

Skyrim Mod LDD

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Summary:

This dungeon would be an optional side quest that the player would receive from the Jarl of Whiterun later in the game. The player's goal on this quest is to retrieve a family sword that was stolen from the Jarl and is now located in the depths of a dungeon.

Setting:

Outside Dungeon:

The dungeon will be located near a mountain somewhere relatively close to whiterun. When approaching the dungeon there will be a small nomad camp nearby. These nomads will be neutral towards the player and will have items to trade that could help while inside the dungeon should the player need it. Camped outside the Dungeon will be a group of bandits. These bandits will be hostile towards the player and will have a key to access the dungeon. The environment around the dungeon should be mostly forest with some snow due to the elevation of the mountain.

Inside Dungeon:

Inside the dungeon should feel cold and look old/run down. There should be rubble scattered about, with certain areas of the dungeon blocked or inaccessible due to debris. Although the dungeon is falling apart, there should be remnants of life within because there are bandits and other enemies that have taken over the dungeon and are living within.

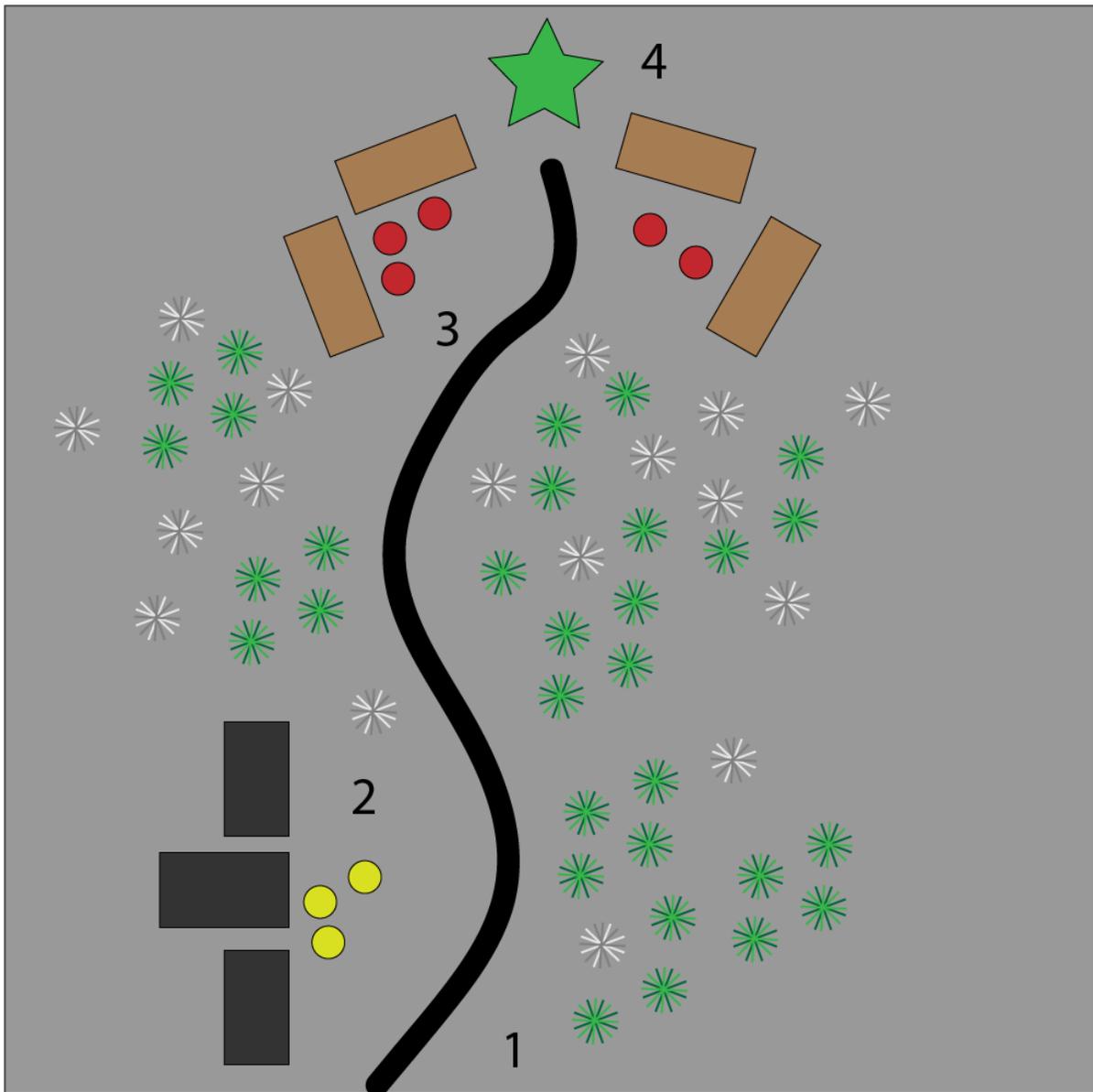
Length of Play:

The intended length of the dungeon would be about 10 - 15 minutes of gameplay from entering the dungeon to retrieving the sword. This is under the assumption that it is a fresh run of the dungeon and the player knows nothing. This is also assuming that the player spends some amount of time exploring the areas of the dungeon that are not required for the mission.

Gameplay Walkthrough:

Outside:

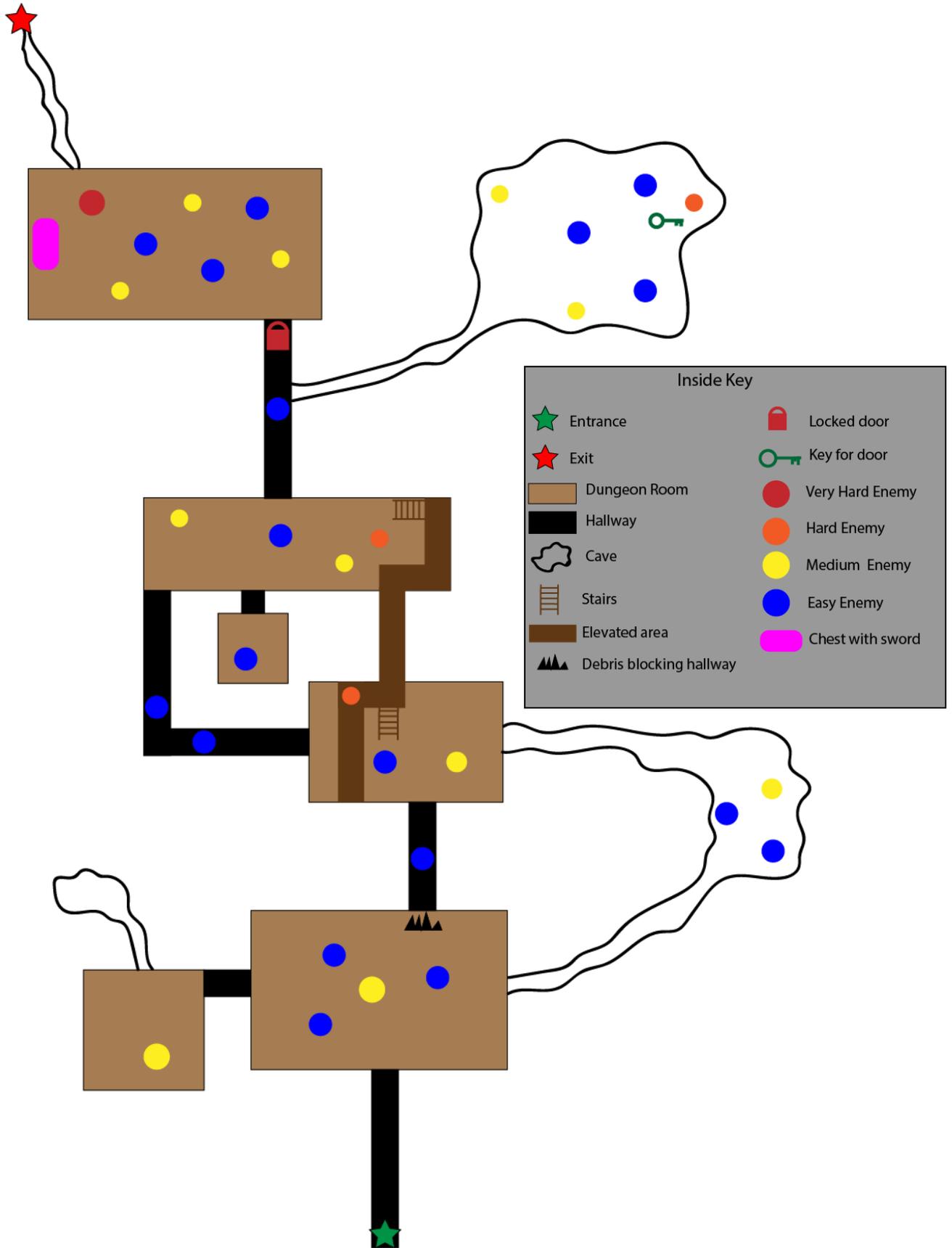
Outside Key	
	Bandit camp
	Entrance to Dungeon
	Nomad camp
	Snowy tree
	Tree
	Bandit
	Nomad



