**GAME DESIGN DOCUMENT**



Metro 2033

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# Game Analysis

Metro 2033 is a linear shooter taking place in the Post-Apocalyptic Metro System of Moscow, 20 years after the devastating World War III. In-game, the player takes control of a man named Artyom who must make his way through the militant, mutated, and paranormal dangers of the dark metro, if he is to save his home station from a new mutant threat coming from the surface.

# Mission Statement

First and foremost a First-Person Shooter, along the journey the player must use a multitude of post-apocalyptic themed weaponry to kill a wide variety of enemies. Combat is mostly split between two forms, that of shootouts with human renegades belonging to the Moscow Metro's various militant factions - and that of gunplay with ferocious mutated creatures that hunt and close in on Artyom for tense moments of close-range combat. Weapons in this game mainly consist of makeshift and crude, yet effective weapons. Survival is the main theme of the game, and while danger is always around the corner, the scavenging and conservation of ammunition in and between moments of combat become vital.

The game is narratively driven, in that the player is always seeking to progress through the game's level to reach a new segment of the game's story. The game, however, features two endings that are based upon a hidden system of Moral Points, which subtly reward players for acting out altruistically or with curiosity - oftentimes without them even realizing it. In this way stealth, similarly, plays an important role in gameplay. Since Artyom is frequently outnumbered or, later, by himself, nearly all human-based levels feature alternate routes that can be used to sneak past enemies, and preserve not just ammunition, but enemy lives. If Artyom does not shed blood needlessly, the player is likely to be rewarded.

# Genre

Survival-horror  
First-person shooter

# Platforms

Xbox 360

PC

OS X

PlayStation 4

Xbox One

Linux

Switch

# Target Audience

Key target: 12-40 year old games. The game will be focused on casual gamers but with strong replayability, tactical depths and skill-based action to satisfy hardcore gamers.

# Storyline & Characters

This is where you present a story synopsis and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gameplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Artyom Alekseyevich Chyornyj | Ranger and the protagonist of the video games as well as the main character.  Silent protagonist  that is 24 years old. | Outside of the narrations, Artyom is nearly always silent and (in many ways) mysterious.  His behavior is chosen by the player. |  |
| Sviatoslav Konstantinovich Mel'nikov | Also known as Miller is a major character.  Miller is a veteran Stalker, a former GRU Special Forces Colonel before the war.  As well as a  commander of the post-apocalyptic Spartan Order and leader of the Rangers. | *“By fire and sword, we'll take back our world!”*  Uncompromising soldier, unwavering in his decisions,  and natural leader. |  |
| Hunter | An experienced Ranger and a key part of the story, he entrusts Artyom with a mission to save the entire Moscow Metro. His arrival sets into motion the storyline of the video game. | *"If it's hostile, you kill it."*  He strongly supports trying to counter the threats that could destroy the entire metro system. |  |
| Bourbon | A trader, drifter, survivor, criminal, and adventurer, all rolled into one man. He was a seasoned professional who had seen what the metro and surface have to offer, then lived to tell the tale. | *“Some people call these demons, I call them bitches.”*  Good-hearted, if shady, and with a clearly gritty past  Knows how to handle himself in a fight. |  |
| Khan Aitmatov | A wandering soldier, philosopher, and occasional associate of the Rangers.  He is also notable for believing that nothing in the world truly is evil: it is just its nature, and it is not man's place to judge | *“You reap what you sow, Artyom: force answers force, war breeds war, and death only brings death. To break this vicious circle one must do more than act without any thought or doubt.”*  Good-hearted and strong-willed. |  |
| Ulman | A skilled combatant that excels at stealth operations.  Ulman is a larger-than-life figure who meets every bad situation with a wry smile, some wit, and liberal use of profanity. Ulman's tendency to joke about any situation he is in belies his experience and status as a veteran. | *“Look at this, somebody left a skeleton here! How about we take it as a memento?”*  Witty wisecracker with a good-hearted humor and fearless bravery. |  |
| Pavel Zorin | A veteran Ranger.  Stalwart and reliable, Pavel was a fair fighter and a textbook example of the sort of ranger whom, if in a bad situation will always choose to go down swinging. | *“We'll try to get past the roadblocks quietly. Keep your cool, and they might not notice that we're... Heh... Standing in for the crew. If it all goes to hell, just do as I say.”*  Talkative and intelligent, though a bit more realistic and subdued. |  |
| Sasha | A young boy. | Quite talkative and very curious of his surroundings while not fully realizing the danger he is currently in. |  |
| Eugine | A citizen from Exhibition and a friend of Artyom. | *“Woo-hoo! Artyom, free at last. Well for as long as the ride takes us, anyway.”*  Friends with Artyom from childhood. |  |
| Boris | A seasoned caravanner from Exhibition. | *“So, are you ready to finally be somewhere else?”*  Expert caravan driver. |  |

