

Daikatana Level design Document

Episode 2 / Level 3: Athens

Overview

Staying true to his word Mishima to cast Hiro into the future. The more they travel time fight enemies the more powerful the sword becomes. But not everything goes as planned. You are alone when you appear back in time. Hiro is alone and he has to find Mikiko and superfly. Later he is successful in finding Mikiko. Now they have set on a journey to find super fly, Energize the sword to get transferred back to 2455 AD. The Daikatana to reach its potential, Hiro needs to defeat Athena goddess of wisdom and warfare. Once Athena is defeated the sword will absorb the power of the fallen. Hiro has to Defeat Aries god of war in the final level of this episode.

Players focus

The focus of the player in this level is to kill Guards Athena and to maximize its energy by Defeating Athena. Player must protect Mikiko as well in order to complete the level.

Level Objective

Main Objectives

- To kill the guards of Athena
- Solve Puzzles
- To Defeat Athena

Secondary Objectives

- To collect rare artifacts
- To find book of wisdom

Characters

Main Characters

Hiro: The player will play the role of Hiro who is the main Character

Mikiko: A beautiful female warrior who accompanies Hiro in this game. Mikiko is controlled by a AI.

Enemies

Athena: The goddess of wisdom, warfare, reason who is defeated by Hiro. The boss of this level.



Caledonian Boar : Watch out for the horns they might be small but they are powerful.

Cerberus : Three headed dog like creature.



Griffin : Beware of the danger from the sky. A half mammal and half bird.

The Temple human guards : Spartan guards highly trained and strategic at their work.



Look and Feel

Architecture Style

The Architectural structure of this level has a Greek finish. As Hiro has to defeat the goddess the level will be based in city of Athena. The Parthenon is one of the most sacred structure of Athens and it is the building dedicated to goddess Athena. The level has many rooms which can yield many secrets of the Greek gods to the player (by that I mean special items). The player will play through the streets of Athens to reach Parthenon to defeat Athena.

Materials Used

Material that will be used in this level will be all of the ancient and Greek origin. The Greek vase, Book stacks, all the utensils made up of clay. Marble flooring, The oil lamps mounted on the wall and many more other items. The player will play through the streets so the houses will have the old Greek look as well the market place will have variety of things.

Environment

This level takes place in Athens where the Temple of goddess Athena is located. The level is played during the day light. Player starts at the bottom of the city of Athens. By the time player reaches Parthenon it's the evening time and the battle between Athena and Hiro takes place on the semi-circled balcony from where the view of the city is seen in the background.

Pacing

The pace of this game will vary. In the starting of the level player will be attacked by creatures like Caledonian Boar, Cerberus, Griffins and the Human temple guards.

Lighting

The level will take place during the day. The player will play through the streets of Athens so the player will be provided with sunlight as the main source and in the temple premises big mounted oil lamps will be the power source.

GamePlay

Weapons & Items

The player will carry weapons from his previous missions. and also receive new weapons in this stage. In this level the player will receive a new weapon. Weapons & Items that the player receives in this stage some of them are :

Shield Of Lightning: The shield that will protect Hiro on the right click of the mouse button.

Spear: Spears that the player can throw.

Special Spears: There are special spears travel in the air to kill the flying enemies.

Hammer of Light: The hammer that acts like boomerang . This hammer has electric charge in it.

The Fountain of life: To increase the Life of the player

Armor: Armor for the player.

