

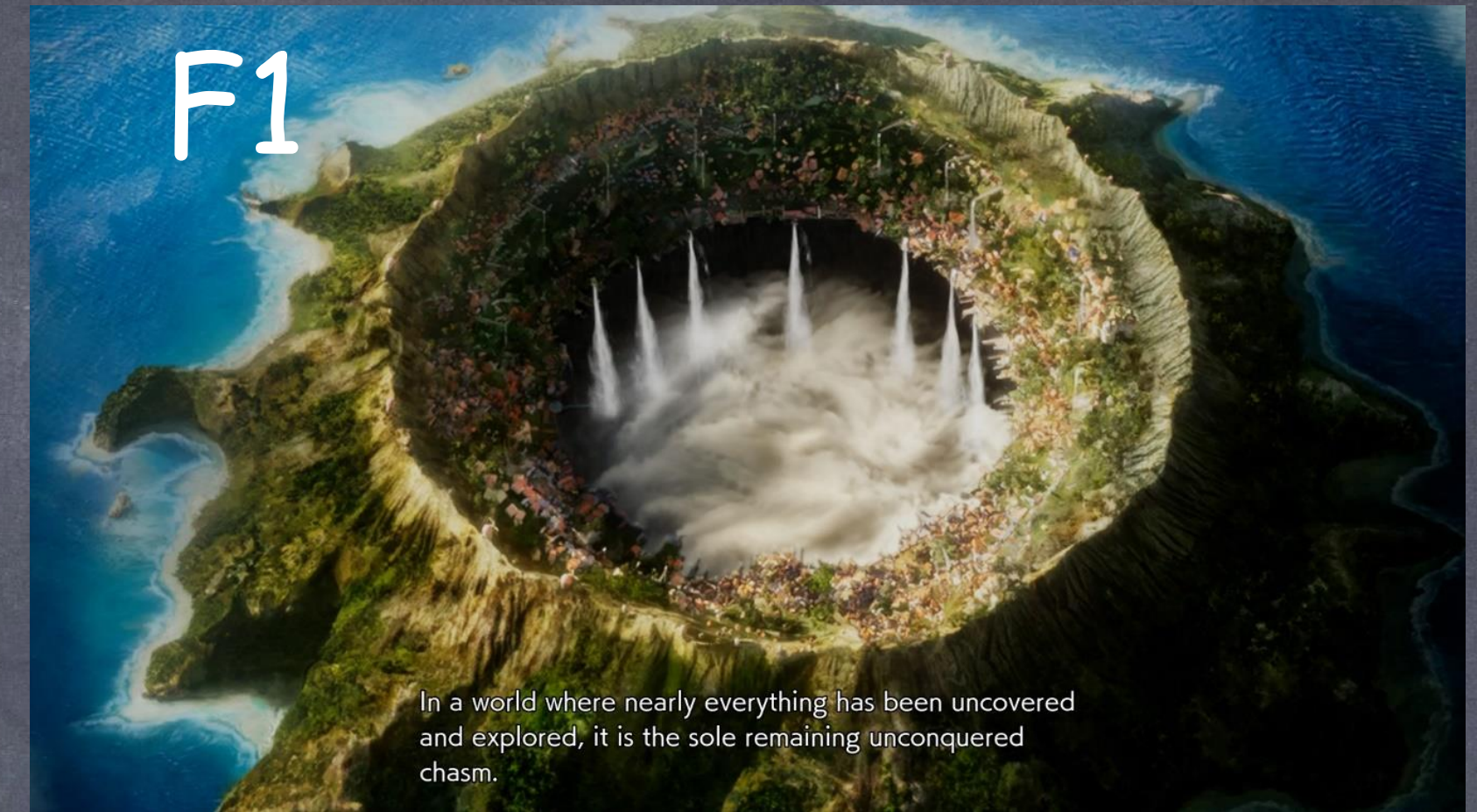
The Chasm

Designer: Myron Massey

Presentation Contents

- Story
- Description
- Level Objectives
- Mood Board
- Level Pacing Diagram
- Top-Down Map
- Top-Down Map Paths & Objectives
- IPM Chart
- Custom Mechanics
- References

Level Story



- You're an explorer exploring the depths of an unexplored hole in the ground. As you explore you realize that this chasm you've discovered isn't like any old hole. You soon notice that ascending within the chasm makes you feel sluggish, and ill. You dub this phenomenon, "The Ill". You start to realize that the only way out is down.

Level Description

- The Chasm is a first-person parkour adventure game.
- Start: The Chasms Edge - Overlooking the chasm from the edge, the player jumps right in, taking one of the 3 paths to the bottom.
- Path 1: Upside Down Forest - The Upside-Down Forest which is a forest that...upside down. The player will need to jump from treetop to tree to without getting hit by power winds that would push the player up.
- Path 2: Crystal Tunnel - Filled with crystals flicking on and off, the Crystal Tunnels can be difficult to navigate with out ascending. The player will be forced to quickly ascend and descend while trying not to fall into acid rivers & pits. (the void)
- Path 3: The Drop - The drop is high risk high reward. The player can make massive strides toward the bottom but there are also more opportunities to be launched back up.
- End: The End - The secrets to "The Ill" is held here.

