

# KALLTBERG

Level Design Document

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## Change List

Date	Author	Description
September 26th, 2024	Simran Baria	Document created Basic formatting; headings and table of contents Story jot notes
September 27th, 2024	Simran Baria	Added program requirements Linked reference images Collages for images added, replaced links
October 6th, 2024	Simran Baria	Replaced placeholder title with an actual one Gave a name to the god Story details edited a bit
October 7th, 2024	Simran Baria	Formatted references into a table with captions Program is now organized in a structured list Diagrams created and added to their section
October 16th, 2024	Simran Baria	Added a cover image Added character metrics Rewrote the story section into prose from the jot notes
October 17th, 2024	Simran Baria	Added object metrics Added mission walkthrough Reformatted the references section and images for visual clarity Added level and mission maps

## Table of Contents

<b>Change List</b> .....	<b>2</b>
<b>Table of Contents</b> .....	<b>3</b>
<b>Story</b> .....	<b>4</b>
<b>References</b> .....	<b>5</b>
Environment.....	5
General Environment.....	5
Art Style.....	5
Setting.....	6
Lodge.....	6
Offering Statues.....	6
Prayer Rooms.....	6
Characters.....	7
Kall.....	7
Protagonist.....	7
Non-Cultist Villagers.....	7
Cult Higher-Ups.....	7
<b>Program</b> .....	<b>8</b>
<b>Diagrams</b> .....	<b>9</b>
Parti Diagram.....	9
Proximity Diagram.....	10
Adjacency Matrix.....	11
Level Flowchart.....	11
<b>Metrics</b> .....	<b>12</b>
Character Metrics.....	12
Objects Metrics.....	13
<b>Maps</b> .....	<b>14</b>
Level Map and Object Library.....	14
Mission Map.....	15
<b>Mission Walkthrough</b> .....	<b>16</b>

## Story

A deity worshipped by his followers in a village during 19th century Europe, Kall can be described like the area his followers inhabit. A cold, secluded village, a little ways from villages of non-believers, sinners. From this quaint town, the largest mountain in the area can be seen, and at the very top is a massive statue of Kall himself, visible even from the ground.

It's a very prestigious rite to make a pilgrimage up the mountain, some dying on the trip. Inhabited by vicious creatures and monsters hidden in caves, the hike is the ultimate proof of loyalty and faith in the deity. Those who can endure the cold hardships of the mountain and pray at all the shrines on the path are worthy of more than just salvation.

A young member of this religion has decided that they wish to make their pilgrimage, climbing up to the deity so high above the village. Armed with a torch, food supplies, and climbing tools, the protagonist sets out at the foot of the mountain, climbing ever closer and higher to the promised salvation. As they climb, they meet other members of their village who are attempting pilgrimage as well. Some of those who have already had their worth proven can be found on the path as well, guarding locations of prayer.

While the trek is extremely treacherous, there are some fleeting moments of warmth. Along the path, some non-believers have made homes and lodges up the mountain path, housing plentiful food and bonfires of warmth. As Kall says, they've littered the mountain. The only good use of their food is offering it to one of the many statues of the deity along the hike.

But when faced with the winter getting colder every day, the warmth and food is nice. The protagonist wonders if attaining salvation is really through suffering and death. Should devotion be given to a cold and uncaring being? The protagonist will have to decide this when choosing to accept warmth and food from the non-believers, when choosing to sacrifice what little food they have to the countless offering statues along the path, and when choosing to do prayer.

## References

### Environment

General Environment			
 <p><b>Figure 1.1 - Snowy mountain path</b> Inspiration for the mountain hike</p>	 <p><b>Figure 1.2 - Snowy staircase between cliffs</b> Inspiration for paths in the mountains</p>	 <p><b>Figure 1.3 - Castle Dimitrescu from Resident Evil Village</b> General atmosphere inspiration</p>	 <p><b>Figure 1.4 - Mountain from Celeste</b> Mountain inspiration</p>
Art Style			
 <p><b>Figure 2.1 - Top-down pixel dungeon</b> Perspective and art style reference</p>	 <p><b>Figure 2.2 - Dialogue screenshot from Celeste</b> Art style inspiration, perspective will not be a horizontal scrolling</p>	 <p><b>Figure 2.3 - Screenshot from Cult of the Lamb</b> Perspective and possible reference for how combat and art would look</p>	 <p><b>Figure 2.4 - Isometric pixel dungeon</b> Art style inspiration, perspective will not be isometric</p>
 <p><b>Figure 2.5 - Gameplay screenshot from Celeste</b> Art style and possible puzzle inspiration</p>			

