

Separation Anxiety

Doom 3



SinglePlayer Level Design Document

Designer:	Thomas Hoeg
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TABLE OF CONTENTS

Quick Summary	1
OVERVIEW.....	1
<i>Campaign</i>	1
<i>Mission Location</i>	1
<i>Mission Difficulty (on a scale of 1 – 5)</i>	1
<i>Mission Description</i>	1
MISSION METRICS	2
Level Details.....	3
LEVEL ATMOSPHERE/MOOD	3
STORY.....	4
MAJOR AREAS/VISUAL THEMES.....	5
<i>Area 1: Machinery Room</i>	5
<i>Area 2: Maintenance Section</i>	8
<i>Area 3: Access Shaft</i>	12
<i>Area 4: Resource Storage / The Nest</i>	15
<i>Area 5: Maintenance Lift</i>	20
LEVEL OBJECTIVES	23
CHALLENGE HIGHLIGHTS.....	23
WOW MOMENTS	23
ACTORS.....	24
<i>Player</i>	24
<i>Key Actors</i>	24
Private Jenkins	24
Private Royce.....	25
Spider Queen.....	25
<i>Supporting Actors</i>	26
Spiders	26
USER INTERFACE	28
<i>Pre-Game Information</i>	28
<i>In-Game Information</i>	28
<i>Post Game Information</i>	28
<i>HUD Elements</i>	28
Gameplay.....	29
GAMEPLAY MECHANICS	29
LEVEL PROGRESSION CHART.....	29
OVERHEAD LEVEL MAP	30
DETAILED MAP DESCRIPTIONS.....	32
<i>Area 1: Machinery Room</i>	32
<i>Area 2: Maintenance Section</i>	33
<i>Area 3: Access Shaft</i>	35
<i>Area 4: Resource Storage / The Nest</i>	38
<i>Area 5: Maintenance Lift</i>	39

QUICK SUMMARY

Overview

Campaign

- N/A - This level is a spin-off that occurs during the events of the original *Doom 3* campaign, but is not a part of any formal campaign

Mission Location

- Setting:
 - Mars Base, Alpha Labs, Sector 3
 - Future, 2145 A.D.
- Time: N/A – Level occurs after hell has been unleashed and the character from the main campaign is moving through the Alpha Labs, Sectors 1 and 2
- Season: N/A – The entire level is interiors with no views to the exterior
- Weather: N/A – The entire level is interiors with no views to the exterior

Mission Difficulty (on a scale of 1 – 5)

- Starting: 1
- Middle: 1.5
- Ending: 4

Mission Description

While Bravo Team was moving through sector 3 of the Alpha Labs, an explosion rocked the facility sending debris and assorted pieces of machinery crashing to the ground. The chaos of the explosion and the subsequent wreckage left one of the Bravo Team marines (the player) separated from the team and unable to rejoin them. In addition, the explosion damaged the marine's equipment leaving him with only his sidearm and flashlight to fight off any potential threats. That marine must now traverse the dangerous maintenance passages under sector 3 in order to reach a maintenance lift that will allow him to rendezvous with the team in sector 4.

At the same time, a dangerous spider queen and her brood are stalking the player, which he finds out through environmental storytelling (*i.e.*, level decoration, scripted events, lighting, and audio cues) throughout the level. The tension continues to rise throughout the level, keeping the player constantly alert, and ultimately culminating in a large battle between the player and the spider queen. The focus of the level is on creating player immersion and tension using environmental storytelling and limited resources without the need for a significant enemy presence throughout the level.

Mission Metrics

- Play Time: 5 – 10 minutes
- Physical Length: ~ 6000 Radiant Units
- Physical Area: ~2.8 million square Radiant Units
- Max New Characters: 3
 - Corporal Slater (Bravo Team, squad leader)
 - Private Jenkins (Bravo Team, squad member)
 - Private Royce (Bravo Team, squad member)
- Max Visual Themes: 4
 - Alpha Labs
 - Clean and organized
 - Research supplies and machinery
 - Relatively well lit
 - Maintenance Areas
 - Gritty and disorganized
 - Poor state of repair in some areas
 - Ruptured pipes spewing steam and fire
 - Dimly lit or no light at all
 - Resource Storage / The Nest
 - Well-lit, large maintenance section
 - Many shelves and pallets loaded with barrels and crates
 - Overgrown biological formations
 - Maintenance Lift
 - Good state of repair
 - Gritty / utilitarian
 - Minimal lighting (maintenance lights along the walls of the shaft and lights on the lift itself)

LEVEL DETAILS

Level Atmosphere/Mood

The theme of the level is the feeling of tension and isolation. Events have left the player isolated from his squad and the rest of the Mars Base with only his flashlight and pistol still functioning. This isolation and lack of any real equipment make the player feel trapped and vulnerable, and make him want to escape this situation as quickly as possible. To escape and return to “safety” the player must navigate through the dank, dark maintenance passages under the Alpha Labs in order to reach a maintenance lift, which allows him to rejoin his squad.

The maintenance areas are small, tight sections made to make the player feel trapped and tense. The lighting in these areas is poor which increases the player’s feeling of vulnerability as his ability to identify threats visually is severely limited. In addition, resources such as ammunition, weapons, health, and armor in these areas are extremely limited, which increases the player’s feeling of vulnerability and tension. Finally, the areas themselves serve as a hazard to the player. The explosion that separated the player from his squad also did significant damage to the maintenance sections causing several pipes to rupture and spew forth their contents. This means that in several areas steam pipes blow steam, which disrupts the player’s ability to see and hear potential threats, and other pipes blow fire, which can hurt the player if he does not carefully avoid them.

In addition to the dangerous and claustrophobic nature of the maintenance areas themselves, the player soon becomes aware of another potential threat to his survival a hive of spiders led by a spider queen. The player becomes aware of this threat through several environmental storytelling devices such as level decoration, scripted events, lighting, and audio cues. The storytelling starts subtly and becomes increasingly overt as the player progresses through the level. Some examples of this storytelling are:

- Corpses and blood trails leading the player through the areas
- Well-defined shadows revealing enemies or giving areas more life
- Scripted audio events to create tension and guide or “spook” the player
- Scripted events the player can witness but not interact with (e.g., witnessing an event through grate)

The tension continues to rise throughout the level, keeping the player constantly alert, and ultimately culminating in a large battle between the player and the spider queen. The focus of the level is to create player immersion and tension without the need for a significant enemy presence throughout the level. Instead of focusing on constantly bombarding the enemy with monsters in order to maintain tension, the level focuses on the use of environmental storytelling and limited resources to achieve that end. Environmental storytelling keeps the player wary of a large (and mostly illusory) enemy threat while the limited resources keep the player feeling vulnerable. Together these mechanisms ensure a high level of player tension, which creates an exciting and memorable play experience for the player.

Story

- **Introduction:** As in the original *Doom 3* campaign, Hell has been unleashed, and Bravo Team is sent on a desperate mission to reach the communications tower and send a distress signal to the orbiting fleet. The team must pass through the Alpha Labs in order to reach the communications tower and send the transmission.
- **In-Game:** As the team is passing through Sector 3 of the Alpha Labs, an explosion rocks the facility causing a lone marine to be separated from the team. In addition to separating him from the group, the explosion damages the marine's equipment including his machinegun and his radio. After the explosion, the marine receives an email from his squad commander (Cpl. Slater) that informs him of a maintenance lift on the other side of the sector, which he can use in order to rejoin his squad. In order to reach that lift, he must pass through a series of claustrophobia-inducing maintenance passages under the Alpha Labs, which are now heavily damaged by the explosion that left the marine stranded. While navigating to maintenance lift the marine becomes aware of a more serious threat than the damaged passageways: a spider queen and her hive are hunting him. He can see signs of their presence throughout the area, and they become increasingly more prevalent as he gets closer to the lift.
- **Extro:** After the marine rejoins Bravo Team, the team proceeds through Sector 4 of the Alpha Labs and reaches the Enpro plant where (as in the original *Doom 3* campaign) imps end up ambushing and killing them.
- **"60 seconds of gameplay":** Dashing through the open doorway, the lone marine slams the emergency release jamming the door behind him trapping the spider queen and her brood. Given a chance to catch his breath, the marine surveys the area to see he has finally reached the maintenance lift. He finds a new machinegun to replace the one he lost in the explosion as well as some medical supplies to patch up some of his wounds from the former battle. Ready to have this ordeal finished, the marine quickly makes his way to the lift and starts it on its ascent. Looking up, the marine can barely make out the walls of the shaft, but looking at the maintenance lights that dot the shaft along its length, he estimates that it goes up quite a while, so he settles in for the ride.

As the lift ascends the shaft, the marine could swear he could once again hear the movement of spiders. Presuming his mind is simply playing tricks on him after the last battle; he pays it no mind and continues to wait patiently as the lift slowly crawls to the top of the shaft. Despite his best efforts, the sounds continue to grow louder and louder as the lift rises. The marine cautiously pulls out his flashlight and begins to examine his surroundings for the cause of the noise. At first, he can't find anything, but as his light flashes past one of the grates in the wall he could have sworn he saw the wall move. Bringing the light back to bear on the grating, the marine lets out an audible gasp as he finally discovers the source of the sound, a horde of spiders have somehow made their way to him and are crawling upward inside the walls. Before he even has a chance to take in the scene, spiders begin to descend onto the lift and charge at him. The marine quickly readies his machinegun and starts annihilating the spiders, but for each one he kills another seems to appear in its place.

As the marine continues to fight, the lift stops and shudders, and he wonders if he mistakenly hit one of the control mechanisms with an errant shot and is only moments away from plummeting back to the ground. The lift then jumps back to life and continues its slow ascent up the shaft, allowing the marine to breathe a small sigh of relief that at least one less thing is trying to kill him. The battle rages on as the lift continues to rise almost imperceptibly, but the marine's ammo is running low and he's not sure if a slow death at the hands of the spiders is preferable to the quick death the broken lift might have granted him. Just as the marine is beginning to lose hope, the lift finally emerges in the Alpha Labs, and the remaining spiders on the lift evaporate in a hail of bullets. Turning around, the marine finds the source of the shots: Privates Jenkins and Royce of Bravo Team stayed behind to "rescue" him and take him back to rendezvous with the rest of the team. The marines share a cursory greeting before making their way toward the door heading to Sector 4 and the rest of their team.

Major Areas/Visual Themes

Area 1: Machinery Room

The level begins in this room with the player watching as his squad passes through the door on the other side of the room. As the player approaches the door, the player hears sound of a large explosion and the room shakes and shudders as the lights flicker and debris falls from the ceiling. After the explosion, a large pile of debris blocks the door and keeps the player separated from his squad and better equipment. The player is informed of an alternate route to a maintenance lift that will allow him to rendezvous with his squad in the next sector. Upon exploration of the area, the player find a number of corpses and a blood trail leading to a small service lift which is now the only exit from the room.

Look and Feel: Initially the room is relatively well lit (in a dominant yellow hue) and in a good state of repair. After the explosion, many of the lights are flickering and sparking or not working at all, and debris appears around the entire room. Steam and smoke fill the room making the air feel heavy and thick. A few corpses and some blood indicate a prior battle and begin to inform the player of a potential threat.

