GAME 370 - Milestone One

Project: Ashen Vale
Team Members: Georgi Tsvetanski, Xavier M., Jason, Miguel Santiesteban

For this milestone, our team created all new cells for *Ashen Vale* rather than modifying any existing Fallout 4 spaces, ensuring full compatibility and avoiding in-game conflicts. The levels is are built as a standalone modules to prevent overlap with base game content. In future iterations, we plan to replace placeholder models with custom meshes created in Blender and imported through NifSkope and the Creation Kit. These assets will primarily be used for the temple's walls, floors, and environmental structures to achieve a distinct visual identity separate from existing Fallout architecture.

Hall of Idols

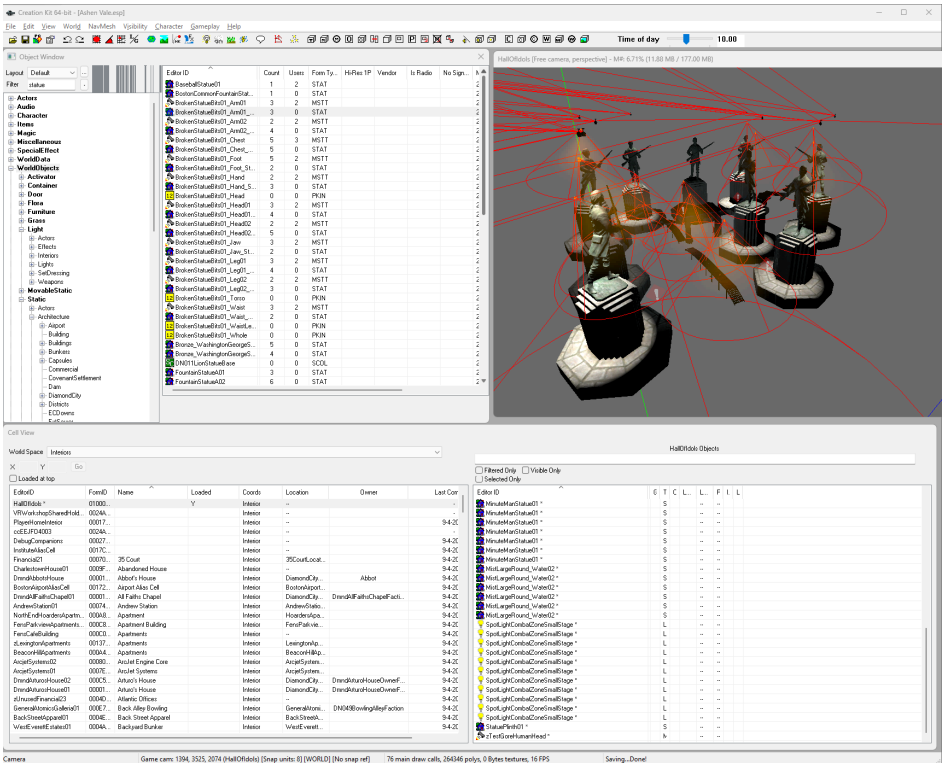
Purpose: First major puzzle chamber.

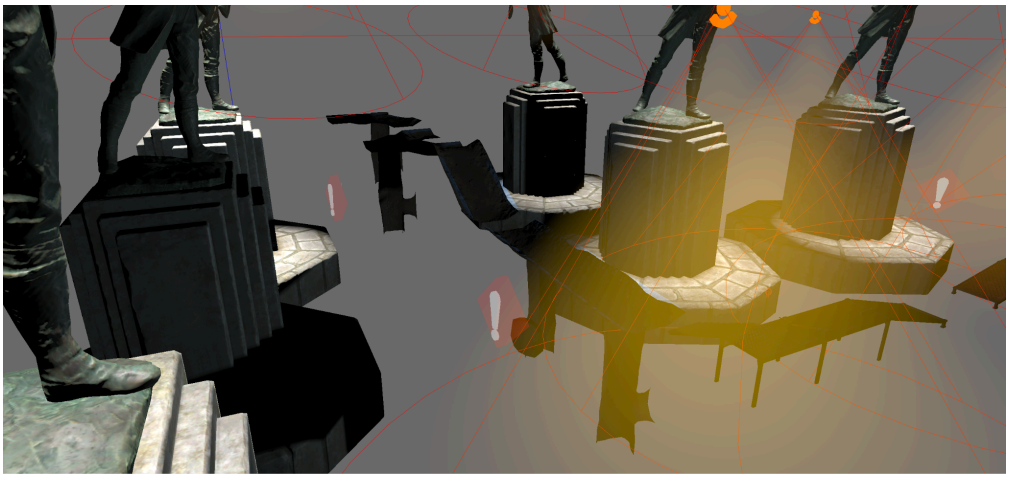
Gameplay: Rotating statue puzzle that teaches the temple's rules.

