

Blue Fire: Grimm's Rage LDD

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A detailed design document for the custom *Blue Fire* level, "Grimm's Rage."

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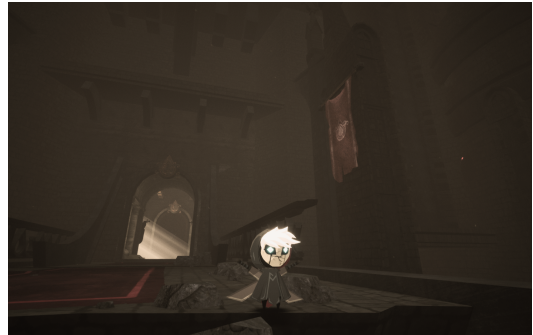
Goals

- Emphasize Wave Spawners in platforming challenges
- Use combat as a tension break from platforming challenges
- Don't require any spirits for platforming challenges

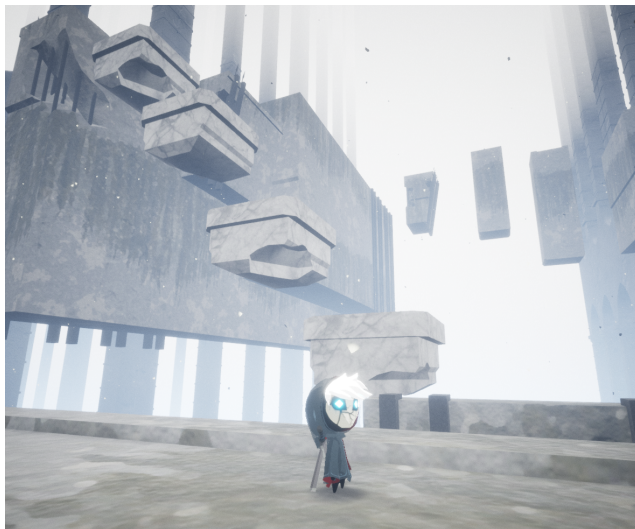
What is *Blue Fire*?

Blue Fire is a soulslike 3D platformer about exploring the remains of an abandoned kingdom. Throughout the player's journey, they'll encounter various platforming challenges, fight powerful enemies, and unlock new powers to help them progress.

In order to tackle the various obstacles, the player will be given multiple abilities. These include running, jumping, dashing (which can be used on the ground or in the air), a double jump, wall running (consumes a stamina bar that refills when not wall running), and short-ranged attacking with their swords. There are also what are known as "Spirits," which are collectables that can be equipped to or removed from the player to enhance their abilities. A maximum of nine can be equipped at once.



The Void



Across the world of *Blue Fire*, the player will encounter what are called "Void Entrances." These are small objects that transport the player to an alternate realm known as "The Void." Each one entered will present a standalone level where the player will be asked to complete a task via various platforming challenges. This goal can either be reaching a specific point in the level, collecting the souls of former residents, or both.

More often than not, *The Void* is an area surrounded by white light with next to nothing in the distance. As far as the architecture that the player can interact with, most structures are decaying ruins made of stone and metal. Many of these structures will resemble pieces of an old castle or stronghold that was previously used during a war, and may also sport spears attached to the edges of them. Usually, these ruins will also be surrounded by long stretches of archways.

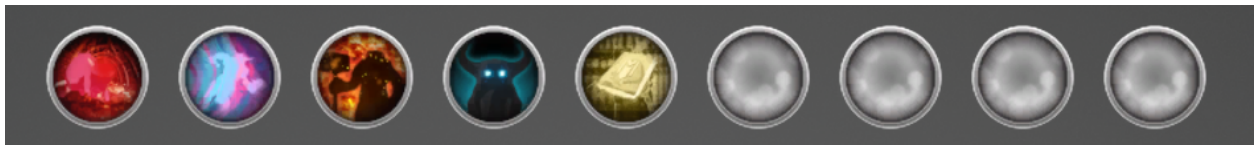
Grimm's Rage

This level was made in and can be played using the [Blue Fire: Void Maker](#). The objective is to make it from one side of the level to the other while overcoming the platforming obstacles. And while it isn't required, the player can also have the optional goal of defeating all the present enemies.

Spirits

For *Grimm's Rage*, the player will be given five spirits focused on enhancing their attacks. Combat is a major aspect of *Blue Fire*, and we want to make sure that aspect is still present in this level. At the same time though, we want this level to be more focused on the platforming challenges, which is why we give them these spirits. This way, the player can still have combat, but can handle it more easily and put more of their focus on platforming. The five spirits that we give the player are:

- **Aerial Rat:** Increase sword damage while attacking in air
- **Angry Ambusher:** Improves attack speed
- **Hammer Himu:** Increase attack range
- **Moi The Dreadful:** Increase spin attack height
- **Possessed Book:** Performing a spin attack after a dash increases the spin attack's height






Difficulty

As *Grimm's Rage* is designed to use unlocked abilities that appear later in *Blue Fire*, this level is more intended for experienced players who have been able to unlock the required abilities. They've also ideally spent a moderate amount of time playing and mastering the game, and have developed stronger platforming skills as a result of their gameplay.

