

The background image shows a lush, mountainous landscape. In the foreground, a stone path leads to a circular stone platform. The middle ground features a dense forest of trees with some autumn-colored foliage. In the background, misty mountains rise under a soft, overcast sky. The overall atmosphere is serene and natural.

# Level Design Document

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# Introduction

This design document goes into the project I have been working on. The idea behind this project was to work on my whiteboxing skills while making a level based off of the game Baldurs Gate 3. I chose to do this game as it is something that requires a lot of different variables in the level design varying from height advantage in player combat to interacts with different NPC's and world content.



# Research

The first thing I did within the project was research into what Baldurs Gate 3 consists of and what is already in the game. From this research I found that it is a game based off of a role playing game called Dungeons and Dragons. This gave me a wide range of things I could have worked on for this project.

After researching the races I decided to look more into elves and centaurs. I made sure to look into where centaurs lived and what kind of species they are and I found that usually they are always on the go with where they are living kind of like Ghengis Khan's mongolians.



# Research Moodboard





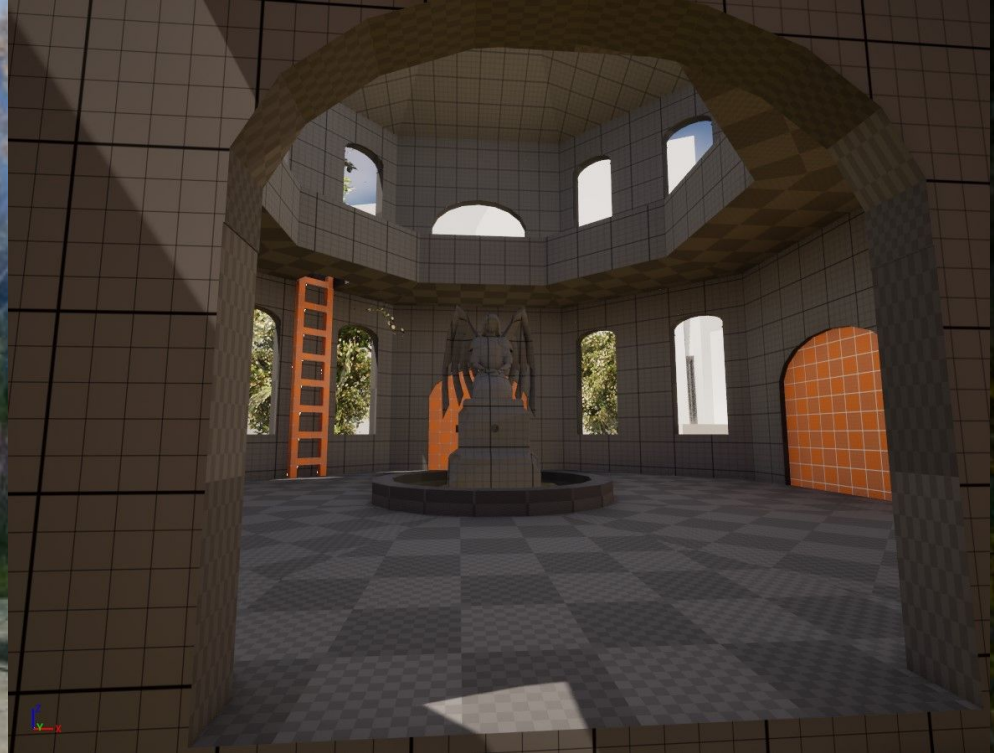
# Level Theme

Now that I had done my research I now had to come up with a theme and I chose to go with centaurs making camp next to elven land. I thought this would be best as with this It not only fits the kind of area centaurs would live but it also gave me room to add memorable landmarks and possible questline ideas that could go with the level.

I also wanted to give the elven people a story within the area so I decided on having the level a place where their elven princess was buried so they created a small temple to worship her and protect her resting place.

# Landmark for level

With the landmark I wanted it to be memorable so a statue of the buried princess was the best idea to go with in my opinion. The temple surrounding the area is fairly large as well so it definitely gives the player something to look at when they are trying to navigate around the area.





# Possible Questlines

As Baldurs Gate 3 is an RPG I also thought of questlines for the level that would give more to the level.

- Break the fallen rocks to help the centaurs
- Steal a ring from the princess's tomb
- Stop the conflict between the centaurs/elves
- Convince the centaur to move their house off the sacred ground

These quests would all have negative/positive reactions from both races of people leading to the player having to make difficult decisions



# Area 1: Centaur Camp

This area shows the centaur camp and all of its important parts. This centaur camp has a separated tents as in the more protected area is the camp leader and the war tent where important discussions are held. The centaurs also have a small market where they would be able to trade goods with others in order to make money back from while they have been on their travels.





# Inside a Centaur tent

After doing research I found that centaurs would not need a bed and would only need a small area to sleep as they would usually sleep standing and only ever need at least 2 hours a day of rem sleep which means within their tents they at least needed somewhere to sleep. I also added chests/wardrobes and a table as then they have plenty of room for all their valuables.





# Area 1: Elven Temple

This area shows the Elven Temple where they worship their long lost princess and protect her tomb so that no one goes in and steals anything from within it. The elves also pray there everyday to the princess in order to make sure in the halls of mados she still knows she is worshipped by her followers.





# Inside the elven temple

Within the temple there are plenty of areas for the elves to sustain themselves such as a kitchen, dining room and even living quarters so that they can always be around the statue of their princess.



# Area 3: Princess's tomb/cave

This area shows the cave leading towards the princess's tomb, it is a very dark area which means the players party will have to use light spells or perhaps carry torches. There is a small amount of light leading towards the doors however for special temple worships to know directly where to go.





# Inside the tomb

For the player to get into this area they would have to make use of their lockpicking ability. When inside if the player tries to open the coffin then there is a trap where the bodies on the ground reanimate as they are the princess's final protectors.

