

SUNSHINE CIRCUS

Level Design Document

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Level Name : 09_A_MagicTent

Trapped like a rabbit

Version 0.6



Change Log

Version	Date	Changements
ALPHA		Here each change that you make in your doc and the date they were made must be indicated.
0.5	1/16/2009	Updated the level names
0.51	1/30/2009	Asset list updated and level number change
0.6	3/09/2009	Level number change, adding walkthrough section

Summary

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All the section highlighted in yellow are to not to be filled yet.	5
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Overview

All the section highlighted in **yellow** are to not to be filled yet.

Description

Level title	<i>[Trapped like a rabbit]</i>
Level name code	<i>[Level name code] TBD</i>
Previous level	<i>[Previous level's name code] TBD</i>
Next level	<i>[Next level's name code] TBD</i>
Main emotion	<i>[Being trapped]</i>
Objectives and rewards	<i>[Primary and secondary objectives, rewards for each objective] Primary 1: Evade the traps of the magician and the Fakir Reward : exit the level Primary 2: Kill the Fakir Reward: Stop the snakes attack and get some items Secondary: Free the magician and fakir victims before it's too late Reward: Gain some tickets.</i>

Pre-requisites

(Inheritance from previous levels: status, items, abilities, narrative elements)

Pipe weapon

Story

(Synopsis of the story in the level)

Jack Wallace is entering the magic show tent. The Fakir and the Magician are surprised to see him enter and setup their traps.

Jack will see the magician that will then tease him and ask to come forward. The ground will open up and Jack will fall down in the basement. Once in the basement, Jack will be faced with the Magician Labyrinth. The magician will appear at the end of the maze and show Jack that he's holding someone over a water torture chamber.

The magician will challenge Wallace to free his victim before he's sent into the chamber and drown him. Jack will have to find a way out of the maze to rescue the magician victims. Once in the maze, some walls will turn and the magician will throw some aggressive rabbits to make it more difficult to Wallace to get out of it.

Once Wallace reaches the end of the maze, the magician will disappear in a cloud of smoke and laughs while the victim is falling inside the water chamber. Jack will have to rush to break the glass to free the victim.

The only exit left is by going in the area of the fakir. Jack will have to walk in a little maze full of spikes, climb a giant snake shaped staircase, evade big rocks inside the staircase and reach the Fakir's stage.

Jack will see some scaffolding, lots of nails beds. The fakir is at the top of the scaffolding and will too challenge Jack Wallace to free his prisoner. The prisoner is in a torture nails cage.

Jack will have to use ladders, "Jack in the box" launcher to reach the Fakir and his prisoner. Once he reach the "floor" of the Fakir, the fakir will start play the flute and snakes will get out of basket and spit venom at Jack. He will have to rush and kill the Fakir to stop their attacks.

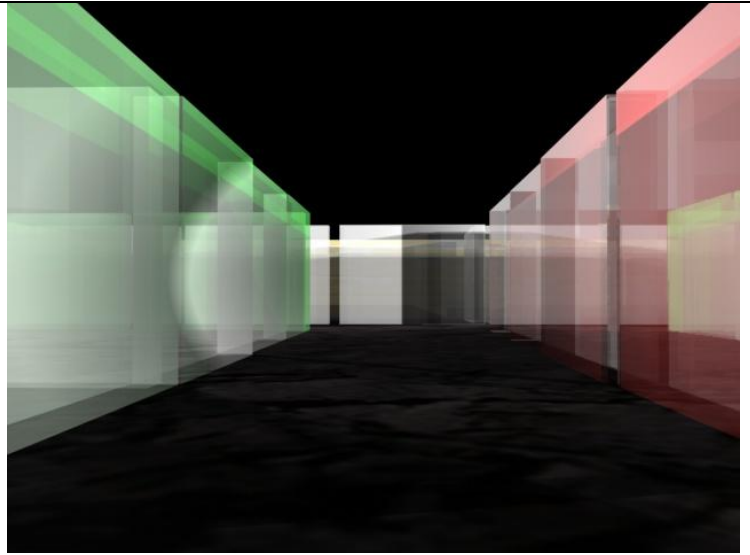
Once the Fakir has been beat; the snakes will go back to sleep. Jack will use his pipe weapon to break the lock of the cage and free the prisoner.

Gameplay Intentions

(Gameplay characteristics specific to the environment that reinforce the emotions and narrative of the level)

The glass labyrinths puzzle of the magician.

This labyrinth will be made of glass wall (not destructible). The glass will be colored (reddish transparent, to greenish transparent, to bluish transparent, to fully transparent), that will be indicating the player that he is advancing in the labyrinth.

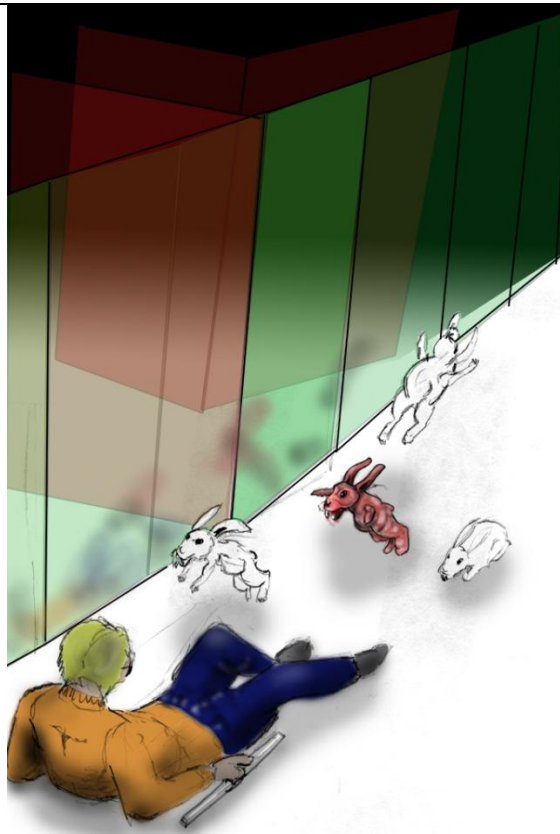


Maze rotating walls puzzle.

