

# Walkthrough Document

## The Sylvan Forest

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### Overview

The level takes place in the Sylvan Forest, a welcoming fairy-like forest, where the player can visit the elders of a small village willing to commune with their Sacred Tree. The player's goal in the level is to reach their friends in a pre-arranged clearing in the forest.

While the player is meeting with the elders, a group of enemies attack the village. By protecting the villagers, leading them back to their homes and defeating the enemies, the player will earn the trust of the elders and gain access to the Sacred Tree and a Giant Aviary (Eerie). Interacting with the building will trigger a cutscene in which the player will be transported to their destination by giant birds.

If the player is unsuccessful in defending the village, they will have to deal with a difficult jumping section to reach the forest clearing.

Once the forest clearing is reached, the player will find a powerful enemy monster (Boss) there that they must defeat to complete the level.

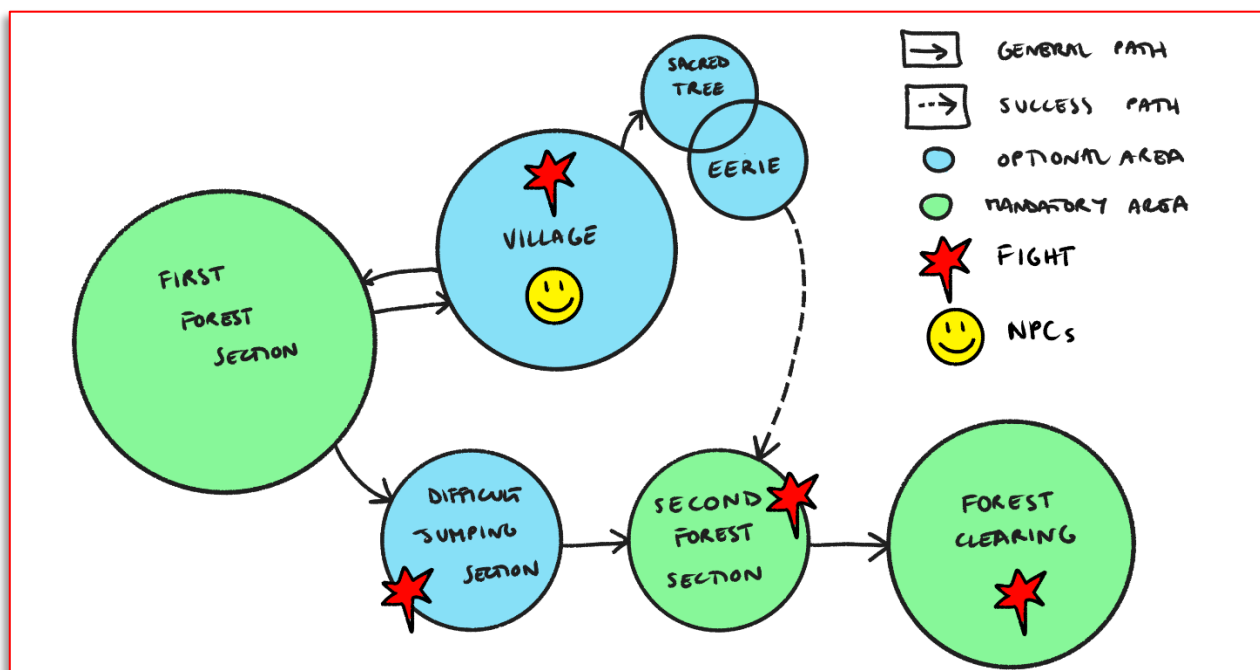
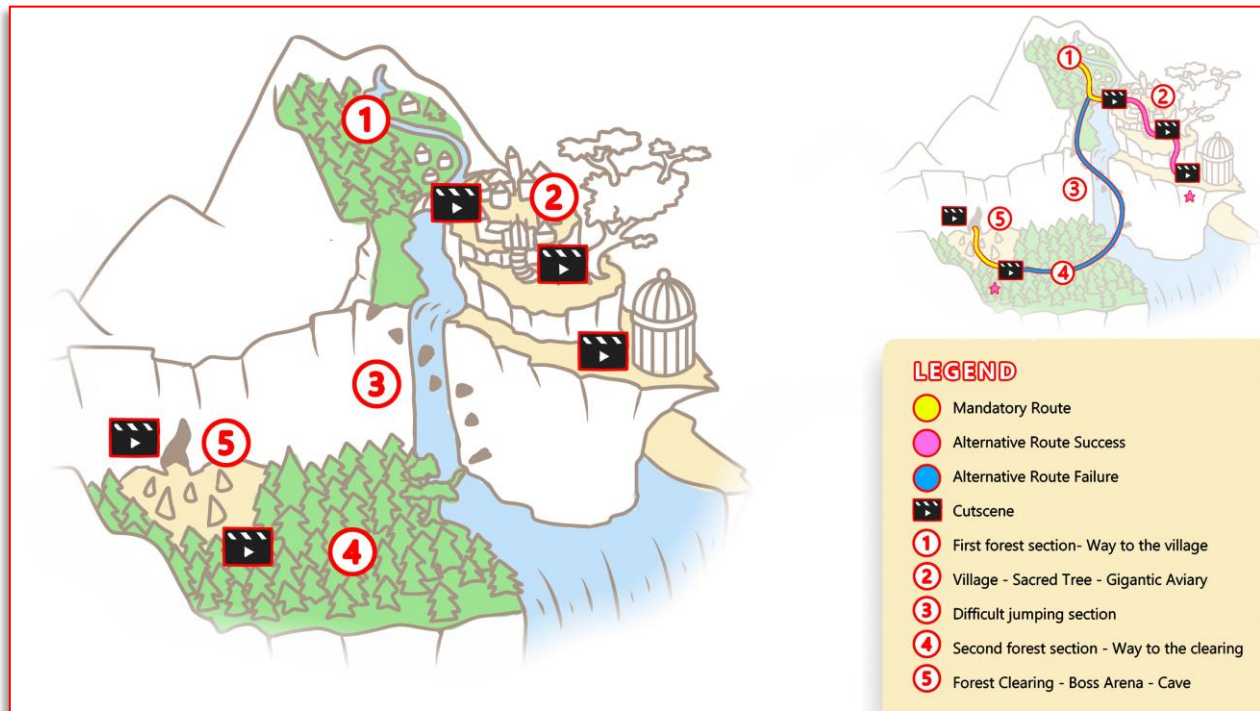
### Hero's Abilities:

