



Figure 1: Screenshot of the Cave Multiplayer map from Uncharted 3: Drake's Deception

Level Design Document – Durga’s Judgment

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Document Revisions		
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1. Overview

Maps

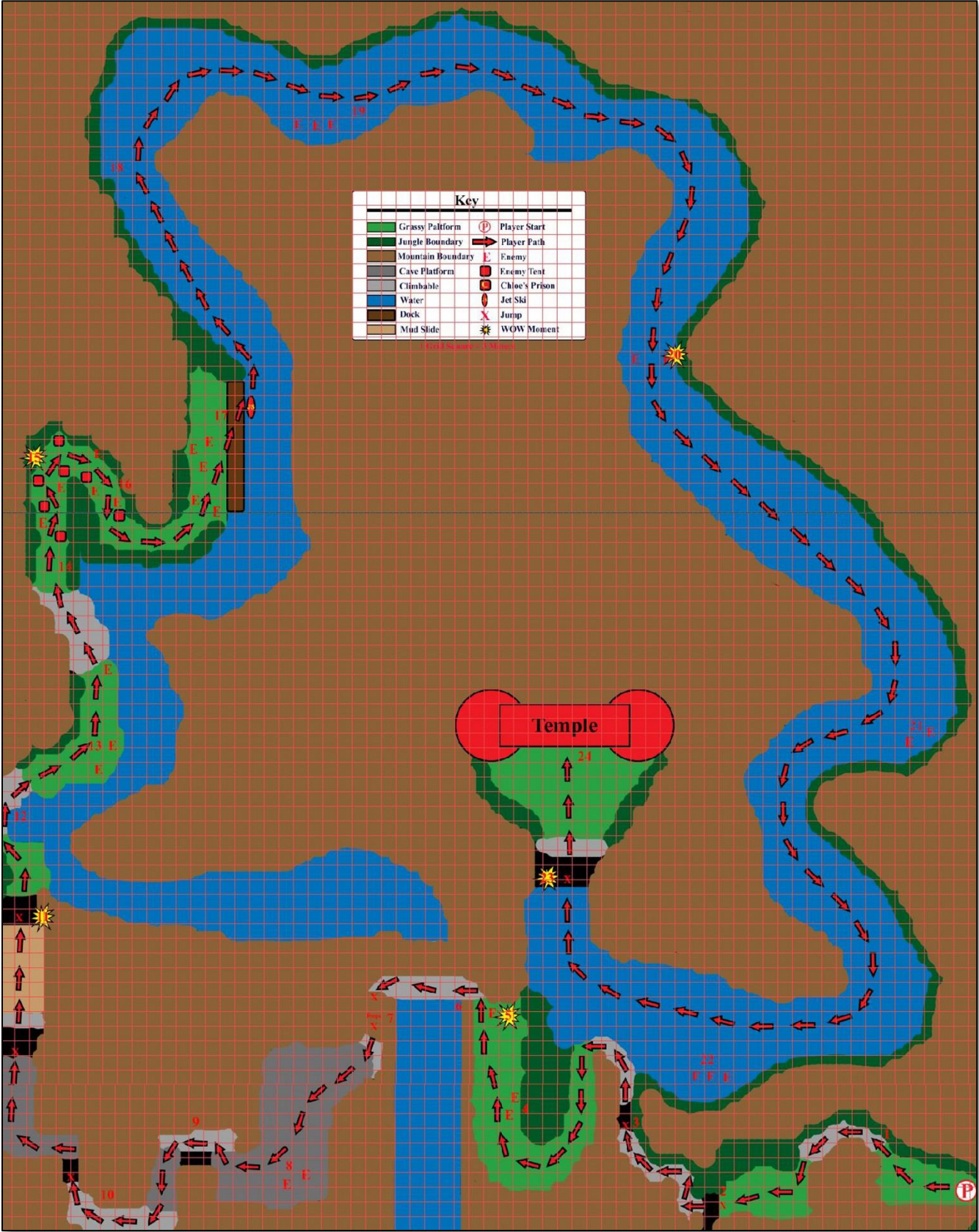
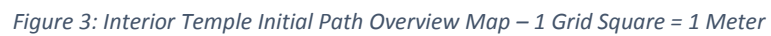


