

# Sanctuary

## Gears of War

### *Document Date 08.26.08*

### ***Revision Notes***

**08.26.08** - Initial version of document

### ***Quick Summary***

Separated from the rest of Delta squad, Marcus and Dom must make their way through the hall of an old abandoned church. Marcus and Dom start on one end of the hall with the goal of reaching the door on the other side. The church is in a poor state of repair and many of the ornate columns that once adorned the hall have collapsed into piles of rubble and debris. The rubble and debris scattered throughout the hall provide cover for Marcus and Dom as they approach the door and later on when they must defend it. This level is a single player action mission.

### ***Gameplay Overview***

#### ***General Game Flow***

1. Marcus and Dom start at the entrance to the hall
2. As they begin to explore, an emergence hole opens in the center of the hall and they must fight off several drones and seal the hole
3. As they continue toward the door, another emergence hole opens across from the door and they must fight a mixed group of drones and wretches and seal the hole
4. Once they reach the door, Marcus tries to open it and finds it locked so he orders Jack to rip the door
5. As Jack begins to rip the door, the team hears the sound of a Boomer and seconds later the wall across from the door blows open revealing a Boomer
6. Marcus and Dom, must defend Jack from the Boomer and the horde of drones and wretches accompanying it
7. After Marcus and Dom defeat the enemies, Jack finishes ripping the door and Marcus is able to kick it open and end the level

#### ***Major Elements***

- Tight space with lots of cover for the player and enemies to use
- Explosive boomer entrance
- Exciting final encounter to end level

### ***Major Objectives***

- Get through the hall
- Defend Jack as he rips the door
- Exit the hall

### ***Technical Overview***

#### ***Campaign***

- N/A – this is a standalone level and not part of any formal campaign, though the visual style and setting for level fits into the first act of the original *Gears of War* campaign

#### ***Mission Location***

- Setting: Abandoned Church Hall
  - Ornate religious building in a state of disrepair
  - Embry Square, Planet Sera
  - Future
- Time of Day: Early afternoon
- Season: Early Autumn
- Weather: Overcast, damp

#### ***Mission Difficulty (out of 5)***

- Starting: 1
- Middle: 2
- Ending: 3

#### ***Mission Metrics***

- Play Time: 3 to 5 minutes
- Physical Length – about 4000 Unreal Units
- Physical Area – 2300 x 2600 Unreal Units
- New Characters: 0
- Visual Themes: 1
  - Abandoned Church Hall
    - Ornate columns and stained glass windows adorn the area
    - Disrepair has reduced much of the central structure to rubble
    - Overgrown vegetation and dirt cover most surfaces in the hall
    - Light streams in through the windows and other holes in the hall's structure

## ***Details***

### ***Theme/Mood***

The theme of the level is an obstructed advance. When the player enters the level it is relatively clear where he needs to go, but as he makes his way toward the exit his path is continually blocked. The rubble and debris in the area force the player to take a more indirect route to reach the exit, and along that route, the player encounters a number of different enemies to slow his progress. Upon reaching the exit, the door is locked providing yet another obstacle the player must overcome. Throughout the level, the player feels that his progress is constantly being challenged and after finishing the level, the player feels a great sense of accomplishment.

### ***Major Characters/Vehicles***

- Marcus Fenix
  - Player Character
  - Objectives
    - Get through the church hall
    - Protect Dom
    - Stay alive
- Dominic Santiago
  - Ally
  - Objectives
    - Get through the church hall
    - Protect Marcus
    - Stay alive
- Drone
  - Enemy
  - Objectives
    - Stop Marcus and Dom from escaping
    - Kill humans
- Wretch
  - Enemy
  - Objectives
    - Stop Marcus and Dom from escaping
    - Kill humans
- Boomer
  - Enemy
  - Objectives
    - Stop Marcus and Dom from escaping
    - Kill humans

### ***Gameplay Mechanics***

- Prerequisite Skills
  - Basic navigation
    - Moving
    - Using cover
  - Basic combat
    - Shooting
    - Closing emergence holes
- Skills Learned
  - Advanced combat
    - Fighting Boomers
    - Moving from cover to cover

### ***Story***

- Intro
  - Separated from Delta squad, Marcus and Dom must make their way through the hall of an old, abandoned church before they can rendezvous with the rest of the team.
- In-Game
  - As Marcus and Dom work their way through the hall, enemies constantly attack their position and halt their advance. After defeating the enemies and sealing their emergence holes, Marcus and Dom finally reach the exit of the hall only to find a locked door. As Jack rips the door, a Boomer bursts through the opposite wall, and Marcus and Dom must defend the robot from this new enemy and his allies. After Marcus and Dom defeat the enemies, Jack finishes ripping the door and Marcus kicks it in allowing the team to exit the hall and continue toward Delta squad.
- Extro
  - Marcus and Dom exit the church hall and rendezvous with the rest of Delta squad.

