EMBERS OF OLYMPUS

Zone A: The Rarian Plain (Chapter 1 - "The Last Harvest") Technical & Level Design Document

1. EXECUTIVE SUMMARY & ZONE PARAMETERS

Parameter	Technical Value	Design Intent & Period Fidelity
Scene Identifier	`SCN_ZoneA_RarianPlain`	Primary Act 1 combat arena & tutorial zone.
Level Target	Level 1 to 8	Designed for 30–40 min initial play session.
Historical Window	447 BCE – 406 BCE	Periclean Attica during Peloponnesian War devastation.
Visual Palette	Grey-gold barley, limestone dry-walls	Mournful, intact, unharvested fields under storm sky.

2. KEY ENVIRONMENTAL LANDMARKS & LAYOUT BLUEPRINT

Zone A uses a structured U-shape path that enforces pacing while allowing tactical movement across agricultural terraces. Every landmark anchors specific gameplay tutorials and narrative beats.

1. The Eleusis Gate Threshold

The exit from the safe hub. Safe threshold with initial sightlines opening onto grey furrows. Introduces basic movement, UI, and atmospheric tone.

2. Triptolemos' Halos (Threshing Floor)

Circular packed-earth floor edged in flat stones. Hosts the first group fight, introduces Divine Shrines, and teaches pack control mechanics.

3. Herm of the Three Roads

Roadside crossroads featuring an Athenian herm pillar. Acts as the first major Waypoint and Hestia rest site before deep field engagement.

4. The Tymboi (Barrow-Line)

Burial mounds topped with grave stelai and white-ground lekythoi. High-density undead zone leading directly to the Chapter 1 miniboss arena.

3. ENVIRONMENTAL CONCEPT PERSPECTIVES



Angle A: High Isometric Overview (Terraces & Barrow-Line)



Angle B: Ground-Level Player View (Processional Road & Herm)

4. ENEMY TAXONOMY & ENCOUNTER MATRIX

Swarm Trash Physical | Neutral Irrigation ditches, granary edges (groups of 6–10). **Keres** Fast Skirmisher Umbral | Weak to Divine Open furrows, swooping over dry grain fields. **Unburied Hoplite** Shielded Melee Physical | Weak to Divine Phalanx clusters near roadside tumuli and graves. **Miniboss: Bouzyges** Pack-Leader / Raiser Umbral Scythe / Raise Cast Anchored at the apex of the Barrow-Line terrace.

4. STEP-BY-STEP UNITY IMPLEMENTATION WORKFLOW

Step 1: Terrain Formatting & Agricultural Terracing

Raise stepped terraces (3m height intervals) using Unity Terrain Tools. Apply dry-stone retaining wall prefabs (`PF_Attic_StoneWall_01`) along terrace edges. Mask ground with dark earth and dry barley stubble textures.

Step 2: Prop Placement & Landmark Dressing

Place the circular threshing floor (`PF_Halos_StoneCircle`) at coordinates (X:120, Z:340). Erect the Hermes Herm at the central crossroads and line the main road with olive trees (`PF_Olive_Gnarled_02`) and broken irrigation channels.

Step 3: Combat Trigger Zones & Miniboss Scripting

Attach `EncounterTrigger.cs` to the Threshing Floor perimeter to lock gates until 2 waves of Keres are cleared. Script `Bouzyges_AI.cs` at the Barrow-Line to trigger a telegraphed Umbral sweep and raise Unburied Hoplites at 50% HP.