Story Level Design

2D side-scrolling narrative level in a single location. Engine = Unity. Platform = Android.

Story Level: Template (for MVP)

- The player controls the Player Character (PC) using an on-screen joystick.
    - Movement is left-right (X-axis only).
    - The movement is restricted: there's a boundary on the left and a boundary on the right.
- The location has several objects or NPCs with which the player can interact.
    - When the PC is near an interactable object/NPC, a "!" appears above the object/NPC.
    - Tapping the "!" or the object/NPC (only when "!" is visible) triggers a dialogue.
    - The dialogue handling, with dialogue options, tags, and so on, is done with Inkle integration. Tap to advance dialogue.
- The level typically consists of the following layers:
    - Ground layer: the background image of the location
    - Middle layer(s): the interactable objects and NPCs
    - Top layer: the Player character
    - [Optional] Top+ layer: any objects behind which the PC should be able to hide
    - (Later versions may expand on this, for example by having a multiple-layered background with parallax movement)

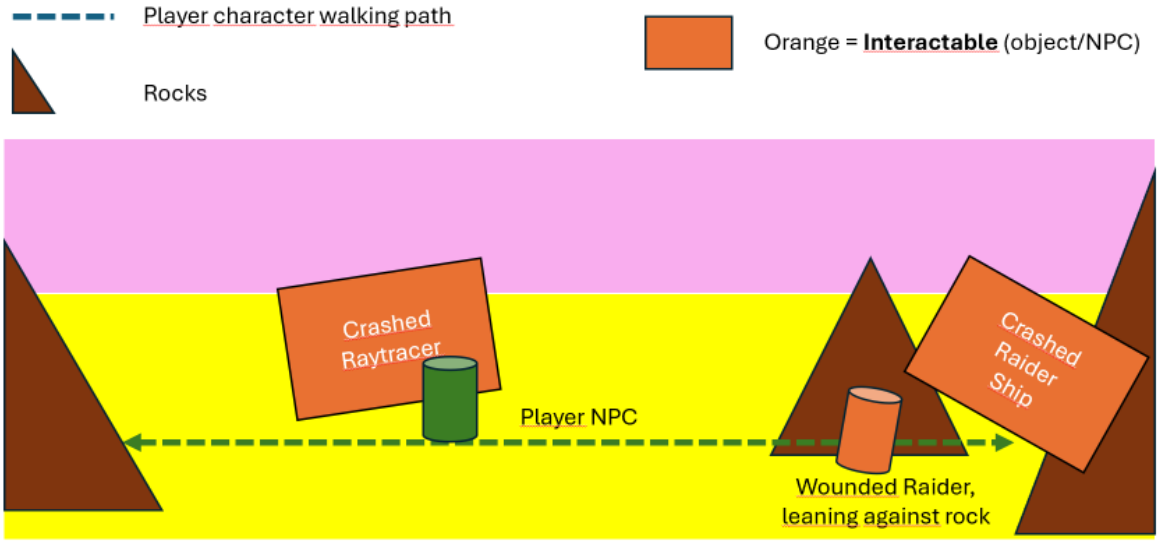
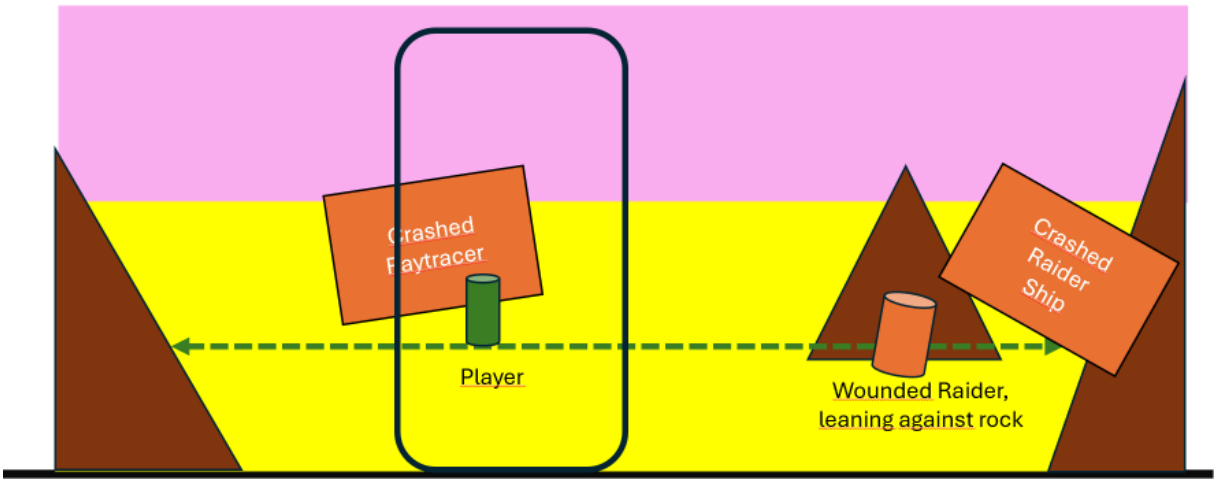
Story Level: **Story04**

Background: Exterior of the Desert Planet surface with a crashed Raider ship and the crashed Raytracer.

- General look: Yellow sand, brown rocks, bright pink sky.
- Key content:
    - Crashed Raider ship
    - NPC "Wounded Raider"
    - Crashed Raytracer.
- Story summary: Sunstorm needs spare parts from the Raider's ship to repair his own ship, the Raytracer.

Mood/AI mockup

Schematic design



With phone screen starting position indication: