



*Knight of the
Square Table*

Contents

- Story**.....3
- Reference**.....4
- Program**.....8
 - Castle Town Plaza8
 - Polluted Marketplace.....8
 - Drawbridge8
- Diagrams**9
 - Bubble Diagrams.....9
 - Parti Diagram11
 - Sketch.....12
- Metrics**.....13
 - Character13
 - Camera13
 - Controls14
- Screenshots**15
- Schedule**.....17

Story

Sir Blockington is a humble knight in the service of the gracious **King Kube**. One day, **Sir Blockington** hears of a plot to take over the capital of **Shafigura**. He sets off to the source of the rumours and finds that it was a trap! **Sir Blockington** hurries back to the capital to find it invaded by the evil **Spherecerer** in his absence. The villagers, fearing for their lives, are staying in their homes and shops hoping that help will come and free the capital. The guards however have come under the evil Spherecerer's control and will do everything they can to stop wanting heroes from reaching him.

Sir Blockington must brave through Shafigura field, the castle town, marketplace, and then finally navigate through the castle of Shafigura itself to stop the evil Spherecerer and rescue King Kube. This will not be easy however, as the Spherecerer has released a vile, purple acid that flows from the castle into the town. Sir Blockington must take care to not fall in.

Reference



Figure 1 An example of a plaza with a large fountain in the middle



Figure 2 A typical medieval street



Figure 3 Example of a medieval walled castle town



Figure 4 Art of a medieval market with houses and stalls

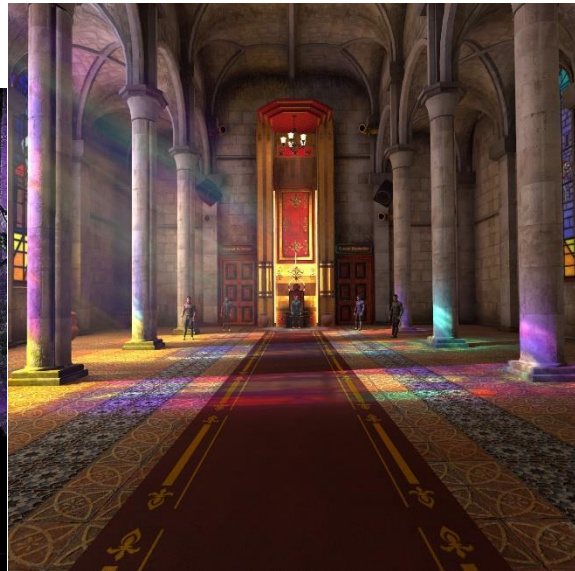


Figure 5 Purple mist and acid like what would appear in the castle and town

Figure 6 What a typical throne room would be like



Figure 7 Another castle plaza, this time with the castle in the background much like Shafigura



Figure 8 A more dreary plaza, with market stalls and houses



Figure 9 Image with the purpose of seeing the shape and structure of medieval buildings



Figure 10 Darker medieval town to capture the feel of the narrative



Figure 11 References what the purple acid looks like



Figure 12 Image of an empty, quiet, medieval plaza where something feels off

Program

Castle Town Plaza

The entrance of Shafigura's castle town was once a bustling plaza. There are two mighty watchtowers, a beautiful fountain, houses, shops, and a market. After being attacked, while most of the houses and shops remain intact, there is more rubble around - not to mention the small traces of purple acid oozing into the cracks of the stone. Sir Blockington must find a way to navigate around the rubble, acid, and buildings. The now abandoned market stalls make for excellent bounce pads for extra vertical height.

Polluted Marketplace

What was once an energetic area of commerce and trade has been almost completely destroyed by the acid pouring from the castle. Luckily for Sir Blockington, there are enough market stalls (and a decent number of coins) to help navigate through the toxic sludge.

Drawbridge

While the drawbridge may be down to make it easier to cross, there are also a couple of brutish guards blocking the way. Sir Blockington must remove these foes in order to get past without potentially falling into the acid.

