

Under Deadly Skies

Gears of War



Single Player Level Design Document

Designer:

Russell Krueger

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QUICK SUMMARY

“Under Deadly Skies” places the player in command of a four man squad in a standard single player mission. The level takes place at sundown on the streets of Ephrya. Gameplay shifts from a large set-piece battle into a desperate race against time and limited resources.

GAMEPLAY

The player must fight their way through a huge set piece battle between several squads of locust and COG Soldiers. The first fight allows the player a choice between taking the fight on the ground, and battling their way through a factory floor to reach an abandoned troika on the second floor. Once the fight is over, the sun sets, and the player advances through a series of alleyways. The main challenge comes from a boomer that systematically shoots out the street lights. Normally, this would not pose a problem, but the kryll are out in force, and remaining in the darkness for any amount of time is fatal. Because the boomer stays pre-occupied with destroying the lights, the player has the opportunity for an easy kill, if it were not for a squad drones that provide suppressive fire for the boomer. The player must advance through enemy fire and take out both the drones and the boomer. Once the player finishes off these enemies they go around a corner and must solve a puzzle. A large group of drones harasses the player across a stretch of darkness. There are several fuse boxes that the player can interact with that switch one set of lights on and turn out others. By finding turning the lights on and off, the player can draw enemies into the light and then trap them with the kryll by shutting off the light. The goal of this area is to spring the trap and then use a side path to flank the drone position, and plug up the emergence hole with a grenade.

Objective Summary

- Objective 1
 - Defend the factory from the Locust
- Objective 2
 - Defeat the boomer
- Objective 3
 - Use the generator to overload the power system
- Objective 4
 - Destroy the Locust Emergence Hole

OVERVIEW

Campaign

- Name: Reclaiming Ephrya
- Level Position in Campaign:
 - Delta Squad responds to a distress call in the industrial center of Ephrya. Marcus and his squad mates fight their way through a manufacturing center held by the Locust
 - Delta Squad attempts to find cover for the night, and find a factory to take cover in; however members of Delta begin to go missing on guard duty. Marcus must find his squad mates, and rescue them.

Mission Location

- Theme: Desperation and a race against time.
- Mood: Tense
- Setting: Industrial complex on the streets of Ephrya
- Time: Twilight, into night time.
- Season: Spring or summer
- Weather: Mostly Clear

Mission Difficulty

Scale 1-5 (1 = easy, 5 = nearly impossible)

- Start: 2
- Middle:3.5
- End: 3

Mission Metrics

- Play Time: 5 – 10 minutes
- Physical Length: 8000 to 10,000 Unreal units
- Physical Area: 10,000 x 10,000 Unreal Units
- Max New Characters: None
- Max Visual Themes: 3
 - Area 1: Factory
 - Area 2: Factory Courtyard
 - Area 3: Ephrya Streets

LEVEL DETAILS

LEVEL ATMOSPHERE/MOOD

“Under Deadly Skies” takes place in a grungy industrial complex inside of Ephyra. Trash and rubble litter the ground, and the buildings have a derelict feel to them. The sunset fades into night and as it does that, the lighting changes from a fiery orange to a cool blue color, accented by the warm glow of the street lights. The sounds suggest the distant battles rage throughout the city.

The architecture takes themes from Ephyra and Timgad. Elegant white stone offsets the more industrial and darker metals of Timgad architecture. Many of the environmental assets reflect the industrial nature of the area. Walkways and gantries consist of wire mesh, and the interiors show considerable wear and tear.

STORY

Introduction

Delta Squad responds to a distress call in the Ephyra Industrial district, as they walk out of the bullet riddled manufacturing complex, sounds of nearby gunfire and battle bombard them.

In-Game

They fan out and take up positions around the corner. To the left, wretches swarm out of an alleyway. Delta guns them down as they emerge, and as they're beaten back Marcus and Dom take up positions on either side of the alleyway rattling off an entire clip's worth of fire downfield. The last of the wretches fall, limbs missing and riddled with holes. The corpses of two COG soldiers lay scattered in several pieces at the end of the alley, their rifles unfired. Marcus and Baird scavenge several clips from the bodies, and distribute them throughout the group before heading back towards the derelict factory. The sound of gunfire is coming from the courtyard outside the derelict factory. The last of the factory's defenders are waging a desperate pitched battle against a horde of Locust drones. The odds don't look good, for every COG there are at least two locust, they only thing they have going for them is that they have a strong defensive position, and decent cover from which to fire.

Marcus looks up at the ruined factory and sees an abandoned Troika gun on a balcony overlooking the courtyard. Apparently this factory changed hands several times in the recent past. With a gesture, Marcus sends Baird and Cole through the door. Cole goes left, and Baird goes right. Marcus and Dom follow on their heels, guns trained on the far corner of the factory floor. Both Cole and Baird take cover behind some crates, and as Dom and Marcus follow suit the floor collapses at the far end of the factory. Four drones crawl out of the emergence hole, and open fire on Delta's positions. Marcus tosses a grenade behind the Locust's cover, and one Locust doesn't notice, the other, sensing the danger tries to mantle the cover. Both drones die in the explosion, one left in several pieces, the other's back a mess of embedded shrapnel. Baird and Dom rise up from behind the crates, spraying suppressing fire at the remaining locust position, as Marcus takes up the now empty flank. Before the Drones could notice, Marcus empties his clip into the crouching drones.

Delta Squad reforms at the base of the ramp and heads up to the second level of the factory, overlooking the factory floor. As they make their way across the catwalk, Half a dozen wretches flood onto the catwalk, charging in from the front and crawling up the ramp. Dom and Marcus open fire into the ranks of the wretches coming from the front and Baird and Cole take the wretches approaching from behind. The first few die easily, but more crawl over the bodies and push their way up to Delta Squad. Delta Squad revs up their bayonets and begins carving through the remaining wretches, Severing claws, limbs and heads with each swipe. Claws scratch against their armor, but it has little effect. As quickly as the battle began, the furious melee ended. Delta climbs over the mangled bodies of the wretches and exits onto the balcony overlooking the courtyard.

The situation has grown steadily worse for the COG Soldiers since Delta Squad entered the factory, now only a handful remain, and they were steadily getting pushed back to the factory entrance. At best, there was only a few seconds left to act. Dom, Baird and Cole open fire with their lancers at the advancing Locust. Marcus checked the ammo feed for the troika and opened fire as well. The height of the balcony gave a considerable advantage to Delta Squad. At this angle, the Locust's cover counted for nothing. The troika

machine gun spits out molten death at 1800 rounds per minute into the locust formation. The Locust front withers and collapses under the weight of fire, several of them decide to fall back, and get cut down by the newly bolstered COG soldiers. The rest of the battle is a quick and bloody affair, as the COG soldiers rout the retreating locust back into their emergence hole and seal it up with a grenade for good measure. The COG soldiers rush into the factory to secure the area, and they greet Delta Squad with cheers and nods of respect as they walk back down the ramp. As they walk out, they become acutely aware of the low angle of the sun in the sky, and the chirping of the kryll as they begin to stir for the night.

TacCom comes over the radio with new orders. “A supply warehouse that fuels the factories in the area has not checked in. We need Delta to rendezvous with COG elements there and hold the warehouse for the night. The Factory is approximately one Kilometer to the north of your position. Contact us when you arrive.”

Baird mutters curses under his breath; there was no way to reach the factory before sunset. “Marcus opens his link. “Negative TacCom, we can’t make it there until the morning, the kryll are coming out as we speak, we’ll get eaten alive.”

“Reports say that power in your area is still active, you’ll have the street lights to keep you safe. We’ll send a squad in the morning to relieve you.”

Marcus growls in frustration “Copy that, TacCom, We’ll check in once the factory is secure.” He closes the link. “You heard ‘em, Delta. Move out.”

Delta Squad takes up positions on the far end of the courtyard, the warehouse can be seen down the road. Street lights flicker to life as the rest of the daylight fades. Almost on cue, the Kryll take flight in kilometer-long columns, and converge in countless millions over the city of Ephyra. There is no mistaking that as long as the sun stays down, they are the true rulers of this city.

Marcus and the rest of Delta set off down the street. If they hurried, they could be there in fifteen minutes. The slight tremor underneath their feet is the only warning Delta Squad gets. Further down the road, the road collapses as another emergence hole opens. As the dust clears, the wall of a nearby building blows out and a boomer steps through the wreckage. Delta jumps into cover, waiting for the report of the rocket. As the missile flies over their heads and crashes into a street lamp, Delta Squad is hit with a sobering realization, the boomer doesn’t need to hit them, it can just shut off the lights, and let the kryll get them.

Baird and Cole provide cover fire as Dom and Marcus advance. As they fall into cover, they provide cover fire for Baird and Cole. Baird and Cole advance past Marcus and Dom, and immediately lay down another withering burst of cover fire. Delta squad continues advancing, trying to stay in the diminishing light of the street lamps. Delta continues to advance in this manner, until they are in range of the boomer. From behind a cement barrier, Marcus and Dom open fire on the towering brute. Baird and Cole continue to keep the drones suppressed. Eventually, after emptying several clips into the boomer, it teeters over and falls to the floor dead. A well placed grenade takes the rest of the drones out.

Marcus and the rest of Delta Squad continue down the road, and as they approach the outer perimeter of the warehouse, the air erupts in a hail of tracer fire. A group of drones had been waiting for anyone to get in range. Between Marcus and the drones a strip of darkness barred anything from getting past, with the exception of two paths through the darkness, illuminated by streetlights. Two power stations sat in a line in front of the barricades. A high-pitched screech tore through the night to the left of Marcus. A cluster of wretches surged down the left path. If the wretches for through, a combination of gunfire and claws would tear Delta Squad to pieces. Marcus runs in a crouch to the left powerbox, and flips the switch down. The lights on the left hand path flicker out and a flock of kryll come down from the sky. Within seconds the swarm of wretches is picked clean by the kryll flock. Marcus motions to the right, and Dome and Cole take up positions on the left-hand path. Both paths afforded Delta some cover for them to advance. Marcus takes one last look to make sure the wretches were gone, and then takes up a point position in front of Dom and Cole. Baird remains behind to keep the drones busy. A hole in a wall on the right side of the path showed another point of entry for the wretches. Marcus rolls a grenade into the hole and runs to the end of the lit path. The dull crump of a grenade detonation and squeals of pain come from the hole. At least Delta won’t have to worry about any nasty surprises coming up from the rear.

The lit path comes to an end at a perpendicular angle to the drone position. Marcus, DOM and Cole crouch down. Marcus holds up three fingers and counts down. When his last finger curls up into a fist, he throws a grenade into the drone position. Shouts of alarm precede the deafening report of the grenade. As soon as the tinkle of flying shrapnel fades away, all three members of Delta rush around the corner, bayonets revving.

The resulting melee was a brutal affair. Most of the drones milled about, stunned by the concussion of the grenade, they didn't even look up as Marcus brought his bayonet down on the first drone's skull. This should have been the end of the fight, but the noise from the grenade brought more locust spilling out of an emergence hole located behind a sandbag barrier.

Marcus, Dom and Cole focus fire on the drones, as Baird brings up the rear. Together all of Delta Squad focus fire and force the drones back into the emergence hole. Marcus drops a grenade down the mouth of the Emergence hole, and the underground tunnel collapses in on itself.

Extro

Marcus and Delta Squad regroup at the mouth of the emergence hole, and continue on to the warehouse. The appearance of the Locust inside the perimeter of the warehouse did not bode well for the squad stationed there...

"60 seconds of gameplay"

The Kryll swarm overhead and a band of darkness keeps delta squad from retreating back to the safety of the factory. A rocket soars over Marcus' head and crashes into the streetlight overhead. The light flickers and dies. Almost immediately, Kryll fill the air, swarming and biting. Marcus stumbles back into the light, and the kryll give up their chase, for now. Delta Squad Takes cover behind another row of sandbags as a hail of fire pounds into the cover. Marcus looks out from the sandbags, and sees the Boomer leveling the gun again. Marcus blind fires over the sandbags, and sends the drones into cover. Delta Squad mantles over the cover, as they hears the report of the rocket launcher. Another rocket streaks overhead, but the members of Delta fall into the next row of cover. Marcus tosses a grenade into the group of drones. They scatter and take up forward positions behind a concrete barrier. As the drones scattered, Delta squad runs up the center of the street and into a small courtyard. The Boomer stood about 30 meters down range. At this distance, Delta Squad's rifles could get a bead on the boomer. Marcus, Dom, Baird and Cole focus fire on the boomer, and eventually it staggers over and falls. Marcus and Dom toss a grenade into the locust position. The explosion only killed two drones, but the confusion it caused allowed Delta to get in close with shotguns and bayonets. After a few seconds, the fight was over and Delta Squad moved on towards the factory.

MAJOR AREAS/VISUAL THEMES

Area 1

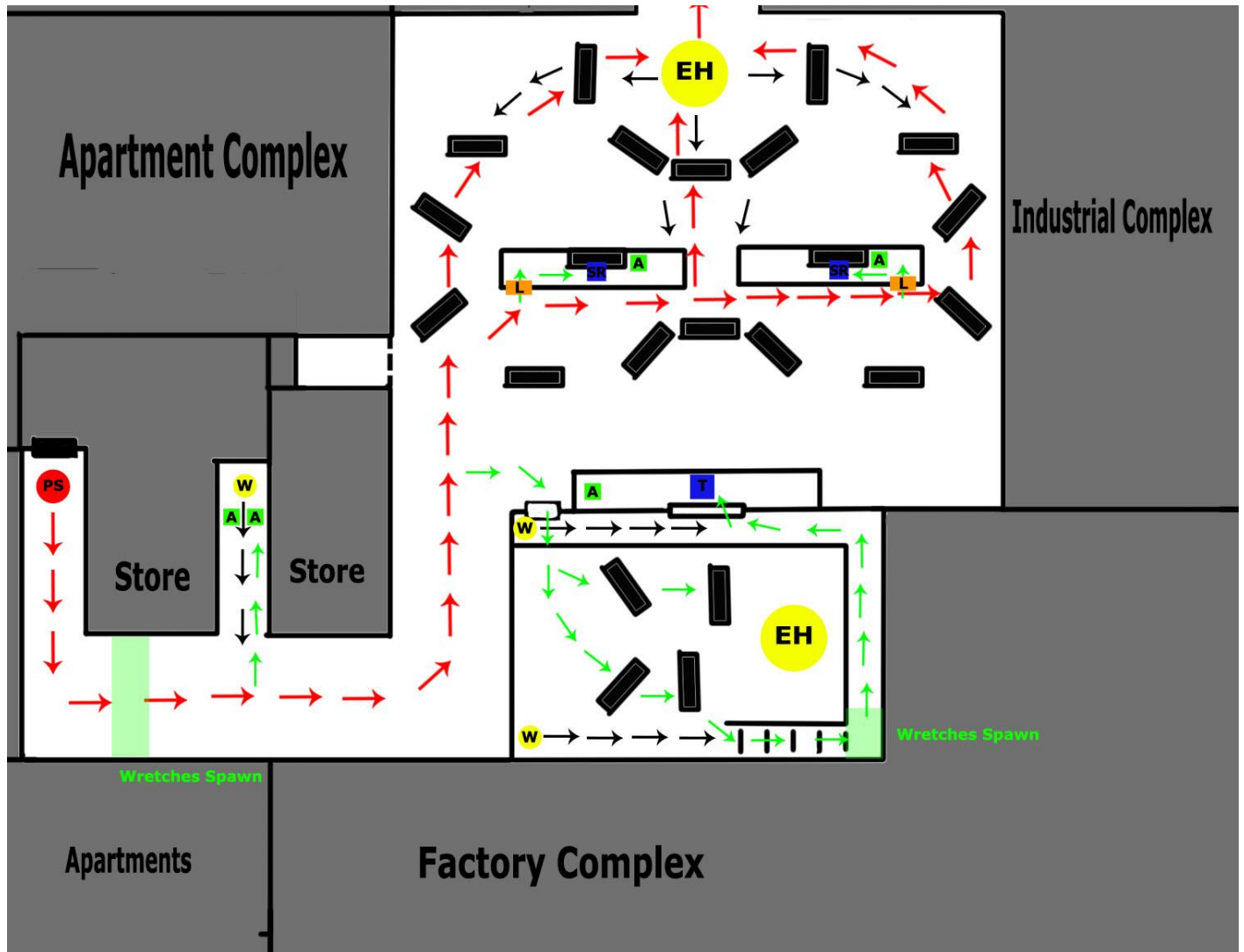


Figure 1: Overhead map of Area 1

Text Description:

Area 1 consists of a narrow back alley that connects to a large courtyard with two arches in the center. The architecture uses elements from Timgad and Ephyra. Apartment complexes and shops rise above the street. The left side of the courtyard houses industrial complexes and smokestacks. Sandbags form a hastily constructed and failing defense against the Locust onslaught. Orange light bathes the area, as the sun finishes setting. The lighting fades to a cool blue as the sun finishes setting..

