

Noire Level LDD

By

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Noire

Game Description: You play as a resourceful detective trying to take on the mafia with her shadow powers without outright conflict.

Main Pillars: Exploration, Stealth and Puzzles

Core Mechanics:

- **Shadow Absorption** – Drains the shadow of enemies to incapacitate them. Gains shadow gauge that allows the usage of other shadow skills.
- **Shadow Stretching** – We are able to stretch our shadows and teleport to the end location. This allows use to sneak past enemies easily. This ability drains your shadow gauge.
- **Shadow Puddle** – Turn into a shadow puddle and move in shadows to escape the pursuit of enemies.
- **Light Manipulation** – Change the direction of the lights in an environment to allow you to use your shadow absorption skill more efficiently.
- **Moving & Jumping** – Traditional movements and jumping to allow for traversal and platforming.

Noire



Story Premise: It is 1945. A righteous but amateur private detective, NOIRE, and her dumb jock of a twin-brother, GUY, get captured by the mafia and experimented on by a mad scientist. After they come to, Noire realizes that Guy has become her shadow, but his body has been taken by the bad guys. Trapped in the bad guys' hideout, Noire and Guy now have to work together and find a way to get Guy's body back.



Fortunately, the experiment seems to have given Noire the ability to manipulate Shadow Guy and use him to take down their enemies.

Visual Strategy

VISUAL STRATEGY

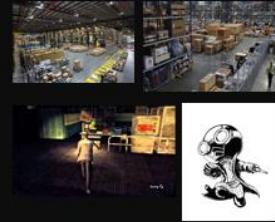
General Style



Environment is white, only the relevant shadows are rendered harshly. Objects that are important are coloured. Interactable objects are more saturated.



World & Character



Stretching Mechanic



Starting point of shadow is circled



Pointy end of the character's shadow is stylised and animated to give player feedback.

Lighting & Shadow



Black shadow against white surfaces (aka lit surfaces)



Shadow opacity reflects hierarchy

Metrics

- Player - 1 tile
- Jump - 2 tile length, $\frac{1}{2}$ tile high
- Shadow Stretch- Full energy 20 tiles, 1 energy bar 4 tiles
- Shadow Puddle- Full duration 5 tiles

Mood Board (Warehouse)



Mood Board (Laboratory)



Mafia Warehouse (Level 1)

Level Goals: A tutorial stage where players can familiarize themselves with the core mechanics and controls without much danger and challenge. Players will be forced into completing the level in certain ways to ensure that each mechanic is taught to them.

Player Goals: Investigate the mafia warehouse and look for clues about the mafia boss whereabouts. Reach the door at the end of the warehouse to complete the level.

Mood and Environment: Shady warehouse ran by the mafia. Consist of offices, crates, shelves and an upper level metal walkway.

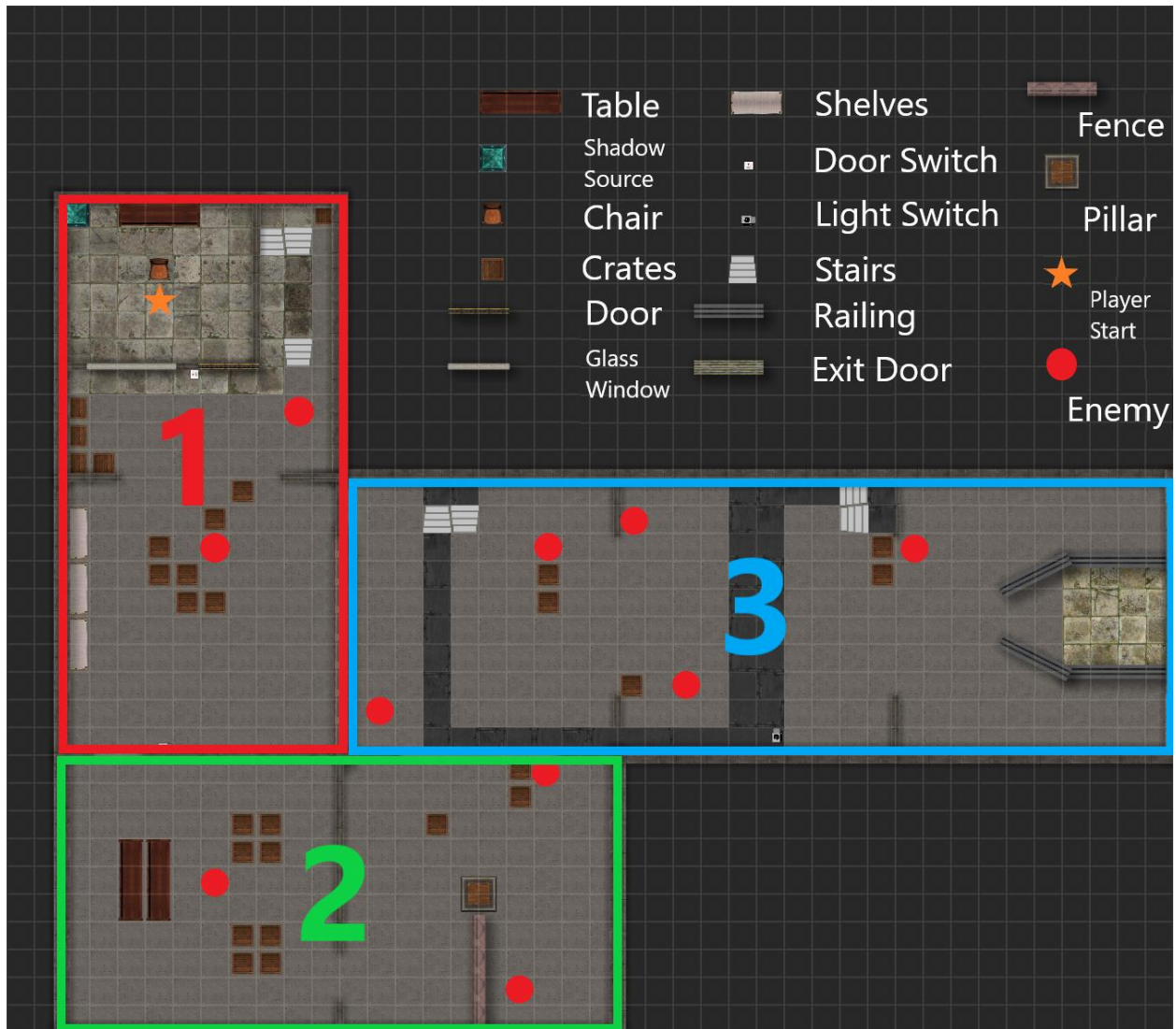
Level Size: Medium

Mafia Warehouse (Level 1)

Floor Plan:



Level Area Breakdown:



Mafia Warehouse (Level 1) Area 1

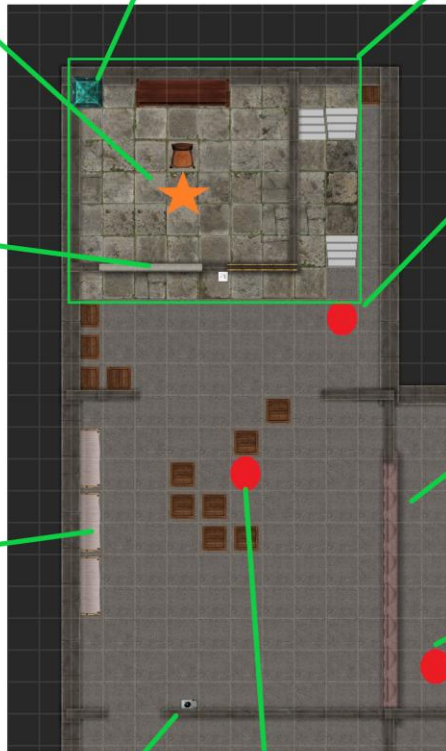
Starting Room With
just a table and chair
-Integrates the story
plan with the level
-Gives space for player
to experiment with
controls

Glass Window
-Players can learn
to Shadow Stretch
to interactable
objects that are
out of reach

Alternative Route
-Players can learn that
they can choose to sneak
past enemies instead of
attacking all of them

Light Switch
-Players can learn
its uses

To Replenish Shadow Energy
- Players can experiment with
Shadow powers more freely



Entire area is elevated with
door facing outward.
- Players will see the rest
of the level and know the
first place to go to.