Level Objectives

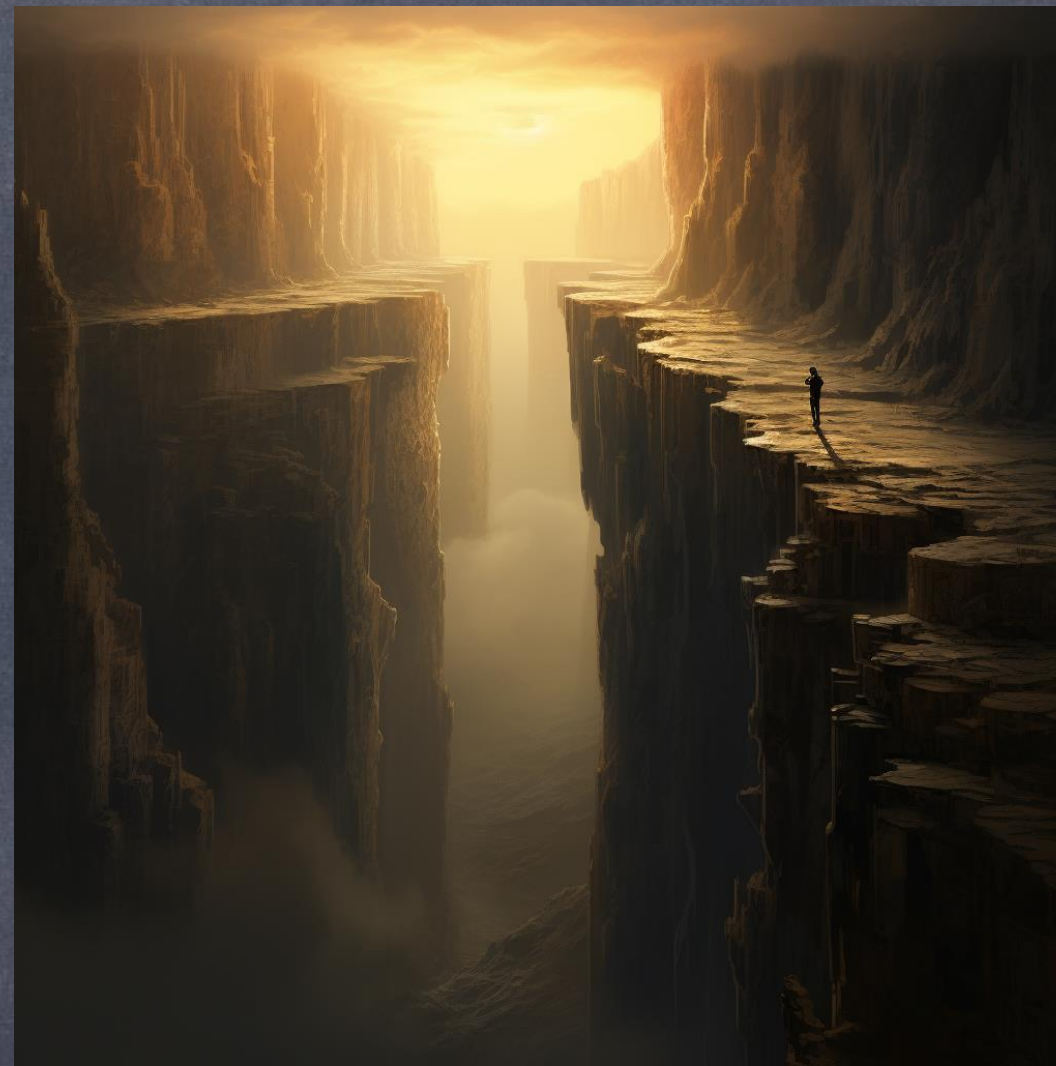
- Main - Get to the bottom of the chasm and discover the secrets behind The Ill
- 3 Optional
 - 1 - A collectible in the Crystal Tunnels (P2b)
 - 2 - A collectible in The Drop (P3b)
 - 3 - A collectible in The Drop (P3c)

Level Mood Boards

The Chasms Edge (1)



The basic look of The Chasm
from above



Edge of The Chasm. Drop
down a few feet before
meeting the 3 paths



3 paths.
Upside-Down Forest (Leads Down)
Crystal Tunnels (Straight Ahead)
The Drop (Leads Up)

Upside-Down Forest

Forest Entrance (P1a)



Entrance to the forest. This section has a ground level so that you don't die after failing a jump.

High Winds (P1b)



This section is filled with fast moving winds that if catch, will launch the player up; tethered with difficult parkour.

Crystal Tunnels



- The start of the Crystal Tunnels.
- Crystals here stay lit
- Basic parkour needed
- First lift obstacle with consequence



- Crystals flicker on and off here
- Timed jumps
- Optional Objective here
- Collectible



- Giant Crystal blocking the path
- Must move on to mastery area to retrieve acid plant to melt away crystal



- Mastery area of the Crystal Tunnel
- Failed jumps means a bath in acid
- Acid (Green)

The Drop

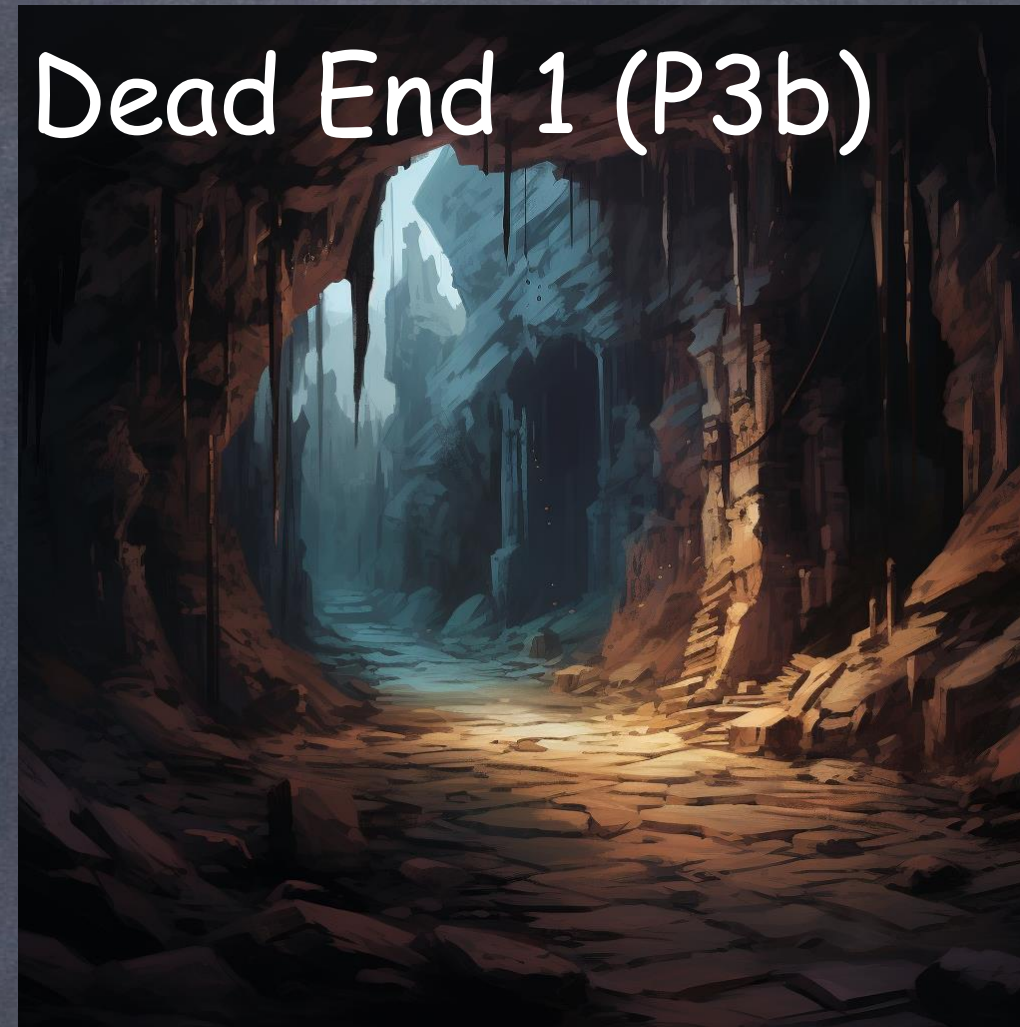


The Drop (P3a)