Setting

<b>Lodge</b>		
 <p><b>Figure 3.1 - Snowy lodge</b> Reference for the entrance or exit to a lodge, as well as general exterior</p>	 <p><b>Figure 3.2 - Campfire in a cave</b> Possible exit from a safe point, or potential pitstop in the middle of a level</p>	 <p><b>Figure 3.3 - Campfire pit stop in a snowy forest</b> Reference for lodge entrances or stopping points during the hike</p>
<b>Offering Statues</b>		
 <p><b>Figure 4.1 - Statue in a temple</b> Inspiration for the statue and the setting around it, environment differs</p>	 <p><b>Figure 4.2 - Monoliths in a forest</b> Inspiration for how offering locations could look</p>	 <p><b>Figure 4.3 - Beast mural in a cold environment</b> Inspiration for the cold aesthetic and vibes</p>
		 <p><b>Figure 4.4 - Screenshot of the Spring of Wisdom from The Legend of Zelda: Breath of the Wild</b> Similar environment, altar inspiration</p>
<b>Prayer Rooms</b>		
 <p><b>Figure 5.1 - Dark church with a plague doctor</b> Atmosphere inspiration, no plague doctor</p>	 <p><b>Figure 5.2 - Christian prayer room</b> General ideas for what a prayer room should include, Christianity replaced with in-world religion</p>	 <p><b>Figure 5.3 - Screenshot of a landing area from Catherine, leading to a confessional</b> Possible atmosphere inspiration, as well as general ominous vibes</p>

Characters

Kall			
 <p><b>Figure 6.1 - The One Who Waits from Cult of the Lamb</b> Outfit inspiration for Kall</p>	 <p><b>Figure 6.2 - Gothic creature cosplay</b> Inspiration for general look of Kall</p>	 <p><b>Figure 6.3 - Dark entity in the snow</b> General vibes for Kall's look and presence</p>	
Protagonist		Non-Cultist Villagers	
 <p><b>Figure 7.1 - Rogue-like figure</b> Protagonist's general look and outfit</p>	 <p><b>Figure 7.2 - Chibi style rogue</b> Protagonist reference, similar art style</p>	 <p><b>Figure 8.1 - Villager woman</b> General look and aesthetic of the non-cult members</p>	 <p><b>Figure 8.2 - Baker man with bread</b> Vibes of villagers who provide warmth and food</p>
Cult Higher-Ups			
 <p><b>Figure 9.1 - Gothic woman with a blade</b> General cold and ominous vibe and possible outfit for the religious higher-ups</p>	 <p><b>Figure 9.2 - Religious figure with a staff</b> Weapon inspiration and possible outfit inspiration, art style differs</p>	 <p><b>Figure 9.3 - Religious figure with a gun</b> Outfit and weapon inspiration, more fitting aesthetic for the game</p>	

## **Program**

### **Altitude - 300 ft**

- Previous lodge exit - Entrance, the warmth is fleeting, small amounts of resources, some lodge villagers

### **Altitude - 350 ft**

- Path begins - Cold environment to start figuring out how to scale up, enemies to fight
- Cave entrance - Connects from the mountain path, dark and dangerous environment, yet has more resources and is a bit of a shortcut, more enemies here

### **Altitude - 400 ft**

- Path continues - More scaling, more enemies
- Kall Statue - On the mountain path, rewards boons and blessings if given food or resources
- Cave exit - Connects to the path again, much shorter route