Visual References

- Terrain/Vegetation
None

- Models/Architecture

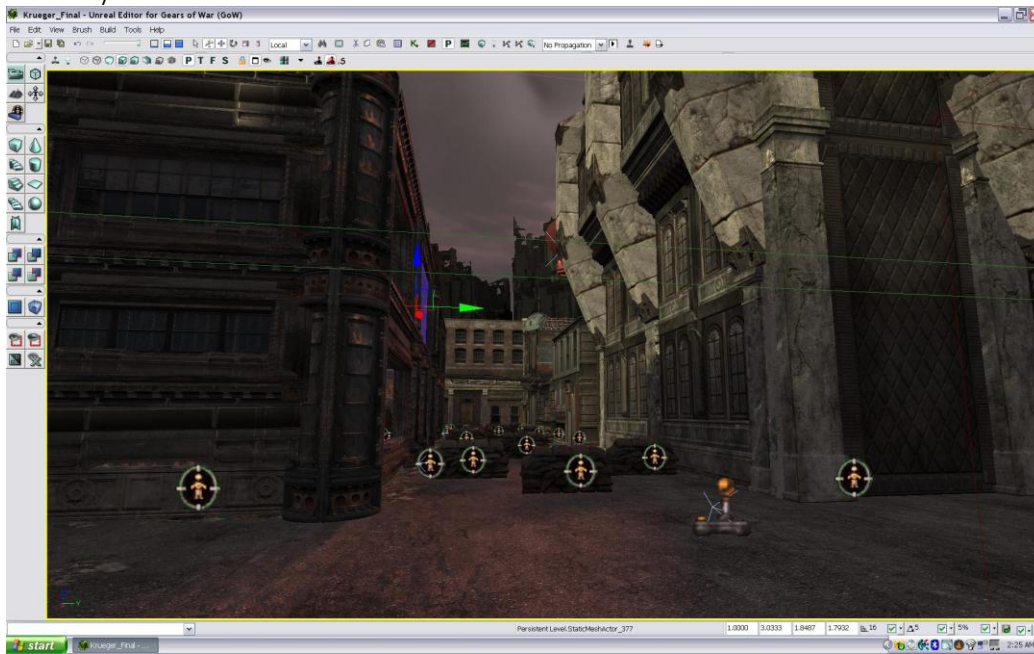


Figure 2: Level mixes lighter Ephyra architecture with darker Timgad elements

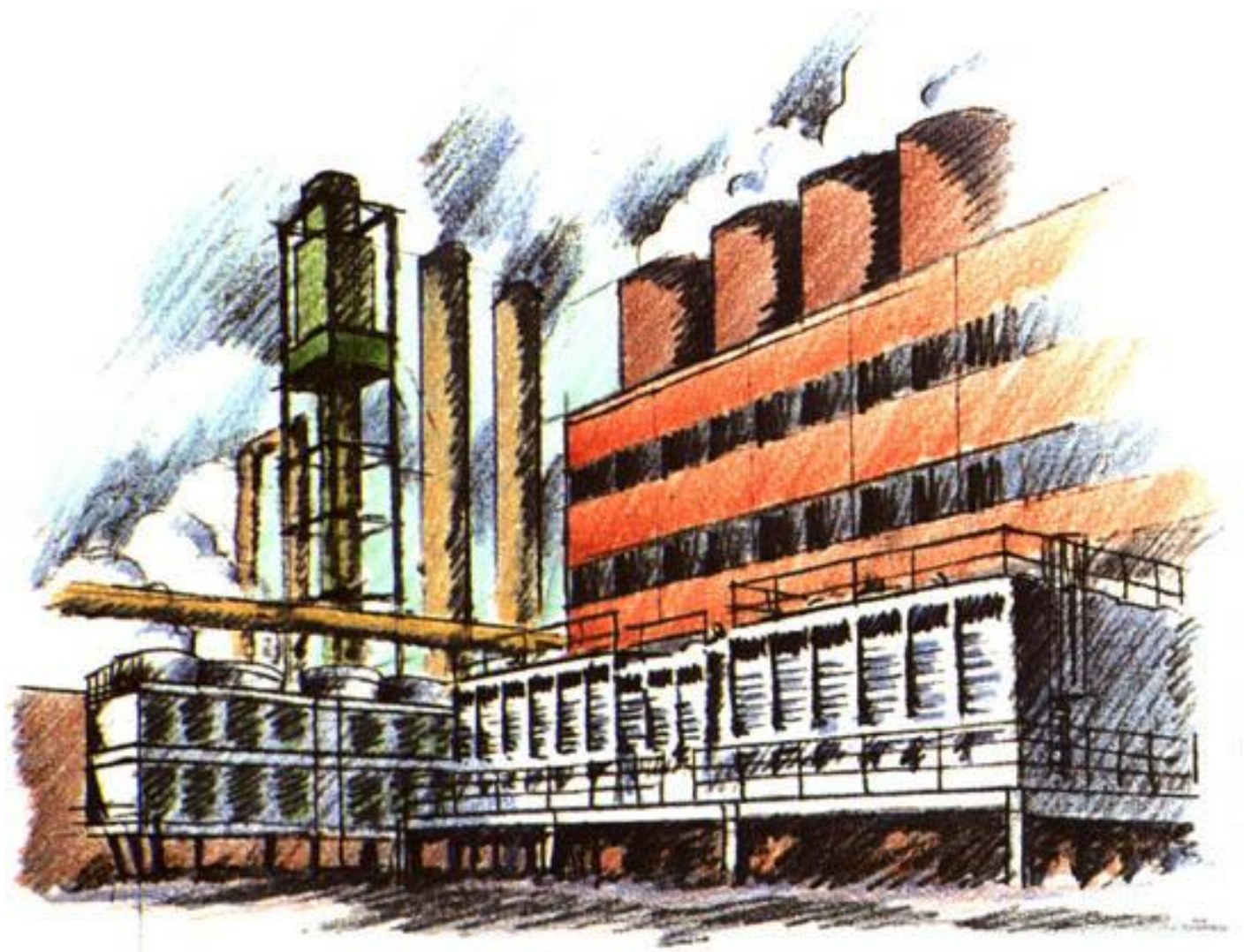


Figure 3: Concept of the factory



Figure 4: Sunset on Sera



Figure 5: Area 1 uses orange light sources

- Textures/Lighting



Figure 6: Area 1 features a lot of concrete textures

- Characters/Vehicles



Figure 7: Delta Squad



Figure 8: COG Soldier



Figure 9: Locust Drones

Area 2

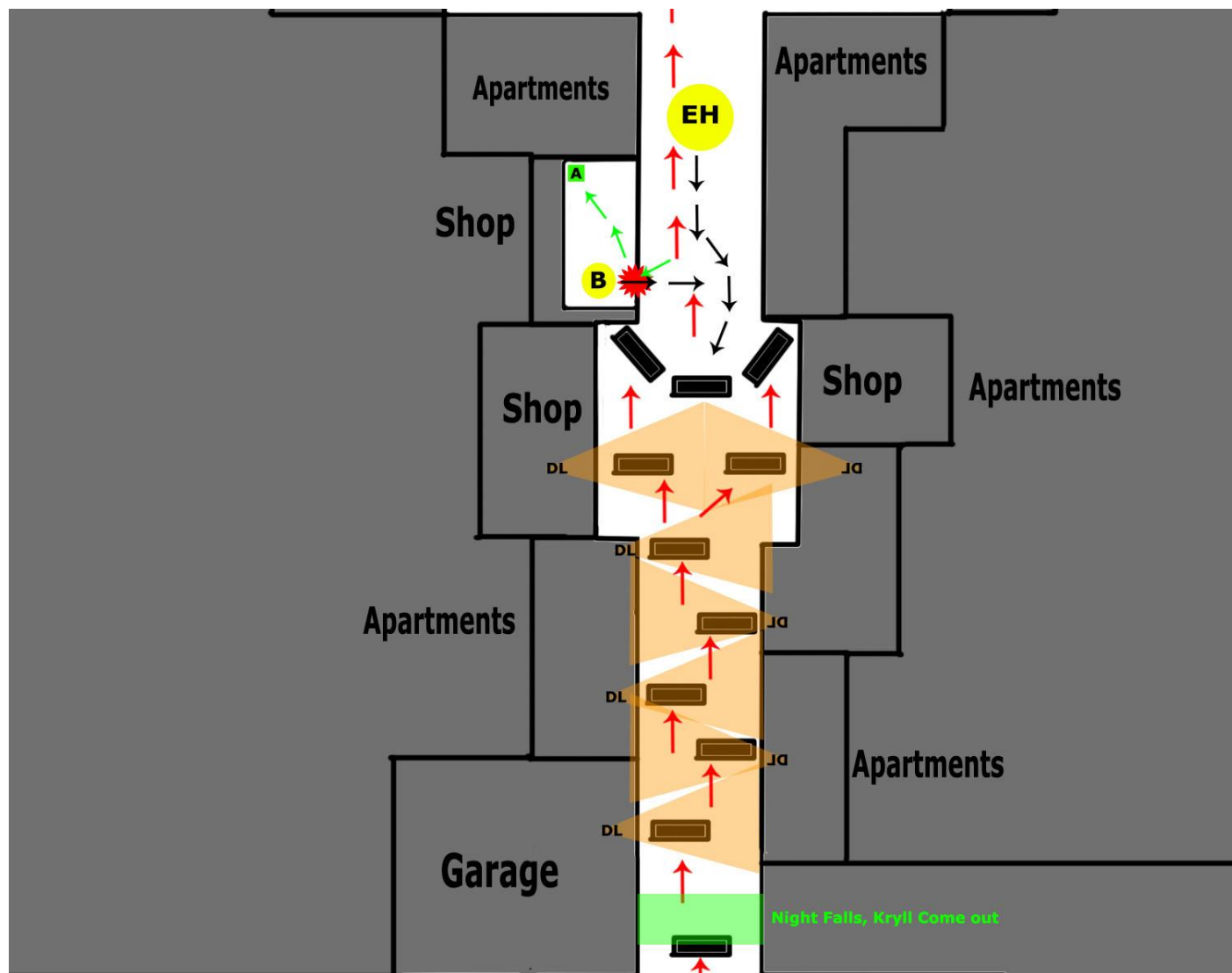


Figure 10: Area 2 Overhead map

Text Description:

The buildings here consist of apartment buildings and shops. The road to the warehouse primarily uses elements of Timgad for the shops and apartment buildings. Rows of streetlights line the road, casting the street into pale yellow illumination. The yellow glow offsets the cool blue lighting of the night sky.

Visual References

- Terrain/Vegetation

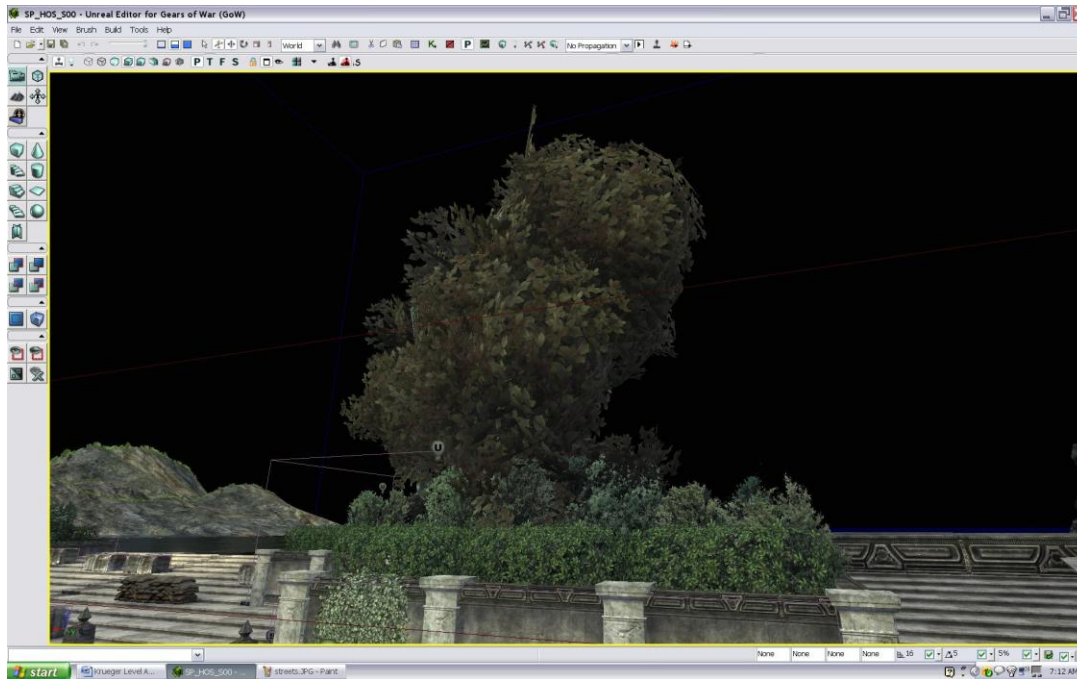


Figure 11: Trees line the streets

- Models/Architecture



Figure 12: Area 2 features a narrow road, with tall buildings.



Figure 13: Area 2 is constrained but has lots of light and cover

- Textures/Lighting



Figure 14: When players enter Area 2, night falls



Figure 15: Buildings use brick textures in Area 2

- Characters/Vehicles



Figure 16: Locust Drones provide suppressing fire to keep the player pinned



Figure 17: The boomer destroys lights



Figure 18: The Kryll kill anything in shadow

Area 3

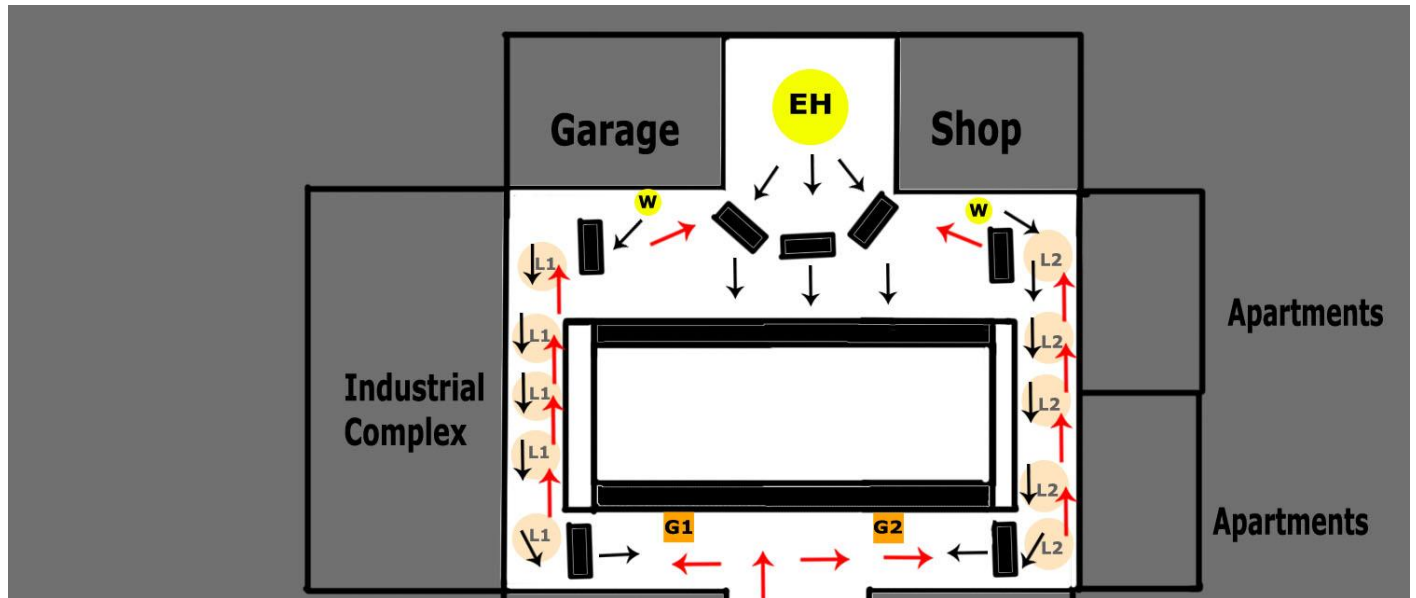


Figure 19: Overhead map of Area 3

Text Description:

Area 3 takes on a more industrial feel, as the residential road gives way to the warehouse and more industrial complexes. Area 3 feels considerably more war-torn, as Delta Squad arrives to late to save the troops stationed here. Rubble and garbage clog the area. Heavy shadows restrict player movement, and the lighting takes on more bluish hues as the amount of artificial light fades.

Visual References

- Terrain/Vegetation
None
- Models/Architecture

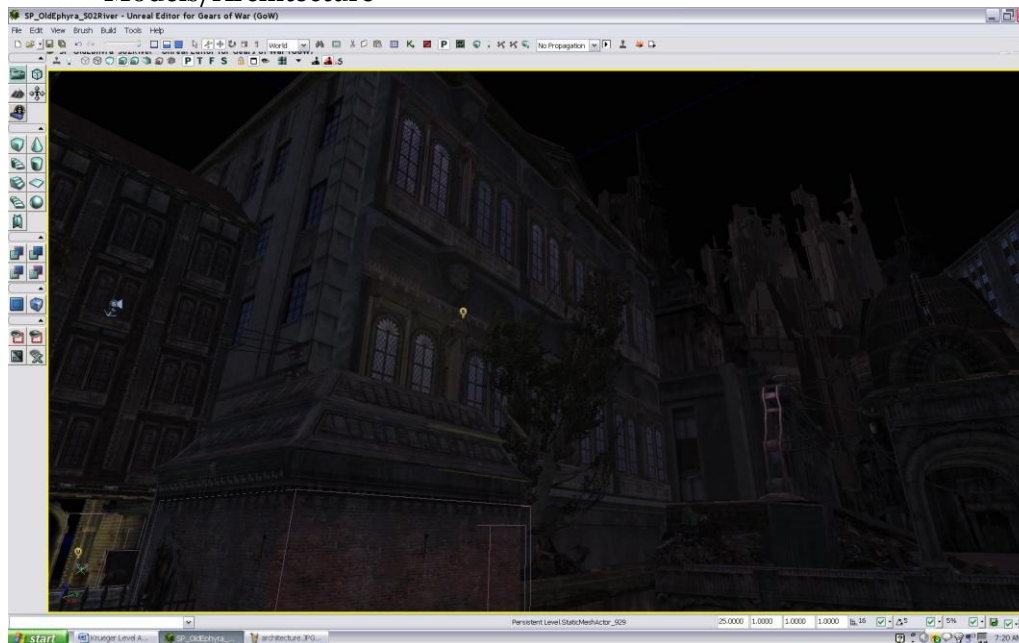


Figure 20: Area 3 features simple, more utilitarian architecture



Figure 21: The area around the warehouse is wartorn and industrial



Figure 22: Area 3 features a lot of low cover



Figure 23: The warehouse has fallen into disrepair

- Textures/Lighting



Figure 24: Warmer lighting offsets the cooler nighttime lighting



Figure 25: Grey textures get colored orange and yellow by the artificial light

- Characters/Vehicles



Figure 26: Drones harass the player across a span of darkness



Figure 27: Wretches threaten to overwhelm Delta Squad's position, unless they can spring the light trap

LEVEL OBJECTIVES

- Primary:
 - Reach the Warehouse
- Secondary: Any sub-objectives or optional objectives in the levels
 - Assist the COG Soldiers
 - Defeat the Boomer
- Bonus:
 - None
- Hidden:
 - None

CHALLENGE HIGHLIGHTS

Combat

- Large Courtyard Battle
- Kill Boomer before all the lights are destroyed
- Drive the locust back into the final emergence hole

Stealth

- None

Puzzles

- Light puzzle that allows a flanking maneuver on final locust position

Conversation

- None

Boss Battles

- Fight with the Boomer
- Destroy the constantly spawning locust

WOW MOMENTS

- Moment 1 (Area 1):
 - Large Courtyard battle between COG Soldiers and Locust
- Moment 2 (Area 2):
 - Sun goes down, Kryll come out
- Moment 3 (Area 2)
 - Boomer destroys light sources
- Moment 4 (Area 3)
 - Killing large group of wretches by shutting off the lights

Actors

Player

- Model(s): Marcus Fenix
- Inventory: This is a chance to list the player's starting inventory
 - Lancer
 - Gnasher Shotgun
 - Piston
 - 4 Grenades
- Start Location: Area 1
- Motives/Objectives: Reach the Warehouse, Defeat the Locust



Key Actors

Actor 1 : Dom

- Model(s): Dom
- Inventory: Lancer
- Motives/Objectives: Assist Marcus
- Starting Location: Area 1



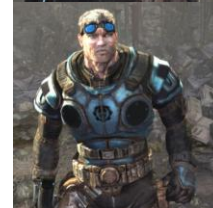
Actor 2: Cole

- Model(s): Cole
- Inventory: Gnasher Shotgun
- Motives/Objectives: Assist Marcus
- Starting Location: Area 1



Actor 3: Baird

- Model(s): Baird
- Inventory: Sniper Rifle
- Motives/Objectives: Assist Marcus, Complain
- Starting Location: Area 1



Actor 4: Drone

- Model(s): Drone
- Inventory: Locust Assault Rifle
- Motives/Objectives: Kill Delta Squad
- Starting Location: Area 1,2 and 3



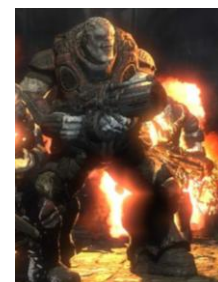
Actor 5: Wretch

- Model(s): Wretch
- Inventory: Tooth and Claw
- Motives/Objectives: Kill Delta Squad
- Starting Location: Area 1 and 3



Actor 5: Boomer

- Model(s): Boomer
- Inventory: Rocket Launcher
- Motives/Objectives: Kill Delta Squad
- Starting Location: Area 1 and 3



Supporting Actors

Actor 1: COG Soldier

- Model(s): Redshirt
- Inventory: Lancer
- Motives/Objectives: Defend Factory
- Uses Within Level: Support in Area 1



User Interface

Pre-Game Information

- Briefing
 - None

In-Game Information

- Introduction
 - “Assist the COG Soldiers in the area, they can point you to the Warehouse”
- Conclusion
 - “You should look inside, things don’t look good for the squad stationed here”
- Objectives
 - Assist COG Soldiers
 - Kill the Boomer
 - Destroy the final Emergence Hole

Post Game Information

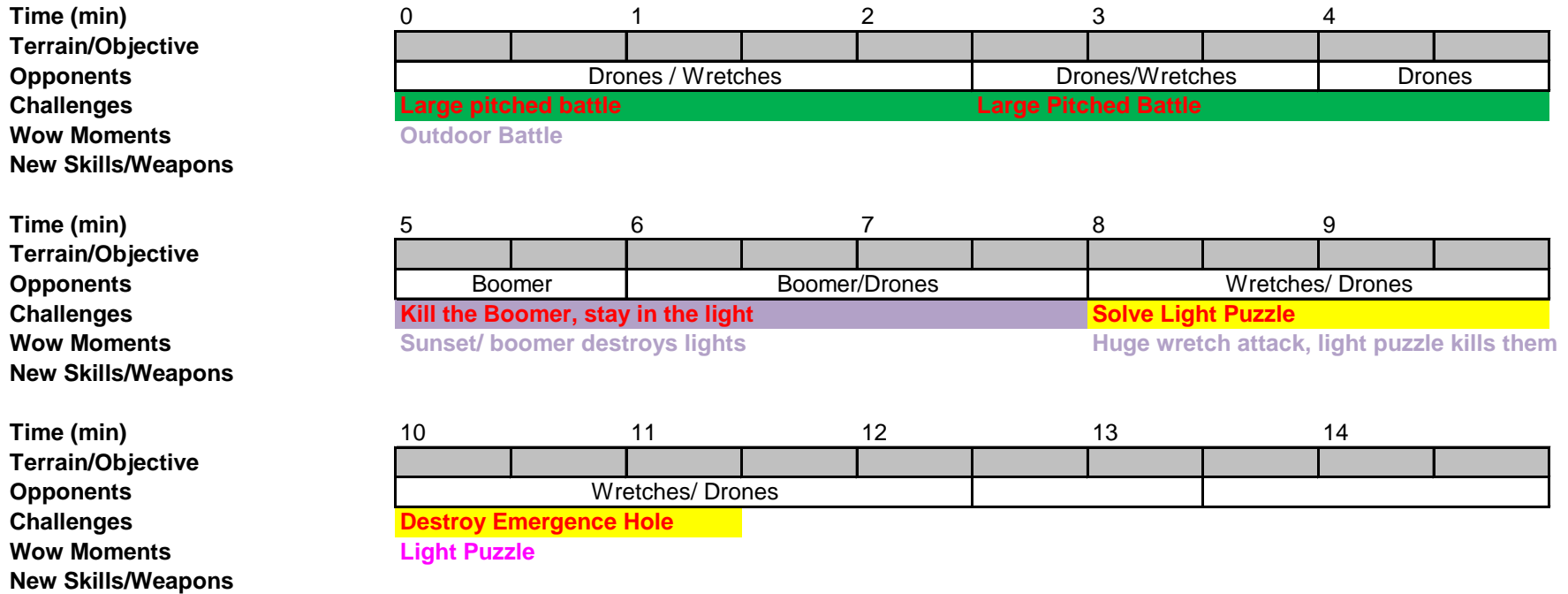
- Debriefing
 - None
- Stats
 - None
- Etc
 - Credits

HUD Elements

- Normal Elements Used
 - All standard HUD elements
- Special Elements Required
 - None

GAMEPLAY DETAILS

Level Progression Chart



Legend
1 square = 30 seconds
Area 1
Area 2
Area 3
Challenge Highlight
Wow Moment
New Weapon/Skill

Gameplay Mechanics

Prerequisite Skills:

- Move
- Shoot
- Take Cover
- Aim
- Melee
- Activate/Use Ladder
- Look at POI's
- Avoid Darkness

Skills Learned

- Explosions destroy light sources

Overhead Level Map

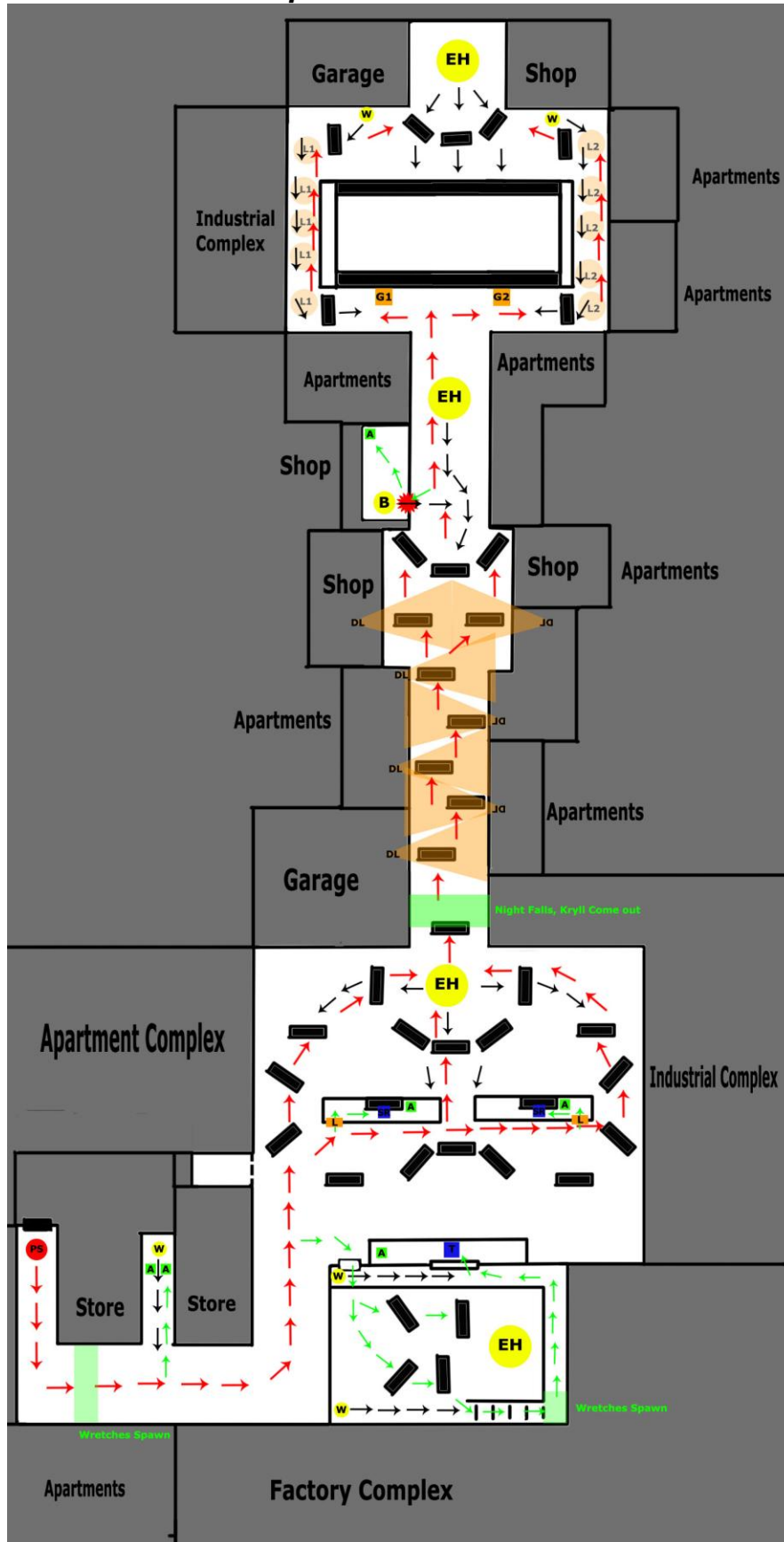


Figure 28: Overhead view of the level



Figure 29: Map legend for reference

Key

- Scale: .5 inch square = 768x768 Unreal Units
- Wow Moments
 - Area 1
 - Pitched battle with COG Allies
 - Area 2
 - Sunset
 - Boomer Destroys lights
 - Area 3
 - Spring light trap on wretches
- Challenge Highlights

- Objectives
 - Assist COG Soldiers
 - Defeat the Boomer
 - Reach the Warehouse
- Skill Tests
 - Light puzzle requires timing and logic
- Player
 - Start Point
 - Area 1

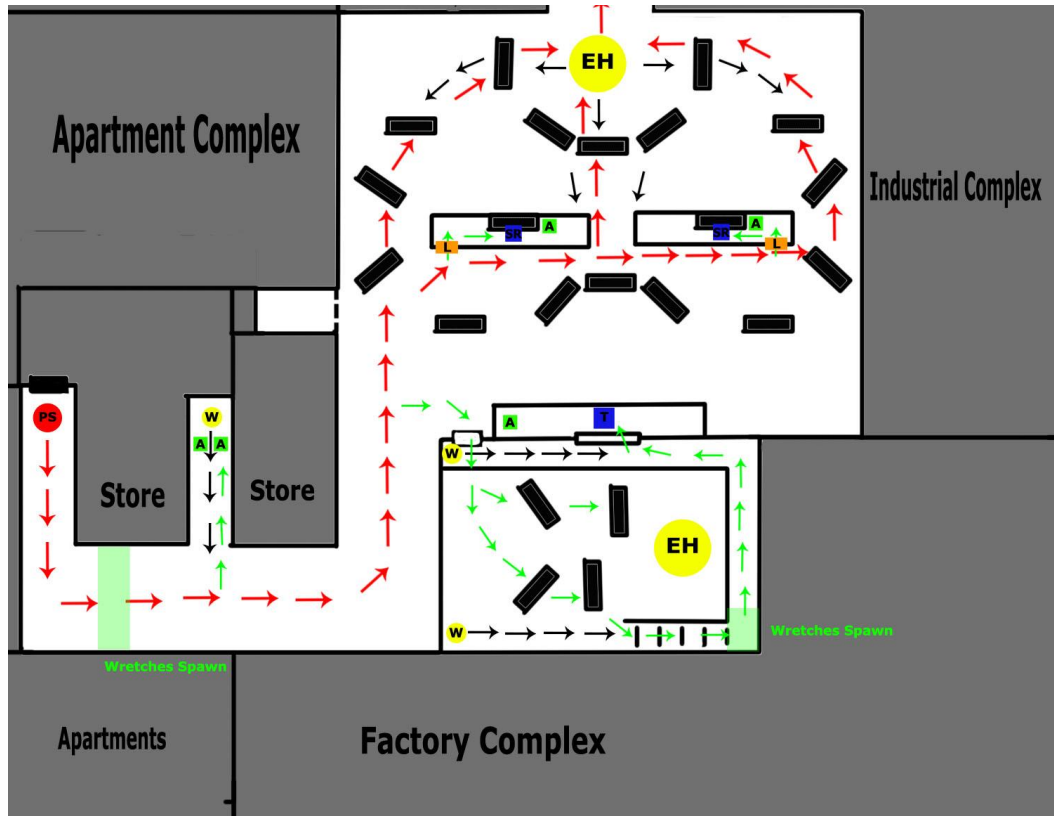


Figure 30: Player starts in area 1

- Optimal Route
 - Marked in red on area maps
- Alternate routes
 - Marked in green on area maps
- Area End
 - Top of the map
- Key Actors
 - Spawn Points
 - Baird, Cole and Dom start at Player's position
 - Drones start at Emergence Holes
 - Wretches start at Wretch spawn points
 - Boomer starts at Boomer spawn point
 - Routes/Behaviors
 - Marked in black on area maps
- Supporting Actors
 - Spawn Points
 - COG Soldiers start in courtyard of Area 1
 - Routes/Behaviors
 - Defined by Ai, but limited to Area 1
- Pickups (weapons/ammo/etc.)

- Ammo
 - Denoted by green box on area maps
- Weapons
 - Denoted by blue box on area map

- Key Gameplay Objects
 - Areas 1,2 and 3 have cover.
 - Area 3 has a strip of cover and darkness that forces players to flank the final locust position.
 - Areas 2 and 3 use kryll. To avoid an immediate death, players must remain in well-lit areas.

Detailed Map Descriptions

- Initial player loadout:
 - Lancer
 - Shotgun
 - Pistol
 - Grenades x4
- When player gets new weapons/abilities:
 - Sniper Rifle in Area 1
 - Abandoned Troika in Area 1
- Do enemies drop weapons/ammo/health?
 - Drones and the Boomer Drop their weapons
 - Drone Loadout
 - Locust Assault Rifle
 - Boomer Loadout
 - Rocket Launcher

Map Key

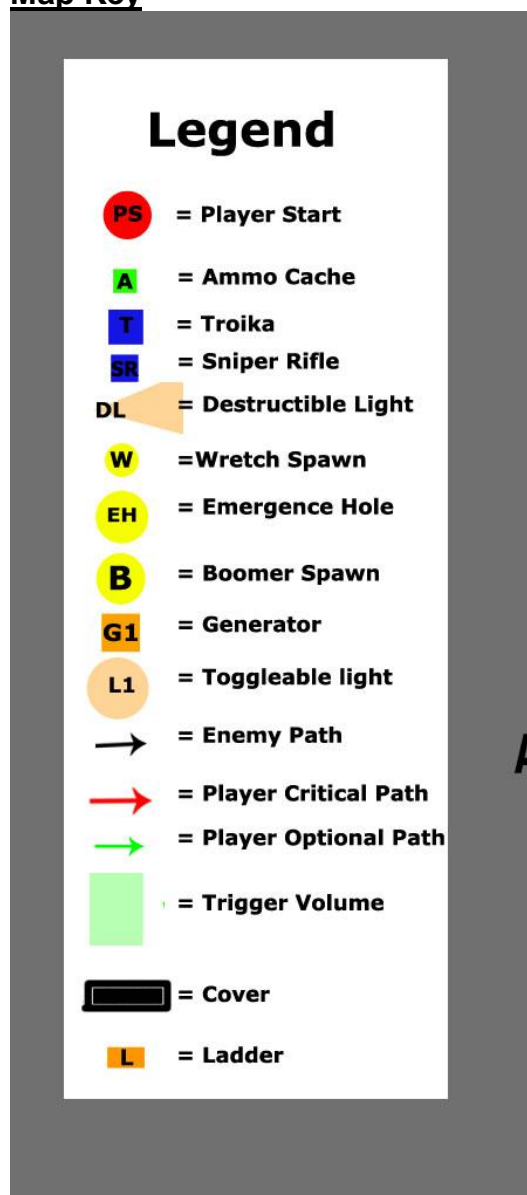


Figure 31: Map legend for ease of reference

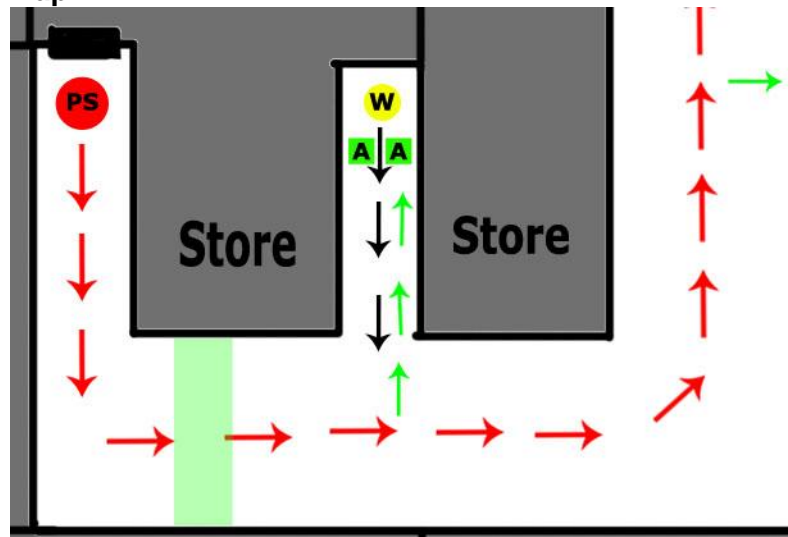
Area 1.1**Map**

Figure 32: Area 1.1 pits players against a wretch ambush

Gameplay

- Encounters
 - Wretches
 - Weapon: Tooth and Claw
 - Once the player touches a trigger volume (Shown in light green). Wretches rush around a corner and attack the player's squad. This acts as a warm-up for the battles to come.
- Challenges
 - Surviving the encounter required decent reaction time and basic aiming skills. The player must keep their cool in order to be effective here.