- Getting here requires the player to ascend
 - All deadly drops
 - Many lift obstacles
- Connected to 2 dead ends, each having an optional objective

Dead End 1 (P3b)



- Dead end with collectible
- Optional objective

Dead End 2 (P3c)



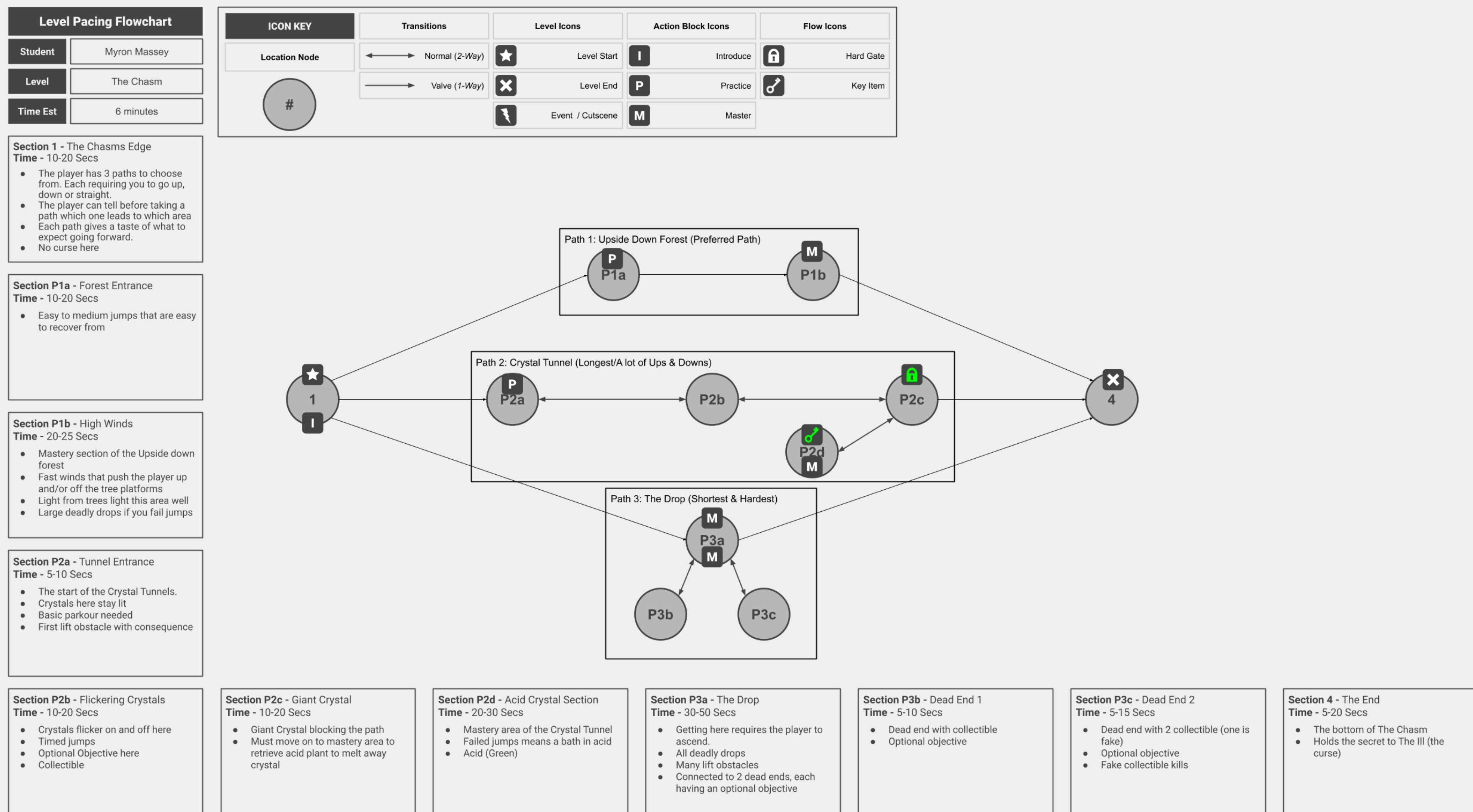
- Dead end with 2 collectible (one is fake)
- Optional objective
- Fake collectible kills

The End (4)



- The bottom of The Chasm
- Holds the secret to The Ill (the curse)

