

**Don't Wake The Drake**  
**Game Design Document**

# Game Overview

## Encounters *Game Concept*

Don't wake the drake will be a stealth-like stealing game. The player will be in a large castle with a amount of treasure and a large dragon sleeping in the cavern. The task will be that they must find a certain object in the cavern without waking the dragon. If the dragon wakes then the player will have hide out of sight of the dragon. If seen then the dragon will attack them and they will have to outsmart the dragon and make it believe the player escaped the area. Once the dragon thinks they left, the dragon falls back asleep but will be more prone to waking up. If repeatedly woken up, it will hunt the player down until they complete the task or escape. Gameplay will be based off of Sly Cooper and Assassin's Creed where you have to move around a large area of treasure without waking the dragon, but you cannot fight back. This game relies on a player's ability to not be seen and strategize how to find the item. The player may also have to take risks in order for them to complete the task .

## Feature Set

- Single Player, Multi Player
- Test your abilities of stealth
- Can upgrade abilities and buy accessories in order to be more stealthy
- five different environments with five different dragons
- Music will change as situations changes
- XBOX, Playstation, Computer
- Outsmart the AI (Dragons)
- Have an endless mode where you try to steal as much treasure as possible

## Genre

Fantasy Stealth game, Console Game

## Target Audience

E10+ for everyone 10 and up, a game people can play just to pass time and also test their thinking skills and reaction.

## Game Flow

The game will not have a set time, but if a player continuously wakes the dragon, it will only increase the difficulty depending on the level the player is on.

When the player starts the game, it will begin with Story Mode, Endless Mode and options.

In Story mode, The player will enter into the area with all exits completely closed. There will be a basket close by where the player can deposit gold they have collected. They will venture down to the area where the dragon is sleeping, surrounded by treasure. The player must find the priceless object aka “The Dragon’s Favorite” and escape with it without waking the creature and being sent to oblivion. They must find the object as quickly as possible and escape, there will be a timer in the upper right hand corner that will run and depending on the time, the faster they find the gem, they will acquire more gold. the more gold they collect, the more noise they make and slower they are. It is important that the player strategizes how to get as much gold and objects as possible without being killed.

In Endless mode, there will be no “Dragon’s Gem”. The gameplay will be similar to Survival mode, but the player will be able to customize the character with assets that can make their task easier. The player is placed into a dungeon interconnected with five different rooms where each dragon sleeps. The player collects as much gold as possible until the dragon finishes them. The longer the time goes on, the easier it is for the dragon to wake up at the slightest sound. The player will also be able to hide in rooms from the dragon. If the room is big enough for it to fit it will follow them, if the player is in a smaller room the dragon will wait for them at the entrance. It will be up for the player to find a way out because all the rooms are interconnected to the area. Once awake it will not fall asleep till the player is dead, the player must then collect as much gold before they meet their fate.

Options will allow you to do things such as adjust sound, brightness and other assets in the game.

## ***Look and Feel***

The game will have a feeling as if you are trying to steal seconds from the dinner table without looking, or sneaking out of the house without our parents noticing. The look of it will be similar to How to Train Your Dragon. It will have a serious feel to it so the player knows that the dragon could wake up and scorch them.

The character will be covered up similar to a ninja with a robe, and without any weapon. The body will also be equal to human proportions and structure. The outfit will also account for the environment they are in.

The dragons will be dragons or other reptilian creatures from tv shows such as “YuGiOh” and movies such as Smaug from “The Hobbit” Their appearance will also reflect that of the environment they are stationed in.

The environments will vary in different locations and climates that will suite the dragons.

## **Number of locations**

There will be 6 different locations, the tutorial area and the 5 castles. In the tutorial area, the player will learn the mechanics of the game. Inside the castles the player will be able to run around, climb up walls and jump to platforms to find treasure.

## Number of Levels

The 6 locations will be the levels, with each dragon, except for the first level, more prone to awakening and staying awake longer each time depending on what level the player is on. In endless mode there will only be one level. In versus mode the player/players can pick the level.

The first level will be the tutorial mode where the player will learn the mechanics of the game, such as learning how to hide behind objects, dig through objects, etc. There will also be a statue of a dragon that will blow hard winds and rotate counterclockwise and clockwise randomly, so the player has to get an idea about what they will face later.

## Number of NPC's

There will be no more than 5 NPC's, which will be the 5 dragons the player will encounter.

**1st level** "Ancient Blaze": Dragon is like 100 years dragon mixed with Drogon from "Game of Thrones" but reddish colors and have spikes similar to Drogon, the under belly will be golden with some jewels under its belly. The dragon will move slow because he is really old. Fire will have a great reach and width. If the fire hits the player, he will be lit on fire and turned into ashes.

**2nd level** "Venomous Rose": Dragon that is the basilisk from Harry Potter mixed with Black Rose dragon. The rose will be blood red with a black trim with dragon will be mixture of black and darkish purple. The rose will be its wings and when sleeping will resemble that of a rose bud. The tail will be a rose stem with thorns and will be dark green. It will breathe poisonous fumes that will be a purplish color. If it hits the player, he will suffocate then fall to the ground.

