

# WIND TEMPLE

*The Legendary Stormwind Ark*

The Legend of Zelda: Tears of the Kingdom

The Wind Temple

Level Design Document

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## Story

Link and Tulin arrive at the Wind Temple after scaling up the floating islands and ships in the sky, having to scale up higher than the snowstorm itself and dive through the ey to land on the deck. The two see a figure who looks exactly like Princess Zelda. Tulin tries to approach her, but a massive gust blows from a large, circular hatch gate on the deck, and the Princess disappears.

Link activates the terminal at the centre of the deck. This causes one of the gears by the fan to lower, allowing it to start turning with the rest of the mechanism. This causes one of the segments of the gate to attempt to open, but because none of the other gears have been lowered, it remains stuck. Tulin concludes that the source of the blizzard must be under the hatch. The two then hear a mysterious voice, explaining that there are still locks that must be opened to lower every gear.

After exploring the temple and unlocking all the gears, Link activates the terminal again and the gears lower. The gate opens, and a massive gust of wind blows them up into the air. They glide through the wind as a massive beast known as Colgera flies out of the gate. They conclude that it must be the source of the blizzard, and the boss battle begins. After Colgera is slain, the snowstorm begins to cease. The ice encasing the Secret Stone hidden in the Temple melts, and Tulin reaches out to touch it.

## References

### Environment

General Environment		
		
<p><b>Figure 1.1 - Snowy weather</b> The snowy sky and air is the kind of environment the player will be travelling through</p>	<p><b>Figure 1.2 - Storm clouds</b> Inspiration for the storm surrounding the Wind Temple</p>	<p><b>Figure 1.3 - Eye of a storm</b> Reference for the eye of the snowstorm, the player will see the eye when they look up from the Wind Temple</p>

Setting

<b>Ship</b>		
		
<p><b>Figure 2.1 - Floating airship</b> Inspiration for the general structure of the Wind Temple</p>	<p><b>Figure 2.2 - Fantasy structure</b> Inspiration for the deck and building materials used on the ship, grey/brown blocks only, no water</p>	<p><b>Figure 2.3 - Round metal window</b> Inspiration for the circular gate at the centre of the deck</p>
		
<p><b>Figure 2.4 - Steampunk gears</b> Reference for the gears that unlock and open the gate</p>	<p><b>Figure 2.5 - A sky structure from Tears of the Kingdom</b> Other sky structure from the game, the Temple should be consistent with the established aesthetics</p>	<p><b>Figure 2.6 - Boat with multiple oars</b> Reference for the hull of the ship, the large wings will look and move like oars</p>

Characters

<b>Colgera</b>			
			
<p><b>Figure 3.1 - Blue icicles</b> Reference for Colgera's ice-like body</p>	<p><b>Figure 3.2 - A blue dragon sea slug</b> Inspiration for Colgera's general shape</p>	<p><b>Figure 3.3 - Artwork of a blue dragon</b> Inspiration for Colgera's dragon-like appearance</p>	<p><b>Figure 3.4 - A blue scorpion</b> Reference for the front of Colgera's mouth which has large pincers</p>
<b>Tulin</b>			
			
<p><b>Figure 4.1 - A humanoid bird archer</b> Inspiration for Tulin's design and outfit</p>	<p><b>Figure 4.2 - A harpy eagle</b> Reference for the type of bird Tulin's design should embody</p>	<p><b>Figure 4.3 - An eagle fledgling</b> Reference for Tulin being a young bird, around an early teen</p>	<p><b>Figure 4.4 - Tulin from Breath of the Wild</b> Reference for how a younger Tulin looked in the previous game</p>

# Gameplay Beat Diagram

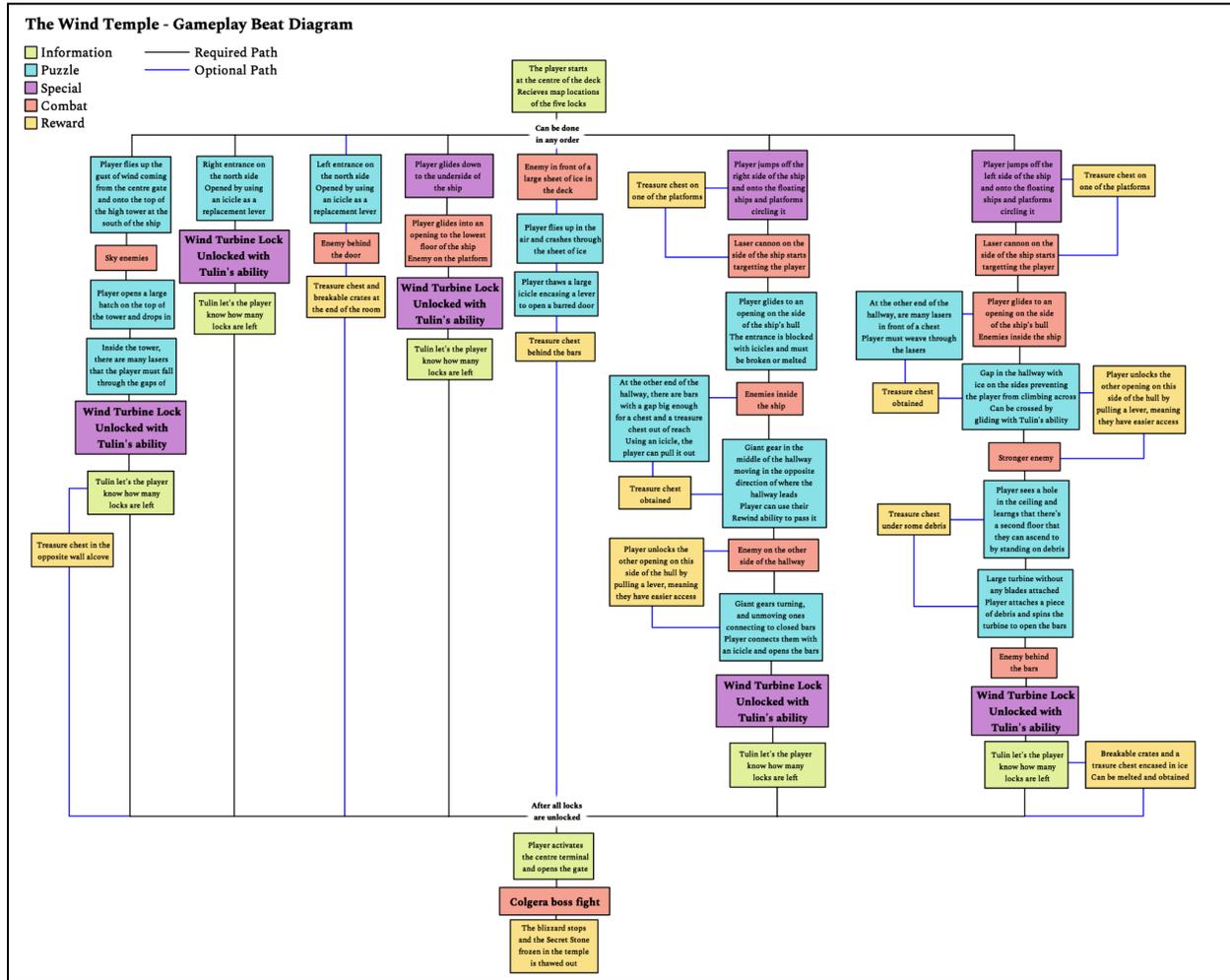


Figure 5.1 - Gameplay beat diagram detailing each step the player takes through the level

