de blob 3

LDD BY JONATHAN PIN

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STORY

Environment

- City
- Suburbs / Residential Area
- Farmland

Setting

- Midtown Chroma City
- Chroma City Outskirts
- Chroma Farms

Objects

- Streetlights
- Buildings
- Signs
- Trees
- Fountains
- Farms
- Fields
- Cars
- Buses

Characters

- Blob
- Comrade Black
- Inkies
- Raydians
- The Colour Underground
    - Prof
    - Bif
    - Arty
    - Zip

Themes

- Colour
- Painting
- Freedom
- Liberty
- Oppression
- Creativity

REFERENCE

Environment

Figure 1. This picture shows the divide of how I want the farm and suburb portions of the level to combine

Figure 2. Picture of suburbs showing how I want parts of the level to look and feel

Figure 3. Example of how I want the 3rd act of the level, the city, to be seen from a distance

Figure 4. Picture of a farmstead showcasing what I want the farms in the first act of the level to look like

Figure 1. A picture of a park/field area inside a suburb that I wish to incorporate into my level

Figure 2. Picture showing the dynamic I want between the suburb area and the river in my level

Setting

Figure 7. Concept art from the source material that gives the idea for what I want the level to feel like

Figure 8. Screenshot from source material showing what my level needs to replicate

Objects

Figure 9. Screenshot from source material showcasing UI that needs to be incorporated into my level

Figure 10. Concept art from source material showing the cartoony, stylized art style with strangely shaped buildings and cliffs

Characters

Figure 11. Concept art of the main character from the source material. Exemplifies the feel the character needs to be

Figure 12. Example of how the enemies should act/look

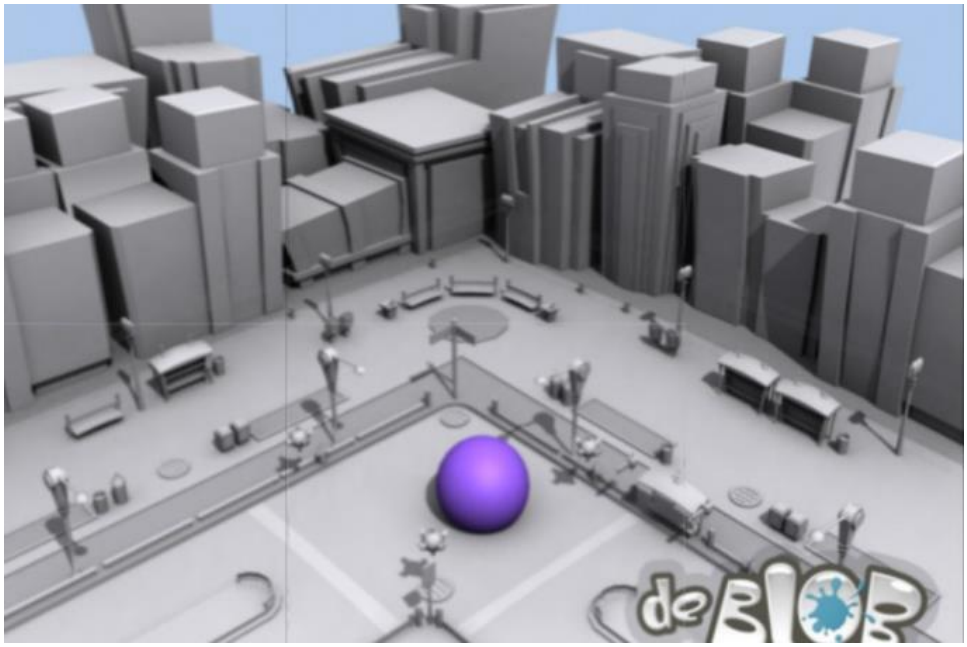


Figure 13. Concept art from the source material emphasizing scale of the player character vs. the environment

Themes

Figure 14. Concept art from source material that shows what my level should look like before it is painted vs. how it should look after it is painted

Figure 15. Concept art from the source material showing how buildings are often clumped together

Figure 16. Concept art from source material that shows the grey, dull tones the level needs to start off with feeling

PROGRAM / GAMEPLAY REQUIREMENTS

Gameplay Requirements

- Painting Buildings
- Traversal over level
- Jumping
- Gaining more paint
- Water
- Ink hazards
- Enemy Inkies
- Smash attack
- Mixing colours to make new colours
- Gaining points
- Unlocking areas with points
- Changing atmosphere and environment
- Death and level restart
- Transforming special buildings
- Collecting colour coins