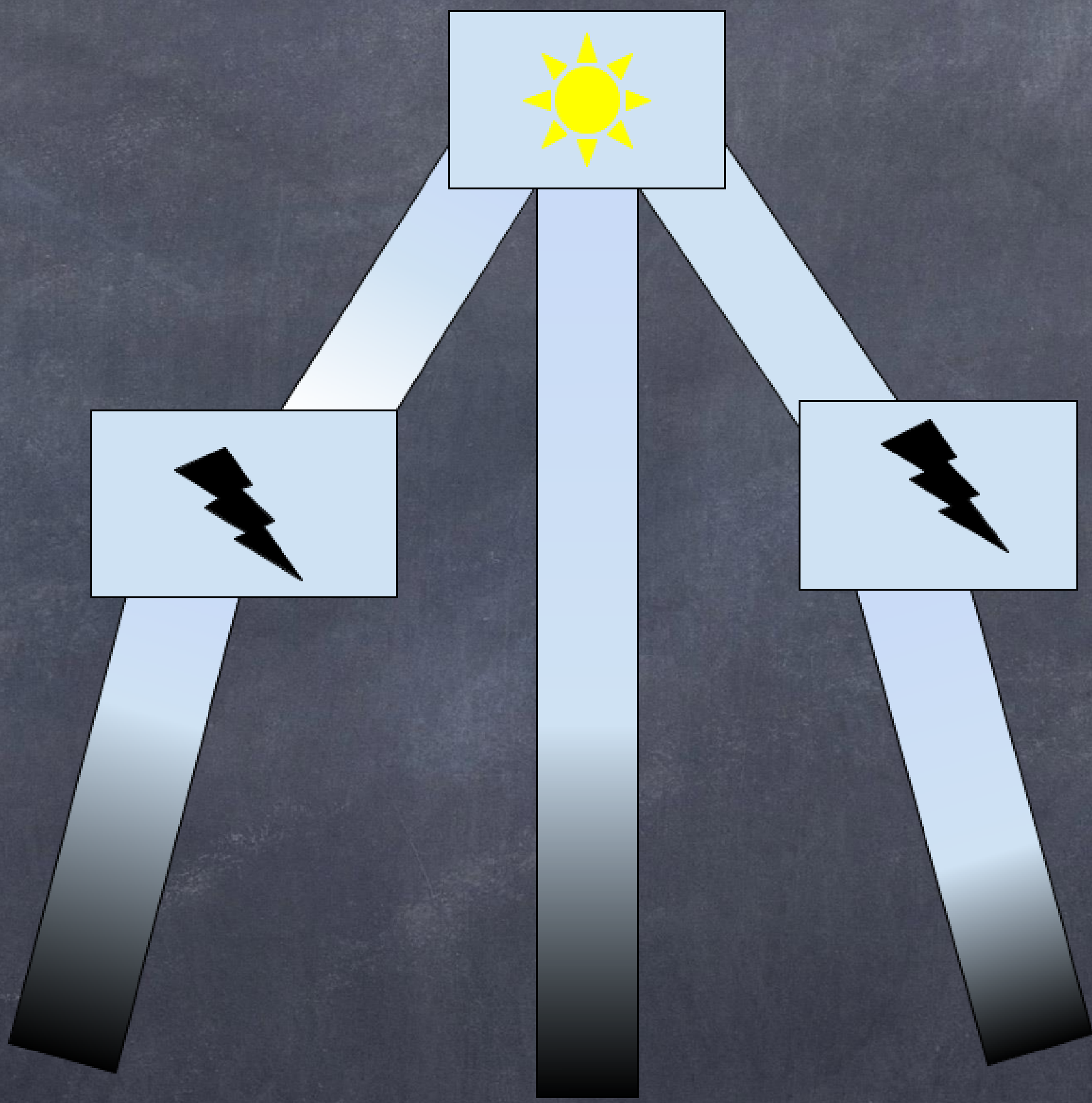
Level Pacing Diagram

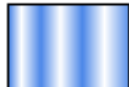
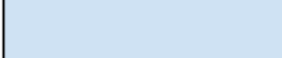


Top Down Maps

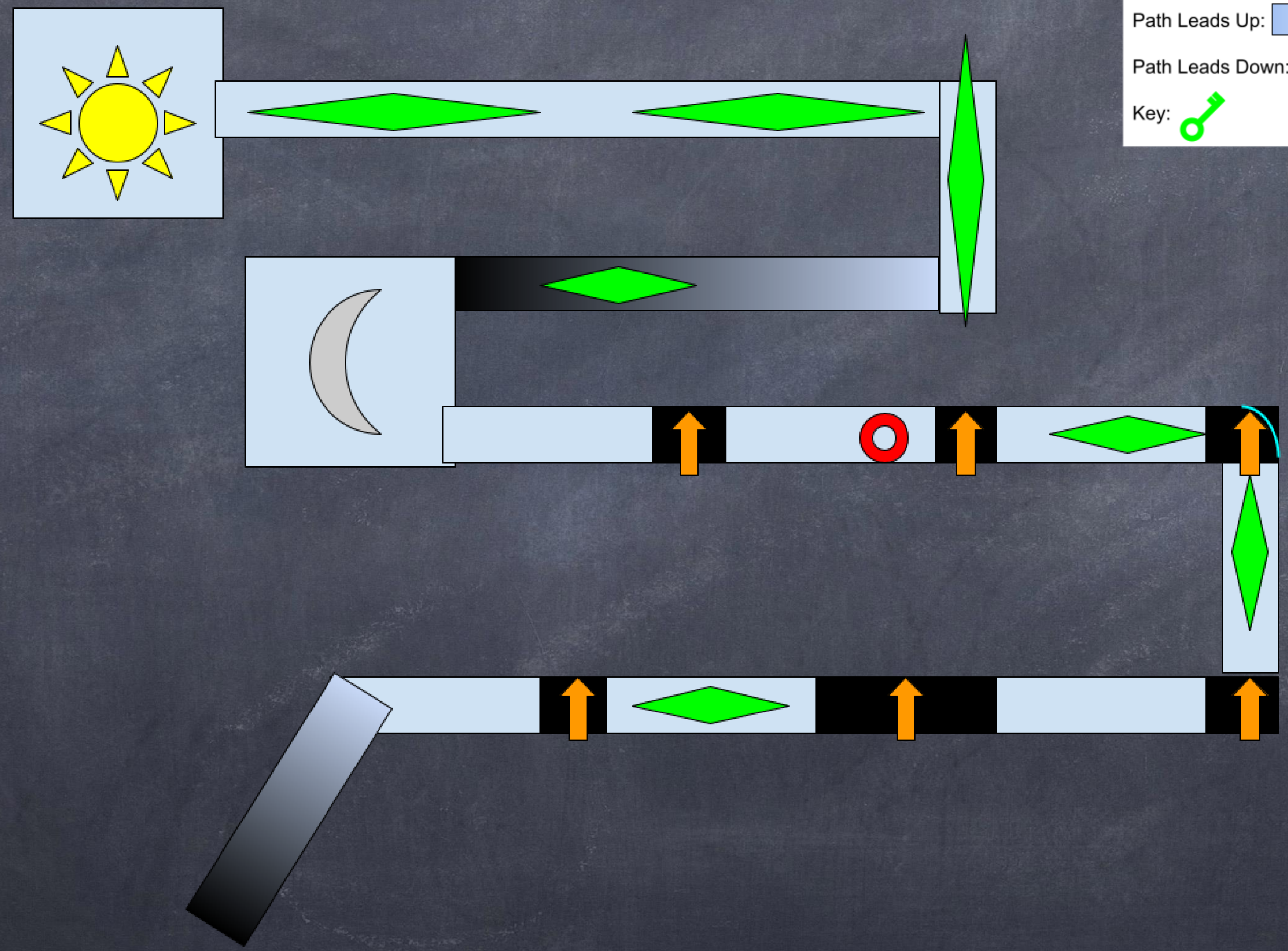
- Start-
- Path 1-
- Path 2-
- Path 3-
- Full Map-

Chasm Edge



Start: 	Wall Run Segment: 
End: 	Parkour Section: 
Rest/Checkpoint: 	Flickering Crystal Section: 
Bounce Obstacle: 	Void/Falls: 
Lift Obstacle: 	Acid: 
Paths: 	Objectives: 
Path Leads Up: 	Collectible: 
Path Leads Down: 	Fake Collectible: 
Key: 	Gate: 

Upside Down Forest



Start: 

End: 

Rest/Checkpoint: 

Bounce Obstacle: 

Lift Obstacle: 

Paths: 