Visual References

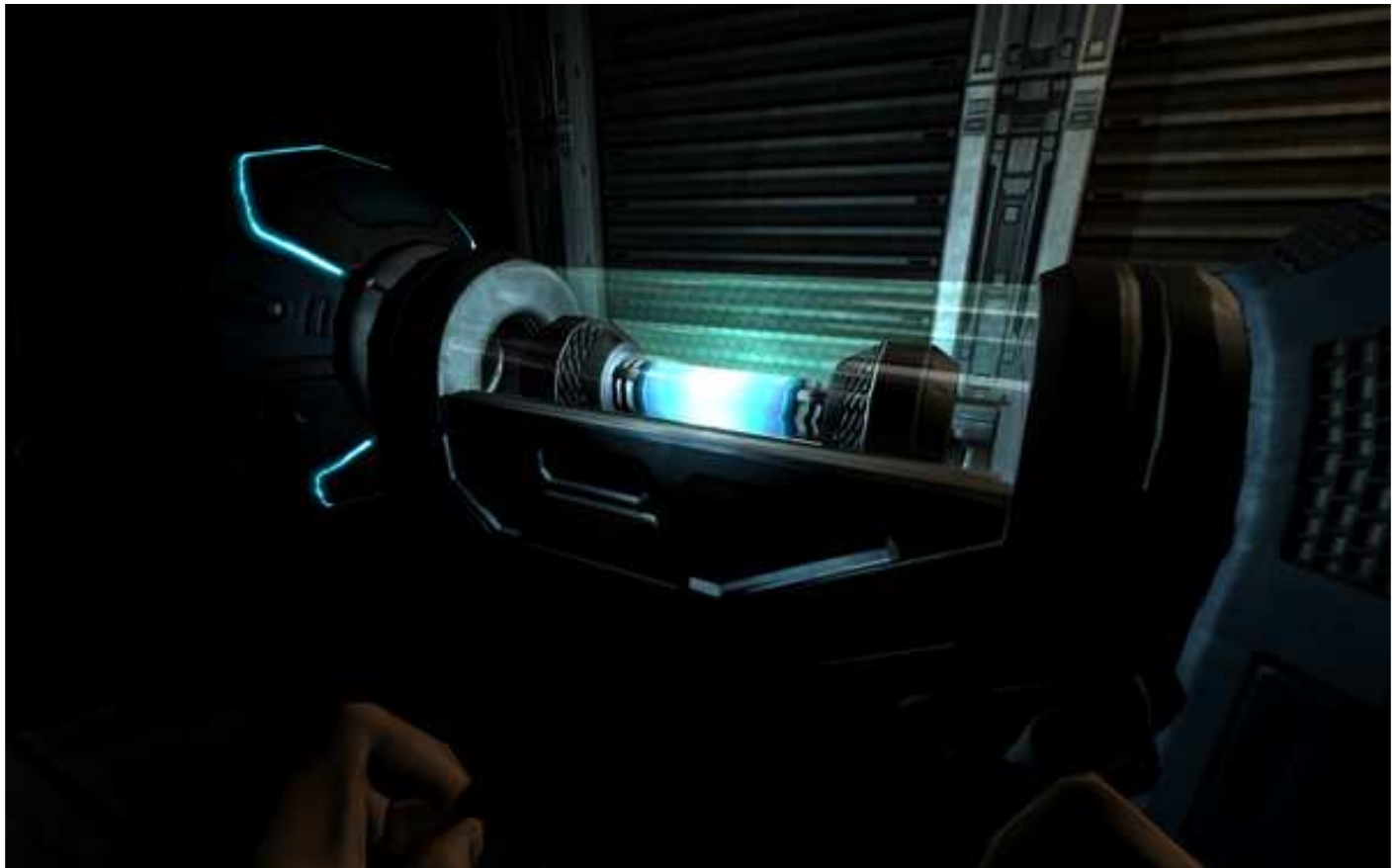


Figure 1: Model, Machinery

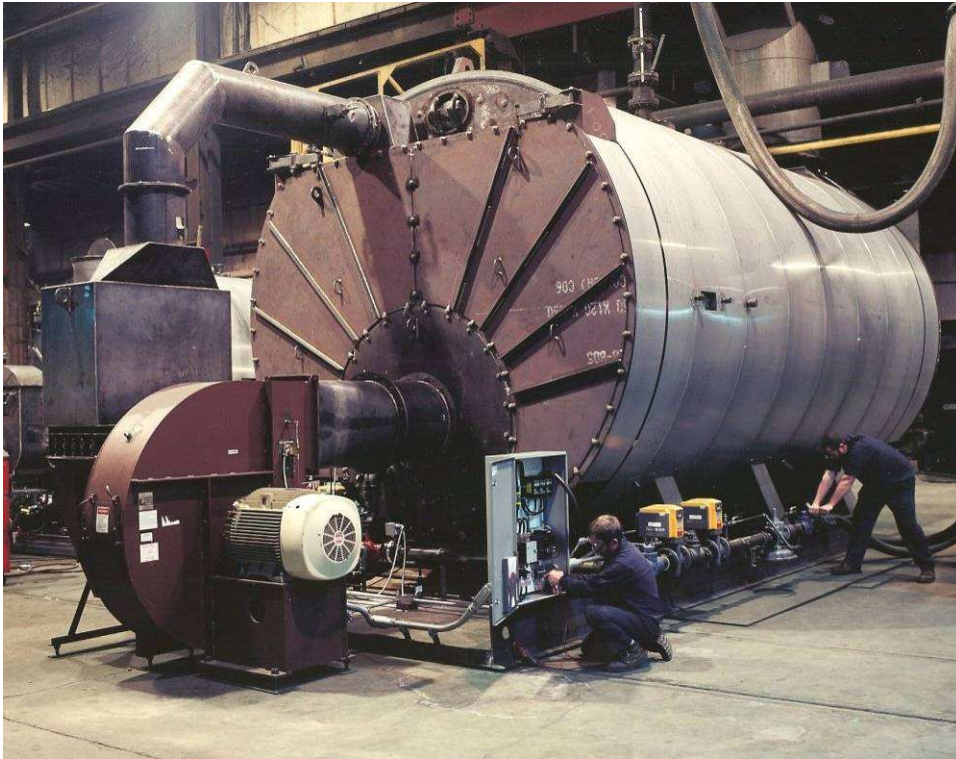


Figure 2: Model, Machinery/Boiler



Figure 3: Models/Architecture, Machinery



Figure 4: Architecture, Machinery Room



Figure 5: Textures/Lighting, Environmental Storytelling

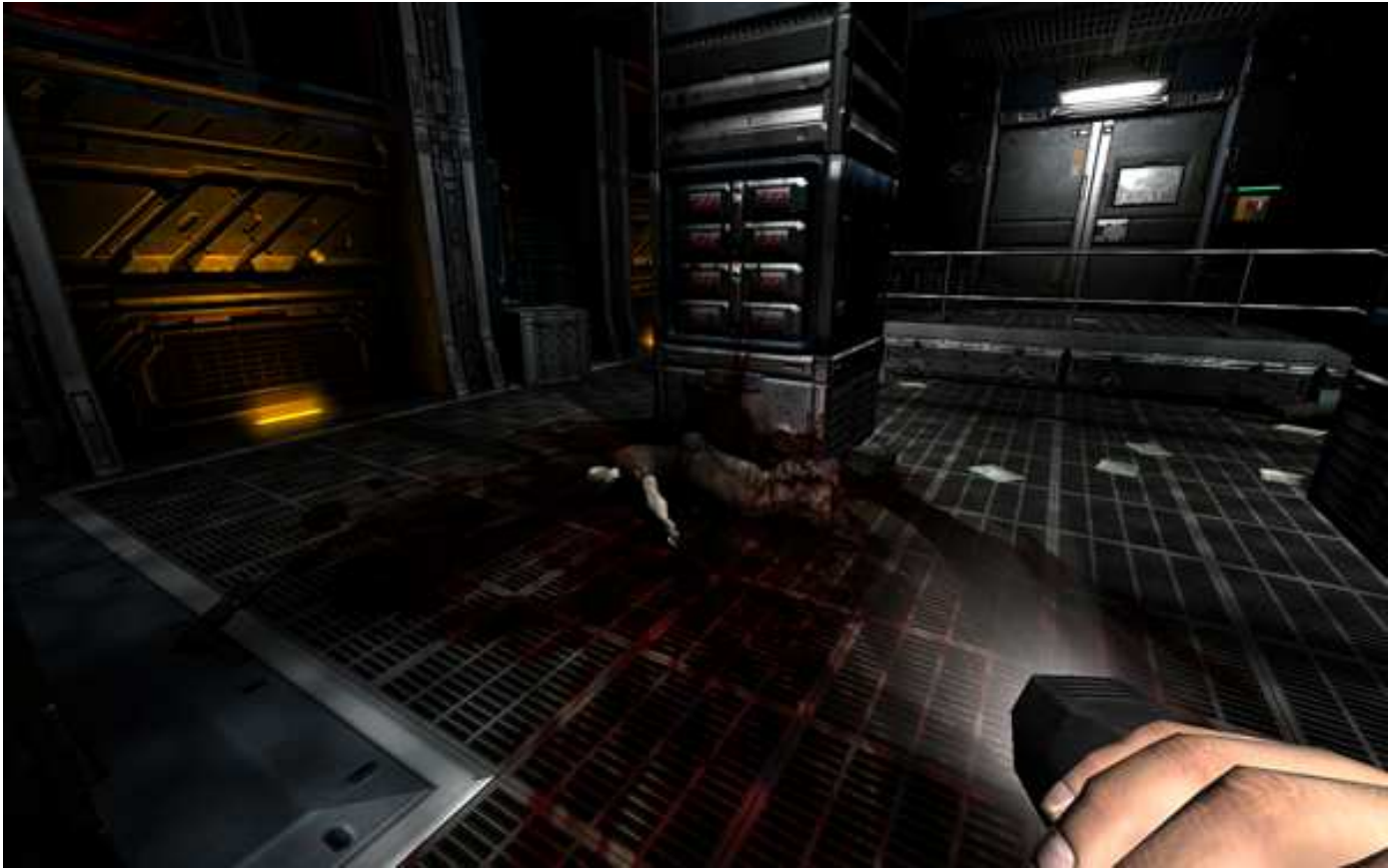


Figure 6: Texture/Models, Environmental Storytelling

Area 2: Maintenance Section

As the player descends on the service lift, it begins to spark, buckle, and shake, clearly damaged from the explosion that left the player stranded. The lift eventually gives way falling to the floor below. The player exits the fall unscathed (but shaken), and proceeds into the small maintenance corridors. The path is mostly linear with a few small side paths where the player can find a corpse cocoon near a shotgun and a PDA with a few entries talking about the spiders and their queen. At the end of the maintenance section, the player finds a blood trail leading to the entrance of the access shaft, a small maintenance crawlspace that the player must crouch to enter.

