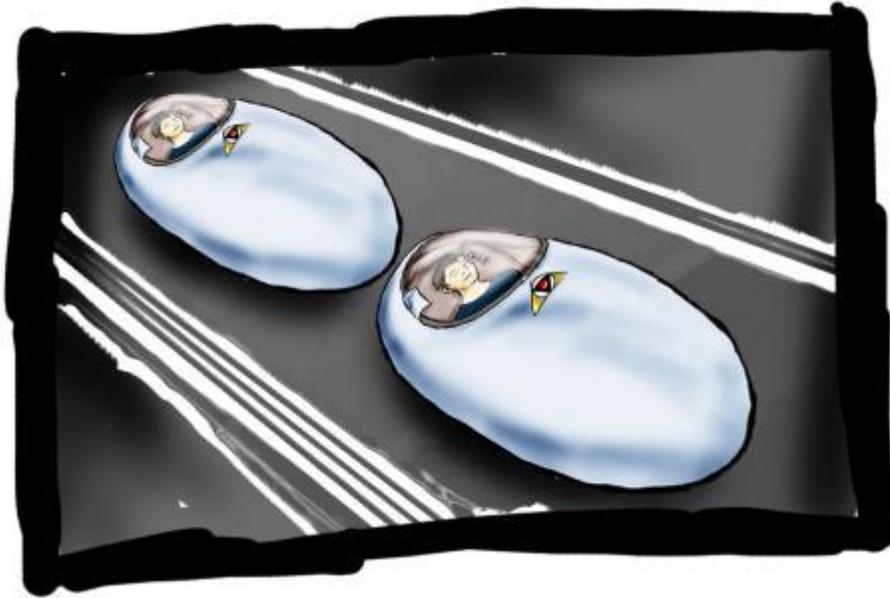


Prison Planet

Level Design Document



Title

Prison shipping

Level name code

01_prison_02

Level Designer : Christian Clavet

(Level Artist :)

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Overview

Description

Level title	<i>Prison shipping</i>
Level name code	<i>01_prison_02</i>
Previous level	<i>01_prison_01</i>
Next level	<i>01_prison_03</i>
Main emotion	<i>Friendship</i>
Objectives and rewards	<p>Main level objective: <i>Escape through the prison shipping area</i></p> <p>End of level objective: <i>Hack the control room to unlock the door to the sewer area.</i></p> <p>Reward: <i>Able to escape the prison</i></p> <p>Second objective: <i>Hack the vault to get advanced weapons</i></p> <p>Reward: <i>The gravity gun</i></p> <p>Sub-objective: <i>Create a diversion (citizens & guards battle) to distract the guards.</i></p> <p>Reward: <i>Access to the pumping station</i></p> <p>Sub-objective: <i>Break crates.</i></p> <p>Reward: <i>Get some formula 5</i></p>

Pre-requisites

(Inheritance from previous levels: status, items, abilities, narrative elements)

Items: Crowbar

Story

(Synopsis of the story in the level)

- 1. William Hertz takes an elevator. The elevator stop and Hertz is in a situation of dead end*
- 3. Pigeon communicate with Hertz and help him escape the elevator by reprogramming it*
- 4. Pigeon present itself to Hertz and tell him that he know how to get out of the prison*
- 5. Pigeon will ask to go in a control room and help open some doors, also telling Hertz the places of interest via radio communication (ex: Vault containing the gravity gun)*
- 6. Pigeon will awake some prisoners (stasis pods) to have a guard's diversion to get into the pumping chamber, so they can escape via the sewer*
- 7. They escape together in the sewer tunnel*

Illustrations



Architectural Intentions

(Architectural characteristics specific to the environment that reinforce the emotions and narrative of the level)

1. Storage area with a big crane, An elevator revealing the storage area

The storage area is used in the prison to send some prisoners in stasis containment to another location. It's the main element of this level. Containment chambers and other items must be moved with a crane lift.



Type of crane that could be used.
objects: Wires, motors, remote, containers, tracks



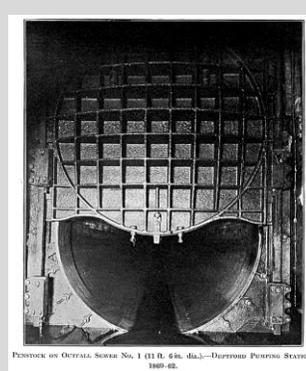
Representation of the area space.
objects: Beams, ceiling structure, crates

2. Pumping area with a big sewer cylinder entrance

The pumping area is one part of the prison that is connected to the sewer system. There is a way that one could escape the prison if the sewer entrance is lifted, but it's managed by a control center



Pumping station.
objects: Pumps, pipes, controls, ceiling lamps



PENNSYLVANIA DEPARTMENT OF ENVIRONMENTAL PROTECTION
PHOTOGRAPH OF OUTFALL SEWER No. 1 (31 B. 6th. 4th.)—DRAFTING PUMPING STATION,
1880-02.

Cylinder sewer entrance.
objects: Sliding door, motors, pipe

3. A control room with a wall of displays and some computers

This room is the main control center of this part of the prison. It's used primarily to monitor the shipping process and control the pumping stations and sewer system. Also the surveillance cameras are monitored from this room. This room is restricted and only someone with the proper authorization can enter. (Magnetic access card required)



Computer/surveillance room

objects: Computer chairs, monitors, keyboards, controls, racks, desks, cables

4. A Vault with its big door, containing the gravity gun

This is one vault of the prison. Important and secret items are stored there. There is a rumor that a prototype gravity gun is being stored here. Access is highly restricted and a security card is required



Example vault door opened.

objects: Vault door, chair, secure drawers, cameras, roasting

5. A Rest area, containing a dorm, a mess hall and a washroom

This section of the prison has some quarters for the security and technical members. When not patrolling the staff is resting here.



Mess Hall.

objects: Tables, beams, chairs, counters



Washroom.

objects: Trashcan, toilet, washbasin, valves, dryers

6. An interior garage, with some vehicles

This garage is underground. This is used for member's vehicles and used as the main route for small delivery out of the prison. The doors are locked at all time.



Example garage

objects: Pipes, beams, columns, vehicles

Gameplay Intentions

(Gameplay characteristics specific to the environment that reinforce the emotions and narrative of the level)

1. Puzzle: Uncover items

Using a controllable crane to remove a container in the way and lift it up and reveal a bonus area containing Formula5 crates and ammunition.

- 1) Hertz use a panel to operate the crane
- 2) The crane lift itself and move revealing the items
- 3) The crane can move on 2 axes, and the container can be moved up or down.

Ingredients:

crane, items (formula 5, ammo, health)

Skills:

Puzzle using the crane to get the items



2. Combat: Crane attack

Using a controllable crane to kill NPC that are moving below it

- 1) NPC are patrolling and are below the crane container.
- 2) Hertz use a panel to operate the crane
- 3) The container is dropped on the NPC guards killing them.

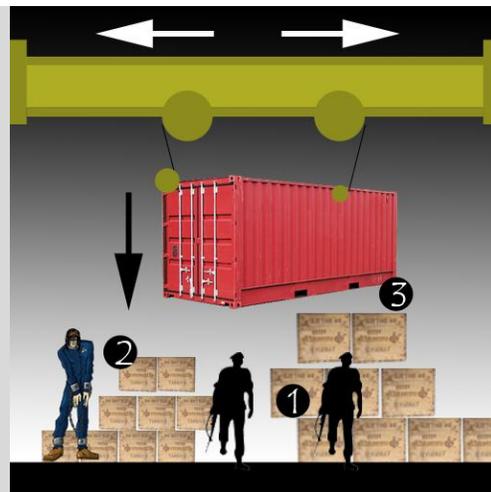
Note: Since the crane can also move on 2 axes, the crane can also crush the NPCs to the wall damaging and even killing them.

Ingredients:

Crane, container, NPC guards

Skills:

Fighting using the crane's container.



3. *Puzzle:*

Access the control room

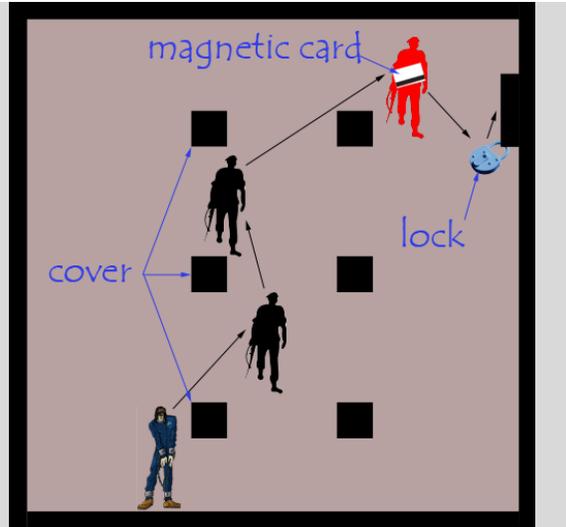
Combat with some guards. One of them when being killed drop a magnetic card that will get access to the control room. The card is used only one time, after that the door will be always unlocked.

