FPS Campaign Street Level

# Key Questions

Level takes place in an abandoned city in the Balkans (?), with a few people still trying to survive, Semi-open-world. You (military soldier) were in a helicopter crash and the only survivor. In order to get picked up, you need to destroy the enemy’s Anti-Air equipment with a bomb you steal from their HQ. Cannot pick up enemy weapons.

It takes place at daytime, possibly close to sunset/golden hour?

You can pick up items in the map, equip them, and interact with switches/state changers

Primarily an FPS, slightly penetrable cover and lots of small gaps in cover for tricky angles and outsmarting enemies

Weapons have a cleanliness stat that increases chance of jamming, and decreases handling speed/accuracy/recoil control.

Memorable because it involves a lot of exploration and equipment gathering, as well as tense combat situations

Initially the combat is very hard, as its outside and you only have a shotgun, but you can pick up a pistol which makes ranged combat easier

All possible directions should

Combat should leave room for flanking and pushing up a lot, as you only have a pistol and shotgun and need to get close to enemies. Light stealth elements are also planned, so dark corners/paths to sneak through.

There are a few key locations, with not many smaller locations, so the entire playable scale of the map is fairly small.

# Key Metrics

### Cover types (crouch, high cover):

Crouching possible, so some low cover is usable

### Gaps between cover/objects:

Lots, to increase possible angles and make predicting enemies harder

### Main path:

The main road leads to the Anti-Air, which is on. This means players need to explore side paths to gear up and continue and eventually blow it up.

### Side paths​

Jump height​– Not much verticality, maybe some should be fitted in

(Possibly the anti-air is on top of a tower you need to climb?)