

As the player is not playing as gordon, they will not have access to the gravity gun. This means the main mechanic of the game will center around gunplay, similar to most american fps's. Hallways naturally help to fulfill Freytag's pyramid by having obvious pathways with which the player can rest on.

Notable sequence of events:

- The Whole level is pretty linear, however, the beginning is more obviously so while the player is still towards the top of the hotel. The player's main goal in this section will be to ascend the building.
 - The first center pillar battle will be the players first battle in a larger area where they will actually need to use their environment and cover to survive.
 - This will be a section with a glass floor, that shows a pretty clear view of lower floors of the building
 - Players will enter a room with a window, which will give them an aerial view of the rebellion across City 17.
 - As players enter the room, a helicopter will fly past the window, which is a warning to the next section where the player will encounter a helicopter on the roof.
 - An explosion will happen in the hallway as the player is walking through it, opening a direct path to the roof by creating a staircase of debris.
- Players will have a direct confrontation with a helicopter on the roof, and will need to use a rocket cache in order to take it down
 - Taking down the helicopter will cause it to explode and crash across the roof, opening up a pathway to the parking garage
- Players will descend the parking garage, encountering enemy combine attempting to get into the building by ascending the parking garage.
 - More debris and destruction will become evident as the player approaches the ground floor.
 - This sequence will end after maybe 3-5 iterations around the garage.
- Players will enter another relatively constrained section of the building
 - The washing room will be a battle where much of the players vision is obscured, leading to some enemy ambushes
 - The next central pillar battle will be a reference to the previous one and will help to solidify the players idea of their positioning within the building.
 - The bar fight will be a really fun fight that values destruction above all else
 - Bottles getting destroyed in a shootout simply sounds really satisfying
- The player makes it to a working elevator which will bring them to the ground floor, which has been much more heavily fortified by the combine at this point.
 - They need to navigate through the pool room, which will have enemies ambush them by crashing through the roof.
 - The Central lobby is a room that the player will need to fight through two different times from different sides of the room.
 - This is really the only arena that plays around with a sense of verticality on the map, something not really seen in most hotels. The first time through the player has the low ground and is an underdog in a fortified room. The second time through they have the high ground and need to take out enemies to rush to the exit.

- Having made it past the main rear defense, the player will actually be sneaking up on enemies towards the entrance, giving them an advantage after a tough battle
- The outside section is the finale of the level, and really tests the players use of cover in a wide area.
 - I'll likely try to make this area seem more dangerous than it actually is by having a lot of weaker enemies.