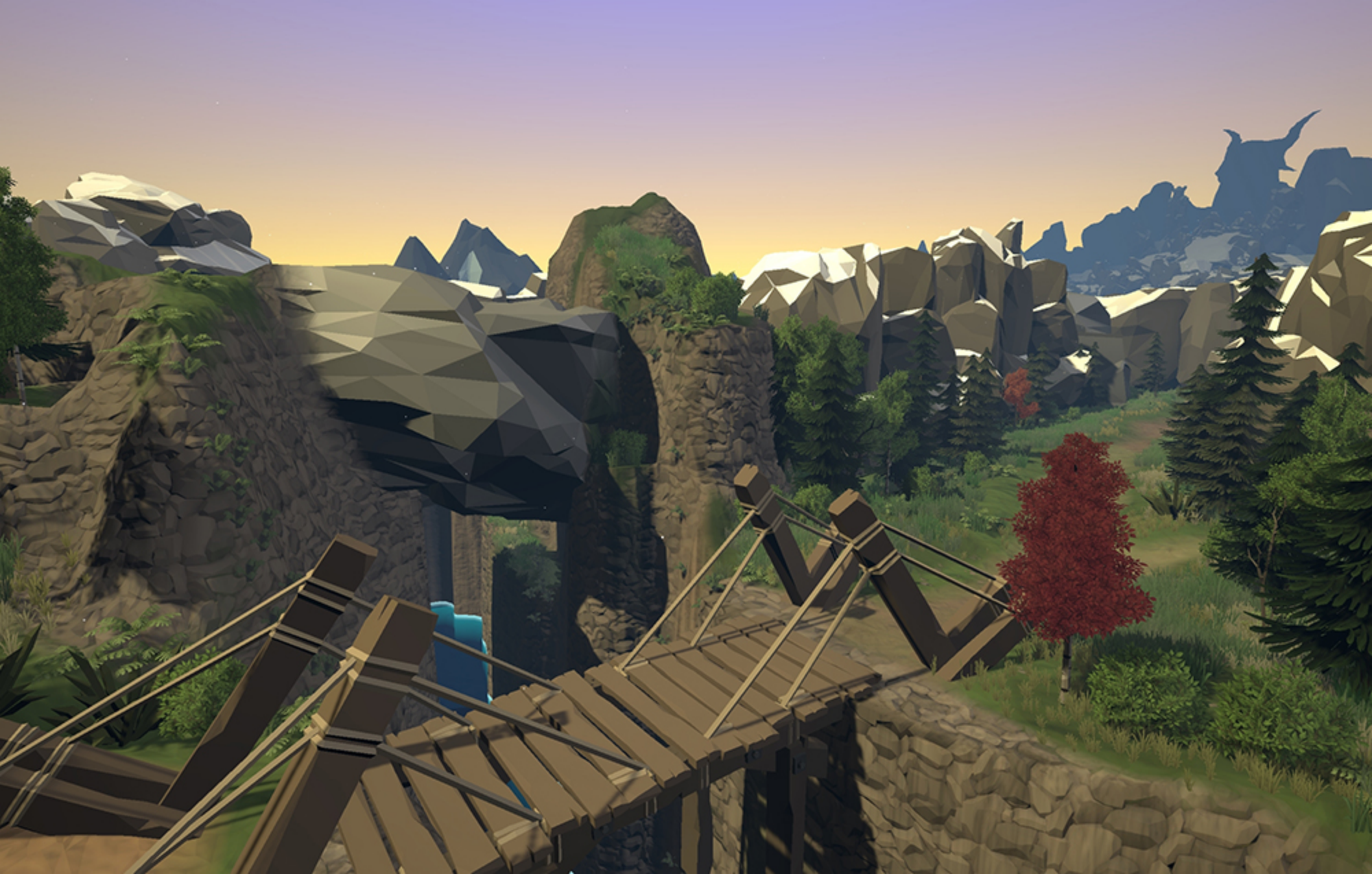


RAGNARÖK is a third-person action-adventure game drenched in Norse mythology. A close, intimate third-person camera, savage attacks, finishing moves and a small magic ability system. You are Freya, the Vanir Goddess and Wife of the All-father Odin. Loki killed your son Baldr and has been in hiding. However, a recent Ice giant threat has cropped up in Midgard and Midgard's protector - Thor- is nowhere to be found. Leaving it up to Freya to dispel the giants and avenge her son.