## ***Visual References***



**Figure 1: Character, Marcus Fenix**



**Figure 2: Character, Dominic (Dom) Santiago**

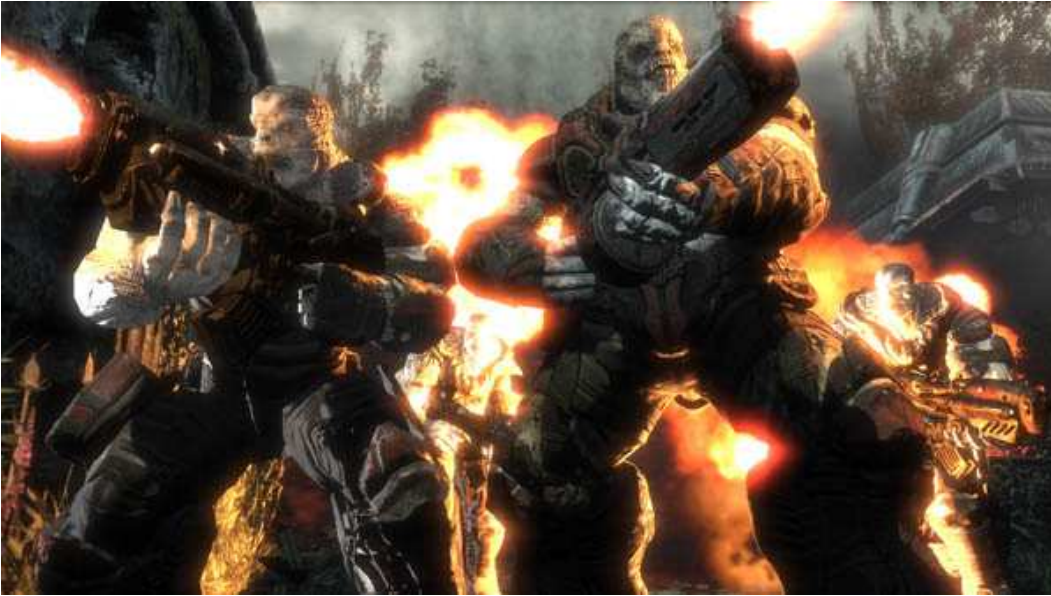


Figure 3: Enemy, Drone



Figure 4: Enemy, Wretch



Figure 5: Enemy, Boomer



Figure 6: Models/Architecture, Columns and arches



**Figure 7: Models/Architecture, Column and arch**



**Figure 8: Models/Architecture, Columns and arches**

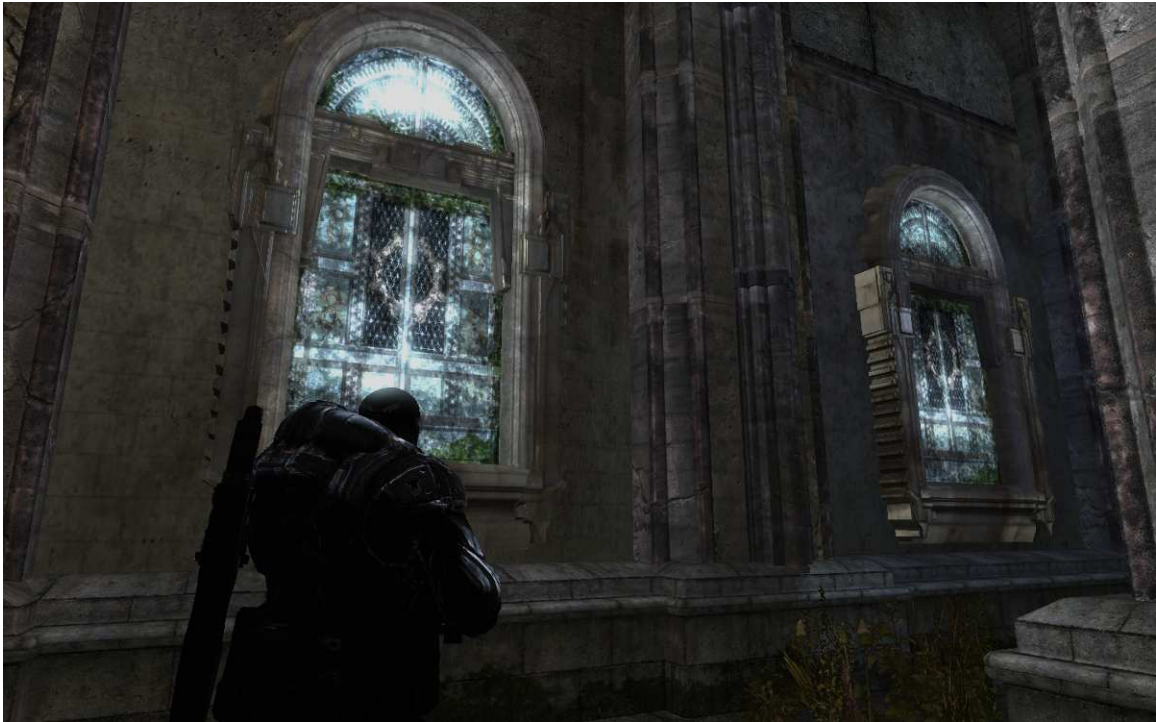


Figure 9: Model/Texture, Stained glass window



Figure 10: Texture/Lighting, Stained glass window



Figure 11: Lighting, Light stream



Figure 12: Lighting, Volumetric light



**Figure 13: Texture, Overgrown vegetation**

