

Rita Su

Mark Girouard

21, May 2023

GAM_270_01: Level Design for Video Games 2

Super Mario Odyssey Design

- **Guanka Story:**

Mario in Super Mario Odyssey: Mario successfully defeats Bowser's castle by entering Bowser's castle. Mario enters the world where Princess Peach is imprisoned through the pipe. Princess Peach was locked up in the topmost tower. The entrance to the tower is surrounded by the garrison villages of Goomba and Goomba. Mario must run, jump and use the possession skills of the hat to the top of the tower and rescue Princess Peach.

- **Environment:**

Although Mario successfully defeats Bowser, the princess is not in Bowser's castle. In order to prevent the princess from escaping, Bowser hid Princess Peach in the Pipe Secret Realm. And there is a goomba village stationed at the entrance of the pipe secret realm to prevent outsiders from approaching. And the princess is on the vacated tower in the secret realm.

- **Core Mechanics:** Mario's core mechanics are:

- run
- jump
- Kabi and Hat and (Copy ability: The ability of the hat to possess the enemy to obtain the enemy).

Invent combat capabilities:

- Using a hat can be attached to Goomba or heightened plants
 - Goomba: Possessed by goomba, you can step on other goomba to stack high
 - Rocket: After entering the bullet, Mario can fly parallel, move vertically, and possess only 5 seconds after the bullet will automatically explode. Mario will be ejected, but Mario will not take any damage from the explosion
 -

- **Enemy/Threat:** Create the following enemy/threat types and describe their logic

- Goomba: Will patrol fixed places, Mario can use jumps to stomp on its head to kill. When Mario leans via Goomba. Goomba isn't going to catch up with Mario.

- **Rocket:** The bullet will follow Mario for a certain distance and detonate automatically if it hits Mario or follows him for five seconds. The bullets will be fired from a black turret. It fires every five seconds
- **Chop Chain:** It is an enemy trapped by a chain. When Mario approaches, a charge is made. When the charge is released, a large impact is made.
- **Hand Grenade Turtle:** It is the butler who guards the door of Princess Peach. It is also the boss in this level. When Mario enters the tower, the boss level is triggered. The grenade turtle is very well armed and has a thorny cap on its head. Attacks are not possible. BOSS has 4 attack modes. Mario needs to step on boss3 to kill him.

1. **Normal Attack - Jump:** The boss will charge for a while and there will be a shadow to indicate where the jump is about to be made. The direction of charging is to track Mario's position
2. **Advanced Normal Attack - Shock Mode:** In this stage, Mario stepped on the boss's head twice and replaced the normal attack. The boss will shrink into the hard turtle shell and spin. Boss will draw the movement in the shape of a five-pointed star in the field. The player must dodge the boss's impact by jumping
3. **Teaser Mode - Throwing the Ball:** The boss flies up and throws the Ball from the air to the vicinity of Mario. After the stabbing ball hits the ground, it will be bouncing 2 times, and then it will exist in the scene for 5 seconds
4. **Killable Mode - Bomb Throwing:** This is the only way Mario can knock out the boss's hat. Boss will jump randomly in the field. After jumping to a place, Mario will throw a bomb. Mario can use the bomb thrown by the boss to kick the boss back. If the bomb hits the boss successfully. The hat of the Boss drops and goes into stun mode for 5 seconds.

- **Game Objects:**

-Fragile Cloud: The player needs to hit the reduced version of the cloud through the hat, after hitting the cloud, the cloud will grow larger and turn into a platform for 4 seconds. After 4 seconds, it shrinks to its original appearance

- Exclamation mark Box: When Mario's body touches the box, it triggers it

1. Will trigger the map hidden tube card, the hidden object will be visible
2. Enter the 2d Mario state

- **Collectibles/Items:**

Coin: Mario gets 15 coins to add one live

Super Large coin: Mario gets 1 super large coins to add one live

- **Walkthrough:** The final part of the documentation is a walkthrough of the map.

- **Level Start:**

1.IGC- The camera passes overhead (in the pipe) through the Angle of view and finally exits the pipe arrive the level.

There is a goomba home on the left. Many goomba are circling around the home, and to the right are two platforms. At the top of the platform is a red exclamation box.



