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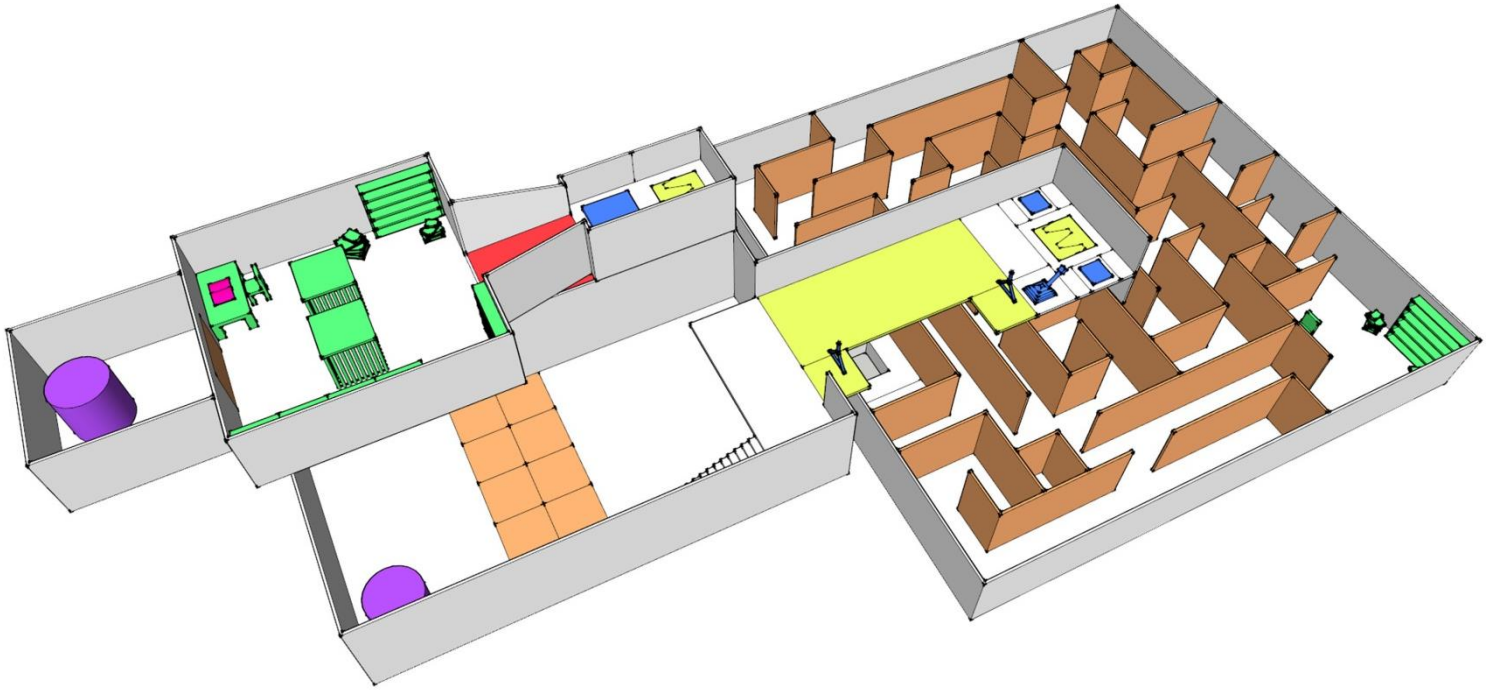
Games Design



Modular Level Design

Hansel and Gretel
XB2001

Rhoda Daly and Scott Taylor

The main objective

The main objective of the game is to save Hansel and Gretel's father from the evil wicked witch. In order to do so, you must transgress through the gingerbread house and its many rooms, solving puzzles, defeating enemies, and discovering secrets along the way.

Look and Feel

The main section of the game is the gingerbread house. All the assets and sections of this area will be textured to look like food. Sweets, biscuits, chocolate and the likes, all sweet things. The use of sweet things and children as the main characters gives the game a childlike feel to it. It would likely be a game suitable for children, and adults alike.

Images taken from - http://gb.pinterest.com/SumikuRyuu/modular-level-inspiration/
Additional Images at - http://gb.pinterest.com/SumikuRyuu/edible-treats/

Different areas will have alternative atmospheres, areas such as a room where a boss battle occurs; the lighting of the area will be darkened slightly, making the player aware that something is going to happen. The area would lighten after the battle, making the player aware of their success.

Player character abilities

- **Jump** – The characters are able to jump of ledges. They are only able to jump, when they are in the thin form.
- **Throw** – The characters can, take a piece of food from an edible asset, and throw it, either at a target, or another character for them to eat it.
- **Eat** – The character can eat part of any edible asset in the game. This will cause them to grow fat. Each bite causes the character to grow a little fatter. It takes three pieces of food for them to grow into a ball.
- **Roll** – When in the fat form, the character can roll about, destroying items, breaking brittle walls/flooring, and activating large switches
- **Activate switches** – Characters are able to jump to bars, pull levers, and stand on pressure pads to activate switches.
- **Thin** – When thin, the character is able to walk over brittle flooring without it breaking, and move through narrow passages.
- **Fat** – When fat, the character is unable to roll uphill.

Proposed game system

Camera angle – This game would be played as a 3D game, allowing the player to explore the environment fully. The camera would be positioned in a 3rd person perspective, allowing the player to see the character, so they will know when the character has picked up an item, or has eaten enough to become a rolling ball.

Genre – This game would be an adventure game, where throughout the game, more and more of the story is revealed. The player can become emotionally attached to the characters in this way, and along with appropriate music, this makes for an entertaining game.

Level items

In this level

- **Walls** – Certain walls will have signs of instability, such as cracks, running across them. This is a sign that these walls can be broken.

