Mission Design Document

Mission Section

For most of the developed world, slavery is now a thing of the past, something that we left behind in darker times. We wish this could be the case for the entire world but some are so greedy that they still take advantage of such savagery. Take JOHAN BRAUN for example, a powerful businessman from Norway with dealings all across the world. Although some of his business is legitimate, a large chunk of his income comes from modern day slave trade and forced labor camps mining diamonds in South Africa.

Today you have a chance to stop him forever.

We have gotten word from a local hunter that JOHAN has built himself a secluded spot in the Norwegian Fjords from where he can conduct his business. The hunter, however, vanished from our communication channels shortly after we got this intel.

JOHAN is quite proud of his little isolated compound, as always he used force and intimidation to drive the locals away. The compound has a main house, a security lodge, three watchtowers and a boathouse that he uses for travel, resources and reinforcements when necessary. He also has a direct connection to his company servers from that compound.

Your mission is to infiltrate his security. Plant a highly destructive virus on his servers, steal documents that may contain the identity of JOHAN's business partners and kill JOHAN BRAUN. Beware though, if you attract too much attention to yourself he may call for reinforcements or attempt to flee his compound.

Best of luck, agent.

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Overview Map

Player Start Location

1. Two guards talk about a local hunter that they killed. One of them mentions that he was left alone investigating his old lodge because "maybe there's something interesting left there but I doubt it".

2. An old hunting lodge from a local. The hunter was snooping around the area so the guards invaded the place and killed him. He was working on a secret tunnel to invade one of the buildings. Maybe it can still be useful?

3. Three watchtowers are posted around the area in key points. Each watchtower has one guard on top of it. For more details click here.

4. A modern day security building. This is where the main servers are. You'll need to infiltrate this building and plant a virus on the servers. For more info click here and here.

5. Before he was killed, the hunter finished a tunnel that leads right inside the security lodge. JOHAN's guards have not found this tunnel yet, but they are looking for it.

6. The hunter hid a Hunting Rifle with a scope here that the guards have not yet found. The player can retrieve it.

7. Guards have set up a quick campsite here to search for what the hunter was up to. One of the guards left a document in the campsite that has security codes for the Server's Firewall. With these codes the player will be able to plant the virus without triggering an alarm.

8. A boathouse used for reinforcements and emergency evacuation. If 2 alarms sound off then more guards will show up here. More informtion here and here.

9. A contemporary mansion built where JOHAN spends most of his time. It has 2 floors with an office on the second floor where the documents might be. JOHAN either walks around the beach near the house or spends his time in the bedroom. For more information click here and here.

Tall Grass area. The player can hide from guards and cameras here

Tree. A group of trees serves as a dark area

Level Layout Grid. Every square is equivalent to 1 Player Size. NPCs are considered to be the same size as the player on this layout

Vantage Point POV.

Camera View Range

Natural Wall / Edge. A natural rock formation that serves as a wall between two different heights.

Pool

Objective A: Plant the Virus on the server room inside the security lodge. There are three guards inside the lodge and planting the virus without disabling the firewall makes an alarm go off. The codes required to disable the firewall are inside the security lodge.

Objective B: Steal compromising documents. They are located inside Johan's office in the second floor of the Mansion. The door to the office is locked. The keys are inside the boathouse and there is also a skylight that drops into the office.
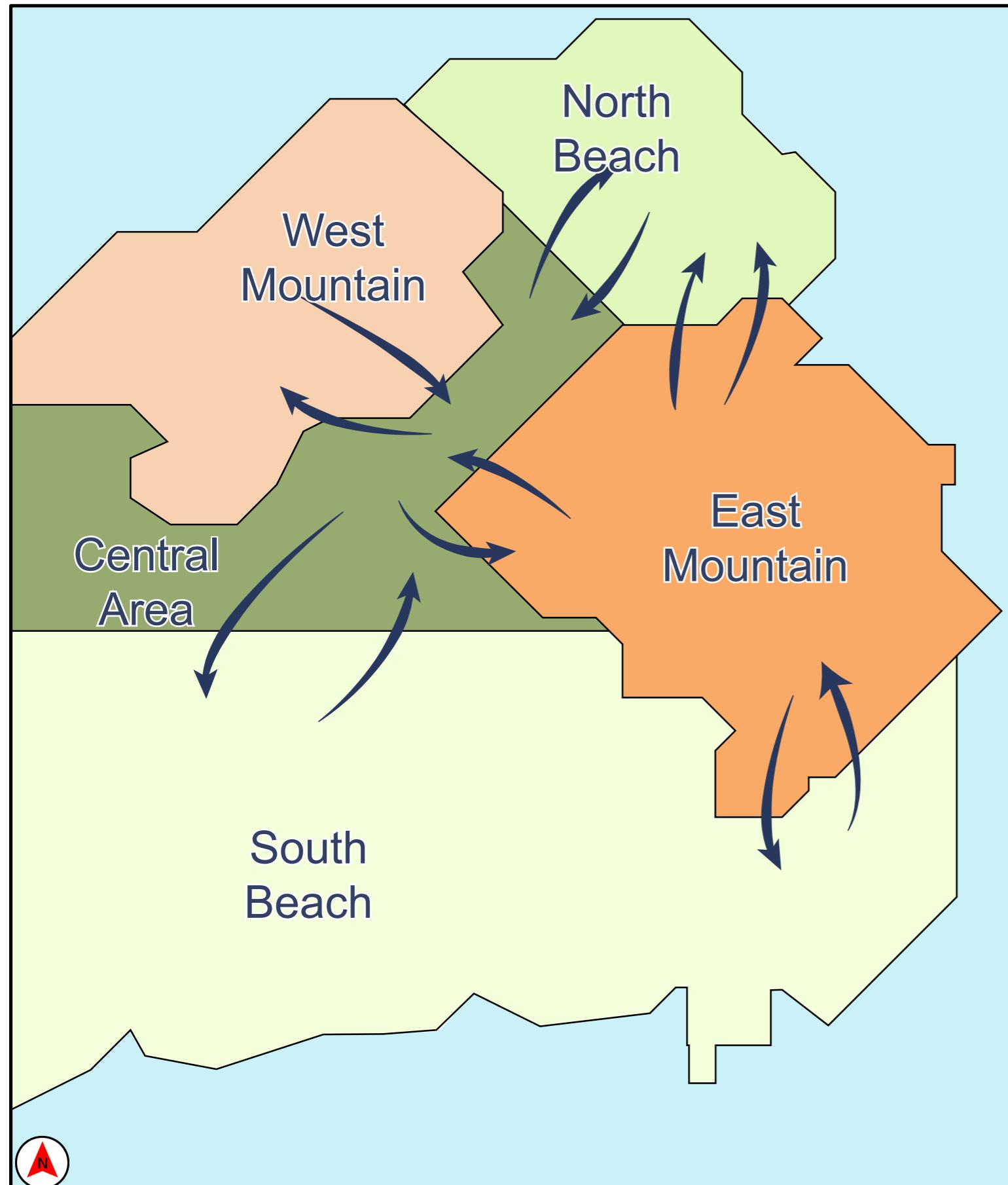
Objective C: Assassinate Johan Braun. He spends most of his time inside the mansion walking around but sometimes strolls around the beach to the south. There are very few moments in which he is not near a guard.

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Image Reference Map

Overview Map - Area Breakdown

The map is split into 5 areas and the player may move freely between them, but some areas are not connected to others.

West Mountain

Player Start Location. This area connects only with the Central Area. There is a Vantage Point here for the player to see the South Beach ahead of time. The Old Hunting Lodge is here as well which has the key to access the Security Lodge

East Mountain

A large mountain that connects with all areas except with the West Mountain. It has a hidden sniper rifle and the hidden entrance to the security lodge here. A large group of guards patrols the area.

Central Area

A valley between the two mountains that connects the North Beach with the South Beach. Two guards constantly patrol the area and there are some lights scattered around the path. Some dark areas will provide cover for the player.

