Insertion Intro sequenece

Main topic   
  
Clues, Crash landing

What I need to do  
  
Animation sequences

Level sequence

Audio

Terrain  
Voice act  
Music?  
SFX?  
Camera motion  
Dropship model

Destroyed dropship

Dropship parts

Dropship interior

Character corpses

Injured pilot

Boxes or stuff that can be found on a crashlanding  
Rocks?  
natural props?  
Small walking section to introduce story and plot

Some jumping areas for platforming to keep gameplay entertaining

Maybe a small bridge puzzle segment

No collectables here because there is no combat

Sequence (Gameplay)

Player awakens inside of a crashed dropship or outside of it

If inside then a small QTE must be done to exit the ship’s troop bay, could be something with button interactions to teach the player how to aim

Player exits the from the ship if he was inside and it’s introduced to the situation  
  
Small blocked area that the player cant progress unless it’s destroyed (This is to prevent the player from advancing until he talks to the pilot)  
  
this area is more of a circle surrounded by tall walls (These walls are more like an ice cannon)  
Behind the crashed ship there is a drop that falls into the fog or something like that

Player talks to the pilot and pilot asks for a stim shot  
  
Player finds stim shot and gives it to the pilot

Pilot stands up and moves towards the crashed ship

Pilot acts busy and the ship fires it’s main cannon that shoots at the blockade allowing the player to progress.

Pilot tells player to go ahead and then he will stay at the back to try and communicated to the fleet

Player advances forwards to a small open segment (Exploration segment) (This is a few abandoned buildings)  
  
Player needs to climb on top of a building to continue with the level (to reach the top, the player needs to use external climbing methods)

Player reaches another section with a bit of jumping (Mostly platforms with no penalization)

Player goes up a natural ramp to reveal the entrance for a tunnel

Player climbs next to the tunnel and enters trough the back of it

Back of the tunnel has a big door that partially open

Player enters trough them and begins the level

Sequence (Story)

Player wakes up inside a dropship  
Dropship is on a crashed state

Player can see sparks and a bit of fire inside the ship with some alarms and blinking lights

This section has locked controls to the player and only allows mouse movement (Could use vehicle system for this behaviour)  
  
Player has to activate a level to exit the ship (This level is next to the doors)

Player presses interaction prompt and an animation of exiting will play  
Dropship door opens and player exits the ship by dragging himself out of it

Outside player can see the rest of the ship and a downed pilot injured next to a barricaded zone(Rocks)  
Pilot will notice the player and signal them to approach them

Once near them Pilot will relay the information and what happened to the player and finish the sequence by asking for a medkit

Player finds a stim shot and gives it to the pilot

Pilot takes stimshot and injects himself

Pilot stands up and explains that they cant contact the fleet from here due to some sort of jamming device

Pilot tells that this is a 2 man job

Pilot needs to stay by the ship and contact the fleet by the player needs to disable the jammer

Path towards the jammer is blocked so player needs pilot’s help  
Pilot gets an idea and tells the player to follow him

Pilot gets on the cockpit of the ship and does busy stuff

The Dropship charges one of it’s main cannons and shoots at the blockade  
Blockade opens and the path is clear

Pilot tells player to go while he keeps a check on the radio

Player proceeds to move forwards and away from the crashed dropship

After a bit of navigation, pilot contacts the player, apparently the jammer is blocking off world communication, Pilot uses this to keep contact with the player,