Mood: Quiet, statue hall with eerie ambient sounds. (wip)

Design Leads: Georgi

Objective: Solve the puzzle to unlock the next corridor, parkour.





After solving the Hall of Idols puzzle, the player unlocks a hidden stairway leading into the Sun Chamber's radiant core.

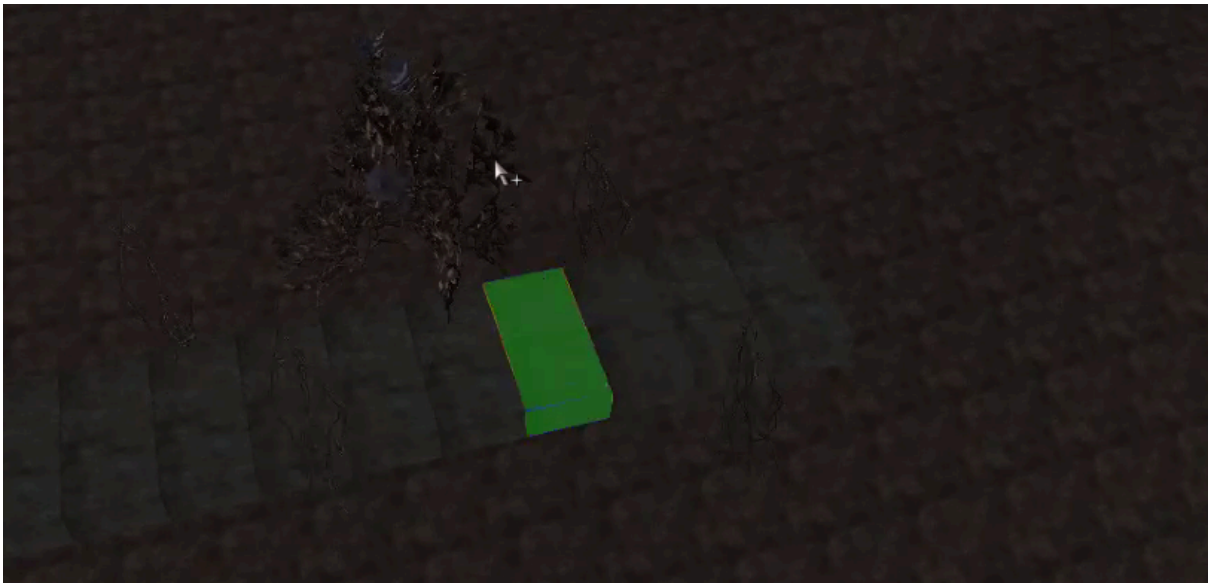
Event: Upon picking up the idol, the atmosphere shifts dramatically—the ambient music changes to a tense, percussive score as distant rumbles, collapsing stone, and explosive echoes fill the chamber. A piercing screech signals the awakening of the curse, marking the start of the player's escape sequence.

