

Stranded

Gears of War

Document Date: 04/09/2009



Designer: Russell Krueger

Intended Level Delivery Date: 05/06/2009

Table of Contents

- Table of Figures 5
- Revision Notes 9
- Quick Summary 10
- Gameplay Overview 10
 - Objective Summary 11
- Technical Overview 12
 - Campaign 12
 - Mission Location 12
 - Mission Difficulty 12
 - Mission Metrics 12
- Technical Details 13
 - Level Atmosphere/Mood 13
 - Story 13
 - Major Areas/Visual Themes 17
 - Area 1: House of Commons Park 17
 - Area 2: Approach 23
 - Area 3: Ground Floor 29
 - Area 4: Top Floor 33
 - Map Objectives 37
 - Challenge Highlights 37
 - Water Cooler Moments 37
 - Actors 38
 - Player: Beta-3 38
 - Key Actors 38

Actor 1: King Raven	38
Actor 2: Seeders	38
Supporting Actors	38
Actor 1: Gamma Squad.....	38
Actor 2: Wretches	39
Actor 3: Drones	39
Actor 4: Theron Guard.....	39
Actor 5: Troika Cabal	39
Key Assets	40
User Interface	41
Gameplay Details.....	42
Gameplay Mechanics	42
Level Progression Chart.....	43
Map(s)	44
Key.....	51
Sketch(s)	64
Walkthrough/Detailed Map Description.....	64
Phase 1	64
Phase 1.1.....	66
Phase 1.2.....	69
Phase 1.3.....	70
Phase 1.4.....	73
Phase 1.5.....	75
Phase 2	77
Phase 2.1.....	79
Phase 2.2.....	81
Phase 2.3.....	83

Phase 2.4.....	84
Phase 3	87
Phase 3.1.....	88
Phase 3.2.....	89
Phase 3.3.....	91
References.....	91



TABLE OF FIGURES

Figure 1: House of Commons has a park with thick vegetation.	17
Figure 2: Trees rise out of cement planters.....	18
Figure 3: Ephyria lies in ruins	18
Figure 4: Few buildings are taller than three stories	19
Figure 5: Vines slowly recapture the ruined public structure.	19
Figure 6: Night is setting in. Rescue must come soon.....	20
Figure 7: Soldier Designation: Beta-3	21
Figure 8: The APC is destroyed. The player must call for rescue.	22
Figure 9: Seeders will shoot down the King Raven, if not destroyed in time.	22
Figure 10: The House of Commons features high coloums, and cement structures.....	23
Figure 11: The architectural style of Ephyria is similar to that of modern cities.	24
Figure 12: The House of Commons stands out amongst other structures.	24
Figure 13: The Approach has a lot of concrete barricades.	25
Figure 14: A Troika Cabal ambush the player on the Approach	26
Figure 15: At the end of the level, Theron Guard lead squads of drones in an effort to kill the player.	26
Figure 16: Drones continually harass the player.....	27
Figure 17: Wretches act as fast attack units and cannon fodder.	27
Figure 18: A King Raven comes to rescue the player at the end of the mission.	28
Figure 19: Plants have overgrown their planters.	29
Figure 20: The House of commons features a sort of ruined opulence.....	30
Figure 21: Columns provide solid cover for the player.	31
Figure 22: The remnants of daylight stream in through the windows.	31
Figure 23: Drones attack in droves.....	32
Figure 24: Wretches assault the player's Troika position.....	33
Figure 25: The House of Commons features numerous planters, which act as cover.	33
Figure 26: COG motifs are prevalant in the House of Commons.....	34

Figure 27: The walls are ornate and detailed, reflecting the former wealth of the COG.	35
Figure 28: Wretches act as cannon fodder.	36
Figure 29: Players must kill the Troika Cabal on the top floor of the House of Commons.	36
Figure 30: Level Progression Chart for "Stranded"	43
Figure 31: Map of the ground floor of the House of Commons.	44
Figure 32: Map of the top floor of the House of Commons	45
Figure 33: The player's first task pits them against wretches and a Troika gun, in an effort to reach the radio on the second floor.	46
Figure 34: The radio sits in a small room on the second floor, on the right hand side of the building.	47
Figure 35: Once the Seeders destroy the player's Troika, the player must take the fight to the enemy, instead of defending an area.	48
Figure 36: Seeders lie behind heavy cover, the player must reach the other end of the map to destroy them.	49
Figure 37: Once the player destroys the Seeders, a small army of Drones and Theron Guard spawn in. The player must survive the 15 seconds until the King Raven arrives. Once the King Raven spawns, the player must reach the helicopter alive for the mission to succeed.	50
Figure 38: The player gets their first glimpse of the House of Commons here.	51
Figure 39: Troika Cabal ambushes the player here.	51
Figure 40: Seeders spawn in Area 1, behind heavy cover, and destroy the player's Troika.	52
Figure 41: Enemies spawn inside the House of Commons, instantly flanking the player.	52
Figure 42: The King Raven arrives and saves the player from inevitable death.	52
Figure 43: Troikas Ambush the player here.	53
Figure 44: Seeders force the player to run to the other side of the map, while on a time limit.	53
Figure 45: The third wave poses an overwhelming threat to the player.	54
Figure 46: Players must activate the radio in order to start the countdown.	54
Figure 47: The two Seeders must be destroyed before the King Raven arrives.	55
Figure 48: Players must reach the King Raven alive.	55
Figure 49: Reaching the Seeders within the time limit is the level's true challenge.	56
Figure 50: Players spawn in Area 1, near their destroyed APC.	57

Figure 51: Phase 1 routes- Ground Floor.....	58
Figure 52: Phase 1 routes- Top Floor.....	59
Figure 53: Phase 2 begins on the top floor.....	60
Figure 54: Phase 2 routes- Ground Floor.....	61
Figure 55: Phase 3 routes	62
Figure 56: The level ends when the player reaches the King Raven.....	62
Figure 57: Seeders spawn here.....	63
Figure 58: King Raven spawns in the center of the map.....	63
Figure 59: Phase one level sketch	64
Figure 60: Phase 1 top floor sketch.....	65
Figure 61: The player may either go right or left.....	66
Figure 62: Area 1 has many trees.....	67
Figure 63: Nature begins to reclaim the House of Commons	67
Figure 64: Trees provide high visual cover for the Seeders.....	68
Figure 65: The House of Commons has two entrances.....	69
Figure 66: Cover is prevalent on the Approach	70
Figure 67: A Troika Cabal ambushes the player.....	70
Figure 68: Wretches attack the player when they enter the House of Commons.....	71
Figure 69: The house of Commons has a kind of ruined grandeur.....	71
Figure 70: The halls are wide, but the doors are narrow.....	72
Figure 71: The player must kill the Troika Cabal here.....	73
Figure 72: COG motifs are everywhere	74
Figure 73: Tall planters provide solid cover.....	74
Figure 74: Once the player activates the radio, Phase 2 begins.....	75
Figure 75: The House of Commons features high ceilings.....	76
Figure 76: Players must abandon the Troika once the Seeders destroy it.....	77
Figure 77: There are multiple routes to the Seeders.....	78

Figure 78: Players have access to the Seeders for the first wave of attackers.....	79
Figure 79: The windows capture the sun's last rays of light.....	80
Figure 80: Players may either go out the main entrance or the hole in the side of the building.	81
Figure 81: The House of Commons has a large courtyard.....	82
Figure 82: Seeders harass the player after the second wave starts. They must be destroyed.....	82
Figure 83: Optimal routes for the player through Area 2.	83
Figure 84: Sandbags and cement blocks provide cover for the player.	84
Figure 85: Once the player reaches Area 1, they have a straight shot at both Seeders.....	84
Figure 86: Plants break line of sight.	85
Figure 87: More dense foliage.	86
Figure 88: Players must reach the extraction point alive.	87
Figure 89: Optimal routes depend on the player's current position.	88
Figure 90: The player must reach the approach alive.....	88
Figure 91: Theron Guards spawn in an attempt to ensure the player's destruction.....	89
Figure 92: The shortest routes have the least cover.....	89
Figure 93: A king raven comes to the rescue.....	90
Figure 94: COG Soldiers deploy to assist the player.....	90
Figure 95: A small army of drones spawns to hinder the player's escape.	91
Figure 96: Numerous emergence holes open inside the House of Commons.	91

REVISION NOTES

04/07/09 – Initial version of document

04/08/09- Added references, maps. Fixed grammatical errors.

QUICK SUMMARY

Stranded puts players in the shoes of a COG soldier in a brief single player mission. The mission takes place in the late afternoon outside of a government building on the streets of Ephyria. Stranded depicts a desperate fight for survival against time and overwhelming odds.

GAMEPLAY OVERVIEW

1. Players wake up outside their wrecked APC, facing the House of Commons.
2. Players approach the House of Commons
3. Troika Cabal ambushes player from a balcony
4. Players either exchange fire with the Troika, or move through cover to take it out from inside the building.
5. As Players enter the House of Commons, an emergence hole opens, and wretches swarm out.
6. Players either activate the radio transmitter for extraction, or kill the Troika Cabal upstairs.
7. Once the player activates the radio transmitter, a timer of six minutes begins. When the timer reaches zero, a King Raven arrives for support and extraction.
8. After 30 seconds, the first wave of enemies spawns. Three emergence holes open, on the opposite end of the level. Wretches spawn first, as cannon fodder, with drones appearing afterwards. The player has the option of using the Troika gun to deal with the enemies, or engaging them up front, outside of the House of Commons.
9. 20 seconds after the first emergence holes (Or 10 seconds after the player destroys the first wave, whichever comes first) open, another two holes open up closer to the House, near areas of heavy cover. Two waves of two drones crawl out of each Emergence Hole and open fire.
10. 10 Seconds after the second wave starts, a cutscene starts where two Seeders spawn behind cover and destroy the Player's Troika with Nemacyst. The player must battle their way to the Seeders and destroy them before the King Raven arrives. If they do not, the mission ends in failure. If they do, the Kind Raven successfully spawns.
11. 15 seconds before the arrival of the helicopter, six emergence holes open, all over the level, each with 4 Locust each. A Theron guard leads a squad of drones for each of the holes.
12. Once the King raven arrives, a cutscene plays and 4 invulnerable COG soldiers spawn to assist the player. All the player must do to win is survive the run to the King Raven. Once the player reaches the Helicopter, a cutscene plays showing the helicopter flying away.

OBJECTIVE SUMMARY

The player's sole objective is survival. They must hold their ground for four minutes until rescue arrives.


Success Parameters:

1. The player survives the assault.
2. The player must reach the King Raven alive.
3. The player must destroy the Seeders before the King Raven arrives.

Failure Parameters:

1. The player dies
2. The player fails to destroy the Seeders before rescue arrives

Potential Strategies:

1. The House of Commons is a highly defensible position. The Troika mounted on the balcony is a great strategic asset and skilled players must take advantage of it, while it lasts.
 2. Choosing the right weapons for the right situations. If the player is defending the doorway into the House, a shotgun is ideal. If the player is on the balcony, a sniper rifle would be an excellent choice.
 3. While the House is defensible, it may be best to take the fight to the enemies at times, so as not to get overwhelmed later on.
- 

TECHNICAL OVERVIEW

CAMPAIGN

- Name: Stories of the Unsung, a supplementary campaign to the Overarching Gears of War storyline.
- Level Position in Campaign: This is the last mission in the campaign. Previously, the player's squad headed for the House of Commons for extraction, but an ambush destroyed the vehicle just short of its destination. The ambush killed the player's squad mates and knocked the player unconscious. Stranded begins with the player regaining consciousness outside of the House of Commons.

MISSION LOCATION

- Theme: A desperate fight for survival amongst inside the ruined House of Commons.
- Mood: Desperation and Isolation
- Setting – Far Future, on the planet Sera, in Ephyria, outside of the House of Commons.
- Time of Day: Late afternoon or early evening.
- Season: Late Spring
- Weather: Partly Cloudy

MISSION DIFFICULTY

On a scale of 1-5 (5 being very difficult)

- Starting: 2
- Middle: 3.5
- Ending: 4

MISSION METRICS

- Play Time: 7-10 minutes
- Physical Length: Critical Path– 8000 Units
- Physical Area – 4000 Units Wide x 8000 Long x 3000 high
- Max New Characters: 0
- Max Visual Themes: 0

TECHNICAL DETAILS

LEVEL ATMOSPHERE/MOOD

STORY

- Introduction
 - Cutscene: Boomers ambush the Player's APC. The APC Crashes through the gate of the House of Commons.
 - Game: Player starts off alone. His squad mates are dead. The way back the the street is blocked by the APC, and the House of Commons lies ahead.
- In Game:

Account of the House of Commons Incident:

Debriefing Overseen By: Colonel Hoffman

Date of Document: 04.24.014AE

Time: 25:45

Account Given By: Soldier Designation: Beta-3

"I woke up, dazed and battered, my head still reeling from the concussion of the rocket. The sun was lower in the sky now; I must have been out for several hours. Under the rustle of a gentle breeze, I could hear the Kryll beginning to stir. I'm not sure how I had gotten out of the vehicle, but now I found myself leaned against it, just short of my squad's destination. The House of Commons has a radio that could be used to call for extraction... That was where we were headed. The last reports said that it was safe there, that COG forces still held the House. As I looked up at the building, it became obvious that this was not the case. The building's white façade was stained with soot and burn marks, the columns chipped and crumbling from bullet impacts. A Troika stood unmanned on the balcony. Clearly, the Locust had moved on in search of better prey.

I struggled to my feet, wincing with the pain of a fractured rib. I'm not sure how I got it, but it hurt like hell. The sun was setting... I had maybe an hour to find some shelter before the Kryll begin massing. I couldn't stay there...

I gathered up what little could be salvaged from the APC; a Lancer, a couple grenades, a few clips and a shotgun that we used to breach doors. There are some painkillers in a slightly crushed medkit. I swallowed a few and limped off towards the House of Commons.

It was quiet, and that immediately put me on edge. There are been very few times that Ephyria has been quiet since E-Day, and none of them ended well. As I climbed the stairs to the

Approach, I'm glad that I was paying attention, or else I may not have heard the whine of a Troika spinning up. Without thinking, I hit the floor behind a collapsed column, my rib shooting a spear of pain up my side. Several dozen rounds flew past where I had been a second ago. The troika continued firing, thousands of rounds per minute hitting the column. I kept low and slid over to the side of the column. If I could get just a little further over I could break the Troika's line of sight with an adjacent balcony.

I got low to the ground and got ready to jump out of cover and sprint to cover. I didn't have much choice anyways... so when I was ready, I just ran, I didn't look to see what was happening. I heard the impact of bullets on concrete, I felt chips of concrete pelting my armor, and then all of a sudden it stopped. I had broken line of sight. I pressed up against the wall, catching my breath. To my right, there was a hole, maybe eight feet across that led into the House of Commons. Despite the presence of Troika Cabal, the House was my only way to get out of here before the Kryll showed up. I slung the rifle onto my back and lifted the shotgun. If I was going to get out of here, I had to deal with the bastards that ambushed me. I took a few steps and stopped. Apparently, the Troika Cabal wasn't alone here. When I listened closely enough I could hear the sharp *ping* of claws on metal. There were wretches in the ducts. There was an air grate next to my feet. Behind that was the glimmer of teeth. I'm still not clear on who acted first, me or the Wretch. But less than three seconds later, it was sliding off my armor, still snarling, unable to comprehend what had happened, and why it couldn't stand any longer. A blast from my shotgun had taken everything below the hip and sent it flying in six directions. A few seconds after that the rest of the Wretches found me. There were four in total, and they all came from different directions. I clubbed the first one with the butt of my shotgun, breaking its skull with a dull *crack*. The second and third I managed to down just before they got to me, but the last one dropped right on top of me. I dropped to one knee, claws and teeth flashing around my visor. I dropped the shotgun, and pulled my sidearm. I fired wildly above me, and after half a clip the damned thing finally dropped to the floor, three bullets in its chest and torso.

I reloaded my shotgun, and climbed the steps of the main hall. These steps led to the second floor and the balcony. I peeked around the corner, and saw the Troika Cabal's spotter patrolling the hallway, apparently searching for signs of my approach. I rolled to the other side of the doorway and listened for the sound of his footsteps. As soon as I was sure he was in range, I pointed the gun down the hall and fired three times. Without waiting, I charged around the corner. The spotter was on his knees, missing an arm and bleeding badly from a gaping hole in his chest. There was a wet sucking sound as the drone still continued to try to breathe through a punctured lung. I ran up and knocked him over with a punch and then to make sure he didn't get up again, I stomped on his skull. I felt bone give way, and without waiting for the wet sucking sound of his breathing to stop, I sprinted around the corner and fired three more shots directly into the torso of the Troika gunner. Finally, true silence fell around the House of Commons, and I knew that I was finally alone.

It only took a minute to find the radio. It was behind a thick metal door, on the left hall of the second floor. I flipped on the power and said. "Command this is Soldier Designation Beta-3, Beta Squad has been ambushed by Locust and I am in need of extraction. I am alone in the House of Commons. Repeat, Beta-3 in need of extraction at the House of Commons, I am in need of extraction, over." For what felt like an hour, but was likely only a few seconds, all I heard was

the hiss of static. Then finally a voice said: "Roger that Beta-3, King Raven Designation two-four is on its way from patrol route, ETA 6 Minutes."

My sigh of relief was caught in my chest as I felt that ever-so-familiar tremor of collapsing rock. I sprinted up the stairs as fast as my fractured rib would let me, slid around the corners and grabbed the handles of the Troika. I was just in time to see the trap close around me. Three emergence holes opened up at the far end of the pavilion, near my APC. Without waiting or watching to see what came out I opened fire, sweeping back in forth in broad arcs hosing the entire area down with bullets. Most of the wretches died instantly, but they allowed the drones to find cover.

There were a handful of drones still standing after the initial exchange of fire, but they quickly got mopped up, and their attempts at suppressing fire were brutally punished. I would have let go of the trigger then, had I not felt yet another tremor over the rattling of the Troika. Seconds later, two more holes opened up on opposite sides of the pavilion drones crawling out and opening fire from behind cover.

I would have returned fire but movement caught my eyes from behind the trees. A second later two monsters crawled up from the ground, near the far wall. The both reared up and spat out a foul, reeking creature, tentacles jutting out of its sides. Both of the Nemacyst flew straight at my position with an ear splitting screech. I jumped back into the hallway just as the Troika exploded and its ammo reserved cooked off, sending hundreds of shells ricocheting off in every direction.

Without thinking, I ran downstairs, and crouched behind the desk in the main hall, shotgun leveled at the door. Within seconds the drones that were previously pinned by machine gun fire had made a rush for the door. There were a total of six drones, but only two could fit through at a time. The first two got shredded before they made it through the door. The third one died immediately afterward, after being blown in half by a shotgun round. The fourth remained behind cover, blind firing every time I stuck my head out. I pulled a grenade off my belt and lobbed it over the desk. The drone's scream was lost in the explosion, but after that, I was sure it was dead.

My shotgun was empty at this point, so I tossed it aside, and grabbed my Lancer. I waited for a few seconds, but nothing else came through. It was only the creak of the floorboard that gave the other two away. They had come through the same hole that I had, and by the time I realized it they were only about 35 feet away from me. I opened fire and both of them retreated behind cover. One got hit on the shoulder, but nothing serious enough to do anything more than make it just that much more intent on ripping me to shreds.

Without giving the other drones the chance to rally, I revved up the bayonet on my lancer and charged down the hall. The drone peeked out from cover just in time to see the spinning blade sink into its forehead. The other lost half of its face with a burst of fire from my lancer. I headed towards the armory, a good guess as to what that tremor meant. I arrived in time to hear distorted words crackle over the speaker. "Seed..s in th.. .rea. Ham..er is onl-. King Raven ..ETA 90 se...-" A second large tremor sent me stumbling, and after that, the radio was dead silent.

I grab a few extra clips for my Lancer, and grab a target painter for the Hammer of Dawn. I come out the front, looking for the targets. The Seeders came up under heavy cover, the only hint that they were even there was the telltale trail of NemaCyst emerging from behind the trees. Hitting them from the front door would be impossible. I charge out the door, firing on full auto at anything that moves, not caring if I hit or miss, just so long as the drones keep their heads down. Once I hear the hollow rattle of my clip running dry, I sling the lancer over my shoulder and pull out the target painter. I mantle over a chunk of concrete, and put some cover between myself and the drones. However, there was nothing to put in between me and the Seeders. I level the target painter at one, praying that the satellite was still overhead. I caught the scent of ozone an instant before a column of flame, miles high, shot down from the sky onto one of the Seeders. I swept the targeting laser over to the other Seeder, and slowly but surely the column of fire followed my target. The high pitched screeches they made hurt my ears and still haunt my dreams, but they both died.