# Gameplay

## Overview of Gameplay

First and foremost a First Person Shooter, along the journey the player must use a multitude of post-apocalyptic themed weaponry to kill a wide variety of enemies. Combat is mostly split between two forms, that of shootouts with human renegades belonging to the Moscow Metro's various militant factions - and that of gunplay with ferocious mutated creatures that hunt and close in on Artyom for tense moments of close-range combat. Weapons in this game mainly consist of makeshift and crude, yet effective weapons. Survival is the main theme of the game, and while danger is always around the corner, the scavenging and conservation of ammunition in and between moments of combat become vital. The game has several types of ammunition that mostly fall into two categories: the regular rounds, which are dirty bullets made in the metro, and military-grade rounds, which were manufactured before the war. These military-grade rounds not only unleash higher damage output but also serve as the game's currency for when Artyom is purchasing items in many of the game's safe stations. This requires the player to make smart decisions as to when, where, and how they use their ammo and also when to prepare their ammo.

Metro 2033 uses a very limited heads up display (HUD) element to keep to a more "realistic" and "immersive" experience. Rather than use a health bar, blood splatters on the screen indicate how much damage is being inflicted on Artyom, and his gas mask will fog up in radioactive zones, hinting Artyom as to how long until a new filter is required. In order to survive, the player must constantly be aware of the game's subtle indicators. Artyom must use a wrist watch to know how long he can use filters for, or when the player needs to check their heading, they must check a compass.

The game is narratively driven, in that at all times the player is seeking to progress through the game's level to reach a new segment of the game's story. The game, however, features two endings that are based upon a hidden system of Moral Points, which subtly reward players for acting out altruistically or with curiosity - oftentimes without them even realizing it. In this way stealth similarly, plays an important role in gameplay. Due to the fact that Artyom is frequently outnumbered or, later on, by himself, nearly all human-based levels feature alternate routes that can be used to sneak past enemies, and preserve not just ammunition, but enemy lives. If Artyom does not shed blood needlessly, the player is likely to be rewarded.

Singleplayer modes include:

**Easy**

The easiest game difficulty, as the name suggests. Ammo is plentiful, and magazines scavenged are often full. Both Artyom and his enemies take rather substantial levels of damage to kill, earning the difficulty a criticism for "bullet sponges". Enemies are less aware of player whereabouts. Armor purchased will be more effective.

**Normal**

Might pose a challenge to new FPS players and an adventure for experienced players. Ammo is found in large quantities and players won't run dry easily. Enemies do not usually pose a major threat and are fairly easy to kill.

**Hard**

A real challenge. Enemies are stronger than on medium or easy and can kill Artyom quickly. Ammo is scarce, but weapon damage is increased to compensate.

## Player Experience

The story opens with you, an orphaned Russian man born just days before the world was destroyed "in the wake of nuclear fire", are accompanied by a man named Miller on a journey to the near uninhabitable surface to destroy the dark ones. Miller, who is within a faction of soldiers known as the "Rangers", serves as an instructor to the player during the opening sequence. As they arrive on the surface the group links up with two rangers that are equipped with a re-purposed truck. Within minutes your group is ambushed by hundreds of "watchers" - large, rat-like mutants born of the atomic radiation, biological weaponry, and chemical disasters which befell the earth. Not long afterward, a swarm of large mutant bats known as "demons" attacks you. During the battle the car is destroyed, both unnamed rangers are killed, and you are seemingly killed by a dive-bombing demon.

