# IMGD Level Design 3

# Initial Design Document

**Deliverable:**

A 2ish page design document.

- Kalevi's test lab, Night
- This is the lab in which Kalevi was born. Players will awaken in the lab and traverse the abandoned facility, trying to leave.
- Players start in the lab, moving to a Rhizome leading to the exit (blocked), generator room (locked), and another rhizome leading to two rooms: living quarters with a child's room and a kitchen.
- Gameplay Progression
  - Players must move from the lab to the hallway
  - Hallway to Kitchen as Child's Room is locked
  - Kitchen has a key card for the Child's Room
  - The Child's Room holds the key to the Generator Room.
  - The Generator Room needs a code from the Lab, so backtracking reveals a code to enter.
  - Reactivating the generator will clear the debris from the exit, letting players leave.
- Items:
  - Generator Room Code
  - Child's Room Key
  - Generator Room Key
- Backstory:
  - Kalevi was created by Dr. Godot using Cosmetic Prosthetic's CEO, Yeefa Shelayla's technology and DNA to give the seemingly infertile woman a child. Yeefa is a proud woman who wants her daughter to be beautiful like her but also strong. Unfortunately, she made a mistake and had an affair with Dr. Godot, meaning she didn't use her husband's DNA in the project. This forced Yeefa to keep the project a secret while Kalevi grew up. Kalevi had issues as she grew up, needing to stay in a tube, have her cyberneetics constantly resized to replace rotting limbs, and a poor memory. By the time her body was in her 20s, Yeefa's husband found out

and sent mercenaries to eliminate the project. Dr. Godot passed away, but not before activating the full-functional yet incomplete Kalevi, who easily dispatches her attackers. The game picks up after the carnage

Molecule map of the rooms and their connections
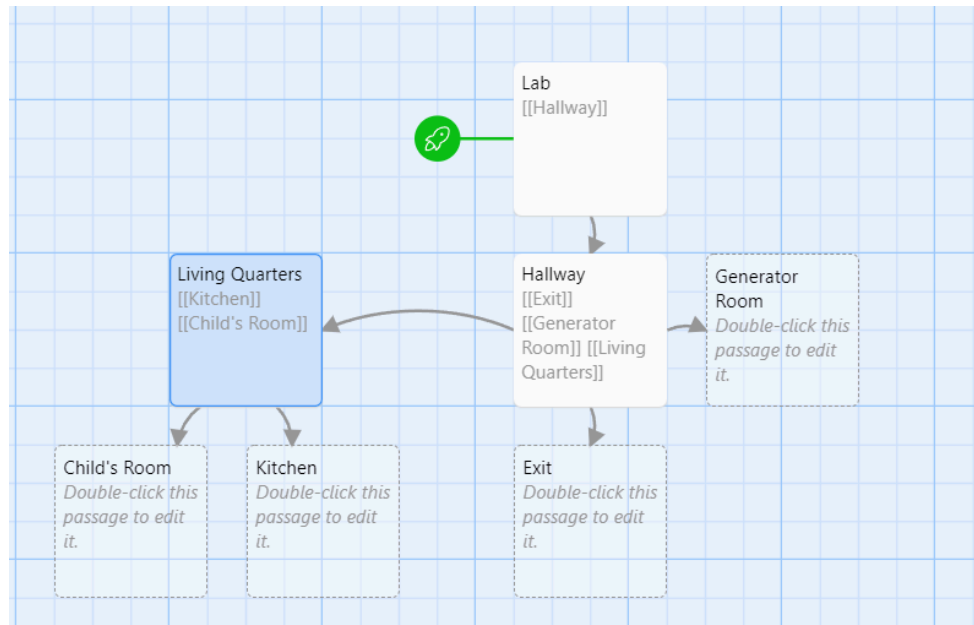


- Full layout map with interactives, progression points, and other important parts clearly annotated
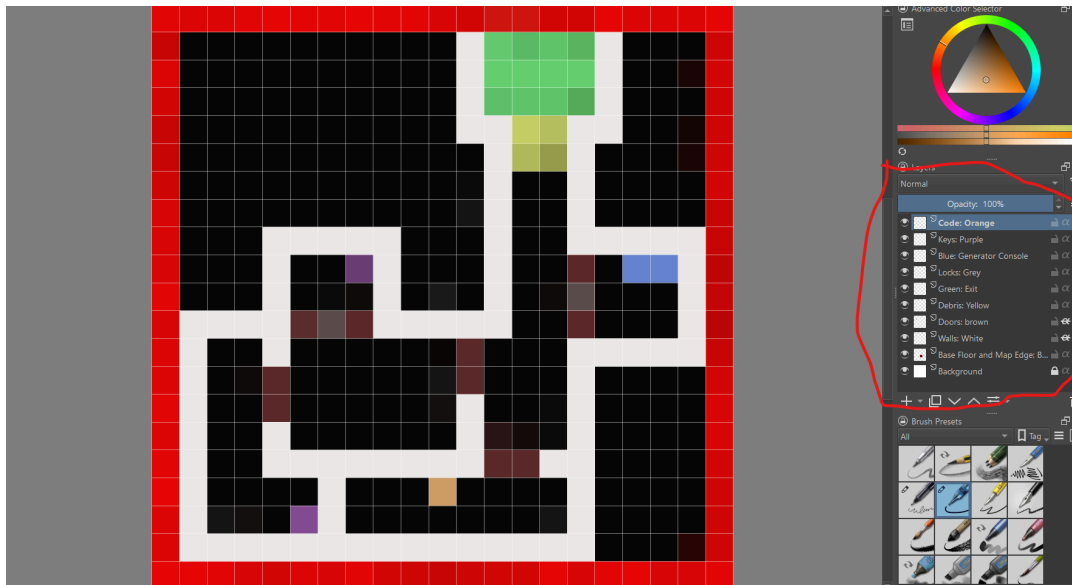


- **I wish to be more confident in Unreal Engine, 3d designing and Blueprints, and continue bringing Kalevi and her world to life. This will help with her story**