- Melee attacks
- Basic jump.

### Enemies:

- Corrupted Elves: Bows when at range, short knives in melee - spawn from deep in the trees.
- Dwarves: Axes in melee - spawn directly from the ground.

## Layout Diagram



## Objectives

As the player progresses through the level, they will encounter five different sections, each with its own main objective, theme, and level design.

In addition to the general objective of reaching the clearing and meeting their companions, the player's intermediate objectives in this level are (in order):

1. Cross the First Forest Section and (Optional) reach the village.
2. (Optional) Protect the village from the enemies' assault.
3. Reach the forest clearing
  - a. If the player successfully defends the village, they will be rewarded with the possibility to being transported directly near the clearing by the giant birds of the Eerie.
  - b. Otherwise, the player will need to get through a difficult jumping section with the same objective.
4. (Optional) Defeat the enemies that will attack the character.
5. (Optional) Collect the items placed around the level.
6. Defeat the Boss Monster.
7. Reach the character's friends inside the cave beyond the clearing.

## Section 1 – First Forest Section - Way to the village

**Objective:** Cross the First Forest Section and reach the village.

**Theme:** Fairy-like Forest, River Side.

**Entrances:** Default player spawn point for the level: small cave deep in the forest.

**Exits:** Village (Section 2) – Difficult Jumping Section (Section 3).

**Enemies:** None.

**Duration:** From 2 to 7 minutes.

**Difficulty:** Easy.



### Description:

The section is characterised by a wooded area which comprises four main elements:

- **Trees**, which contribute to the enhancement of the level's theme and can hide collectable objects.
- **Small buildings**, which can hide collectable objects and/or constitute small platforming-based puzzles (the player can jump over ruins to reach rewards).
- **The river**, which guides the player in the direction of the village, while at the same time constituting the only danger to the player, who will suffer death the moment they fall into the water.
- **The bridge**, which will provide a safe and clearly visible point to cross the river safely while signalling the entrance of the village.