Level Design

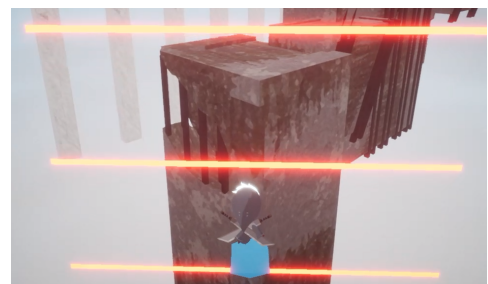
Key Elements

Within *Grimm's Rage*, there will be a few interactables and hazards/enemies that the player will encounter;

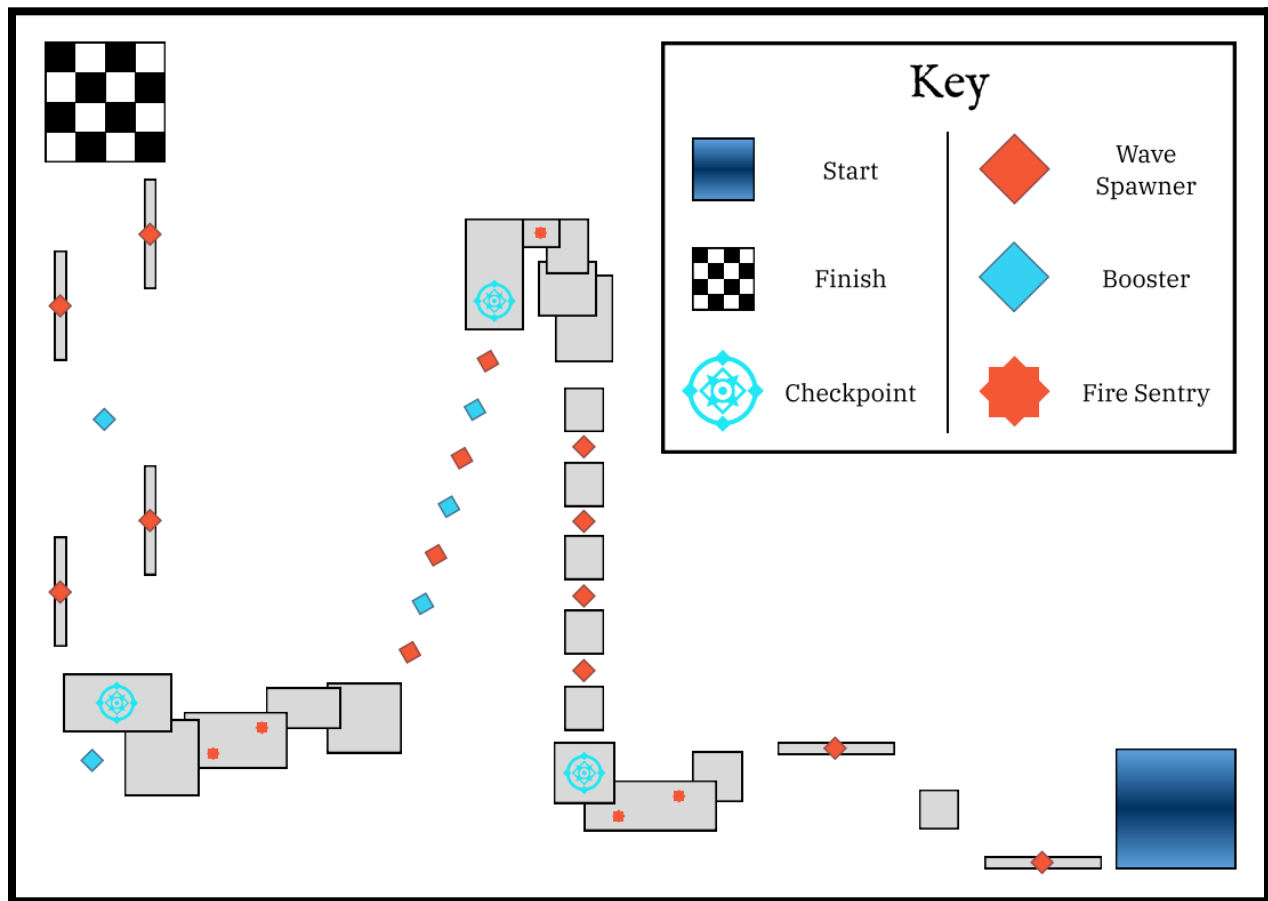
	Image	Description
Booster		Touching these will allow the player to use their jumps and dashes in the air again without needing to touch the ground.
Wave Spawner		Fire hazardous red bars in an assigned direction that will damage the player.
Fire Sentry		Explodes when in range of the player. Can be defeated by attacking and reducing its health.