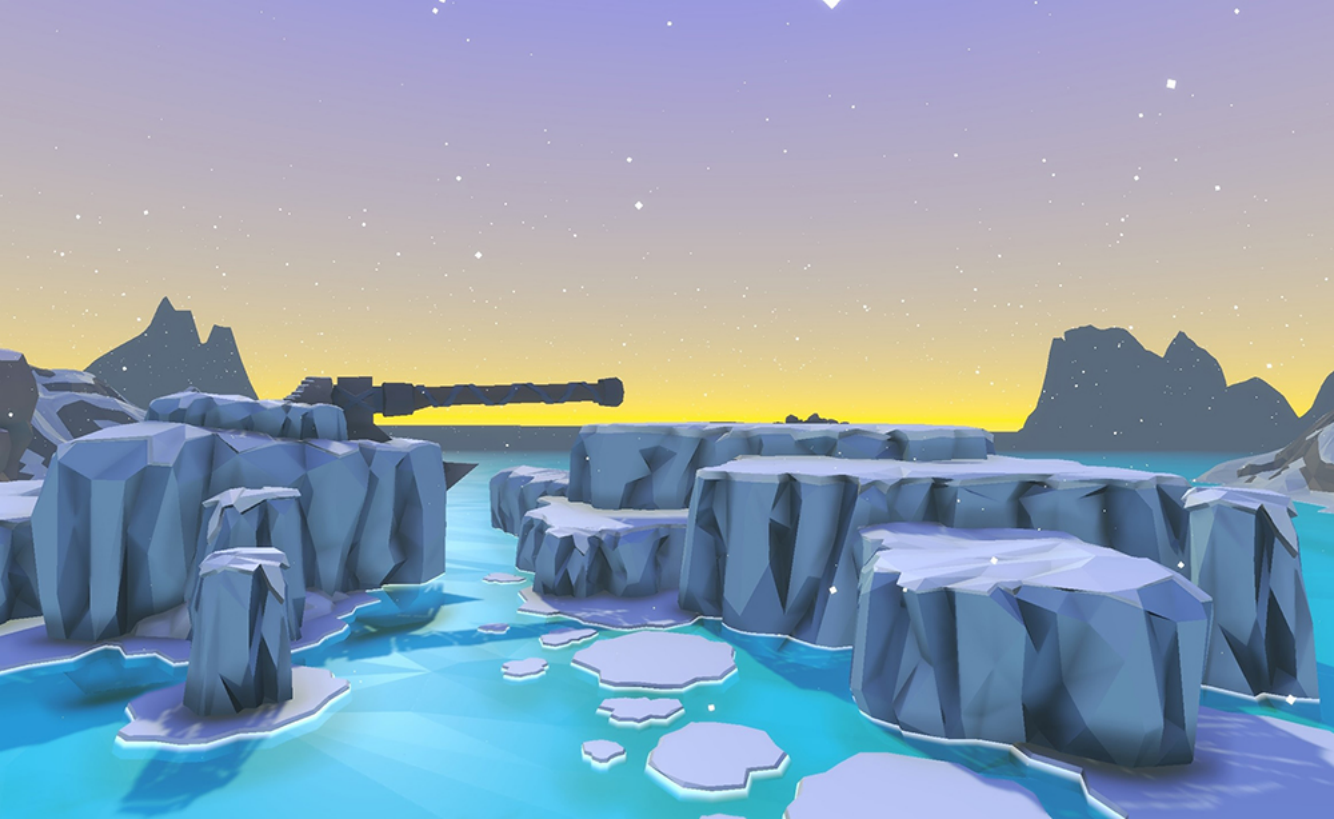
Within this project, my goal was to make a **3D level that catered to a Norse-themed action-adventure game**. This entailed creating a **full combat system** with **magic abilities** and a small **narrative**. I created everything from scratch apart from: the dialogue and quest system, art and animations.

