

JOTUNHEIM

MISSION OBJECTIVE

Word has spread that Draupnir has been stolen from the Aesir Gods, it is said to have been taken to Jotunheim, the land of the giants as a gift for King Utgard-Loki. The player must travel through this world and find the artefact to return to the Gods for a reward.

THE WORLD

The feud between the Gods and the Giants has caused the Gods to seal off entrances to Jotunheim, leaving only a few of the most secret ones open for safekeeping.

Jotunheim is a dark and cold place. Wandering the realm of Jotunheim is a dangerous task and is ill advised due to the nature of the world and its deadly inhabitants.

LEVEL STORY

A lone traveller in search of fortune and reward hears rumours of the Aesir God artefact Draupnir being stolen and taken to Jotunheim. Upon travelling to the realm they learn that the Giant Ytorminde stole the artefact to give to Utgard-Loki to redeem himself from his banishing. Now the traveller must traverse the dangerous land of Jotunheim to find Ytorminde and collect Draupnir to return it to the Aesir Gods for a reward of his bargaining.

LEVEL DETAILS

DURATION -

10 minutes

GAMEPLAY -

Stealth
Exploration
Combat
Puzzle

CAMERA -

Third Person Perspective

COMBAT -

Close Quarters using sword
Good open spaces required

LEVEL BEATS

BEATS -

1. Observe/Exploration - Explore the top of the mountain and walk down the path that leads the player to the cave to explore.
2. Combat - Fight the trolls after learning their objective to find Ytorminde and Draupnir.
3. Puzzle - Complete the puzzle to exit the cave system.
4. Stealth/Combat - Player makes their way through their chosen pathway - Forest of Dead Trees or the Mountainous Cavern. Player must sneak through the forest and/or fight the enemies there OR they must fight the enemies in the cavern and make their way out of there.
5. Exploration - Walk towards the big red tree and smoke in search of Ytorminde
6. Combat - Collect Draupnir and fight Ytorminde

MECHANICS

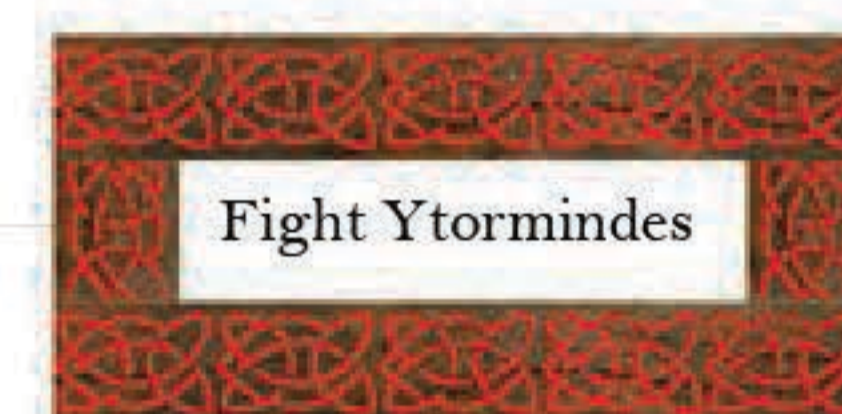
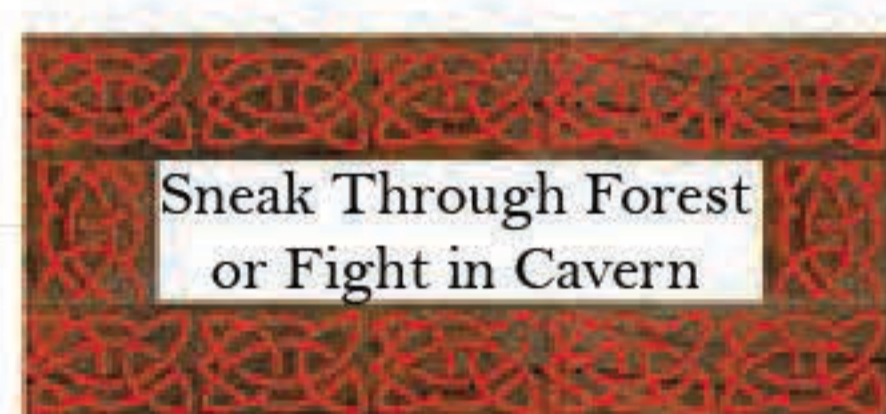
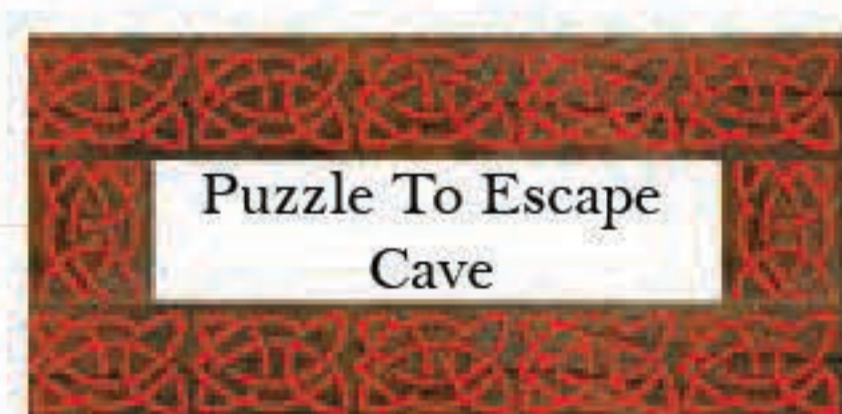
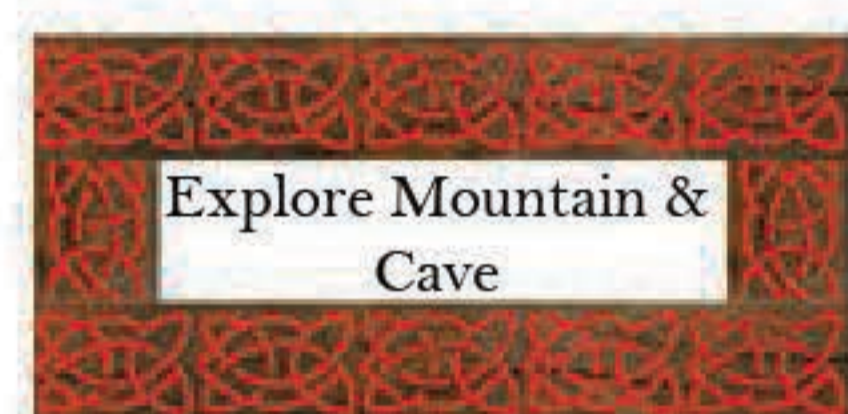
TRAVERSAL -