**3rd Level** "Scorching Mist" : Dragon that is a mixture of the horn tail from "Harry Potter" and Red Eyes Darkness Dragon. Its will have the spikes of the horntail and its body will be a quadruped, the color scheme and wings will be similar to Red Eyes. Its eyes will glow bright orange and its face will be a mix of horned tail and red eyes. The spikes will be the color of the jewels on red eyes wings. It will spew smoke that is hot as volcanic ash, with a mix of black ashes and embers. If hit, he will turn into a statue of ash (pompeii victims).

**4th Level** "Siberian Storm" Dragon that will be a mixture of Saphria from Eragon and Blue Eyes Shining Dragon. It will look like Saphira on a larger scale with a slightly lighter blue, with the Blue Eye's armor. All of the body will be covered except parts of the face. The color scheme of the armor will resemble that of the Lich King from "World of Warcraft". It will launch a combination of lightning and ice from its mouth that will be a mixture of light blues and white. If it hits the player, the player will be frozen in a block of ice.

**5th Level** "Fire and Death" This Dragon will be a combination of Smaug from "The Hobbit" and Chaos Emperor Dragon. It will be on the same scale as Smaug and similar structure. It will contain armor similar to Chaos with Smaug's face, but covered like Chaos. It will spew an



intense fire with a hot color and a little bit of blackness. If the player is hit, nothing but his shoes will remain with smoke coming out of them.

## **Number of items**

These items will only be available in Endless mode. You start off with no items, then the more money you collect you will be able to buy items and add them to your customization. They will also be available in Versus mode.

- Cloak of Shadows - Allows the player to move unseen
- Cloud Shoes - decreases the noise a player makes when moving through an area
- Lightning Feet - increases the speed of the player, but will increase noise
- Harp of Hypnos - will be able to put the dragon back to sleep
- Treasure Scanner - allows you to find more expensive items under the gold
- Spider Hands - climb up walls faster
- Time Bomb - allows the player to freeze time for a short 10 seconds

## **Gameplay and Mechanics**

### ***Gameplay***

The game will be a Fantasy Stealth game. Combining the mythical world of dragons and treasure with the cunningness and smarts of a world class thief. The character can collect riches from the chambers, and if completing certain objectives can receive points that will be uploaded to a leader board in endless mode.

The player will play as a thief who wants to steal the dragon's' treasure. This means they can only play as this character and must navigate through the space to find the treasure. The player will be able to jump around, walk, run and climb so that they can look in place where the treasure may be. They have to try to make as little noise as possible to avoid waking the dragon. The closer the player is to the dragon, the easier it will be to hearing running.

### **Story Mode**

When the player goes to story mode, they will come across a cutscene that will explain the thief's story. It will then come across a map with locations that the player has to go through. The player will first select the tutorial location so they can understand the mechanics of the game. Once the first area is selected it then to cut scene of the place where the dragon sleeps.

Once those end the player then can navigate through the space and start looking for the treasure. Once completing a level, it will show how much gold was collected and the time it took to complete. These scores will then be uploaded to a leaderboard so other people can see your score.

### **Versus Mode**

In Versus mode, plays can do 1 on 1, co-op or free for all in one of the 5 levels or dungeon. They can use the customization items to help one another or to mess the other up. They can also pick a timed match where they pick up as much gold as possible before a dragon kills them. Once a dragon kills them, they lose 50% of the gold they collected.

### **Endless Mode**

When the player selects endless mode, it will go to an explanation of what endless mode is, then the player can go to customization mode, once selected, it will ask the player if it's sure because once selected they cannot go back and change the assets. They then go through a dungeon where all five dragons are and they collect as much gold as possible before the dragons kill them.

### **Locations**

The location will have structures within it where the player will be able to hide from the dragon, also be able to jump and climb. They will also be interactive such as gold making noise if touched, puddles that splash, ice breaking etc; that the player will have to work their way around. In other cases the environment will act in ways the player can not predict. Such as debris falling and making noise. There will also be movable objects so the player can move them to search places, but the closer the object is to the dragon the more noise it will make.

**Tutorial mode:** this will be use to have the player learn the mechanics of the game.

**Level 1:** Debris will fall from time to time, if the player is caught under the debris they die. Puddles will also be scattered around the area and if the player splashes the puddle the dragon will awaken.

**Level 2:** Debris will also fall from the ceiling as well. There will also be dead branches on the ground that will snap and make noises and may wake up the dragon depending on how close you are to them.. There will also be flowers called “Banshee’s Lilies” If a vein is stepped on connecting to the flowers they let out a loud noise that will alert the dragon.

**Level 3:**Debris, such as stalagmites, will also fall from the ground, there will also be cracks that if the player walks on will become bigger and some can be become bigger to where the sound may get louder and louder. Geysers holes will also be around the area, if the player stands on it for too long, a geyser will erupt and the dragon will awake.

**Level 4:** Debris, just as ice, will fall from the roof. There will also be frozen ponds that will crack if the player steps on them. Standing too long will cause for the player to fall in and sink to

a icy grave. Certain parts will have places where if the player is too loud, an avalanche of snow will fall, which will awaken the dragon. Snow will also be around the area so the player has difficulty moving around and may get stuck time to time.

**Level 5:** Debris will fall from the roof and columns will randomly fall as well. There will be larger piles of gold for the player to run on but will also cause repeated noises whether the player runs.