Collectables

- **Notes** – At certain points in the game, the character will come across a note. The note will be written by people children that have past experienced the gingerbread house, but are now long gone.
- **Books** – The character may find books that lie open on a table; each book contains a diary entry of the witch, explaining her side of the story, and what she plans to do.
- **Treasure** – Items that the witch has hidden away for fear that it may be stolen. The character can find and collect these throughout the game.

In future levels

- **Candy cane** – The characters can use this as a hook to slide across liquorish wires, like a zip wire.
- **Strawberry shoelace** – Can be used as a whip, either to attack enemies, activate levers from a distance, or swing across gaps.
- **Magic oven** – Turns you into a gingerbread character for a limited time. You can pass by enemies without arousing suspicion.

Interact-able objects

- **Food** – All assets in the game will be made of food. The characters are able to take a bite of each asset. A sizable chunk of the asset will then disappear, leaving bite marks. Over time, the missing piece will gradually grow back.
- **Switches** – There are a number of switches in the game. Pressure pads, levers, and pull down bars are a few of the numerous variations of switches in the game.
- **Exercise machine** – This machine is able to burn of fat faster than anything else. When a character is fat they can roll into the machine. It will then activate, each aspect if the machine moving or turning, making the process look complicated. When the machine finishes its job, the character can then walk out thin again.

Puzzles

In this level, there are a combination of flooring, walls, and switches. All forming a number of puzzles. There is also a maze that the player must overcome, but if enough food is found, the whole area can be destroyed though the roll mechanic.

- **Brittle floor** – Certain areas if the floor will have crack on them, an obvious sign that they are brittle. Too much weight and they will break. Only a thin character can walk across them without them breaking.
- **Cracked Walls** – Certain walls will have cracks on them, as with areas of flooring, this means that they are brittle. Too much force and they will smash into pieces. Characters that are fat can roll with speed into these walls to break them.
- **Levers** – Characters can interact with switches, a lever can be pulled into position to activate it.
- **Pressure pads** – Each pressure pad needs a different amount of weight on it to activate it, each pad will state on it via a number the necessary weight needed. The weights needed, will vary from 1 to 4. Each character will value as 1 weight unit, yet when they are fat, they value as 2.
- **Pull bars** – Characters can jump out and grab onto bars, these will then lower slightly to show the switch has been activated.

NPC's encountered & actions

- **Father (Gingerbread man)** – The witch has turned Hansel and Gretel's father into a gingerbread man. The cookie lies asleep on the table in the first room, and the children hear the snoring. They wander over to investigate, and find a living gingerbread man. The biscuit awakes and explains that he is their father, and how one minuet he fell asleep at home, the next he was here, being forced to work as the witch's slave. Their father then becomes the children's guide through the game; they can ask him for hints and clues when solving difficult puzzles.
- **The Witch** – The witch is the villain of the story. Having been thwarted by mere children, she is back for revenge, but this time she is ready. With a modified house at the ready, she abducts the children's father, and turns him into one of her edible slaves. When he failed to do her bidding, she left him locked in a room on the opposite end of the building as punishment.
- **Enemies** – The witch's edible slaves will attack the characters if they get too close. They can be defeated in a number of ways, either through eating, physical, or magical attacks, using items that can be picked up throughout the game.

Vehicles encountered & actions

- **Elevator** – Many of the rooms require the character to traverse between floors. To move down a floor, the character simply drops, yet to ascent a floor, the player needs to take the elevator.
- **Mine cart** – Though not in this level, the mine cart would be used in the hidden toffee mine under the house. It run along rails, and the player would simply lean in certain directions while going round corners, to avoid enemies, or collect items.

Music ideas for level

The music for the main part of the level, in the gingerbread house, would be a cheery and more childlike piece, because of the large amounts of confectionary. This will keep the player in good spirits while playing through the level and music changes can have more of an impact on the player this way.

In areas where a battle or a boss battle takes place, a more eerie and dangerous piece of music would play, making the player aware of when danger is coming, so they can be prepared for battle.

Sound ideas for level

- **Exercise machine** – Many mechanical sound effects would be used for the exercise machine, sounds such as bells and whistles would signal the ending of the exercise process.
- **Brittle walls and flooring** – The sound of breaking biscuits would be heard when smashing walls, and cracking sounds when walking over cracked flooring.
- **Switches and levers**, mechanical noises such as cranking, whirring or ticking would be heard once the switch had been activated.