Look and Feel: Lighting in this area is very limited, provided by a mild, red light through the floor grating which casts very distinct shadows throughout the area. Some of the steam pipes in the area have ruptured, periodically blowing steam in a few places. There is some webbing in a few areas and two cocooned corpses as well. In addition, the player can hear the noise of random spider footsteps as well as a couple of triggered noises designed to sound as though they are coming from along the player's periphery (i.e., his back and sides).

Visual References

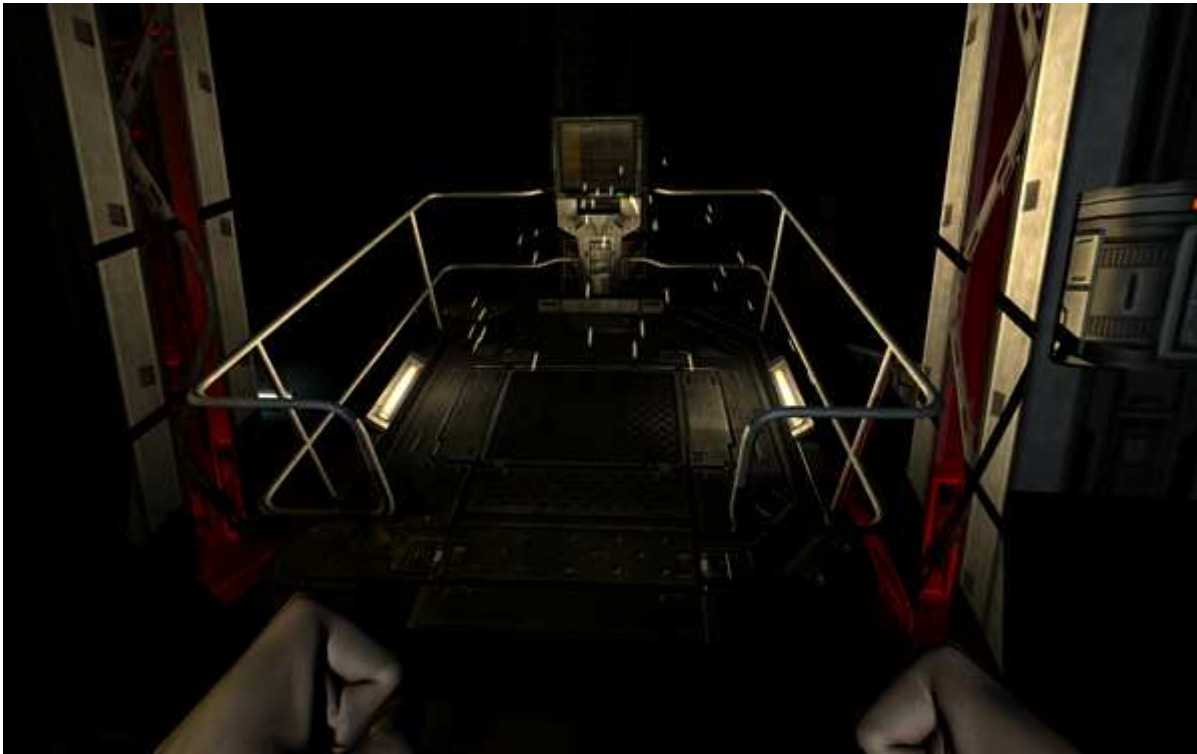


Figure 7: Models/Particles, Broken Lift

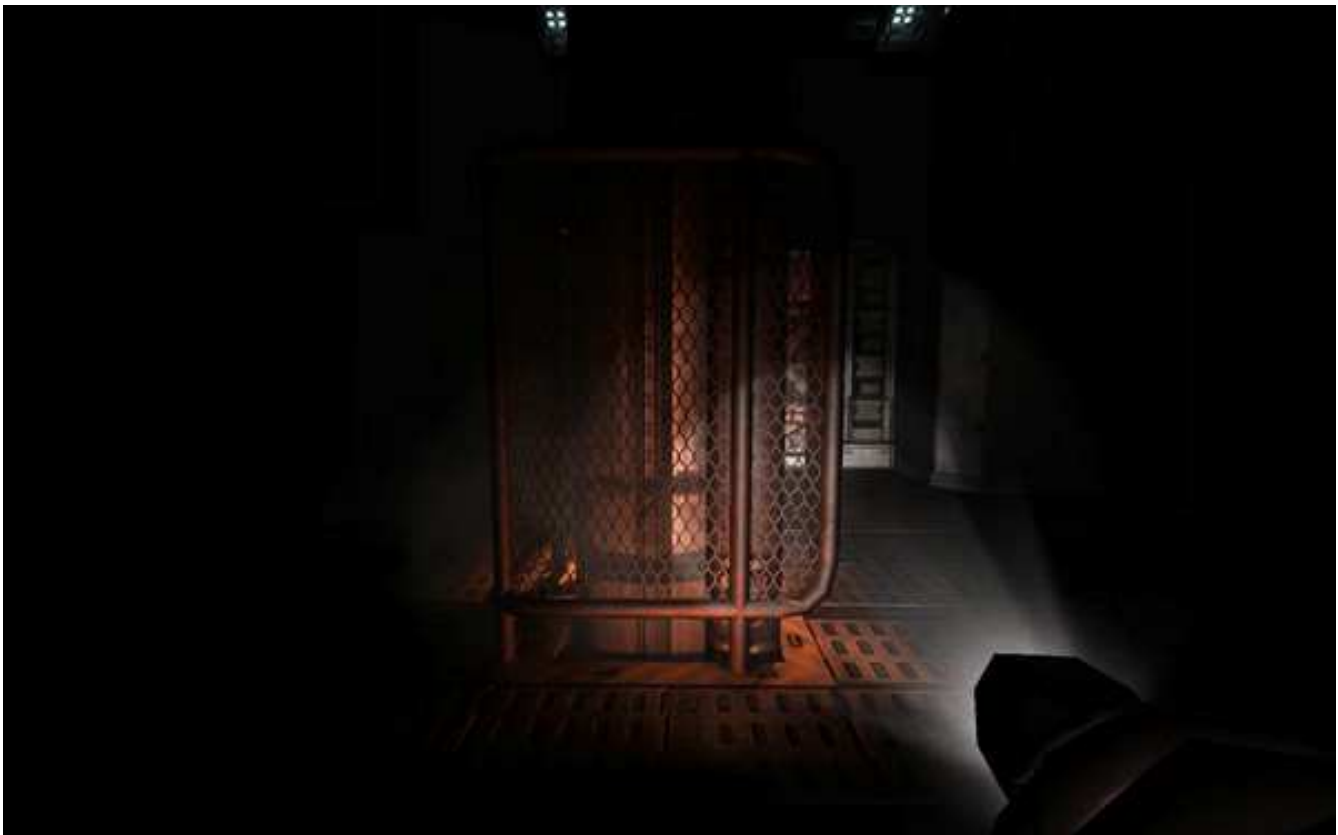


Figure 8: Architecture, Maintenance Section supports



Figure 9: Architecture, Maintenance Section transition to Access Shaft

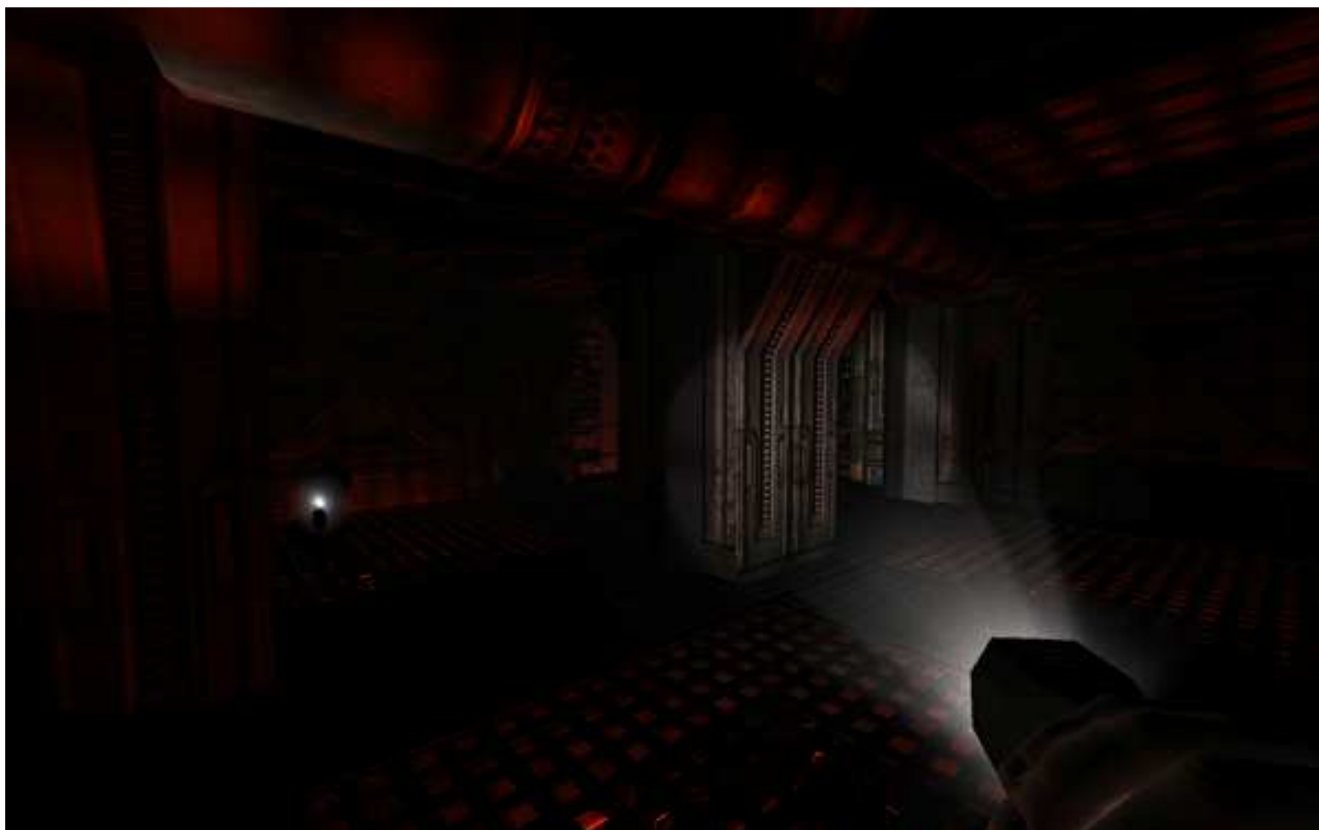


Figure 10: Lighting/Architecture, Maintenance Section

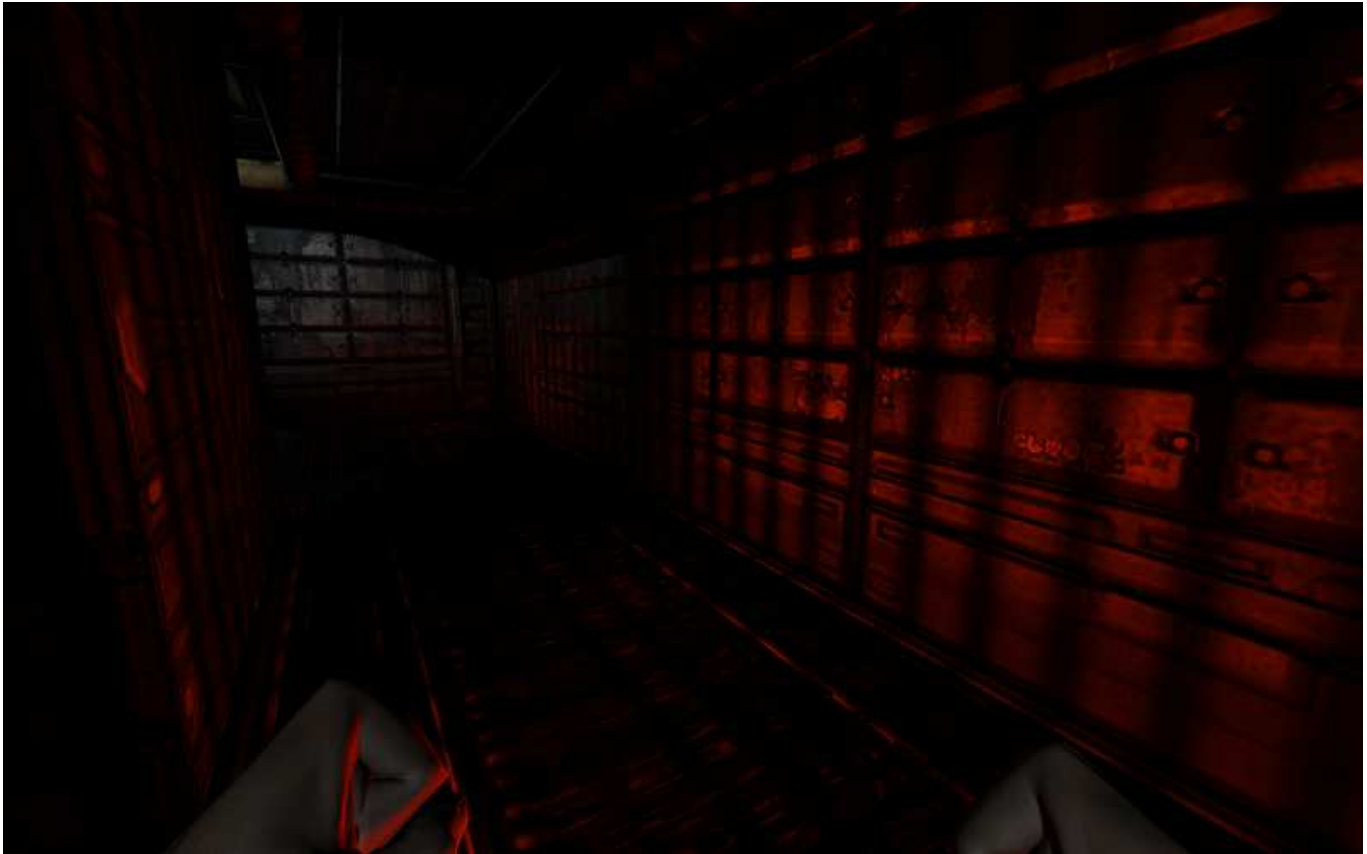


Figure 11: Lighting, Maintenance Section



Figure 12: Model/Texture, Cocooned corpse with webbing



Figure 13: Texture/Particles, Ruptured pipe

Area 3: Access Shaft

A small access crawlspace leads the player from the maintenance section to the resource storage area supported by the maintenance lift. Here the player encounters his first enemies a few spiders that emerge from small hidden areas (both in front of and behind the player) throughout the shaft. In addition to the enemies the player must fight, a number of spiders are also present in adjacent areas the player can see through grates in the walls floor and ceiling. This gives the player the illusion of being surrounded while he only actually fights a few enemies in the area. In the final stretch of the shaft, the player can see brighter lighting from the resource storage area, which casts a clearly defined shadow of the spider queen herself, but the shadow moves before the player reaches the end of the tunnel.

Look and Feel: The crawlspace itself has no lighting of its own, and only receives light from adjacent areas, though grating which casts very distinct shadows of the grating and enemies present in the other areas. Many of the pipes have ruptured blowing steam (non-harmful) and fire (harmful) into the area. The crawlspace is thick with webbing and there is a cocooned corpse directly in the player's path. There is barely enough room for the player to pass so he must get disgustingly close to the corpse. The noises of moving spiders are constantly present in this area punctuated by the sounds of some spiders attempting to attack the player through the grates.

