

# LEVEL DESIGN DOCUMENT



HEL : THE LAST SAGA

Level : The Mother and her Child / La Mère et ses Enfants



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## Overview

### Chapter 11 - Scenario 2 : The Mother and her Child / la Mère et ses Enfants

The level takes place in the King Haakon camp, into a Volcano. After being drugged by the king and his soldiers, some heroes have been captured by Haakon, and took away from the reste of the group. We'll play the group that stays in the camp, discovering that some of their friends disapears, and that the soldiers of the king and the Mother, the Haakon's wife are trying to sacrifice them.

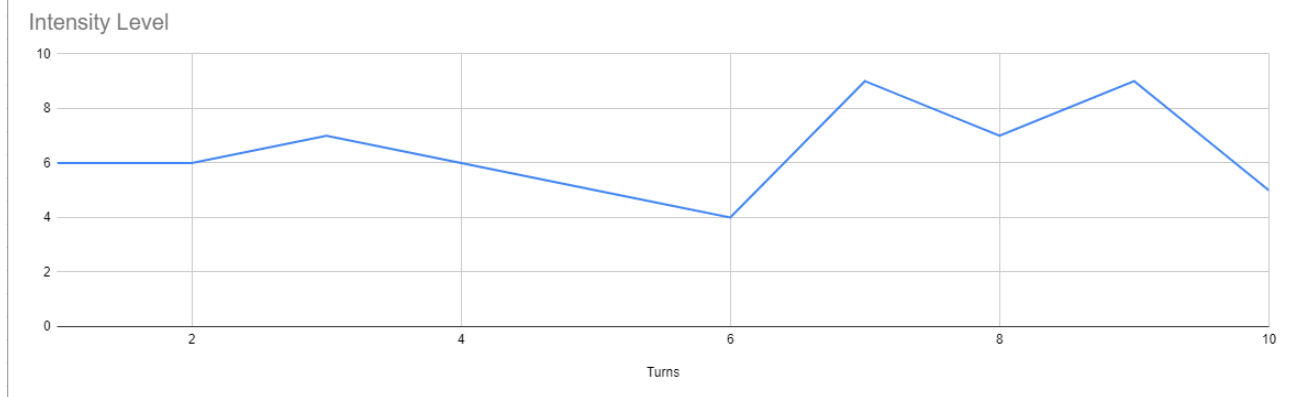
Heroes will wakes up surrounded, and searching their friends. The levels consist of finding the clues and trying to kill the servants of Haakon. The clues will guide the heroes to the good tunnel in the heart of the volcano. But the ennemies are many, and some of them seems to motivate others. The players have to kill ennemies in a good order to reach the Mother.

The level/camp, is on two levels, allowing heroes to jump on the ennemies below, or pushing ennemies in the great hole at the middle of the map. Other detail, the volcano is awakening, some rocks are falling on players and ennemies, heroes must be awared, beacause some path will be closed.

# Complete Map and Emotional Curve



Turns	1	2	3	4	5	6	7	8	9	10
Intensity	6	6	7	6	5	4	9	7	9	5



## Objectives :

- The players must explore the camp to find the clues of what happens to their friends. By reaching the first Saga Token F, the story will be more clear, and others clues will appears.
- There is the Mother at the middle of the map, unattainable, players must discovers how they could get her down. She has Petronilla as hostage.
- Some Enemies seems to be just here to motivate the troupes, players must killed them to gain some Moral Points, and survived at this battle in the Volcano.
- On the floor, there is five Token Placement, players knows that those tokens will be the where soldiers will respawns, so the battle could be infinite if players do not kill the Mother or escape the camp by finding clues.
- Heroes must protect themselves from the Rockslides by using the Building Areas. These areas are Covered areas, allowing heroes to staing alive, but also ennemies.

## The Mother and her Childs Progression Overview :

**[Objective 1-A]** The players begins on different hexes, surrounded by enemies. The two heroes how strike strongly, starts with enemies on their area, and the two others with less fighter, starts with no enemies on their areas.

To access the Saga Token F, th heroes must kills the enemies, to be directly in the intentions : being in a constant combat at the herats of the enemy camp. A respawn point is near of the Token Saga F to create the feeling of constant enemies coming on important points.

**[Objective 1-B]** The players can see that 4 Shamans are on the top of the camp, and the Moither at the center, over the Fire Hole. This placement is here to give the feeling that those Shamans are linked to the Mother. Players have to jump to the Top part of the camp and kill the Shamans to win Moral and see an evolution in the Mother's behavior

**[Objective 2-A]** After the players reached the Saga Token F, the Saga Token G will appear at another point in the Camp, asking to players to cross the map with all enemies.

**[Objective 2-B]** While the Shamans have been killed, the Mother will run to the heroes, and starts the Boss fight. At the same time, another element arrives by a caverne, the Dreadful Mount, with the beheaded corpse of Frodi. The Mount shall not reach the Mother for the good of the heroes. At this moment the map is full of rocks, so the Mount can be stopped quite easily if the players are organised.

**[Objective 3-A]** After the players reached the Saga Token G, the Saga Token H will appear at another point in the Camp, asking to players to cross the map with all enemies.

**[Objective 3-B]** When they bit the Mother, heroes can understand that her Life Points are linked to the Token Placement, and each Life Point lost, a Placement Token have to be discard.

**[Objective 4-A]** After the players reached the Saga Token H, the Saga Token I will appear at another point in the Camp, asking to players to cross the map with all enemies.

**[Objective 5-A]** After the players reached the Saga Token I, the Saga Token J will appear at another

# Objectives and Challenges

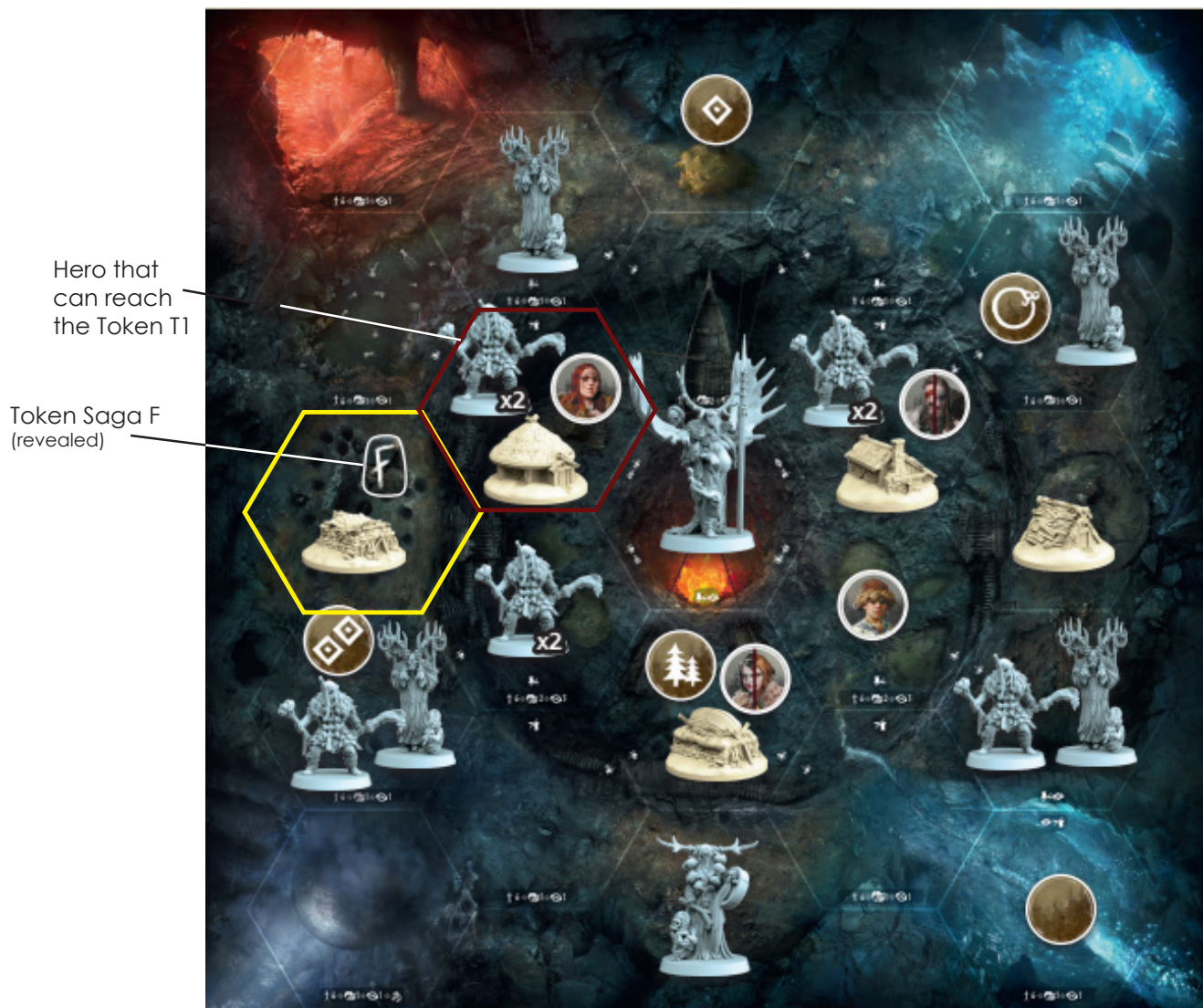
## **Objective 1-A : Reaching the Token Saga F (Paragraph 043)**