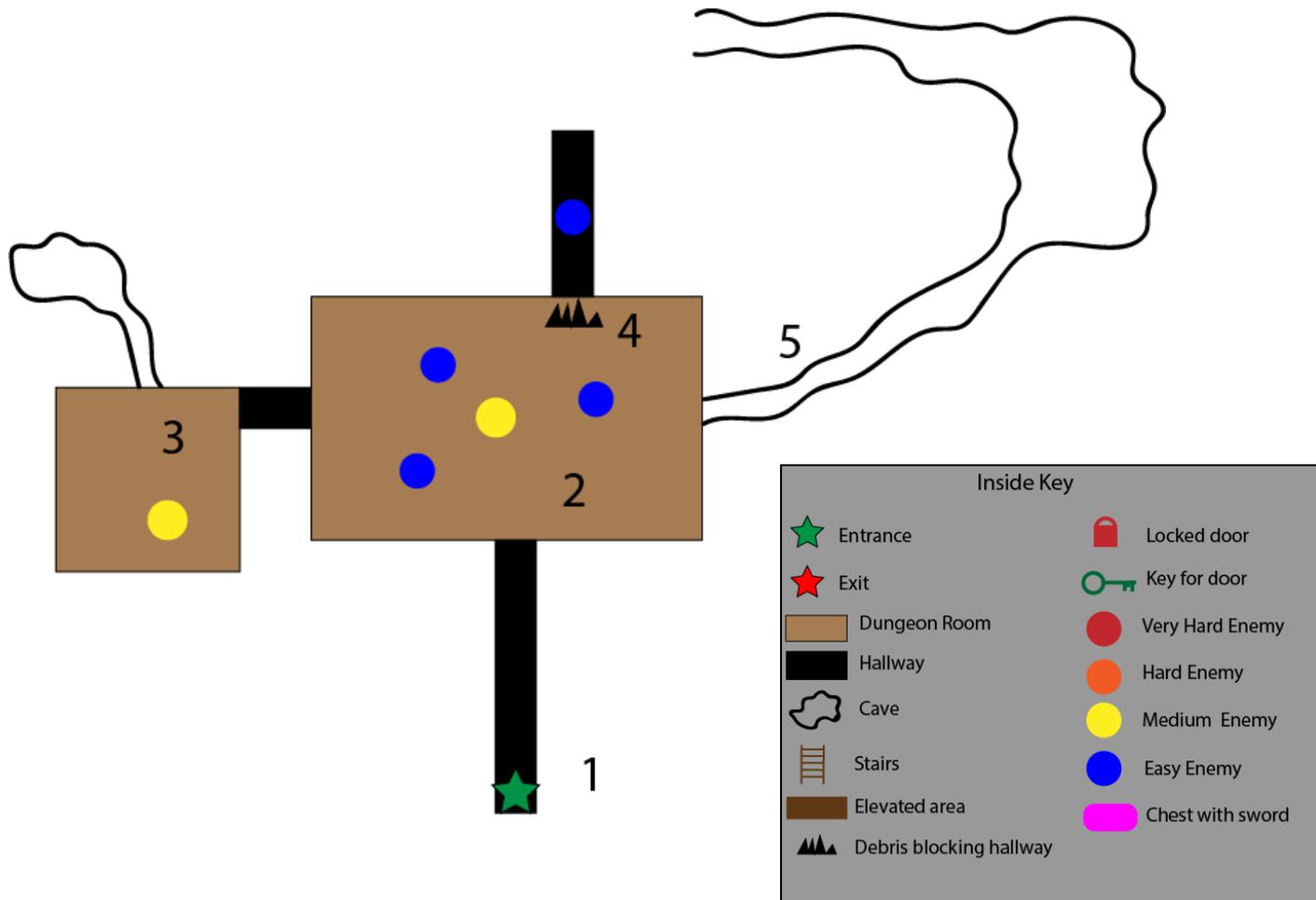
1. Player arrives near the dungeon entrance.
2. Player sees a small nomad camp set up at the start of the path leading to the dungeon. These nomads are neutral towards the player and will trade them items that could be helpful inside the dungeon (potions, weapons, armor).
3. As the player gets closer to the entrance to the dungeon they will notice a group of bandits camping outside. These bandits will be hostile towards the player but will be easy to kill and pose no real threat. One of the bandits will be carrying a key that will unlock the door to the dungeon.
4. Player enters the Dungeon.