Visual References



Figure 14: Architecture, Entrance to the Access Shaft



Figure 15: Architecture/Textures, Access Shaft



Figure 16: Lighting/Particles, Steam and low light in access shaft



Figure 17: Textures, Wall/floor grating in access shaft

Area 4: Resource Storage / The Nest

The player emerges from the access shaft to find the much more spacious and well-lit resource storage area. The area contains a number of shelves and pallets loaded with barrels and crates. The explosion knocked over some of the materials, while others are largely organized. A medical station that is low on resources also appears on the wall near the exit from the access shaft. The area is covered in spider webs and other biological formations, which indicate that the spiders have converted the area to some sort of nesting ground. Initially, as the player enters the area it is almost completely silent except for the steady hum of machinery. Looking across the room at the large bulkhead, the player can see a corpse holding a shotgun, some ammo, and a PDA.

As the player proceeds across the room, the spider queen emerges blocking the player's path to the corpse and spiders begin flowing out of a number of small crawlspaces hidden in the room's walls. The player needs to escape by either defeating the queen and her brood or delaying them long enough to grab the PDA and get the passcode necessary to unseal the bulkhead, and escape. If the player chooses not to fight, the player can reseal the bulkhead from the other side using an emergency button. The bulkhead initially opens very slowly so the player needs to stay alive as it opens, but the emergency button forces the door to slam shut hard.

Look and Feel: In contrast to the access shaft, this area much larger and better lit. While some of the lights flicker and spark, most of the area has relatively steady lighting. The room is filled with webbing, cocooned corpses, and biological nesting formations. The player can still perceive the room's former purpose, but the spiders' new use for it is also very clear.