North Beach
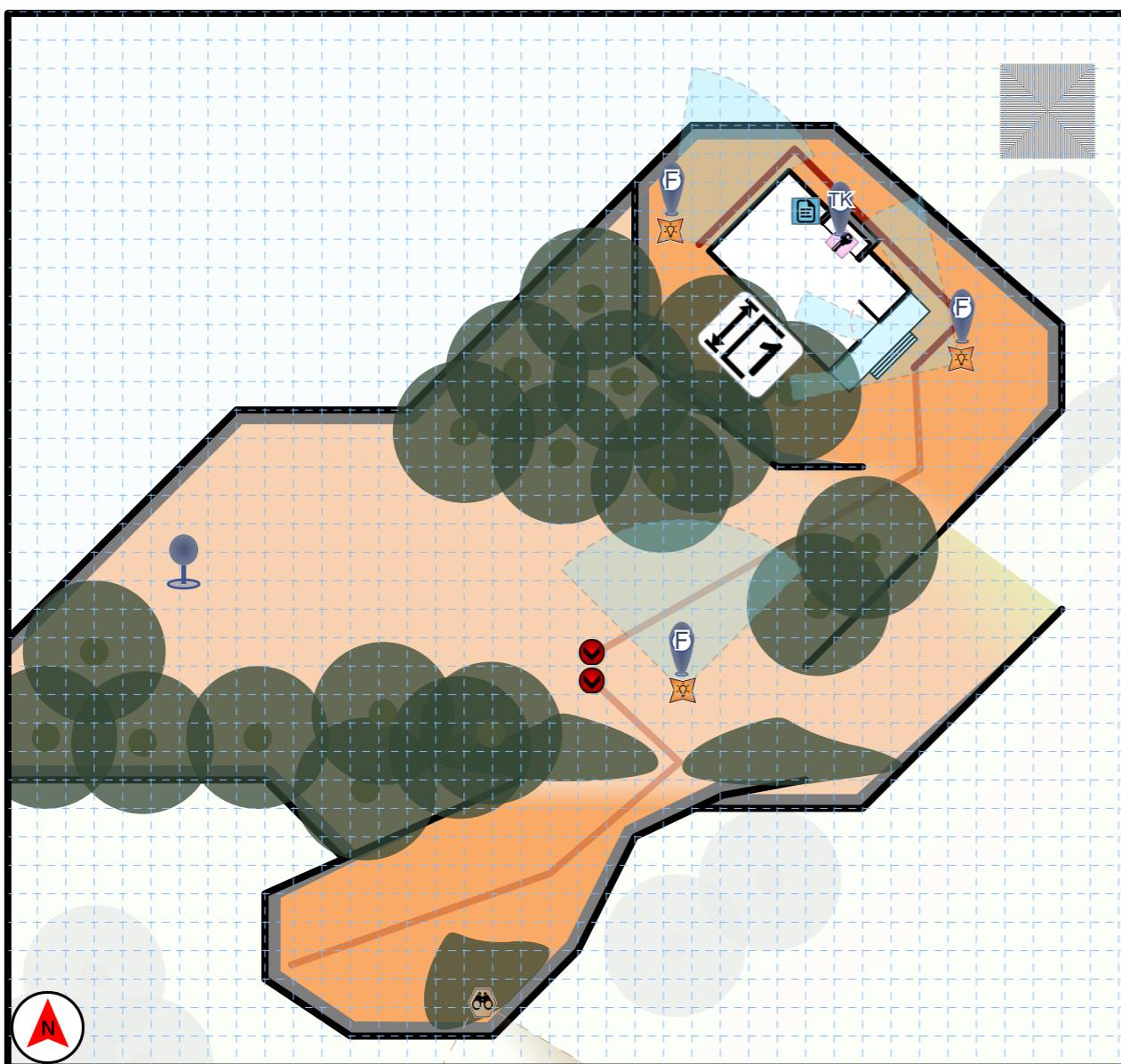
Area with the Security Lodge and one watchtower. One of the objectives is in this area.

South Beach

Largest area of the map. JOHAN spends his time here and will try to escape from the boathouse here if three alarms go off. The Main House is located here, where the stolen documents are hidden.

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Level Beats - West Mountain

West Mountain

The player starting area. Serves as mission intro. The player can go to the central area from here. Other interesting scenarios are the Vantage Point to the south where the player can start their reconnaissance and the Old Hunting Lodge to the north where the player can get more clues about the hidden tunnel.

Floodlights: Lights in this region are floodlights mounted in tripods

Tunnel Key: The key here unlocks the tunnel on the East Mountain

Light area

WM-Beat01
Reach the central area

Ghost	Panther	Warrior
Use the lack of light and tall grass to pass the guards	Wait for the guards to split up and take them out in silence	Engage them in combat and take them out. There are no alarms nearby

WM-Beat02 - Optional
See the south beach from the Vantage Point

Ghost	Panther	Warrior
Use the tall grass on the corner to hide from the guard that goes there	Take out the guard here in silence	Kill the lone guard in combat

WM-Beat03 - Optional
Retrieve the Tunnel Key and Tunnel location map

Ghost	Panther	Warrior
Get the key for the Hidden Tunnel while hiding from the guard	Take out the guard here and then take the key from inside the lodge	Kill the lone guard in combat and then get the key

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Level Beats - East Mountain

East Mountain

This area is largely optional but there are some good rewards for coming here. A secret tunnel that leads into the security lodge, a sniper rifle and some access codes that allow the player to deactivate security cameras.
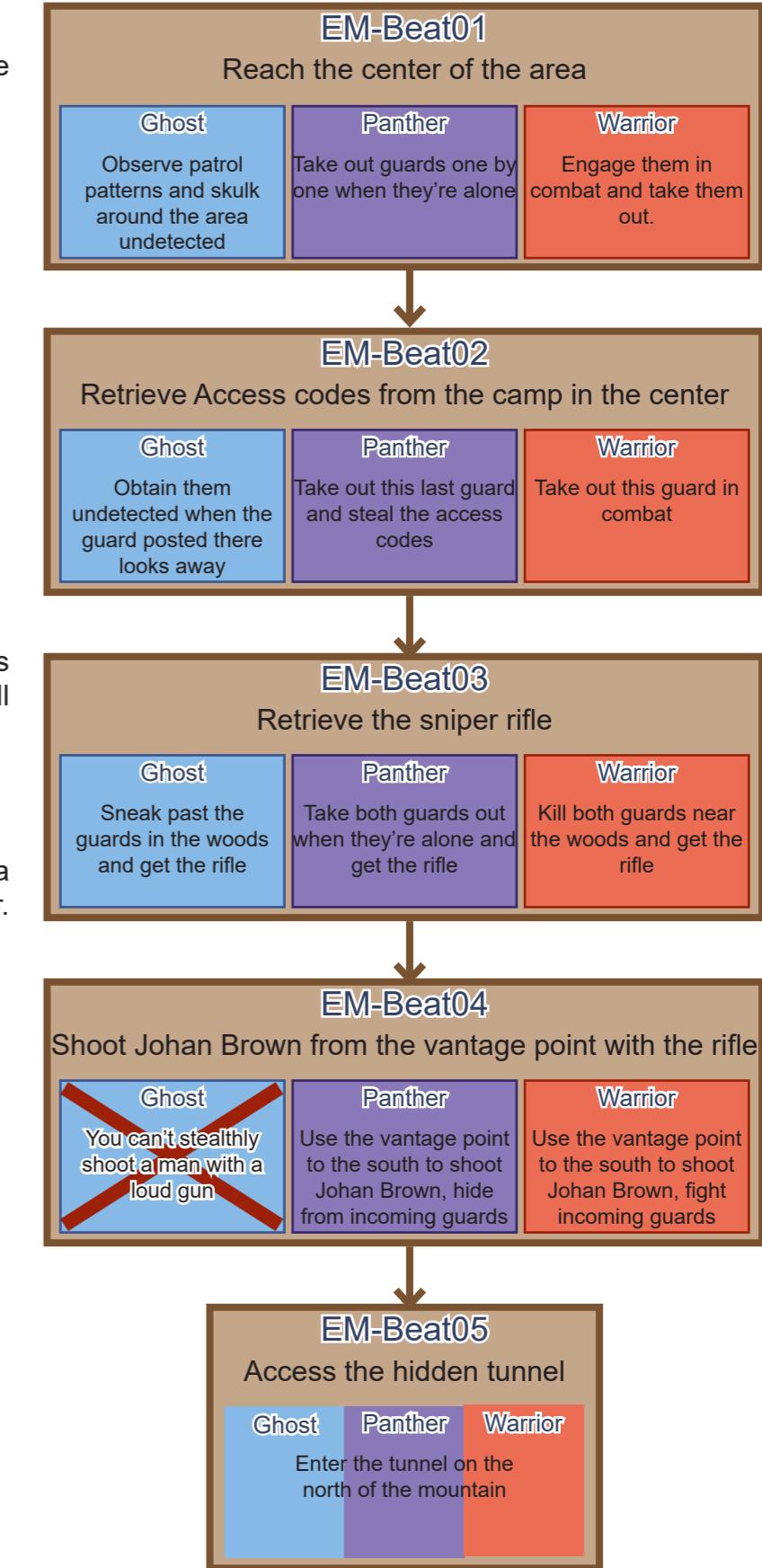
Floodlights: Lights in this region are floodlights mounted in tripods