3 Pillars of Play

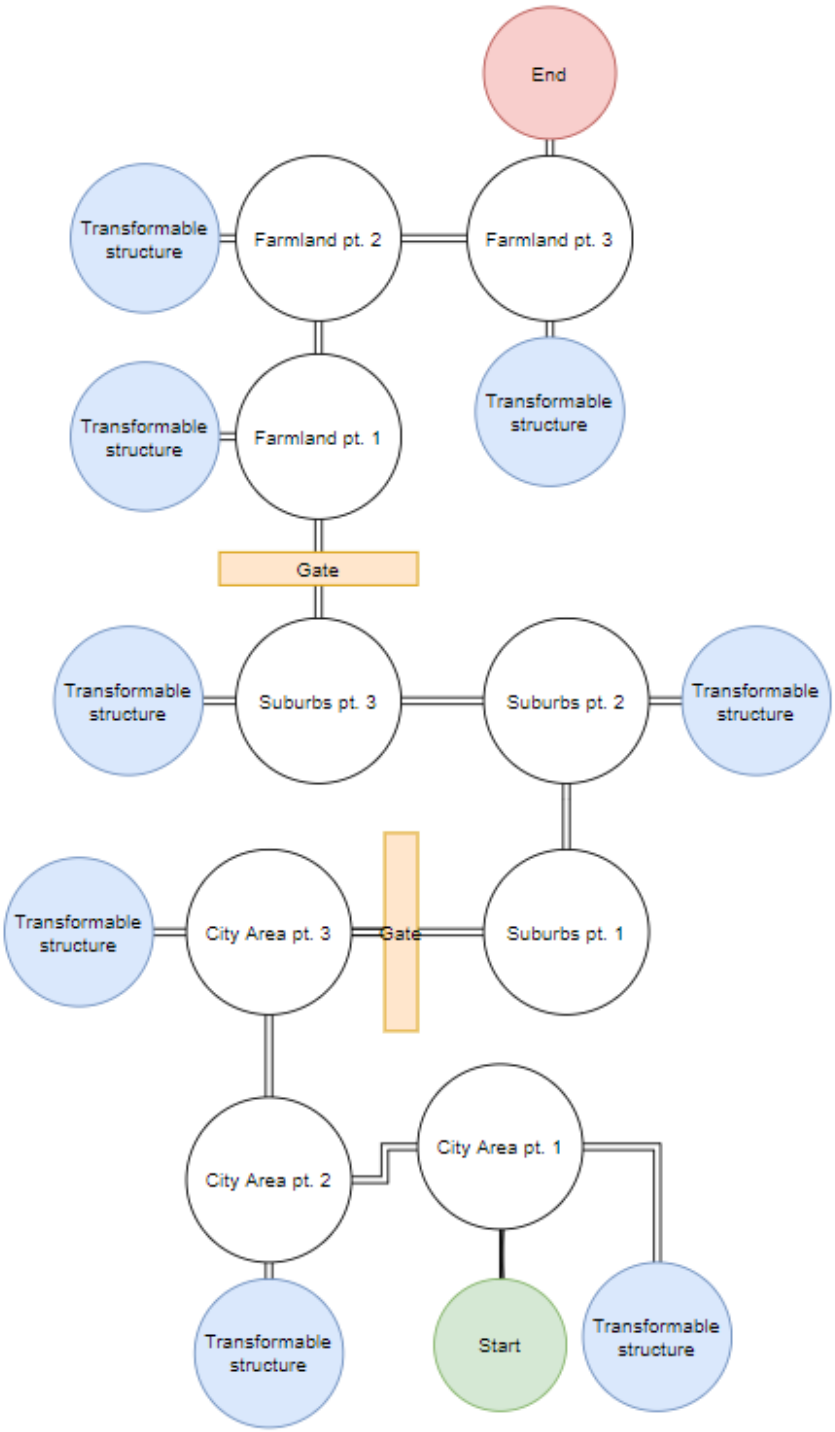
1. Painting the Level

2. Mixing Colours

3. Smashing Enemies

DIAGRAMS

Bubble Diagram



Beat Chart