Ingredients:

Magnetic card, lock, NPC guards, columns, pistol/crowbar

Skills:

Fighting, solving a really simple puzzle (using the key in the lock)



4. *Puzzle: Access the vault*

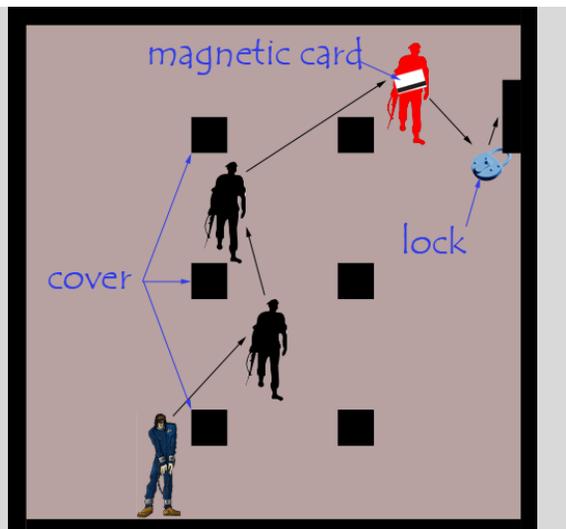
Combat with guards. One of them drops a magnetic key that will get access to the vault and have access to the gravity gun. Once the card used, the door will be left open and unlocked.

Ingredients:

Magnetic card, lock, NPC guards, columns, pistol/crowbar

Skills:

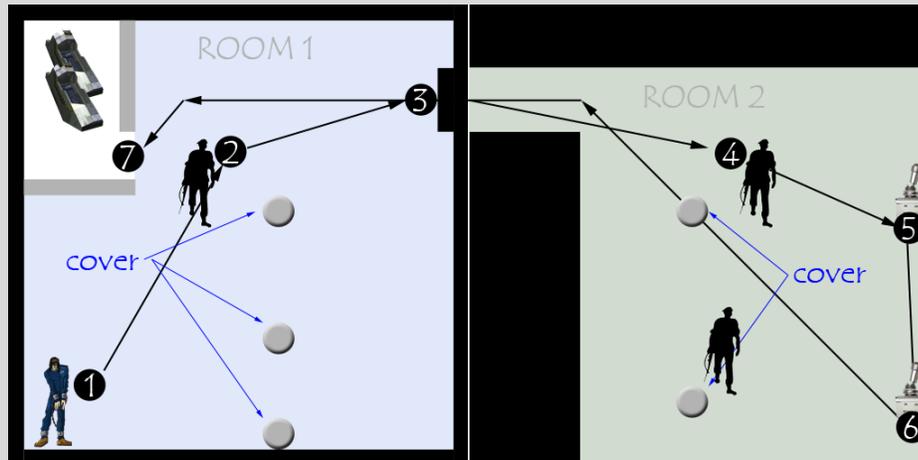
Fighting, solving a really simple puzzle (using the key in the lock)



5. Puzzle: Awake the prisoners

Pigeon ask to turn on switches in a specific room so he can awake the prisoners in stasis (power on circuits)
Player have to fight into rooms to activate switches that will awake the prisoners and give him some assistance to fight the guards protecting the area. Pigeon give the directives from the control room via a radio contact.

- 1) player start,
- 2) attacking guard room 1,
- 3) take door room 1,
- 4) attack guards room 2,
- 5) toggle switch 1,
- 6) toggle switch 2,
- 7) Room is open and the prisoners awake (here come the revolution!).
Also open the next room (Room 3), hence releasing more guards and starting a big NPC fight.



Ingredients:

Switches, NPC guards, cover (columns, door), pistol/crowbar

Skills:

Fighting and solving a really simple puzzle (switching the power on)

6. Platforming: Stacking crates

Climbing on crates to get bonus items at higher positions

- 1) Hertz take a crate using the physic gun
- 2) Hertz put it on others to climb (like creating a staircase)
- 3) Hertz get the items at the top

Ingredients:

Crates, items (formula5), physic gun

Skills:

Jumping, placing crates



7. *Combat: Crates attack*

Hertz use the gravity gun, lift a crate then throw it to NPC patrolling

- 1) Hertz take a crate using the gravity gun
- 2) The guard is receiving a flying crate

Ingredients:

Crates, NPC guards, Physic gun

Skills:

Shooting



8. *Combat:*

Barrel bombing

Using the gravity gun with explosive barrels that are used as bombs, as they are dropped on NPC that are under cover.

- 1) Hertz lift a barrel with the gravity gun
- 2) Hertz throw the barrel with the gravity gun and it reaches the guards under cover behind the crates. It explode on contact causing them damage.

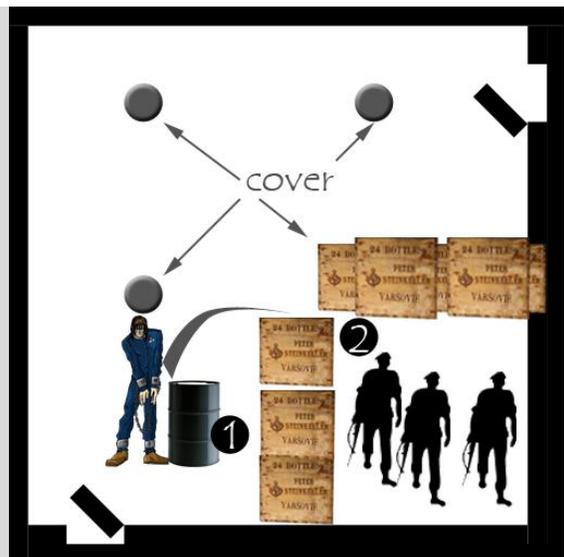
Precision is needed. If the barrel explode too near, the damage will affect Hertz.

Ingredients:

Barrels, Crates, NPC guards, Physic gun, columns

Skills:

Precision shooting



9. Combat:

Covering & evading

The player avatar (Hertz) is able to get cover behind obstacles (crates, containers) while the NPC guards are shooting at him.

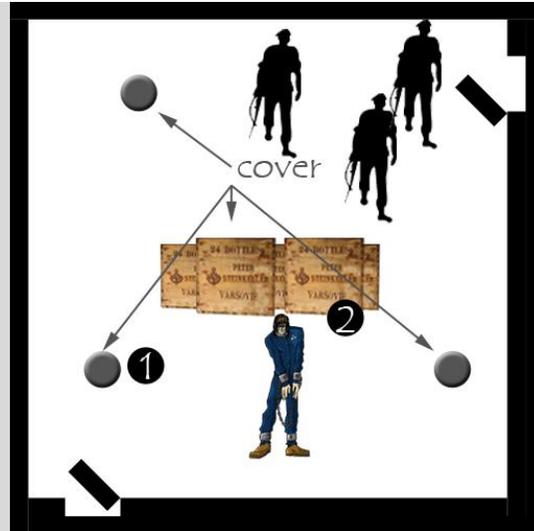
- 1) He can get behind the beams and columns to protect from projectiles while he's standing.
- 2) He can duck (crouch) and get behind some crates for cover position.

Ingredients:

Crates, NPC guards

Skills:

Covering, evading



10. Combat: Barrels attacks

Player (Hertz) is able to kill bunches of NPC by firing on explosive barrels that are near those NPC.

- 1) Firing on a barrel, make it ignite then explode
- 2) Once the barrel explodes, the fireball of the explosion will affect the NPC nearby. If another barrel is also nearby, this barrel also explodes causing a chain reaction.

A strategy could be used for example as the player (Hertz) could prepare and place some barrels before the guards attack.

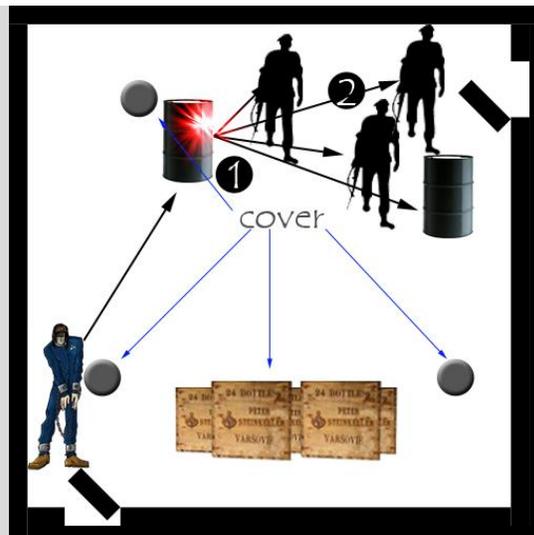
Hertz should cover before firing as he could be also damaged by the explosion

Ingredients:

Barrels, crates, NPC guards, pistol

Skills:

Precision shooting



11. *Combat:*

Furniture fighting

Player is using objects as weapons and throw them on NPC's using the gravity gun

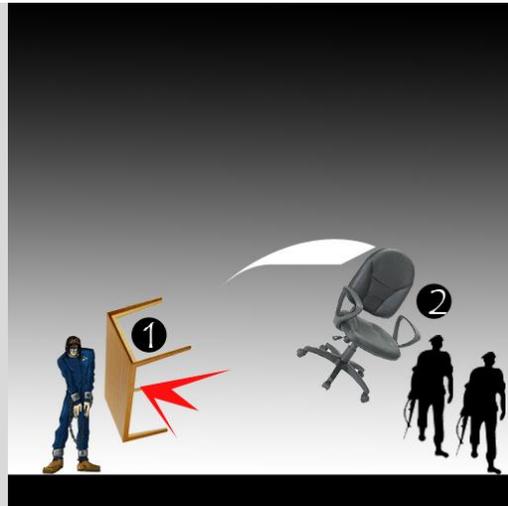
- 1) Hertz can use tables with the gravity gun to protect himself from enemy fire (until the table is destroyed by the bullets)
- 2) Hertz can take objects like chairs, tables and other furniture and throw them to NPC to damage them. Depending on the mass of the object the damage will be greater

Ingredients:

Furniture (chair, table etc.) , NPC guards,
Physic gun

Skills:

Shooting and covering with furniture



12. Puzzle: The sewer

Turning a valve to open a sewer gate while being attacked. If releasing the valve too soon will close the sewer gate.

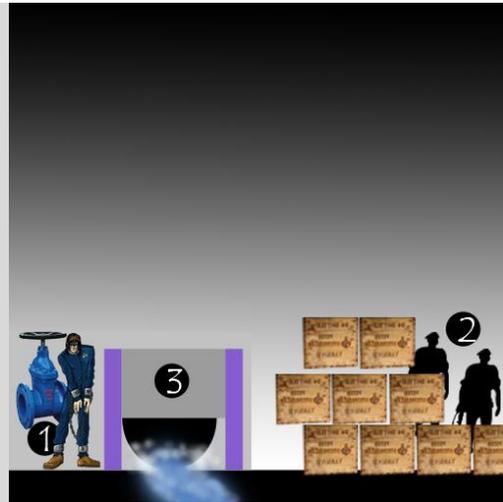
- 1) Turn the valve to open the sewer gate door
- 2) NPC are still patrolling and attack from a balcony
- 3) If the valve is released too soon the gate door will close. Entering the pipe will exit the level and give some health items.

Ingredients:

Valve, NPC guards, sewer gate, columns, crates, pistol/crowbar/physic gun

Skills:

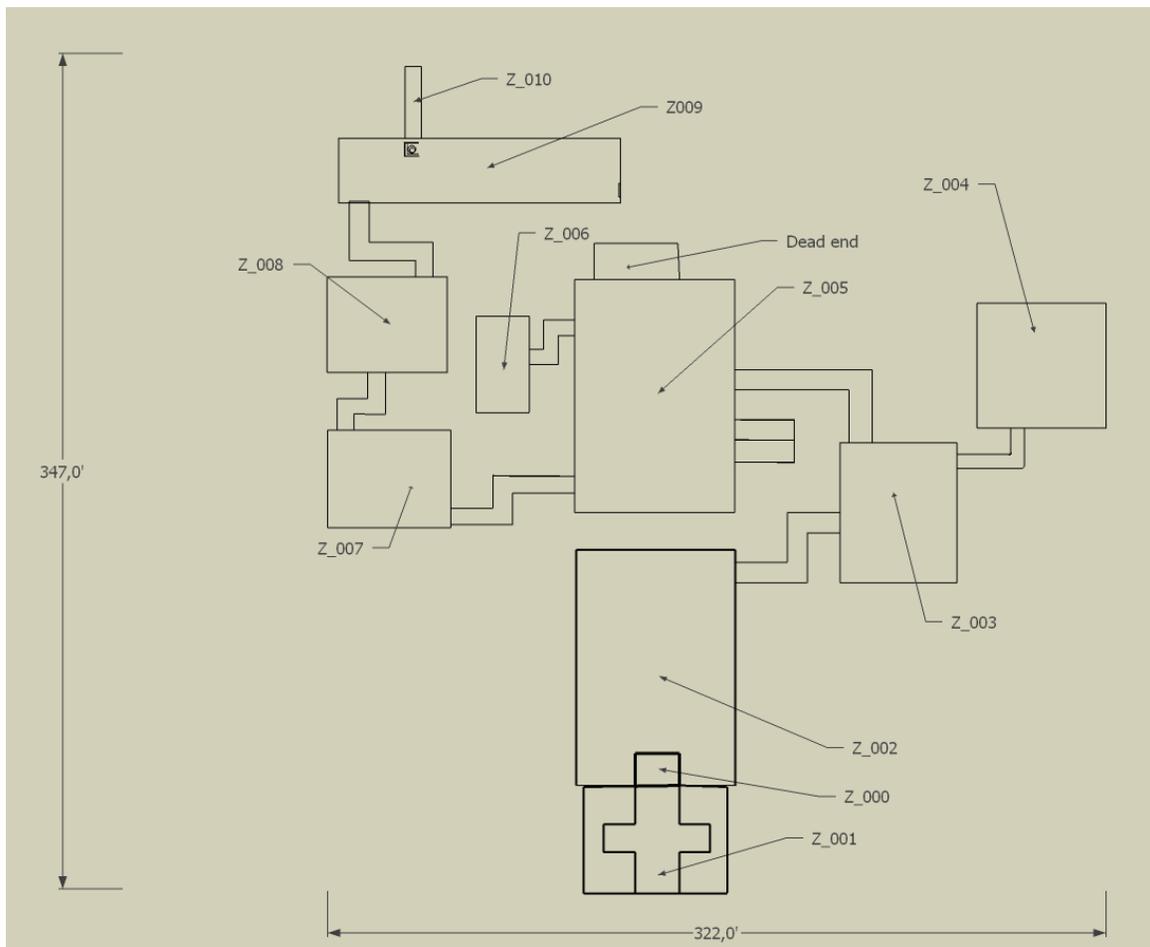
Timing and fighting



1. Control skills - Controllable crane that can take some containers and could drop them or move them. Could be used as a weapon. Will also be used to access an area in the storage room blocked by containers. Helped by Pigeon.
2. Hack puzzle in the control chamber to take open some locked areas and power the stasis pods. Pigeon help
3. Ranged combat skills. Battle with Citizens (awaken from Stasis pods) and Guards.
4. Stasis pods are being awakened by Pigeon help (Ethical puzzle). Hertz has to press a button to start the process.
5. Some oil barrels to be used as explosives in the storage area and the garage. Can be used as a projectile bomb with the gravity gun. (if taken from the vault. Pigeon tell Hertz he will need to get it.)
6. Hacking puzzle to open the Vault and get info's, unlock key and items (ex: the gravity gun). With Pigeon help
7. Melee combat in the garage. Would be able to cover behind some vehicles and beams
8. Melee combat in the rest area. Some physic objects could be taken as weapons if the player got the gravity gun. Narrow space.
9. Some crates in the storage area containing: formula 5, ammos.
10. Hacking puzzle to open the pressure door to the sewer in the pumping chamber and exit this level. Pigeon help.

General Layout

(Clear and readable, low details, proper scale, area names and links to the other levels)

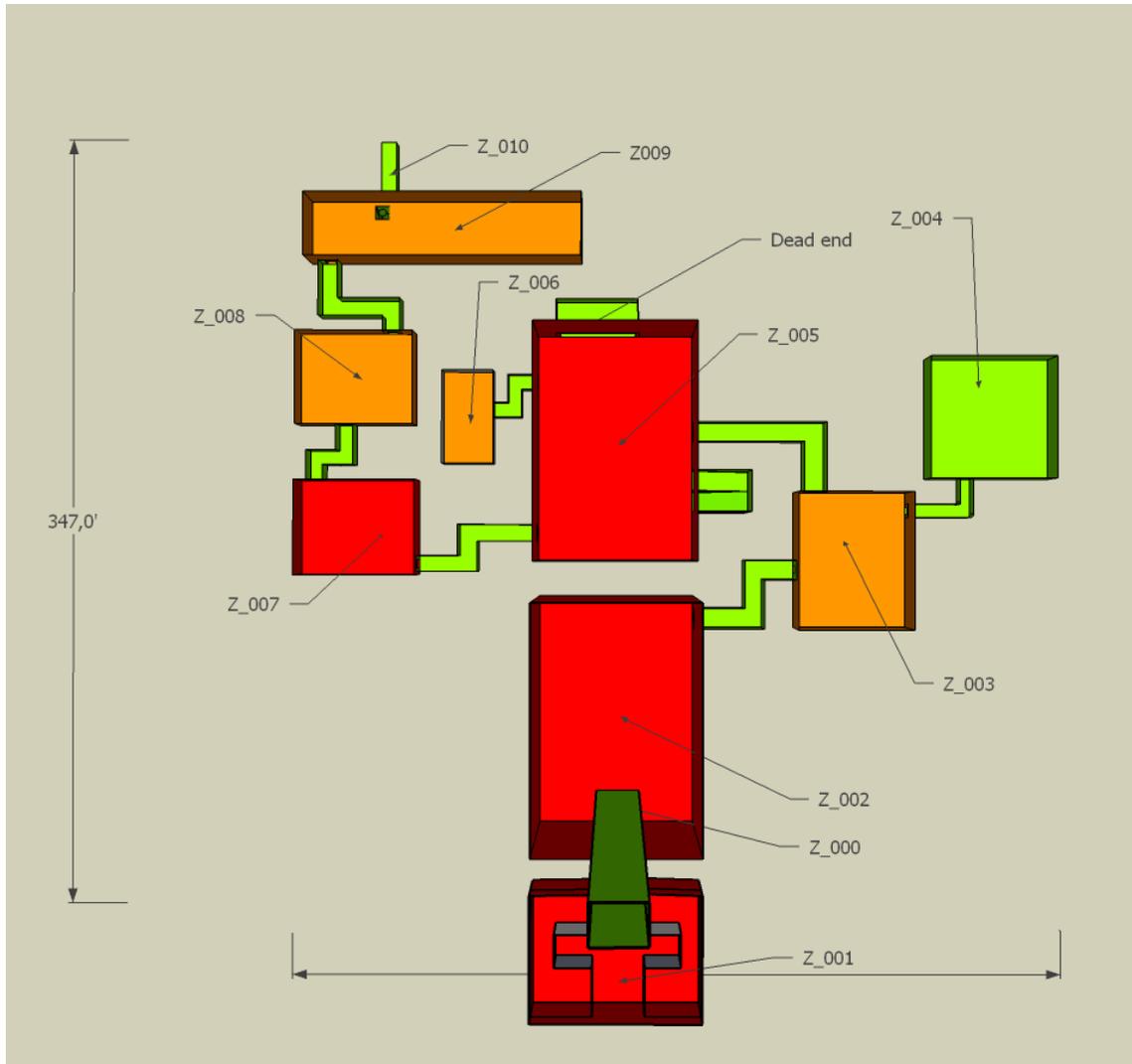


Zones areas:

Area name	Description
Z_000	Spawn position zone, Elevator
Z_001	Prison Lobby floor
Z_002	Sorting Shipping area 1
Z_003	Control center
Z_004	Vault
Z_005	Sorting / Shipping area 2
Z_006	Stasis pods storage area
Z_007	Barracks
Z_008	Rest area
Z_009	Pumping station
Z_010	Sewer pipe, exit point

Sectorized Layout

(Clear and readable, zones in sectors and visleaf)



Zones areas:

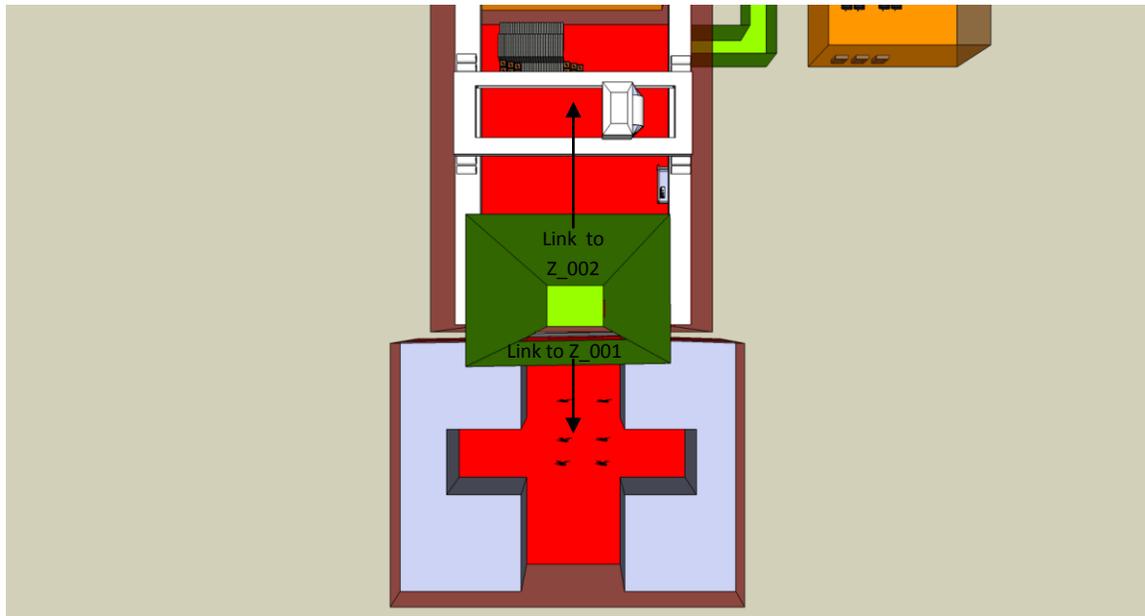
Area name	Description	Sector load type
Z_000	Spawn position zone, Elevator	Low, Small area (elevator)
Z_001	Prison Lobby floor	High, (loaded with NPC's)
Z_002	Sorting Shipping area 1	High, (props + physic)
Z_003	Control center	Medium
Z_004	Vault	Medium
Z_005	Sorting / Shipping area 2	High, (props, npcs, physic)
Z_006	Stasis pods storage area	Medium
Z_007	Barracks	High (NPCs, Physic)
Z_008	Rest area	Medium (NPCs, Physic)
Z_009	Pumping station	Medium (NPCs, Physic)
Z_010	Sewer pipe, exit point	Low (water)

Colors: Red=High load area, Green=Low load area, Orange= Medium load area

Zone 0

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 0 is the elevator zone. This zone contains scripted events that will reveal zones Z_001 and Z_002 to the player.

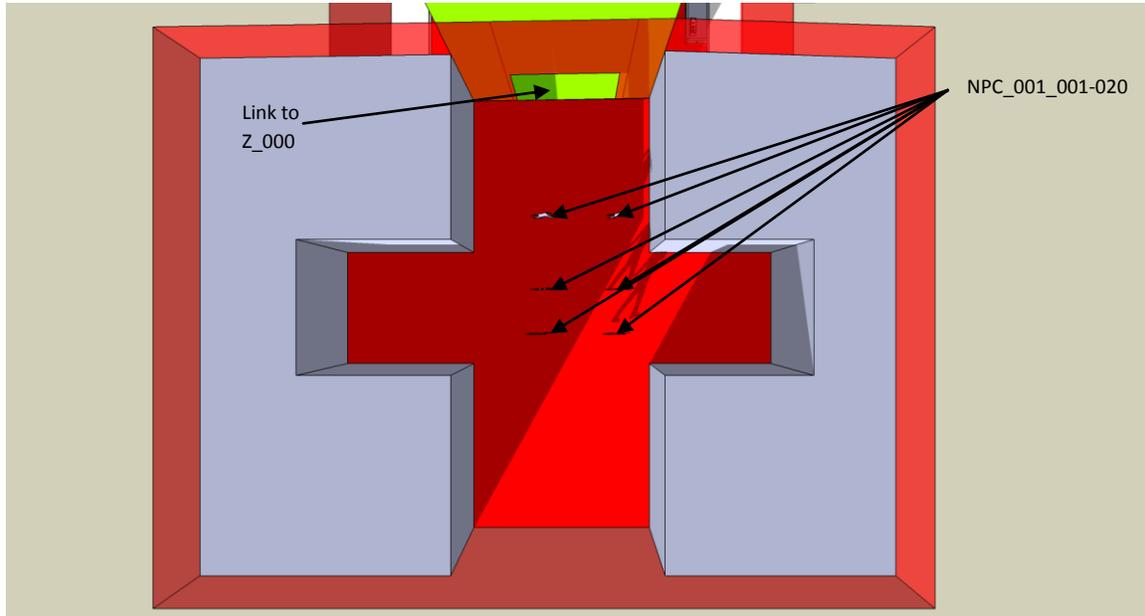
Scripted events: Elevator will start from the spawn position and lower until it reaches zone Z_001 then the door will reveal to show the content of zone Z_001, a few second later, the door will close again and the elevator will go down to reach zone Z_002.

Audio: On scripted event when the elevator will reach zone Z_001, will hear the voice of character Pigeon interrupting the elevator music and tell Hertz, that he want to help him get out of the prison.

Zone 1

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 1 is prison lobby room. This zone will be entirely scripted.

This room will contain more than a dozen NPC's (as NPC_001_001 – NPC_001_020)

NPC type that will be used is POLICE (NPC_001). Lighting is "cold", dark and green tinted.

Theses NPC will be scripted so there will be only one state: Facing the player with their guns pointed at him.