Diagrams

Bubble Diagrams

Entire Level

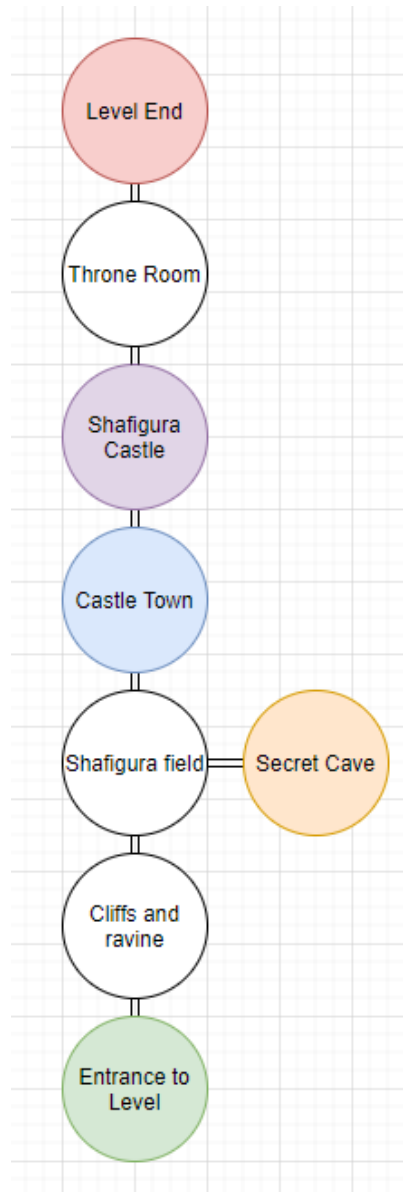


Table 1 This diagram shows the linearity and overall composition of the level

Castle Town

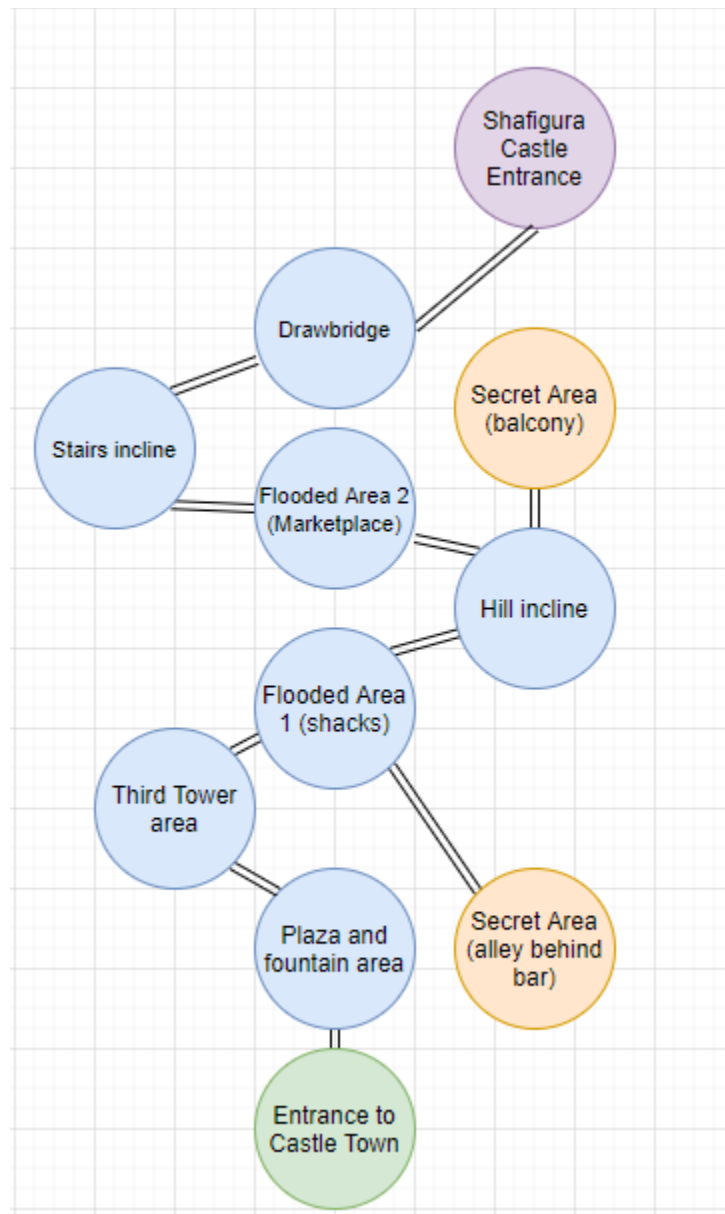