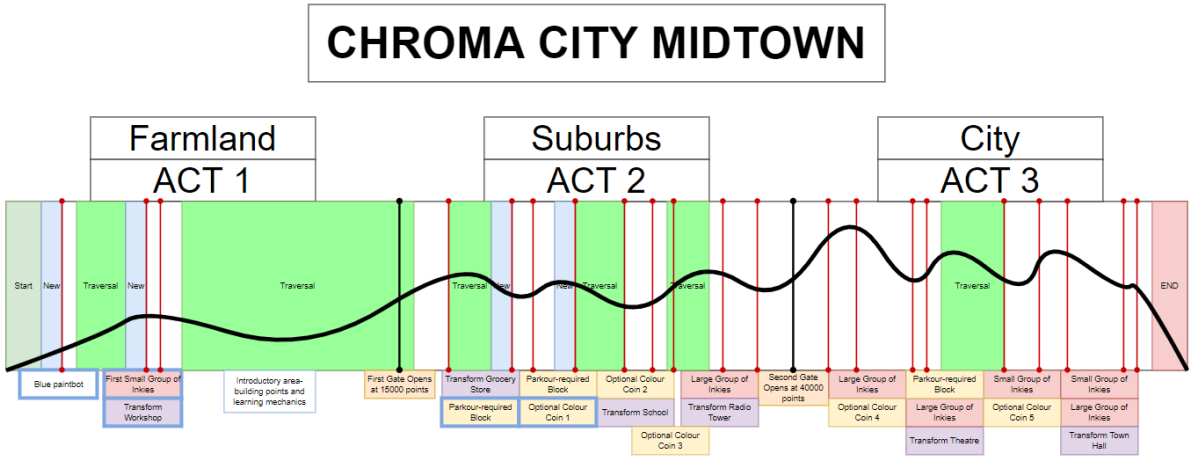
Platforming/Parkour Segment

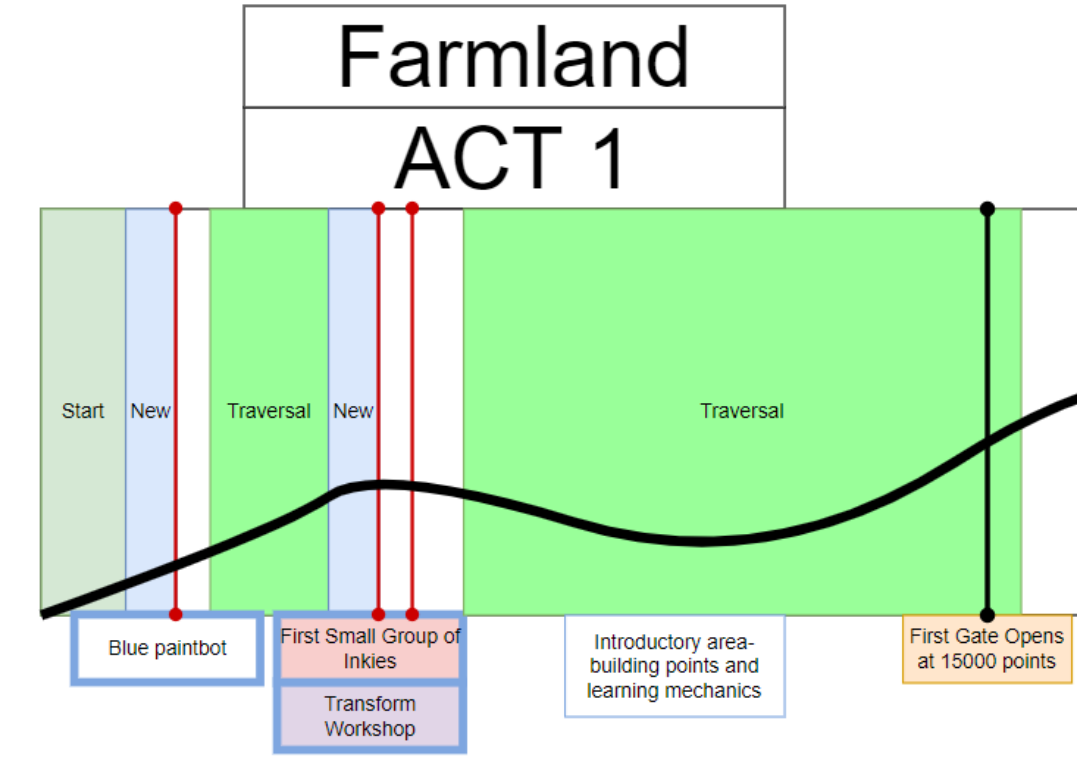
Enemies

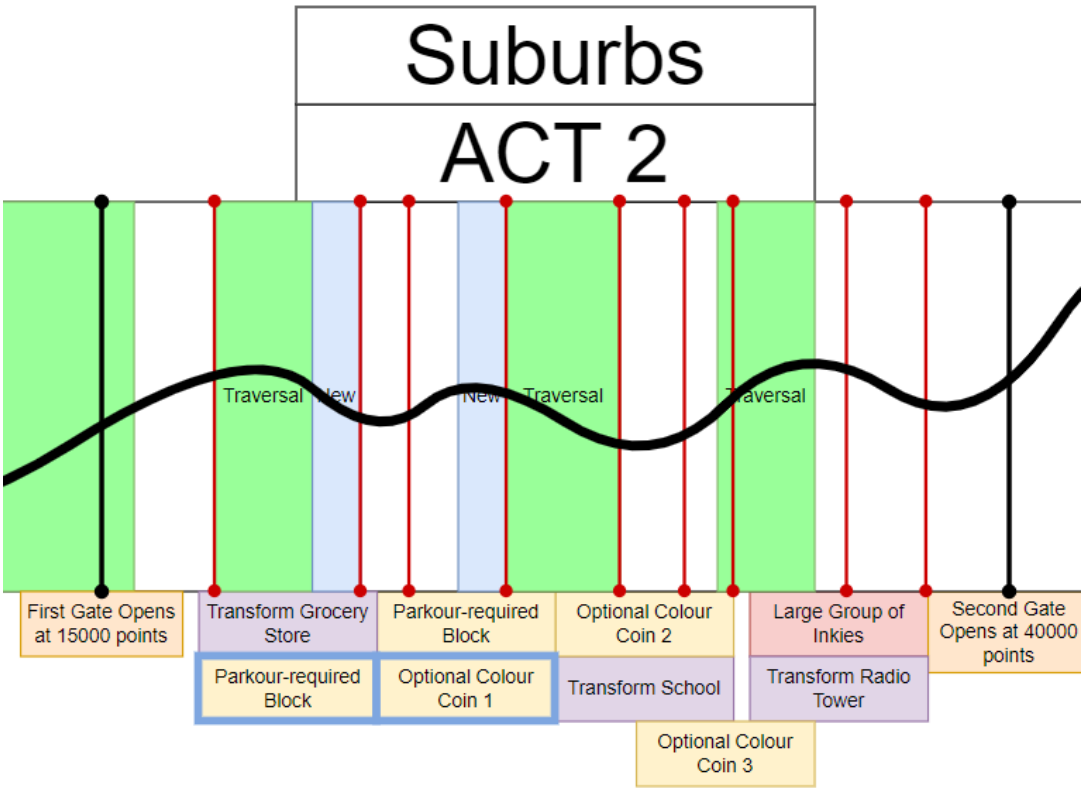
Transform Building