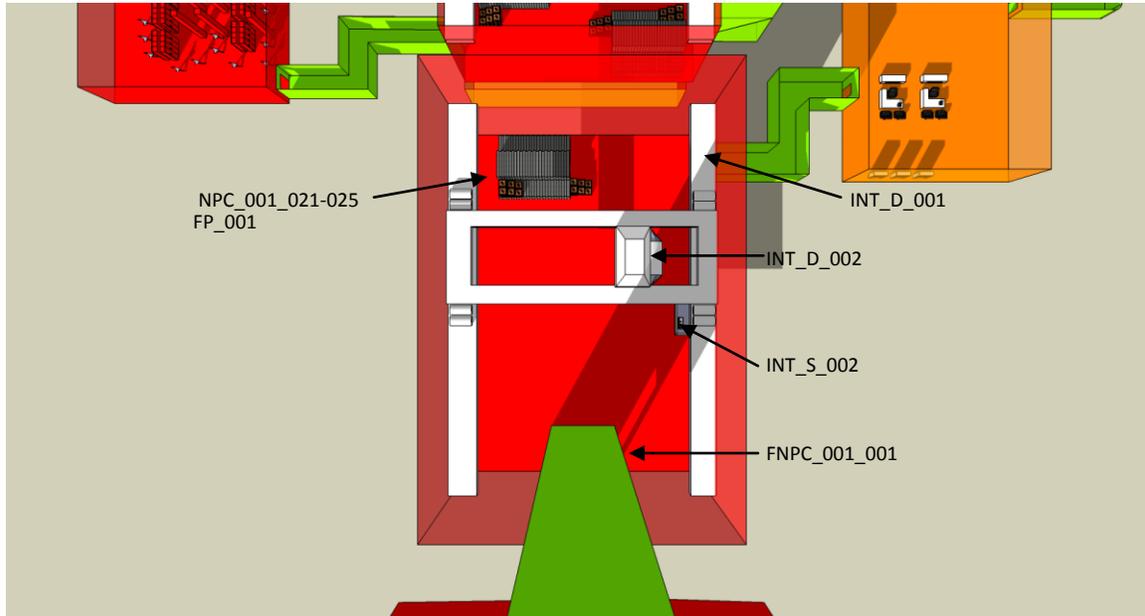
The player *should not* be able to enter this area. Adding a invisible block will provide a security that will keep the player in zone Z_000 until the script end.

This is a high load zone because of the number of NPC present in the same room as the player. As the script end, theses NPC will be removed.

Zone 2

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 2 is the sorting/shipping area 1. It contains crates, containers, a crane, and a character named Pigeon.

Pigeon's code is FNPC_001_001 and will be located near the elevator (Z_000) and will greet the player and ask to help him reach the control room so they can start escaping the prison.

Architecture:

This is an area that contains items to be received and shipped from the prison. It contains mostly crates and containers. There is a big crane located near the ceiling of the area. The lighting is "cold" and bluish.

Linking: You can only get one way: to the control room (Z_003)

Gameplay:

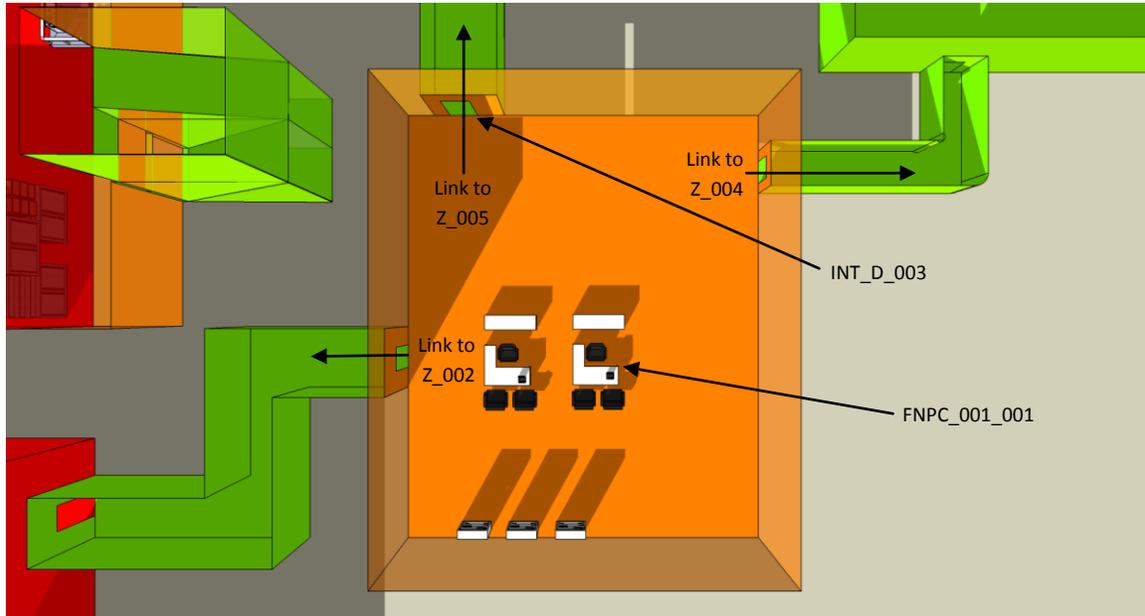
The primary objective for this zone is OBJ_001: Use the crane to move the container and free the guards (NPC_001_021-024) trapped by Pigeon (FNPC_001_001) and get an access key to the door. One of the guards (NPC_001_023) will drop a keycard (FP_001) to open the locked door (INT_D_001) that accesses the next area (Z_003).

The crane can be operated by a control workstation (INT_S_002) near the door and will operate the crane (INT_D_002).

Zone 3

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 3 is the control room.

This room is medium load. There will be some scripted events and low NPC activity. This is the main room where Pigeon (FNPC_001_001) will stay on most of the level helping Hertz reaching the exit.

Architecture:

This room contains: computers, keyboards, some office furniture, monitors and an alert lamp. Pigeon will remain here for the remaining of the level, will only be reappearing in Z_009. Lighting is "cold" very bright and green tinted.

Linking:

This room has three(3) possible exits: To the Shipping Area 1(Z_002), to the vault (Z_004) or the Shipping Area 2(Z_005)

Gameplay:

Pigeon: When entering the room, a scripted event will make pigeon ungroup with Hertz and get him to a console.

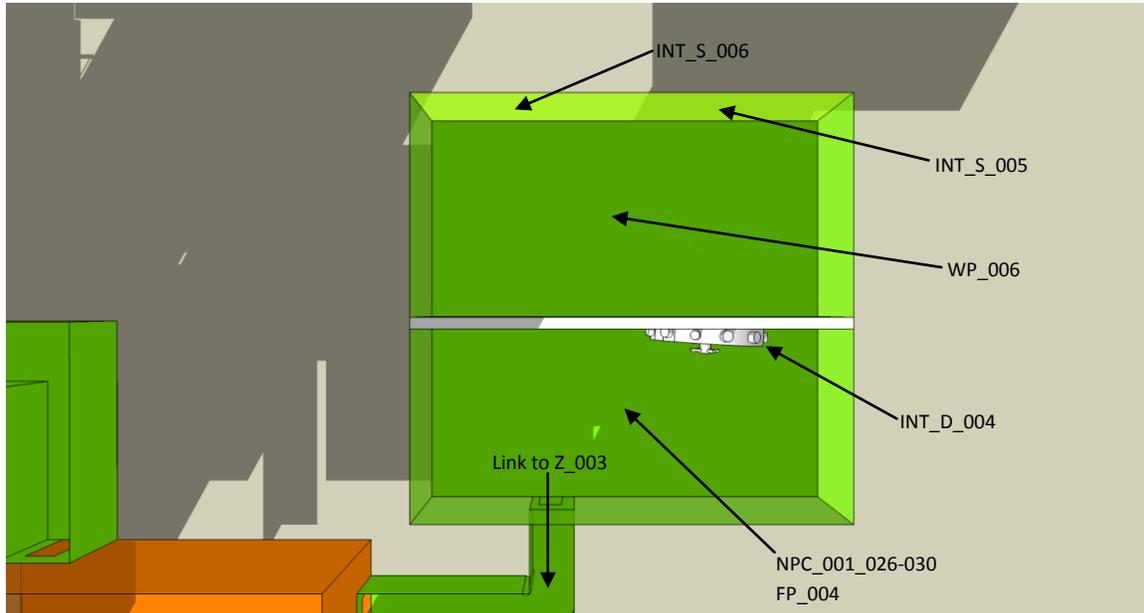
Objectives:

There are 2 main objectives to complete before leaving this zone. These objectives will have to be done in the vault (Z_004). If the 2 objectives are completed, Pigeon (Trigger) will give access to the next zone (Z_005), by unlocking the room door (INT_D_003). If one objective is not completed, Pigeon will refuse to let enter Hertz in the remaining zones.

Zone 4

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 4 is the vault.

Architecture:

This room is separated in 2 parts. The first is defended by 4 NPC (police, NPC_001_0026 to 0030). The other part is inside the vault, contain the big protected door. Outside the vault there is some chair, like a waiting room. Inside the vault there is a ventilation panel, a central table with a chair and protected lockers. There is a main lamp centered over the table in the vaults and the interior is made of stainless steel and glass. Lighting is "warmer", dark and orange tinted.

