

Level Documentation

Settlement in a cliff

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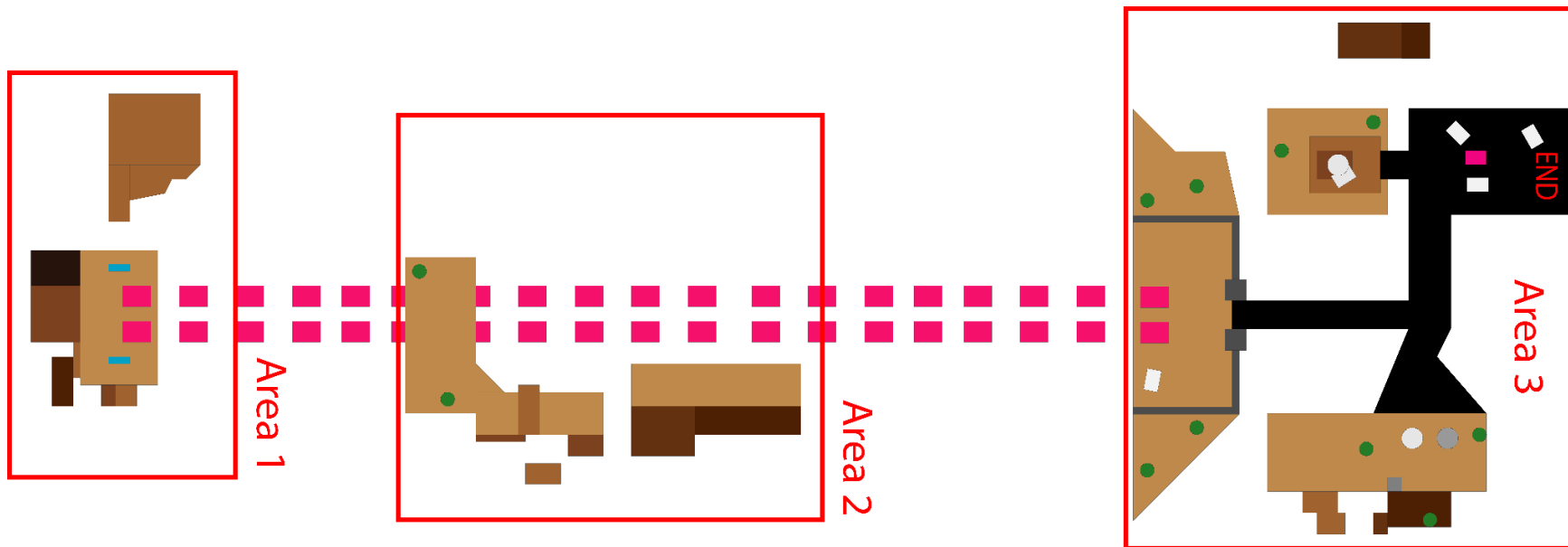
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Setting

The only way to get to the main enemy facilities is by transport route. This route is used by the company to send supplies and personnel to the main facilities. However, the route is well protected, they use an elevator inside the rock to be able to upload the different merchandise. It is impossible to access by elevator, but once up the cliff the goods are transported by cable cars and cars to the main garage.

It is possible to bypass the elevator and climb to the top of the cliffs, however the last part of the route is impassable and our character must find a way to access the garage through this dangerous route, without being discovered.

Level overview and explanation of the blocking color code



This level is intended to emphasize the movement of the player, causing him to jump, run and climb the cliffs. It is intended to make the player not try to hide too much and to keep moving. Make it fun to move and make the player feel that he is in an action movie, performing dangerous jumps between cliffs and from moving platforms.

At the end of the level, the gameplay will change to be more conventional stealth.

The puzzles are based on the Hitman game, where there are a variety of ways to get to the same place and it is up to the player to choose the simplest or most complex challenges.

Color code in top-down images:

Blue: Rocks that allow you to hide

Green: Shrubs that allow you to hide.

Pink: Cable car and vehicle.

Black (Area 3): Road

White and grey: Cars and Buildings.

Browns: Ground and the different heights. The darker the higher it is, compared to nearby grounds.

Color coda in the blocking:

Yellow: Grabbing ledges to climb.

Purple: Player guide.

Light brown: Area where the player can go and guide.

Green: Shrubs that allow you to hide.

Red: Area where the player cannot access/stay.

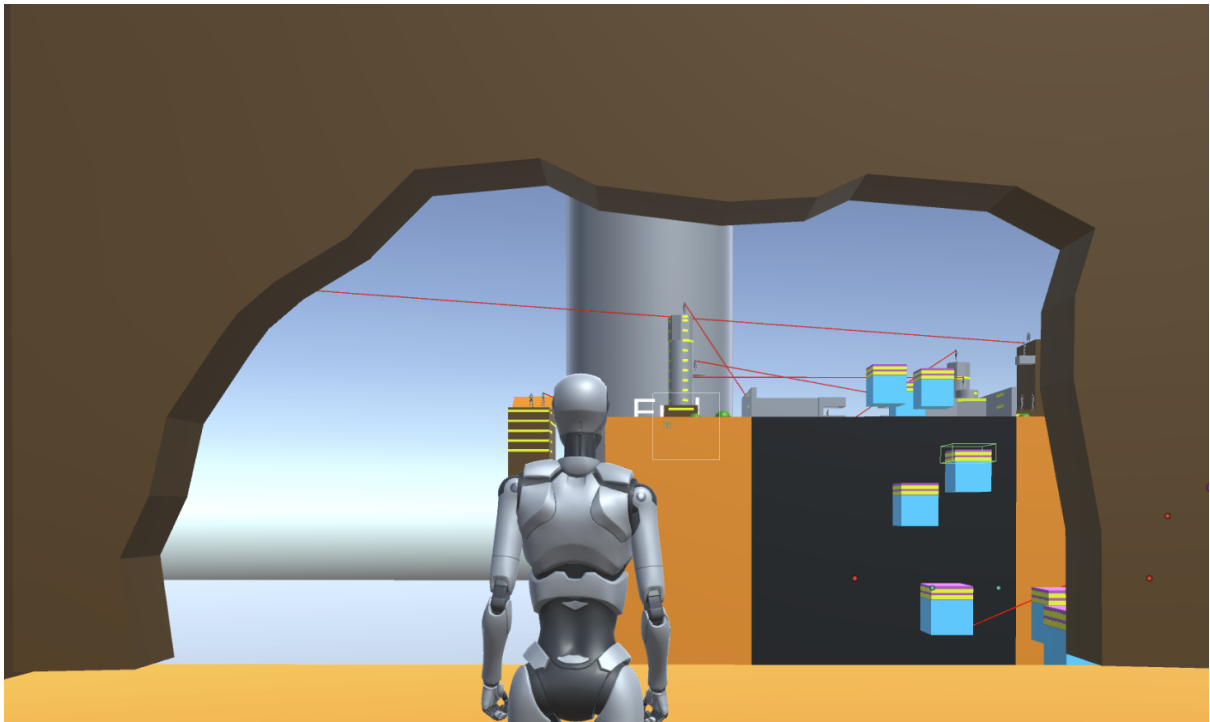
Area 1

Player Goal

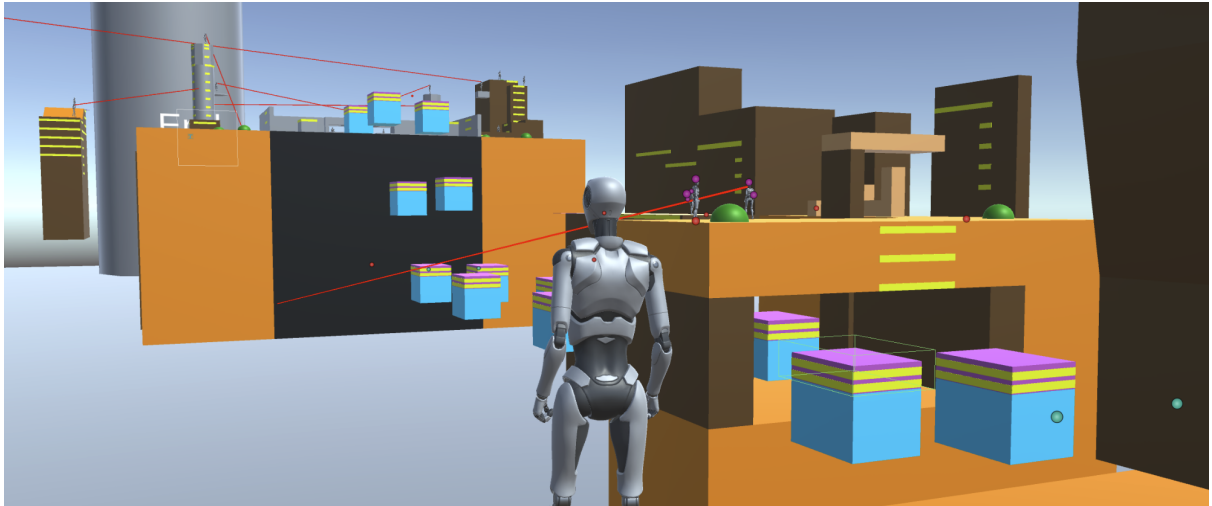
Get the cable car.