**Endless Dungeon:** In the Endless mode, the dragon will be in one dungeon with 5 rooms interconnected with each other.

## **Game Progression**

In Story mode, players will progress by first walking in the treasure room where the dragon is sleeping. Once inside, they cannot escape until the task is done. They then start searching “The Dragon’s Gem” throughout the room. Once it is found, they have to escape the same way that they came in. If they awake the dragon, depending on the level, the dragon will search around for the character, if it does not find them it will go right back to sleep but will wake up easier and stay awake longer depending on the level they are on. Once escaping the player will proceed to the next level. In order

In Versus mode, players can do 1 on 1, co-op or free for all in one of the 5 levels of the dungeon. They can use the customization items to help one another or to mess the other up. They can also pick a timed match where they pick up as much gold as possible before a dragon kills them. Once a dragon kills them, they lose 50% of the gold they collected.

In Endless mode, the player will go to a customization screen allowing the player to pick items that will help with their task. Once the items are picked they cannot go back and change it. They still go through the same levels except it will continue looping until the player is killed by a dragon. With each stage they pass. The dragon will become a lot harder to hide from the dragon. The dragon will wake up easier and search for the player longer period of time. The player can use the items they are customized with to help in his quest that can affect themselves or the dragon. However once the player uses an item, they will have to wait 30 seconds before they can use it again. So they will have to strategize when to use them.

In order for the player to do Versus and Endless mode, they must first finish the story mode, for the other modes will be locked.

## **Mission/challenge Structure**

The player has to steal “The Dragon’s Favorite” before the dragon wakes up. They will have to search through many piles of gold and areas to find this treasure. They have to do all they can to keep quiet or make as little noise as possible. The environment itself will also make noise such as debris falling, geysers going off, etc. If the dragon is awakened it will search around the area to see where the noise was coming from. Once it’s satisfied with the search it will then fall back to sleep. If it sees the player, it will then attack and chase them. If the player is able to outsmart the dragon it will then believe the player has escaped and go back to sleep. The player

will then go back to the task of finding the treasure. While looking for the treasure the player can also steal gold and take it back to the entrance, but the more gold collected the slower they will be and more noise they will create. If the Dragon has been awoken multiple times, it will not go back to sleep, but will look around and attack the environment in order to find the player. Once the player finds the treasure, they must go back the way they came in.

## **Objectives**

The object of the game is to find “The Dragon’s Favorite” in piles of gold before the Dragon wakes up and tries to kill the player.

## **Play Flow**

The play flow is focusing on the player trying to sneak in and out of a situation without getting seen or caught. They will have to think quick on their feet and take calculated risks in order for them to find the jewel without being attacked by the dragon. Knowing when to make noises or finding places to hide, and in cases trying to outsmart and outrun the dragon without it trying to kill them. Also testing their patience in finding the jewel in a large area filled with a lot of treasure and to test their greed because if they acquire too much gold at once it will slow them down and make noises that will alert the dragon.

## **Mechanics**

The core mechanics in Story mode are that the character has to move, search for objects and use stealth tactics in order to complete the game. In Endless mode the character is given items in which help him with his quest.

## **Physics**


The Physics of the game will be the same as earth’s. With gravity, friction and other dynamics being the same. The dragons will be able to fly like other winged creatures.

## **Movement**

### **Player Movement**

The player moves through the game by using the left stick. To walk around or tip-toe, they slightly tilt the left stick toward the direction they desired, and to run they fully tilt the stick to that direction. To crouch down the player will press the left trigger and to roll press the O button while crouched down. To jump the player will use the X button on Playstation or the A on Xbox. To hide behind walls, the player will have to go up against a wall and press on the O button. If they want to push an object, they have to go to a moveable object and press O repeatedly. To climb up a wall, the player hits the X button to jump, then O to start climbing. The objects a player can react with will shine a bright red letting them know that object can be interacted with. The player will also be equipped with a launching device on their arm that can shoot projectiles like rocks and their firecrackers that will allow for distracting the dragon. If an object is picked up, they can press the R1 button/RB to launch it. To show fire crackers, they simply press R1/RB.

The player can also rotate the camera in a full 360 degree angle. To do this they must rotate the right stick and to zoom in the press down the right stick. To return back to regular view of the camera, they must press the right stick twice.

In Endless mode, the items that the character equips will activate automatically, while others can be activated by using the  button on Playstation and Y on Xbox. To switch between items, they will use the Dpad up and down button.

## **Objects**

### **Auto Object**

The Finder- A jewel that will glow when a “Dragon’s Gem” is near. The closer to the gem you are, the more intense it will glow.

### **Picking Up Objects**

To pick up objects the player presses on right trigger and throw they hold and move to where they wish to throw and let go the button. To put them down they have to just tap the trigger. When a player gets to a pile of gold they press and hold the right trigger to pick up pieces of gold until the bag is full of coins.

