

Georgi Tsvetanski
GAME 370.HSG1 Fa25
Dr. Cahn
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Design Project Two: Sklad 19 (The Depot)

Title and Version

Game: Into the Radius 2 (VR)

Version: Early Access 0.14.1 (Current Build)

Description of Existing Game

Into the Radius 2 is a cooperative VR **Survival RPG**. Unlike standard shooters, it focuses on heavy role-playing mechanics: players must manage hunger, fatigue, and inventory weight stats. The core loop involves accepting quests from the UNPSC base, entering the zone to scavenge artifacts (loot), and returning to sell them to upgrade gear.



The Game Story:

In 1987, a surreal event occurred in the Pechorsk mining town, creating a massive anomaly zone known as "The Radius." The zone is filled with physics-defying entities and deadly traps. Players take on the role of "Explorers"—clones created by the Radius who suffer from amnesia. Their goal is to uncover the secrets of the zone while surviving the hostile environment.

Existing Level 1: The Peninsula

This is the starting region. It serves as the tutorial zone, teaching players the RPG progression systems (looting, selling, upgrading). It features a mix of swampy terrain and decaying Soviet ruins.



Existing Level 2: The Forest

This zone increases the difficulty by reducing visibility with dense fog. It forces players to utilize the Co-op mechanics, moving slowly to cover each other from "Mimics" (AI entities that mimic human voices and tactics).



Description of My Level: "Sklad 19"

My level is a massive underground lab/logistics facility designed specifically for Asymmetric Co-op.

While most levels allow players to fight side-by-side, this level forces them to adopt distinct roles: "The Navigator" (Information) and "The Survivor" (Action).

The Hook (The Labyrinth):

The ground floor of the warehouse has collapsed. It is now a chaotic maze of rusted shipping containers and fallen concrete.

- **The Problem:** The exit key is on a dead body somewhere inside the maze.
- **The Suspense:** The maze is tight and claustrophobic. Visibility is less than 10 meters due to heavy smoke and debris.
- **The Overseer Mechanic:** The **Control Room** is located on a high balcony overlooking the entire warehouse. From up here, the smoke doesn't block the view. Player A can see the entire layout of the maze and the **Enemy Patrols** flanking Player B.

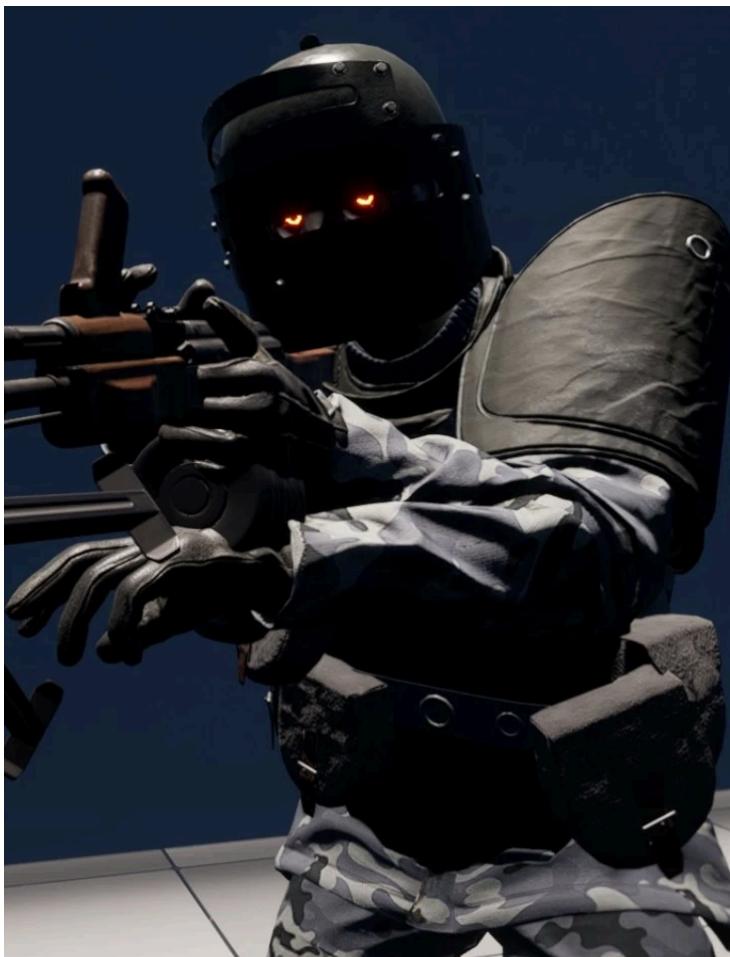
Integration into the Game

This level fits the game's RPG structure as a "High-Tier Loot Dungeon." It uses standard UNPSC assets (concrete walls, Soviet signage). It respects the game's mechanics: there are no scripted cutscenes or magic; the tension comes entirely from the physics interaction of the smoke, the AI pathing, and player communication.

List of Game Objects and Mechanics

I will use strictly existing *Into the Radius 2* assets:

- **The Tablet:** Used by the Overwatch player to view the layout and guide the Runner.
- **Heavy Mimics:** Armored enemies that patrol the maze slowly.



- **Smoke Volume:** A visual effect that blinds the ground player but is transparent from above.

- **Probes:** Physics objects players throw to detect traps.



- **Manual Levers:** VR interaction objects used to operate the doors.

Step-by-Step Level Walkthrough

Phase 1: The Warning (The Split)

The team enters Sklad 19. They find a pile of dead explorers near the entrance. A bloodied note reads: "We got separated in the smoke. Use the Observation Deck. Don't go in blind. The main gate is locked. One of the lost comrades had the damn key... To proceed, somebody must climb the ladder to the Observation Deck, while the other enters the Smoke Maze."

Phase 2: The Hunt (Building Suspense)

- **Player A (Overwatch):** Reaches the balcony. Looking down, they see the maze clearly. They also see **Heavy Mimics** (Armored Enemies) breaching the far doors and beginning a slow "sweep" of the area.
- **Player B (Runner):** Enters the maze. It is terrifyingly quiet. They hear the heavy boots of the Mimics echoing, but due to the smoke, they don't know where the enemies are.
- **The Gameplay:** Player A becomes the GPS. *"Okay, go straight... stop! A patrol is coming down the next aisle. Hide in that blue container on your left."*

Phase 3: The Squeeze

As Player B grabs the Key, the enemies realize someone is there. They stop patrolling and start hunting.

- **Tactics:** The enemies start blocking the exits. Player A has to find a new route out on the fly. *"They cut off the main path! You have to climb over the broken crate behind you, hurry!"*
- **Player Agency:** The players can *try* to stick together on the ground, but without the high-ground vision, they will likely walk blindly into an ambush or trap.

Phase 4: The Escape

Player A spots a ventilation duct that leads to control room 2. They guide Player B to it. Player B climbs out, runs up into the Control Room 2, and they use the key to disable the lockdown and open multiple exit doors of the building and escape separate or together.

Game Flow Diagram

https://drive.google.com/file/d/1jcvW5s-Lbq2pkAlTF1k_WB46jNBjlLGQ/view?usp=sharing

Top-Down Level Map & Top-down detail level maps

<https://drive.google.com/drive/folders/1h6ZWEsteeB9D4fNPtitM7hZLWjW5qMT7?usp=sharing>