At some time the walls will be rotating in the maze (time based rotation), with the magician laughing at the player. From there the player will have to time itself so he's not trapped and will be able to escape the maze. This will change the path each time a wall rotate back and forth.

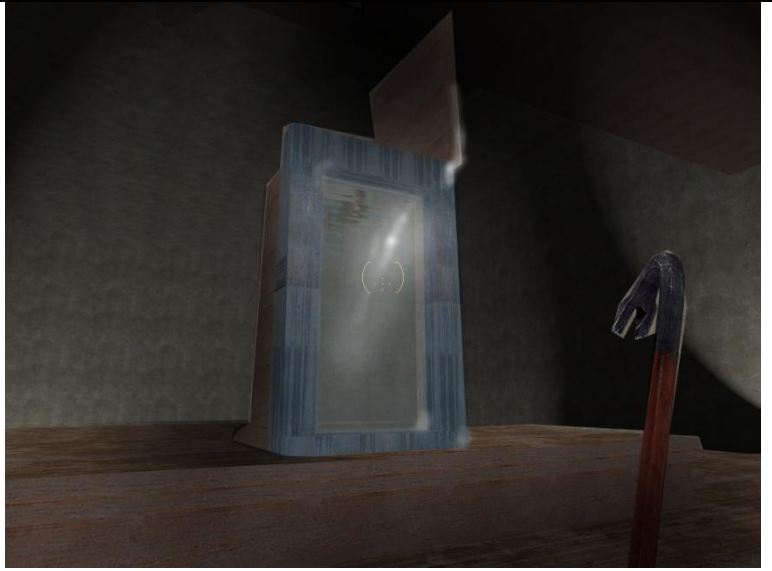
Evil rabbits fighting

At some points in the Maze (Near the end), the Magician will make evil rabbits appear and drop in near the player. They will attack the player. The player will have to fight them using the pipe weapon.



Free the magician's victim – The water torture chamber

The player will have to use its pipe weapon to break the glass and free the prisoner of the water glass chamber to free him.



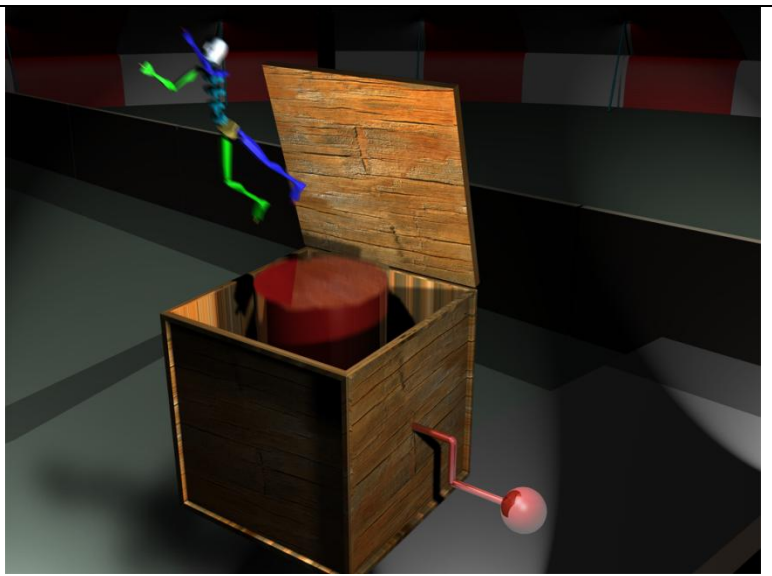
Fakir maze (small)

The player will have to navigate itself thru a small maze made of walls of nails. If the player move badly or get up he will hit the wall and ceiling and be damaged

Fakir platforming 1 – Jack's in the box platforming

The player will have to use "Jack in the box" to propel itself over bed of nails obstacles.

This has been removed as current, since it would increase the level difficulty too much for this level.

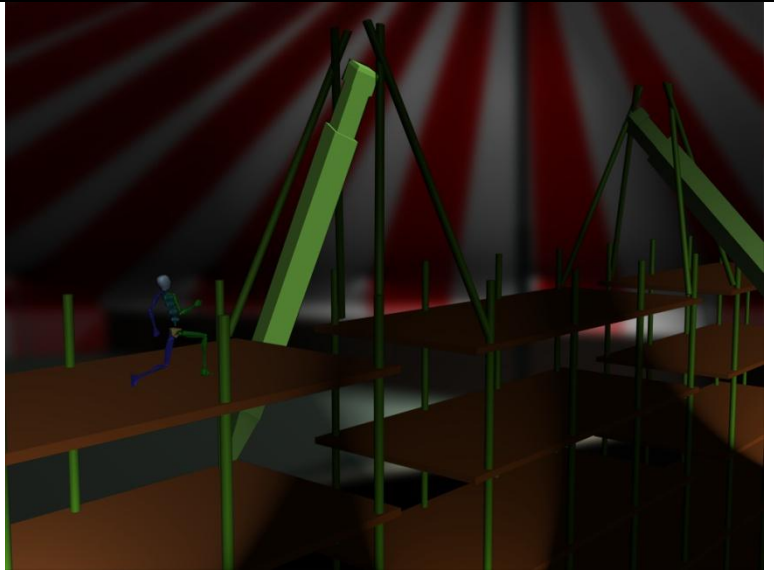


Fakir platforming 2 – Timed rotations of beds of nails

The player will have to time itself to jump on rotating platforms of beds of nails to reach the Fakir's.

Fakir platforming 3 – The swords pendulum

The player will have to time itself to jump and not being hit by swords that moving like a pendulum.