As their shrieks died away, I realized I could just barely make out the sound of a helicopter in the distance. Yet another tremor shook the ground, almost as large as the last two, and for just a second, I thought another Seeder was coming up to destroy the King Raven. What I saw instead caused my blood to run cold. Emergence holes were opening up all over the courtyard, six in all, and drones were scrambling up out of the hole led by vicious sergeants in dark red armor. I pitched a grenade into a nearby hole, and felt a rush of grim satisfaction as I heard muffled screams coming from inside the collapsing tunnel.

I took cover behind the stinking corpse of the Seeder, and peeked over its head. There were at least 20 enemies, all armed, converging on my position, moving from cover to cover with more discipline than I have ever seen in a drone. In that moment, I knew it was all over. There was no walking out of this fight alive. I pitched the last of my grenades over the top of the Seeder's corpse, and I think I got at least four of them, but I was still outnumbered at least 15 to 1, and they were closing in on my cover fast.

It all gets a little blurry here, but I remember reloading my rifle, taking a deep breath and opening fire on full auto. A few of them went down, but not enough. I remember hearing the sound of a Troika spinning up, and all of the locust turning. A few more of them fell over, bleeding profusely, and the rest scattered. I took the advantage, and slapped a fresh clip in charged, taking shots at anything that moved. I ran across the courtyard, and then suddenly something tackled me from the side. I pulled my pistol, but the gun was slapped out of my hand. It took a second but eventually I recognized the rank and insignia of a COG soldier. Sergeant. Gamma Squad. I look up and see that where I was standing a moment before is streaked with tracer fire from a high-powered machine gun, I follow the streaks back to a large dark form, silhouetted in the setting sun. The form was instantly recognizable. A King Raven."

End of Document

- Extro
 - Gameplay: The player battles through the locust horde to the King Raven.
 - Cutscene: The King Raven dusts off.

MAJOR AREAS/VISUAL THEMES

AREA 1: HOUSE OF COMMONS PARK

- Text Description: The COG built entrance to the House of Commons as a park. Trees grow out of cement planters, and untended vines run rampant. Mother Nature slowly reclaims what was once hers.
- Visual References
 - **Terrain/Vegetation**

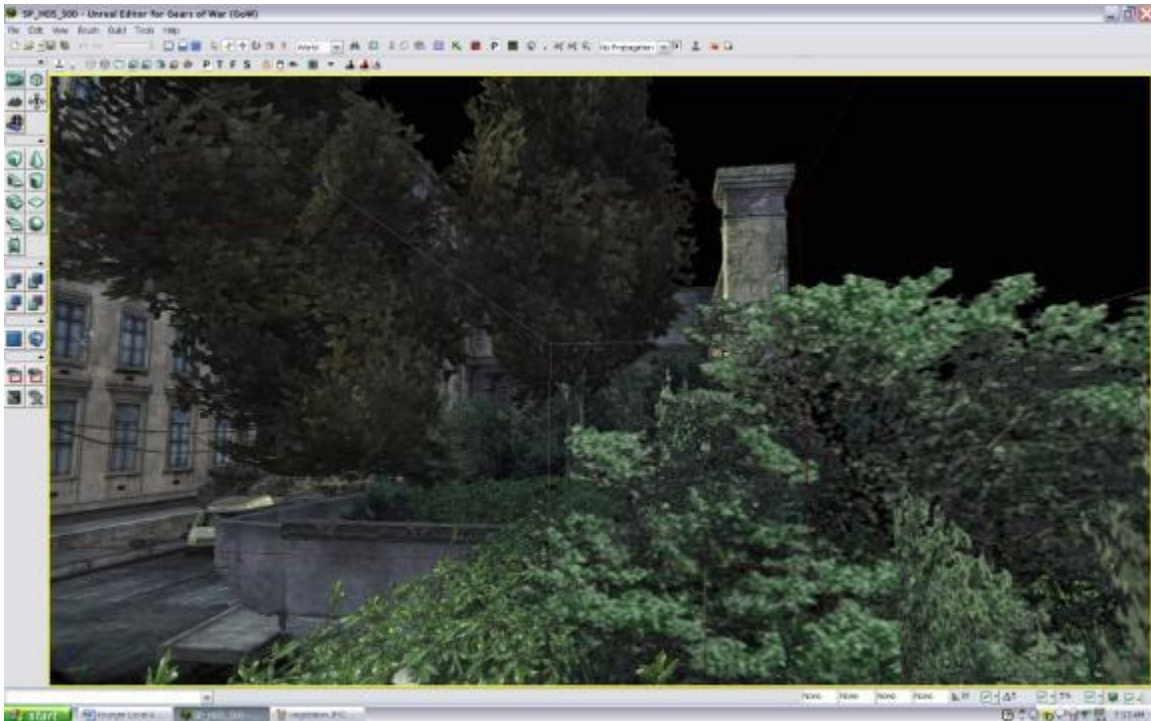


Figure 1: House of Commons has a park with thick vegetation.

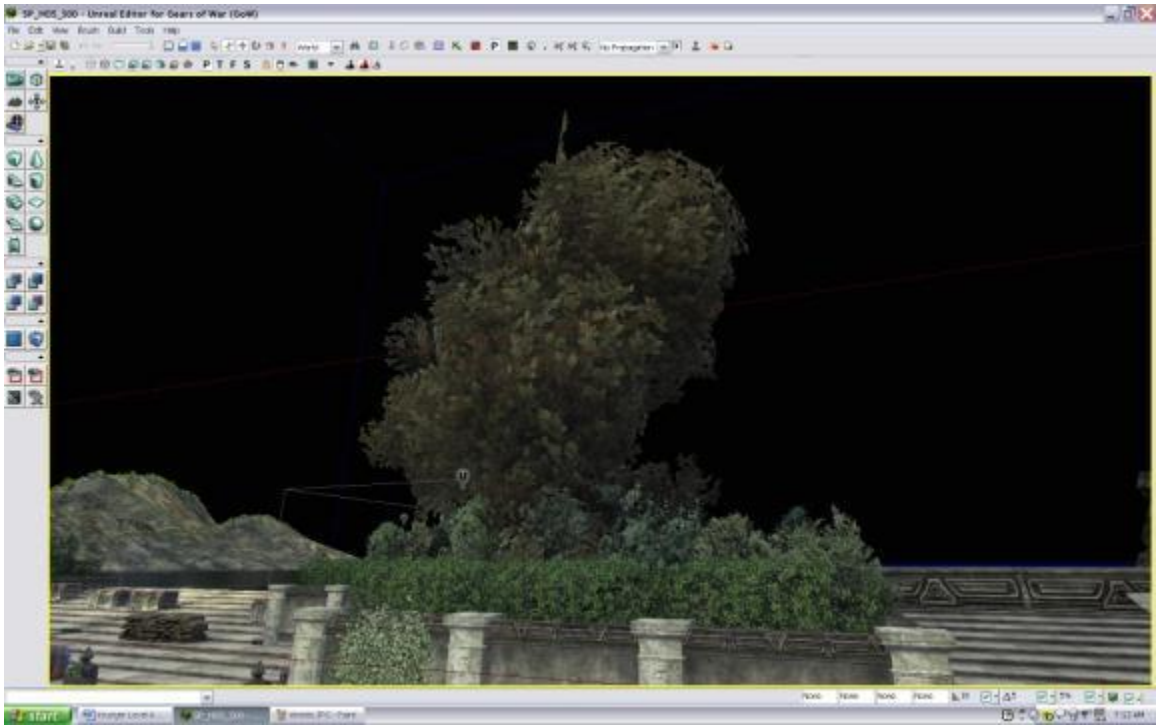


Figure 2: Trees rise out of cement planters

- **Models/Architecture**

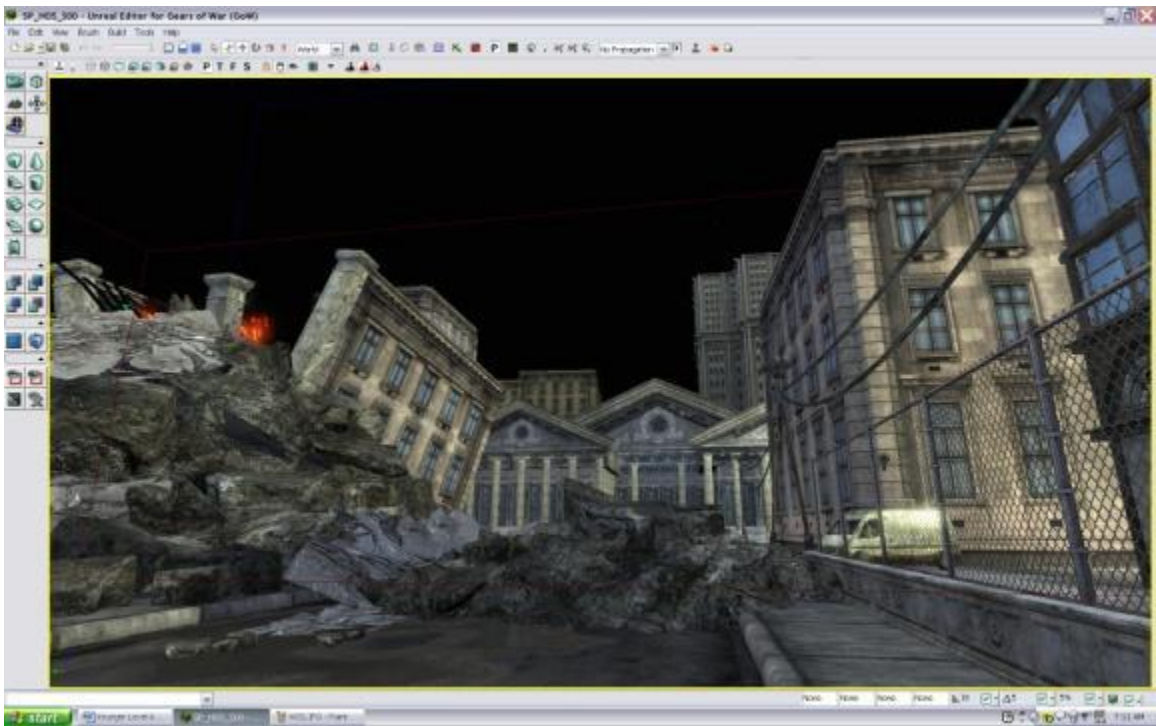


Figure 3: Ephyria lies in ruins

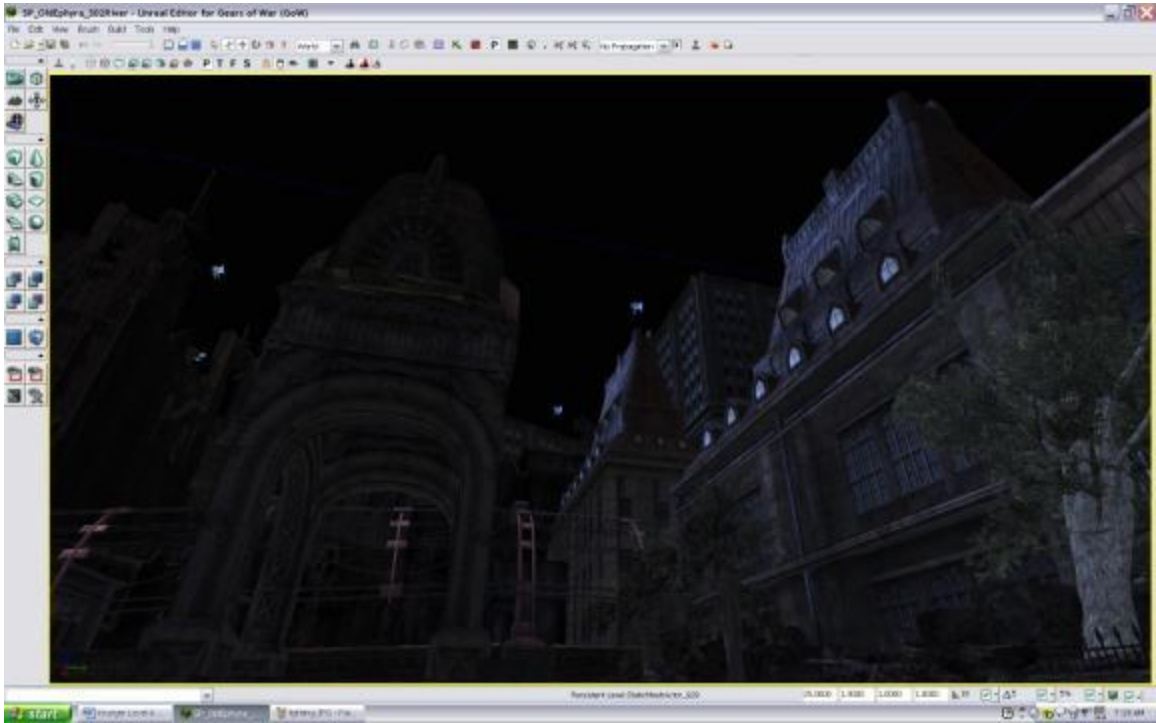


Figure 4: Few buildings are taller than three stories



Figure 5: Vines slowly recapture the ruined public structure.

- Textures/Lighting



Figure 6: Night is setting in. Rescue must come soon

- Characters/Vehicles



Figure 7: Soldier Designation: Beta-3



Figure 8: The APC is destroyed. The player must call for rescue.



Figure 9: Seeders can shoot down the King Raven, if not destroyed in time.

AREA 2: APPROACH

- Text Description: The steps to the House of Commons capture the majesty and grandeur of the COG. White cement steps lead up the House of Commons. Rows of cement barricades and sandbags stand as a silent monument to the COG's last stand here before the Locust forced them to give ground. A lone Troika stands on the central balcony, overlooking the approach.
- Visual References
 - **Terrain/Vegetation**

Not applicable, the House of Commons approach was built mostly from stone and concrete.
 - **Models/Architecture**

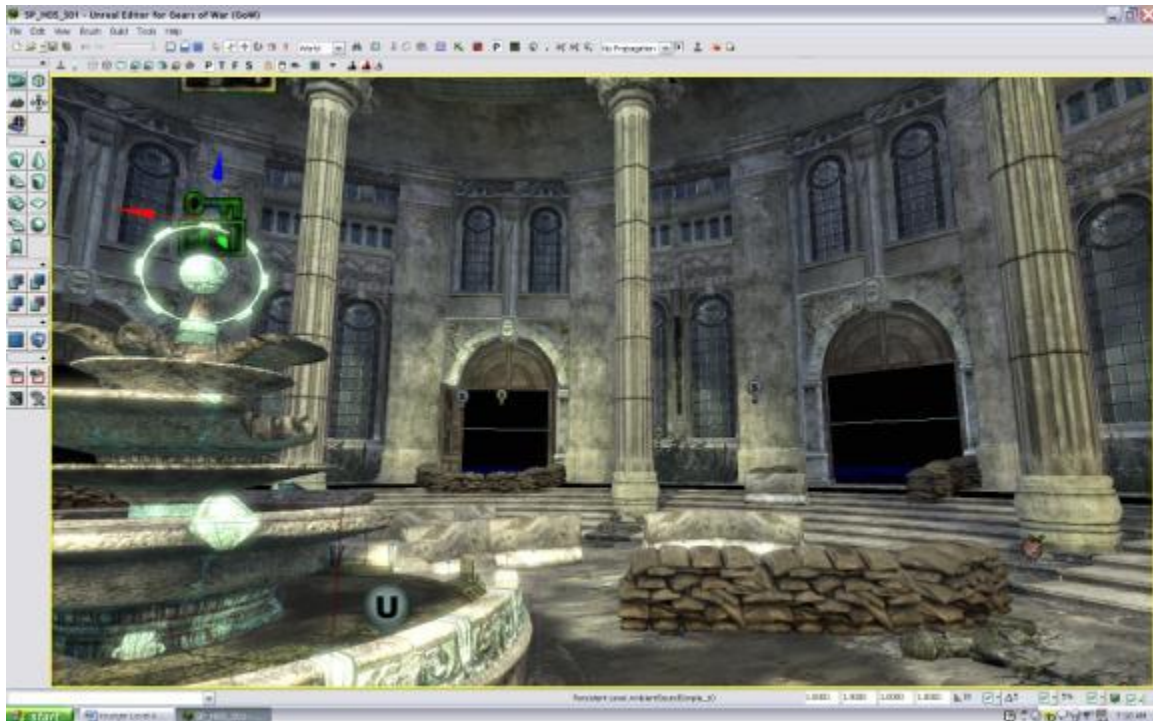


Figure 10: The House of Commons features high columns, and cement structures.

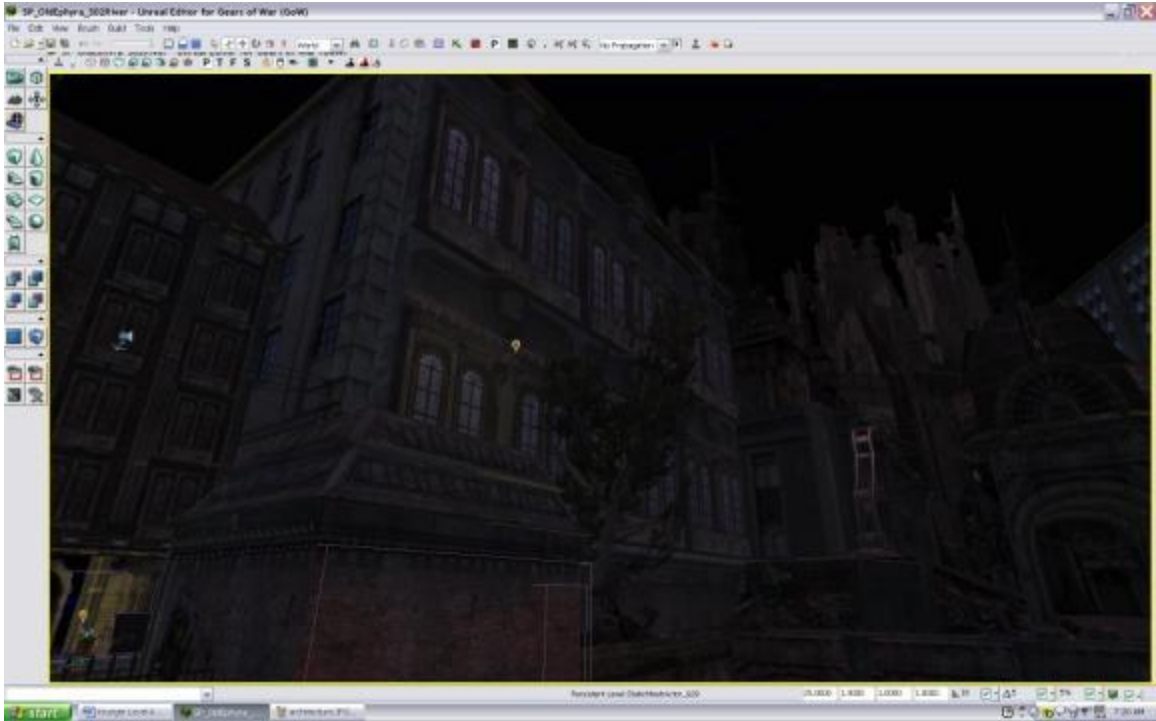


Figure 11: The architectural style of Ephyria is similar to that of modern cities.



Figure 12: The House of Commons stands out amongst other structures.

- Textures/Lighting



Figure 13: The Approach has a lot of concrete barricades.

- Characters/Vehicles



Figure 14: A Troika Cabal ambushes the player on the Approach



Figure 15: At the end of the level, Theron Guard lead squads of drones in an effort to kill the player.



Figure 16: Drones continually harass the player.



Figure 17: Wretches act as fast attack units and cannon fodder.



Figure 18: A King Raven comes to rescue the player at the end of the mission.

AREA 3: GROUND FLOOR

- Text Description: The lobby of the House of Commons opens into a richly appointed main hall, with a staircase that leads up onto the second floor. Hallways lead from the main hall. A breach in the building's right façade provides a second entry into the House of Commons. A room in the left hallway holds the remains of the building's armory. While the Locust looted it, a few weapons and a couple boxes of ammo remain.
- Visual References
 - **Terrain/Vegetation**



Figure 19: Plants have overgrown their planters.

- **Models/Architecture**



Figure 20: The House of commons features a sort of ruined opulence.



Figure 21: Columns provide solid cover for the player.

- Textures/Lighting

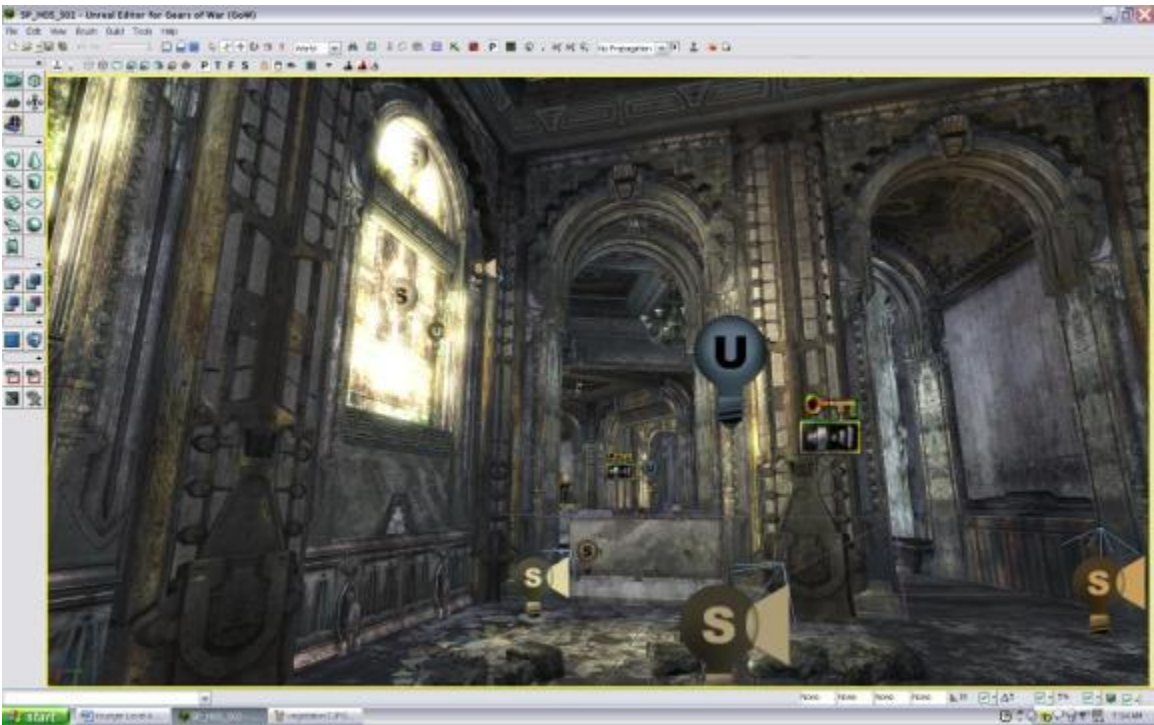


Figure 22: The remnants of daylight stream in through the windows.

- Characters/Vehicles



Figure 23: Drones attack in droves.



Figure 24: Wretches assault the player's Troika position.

AREA 4: TOP FLOOR

- Text Description: The top floor of the House of Commons mirrors the ground floor's layout with two hallways running along the right and left of the great hall, periodically opening onto balconies. The center balcony has a Troika gun that looks out over the approach
- Visual References
 - **Terrain/Vegetation**



Figure 25: The House of Commons features numerous planters, which act as cover.

- **Models/Architecture**



Figure 26: COG motifs are prevalent in the House of Commons.

- Textures/Lighting



Figure 27: The walls are ornate and detailed, reflecting the former wealth of the COG.

- Characters/Vehicles



Figure 28: Wretches act as cannon fodder.



Figure 29: Players must kill the Troika Cabal on the top floor of the House of Commons.

MAP OBJECTIVES

- Primary
 - Activate the Distress Beacon
 - Survive for 6 minutes
 - Kill the two Seeders
 - Reach the King Raven

CHALLENGE HIGHLIGHTS

- Combat
 - Taking out the Troika Gun on the balcony
 - Defending the House of Commons for four minutes
 - Fighting to the King Raven
- Stealth
 - Avoiding the Troika's fire
- Boss Battles
 - Killing the two Seeders before the King Raven arrives.

WATER COOLER MOMENTS

- Area 1
 - First glimpse of the House of Commons
- Area 2
 - Ambush by Troika on the Approach
 - King Raven landing at the end of the game
- Area 3
 - Emergence hole opens inside the House of Commons, putting the player on the defensive
- Area 4
 - Player gets to use the Troika to defeat the first wave of Locust

- Seeders spawn and destroy the Troika

ACTORS

PLAYER: BETA-3

- Model: COG Soldier
- Inventory: Lancer, Shotgun, Pistol, Grenades x2
- Start Location: Wrecked APC in the lower right hand corner of the map.
- Motives/Objectives: Survive long enough for Evac.

KEY ACTORS

ACTOR 1: KING RAVEN

- Model: King Raven
- Inventory: 4 COG Soldiers
- Motives/Objectives: Rescue Beta-3
- Starting Location: Center of the Map

ACTOR 2: SEEDERS

- Model: Two Seeders
- Inventory: Nemacyst
- Motives/Objectives: Destroy King Raven and Beta-3
- Starting Location: Center of the Map

SUPPORTING ACTORS

ACTOR 1: GAMMA SQUAD

- Model: COG Soldier x4
- Inventory: Lancer, Pistol, Grenades x2
- Motives/Objectives: Rescue Beta-3

- Uses Within Level: Provides Fire Support/Rescue

ACTOR 2: WRETCHES

- Model: Wretch
- Inventory: None
- Motives/Objectives: Kill Beta-3
- Uses Within Level: Cannon Fodder/Fast Attack Unit

ACTOR 3: DRONES

- Model: Drone
- Inventory: Varies
- Motives/Objectives: Kill Beta-3
- Uses Within Level: Ranged Assault/Suppressing Fire

ACTOR 4: THERON GUARD

- Model: Theron Guard
- Inventory: Torque Bow
- Motives/Objectives: Kill Beta-3
- Uses Within Level: Command Unit/Heavy Weapon


ACTOR 5: TROIKA CABAL

- Models: Troika Gunner, Troika Spotter
- Inventory: Troika Gun, Pistol
- Motives/Objectives: Kill Beta-3
- Uses Within Level: Ambush/Heavy Fire Support

KEY ASSETS

- Weapons/Ammo
 - Available
 - Lancer
 - Hammerburst
 - Snub Pistol
 - Revolver
 - Gnasher Shotgun
 - Longshot Sniper Rifle
 - Torque Bow
 - Hammer of Dawn
 - Grenades
 - Unavailable
 - Boomshot
- Vehicles
 - None
- Interactive Elements
 - Doors
 - Radio
 - Troika Gun
 - Cover

USER INTERFACE

- Pre-Game Information
 - Briefing: Intro Cinematic
 - In-Game Information
 - Introduction: Point of Interest showing the House of Commons.
 - Conclusion: Point of Interest showing King Raven arrival.
 - Post Game Information
 - Debriefing: Extro Cinematic
 - HUD Elements
 - Normal Elements Used
 - Health
 - Weapon Selection
 - Ammo
 - Points of Interest
 - Objectives
 - Special Elements Required
 - None
- 

GAMEPLAY DETAILS

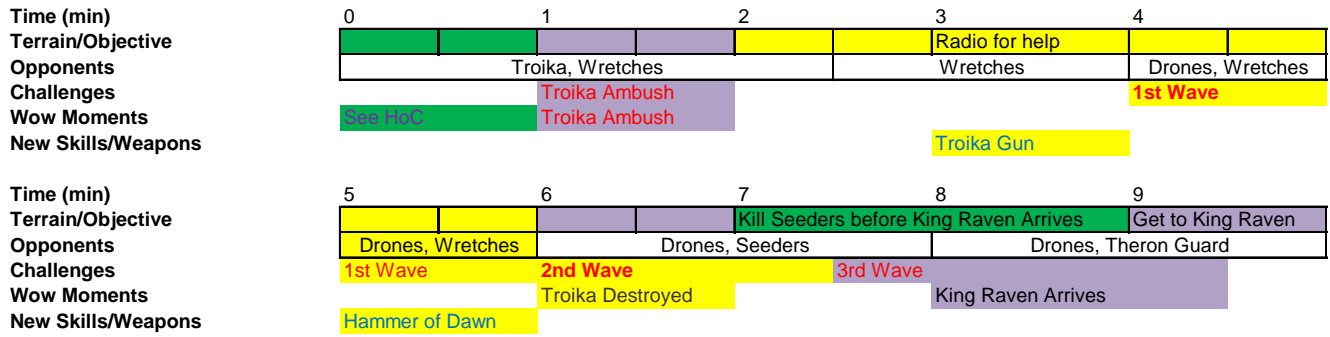
GAMEPLAY MECHANICS

- Prerequisite Skills
 - Move
 - Shoot
 - Take Cover
 - Switch Weapons
 - Swat Roll
 - Mantle
 - Sprint
 - Use Item
 - Kick in Doors
 - Use Troika
 - Hammer of Dawn
- Skills Learned
 - Ambush Tactics

LEVEL PROGRESSION CHART

Stranded

Level Progression Chart



Legend
1 square = 30 seconds
Park
Approach
House of Commons
Challenge Highlight
Wow Moment
New Weapon/Skill

Figure 30: Level Progression Chart for "Stranded"

MAP(S)

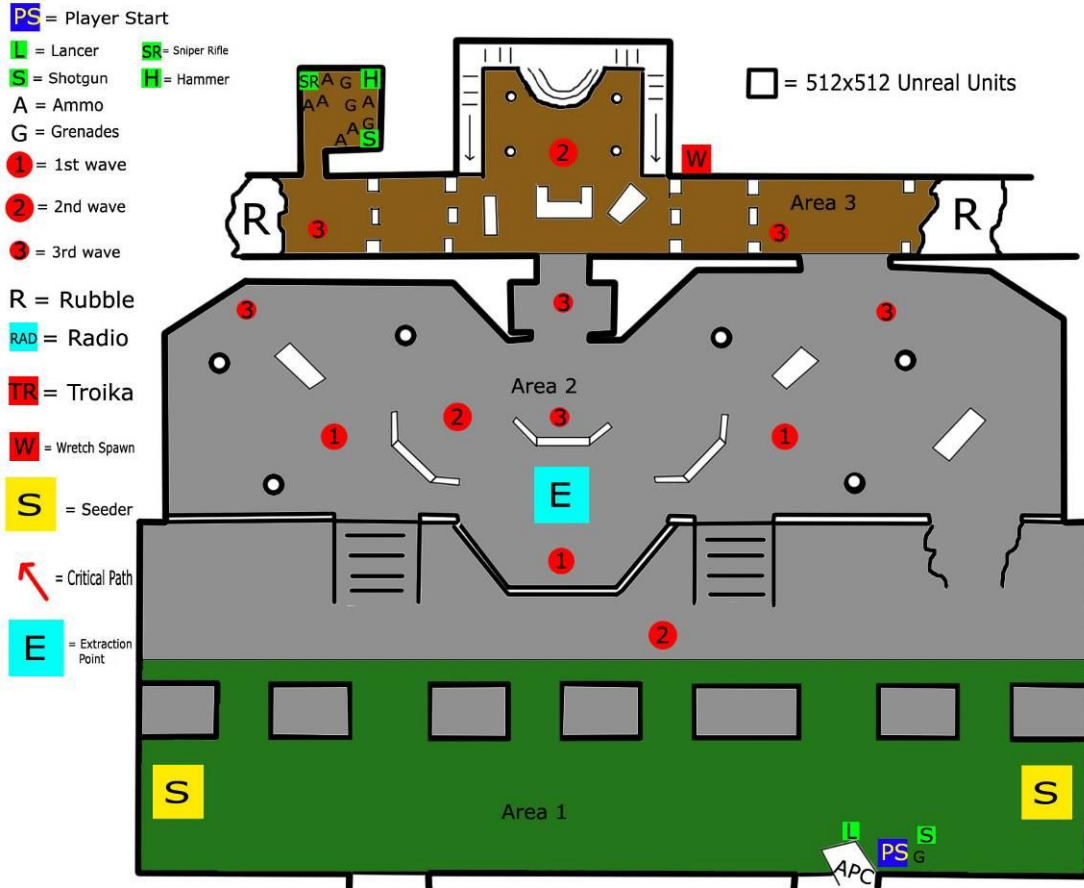


Figure 31: Map of the ground floor of the House of Commons.

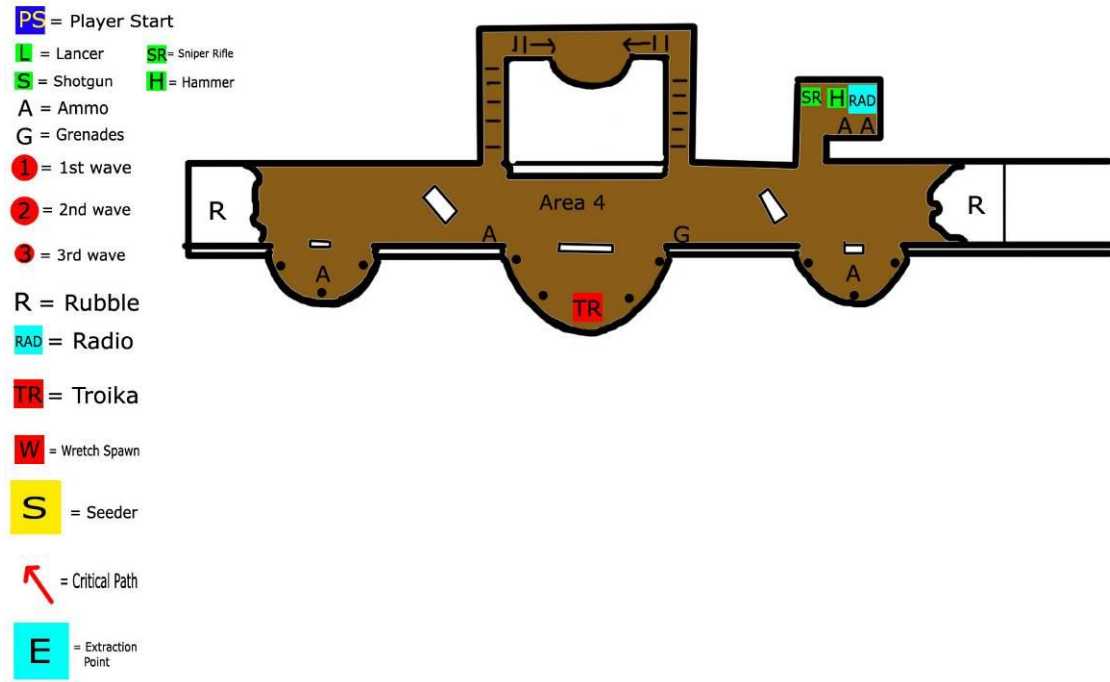


Figure 32: Map of the top floor of the House of Commons

The gameplay in “Stranded” takes place over three distinct phases. The first phase has the player fighting their way into the House of Commons. The player must defeat a small group of Wretches, and the Troika team that ambushed them.

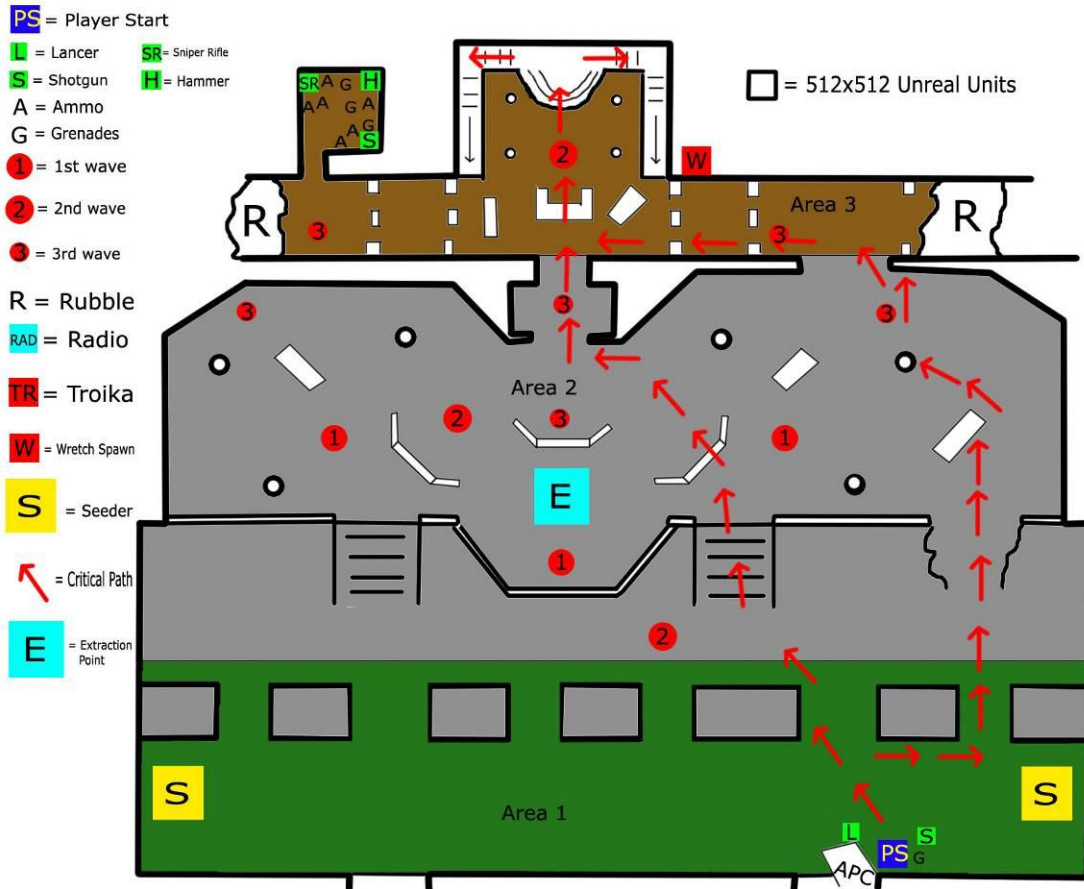


Figure 33: The player's first task pits them against wretches and a Troika gun, in an effort to reach the radio on the second floor.

PS = Player Start

L = Lancer **SR** = Sniper Rifle

S = Shotgun **H** = Hammer

A = Ammo

G = Grenades

1 = 1st wave

2 = 2nd wave

3 = 3rd wave

R = Rubble

RAD = Radio

TR = Troika

W = Wretch Spawn

S = Seeder

↗ = Critical Path

E = Extraction Point

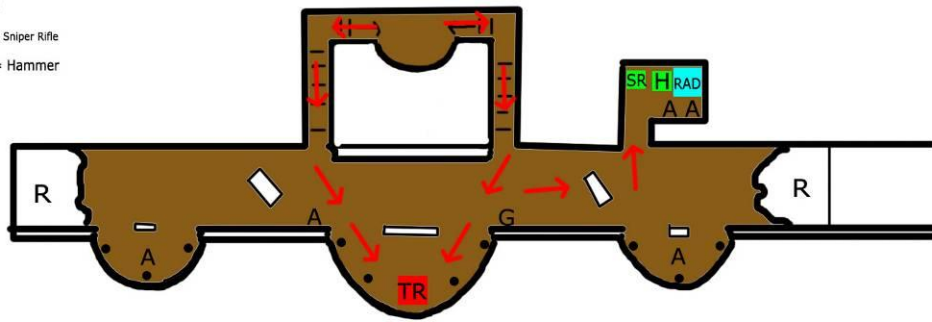


Figure 34: The radio sits in a small room on the second floor, on the right hand side of the building.

The second phase occurs after the player activates the radio, and the first of three waves of enemies spawn. For the first wave, the player has access to the Troika gun, and has the high ground. Shortly after the second wave spawns, the Troika is destroyed by Seeders, and the player is attacked from two sides (From the front, by two of the three emergence holes, and from the back by another emergence hole that spawns in the middle of the main hall of the house of commons. The player must kill the Seeders before the time limit expires, or the mission will end in failure. The second phase ends after the player has killed the two Seeders. The appearance of the Seeders forces the player out to fight out in the open, as opposed to from the heavy cover of the House of Commons.

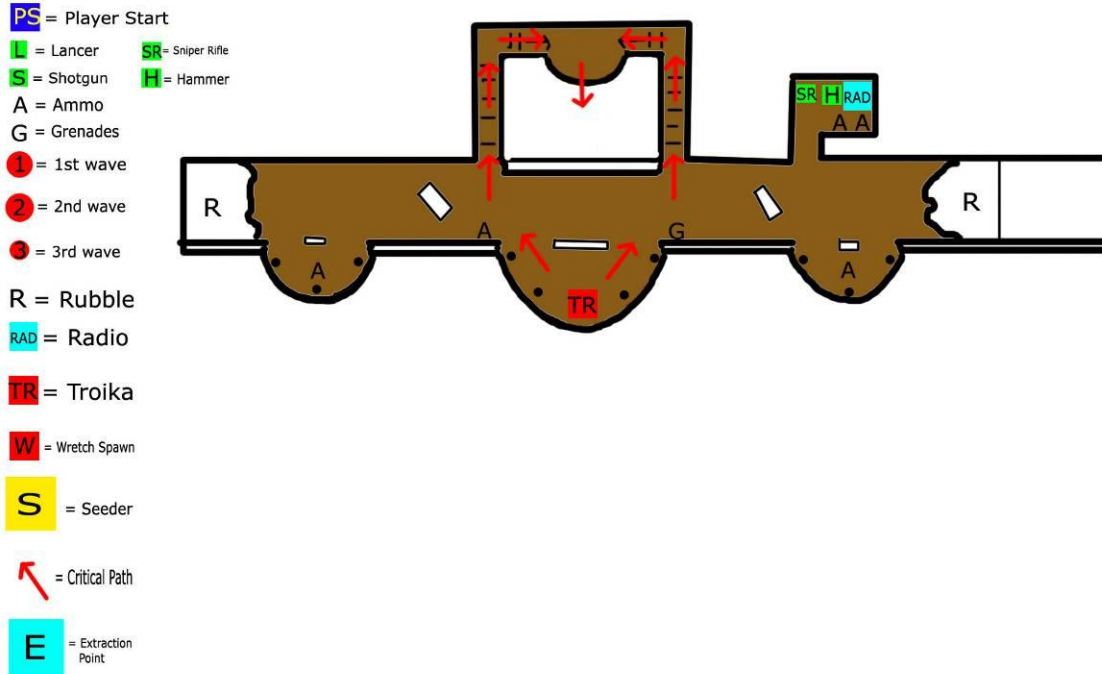


Figure 35: Once the Seeders destroy the player's Troika, the player must take the fight to the enemy, instead of defending an area.

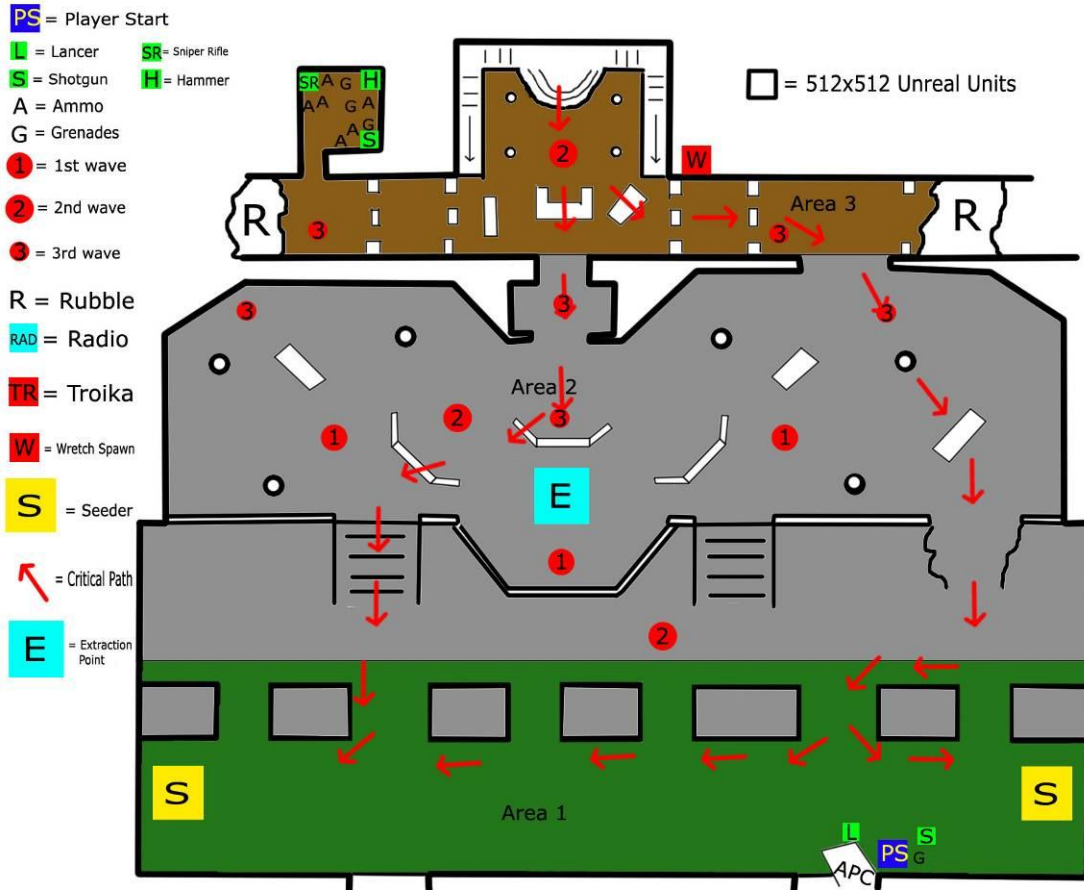


Figure 36: Seeders lie behind heavy cover; the player must reach the other end of the map to destroy them.

The third phase begins after the player kills both Seeders. At 15 seconds before the time limit expires, and the King Raven arrives, six emergence holes open up. A total of 24 enemies spawn. When the King Raven lands, 4 invulnerable COG Soldiers arrive and provide fire support for the player. The player must reach the King Raven alive.

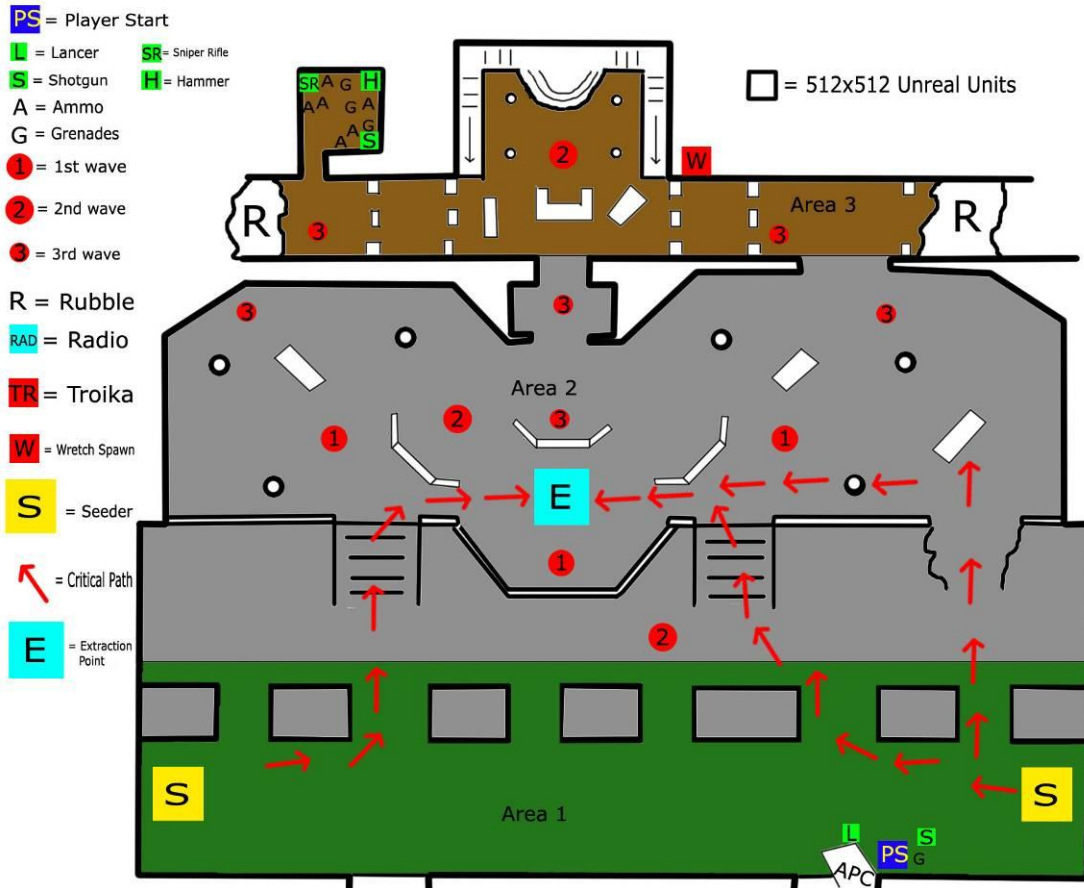


Figure 37: Once the player destroys the Seeders, a small army of Drones and Theron Guard spawn in. The player must survive the 15 seconds until the King Raven arrives. Once the King Raven spawns, the player must reach the helicopter alive for the mission to succeed.

KEY

- Water Cooler Moments

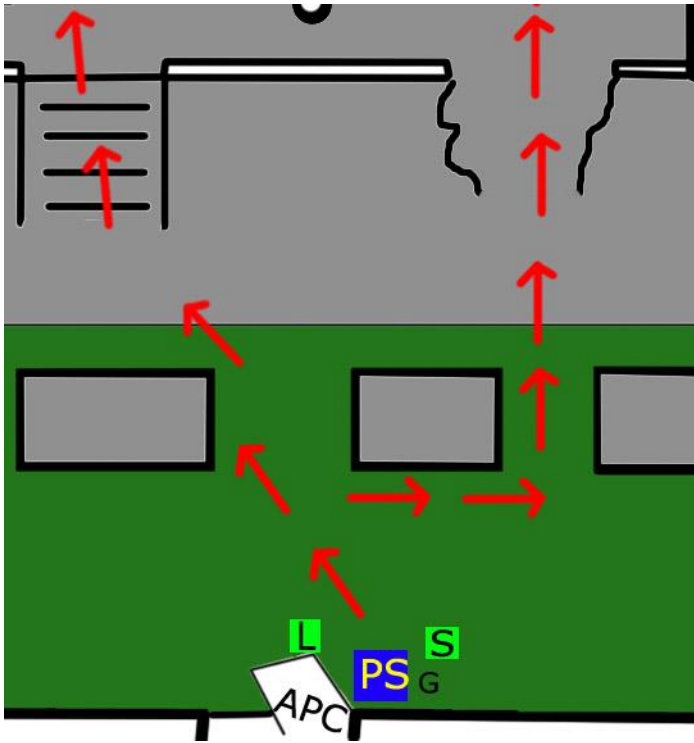


Figure 38: The player gets their first glimpse of the House of Commons here.

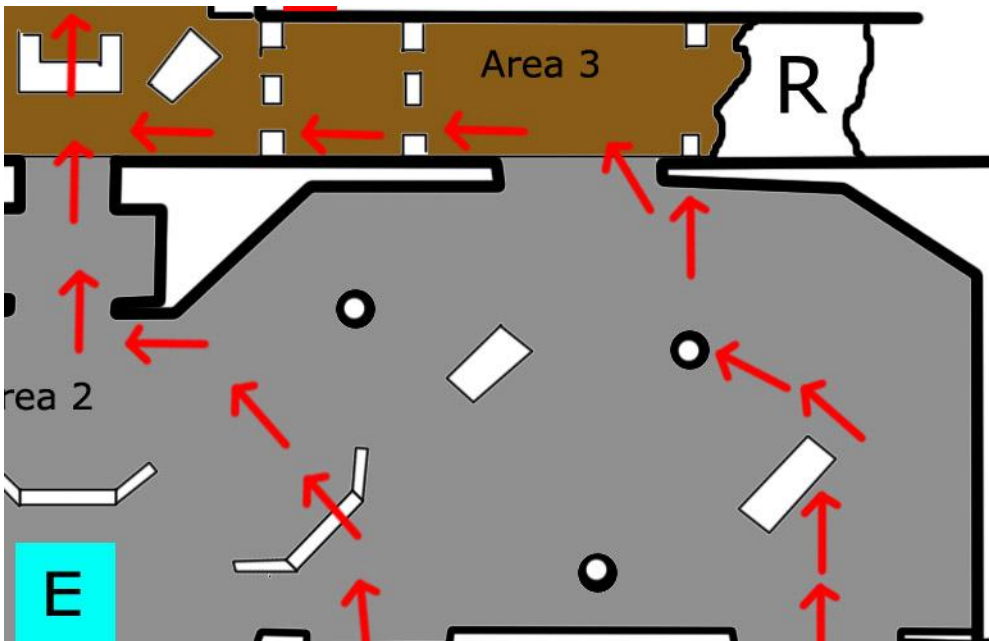


Figure 39: Troika Cabal ambushes the player here.

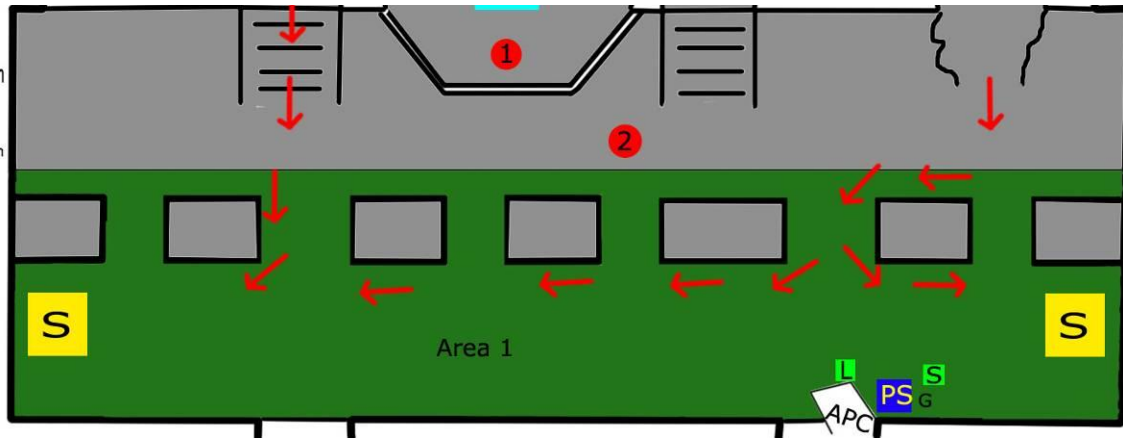


Figure 40: Seeders spawn in Area 1, behind heavy cover, and destroy the player's Troika.

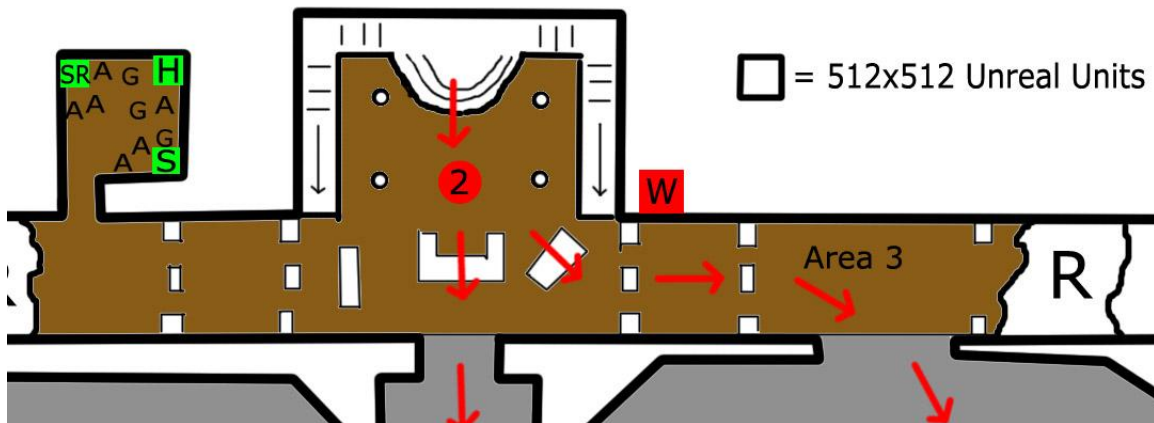


Figure 41: Enemies spawn inside the House of Commons, instantly flanking the player.

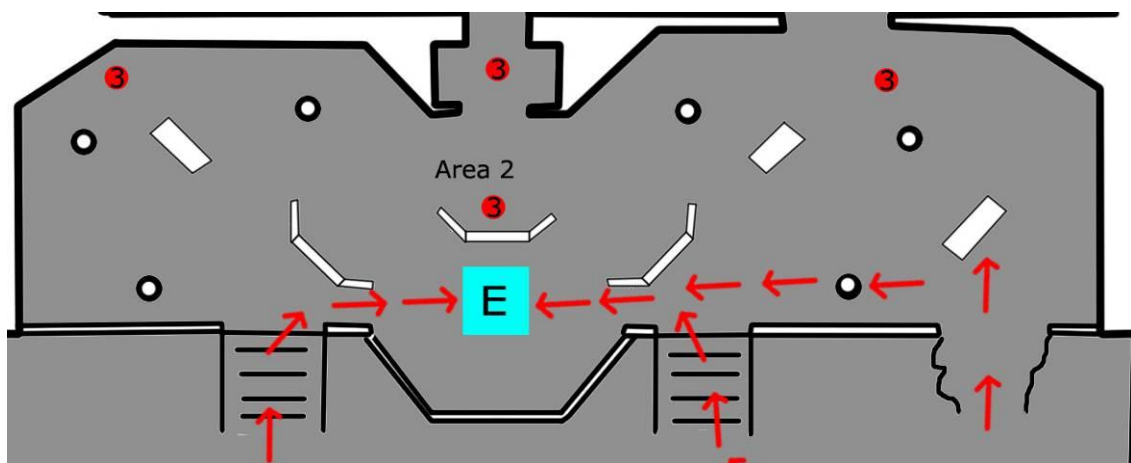


Figure 42: The King Raven arrives and saves the player from inevitable death.

- Challenge Highlights

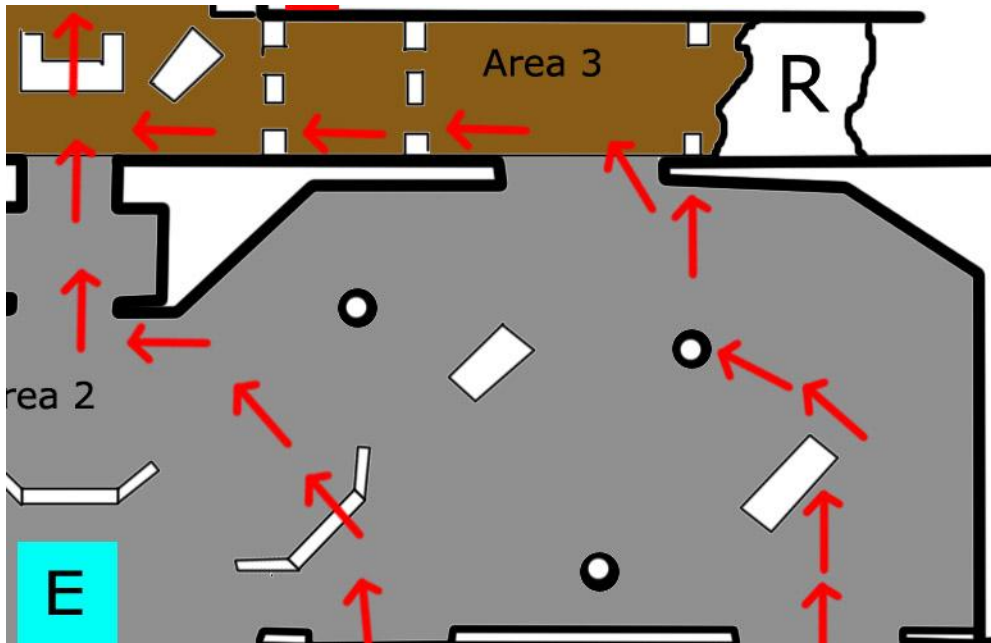


Figure 43: Troikas Ambush the player here.

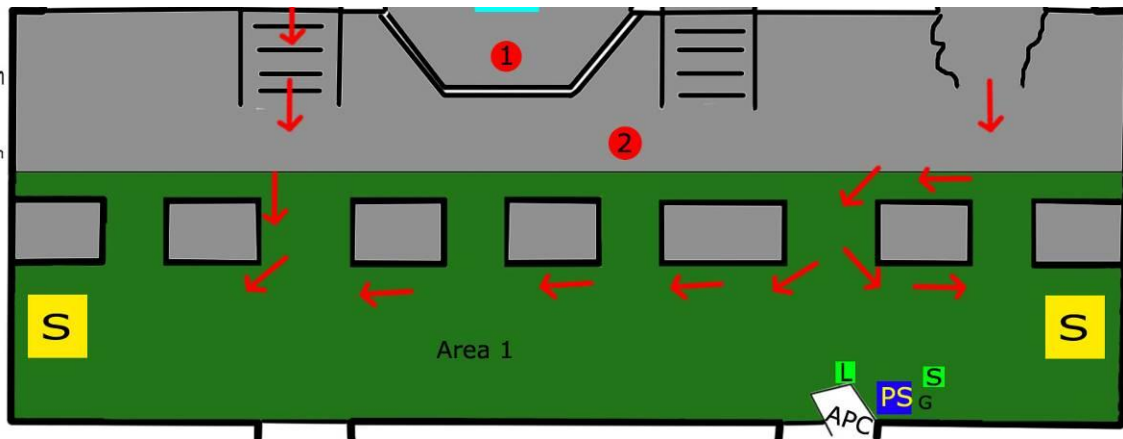


Figure 44: Seeders force the player to run to the other side of the map, while on a time limit.

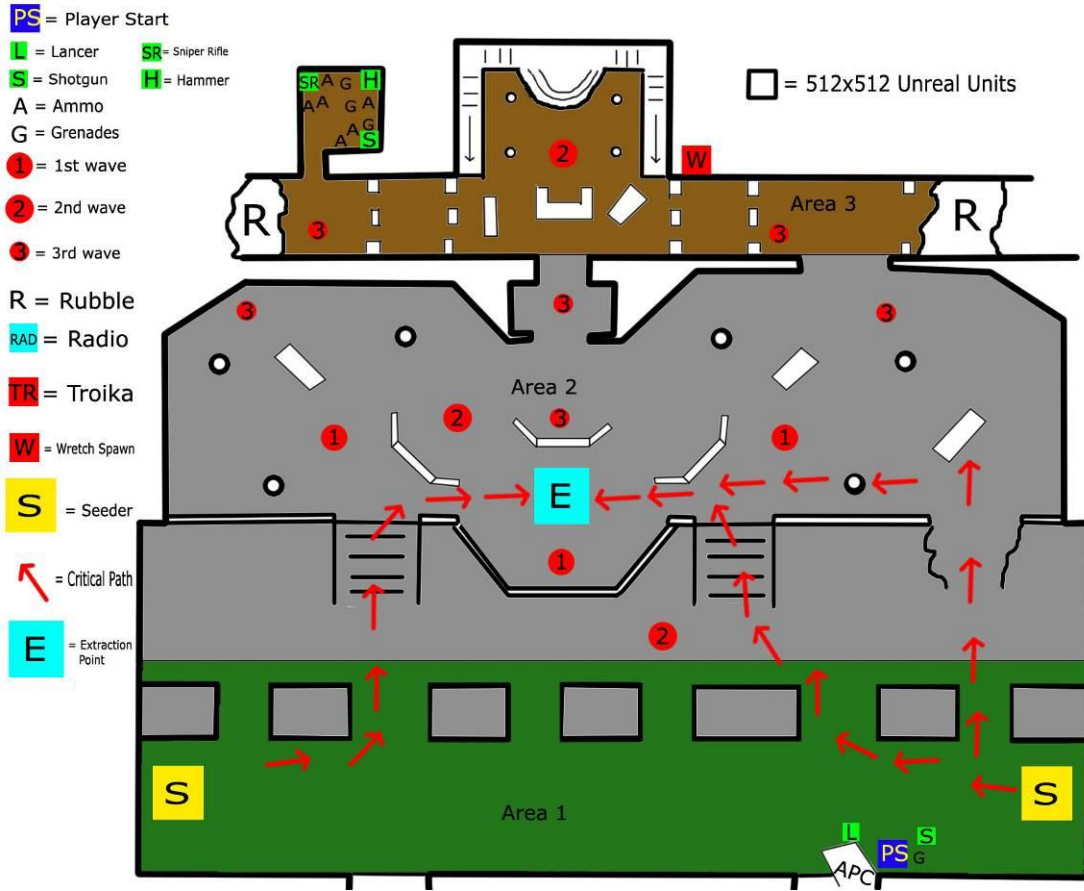


Figure 45: The third wave poses an overwhelming threat to the player.

- Objectives

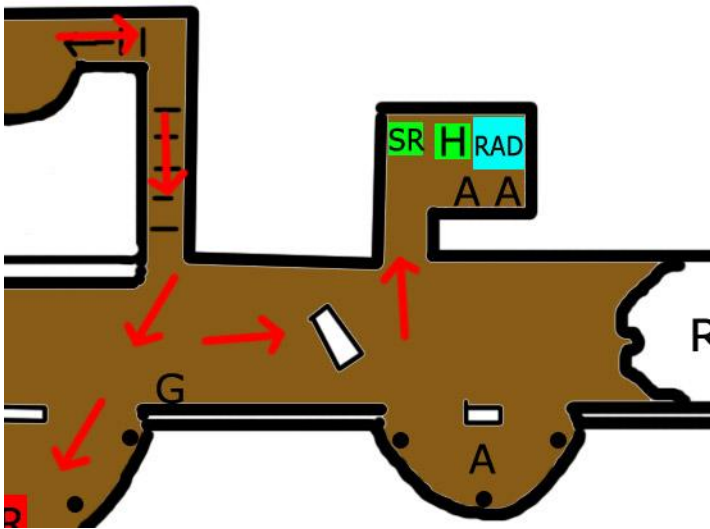


Figure 46: Players must activate the radio in order to start the countdown.

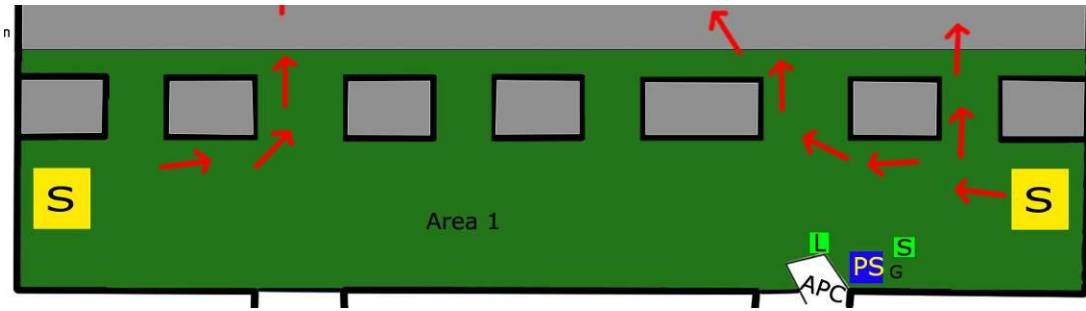


Figure 47: The two Seeders must be destroyed before the King Raven arrives.

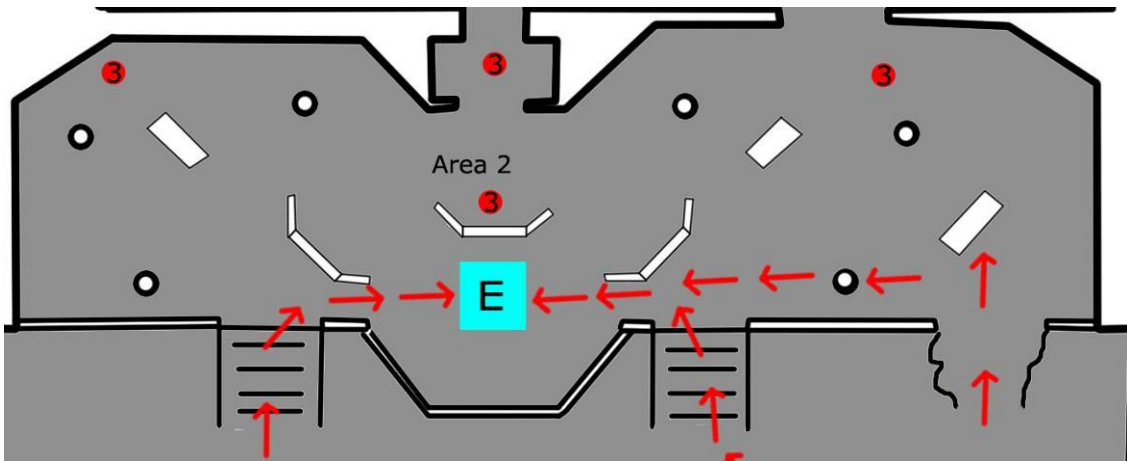


Figure 48: Players must reach the King Raven alive.

- Skill Tests

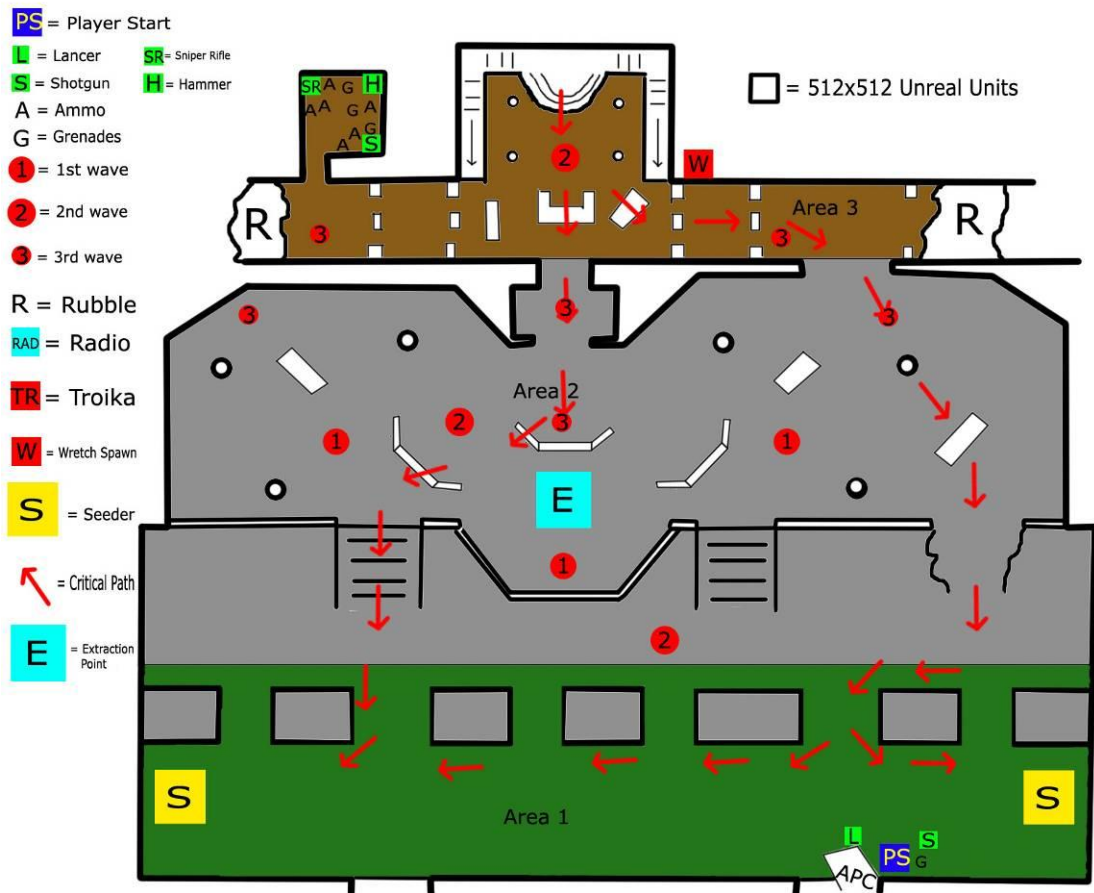


Figure 49: Reaching the Seeders within the time limit is the level's true challenge.

- Player
 - Start Point

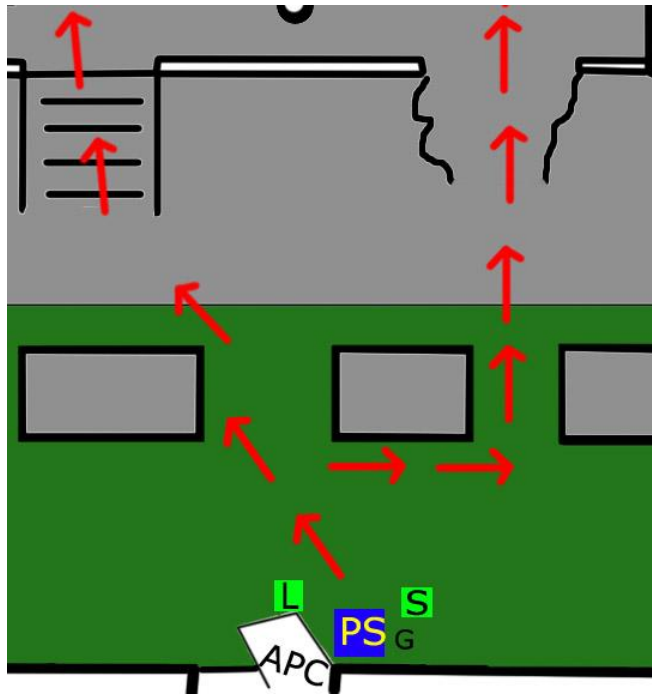


Figure 50: Players spawn in Area 1, near their destroyed APC.

○ Optimal and Alternate Routes

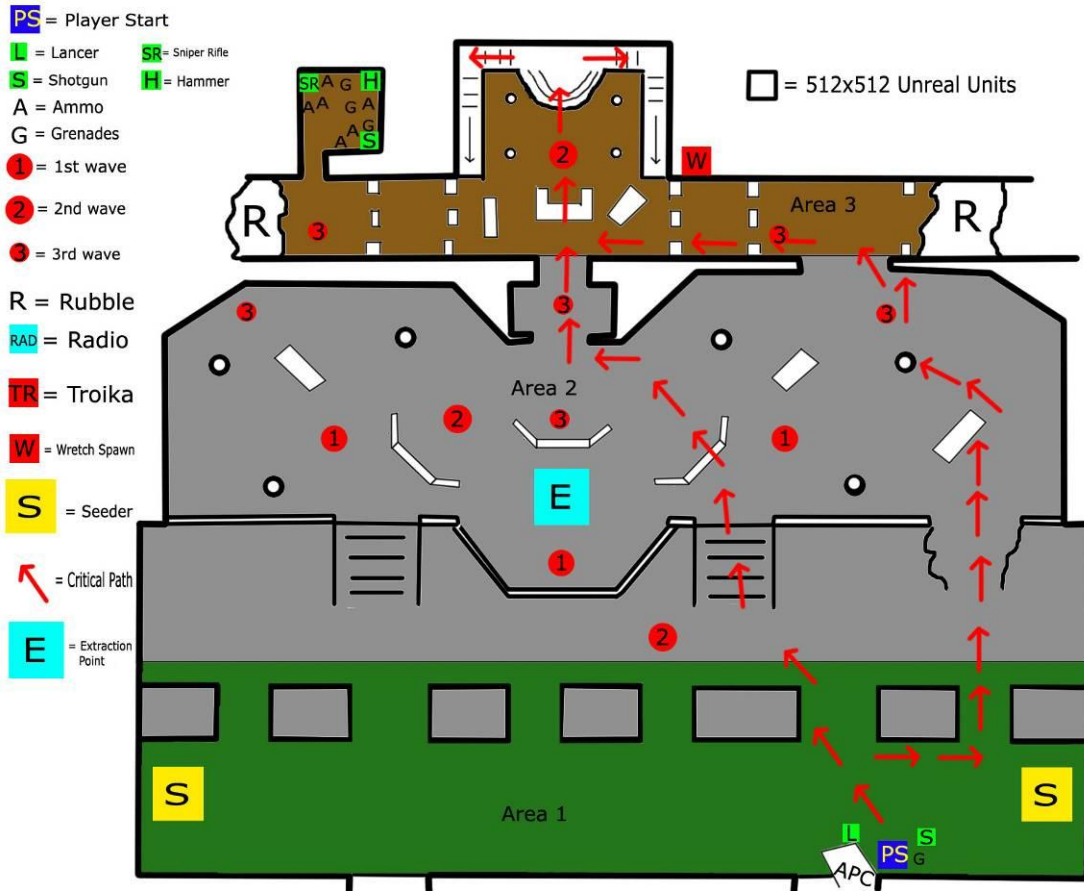


Figure 51: Phase 1 routes- Ground Floor

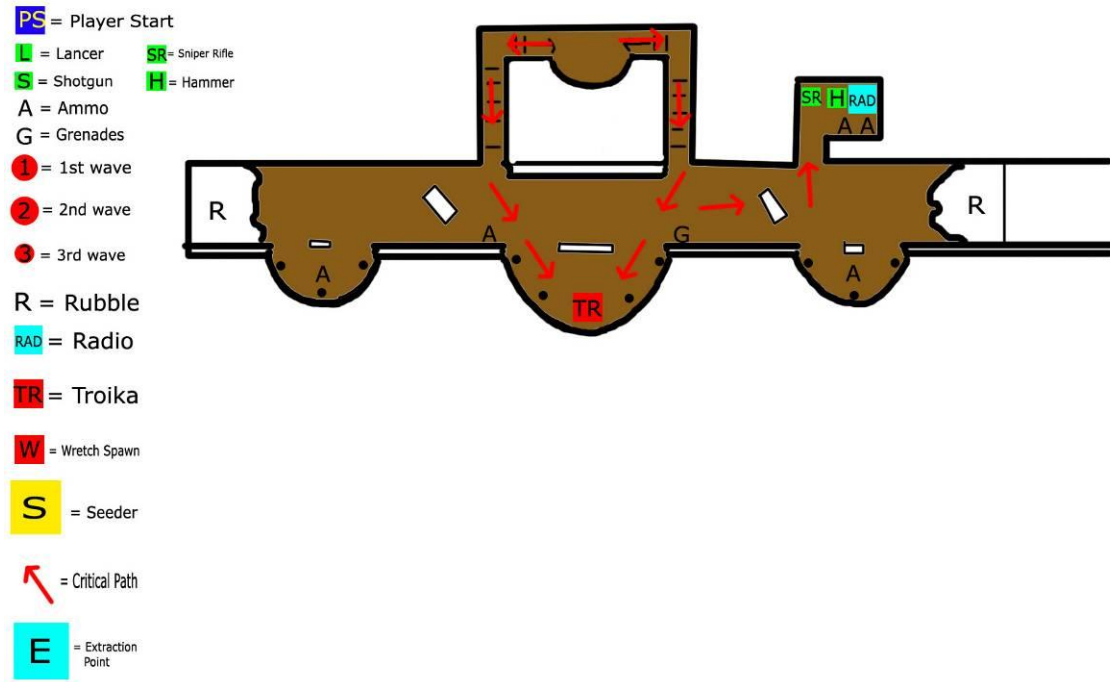


Figure 52: Phase 1 routes- Top Floor

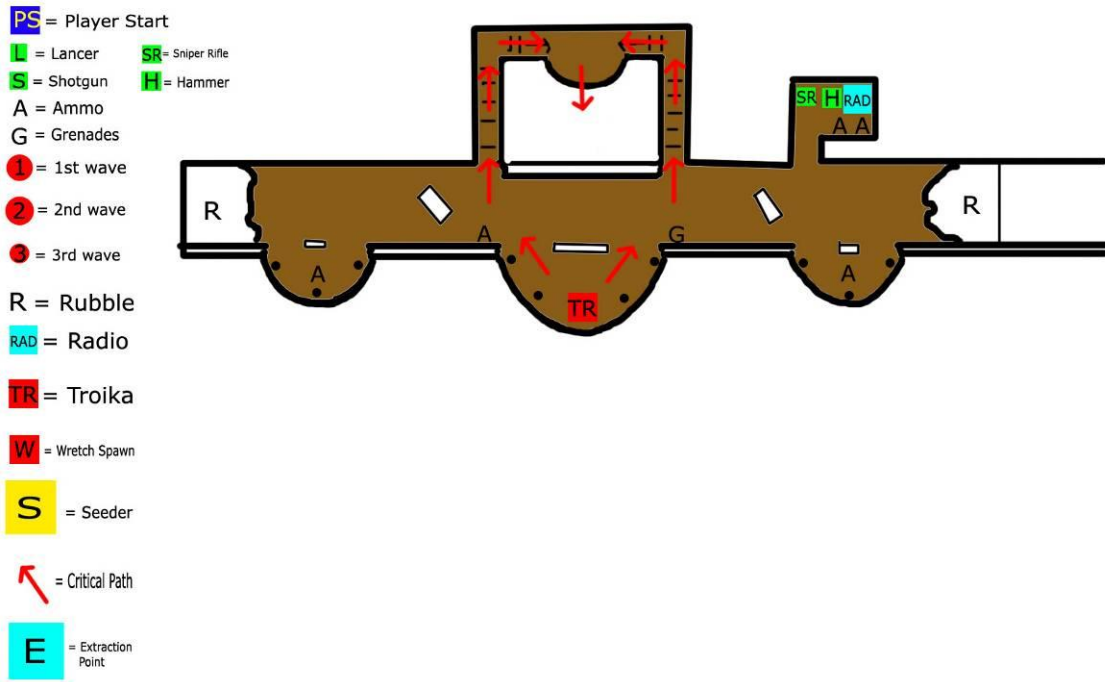


Figure 53: Phase 2 begins on the top floor.

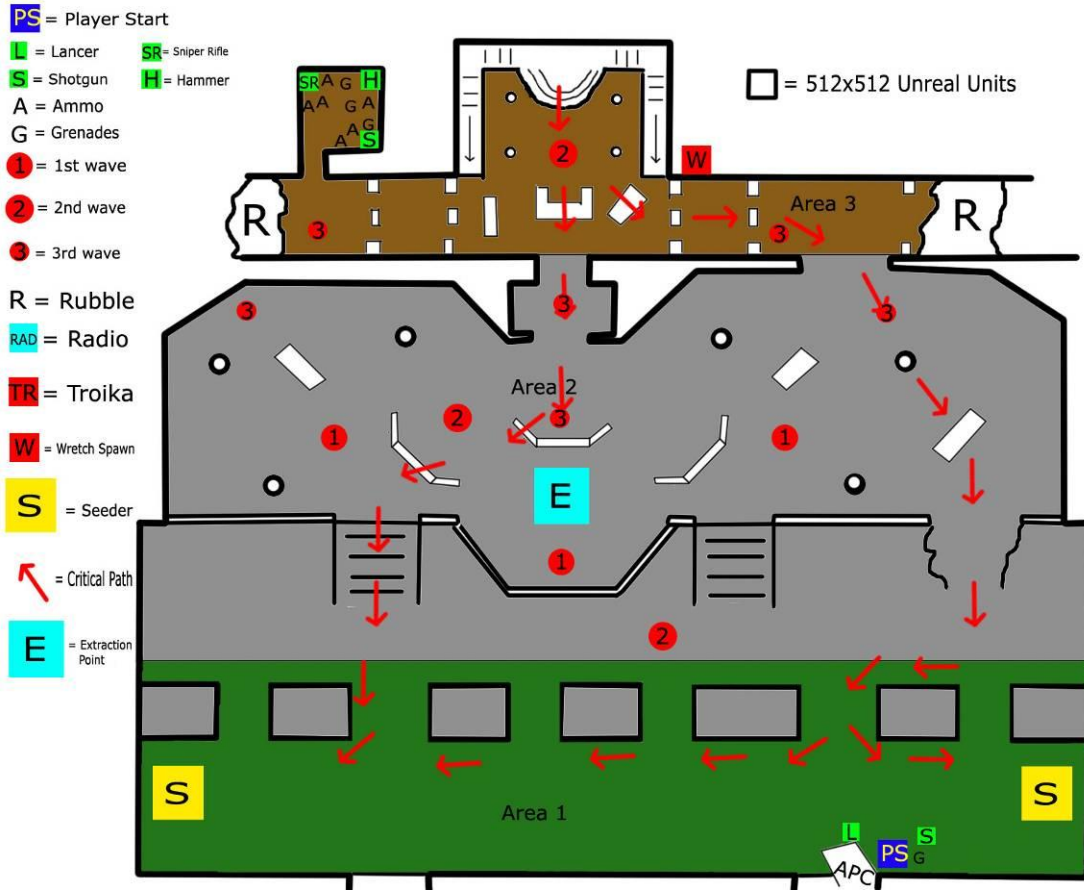


Figure 54: Phase 2 routes- Ground Floor

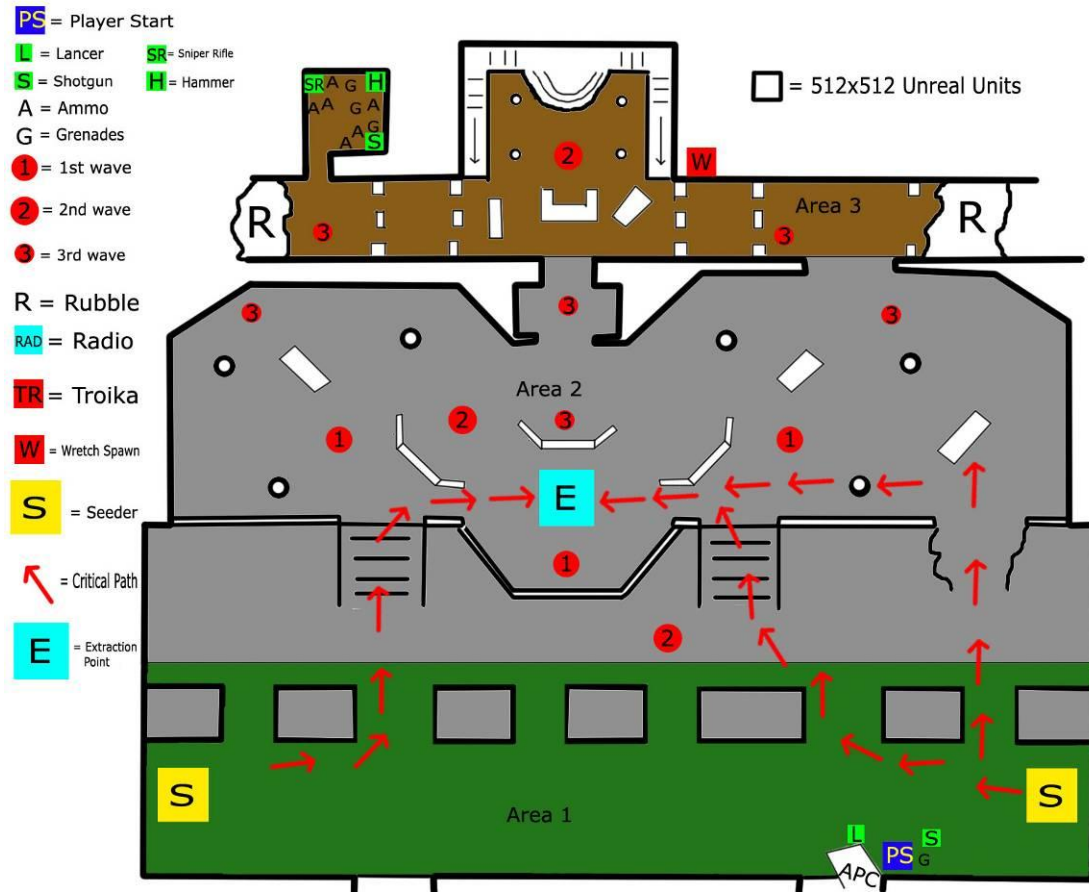


Figure 55: Phase 3 routes

- Area End

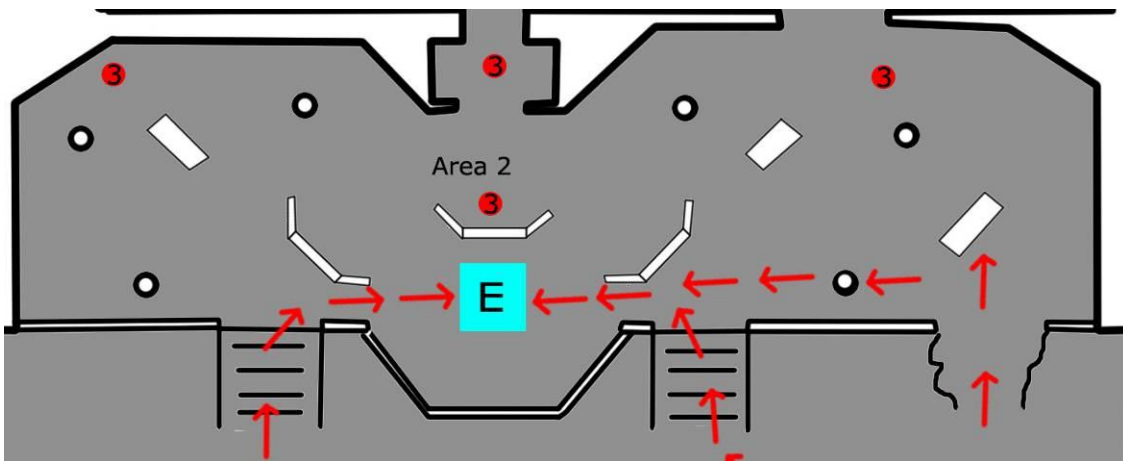


Figure 56: The level ends when the player reaches the King Raven

- Key Actors
 - Spawn Points

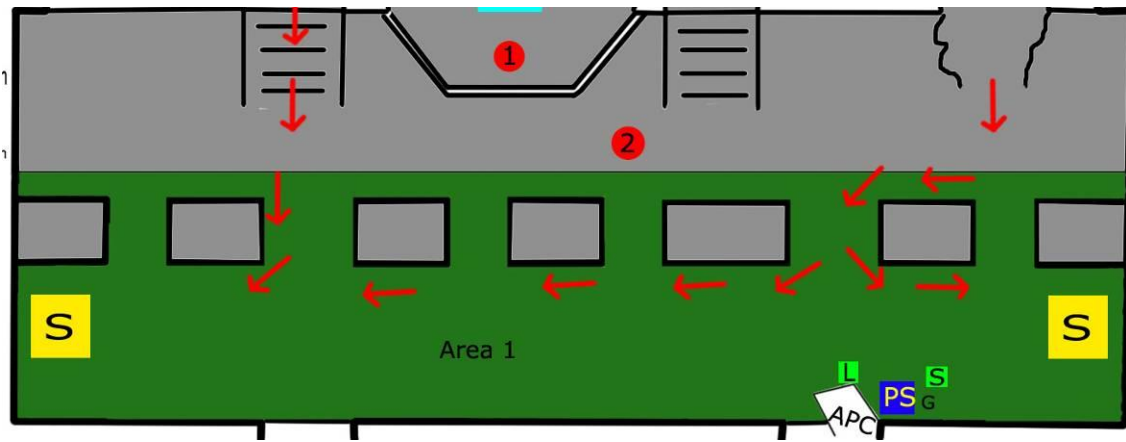


Figure 57: Seeders spawn here.

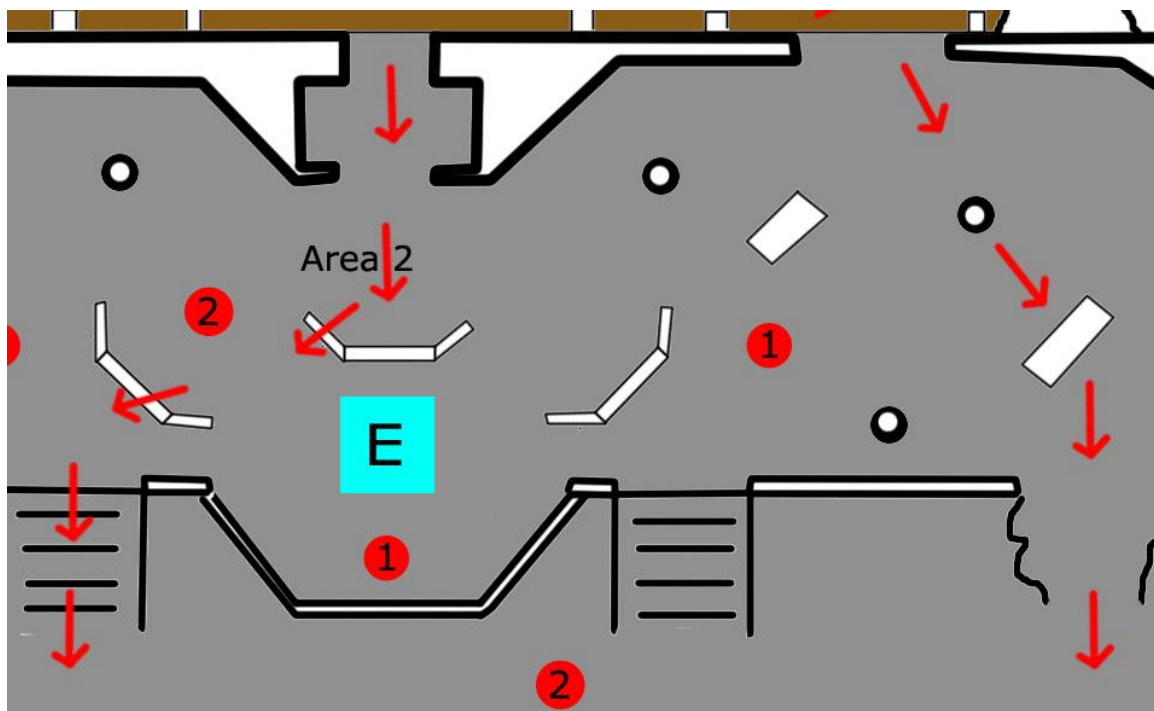


Figure 58: King Raven spawns in the center of the map.

- Routes/Behaviors
 - Both Key actors are stationary. The Seeders Spawn Nemacyst. The King Raven spawns 4 COG Soldiers.

- Supporting Actors
 - Spawn Points
 - Multiple types of Actors spawn from each wave’s emergence hole. The 1st wave contains mostly Wretches with some drones. The 2nd wave contains mostly Drones with a few Wretches. The 3rd wave contains squads of drones led by Theron Guards.
 - Routes/Behaviors
 - All enemies are placed so that they converge on the player’s current position.

SKETCHES

WALKTHROUGH/DETAILED MAP DESCRIPTION

Because the flow of “Stranded” presents objectives in a fashion that is less linear than many of the other Gears of War levels, the areas are included in a chronological manner, rather than a more physical manner. Players will revisit spaces more than once, and as such, a chronological breakdown of gameplay is more coherent than a space-by-space breakdown.

PHASE 1

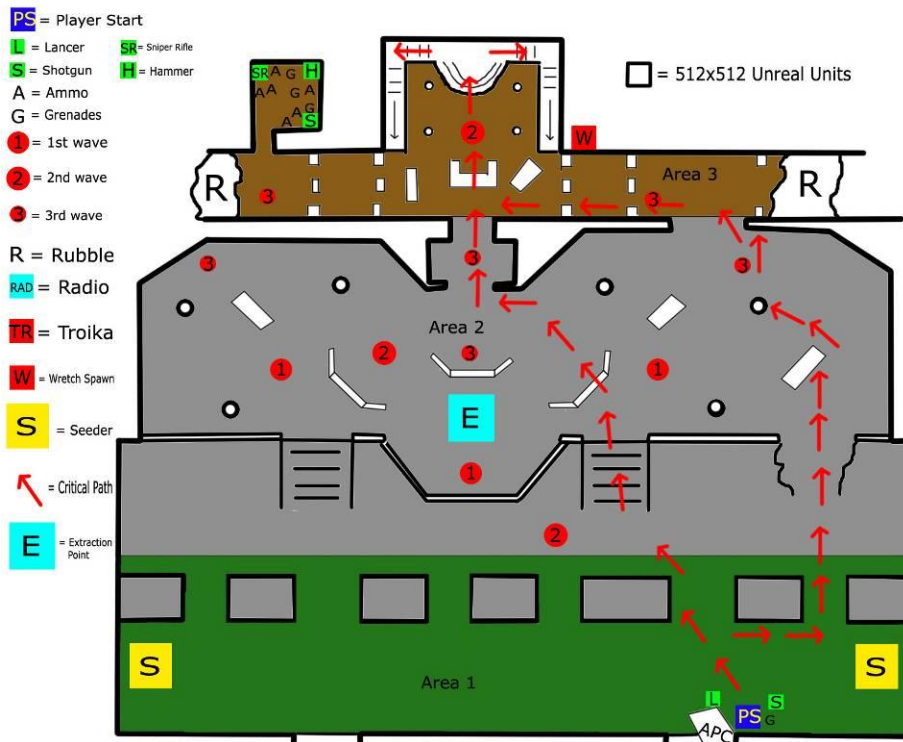


Figure 59: Phase one level sketch

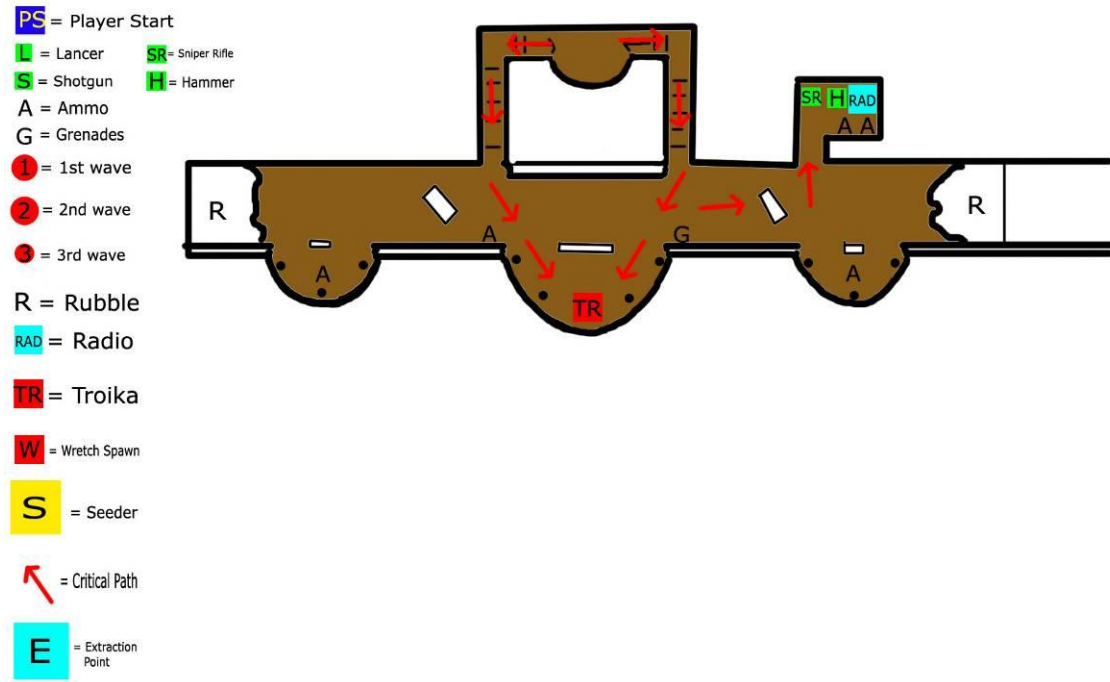


Figure 60: Phase 1 top floor sketch.

PHASE 1.1

- Gameplay

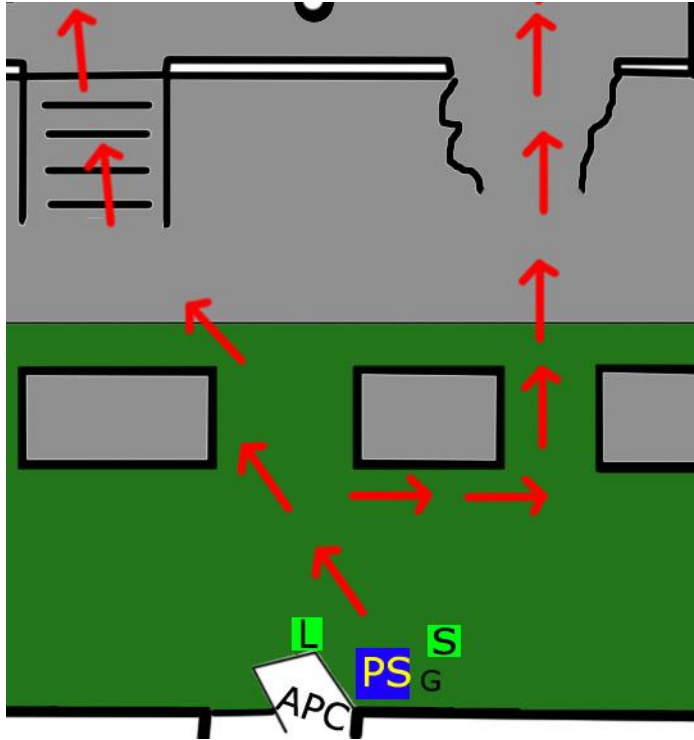


Figure 61: The player may either go right or left.

Players have the option of going right or left, once they have properly equipped themselves with the supplies from their destroyed APC. If the players go right, they enter Area 1.2 through a ramp made of rubble. If they go left, they are able to go up the stairs, and are able to get into the House of Commons more quickly, as well as giving the player a chance to destroy the Troika team early on.

- Dialog
 - This section does not feature any dialogue.

