**Seeking the Lost**

Table of Contents

Game Name 1

Table of Contents 2

Levels 3

Level 1 3

**Levels**

**- Level 1**

**Physical Description:** The level is a forest stage with lots of green ground and trees with varied amounts of dirt and rock throughout the stage and the forest is surrounded by mountains. The stage is in the day time and is sunny with a large amount of clouds

**Map:** The player starts at the lower right corner of the stage at the beginning of the dirt path. The dirt path soon forks off not too far from where the player started off where the left path goes through a trench and leads you to an archway and a boxed tunnel coming out of the mountain side. The right path leads the player to an abandoned, ruined structure with an alter behind it. To the left of the ruins the is an elevated slope leading to a cliff.

**Lighting:** The stage has a directional light for the sun since it is taking place in the early afternoon.

**Models List:**

* The ruined abbey (Green, Jonathan on Trimble 3D Warehouse on Google

<http://sketchup.google.com/3dwarehouse/details?mid=ee7393cf676f3bf5c16522150dde626&prevstart=0>)

* Alter behind abbey
* Large rock near the forked road
* The 2 way sign at the forked road
* The arch at the end of the trenched path
* The boxed tunnel attached to the mountain side
* Trees
* Grass

**Texture List:**

* Grass
* Dirt/Rocks
* Rock
* Rock (Cliff)