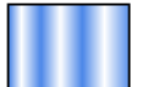
Path Leads Up: 

Path Leads Down: 

Key: 

Wall Run Segment: 

Parkour Section: 

Flickering Crystal Section: 

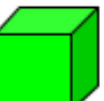
Void/Falls: 

Acid: 

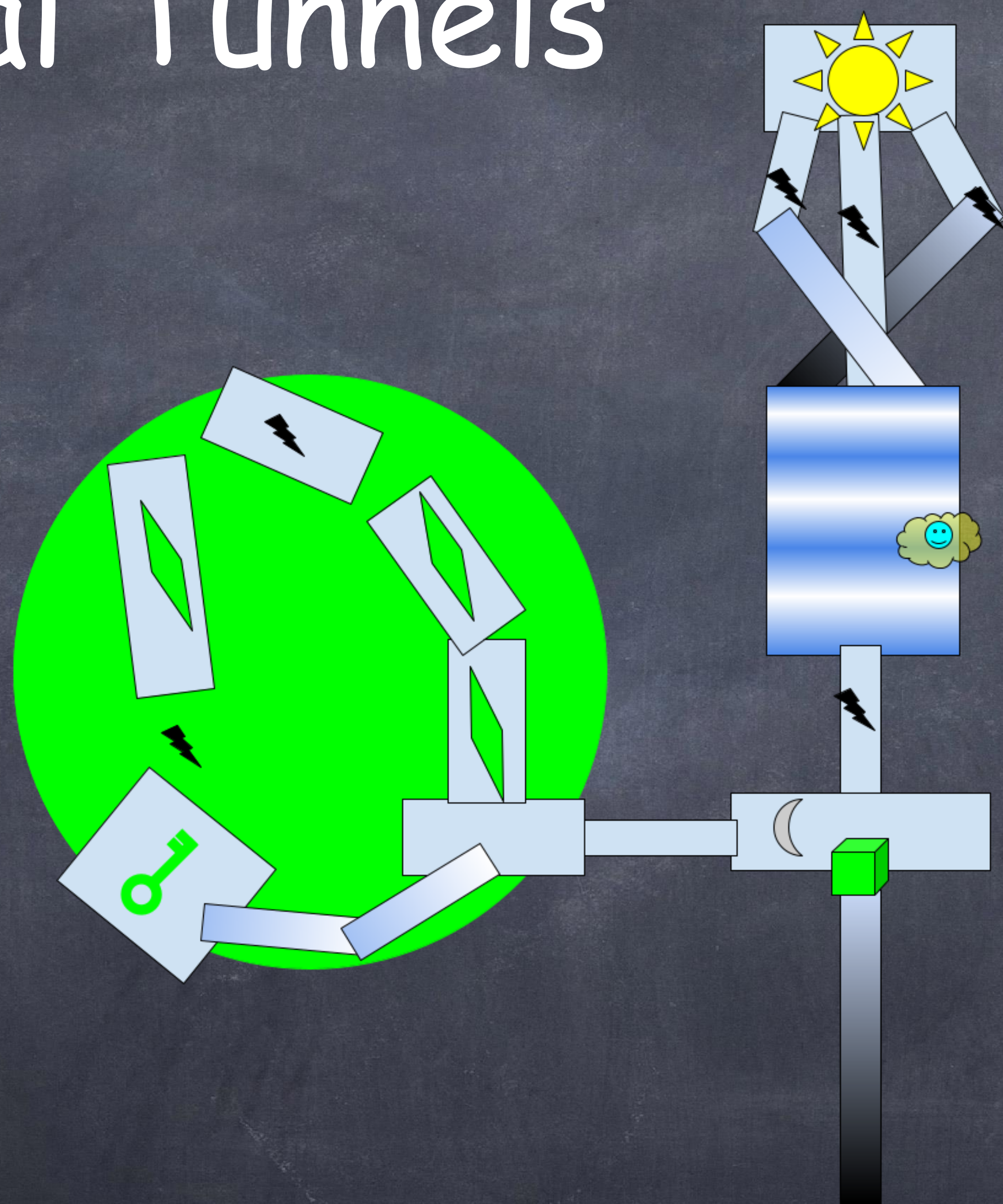
Objectives: 

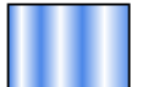
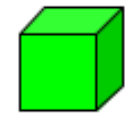
Collectible: 

Fake Collectible: 

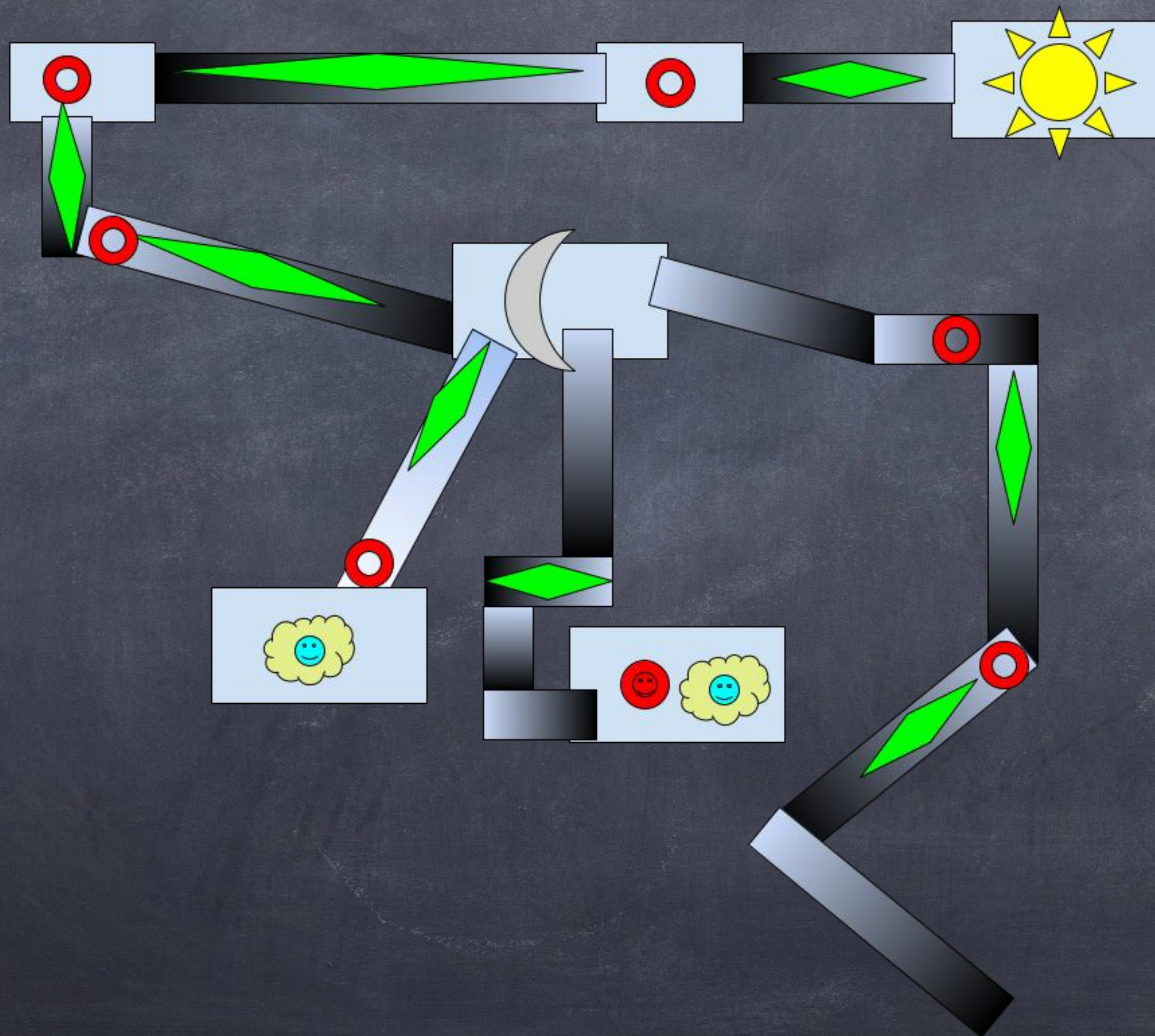
Gate: 