First Enemy Guard
facing away
-Unintimidating Enemy
for players to learning
Shadow Absorbing

Fence
-Players can see an
exit sign placed in
the next room

Enemy near the
fence
-Players can learn
that Shadow
Absorb works
through fences

Second Enemy
-Shadow cannot be reached
-Can use Light Switch to
change shadow direction

Mafia Warehouse (Level 1) Area 2

Switch placed in front of the entrance
- To prompt players to try the switch

Enemy guarding next area
- Makes it difficult to run straight for exit in area 3 if player ignores



Enemy with Shadow partially obstructed
- Can use switch to move shadow into favourable position

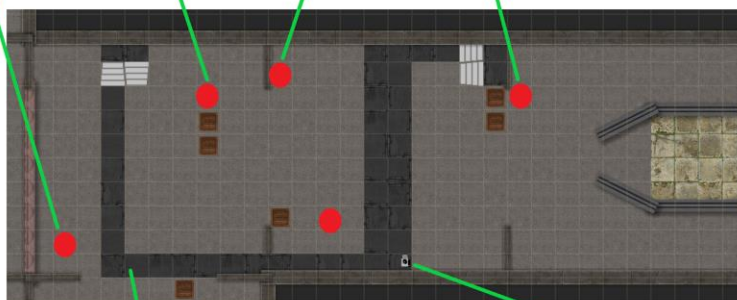
Light Switch and Enemy near fence
- Second chance to shadow absorb through fence if players missed the first in area 1

Mafia Warehouse (Level 1) Area 3

Enemy near fence
- Chance for player to learn about shadow absorbing

Enemy guarding stairs

Enemy guarding exit
- Restricts players from running straight to the exit



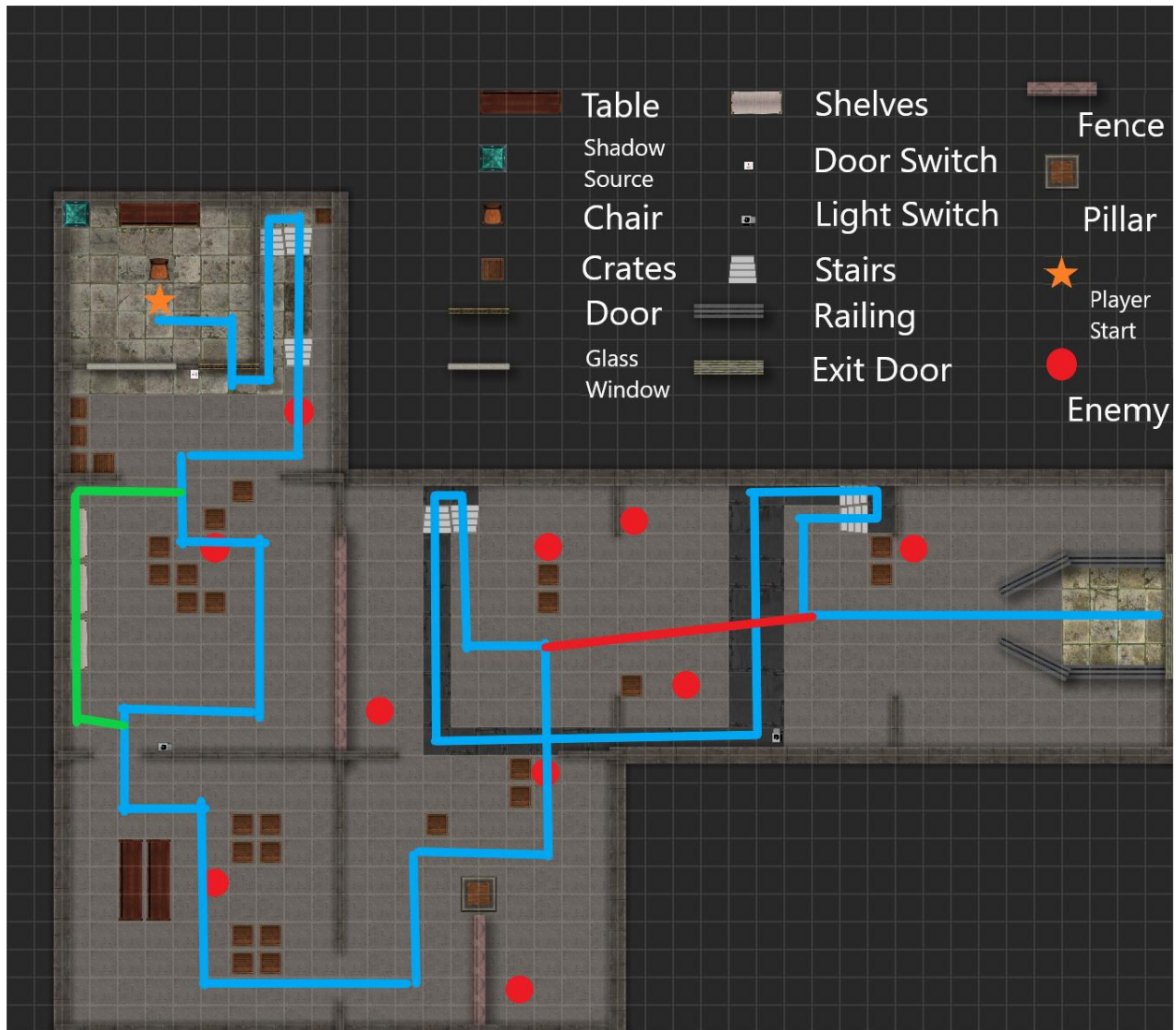
Exit Door

Upper Level Path
- Players can choose to battle enemies below or sneak past them above