## Architectural Analysis Diagrams

### Composition - Central



Figure 6.1 - Screenshot showcasing some platforms and ships circling the Temple

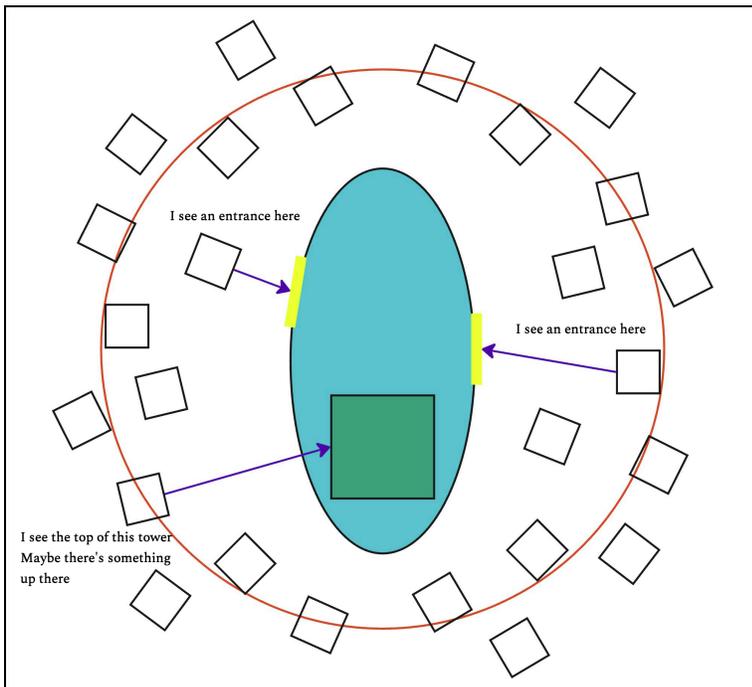


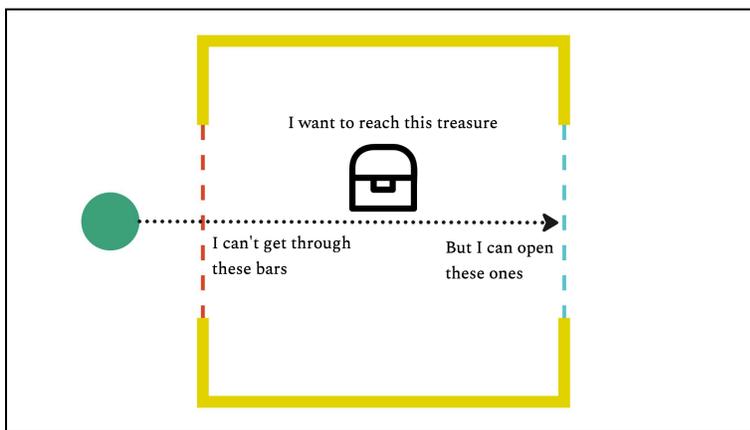
Figure 6.2 - Parti diagram showcasing the usage of central composition in the level

Central composition or form is the usage of free standing objects or structures around a centralized point. The Wind Temple is a large floating ship, encircled by many smaller ships and broken platforms. This composition is used to not only exemplify the importance of the Wind Temple as a location both for gameplay and story, but to give the player a way to circle the structure themselves and get a better look at how to get to where they want to go.

## Openings - Offering a View



**Figure 7.1** - Screenshot of a room behind barred windows with a chest and an openable gate



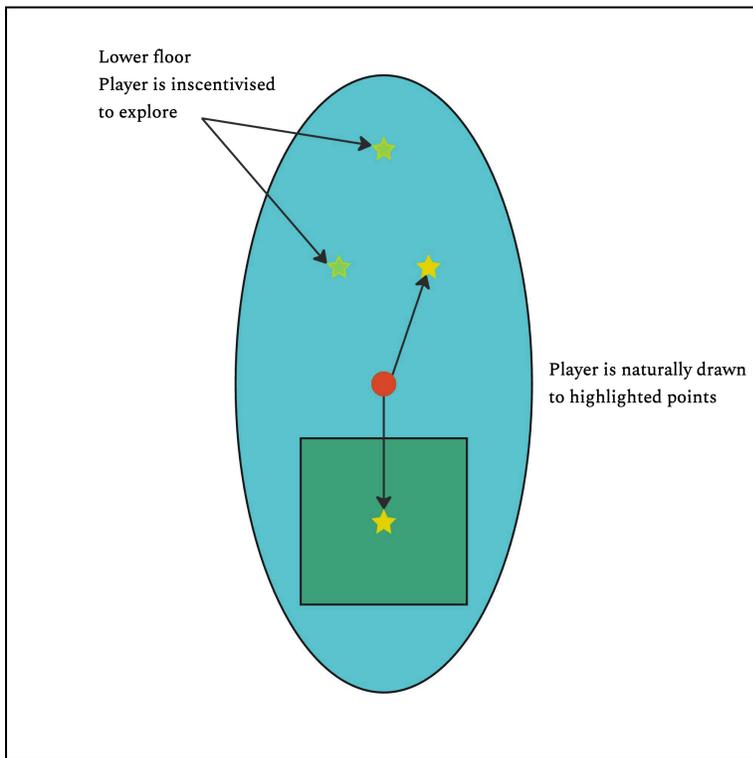
**Figure 7.2** - Diagram explaining how the level uses openings like this to offer the player a view of future rewards

Offering a view is the usage of openings not big enough for a player to pass through, but enough for the player to see what's on the other side, enticing them with the view of a goal without immediately offering it to them. In the Wind Temple, there are many walls that include barred windows, giving the player a view of what's on the other side. Sometimes it's a future challenge the player will have to face, giving them a general idea of which direction to go in. Other times, like in the example, it offers them a view of a treasure chest. This entices the player with the promise of a reward, like a weapon or rare item, while also guiding them in a general direction of where to go and how to reach it, since the player can also see the opening leading to it.

## Points - Place of Importance



**Figure 8.1** - Screenshot of the map cursor hovering over a highlighted map marker



**Figure 8.2** - Diagram depicting the player being drawn towards the highlighted map points

Places of importance is the usage of important landmarks to lead the player in their general direction. The Wind Temple, along with the other three temples in the game, uses each of its terminal locks as a place of importance in the level. The player is able to check their map and see the glowing marker on it, leading them to head to that general spot in the level. This guides the player to their goal despite the puzzles, hallways, and entrances of the level.