Fakir snake tunnel – The ball pursuit

The player will have to climb a long twisting corridor. In the middle of the corridor, there is a door that can be opened leading to some kind of empty closet. When reaching the top, there are some big balls that will start rolling down on the player. The player will have to run back to the closet to evade the balls and go back so he can reach the exit of the tunnel.

Fakir fight – The snake baskets

When the player will be near the Fakir, the Fakir, will play the flute and baskets around the player will open up and snakes will start spitting venom at the player. The player will have to kill the Fakir to have the snakes stop their attacks.



Free the fakir's victim – The Nail torture cage.

The player will have to break the lock on the cage to be able to open it. Once it's open the victim will be free

Architectural Intentions

(Architectural characteristics specific to the environment that reinforce the emotions and narrative of the level)

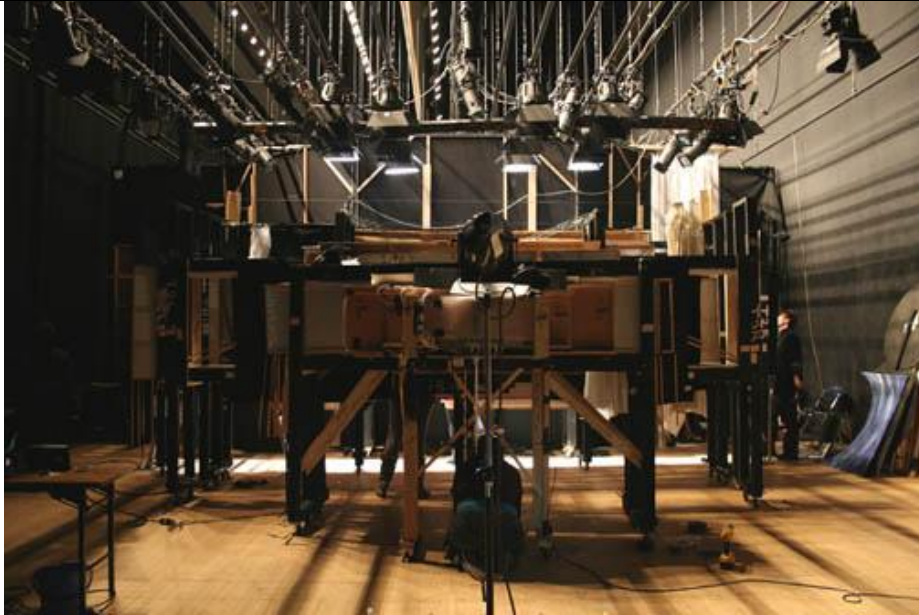
The magic show tent:

The tent is big and was there for a very long time. The ground is covered by wood because they build a basement. This will encompass all the areas of the level. This tent is in 3 parts. There is a backstage, and 2 stages (One for the magician and one for the Fakir) The stages and backstage are separated by some tent materials.



The tent basement:

The basement contains the magician and the fakir stuff. The magician puzzle will be there (the transparent labyrinth and the water torture cage) It also contains a small fakir labyrinth (round tunnels covered with nails) and a staircase that shaped like a giant snake.

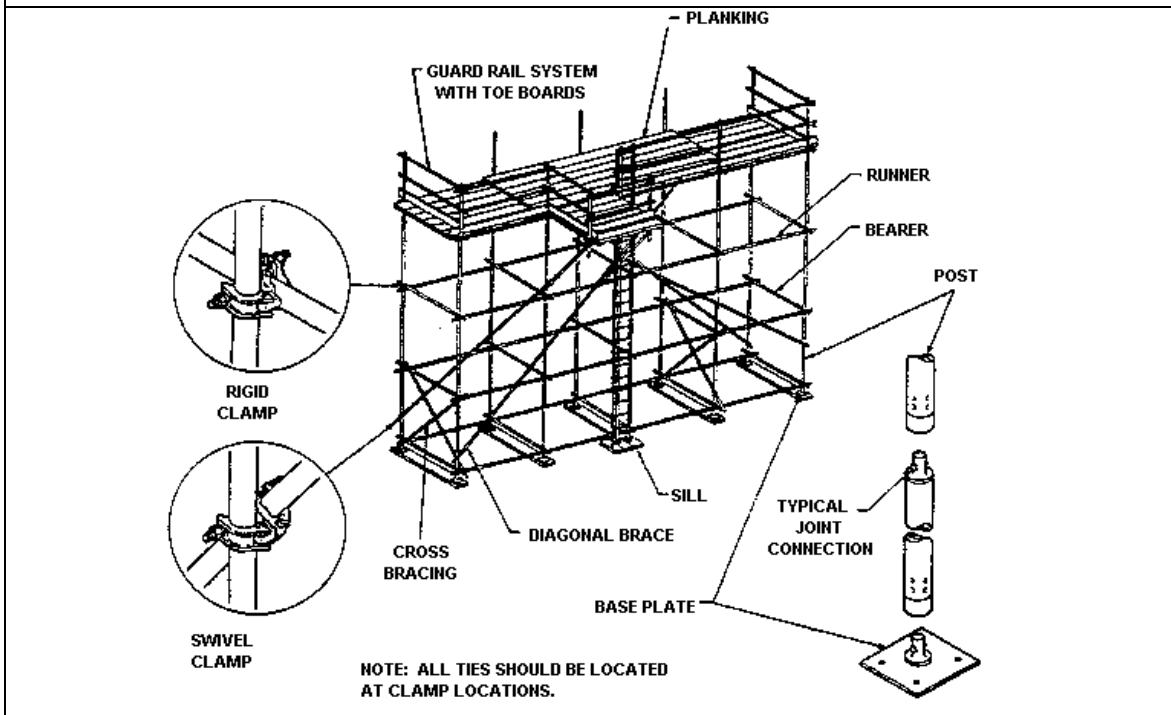


The fakir stage:

The fakir stage contains lots of nails beds and some Jack's in the box. We also see the chairs, stage elements and items staked to form some kind of mountain of nails. We see: bed nails, rotating bed nails, climbing structure.