### **Moving Objects**

See Player Movement

## **Actions**

### **Switches and Buttons**

See Player Movement

### **Picking Up, Carrying and Dropping**

See Player Movement

## **Economy**

The items in the game will be the only economy and these will be the cost

- Cloak of shadows
- Cloud shoes
- Lightning feet

- Harp of Hypnos
- Treasure scanner
- Spider hands
- Time Bomb

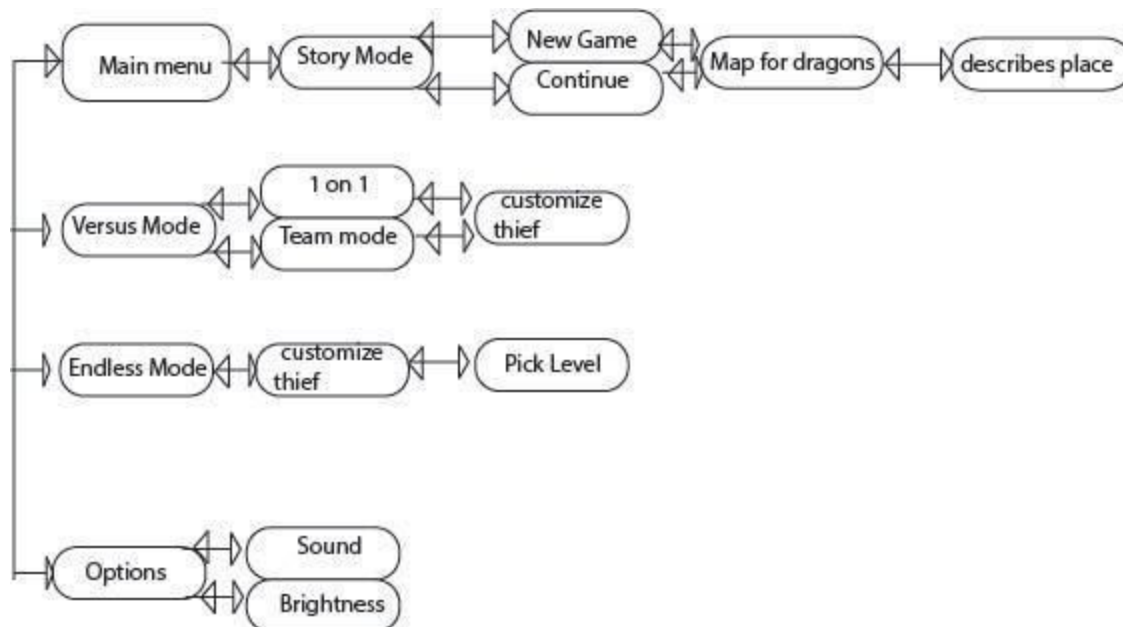
## Screen Flow

The beginning of the game will start with a small cinematic that will go towards the first screen telling the playing to press any button to start. It will then go to a menu with the Story mode, Endless mode, Vs mode, Options and Credits.

Story mode- It will go through an cinematic talking about the thief and his quest, then will come to a map where the player has to move and tap the A/X button to go towards that location. The other locations will be locked until the player has completed the previous one. Once completing a level, the next location will appear on the map.

Versus Mode- When selecting Versus mode, the player will see 1 on 1, free-4-all or Co-op mode. Once a mode is selected, the next screen ask for customization mode where they can customize the character or regular, where there is no customizing the character.

## Screen Flow Chart



## **Screen Descriptions**

All screens will have the same idea and style, while the map in story mode will have icons that when clicked, will explain the level.

## ***Replaying and Saving***

The game will autosave after every level

## ***Cheats and Easter Eggs***

Easter Eggs: levels will have items that resemble characters and objects from How To Train A Dragon

# **Story, Setting and Character**

## ***Story and Narrative***

### **Back story**

A thief named Kushami lives in a kingdom with his younger brother Shakkuri in a kingdom ruled by a greedy king. They are your typical robin hoods, stealing from the rich and giving to the poor, until one day they are caught by the king's guard. The council votes to execute them both for stealing so much of their wealth, but the king decides something else. He tells Kushami about priceless gems around the world that are protected by ferocious creatures known to them as "The Drakes". Many have tried to steal from the drakes, but all have been killed. He wonders what that has to do with their situation, the king tells them that if they want to avoid execution, Kushami has to journey to the five different locations and steal the jewels and bring them back to the kingdom. He has one year to complete his mission for if he doesn't come back in a year, his younger brother will be executed. He tells Kushami that he is praised as one of the best thieves in the land and that this task should be easy for him since he is so used to stealing from the wealthy aristocrats. He is given a map to where the drakes are located, a description of each one and a jewel called the finder said to help him find the jewels, saying that they are all linked together. The guards lock up Shakkuri and let Kushami leave, saying he has a year from now to complete his quest.

### **Plot Elements**

- Protagonist has a backstory about how he and his brother was able to survive in the streets and how they became who they are
- Protagonist has to travel to locations and find the treasure in order to save his brother.

## **Game Progression**

The will progress by the player searching locations in order to find the object. The finder will assist the player in finding the object in a vast location under more treasure and gold. Once entering an area, they cannot leave until their mission is complete. Once they complete it and escape the area, it will show on a map onto the next level where the player must advance.

## **License Considerations**

### **Cut Scenes**

The cut scenes will be animations of what will perspire during the game, such as introducing the thief and his story, them getting caught and etc. Including when he migrates from place to place to find the dragons.

## ***Game World***

### **General look and feel of world**

The world will have a look and feel of the world will be similar to that of how to train a dragon. Even though it will be stylized, it will still have an feel of serious, for the protagonist is going on a daunting journey. More detail about the world is explain in the art bible.

### **Connections to other areas**

All the Levels will be connected by a map that the player uses to navigate to other levels

## **Artificial Intelligence**

### ***Opponent AI***

Conditions on what the opponent AI (Drakes) have to do

- Wake up when hearing noise, depending on the range and loudness of the sound

- 

### ***Enemy AI – Villains and Monsters***

- Dragons: the dragon's sole purpose to find and kill you if they are awaken

### ***Support AI***

### **Player and Collision Detection**

When the dragon is awoken by a loud noise, the gameplay will stop and then the camera will move toward the dragon waking up.