Gameplay:

NPC States:

Initial state: They are patrolling this area before Hertz arrive

Conflict state: They will use their pistols (WP_002) once they see Hertz arrive in their sector

Resolution state: One of them carries a magnetic card that will open the vault door (FP_004 with INT_D_004)

They will return patrolling once they lost Hertz and the key can be retrieved if Hertz eliminate the proper NPC

Objectives: There are 3 main objectives:

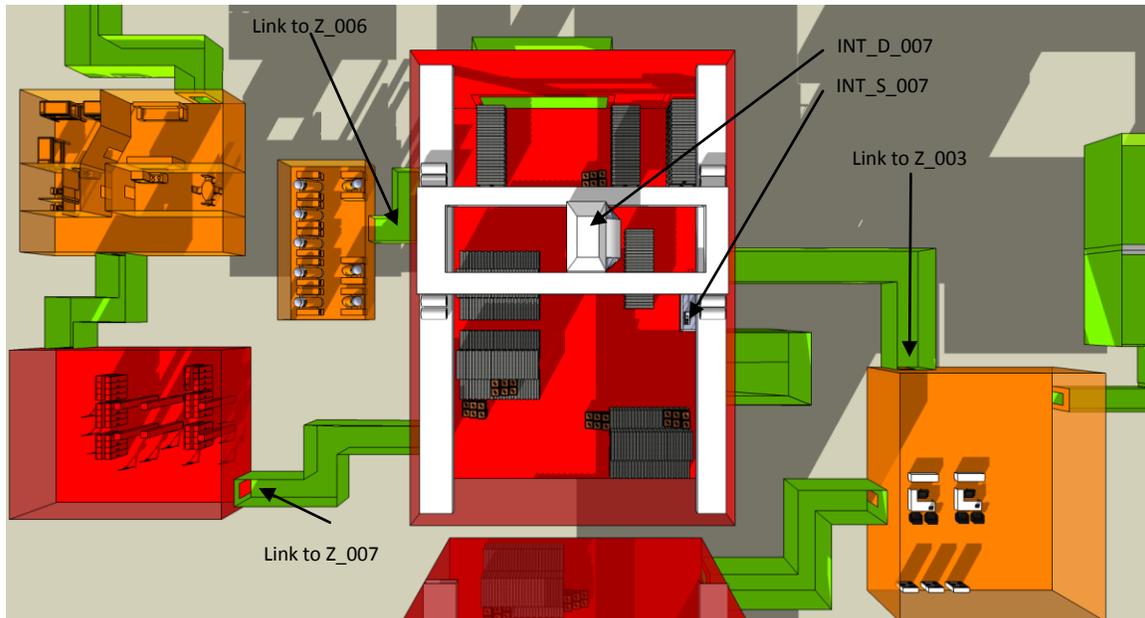
- 1) Open the vault by retrieving the access card and using it.
- 2) Activating the 2 wall switches that will power back the control room in Z_003 so that Pigeon can help you and open the remaining door to access areas (Z_005, INT_D_003).
- 3) Get the Gravity gun (WP_006) so that Hertz can proceed to the other area and try the physic gameplay set in further areas.

Linking: This room can only be accessed by Z_003 (Control Room).

Zone 5

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 5 is the sorting/shipping area 2. It contains crates, containers, and a big ceiling crane.

Architecture:

This is an area that contains items to be received and shipped from the prison. It contains mostly crates and containers. There is a big crane located near the ceiling of the area. Lighting is "cold" and bluish.

Linking: You can only get 3 possible ways: to the control room (Z_003), to the stasis pod chamber (Z_006) or the Barracks. The door to the barracks is locked and the only way to open it is to trigger the alarm. This can be achieved 2 ways using the crane or awaking the prisoners in the stasis pod chamber.

Gameplay: This is one of the most action-paced areas of the whole level. This room has multiple gameplay setups.

Crane battle: Using the crane (INT_SD_007) will trigger the alarm and open the area to the barracks, releasing lots of police NPC (NPC_001_XXX) into this room.

Platforming and crates attacks: The player can use the crane and drop the container on the NPC, leave the crane, and do some platform jumping on the crates, use them (BRK_XXX) with the gravity gun to hit the NPC.

Explosive chain reaction: There are some explosive elements (PHS_004_XXX) on this area as propane gas tanks are also stored there and firing them can provoke a chain reaction eliminating multiple NPC in a single burst.

Objectives:

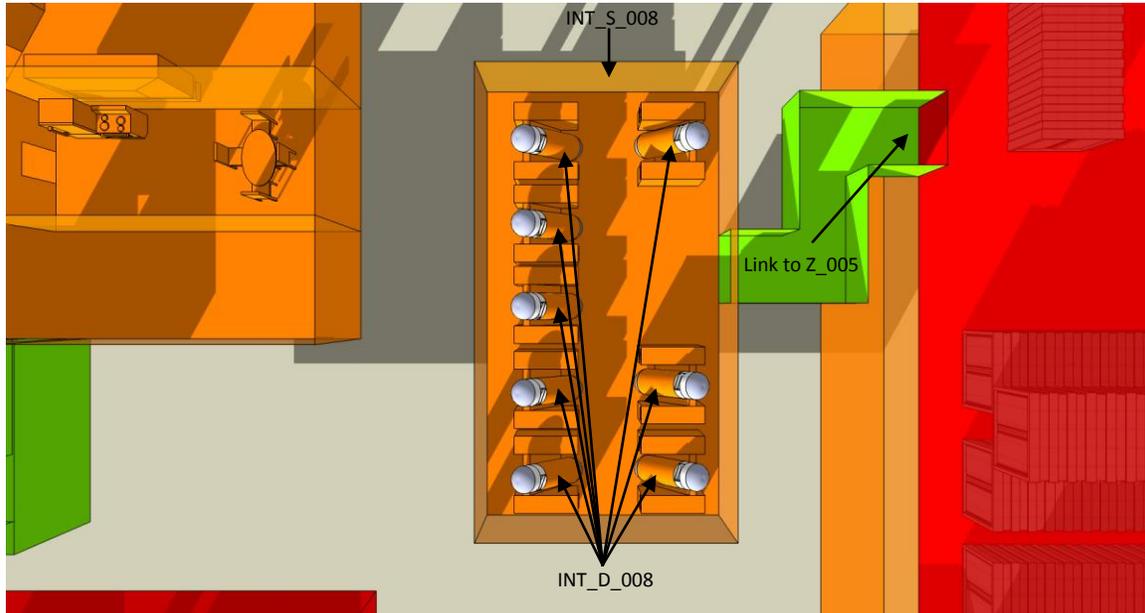
Primary objective: Reach the other area Z_007 (barracks) and defeat the police guards (NPC_001, +12) coming from this zone.

Secondary objectives: Awaken the prisoners in the stasis pods, use the crane

Zone 6

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 6 is the stasis pod storage area.

Architecture: This area contains the stasis pods that have frozen prisoners waiting to be shipped or/and received. This room contains 8 pods. The pods are circular like a capsule and connected to a monitoring station to each of them. Each monitoring station is connected to a cable to be monitored by the control center for their vital signs. There is an override switch on the wall in case of emergency that can awaken the prisoner in case of pod's life support failure. Lighting is "cold", very dark and green tinted.

Linking: There is only one area that we can go from there Z_005 (the sorting/shipping area 2)

Objectives: There is one secondary objective for the level. Is that Hertz trigger the override switch and awaken the prisoners. Once the prisoners are awakened, the alarm will be triggered and police will arrive in zone Z_005 (the sorting/shipping area 2). The prisoners will have crowbars and will try to help Hertz by fighting the police guard. If Hertz use the gameplay elements from Z_005 he will have to take care of not killing the prisoners while he attacks the police guards.

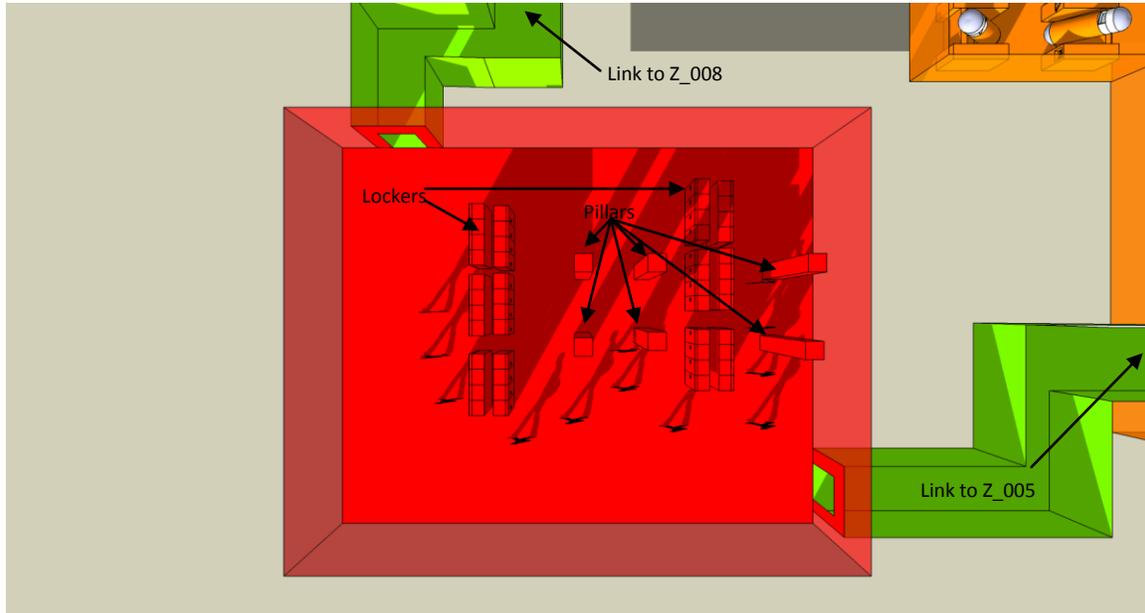
Gameplay: The gameplay is light for this area. If Hertz use the override switch (INT_S_008), this will trigger a scripted sequence, and the 8 FNPC (FNPC_004_002-009 - Citizens type) will be there to form a squad and start an assault on the other room (Z_005) to defeat the police guards (NPC_001_+12) coming in that area.

Scripted sequence details: Hertz will see some smoke coming from the stasis pods as they open from the back and the prisoners will exit from there and go in the front with a crowbar. They will then go directly to the other area to fight not waiting for Hertz.

Zone 7

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 7 is the barracks.

Architecture: This room is square shaped and contain lockers for the police guards, and some big pillars, there are some rack weapons there (Mostly Handgun (WP_002), Magnum (WP_003) and shotgun (WP_004) The pillars and some part of this room look rich as they have marble panels on them (breakable). All the pillars have marble panels. Lighting is somewhat “cold” and dark, having a slight green tint (remainder of “The Matrix” movie color scheme)

Linking: There is two possible ways from this room. Z_005 (sorting/shipping area 2) and Z_008 (Rest Area)

Gameplay: In that room there are 2 main type of gameplay.

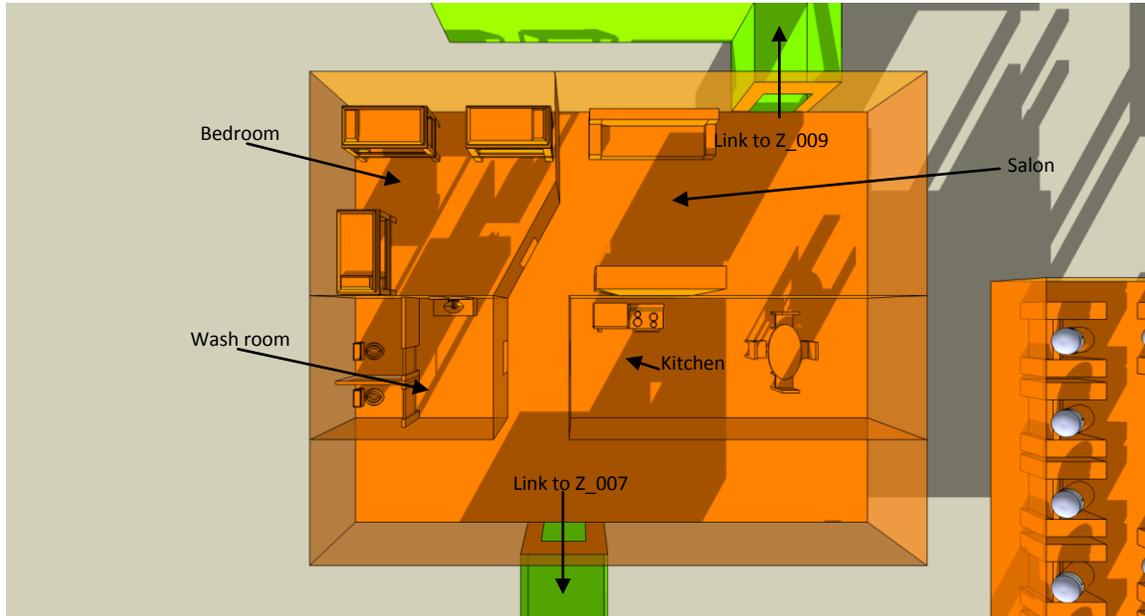
Physic: Marble plates can be retrieved from the pillars and sent back to the police guards in place here. Some propane gas tank are there and can also be used against the police guards as bombs

Shooting: There is some weapons rack there with ammunitions. So Hertz can use only this type of fighting to defeat his enemies here. As a side note; all marble elements here are breakable (shoot damage) and can be physic used against the guards (using the gravity gun).

Zone 8

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 8 is the rest area.

Architecture: The rest area is composed of small rooms, as a kitchen, a living room, a wash room and a sleeping room. All of these small rooms have standard home furniture and are used by the guard to have a break time. Lighting is dark and more “warm” in that area as it’s designed to mimic a standard house. Lights will be tinted orange (as in Z_004)

Linking: This room is linked to a utility area (Z_009 – Pumping / water filtering area) and the barracks (Z_007)

Gameplay:

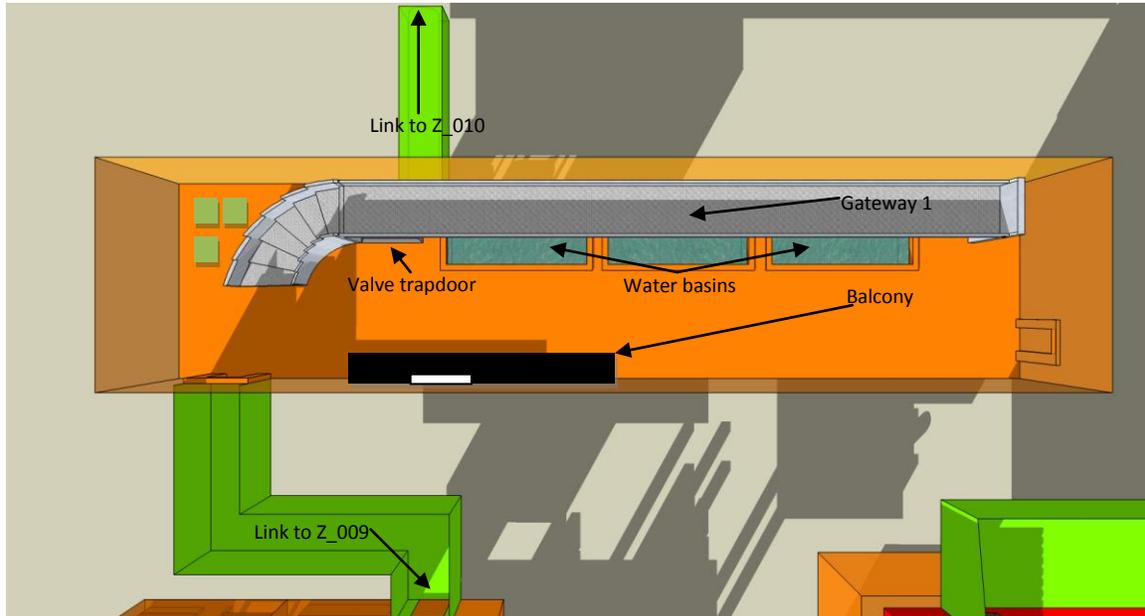
There will be no weapons or ammo pickup in this zone. All the gameplay will have to use physic as all the furniture as set a physic objects (movable/breakable objects). Guards will still be spawn (upon a timed trigger) from area Z_007 and attack Hertz in this area. The inner walls are breakable, so a furniture item can be taken and projected around a wall and NPC.

There will be a stack of furniture in the entrance with some NPC armed with stun sticks (guards) behind them. This will force the player to use the gravity gun to remove them and attack the guard with them.

Zone 9

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 9 is the pumping / water filtering station area.

Architecture: The area is containing pipes, pumps, valves, and 2 gateways. It also has 3 water basins used for water filtering. There are 2 gateways. One is over the water basin and is used to take water samples and maintain pumps that are over these basins. The other gateway (could be more defined as a balcony) is on the side of the wall and connects to another area not reachable by the player. NPC will come from this area to attack the player. There are some explosive items there as oil barrels and propane gas tanks. The area lighting is bright and neutral.