The fakir platform:

The fakir platform contain some scaffolding structure, the structure is made from metal pipes. There are ladders, flipping platforms (one side is flat the other is full of spikes), at the top of the platform, there are the Fakir victim imprisoned in a spike kind of body armor (spikes are inside). There are some baskets containing snakes and the Fakir is at the top.





Level walkthrough



- 1) Level start. The player starts from underground and take that ladder to the surface.



- 2) Once at the surface, the player is now in the tent portion of the magician. He's there on the stage and a cutscene start.



- 3) After the cutscene, the magician see the player (Jack) and invite you on the stage



- 4) On the stage, the trapdoor open and the magician vanish. Leaving to the area below.



5) The player is in the magician underground maze. There is crane with some pillar suspended in the air. Break the attach so the pillars falls on the glass wall and open the way to the seal platform.



6) A ball with the same pattern as on the seal statue platform will be needed to make it operate. There are some evil rabbits in the area. The first ball is on the place the player arrived.



7) Once the ball is placed on the seal statue platform, it will lower and open the door in another place in the maze



8) Here is the ball properly placed on the seal nose.



9) The player will need to get the other ball here to access the other area.



10) Once the ball is placed on this seal nose, it will activate this platform elevator that goes inside a water filled corridor.



11) The player (Jack) needs to swim in that corridor and reach the other side of the corridor and wait a little for the other elevator platform to get you.



12) The player will see the door that was opened by the first seal. There is a plate switch inside it.



13) Once the plate switch is pressed a camera will show you the other door that has been opened.



14) There will be a glass wall blocking the way. But there is a written sign that say to break it in case of emergency.



15) The player breaks the glass and can access the other area.



16) In the other area, the player will find a plate switch, a power up, and a ball. The plate switch needs to be pressed so the previous door closes back and that the player can access the rest of the level.



17) Once the player press the plate, the door will close back, but also this rotating door will start to spin very fast. Get the ball and process to the next seal.



18) When the ball is put on the seal nose, it will deactivate the rotating door motor and the door will slow down.



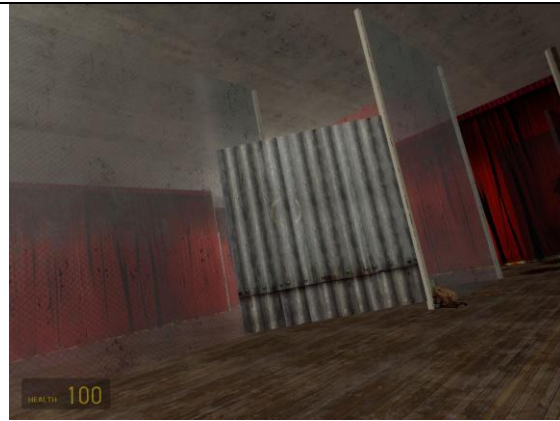
19) The door is still dangerous, (as blood is spilled everywhere warning the player). The player must enter the corridor carefully. There are some evil rabbit here.



20) There is another ball to take here. This ball will be needed for the next seal.



21) You have to take the ball and reach the seal. A group of rabbit to defeat here.



22) When the ball is placed on the seal nose, the next door will open, giving access to the next zone.



23) Notice here that there is another seal on the other side of the wall. Warning the place that there could be another ball nearby to put on its nose.



24) When the player reaches the door, he will need to defeat another group of rabbit behind the door.



25) The player will find the ball there after defeating the evil rabbits.



26) Platforms are moving fast in a up/down movement. There is a plate switch on each platform top. The player will need to walk over each plate to activate each platform



27) A little trick in case of the player has lost its sync with the platforms. There is a small space between the platforms that the player can go while they are moving and he will not get crushed in the ceiling.



28) The last platform has no plate switch and will give access to the next area.



29) The player is getting near of the seal and the door with his last ball. The area look dangerous as there are lots of oil barrels aligned along the corridor. These barrels cannot be reached.



30) When the ball is put in place, the door start to open, stall, then fire start and sparks from the motor ignite the combustibile tanks. An explosion is imminent.



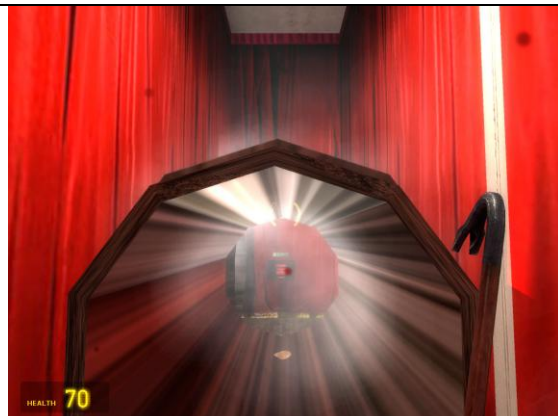
31) The player will have to fall back fast in order to survive, as a chain reaction will occur and the barrels will blow off the whole area.



32) Here is the area after the blast. Leaving to another area.



33) The blast destroyed concrete pipes. Other concrete pipes have fallen down on the floor.



34) The player needs to crouch and enter the pipe. Notice the switch at the end of the corridor.



35) This is some kind of emergency switch. The glass must be broken and the switch pressed in order to activate the pressure plate.



36) The pressure plate is at the end of the pipe. It will do nothing if the switch as not had been pressed.



37) The player has reached the pressure plate. If it's activated, the wall should open and reveal this service ladder.



38) At the other end of the pipe, the player will have to jump down and enter the last pipe. The rabbit down should suggest to the player to switch weapon to a longer range one.



39) At the other end of the pipe, the player will be attacked by a group of 4 evil rabbits.