Camera's Access Codes: Access codes that allows the player to deactivate all cameras from the security lodge.
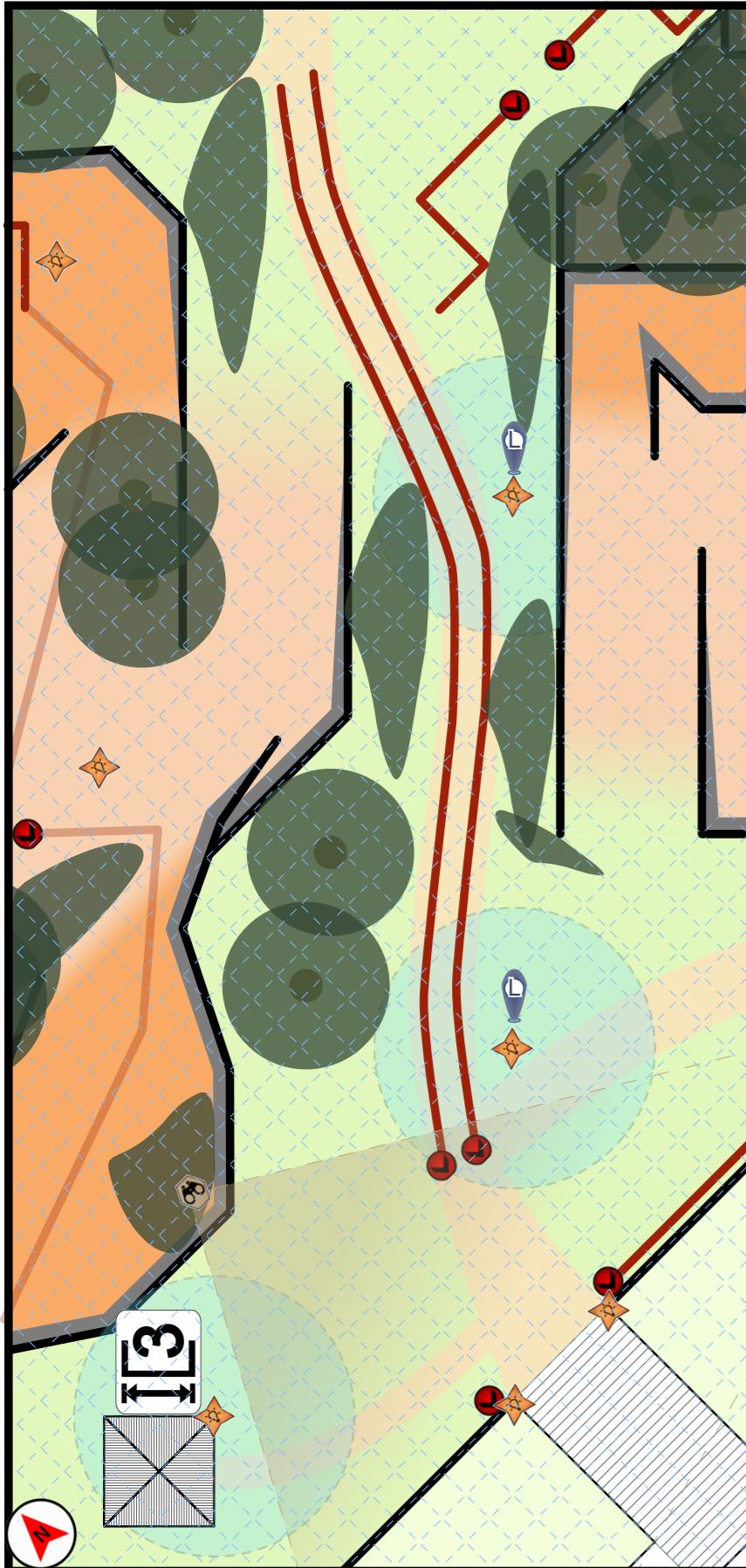
Sniper Rifle: This is an old rifle with a scope that was hidden here by the hunter. The player can retrieve it

Light area

EM-Beat01
Reach the center of the area

Ghost	Panther	Warrior
Observe patrol patterns and skulk around the area undetected	Take out guards one by one when they're alone	Engage them in combat and take them out.

EM-Beat02
Retrieve Access codes from the camp in the center

Ghost	Panther	Warrior
Obtain them undetected when the guard posted there looks away	Take out this last guard and steal the access codes	Take out this guard in combat

EM-Beat03
Retrieve the sniper rifle

Ghost	Panther	Warrior
Sneak past the guards in the woods and get the rifle	Take both guards out when they're alone and get the rifle	Kill both guards near the woods and get the rifle

EM-Beat04
Shoot Johan Brown from the vantage point with the rifle

Ghost	Panther	Warrior
You can't stealthily shoot a man with a loud gun	Use the vantage point to the south to shoot Johan Brown, hide from incoming guards	Use the vantage point to the south to shoot Johan Brown, fight incoming guards

EM-Beat05
Access the hidden tunnel

Ghost	Panther	Warrior
	Enter the tunnel on the north of the mountain	

Level Beats - Central Area

Center Area

The center area of the level is a transition area between the North and South beach. Two guards patrol back and forth between the beaches and there are two large Light Poles that iluminate the path

Light poles: Large light poles that illuminate the area
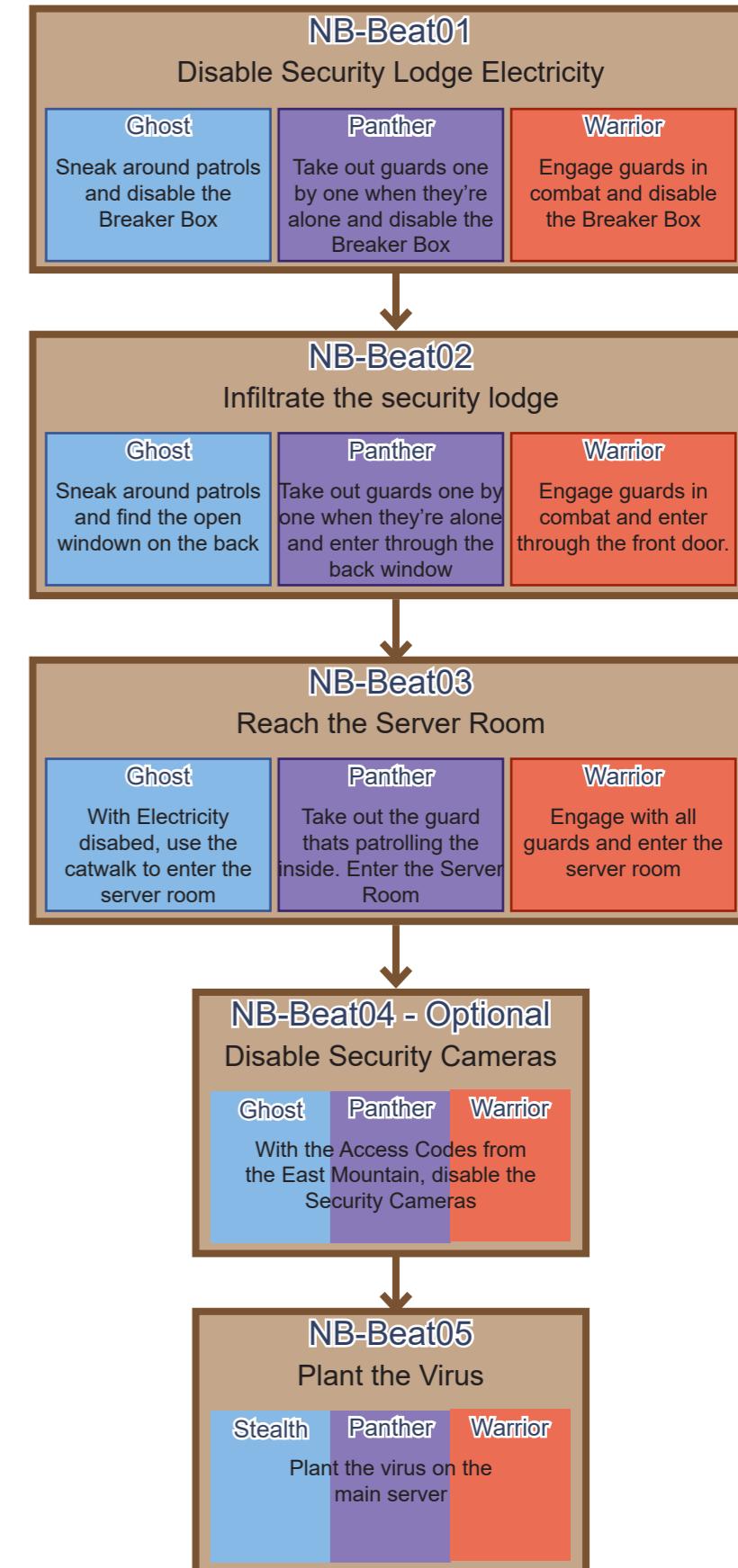
CA-Beat01
Reach another area from this path

| Ghost	Panther	Warrior
Use the tall grass to avoid detection by the guards	These two guards are aways together, so taking one out will alert the other	Engage them in combat and take them out. There are no alarms nearby

Light area

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Level Beats - North Beach

North Beach

This area contains the security lodge and one of the main objectives of the level. It is well guardade

There is a catwalk inside this building that allows the player to walk above all of the guards

C Camera's Access Codes: If the player has the Access Codes from the East Mountain, they can then deactivate all security cameras in the level from this location.