Linking: the area connect to Z_008 (rest area) and Z_010 (the sewer)

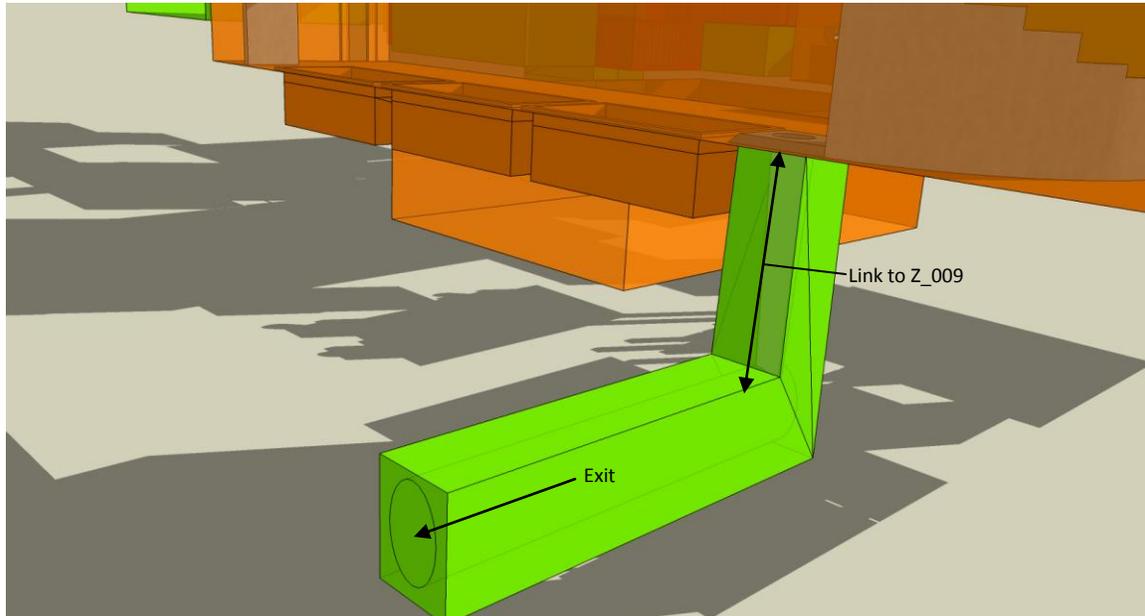
Gameplay: Some scripted events as Pigeon will come in the room to join back with Hertz, his entering in the room will trigger police guard coming on the upper gateway and firing on them. Pigeon will ask Hertz to protect him while he's opening the main valve that will allow them to access the sewer pipe.

Hertz will have to use the items in the room and ammo to protect Pigeons as he opens the valve. There are crates lying around and Hertz could use them to stack in front of Pigeon protecting him momentarily from bullets from the guards that fire on them from the upper gateway.

Zone 10

Layout

(Clear and readable, detailed zone layout, proper scale and links to other zones)



Description

(Including architecture, gameplay, intentions for lighting, special effects, music and ambient sounds)

Zone 10 is the sewer pipe

Architecture: This is a simple hollow tube that Hertz and Pigeon will take and complete the level. It's very dark with placed utility lights and smelly (words coming from Pigeon). There is water at the bottom, but it's only reaching half leg.

Linking: The room is linked between area Z_009 (The pumping / water filtering station) and the exit from the level.

Gameplay: none. Hertz get to the bottom and walk to the exit.

Annex

Annex 1 : Asset list of static 3d objects

3D Asset	Description	Priority <i>(1 to 3, 1being highest)</i>	Generic	Specific
AST_S3D_001 (Vault door)	A huge round vault door and it's door frame in needed in Z_004	1		x
AST_S3D_002 (Crane)	A ceiling crane needed for Z_002 and Z_005.	1	x	
AST_S3D_003 (Water pump)	Water pump needed in Z_009. This will be cloned multiple times in this zone	1		x
AST_S3D_004 (Sewer door)	A sewer door, similar to a blast door, needed to exit the Zone in Z_009	1		x
AST_S3D_005 (Sewer door valve)	A sewer valve needed to open the sewer door in Z_009	1		x
AST_S3D_006 (Crane control station)	The crane control station needed for Z_002 and Z_005. Handles also required (separate objects)	1	x	
AST_S3D_007 (Stasis pod)	A Stasis pod for Z_006	1		x
AST_S3D_008 (Computer and consoles)	Control stations (computers and console for control room) Z_003	1		x
AST_S3D_009 (Elevator)	Elevator in Z_000	1		x
AST_S3D_010	Formulas ads posters on walls	3	x	

Annex 2 : Asset list of animated objects

(Including NPCs)

Asset	Description	Priority <i>(1 to 3, 1 being the highest)</i>	Generic	Specific
AST_ANI_001 (Ceiling camera)	Ceiling camera following the player. Used by Pigeon in most zones	1	x	
AST_ANI_002 (Aquarium)	A large aquarium filled with fish is in a room and can be destroyed in Z_008	2		x
AST_ANI_003 (TV)	A tv is on and a movie is playing in Z_008.	2		x
AST_ANI_004 (Monitors)	Monitors need to see the content of the cameras. Needed in Z_003	1		x
AST_ANI_005 (Stasis pods monitor)	Displays of the health status of the prisoner in stasis, on the stasis pod in Z_006	3		x

Annex 3 : Asset list of sounds (sound design)

Asset	Description	Priority <i>(1 to 3, 1 being the highest)</i>	Generic	Specific
AST_SND_001 (Crane sounds)	Crane motor noises in Z_002 and Z_005 when operated by the player	1	x	
AST_SND_002 (Stasis pods noise)	Health monitoring elements of the stasis pods making computer noises in Z_006	2		x
AST_SND_003 (Flies buzzing)	Flies are around a dirty toilet in Z_008	3		x
AST_SND_004 (Pumps)	Pump and motor noise in Z_009	1		x
AST_SND_005 (Water)	Water lapping noise in Z_010 and Z_009	2	x	
AST_SND_006 (Vault door)	Vault door unlocking and opening noise	1		x
AST_SND_007	Alarm sound noise thru the level triggered by complex	1	x	

Annex 4 : Text and dialogue

(Specific dialogues and narrative texts, precise duration of text on screen, character names, etc.)

[DIA_001]

Pigeon

(I-HUD)

Hi! Hertz. My name is Pigeon. The guards have stopped your elevator at this floor. I'll get you out in a few moments. I will help out getting out of the prison!

[TXT_001] -15 seconds

OBJ_P_001

(I-HUD)

Use the crane to retrieve bonus items.

OBJ_P_002

(I-HUD)

Go to the Vault to power back the control room.

OBJ_P_003

(I-HUD)

Open the sewer door and escape

[DIA_002]

PIGEON

FNPC_001_001

(E-Agent)

Happy to see I was able to get you out of this elevator in time Hertz! If you can get me to their control room, I will be able to hack their system and help us getting out of there. There is a crane that you should try here; I've heard on the network that the guards are keeping some stuff temporarily behind containers.

[DIA_003]

PIGEON

FNPC_001_001

(E-Agent)

Damn. They have shutdown the station here. I can only use the camera. Hertz, can you get down there? There is a vault there and they have an override that will put back the system only. While you're there in the vault, take the weapon. From the report from the guards, there is a special gun that can lift very heavy objects; they put it there because it can be very dangerous. You will surely need that.

[DIA_004] – User triggered

PIGEON

FNPC_001_001

(I-HUD)

Cool!!! Thank Hertz! I can now access the network from here. I'll be able to unlock the door from here so that we would be able to proceed.

[DIA_005]

PIGEON

FNPC_001_001

(E-Agent)

Sorry Hertz, please go back down there. You'll need that weapon. It would be suicidal to get there without it.

[DIA_006]

PIGEON

FNPC_001_001

(I-HUD)

Hey, Hertz! There is a stasis pod chamber near your area. You could awaken the guys in there and they could help us escape, but with will need to activate the override switch.

[DIA_007] – User triggered
PIGEON

FNPC_001_001

(I-HUD)

Shit! Hertz! Be careful! The override switch was monitored by Complex and it started an alarm. I won't be able to shut it down immediately and guards are coming in your way! Try to defend yourselves with the guys you awakened and you could use the crane in the shipping area. Meanwhile I'll try to shutdown the alarm.

[DIA_008] – User triggered
PIGEON

FNPC_001_001

(I-HUD)

Shit! Hertz! Be careful! This crane was monitored by Complex and it started an alarm. I won't be able to shut it down immediately and guards are coming in your way! Try to defend yourselves with it now that you started it and cover if necessary. Meanwhile I'll try to shutdown the alarm.

[TXT_002] –User triggered

PDA device contents

(E-HUD)

Yo G funk! I left you an extra gat in your locker; don't forget the gangbang on Friday night son! Peace out. –P Funk

Annex 5 : Scripted events

(Add flowcharts for complex events)

SCR_001

William Hertz (the player avatar) starts in an elevator. Suddenly, hear the character named Pigeon to cover, then the elevator stop and the door open. Lots of guards are in front of Hertz and are ready to beat him up. The door suddenly closes and he hears Pigeon again telling him, he want to help. The elevator starts and arrives at the bottom of its destination. Pigeon is there and greet Hertz, tell him that he needs to get into the control chamber so that he will be able to find a way out and help Hertz.

SCR_001 =

(DIA_001 + AST_S3D_009+DIA_002+ (NPC_001_001 to NPC_001_020))

SCR_002

Hertz and Pigeon arrive in the control room, when they arrive the control room is inactive and Pigeon can't take control. He ask Hertz to get a level down to get into a vault chamber and use the override switch to power back the console and screen in the control room.

SCR_002 =

(DIA_003 + AST_ANI_004+ AST_S3D_008)

SCR_003

Pigeon arrive in the pumping/filtering zone (Z_009). Once he enter the zone, Pigeon jumps from nd Pigeon can't take control. He ask Hertz to get a level down to get into a vault chamber and use the override switch to power back the console and screen in the control room.

SCR_002 =

(DIA_003 + AST_ANI_004+ AST_S3D_008)

Annex 6 : Critical Path

CRP_[level code number] =

(SCR_001+SCR_002+FP_004+WP_006+INT_S_005+INT_S_006+INT_S_008+AST_S3D_004+
AST_S3D_005)