### **Altitude - 450 ft**

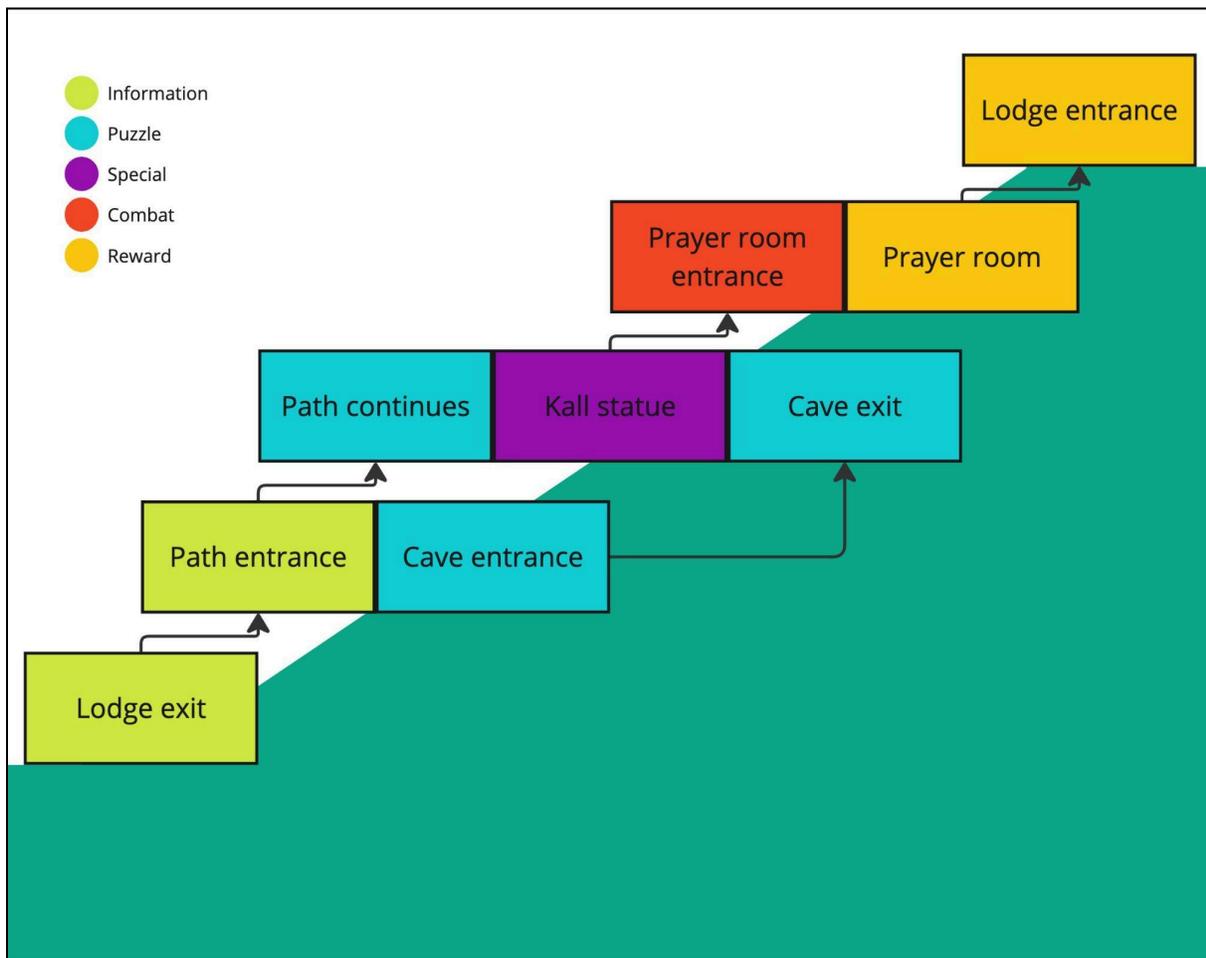
- Entrance to the prayer room - Near the end of the mountain path, mini-boss arena
- Prayer room - Player must reach here and pray as a part of the pilgrimage

### **Altitude - 500 ft**

- Next lodge entrance - Safe point with a restock of food, warmth, health restoration, end of the level