Table 2 This bubble diagram shows the composition of the Castle Town area

Parti Diagram

Parti Diagram of the Castle Town

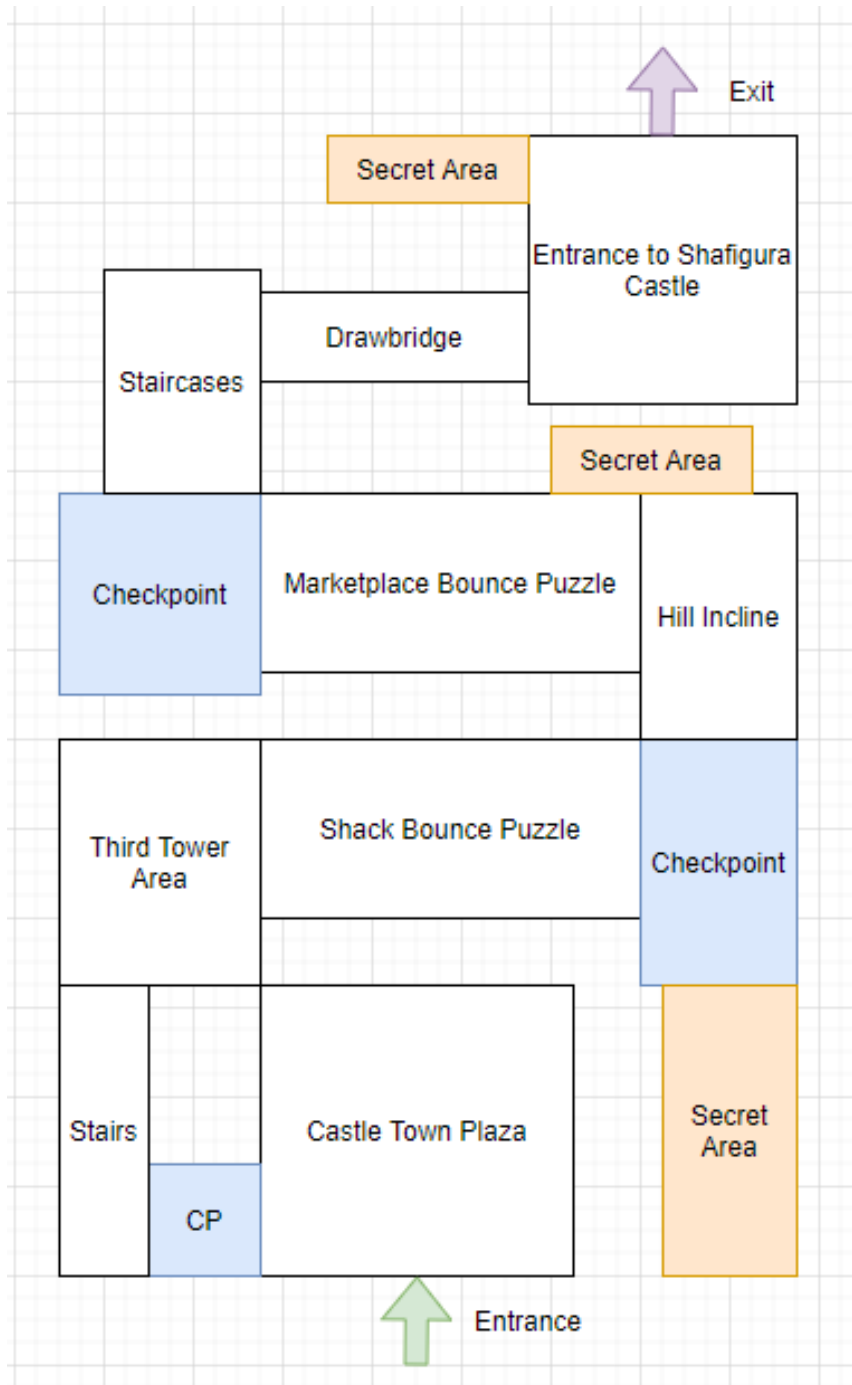


Table 3 This diagram shows a more accurate depiction of scale and composition of the castle town portion of the level

