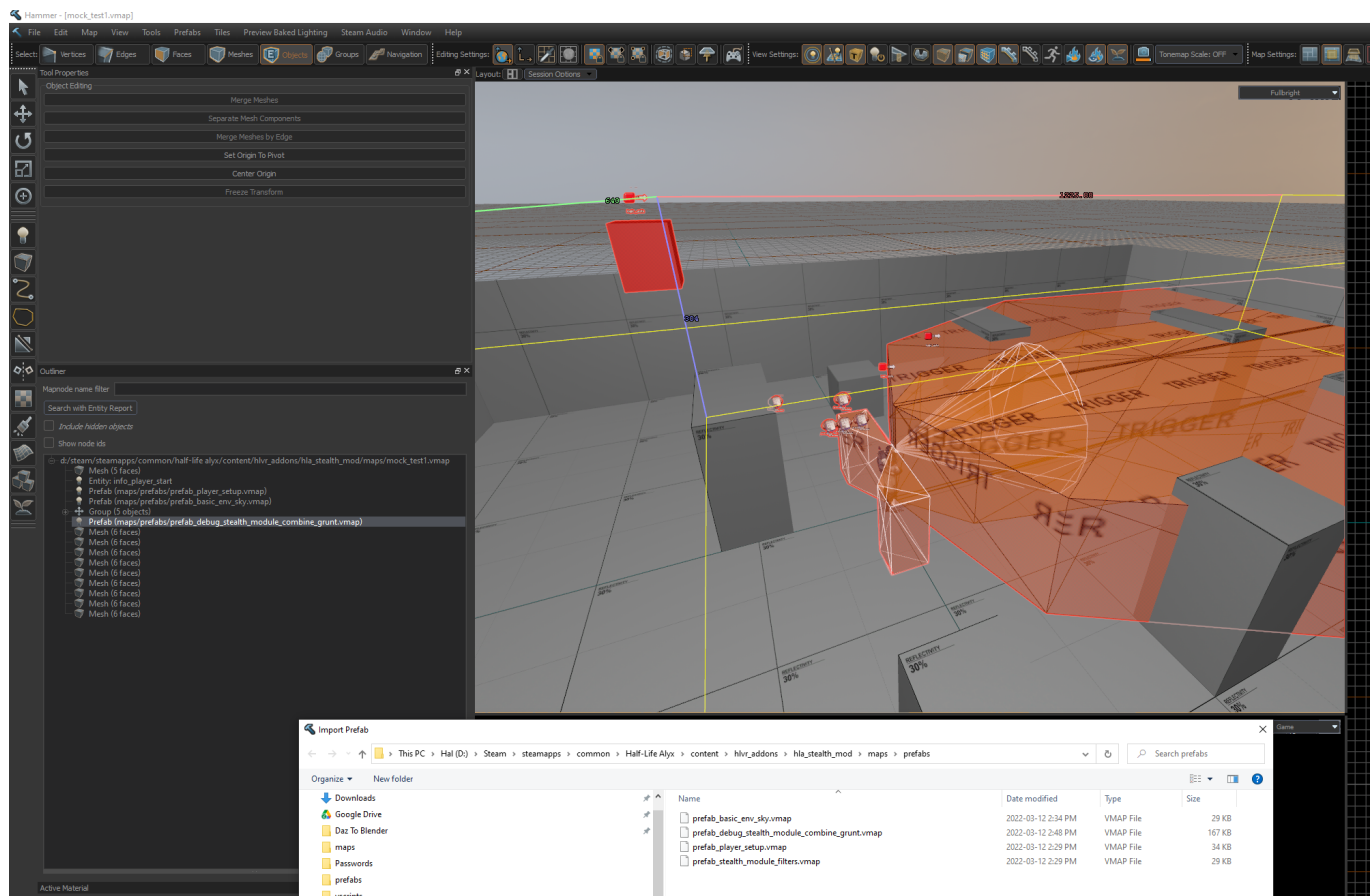


[#project](#) [#halflifeAlyx](#)

Core deliverable

A prefab module for combine soldiers(all variants) that can be used by a level designer in creation of stealth gameplay experiences not accessible from base game assets. This module is added to a map by a level designer. The module implements classic stealth game features.



Method

The level designer/client will define stories they want to fulfill in a level. Given context x player doing y combine doing z.

We will develop test cases to develop the module.