Level 1 – Corporate Offices

Narrative Context

- **Lead up**
    - The player is in the back of an Armored Personal Carrier, on route to the Steiger Consolidated Arms Factory. The Yellow Skull gang is in control of the factory, and the player's objective is clear, eliminate the terrorists and secure the building. The player's APC crashes through the front lobby of the building until it comes to a complete stop.
- **Level Narrative**
    - The player begins their mission of stopping the Yellow Skulls. The player pushes through the initial defensive perimeter that the gang has station in the lobby. The player clears the lobby and moves into the office building systematically eliminating all that are in their path. The player clears all enemies on his way to the elevator.
- **Transition/Closing**
    - The player clears the entire level of enemies and enters the elevator to ride down towards the weapons factory floor, to eliminate the remainder of the gang.

Experiential Context

- **Entry Behavior**
    - The Player knows the basic controller movements consistent with third person shooters
- **Learned Behavior**
    - Order of System and Mechanic introduction
    1. Player learns the HUD System for Health and Energy.
    2. Player learns movement mechanics, including Boosting, Jet Packing, and Dodging.
    3. Player learns Shooting mechanic, Degrading Weapons system, Weapon Drop system, via enemy encounter.
    4. Player learns the Duel Wielding System via enemy encounter.
    5. Player learns Melee Combat and Combo System via enemy encounter

6. Player learns Finisher System via enemy encounter
7. Player learns Fury System via enemy encounter
8. Player learns Magnetic Grapple System via interaction with environment

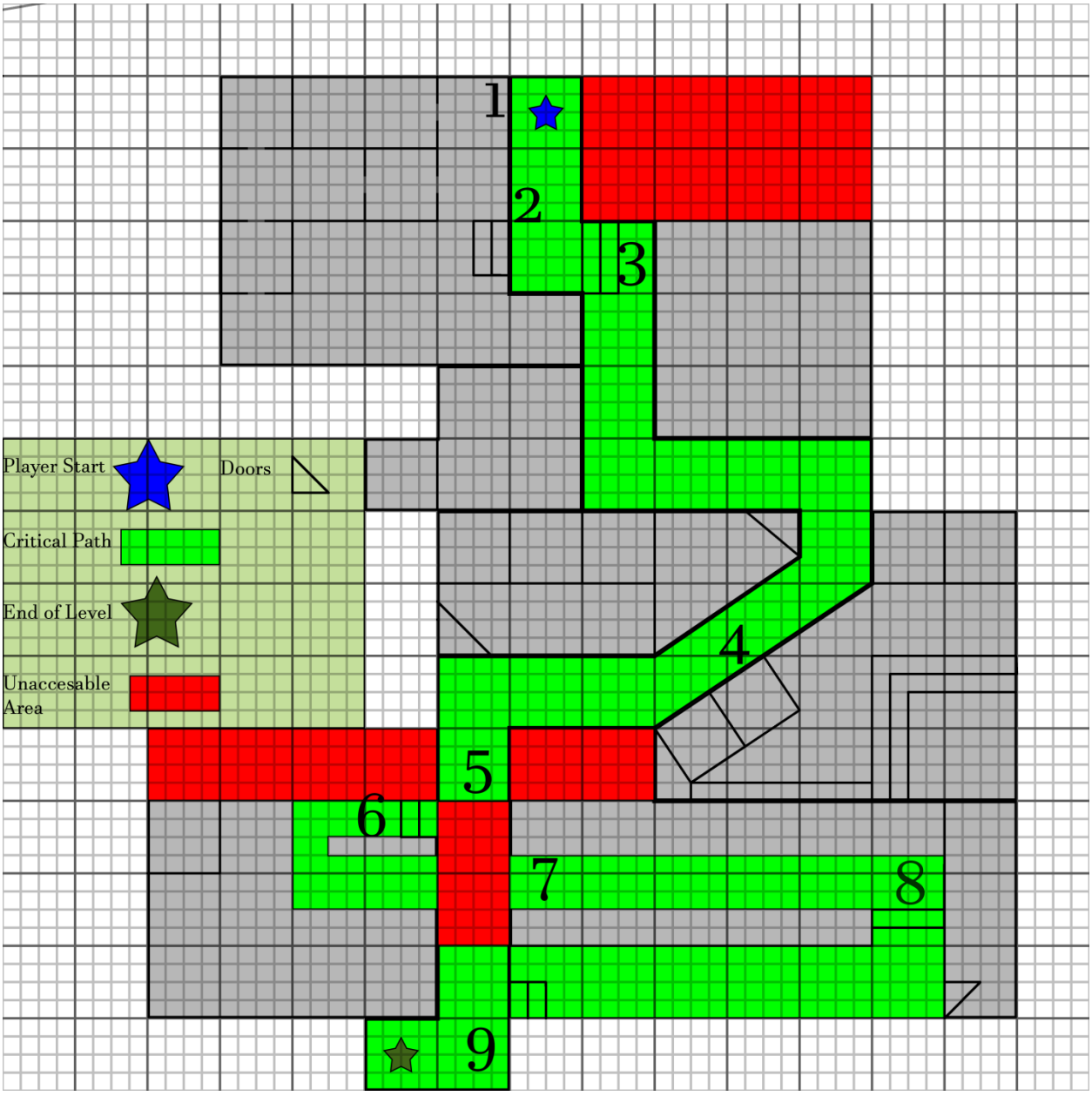
Gameplay Context

- **Entry Engagement**
    - Player climbs out of the back of the Armored Personal Carrier
- **Managing Hook**
    - The player fights through the lobby and office areas, working their way to the elevator and killing all enemies on the floor
- **Departure engagement**
    - The player enters the elevator to go down to the factory floor

Environmental Context

- **Visibility**
    - The level has narrow corridors and line of site
- **Density**
    - The level is populated densely with office space
- **Static**
    - The level is static
- **Lighting**
    - The lighting is bright with a blue overtone

Maps


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

Annotations

1. Player begins in Lobby area
2. Player moves towards the stairs
3. Player moves up the stairs
4. Player moves down the hallway
5. Player enters bridge room
6. Player moves down the stairs
7. Player moves under bridge
8. Player moves up the stairs
9. Player enters the Elevator