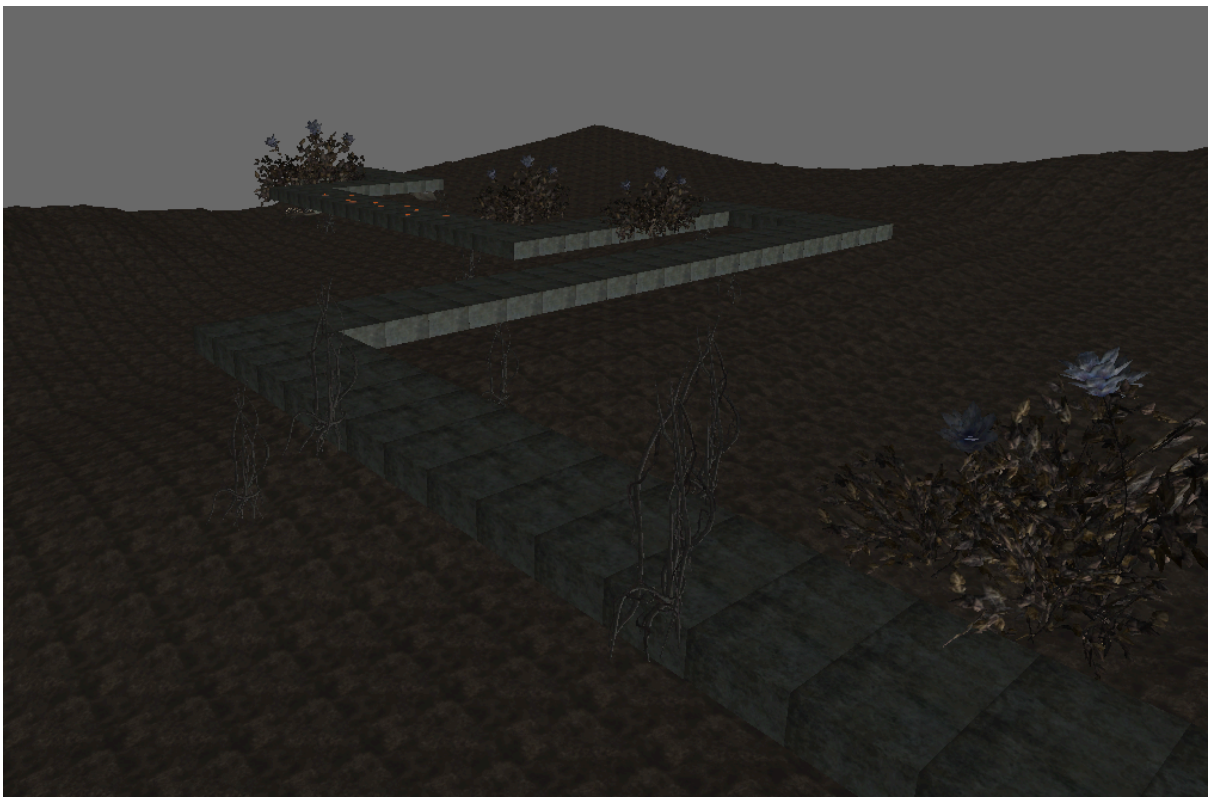
Sun Chamber

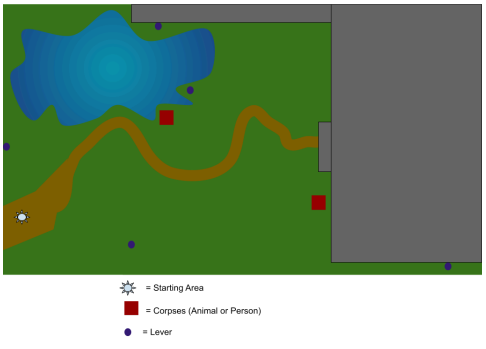
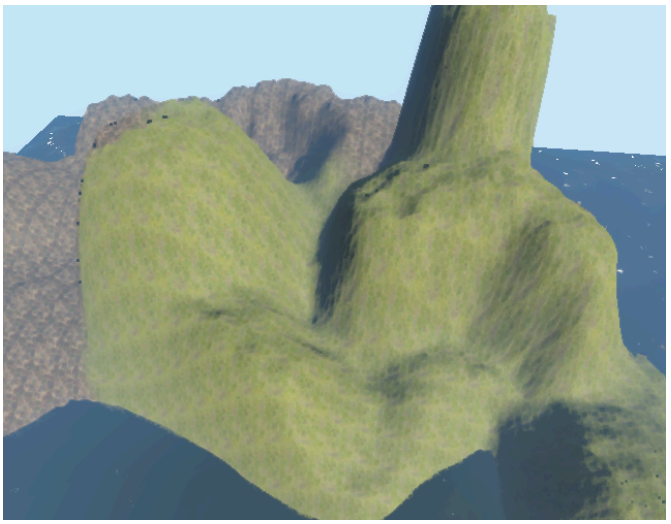
- **Purpose:** The main puzzle & story climax.
- **Gameplay:** Complex multi-step parkour and puzzle to retrieve the golden idol.
- **Mood:** Grand, cinematic, sacred energy before the curse awakens.
- **Design Leads:** Xavier

Final Escape Bridge

- **Purpose:** The finale — collapsing bridge escape.
- **Gameplay:** Sprint and timing challenge. The player must sprint across a modular stone bridge as sections crumble and fall behind them. Each bridge segment is built from separate modular pieces that will sequentially disable physics or trigger destruction effects to simulate the collapse in real time.
- **Mood:** Intense, collapsing chaos, visual.
- **Design Leads:** Jason





Jungle Exterior Entrance (WIP)

- **Purpose:** Player introduction & atmosphere setup.
- **Gameplay:** Navigation through overgrowth, light exploration.
- **Mood:** Humid, overgrown, first glimpse of temple facade.
- **Design Leads:** Miguel