The scene then abruptly shifts to a scene 8 days earlier in which you are awoken back in your home Metro station called Exhibition. In Exhibition, you and your adopted father Alex travel through the station's hospital where you learn of a battalion's fate after a battle with a mysterious new mutant species, the dark ones. Shortly afterward you meet up with Hunter, another of the rangers. Shortly after Hunter enters Exhibition though, it is attacked by a wave of mutants called nosalises. After successfully defending the Exhibition against small waves of these mutant creatures, Alex confesses his suspicions that the true threat to humanity's continued – and arduous - survival are the dark ones. Right before Hunter leaves to battle the dark ones on his own, he hands you his ranger token and orders you that, if he does not return, present the token to Miller in the far off station of Polis and inform him of the turn of events. It is this quest that guides you through most of his story, as Hunter indeed fails to return and is presumed dead. And thus, the journey begins.

After leaving Exhibition and arriving at the nearby station, Riga, you meet a drifter called Bourbon. Bourbon offers to give you his Kalash if you help him get through the tunnels towards Dry Station. After some dangerous trips through the Metro and on the surface, you and Bourbon reach Dry, where Bourbon is captured by bandits. While you attempt to rescue him, Bourbon is killed by the Bandit leader, and vice versa. Almost immediately, however Khan, a ranger associate appears and guides you from this point on.

Khan guides you through some of the more dangerous levels of the Metro inhabited by anomalies, alien and dangerous phenomena, and exceedingly dangerous ghosts, those who have died in the past but cannot pass over... After getting through the tunnels, Khan instructs you to go to the Armory alone, where you will meet Khan's friend Andrew.

Upon reaching the Armory, you are captured by Communist soldiers but escape with the assistance of an unnamed man. As you are running for your life, you fall off a bridge and is grabbed and pulled into a hut by Andrew. Andrew then smuggles you out of the Armory, and onto the front line of the Nazis and Communists.

You must fight your way through the front lines, through both Nazi and Communist soldiers; after fighting your way through though, you are captured by the Nazis. The Nazis prepare to execute you, but before they can, Ulman and Pavel, both being rangers, appear, and kill the Nazis. You present Hunter's token and Ulman tells Pavel to take you to Polis and to meet up with him later.

Pavel and you steal an armored railcar and attempt to pass through the Nazi patrols, presenting yourselves as Nazis. You are discovered and are chased down the Metro tunnels by more armoured rail cars, and even a Panzer. After successfully making it through the Nazi barrier, the two of you jump into another smaller trolley, and proceed to the depot. Upon reaching the depot, the car is attacked by hordes of nosalis. Pavel is killed, and you barely make it out alive. Alone, you reaches Hole Station, whose defenders recruit you to help fight a failing battle against mutants and meet a young boy whose uncle was killed by a nosalis. You carry the boy on your shoulders towards the surface, where he is reunited with the survivors of the settlement. From here you travel to the surface yet again, and into a Nazi stronghold, Black Station. You fight your way through the surface outpost and Black Station, eventually meeting up again with Ulman. The two of you then proceed to the nearby Polis.

Upon reaching Polis, you present the token to Miller, and (presumably, as you never converse during the game) educate him on the fate of Hunter and the rise of the dark ones. Miller brings you to present your case to the Polis Council in an effort to obtain their support for a mission. However, the Council dismisses the threat because of the lack of resources and men that are needed for the eventual war against Nazis, and because they assume you to be a superstitious commoner from some remote station. This now leaving you back at the proverbial square one. Hope is renewed when Miller pledges his assistance to stop the dark ones and save the Exhibition, along with the rest of the Metro. He proposes that a mostly intact launch facility, codenamed 'D6' can be used to eradicate the dark ones with the same fire that gave birth to their kind. The location to D6 was lost with the nuclear war, so the team must set out to the Library, a massive archive where the D6 documents are hidden.

