

# Evil Uprising

## Level Design Document

### LEVEL SUMMARY

*Evil Uprising* is the first level of a *Warcraft III* custom campaign, talking about the story of a ordinary peasant called Aramis getting himself involved into the invasion of the rising undead and chaos legion when he tried to retrieve his son from the orcs.

### MAJOR DRAMATIC QUESTION

Can Aramis find his son and the murderer of the whole village?

### LEVEL THEME

The overall theme of the game *Warcraft III* is a Medieval fantasy world with different intelligent races such as human, orcs, elves and dwarves. The feel of the level is combined with the theme of the world with shock, sadness, and anger, as the story of the level starts with the slaughter of the whole village and the capture of the main character's son.

### LEVEL SIZE

The level is considered *Medium Size* under the standard of the *Warcraft III World Editor*. The level should take a player about 30 minutes to finish.

### LEVEL STORY

The level starts with a normal village daily life, Aramis went to get water for the family. But when he got back, the village was burnt down and slaughtered, his wife was down in her blood. Before she died, she told Aramis that a group of "green-skinned creatures" attacked the village and took their kid, Timmy, along with other kids away. Aramis gathered the survivors and went out of the village to seek revenge. As he thought the killers are trolls, he cleared the troll camp nearby the village, but realized later that the trolls are not responsible for the slaughter. They went further away from the village, and was told that the attackers were actually orcs, and they were taking a rest with a convoy transporting the kids. Also he was informed that a group of bandits are robbing, as well as the existence of some magical equipment on a nearby island. Then Aramis leads his men and fights with the orcs and won, but the convoy got away. In the end, Aramis leaves the village area and starts the long travel of finding his son in the strange land of Azeroth.

# MAP



## MAP LOCATIONS

- |                  |                  |              |                 |
|------------------|------------------|--------------|-----------------|
| (a)Village       | (a1)Aramis' Home | (b)Riverside | (c)Troll Camp   |
| (d)Lamberyard    | (e)Bandit Camp   | (f)Harbor    | (g)Small Island |
| (h)Burnt Village | (i)Exit          |              |                 |

## GAMEFLOW

1. Game Starts. **Scene:** (Aramis talks to his family peacefully.)
2. **Main Objective:** Go to the riverside to get water for the family.
3. Some trolls attacks Aramis near the river, but he defeats them and gets the water.
4. When Aramis gets back, plays scene. **Scene:** (The whole village was attacked and burnt down, his wife killed and his son missing.) He gathered the survivors and leave the village to seek revenge. **Main Objective Update:** Find out who is responsible for the slaughter and save Aramis' son.
5. Walking pass a troll camp with his companions, Aramis thought the trolls are responsible. **Main Objective Update:** Wipe out the troll camp.
6. Aramis couldn't find his son in the troll camp, so he continues the quest of finding his son. **Main Objective Update:** Trolls are not responsible, go further and look for more clues.
7. Upon arrival on the lumberyard, Aramis was told that Orcs are the actual murderers. They're escorting a convoy out of the place. Also, bandits nearby are using the chaos to rob them. **Main Objective Update:** Stop the orc convoy within 20 minutes.  
**Optional quest:** Take down the bandit camp to convince more people to join.  
**Reward:** 4 additional soldiers.
8. In the harbor, Aramis was told that some equipments hides on a small island nearby. **Optional quest:** Take a vessel to the island and look for the equipments to help defeat the orcs. **Reward:** Strong equipments for Aramis to equip.
9. Arriving at the burnt village, play **Scene:** (Aramis saw a moving orc convoy in which his son is locked up.) He launched attack, killed the head of the orcs, but the convoy got away. **Main Objective Finished. Scene:** (He followed the track of the convoy and leave the area for somewhere totally unknown to him.)
10. Game Ends.

## ENEMIES

- Riverside: Forest Troll × 3
- Troll Camp: Forest Troll × 10, Forest Troll Shadow Priest × 5, Forest Troll Warlord × 1
- Lumberyard: Rogue × 3, Enforcer × 1
- Bandit Camp: Rogue × 7, Assassin × 3, Bandit Lord × 1
- Small Island: Gnoll Brute × 5, Gnoll Warden × 3, Gnoll Overseer × 1, Mud Golem × 3, Murloc Tiderunner × 7, Murloc Huntsman × 4, Murloc Nightcrawler × 2
- Burnt Village: Grunt × 5, Raider × 3, Far Seer × 1

## WINNING AND LOSING CONDITIONS

- Win: Finish all the **Main Objectives**. Notably, the last main objective needs to be finished before the timer of 20 minutes expires.
- Lose: Aramis dies under any circumstances, or unable to finish the last main objective within time limit.