### Player Progression:

The player can explore the area and collect items before proceeding to the village (Section 2) or to the difficult jumping section (Section 3).

## Section 2 – Village – Sacred Tree – Gigantic Aviary (Eerie)

**Objective:** Cross the First Forest Section and reach the village.

**Theme:** Fairy-like Village.

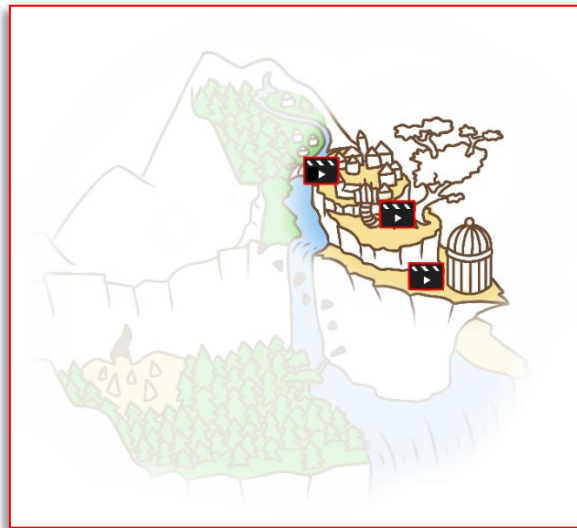
**Entrances:** First Forest Section (Section 1)

**Exits:** First Forest Section (Section 1) – Second Forest Section (Section 4).

**Enemies:** Corrupted Elves, Dwarves.

**Duration:** 7 minutes.

**Difficulty:** Medium.



### Description:

The section is set in a fairy-like village topped by a tall, luminous Sacred Tree at the foot of which is a Gigantic Aviary (Eerie).

### Player Progression:

- The player can enter the village through the bridge across the river.
- The player can reach the elders in the main square of the village.
- The player can speak to the elders (**Dialogue Section**).
- (**Cutscene**) The enemies attack the village.
- The player can engage the enemies and usher the villagers to their homes.
- If the player defeats all the enemies in the village, the path to the Sacred Tree will appear or remain locked, depending on how many villagers were hurt.
- (**Cutscene**) (If) The player encounters the Sacred Tree.
- (**Cutscene**) (If) The player interacts with the gate of the Gigantic Aviary (Eerie) and is transported by giant birds to the Second Forest Section (Section 4).

## Section 3 – Difficult Jumping Section

**Objective:** Cross the area safely and proceed in the path to the forest clearing.

**Theme:** Fairy-like Forest, River Side, Waterfall.

**Entrances:** First Forest Section (Section 1)

**Exits:** Second Forest Section (Section 4).

**Enemies:** Corrupted Elves, Dwarves.

**Duration:** 3 minutes.

**Difficulty:** Difficult.



### Description:

The section consists of a difficult jumping (platforming) challenge in which the player will have to descend through the rocks emerging from a cascade to reach the Second Forest Section (Section 4).

Enemies will spawn in the areas before and after the jumping section, the Corrupted Elves will shoot arrows to the player increasing the difficulty of the platforming.

### Player Progression:

- The player reaches a precipice over the waterfall (they see the first platform).
- The player can fight the enemies in the area before the jumping section.
- The player jumps from a rock to the other while dodging the arrows.
  - If the player jumps on a rock with cracks, this will fall after 3 seconds.
  - If the player falls in the water, the death of the character will be triggered.
- The player reaches the end of the platforming section.
- The player can fight the enemies in the area after the jumping section.