Miller, you, and Danila (another ranger) set out to the Library. On the way, Danila is injured by a demon and must be taken back to Polis, Miller leaves you on your own to find the documents leading to D6. As you move through The library, you encounter horrendous ape-like mutants called "librarians"- quasi-intelligent and extremely powerful mutants that may have once been humans. Using a technique that Miller taught him, you are able to stare down some librarians (and possibly shoot others) and are able to find the D6 documents.

When you leave the library, Miller and Ulman show up in an armoured car and take you to Sparta, the first above-ground ranger base. You see Khan again for a moment, where you are warned about the path you are taking, and meet a small number of the rangers: Boris, Vladimir, and Stepan.

On the way to D6, you suffer a strange vision of a ranger, and then a dark one in a doorway made of metal bars that walks backward, seemingly towards the sun, while proclaiming a message of peace. Not the first of which but the most vivid vision you see. After the vision, the results of which are ambiguous and varied on your choice to follow or run away, a small horde of nosalises attack the rangers. After the short incursion and the rangers escape from an Anomaly to resume the journey to D6, during which, Boris and Stepan are killed. After reaching D6, the remaining rangers and you start searching for the missile command cenere. After finding it, you realize they need to activate the reactor to gain sufficient power to launch the missiles. Miller and you proceed to the basement where the reactor is. Here you meet the "biomass", a giant, hideous mutant that has attached itself to the reactor. You have to manually pull the fuel rods from the reactor using a crane, after doing so, Miller and you leave the injured biomass, agreeing they will return later to finish it off. Together you and Miller take the missile guidance system to the surface and prepare the launch of the missiles.

At this point a small jump forward takes place, bringing you back to the ending sequence of the prologue, now with the story up to it now in detail. Miller saves you from a demon and, from this point on, you fight your way through the hordes of watchers, towards Ostankino Tower. Reaching the tower you start to climb. At the top Miller is injured by a demon and leaves you to ascend the rest of the way. Alone, once again - or so you think, you reach the top of the tower and install the guidance system to burn the dark ones off the face of the earth. It is then that the dark ones attempt to stop you.

The last level of the game, Ethereal, takes place in a strange landscape, deep within your subconscious. You must evade the projections of several dark ones and make it to the end of a maze and a long stretch of void. In the end, you have a vision of Hunter, who tosses you a revolver and repeats the ranger's Codex: "If it's hostile, you kill it." You turn around and fire the revolver at an incoming Dark One who pleads for you to stop. As the dark ones fall to the floor you awaken.

From this point on, one of two endings will be portrayed, depending on the moral choices made during the game. The canonical ending is for you to let the dark ones be destroyed by the missiles, thinking wistfully about humanity's role in the world and the meaning behind the dark ones' visions.

If enough good moral points have been accumulated, however, there is a choice in the matter, to just sit back and watch the show, or destroy the missile beacon. If you destroy the missile beacon, the dying Dark One at his feet (the one you shot earlier in your vision) mutters "..we want peace.." and the ending cinematic is played. This secondary ending has the guidance system falling off the tower, smashing to the ground, and you realizing that the dark ones wanted only to reach out to humanity and make peaceful communications.

## Gameplay Guidelines

Parents need to know that Metro 2033 is rated "M" ("Mature") primarily because of the violence and blood, not to mention the many scary moments in the game. This survival horror game that has first person shooter mechanics has many creepy environments and the creatures who jump out at you can be very frightening. Players will also see red blood spurts and shooting-based violence.  But the violence and blood (but no gore) fits the story and premise.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

The human and mutant enemies can be killed with a variety of firearms. The game features traditional guns like a revolver, assault rifles and shotguns, as well as more inventive weapons like a pneumatic crossbow.[5] In firefights, human enemies take cover and flank the player, while mutant enemies stay in the open and try to bite them. Alternatively, the player can employ stealth to evade their enemies or kill them silently. This can be achieved by using a throwing knife to kill an enemy from afar, or shoot an enemy with a suppressed weapon. The player can recover health by waiting for it to regenerate, or by using a med-kit to heal themselves immediately. The game features a minimalistic heads-up display (HUD). Gameplay information is presented to the player via audio and visual cues. For instance, players must inspect their weapons to see if they are about to run out of ammunition and therefore have to reload.