## **Pathfinding]**

The player's path is to find the "Dragon's Gem" and get out as soon possible.

## **Technology**

### ***Target Hardware***

Playstation and Xbox console products

Computer Hardware

### ***Development hardware and software***

#### *Software*

- Unreal Engine 4- Game engine
- Sculpttris/Blender/Maya/Zbrush - Modeling software
- Photoshop/Illustrator - Image editing software
- Substance Painter/UE4-Texturing software
- Visual Studios-Programming Software
- Trello-Managing Software

### ***Development procedures and standards***

### ***Game Engine***

Unreal Engine 4

# Game Art

## *Reference Art*

Example Of Game Cover Art



The thief



Name of thieves:

Kushami (Sneeze in Japanese)-The main protagonist of the game, a master thief throughout the kingdom who acts just like Robin Hood. He hates seeing people in poverty so he steals from wealthy aristocrats and gives money and food to those less fortunate.

Shakkuri(Hiccup in Japanese)- Kushami's younger brother who looks up to his older brother. Kushami does not take him out on missions because of his cocky nature. It was because of that nature why they got caught from the king's guard.

Art Style:

Will be based off How to train a dragon



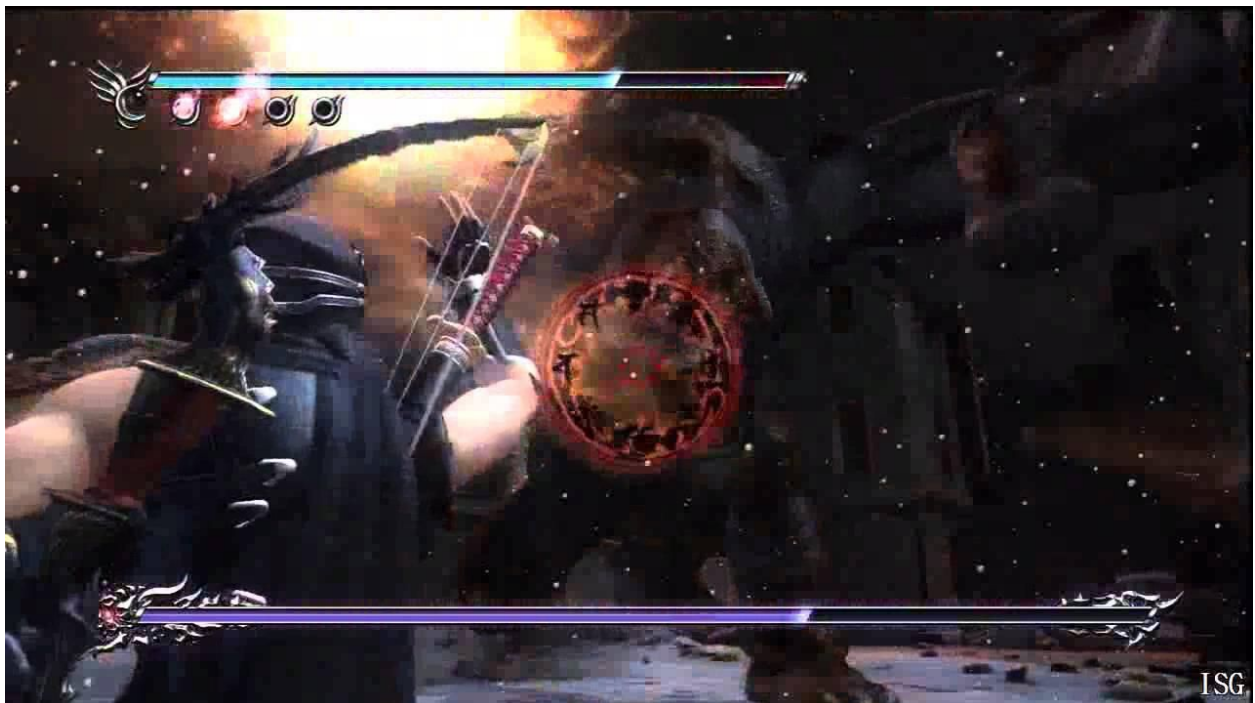






**The Camera will be a 3rd person point of view**

Example of locking on to dragon







When not locked on



## The thief



## Tutorial

The tutorial mode is to have the player learn the mechanics of the game. It will be located in a forest with tall trees, stumps, boulders, rocks, etc. The Dragon statue will be located in the middle of an open plain.

“The training grounds: The home of the thief and where he has build a training ground in order for home to sharpen his skills.”

Example of training grounds



Dragon statue

The statue will resemble the Screaming death from the “DreamWorks Dragons” animated tv series

Position of the statute





Statue's mouth will be open so wind can blow



Color scheme of statue



### 1st level

“Ancient Blaze”: Dragon is like 1000 years dragon mixed with Drogon from game of thrones but reddish colors and have spikes similar to Drogon, the under belly will be golden with some jewels under it belly. The dragon will move slow because he is really old. Fire will have a great reach and width.

