

D.E.S.K.

GoDokkaebi Level Breakdowns by W. Kelly-Buttfield

## **RPG DEVELOPMENT - D.E.S.K.**

*Developer Note: The intention with breaking down boss battles and levels was to explore how character development and story progression through the map of Seoul could potentially play out chronologically in the final game. For example, the idea is that once a GoDokkaebi General is defeated the location they ruled over becomes open to the player, revealing points of interest. This can include items, locations and side quests within the area to help remaining survivors, fight back against the criminals who have thrived in the chaos, and gain new skills and equipment.*

### **BOSS BATTLE LEVELS**

#### THE GENERAL OF DONGJAK-DONG

**Location:** Seoul National Cemetery

**Level Description:** Seeking a way across what remains of the Han River, which has been largely consumed by the great chasm, Regan passes through Dongjak-Dong while trying to reach Dongjak Bridge, finding herself confronted by the GoDokkaebi General there.

This is the first General the player will encounter, and having been cut off from the rest of its brethren in the north, the GoDokkaebi of Dongjak-Dong is smaller and less powerful than those that Regan and Ha-Eun will face as the story progresses.

Supported by a horde of regular Dokkaebi spread across the cemetery, Regan will at first try and avoid the subservient creatures through stealth, which brings her directly into the headquarters of the General. Forced to fight, Regan will also have to defeat the remaining Dokkaebi waiting for her once the General is killed.

This level will require smart thinking on Regan's part, with an emphasis on putting her kickboxing skills to the test, alongside her ability to use the environment around her to craft throwables and distractions.

#### THE GENERAL OF DRAGON CITY

**Location:** Seven Luck Casino Dragon City

**Level Description:** Ha-Eun is trying to reach the safe zone further north by making her way through the subway tunnels.

To reach Yongsan station, she enters the Seven Luck Casino Dragon City, discovering it to be the home of a GoDokkaebi General. Unlike Regan, at this point in the story Ha-Eun still relies heavily on stealth and her innate understanding of the city to get around.

The GoDokkaebi of Dragon City is a foolish creature who has become enamoured by the building it inhabits, in doing so becoming increasingly lazy and remaining on the top floor while the Dokkaebi that serve it can run wild through the hotel rooms and casino floor.

Though Ha-Eun will largely use stealth and distraction to navigate this location, she will also be forced to confront the largest group of Dokkaebi she's ever seen head on, which will build up her skills and open up weapon varieties for later encounters.

#### THE GENERAL OF NAMSAN MOUNTAIN PARK

**Location:** N Seoul Tower

**Level Description:** While navigating her way through the city Regan has largely been travelling through the parks, which leads her through Namsan Mountain Park where she discovers the fallen N Seoul Tower barring her way.

The large observation decks are still partially intact despite having fallen down, and it is within these that another General has set up camp.

Regan will have to fight this GoDokkaebi head on with the weapons and tools she has scrounged and crafted in the lead up to this encounter if she wishes to pass through.

#### THE GENERAL OF EWHA GIRLS

**Location:** Ewha Girls' High School Centennial Hall

**Level Description:** This is the first General encountered by both Regan and Ha-Eun, therefore this level will require equal amounts of stealth and direct combat.

Seeking a place of safety as night falls, Regan and Ha-Eun decide upon an old brick building that looks quiet and still intact. Sometime in the night, Regan is awoken by a strange noise and wanders off to discover what has caused it.

She discovers a solitary Dokkaebi, an unusual find, so she follows the creature and finds herself in the middle of a nest, which quickly turns into a horde that she must fight.

Ha-Eun wakes up to find Regan missing and, initially using stealth, swiftly navigates the school to find Regan and help her defeat the remaining Dokkaebi. However, their initial success is interrupted by the unwelcomed arrival of a GoDokkaebi that they must defeat together. Gameplay will jump between Regan, who will focus on distraction and brute force, and Ha-Eun as she seeks a way to drop the roof on the General by weakening the school's already unstable foundations.

### THE GENERAL OF GYEONGBOKGUNG PALACE

**Location:** Gyeongbokgung Palace

**Level Description:** Due to this GoDokkaebi's location, both Regan and Ha-Eun confuse this General with being the Great King, having picked up on a rumour that there was one Dokkaebi that was greater and uglier than all the rest. This is also the final General before Regan and Ha-Eun encounter the Great King in his cavernous hall beneath Bukhansan National Park.

*Developer Note: Given this encounter's place being near the end of the narrative, both Regan and Ha-Eun should be of an equal skill level (if attention has been given to using open locations to skill up both character's through side quests), so it might be interesting to give the player the option of experiencing this encounter through either Regan or Ha-Eun. That way it could encourage replays through which the player can then experience an alternative cut-scene and combat type, though the final result would remain the same.*