Light area

Camera View

MG Machine Gun

NB-Beat01
Disable Security Lodge Electricity

Ghost	Panther	Warrior
Sneak around patrols and disable the Breaker Box	Take out guards one by one when they're alone and disable the Breaker Box	Engage guards in combat and disable the Breaker Box

NB-Beat02
Infiltrate the security lodge

Ghost	Panther	Warrior
Sneak around patrols and find the open windown on the back	Take out guards one by one when they're alone and enter through the back window	Engage guards in combat and enter through the front door.

NB-Beat03
Reach the Server Room

Ghost	Panther	Warrior
With Electricity disabed, use the catwalk to enter the server room	Take out the guard thats patrolling the inside. Enter the Server Room	Engage with all guards and enter the server room

NB-Beat04 - Optional
Disable Security Cameras

Ghost	Panther	Warrior
	With the Access Codes from the East Mountain, disable the Security Cameras	

NB-Beat05
Plant the Virus

| Stealth	Panther	Warrior
	Plant the virus on the main server	

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Level Beats - South beach

South Beach

The largest area in the level, where the Main House is located. JOHAN is located here and the compromising documents are here as well.

SB-Beat01 Retrieve the Office Key from the boathouse	SB-Beat03 Infiltrate the house	SB-Beat02 Reach the office	SB-Beat04 Steal compromising documents	SB-Beat05 Assassinate Johan Braun
Ghost Enter the boathouse undetected and get the key	**Ghost** Enter via open window on the first floor on the west side	**Ghost** Observe patrol patterns make your way to the west of the main house undetected.	**Warrior / Panther / Ghost** Get the documents from the office.	**Ghost** Kill Johan Braun inside the house when he is alone
Panther Take out both guards near the boathouse and get the key	**Panther** You can chose to either enter through the window on the west side or the front door.	**Panther** Take out guards one by one when they're alone		**Panther** Kill Johan Braun inside the house when he is alone
Warrior Fight with both guards at the boathouse and collect the key	**Warrior** Enter through the first door or the western window.	**Warrior** Engage them in combat and take them out. Watch for alarms		**Warrior** Assassinate Johan Braun any way you see fit.

The office has a skylight that the player can use to access it. This dashed line marks the location of it.

Reinforcements: If two alarms go off, 4 guards will arrive here via boat to reinforce the area.

Large vases with vegetation. The player can hide behind them

Light area

Camera View

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General Walkthrough

Objectives can be accomplished in any order but there is an optimal order depending on the style of play. For Stealth you start using the secret tunnel and end the level by assassinating Johan Braun. For a Panther Playthrough the ideal scenario is to snipe Johan Braun at the start and then proceed to the other objectives. For a Warrior playthrough you also start by assassinating Johan Braun but you don't need the sniper rifle.

Ghost
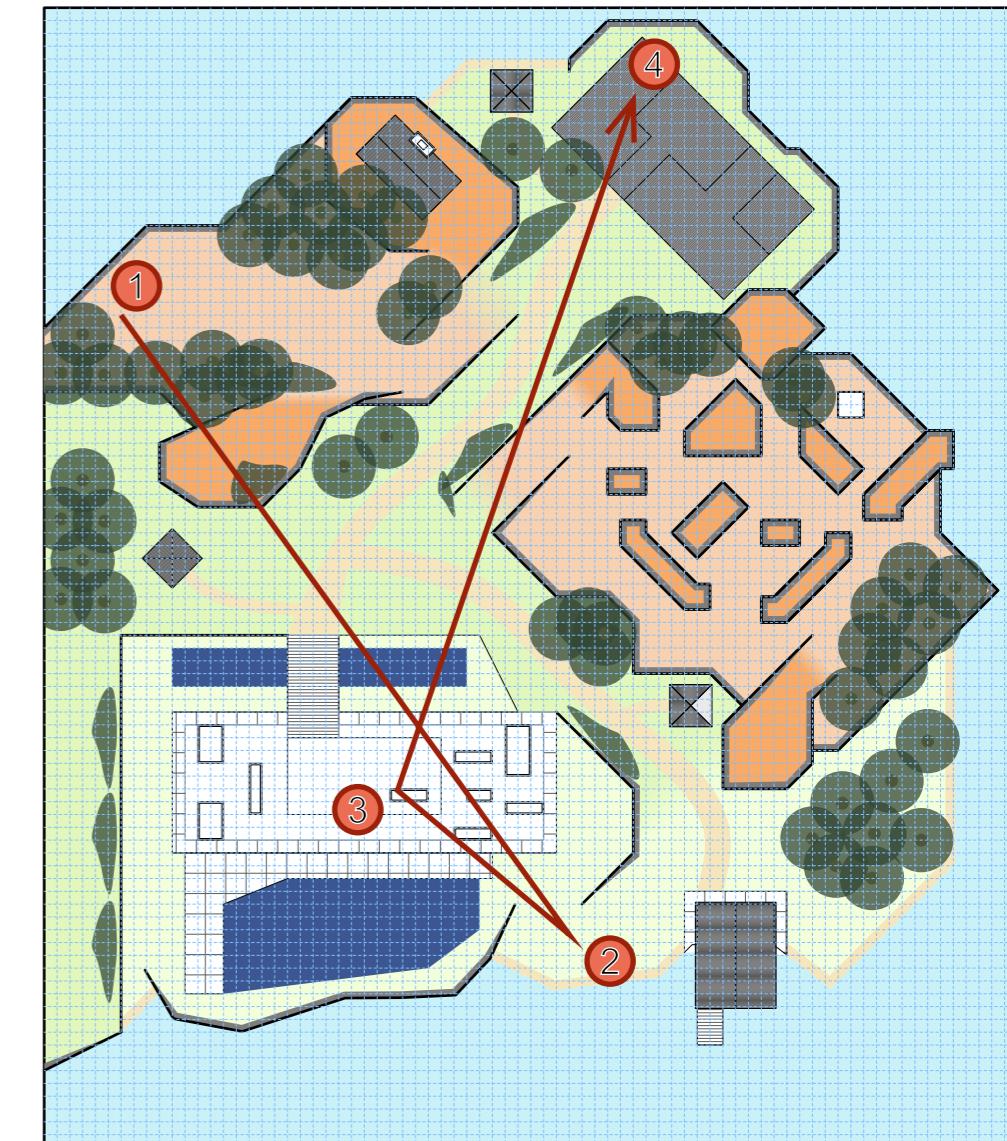
1. Player Start
2. Retrieve Tunnel Key and Tunnel Location
3. Reach the Secret Tunnel
4. Plant the Virus
5. Steal the documents
6. Assassinate Joahn Braun

Panther

1. Player Start
2. Retrieve the Hunting Rifle
3. Assassinate Johan Braun from the Vantage point
4. Steal the documens
5. Plant the Virus

Warrior

1. Player Start
2. Assassinate Johan Braun
3. Steal the documents
4. Plant the virus
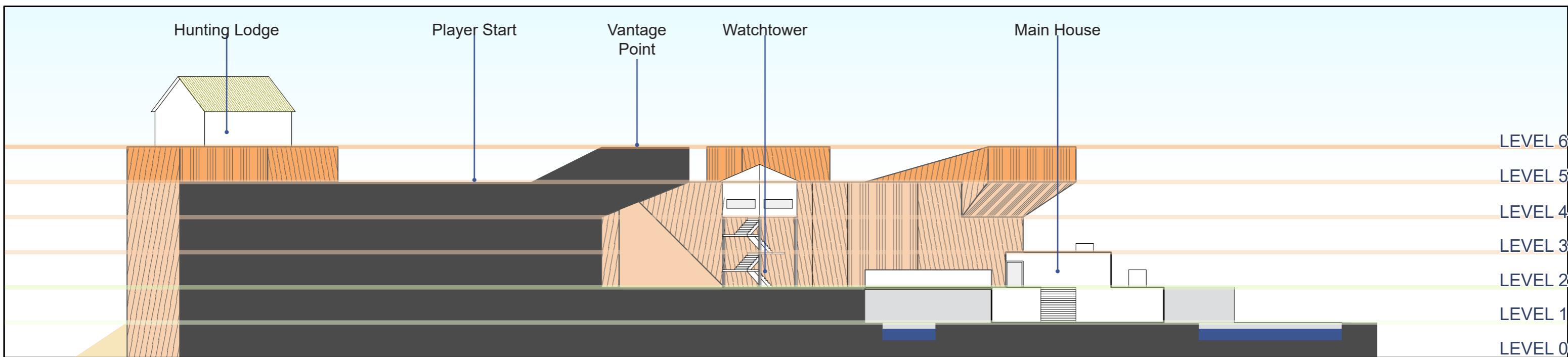
Level Height Diagram

Level Height Diagram

Each level is the same as the height of one building floor. The lowest level would be the water surface.