Run
Walk
Jump
Climb
Crouch

COMBAT -

Light Attack
Heavy Attack
Block
Evade

LEVEL FLOW



PLAYER

Odin disguised as a traveller so that he does not bring attention to himself when travelling the realms in search of Draupnir.

Agile and combat efficient.

ENEMIES

TROLLS -

Enemy Type - Close Range
Attack - Swings its weapon (small amount of damage)
Difficulty - Easy (when alone)

ICE ELEMENTALS -

Enemy Type - Ranged
Attack - Throws ice at the player, dealing a decent amount of damage
Difficulty - Hard

TREANTS -

Enemy Type - Alerting
Attack - Does not attack, it alerts other enemies of the player's location when it sees them
Difficulty - Medium

YTORMINDE -

Enemy Type - Boss
Attack - Stomp attack, Swings fists, Jumps (Deals a lot of damage)
Difficulty - Hardest

LEVEL LOCATIONS

MOUNTAIN TOP/JOTUNHEIM GATE

Exploration beat
Views of the rest of the level
Gives player an overview of this world
Rocky, sharp and dangerous
Path that leads down the mountain

DWARF CAVE/TOMB

Exploration and Combat beats
Dark and dangerous
Dead dwarves laying around
Some open areas for combat
Trolls now occupy here

FOREST OF DEAD TREES

Stealth/Combat beat
Dark, twisted and cold
Small pockets of more open areas to allow the player to fight if they choose to
Lots of bushes and rocks for the player to hide behind and use to sneak past enemies
Three types of enemies - Trolls / Ice Elementals / Treants

