

## LDD WIP – Chasms and Doom



# Contents

- LDD WIP – Chasms and Doom ..... 1
- Story Chasms and Doom ..... 3
- Reference Images..... 4
  - Environment ..... 4
  - Blue Team Base..... 5
  - Blue Team Characters ..... 6
  - Red Team Base..... 7
  - Red Team Characters ..... 8
  - Neutral Zone ..... 9
- Program..... 10
  - Neutral Zone ..... 10
  - Blue Team ..... 10
  - Red Team ..... 10
- Diagram – Concept Sketches of Map ..... 11
  - Top View Concept ..... 11
  - Concept Sketch of Center Space ..... 11

## Story Chasms and Doom

Chasms and Doom takes place within the legendary Mines of Moria. What was once the home to the great dwarven race, has now housed goblins, orcs, and all manner of evil creatures for centuries. The dwarvish clans have begun to rally their numbers as they seek to reclaim their home. Though their efforts seem futile and their numbers are few, with many being women and children, the dwarves nonetheless march to the Doors of Durin. Deep within the mines, the grave of Balin lies abandoned and desecrated by the foul monsters within. Broken into pieces while the Fellowship of the Ring travelled through Moria on their journey to Mordor, the dwarves wish to recover the stone remnants as their main priority (red team flag).

The dwarves enter the dark and dank mine, and the sudden stench of rotten corpses and mold fill their noses. Trekking through the silent halls and reclaiming lost axes and shields, the dwarven company worry about further advancement as the Bridge of Khazad Dum was destroyed during the battle of Gandalf and the Balrog. But to their surprise, the dwarves find the bridge repaired with rusted metals and splintered wood, a hack job by the orcs within. It is almost insulting seeing the remains of the bridge's fine craftsmanship being covered up, the beauty of the dwarven culture being hidden from the world.

Just as the dwarves plan on crossing the bridge, the screeching of orcs echo through the halls accompanied by the clanking of their weapons and armour. Pouring out from the darkness beyond the bridge, the fell beings spot the women and children in the back of the crowd, licking their lips in anticipation and hunger. Rushing the vulnerable back to the Doors of Durin (blue team flag), the dwarves ready their weapons as they now must gather the stone remnants of Balin's tomb while defending their people from the incoming orc swarm.

## Reference Images

### Environment



*Figure 1 Rocky caves with long and winding pathways through Moria*



*Figure 2 Great halls of carved stone with immaculate, towering pillars and high ceilings*



## Blue Team Base



*Figure 3 Doors of Durin from the outside, the entrance used by the dwarves once the rubble was cleared*



*Figure 4 The interior of Moria once entering through the Doors of Durin*

## Blue Team Characters



*Figure 5 Dwarven Clan Leaders, organizers of the rally to retake Moria dressed in fine armour and silks*



*Figure 6 Dwarven warriors leading the charge to fight the orcs and recover the stone fragments in Balin's Tomb*



*Figure 7 Children and Women (at least the non-fighters) accompanying the march to Moria*



## Red Team Base



*Figure 8 Balin's Tomb before it got destroyed in the battle with the Fellowship, is of great importance to the Dwarven company*



*Figure 9 Balin's Tomb after the battle and in the current time, the fragments being the flag the dwarves are trying to capture (thematically)*

## Red Team Characters



*Figure 10 Orcs of Moria, clad in rusted metal armour and dirty rags while wielding crude weapons*



*Figure 11 The orcs are many in number, coming at the dwarves in what seems like never ending waves (respawning?)*



## Neutral Zone



*Figure 12 Bridge of Khazad-Dum, now it is partially made from metal and wood, this bridge will be at the center of the map*



*Figure 13 The stairs which crumble under the weight of the fellowship, these are the passageways to navigate through different spaces*



*Figure 14 Pool of water below the Bridge that can be accessed from both sides of the map or jumping down from above (possibly?)*

## Program

### Neutral Zone

- Rocket Launcher at the center space at the middle of the Bridge
- Shield Belt in the middle of the under pool of water
- 2 Shock Rifles on each side path to the left and right of the center space

### Blue Team

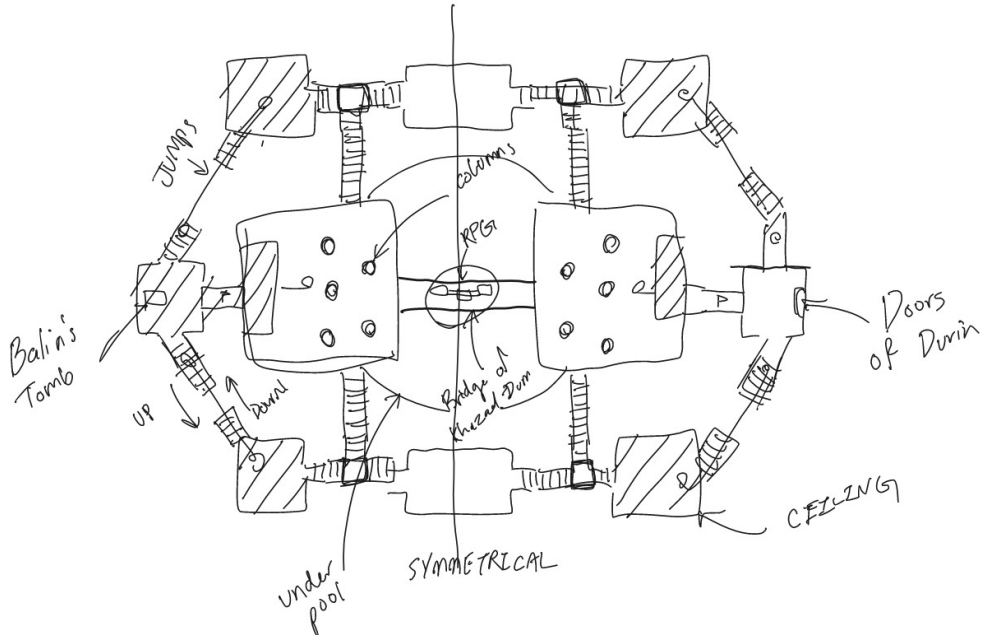
- 5 Enforcer Weapons
  - 1 in the Base (Doors of Durin)
  - 2 in the center space on blue side
  - 1 on each side path to the left and right of the blue base
- 1 Shock Rifle
  - 1 on the blue side of the under pool
- 3 Small Armours
  - 1 in the base
  - 2 in the center space on blue side
- 3 Small Health
  - 1 in the base
  - 1 on each side path to the left and right of the blue base
- 2 Medium Health
  - 1 in the center on blue side
  - 1 on the blue side of the under pool

### Red Team

- 5 Enforcer Weapons
  - 1 in the Base (Balin's Tomb)
  - 2 in the center space on red side
  - 1 on each side path to the left and right of the red base
- 1 Shock Rifle
  - 1 on the red side of the under pool
- 3 Small Armours
  - 1 in the base
  - 2 in the center space on red side
- 3 Small Health
  - 1 in the base
  - 1 on each side path to the left and right of the red base
- 2 Medium Health
  - 1 in the center on red side
  - 1 on the red side of the under pool

# Diagram – Concept Sketches of Map

## Top View Concept



## Concept Sketch of Center Space