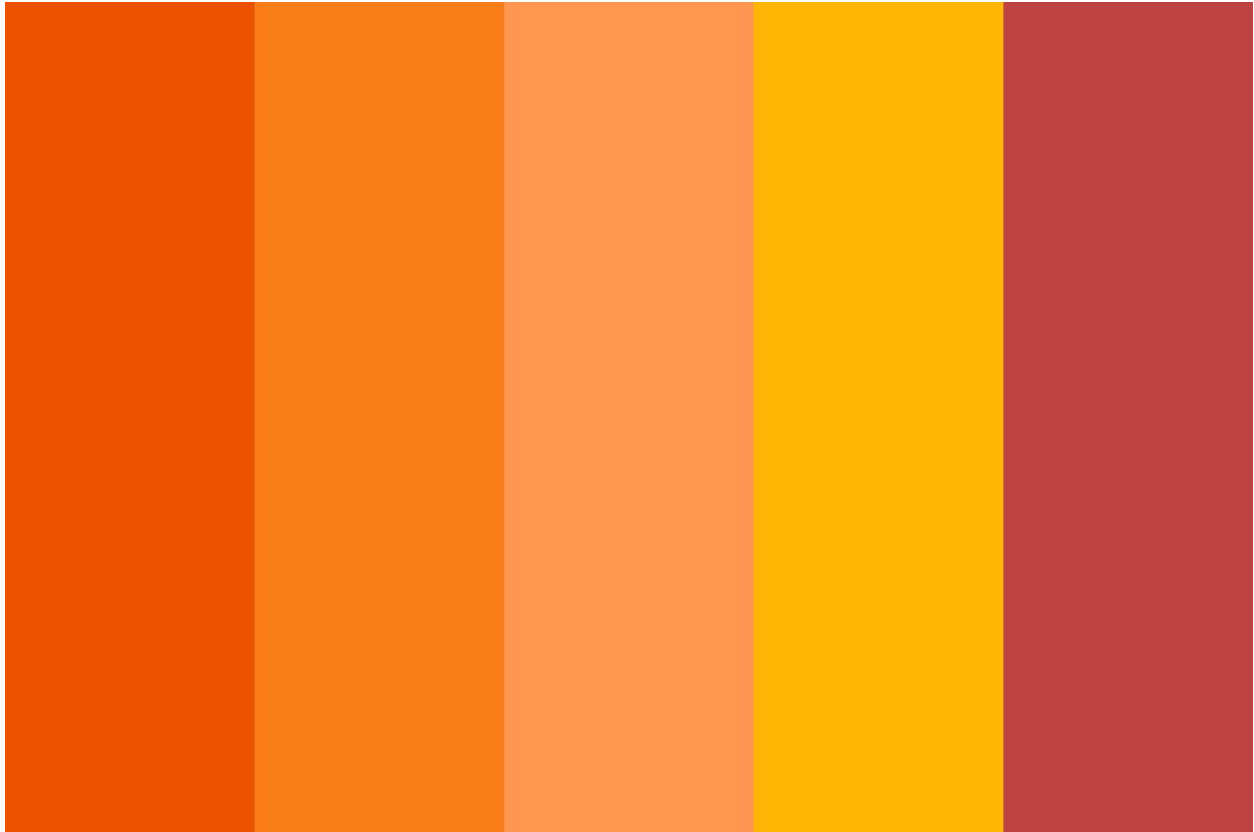
Name 1st Name: 1st-Bosnian 2nd- Chinese:Drevni Huoyan





Fire





Ashes



Example of Castle



“Great King’s Castle- A castle that once belonged to a mighty king centuries ago, it is now the lair of an ancient beast with a great fire that still burns within”

Outside



Inside



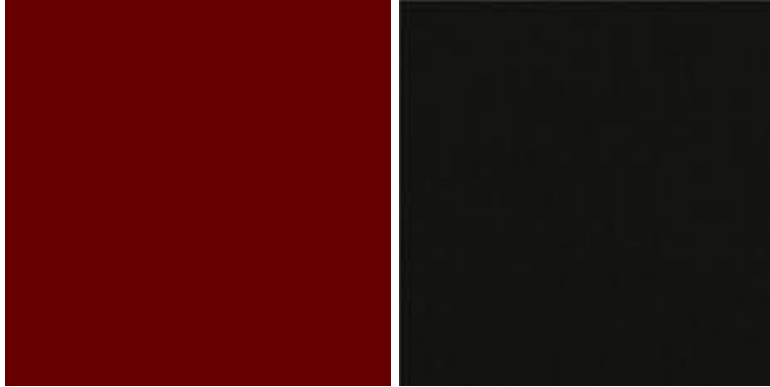
2nd level

“Venomous Rose”: Dragon that is the basilisk from Harry Potter mixed with Black rose dragon. The rose will be blood red with a black trim with the dragon will be mixture of black and darkish purple. The rose will be its wings and when sleeping will resemble that of a rose bud. The tail will be a rose stem with thorns and will be dark green. It will breath poisonous fumes that will be a purplish and greenish color.