Visual References



Figure 18: Models, Carts, barrels, and crates in storage area



Figure 19: Model, spider nest/egg sac



Figure 20: Model/Architecture, Spider web



Figure 21: Model, Spider nest

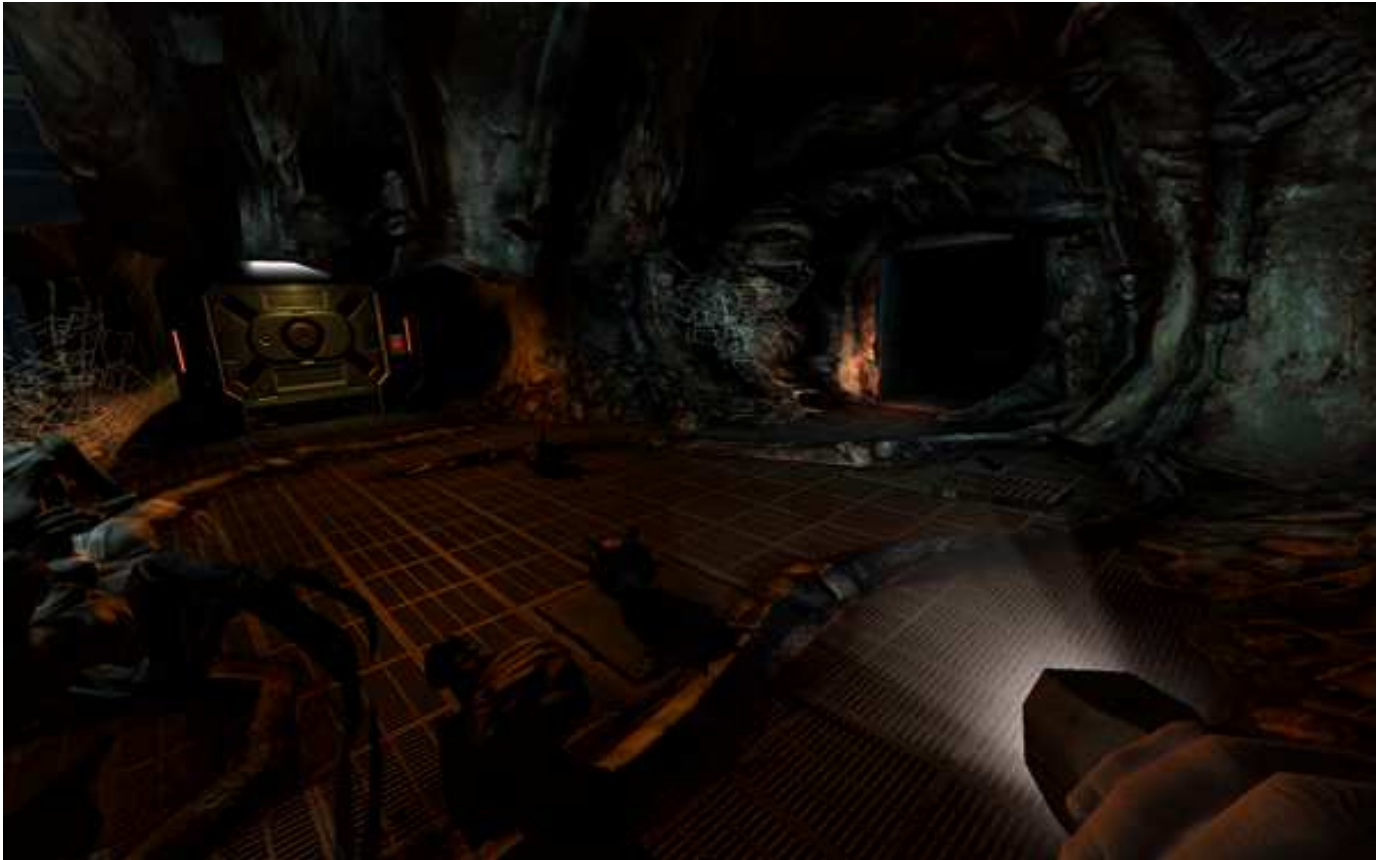


Figure 22: Architecture/Models, The spider nest



Figure 23: Architecture/Models, The spider nest



Figure 24: Architecture, Storage area

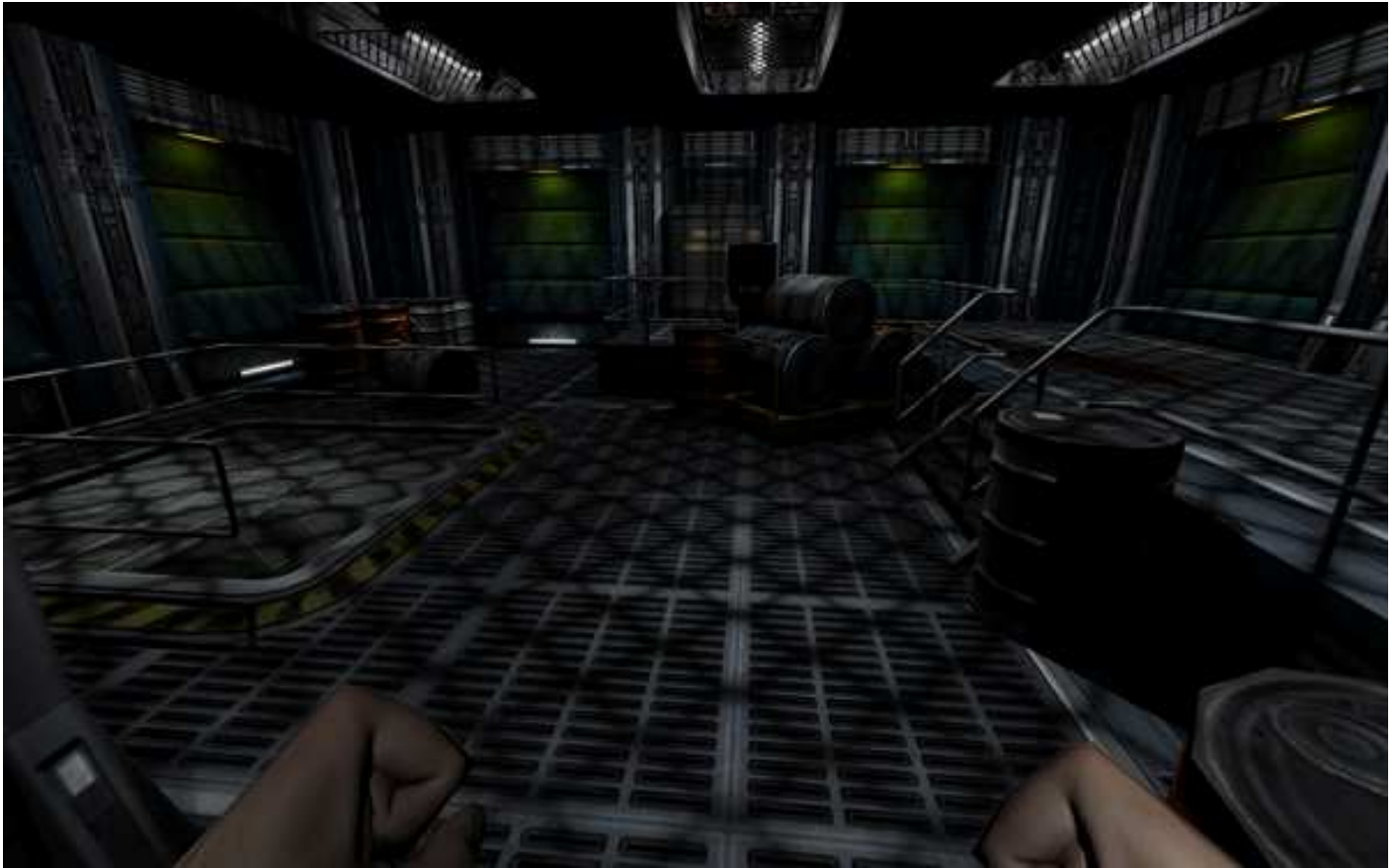


Figure 25: Lighting/Architecture, Main resource storage area

Area 5: Maintenance Lift

This area initially begins as a cooldown area, with the player entering after having successfully defeated or escaped the spider queen. A small, open equipment cabinet contains a pistol, shotgun, and machinegun as well as ammo and a couple large med packs. A large shaft extends upward from the area with a large maintenance lift sitting at its base for the player to activate. The lift has a few crates and barrels sitting on it to convey its former use.

Upon activating the lift, the lift slowly begins to ascend the shaft. About halfway up the shaft, the player can hear the sounds of a large number of moving spiders, and by looking through grates in the walls, the player will see that a large number of spiders are also ascending the shaft. The spiders begin descending onto the lift and the player must fight them off as the lift continues to climb the shaft. The elevator stops, shudders, and starts again a couple times to “tease” the player and maintain tension. The lift finally emerges into a small cooldown area filled with armor, a full medical station, and several members of the Bravo Team that stayed behind to help the marine. After rejoining the squad, the player then exits the level by using the door that leads to Alpha Labs – Sector 4.

Look and Feel: The shaft is dimly lit from small safety lights along the walls of the shaft itself, but the lift is relatively well lit by lights attached to the platform. The area is in a good state of repair and organization to make the player feel safe and calm before the final spider attack. The final area is well lit and organized to allow the player to cool down before exiting the level.

Visual References

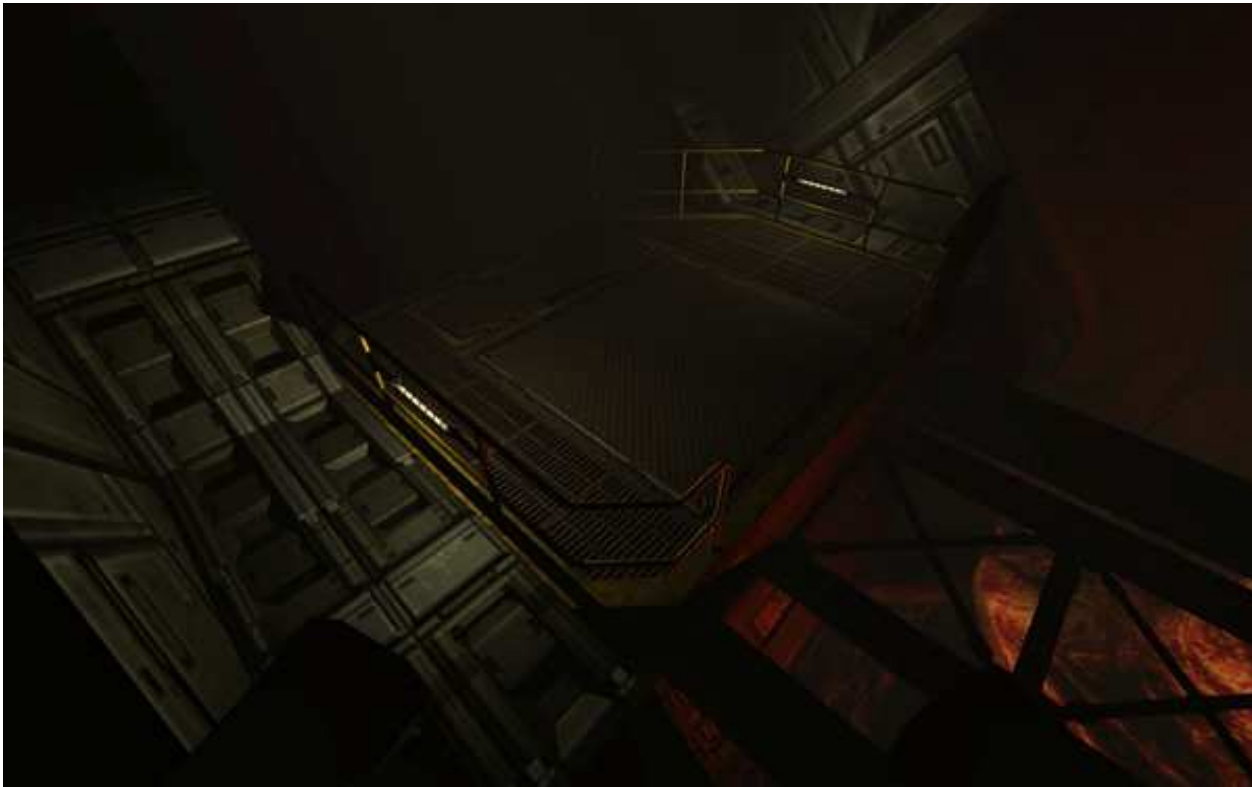


Figure 26: Model, Maintenance lift



Figure 27: Architecture/Lighting, Maintenance shaft



Figure 28: Architecture/Lighting, Maintenance shaft



Figure 29: Textures/Lighting, Maintenance shaft

Level Objectives

- Primary:
 - Check your PDA
 - Get to Resource Storage
 - Find Technician Holst's PDA (to access the maintenance lift)
 - Activate the maintenance lift
 - Rejoin Bravo Team (i.e., exit the level)
- Secondary: Defeat the spider queen
- Bonus: N/A
- Hidden: N/A

Challenge Highlights

- Combat:
 - Area 3: Access Shaft – Player encounters two spiders, one attacks from the front and one later attacks from behind
 - Area 4: Resource Storage – Player must fight the spider queen and a large horde of spiders which emerge from the area's walls and ceiling
 - Area 5: Maintenance Lift – Halfway up the maintenance shaft spiders descend onto the lift and the player must fight them off until the lift reaches the top
- Stealth: N/A
- Puzzles
 - Area 4: Resource Storage – Player has the option to grab the PDA and exit the area without needing to fight the spider queen. Player can also use the emergency release on the other side of the door to kill the queen.
- Conversation: N/A
- Boss Battles
 - Area 4: Resource Storage – Spider queen emerges and blocks the player's path forcing him to fight or avoid her and her brood

WOW Moments

- Area 1: Machinery Room
 - Explosion shakes the room throwing debris everywhere and leaving the room in a state of destruction
- Area 2: Maintenance Section
 - Service lift breaks down and crashes to the ground, throwing the player out in the process
 - Triggered noises along the player's periphery keep the player "spooked"
- Area 3: Access Shaft
 - Player can see and hear hordes of spiders moving inside the walls, and passes very close to them making the player feel surrounded and uneasy
 - Player sees shadow of spider queen down a long corridor, but she is gone by the time he gets there
- Area 4: Resource Storage
 - Spider queen and the spiders swarm into the area trapping the player and forcing him to fight or flee
- Area 5: Maintenance Lift
 - Final battle as spiders unexpectedly emerge from the wall as the lift is ascending
 - Lift shudders and stops, before sparking back to life as spiders continue to assault the player

Actors

Player

- Model(s)
 - Standard Doom 3 player model
- Inventory
 - Flashlight
 - Pistol
 - Shotgun (found in level)
 - Machinegun (found in level)
- Start Location
 - Area 1: Machinery Room
- Motives/Objectives
 - Stay alive
 - Rejoin Bravo Team
 - Escape Alpha Labs – Sector 3
 - Escape Mars Base

Key Actors

Corporal Slater

- Model(s)
 - UAC Marine
- Inventory
 - Machinegun
 - Pistol
 - Flashlight
- Motives/Objectives
 - Lead Bravo Team to Communications Tower in order to send distress signal
 - Keep Bravo Team members alive
 - Escape Mars Base
- Starting Location
 - Area 1: Machinery Room

Private Jenkins

- Model(s)
 - UAC Marine
- Inventory
 - Machinegun
 - Pistol
 - Flashlight
- Motives/Objectives
 - Stay alive
 - Keep Bravo Team members alive
 - Escape Mars Base
- Starting Location
 - Area 1: Machinery Room

Private Royce

- Model(s)
 - UAC Marine
- Inventory
 - Machinegun
 - Pistol
 - Flashlight
- Motives/Objectives
 - Stay alive
 - Keep Bravo Team members alive
 - Escape Mars Base
- Starting Location
 - Area 1: Machinery Room