Dialog

- "Get to the factory's courtyard before the COG Soldiers stationed there are overrun by the Locust"

Visual References



Figure 33: Area 1.1 shows off more residential architecture



Figure 34: Players start off in a narrow alley



Figure 35: The day is almost over

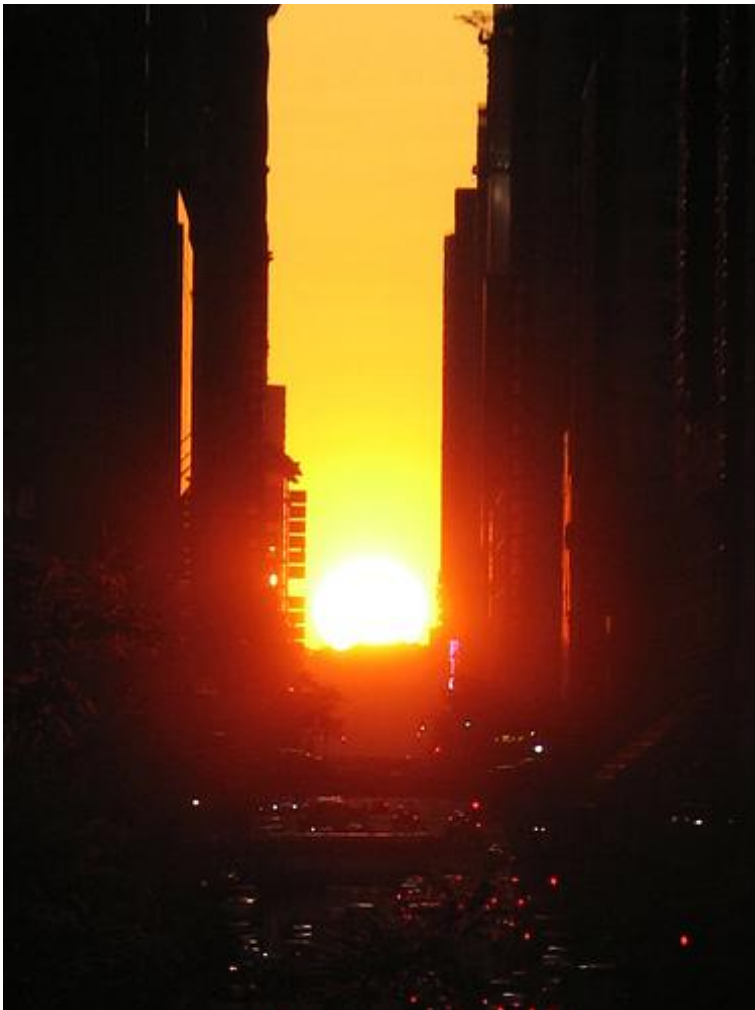


Figure 36: Once the sun sets, Kryll come out

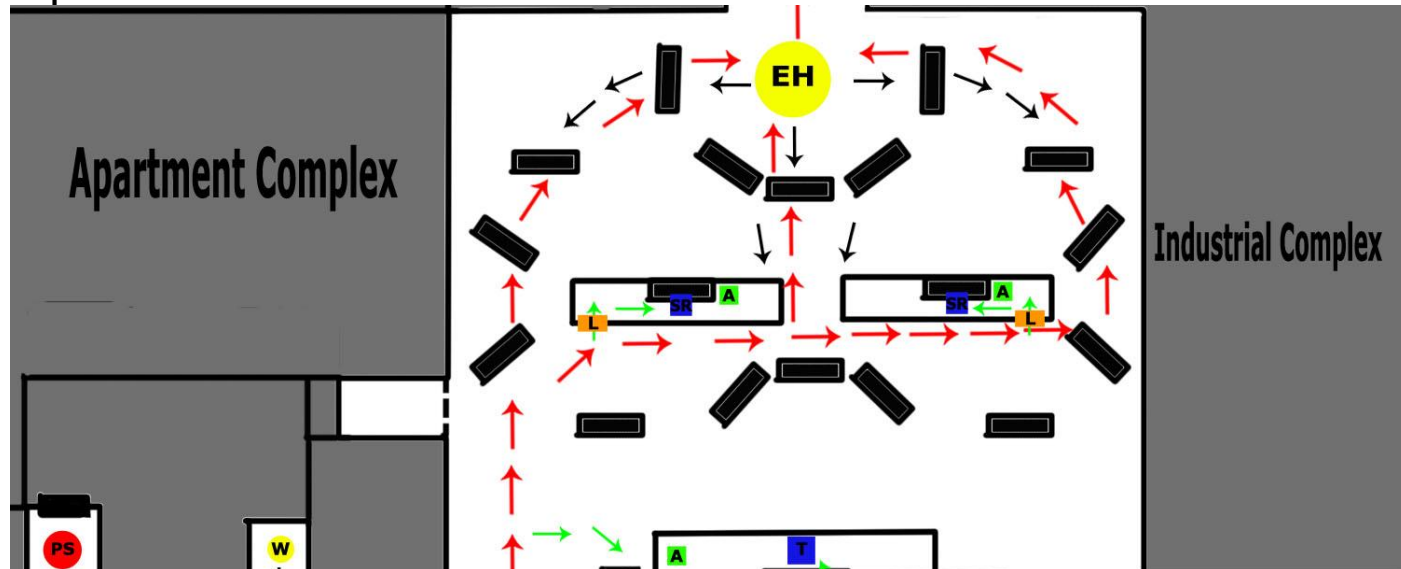
Area 1.2**Map**

Figure 37: Overhead view of Area 1.2

Gameplay

- Encounters
 - Drones
 - Weapon: Locust Assault Rifle
 - A large number of drones attacks the factory, and the player must help the COG soldiers drive them back.
- Challenges
 - Using the sniper perch allows the player a height advantage at the price of cover
 - Taking the Locust on the ground removes the height advantage, but offers better protection

The Courtyard has three options. The first option is the two large arches that allow the player to use a sniper rifle and pick off any Locust within sight. However, the Locust have line of sight on the player from multiple angles, and the sparse cover does not provide much protection. The second option lets the player use the environment as a straight forward fight, by using cover and flanking maneuvers on the left and right sides of the courtyard, the player has the opportunity to attack from a well-protected position. The third option takes the player into Area 1.3, the factory floor. An abandoned troika overlooks the courtyard from a second story balcony.

Dialog

none

Visual References

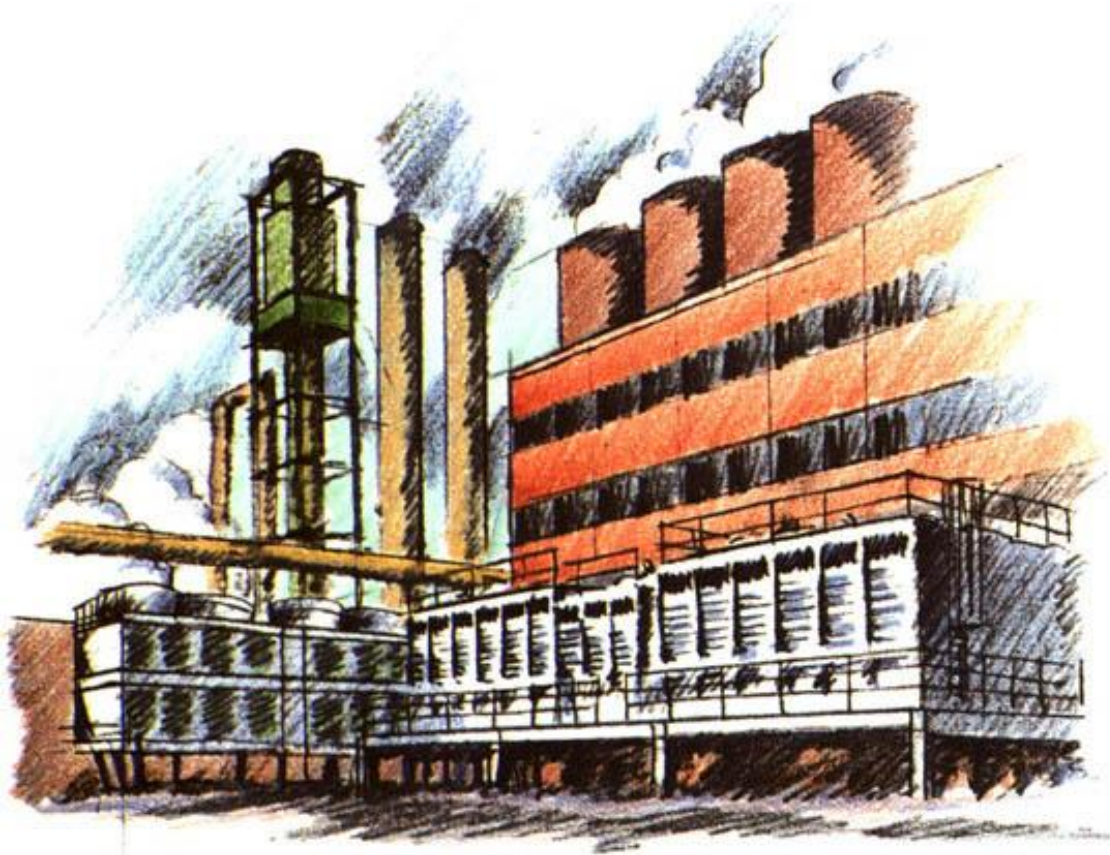


Figure 38: COG Factory concept



Figure 39: The factory appears boxy and utilitarian



Figure 40: The sun will set soon



Figure 41: Delta Squad must aid the COG Soldiers

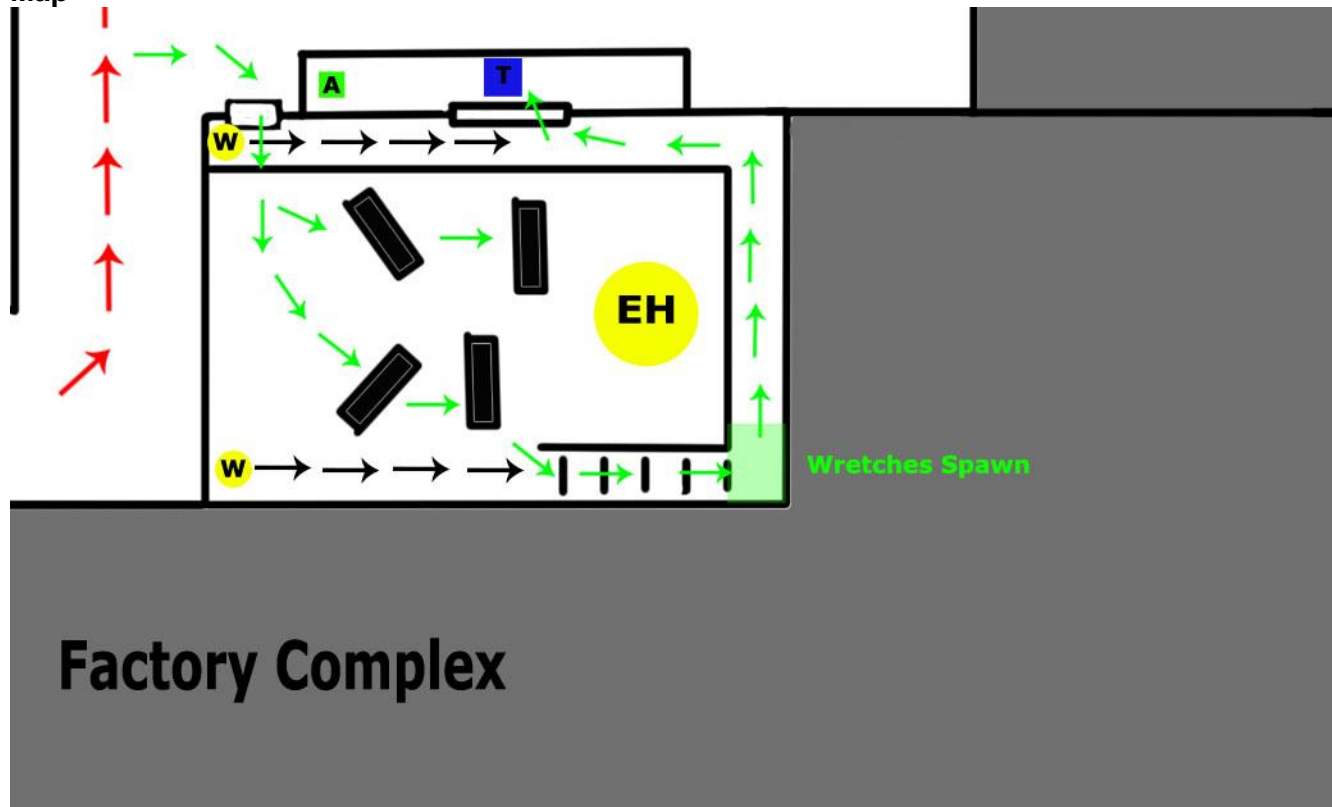
Area 1.3**Map**

Figure 42: Overhead view of Area 1.3

Gameplay

- Encounters
 - Wretches
 - Weapon: Tooth and Claw
 - Wretches ambush the player once they go up the stairs to the second floor.
 - Drones
 - Weapon: Locust Assault Rifle
 - Drones come out of the emergence hole, once the player kicks in the door to the factory.
- Challenges
 - The Wretch ambush forces the player to think quickly, as they find themselves unexpectedly surrounded.