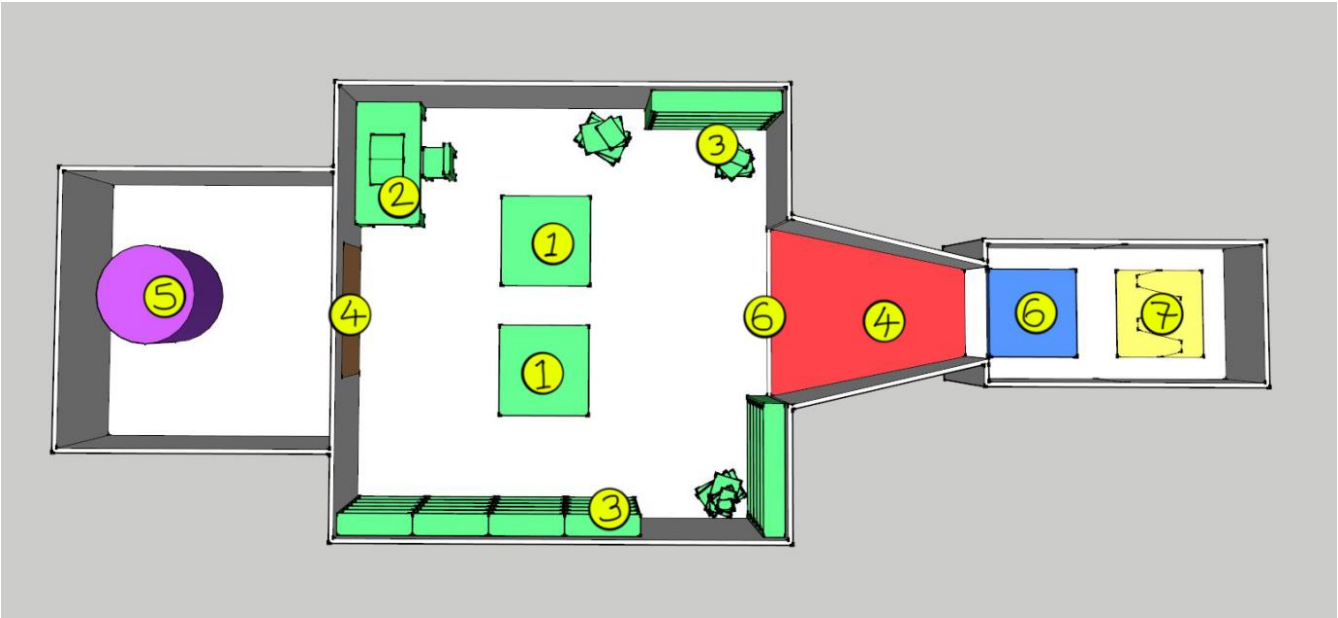
This game would involve vocal acting for cut scenes or in game conversations that would occur within each of the levels.

Narrative content

We all know the story, two children, siblings, left in the forest, all alone. Who wouldn't go into a strange edible house placed peculiarly in the middle of a forest? Especially when you wasted the last of your bread on a bunch of greedy birds. We know these two did, but there was something they didn't tell us. The witch never died! Yea, she was stuffed into an oven, but come on, if she is a witch, don't you think she could have used magic to get herself out. Luckily, Hansel and Gretel escaped before she got out. Yet the witch wants revenge, and has abducted the children's father, in order to lure them in. The two siblings put on a brave face, and venture back into the woods to the gingerbread house, the door swings open, and they enter into the glooming darkness within.

Colour code:

- Edible assets
- Breakable wall
- Ramp
- Collectible
- Exercise Machine
- Switch
- Reactions to Switches

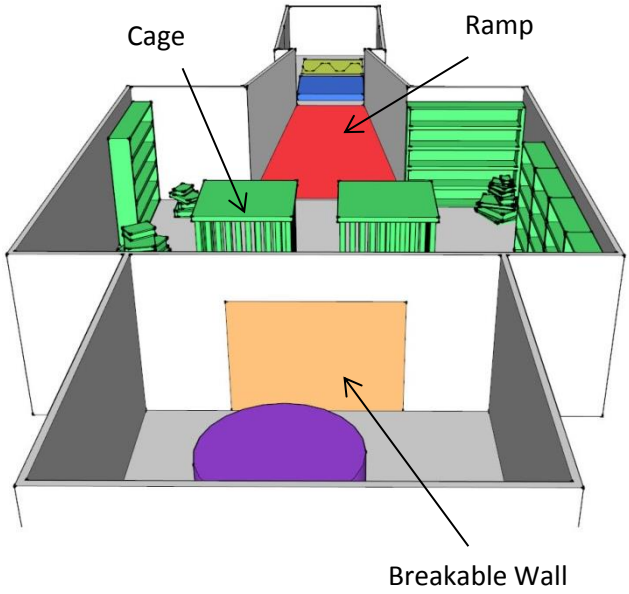


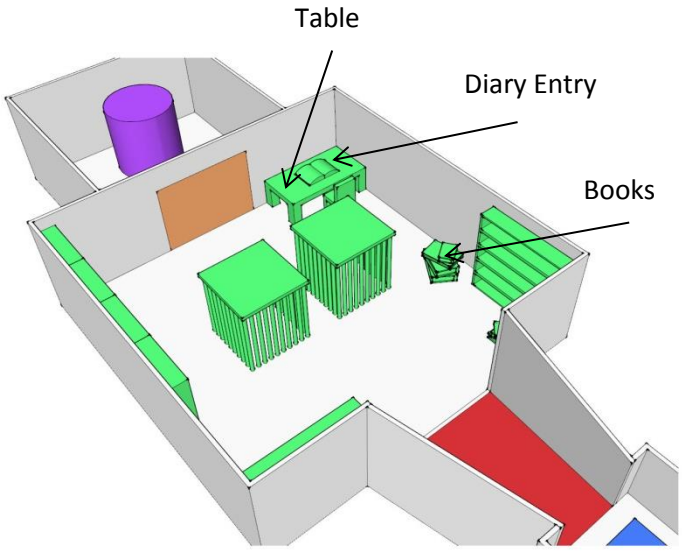
Level 1 – Room 1

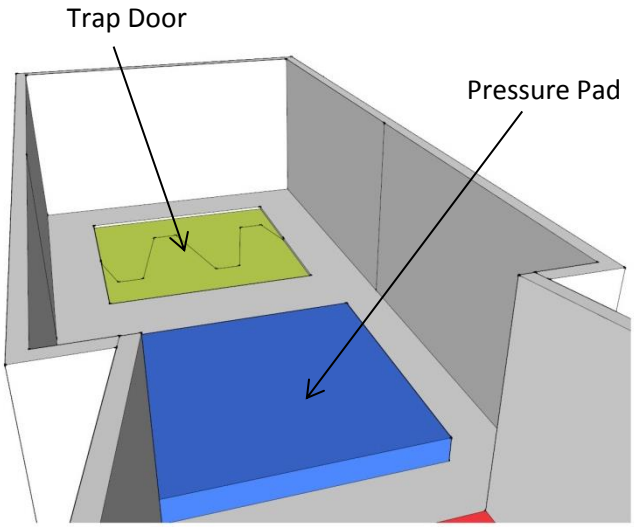
Both Hansel and Gretel start in the two cages situated in the middle of the room. They were captured as soon as they entered the house. Players can switch between character at will.