Name:1st-French 2nd-Japanese :Venimeux Rozu



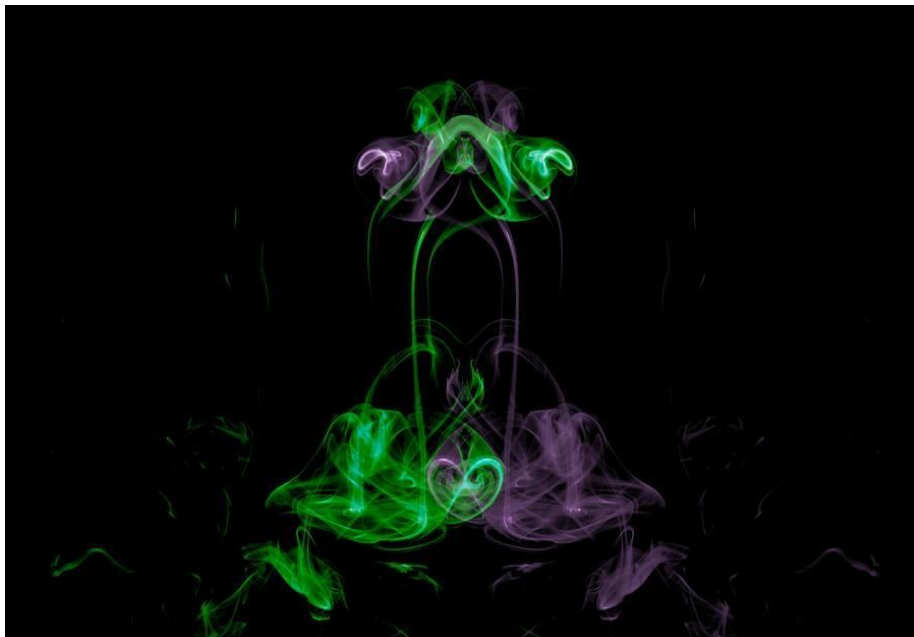
Rose Colors



Rose Bud-Sleeping



Fume Color and look



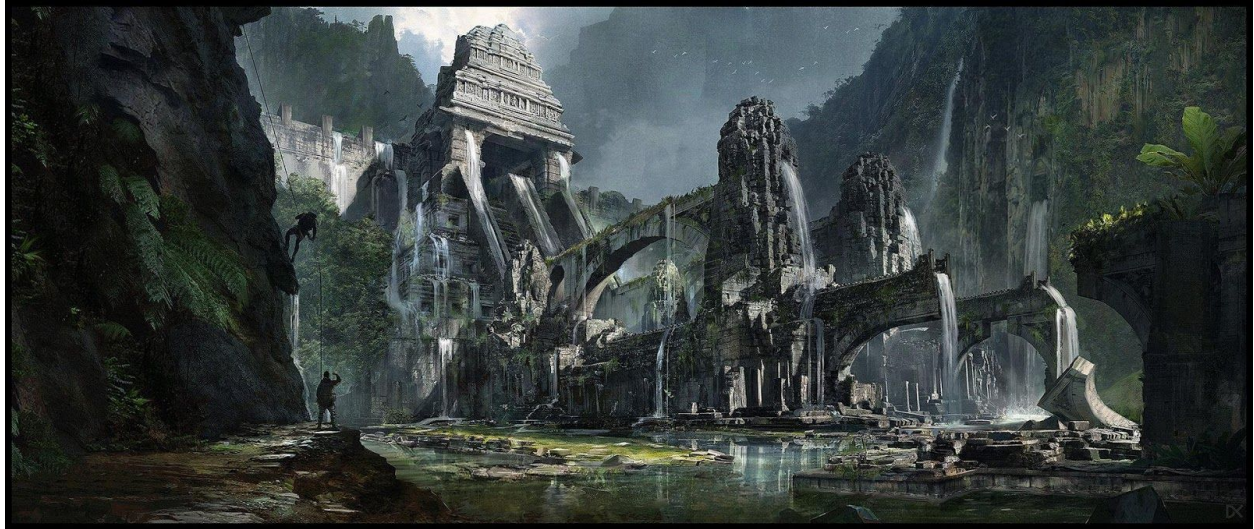




Example of Ancient Temple

“Temple lost to time–An ancient temple that once belonged to a great civilization. The temple is home to a creature who the people worship as a god and its venom is so deadly that its said one drop wiped out all of the people.”

Outside



Inside



### 3rd Level

“Scorching Mist” : Dragon that is a mixture of the horn tail from harry potter and Red Eyes Darkness Dragon. Its will have the spikes of the horntail and its body but is a quadruped, the color scheme and wings will be similar to Red

eyes. Its eyes will glow bright orange and its face will be a mix of horned tail and red eyes. The spikes will be the color of the jewels on red eyes wings. It will spew smoke that is hot as volcanic ash, with a mix of black ashes and red orange embers that will glow in the smoke.

Name:1st-German 2nd-Latin :Versengen Nebula









Smoke Look and Feel



Embers



Smoke



Pompeii Victim





### Example of Volcanic Castle

“Bank of Beelzebub-A castle said to be where the devil stores all his treasure. It house a fierce creature that exhales smoke so hot, that it turns its victims into statues of ash.”

Outside



Outside



#### 4th Level

“Siberian Storm” Dragon that will be a mixture of Saphria from Eragon and Blue Eyes Shining Dragon. It will look like saphira on a larger scale with a slightly lighter blue, with the Blue eye’s armor. All of the body will be covered except parts of the face. The color scheme of the armor will resemble that of the lich king from World of Warcraft. It will launch a combination of lightning and ice from its mouth that will be a mixture of light blues and white.