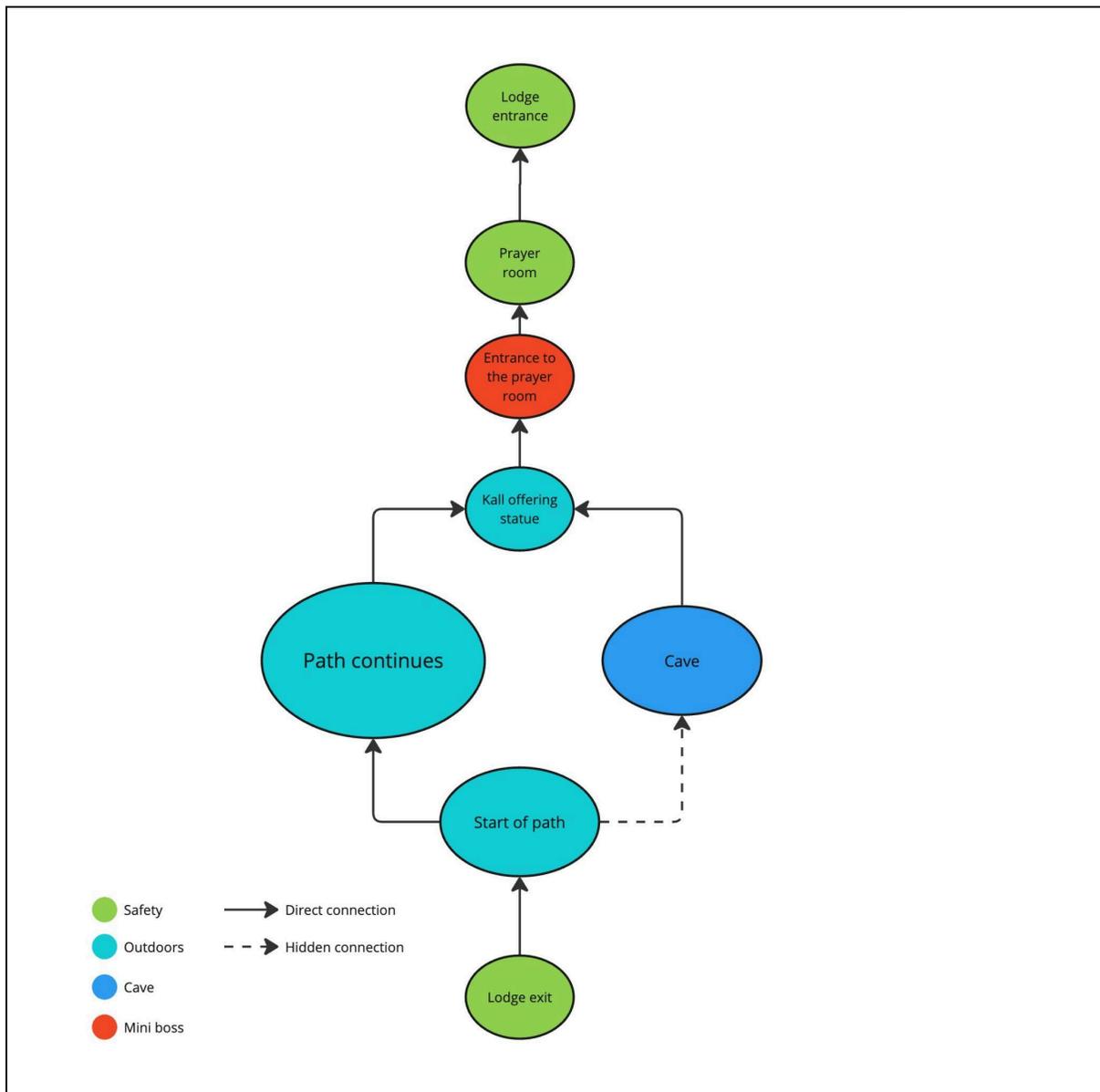
## Diagrams

### Parti Diagram



**Figure 10.1** - Parti diagram displaying the structure of the level from a side perspective

Proximity Diagram



**Figure 10.2** - Proximity diagram showcasing the layout of the level, connections between rooms, as well as their vague sizes

### Adjacency Matrix

Rooms	Lodge Exit	Path	Cave	Kall Statue	Boss Room	Prayer Room	Lodge Entrance
Lodge Exit		Major	Minor	None	None	None	None
Path	Major		Minor	None	None	None	None
Cave	Minor	Minor		None	None	None	None
Kall Statue	None	None	None		None	None	None
Boss Room	None	None	None	None		None	None
Prayer Room	None	None	None	None	None		None
Lodge Entrance	None	None	None	None	None	None	

Adjacency	
Major	Green
Minor	Yellow
None	Pink

Figure 10.3 - Adjacency matrix depicting the relationships between different rooms