Light Switch

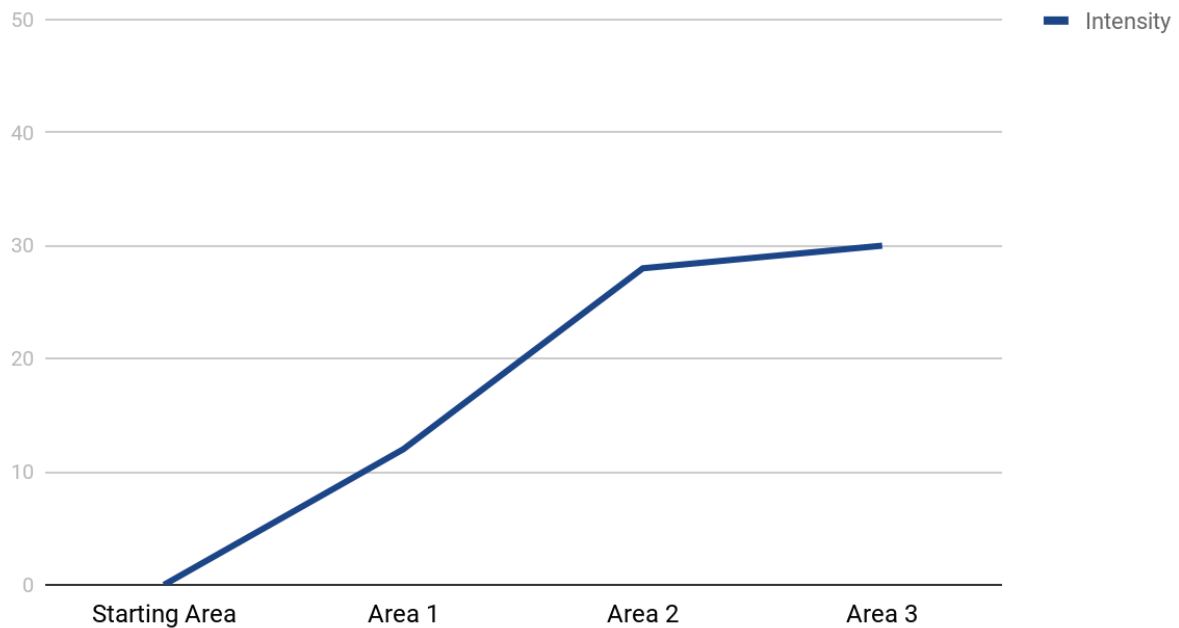
Possible Routes:

Green - Alternative Route, Red - Must use Shadow Stretch/Swim



Intensity Curve

Level 1



The overall intensity of the low is generally low. This level is meant for the player to learn and get used to the game's mechanics and controls and also to learn some simple strategies that the player would need to tackle the rest of the game.

Inner Mafia Warehouse (Level 2)

Level Goals: An intermediate difficulty level that puts what the player has learnt in the previous level to the test. There are two pathways in which the player can reach the end goal.

Player Goals: Find the hidden lab below the warehouse to gain access to the mafia boss's room.

Mood and Environment: A shady warehouse that the mafia operates . Consists of offices, crates and shelves.

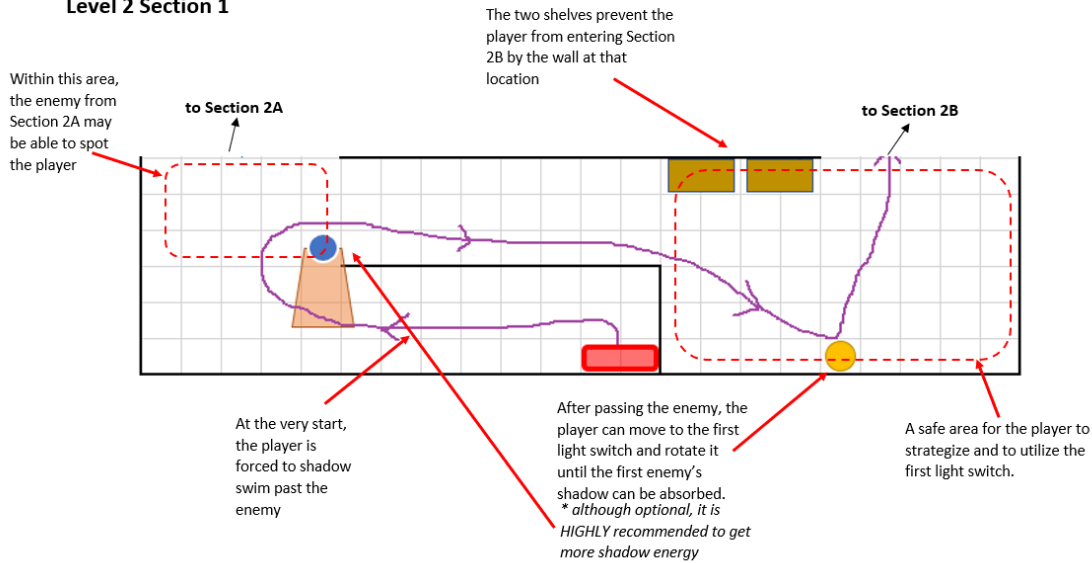
Level Size: Large

Possible Routes:

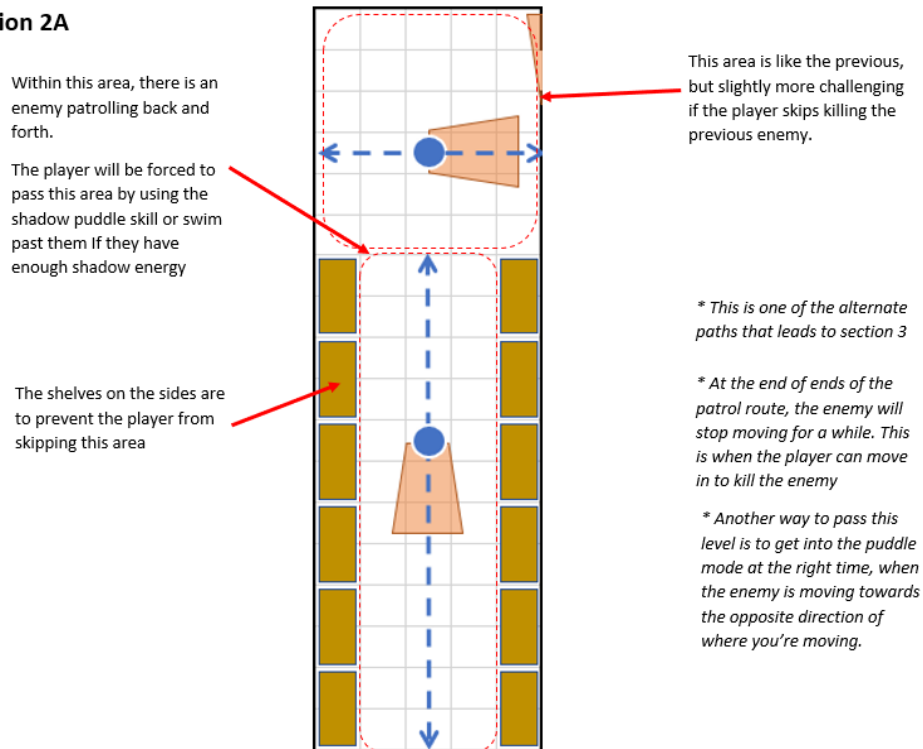


Level 2 can be broken down into five sections. Section 1, 2a, 2b, 3 and 4.

Level 2 Section 1



Level 2 Section 2A

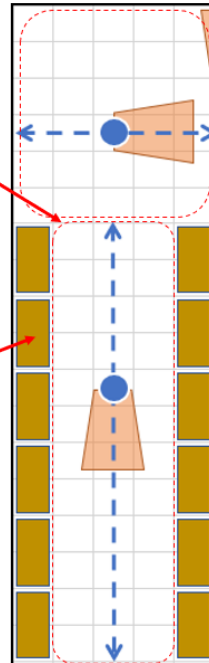


Level 2 Section 2B

Within this area, there is an enemy patrolling back and forth.