This first part of the level is to give the players a rough idea of the gameplay. Heroes starts around the great fire hole, to learn the new Special Action "Push Them", allowing heroes to push enemies in the fire.

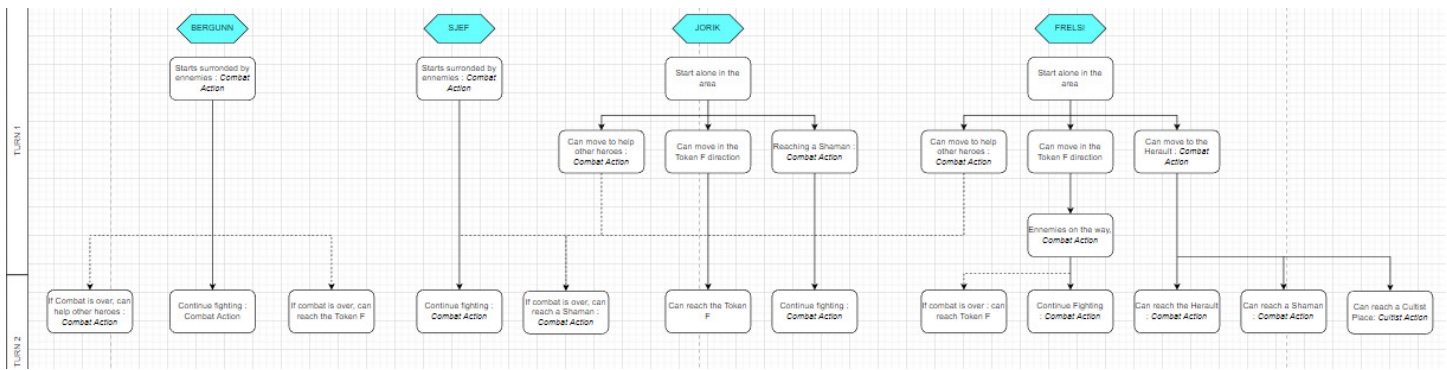
Only one hero could reach the Token F, but for that it has to kill in one attack the enemies on the area. This hero can move to the Token which is just aside of it's area.

For others heroes, to reach the Token F, the Frelsi must move in the good direction, but she will be stopped by 2 enemies on the road. Jorik cannot reach the Token in one turn because of the lack of movement points, and the Sjeff will be under attack during his start.

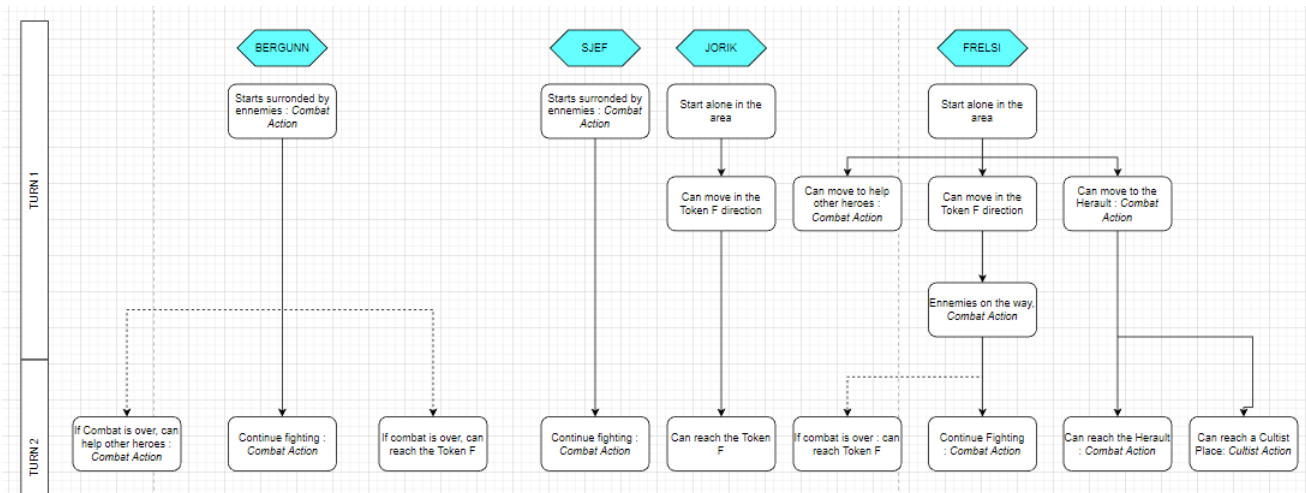
Each tokens will appears to allow each character to discover one.



## Players Progression (Objective 1 - A & B)



## Players Progression (Objective 1 - A)



- Players will have different options depending on their start area. To reach the Saga Token F, even the nearest hero is not sure to reach it, because of the enemies on the area. This start position is made to create the feeling of being close to the objective but not enough because of the enemies.
- Reaching the Saga Token F is a reward, that drives the story forward. It concerns only the kidnapped heroes, and not the Mother.
- Enemies will constantly be on the way of the heroes to avoid them to find their friends, this intention is at the heart of the making of this "circle map".

## Effects & Progression of Tokens Saga

PARENT	Number	Type	Narrative Intentions	Game Effects
Token F	020	Saga	You find foot prints that tell you a lot about what happened before you woke up. The footprints are those of a person walking on three legs. This is obviously Ingwyld and her stick, which she never lets go of. The clue that confirms this hypothesis is the path of dried guano that runs along this trail. It seems that the völva went to the place where Knut was lying... It is again an easy trail, the place is stained with dead skin and dried scabs. But why did she see fit to wake up the leper before everyone else? Perhaps he was already conscious when the witch woke up?	-Move the "find your companions" marker by 1 to the right -Place the saga token G as shown on the map

**Objective 1-B : Fighting the Shamans (Paragraph 048 / 055 / 059 / 052)**

This first part of the level is to give the players a rough idea of the gameplay. Heroes starts around the grat fire hole, to learn the new Special Action "Push Them", allowing heroes to push enemies in the fire.

Only one hero is sure to reach a Shaman during the first turn, but it's the weakest of the team. Giving the notion that the heroes are not strong enough is a main one. Jorik is the young hero who needs to prove itself that he can be strong enough like Dreng or Alvar.

The Sjef could reach a Shaman if the combat during the first turn ends quickly, but the only shaman he could reach have the possibility to gain a bodyguards because of the Token Placement on it's area.

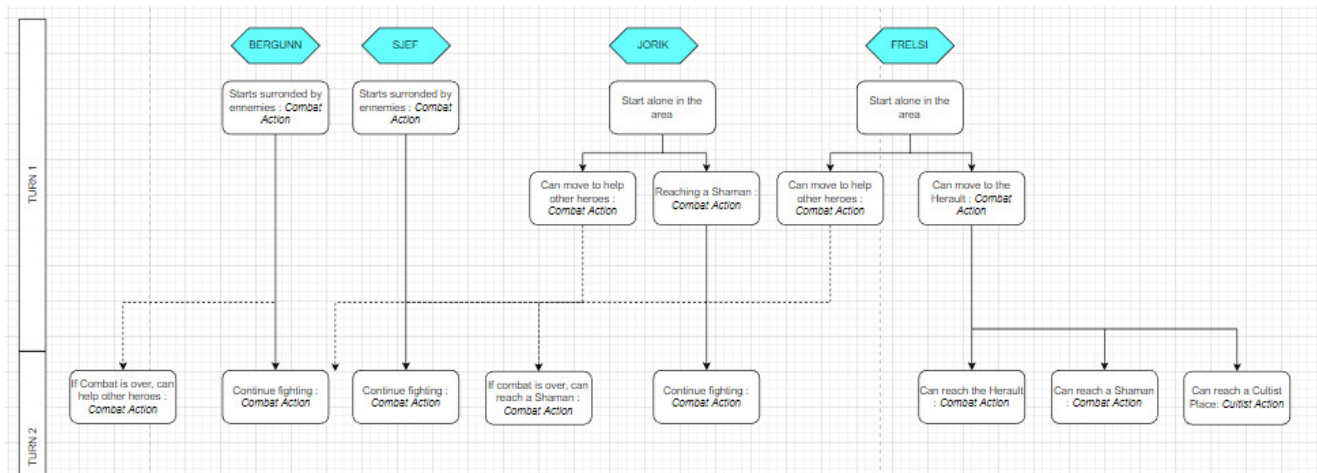
The Two Shamans with no defense are the quicker to kill, but one of them have a placement token, it's a trap made to the heroes, because, new ennemies can coming from this area.



Shamans to kill

Hero that can reach the Shaman T1

## Players Progression (Objective 1 - B)



- To fight Shamans, players must move on the top of the map, meaning that only some path can be crossed
- Shamans cannot move, but only two get a bodyguard, and one of them, get a Placement Token on his area, so heroes can rush this Shaman Turn 1, but other heroes will kill enemies, and the game system makes that this Shaman have the possibility to gain a Bodyguard.
- When a Shaman is killed, the storyline is moving forward, concerning the Mother, not concerning the other heroes kidnapping.

Each Shaman gives a reward, and formed a kind of ritualistic shape with the Mother at the middle of the map. It gives a kind of progression process each time you killed one of them and the feeling that you are breaking something for the Mother.

## Effects & Progression of Paragraphs

PARENT	Number	Type	Narrative Intentions	Game Effects
Objective "Kill the Shamans"	048	Goal	Reaching the first of these perched preachers was no easy task. He was caught off guard, but this did not stop him from continuing his incantations. After defending himself as best he could, the shaman let his guard down for a moment. It's too late. You slice his head off with a sharp blow, showering the hut with an impressive spray of blood. Even without the head, the cavernous song still escapes from the wizard's entrails. You have to wait for the body to sprawl on the ground before the nagging burrs finally stop. The ambient noise does not stop, however: three other shamans continue to sing in chorus. From your perch, you can see the Mother below, who in her gestures and words seems to be orchestrating the ceremony. Time is running out. Who knows what will happen to Petronilla once the ritual is over?	-Gain 1 Cohesion -Remove from play the <b>Green Hostile</b> "Shaman" figure in the area targeted by the attack
Objective "Kill the Shamans"	055	Goal	And that's two! These shamans are tough, but they are not used to fighting. You listen carefully and clearly hear the difference. The chorus is weakening! Half of these freaks are now floating in the waters of Helheim! However, one thing is certain, this does not slow down the Mother in her frenzied trance.	-Gain 1 Cohesion -Remove from play the <b>Green Hostile</b> "Shaman" figure in the area targeted by the attack