40) Once the player vanquished the rabbits, there will be even more to defeat, leading in a battle.



41) Once all rabbits are defeated, the player will face the Magician, that will show him the victim in the water cage and vanish again. Once he vanishes, the water cage will fill up and the victim will cry for help.



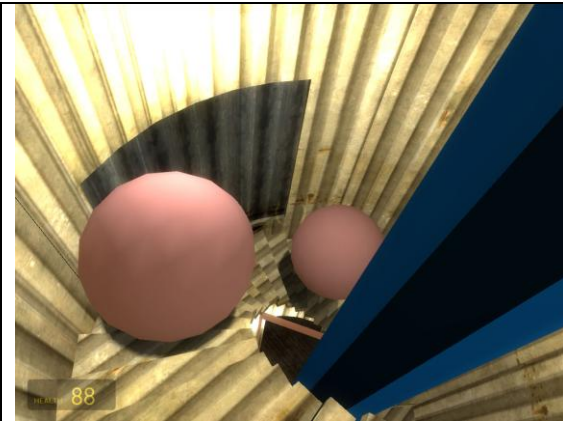
42) If the player breaks the glass, he will save the victim. The victim will then give a ticket to the player and a hint on the story.



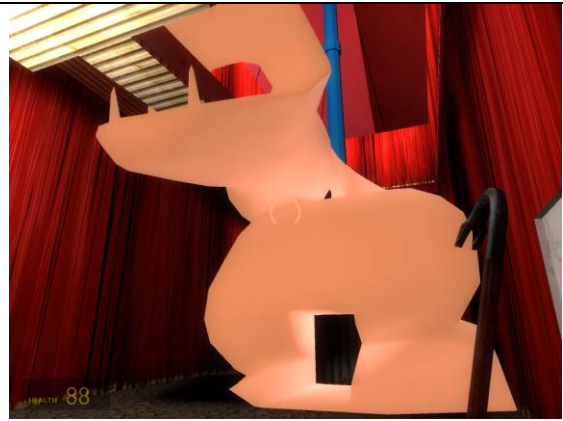
43) There is a door here on that staircase shaped like a giant snake.



44) When the player will start climbing the stairs, a shake will occur. It's suggested to the player that he take that exit before or go back the staircase.



45) Here are the things coming down the staircase. Big metallic balls. If the player comes in their way, he will be killed.



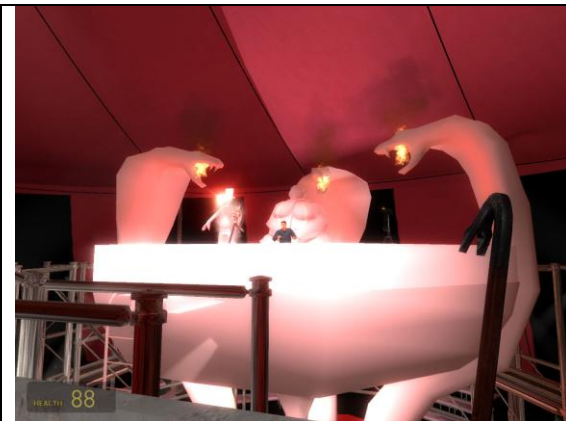
46) If the player got out of the middle exit of the snake staircase, it will reveal the full shape to the player and there also a way out from the mouth.



47) Here is the exit from the mouth of the snake staircase.



48) Here is a bridge along the snake staircase, leading to a ladder getting down behind.



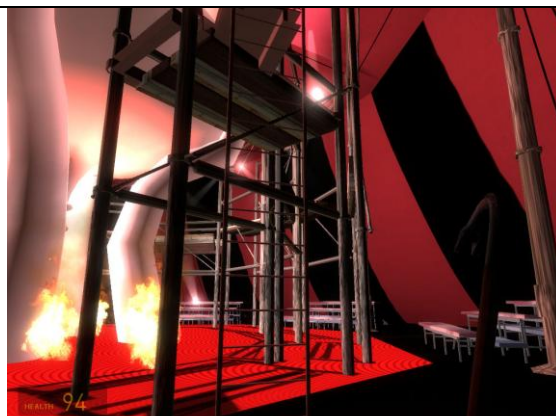
49) On the bridge, if the player turn his head he will see the next zone, the fakir area and the fakir stage. The magician will be there teasing the player to come along and disappear. Once he disappears, the fakir will sit down and the 2 snakes will get out of the basket and fire on him.



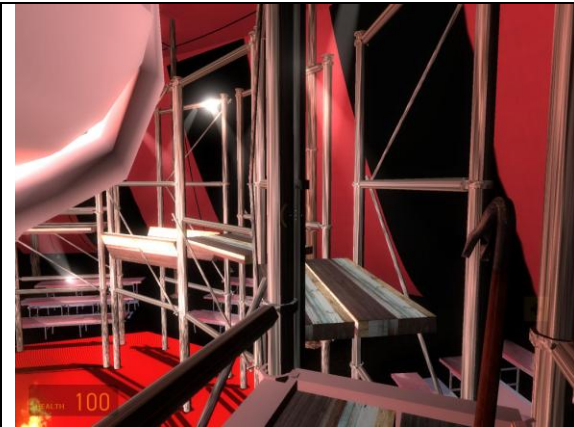
50) The player will have to walk or run quickly on the bridge to reach the other end and climb down the ladder. The longer he stays on the bridge the more damage he takes from the snakes.



51) Here is the exit of the level but it's locked, and the doorway to the fakir stage.



52) Here is the ladder to the fakir stage. The player will have to climb this staffholder and defeat the fakir to have access to the exit.



53) The player will have to cross these trapdoors with nails, and take care to do not fall down into the burning coal. Walking into burning coal will do extra damage.