I proceeded to **design and build a level that catered to this game's mechanics**. That led me to create **puzzles**, create **open spaces for combat** and use **visual language** to guide the player through the level. The level is split into 3 sections. These 3 sections each play a part in terms of level/story progress, increasing difficulty and teaching the player new things.

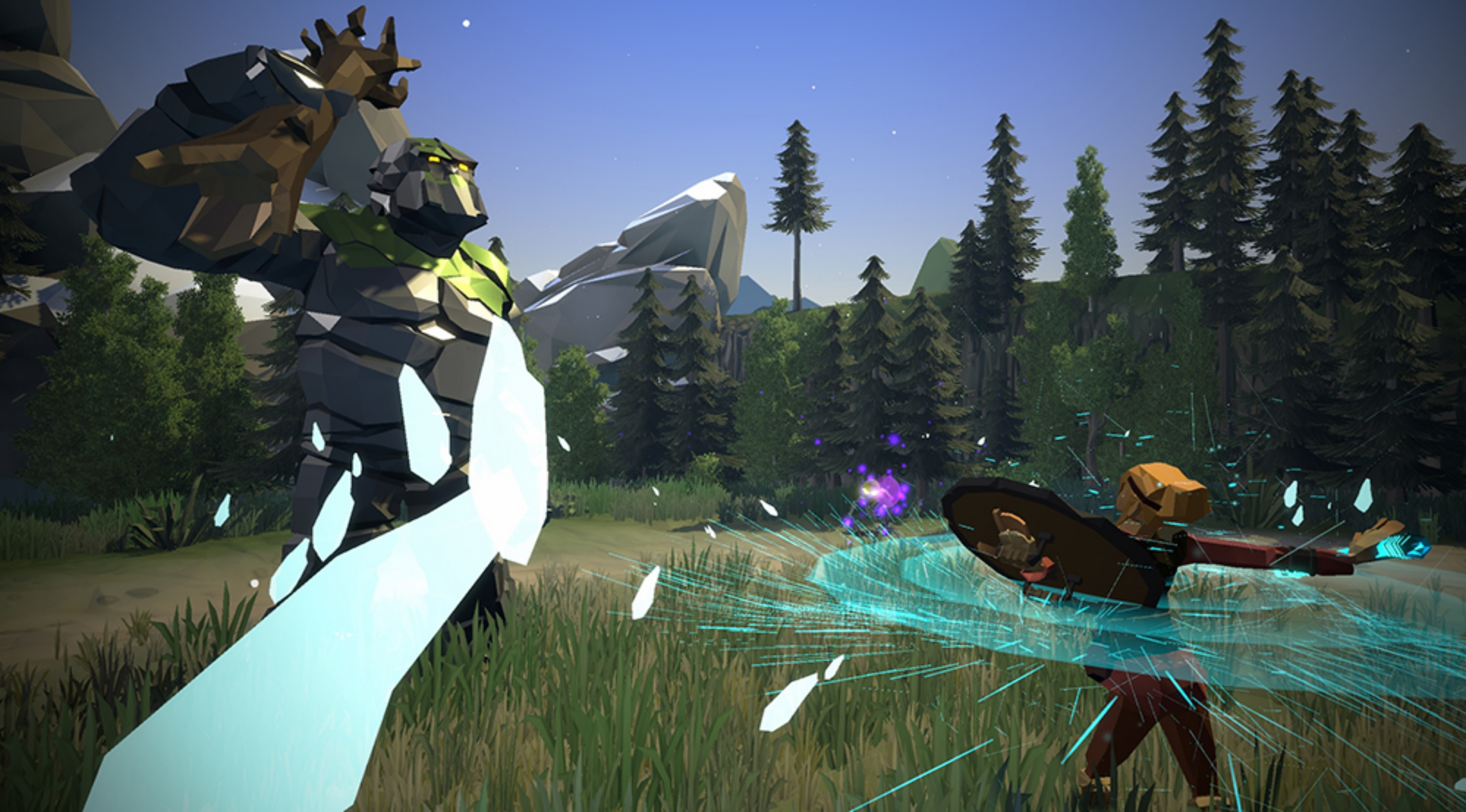














RÆGNARÖÖK