Since the game has a large survival horror focus, the player often has little ammunition, and must scavenge for supplies from caches or dead bodies. An essential supply is pre-war 5.45×39mm ammunition (referred to in the game as "military grade ammunition"), which is also the main currency in the tunnels. This ammunition can be traded for weapons and upgrades, or used directly as stronger bullets than other scavenged ammunition. As most of the tunnels feature little to no light, the player can use a flashlight to explore dark areas. However, the flashlight needs to be charged with a battery charger in order to stay effective. The player must also use a gas mask to explore areas affected by radiation, both underground and on the surface. The gas mask can be damaged in combat, which forces the player to find a replacement. The player's survival also depends on constantly replacing their air filter, which they can monitor by inspecting Arytom's wristwatch.

Throughout the game, there are certain moral choices that can be made. If the player is compassionate to the people living in the tunnels, such as giving the homeless some military grade ammunition, they may be able to watch a different cutscene at the end of the game. These moral choices are never explicitly mentioned, and it is possible to play through the game without knowing of their presence.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

The game has 7 chapters and prologue. Each chapter has at least two levels in it

The chapters and levels are:

**Prologue**

*Prologue*

*Hunter*

**Chapter 1 “Let the Journey Begin”**

*Exhibition*

*Chase*

**Chapter 2 “Bourbon”**

*Riga*

*Lost* Tunnels

*Bridge*

*Lost* Catacombs

*Market*

*Dead* City 1

*Dead* City 2

**Chapter 3 “Khan”**

*Dry*

*Ghosts*

*Anomaly*

*Cursed*

*Armory*

**Chapter 4 “War”**

*Front* *Line*

*Trolley* *Combat*

*Depot*

*Defense*

*Child*

*Outpost*

*Black* Station

**Chapter 5 “Hope”**

*Polis*

*Alley*

*Library*

*Depository*

*Archives*

*Driving to Sparta*

**Chapter 7 “D6”**

*Dark* *Star*

*Dungeon*

*Caves*

*D6*

*Biomass*

*Separation*

**Chapter 7 “Tower”**

*Tower*

*Top*

*Ethereal*

*Endings*

|  |  |
| --- | --- |
| **Levels** |  |
| Artyom’s travel through the game. |  |
| Prologue | Prologue is a short stage which serves as both a tutorial and a primer for the game. It's the first level of the Metro 2033 story, taking place after Artyom and Miller leave D6 to head towards the surface with the missile guidance system. he level begins with Artyom and Miller making their way to the surface.  After three watchers ambush Miller and Artyom, they continue up to the surface and meet up with the other Rangers sent to meet them. The squad is attacked by a huge horde of watchers and is faced with defending themselves for several minutes. Regardless of his health, Artyom is knocked down as all of the Rangers, excluding Miller and Artyom, are killed.  As Artyom is about to be attacked by a demon, the level ends, and the player is forced to begin the game at the start of the plot, eight days prior to these events. |
| Hunter | The level takes place at Exhibition which depicts the events of the beginning of Artyom's crucial mission. This level gives the player an opportunity to look at different parts of Artyom's home station and to listen in on some conversations of the metro inhabitants that can give the player a better insight of the game. The player will be able to acquire a standard revolver as they need to defend the station from a mutant attack.This level is the start of Artyom's journey as he is given the task by Hunter that if he does not return, Artyom will need to travel to Polis and report to Miller and the Council about the current situation at Exhibition, and the threat that closes in on them. |
| Exhibition | Exhibition is a friendly level and takes place during Artyom's final moments at his home station In this level, Artyom is readying for his caravan trip to Riga station, but needs to collect his equipment and make his way through the station to the southern platform. After Riga, he will travel to Polis to inform a man named Miller about Hunter's mission against the Dark Ones. Before he leaves, he talks to several of the station's residents and his step-father, Alex. The level involves no fighting or hostilities whatsoever and provides some backstory to the plot of the game and the importance of Artyom's mission. |