Figure 30: Characters, Bravo Team

Spider Queen

- Model(s)
 - Vagary Boss
- Inventory
 - N/A
- Motives/Objectives
 - Stay alive
 - Protect her brood
 - Kill/eat the player
- Starting Location
 - Area 4: Resource Storage



Figure 31: Character, Spider Queen

Supporting Actors

Spiders

- Model(s)
 - Spider monster
- Inventory
 - N/A
- Motives/Objectives
 - Stay alive
 - Kill/eat the player
- Uses within level
 - Scripted visual and aural events
 - Enemies which attack the player



Figure 32: Character, spider

User Interface

Pre-Game Information

- Load screen conveys basic information about Bravo Team, their mission, and their current location at the beginning of the level

In-Game Information

- Introduction
 - Emails from Cpl. Slater sent to player's PDA
- In Action
 - Emails in Technician Rand's PDA foreshadowing spider threat
 - Emails in Technician Holst's PDA talking about emergency release and spider queen
- Conclusion
 - Cinema showing bravo team reaching the Communications Tower and dying in an imp attack (from original *Doom 3* campaign)
- Objectives
 - Check your PDA – Given after explosion
 - Head to Resource Storage – Given after checking PDA email
 - Find Technician Holst's PDA – Given if player can't open door in Area 4 (Resource Storage)
 - Activate the maintenance lift – Given when player enters Area 5 (Maintenance Lift)
 - Rejoin Bravo Team – Given when maintenance lift reaches top of Area 5 (Maintenance Lift)

Post Game Information

- Debriefing: N/A
- Stats: N/A

HUD Elements

- Normal Elements Used: Standard *Doom 3* HUD
 - Health
 - Armor
 - Ammo
 - Weapon Selection
 - Fatigue
 - Current Location
- Special Elements Required: N/A

GAMEPLAY

Gameplay Mechanics

- Prerequisite Skills:
 - Basic Navigation
 - Movement
 - Basic Combat
 - Shooting
 - Strafing
 - Basic Environment Interactions
 - Flashlight Usage
- Skills Learned:
 - Basic Environment Interactions
 - Control Panels
 - PDA Usage
 - Advanced Combat
 - Dodging/Avoidance

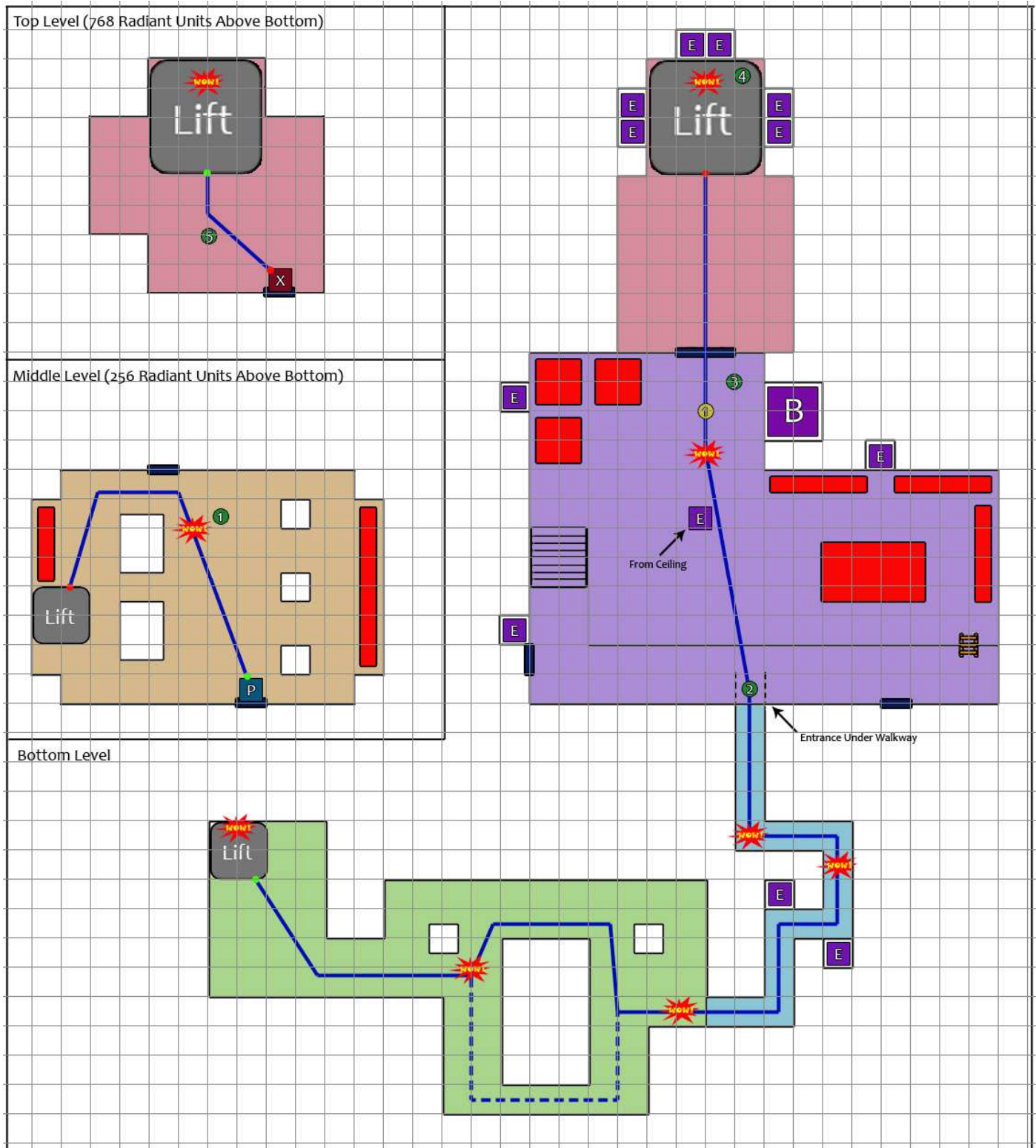
Level Progression Chart

Separation Anxiety				
Level Progression Chart				
Time (min)	0	1	2	
Area	Machinery Room	Maintenance Section	Maintenance Section	Access Shaft
Objective	Check PDA	Get to Resource Storage		
Opponents				Spiders
Challenges				Initial Spider Fight
Wow Moments	Explosion		Lift Breakdown	Spiders In Walls
			Noises	Queen's Shadow
New Skills / Weapons	PDAs		Shotgun	
Time (min)	3	4		
Area	Resource Storage	Maintenance Lift	Maintenance Lift	Maintenance Lift
Objective	Find Holst's PDA	Activate Maintenance Lift	Activate Maintenance Lift	Rejoin Bravo Team
Opponents	Spider Queen & Spiders		Spiders	
Challenges	Spider Queen Fight/Escape		Lift Fight	
Wow Moments	Spider Queen Revealed		Spiders Attack Lift	Lift Shudders
New Skills / Weapons	Dodging	Control Panels	Machinegun	

Key	
1 square = 30 seconds	Objective
Machinery Room	Enemy
Maintenance Section	Challenge
Access Shaft	Wow Moment
Resource Storage	Skill Learned
Maintenance Lift	Weapon Acquired

Figure 33: Level Progression Chart

Overhead Level Map



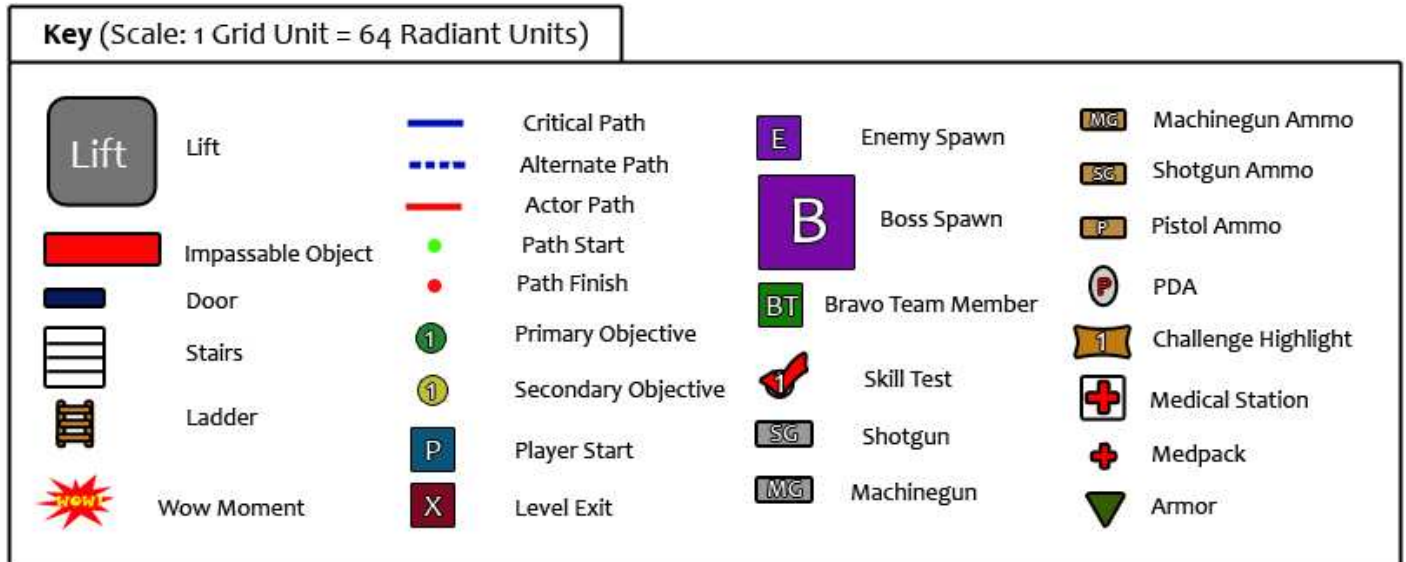


Figure 34: Overhead level map and key

Detailed Map Descriptions

Area 1: Machinery Room

- **Gameplay:** The gameplay in this area is limited to pure exploration. After the explosion, the player receives his first objective, which is to check his PDA. After reading the email on his PDA, he receives the larger objective of reaching Resource Storage. The player is then free to explore the area before finally heading down the service lift to the maintenance section. There is some mild environmental storytelling in the form of a couple bodies and blood trails which being raising tension in the player.
- **Dialog:** Cpl. Slater sends the player an email requesting his status and giving him details on another route the player can take to rejoin the squad.
- **Visual References:** See Major Areas / Visual Themes section in Level Details
- **Sketches:**

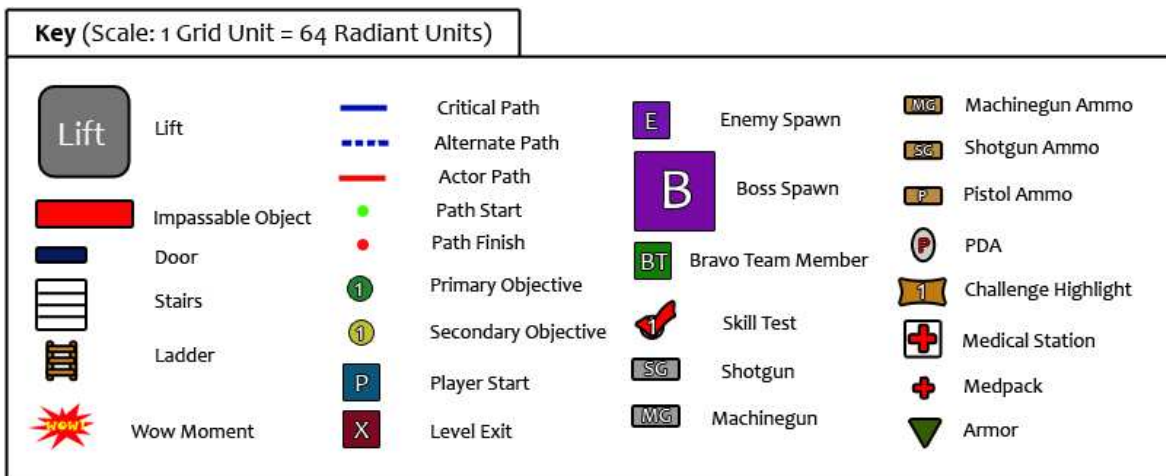
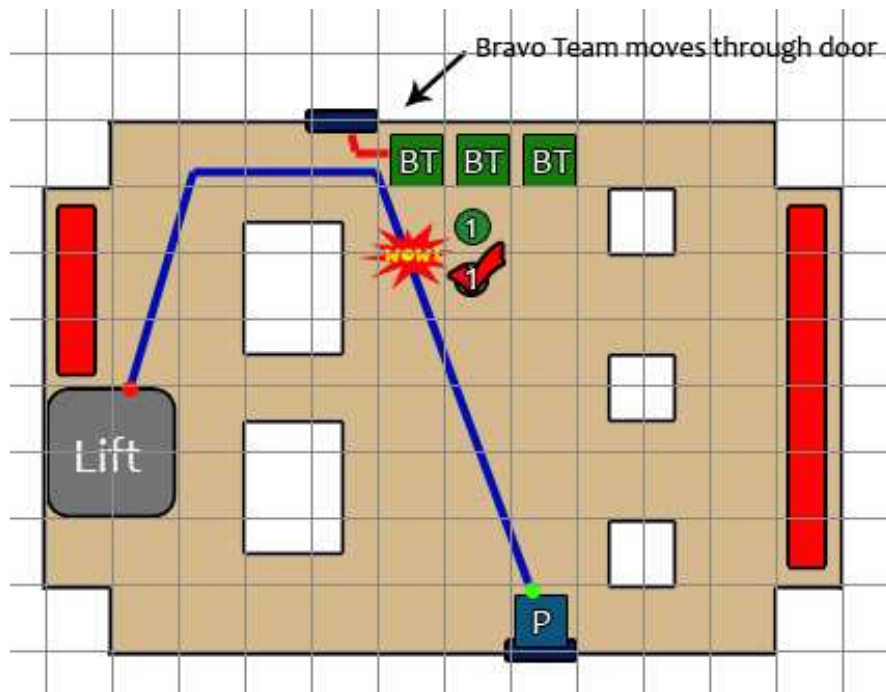


Figure 35: Detailed sketch of the Machinery Room (see the Level Progression Chart for specific objectives, wow moments, skill tests, and challenge highlights)

Area 2: Maintenance Section

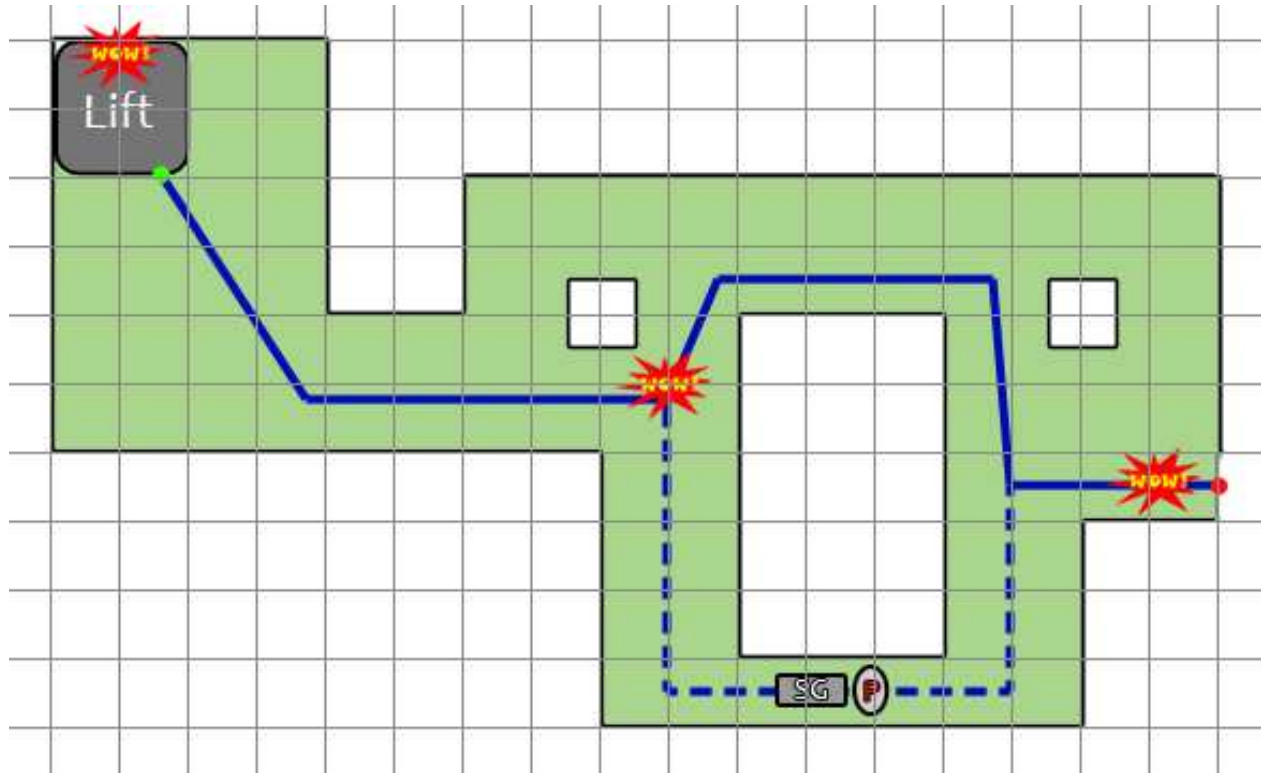
- **Gameplay:** This is another area that promotes player exploration. The general flow of the area is linear, but there is an alternate path through the area that gives the player a new weapon (shotgun) as well as a PDA containing some vague information about the spider threat. The environmental storytelling is a bit more overt in this area than in the Machinery Room. There are a couple cocooned corpses visible in the area in addition to webbing visible in some places. In addition, the storytelling in this area includes the use of noises to increase player tension. Some of the noises occur randomly while others specifically trigger behind the player and to his sides.
- **Dialog:** The player finds two emails on Technician Rand's PDA which foreshadow the spider threat
- **Visual References:**



Figure 36: The service lift breaks down throwing the player to the ground leaving him shaken but unharmed

In addition, see Major Areas / Visual Themes section in Level Details

Sketches:



Key (Scale: 1 Grid Unit = 64 Radiant Units)					
	Lift		Critical Path		Enemy Spawn
	Impassable Object		Alternate Path		Boss Spawn
	Door		Actor Path		Bravo Team Member
	Stairs		Path Start		Skill Test
	Ladder		Path Finish		Shotgun
	Wow Moment		Primary Objective		Machinegun
			Secondary Objective		Machinegun Ammo
			Player Start		Shotgun Ammo
			Level Exit		Pistol Ammo
					PDA
					Challenge Highlight
					Medical Station
					Medpack
					Armor

Figure 37: Detailed sketch of the Maintenance Section (see the Level Progression Chart for specific objectives, wow moments, skill tests, and challenge highlights)

Area 3: Access Shaft

- **Gameplay:** This section offers the player his first taste of combat. The section is entirely linear and the player experiences two different spider attacks. The first attack comes from in front of the player, directly in his line of sight, to allow him to warm up while the second attack is more dangerous as it comes from behind. In addition to the dangers posed by the spiders, several pipes have ruptured blowing fire into the area. The player needs to proceed carefully in order to avoid taking damage. The tension level of the environmental storytelling continues to grow in this section through a number of visual elements. The access shaft has several grates showing a horde of spiders moving around the player, and at the end of the shaft the player can see the shadow of the dangerous spider queen, but she disappears before the player arrives.
- **Dialog:** N/A
- **Visual References:**



Figure 38: Shadows let the player's imagination create the threat

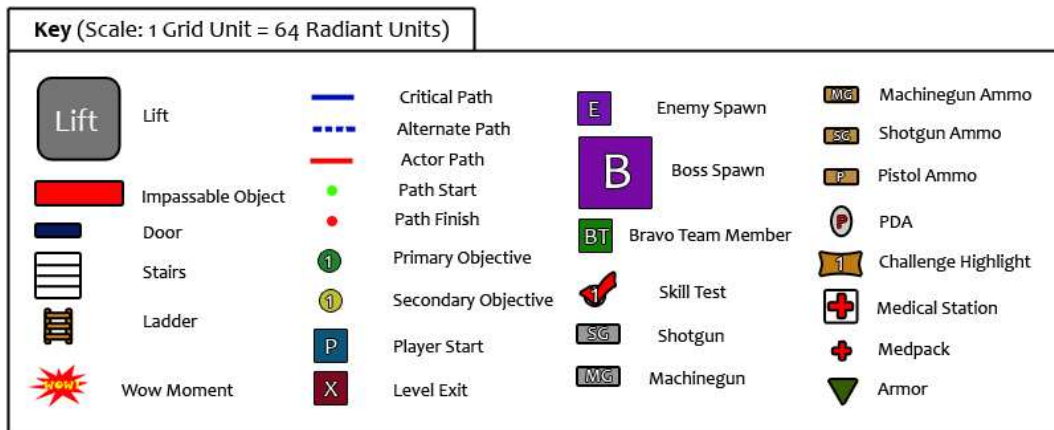


Figure 40: Detailed sketch of the Access Shaft (see the Level Progression Chart for specific objectives, wow moments, skill tests, and challenge highlights)

Area 4: Resource Storage / The Nest

- **Gameplay:** Resource storage now acts as a nesting ground for the spiders and serves as the climactic boss battle for the level. As the player enters the room, he can see a corpse holding a PDA and a shotgun on the other side of the room. As the player approaches, the Spider Queen appears and blocks his path. At the same time, spiders begin flowing out of vents and descending from the ceiling all across the room. The player then has the choice to fight off the spider hordes and their queen or attempt to grab the PDA and use it to open the bulkhead and make a quick escape.
- **Dialog:** Emails on Technician Holst's PDA inform the player of the emergency release on the other side of the large bulkhead door
- **Visual References:** See Major Areas / Visual Themes section in Level Details
- **Sketches:**

