

Level Design Test: Skyrim

Juan Ferrer

Title: The Secluded Skyview Cave

Goal: Rescue mother and sister from the the Mountain Cult

Story: Gragar is the child of a Bosmer (Wood elf) and a Nord, and has lived his entire life hunting and surviving off of the bounty of Skyrim's land. For years after the death of his father, Gragar and his younger sister Camila have worked hard to support their aging mother, but one day, everything gets put at risk. For days, something had felt wrong to Gragar, having a strong connection to Kynareth as a half wood-elf, and as Gragar returns from a long hunt, he sees that his modest home has been completely torn to shreds. At the scene of the incident he sees blood, and the ripped remains of his mother's day-cloak. By analyzing the tracks, he could tell it was the work of trolls, but it was strange to see the tracks of so many in one place. He follows the tracks to a secluded cave, where he discovers that in secret, a group of sorcerers has been using dark magic to control large groups of trolls; even using black soul gems to physically enhance the trolls – and for that needing human sacrifices. Now Gragar's gotten himself into something big, and he's the only one who can put a stop to it and save his family. At the end of it all, Gragar finds that his mother is dying thanks to the soul-stealing process, and hears her last words, escaping with his sister.

Environment: Skyview Cave is styled in the model of a typical skyrim dungeon. A cavern with added props and platforms built by humans, with traps, an enchantment room, and treasures. It is a cave located on a cliffside, and has a beautiful view, and occasional access to the sky.

Core Mechanics: Gragar's use of sprinting and jumping will be important in order to battle and maneuver amongst enraged cave trolls, powerful but slow. His axe will be a strong weapon to take into battle thanks to versatility and speed, as well as serving a special role in the level.

Combat Abilities:

- **Blessing of Kynareth:** By invoking the strength of Skyrim's god of the natural world, Gragar can use his aura to confuse angered/aggressive creatures to cease their attack for a short while.
- **Axe Chop:** Gragar is very efficient with an axe, and can use a powerful side slash as his power attack, which can also cut thin planks and ropes.

Enemies:

- **Troll Sentry:** Younger trolls barely at adolescence, who use the femurs of slaughtered prey to make up for their lack of strength.
- **Troll Master:** Sorcerers with Necromancer-like abilities, who control adult forest and cave trolls.
- **Soul-Cursed Troll:** A powerful troll who survived the experiments of the sorcerers and was made unnaturally strong by the sorcerers, one of an unknown amount, this one stuck around and has been killing everything in its path; additionally possessing magical

powers that create shockwaves when the troll slams the ground, and adding strength to rocks that the troll may occasionally throw.

Interactable Objects:

- **Swing Ropes:** Ropes that can be cut loose with Gragar's axe to swing across gaps.

Collectable:

- **Rose Pendant of a Mother's Love:** An amulet filled with the loving spirit of Gragar's mother, which can save the player from a killing blow once a day.

Walkthrough:

Enter Cave: Gragar enters the rotunda, first room of the cave, dimly lit by torchlight.

Turn Corner: Walking around the corner Gragar will find a chest and a few urns, as well as the first two enemies of the level and the Rose Pendant of a Mother's Love.

Through Tunnel: After passing the enemies, Gragar will go through a tunnel, revealing the next, larger room

Navigate Room: Now Gragar needs to defeat the enemies in the room, and navigate to the lever on the left, which will swing the log trap down, destroying the door.

Avoid Trap: When Gragar steps on the stone pressure plate, poison arrows will fly from the arrow box covered in ivy on the left.

OPTIONAL Pulley: Gragar can also find this pulley next to a chest in the same room. It will open the door behind them, revealing a chest and waterfall.

OPTIONAL Go Through Waterfall: After getting the chest, Gragar can walk through the waterfall to discover a hidden passage.

OPTIONAL Hallway: Gragar now needs to walk down through a tight hallway toward the next room.

OPTIONAL Enchanting Room: At the end of the hallway Gragar will find a hidden room with some good items and an arcane enchanter, with an exit door leading back to the main path just outside.

Arched Hallway: On the main path after breaking down the wall, Gragar will have to defeat a troll master in a restricted hallway.

Swinging Axes: Next is a trap that will trigger swinging axes that don't stop swinging if Gragar steps on the stone plate.

Outside: Gragar will now find themselves in an area high in the air, looking towards the Throat of the World, and High Hrothgar.

Rope Swinging: Hitting the rope posts with Gragar's axe swing will break them loose, allowing Gragar to swing from platform to platform, getting the lever, and opening the door.

Soul Cursed-Troll: Now Gragar enters the chamber of the Sky Altar, where the battle with a Soul Cursed troll takes place.

Find the pulley: At the side of the room, Gragar can find a pulley which will open the next room, and a chest with some great items.

Mother Dies: Gragar enters the prison room to sadly find that his mother is already dead, but he can still save his sister.

Turns Corner: Gragar frees his mother and sister and takes them further on.

Exit: Finally, Gragar reaches the end of the cave, which results in the door that leads back into the starting room.

Maps:



