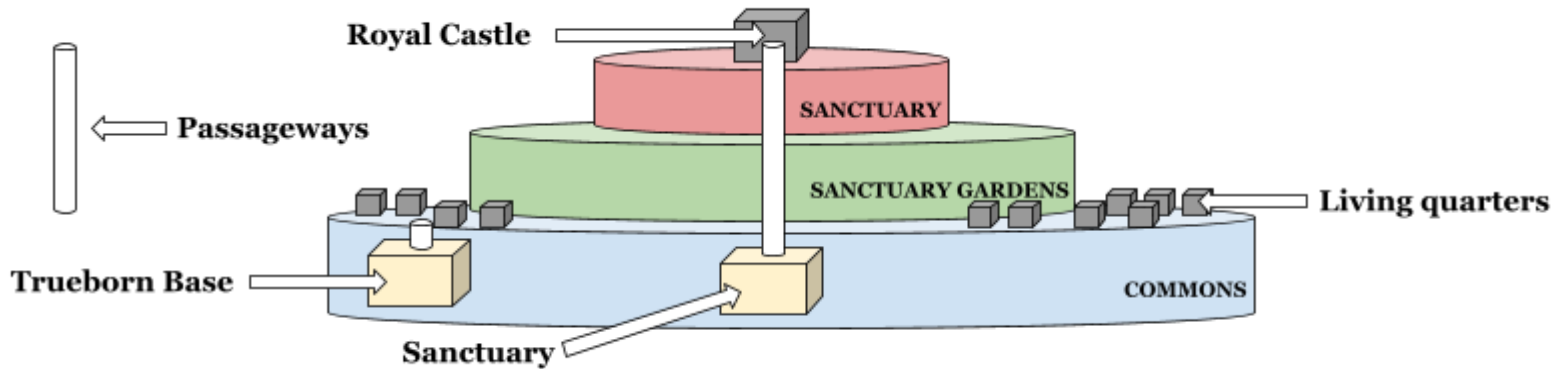


## 4 Environments

All in-game environments and a complementary asset list should be defined here.

### 4.1 Distribution



Picture 1

Abyssus' storyline will be distributed to four places: Trueborn Base, Sanctuary Gardens, Sanctuary and Royal castle, in that particular order. The complete world will be divided in three different environments: The Commons, Sanctuary Gardens and Sanctuary. The three environments take the figures of donuts, surrounding the world's core, the Surge (*Picture 1* and *Picture 7*).

Note: The environment blocks could elevate towards the core or be at the same level. Having them elevate might be a cool effect art wise since you could play with waterfalls and such (*Picture 11*). Additionally the player might have a more evident sense of goal and accomplishment of reaching new blocks and levels if they're distinctly separated by altitude.

#### 4.1.1 Environmental Course Summary

The player will begin their journey in the Trueborn Base. The Trueborn base is a forgotten temple located underground beneath the living quarters. Although pretty run down, the temple and its connections was once an important part of the city since it spread all the way to the Sanctuary. After completing the base, the player travels through the passageway across the living quarters at the surface and towards the Sanctuary Gardens which celebrates the prosperity of the Surge. Thereafter, the player travels through the Royal Castle to reach the passageway down to the underground Sanctuary. At this first brief visit at the Royal Castle the building will tell the tales of the war by its bad condition. Finally, as the Sanctuary and hold of the Surge has been completed, the player travels to the distorted version of the Royal Castle imagined by To'raka's soul. This version of the castle highlights the building's pride and riches that it held at its prime.