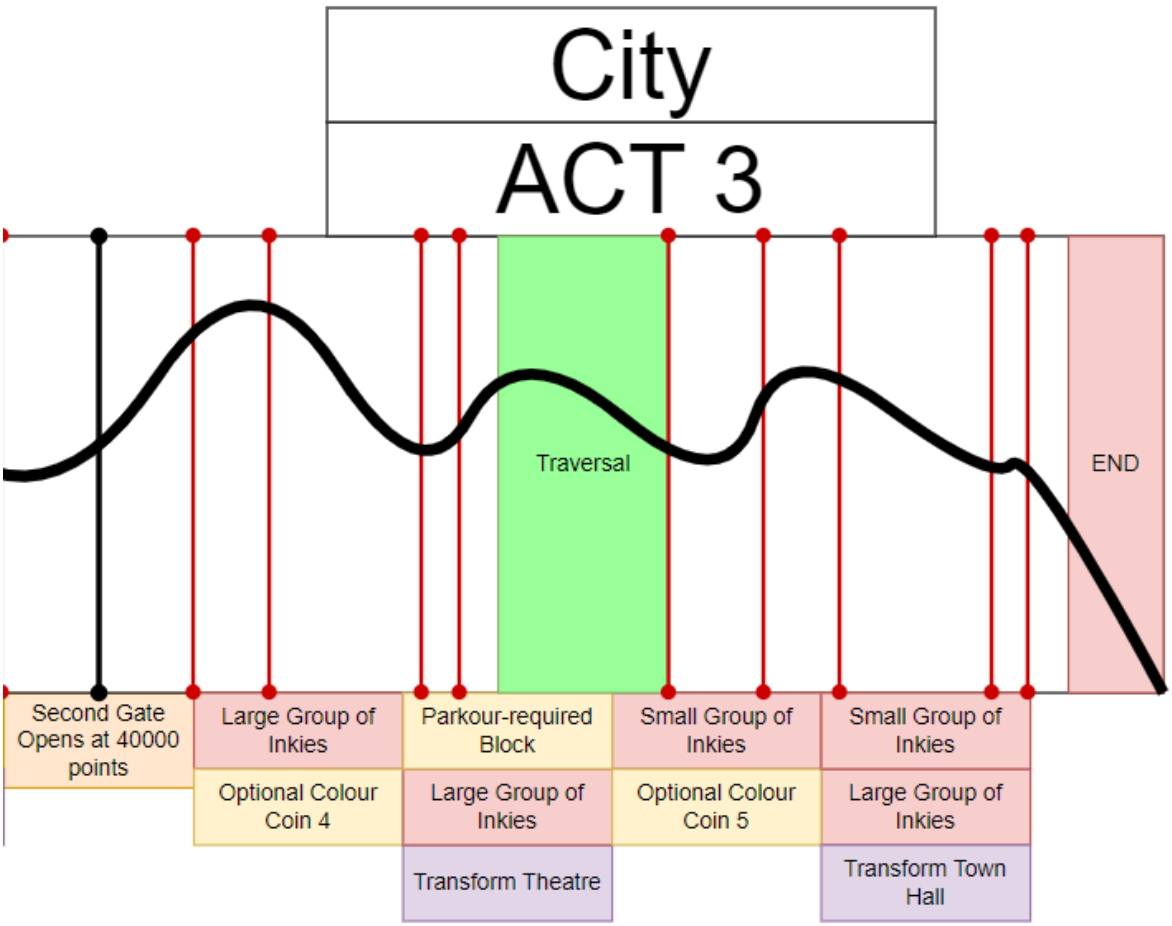
New Mechanic/Enemy Type

Gate Requirements



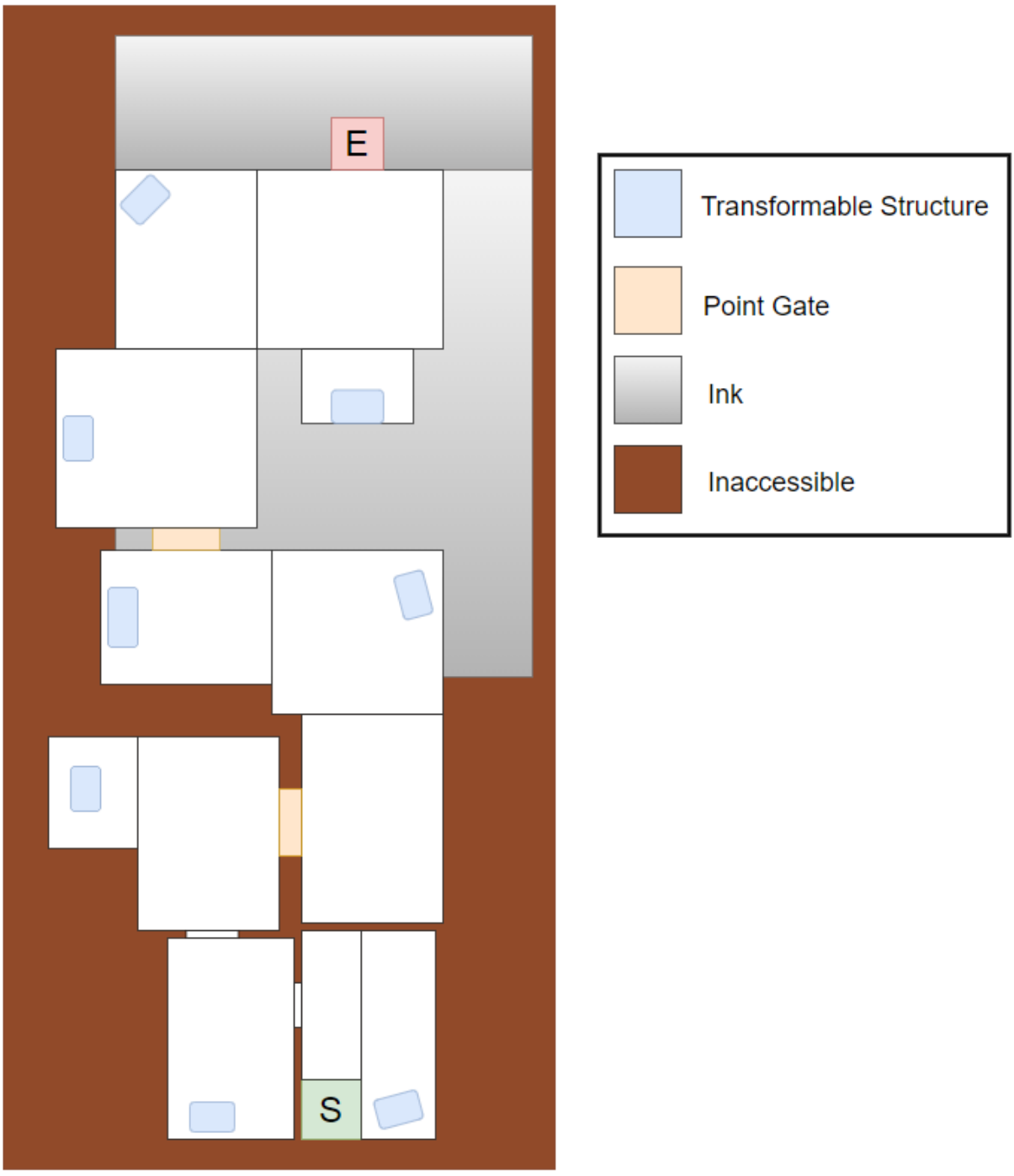

Farmland
ACT 1
Start
New
Traversal
New
Traversal
Blue paintbot
First Small Group of Inkies
Transform Workshop
Introductory area-building points and learning mechanics
First Gate Opens at 15000 points