## Section 4 – Second Forest Section – Way to the clearing

**Objective:** Cross the area safely and proceed in the path to the forest clearing.

**Theme:** Fairy-like Forest, River Side.

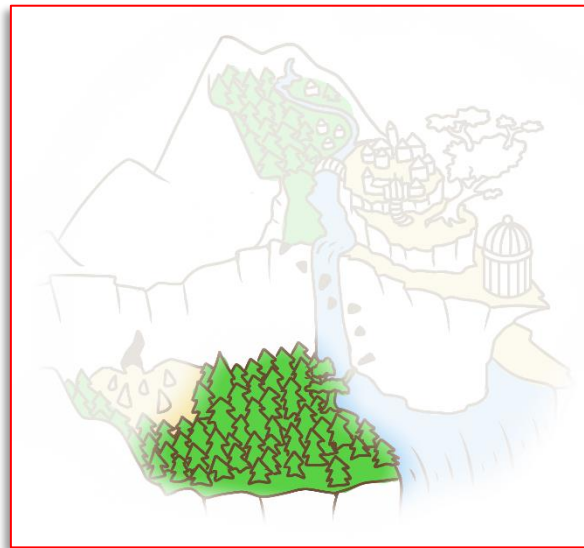
**Entrances:** Difficult Jumping Section (Section 3) – Village (Section 2).

**Exits:** Forest Clearing (Section 5).

**Enemies:** Corrupted Elves, Dwarves.

**Duration:** from 1 to 5 minutes.

**Difficulty:** Medium.



### Description:

The section is characterised by a wooded area which comprises three main elements:

- **Trees**, which contribute to the enhancement of the level's theme and can hide collectable objects.
- **Small buildings**, which can hide collectable objects and/or constitute small platforming-based puzzles (the player can jump over ruins to reach rewards).
- **Enemies**, which will attack the player when in range.

### Player Progression:

The player could reach this area with a shortcut after interacting with the Gigantic Aviary (Eerie) if they successfully defended the village.

The player can explore the area and collect items before proceeding to the Forest Clearing (Section 5).

The player can fight or ignore the enemies that will attack them during this section.

## Section 5 – Forest Clearing

**Objective:** Defeat the Boss Monster safely and enter the cave (end the level).

**Theme:** Fairy-like Forest Clearing, Fantasy Cave.

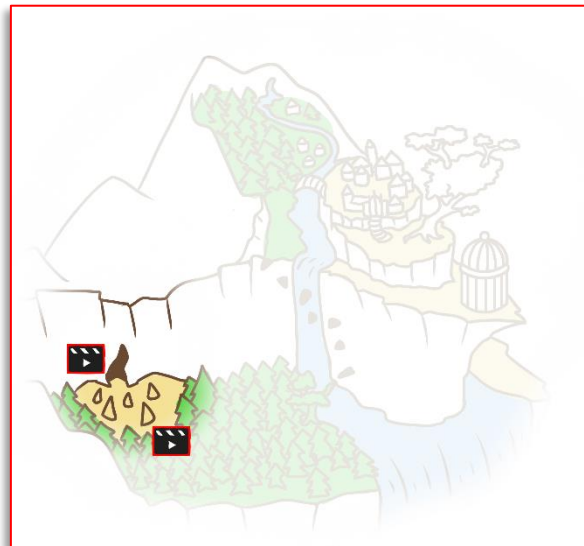
**Entrances:** Second Forest Section (Section 4).

**Exits:** Cave (End of the level)

**Enemies:** Corrupted Elves, Dwarves, Boss Monster.

**Duration:** 3 minutes.

**Difficulty:** Difficult.



### Description:

The section consists of a difficult fight against the Boss Monster. During the fight the monster will perform AOE attacks (dealing damages in an area and not only to a specific target). Enemies will spawn during the fight: Dwarves directly from the ground of the clearing and Corrupted Elves from the forest around the arena.

The forest clearing arena is a large flat area containing five gigantic rocky spikes behind which the player can take shelter from the AOE attacks of the Boss Monster.

### Player Progression:

- The player enters the forest clearing.
- (**Cutscene**) Introduction of the giant boss monster and its AOE attack.
- The player is restricted to the clearing area for the duration of the fight.
- The player can fight the enemies spawning during the boss fight.
- After the player defeats the Boss Monster, all the enemies will disappear.
- (**Cutscene**) The player moves in the mountain cave, ending the level.