54) The best timing is to wait that the trapdoor closes. So wait that it open and once it closed back, jump on it. If the player get damage, it's because nails are coming out of the trapdoor JUST before it open, so it's a last warning it will open.



55) Here is the ladder leading to the fakir stage. The player should take his most powerful weapon to defeat the Fakir.



56) Defeating the fakir will disable the 2 snakes from firing and they will go back to sleep in their basket. There is a Iran Maiden with a victim inside it.



57) When the fakir will be defeated, the exit light will come on and a small cutscene will show it. The player will have the choice of opening the Iron Maiden to free the victim and get a ticket and more info on the story.





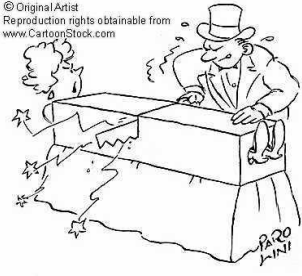

58) The player will get down the staffholder on that side and will go near the exit door.









59) Once the player enters that room, the next level will be loaded.

Annex 1: Asset list of static 3d objects



3D Asset	Description	Priority <i>(1 to 3, 1being highest)</i>	Generic	Specific																																																																																																																																																																		
Magician tent	Some kind of “chapiteau” for hosting the stage of the magician and the Fakir. Almost as big as the “grand chapiteau”	1		X																																																																																																																																																																		
Fakir staffolder	<p>The structure of pipes that made up the “platforming” section of the Fakir’s stage.</p>  <p>Tour Générés 900</p> <p>TYPE: TOUR BRULANTE ACIER</p> <p>HAUT. SE TRAVAIL. MAXI: 20,30 m</p> <p>DIAM. DU PLANCHER: 2,90 x 2,90 m</p> <p>• Décret du 01/09/2004</p> <p>• Conforme EN 1004</p> <p>Capacité: 300 kg</p> <p>Plaf à m réglable de 375 mm</p> <p>Charge admissible sur 1 plancher: 200 kg/m²</p> <p>Charge admissible sur échafaudage 1800 kg à répartir (litour - ou - à 12,30m)</p> <p>Charge admissible sur échafaudage 500 kg à répartir (litour - ou - à 12,30m)</p> <p>Empatement min 50x51 - 4,85m</p> <p>Empatement min 50x52 - 5,20m</p> <p>Stabilité: Litour pour litour plancher - 8,30 m</p> <p>52 pour litour - ou - 8,30 m et - 14,30 m plancher</p> <p>52 pour litour - ou - 14,30 m plancher</p> <p>Les PLUS:</p> <ul style="list-style-type: none"> • Confort de travail optimal: Sen de confort plancher • Gain de place pour le stockage des matériaux • Moins de déplacements sur chantier • Grande stabilité à petite hauteur due à l'empatement de 3,00 x 3,00 m • Idéal sous plafond • Pas de stabilisateur additionnel avant 8,30 m: AUTOSTABILITE <p>AUTOSTABLE jusqu'à 6,30 m de hauteur plancher I</p> <p>9 m² DE SURFACE PLANCHER</p> <table border="1" data-bbox="641 1218 982 1522"> <thead> <tr> <th>Code</th> <th>Description</th> <th>Quantité</th> <th>Unité</th> <th>Prix Unité</th> <th>Prix Total</th> </tr> </thead> <tbody> <tr> <td>410029</td> <td>353478718422 - GÉNÉRIS TOLAR 900 2,00 m plancher - EN 1004</td> <td>34710</td> <td></td> <td>3 705</td> <td></td> </tr> <tr> <td>410047</td> <td>353478718419 - GÉNÉRIS TOLAR 900 3,00 m plancher - EN 1004</td> <td>40710</td> <td></td> <td>3 944</td> <td></td> </tr> <tr> <td>410030</td> <td>353478718429 - GÉNÉRIS TOLAR 900 4,30 m plancher - EN 1004</td> <td>34710</td> <td></td> <td>5 331</td> <td></td> </tr> <tr> <td>410031</td> <td>353478718429 - GÉNÉRIS TOLAR 900 6,30 m plancher - EN 1004</td> <td>7010</td> <td></td> <td>7 957</td> <td></td> </tr> <tr> <td>410032</td> <td>353478718422 - GÉNÉRIS TOLAR 900 8,30 m plancher - EN 1004</td> <td>39510</td> <td></td> <td>9 131</td> <td></td> </tr> <tr> <td>410033</td> <td>353478718400 - GÉNÉRIS TOLAR 900 10,30 m plancher - EN 1004</td> <td>1 190</td> <td></td> <td>10 857</td> <td></td> </tr> <tr> <td>410034</td> <td>353478718407 - GÉNÉRIS TOLAR 900 12,30 m plancher - EN 1004</td> <td>1 400</td> <td></td> <td>12 582</td> <td></td> </tr> <tr> <td>410035</td> <td>353478718406 - GÉNÉRIS TOLAR 900 14,30 m plancher</td> <td>1 610</td> <td></td> <td>14 459</td> <td></td> </tr> <tr> <td>410036</td> <td>353478718401 - GÉNÉRIS TOLAR 900 16,30 m plancher</td> <td>1 820</td> <td></td> <td>16 184</td> <td></td> </tr> <tr> <td>410037</td> <td>353478718407 - GÉNÉRIS TOLAR 900 18,30 m plancher</td> <td>2 030</td> <td></td> <td>17 909</td> <td></td> </tr> <tr> <td colspan="6">Tarifs pièces détachées</td> </tr> <tr> <td>410040</td> <td>353478718573 - CT 900 Cadre tour hauteur 1,00 x 3,00 m</td> <td>220</td> <td></td> <td>187</td> <td></td> </tr> <tr> <td>410042</td> <td>353478718507 - CT 600 garde corps 3,00 x 0,5 m</td> <td>128</td> <td></td> <td>125</td> <td></td> </tr> <tr> <td>10020</td> <td>353478001715 - Lisse HCM 3,00 m</td> <td>500</td> <td></td> <td>41</td> <td></td> </tr> <tr> <td>410045</td> <td>353478718080 - CT 600 pour roulement élargi 2,5 Flaport</td> <td>8,7</td> <td></td> <td>96</td> <td></td> </tr> <tr> <td>407071</td> <td>353478712005 - Plancher standard 3,00 x 0,75 m RPP</td> <td>300</td> <td>4 071</td> <td>300</td> <td></td> </tr> <tr> <td>407072</td> <td>353478712005 - Plancher à trappe 3,00 x 0,75 m RPP</td> <td>2 50</td> <td>4 071</td> <td>370</td> <td></td> </tr> <tr> <td>410046</td> <td>353478718084 - CT 600 Poutre 3,00 m avec fixation</td> <td>8,5</td> <td></td> <td>222</td> <td></td> </tr> <tr> <td>410048</td> <td>353478718096 - CT 500 Poutre 3,00 m avec fixation</td> <td>7,5</td> <td></td> <td>91</td> <td></td> </tr> <tr> <td>3995</td> <td>353478000207 - FR 300 Poutre Linaire Traction, litour</td> <td>3,00</td> <td>4 071</td> <td>51</td> <td></td> </tr> <tr> <td>410049</td> <td>353478718078 - CT 600 Poutre 3,00 m avec fixation</td> <td>2,9</td> <td></td> <td>67</td> <td></td> </tr> <tr> <td>410044</td> <td>353478718071 - CT 600 Poutre 3,00 m avec fixation</td> <td>2,3</td> <td></td> <td>41</td> <td></td> </tr> <tr> <td>3000131</td> <td>353478718077 - GÉNÉRIS Stabilisateur S1</td> <td>2,34</td> <td>4,3</td> <td>127</td> <td></td> </tr> <tr> <td>3000130</td> <td>353478718076 - GÉNÉRIS Complément pour stabilisateur S2</td> <td>1,80</td> <td>4,3</td> <td>86</td> <td></td> </tr> <tr> <td>3000129</td> <td>353478718075 - GÉNÉRIS Complément pour stabilisateur S3 à partir de S2</td> <td>14,1</td> <td></td> <td>250</td> <td></td> </tr> <tr> <td>30000</td> <td>353478718197 - Goupille HCM 12</td> <td>4</td> <td></td> <td>4</td> <td></td> </tr> </tbody> </table>	Code	Description	Quantité	Unité	Prix Unité	Prix Total	410029	353478718422 - GÉNÉRIS TOLAR 900 2,00 m plancher - EN 1004	34710		3 705		410047	353478718419 - GÉNÉRIS TOLAR 900 3,00 m plancher - EN 1004	40710		3 944		410030	353478718429 - GÉNÉRIS TOLAR 900 4,30 m plancher - EN 1004	34710		5 331		410031	353478718429 - GÉNÉRIS TOLAR 900 6,30 m plancher - EN 1004	7010		7 957		410032	353478718422 - GÉNÉRIS TOLAR 900 8,30 m plancher - EN 1004	39510		9 131		410033	353478718400 - GÉNÉRIS TOLAR 900 10,30 m plancher - EN 1004	1 190		10 857		410034	353478718407 - GÉNÉRIS TOLAR 900 12,30 m plancher - EN 1004	1 400		12 582		410035	353478718406 - GÉNÉRIS TOLAR 900 14,30 m plancher	1 610		14 459		410036	353478718401 - GÉNÉRIS TOLAR 900 16,30 m plancher	1 820		16 184		410037	353478718407 - 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Snake shaped staircase	A round staircase shaped like a snake, used by the Fakir. Rolling balls will be falling inside	2		X																																																																																																																																																																		
Beds of nails	Used by the fakirs	2	X																																																																																																																																																																			

