

Argal's Invasion

GAM 607 Level Design

Asset List

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Mission Assets:

Scripts

- interact widget, reusable for any triggers player enters that can prompt an interaction
- enemy behavior script, Imp / Imp Captain
- enemy behavior script, Argal
- player attack script, unarmed and armed
- dialog widget, can pass in text as a variable
- convert gold to health, healing script

Programming Needs

- Jump/Movement already baked into Unreal
- Combat programming

VFX

- yellow to interact with important interactables

SFX

- footsteps (grass, wood, sand, rock, water)
- sword swing
- fist swing whoosh
- waves
- cavern ambience
- pickaxe striking rock, looping
- earthquake
- tree creak (ambient)
- tree creak, splitting open
- pick up / place object
- battle screams (imp / human)
- death screams (imp / human)

Animation

- tree entrance open / close
- debris falling from quake

I-Props

- bedroom door
- gate to cavern X2
- falling rubble

Props

- Square long table
- Round table
- Chair
- Apple
- Bottle
- Tankard
- Mine pass
- Tree trunk
- Tree foliage
- Minecart
- Giant Blue Sapphire
- Minecart rail tracks
- Wall lantern/torch
- Bar
- Bar shelves
- Dice
- Cards
- Desk
- Bed
- Pillow
- Sheet
- Taxidermy deer head
- Wooden beam lounge chair
- Wooden stairs
- Great Land Bridge sections
- Tree Trunk Tavern

Playable Character List

- Brasht

Non Playable Characters

- Gordo
- Miner, mining
- Miner, resting
- Guard, standing
- King of Menor
- Prince of Menor
- Royal Guard
- Dead miner
- Dead royal guard
- Dead guard
- Imp
- Dead imp
- Imp captain (Gruthak)
- Dead imp captain
- Argal

Enemies

- Argal
- Gruthak
- Imp

In-Game Cinematics

IGC01	Introduction to impish creatures, Argal, and Gruthak.
IGC02	Introduction to player character, lounging at the beach.
IGE01	Pull miner free from the sand.
IGE02	Gordo appears in Tree Trunk Tavern window.
IGE03	Beachside cavern gate opens.
IGC03	Climb up to the tavern from basement ladder.
IGE04	Pour Brasht a drink into tankard.
IGC04	The King of Menor appears.
IGE05	Break open bedroom door.
IGE06	Knock out the Prince of Menor.
IGC05	Imps charge into the Tavern.
IGE07	Imp death, reusable.

IGC06	Gordo barricades the trap door to the basement of the Tavern.
IGE08	Debris falls at mine caverns West entrance.
IGE09	Debris falls at mine caverns beach entrance.
IGC07	Gruthak introduces themselves to Brasht.
IGE10	Gruthak dies.
IGC08	Introduction to Argal.
IGE11	Argal falls, weakened.
IGC09	End gameplay. Argal attacks Brasht and marks him with the Blue Hand.

Objective Text

OBJECTIVE TEXT
"Refill your tankard."
"Gain access to the mines."
"Go through the mines to the Tavern Basement."
"Get a drink at the bar."
"Find out what the hell is going on."
"Kill Gruthak."
"Kill Argal."

Voice Over

FILENAME	DIALOGUE (SAMPLE)
Argal	"Rise, flesh eaters, Imps of the Forgotten Abyss. Go and rend the flesh of these living, the surface-walkers. Have your fill. Bring terror to Menor."

Gruthak	"That's right! You heard 'im, hellborn. Let's eat!"
Brasht	"Ah... I should come here more often."
Brasht	"An intrepid adventurer needs a vacation every now and then."
Brasht	"It's empty. Better go fill up."
Brasht	"Gordo! What's up? Open the door."
Gordo	"Oh, you're here. Sorry, Brasht. The Tree's gone and shut her mouth again."
Brasht	"Shut her mouth?"
Gordo	"Gone clammed up. Does that from time to time."
Brasht	"Well... go on and pour me another from there."
Gordo	"I'm not pouring ale out the window. You'll have to come up through the Basement if you want another drink."