



Boletarian Highgarden

Level Design Document

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1. Introduction:

Boletarian Highgarden is an extra level in Demon's Souls (PS3) where the main character will find himself on the highest point of the Boletarian Palace, a place closed since King Allant went to the Nexus and awoken the Old One. There he will find that what the Highgarden has in its decadent beauty it has in dangers. And if the main character pushes hard enough he will be able to meet the elusive Council of the Three and find out a terrible truth.

2. Level Overview:

Boletarian Highgarden is intended to be released as downloadable content for Demon's Souls. The idea is to expand on the history of one of the game's most memorable worlds, the Boletarian Palace, by offering the player a continuation the plot after they defeat the penultimate boss in the game, Old King Allant. During this level, players can expect to find known enemies in completely new situations, making full use of the level's environment to challenge them. Additionally, items are strategically placed throughout the level to reward players for exploration. At the end, one of the most memorable bosses in the Souls games history awaits.

2.1. Concept Overview:

The idea behind this level is to give players closure in the plot by finding those truly responsible for the fall of the Boletarian Kingdom (and subsequently, the world), while giving them the opportunity to explore new parts of the Boletarian Palace. This specific part of the game was chosen because of its popularity and relevance. In addition to that, it's where players actually begin their journey, so it's fitting that they are able to go as deep as possible in this world to find out the truth behind the beginning of the end. With this level, players will feel that they are already familiarized with the place (as there are four other levels before this in the world), but with new and challenging enemy placement, a simple puzzle to figure out how to get to the boss and the boss battle itself, the game will play with that feeling demanding more cautiousness.

2.2. Narrative Overview:

After fighting their way through Boletarian Palace and emerging victorious against the Old King Allant, players will be shown a cinematic where the walls on both sides of the elevator that



took them to Allant's battle retract, showing two sets of stairs and the clear sky at the end of them, inciting players to go up and showing them that their quest in Boletaria is not quite over. As players reach the top of the stairs, they are greeted with a

gorgeous view that can only be provided by the highest place in the Boletarian Kingdom. Players that take a closer look will notice that the left side of the level is crumbling, showing signs that the fights that happened below partially reached this place. One tower awaits players on each side of the main garden and a giant gate closed shut by two Penetrator Statues help give them the feeling that whatever is behind that gate is important and powerful. Only by activating the levers on each tower will players be able to face their ultimate challenge: The Council of Three.

2.3. Gameplay Overview:

Gameplay wise, this level will make use of all the mechanics players already got used to on their journey through the game. As this level is only accessible after defeating the penultimate boss in the game, players are expected to have a certain level of experience. Given that, the gameplay will feature different types of enemies from the Boletaria World placed in strategic places as to surprise the player. Both melee and ranged combat are used here.

The first enemies the players will face are two blue-eyed knights. This is a good opportunity for players to figure out combat options against these enemies, by making use of the large area, as later in the level there will be situations where combat space is severely limited.

As soon as players reach one of the towers, they must be aware of their corners, as enemies are placed to easily ambush them. Additionally, some rooms in the towers have holes that players may fall into, but also can be used on the players' favor, luring enemies into them. A shortcut is provided for players as they reach the top floor of the right tower in the form of an elevator.

In the left tower, the elevator is broken, so players must drop down to the platform on the floor below if they want to use the shortcut. The left tower also contains pressure plates on its ground floor that activate wall traps that shoot arrows at the player. Furthermore, for players to access the last floor of this tower, a key (located in the second floor of the right tower) is required. Once players have activated the levers located at each tower's top floor, the boss room will become accessible.

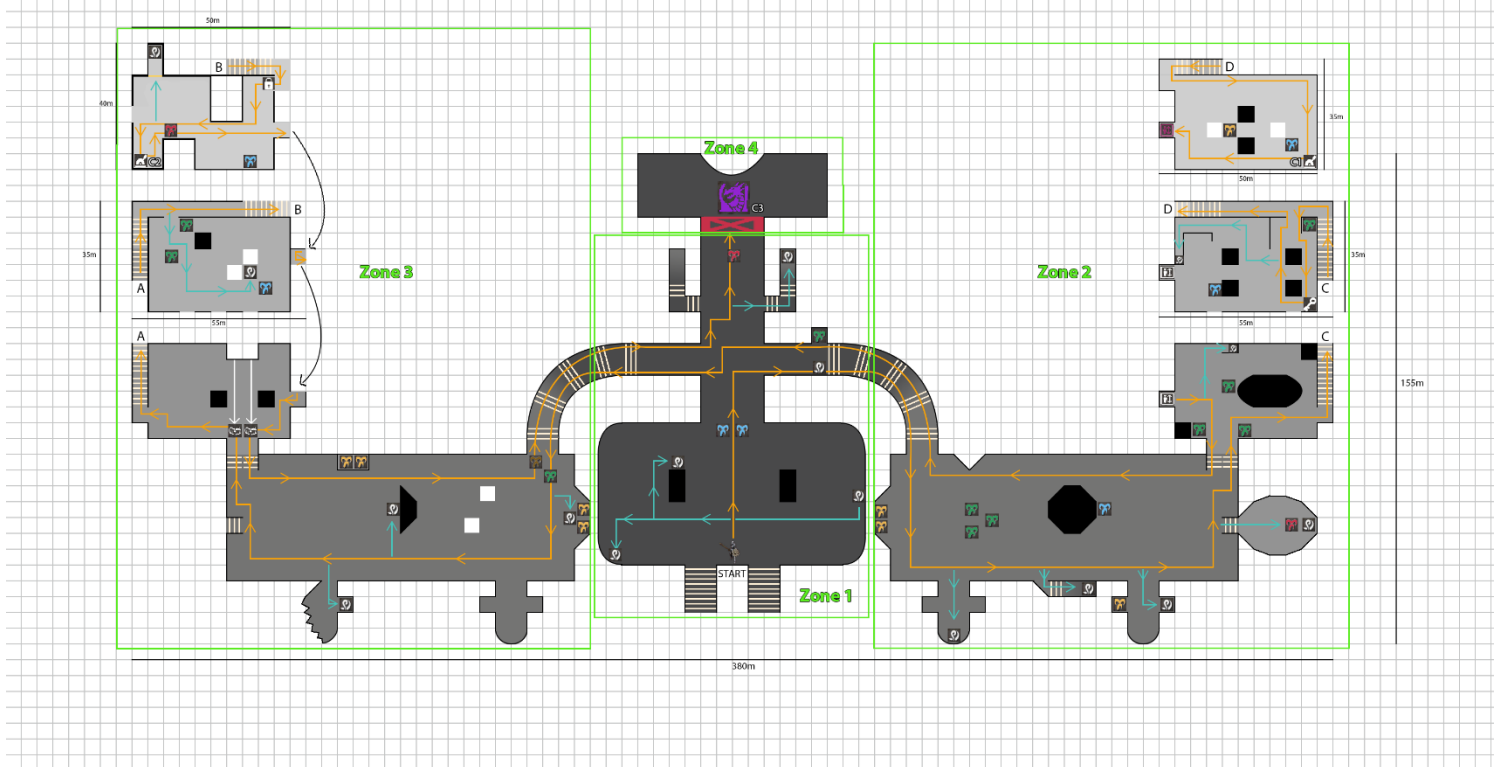
3. Level Walkthrough:

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Legend:

	Blue eye Knight	Key		Blocked Path (disappears after player activates both levers)	Elevation Low High
	Red eye Knight	Lever		Alternative Path	
	Archer	Boss		Fake wall	Scale: 1 square = 5m ² *Player has a height of 1.82m and occupies 1/4 of a square (1.25m)
	Dog	Locked Door		Wall trap direction	
	Regular Soldier			Critical Path	
	Stairs				

Cutscenes:
 C1: When the player activates the first lever, shows the first part of the gate opening.
 C2: When the player activates the second lever, shows the gate fully opening.
 C3: Boss introduction



General Objectives:

- Activate the lever in the Right Tower
- Find the Left Tower 3F Key
- Activate the lever in the Left Tower
- Face the boss

Zone 1:

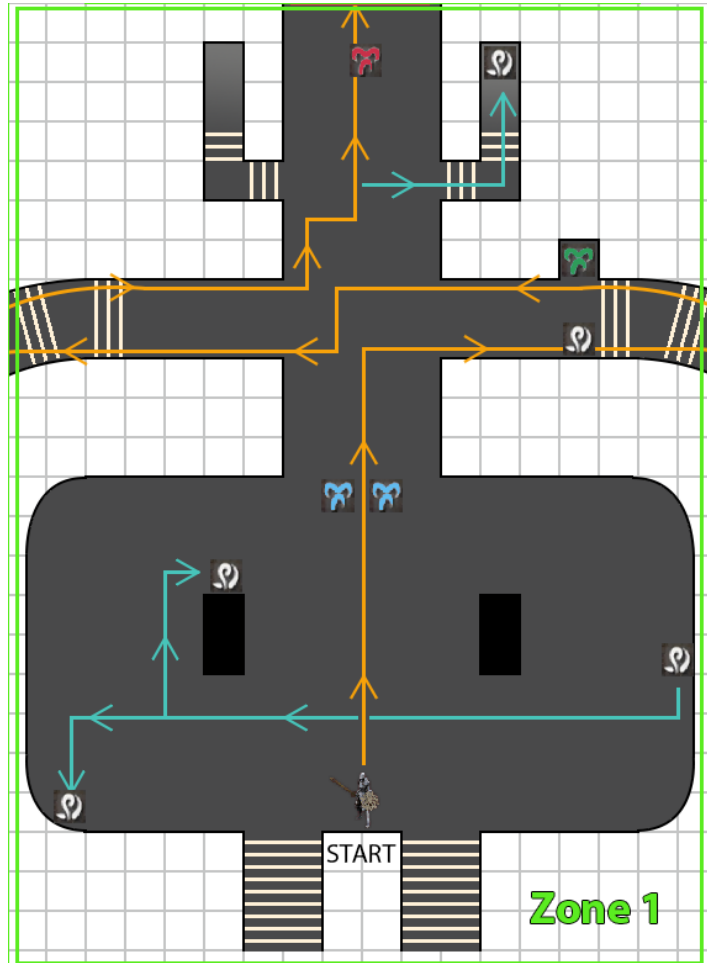
Player Progression

- Climb the stairs to reach the start of the level
- Go to the Right Garden

As soon as players climb up the stairs beside the elevator that led them to the Old King Allant, they are greeted by a massive garden. Two blue-eyed knights await at the end of this main room and right past them a giant gate can be seen, closed off by two giant knight statues. To open the gate, players must travel to both towers of the level (one past the gardens on each side) to activate two levers.

After beating these first enemies, all that's left, for now, is to head right on the set of stairs that lead to the Right Garden (Zone 2).

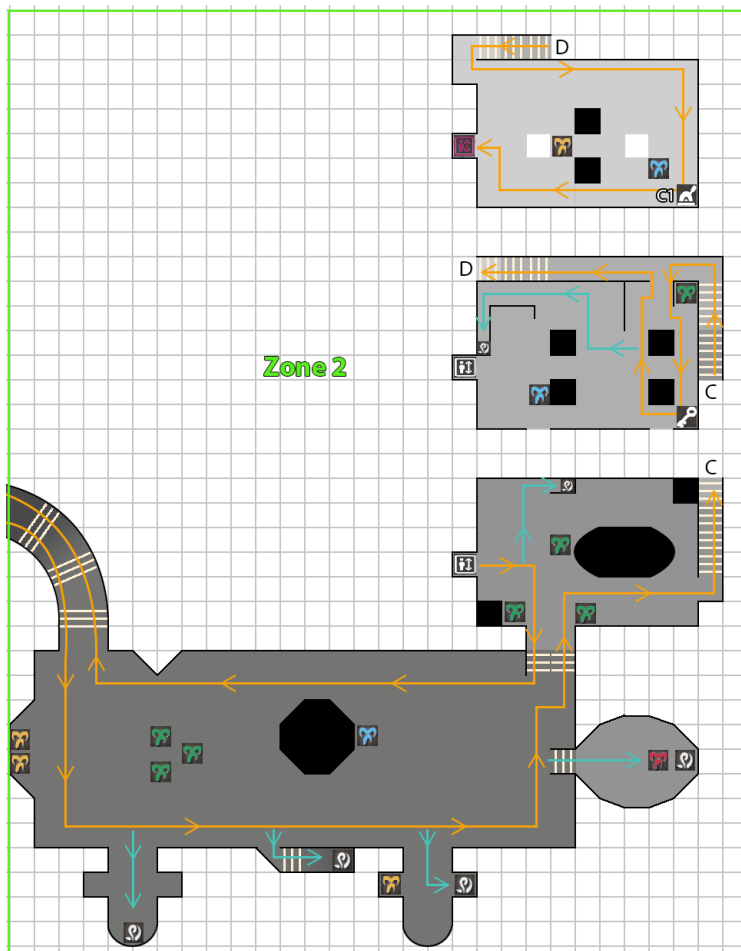
Optional: Players can explore the main garden for items, but must be careful for there are archers on both side gardens (Zones 2 and 3) that can potentially hit them.



Zone 2:

Player Progression

- Get to the Right Tower
- Grab the Key to 3F Left Tower
- Activate the lever on the top floor of the Right Tower
- Go back to Zone 1 and get to the Left Garden



Once players reach the Right Garden, they will have to deal with groups of enemies (regular soldiers and a pair of archers at ground level) and a lonely blue-eyed knight behind a water fountain while they try and make their way to the Right Tower. The archer on one of the platforms close to the water fountain may start shooting at them if they walk close enough to it.

Inside the Tower, they must climb to the top floor to activate the lever, but not without a quick stop on the second floor to grab a key (**Key to 3F Left Tower**) that will be needed soon. After the lever has been pulled, a cinematic will play showing one of the statues blocking the gate to the boss retracting. Players may now use the nearby elevator as a shortcut back to the first floor of the tower.

With all business done in the Right Tower, players can now retrace their steps to the main garden and then proceed to the Left Garden.

Optional: During their journey in the Right Garden, players may take quick detours to collect some items scattered around. One of these is guarded by a red-eyed knight, which proves to be challenging to fight in a small area such as the gazebo where he is located.

Zone 3:

Player Progression

- Get to the Left Tower
- Open the door to 3F Left Tower
- Activate the lever on the 3F Left Tower
- Go back to Zone 1 and proceed to the boss

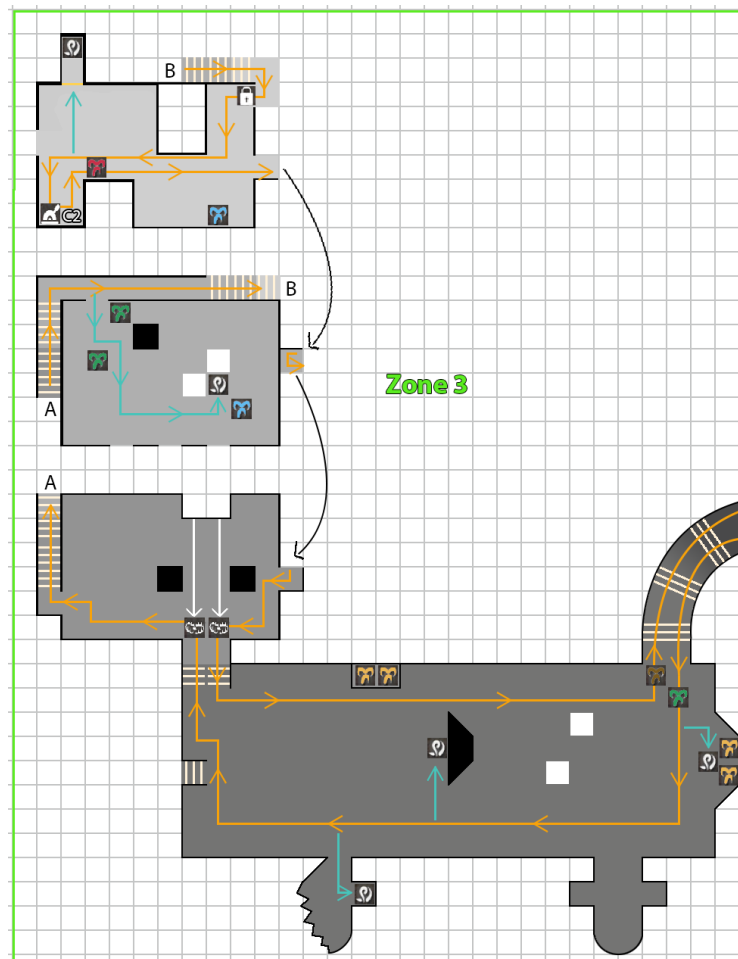
The Left Garden's structure is mirrored from the Right Garden's, but this side of the level is destroyed, caused by the battles that transpired below having partially reached the Highgarden.

A dog and a regular soldier compose the first group players will see close to another pair of archers at ground level. As players walk through the garden, they must be careful not only with holes in it, but also with a pair of archers that are located in an elevated platform (to defeat them, players must use ranged attacks).

When players enter the Left Tower, two unavoidable pressure plates activate a trap on the opposite wall that shoots arrow at them, forcing them to dodge.

As they reach the top floor, players have to use the Key to 3F Left Tower to gain access to the room. There they will find the second and last lever that will unlock the boss encounter in the main garden, guarded by a red-eyed knight. After activating the lever, players may choose to step to a platform outside the tower and look down to find that they can drop down to the second floor and then to the first one for a fast and not so deadly descent back to the Left Garden. The only thing left to do now is go back to the main garden area and open the now unblocked gate that lead to this level's boss.

Optional: Players can do a little exploration in the Left Garden for items. Inside the tower, the second floor is optional and has a very good item awaiting those brave enough to pursue it. On the third floor, there's a hidden wall on the opposite side of the lever that conceals an item.



Zone 4:

Player Progression

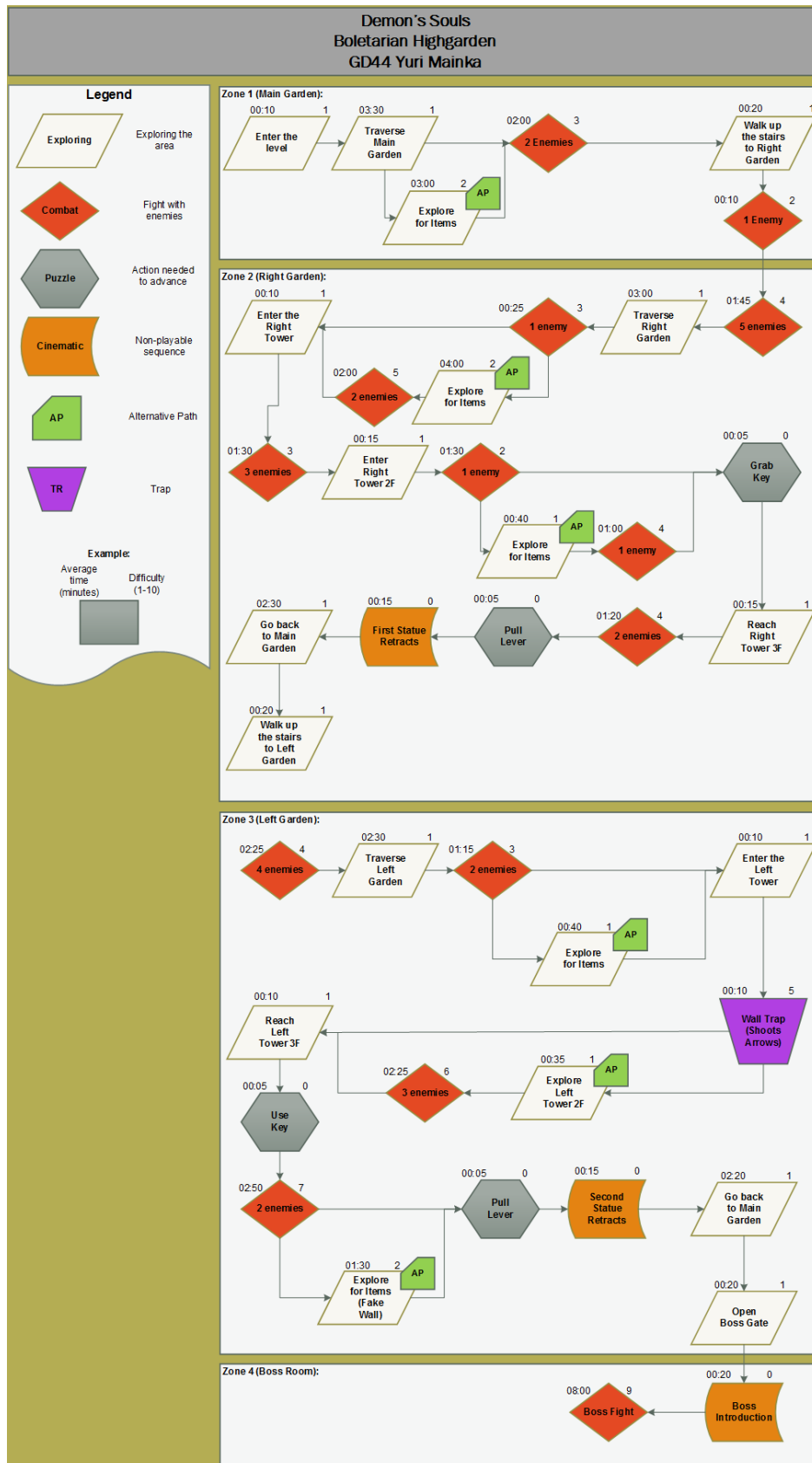
- Open the Gate in Zone 1
- Face the boss of the level



With both levers activated, the path to the boss is unbarred. When players open the massive gate, they will soon notice that they now find themselves in some sort of courtroom with three giant chairs used by the great Council of the Three to pass judgement on all of Boletaria, and now it's the players' turn to be judged. A cutscene will play introducing the bosses, one by one.

If they somehow manage to defeat the Council, an archstone will appear in the middle of the room allowing players to return to the Nexus and collect the Corrupted Council Soul.

4. Flow Chart:



5. Beat Chart:

Critical Path + Alternative Paths

Level Section	Zone 1					
Beat	Exploring 1	Exploring 2	Exploring 3	Combat 1	Exploring 4	Combat 2
Difficulty (1-10)	1	1	2	3	1	2
Intensity (1-10)	1	2	2	4	1	3
Duration	0.16	3.5	3	2	0.33	0.16
Total Duration	0.16	3.66	6.66	8.66	8.99	9.15

Enemies						
Regular Soldier						1
Archer						
Dog						
Blue-eyed Knight				2		
Red-eyed Knight						
Boss						

Items						
Weapons						1
Armor						
Ammo (Arrows)						
Ring						
Consumables			3			
Key Item						

Level Section	Zone 2																	
Beat	Combat 3	Exploring 5	Combat 4	Exploring 6	Combat 5	Exploring 7	Combat 6	Exploring 8	Combat 7	Exploring 9	Combat 8	Puzzle 1	Exploring 10	Combat 9	Puzzle 2	Cinematic 1	Exploring 11	Exploring 12
Difficulty (1-10)	4	1	3	2	5	1	3	1	2	1	4	0	1	4	0	0	1	1
Intensity (1-10)	5	3	4	3	5	3	6	2	4	3	4	1	3	5	2	2	3	4
Duration	1.75	3	0.42	4	2	0.16	1.5	0.25	1.5	0.66	1	0.08	0.25	1.33	0.08	0.25	2.5	0.33
Total Duration	10.9	13.9	14.32	18.32	20.32	20.48	21.98	22.23	23.73	24.39	25.39	25.47	25.72	27.05	27.13	27.38	29.88	30.21

Enemies																		
Regular Soldier	3						3			1								
Archer	2				1									1				
Dog																		
Blue-eyed Knight			1								1			1				
Red-eyed Knight					1													
Boss																		

Items																		
Weapons																		
Armor																		
Ammo (Arrows)																		
Ring				1														
Consumables				3		1				1								
Key Item													1					

Level Section	Zone 3																
Beat	Combat 10	Exploring 13	Combat 11	Exploring 14	Exploring 15	Trap	Exploring 16	Combat 12	Exploring 17	Puzzle 3	Combat 13	Exploring 18	Puzzle 4	Cinematic 2	Exploring 19	Exploring 20	
Difficulty (1-10)	4	1	3	1	1	5	1	6	1	0	7	2	0	0	1	1	
Intensity (1-10)	6	3	5	2	3	4	4	7	3	2	6	4	2	1	2	2	
Duration	2.42	2.5	1.25	0.66	0.16	0.16	0.58	2.42	0.16	0.08	2.83	1.5	0.08	0.25	2.33	0.33	
Total Duration	32.63	35.13	36.38	37.04	37.2	37.36	37.94	40.36	40.52	40.6	43.43	44.93	45.01	45.26	47.59	47.92	

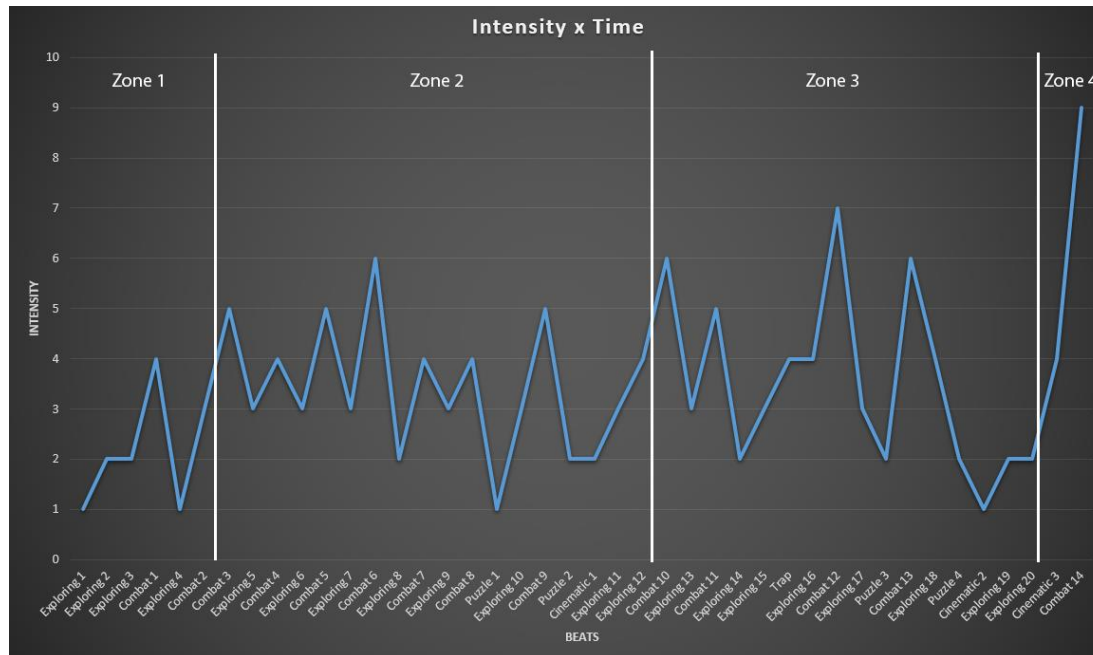
Enemies																
Regular Soldier	1							2								
Archer	2		2													
Dog	1															
Blue-eyed Knight								1			1					
Red-eyed Knight											1					
Boss																

Items																
Weapons																
Armor							1									
Ammo (Arrows)	1															
Ring																
Consumables				2								1				
Key Item																

Level Section	Zone 4	
Beat	Cinematic 3	Combat 14
Difficulty (1-10)	0	9
Intensity (1-10)	4	9
Duration	0.33	8
Total Duration	48.25	56.25

Enemies	
Regular Soldier	
Archer	
Dog	
Blue-eyed Knight	
Red-eyed Knight	
Boss	3

Items	
Weapons	
Armor	
Ammo (Arrows)	
Ring	
Consumables	
Key Item	



6. Asset List:

Asset Name	Department	Notes	Type
Highgarden Model	Environment Art	Base model for whole area	Exotic
Garden Flowers	Environment Art	Flowers to fill the three gardens in the level	Exotic
Water Fountain	Environment Art	Constant flow of water in it	Exotic
Pillars	Environment Art		General
Broken Fountain	Environment Art	No water flowing	Exotic
Boss Gate	Environment Art	Massive gate with "royal" look	Exotic
Table	Environment Art		General
Bookshelves	Environment Art		General
Wooden Scaffold	Environment Art		General
Elevator	Environment Art		General
Key	Environment Art		General
Lever	Environment Art		General
Wall w/ Trap	Environment Art		General
Pressure Plates	Environment Art	Must blend with the rest of the floor in the room	General
Locked Door	Environment Art		General
Giant Knight Statues	Environment Art	Two golden knight statues crossing swords	Exotic
Regular Soldier Model	Character Art		General
Archer Model	Character Art		General
Dog Model	Character Art		General
Blue-eyed Knight Model	Character Art		General
Red-eyed Knight Model	Character Art		General
Council Member 1 Model	Character Art	Judge-like character with a scepter (based on Old King Allant's robes)	Exotic
Council Member 2 Model	Character Art	Judge-like character with a spear (based on Old King Allant's robes)	Exotic
Council Member 3 Model	Character Art	Judge-like character with a great sword (based on Old King Allant's robes)	Exotic
Council Chamber	Environment Art	Courtroom-like room with three giant chairs	Exotic
Chest	Environment Art		General
Archstone	Environment Art		General
Corpse with Item	Environment Art		General
Regular Soldier AI	Programming		General
Archer AI	Programming		General
Dog AI	Programming		General
Blue-eyed Knight AI	Programming		General
Red-eyed Knight AI	Programming		General
Boss AI	Programming		Exotic
Trap Behaviour	Programming		General
Elevator Behaviour	Programming		General
Giant Statues Behaviour	Programming		Exotic
Regular Soldier Sounds	Audio		General
Archer Sounds	Audio		General
Dog Sounds	Audio		General
Blue-eyed Knight Sounds	Audio		General
Red-eyed Knight Sounds	Audio		General
Boss Sounds	Audio		Exotic
Wind Sound	Audio	Background sound for the level	General
Cinematic 1	Animation/Audio	Cinematic showing the first statue retracting	Exotic
Cinematic 2	Animation/Audio	Cinematic showing the second statue retracting	Exotic
Cinematic 3	Animation/Audio	Boss introduction	Exotic