Hunting Lodge   Player Start   Vantage Point   Watchtower   Main House

LEVEL 6
LEVEL 5
LEVEL 4
LEVEL 3
LEVEL 2
LEVEL 1
LEVEL 0

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Building Details - Main House

The Main House is meant to be a fancy two story contemporary building. The office is on the second floor. The ground floor has a kitchen on the west side, a large living room in the middle and a bedroom with a private bathroom and a sauna on the east side. There are two pools, one to the north and one to the south. The main entrance is through the second floor via a bridge that goes over the north pool.

The building is designed on a square module and can be easily picked up and placed in other maps with a reusable purpose. Contemporary architecture can exist in many different spaces. The main source of inspiration for this building is a mansion situated in São Paulo, Brazil.

**SL** Skylight at the top of the roof that leads directly to the office
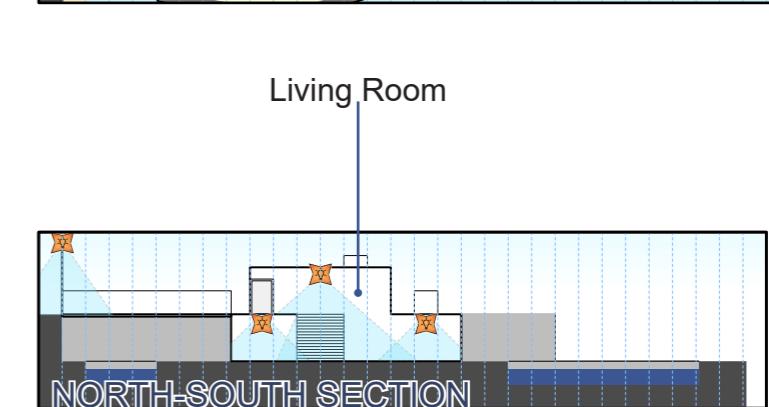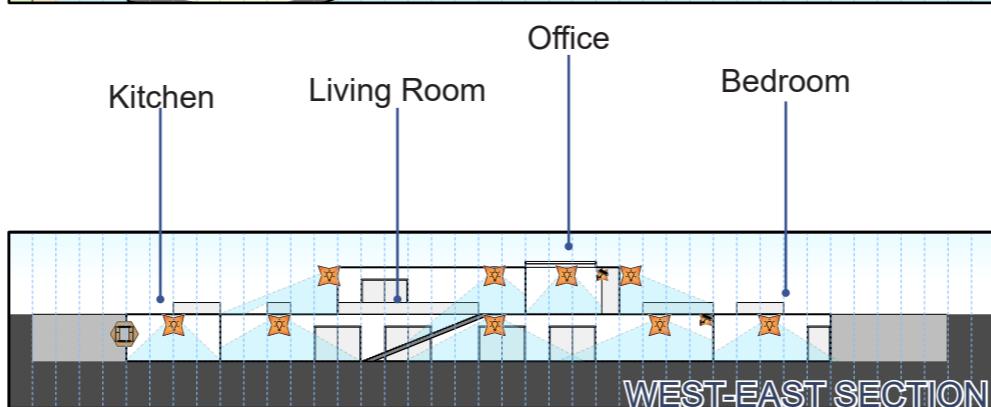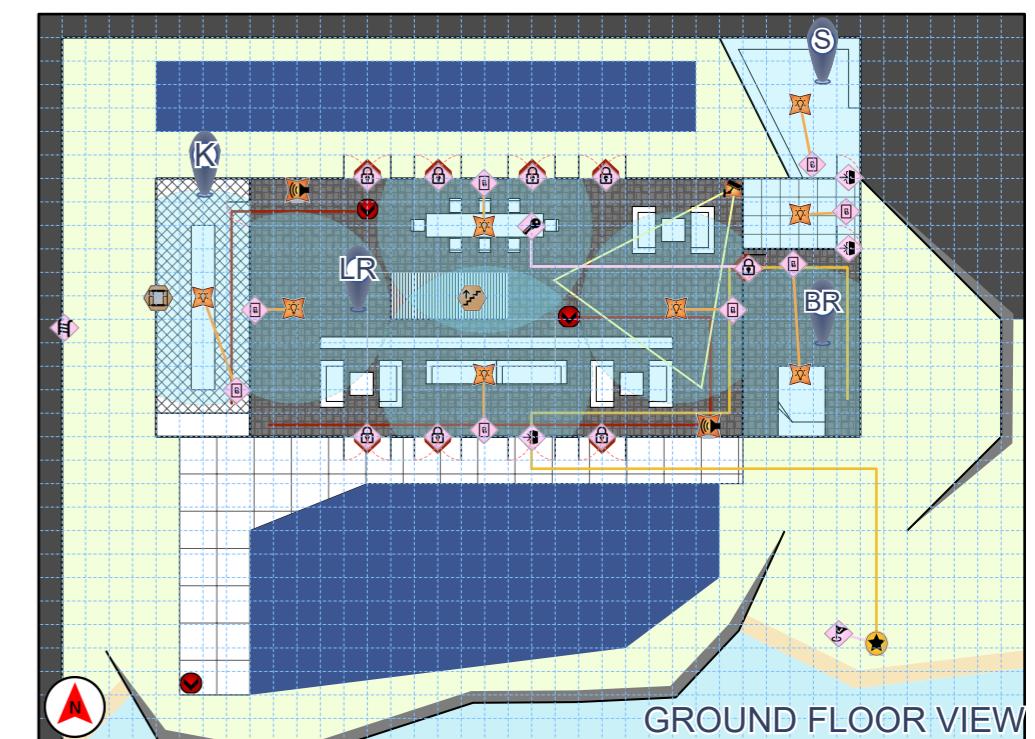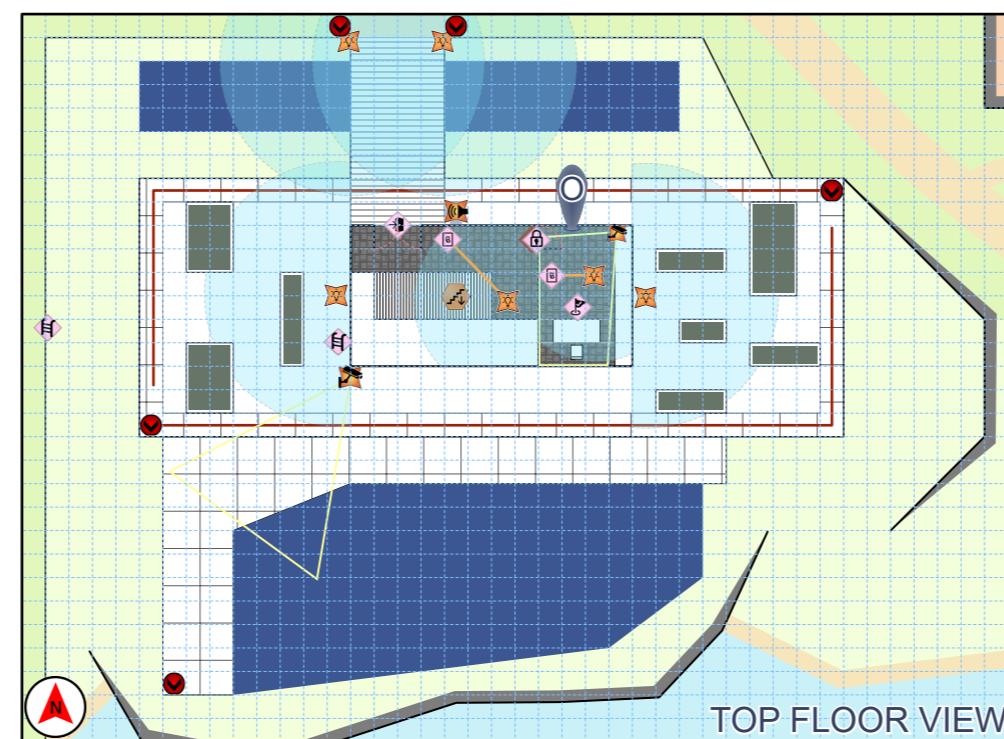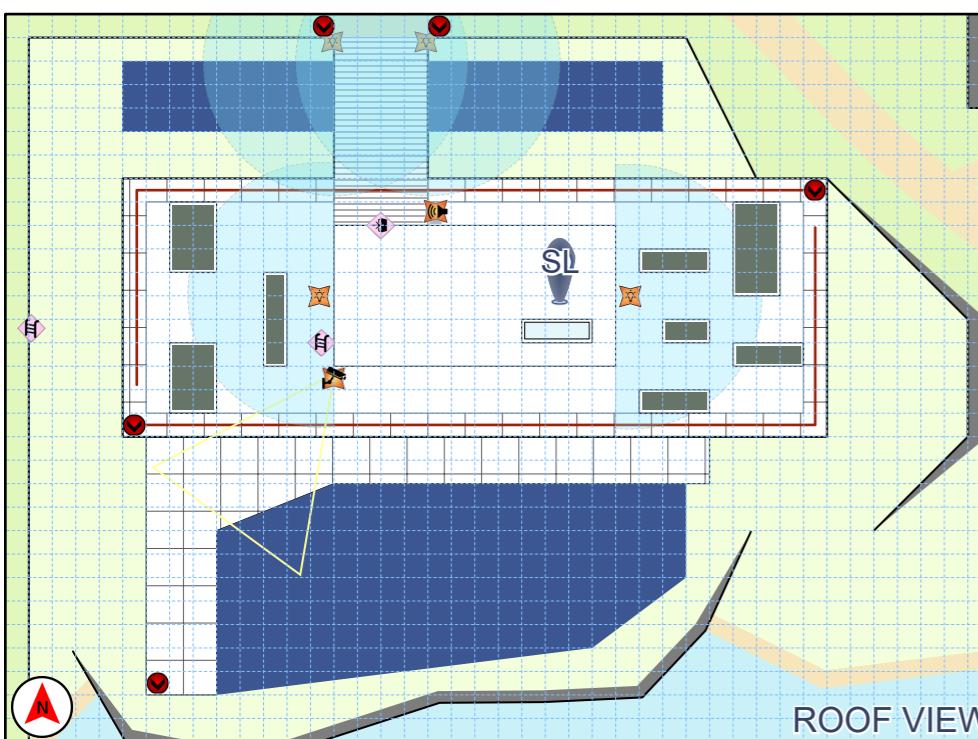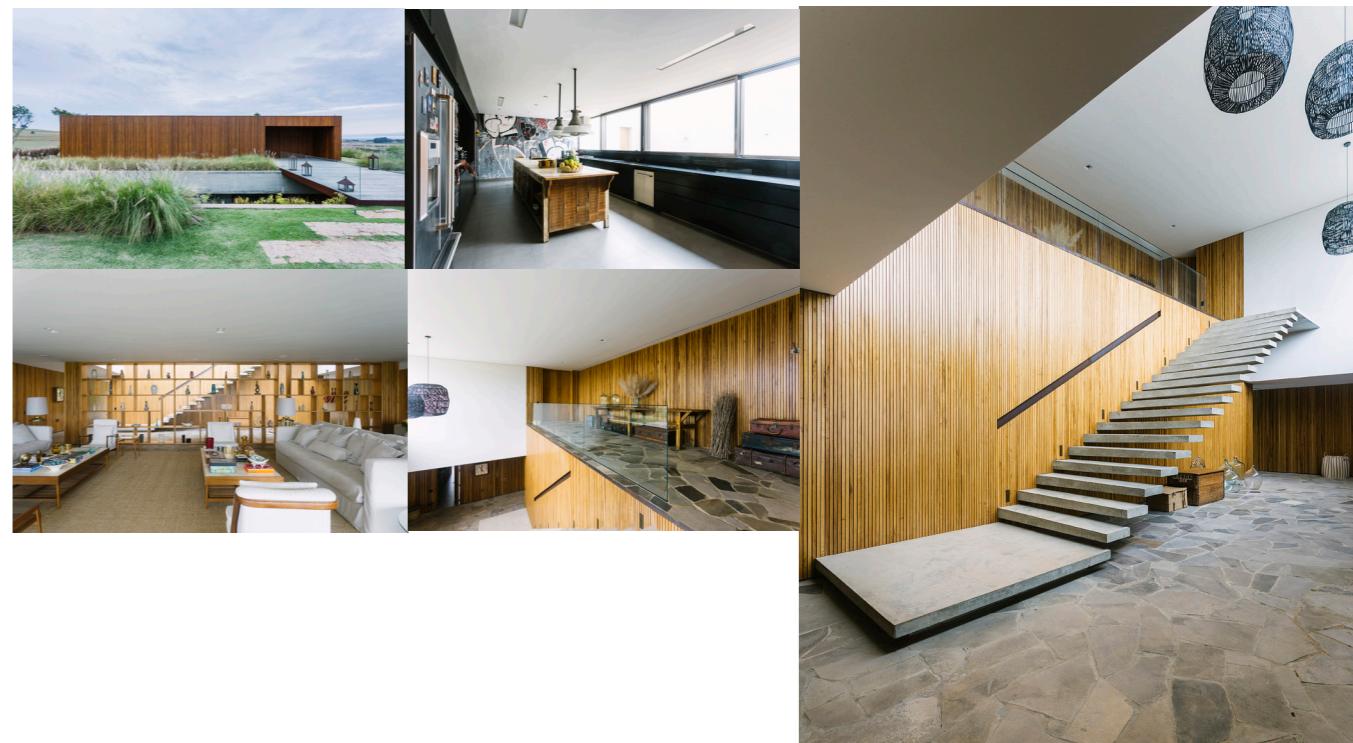
LR Living Room