MOUNTAINOUS CAVERN

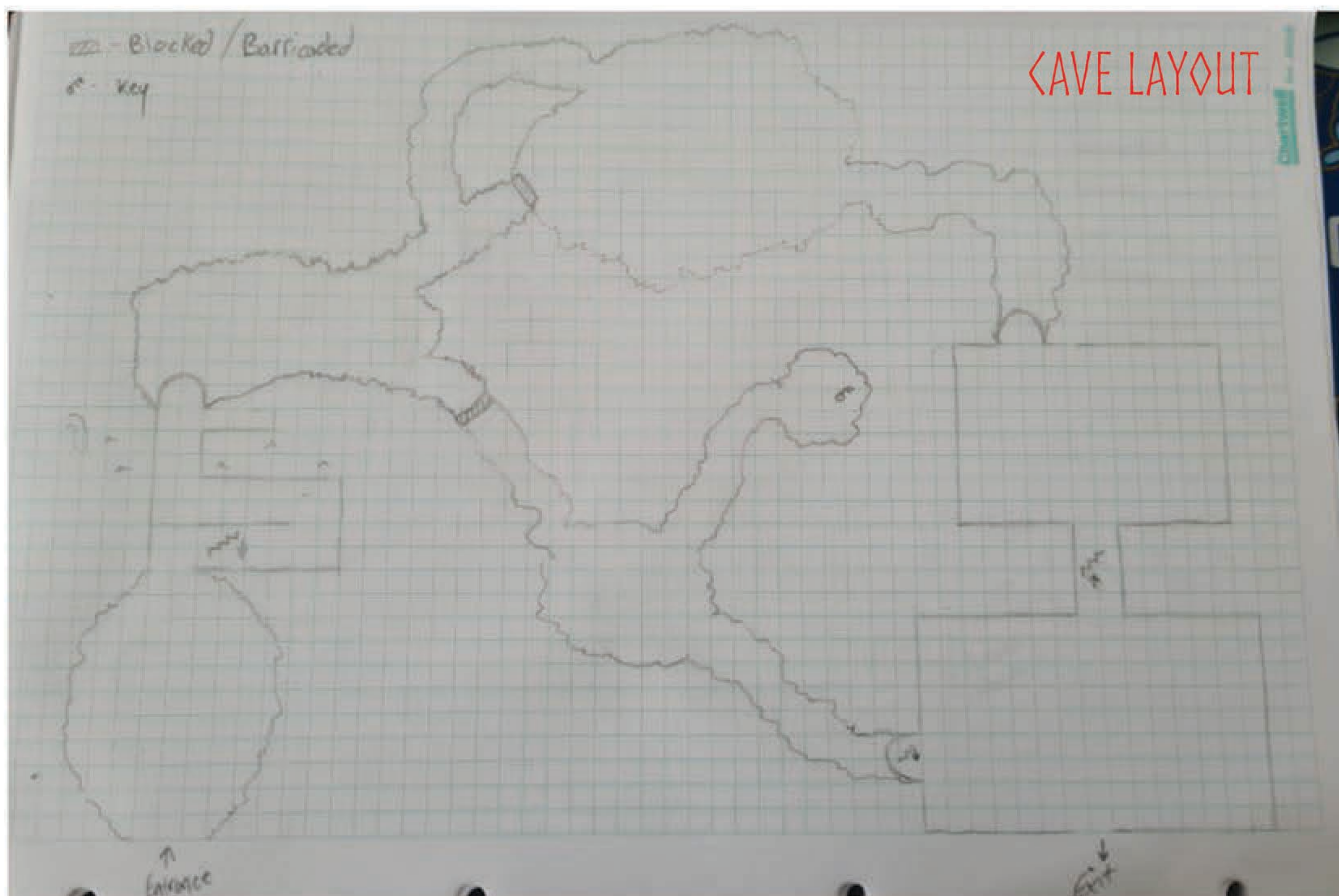
Combat beat
More open compared to the forest
Tall, sharp and brutal throughout
Some areas are more enclosed with high walls to make the player feel claustrophobic
Not much cover (only used to allow the player to put a tiny bit of distance between them and the enemy in combat)

YTORMINDES CAMP

Combat Beat
Open, brighter and
Big open area to allow for a lot of combat
Tall tree with red leaves as a landmark
Smoke is also a landmark when the player gets closer

JOTUNHEIM

LEVEL PLANS



JOTUNHEIM

STORY

The player enters Jotunheim at the top of the mountain, they can see a view of almost the whole of the realm, large landmarks stand out and give the player reference to where they are. Making their way down the mountain they notice the path is blocked but there is a small opening in the mountain. Upon entering the mountain it seems to be a tomb for the fallen Dwarves of Jotunheim. Dead bodies and dwarf weapons fill the area. Exploring the cave the player finds some Trolls that are using the tomb as a base and over hear them mention that the giant Ytorminde was the one that stole Draupnir and that he is camping out by the Red Tree by the Faced Mountain. The player is discovered by the Trolls and a fight ensues. After defeating the Trolls the player must now search the tombs to find a key in order to escape the tomb. After exiting the cave the player has a view of the land ahead, showing them two paths ahead, one through a forest and the other through a cavern. However both paths are blocked by ice and an Ice Elemental is roaming the land below. The player must defeat the Ice Elemental to unblock the paths and travel down their chosen path.

Forest of Dead Trees Path –

It's a dark and dangerous path. The player will sneak through the forest and hide in bushes and behind rocks to try to take out or sneak past the Ice Elementals and Trolls. The trolls will notify enemies of the player's position if they see them so there is a lot to look out for in the forest. This path is more stealth based and provides more cover but it is very dangerous.

Cavern Path –

The cavern is a more open path, with less cover, it requires the player to be more confident in their fighting abilities and to take on the enemies rather than try to sneak around them. The high mountainous walls make for a daunting and claustrophobic path at times, keeping the player on edge for some of their journey through the cavern.

Now the player has found the exit to their path they are in a more open area near the base of the Faced Mountain. Just ahead of them, a small trek away is the Red Tree and a lot of smoke. The player heads towards the smoke and tree to find a sleeping giant, with a small chest next to him. In the giant's hand is a small gold key, the player must sneak around the giant and steal the key. With the key stolen the player opens the chest and takes Draupnir but the giant awakes from his sleep and throws the player across the land to an open area where he leaps into the air and lands in front of the player causing the floor to cave in in places (making it feel like an arena fight). The giant and the player now fight in a boss battle arena fight.

MOODBOARD