The player will be forced to pass this area by using the shadow puddle skill or swim past them if they have enough shadow energy

The shelves on the sides are to prevent the player from skipping this area



This area is like the previous, but slightly more challenging if the player skips killing the previous enemy.

** This is one of the alternate paths that leads to section 3*

** At the end of ends of the patrol route, the enemy will stop moving for a while. This is when the player can move in to kill the enemy*

** Another way to pass this level is to get into the puddle mode at the right time, when the enemy is moving towards the opposite direction of where you're moving.*

Level 2 Section 3

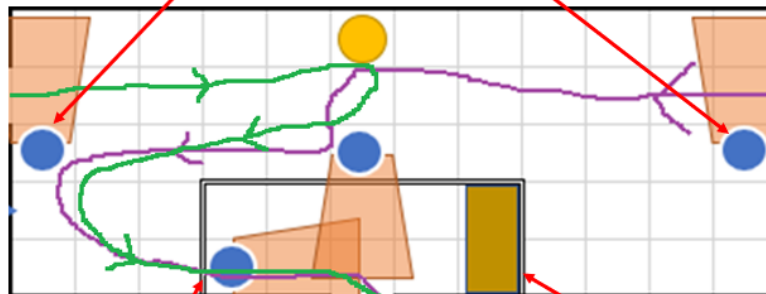
These enemies are placed at the door, so the player will have to shadow swim in

to Section 2A

to Section 2B

There are many vulnerable enemies in this map to help regenerate shadow energy after consuming so much from previous sections

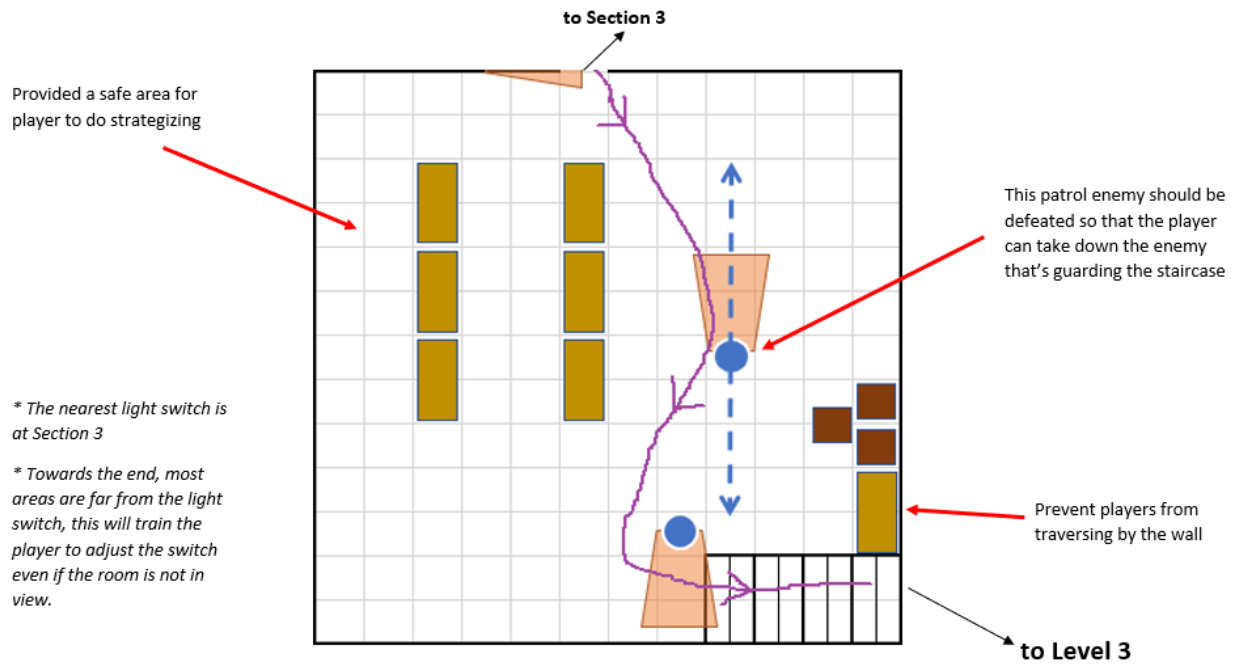
** After passing the enemies at the doorway into section 3, the entire map is safe to walk around.*



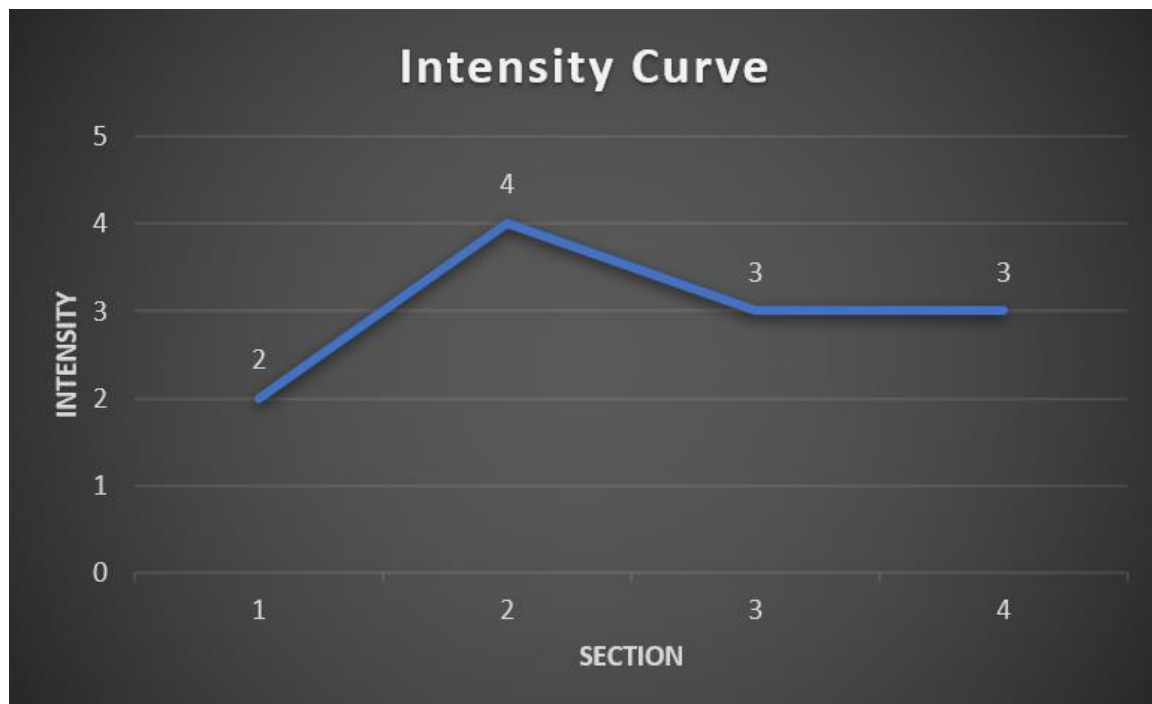
Since the doorway to the next area is being fenced up, the player will have to shadow swim on the wall to get in.

This shelf is to block the player from entering there, this is to fully ensure that this section fully safe

Level 2 Section 4



Intensity Curve:



The Hidden Lab (Level 3)

Level Goals: An intermediate level that challenges the player's ability to navigate and find 3 key items in order to access the final level. There is a central hub where the final boss room is located but is locked. There are also 3 side areas that players can access in any order to complete puzzles and obtain a key item.

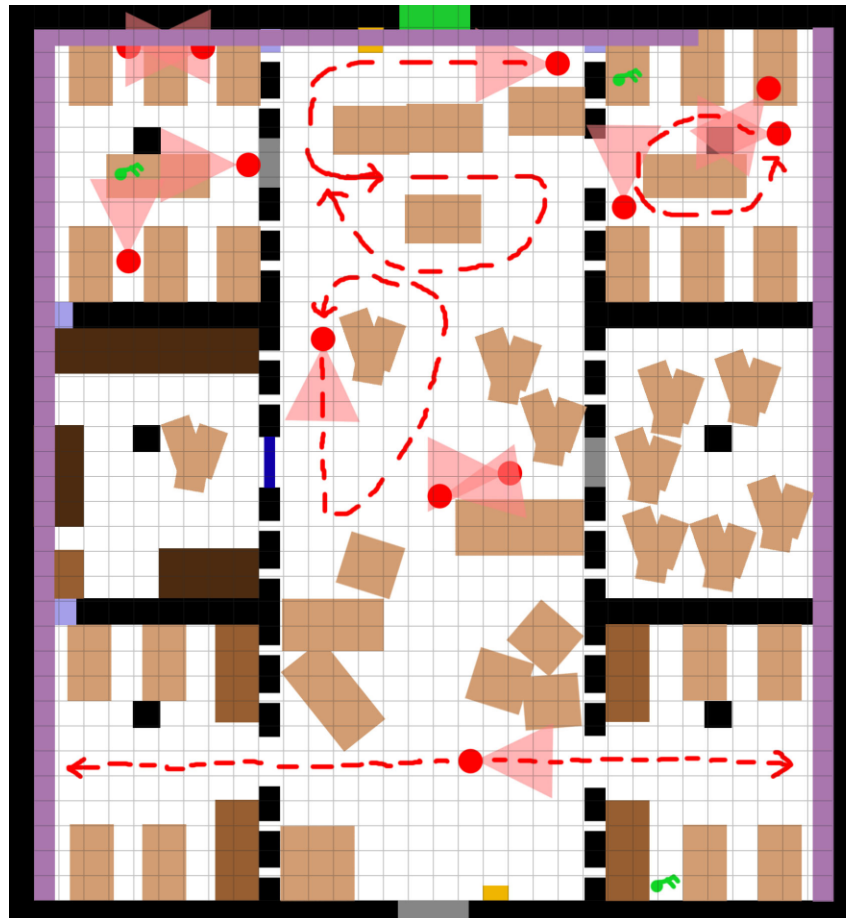
Player Goals: Find key items littered around the lab to gain access to the boss room. The rooms that contains the key will have a puzzle tied to it.

Mood and Environment: Secret lab hidden under the mafia warehouse that contains medical equipment and weird experimental tubes and test subjects.

Level Size: Medium

The Hidden Lab (Level 3)

Floor Plan:



1 grid = 1 player

Legend

- Wall
- Cage (aka see-through wall that cannot be climbed)
- Enemy (type TBC)
- Enemy patrol route
- Cone of vision
- General obstacles (can be stepped on)
- Tall obstacles (exactly at vent height, can be climbed and stepped on)
- Shelf (tall obstacles but cannot be climbed)
- Vent (ceiling-height, can walk under, can be climbed from the SIDE)
- Vent-height hole
- Light switch
- Key (need 3 for boss)

Descriptions:

Overview Description

*Read the descriptions from bottom up.

These rooms make up the "Puzzle Trial" which the player has to solve in order to get the second key. More details in room breakdown.

Generally, the central area is meant as a warm-up and confidence boost for the player. These enemies should respawn so the player does not run out of shadow energy.

This enemy is one of the first few that the player sees. He won't notice the player because he is side-facing the player. Purpose: Sets the tone

Player enters through this door
This is where the level begins

This is the objective of the level. It will be visually prominent because this door is where we want the players to move towards. It also has a feeling of omen.

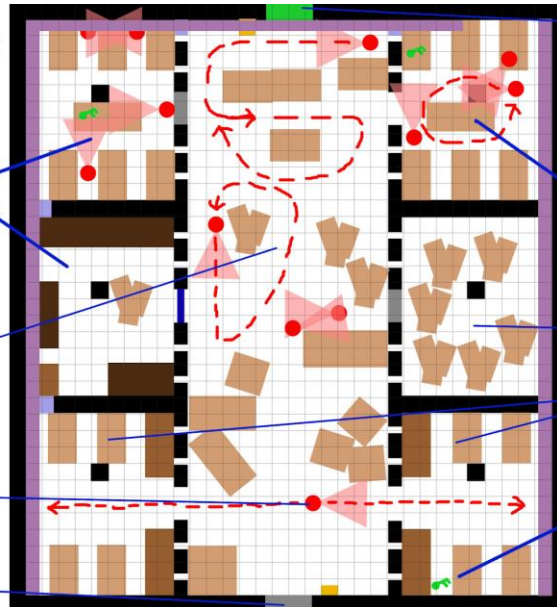
This door will be locked by three keys. The player has to find all three keys to unlock it.

This room is the "Combat Trial" which the player has to solve in order to get the first key. More details in room breakdown.

This room is locked and inaccessible. It only exists to fill up space and visual cues will be used to communicate that.

These two rooms are wards for Alexandre's patients. It serves a narrative purpose. The room on the right also holds the third key.

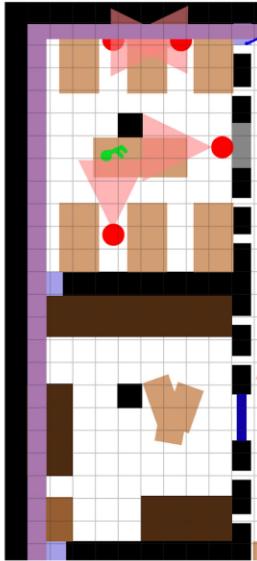
This key represents the "Exploration Trial" in which the only way to find it is by exploring the level.



Room Breakdown Overview

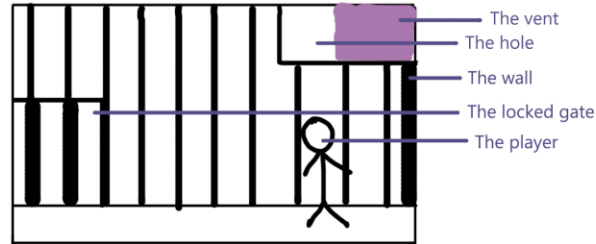


Puzzle Trial Descriptions



Vent-height gap: This is both an entrance and exit to this room.

The following is a cross-sectional view of the hole.

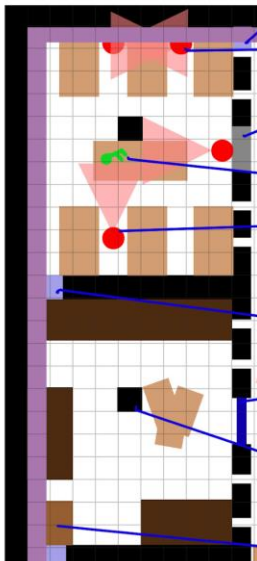


To enter - The player is not tall enough to jump through the hole from outside. He is also unable to simply use the Shadow Stretch to go through the hole from outside because the hole is only accessible from the side of the vent.