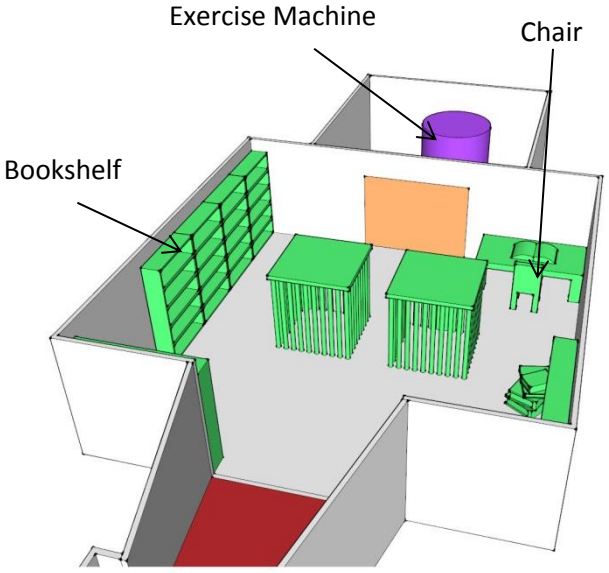
1. Player eats their way out of the cage.
2. The player then find their apparent father in gingerbread form. Father then explains the rest of the level as a form of tutorial.
3. Player runs round eating assets, and grows fat.
4. Player cannot roll up ramp, and so smashes wall to find exercise machine.
5. Player uses the exercise machine and so becomes thin again
6. Player positions one character at the base of the ramp, and one on the pressure pad. Lower character thows food to the higher character to fatten them up, then the lower character joins the one on the pressure pad to activate the switch.
7. Door opens and player proceeds to next room.