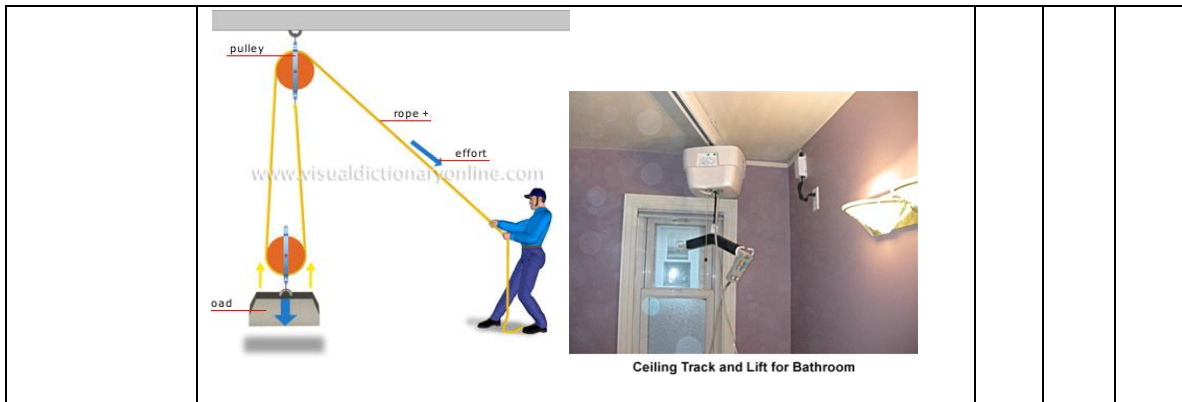
				
<p>Box / saw</p>	<p>Theses boxes will contain live people and sawed corpses. The Magician use theses to kill its victims.</p>  <p>© Original Artist Reproduction rights obtainable from www.CartoonStock.com</p> <p>"WHEN WAS THE LAST TIME YOU HAD THAT SAW SHARPENED?"</p>	<p>3</p>	<p>X</p>	
<p>Concrete Sewer pipes with nail surface interior</p>	<p>Theses pipes inside are covered by nails and will damage the player if he get up.</p> 	<p>2</p>		<p>X</p>