Figure 2: Mountains Overview Map – 1 Grid Square = 3 Meters



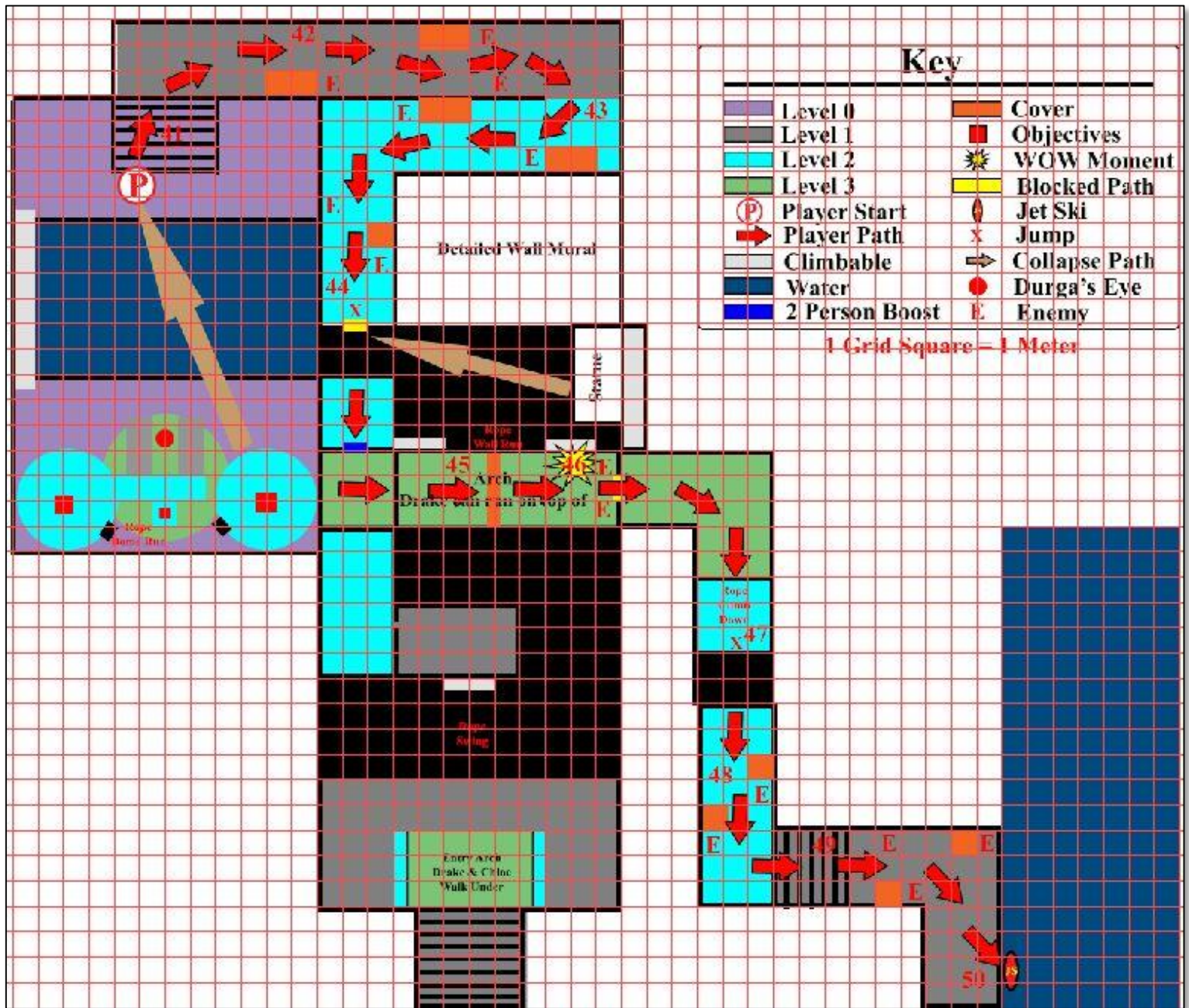


Figure 4: Interior Temple Return Path Overview Map – 1 Grid Square = 1 Meter

Objectives

- The overall objective for this level is to retrieve Durga's eye
 - Reach the enemy camp
 - Free Chloe
 - Get to the docks
 - Escape on a jet ski
 - Enter the temple
 - Find Durga's Eye
 - Solve the puzzle of the crystal temple
 - Escape the crumbling temple
 - Find a way out
 - Escape through the crumbling cave

Summary

Durga's Judgment is a single player level that serves as downloadable content (DLC) for Naughty Dog's *Uncharted 3: Drakes Deception*. In this hypothetical DLC, Nathan Drake has uncovered an ancient Cambodian legend that tells of an artifact, the Durga's Eye, which allowed its bearer to look into the future. Drake does not believe the supernatural aspects of the legend, but he believes very much in the fortune the Eye could bring him on the open market. With this goal in mind, he sets off into the mountains of Cambodia to discover Durga's Temple.

Unfortunately, Drake was unaware that there are other interested parties, and the race for the Eye is on.

Hook(s)

In the tradition of Uncharted, this level features several heart-stopping wow moments including:

- The monumental reveal of the temple
- Discovery and reunion with Chloe in the enemy camp
- Diving a jet ski under a collapsing rock triggered by a pursuing enemy on the river
- The collapsing mountain as players escape the crumbling temple

Gameplay highlights include:

- Exciting, edge of your seat, cliff side platforming
- Reunion with an old (more than) frenemy
- Interesting and challenging puzzle with platforming elements
- Intense jet ski combat and navigation

2. Gameplay

Level Progression

1. Nathan Drake begins the level on a small path snaking through the forested Dangrek Mountains near the border of Cambodia and Thailand. He negotiates the uneven landscape until he comes to cliff, which drops straight down to the forest below. To his left he finds a climbable surface in the rock. Drake climbs onto the rock and uses the makeshift handholds to work his way around the mountain to the next path.
2. Drake continues along the path until he comes to another sheer drop. On the other side of the drop, he sees what appears to be a series of handholds winding around the surface of the mountain. Nathan takes a running jump, grabs the climbable surface and carefully works his way around the mountain.
3. As Drake comes to the end of his climbable surface he looks over his shoulder, he sees another series of handholds in the mountainside behind him. Drake launches himself off the mountain turns in the air, reaches out, and grabs the surface behind him. Unfortunately, the stone only gives him purchase for a split second before it breaks away. He reaches out and grabs another handhold on his way. He lets out a sigh of relief as continues climbing around the mountain to the path on the other side.
4. Drake rounds the corner of the path and he sees two enemy soldiers taking a break by a stack of crates. After he watches them for a few seconds, one of the soldiers walks off while the other takes a seat on the crate. Drake sneaks up on the resting guard and performs a stealth kill. He takes the guard's AK-47 and sneaks up on the second, breaking his neck.
5. With both guards down Drake looks ahead and sees another guard smoking at the cliff's edge. Nathan sneaks up behind the guard and pushes him off the cliff. As the guard falls, Nathan looks up and he notices he can see the temple, his destination, directly in front of him. From this moment on, while they are outside, players will always be able to see the temple in the distance as they follow the path and work their way to the final objective. (WOW MOMENT)
6. Using the climbable mountain surface, Drake climbs over the river running flowing hundreds of yards below. As he reaches the halfway point, Drake hears the sound of crumbling rock coming from overhead. He looks up in time to see a massive boulder falling his way. Drake jumps and catches the next handhold as the boulder just barely misses his head. He watches the boulder fall all the way down and splash harmlessly in the river below, emphasizing just how high he is.
7. Drake reaches the other side of the river, but sees another large expanse separating him from his next handhold. Thankfully, there is a vine hanging down from a shattered tree between them. Nathan jumps off the side of the mountain, grabs a hold of the vine, swings a short way, jumps from the vine and grabs the next series of handholds. Drake uses the climbable surface to make his way behind a waterfall and up into a cave passage that cuts through the mountains.

8. As Drake moves through the cave, he hears the echo of enemy voices as they patrol the area. Nathan uses the natural formations of the cave as cover along with the high ground to get a jump on the enemy soldiers and quickly eliminates them.
9. Nathan continues through the cave until he comes to the remnants of a broken bridge that once connected the two sides of the path. Built into the side walls are roughhewn stones, which Nathan uses to cross to the other side.
10. Drake continues around to another outcropping of a dilapidated shrine. Nathan uses the shattered structure of the shrine to climb around until the next path is within jumping distance. Using his legs, Drake launches himself off the cave wall to the path on the far side.
11. Nathan continues through the cave, jumps another pit, and grabs the climbable surface on the other side, he pulls himself up to the top of the surface, and just as he starts to pull himself over it collapses and Drake finds himself on a mudslide. Panicking, Drake slides down the surface until he reaches a sudden drop. Nathan jumps at the last minute launching himself out of the cave and onto the next exterior path. Out of breath and terrified for his life, Drake looks up, and spies the temple, reorienting himself with his new position. (WOW MOMENT)
12. Drake continues to follow the path to another set of handholds that lead around the surface of the mountain and up to another path about three meters higher.
13. As Nathan climbs up to the higher path, he spots two more soldiers having a conversation. Drake fires, killing one while the other jumps behind cover. Another bullet whizzes over Nathan's head and he turns to see a third guard trying to flank him. Drake sprays gunfire at the third guard and takes cover of his own. Drake makes his way around the environment from cover to cover, exchanging fire with the enemies until he is able to eliminate all of them. He then moves forward to the mountain face, which has a rope dangling from the path above. Nathan uses the rope to climb up to the next path.
14. Drake pulls himself up and sneaks forward to the edge of a cliff overlooking the enemy camp below. He pulls out his binoculars, sees Chloe Frazer, under guard and hands bound, led into one of the enemy tents. "Chloe,... What kind of trouble have you gotten yourself into this time?" Nathan asks under his breath as he puts away the binoculars. As carefully as possible, Nathan sneaks his way into the camp, eliminating guards, until he reaches Chloe's tent.
15. As Nathan enters the tent, out of nowhere, a fist socks him in the jaw. "Nathan? What are you doing here?" A feminine Australian voice asks. Drake rubs his jaw in pain as he looks up at his friend Chloe, "Funny. I was about to ask you the same thing. But without the fisticuffs." Nathan's eyes drop to the bottom of the tent where he sees Chloe has already taken out her guards. "Nice to see you can still throw a punch." "Nice to see you can still take one." Chloe bites back. "Ha, ha,... very funny..." Drake replies. During the course of the conversation, Chloe reveals she is here for Durga's Eye as well. She allowed the enemies to capture her for the free airfare to the temple. Drake and Chloe argue over whether it is a rescue or an escape, the start of an argument that will span the remainder of the level. (WOW MOMENT)
16. Chloe and Drake fight their way out of the enemy camp.
17. They make their way down to the docks where they still a jet ski and speed down the river as they make their escape.
18. As Chloe and Drake take the first bend in the river, they weave in and out of the ruined remains of an ancient temple that once existed in the area.
19. Nathan and Chloe spot three enemies, also on jet skis, waiting for them in a natural alcove along the river. As they speed by the enemies take pursuit. Drake and Chloe use a combination of firearms and weaving in and out of the environment to eliminate the enemies in pursuit.
20. As Drake comes across another destroyed section of the temple, he sees a massive stone wall blocking his path and two enemies soldiers standing on the wall with AK-47's firing on him. Nathan heads for the wall at top speed, using the waves coming from the river, Nathan jumps over the wall. As the enemies try to track him with their fire, they cross, killing each other as Drake and Chloe land on the other side. (WOW MOMENT)
21. Nathan and Chloe pick up two more enemy pursuers. Chloe tells Drake to get close to one of them. When he does, she jumps from their jet ski to the enemy's. She takes him out and steals his jet ski. Drake fires on the other enemy's Jet Ski, blowing him up.
22. Three more pursuers take off after Drake and Chloe who battle them all the way to the waterfall at the end of the river.
23. As Drake and Chloe go over the waterfall, they jump from their Jet Skis, reach out, and grab the climbable surface while the enemies chasing them and their Jet Skis fall down into the abyss below. (WOW MOMENT)
24. Nathan and Chloe climb up to the mountain path and then enter the temple.
25. Drake and Chloe walk into the temple and encounter a pit directly before them. They jump out, grab the rope and use that to swing to the climbable surface on the other side. They then pull themselves up onto the platform.
26. They go to the next platform, which is too high for either to reach on their own. Drake gives Chloe a boot and lifts her to the higher platform. She then reaches down and helps Nathan up.
27. They do the same team boost move to reach the top of the arch.
28. As the pair climb down the other side of the arch they see the entrance on the far side of the pit is sealed shut. They will need to find another way around.

29. Nathan looks to his right and spies a statue. He climbs out along the arch and then uses a rope hanging down from the middle of the arch to wall run to the handholds on the far side of the arch.
30. Nathan uses the climbable surface to get behind the statue, and then using leverage, he pushes out from the wall, toppling the statue over. Nathan scrambles to the top of the statue, which slams into the wall on the far side, breaking open the path. "Nate, HERE!" Chloe yells, with her hand outstretched. Nathan leaps off the statue and grabs Chloe's hand. She lifts him to the safety of the platform. (WOW MOMENT)
31. Drake and Chloe jump across the pit and enter the now open path.
32. Nathan and Chloe make their way through the back catacombs of the temple.
33. They emerge, cross down some stairs and find themselves in a larger open chamber. On the far side of the chamber, separated by an expanse of water, they see a beautiful crystal shrine at the heart of which is the Durga's Eye. Nathan moves forward to jump in the water and swim across, but Chloe who explains she is afraid of water stops him. Drake teases her, and she teases him back about his fear of clowns (see *Uncharted 2: Among Thieves*).
34. Drake finds a climbable surface along the side of the chamber and he and Chloe climb their way to the crystal temple on the other side.
35. As they enter the temple, Drake and Chloe realize they cannot reach the Eye, which is encased in crystal.
36. They climb up the stairs in the back of the temple and up onto a platform with a bowl of water. Chloe walks up to the bowl, runs her finger along the rim and the entire palace reverberates with a powerful tone. They discuss the possibility of shattering the whole temple if they are able to match the tone. Drake looks over and sees each of the crystals spires on either side of the main spire holds a similar bowl at their centers. Using the crystal bridge, Drake can reach the spire on the left side, but the bridge leading to the spire on the right is broken.
37. Drake moves to the spire on the left, using a mechanism in the spire, he is able to raise and lower the platform he is standing on, which lets in more or less water. He can then move to the center and test the tone to see if it matches Chloe's tone. Once he is satisfied, he uses his gun to shoot out the crystal at the back of the spire, jump out, grab the rope hanging from the central spire, and use it to wall run to the other side where he shoots out the crystal there and dives through onto the other platform. Using this same trick, players can move back and forth throughout the solving of the puzzle to make sure the tones match. (WOW MOMENTS)
38. Orchestrating his efforts with Chloe in the center, Drake gets all three matching tones going at once, which starts to shatter the temple.
39. As the crystal temple starts to shake apart, it begins to collapse, taking the stone temple down with it. Drake rides the spires as it falls to the other side of the water, shattering and dumping him on the ground. (WOW MOMENT)
40. Drake looks up and sees Chloe struggling as she swims out in the water. Nathan dives in, swims out to her and helps her to shore. He asks her if she has the Eye. She pulls it from her bag and shows him. He says, "Good. Now let's get out of here before we're buried down here."
41. Drake and Chloe charge up the stairs as the temple crumbles down around their ears.
42. They enter the back corridor where they find that the soldiers have found them. Using cover, they eliminate the threat.
43. Just as Nathan turns the corner, an enemy who he quickly takes out with a melee attack ambushes him. Drake and Chloe continue to battle their way out of the tight confines of the corridor.
44. Nathan and Chloe jump from the passage out to the platform and the boost each other up on to the top of the arch.
45. To their left on the other end of the arch are two enemies firing at them. There is now a hole in the wall, which they have opened up with explosives. Drake and Chloe use the crouching cover at the top of the center of the arch and take out the two men.
46. They vault over the cover and run for the opening. Drake makes it, but before Chloe can join him a piece of the ceiling falls down, crashing into the arch and destroying the path. Nathan turns to look for Chloe and finds that the leader of the army is holding her hostage. Drake calls her name. Chloe, reaches into her bag, pulls out the Eye and throws it to him. Chloe tells him to run. Drake tells her that he is not going to leave her. She yells at him, "You bastard! I can take care of myself!" More of the temple begins to cave in on them. Drake calls back to her, "I'm coming back for you!" She yells back, "You had better not!" the roof falls in just as Drake enters the passage. (WOW MOMENT)
47. Nathan moves through the dark passage and jumps across a pit.
48. He engages two enemies and eliminates them.
49. He runs down the stairs and fights the last enemies in the level.
50. Drake jumps on the Jet Ski and powers off, ending the level.

Area # 1 Mountain Path, Cave & River

Area Description

1. The Player begins on a forested mountain pass in Cambodia. This section has a heavy emphasis on platforming, in particular climbing and environment traversal. They encounter a few enemies in this first section, which can be dealt with either through stealth or more aggressive combat.
2. The second section is a series of interior caves that combines standard jumping platforming with environmental climbing. A short enemy engagement takes place in here, but the player has the high ground and the advantage. The section culminates in a mudslide from which players must time their jump.
3. The third section is the enemy camp. The camp is temporary and set up with a series of tents. The enemies have stockpiles of ammunition everywhere. Drake must work his way to the tent where the enemies are holding Chloe, and then the pair must fight their way out.
4. In the fourth section, Drake and Chloe steal a Jet Ski and ride it through the river as they combat multiple enemies in pursuit. The pair weaves their way in and out of the remains of ancient ruins that have sunk into the river as it has expanded over time.

Requirements

- The player starts with Nathan Drake's standard 9mm pistol
- Dialogue when Drake sees the enemy patrols for the first time
- Dialogue for the first reveal of the temple in the distance
- Situational dialogue as Drake talks to himself through the level
- Dialogue when Drake discovers Chloe is being held in the enemy camp
- Cut scene as Drake enters the tent to rescue Chloe
- Dialogue as Drake and Chloe escape

Area # 2 Temple Interior

Area Description

1. Chloe and Drake make their way through the beautiful, but ancient ruined Cambodian temple. The section is platforming with an emphasis on jumping, climbing, swinging and wall running with the use of ropes.
2. The second section of the level is a puzzle chamber with the Crystal Temple. The player must solve the puzzle through the manipulation of a mechanism to rise and lower the water levels in the two side spires, and then use the bowls to match the resonance tone of the crystal. In order for the player to get both their bowls harmonizing at the same time as Chloe they will also need to perform some platforming through the use of a rope assisted wall run along the back of the central spire in order to switch from one spire to the other.
3. Chloe and Drake attempt to escape from the temple as it collapses down around them. On their way out, they must battle multiple enemies through cover-based shooting. They must also use a combination of platforming skills including running, jumping, climbing, and cover vaulting.

Requirements

- Extensive dialogue between Chloe and Drake as they work their way through the temple
- Chloe and Drake have an ongoing argument over whether he rescued her or she escaped
- Dialogue about how dangerous Drake's statue topple move is
- Dialogue upon the reveal of the crystal temple
- Dialogue about the reveal that Chloe cannot swim; Drake teases her, and Chloe teases back about his fear of clowns
- Cut scene of Drake fishing Chloe out of the water
- Cut scene where Chloe is taken hostage and tosses the Eye to Drake for him to make his escape

3. Aesthetics

General Thematic Elements

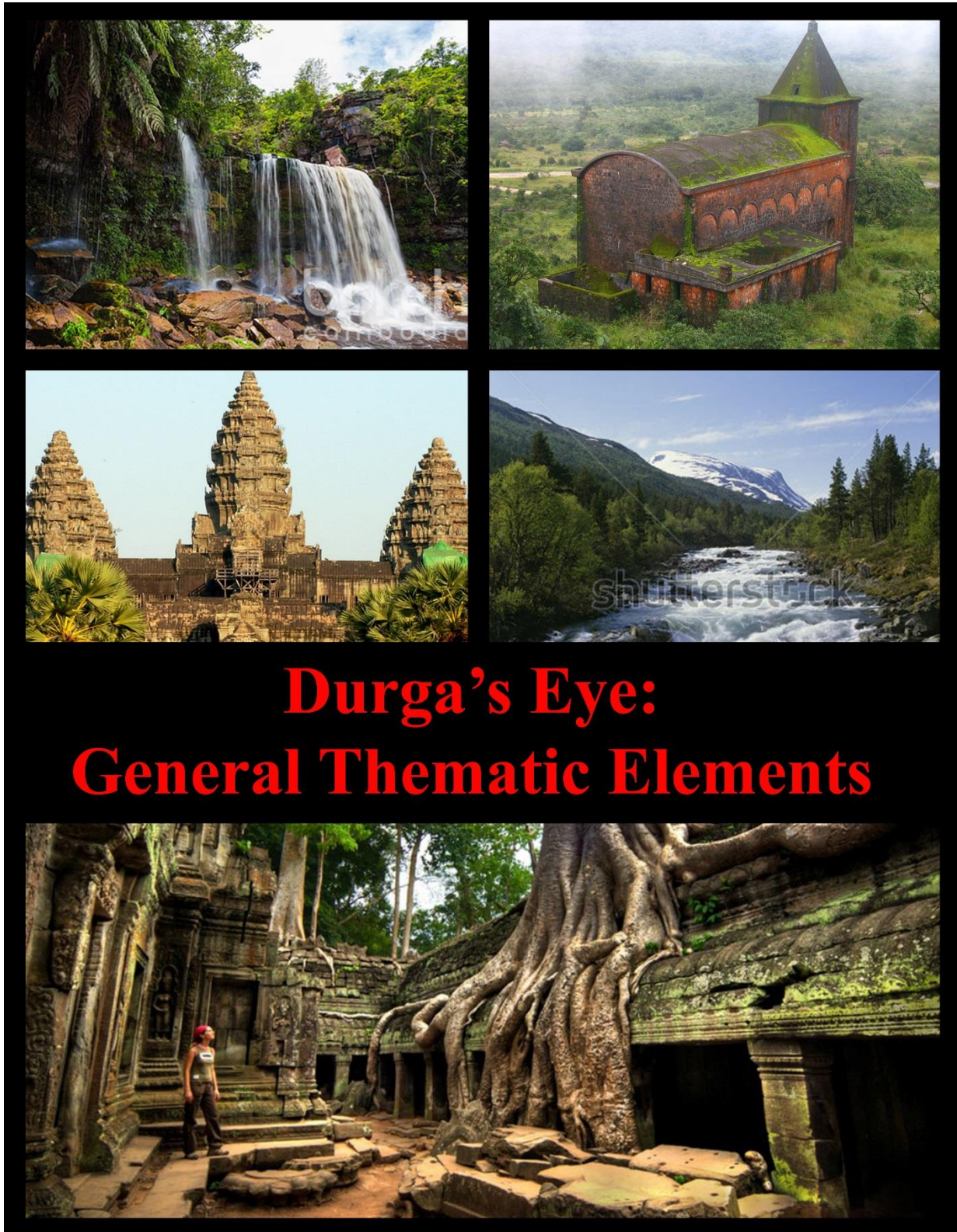


Figure 5:Durga's Eye General Thematic Elements

Area # 1 – Mountainous Path, Cave, & River

Special Thematic Elements



Mountain Path Special Thematic Elements



Figure 6: Mountain Path Special Thematic Elements

Lighting



Figure 7: Mountain Path Lighting

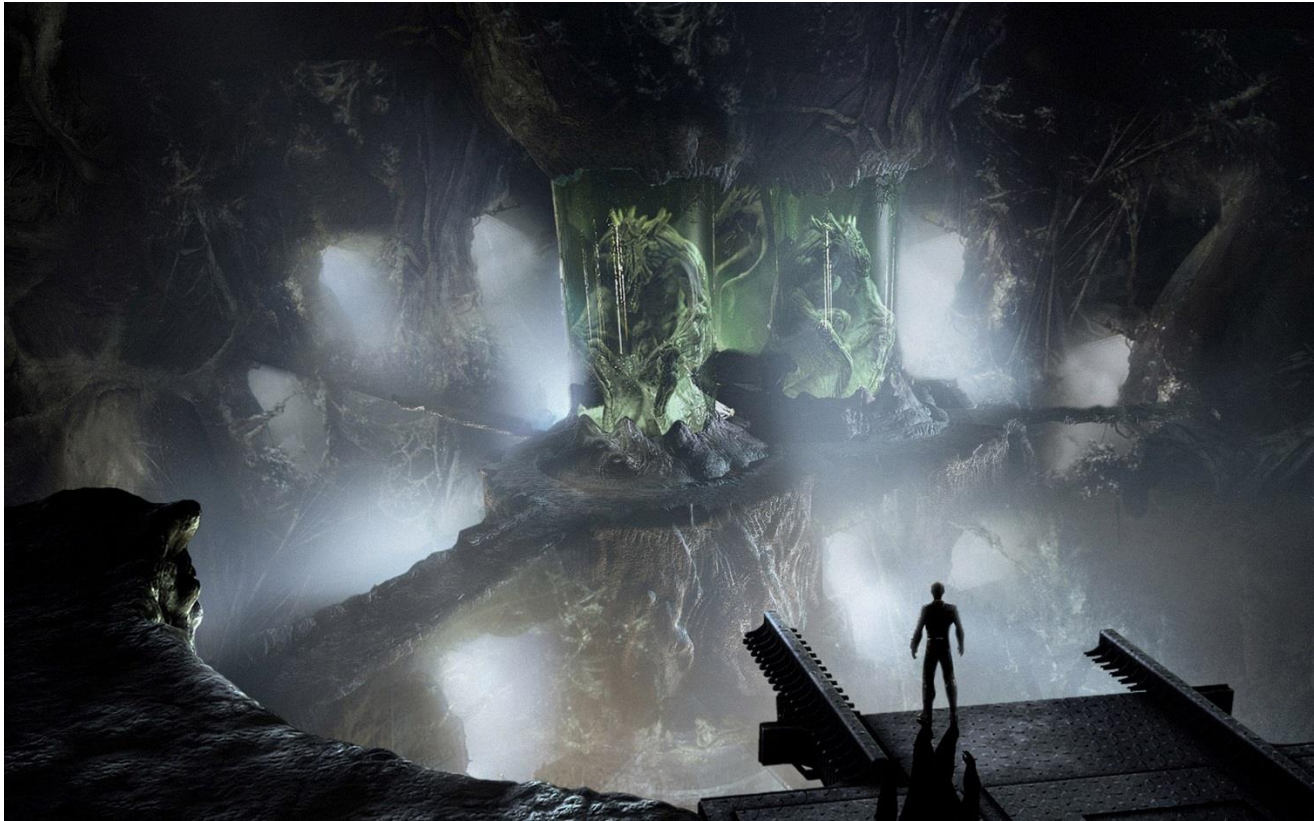


Figure 8: Cave Lighting

Visual References

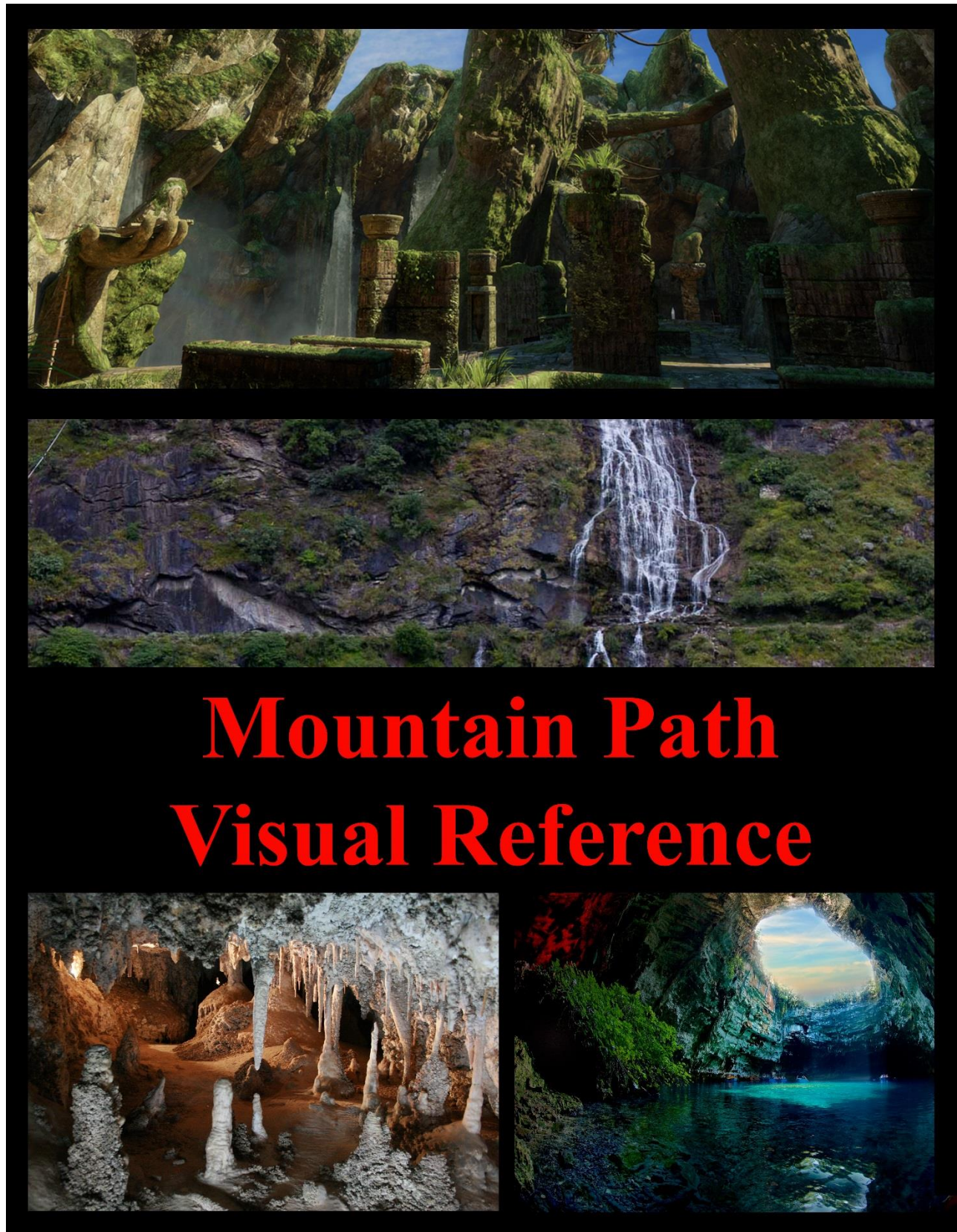


Figure 9: Mountain Path Visual Reference

1. Top – Ruins along the Mountain Path (Static Meshes & Textures)
2. Middle – Mountain Path cut into the cliffs (Foliage, Path next to sheer drop)
3. Bottom Left – Cave Path (Static Meshes & Textures)
4. Bottom Right – Cave Path Colors (Foliage, Static Meshes & Texture)

Area # 2 – Ancient Temple

Special Thematic Elements



Temple Special Thematic Elements



Figure 10: Temple Special Thematic Elements

Lighting



Figure 11: Interior Temple Lighting



Figure 12: Temple Water Chamber Lighting

Visual References



Figure 13: Temple Visual References

1. Top – Engravings for the interior temple wall (Static Meshes & Textures)
2. Bottom Left – Engraved Cambodian Temple Arch (Static Meshes & Texture)
3. Bottom Middle – The Transparent Look of the Crystal Temple (Static Meshes & Textures)
4. Bottom Right – Interior Temple Platforms (Foliage, Static Meshes & Texture)

References

1. Figure 1: Screenshot of the Cave Multiplayer map from Uncharted 3: Drake's Deception - http://img2.wikia.nocookie.net/_cb20111215161435/unchartedpedia/es/images/4/46/Cave.png
2. Figure 5: Durga's Eye General Thematic Elements –
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 - Bottom – <http://www.amazingplacesonearth.com/wp-content/uploads/2012/11/Ta-Prohm-temple-Cambodia.jpg>
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 - Bottom Right – http://iliketowastemytime.com/sites/default/files/mellisani_cave_greece2.jpg
7. Figure 10: Temple Special Thematic Elements–
 - Top – <http://www.bible.ca/tracks/tracks-cambodia-temple-with-don.jpg>
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8. Figure 11: Interior Temple Lighting - <http://guides.gamepressure.com/tombraider2013/gfx/word/969343015.jpg>
9. Figure 12: Temple Water Chamber Lighting - <http://www.lovethepics.com/wp-content/uploads/2014/04/Birds-sunlight-and-a-temple-inside-Batu-Caves-in-Malaysia.jpg>
10. Figure 13: Temple Visual References–
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