- Visual References



Figure 62: Area 1 has many trees.

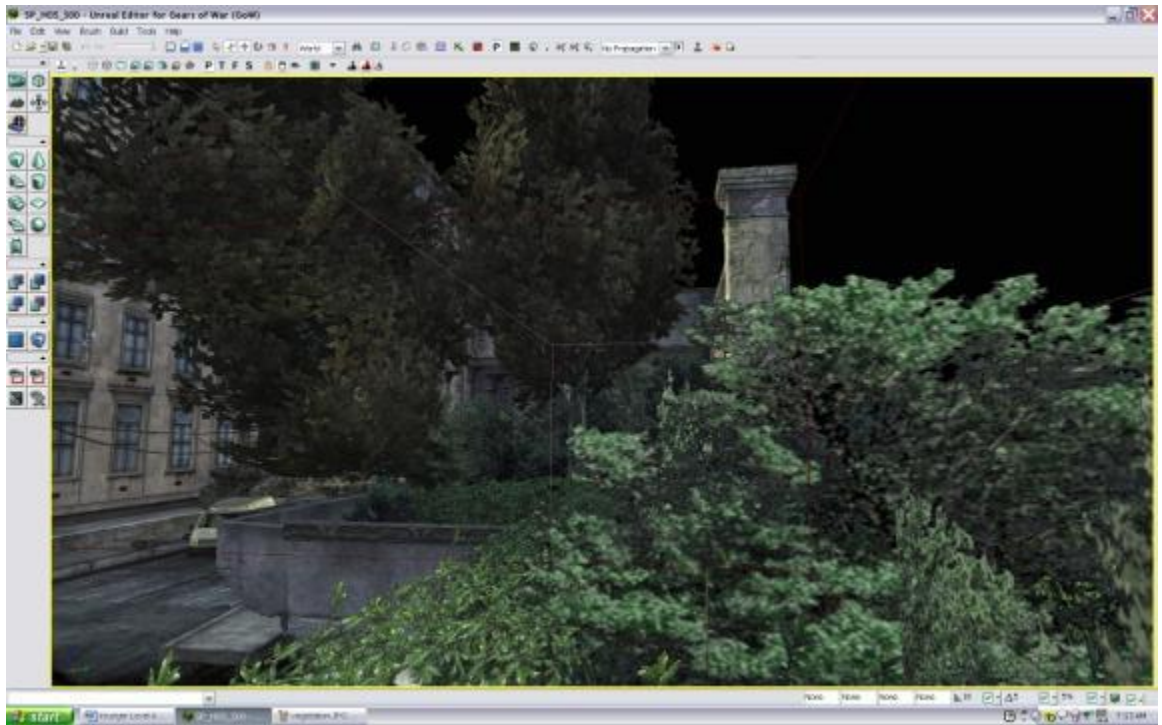


Figure 63: Nature begins to reclaim the House of Commons

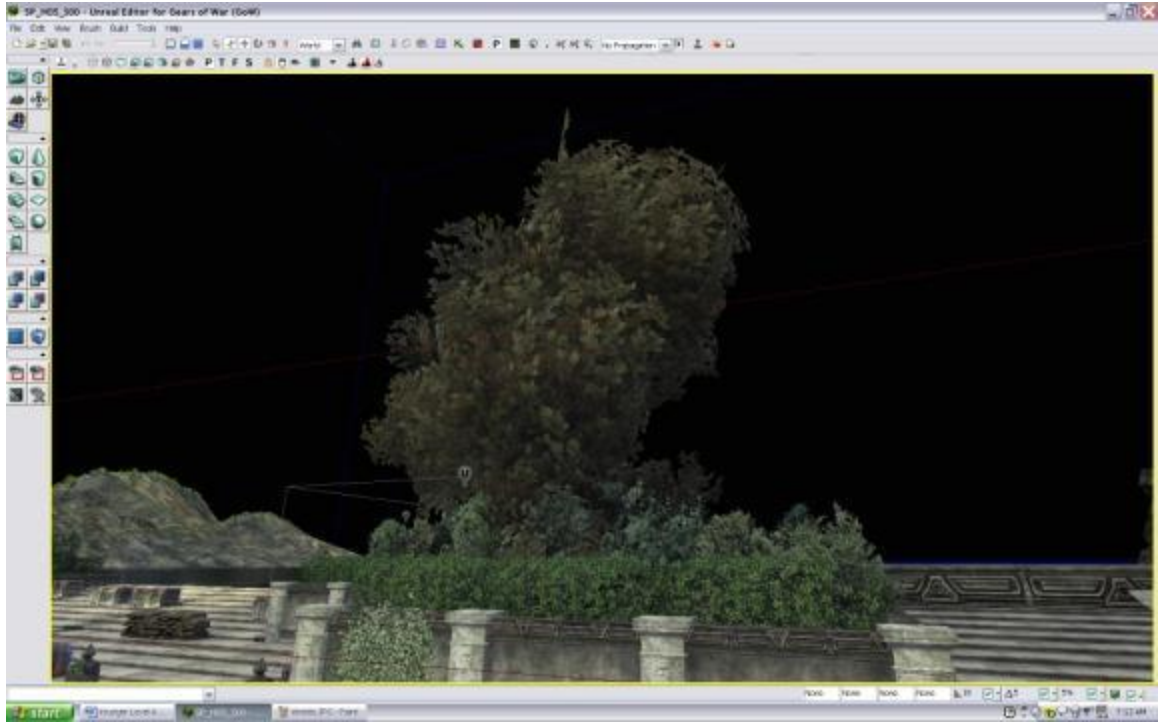


Figure 64: Trees provide high visual cover for the Seeders.

PHASE 1.2

- Gameplay

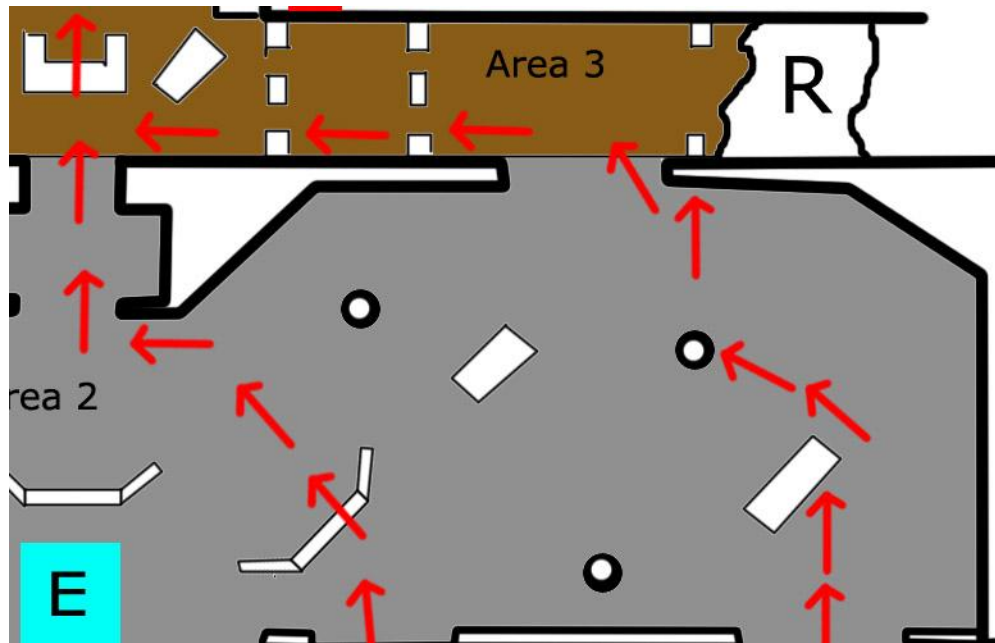


Figure 65: The House of Commons has two entrances.

If the player chose to go right, they will be able to break line of sight more quickly, once the Troika ambushes them. If they go left, there is less physical ground to cover before they reach the safety of the building, but there are fewer objects to take cover behind.

- Dialogue
 - There is no dialogue in this section

- Visual References



Figure 66: Cover is prevalent on the Approach



Figure 67: A Troika Cabal ambushes the player

PHASE 1.3

- Gameplay

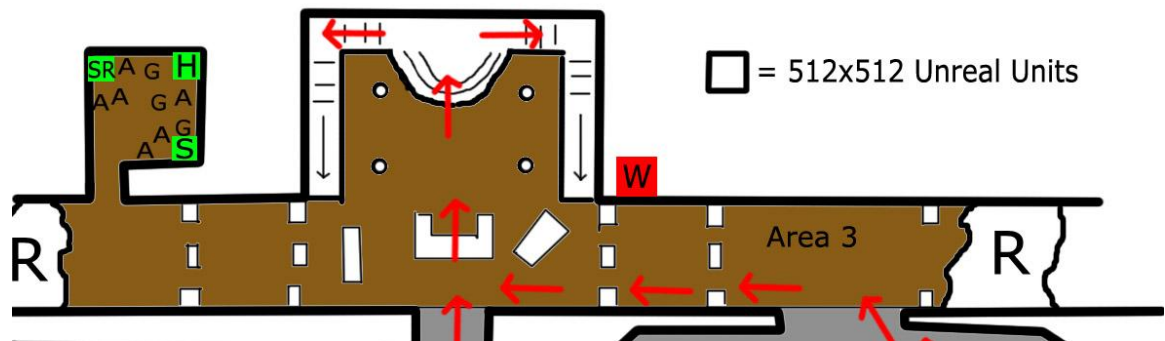


Figure 68: Wretches attack the player when they enter the House of Commons.

Once the player enters the House of Commons, Wretches spawn, and attack the player. Once the Wretches die, the player may either gather ammo from the armory down the left hall, or they can go upstairs and defeat the Troikas.

- Dialogue
 - There is no dialogue in this section
- Visual References



Figure 69: The house of Commons has a kind of ruined grandeur.



Figure 70: The halls are wide, but the doors are narrow.

PHASE 1.4

- Gameplay

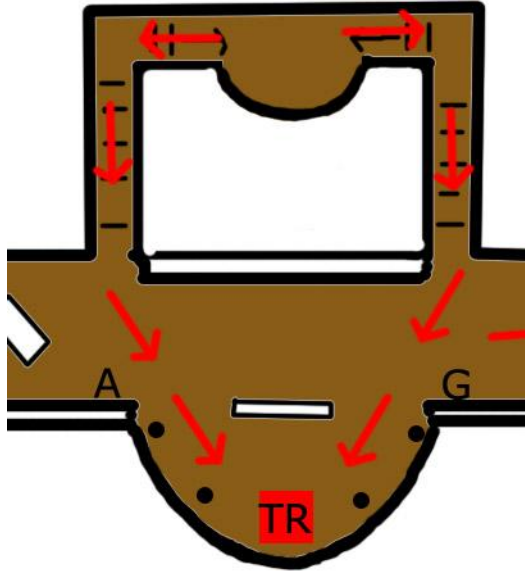


Figure 71: The player must kill the Troika Cabal here.

Regardless of which direction the player goes up the stairs, the Troika Spotter attacks the player from the balcony. Once the Troika is defeated, the player must activate the radio to call for help.

- Dialogue
 - There is no dialogue in this section.

- Visual References



Figure 72: COG motifs are everywhere



Figure 73: Tall planters provide solid cover.

PHASE 1.5

- Gameplay

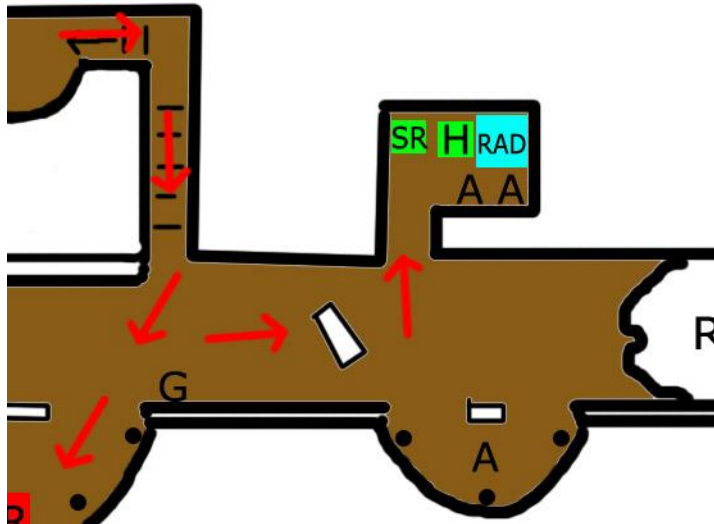


Figure 74: Once the player activates the radio, Phase 2 begins.

Once the player kills the Troika Cabal, they must use the radio for the countdown to extraction to begin. The radio room has a small ammo cache. Once the player uses the radio, the first wave of enemies spawns in, and begins their assault.

- Dialogue
 - The radio announces that Evac. will arrive in six minutes.

- Visual References



Figure 75: The House of Commons features high ceilings.

PHASE 2

PS = Player Start

L = Lancer **SR** = Sniper Rifle
S = Shotgun **H** = Hammer

A = Ammo
G = Grenades
1 = 1st wave
2 = 2nd wave
3 = 3rd wave

R = Rubble

RAD = Radio

TR = Troika

W = Wretch Spawn

S = Seeder

↖ = Critical Path

E = Extraction Point

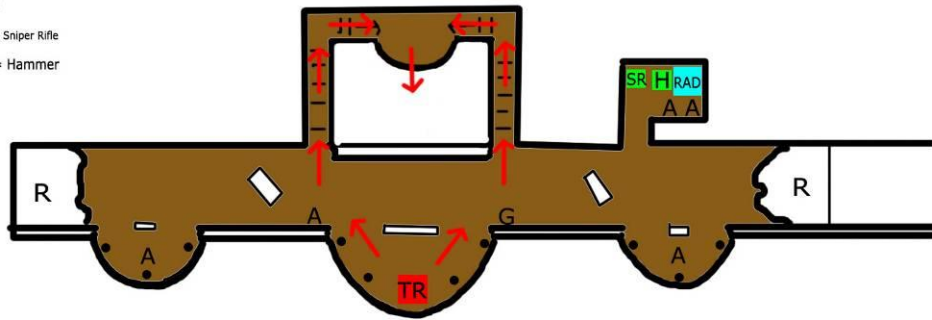


Figure 76: Players must abandon the Troika once the Seeders destroy it.

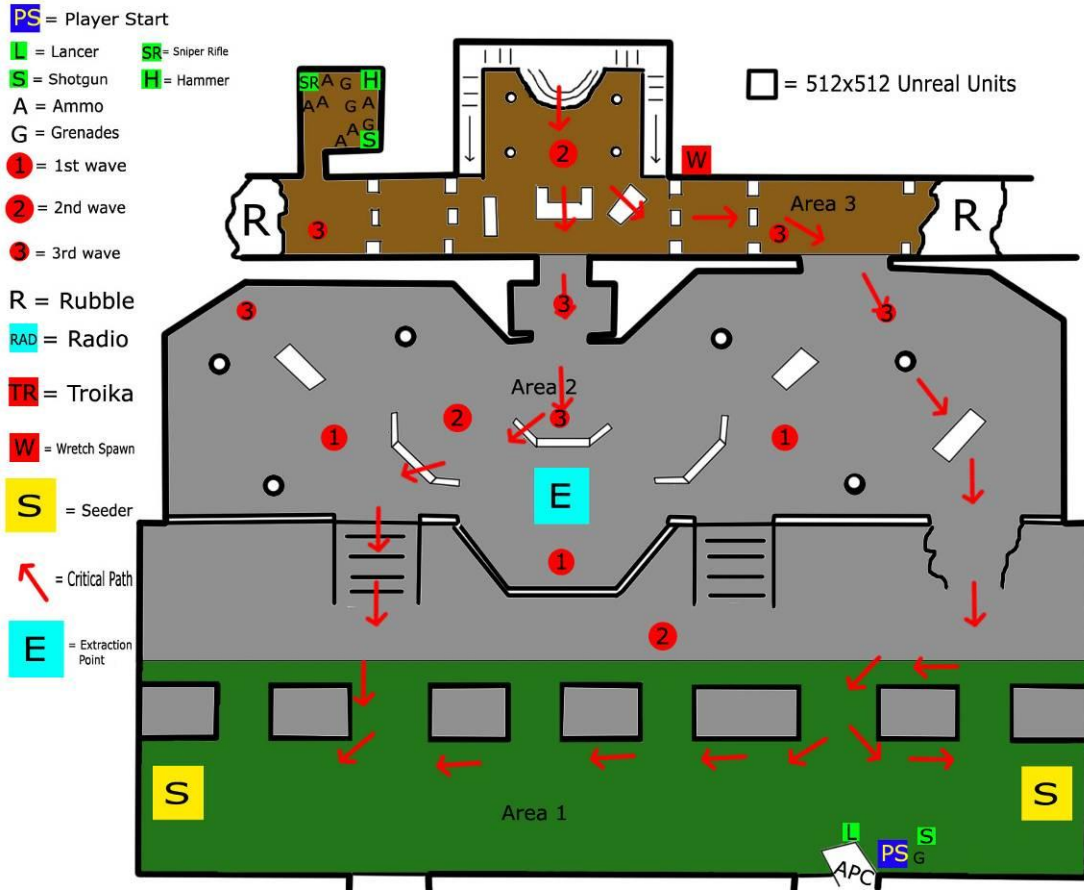


Figure 77: There are multiple routes to the Seeders.

PHASE 2.1

- Gameplay

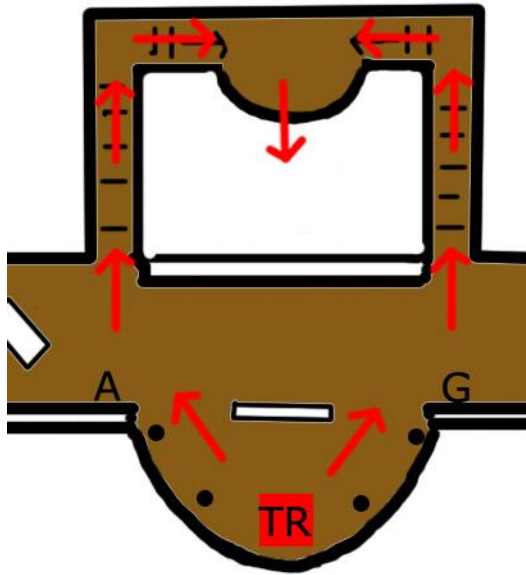


Figure 78: Players have access to the Seeders for the first wave of attackers.

Once the player uses the radio, the first wave of enemies spawns in. The player has the Troika available to use against the first wave. Once the first wave is dead, the second wave spawns in. Shortly after the second wave spawns in, Seeders arrive and destroy the Troika. The player's new objective states that the player must destroy both Seeders before the King Raven arrives. However, the Seeders have high cover to hide behind, so the player must get out into the open to combat them.

- Dialogue
 - There is no dialogue for this section.

