



A Minecraft adventure map

Made by

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Why write this small book?

I have always really been into game design. Creating something well-crafted is just something I enjoy doing. Then, some years ago, I got to play the 2017 video game “The Legend of Zelda: Breath of the Wild” for Nintendo Switch. It was and still is one of the best games I have ever played. And after some time, I discovered that there is a book about the game made by its developers called “Creating a champion”. This book has 433 pages full of background information about the game and lots of early concepts, which never made it into the game. I remember fondly how much I enjoyed reading through this book and with “Making of – Savanna Scramble” I want to give other people, who share my love for game design and/or behind the scenes material, the ability to get some enjoyment out of reading through this (really small) book.

Inspiration

There were three games which inspired the gameplay of this map, as well as one for the setting: The main one is the 2017 video game “Super Mario Odyssey” for the Nintendo Switch. The game contains many “kingdoms”, essentially small islands, full of little collectibles. The entire game is densely packed and there is always something to discover, no matter where one goes. This is exactly the kind of atmosphere I wanted to create and so I did :D

The second one is the game I just mentioned as the reason, why I am writing this small book: The 2017 video game “The Legend of Zelda: Breath of the Wild”, also for the Nintendo Switch. It has essentially the same gameplay, but on a much larger scale.

The third one is „SpongeBob SquarePants: Battle for Bikini Bottom – Rehydrated”, released in 2020 for many platforms. Again, similar gameplay, but this time as more of a linear game, unlike the first two.

The savanna theme of the map was mainly inspired by the 2018 video game “Donkey Kong Country: Tropical Freeze” for the Nintendo Switch. Specifically, the 3rd world “Bright Savanna”, which I think is the best world in the game (Figure 1).



Figure 1: World 3 “Bright Savanna” from Donkey Kong Country: Tropical Freeze, the inspiration for the theme of the map.

The logo of the map was also inspired by the same game, but this time its loading screens (Figure 2). I always thought that their silhouette style looked really nice, so I choose to apply this style to this map as well.

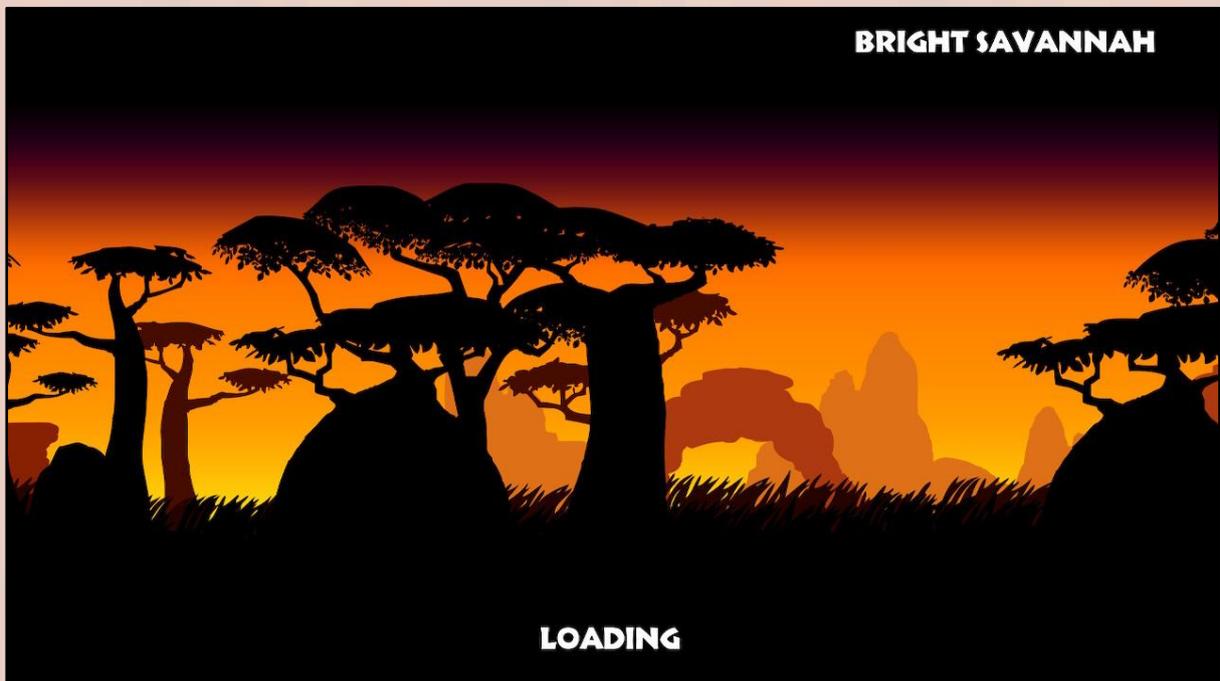


Figure 2: Loading screen of the world “Bright Savanna” from Donkey Kong Country: Tropical Freeze, the inspiration for the logo of this map.

Background Information

Dawn Constellations

The company, for which Salvadore Theoplia works (as indicated on his tent), is called Dawn Constellations. This is a company I used in two scrapped maps of mine called "Time Defect" and "Testing Track: Eta Aurora" (see Figure 3 for the company logo). Maybe one day, I will release a map in which this company plays a more prominent role.

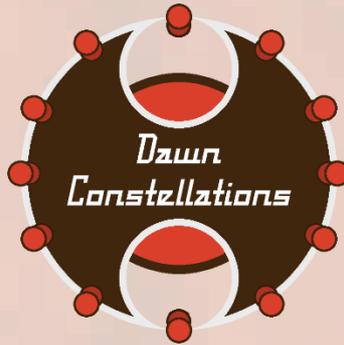


Figure 3: Logo of "Dawn Constellations", a company which has a prominent role in two of my scrapped maps.

Scrapped content

Given that I developed the entire map within 2 weeks with a good idea of what I wanted to create, there is naturally not a lot of scrapped content. Here is all I got:

Night Mode

This is an alternative, harder gameplay mode where the time of day would have been permanent night and about 10-15 "ghosts" would have been present, scattered all over the map (Figure 4). The ghosts are essentially just reskinned creepers, which would have blown up the player if they came close enough. And given that the player has no real weapons, this would have created a more suspenseful atmosphere. I scrapped the idea, because I ran into some issues regarding their spawning.



Figure 4: "Ghosts", as they would have spawned, if the map were to be played in night mode.

The Under-plateau

Originally, I had the idea of adding another layer to the plateau, just below the current surface. It would have been about half the size of the current surface area and would have housed more collectibles. A small maze would have also been present. I scrapped the idea as I wanted to keep the map short.

And there you have it

A bit of background information about a small adventure map I made. I hope you enjoyed your time reading this. Make sure leave a comment that you looked into this book on my [Planet Minecraft page](#). It's always really nice to get feedback from someone who enjoyed the things I made :D There is also a lot more Minecraft-related content there. This is the best place, where you will get all my adventure maps, right when they release, as it generally takes a few weeks to months for minecraftmaps.com to greenlight a new adventure map. See you over there :D