| Chase | Chase is the second level in Chapter 1 and is a fairly short action/horror level. During the level, Artyom encounters an anomaly, a ghost, and a Dark One for the first time. |
| Riga | Riga is the second closest Metro station to Exhibition after Alexeyevskaya and the first one Artyom travels to. Riga is on security lockdown when the player first gets there due to a recent Anomaly and bandits in the tunnels nearby. |
| Lost tunnels | LostTunnel is a short/medium length action level that starts after Artyom meets Bourbon and leaves Riga with him. This is the first level featuring lurkers (not including the one in "Chase") as well as human enemies - the bandits. |
| Bridge | Bridgeis a short level in which Bourbon guides Artyom across a decaying rail bridge. |
| Lost Catacombs | The LostCatacombs is a short level in which Artyom and Bourbon escape the nosalises trailing after them from the bridge. |
| Market | Market is a short level in which Bourbon and Artyom must buy their way through Market station, and leave through the surface in one piece. |
| Dead City 1 | The level DeadCity1, is a long level which starts right after Artyom leaves the Market station with Bourbon. This is the first mission, chronologically, where Artyom is travelling across the surface. The level finishes just after the second dark one is spotted. |
| Dead City 2 | DeadCity2 is a short continuation of Dead City 1. At about a third through the level, Artyom is reunited with Bourbon and together they proceed to Dry Station. |
| Dry | Dry is the first level where Artyom encounters Khan, it's also the level where Bourbon is killed. |
| Ghosts | Ghosts is the first level in which you are accompanied by Khan, who takes you through the haunted tunnels of the metro system. |
| Anomaly | Anomaly is a short level which acts as the third part of Chapter 3. It's in this level that the player is formally introduced to the second kind of common supernatural phenomenon found in the Metro. |
| Cursed | Cursedis a short but complex level which involves action, creepy, and friendly elements. In this level, Artyom and Khan must help a station that has recently fallen victim to an unrelenting mutant campaign. |
| Armory | Armory is a short action and resupply level, in which Artyom meets Andrew the Blacksmith and first encounters the Red Line. |
| Front Line | Frontlineis a level that takes place within the "War" chapter of the game. Here, Artyom must fight or sneak his way through the frontline between the Nazis and the Communists. |
| Trolley Combat | TrolleyCombat is the first level after Artyom encounters Pavel and Ulman. The two rangers save Artyom from being executed by two Nazis. Ulman silently kills the two Nazis with his knife. The level itself is a shootout between the Nazi checkpoint guards and Artyom. |
| Depot | Depot starts when Artyom and Pavel stumble upon a Nazi station said to be abandoned. Artyom and Pavel must fight their way to Depot, an abandoned train depot in which nosalises are living in large groups in the trains. |
| Defense | Defense is a level that takes place after "Depot". It involves a last stand with the surviving members of the Children of the Underground who are trying to defend Hole Station during the Hole Station Massacre, and Artyom's journey through the remains of the station. |
| Child | Child is a short length level, in which Artyom comes across Sasha, a young boy whose uncle was taking him to meet up with the survivors of Hole Station. |
| Outpost | Outpost is the only level where human enemies exist on the surface. Artyom has to fight his way through a pack of Nazi soldiers who have created an outpost on the surface. |
| Black Station | BlackStation is a medium length stealth or combat level where Artyom has to make his way through the Nazi controlled Black Station to rendezvous with Ulman, with whom Artyom rides to Polis. Black Station is one of the more difficult human-enemy based levels as there are many Nazis, and the smallest bit of noise can reveal Artyom's position. There are two possible ways through the station, around through the generator room or through the main platform. The latter is not advised as there are many Nazis there. |