O Office
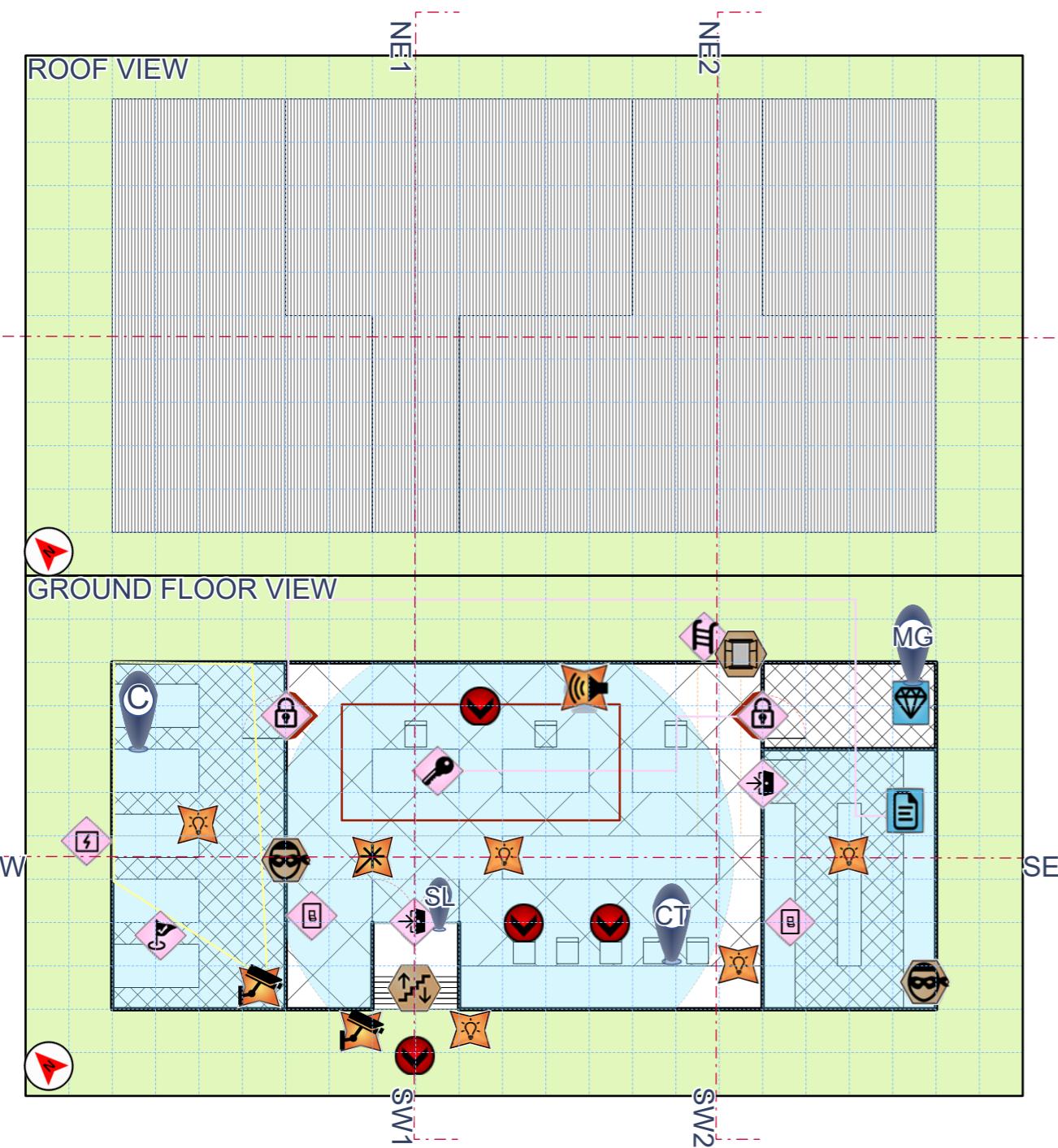
BR Bedroom

K Kitchen

S Sauna

ROOF VIEW

TOP FLOOR VIEW

GROUND FLOOR VIEW

Kitchen   Living Room   Office   Bedroom

Living Room

WEST-EAST SECTION

NORTH-SOUTH SECTION

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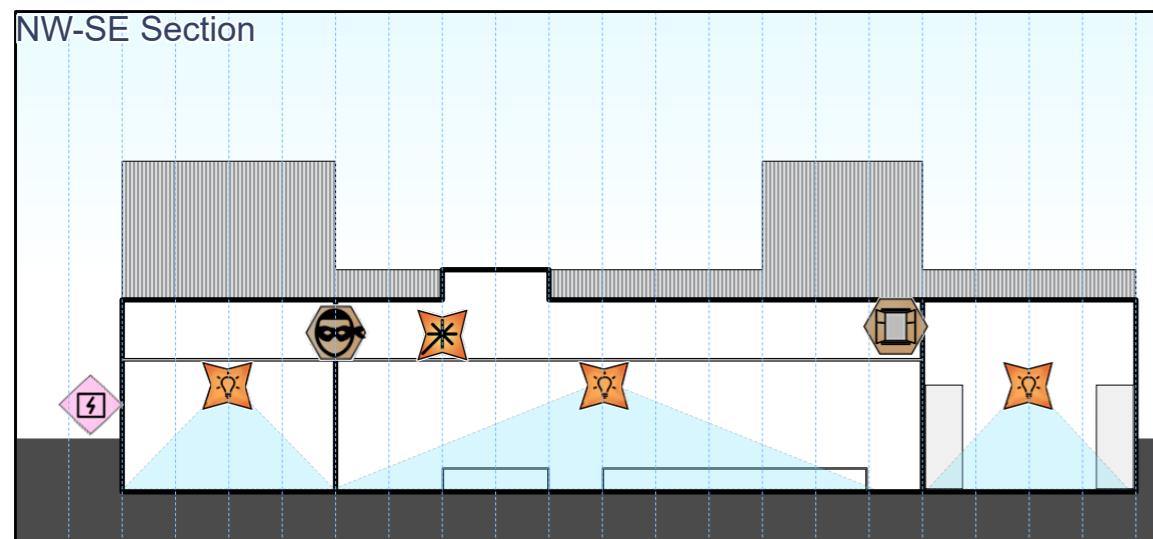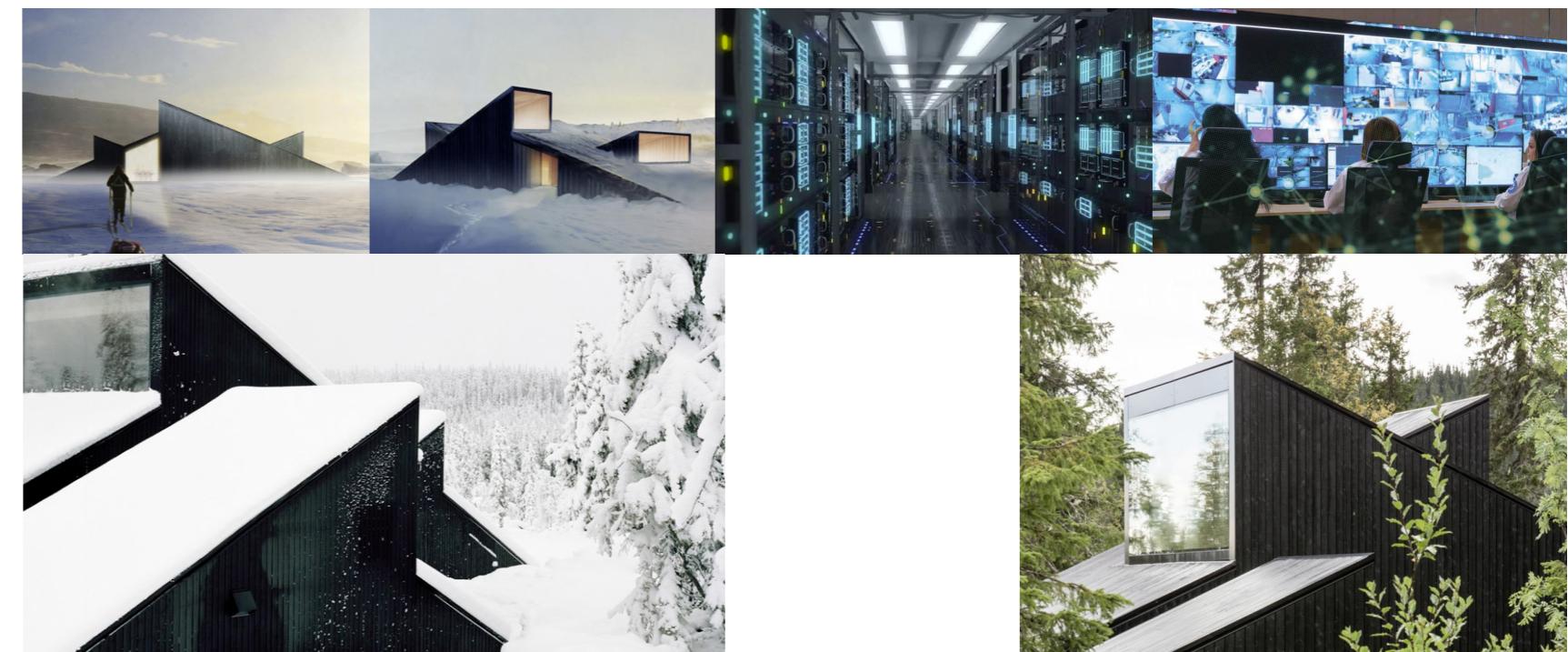
Building Details - Security Lodge

The security Lodge is a modern building on the north part of the map. It has one objective in it as well as the possibility of deactivating all cameras on the map, provided that the player got the Access Codes from the East Mountain. The Secret Tunnel takes the player straight into the locker room. It is loosely based on s contemporary cabin in Norway but the interior of it is modern and hight tech. An open window in the north part of the lodge gives access to a catwalk for the player to walk above the guards. The catwalk gives access to the server room, however there is a laser trap that triggers an alarm in that path. The player can tamper with the Breaker Box outside to temporarily deactivate the laser trap. This building is designed using the same module as the Main House.
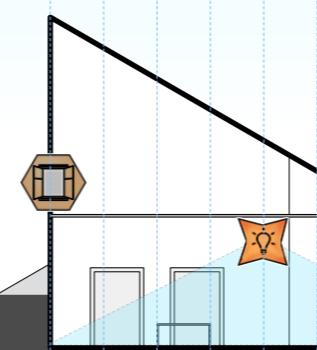
C Camera's Access Codes: If the player has the Access Codes from the East Mountain, they can then deactivate all security cameras in the level from this location.