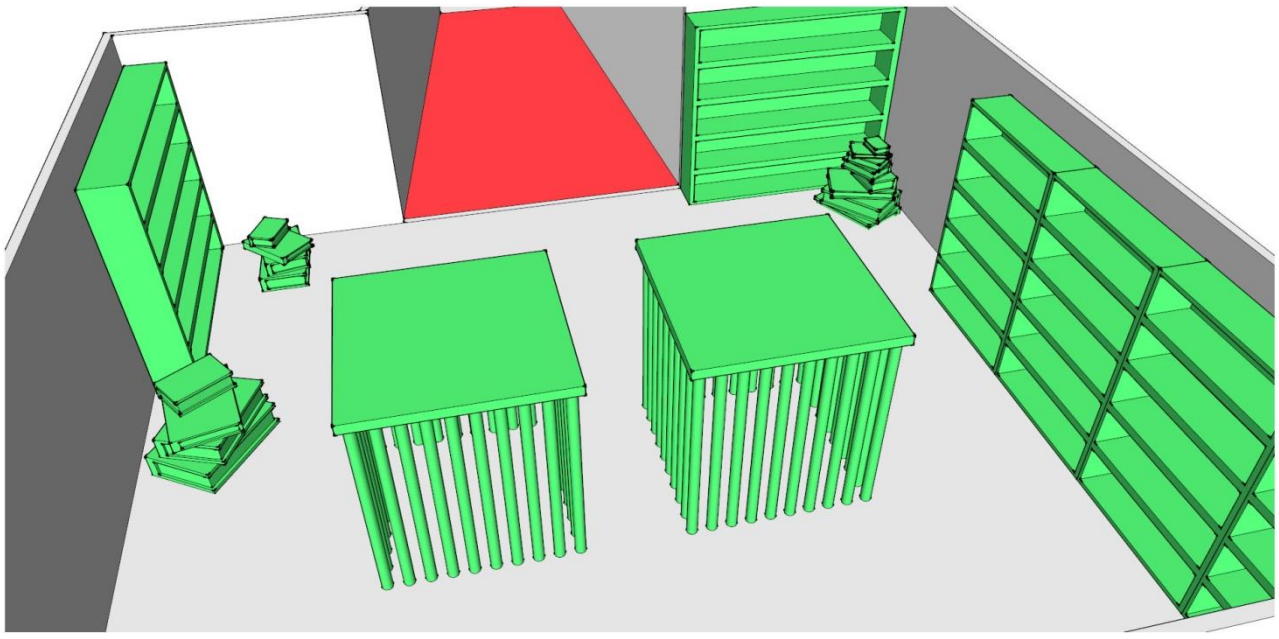
Screenshots of 1st Room





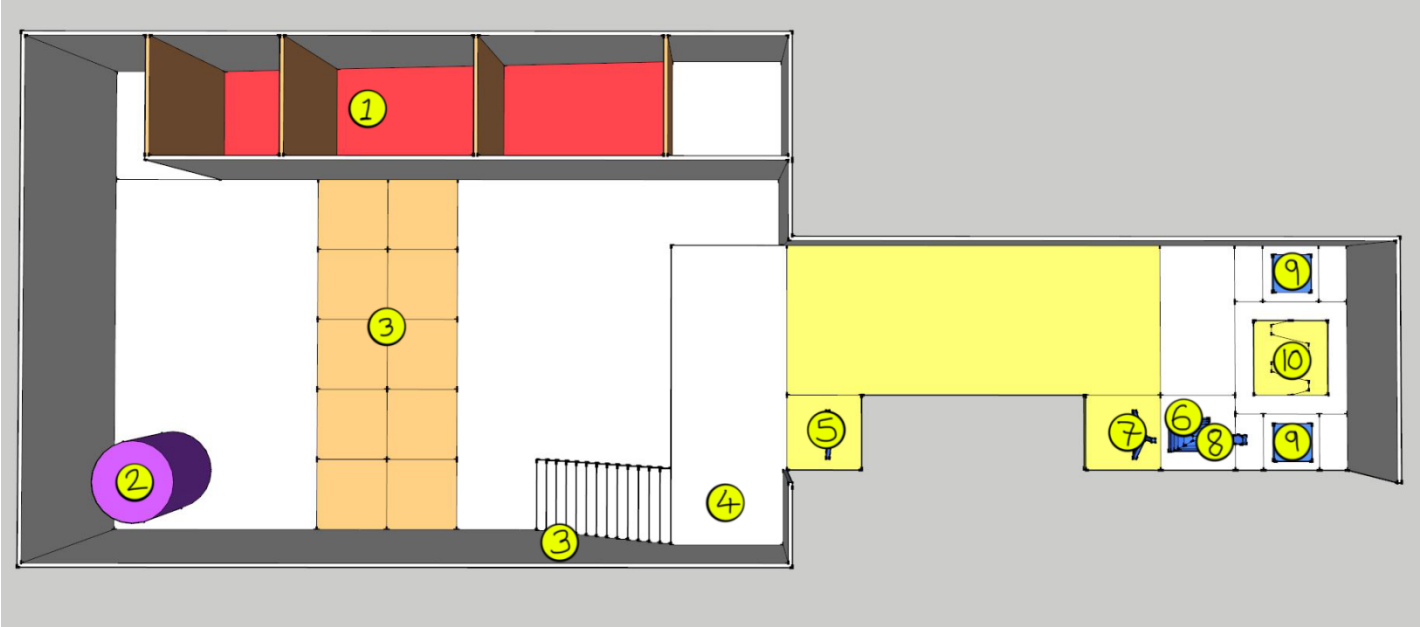






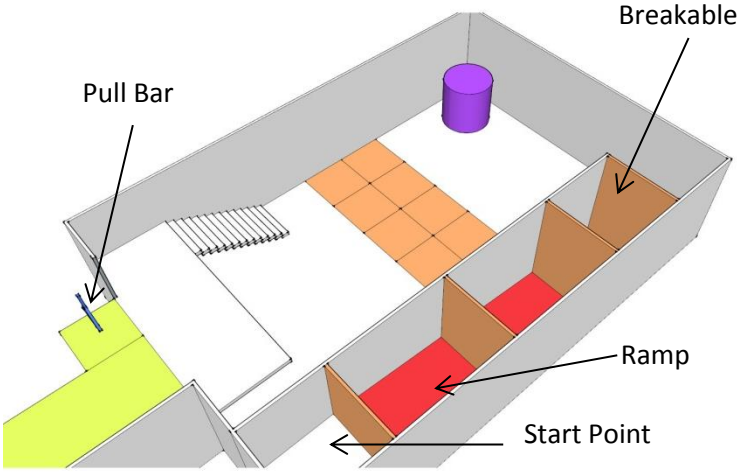
Level 1 – Room 2

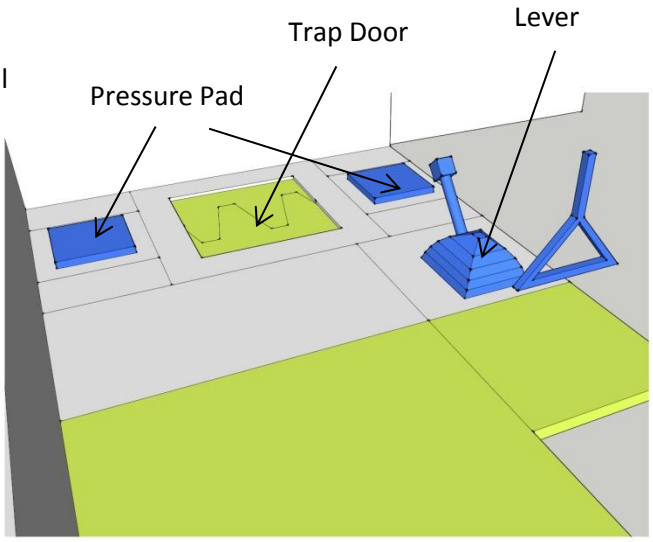
Hansel and Gretel begin in this room at the white square, this is where they drop down from the upper room.