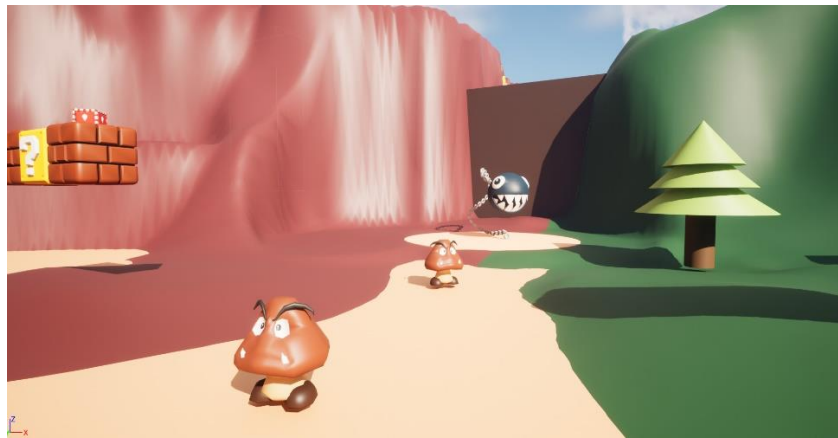
2.GamePlay- Use Kabi to enter Goomba. Take advantage of properties that using jump can be stacked Goomba into layer by layer



- 3.GamePlay- After using goomba to get high, while jumping you can try using Jump and unpossessed (simultaneously) get into platform and touch the exclamation box



- 4.IGC- The camera pans to the center, where the floor slowly rises to reveal the chain

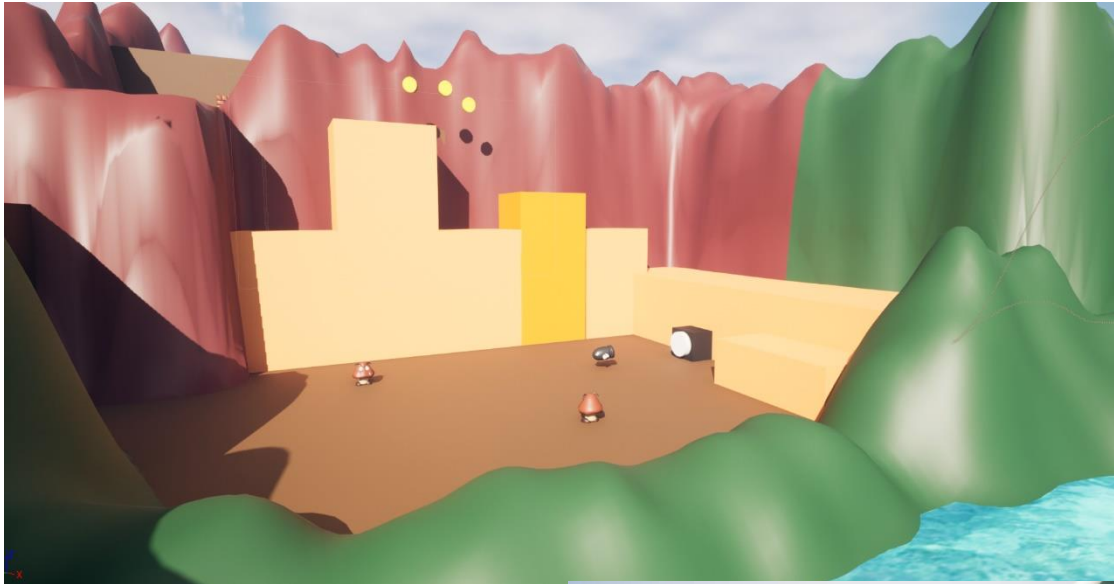


- 5. Use kabi's possession to enter chain's body, run in the opposite direction to accumulate power, and finally release to break the wall



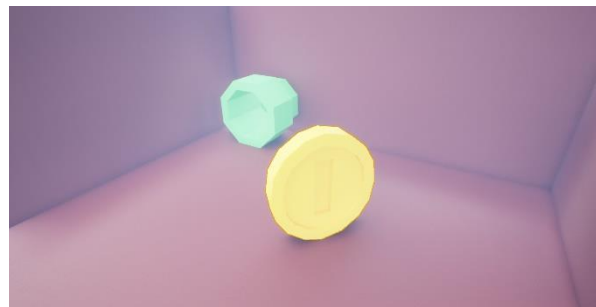
5. Dodge bullet and jump to the platform to avoid Goomba's path.

The orange platform moves up and down and players need to see when to jump to the top of the platform.