Sketch

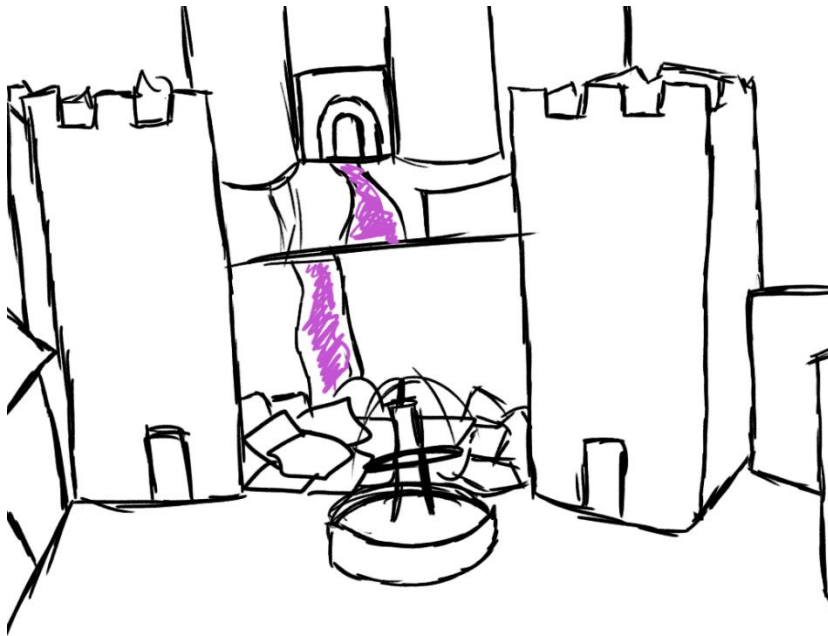


Table 4 Concept for the main plaza



Table 5 Concept for the flooded marketplace

Metrics

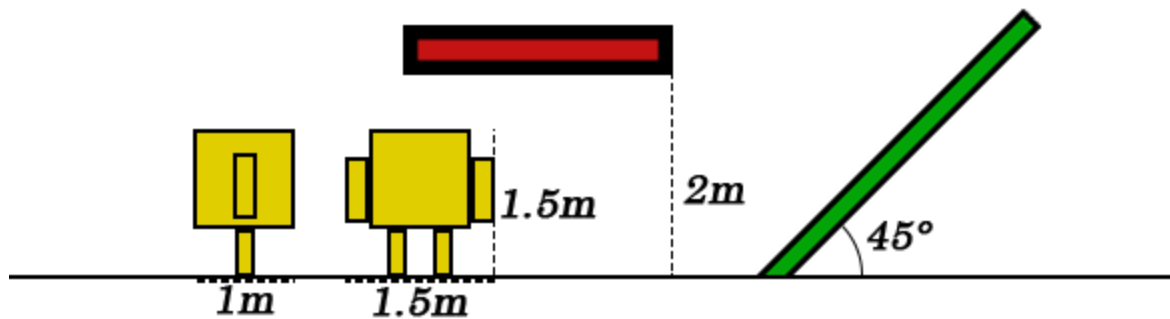
(1 Unity unit = 1m)

Character

Size: XYZ- (1.5m, 1.5m, 1m)

Pass Under Height Limit: 2m

Max Walkable Slope: 45°



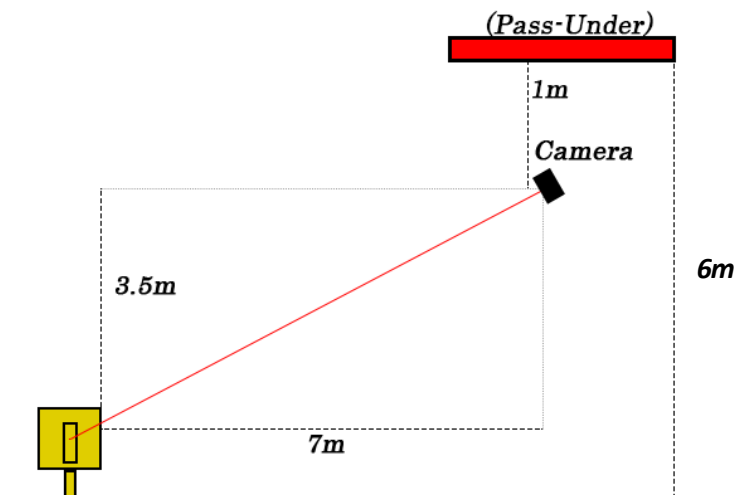
Camera

Vertical Height above player: 3.5m

Horizontal Distance from player: 7m

Minimal Pass-Under Space:

6m (1m above camera)