Suburbs
ACT 2
Traversal
New
New
Traversal
Traversal
First Gate Opens at 15000 points
Transform Grocery Store
Parkour-required Block
Optional Colour Coin 2
Large Group of Inkies
Second Gate Opens at 40000 points
Parkour-required Block
Optional Colour Coin 1
Transform School
Transform Radio Tower
Optional Colour Coin 3

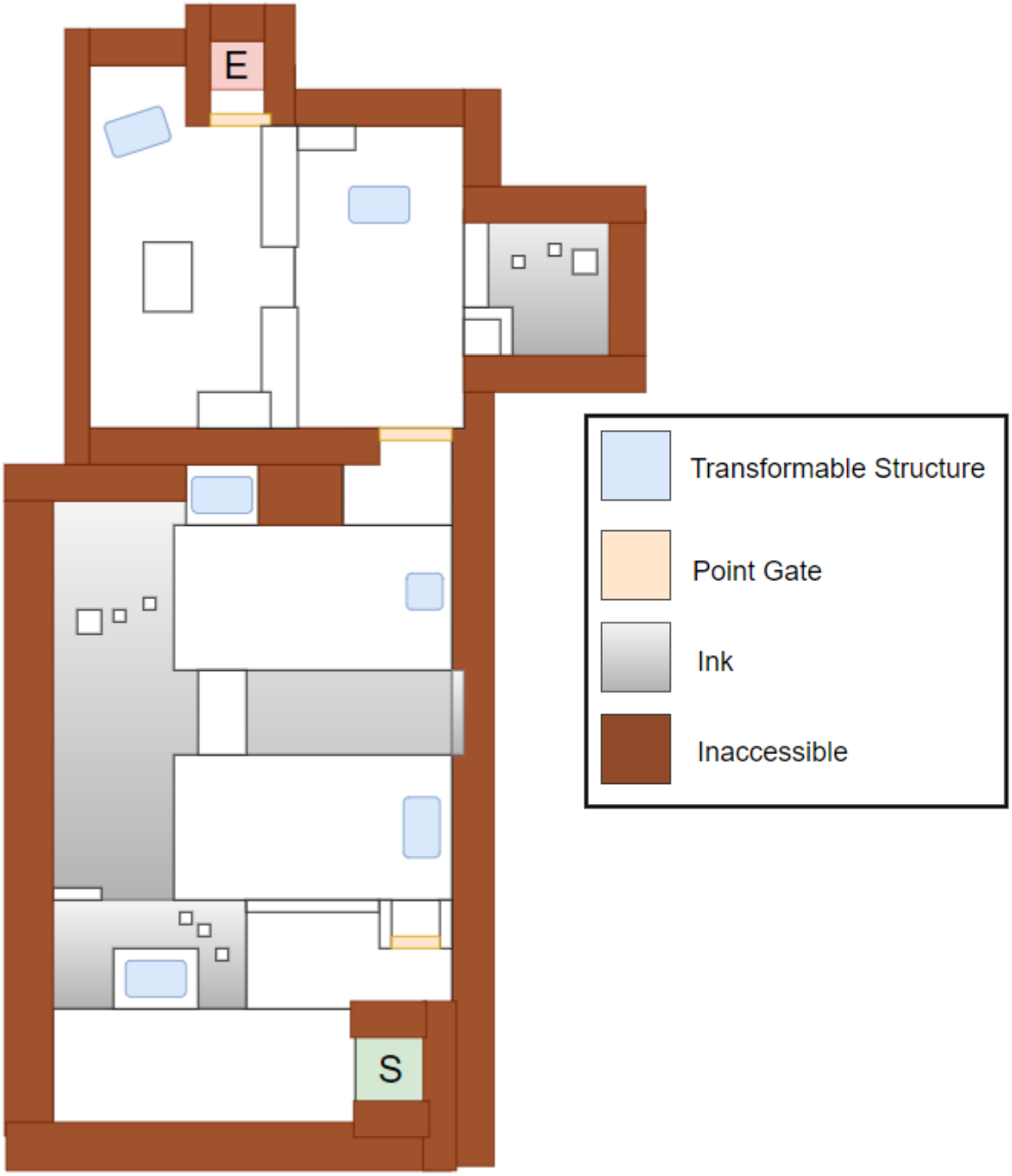

City
ACT 3
Traversal
END
Second Gate Opens at 40000 points
Large Group of Inkies
Optional Colour Coin 4
Parkour-required Block
Large Group of Inkies
Transform Theatre
Small Group of Inkies
Optional Colour Coin 5
Small Group of Inkies
Large Group of Inkies
Transform Town Hall