| Polis | Polis is the largest and most organized settlement in the Metro system.  It is guarded around the clock by Rangers, as well as the city Militia. The overarching power of Polis is the Polis Council. Artyom makes his way to Polis to try to convince the Council to send Rangers and soldiers to help save his home settlement, Exhibition. |
| Alley | Alley is a short level that bridges the events that take place in Polis and the Library. Alley takes place on the surface and the only enemies are watchers, demons, or the occasional falling debris. |
| Library | The level Library is an action based level, taking place within the Moscow State Library. After fighting through the alley behind the library, Artyom meets Miller and Danila outside the library's front doors. Inside the library is the information needed to get to D6. |
| Depository | Depository is a fairly short but difficult level that takes place in the Moscow Library. |
| Archives | Archives is a mission set in the depths of the library. |
| Driving to Sparta | DrivingtoSparta is a friendly level that has no enemies. |
| Dark Star | DarkStar is a level in *Metro 2033* that starts the journey to D6. |
| Dungeon | Dungeon is the underground pathway into D6, and is infested with nosalises. Artyom, and the team of Rangers, fight their way through this facility towards D6. Although this area is like a "Dungeon" as its name implies, Ulman keeps the comic relief with his humor throughout the journey. |
| Caves | Caves is the transition level between Dungeon and D6. It takes place when Artyom becomes separated from the group of rangers and needs to find an alternate route into D6. |
| D6 | D6 is a long action level in the later part of the video game *Metro 2033*, where Artyom and the Rangers find their goal, along with finally having a chance to strike back against the dark ones. |
| Biomass | Biomass is a level set in the chapter "D6" in the game. In this level, the player encounters the Biomass, a large creature fused onto the reactor. This level takes place deep in the reactor levels of D6. |
| Separation | Separation takes place after Miller and Artyom fight the biomass in D6's reactor. It is the last time the player will see Ulman as he is ordered by Miller to stay behind and protect Vladimir in the control room. |
| Tower | Tower is the level at the start of Chapter 7. It takes place on the surface outside Korolev Performance Hall and immediately follows the events of the Prologue, where Miller, Artyom, and the other Rangers are swarmed by a large horde of watchers, along with a pack of demons, coming from Ostankino Tower. |
| Top | Top is the second to last level in Metro 2033. The level is fairly short and virtually void of enemies (only a few demons), with quick-time events filling in as the hazard. |
| Ethereal | Ethereal is the final level of the Metro 2033 video game. |
| Endings | There are two Endings for Metro 2033, two endings for Metro Last Light, and two endings for Metro Exodus, both based on the moral choices that the player makes throughout the game. For Metro 2033, there is an "Enlightened" ending, where Artyom makes a decision of saving or destroying the Dark Ones, and a "Ranger" ending, where Artyom simply destroys them by the orders of Hunter. In Metro: Last Light, there is the "C'est La Vie" ending, in which Artyom and the Rangers sacrifice themselves and D6 to save the metro, and a "Redemption" ending, in which the baby Dark One brings the surviving Dark Ones to help save Artyom and the Rangers and turn the tide of the battle. In Metro Exodus, there is the "Your Destination" ending, where Artyom lives and becomes the new leader of both the Order and a new community at Lake Baikal, and the "Eternal Voyage" ending, where Artyom dies of radiation poisoning. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| W | Walk forwards |
| A | Walk left |
| S | Walk backwards |
| D | Walk right |
| ESCAPE | Menu / leave menu |
| TAB | See inventory / change throwables |
| Q | Heal |
| Z | Crouch toggle |
| Control | Crouch while holding |
| C | Alternative attack (throwable) |
| Shift | Sprint while holding |
| T | Swap filter |
| 1 | First weapon |
| 2 | Second weapon |
| 3 | Third weapon |
| Mouse Button (0) – Left click | Shooting |
| Mouse Button (1) – Right click | Zoom |
| E | Use / interact |
| G | Gas mask / Wipe gas mask (holding) |
| M | Lighter and map |
| N | Nightvision |
| F | Flashlight |
| Space | Jump |