### Level Flowchart

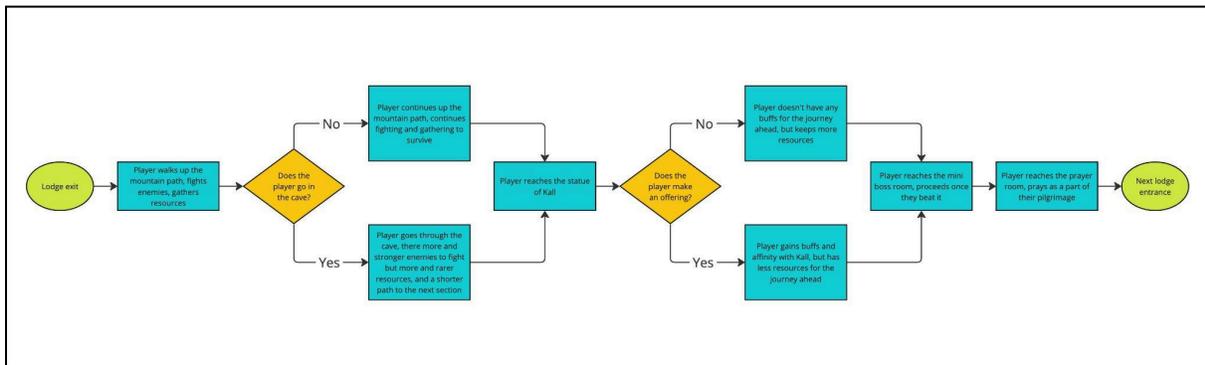
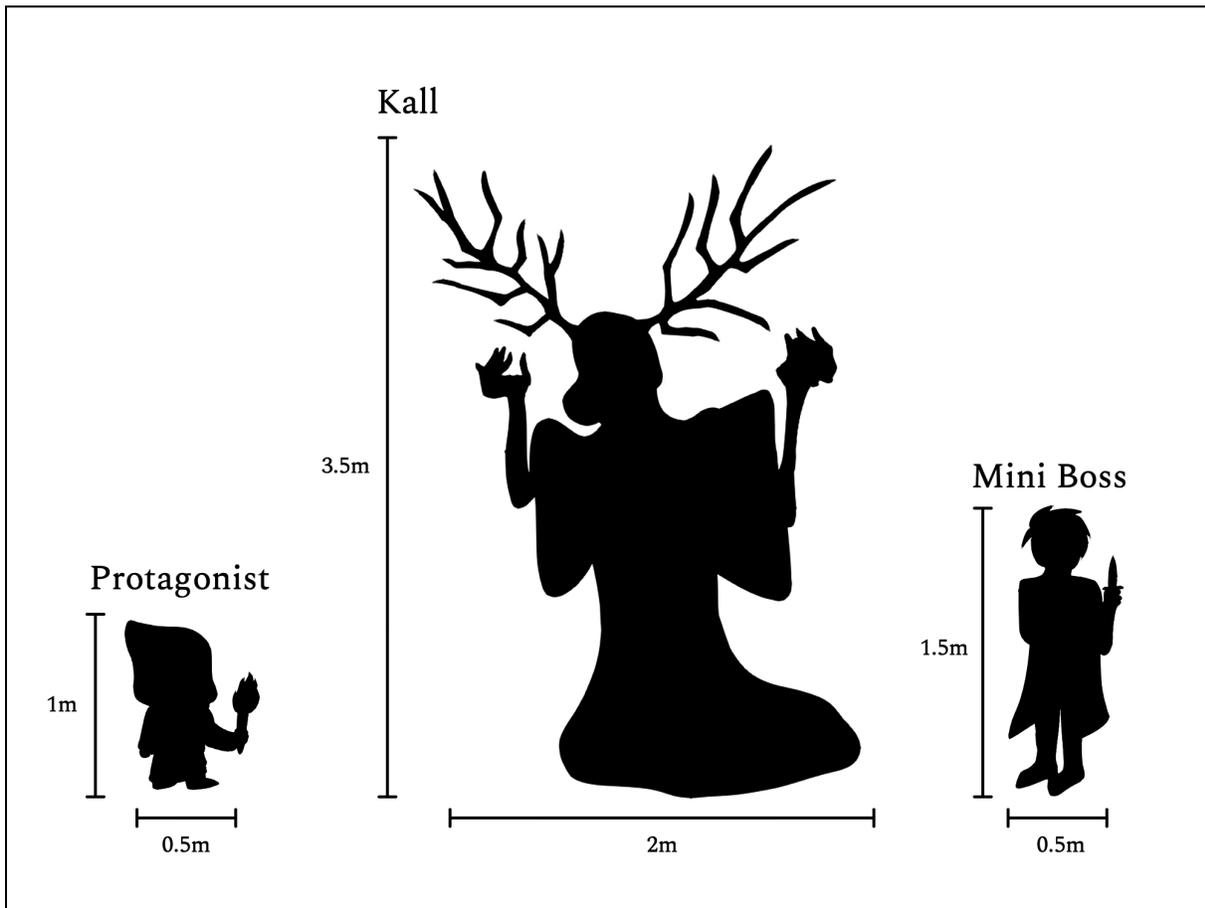