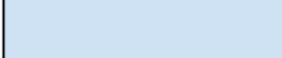
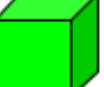
Crystal Tunnels

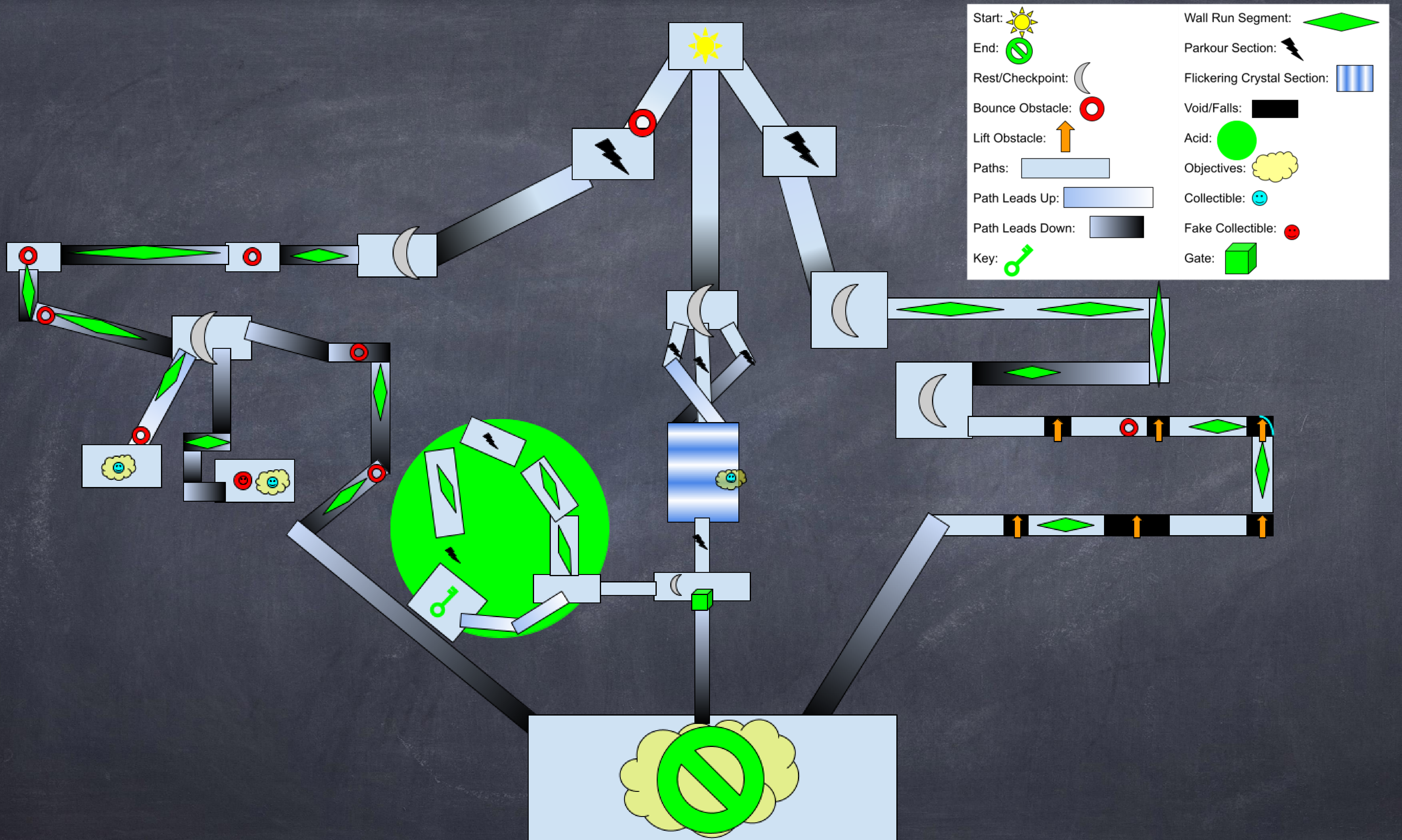


Start: 	Wall Run Segment: 
End: 	Parkour Section: 
Rest/Checkpoint: 	Flickering Crystal Section: 
Bounce Obstacle: 	Void/Falls: 
Lift Obstacle: 	Acid: 
Paths: 	Objectives: 
Path Leads Up: 	Collectible: 
Path Leads Down: 	Fake Collectible: 
Key: 	Gate: 