Inside:

Overview

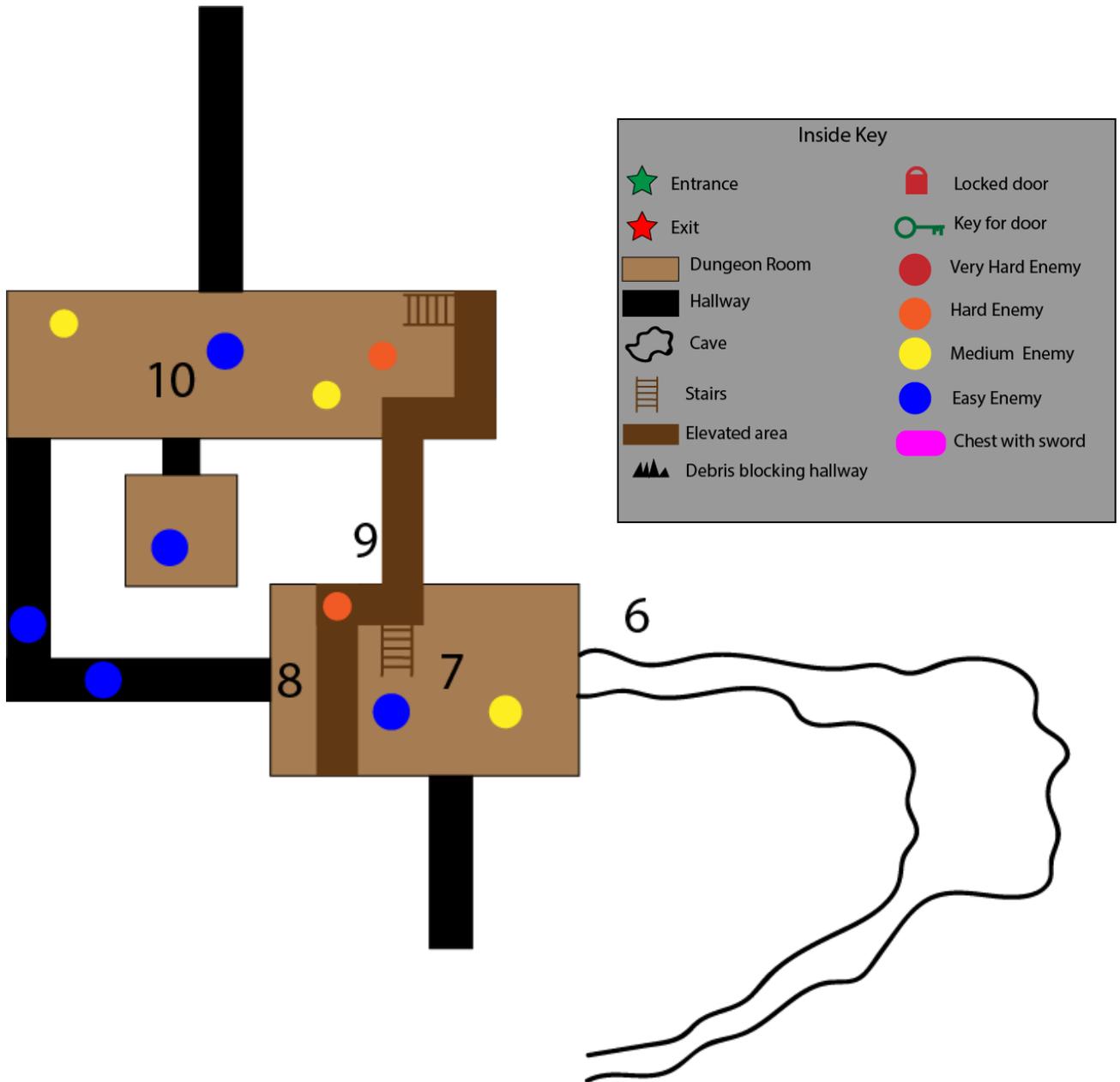


Inside Walkthrough



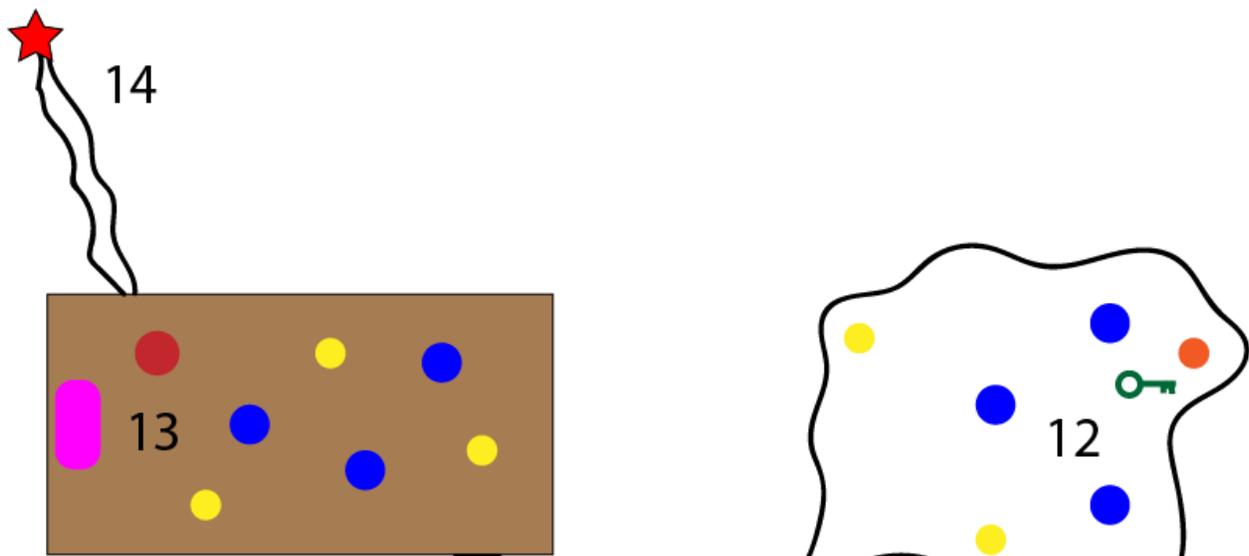
1. Player enters into a hallway from the main entrance of the dungeon.
2. Player enters the first chamber of the dungeon, where they will encounter their first set of enemies. These enemies will mostly be easy with 1 medium enemy.
3. This is a small room off of the first chamber. The room will have furniture for the player to loot things from and a small cave section to explore. The player does not need to enter this room to complete the level.
4. The player should notice a hallway leading to the next room in the dungeon. This hallway will be blocked and so the player must find another way in.

5. Small cave section leading to the next room in the dungeon. This cave will have creatures for the enemy to fight.



6. Player leaves the cave and enters the second room.

7. The player encounters more enemies in this room, this time the enemies are slightly stronger. After clearing out the room the player can choose which way they want to go to get to the next area (Step 8 or 9).
8. Low ground way to the next room. These will be hallways and contain some low tier enemies to fight.
9. High ground way to the next room. This will bring the player to the upper part of the next room providing a high ground advantage against the enemies. Enemies will also have their back towards the player so they are able to be snuck up on.
10. More enemies for the player to clear out before leaving into the next hallway.



Inside Key

Entrance	Locked door
Exit	Key for door
Dungeon Room	Very Hard Enemy
Hallway	Hard Enemy
Cave	Medium Enemy
Stairs	Easy Enemy
Elevated area	Chest with sword
Debris blocking hallway	

11. Player tries to enter the door leading to the final room but it is locked and they must find the key.
12. The key is in a much larger cave area. This cave will have enemies ranging in difficulty from easy to hard and have some loot for the player to collect. Once the key is collected the player can go back to the door and unlock it.
13. The final room of the dungeon. This room will contain lots of enemies of varying difficulty as well as a very hard boss style enemy. There will be a large chest at the end of this room guarded by the boss enemy that will contain the quest Sword.
14. Once the player gets the sword they can then leave the dungeon through the cave exit.