Rare Items: Artifacts

Puzzles

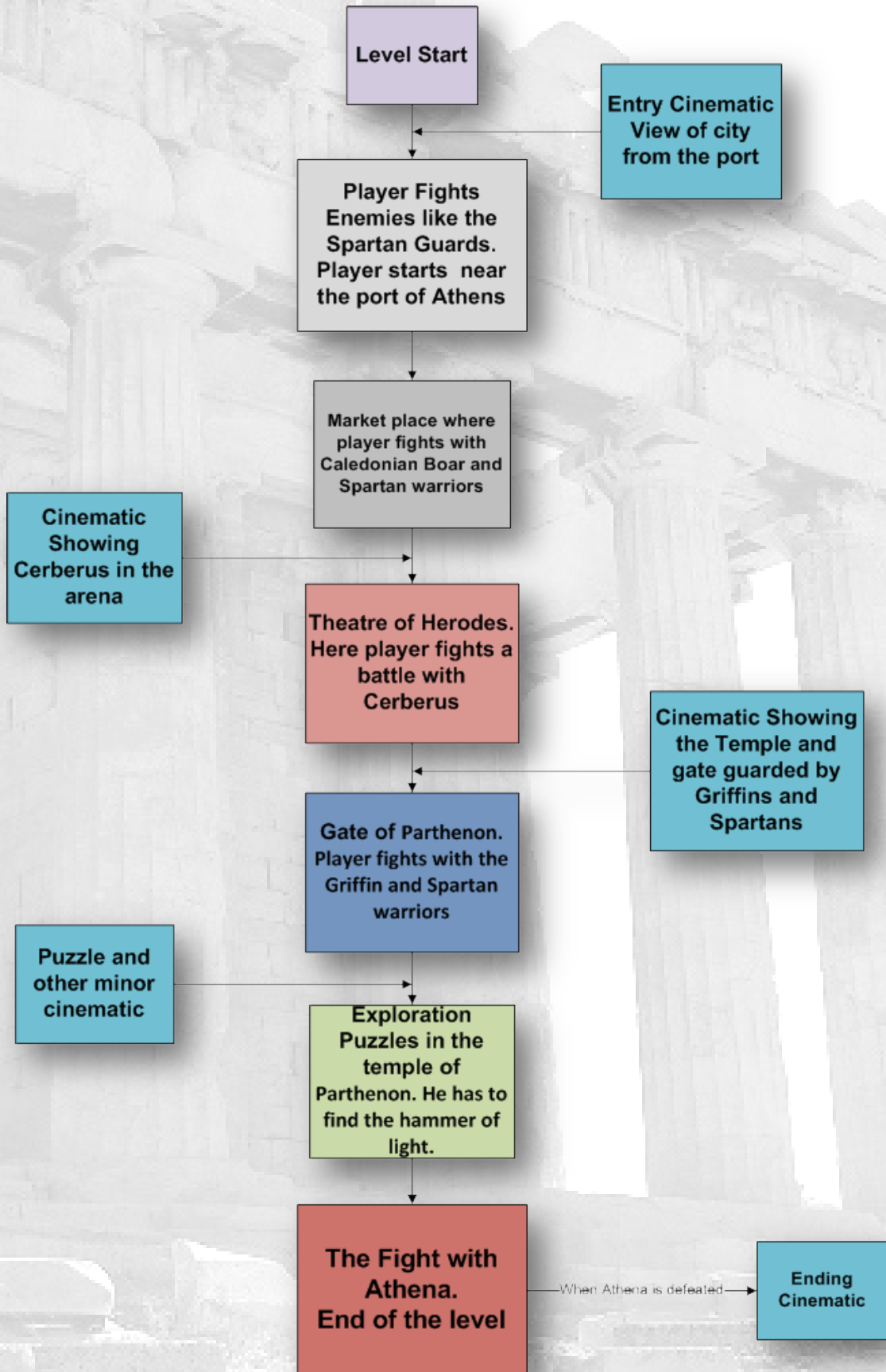
The player will play through puzzles. To activate features like moving platform and connecting bridge of light. The player will have to solve puzzles.

The player will use different items to solve these puzzles items like Key, Vase of magic, Helmet of the fallen gods to unlock the doors in the game.

Plot

When Athena comes to know that the human named Hiro has come to fight her, she sends her guards and the creatures of heaven and hell to kill Hiro. She knows about the Daikatana and its power. She warns Hiro(player) in the starting of the level in cinematic.

Level Flow Chart



Level Gameplay Details

- Player starts the level at the port of Athens from where he can see the temple of Parthenon he is accompanied by Mikiko. He group of enemies like the Spartan Guards. Receives spears.
- As the player moves forward he wanders in the Market of Athens. He encounters Caledonian Boars and some Spartan warriors. Here he finds the shield of lighting.
- After the fight in the market the player goes towards the Theatre of Herodes. Here you have to face Cerberus . After a fight with Cerberus the player will receives the special spears.
- Then you travel to the Gate of Parthenon where you encounter the Griffins. They can be defeated with the special spears. Mikiko helps you in the battle all the way.
- After defeating the griffins the player has to enter the temple where he is introduced with puzzles. Then there are special rooms where players find different artifacts.
- In one of the rooms the player finds the hammer of light which is a effective weapon against the goddess.
- Once the player defeats the goddess the cinematic of Diakatana starts according to the story.

Rough Level Map