Platforming/Parkour Segment
Enemies
Transform Building
New Mechanic/Enemy Type
Gate Requirements

Original Parti Diagram



Final Parti Diagram



MAPS

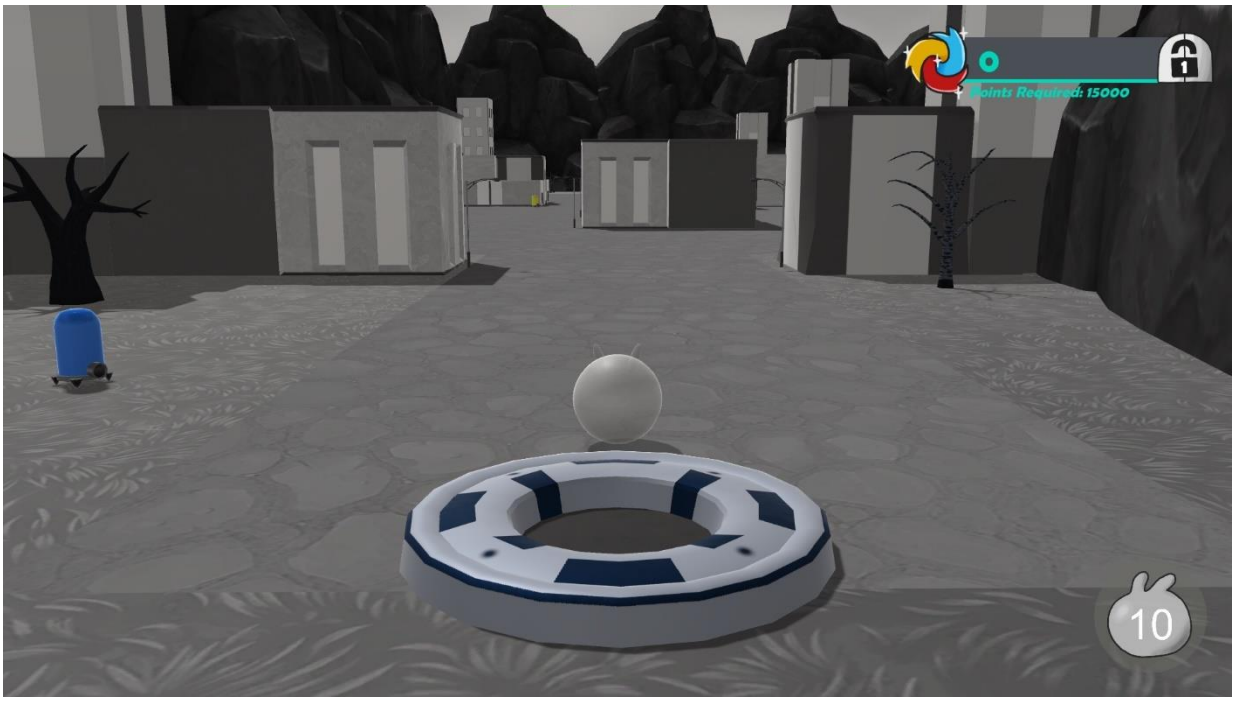


Figure 3. Start of the level, environment unpainted

Figure 4. Majority of first Farm area painted

Figure 5. Entirety of Farm area painted

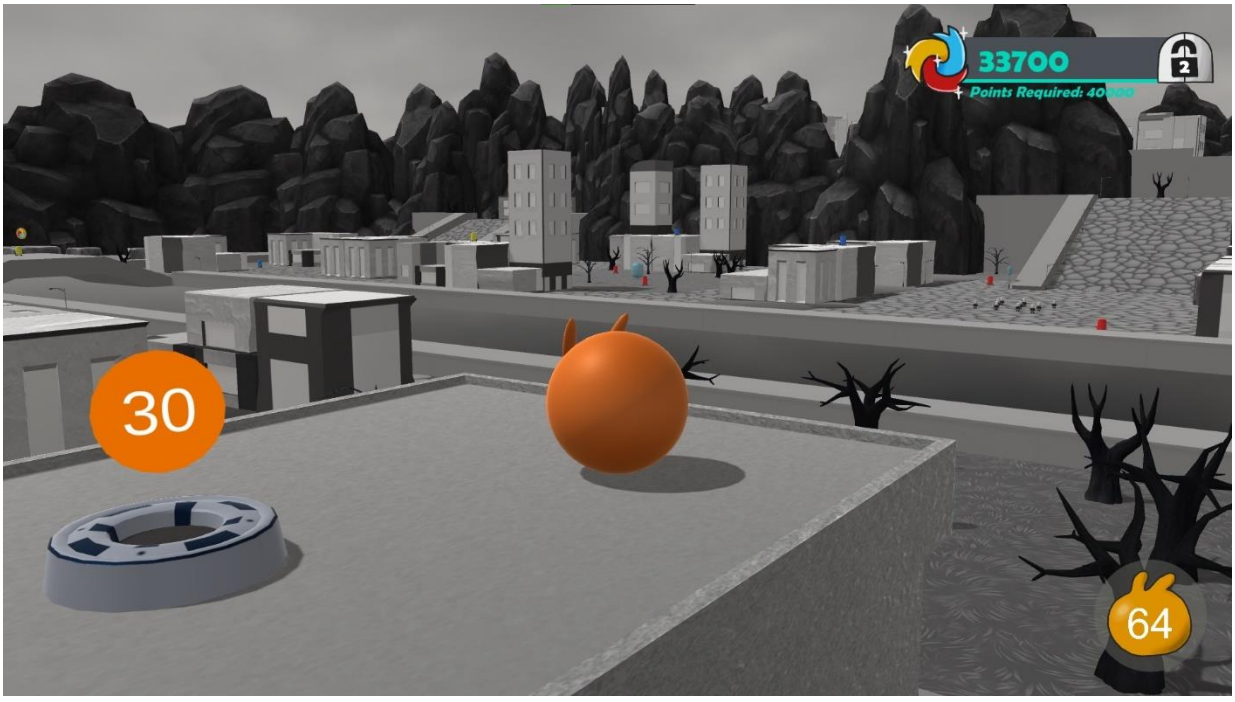


Figure 6. View of unpainted suburbs area

Figure 7. First half of suburbs area painted

Figure 8. School and its surroundings painted (Suburbs area)

Figure 9. View of fully painted suburbs

Figure 10. One of the colour coin areas in the city

Figure 11. Player "Inked" in front of theatre building

Figure 12. View of half-painted city with theatre in the distance

SCHEDULE

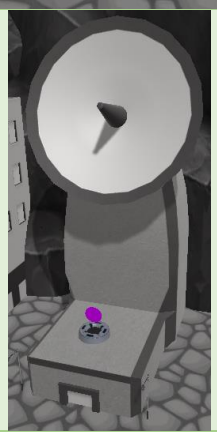
Assets List

Type of Piece	Name/Description	# of Uses	Thumbnail	Asset Credit
Base	Rock1	72		Fantasy Environment
Base	Tower 1	43		Jonathan Pin
Base	Tower 2	17		Jonathan Pin
Base	Tower 3	34		Jonathan Pin