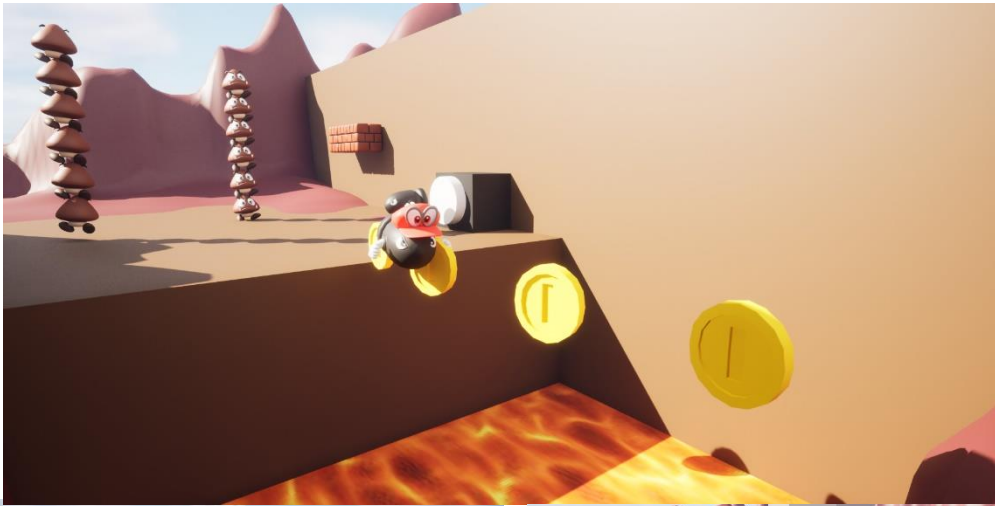


Secret Room !

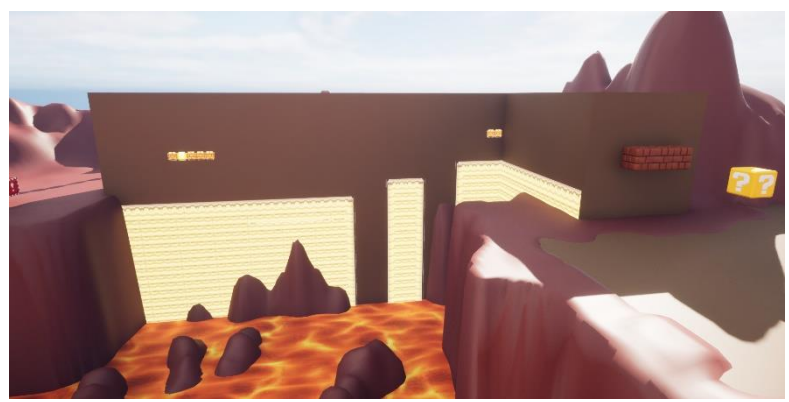
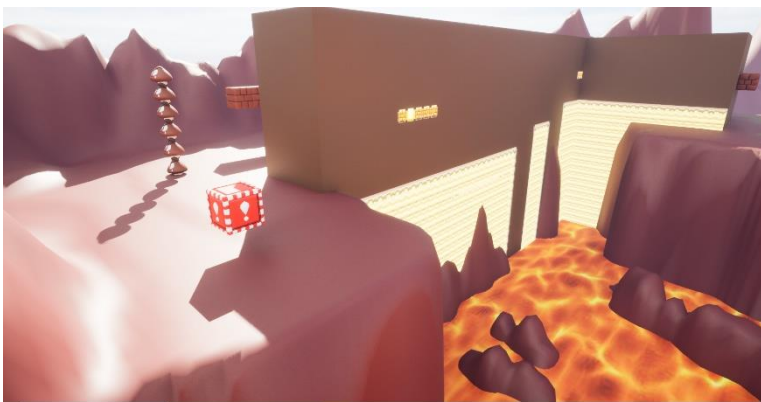
When the orange platform moves up, there is a hole underneath it, which hides a pipe. Entering this pipe will result in a giant gold coin that increases life



