Level 3 – Factory Core

Narrative Context

- **Lead up**
    - The player takes the elevator down to the factory core floor. The gang has initiated a shutdown of the factory's main core reactor. The player must stop it before it melts down and destroys the entire city.
- Level Narrative
    - The player heads for the room housing the core reactor, to stop the meltdown. The player enters the room and stops the reactor before the melt down.
- **Transition/Closing**
    - The player stops the gang's sabotage of the main reactor, saving the city, and all its inhabitants. The player then enters the final elevator, taking it all the way back to the surface, to cash in on some well-earned RNR.

Experiential Context

- **Entry Behavior**
    - The Player knows the basic controller movements consistent with third person shooters.
    - The player knows the core mechanics and systems of the game.
- **Learned Behavior**
    - The player learns what the cooling rods are.
    - The player learns how to use the magnetic grapple to pull out the jammed cooling rods that are preventing the reactor from cooling down.

Gameplay Context

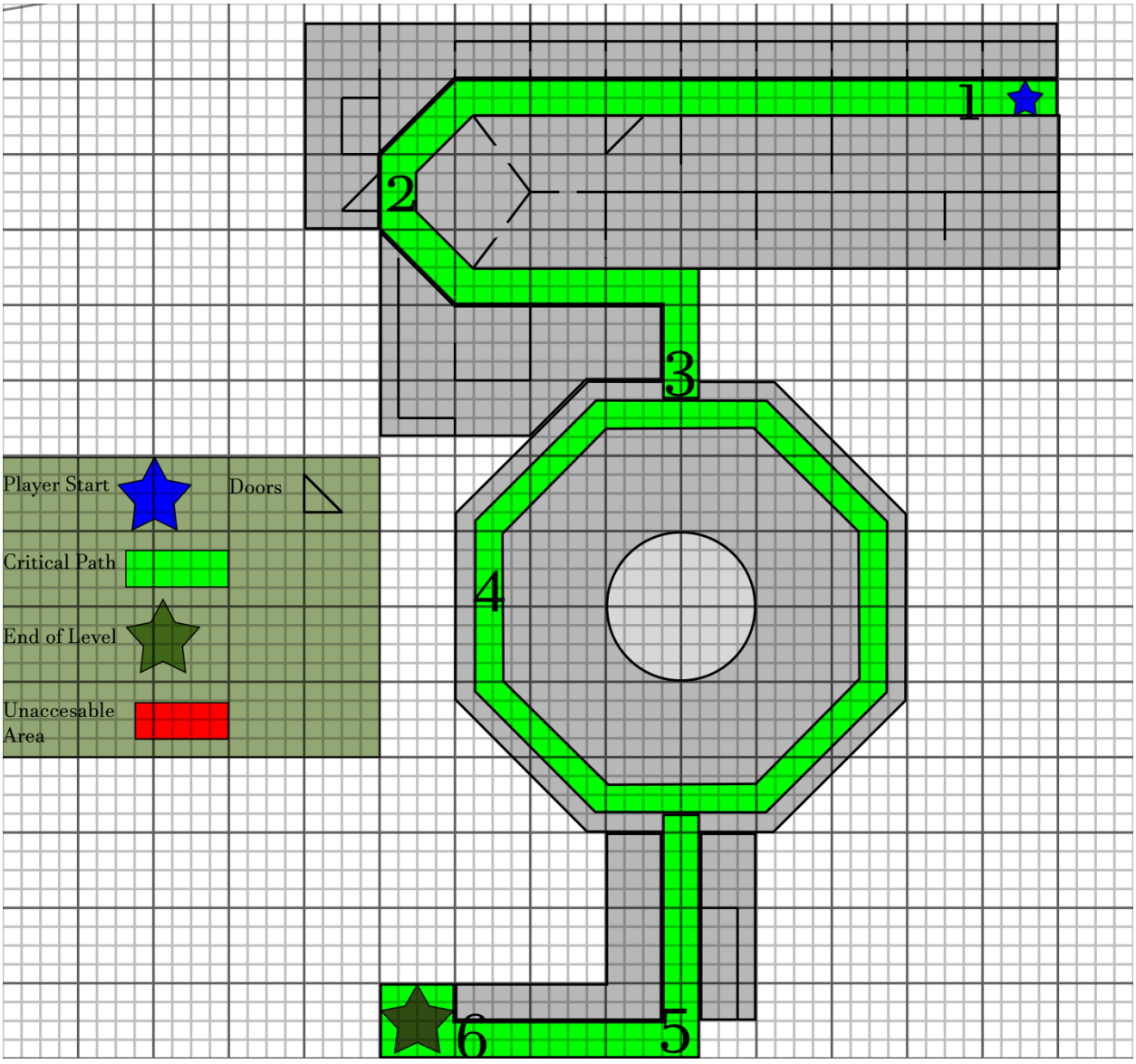
- **Entry Engagement**
    - Player exits the elevator from the weapons factory floor to the factory core floor.
- **Managing Hook**
- **Entry Behavior**

    - The player navigates their way through the factory core floor until they come enter the main reactor room. The player encounters a countdown timer, which informs them to restart the reactor before a preset time has expired. The player will utilize all the systems and mechanics provided in the game to navigate the space inside the reactor core. They use the magnetic grapple to pull out the cooling rods, and cancel the shutdown of the reactor.
- **Departure Engagement**
    - The player enters the elevator and takes it to the office level, ending the game.

Environmental Context

- **Visibility**
    - The visibility is a mix of narrow rooms and large, open, areas
- **Density**
    - The level is dense. The Core Reactor is populated with several platforms
- **Static**
    - The level is non-static. The level is filled with moving platforms
- **Lighting**
    - The lighting is bright with a blue overtone

Map


1
2
3
4
5
6
Player Start
Doors
Critical Path
End of Level
Unaccesable Area

Annotation

1. Player begins in elevator
2. Player moves down hallway
3. Player enters the reactor room
4. Player pulls out cooling rods
5. Player leaves reactor room
6. Player enters elevator