Name: 1st-Swedish 2nd-Lituanian: Sibirisk Audra



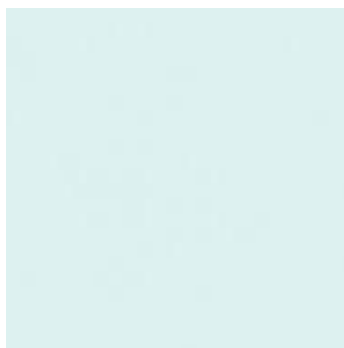
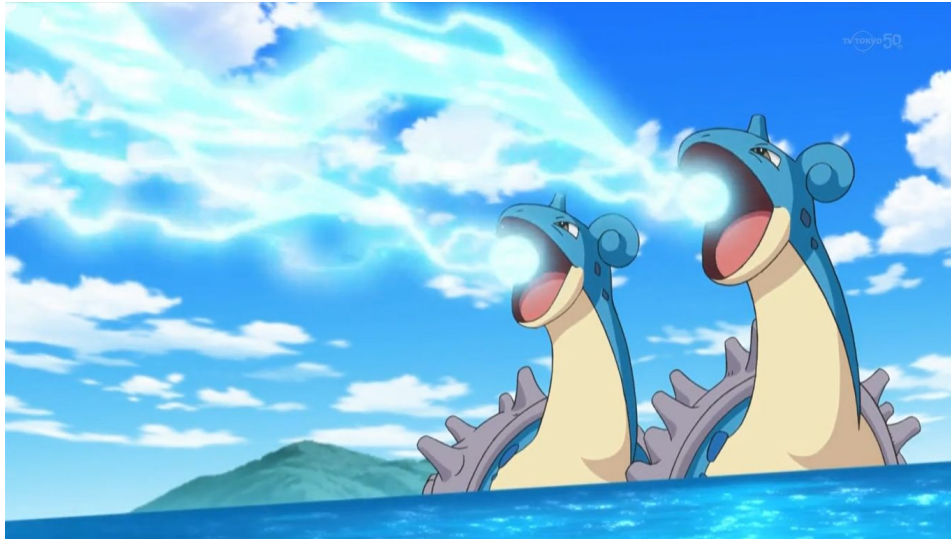








Look and feel of ice lightning



## Frozen



## Example of Ice Castle

“Château in the Tundra-A castle that once belonged to a king with a cold heart. Rumors have it that he raised a beast with amour harder than diamond and can summon blizzards of ice and lightning.”

## Outside





Inside





### 5th Level

“Fire and Death” This Dragon will be a combination of Smaug from the hobbit and Chaos Emperor Dragon. It will be the on the same scale as Smaug and similar structure. It will contain armor similar to Chaos while smaug face will be covered like Chaos. The armor will be a skeleton, similar to when naruto when 6 tails. It will spew an intense fire with a hot color with blackness.

Name-2nd.Chinese: 2nd-Greek :Huo Thánatos





Fire Example





## Examples of the Grand Palace

“Sierra Palace: This was once rule by a king so powerful that the world saw him as king of the mountain. All was well until a great dragon came and massacred the king and his kingdom with a fire that seem to come from the depths of the underworld itself.”

## Outside



## Example of inside the treasure room



## Endless Mode Dungeon

This dungeon will have five levels which will all be interconnected so the player can freely around.

Hallways example

The fire in each hallway glow with the color of the area of each dragon in the Story mode.



Inside each room

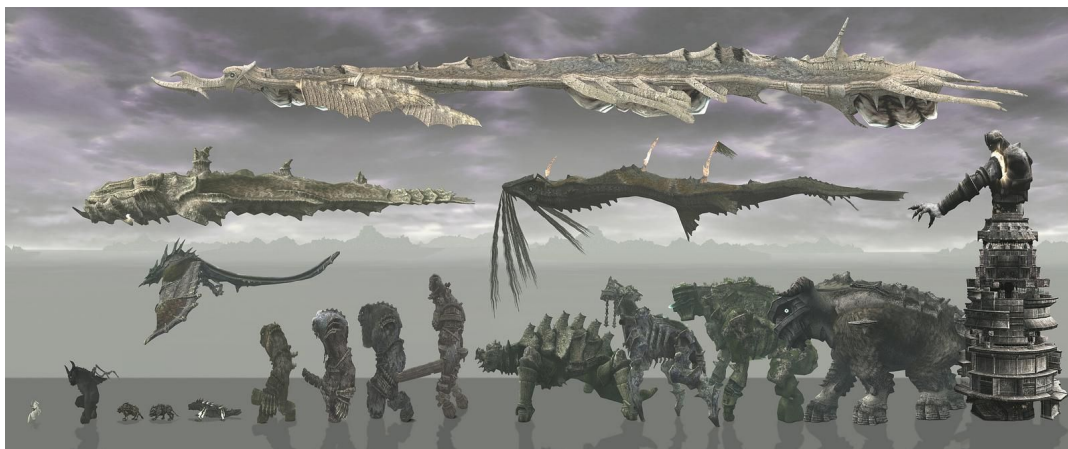


The inside of each room will be a circular room with the fire being the same as the hallways heading to dragon.



## Scales of characters

The size between the dragon and the thief will be similar to shadow of the colossus or some while other dragons will be smaller





## Dragon's Gems

The Dragon's Gems will all look like the arkenstone from the hobbit series but all will glow with a color scheme relating to the dragon.



The Finder

A jewel that will glow when a dragon gem is near. The closer to the gem you are, the more intense it will glow.

The finder example-will use the silhouette of the sword



Texture



glow



**L.O.D**

Details will be emphasized more on the dragons, thief and moveable objects. Objects such as piles of gold will not have high details, similar to those in sly cooper.