The only way he can enter is if he follows the vent to where it starts and use the Shadow Stretch from that point onwards to follow along the vent.

To exit - The player IS able to simply jump through the hole from inside because there are props to prop up the player' s height from inside.

Puzzle Trial Descriptions



- **Vent-sized hole**

Talking enemies: These enemies are too preoccupied with each other to notice the player, unless he does something to get their attention.

- **Locked gate and enemy:** In the correct shadow angle, the player is able to absorb the shadow of this enemy from the outside. Doing so will make his life easier when he does get into the room.

- **Key #2:** This is what the player is in the room to get.

Vigilant enemy: He is staring at the key, so the player has to take him down before attempting to get the key. However, if his shadow is pointing in his field of vision, that is going to be an issue. The player will be able to see this enemy from the outside; it should be one of his considerations when changing the light direction.

Official entrance: This is the official entrance designated by the designer. It is also a vent-sized hole and works similarly to the one explained earlier.

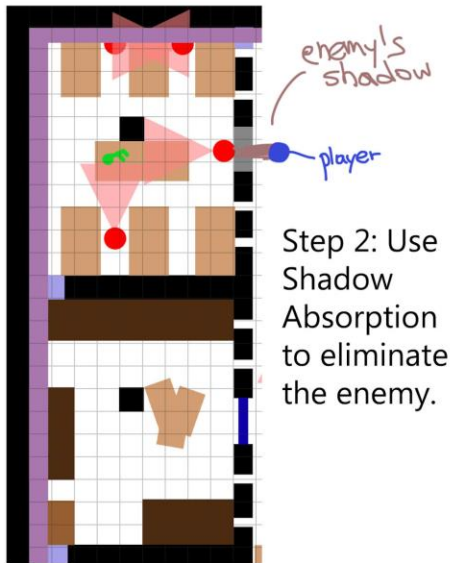
Barricade: This is a barricade (much like a police tape) that is blocking the player's entrance to this room. The player can get pass by Shadow Stretching underneath it. However, that is only possible if the light is angled such that the barricade's shadow is not blocking the way.

Pillar: This pillar casts a shadow capable of blocking the player's path while he is Shadow Stretching. It adds to the puzzle challenge in which the player has to position the light properly.

Shelf and vent: The shelf is at vent-height, which means that the player can Shadow Stretch and climb onto the vent from the shelf, which will then allow him to move along it until he gets to the official entrance.

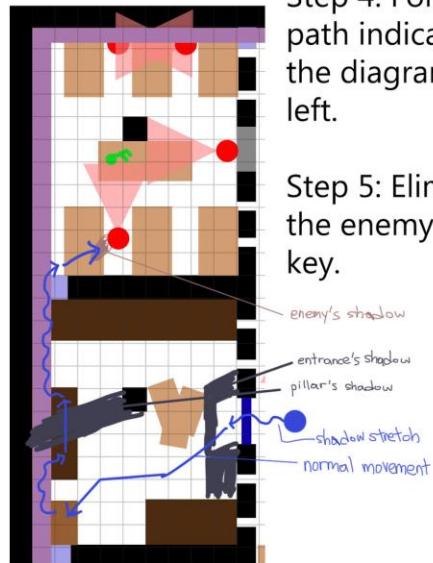
Puzzle Trial Solution

Step 1: Set light to point East.



Step 2: Use Shadow Absorption to eliminate the enemy.

Step 3: Set light to point West-South-West



Step 4: Follow the path indicated by the diagram on the left.

Step 5: Eliminate the enemy and get key.

It should be noted that the above shows only the ideal solution for the puzzle. There are other solutions, one of which involving the use of the Shadow Swim mechanic, which is expected to be less efficient.

Combat Trial Descriptions

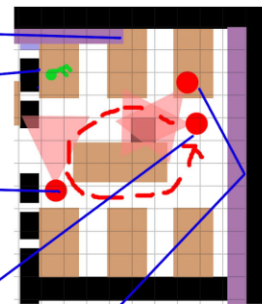
Vent: Player can get onto this vent using the Shadow Stretch mechanic. By following this vent, the player gains a shortcut to the Puzzle Trial room.

Key: Player will probably first see this key from the outside, along with the enemies surrounding it.

Entrance Enemy: This enemy does not move. To take him down, the player has to adjust the light direction such that this enemy's shadow is poking out of the cage.

Patrolling Enemy: This enemy patrols the room. He can see the player even if he is outside. As such, the player has to time himself when he is consuming the shadow of Entrance Enemy.

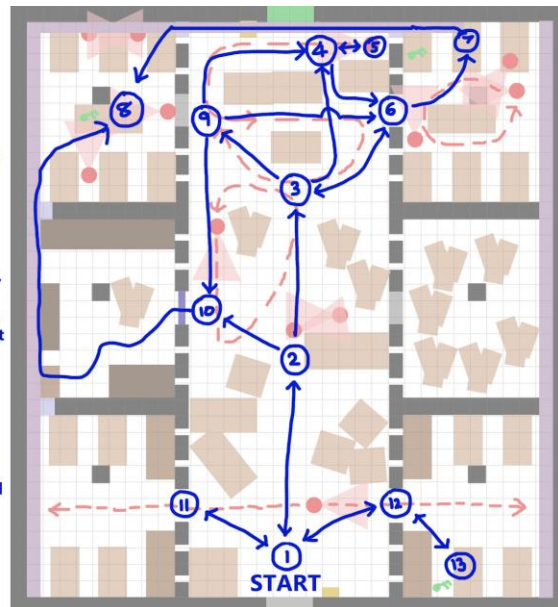
Corner Enemy: This enemy faces South-West. If the player took down Entrance Enemy by turning the light direction West, he has to change the light direction again to take down this enemy without getting caught.



Possible Routes:

Overall Paths

- 1) This is where the level starts. The first thing the player will see is the door at the other side. He will also see the enemies in the way. The first enemy may even lead him towards (12).
- 2) This is what is deemed to be the most likely path for the player. Here, he can easily take down one enemy while observing the remaining ones. If he is complacent, he will be caught by a nearby patrolling enemy on his left.
- 3) After taking down most enemies, the player is expected to continue closing in on the door. He will face one more enemy as well as be faced with the decision whether to go straight, go left, or go right.

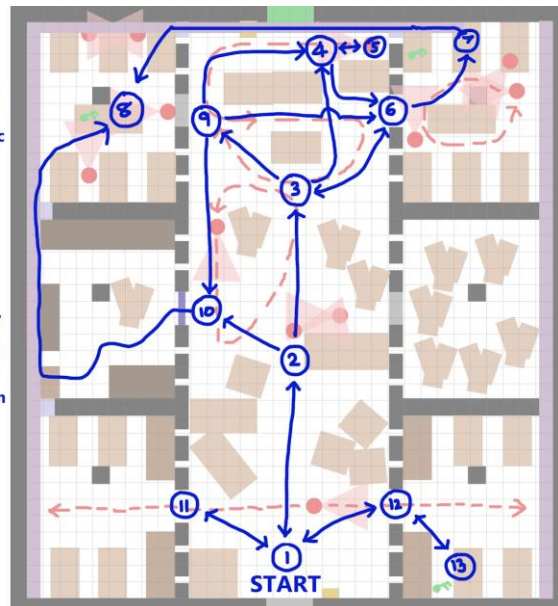


- 4) This is the level objective - the door to the boss room. However, it is locked with 3 locks. The player has to find 3 keys to unlock it.
- 5) Due to composition, it is likely for the player to notice a key right at the other side of the cage, along with the enemies inside. He can then compose a way to deal with them.
- 6) After composing a strategy in (5), the player now executes it to get the first key.
- 7) Extremely curious players OR players who have already seen (9) may choose to use the Shadow Stretch mechanic to climb the vent here, which will lead to (8).
- 8) This room has another key. There are 3 ways to obtain it.
- 9) After (6) or (4) or (3), the player may possibly choose to come here, where he will see a key at the other side of the cage, as well as enemies. There is no simple way to get to the other side.