- Visual References

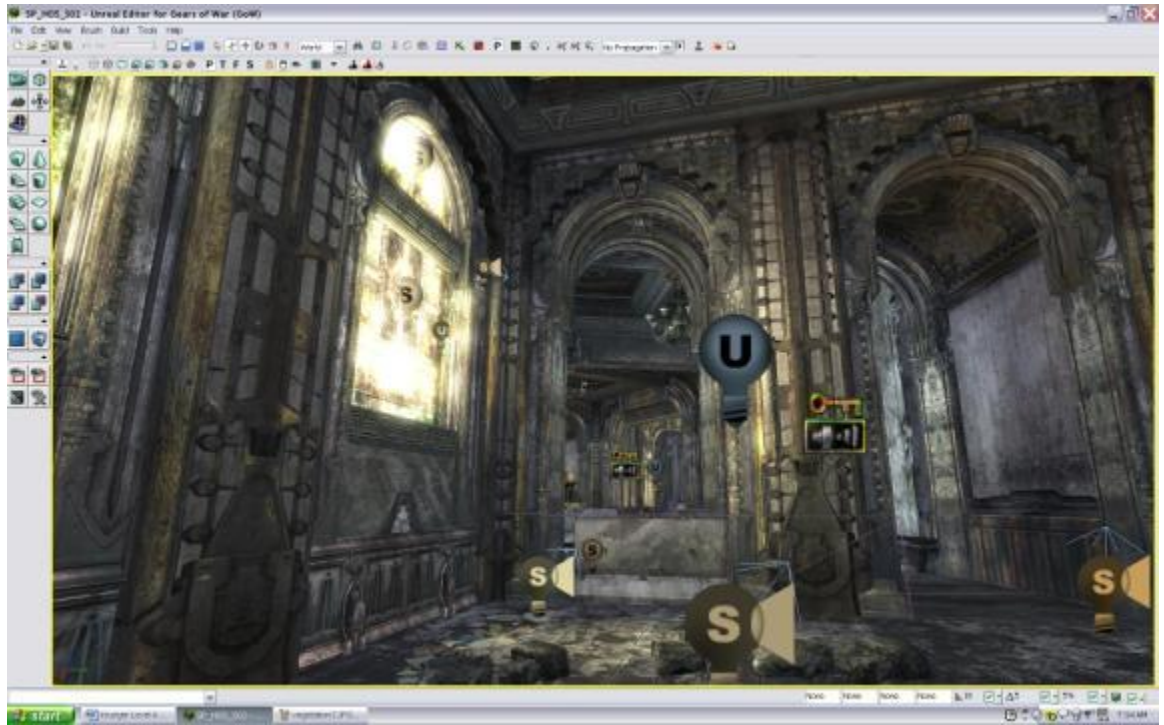


Figure 79: The windows capture the sun's last rays of light

PHASE 2.2

- Gameplay

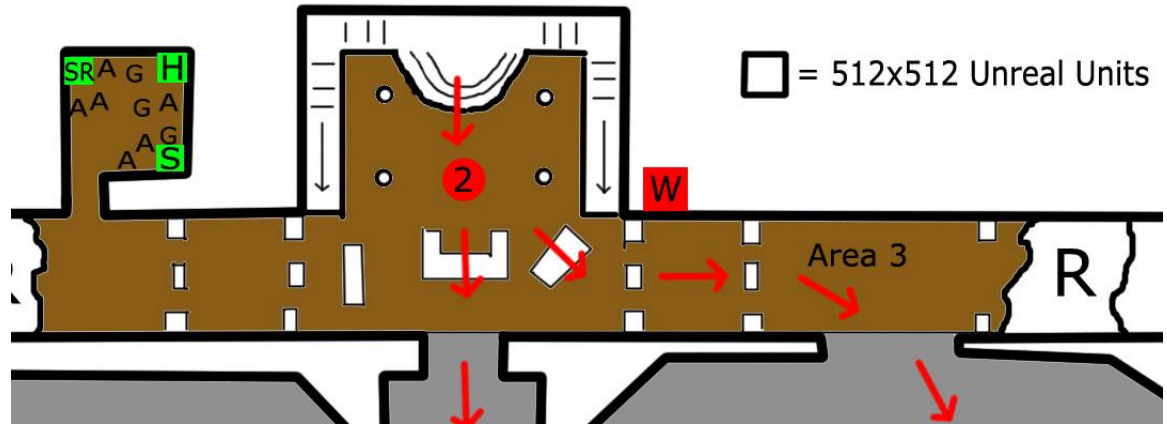


Figure 80: Players may either go out the main entrance or the hole in the side of the building.

The player must choose which Seeder to kill first. If the player chooses to kill the Seeder on the right, the right hand exit is ideal, as it keeps the player in relatively good cover throughout the sprint to the Seeder. If the player chooses to kill the Seeder on the left, they have a bit more of a challenge, but has cover from more sides at once, by the curved sides of the sandbags.

- Dialogue
 - There is no dialogue in this section

- Visual References



Figure 81: The House of Commons has a large courtyard.



Figure 82: Seeders harass the player after the second wave starts. They must be destroyed.

PHASE 2.3

- Gameplay

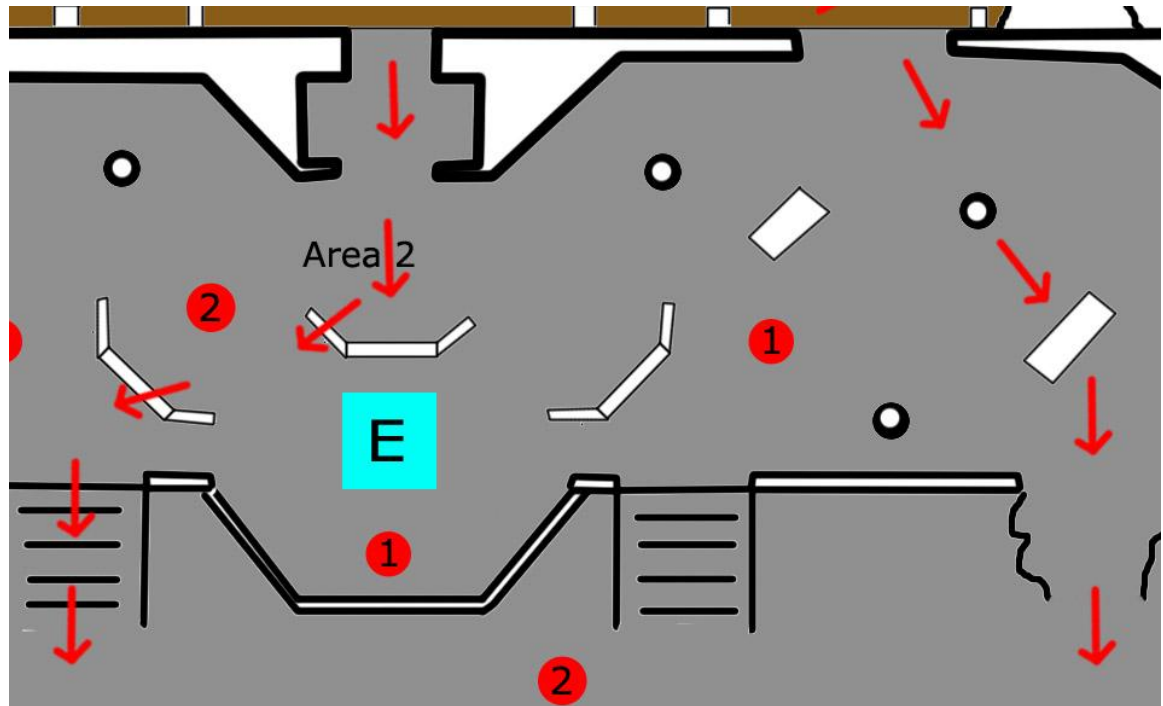


Figure 83: Optimal routes for the player through Area 2.

No matter which direction the player chooses, they must contend with at least one emergence hole on their way to the Seeders.

- Dialogue
 - There is no dialogue in this section.

- Visual References



Figure 84: Sandbags and cement blocks provide cover for the player.

PHASE 2.4

- Gameplay

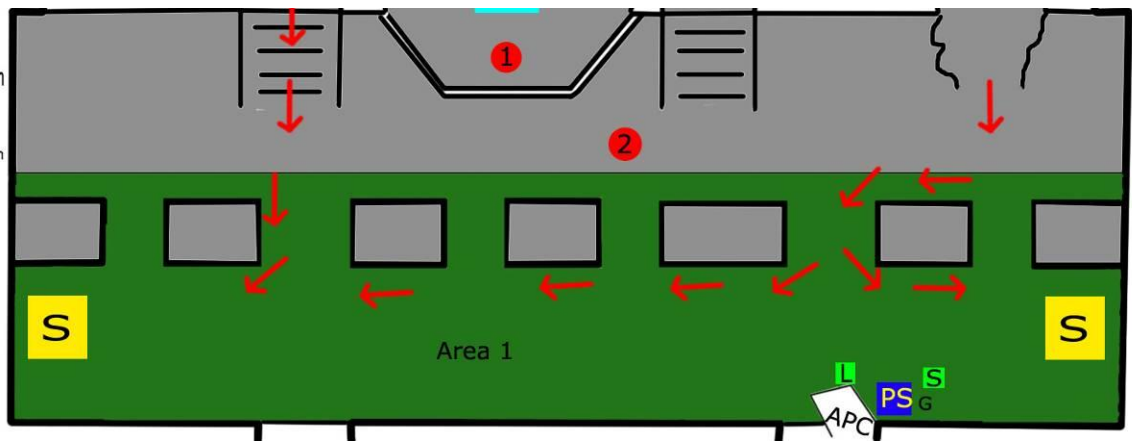


Figure 85: Once the player reaches Area 1, they have a straight shot at both Seeders.

Once the player reaches Area 2.4, they have a fairly open shot at both Seeders. Depending on the “fun factor” of this area, cover may be inserted for extra challenge, and more usable cover in later stages of the level.

- Dialogue
 - There is no dialogue in this section.
- Visual References



Figure 86: Plants break line of sight.

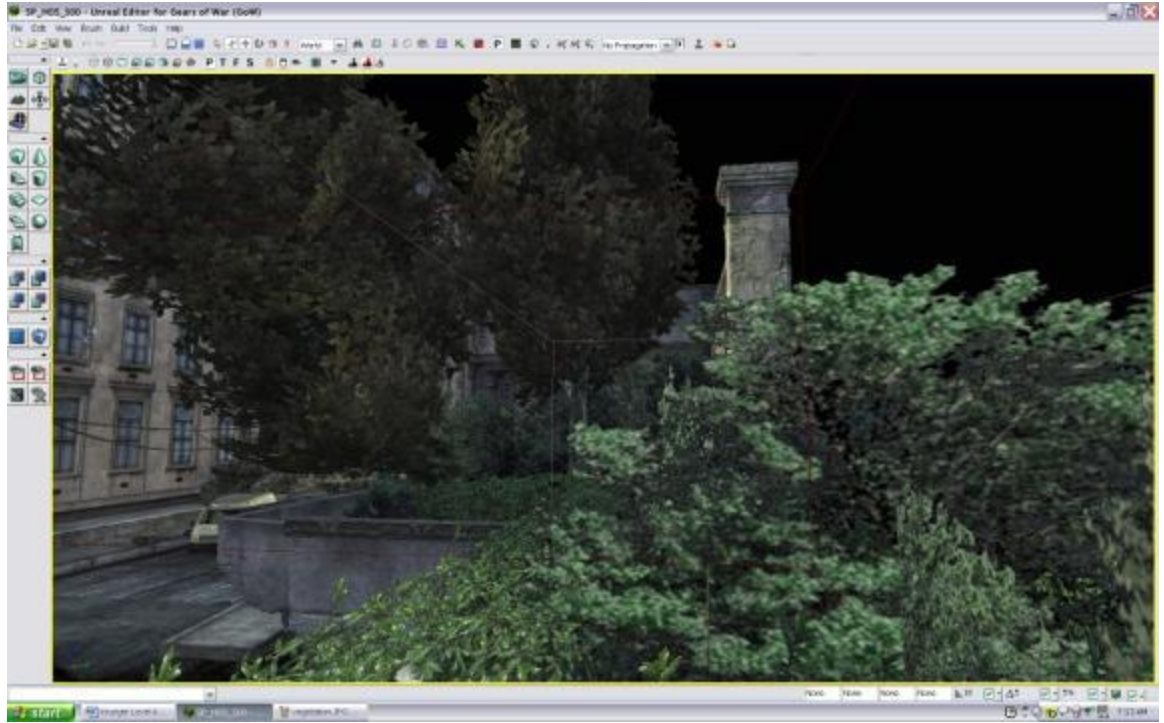


Figure 87: More dense foliage.

PHASE 3

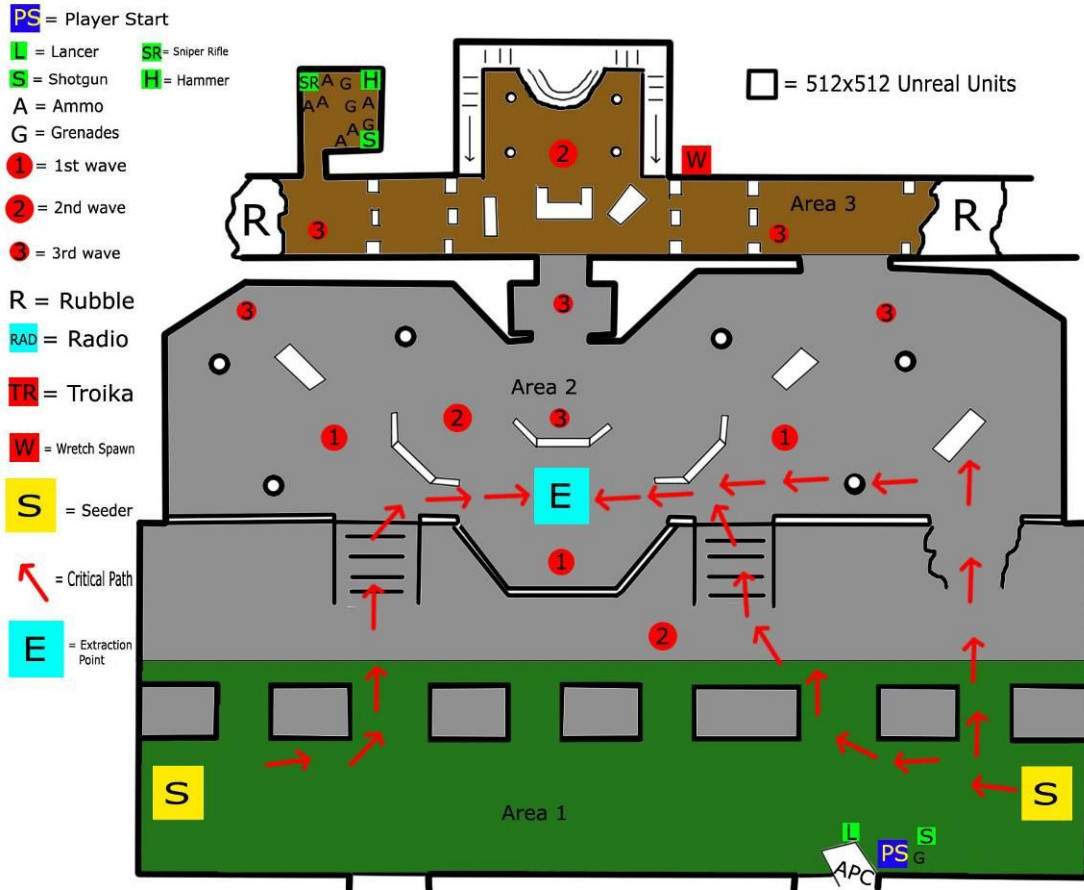


Figure 88: Players must reach the extraction point alive.

PHASE 3.1

- Gameplay

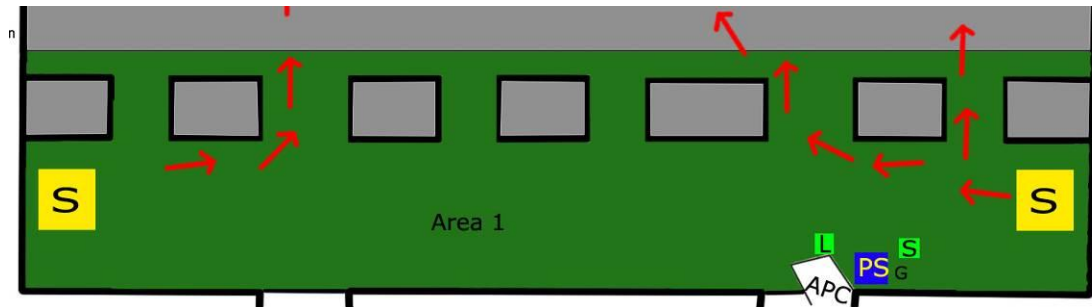


Figure 89: Optimal routes depend on the player's current position.

Depending on where the location of the player when phase two ends, they have multiple options available to them. They may go up the rubble ramp, up the right hand stairs or up the left hand stairs.

- Dialogue
 - There is no dialogue for this section.
- Visual References



Figure 90: The player must reach the approach alive.



Figure 91: Theron Guards spawn in an attempt to ensure the player's destruction.

PHASE 3.2

- Gameplay

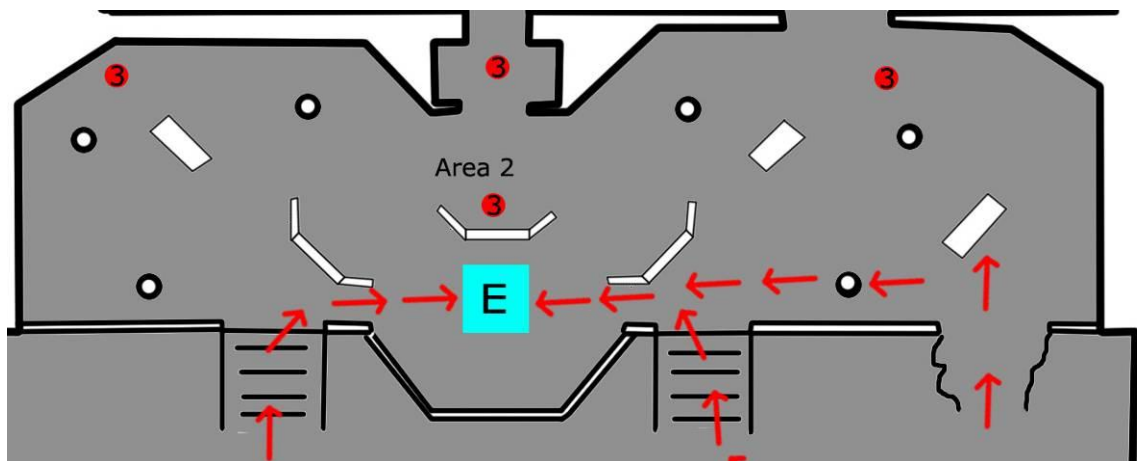


Figure 92: The shortest routes have the least cover.

Once the player reaches the top area, they must run to the center of the level in order for extraction. The left hand path has little to no cover, but is the shortest. The far right hand path has some cover, but is the longest. Once the player reaches the King Raven, then mission ends successfully.

- Dialogue
 - There is no dialogue in this section.

- Visual References



Figure 93: A king raven comes to the rescue.



Figure 94: COG Soldiers deploy to assist the player.



Figure 95: A small army of drones spawns to hinder the player's escape.

PHASE 3.3

- Gameplay

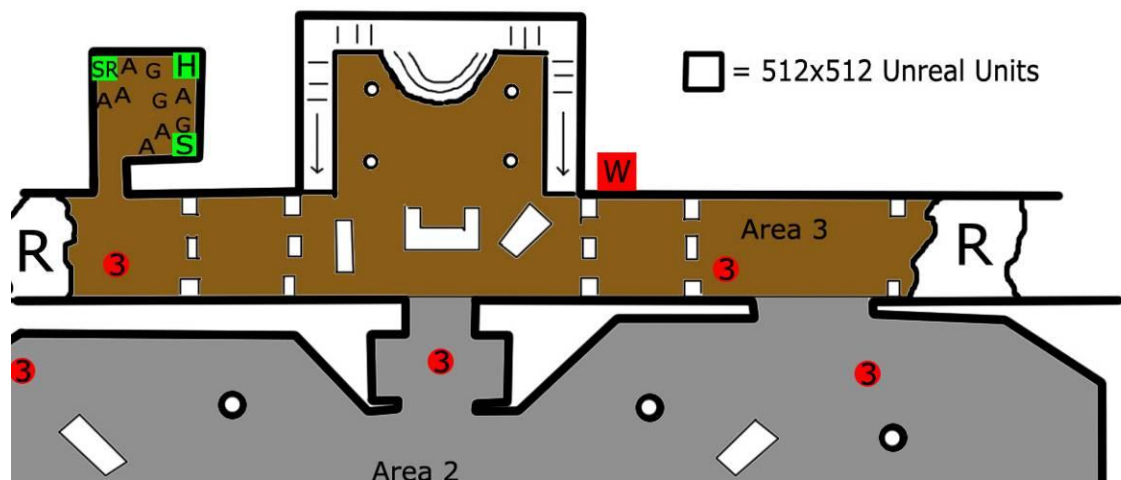


Figure 96: Numerous emergence holes open inside the House of Commons.

While the player does not interact with this part of the map, Area 3.3 contains multiple enemy spawn points. These enemies move from the cover of the House of Commons and assault the King Raven's position.

REFERENCES

http://weblogs.amny.com/entertainment/urbanite/blog/stuff_thats_cool/

<http://crotale.deviantart.com/art/Gears-of-War-Carmine-93448609>

http://gearsofwar.wikia.com/wiki/Locust_Horde

http://www.gearsofwarrealm.com/wiki/Theron_Guard

<http://blog.wired.com/games/2007/09/12/index.html>

http://www.holyfragger.com/xbox_360/other_shooter/gears_of_war/news/?a=120

<http://forums.banjo-kazooie.com/forums/8/29951/ShowThread.aspx>

http://images1.wikia.nocookie.net/gearsofwar/images/3/3e/GoW_APC.JPG

http://media.giantbomb.com/uploads/0/26/714675-locust_outpost_super.jpg

http://www.pixologic.com/interview/epic/2/img_lrg/Perna_SeederFinal1.jpg