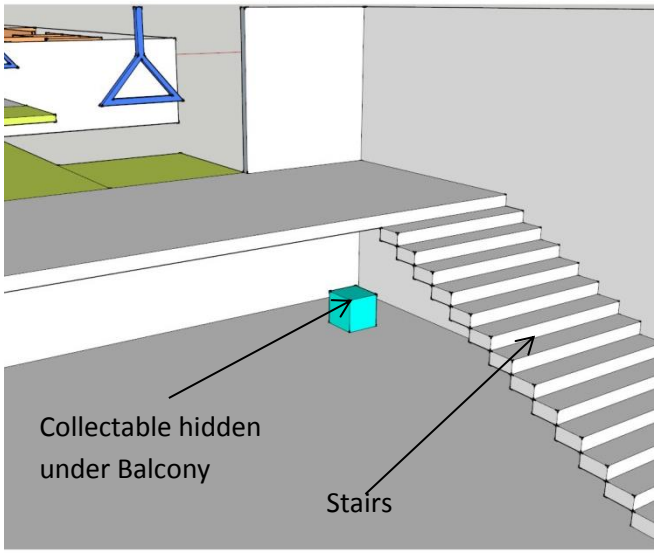


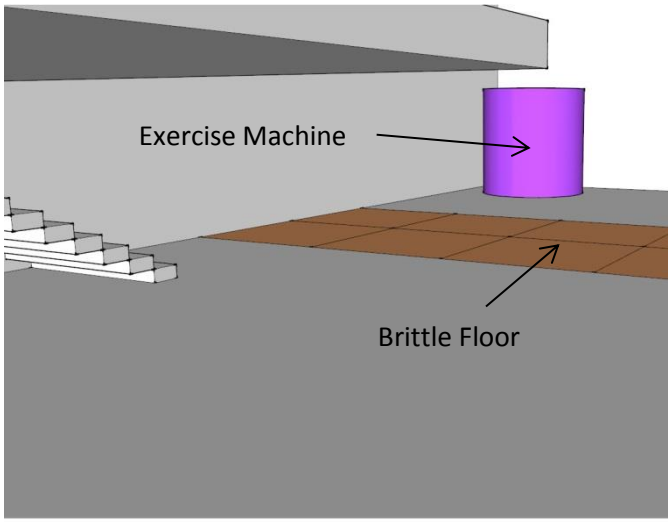
1. Player will roll the fatter of the two down the ramp, breaking the barriers on the way.
2. The fatter character must enter the exercise machine to become thin again.
3. Players may then walk slowly over the brittle flooring.
4. Player may then collect the collectable that is hidden underneath the stairs, and part of the connecting balcony. (see next page) Then the characters may the proceed up the stairs to the upper level.
5. One caracter must jump out to the pull bar switch, this will cause the bridge to activate.
6. The other character must then cross the bridge, and pull the lever. This will activate the two platforms, allowing the 1st character to safely let go of the pull bar, which will deactivate the bridge.
7. The 2nd character must then activate the other pull bar switch. This will reactivate the bridge.
8. The 1st character can then proceed across the bridge. They will the pull the lever to activate the platforms allowing the other character to let go of the pull bar, which will deactivate the bridge.
9. Both characters stand on one of the pressure pads, causing the door to open.
10. Character proceed through the door to the next floor.

