

# Suction

## LEVEL FILE NAME: Find Mann

### Story

**You are going to meet your partner at a subway station. “ Lance went missing**, meet me at 17 street station. Take train.” Now you are on the subway, thinking about the message from your partner Mann one hour ago. **Lance is your boss**, a stern, aloof technical manager of BGH company . Apparently, you are just a normal technical engineer under his better-than-nothing management. But you don't get bothered by his sarcasm and ill behavior like your peers. This situation just leave you more space to understand and collect more technical material about **BGH's newest technique, anti-gravity liquid. As a well-trained spy from company AlienForce, you are good at Taijutsu**. As your supplement, Mann is a skillful hacker and ears-dropper. You trust him like you trust yourself.

**Suddenly, you hear a squealing noise and the train stopped moving roughly.** Your gaze sweeps rapidly round the empty carriage.. In the next second, the light shut down. Only silence and darkness in the air.

You keep sitting for a while to calm down, then start to look for exit. **You find a skylight. It helps you to climb on the top of the train.** You walk to the head of the train, and find the reason for the emergency stop. **There is a dead body under the wheel of the train. You jump down on the railway and realize the dead body looks familiar to you. It's Lance.**

**You find a piece of paper on Lance`s body. You don`t have much time to read it. The train, was like a big dead worm behind you come to live a again. Blindingly headlight flickers, the train growls and starts to move slowly to you. You don`t have much time to think, you have to run and meet your partner.....**

### Location/Setting

You are under a subway station. You are a spy sent by company AlienForce to steal technique from company BGH. Your boss in BGH is dead and you are in danger too. The new technique become out of control, crimes emerge and different parties are involved. You have to deal with them carefully and survive.

### Mission Objective

Avoid death and find your partner at subway station

### Gameplay Mechanics

Use parkour skills: running, jumping, climbing, vaulting, rolling, swing to survive, and find path to Mann.

Use sliding tackle, jump kick to fight with enemies.

### Special Mechanics

None

### Playable Characters

Spy of a big company.

### Enemies

- Human enemy with melee weapon
- Human enemy with range weapon

### Non Playable Characters (NPC's)

- Your partner, in the station(exit of room B) waiting for you. Talk to him to complete the level.

### Victory Conditions

- Find your partner Mann in the subway station.

### Failure Conditions

- Killed by enemies or the train

## Mission Walk Through

1. **IGC-** Player look around inside of a subway carriage. He open his phone, a message shows "Lance went missing, meet me at 17 street station. Take train" Then the train stopped with squealing noise. After a few seconds, lights in the train get shut-off.
2. **Start Gameplay-**Player can move inside the dark train carriage. Player must find and climb out of a skylight to get on the top of the carriage.
  - Explore: player must find the openable skylight. The skylight will be lighted by weak red light.
3. **Gameplay-** Player can move on the top of the train. IGC triggers after player reach the front edge of the first carriage of the train.
  - Navigation: Player can only navigates on the top of the subway carriages.
4. **IGC-**Player looks down and saw a dead body under the wheel of the train
5. **Gameplay-** Player jump down on the ground and found the dead body is his boss Lance. Once player pick up the note from Lance's dead body or player navigates too far from the train, go to in game event.
  - Navigation: Player can only navigates in a small space ahead of the train. If player navigates too far from the train, triggers game event
  - Explore:
    - i. Lance's dead body
  - Story development :
    - i. When sees the dead body, player speak to himself:" This guy.... is Lance. Tut, I might in big trouble. "
    - ii. Pick up
      1. A note from lance's dead body.
  - Lance's dead body
  -
6. **In Game Event-** The train's headlights suddenly start to flicker, the train growls and start to move
  - Player must start to run ahead to escape from the moving train. Player will die If get hit by the train.
  - Player can dash and accelerate.
7. **Gameplay-** Player run to escape from the moving train.
  - After certain distance, player saw a door on the side of the wall. Player must jump and open the door to avoid the train
  - The train will accelerate gradually so player can't keep running ahead of the train.
  - The railway has a dead-end another stopped train block the way to farther railway.
8. **In Game event-** After player jump into the door on the wall, the train followed player crash on the stopped train and block the path to railway.
9. **Gameplay-** Now player is inside the door.
  - Long stairs to room A
  - Player can navigate through stairs to roomA  
Player navigate to room A
10. **Gameplay-**Player enter Room A
  - Entry to stairs to room B
  - Block mesh around the entry so player must dash and vault to pass
  - Few melee enemies in the other end of the room
  - Few melee enemies around entry to room B
  - Blocks player need to use parkour skill to navigate  
Player can navigate in the room and fight with enemies. Player must use Parkour skills or kill the enemies guild the entry to next room to leave the room
11. **Gameplay-** Player get rid of enemies and enter stairs to room B
  - Entry to vent line
  - Stair is blocked in the half way. So player must navigate up to vent line
  - Player must crouch when navigating in vent line.
  - When player navigate to the exit of the vent line, go to IGC

12. **IGC-** Camera shows the room around from player's eye level. Then camera move down show the location of all enemies, blocks and path to exit.
13. **Gameplay-** player come out from vent line.
  - Platforms player can navigate on
  - Blocks player can vault over or slide through
  - Pipes under ceiling that player can swing with
  - Melee enemies on the player path
  - Range enemies on high platforms. Player need to swing on pipes to reach them and kill them.
14. In Game Event- when player clear enemies on the first platform, Mann will appear at the the exit of room B and call player to follow him. Then he will leave from the exit.
15. **Gameplay-** Player clears all enemies and navigate in the room
  - After player clears all enemies and reach the exit of the room
  - After player exit the room and meet Mann, go to IGC

**End Gameplay**

16. **IGC-** player go out of the exit. Mann is waiting for player in a car. Player go into the car.