Overall Paths

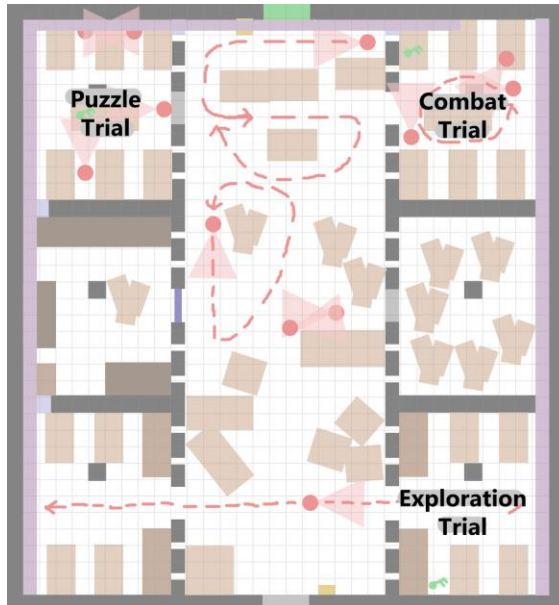
- 9) (continued) One method to get pass is to adjust the light direction and then use the Shadow Swim mechanic to bypass the gate. Alternatively, observant players may follow the path of the vents and realise that that is official way to get into the room.
- 10) Whether it is through observation or exploration, the player who ends up here realises that the path is blocked by a barricade which can only be passed using either the Shadow Swim or Shadow Stretch mechanic.

*Details of this room will be broken down in another document.



- 11) The player may arrive in this room at any point of time while exploring or searching for the last key. Other than narrative, this room has nothing.
- 12) The player may arrive here by following the enemy at the start or through sheer exploration.
- 13) This is the final key. It could also be considered the first key, depending on which order the player found it.

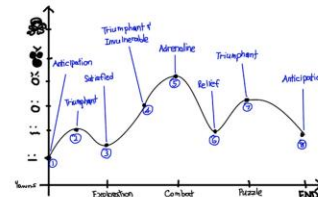
Intensity:



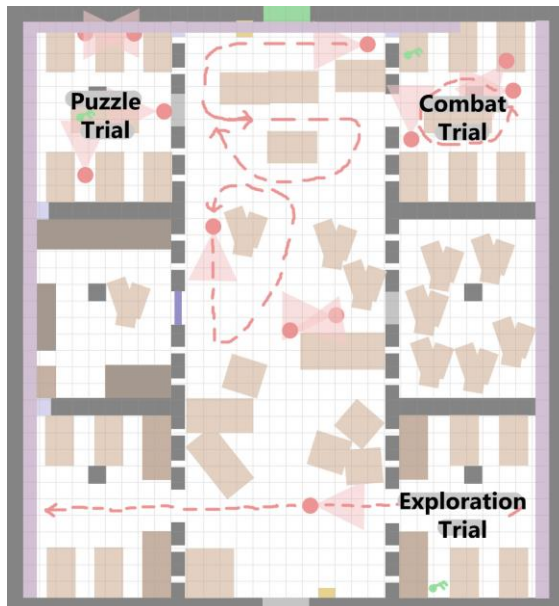
Intensity and Emotions

The intensity curve and progression of emotions faced by the player may differ depending on how he approaches the level. To predict possible paths that he may take, the level is divided into three trials: Combat Trial, Puzzle Trial, and Exploration Trial. The following represent the expected intensity for four different possible orders the player may approach the trials.

Exploration Trial --> Combat Trial --> Puzzle Trial

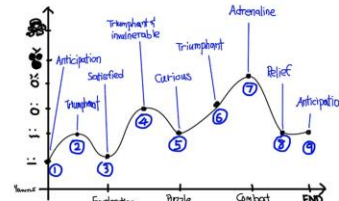


- 1) Start of level: Player gets a sense of where to go and the challenges that stand in his way.
- 2) Defeating the first enemy: Player gets a good start with his first victory of the level.
- 3) Key #1: Player is rewarded for his victory.
- 4) Player gets to the door, defeating all the enemies that stand in his way rather easily.
- 5) Start of Combat Trial: Player scopes out the room and tackles it. It is challenging and pushes the player's skills.
- 6) Key #2: Player is rewarded for his victory. He begins the Puzzle Trial with minimal enemies in his way.
- 7) Key #3: Player is rewarded for his smarts or curiosity.
- 8) Before boss room: Player knows that this is an important room and anticipates what is coming.

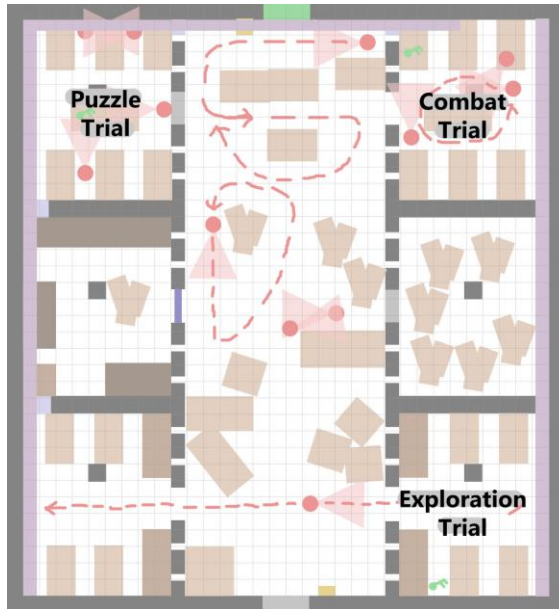


Intensity and Emotions

Exploration Trial --> Puzzle Trial --> Combat Trial

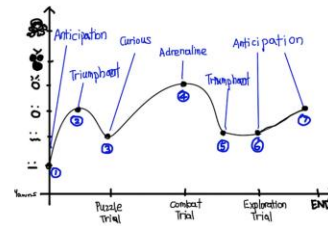


- 1) Start of level: Player gets a sense of where to go and the challenges that stand in his way.
- 2) Defeating the first enemy: Player gets a good start with his first victory of the level.
- 3) Key #1: Player is rewarded for his victory.
- 4) Player gets to the door, defeating all the enemies that stand in his way rather easily.
- 5) Start of Puzzle Trial: Player scopes out the room and compose a way to resolve the problem. It may take a while but there is minimal risk.
- 6) Key #2: Player is rewarded for his victory. He approaches the Combat Trial, which looks more dangerous.
- 7) Start of Combat Trial: The player scopes out the room and attempts to clear it. It tests his ability in dealing with bad guys.
- 8) Key #3: Player is rewarded for his victory. The level is also unofficially over.
- 9) Before boss room: Player knows that this is an important room and anticipates what is coming.