Figure 10.4 - Flowchart depicting the sequence of events through the level as well as the player's choices

## Metrics

### Character Metrics



**Figure 11.1** - Silhouettes of the player, Kall, and the mini-boss, with size measurements

Character	Width(m)	Length(m)	Height(m)
Protagonist	0.5	0.5	1
Kall	2	2	3.5
Mini Boss	0.5	0.5	1.5
Non-Cult Members	0.5	0.5	1.5
Cult Members	0.5	0.5	1.5

**Figure 11.2** - Character metrics sheet

## Objects Metrics

Object	Width(m)	Length(m)	Height(m)	Lodge Exit	Path	Cave	Statue Grounds	Boss Room	Prayer Room	Lodge Entrance
Tree	2	2	4	X	X		X			X
Wood	1	1	0.5	X	X	X				X
Torch (save point)	0.25	0.25	1	X	X	X	X			X
Bonfire	1	1	1	X	X					X
Small Enemy	0.5	0.5	1		X	X				
Large Enemy	1	1	2		X	X				
Resource Bag	0.5	0.5	0.75		X	X				
Berry Bush	1	1	1	X	X		X			X
Small Animal	0.5	0.5	0.5	X	X	X				X
Large Animal	1	0.5	1.5		X		X			
Offering Statue	2	2	3.5				X			
Treasure Chest	1	0.5	0.75			X			X	
Climbable Cliff	2	1	5		X	X				
Ladder	1	0.25	5		X	X				
Stairs	1	5	5	X	X		X			X
Door	1	0.75	2				X	X	X	