The factory lets the player attack the locust position from range with a high-powered machine gun. The trade-off for this advantage comes at the price of two locust ambushes on the way to the balcony. Several seconds after the player kicks in the door, an emergence hole opens, and a squad of drones take up defensive positions on the factory floor. Once the player clears the room, they head up the stairs. Once the player touches a trigger volume, wretches spawn and box the player in on the ramp. The Troika stands out on the balcony, and once the wretches die, the player has the opportunity to rain death down on the heads of their enemies.

Dialog

none

Visual References



Figure 43: The interior of the factory is made from concrete and metal



Figure 44: Wretches ambush the player once they reach the second floor of the factory



Figure 45: Drones attack after the player kicks in the door of the factory

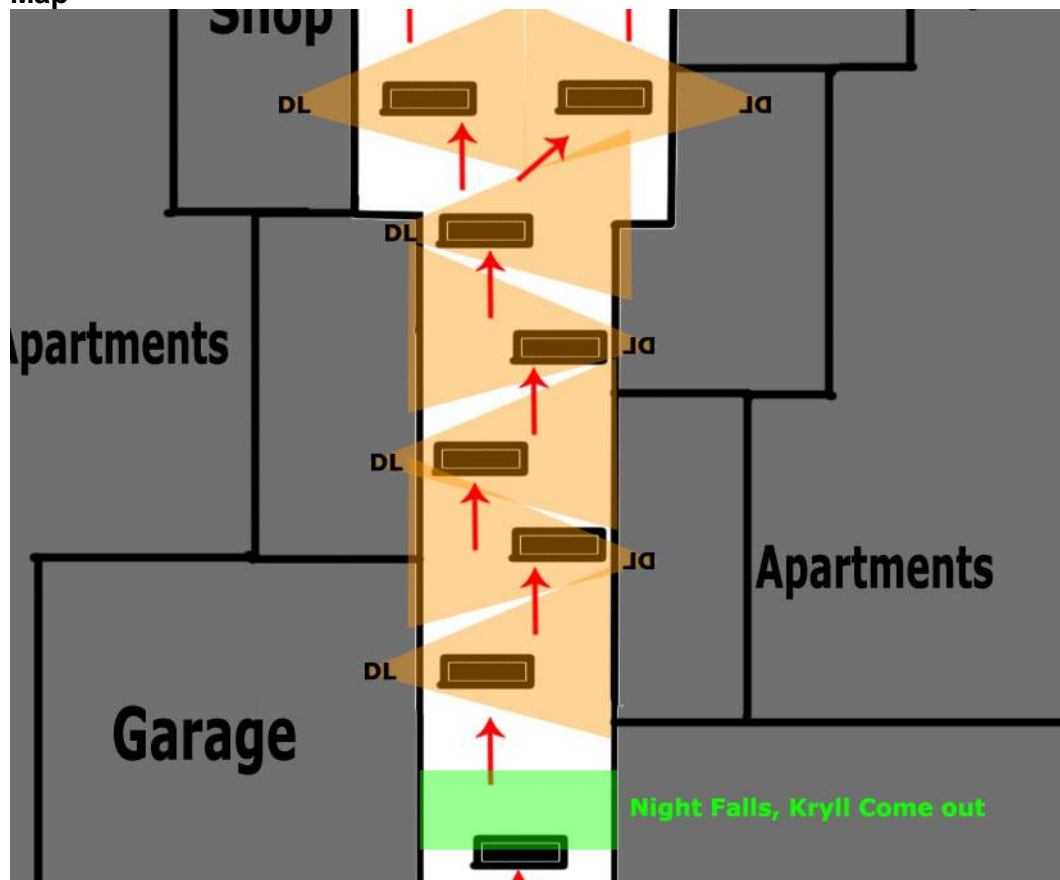
Area 2.1**Map**

Figure 46: Overhead map of Area 2.1

Gameplay

- Encounters
 - Boomer:
 - Weapon: Rocket Launcher
 - The Boomer blasts down a wall, and begins to destroy sources of light, which forces the player into oncoming fire.
 - Drones
 - Weapon: Locust Assault Rifle
 - The drones provide suppressing fire for the Boomer, as it removes lights and forces the player forwards
 - Kryll
 - Weapon: Tooth and Claw
 - Kryll kill anything that remains in the darkness for too long.
- Challenges
 - Staying in the light
 - Avoiding damage while moving between cover
 - Killing the boomer

Once the player finishes the fight in the courtyard, they must move down a street towards the warehouse. Once the player touches a trigger volume, the last of the sunlight fades away and the Kryll come out. Streetlights illuminate the road, and keep the Kryll at bay. Several seconds after the player touches the trigger volume, a boomer appears and begins destroying light sources. To help keep the player in place, a squad of drones comes out of an emergence hole and opens fire. This forces the player to stay low and move quickly. If the player remains in the darkness for too long, the Kryll kill them.

Dialog

none

Visual References



Figure 47: Night falls as the player enters Area 2.1

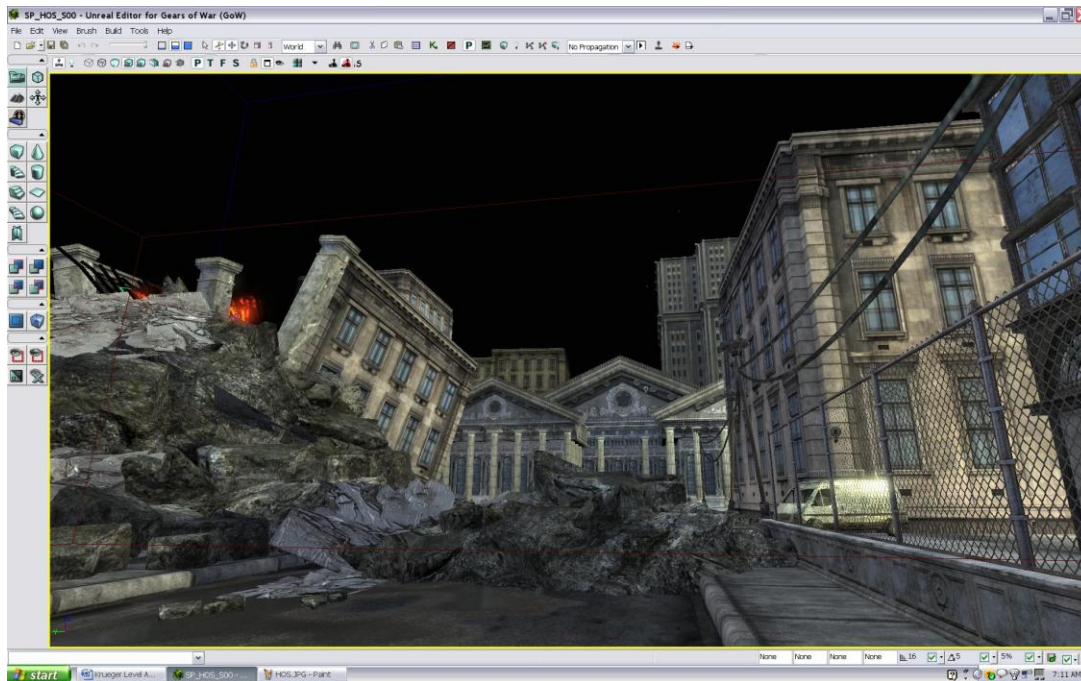


Figure 48: Examples of architecture found in Area 2.1



Figure 49: Warm Lighting to offset the cool nighttr colors



Figure 50: Light keeps the player safe

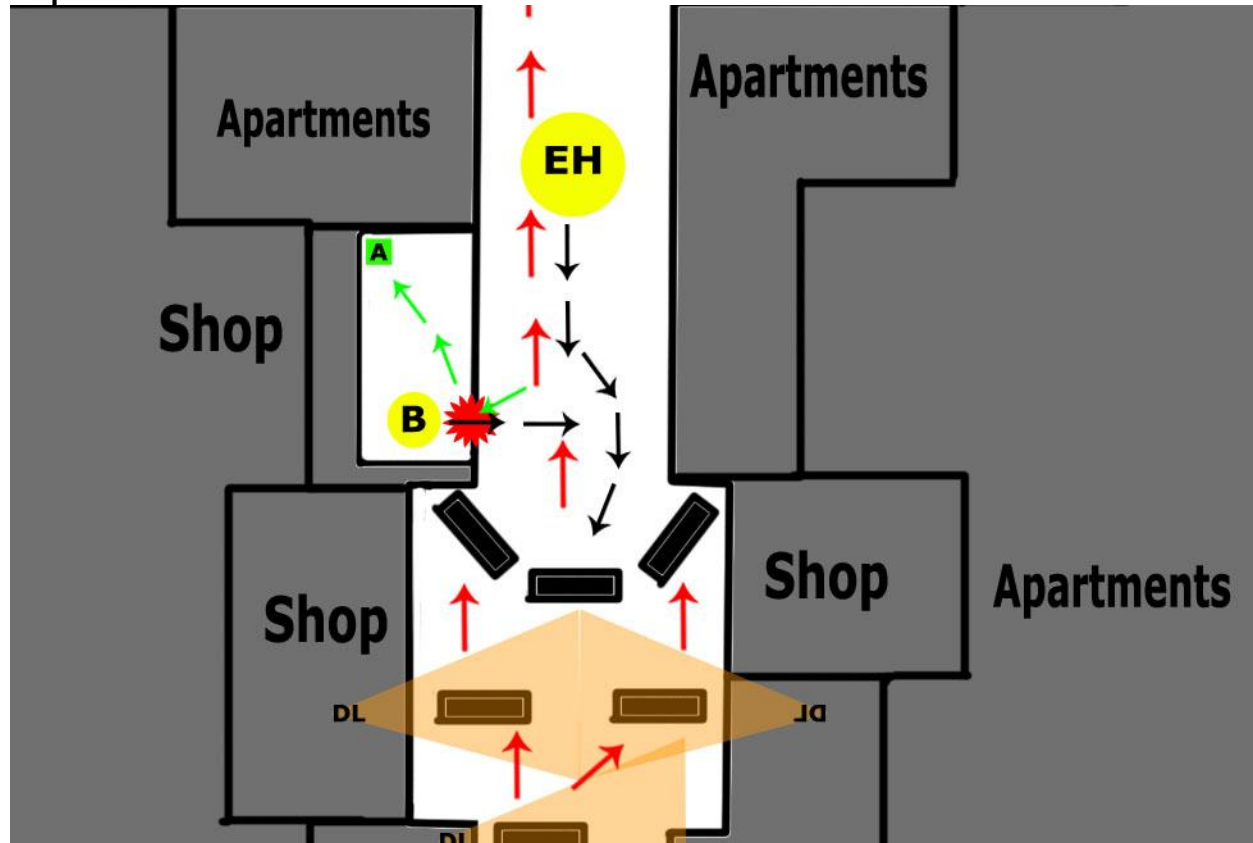
Area 2.2**Map**

Figure 51: Overhead view of Area 2.2

Gameplay

- Encounters
 - Boomer:
 - Weapon: Rocket Launcher
 - The Boomer blasts down a wall, and begins to destroy sources of light, which forces the player into oncoming fire.
 - Drones
 - Weapon: Locust Assault Rifle
 - The drones provide suppressing fire for the Boomer, as it removes lights and forces the player forwards
 - Kryll
 - Weapon: Tooth and Claw
 - Kryll kill anything that remains in the darkness for too long.
- Challenges
 - Staying in the light
 - Avoiding damage while moving between cover
 - Killing the boomer