Description

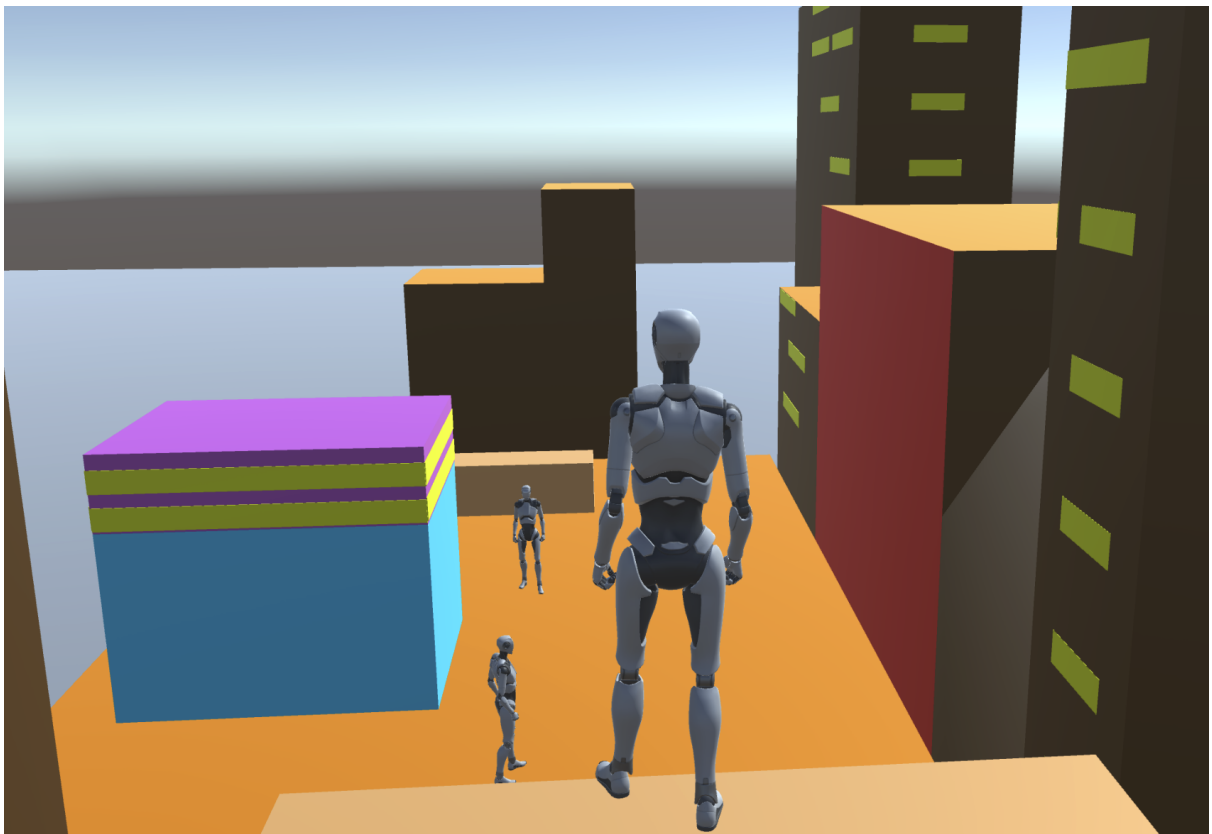
It is the beginning of the level, as soon as you start, the player is shown what his final objective will be (the tower where the core of the facilities is) and the complete section of the level is shown.



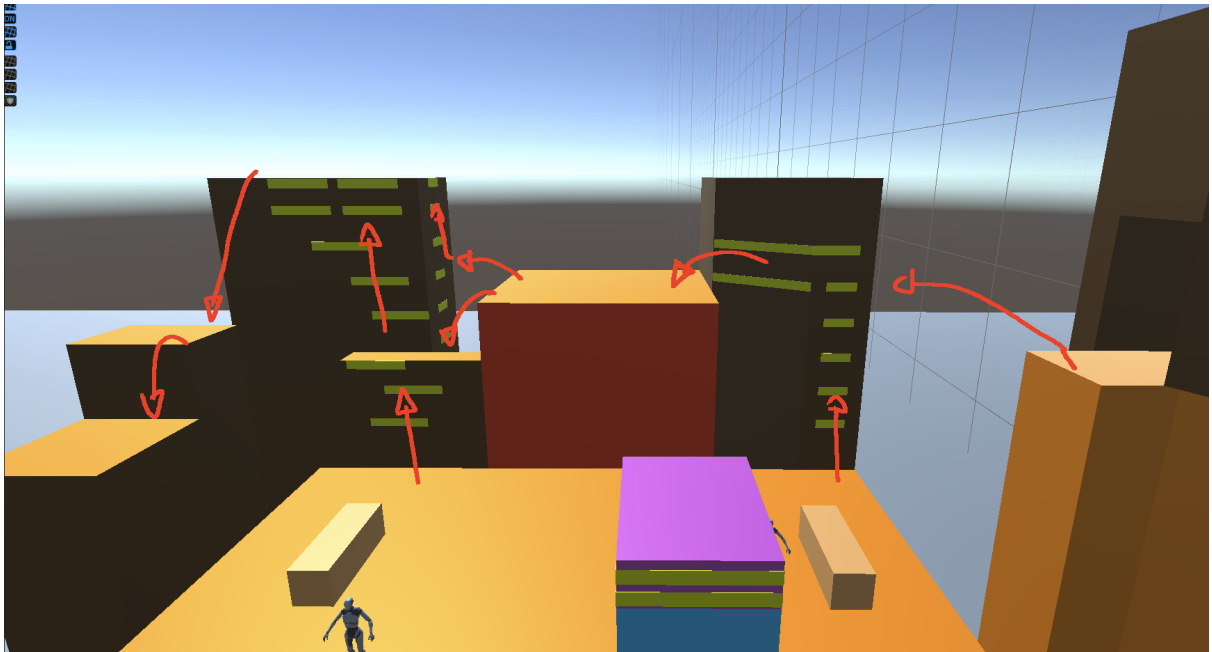
If the player advances he/she can see the entire level, except the initial part.



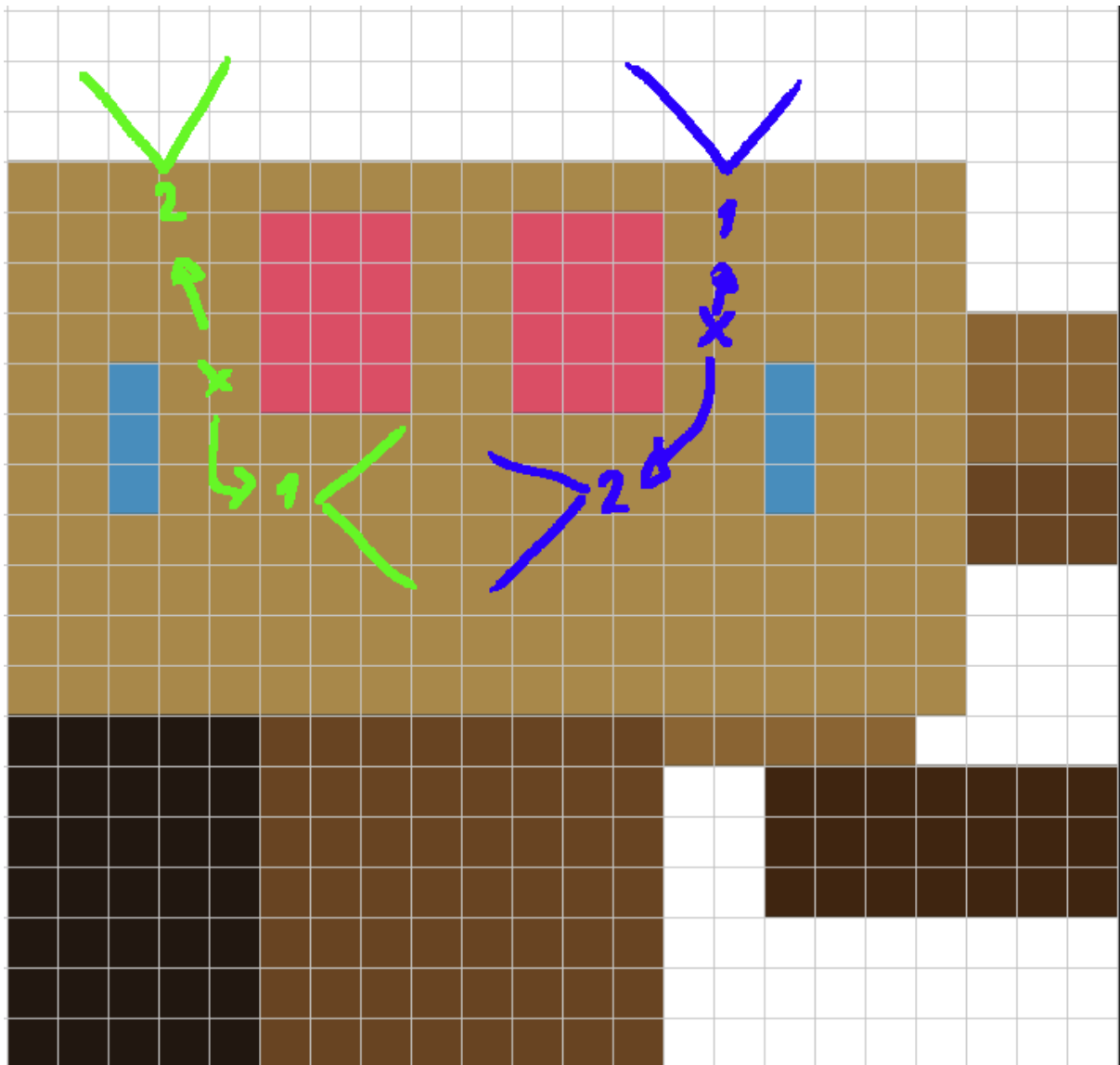
From the ramp that gives access to the initial puzzle, the entire area can be observed, giving the player the opportunity to observe the AI route, the climbing points, the areas to hide or attack and think of a strategy to reach the cable car.



Climbing areas



AI Configuration



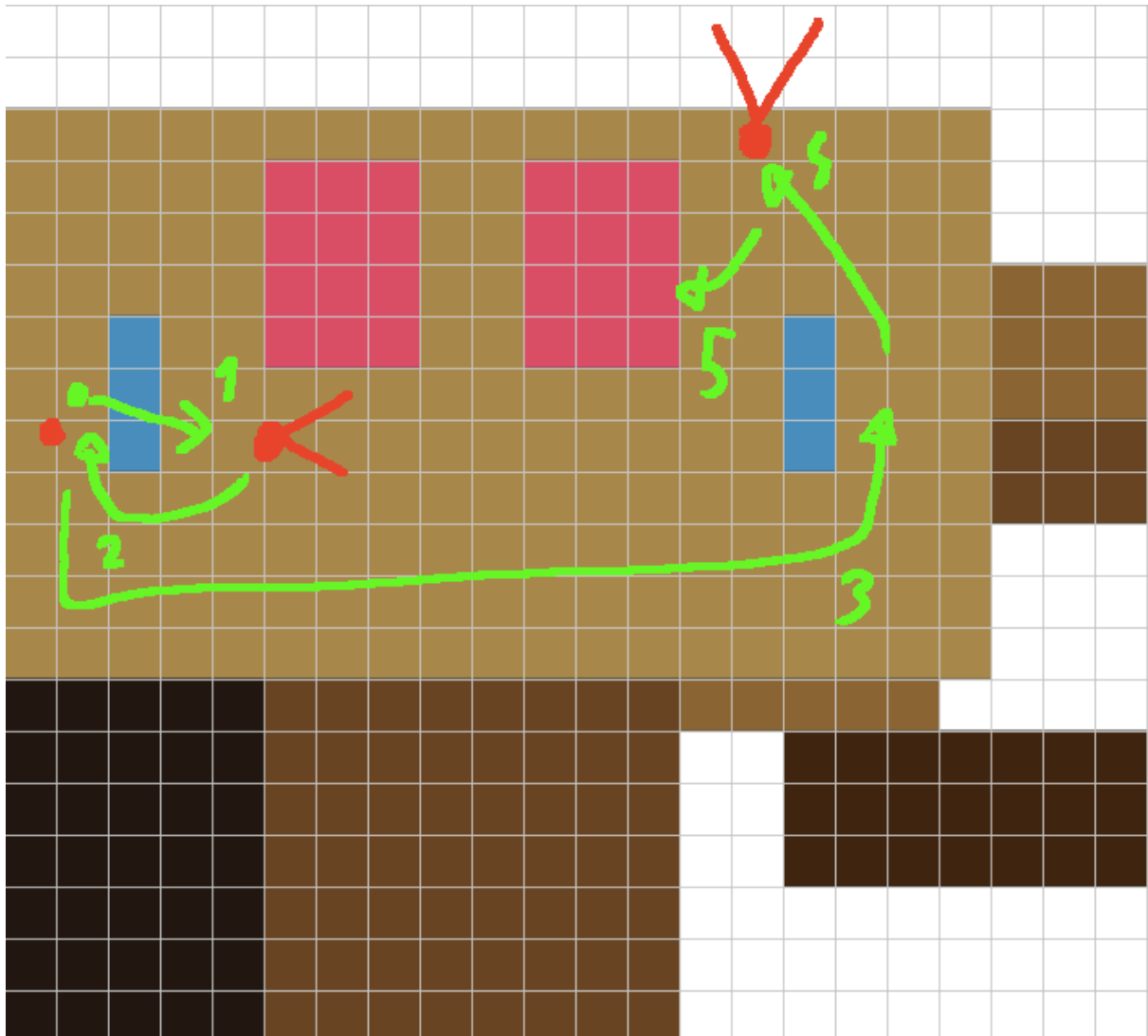
There are 2 enemies on patrol. The number represents the order of the patrol points and the angled lines the direction they are facing when they reach that point.

The enemies are always in the same patrol point (1 with 1 or w with 2), in this way they alternate.

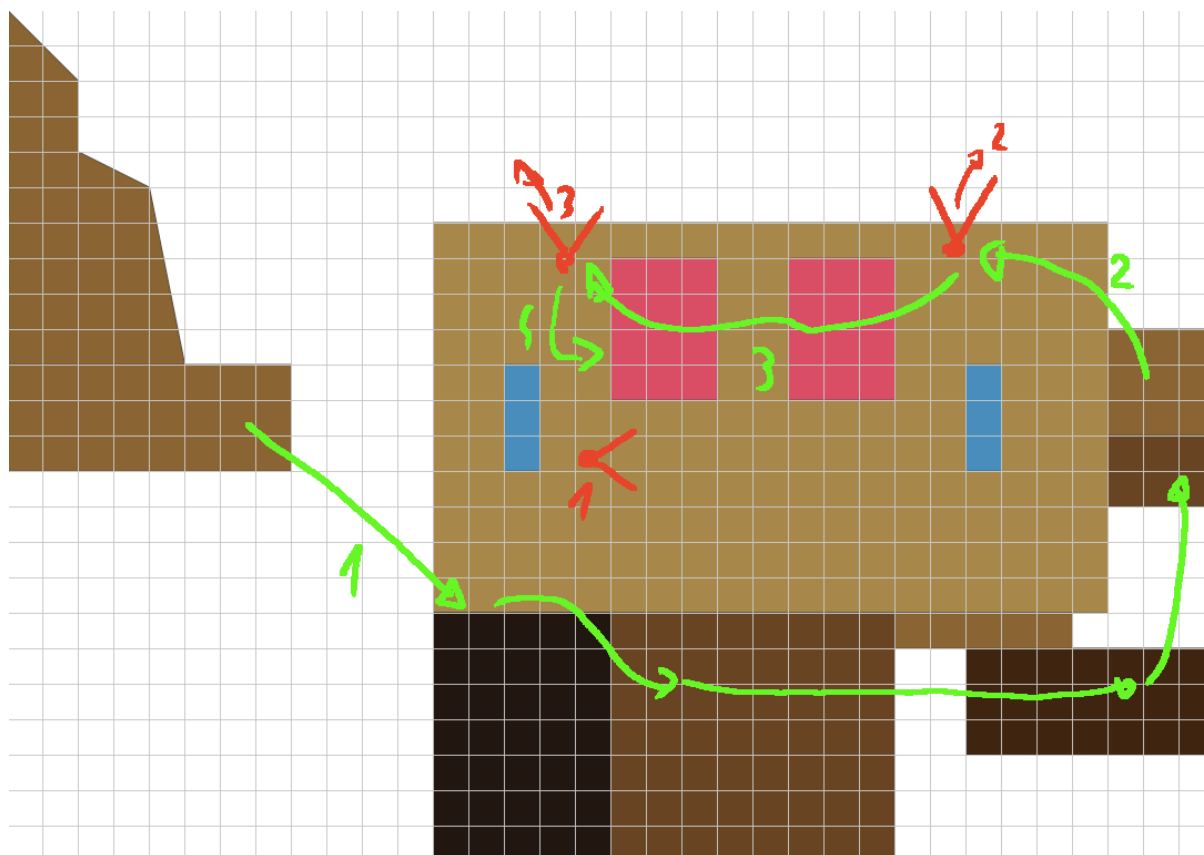
Puzzles

Some solutions to the puzzles are exposed

Eliminate enemies

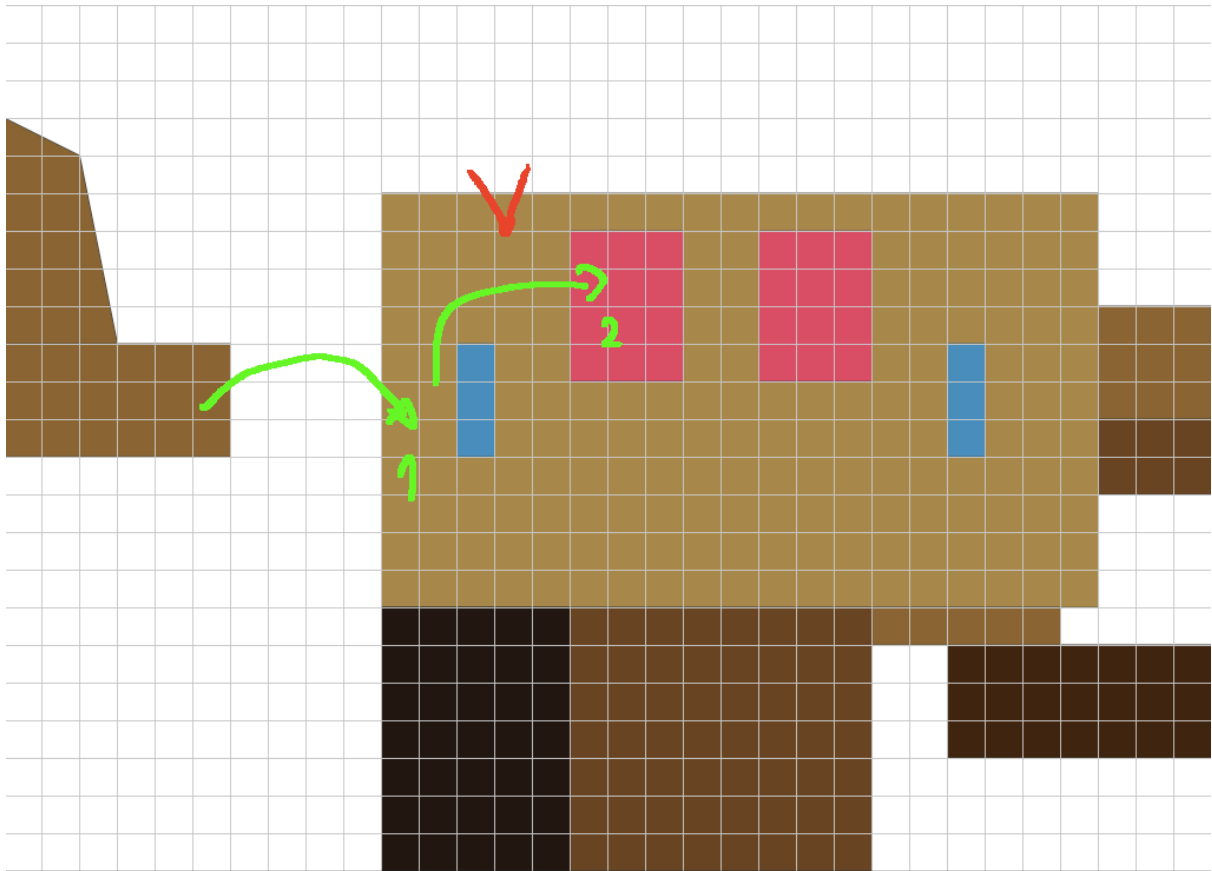


1. Player kills the first enemy while is in point 1, and the other enemy is in point 1.
2. The player hides the body and himself/herself, waiting until the other enemy moves to point 1 again.
3. The player moves to the second hide.
4. Kill the other enemy.
5. Get the cable car.

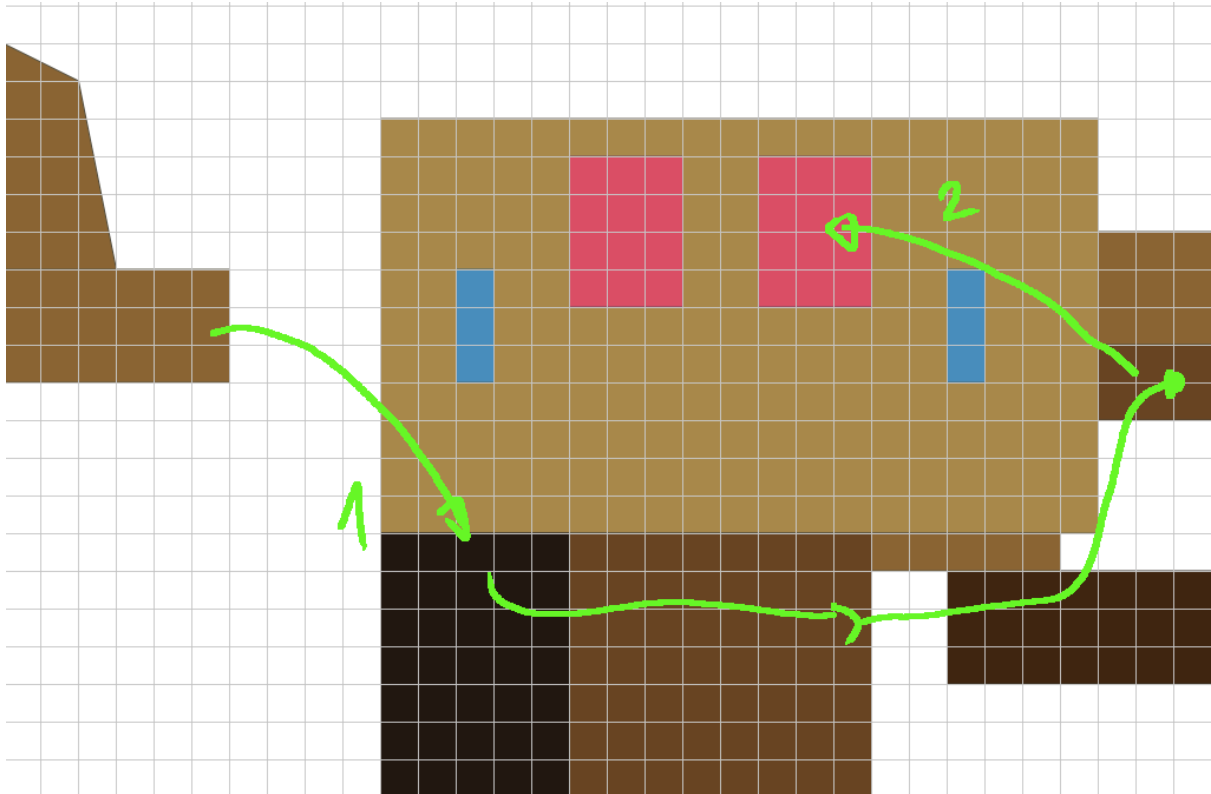


1. The player jumps and climbs the cliffs.
2. The player jumps above the enemy and performs an air attack, the enemy falls into the void.
3. The player runs, climbs and jumps between the cable cars. And kill the last enemy with another air attack.
4. Finally the player gets the cable car.

Avoid enemies



1. The Player jumps to the platform and waits behind the rock.
2. The Player runs and gets the cable car, while the enemy is not looking.

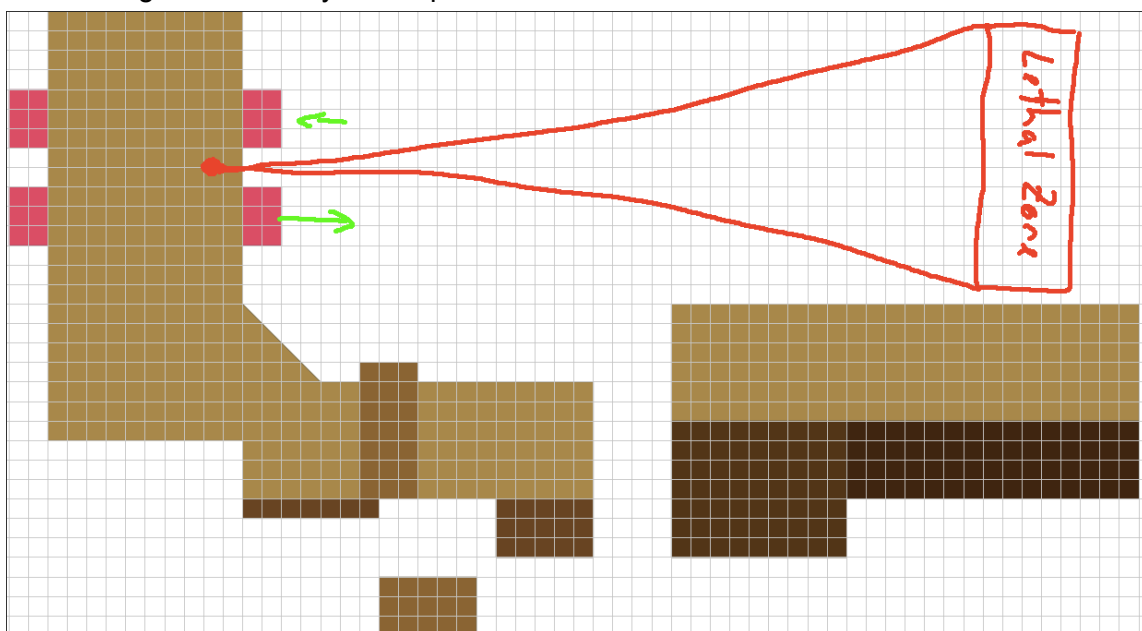


1. The player jumps and climbs the cliffs.
2. The player jumps to the cable car from the cliffs.

Area 2

Player Goal

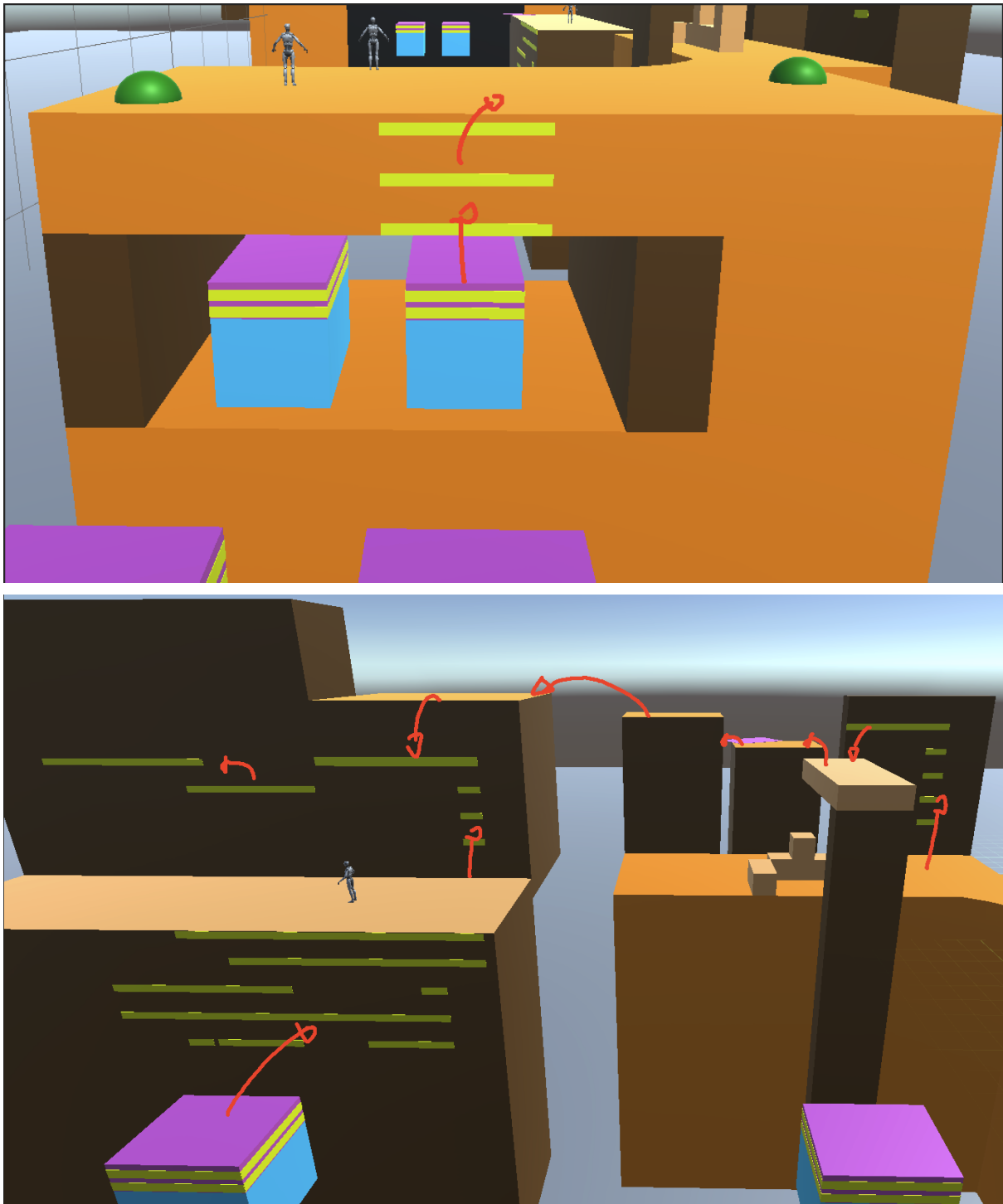
Avoid being shot down by the sniper.



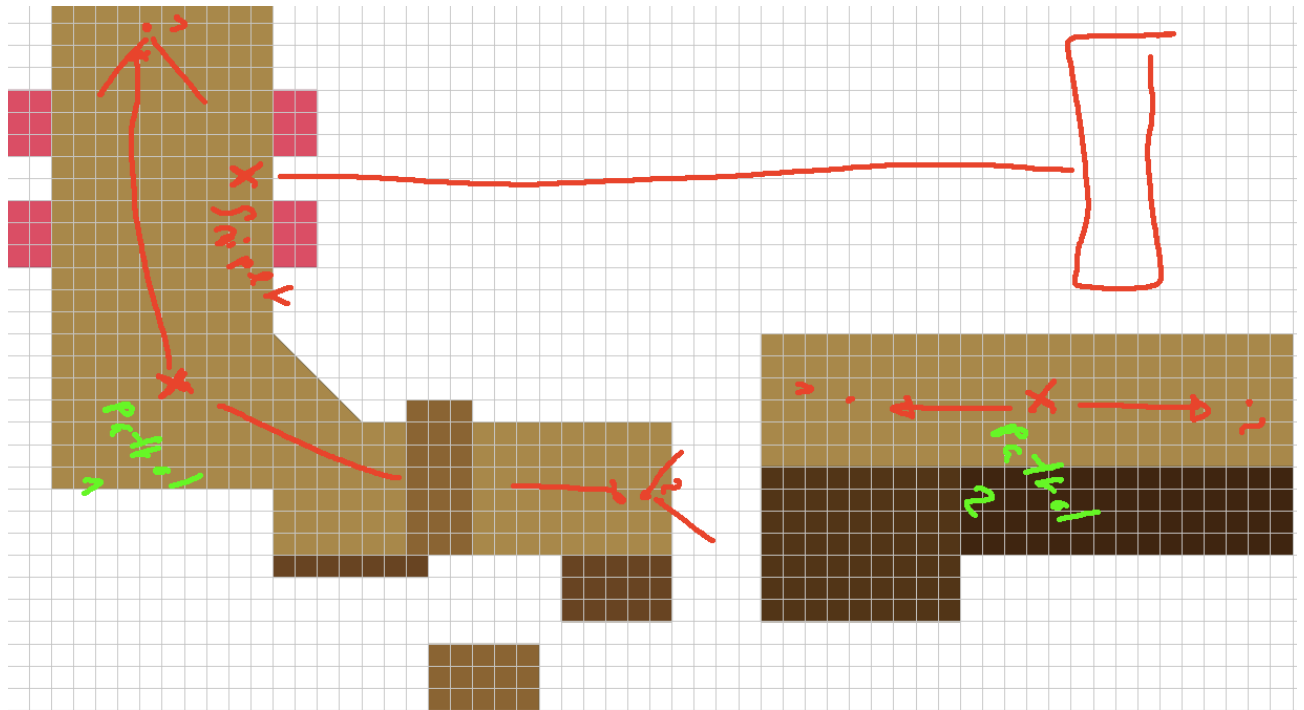
Description

The player must think fast to climb one of the cliffs and evade or eliminate the sniper who aims at the cable car. It is a dynamic area that is intended to be tense and allows the player to feel like in an action movie (jumping from a moving vehicle, climbing and dodging or eliminating enemies).

Climbing areas



AI Configuration



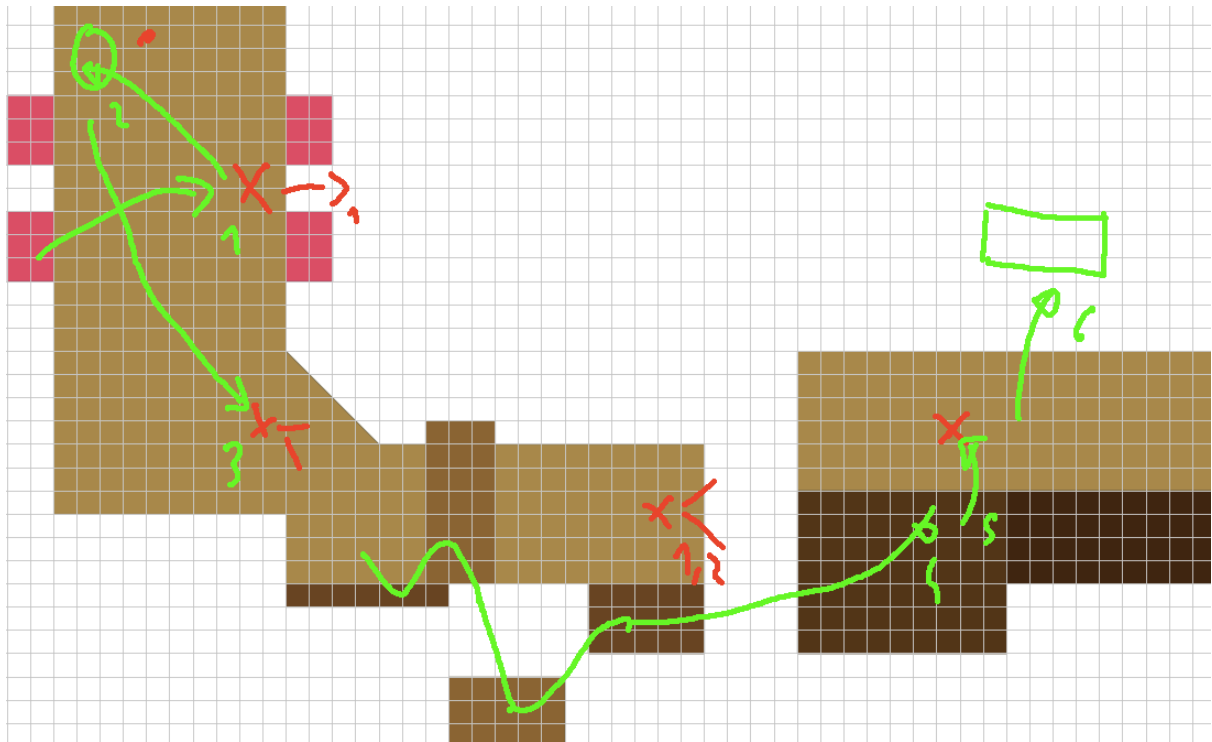
The sniper is aiming to the cable car.

Patrol 1 defends the sniper and looks out the terrain. At point 1 the enemy stares in the direction the player is climbing if he climbs, to protect the sniper.

Patrol 2 is moving without stopping between the 2 patrol points. This is intended for the player to have to climb and execute an air attack to eliminate the enemy, if he is looking for a confrontation with him.

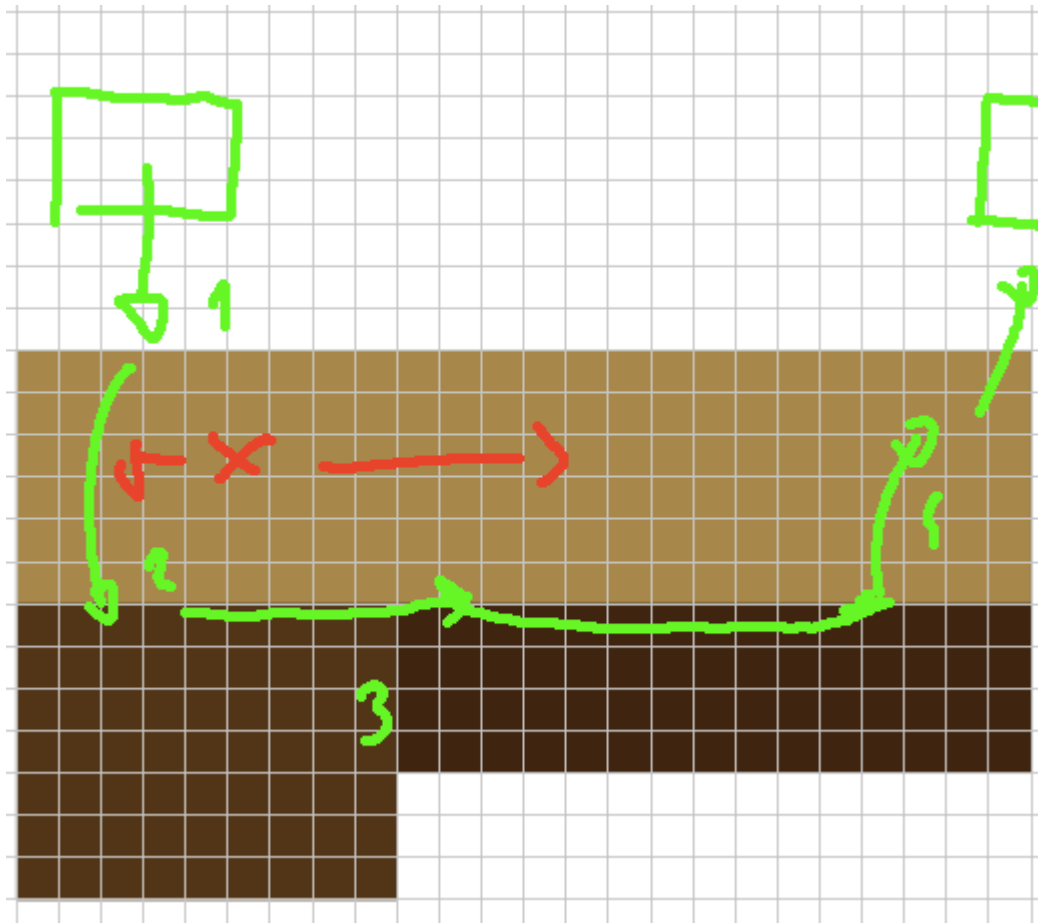
Puzzles

Eliminate enemies



1. The player climbs and kills the sniper (Throws his/her body into the void).
2. The player hides into the bush.
3. The player kills the patrol enemy while he/she is moving to the second patrol point.
4. The player jumps and climbs the cliffs.
5. The player jumps and kills the last enemy.
6. The player jumps to the cable car.

Avoid enemies



This solution takes place in the second cliff.

1. The player jumps to the climb area.
2. The player climbs, runs and climbs again to avoid the patrol enemy.
3. The player moves along the climb area until the end.
4. The player jumps to get the cable car.

Area 3

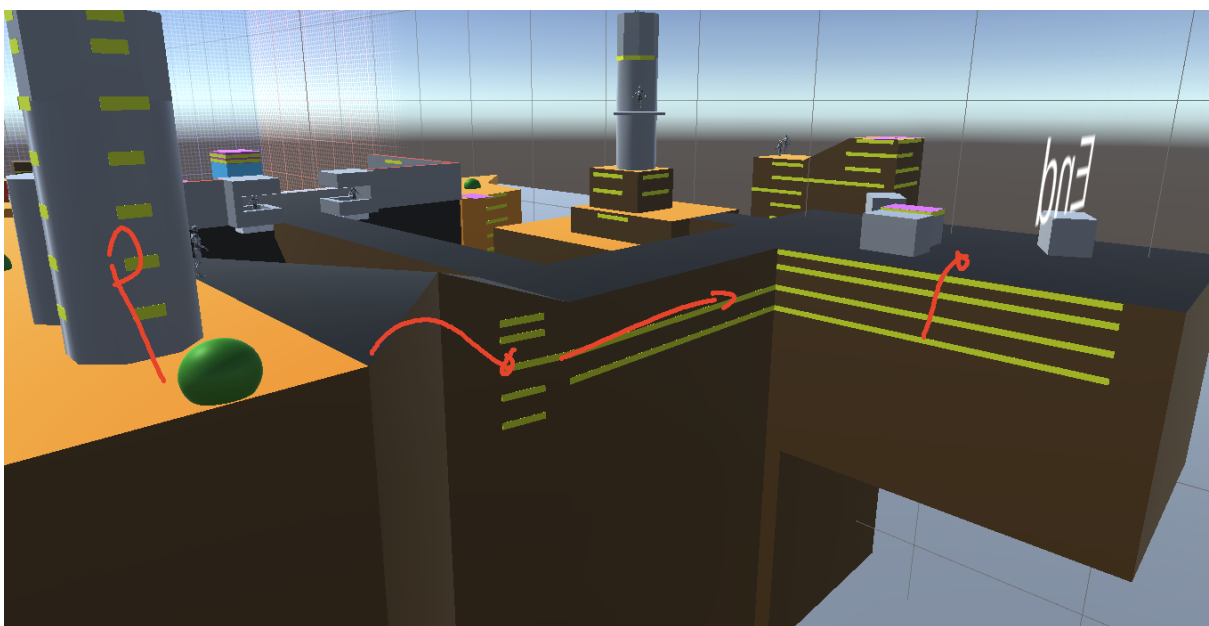
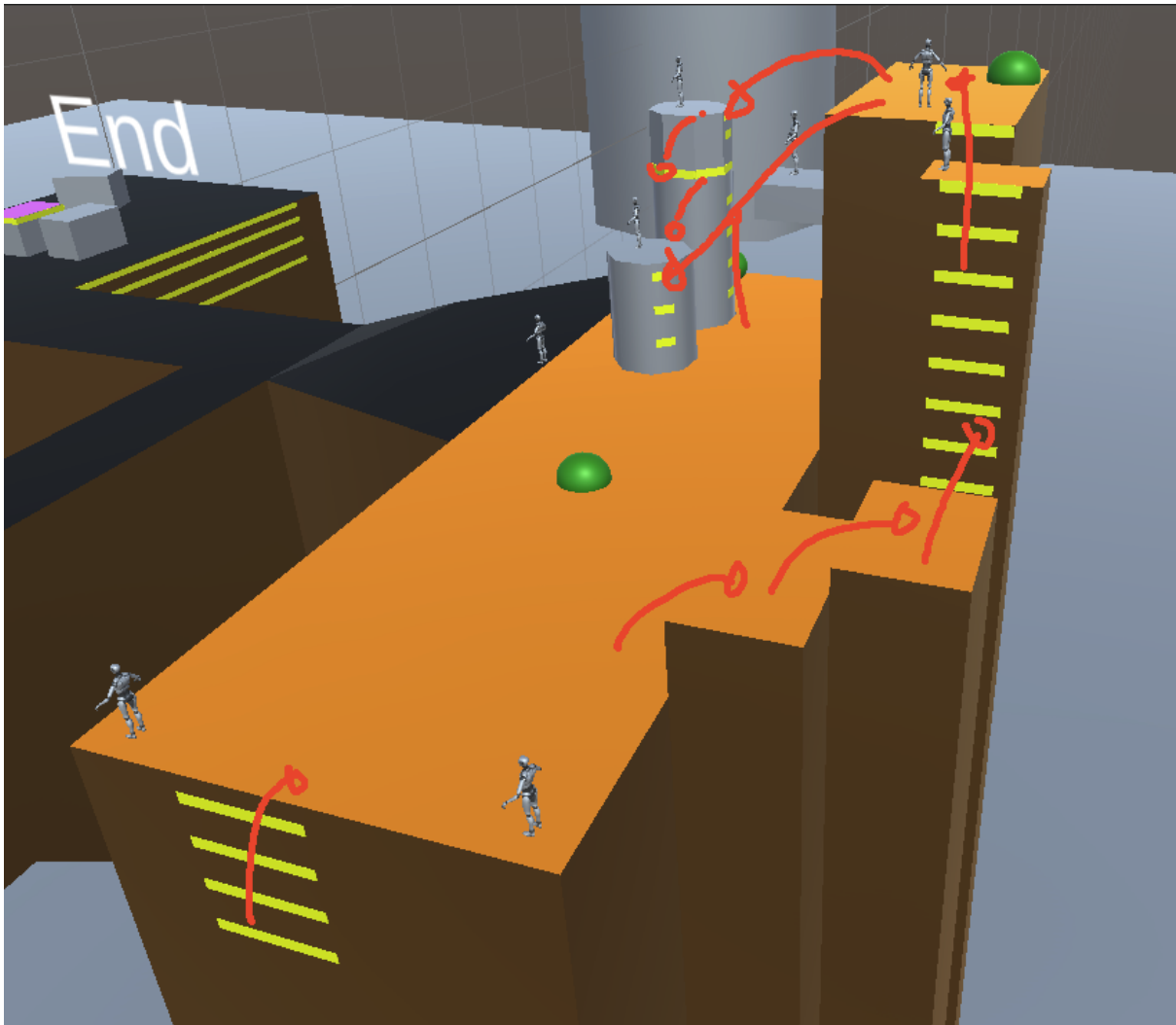
Player Goal

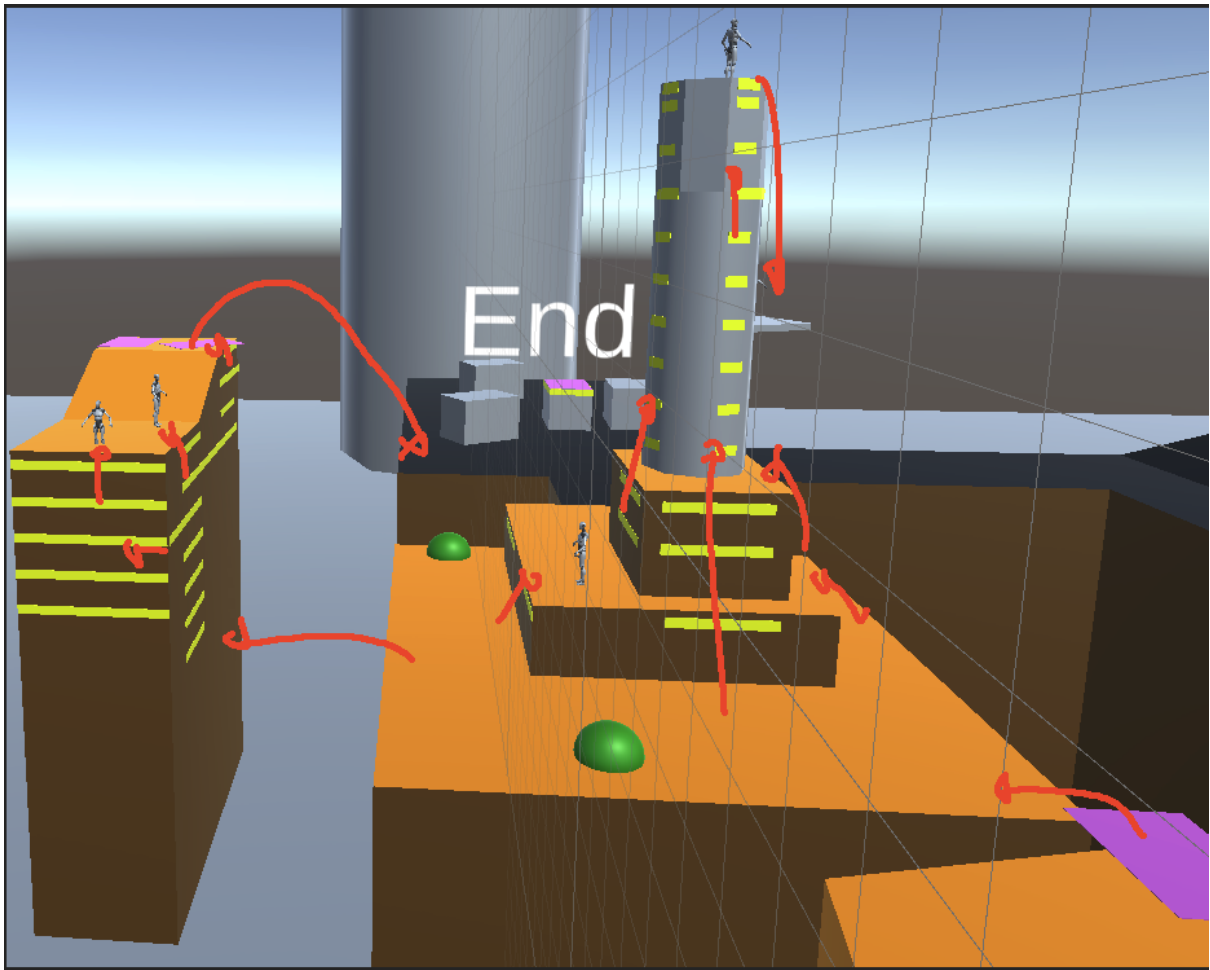
Get to the end of the level without being detected.

Description

In this area the player must observe the behavior of the enemies and think how to advance. This part of the level has traditional elements of stealth games, being more leisurely than the previous areas.

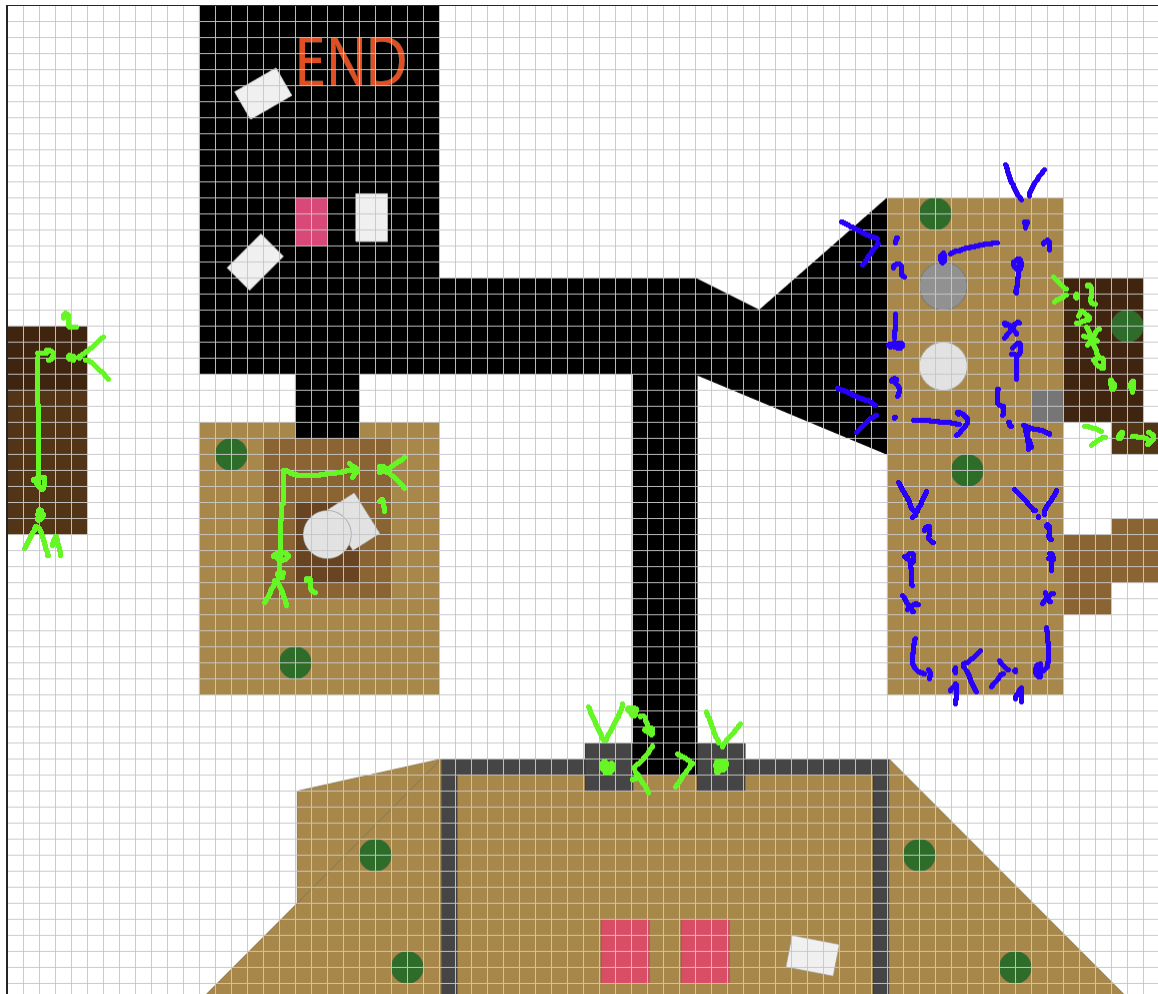
Climbing areas





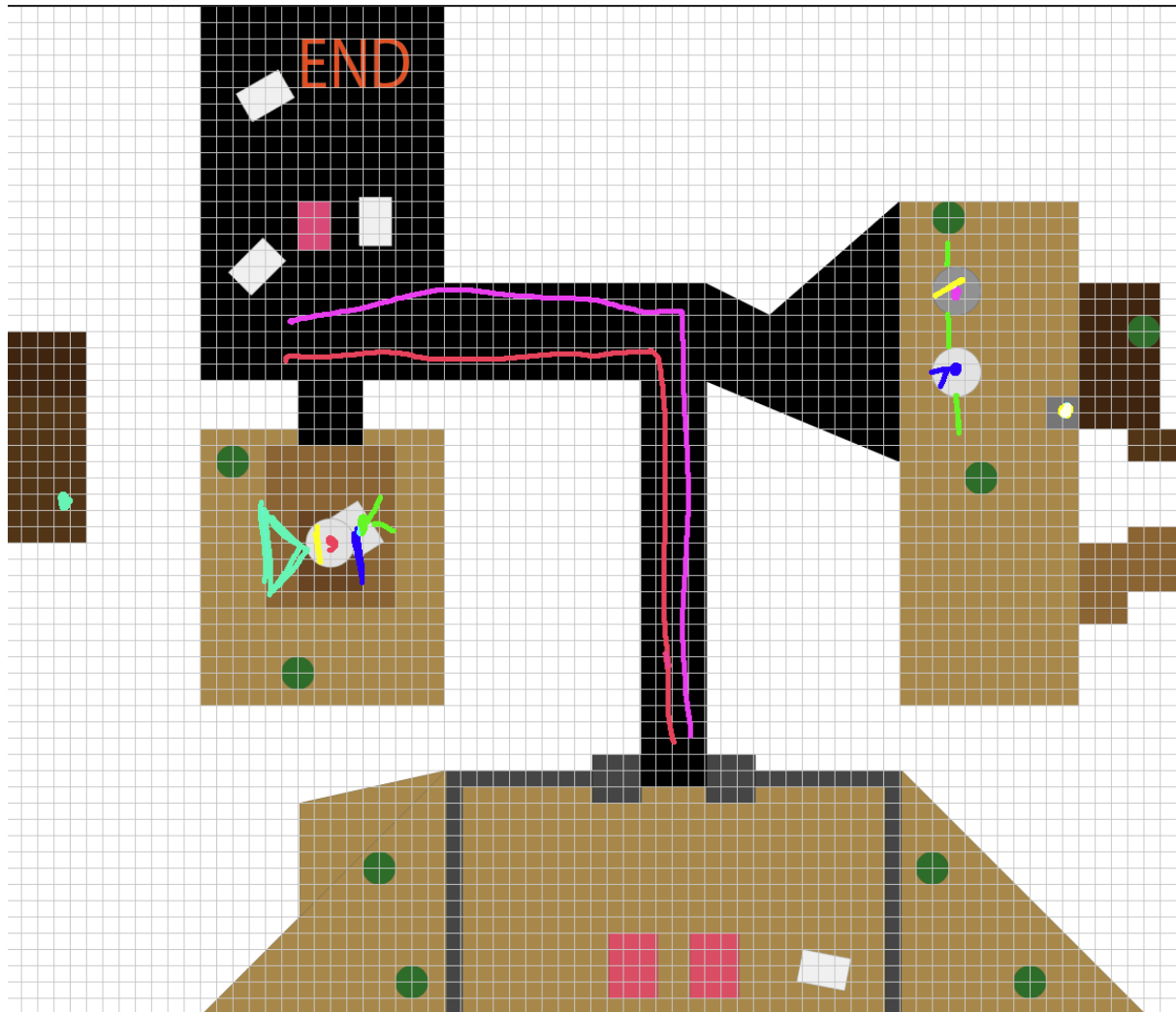
AI Configuration

Patrol enemies



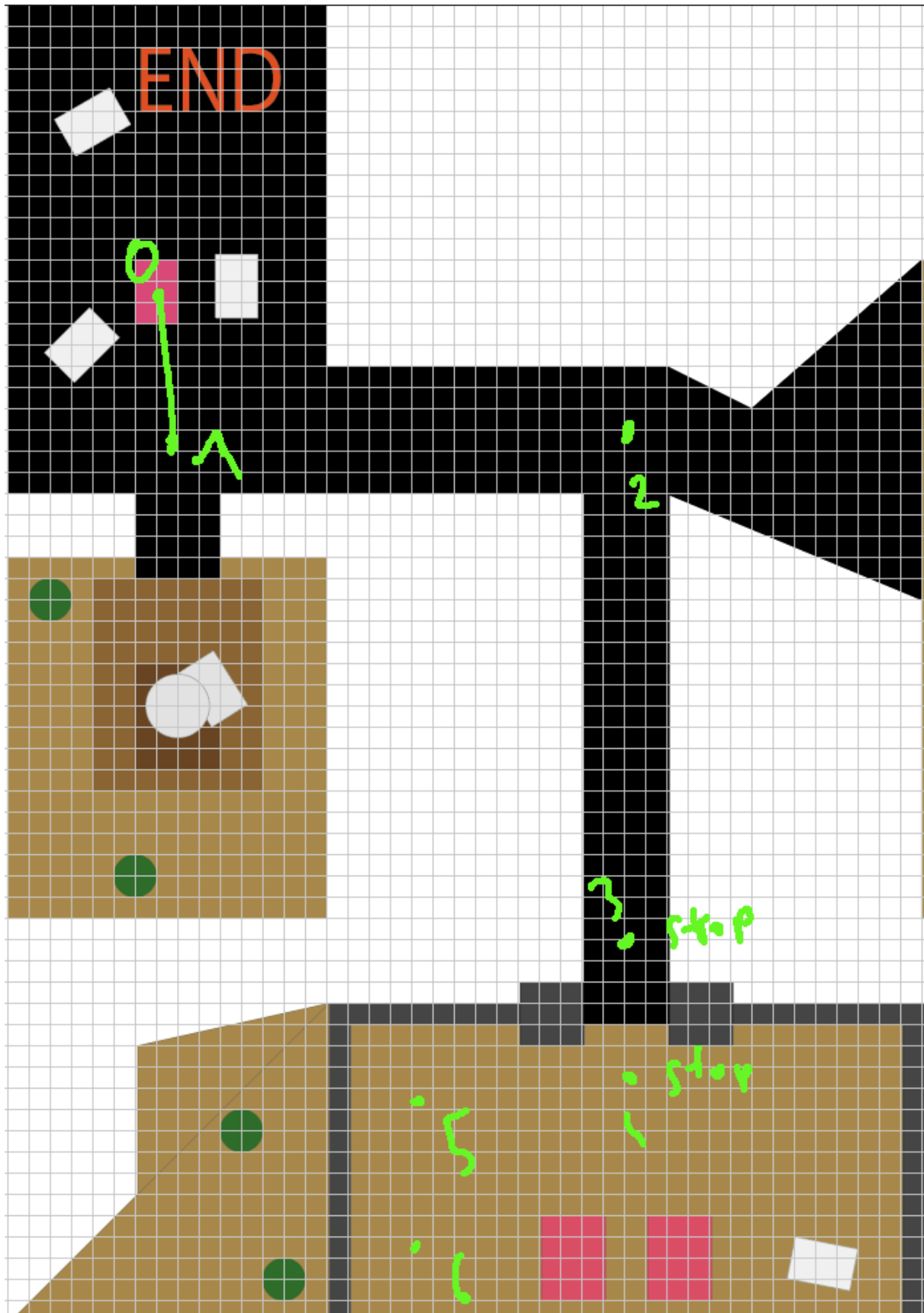
At the beginning of the level, there are 2 enemies in the gatehouse that rotate and never look at the same place both at the same time.

Sniper enemies



The points are the snipers and the lines where they aim.

There is a vehicle that moves from the end of the level to the beginning. This vehicle can be used by the player to reach the end of the level, but first he must eliminate the 2 snipers in the highest towers.

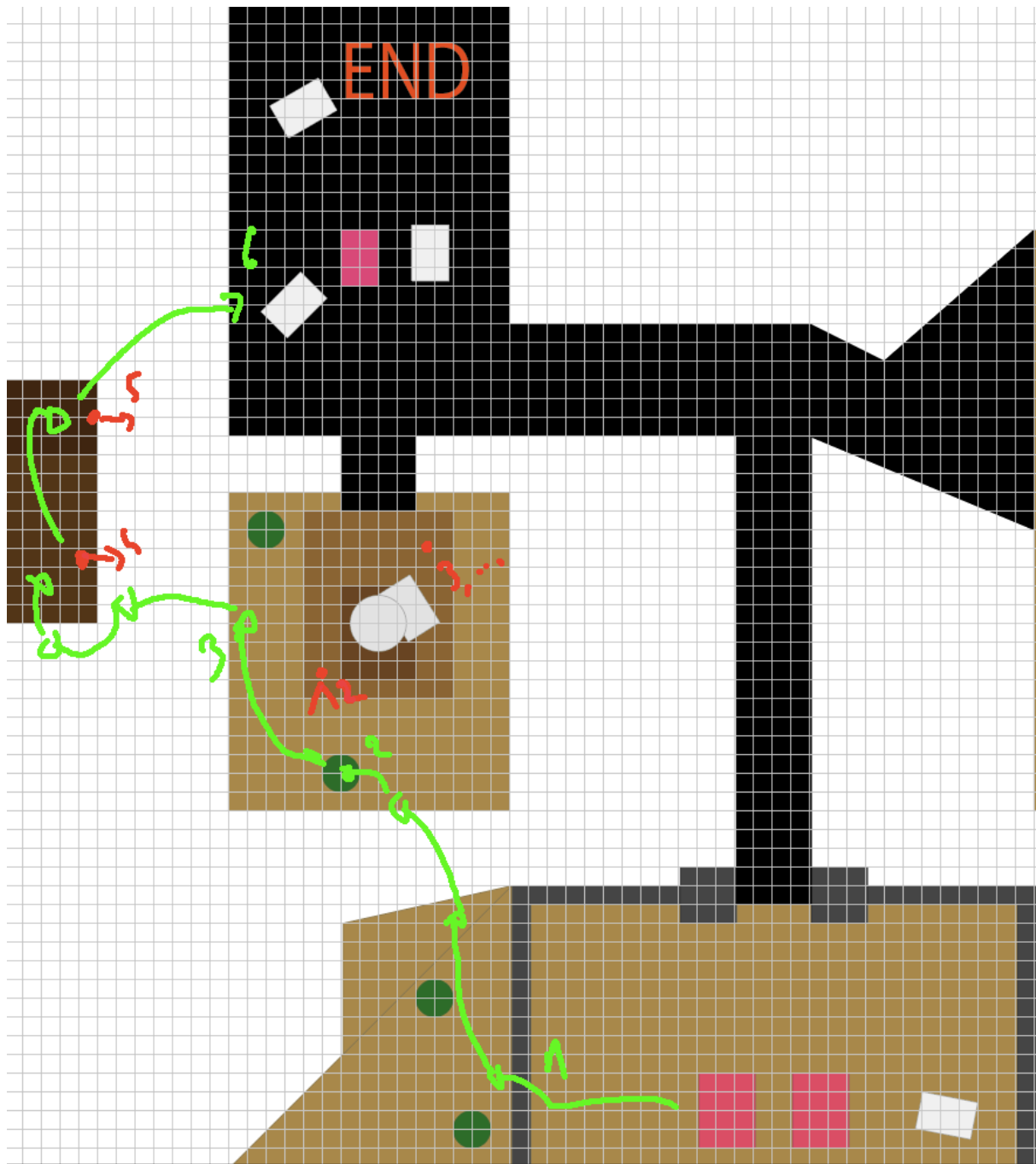


The vehicle moves between the points in order and when it reaches the end it goes through them in reverse order.

Puzzles

Possible solutions are listed below, but there are many more.

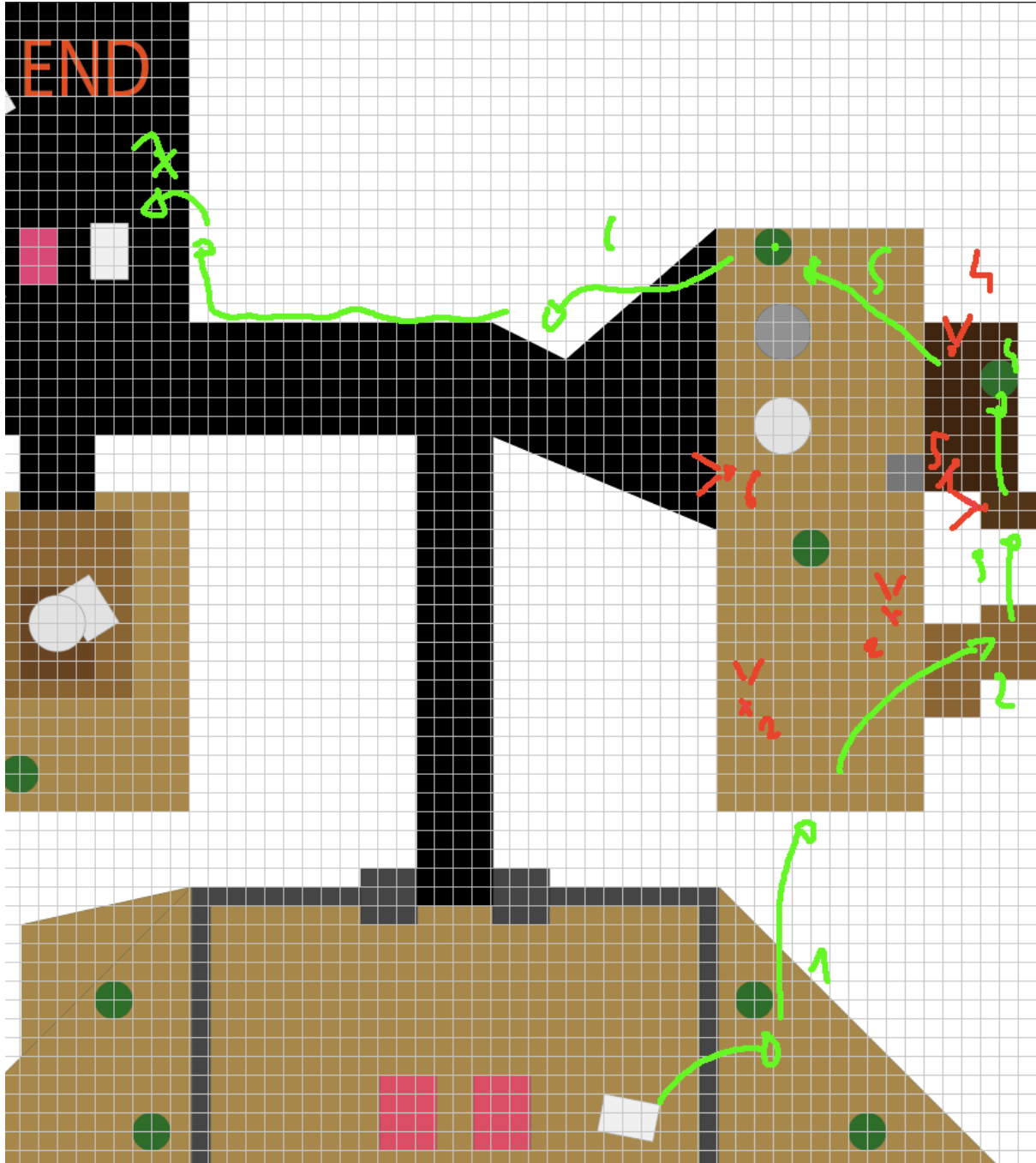
Eliminate enemies



1. The player must jump the wall, and jump the cliff.
2. The player must hide from the patrolling enemy.
3. The player must jump and climb the cliff.
4. The player makes an attack from behind and throws the sniper into the void.

5. The player advances and performs an attack from behind and throws the enemy into the void.
6. The player jumps and reaches the final area of the level.

Avoid enemies



1. The player must jump the wall, and jump the cliff.
2. The player hides holding onto the ledges until the enemies leave, then runs and climbs.
3. Jump to the cliff in front and wait until the enemies do not look.
4. When the enemies are not looking, he runs to the bush to hide.
5. When the enemy moves, the player will jump down and hide in the bush.

6. When no enemy is looking, the player will run and jump to the ledges of the road, from there they will move down the cliff.
7. Once you reach the lower end of the level, climb up and reach your goal.