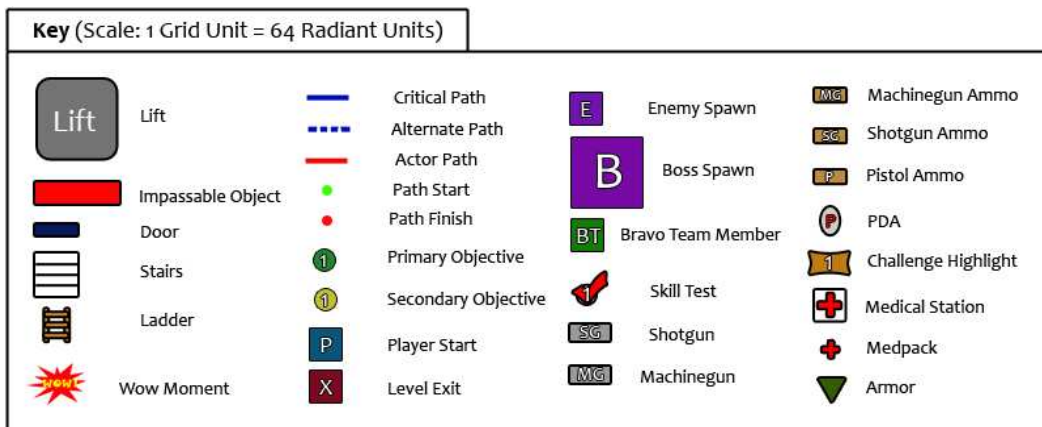
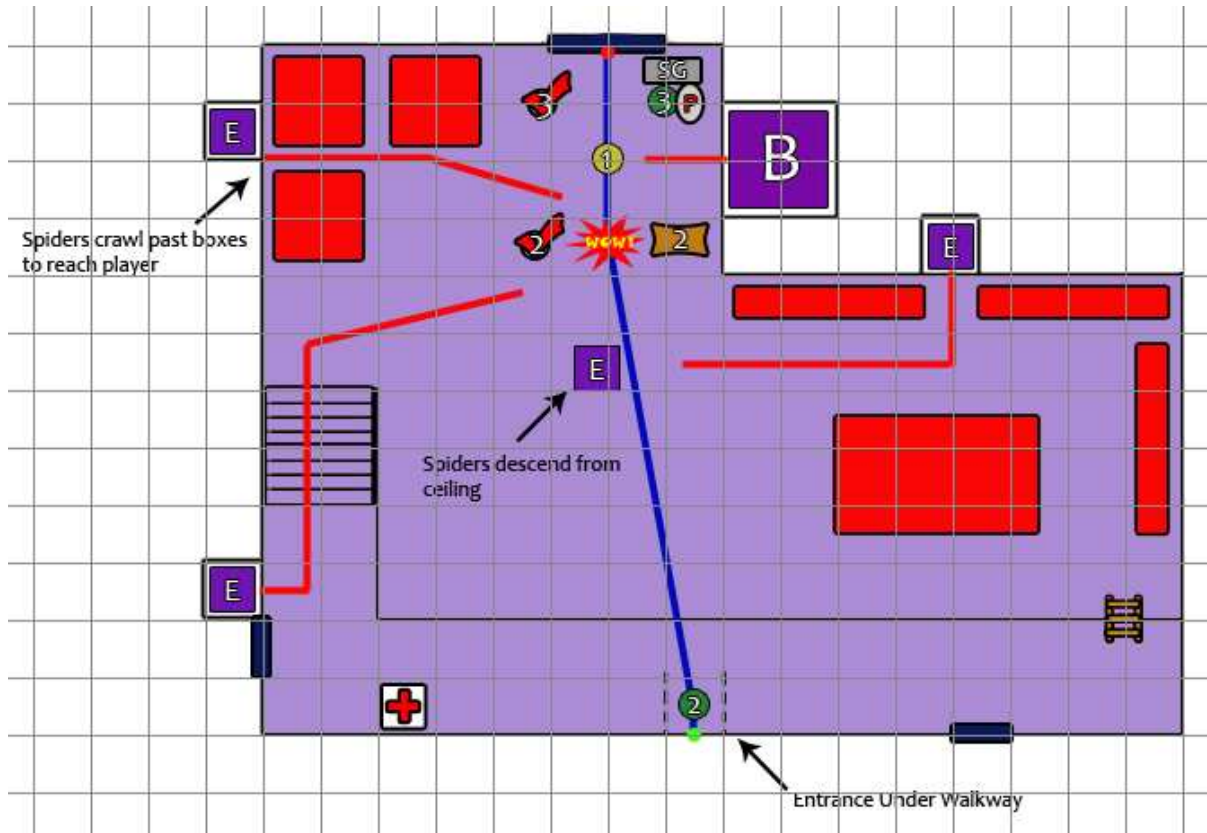


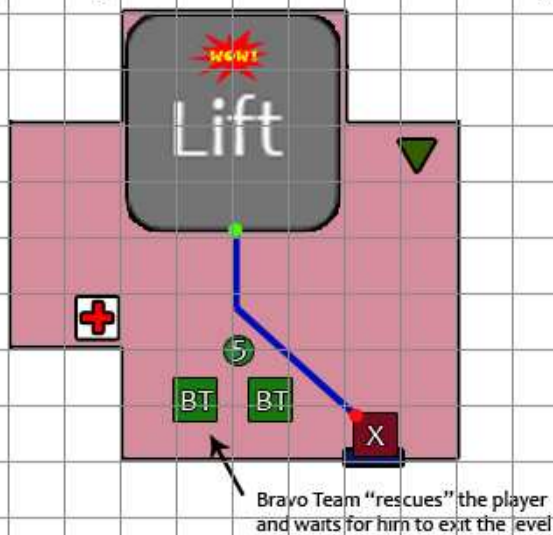
Figure 41: Detailed sketch of the Resource Storage area (see the Level Progression Chart for specific objectives, wow moments, skill tests, and challenge highlights)

Area 5: Maintenance Lift

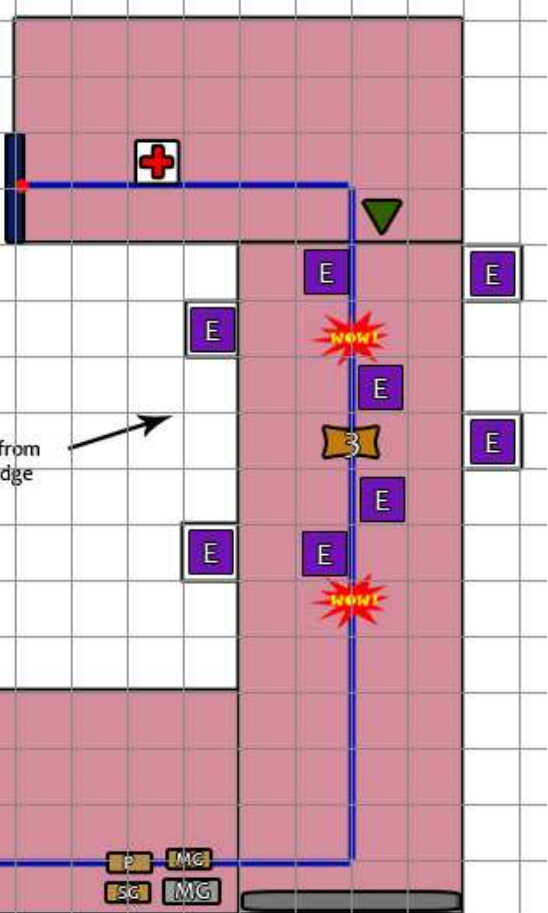
- **Gameplay:** The maintenance lift is the final stretch of the player’s journey. The player initially catches his breath in a small cooldown area that contains weapons and medical supplies. The player can then proceed to the lift and begin the long journey upward. The lift progresses slowly up the shaft, lulling the player into a false sense of security before a large spider horde descends upon him. The player must fight off wave after wave of the spiders as the maintenance lift makes its slow ascent to the top to the shaft.
- **Dialog:** The Bravo Team marines greet the player on his arrival
- **Visual References:** See Major Areas / Visual Themes section in Level Details
- **Sketches:**

Top Views

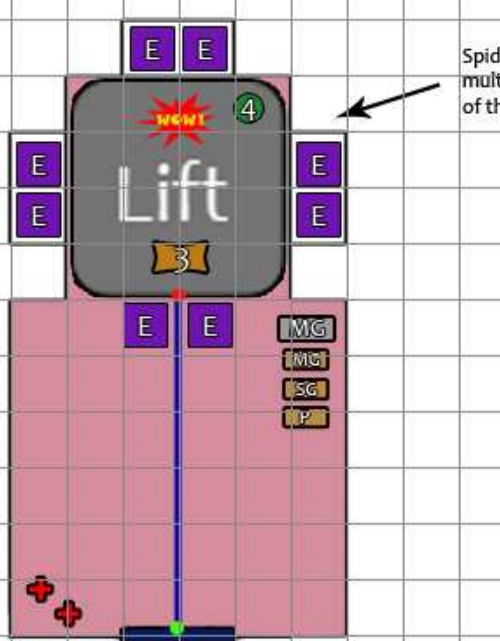
Top Level (768 Radiant Units Above Bottom)



Side View



Bottom Level



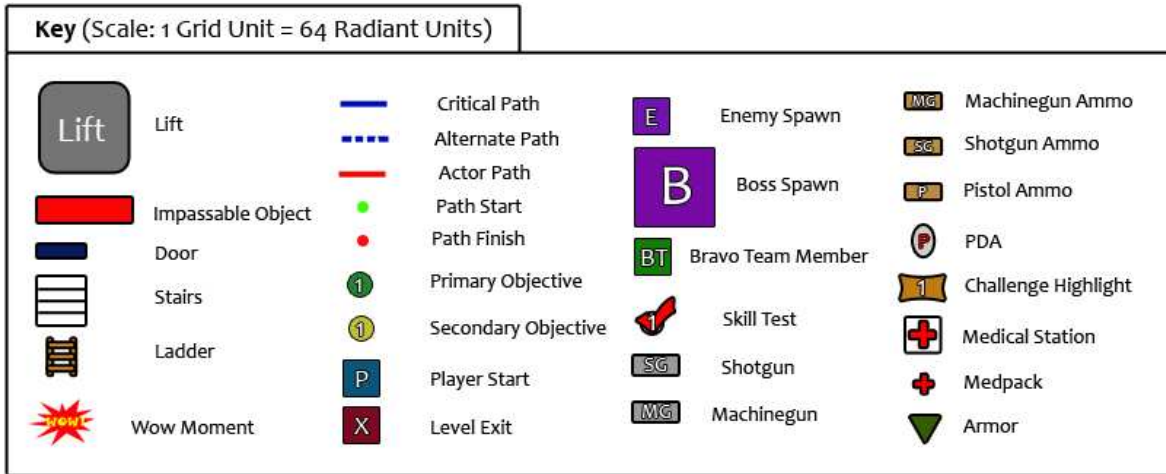


Figure 42: Detailed sketch of the Maintenance Lift areas (see the Level Progression Chart for specific objectives, wow moments, skill tests, and challenge highlights)