Dialog

None

Visual References



Figure 52: Narrow streets give the player little room to maneuver

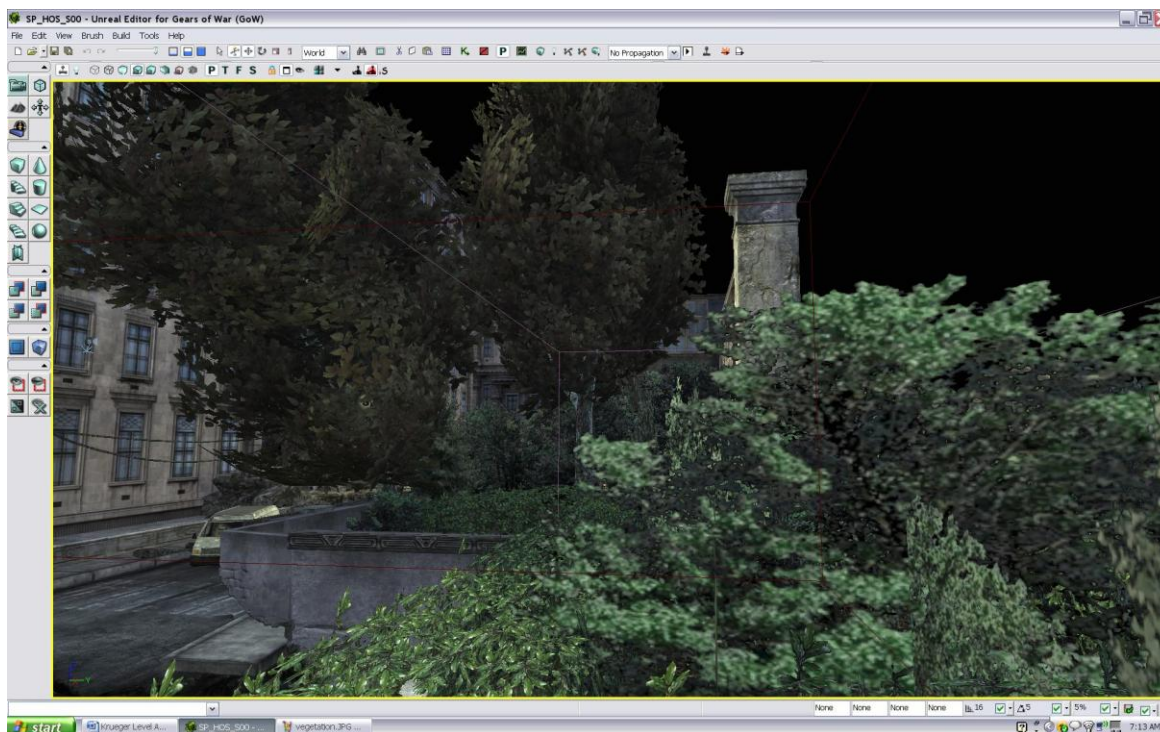


Figure 53: Trees line the streets

Area 3.1

Map

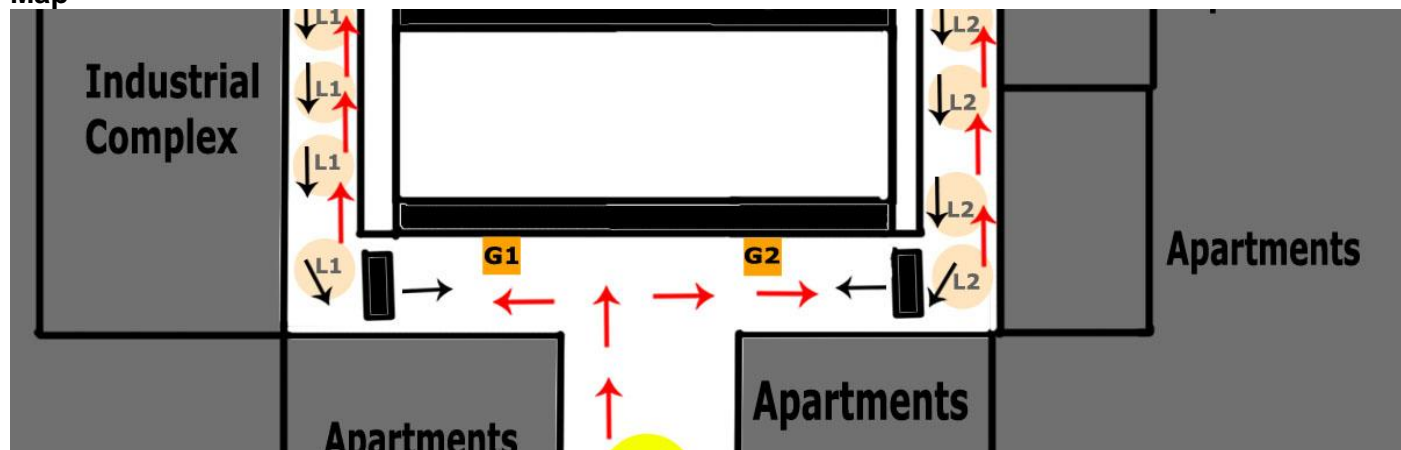


Figure 54: Overhead view of Area 3.1

Gameplay

- Encounters
 - Drones
 - Weapons: Locust Assault Rifle
 - Drones perpetually spawn out of the Emergence Hole in Area 3.2 at a rate of one every 15 seconds. The only way to stop them from spawning is to destroy the emergence hole with a grenade.
 - Wretches
 - Weapon: Tooth and Claw
 - Wretches spawn every time the light puzzle resets. Wretches follow a predetermined path down one of the two side paths, and flank the player. The player must one of the two generator consoles to shut off the lights and kill the Wretches as they come down through the corridor. Once the player shuts off a generator, the player has 30 seconds before both lights come back on and the puzzle resets.
- Challenges
 - Solving the light puzzle
 - Avoiding enemy fire

Area 3.1 introduces the player to the light puzzle. Players must trap a wave of wretches in the darkness so that the kryll tear them apart. Once they player is safe, they have 30 seconds to flank the drone position and begin driving them back into the emergence hole.

Dialog

None

Visual References



Figure 55: Warehouse is wartorn and rusty



Figure 56: Area 3.1 is more open than Area 2



Figure 57: Kryll still pose a threat to the player

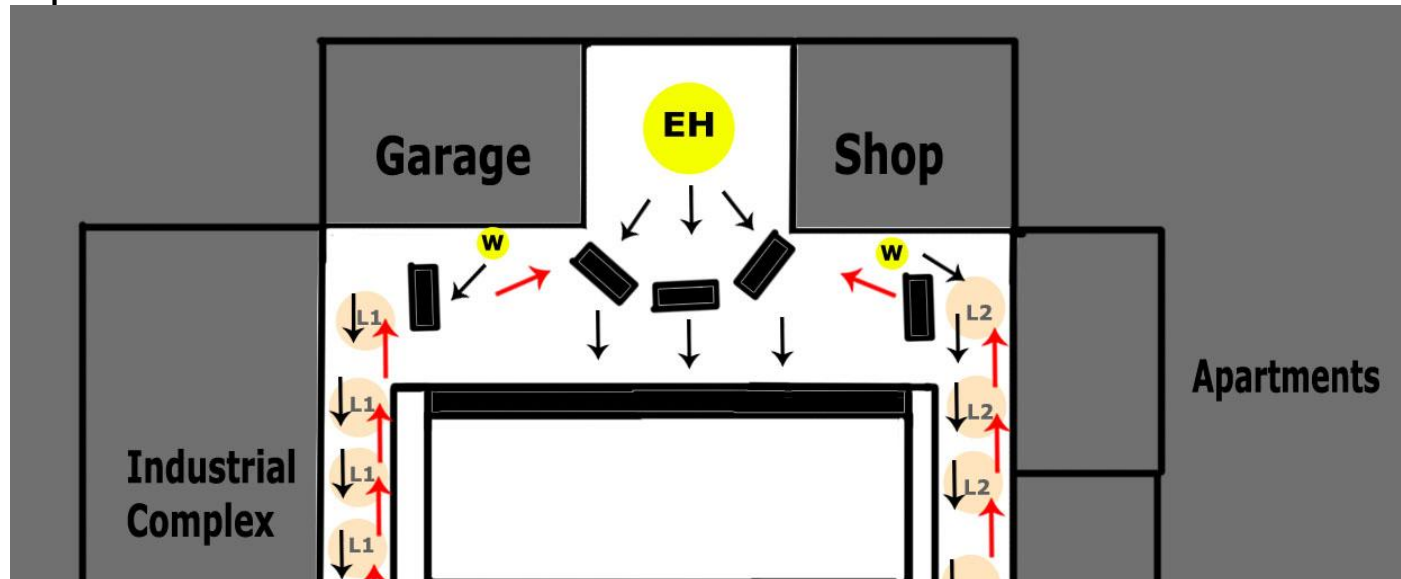
Area 3.2**Map**

Figure 58: Area 3.2 overhead map

Gameplay

- Encounters
 - Drones
 - Weapons: Locust Assault Rifle
 - Drones perpetually spawn out of the Emergence Hole in Area 3.2 at a rate of one every 15 seconds. The only way to stop them from spawning is to destroy the emergence hole with a grenade.
 - Wretches
 - Weapon: Tooth and Claw
 - Wretches spawn every time the light puzzle resets. Wretches follow a predetermined path down one of the two side paths, and flank the player. The player must one of the two generator consoles to shut off the lights and kill the Wretches as they come down through the corridor. Once the player shuts off a generator, the player has 30 seconds before both lights come back on and the puzzle resets.
- Challenges
 - Killing drones fast enough to drive them back into the emergence hole

Once the player flanks the locust position on the other side of the courtyard, the wretches stop spawning, and all the player has to do is push the remaining drones back into their Emergence Hole and plug it up with a grenade. However, the drones spawn at a rate of one every 15 seconds, so the player must kill the drones faster than they can spawn, in order to be successful at this last battle.

Dialog

None

Visual References



Figure 59: Drones attack the player from behind heavy cover



Figure 60 Line of sight is clear, but a low cover and a band of darkness keep the situation dangerous