MG Machine Gun
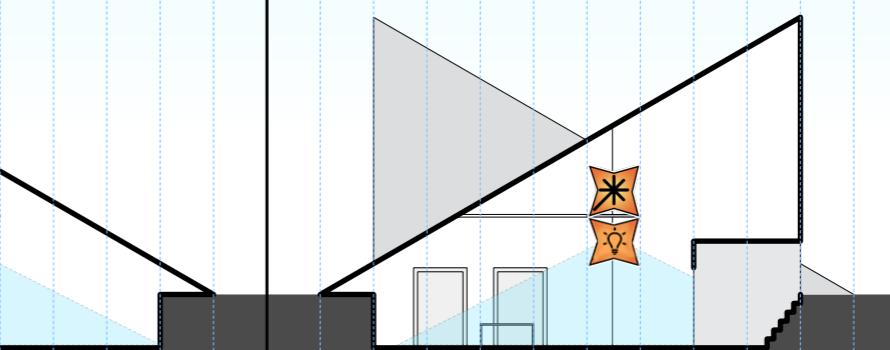
CT Computer tables. All tables in this area have computers on them. The two guards on the south of the room are looking at the computers in front of them and have their backs agains the rest of the room

ROOF VIEW

GROUND FLOOR VIEW

NW

SE

NE1

NE2

SW1

SW2

MG

SL

CT

C

NW-SE Section

NE1-SW1 Section
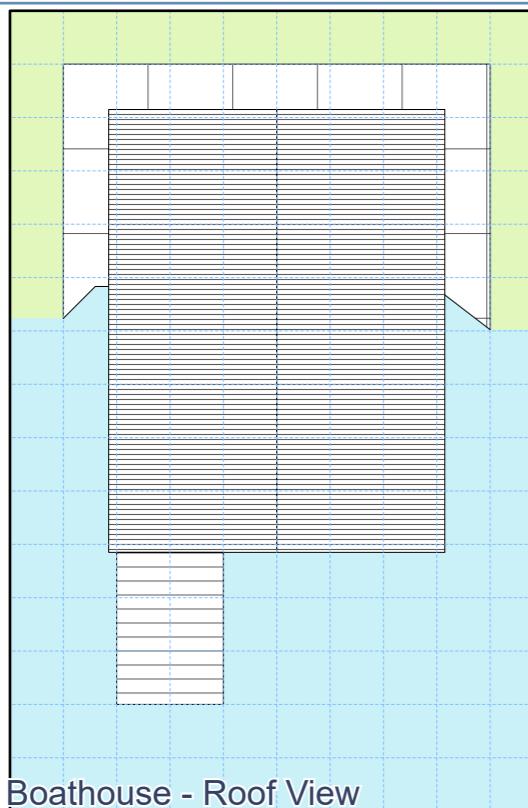
NE2-SW2 Section
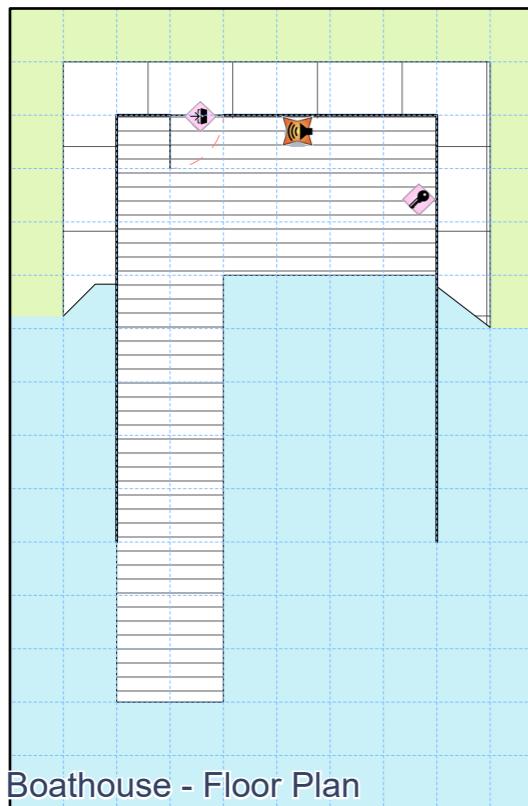
WEST-EAST SECTION

NORTH-SOUTH SECTION
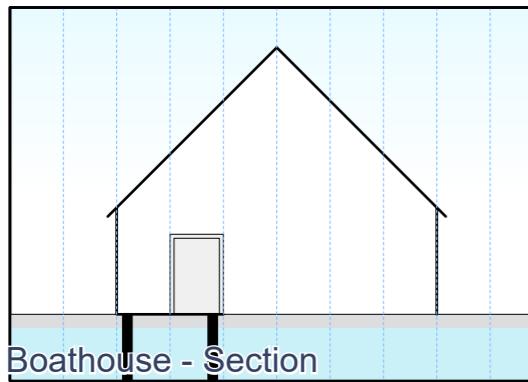
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Boathouse

Along with the Main House, the boathouse is a contemporary building. It is also designed using the same module and the materials in it should follow the same style as the one on the Main House, which are mostly wood and concrete. Reinforcements may arrive in this boathouse, and the key to the Office is located here.
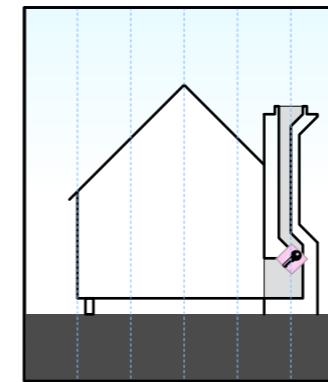
Hunting Lodge

This is the hunter's home that used to live in the region. He, along with other locals, was expelled from the region by Johan's guards. The hunter worked on the building's construction years ago and saw firsthand how Johan treated the locals. During that time he constructed a secret tunnel that leads into the security lodge and hoped to use that to take revenge on Johan. His plan didn't work and he was captured after hiding his rifle on the East Mountain of the area. The guards interrogated and killed him but he did not divulge the exact location of his tunnel. Now there is a group of guards on the East Mountain looking out for what he was doing there and his old home sits empty with one lone guard looking for clues.

The Hunting Lodge is where the key to the secret tunnel as well as a map with the location of the tunnel and the rifle are located.

Watchtower

There are three watchtowers on this map with guards stationed on top of them. The base of watchtowers is illuminated.

Boathouse - Roof View

Boathouse - Floor Plan

Boathouse - Section

Hunting Lodge - Roof View
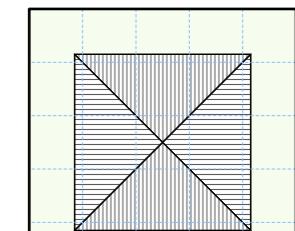
Hunting Lodge - Floor Plant
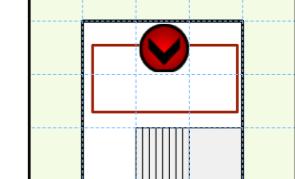
Hunting Lodge - Section

Wachtower - Roof View
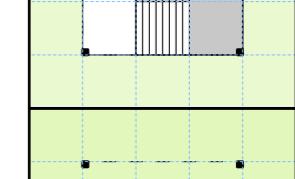
Top Floor
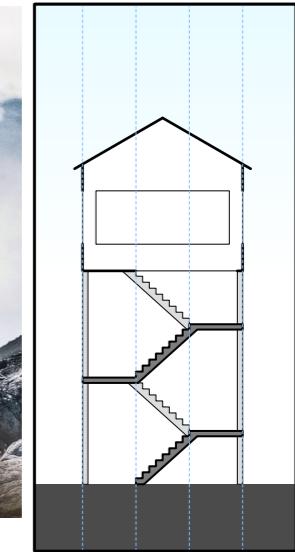
2nd Floor

1st Floor

Watchtower - Section

Other considerations

Possible expansions to this mission could be:
- **Johan Escapes** - Perhaps Johan is scripted to escape and a boat chase might ensue after the two other objectives are completed
- **It's a trap!** - Johan is a paranoid man, so he might have used a body double to attract the player to that location. Now the player finds themselves surrounded by guards that knew he was coming
- **The Hunter Is Alive** - It is presumed that the hunter was killed by the guards before the mission started, but perhaps he is still alive and needs rescuing. The security lodge is where he would be kept prisoner if that was the case

In a larger game scenario this missin could also bring some drama to a larger plot
- **This goes all the way to the top** - Who are Johan's business partners? If the player character is an agent from a government organization what would it mean for that character that one of his bosses has dealings with this man.
- **The player is being used** - Johan not only has partners and he also has many enemies. The assassination of Johan Braun might open the way for someone much worse to assume power in the vacuum that will ensue.
- **Now it's personal** - Johan is a slaver and if that wasn't bad enough on its own, the argent will find, through the documents they stole, that their long lost brother was kidnapped by Johan's associates and is now being forced to work on diamond mines.

Thank you for reading!