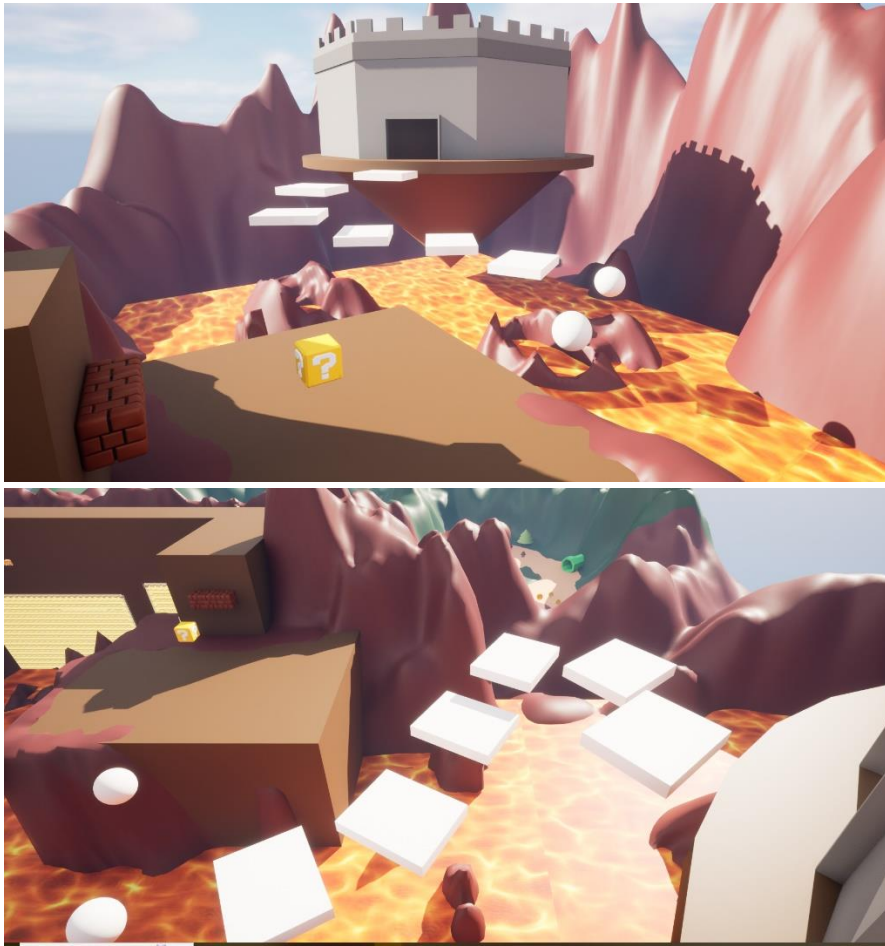
6. There are stacks of goomba and bullets on top of the volcano. The player needs to use kabi's skills to possess the bullet and traverse the magma



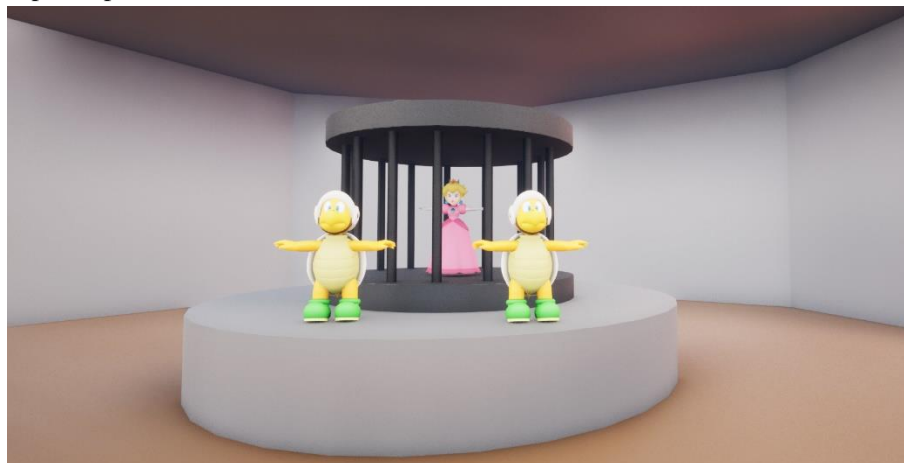
7. At the end of the road, there is no way to go, and the player has to walk into the exclamation point box to trigger 2d events to enter the 2d world. Walk through the walls to the next platform through 2d features



8. A white star cloud is triggered by a kabi throw, which turns into a square cloud in the rear. All the clouds cannot be stood on for a long time so the player needs to jump to the next platform as soon as possible



9. There are two turtles watching the castle guard princess by stepping on the turtles three times on the head to kill them, Save the peach princess



Mario Level Map

Game 270 Rita su

