Level Design Document — Operation: Rose House (Close Quarter Battle (CQB) Residential Mission)

Level ID: Rose House_2-1_Close_Quarter Battle
Type: Two-story residential CQB mission — night operation, rain, focused close-quarters combat and tactical entry.
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1 — Summary

This mission is a tactical CQB raid on a two-story house and basement believed to host a small hostile cell and critical intelligence. The player must recover an **encrypted data chip** and/or **rescue a high-value civilian hostage** (the player's sister / contact). The mission teaches and reinforces Grapple Insertion (window swing), breach & clear techniques, flashbang/smoke usage, peeking, and methodical room clearing. Multiple insertion options and vertical play create meaningful close-quarter decisions.

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2 — Concept

- Concrete spy/military scenario in a two-story house.

- Emphasize realism and consequence: limited HUD, realistic damage effects (stagger, blurred vision), and careful resource management.

- Teach the Grapple Swing insertion and give chances to master the Slash (melee) and breaching skills.

- Maintain progressive environmental desaturation (visual tone grows colder / more drained during the mission) to evoke melancholy and urgency.

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3 — Requirements (Must Achieve)

A. Environmental / Visual

- Night mission with rain on exterior areas. Low-key lighting with spotlighting on primary interactables (chip, hostage, access panels). Progressive desaturation applied from exterior → upstairs → basement.

B. Primary Objectives

- **Primary Objective A:** Secure the **Encrypted Data Chip** located in the homeowner's office (second-floor study) in a secured safe or laptop.

- **Primary Objective B:** Locate and **rescue the hostage** (if present) in the basement utility room. Either objective may be the primary mission depending on briefing — both are present for player choice and replayability.

C. Key Mechanics / Constraints

- **Grapple Insertion**: Player is introduced to grapple insertion (window swing to second floor). A short tutorial/skill test appears on rooftop/ladder approach.

- **Access Authorization Requirement**: To peacefully access the homeowner's office door / safe dialog options, the player must possess either an **Access Card** or have completed a short electronic bypass mini-puzzle; otherwise the player must forcibly breach (loud option).

- **Core CQB tools**: flashbangs, smoke grenades, lockpicks/electronic bypass kit, grappling tool, handgun, melee knife.

D. Realism

- Limited HUD, audible clues, and realistic damage/consequence from the CQB doc (staggering, slowed reloads, blurred vision when hit).

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4 — Goals (Optional but Desired)

- Provide an optional **level-up cache** which provides the player with an equipment refresh or new powerful weapon/tool to help clear the level (field kit) if the player clears an

optional side room.

- Extra opportunities to practice **Slash / melee** via close corridor ambushes and stealth takedown windows.

- Environmental storytelling that produces a melancholic tone (family photos covered in dust, rain-soaked furniture, scorched curtains) to emphasize consequences of conflict.

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5 — Game Context & Progression

- **Narrative context**: Continuation of the player's investigation into a small hostile network hidden in suburban houses. Prior levels taught basic entry and room clearing.

- **Progression**: Completing the mission unlocks two possible follow-ups: a pursuit mission (2-2) if the suspects flee, or an extraction/safehouse mission (2-3) if the hostage is rescued / intel transmitted.

- **Pacing**: Slow, stealthy approach → heightened vertical contact → intense basement / confined fight → resolution and exfil.

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6 — Setting & Assets

- **Environment**: Realistic two-story suburban house with backyard, garage/utility room, kitchen, living room, two upstairs bedrooms, two bathrooms, central stairs, second-floor study/office, and a finished basement.

- **Assets**: Use `env_general_house` and `env_tactical_cqb` asset packs (or equivalents) for furniture, doors, windows, cover objects, and small interior props.

- **Lighting**: Low ambient, focused task lights (desk lamp, flash of laptop screen), flickering breaker box in basement.

- **Weather & Time**: Night. Rain across exterior surfaces; wet footsteps and reflections.

- **Audio**: Rain ambience, distant traffic, creaks, faint muffled voices, dripping in basement.

7 — Systems / Metrics Changes

- **Player Exhaustion**: Persistent fatigue mechanics from the GDD — reduced sprint duration and slower grapple timing windows.

- **Smoke / Darkness**: Smoke grenade effect is longer in small enclosed spaces (analogous to Darkness ×1.5 in catacomb version). Test to avoid soft locks.

- **No physics changes**: standard gravity and movement.

8 — Narrative & Drama

8.1 Beat Chart (progress vs intensity)

Insertion / Approach (0–10%) — Low: Player approaches house; choose front door, back alley, garage, or rooftop grapple. Grapple tutorial available.

Initial Recon (10–25%) — Rising: Silent sweep of ground floor rooms. Minor contact possible (patrolling lookout).

Second-Floor Insertion & Office Breach (25–40%) — Spike: Grapple/window insertion or stair breach into office/study to retrieve the data chip — triggers alarm if forced.

Secondary Search & Basement Descent (40–60%) — Sustained Tension: Player follows intel to basement; utility noises, tight corridors. Locked doors and electronic puzzles slow progress.

Basement Confrontation (60–85%) — Peak: Close-quarters fight inside the basement / utility room or hostage negotiation with an informant. If dialogue goes hostile, high-intensity CQB fight begins in confined space.

Resolution / Exfil (85–100%) — Falling: Either quiet extraction with rescued hostage or exfil under fire with intel in hand.

Operation: Rosa House — Drama Beat Chart
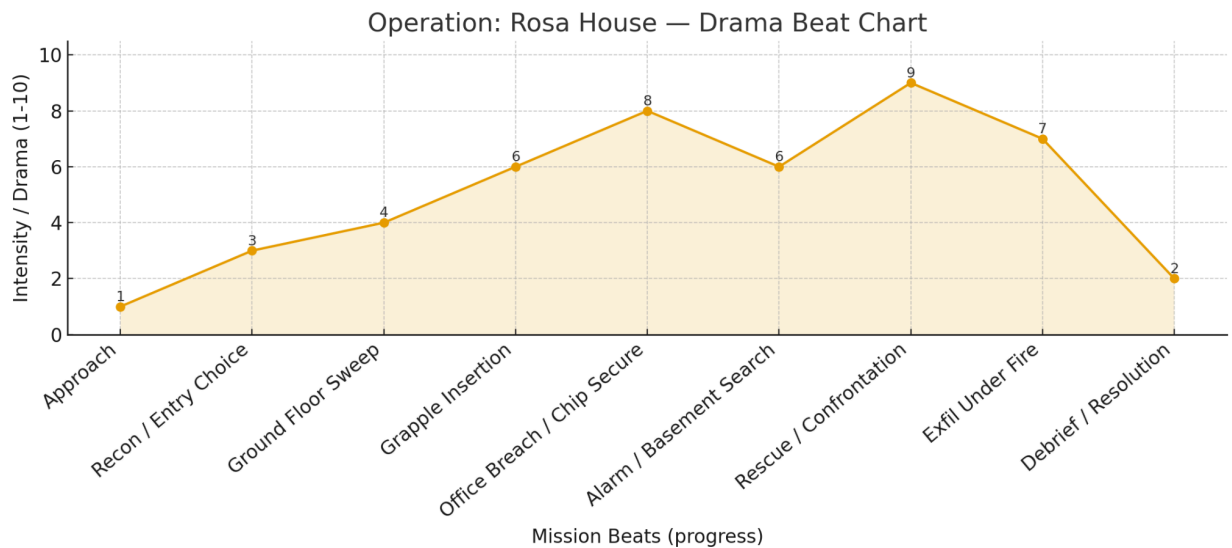
(An accompanying plot line: a local informant reveals that the player's sister is alive and hidden — if the informant is cooperative the info is revealed; otherwise it emerges in postfight interrogation.)
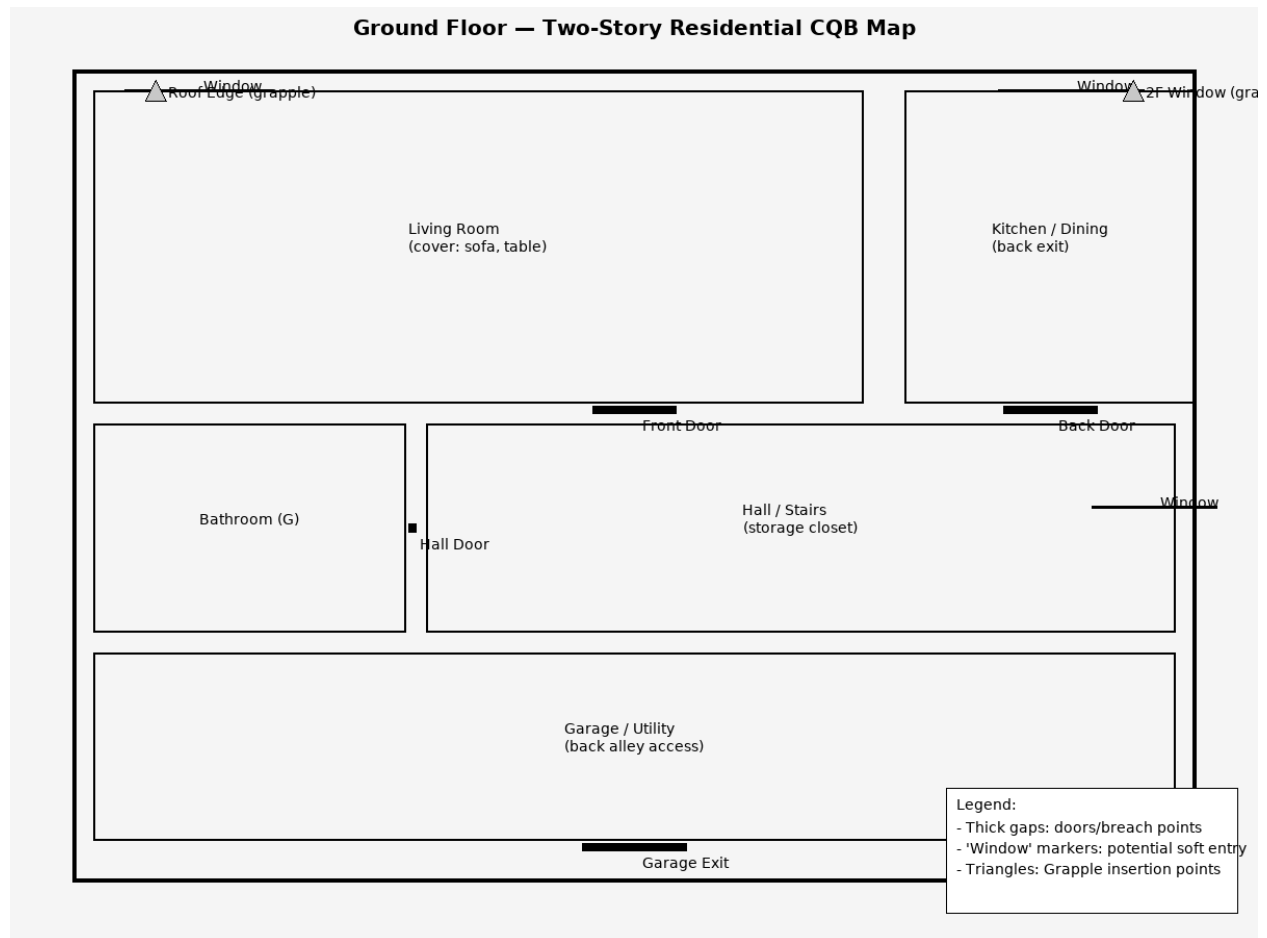
8.2 Explicit Narrative

- The informant/contact (previously called "the Lost Monk") tells the player that their sister is alive and being moved; this triggers the next mission. The informant can be in basement or upstairs study depending on mission seed.
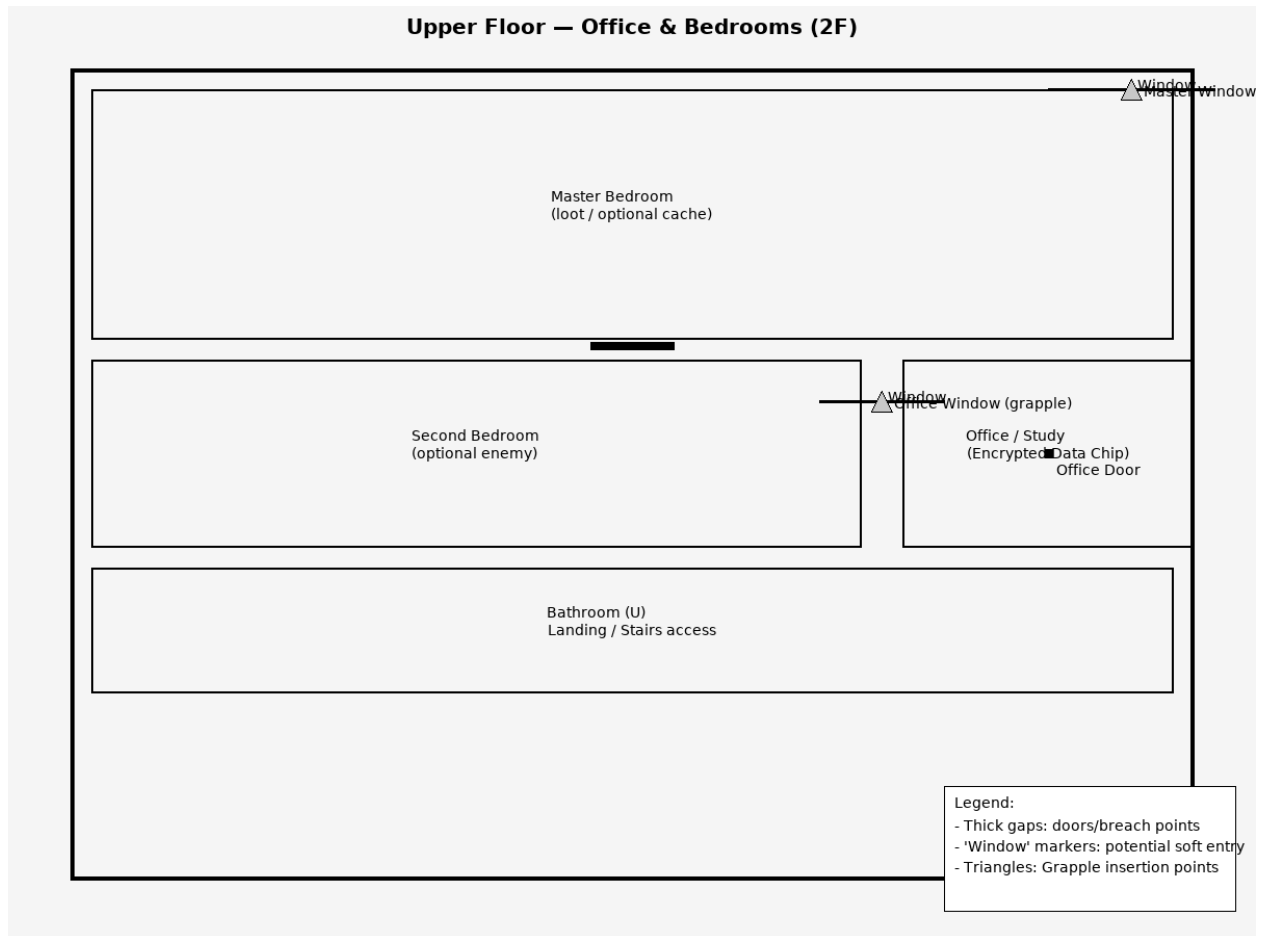
8.3 Implicit Narrative

- Scorched curtains, overturned chairs, and scattered family photos show a sudden, violent incursion. Notes and receipts hint at the cell's logistics. Pet bowls, children's toys, and a single battered photo establish an emotional anchor.

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9 — Mapping & Pathing

9.1

Ground Floor — Two-Story Residential CQB Map

Window
Roof Edge (grapple)

Window
2F Window (gra

Living Room
(cover: sofa, table)

Kitchen / Dining
(back exit)

Front Door

Back Door

Bathroom (G)

Hall Door

Hall / Stairs
(storage closet)

Window

Garage / Utility
(back alley access)

Legend:
- Thick gaps: doors/breach points
- 'Window' markers: potential soft entry
- Triangles: Grapple insertion points

Garage Exit

Upper Floor — Office & Bedrooms (2F)

Master Bedroom
(loot / optional cache)

Master Window
Window

Second Bedroom
(optional enemy)

Office Window (grapple)
Window

Office / Study
(Encrypted Data Chip)
Office Door

Bathroom (U)
Landing / Stairs access

Legend:
- Thick gaps: doors/breach points
- 'Window' markers: potential soft entry
- Triangles: Grapple insertion points

Golden Path

- **Exterior (front/back/roof) → Ground Floor (living room, kitchen) → Stair → Second Floor (study/bedrooms) → Stair → Basement (utility/hostage room) → Exfil Points (front door / back alley / rooftop pickup).**

9.2 Alternate Routes & Insertions

- **Front Door Breach**: Fast but high-risk.

- **Back Door / Garage**: Low cover, good for stealth.

- **Window / Grapple Insertion (2nd floor)**: Fast vertical advantage and surprise; requires grapple skill.

- **Basement Access via Interior Stairs**: Tighter, riskier close-quarters fights.

9.3 Node Map (important nodes)

- Node A: Front Yard / Gate — approach, optional stealth.

- Node B: Living Room — open sightlines, cover behind couch and table.

- Node C: Kitchen / Back Door — utility entry, cluttered lines of sight.

- Node D: Central Stairwell / Landing — choke point, vertical exposure.

- Node E: Second-Floor Study / Office — primary location of the Data Chip; tight room with safe/laptop and desk cover.

- Node F: Master Bedroom — optional side objective cache / search.

- Node G: Basement Entrance / Utility Room — potential hostage location; confined area with limited cover.

- Node H: Rooftop / Second-Floor Window ledge — grapple insertion point.

- Node X/Y: Exfil pickup zones (street front / rear alley).

9.4 Landmarks

- **Macro:** Two-story house silhouette, driveway and garage.

- **Meso:** Lit desk lamp on second floor, flickering breaker box in basement.

- **Micro:** Safe in study, blood-smeared towel near basement hatch, hostage chair with rope marks.

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10 — Challenges & Rewards

10.1 Encounters

- **Ground Floor Scouts:** 1–2 light enemies patrolling (teaches peeking and silent takedown).

- **Stairwell Ambush:** Scripted choke fight with an enemy taking advantage of the stair landing.

- **Basement Cell:** Hostile team guarding captive; chance to rescue or force extraction under fire.

- **Informant/Contact:** Can be cooperative (give location of hostage) or antagonistic (fights).

10.2 Puzzles / Non-combat Challenges

- **Electronic Bypass / Keypad**: Office safe / basement door can be opened via short bypass mini-game or by using an Access Card.

- **Power Cut Sequence**: Flip breakers in correct order to restore light or access a locked outlet (hints hidden in post-its).

10.3 Combat Encounters (design)

- **Confined CQB**: Basement and hallways designed for close engagement—emphasize melee and flashbang utility.

- **High Ground Engagements**: Second-floor study provides overwatch but limited cover—risky if enemy has line-of-sight to stairwell.

- **Boss Fight Alternative**: If dialogue fails, lead enemy leader in basement with aggression and smoke/flash usage.

10.4 Rewards

- **Encrypted Data Chip**: Primary intelligence reward necessary for mission success and to unlock follow-up missions.

- **Hostage Rescue**: Rewarded with XP, story progression (info about sister), and alternate exfil options.

- **Level-up Cache (Optional)**: Hidden kit providing the player a level upgrade if optional rooms cleared.

- **Random Loot**: Limited to ≤ 50 points worth of small caches (cash, ammo, medkits) Level up points.

11 — Systems & Tools (Implementation Details)

Player Loadout

- **Default**: Sidearm, melee knife, grappling tool (usable once, with recharge points), 2× flashbangs, 1× smoke, limited medkits.

- **HUD**: Minimal — ammo count, objective marker when nearby, no ping markers. Encourage visual scanning.

Grapple Mechanics

- Grapple insertion requires a short timing window for swing and landing; exhaustion increases difficulty. A small safety buffer exists in tutorial area while neutral enemies or non-lethal guards are used for practice.

Breach & Clear

- Breach options: mechanical door kick, soft lockpick, or window entry. Flashbangs and smoke are effective for clearing but risk collateral hostage harm—dialogue options present.

Smoke & Flash Behavior

- Smoke duration increased inside small rooms (to simulate Darkness ×1.5); test to prevent navigation problems.

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12 — Encounter Flow Examples (Micro-Sequences)

Example A — Rooftop Grapple → Office

1. Player approaches house and chooses rooftop insertion; uses grapple to swing to second-floor window.

2. Land on window ledge (sound break), break glass or quietly open.

3. Study contains 1 guard and a safe. Player uses flash or bypass to retrieve chip. Alert may be triggered if forced entry.

Example B — Back Alley Breach → Basement Rescue

1. Player enters via back door. Kitchen patrol routes detected.

2. Player clears living room, then down to basement via interior stairs.

3. Basement is tight; two guards and one captive. Player uses flashbang and smoke to create window; conducts hostage extraction and escorts to exfil.

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13 — Dialogue & Branching Outcomes

- **Cooperative Informant**: If presented with proof (Access Card or non-lethal approach), informant reveals sister's status and points to safe basement route; peaceful outcome yields intel and less resistance.

- **Hostile Outcome**: If player is loud or lacks credentials, the informant behaves hostilely and may trigger a fight; intel may still be recovered through force but hostage outcome is jeopardized.

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14 — QA, Tuning & Risk Mitigation

- **Grapple Tuning**: Create a generous tutorial window for first try, then tighten later for mastery. Ensure fail-safe (safety climb) to avoid frustrating death loops.

- **Smoke Soft-lock Check**: Ensure player can still see/push through smoke zones; adjust smoke duration for small rooms.

- **Stairwell Balance**: Prevent stair-camping by providing lateral cover options and alternate flanking routes.

- **Hostage Rules**: Flashbangs/smoke can incapacitate hostage if used too close; provide clear audio warning and UI prompts to avoid griefing.

15 — Deliverables / Implementation Tasks

- Greybox level layout (top-down) matching node map A–H.

- Grapple tutorial script and landing animation.

- Enemy spawn & patrol scripts for scouts, stair ambush, and basement defenders.

- Keypad/bypass mini-game for safe/doors.

- Hostage AI: frightened behavior, follow/extract routines, and rescue triggers.

- Audio/lighting pass: rain ambience, basement breaker flicker, and desaturation color grade.

16 — Appendix — Art/Audio Notes

- Use realistic household props, wet surface materials, and small domestic details to make the space feel lived-in.

- Lighting: use small practical lights (lamps, torches) as the primary guiding cues. Add subtle bloom to objective items.

- Sound: emphasize rain and muffled interior sounds to increase immersion; have distinct audio signature for grappling hook and glass break so the player can infer consequences.