

## Location system

Makes sure that the player can navigate the world and is celebrated when discovering new sites through visuals, sound, and an interactive map.

### Summary

This feature includes:

- A map in the player menu UI
- Locations being added as they are discovered by the player
- Visuals and sound for positive feedback as the player discover a location
- XP for locations

The purpose of this feature is to

- 1) let the player know and give them positive reinforcement when they discover a new location,
- 2) make them feel a sense of achievement and exploration as they add more locations to their map, and
- 3) a sense of space-making and orientation in the world.

### Detailed Design

#### Map

There will be a map tab in the player menu UI. As the player discovers locations, parts of the map are added. In such cases a new location is part of a section of the map the player has already revealed, the location is added to the already known part.

#### Location discovery & implementation design directions

Locations in the world should be visually identifiable so that the players are enticed to explore, for example by height differences (landmarks), signs, color variations, paths, etc. Ideally, something visual draws the eye of the player towards areas of interest.

The collision that triggers a location to be discovered needs to be big enough to show the player that a location of interest is nearby, triggering the audio-visual feedback of location discovery, and motivating the player to pay extra attention in the area.

Once the player is at this distance, world design should guide the player to any specific points of interest, for example an entrance, an activity, or landmark -- the reason why the location has been made a discoverable location.

Example: A cave entrance is a location, which a player can enter, explore, and loot.

**Bad: The location is only revealed when the player stands in front of the entrance and can clearly see it.**

**Good: When the player is within an X radius of the entrance, audio-visual feedback is played to let them know a point of interest is nearby. Beaten paths and a sign shows a few options to reach the actual entrance, guiding the player on the final stretch.**

A location could be discoverable to provide balance to travelling, especially for late game/fast travel. These locations need to have add-value such as activities, shops, vistas, even if they lack key progression.

### Audiovisuals

When discovering a location, the player will be celebrated through visuals on the screen in the form of text/UI and audio with positive input. This to make sure that

- 1) players have a positive experience of discovery and
- 2) it's noticeable that something has changed in the game.

### XP for discovery

When discovering a location, the player gains XP. This adds additional positive feedback to discovering locations and rewards players who enjoy *or* struggle with exploration.

### **Impacted/related systems**

<b>Quest System</b>	Locations need to be checked if part of a quest.
<b>XP/Levelling</b>	Receiving XP when discovering a location.
<b>Fast Travel</b>	When the player is able to fast travel the locations can be travelled to.

### **Design Risks**

Accessibility concerns for audio-visual feedback: The visual feedback needs to be strong enough on its own so hearing impaired individuals do not get a lesser experience. As always, visuals need to consider color blindness and visually impaired individuals by providing high contrast and appropriate pacing.

Revealing the map vs Always showing full map: If the map is revealed in chunks, and a location is close enough to another so that it does not reveal a new section of the map it could make the player think there is nothing new to explore in that area, leading the player to miss out on content.

“Content” at locations: The player might be conditioned to think that there is always a crucial event near a discovered location. If a location is added simply to balance out the distance between locations for fast travel reasons, this could frustrate the player as they might look for something crucial but won't be able to find it.

*Potential solution: Types of areas (“Recreational grounds”, “Village”, “NPCs Home”)*