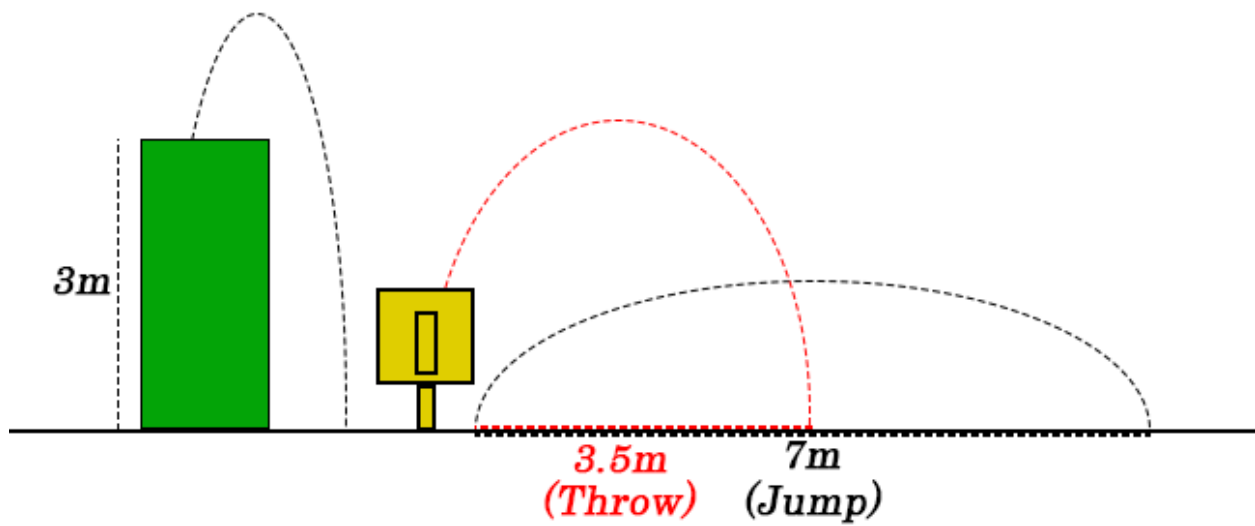


Controls

Max. Jump Height: 3m

Max. Jump Distance: 7m

Max. Throw Distance: 3.5m



Screenshots



Figure 13 Screenshot of the main plaza and fountain



Figure 14 Screenshot of one of the larger houses off the plaza



Figure 15 Screenshot of the acid waterfalls and sheds



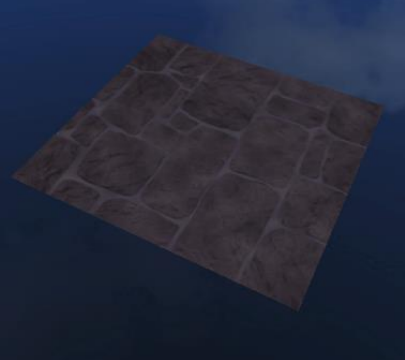







Figure 16 Screenshot of the first part of the marketplace area and a secret




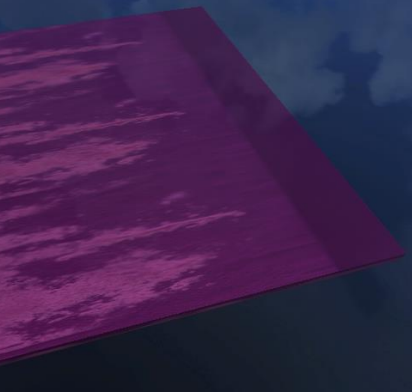


Figure 17 Overlook of the entire Castle Town area

Schedule



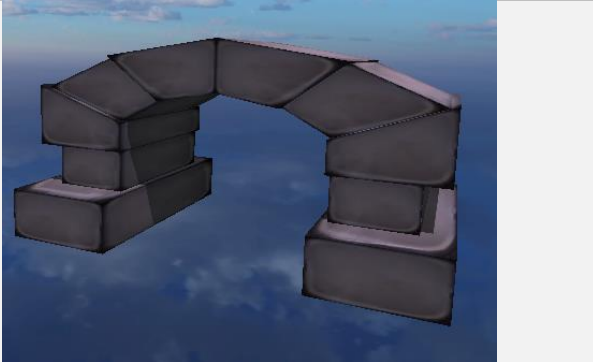

Type of Piece	Name/Description	# of Uses	Thumbnail	Asset credit
Base	Castle Wall	27		StoneKeep
Base	Brick Floor	21		3DForge
Base	Stone Floor	112		Medieval Tavern Pack
Base	Tower Wall	10		Towers_PBR

Base	White Beam	10				Medieval Tavern Pack
Base	White Window	4				Medieval Tavern Pack
Base	White Door	3				Medieval Tavern Pack
Base	Stone Wall	17				Medieval Tavern Pack

Base	Stone Window	14				Medieval Tavern Pack
Base	Stone Door	6				Medieval Tavern Pack
Base	Stone Beam	18				Medieval Tavern Pack
Base	Poison	8				Medieval Tavern Pack

Detail	Market Stall	11		Medieval village
Detail	Tower	3		Towers_PBR
Detail	Column	18		Medieval Tavern Pack
Detail	Candle	27		3DForge

Detail	Shed	2		Medieval village
Detail	Stairs	3		StoneKeep
Detail	Small Door	4		Medieval Tavern Pack
Detail	Roof	4		My own

Hero	Fountain	1		Valencia Fountain
Hero	Gateway	2		StoneKeep
Hero	Archway	1		StoneKeep
Hero	Simple Bridge	1		Medieval Tavern Pack