## Research and References

The following points were the focus of the research for the level design of the area:

- Fairy-like Forest Aesthetics
- Fantasy Forest Village
- River path and Waterfall

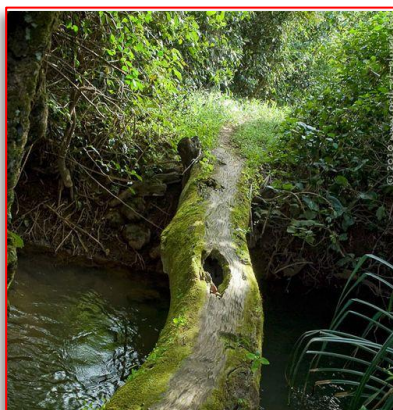
### Fairy-like Forest Aesthetics



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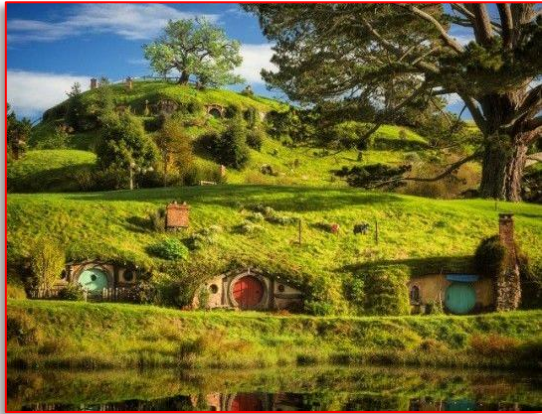


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## Fantasy Forest Village



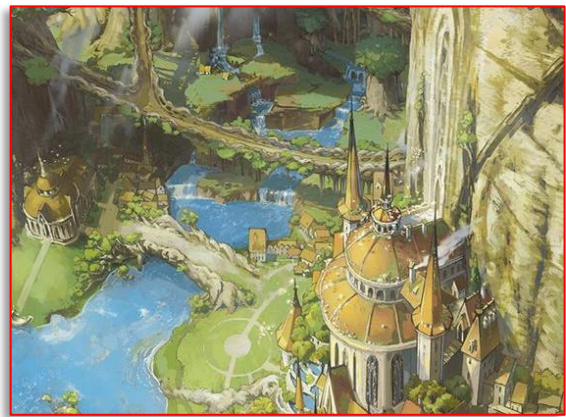
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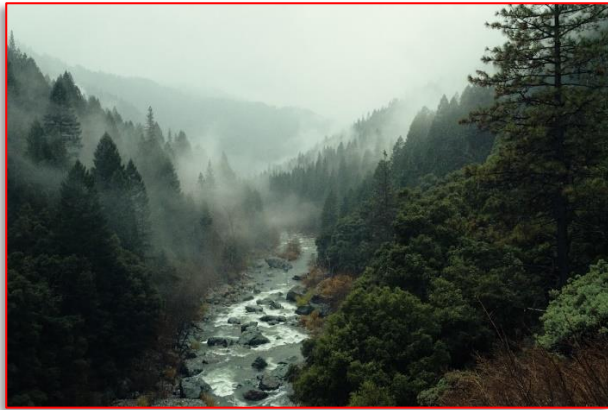
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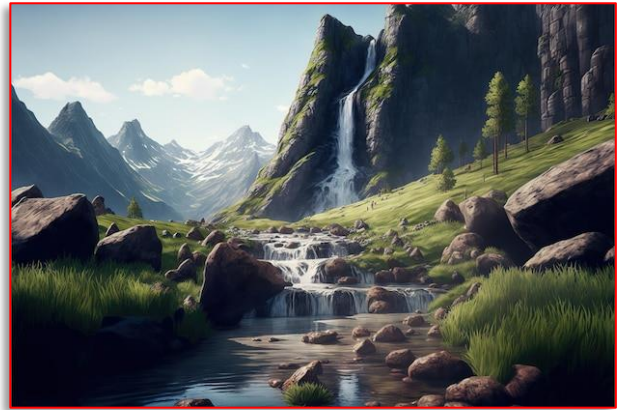
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## River path and Waterfall



Source: unsplash.com



Source: freepik.com



Source: Adobe Stock



Source: freepik.com

## Useful References

- [Enchanted Forest - Wikipedia](#)
- [Glade \(Forest Clearing\) - Wikipedia](#)
- [Fairytale Forest Ideas - Pinterest](#)
- [Fairytale Village Ideas - Pinterest](#)
- [Mountain Fantasy Waterfall Ideas - Pinterest](#)

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