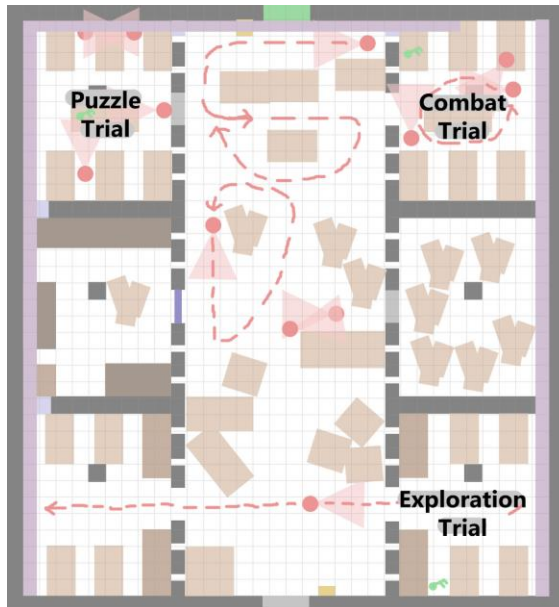


Intensity and Emotions

Puzzle Trial --> Combat Trial --> Exploration Trial

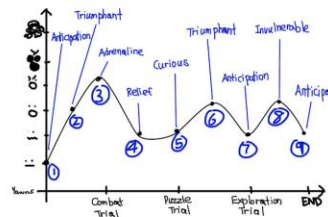


- 1) Start of level: Player gets a sense of where to go and the challenges that stand in his way.
- 2) Getting to the Puzzle Trial: Player defeats multiple enemies en route easily.
- 3) Start of Puzzle Trial: Player scopes out the room and compose a way to resolve the problem. It may take a while but there is minimal risk.
- 4) Start of Combat Trial: The player scopes out the room and attempts to clear it. It tests his ability in dealing with bad guys.
- 5) Key #2: Player is rewarded for his victory.
- 6) Key #3: Player discovers the third key.
- 7) Player approaches the boss door. By now, the enemies that the player has defeated earlier would have respawned.



Intensity and Emotions

Combat Trial --> Puzzle Trial --> Exploration Trial



- 1) Start of level: Player gets a sense of where to go and the challenges that stand in his way.
- 2) Getting to the Combat Trial: Player defeats multiple enemies en route easily.
- 3) Start of Combat Trial: The player scopes out the room and attempts to clear it. It tests his ability in dealing with bad guys.
- 4) Key #1: Player is rewarded for his victory.
- 5) Start of Puzzle Trial: Player scopes out the room and compose a way to resolve the problem. It may take a while but there is minimal risk.
- 6) Key #2: Player is rewarded for his victory.
- 7) Key #3: Player discovers the third key. Now that all that is left is to get back to the boss door, there is some level of anticipation.
- 8) Player approaches the boss door. By now, the enemies that the player has defeated earlier would have respawned.
- 9) Player is right outside the boss door. The only thing standing in between him and the boss is this unlocked door.

Research Facility (Level 4)

Level Goals: To test the players abilities in a boss fight. The fight will require players to utilize all their skills correctly in order to be able to beat the boss.

Player Goals: Defeat the mafia boss to retrieve your brother's body.

Mood and Environment: Intense and grim looking zone with weird scientific equipment and test tubes.

Level Size: Small

Research Facility (Level 4)

Floor Plan:



Legends:



- Player start zone, players will respawn here. Fall down a hole to reach the boss level.



- Pillar



- Energy Source



- Electric Grounds



- Boss's Tower

Boss Details

Name: Alexander

Occupation: Mafia Godfather

Goals: Protect his little brother, the scientist and find a cure for a disease through any means.

Health: 4 shadow drains is needed to kill him

Boss Mechanics:

1. **Spawn Lackey** - Lackey charges towards the player
2. **Ground Shock** - Global ground attack that hurts the player if they stay on the ground floor
3. **Spawn Electric Grounds** - Hazardous ground that will hurt the player upon contact

Boss Strategy: The boss is located on the  boss's tower in the middle of the map. However, Noire will not be able to reach the boss to drain his shadow as he is surrounded by  electric ground tiles.

To deactivate the electric ground tiles, Noire will have to lure the



lackeys spawned by the boss towards the energy sources scattered around the map. The lackeys will charge towards Noire by default.

Noire will have to enter shadow puddle mode while in front of an energy source to collide the lackey against the energy source. Once the energy source is down, the electric tiles will be deactivated and Noire can get close to drain the boss's shadow. Noire will need to repeat this 4 times to finish off the boss.

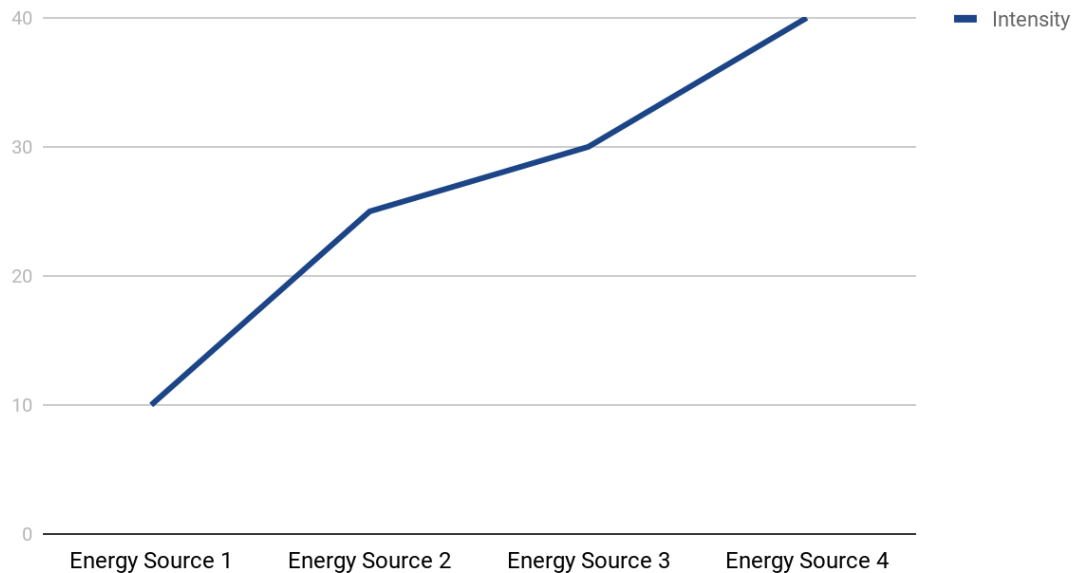
In addition to spawning his lackeys, the boss will activate a level wide electric shock periodically, turning all tiles into electric ground tiles and shocking Noire if she is still in contact with the floor. To escape this attack, Noire will have to use her shadow climb ability and teleport



herself on top of a pillar.

Intensity Curve:

Boss Intensity



The boss fight will get tougher the lesser the amount of energy sources are left within the level. When there a 4 energy sources alive in the level, the boss will use his electric shock attack less often and there would be fewer electric ground tiles in the level.

As the player steadily progresses, I want the final energy source to be the most difficult to navigate the charging lackeys to as there would be only a few safe areas to stand on. The players should feel a sense of urgency and panic during this stage.