Figure 11.3 - Object metrics sheet and which rooms they each appear in

# Maps

## Level Map and Object Library

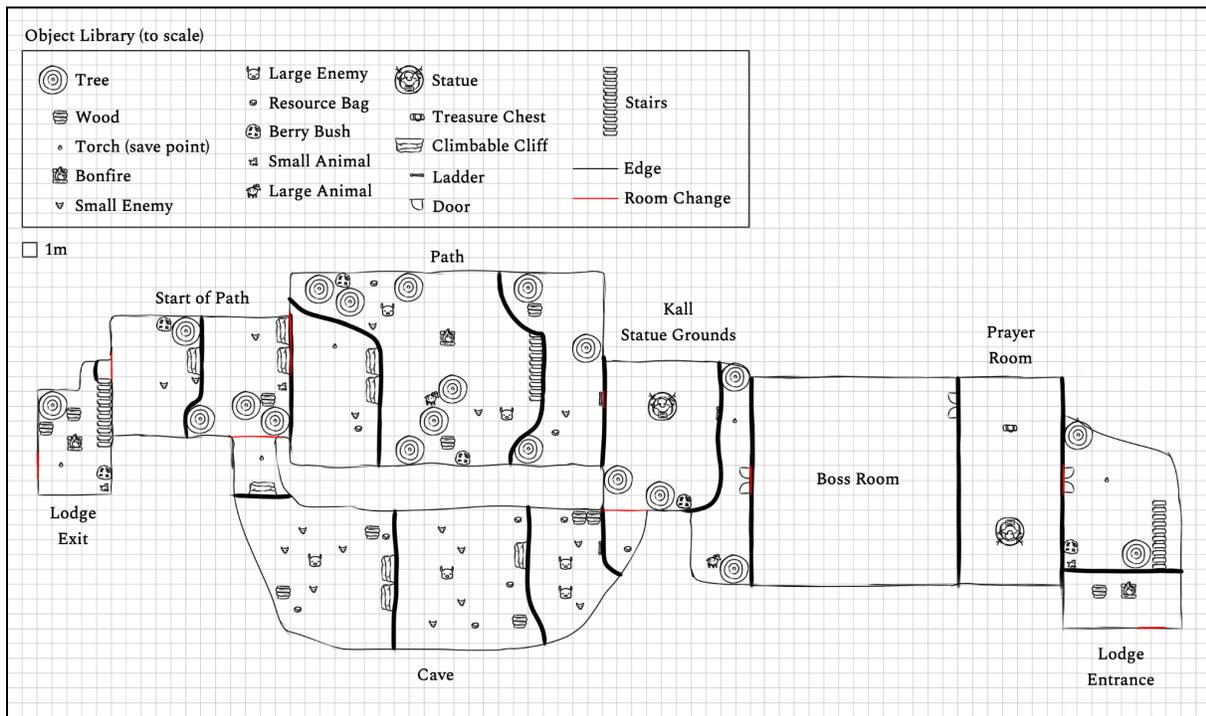


Figure 12.1 - A map of the level with a to-scale object metric library

## Mission Map

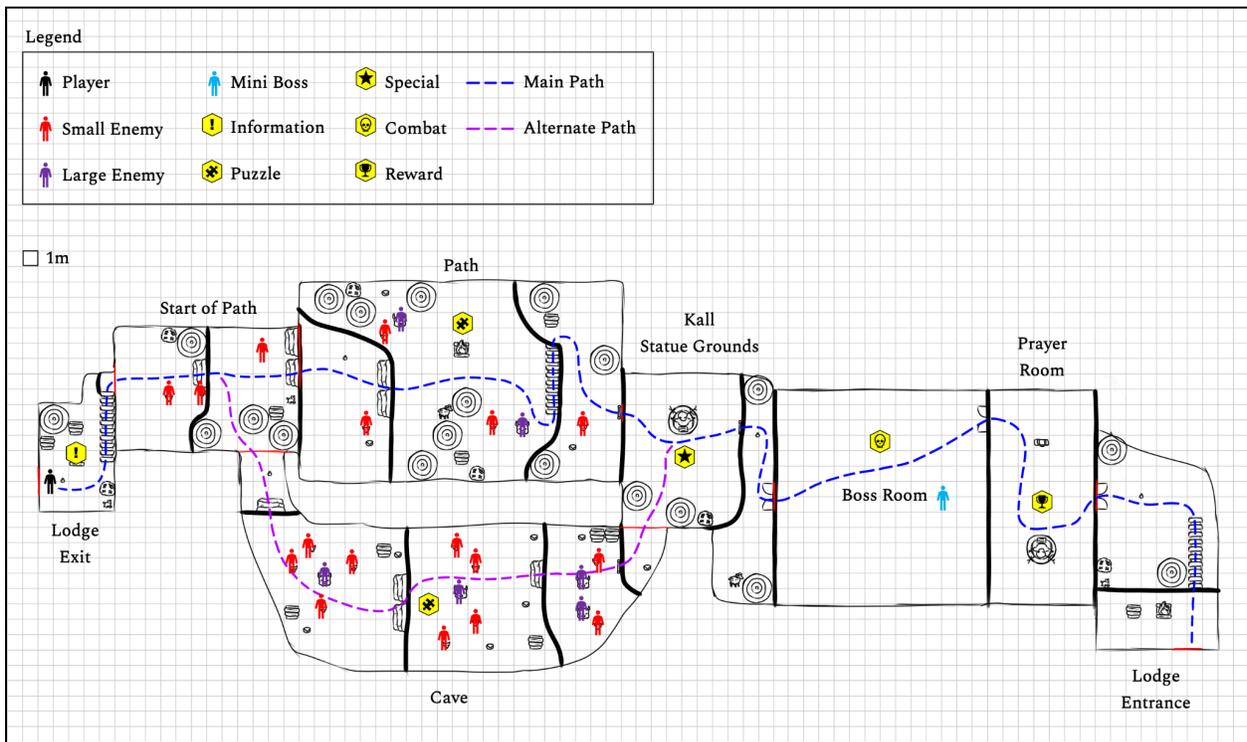


Figure 12.2 - A mission map following the player's journey through the level

## Mission Walkthrough

### Altitude - 300ft (Information)

The **PROTAGONIST** exits the **LODGE** they would've entered from the previous level. At the exit of the **LODGE**, there are some resources they can collect for their climb, as well as **LODGE RESIDENTS** and fellow **CULT MEMBERS**. There's also a torch they can light for a save point. Speaking to them provides information on how to survive on the cold mountain **PATH**, like hunting animals for food and keeping warm. Some **CULT MEMBERS** mention how the first true challenge of the climb is up ahead. The **PROTAGONIST** heads up the stairs leading to the **PATH**.

### Altitude - 350ft (Puzzle)

The **PROTAGONIST** starts climbing up the mountain **PATH**. They walk through the cold air and scale up the cliff faces. The **PROTAGONIST** will have to use their rope and other climbing resources they have to make their way up. Along the way, there'll be many resources for the player to collect, like wood and berries. They might also be lucky enough to successfully hunt an animal. The **PROTAGONIST** will have to manage their warmth by keeping their torch alive, using the fire-making resources they've found. There will also be small and large **ENEMIES** that can attack the protagonist if they get too close, normally around better resources. By the mountainside, the **PROTAGONIST** can also find a **CAVE** entrance, housing much more dangerous **ENEMIES**, but a warmer temperature and more resources. The **PROTAGONIST** can choose if they would like to go through the **CAVE** and risk collecting more resources and keeping warm or head up the relatively safer mountain **PATH**.

### Altitude - 400ft (Special)

If the **PROTAGONIST** heads up the mountain **PATH**, they will continue scaling up the mountain and fending off the **ENEMIES** that live along the path, continuing to find more resources for their journey. If the **PROTAGONIST** goes through the cave, they will find much more resources to collect and will have to fight off much stronger **ENEMIES**. They'll be able to climb up to around the same height that the mountain **PATH** ends, leading to a clearing in the trees with a large offering **STATUE** to their god, **KALL**. The **PROTAGONIST** can choose if they want to sacrifice some of their resources to the statue for a buff, as well as gain affinity and loyalty with the deity, or keep their resources for their survival. If the **PROTAGONIST** makes an offering, **KALL** will appear from the statue, commending them for their journey and

sacrifice, as well as giving them a small judgement for their current affinity level. **KALL** will disappear, and the **PROTAGONIST** will scale up further to the entrance of a religious-looking building; a **PRAYER ROOM** they must visit for their pilgrimage.

#### **Altitude - 450ft (Combat)**

The **PROTAGONIST** climbs up to the entrance of the **PRAYER ROOM** and heads inside. Before reaching the actual **PRAYER ROOM**, the **PROTAGONIST** will reach a large, cold, nearly empty room lined with stone bricks and decorations depicting **KALL**. Here they will meet the **MINI BOSS**, a cult higher-up who has completed the pilgrimage before. If the **PROTAGONIST** has been keeping their affinity with **KALL** high, by praying in other levels and giving offerings to the **STATUES**, the **MINI BOSS** will be here to test their strength. If the **PROTAGONIST** has instead been going against the cult's doctrine by keeping their resources instead of offering them to **KALL**, and accepting food and warmth from the **LODGE RESIDENTS**, the **MINI BOSS** will instead sense that the **PROTAGONIST** is beginning to lean towards sacrilege and going against **KALL**. Regardless, the **PROTAGONIST** will have to battle the **MINI BOSS**. Upon defeating them, the **PROTAGONIST** can head towards the door to the **PRAYER ROOM**, where they may pray to their god, or not, and gain loot for defeating the boss.

#### **Altitude - 500ft (Reward)**

The **PROTAGONIST** will exit the **PRAYER ROOM**, making their way up to the next **LODGE ENTRANCE**. Once at the **LODGE ENTRANCE**, the **PROTAGONIST** will be fully warm again. They'll be able to find some more resources like berries and wood. They can also accept food from some of the **LODGE RESIDENTS**, gaining less affinity with **KALL** if they do. Once they head inside the **LODGE ENTRANCE**, the level will end.