<p>Colored Circus balls & pressure plates</p>	<p>These balls will activate pressure plates to open areas. The pressures plates will have the same color scheme & patterns as the balls. The pressure plate could have a light to indicate that it's active.</p> 	<p>1</p>	<p>X</p>	
<p>Houdini water torture cage</p>	<p>The famous Houdini type water cage used by the magician to trap the player and victims. Glass will be created separately so it can be broken and water could pour away.</p> 	<p>2</p>	<p>X</p>	
<p>Magician stage with trapdoor</p>	<p>The magician stage with a trapdoor, on the main floor</p> 	<p>1</p>		<p>X</p>

<p>Fakir "estrade"</p>	<p>Rounded elevated place where people sit around the fakir staffholder stage. Circular shaped like a stadium but much smaller.</p> 	<p>2</p>		
<p>Spiked Lady"/Iron Maiden</p>	<p>Some kind of "coffin" that if filled with spike. Close back on its victim.</p> 	<p>1</p>		<p>X</p>
<p>Blades/Axes</p>	<p>Different blades (some are used to create obstacles (blades moving in a pendulum fashion)</p> 	<p>1</p>		<p>X</p>


<p>Lamps / projector lamps</p>	<p>Lamps used (representation) in the level.</p>  <p>par-spotlights</p>	<p>2</p>	<p>X</p>	
<p>Wall Lamps</p>	<p>Different types of lamps to show where the lighting come from.</p> 	<p>2</p>	<p>X</p>	
<p>Alert lamps</p>	<p>For the underwater lift warning</p> 	<p>2</p>	<p>X</p>	

<p>Magician props / contraptions</p>	<p>Different boxes and things that a magician could use in its show. Look more like crates, plates and accessories. Those will fill up the backstage</p> 	<p>3</p>	<p>X</p>	
<p>Barrels and explosive tanks</p>	<p>Needed to explode. (gibs also needed) A basic ingredient in every physic FPS game.</p> 	<p>1</p>	<p>X</p>	
<p>Pulley with track</p>	<p>This is for moving heavy object in the basement, so it can be place on below the magician stage. The rope part is done in Hammer. Need to prop to show the track and the hooks. This is used as a gameplay element in the map to break a glass wall.</p>	<p>2</p>		<p>X</p>




Annex 2: Asset list of animated objects


(Including NPCs)




Asset	Description	Priority <i>(1 to 3, 1 being the highest)</i>	Generic	Specific
Magician	The magician, based on the GDD Document	1		X
Fakir (Snake master) & flute	This NPC Fakir will play the flute to control the snakes	1	X	
Snakes & Baskets	A NPC that will attack the player, the Snake will get his head out of the basket to spit venom to the player	1	X	
Skinned rabbits	Rabbits attacking the player 	1	X	
Citizen drowning in the the water	Need a citizen drowning in the water cage torture, and hitting the glass to ask for help. If the player is	1		X



cage	not help, he drown and become ragdool			
Citizen being pierced by spikes.	A citizen inside the iron maiden crying for help, if not helped will die and being pierced by the spikes inside the iron maiden. Blood fall down and Citizen is dead (perhaps ragdoll)	2		X

Rotating Nail plate	Used on the scaffolder a plate that have nail coming out of it then rotate on itself. This is a fakir contraption on the scaffolder.	1		X
Pendulum moving blades		1		X

Annex 3: Asset list of textures

Image Asset	Description	Priority <i>(1 to 3, 1being highest)</i>	Generic	Specific
Posters.	<p>Some posters showing the shows</p> <p>The 2 main show in the level are a magician show and a fakir show</p> <p>Theses will be used as “decals” on the level. Can contain damage and stains.</p> 	2		X

<p>Blood stain</p>	<p>Blood stains will be used as decals to show that there were a carnage in the level at specific places.</p> 	<p>2</p>	<p>X</p>	
<p>Flames (Animated) EFX</p>	<p>For the fakir burning coal and explosions EFX. (Particle Billboard)</p> 			
<p>Smoke (animated) EFX</p>	<p>For the smoke after and explosion and also needed for a steam effect. (Particle billboard)</p> 			

<p>Colored glass / broken glass</p>	<p>used for the magician maze walls (made of glass). Some glass will need to be broken, will need a broken version also.</p> 			
<p>Burning coal (Animated)</p>	<p>The ground in the Fakir are will be covered with this:</p> 	<p>1</p>		<p>X</p>

Annex 4: Asset list of sound effect & music

Sound Asset	Description	Priority <i>(1 to 3, 1 being highest)</i>	Generic	Specific
Ball rumbling down	Metal balls rumbling down on the player, falling in stairs. Needed to warn the player that something is falling down his way.	1		X
Door opening	Door opening and closing (rotating door)	2	X	
Platform moving / stopping	Platform moving up and down. Must be mechanical and big.	2	X	
Burning coal sound	Like a burning sound. Warn the player that is hot	1		X
Explosions	Barrels exploding	1	X	
Glass breaking	Glass breaking	2	X	
Fire / flame	Fire / Flame sound	2	X	
Skin burning	When player take fire damage	2	X	
Die sound	HAA!!! OHHHH! Sound of player/NPC taking damage and dying	1	X	
Steam	Steam sound	2	X	
Bubbling sound	When player is underwater			
Drowning sound	Player / NPC trying to retain their air before they drown	2	X	

Sparks	Sparks sound, ignite the fire	2	X	
Water dripping	Water dripping sound for underground cave ambience	2	X	
Water splash	Needed to have water splashing when the water torture cage is broken	2	X	
Cave type ambient sound	Hollow sound (wind) sound for ambience	3	X	
Wind ambience for tents	Winds ambience sound going in drapes or flags ambient	3	X	