Level 2 – Weapons Factory

Narrative Context

- **Lead Up**
  - The player rides the elevator down towards the weapons factory floor. The gang is holding the main control room for the entire weapons factory. The player must retake the control room to retake control of the factory.
- **Level Narrative**
  - The gang is in control of the control room. The player moves across the factory, killing all who stand in their way. They reach the control room, kill all in it, and shut down the factory, ending the gang's plans.
- **Transition/Closing**
  - The player discovers that the gang has sabotaged the reactor to the entire facility, in one last act of defiance. The player heads towards the elevator to put an end to the situation.

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 how to use the movement systems to greater effect, with different combinations of basic movement, boosting, jet packing and dodging

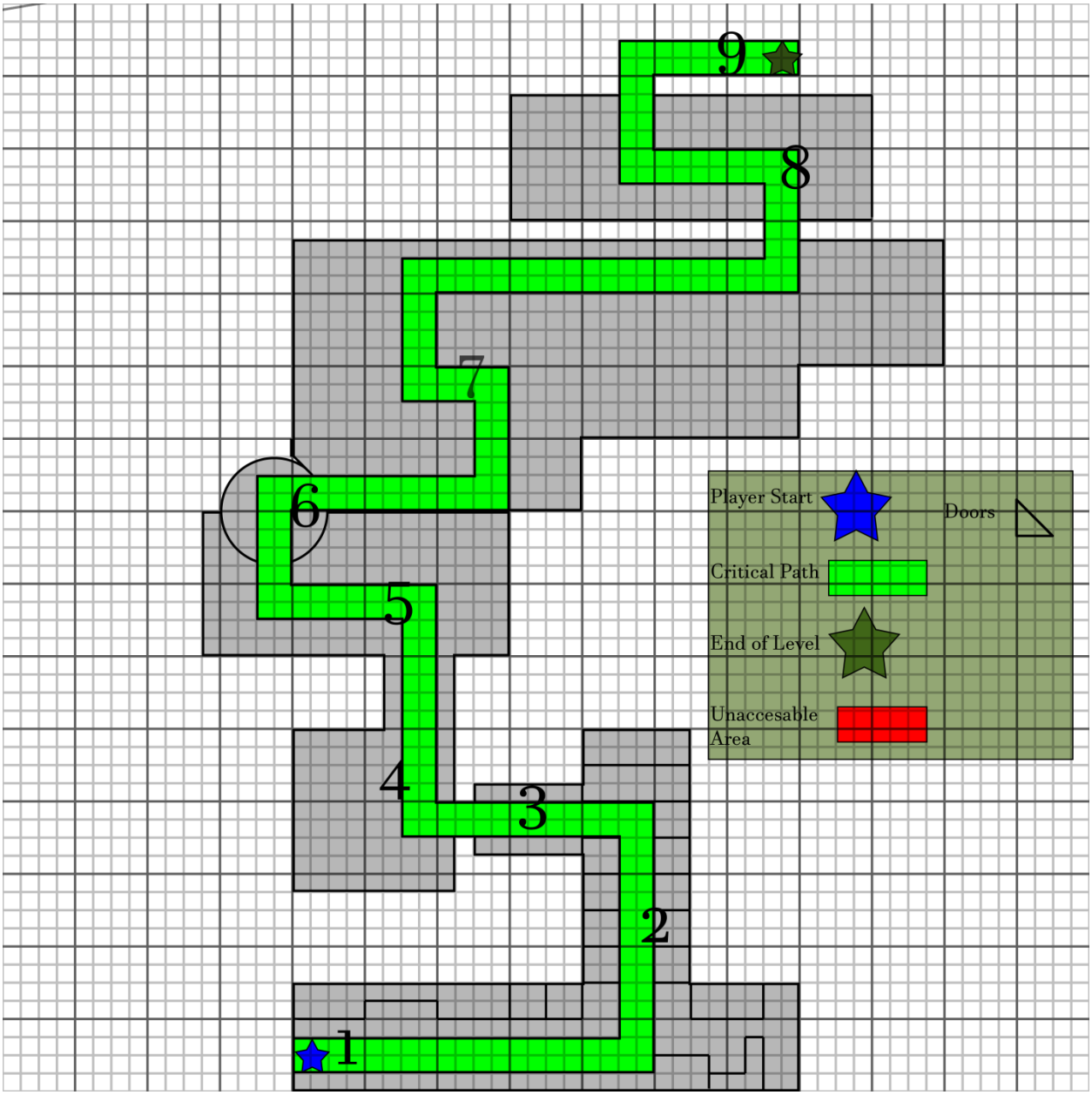
Gameplay Context

- **Entry Engagement**
  - The player exits the elevator that took them from the office floor to the weapons factory floor.
- **Managing Hook**
  - The player navigates through the level using advanced movement, while fighting their way toward the control room
- **Departure Engagement**
  - The player enters the elevator that takes them down to the reactor floor.

Environmental Context

- **Visibility**
    - The visibility is a mix of narrow rooms and large, open, areas
- **Density**
    - The level is highly dense. The Assembly line is filled with machinery, and the rooms have several areas packed into them
- **Static**
    - The level is non-static. The level is filled with moving platforms, assembly lines, and platforms
- **Lighting**
    - The lighting is bright with a blue overtone

Map


9
8
7
6
5
4
3
2
1
Player Start
Doors
Critical Path
End of Level
Unaccesable Area

Annotation

1. Player begins in elevator
2. Player moves to assembly line
3. Player moves to walkway
4. Player enters facility rooms
5. Player moves through facility room
6. Player walks down stairs
7. Player enters assembly line
8. Player enters control room
9. Player enters level