



Hama Inn

UE5 map

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Valentin Lai-Su-Maine

Gameplay sequence

As the “Traveler” explore the world they encounter a path, in mount Hama, leading up to an abandoned old inn. The wicked place is inhabited by a dense mist, twisted trees and a cheer cold.

- Reach the abandonned Inn : The path to the Inn has been damage and twisted by earthquakes and mudflows. Platforming sequence.
- Investigate the abandoned Inn and its surroundings : Find the clues about the Inn’s story, discover the mechanism opening the passage to the church. Puzzle sequence.
- Defeat the tormented spirit : Cleanse the hidden church from the tormented spirit born from the brutal death of the believers. Combat sequence.
- Reward : Treasure of the hidden church.

Narrative setting

- This level is part of secondary exploration objectives that give more context to the world story.
- The old Inn was the host of a hidden Christian church settled in the cave behind the main building. Ceremonies used to be held in the cave, however the believers and theirs practices were ultimately discovered by the other locals. In fear of being suppress without distinction by the imperial government, the locals decided to slaughter the Christian community on a day of ceremony. Since then the place has been forsaken.
- Scripted events : Oui
- Cinematics : Non
- Texts : Oui

Characteristics

Interior : Inn, hidden church/cave.

Exterior : Surrounding forest, Inn exterior, shrine, road to the Inn.

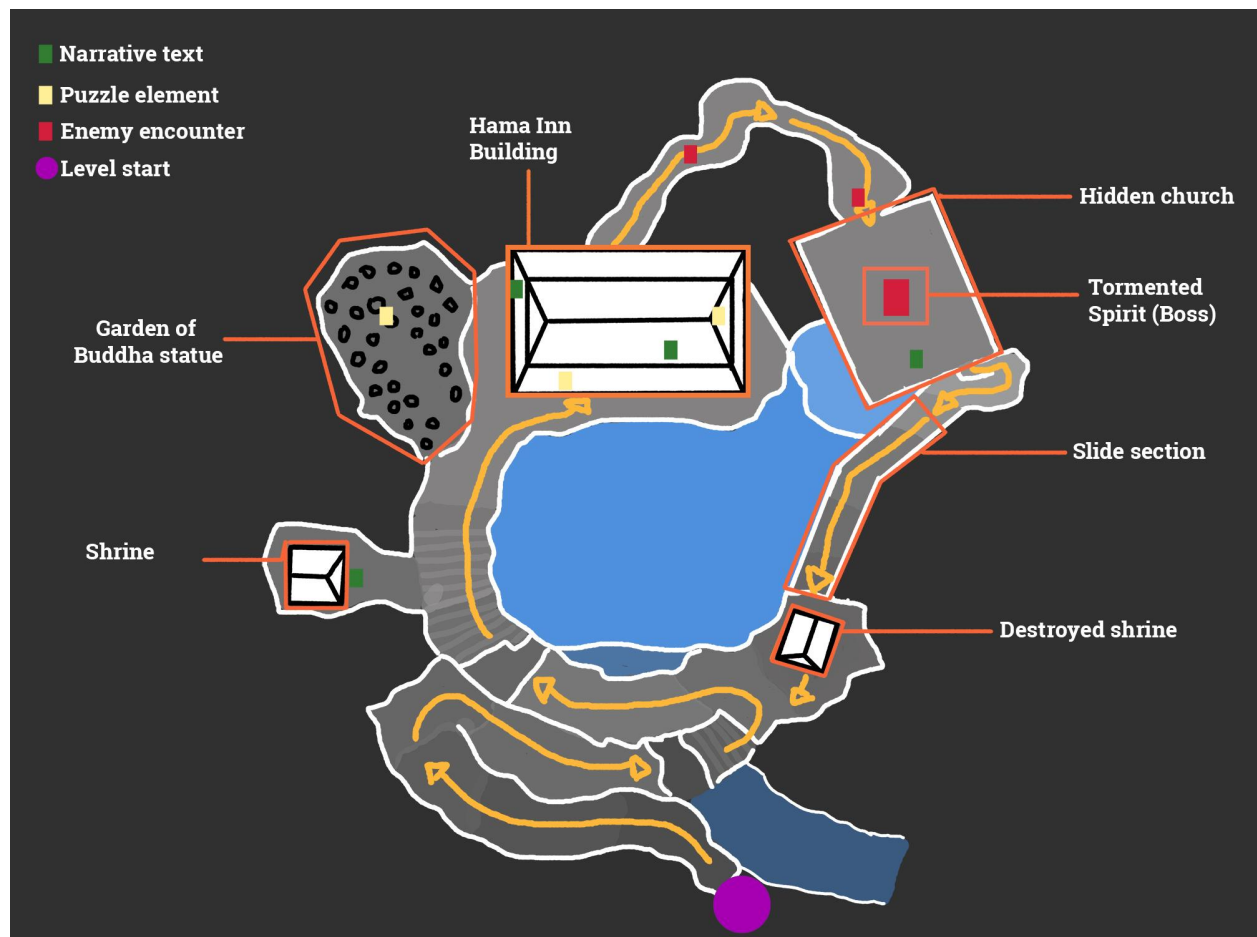
Special assets : Hidden church assets.

Duration of play : ~ 15 min

Level Objectives

- **Find** the origin of the mist
- **Reach** the Inn
- **Investigate** the Inn and its surroundings
- **Explore** the Cave
- **Defeat** the “Tormented Spirit”

2D Blockout



Artistic references