Base	House 1	30		Jonathan Pin
Base	House 2	33		Jonathan Pin
Base	Reg Building 3	40		Jonathan Pin
Base	Short House 1	38		Jonathan Pin
Base	Short House 2	40		Jonathan Pin

Base	Half House 1	15			Jonathan Pin
Base	Half House 2	17			Jonathan Pin
Base	Half House 3	14			Jonathan Pin
Detail	Street Light	102			StreetLightsPack

Detail	Birch_tree	26			Fantasy Environment
Detail	Deciduous_tree	29			Fantasy Environment
Detail	Oak_tree	17			Fantasy Environment
Detail	Tube	8			Jonathan Pin

Hero	Special House 1	1		Jonathan Pin
Hero	Special House 2	1		Jonathan Pin
Hero	Special House 3	1		Jonathan Pin
Hero	Special House 4	1		Jonathan Pin

Hero	Special House 5	1		Jonathan Pin
Hero	Special House 6	1		Jonathan Pin

Timeline

Week	Deliverable	Due Date
Week 5	LDD Work in Progress	Oct 5
Week 6	Beat Diagram	Oct 12
Week 7	Questions and Feedback Playable Level	Oct 19
Week 9	n/a	Nov 9
Week 10	LDD Update	Nov 16
Week 11	n/a	Nov 23
Week 12	Questions and Feedback	Nov 30
Week 13	n/a	Dec 7
Week 14	Markups Final LDD Final Playable Level	Dec 14