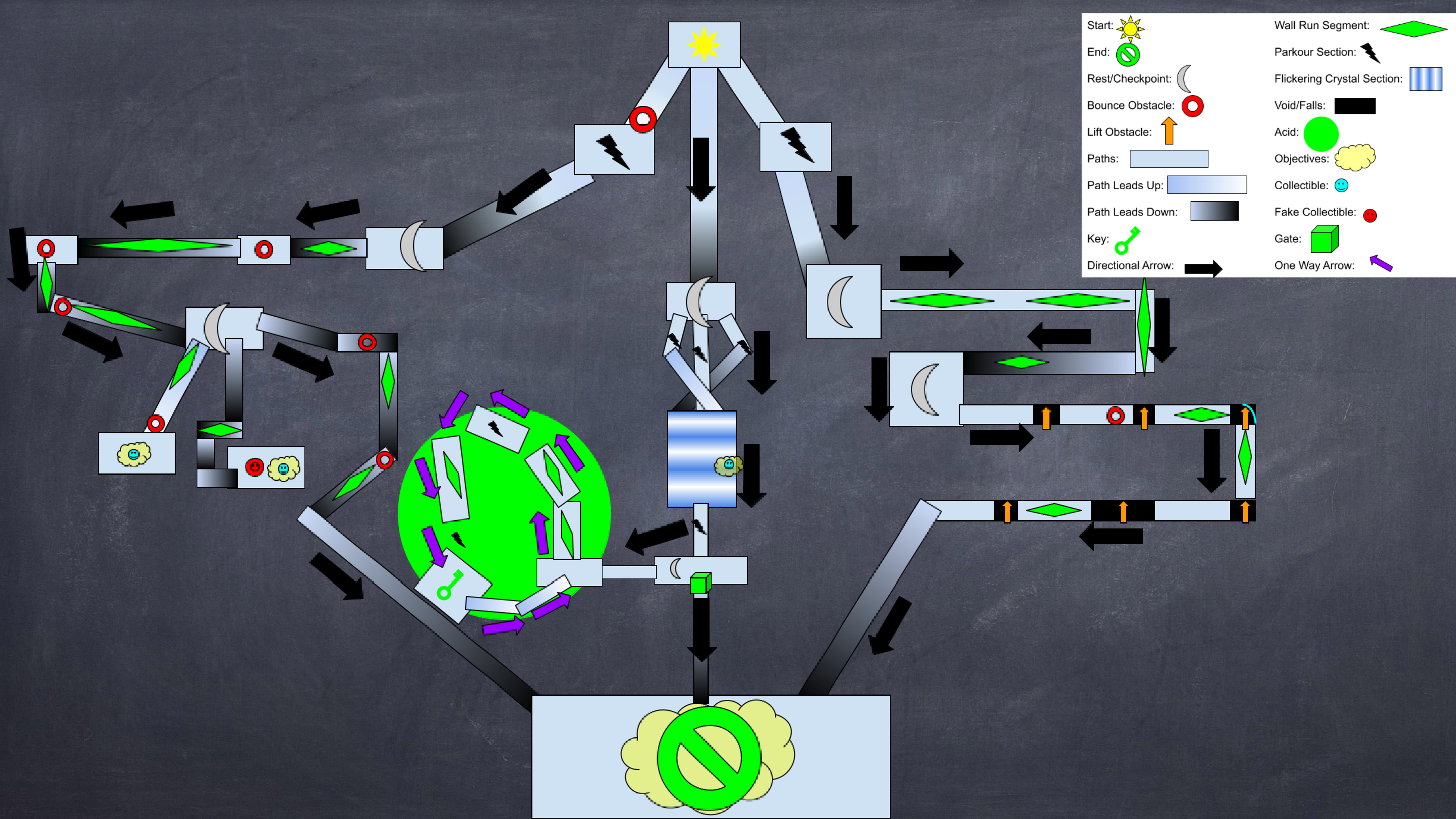
The Drop



Start:		Wall Run Segment:	
End:		Parkour Section:	
Rest/Checkpoint:		Flickering Crystal Section:	
Bounce Obstacle:		Void/Falls:	
Lift Obstacle:		Acid:	
Paths:		Objectives:	
Path Leads Up:		Collectible:	
Path Leads Down:		Fake Collectible:	
Key:		Gate:	



Top Down Map With Paths & Objectives



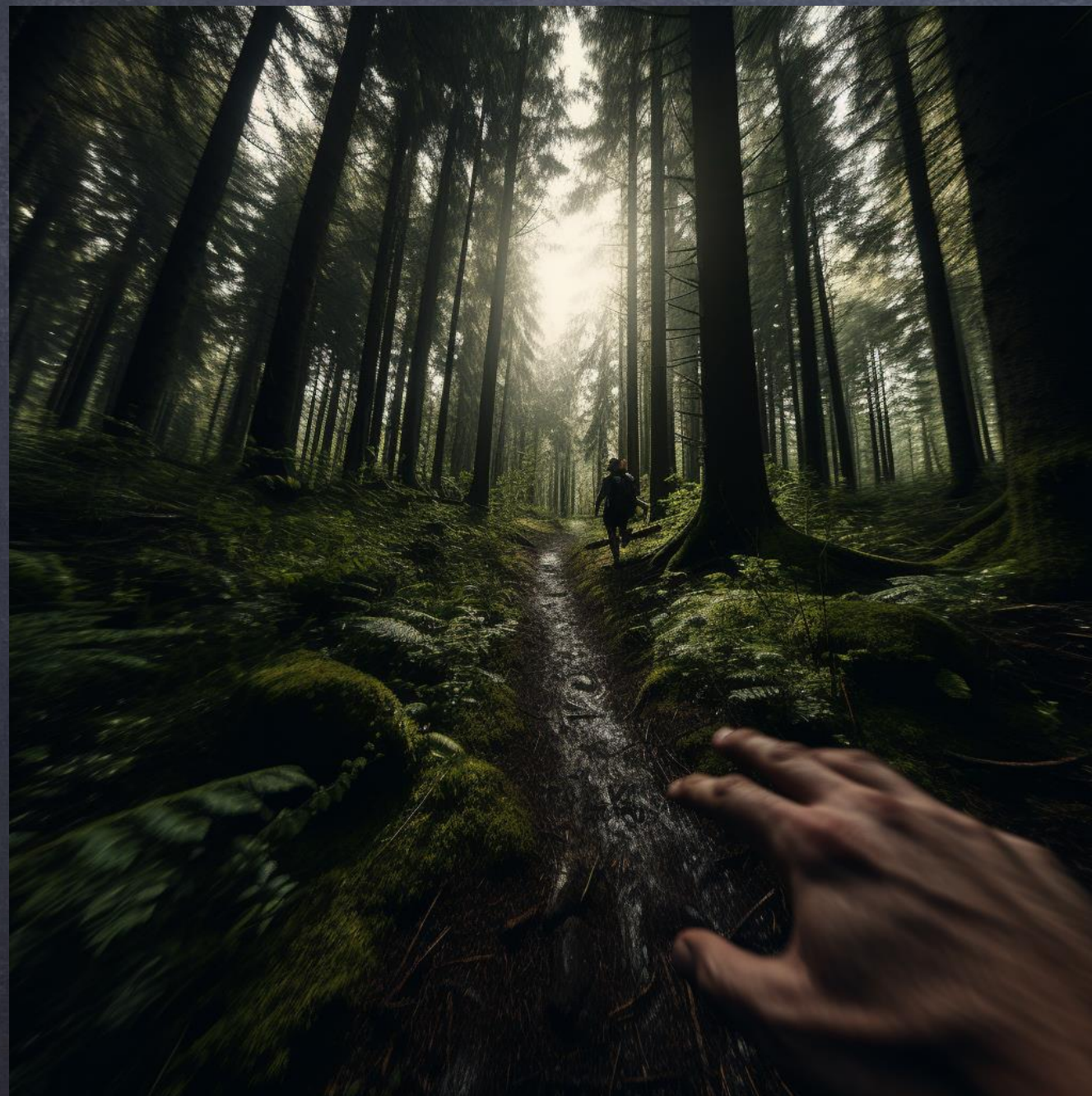
Introduce, Practice, Master (IPM) - Custom Mechanics - 1 Level

