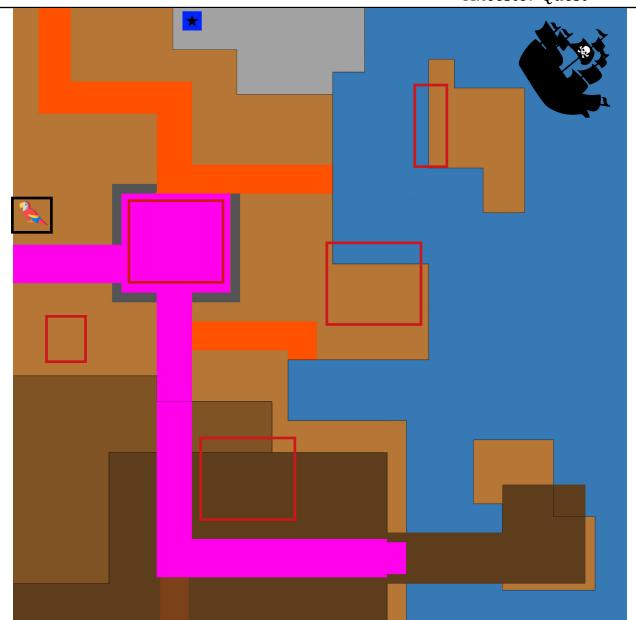
Maps Treasurs



LD Pirate Age

Ancestor Quest





Key elements:

- The ancestor have lost his parrot.
- the player have to escort the parrot back to the ship.
- The player have to be careful their is multiple threats along the road.

Parrot

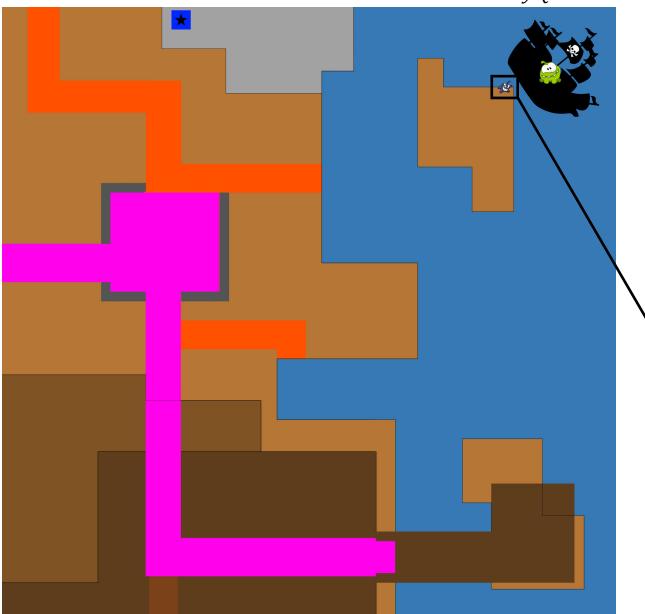
Enemis Spawner



LD Pirate Age

Secondary Quest





Key elements:

- $\mbox{Om\ Nom\ is\ prisonner\ from\ the\ pirates.}$
- Interact with Boo to scared the pirates and free \mbox{Om} \mbox{Nom}

Interact with Boo to lauch him on the boat. Boo will scared the pirate.