Platforming Challenges

Grimm's Rage is broken up into four different sections, each of which is focused on a platforming challenge using the Wave Spawners. This will be divided into either jumping between waves as they're spawned, or running across a wall as waves move down them. Following each section will be a small area of basic platforming. This is included for two reasons; first as a tension break before the next more challenging section, and secondly as a place to find Fire Sentries and engage in combat. There will also be a checkpoint just before the next platforming section, where the player will respawn if they fall off a platform. As the player progresses, these challenges will become more difficult, primarily through the use of Boosters while navigating the Wave Spawners. Once all challenges are completed, the player can make their way to the goal.



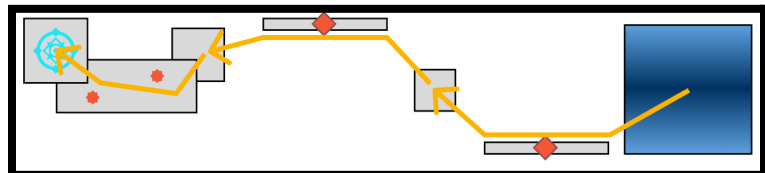
Layout



Golden Path

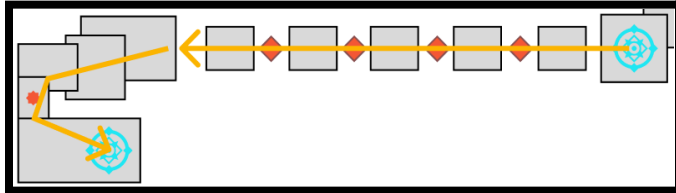
Section 1: Basic Wall-Running

The player begins *Grimm's Rage* pointed towards a pathway of one platform and two walls with Wave Spawners positioned at the top of them. These will spawn waves downwards at set intervals, which will challenge the player to wall run in between two waves without getting hit. Once they pass the first one, there will be a platform for them to recharge their jumps and dashes before running across the next one, and reaching the first basic platforming section. Once here, they'll encounter two Fire Sentries to defeat before reaching the first checkpoint.



Section 2: Basic Timed-Jumps

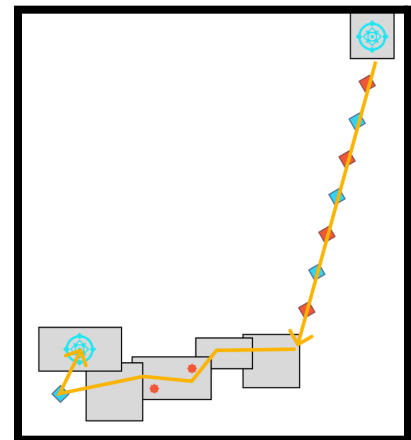
The next section will be a series of platforms with Wave Spawners positioned high above them. Here, the player's goal will be to dive through the gaps between waves in order to reach the next platform safely. As they go through each gap, the next Wave Spawner will have smaller



gaps between the bars. Once each platform has been reached, there will be another simple platforming section with a Fire Sentry before the next checkpoint can be reached.

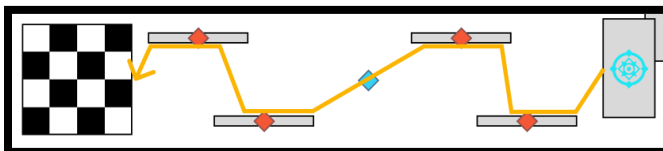
Section 3: Advanced Timed-Jumps

Similar to the previous section, this challenge replaces the platforms with Boosters. It will be up to the player to successfully jump through the gaps between waves, but without the safety net of platforms. Instead, they will be challenged to hit each booster as they jump through the gaps as a means to have enough jumps and dashes to make it from the checkpoint to the next basic platforming section. Here, there will be more Fire Sentries to defeat, but also another booster that will take the player up to the final checkpoint.



Section 4: Advanced Wall Running

The final section will return to wall-running challenges, but will have two instead of four this time. The player will try to use their limited jumps and dashes to first go between two walls with Wave Spawners on top of them, and reach the Booster in the middle of the section. From here,



they will repeat this process until they successfully reach the goal at the end of the next two walls.