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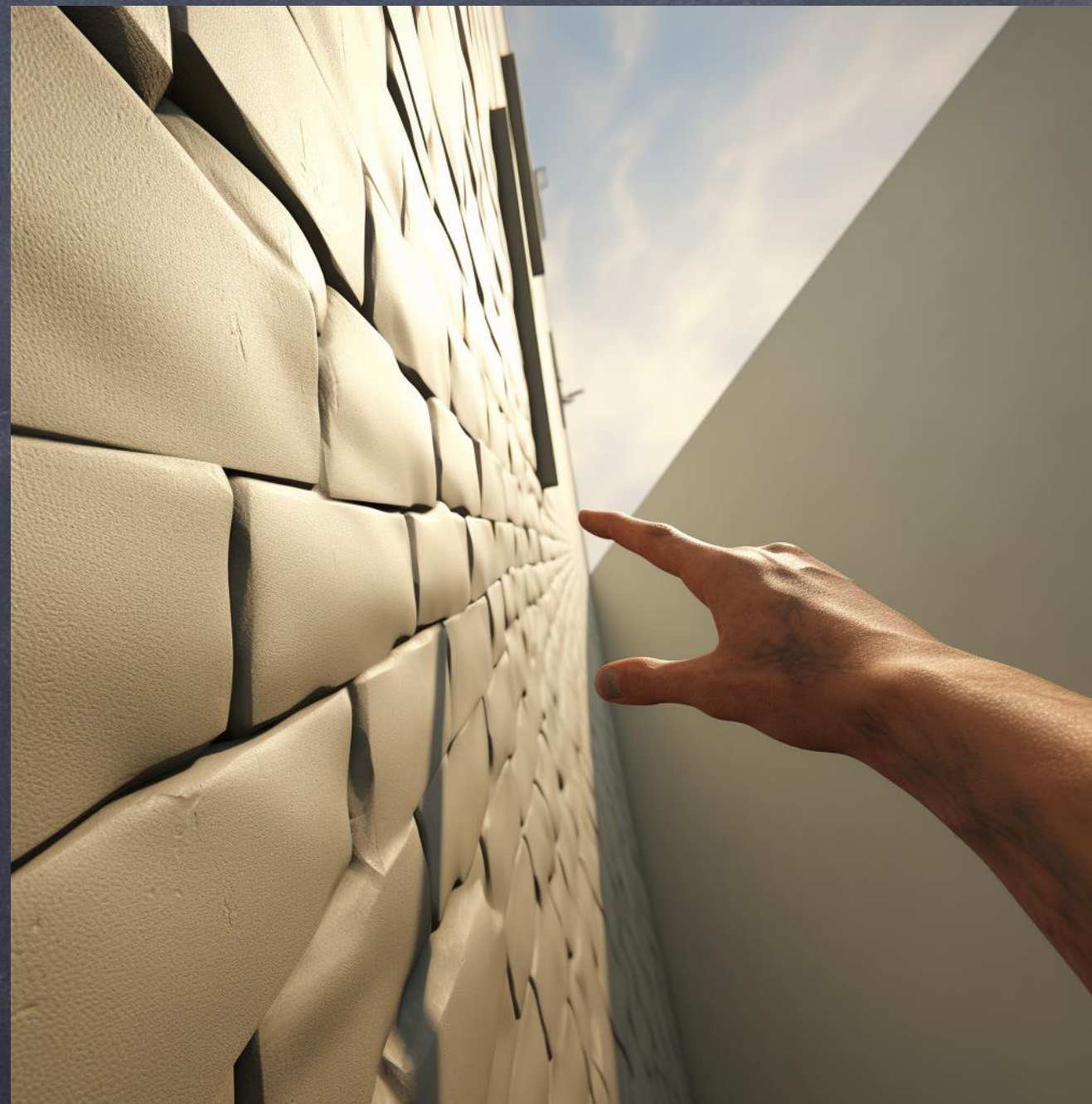
Wall Run Mechanic

The wall run mechanic allows characters to run on vertical surfaces like walls. Activated by approaching a wall, players control direction and speed. Enhances gameplay with dynamic and allows access to new areas.

Start Running



Jump on to wall



Land and keep momentum



The Ill Mechanic

- The Ill is a mysterious and perilous force associated with the depths of the chasm. As players descend further into its depths, they experience the ill, which manifests in various forms, including nausea, blindness, and death. The Ill becomes more severe at deeper levels, posing a significant threat to those who venture too far.



References

- *All other images are AI generated from Midjourney on the Discord App*
- F1: (2023, July 10). [review] *made in abyss: Binary star falling into darkness - something truly special*. Frontline Gaming Japan. <https://www.frontlinejp.net/2022/09/28/review-made-in-abyss-binary-star-falling-into-darkness-something-truly-special/>
- F2: (2022a, July 8). *Made in Abyss S2 - 01 - random curiosity*. Random Curiosity - Daily Anime Goodness. <https://randommc.net/2022/07/08/made-in-abyss-s2-01/>
- F3: Contributors to Made in Abyss Wiki. *The abyss*. Made in Abyss Wiki. https://madeinabyss.fandom.com/wiki/The_Abyss
- F4: BlackBoxGuild. (n.d.). *Underground tunnel chasm cave flythrough...: Stock video*. Pond5. <https://www.pond5.com/stock-footage/item/120087043-underground-tunnel-chasm-cave-flythrough-seamless-loop-conce>
- *The Ill Mechanic Slide: Curse of the abyss/strains of ascent*. Condition in The Abyss | World Anvil <https://www.worldanvil.com/w/the-abyss-raggyroc/a/curse-of-the-abyss2Fstrains-of-ascent-condition>