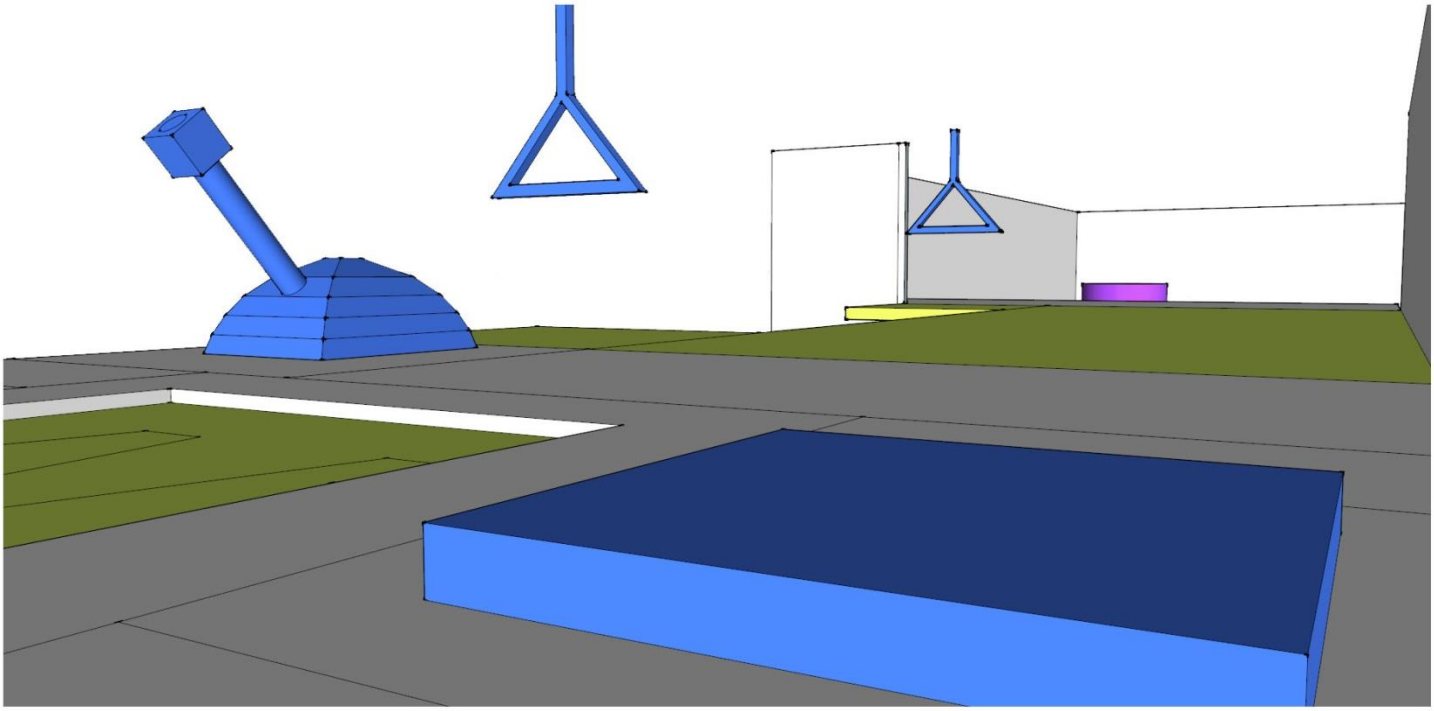
Screenshots of 2nd Room





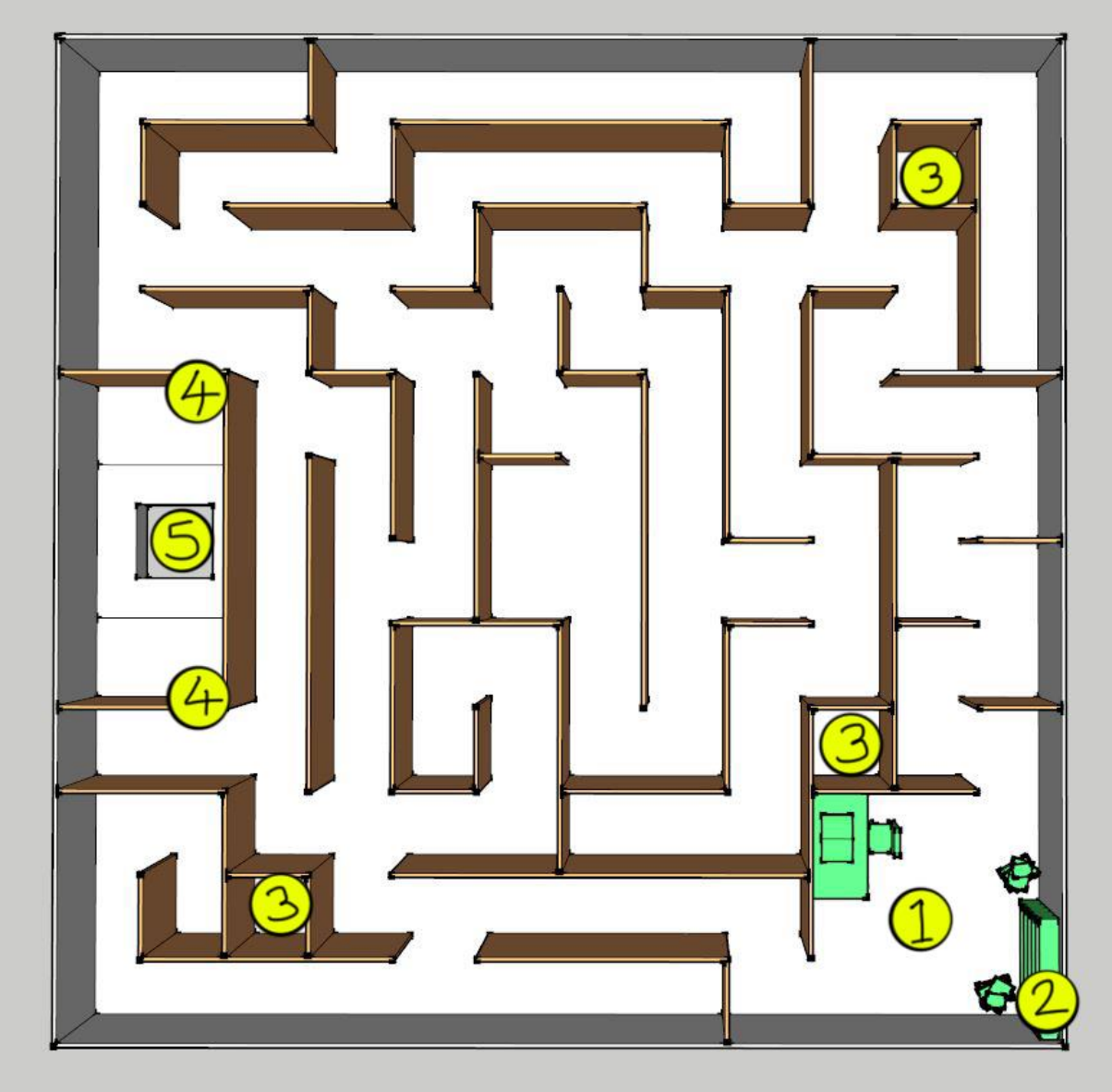


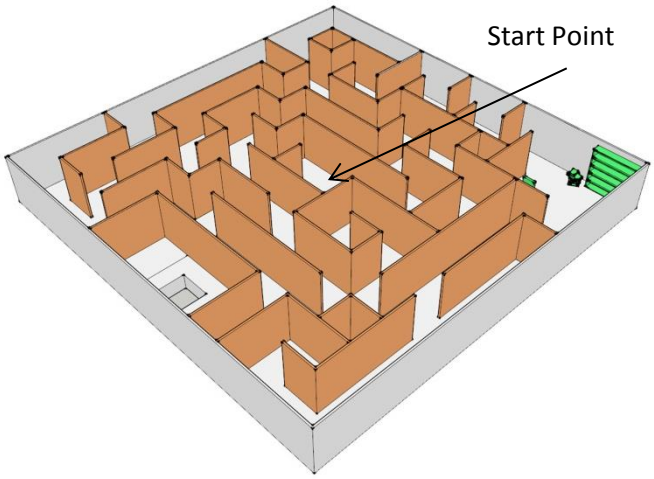
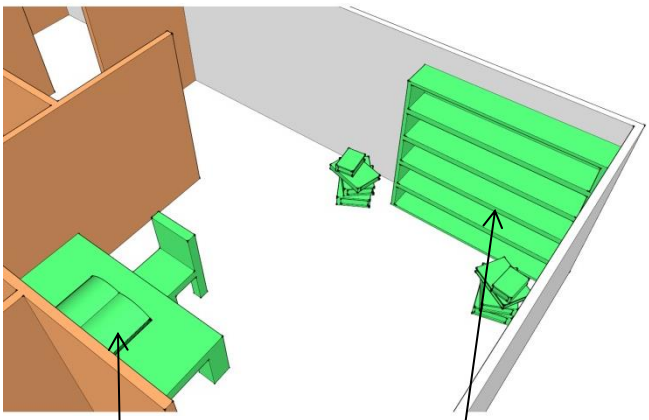
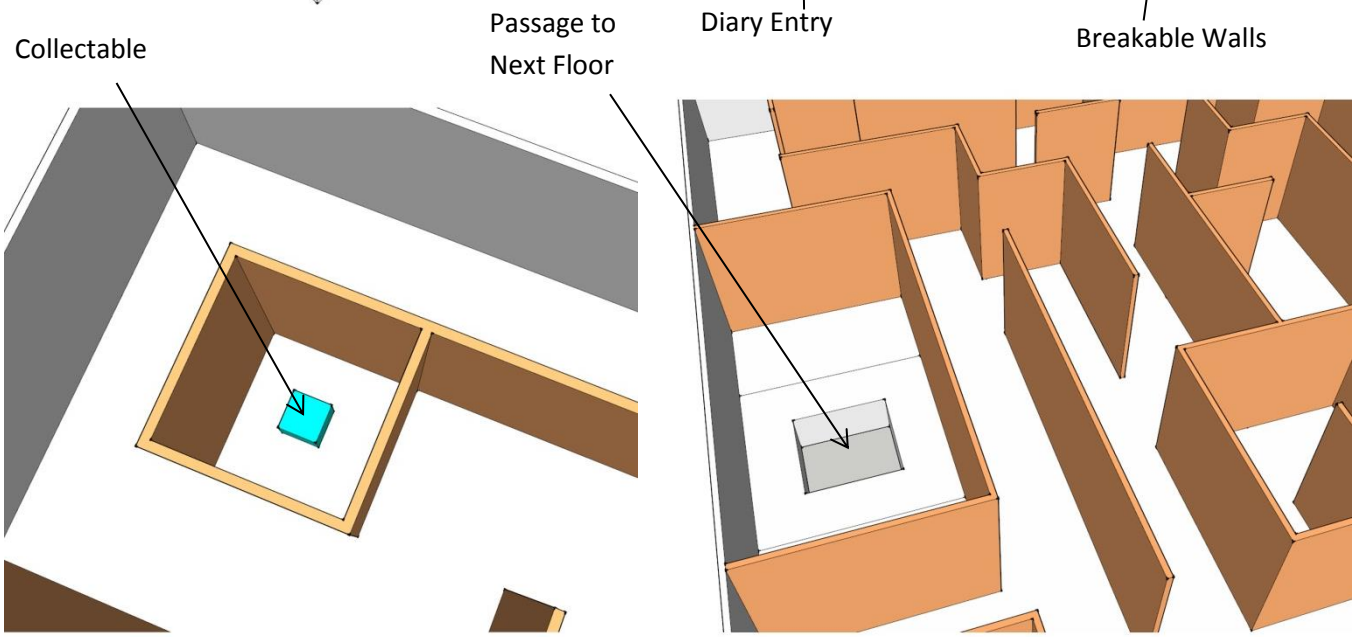
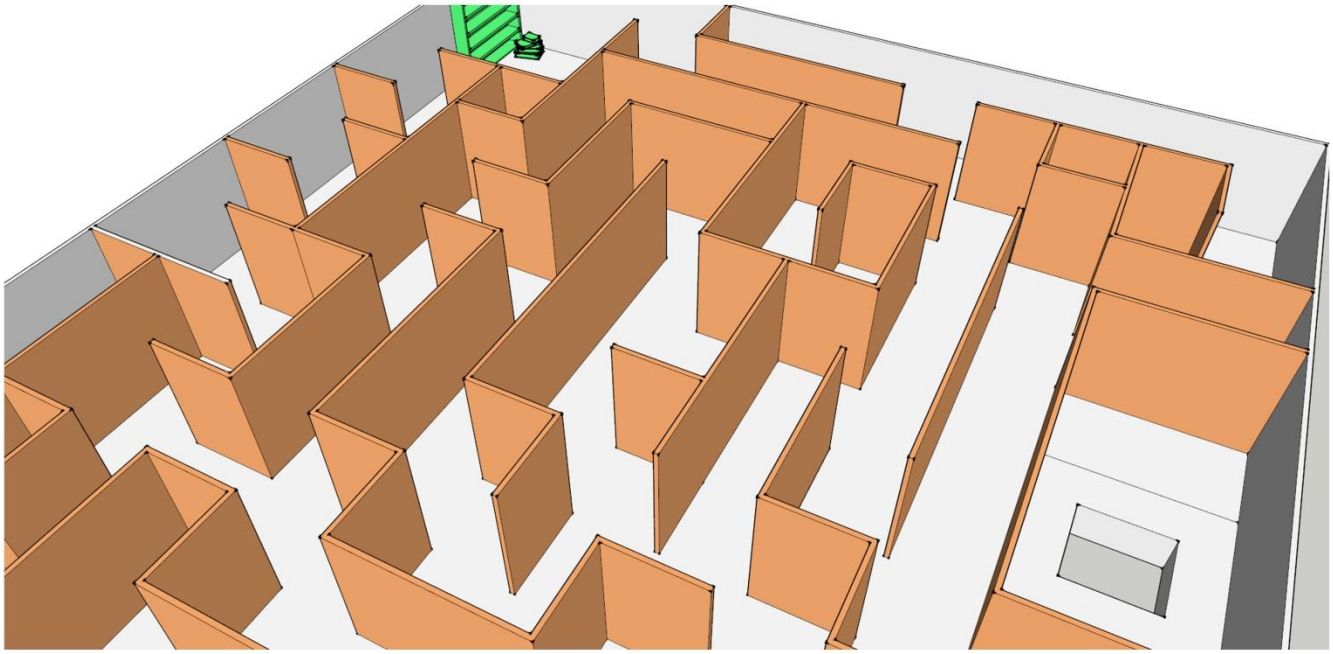




Level 1 – Room 3

Hansel and Gretel begin in this room at the white square in the centre of the room. This is where they drop down from the upper level.



1. The player must find their way through the maze to the room in the bottom right.
2. The characters must then eat to become fat, and can then begin to destroy the maze.
3. The player may decide to destroy the entirety of the maze, and would therefore find 3 hidden collectables.
4. The player must destroy the wall on the far left to reveal the hole to the next floor.
5. The player may then proceed onto the next level.

Screenshots of 3rd Room