# Game Aesthetics & User Interface

|  |
| --- |
| **1. Inventory.**    These rectangles represent inventory weapons. The item in detail is the weapon selected. Scrolling through this menu will select new weapons. If the player has selected the quick weapon switch option they do not have to click to change weapons. In Ranger difficulties this does not show up unless Artyom's journal is selected; on these difficulties, although weapon switching is still possible, it is significantly harder unless quick switching is used. |
| **2. Ammunition**  The box situated in bottom right corner of the screen tells how many bullets are left in the magazine, clip, or case. It is always a good idea to keep an eye on this to see when it might be time to change weapons, or reload. This feature is removed by Ranger difficulties, though reloading is obviously still mandatory. |
| **3. Side Inventory**  Shows the armor-set equipped onto Artyom, number of Medkits in the player's possession, and the number of filters. This box is more-or-less removed by Ranger difficulties, but it's contents can still be acquired. |
| **4. Crosshair / Targeting Reticule**  The crosshair indicates what the player is aiming for and where their shots will go. The crosshair is, by default, yellow, but will turn red if it falls upon an enemy. Whenever the crosshair changes in size it does so to reflect the current accuracy of the weapon, thus showing when guns are not likely to hit their target (for a good example of this, fire the Bastard in a long burst). Weapons with lower accuracy or higher spray will have a larger crosshair be default. Also note that when dynamite is thrown at Artyom a directional arrow in this area will point to where it is. The crosshair is removed by Ranger difficulties. |
| **5. Side Area**  In the area of 5, ammo will be shown on some occasions. This is often unused, and can only be accessed when the Lighter is equipped on Ranger difficulties. |
| **6. Screen Sides**  The screen sides are a general indicator of danger status. When they are vibrantly pulsing red it means the player has taken heavy damage. Likewise if the screen edge is only pulsing red slightly it means only moderate damage has been taken. Note that as heath regenerates, the pulsing and redness will fade. When equipped with a gas mask these areas will become fogged over with condensation, this is a sign of when the filter needs to be changed. |
| **7. Artyom's Watch**    Artyom's Watch acts as another sub-HUD which can tell much information, it can be accessed on its own. The LED lights on it identifies the intensity of the light Artyom is in and is a useful stealth tool. Green means the player is in a very dark location and enemies won't spot you easily unless you're extremely close to them. Yellow means caution should be taken, and red means Artyom is highly visible. If the light is off, Artyom is completely undetected. The colored sections on the actual watch identify how much time is left on Artyom's filter and how long before the next auto-switch. Also note the Universal Charger. |
| **8. The Weapon**    Unless on Ranger difficulties this is rarely used as it isn't technically part of the HUD, though some general information can be learned by just looking at the weapon and observing it. Mainly the amount of ammo left, voltage, or air pressure (Tihar, Helsing). |

# Schedule & Tasks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design | |  |  | | --- | --- | |  | Viacheslav Aristov | |  |  |  |
| Storyline | |  |  | | --- | --- | |  | Dmitry Glukhovsky, Andrew Prokhorov, Vyacheslav Aristov | |  |  |  |
| Level Mechanics | |  |  | | --- | --- | |  | Vladimir Kalashnik, Alexander Kublitskiy, Sergei Sychev, Sergey Volchanov, Valeriya Kravtsova, Andrei Platonov | |  |  |  |
| Art | |  |  | | --- | --- | |  | Andrey Tkachenko | |  |  |  |
| Special FX | |  |  | | --- | --- | |  | Maxim Ganenko, Alexander Yakubovskiy,  Andrey Gorishniy | |  |  |  |
| UI | |  |  | | --- | --- | |  | Dmitry Dyakov, Alexander Voloshko, Sergei Dolzhenko, Alexander Kovalchuk | |  |  |  |
| Engineering | |  |  | | --- | --- | |  | Oles Shishkovtsov, Alexander Maksimchuk,  Alexei Buinitskiy | |  |  |  |
| Production Pipeline | |  |  | | --- | --- | |  | Sergei Krysanov,  Yuriy Saschuk, Dmitry Gamayunov, Dmitry Kononchuk, Vladimir Tundok, Konstantin Slipchenko | |  |  |  |
| Prototypes | |  |  | | --- | --- | |  | Alexei Kudinenko, Roman Chumak, Alexander Mirokhin | |  |  |  |
| Audio | |  |  | | --- | --- | |  | Dmitry Kuzmenko (Kaos) | |  |  |  |
| Sound Design | |  |  | | --- | --- | |  | Alexey Omelchuk | |  |  |  |
| Milestone: Game Play Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans | 16.3.2010. |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |