

Level Arenas

* - indicates stretch goal

ARENAS NEED VIP AREAS/ANNOUNCER BOXES

Normal Arena

- Rectangle with rounded edges for base
- Raising and lowering platforms
- Like “The Box” from Clone Wars

Earth Arena

- Theme: Steam Punk Rock Site “Vertical movement”



alamy stock photo

W5YHJJ
www.alamy.com

- Grooves in the rock
- Some bland steampunk machinery props*
- Hole in the ground, each layer gives a new rock type

Fire Arena

- Theme: Hell Steampunk “avoiding hazards”
- River of Fire

- Blocks around the arena lowered for river, then in the middle too...like a pokeball

Ice Arena

- Theme: Ice
- Frozen River
- Designated path (black ops 2 origins style)
- Ice shards on the walls
- Ice slippery path for the non designated areas
- Designated area has all the grip and traction

Lightning Arena “running fast”

- Theme: Lighting Strikes
- Warning sparks to signal where the lightning strike is gonna happen
- Lightning towers
 - Lightning strikes track the player
 - After lock on it will stay in the last known place of the player before striking that location 2-3 seconds later to avoid punishing the player

Boss Arena*

- Plain field
- Platforms are set
- Alternating floor levels

* Might not happen this semester

Common Arena Components:

- Raisable Platforms
- Hazard Platforms (Maybe?)
 - Immune if proper elemental feet spell equipped
 - Example: Slippery ice that is normal if ice spell equipped to feet

Hub (Prison) Area



- Loaded Separately
- Prison Area Dome Area
 - https://docs.google.com/presentation/d/14VArB7kd4akj3gMBuOOxTyin9efTk3hRt0OXs-e-AEQ/edit#slide=id.g98b1472157_1_35
 - Your own prison cell (3rd floor)
 - Be able to look at the arena from the prison floor
 - Shop Area - The Open “dome area” (1st floor)
 - Guard Hands out Spells, chakras
 - Cafeteria (If the game breaks down we can break this from the main hub area) (1st floor)
 - Hospital Ward(1st floor)
 - Main office for warden/rec area for guards (2nd floor)
 - Sealed off area to get to generator in the basement (To get to the generator you got to get through the warden/rec area)
 - Entrance to the Arena (first floor)
 - Needs to be a spectacle aka GRAND ENTRANCE
 - Guard Stands next to door to tell you what you’re fighting
 - Spot on the ground level that’s inaccessible that will contain all of the monsters used in the area aka monster storage area (first level)

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<https://www.courtlistener.com/opinion/2094563/city-of-aurora-v-navar/>