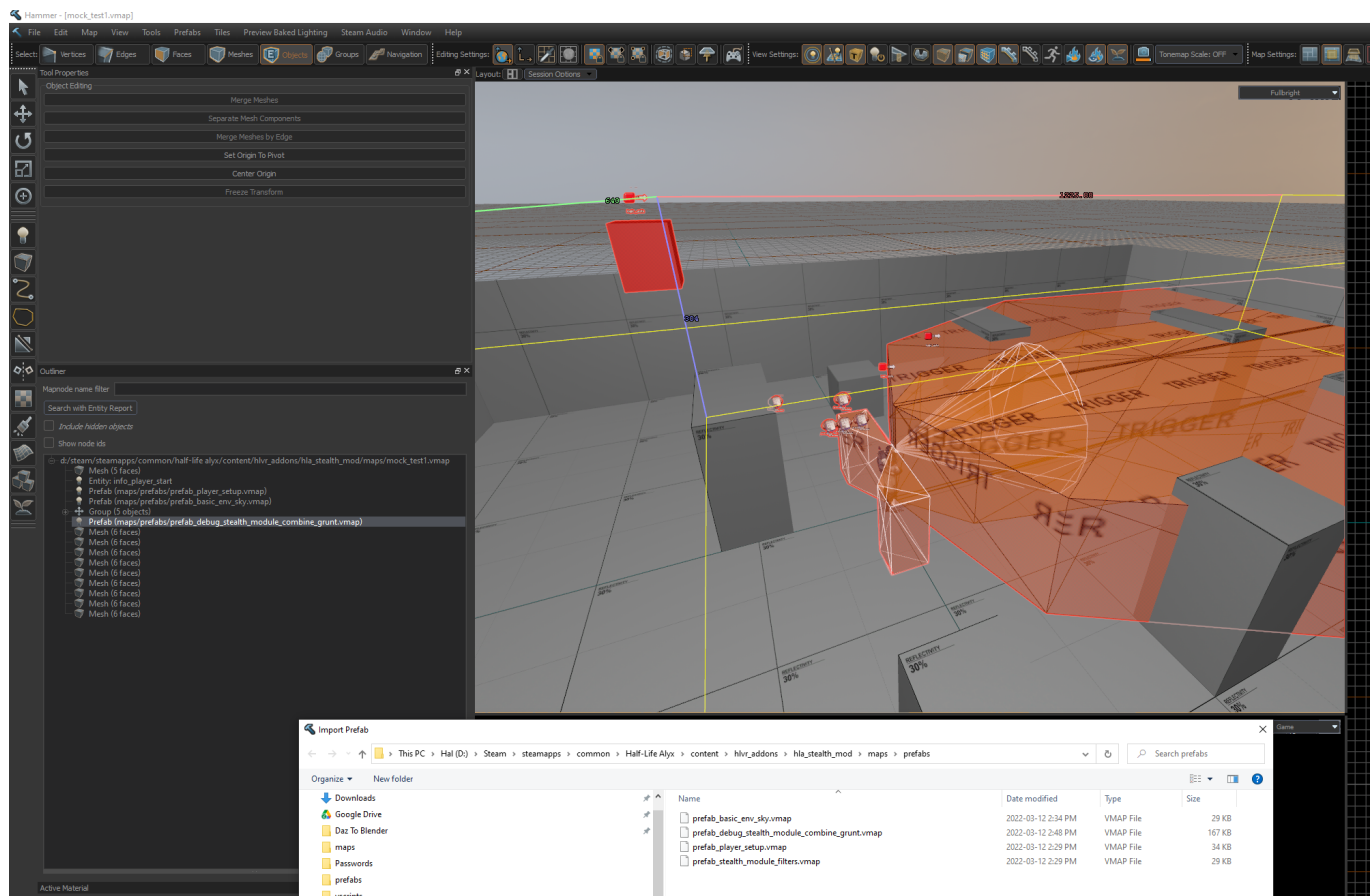# Core deliverable

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. test cases should be implementation agnostic

Level Designer Stories

1 -

player is sneaking around a combine base.
They've snuck past number combine patrols moving about

they see a locked door //indications it's an army. and want to break in. They use hacking tool to open the combine door. And enter the room

They leave the door open.

While rummaging through crafter//suplies. equipping ammo. Combine patrol walks by. They notice the open door and react. in the current context combine patroller knows discrepancy between normal environment state and altered. Thus deduces an anomaly and acts

Given context, of the place they are in. Combine sees open door of armoury as HIGH threat. Alerts other gaurds on the voice comms, RADIO bark alerts player to discovery. the combine charges in

player Hide? behind what? Combine search room, open cabinets,
Combine reacts to MISSING GEAR//active crafter → Full alert broadcast, Telegraph.
Player hears first bark → What the Hell. Radioing this in. → chance for takedown via silent.
Then full alert over comms sent out.

Player fight back → with what. Noisy tools. Gunshots. silenced? If combine gets shots off will alert base.

Additional level of detail Combine has a heart monitor//bio monitoring. Death sends out alert. Non lethal means required

Avaible Counter by player. JAM the combines radio signals. Limit alert propagation.
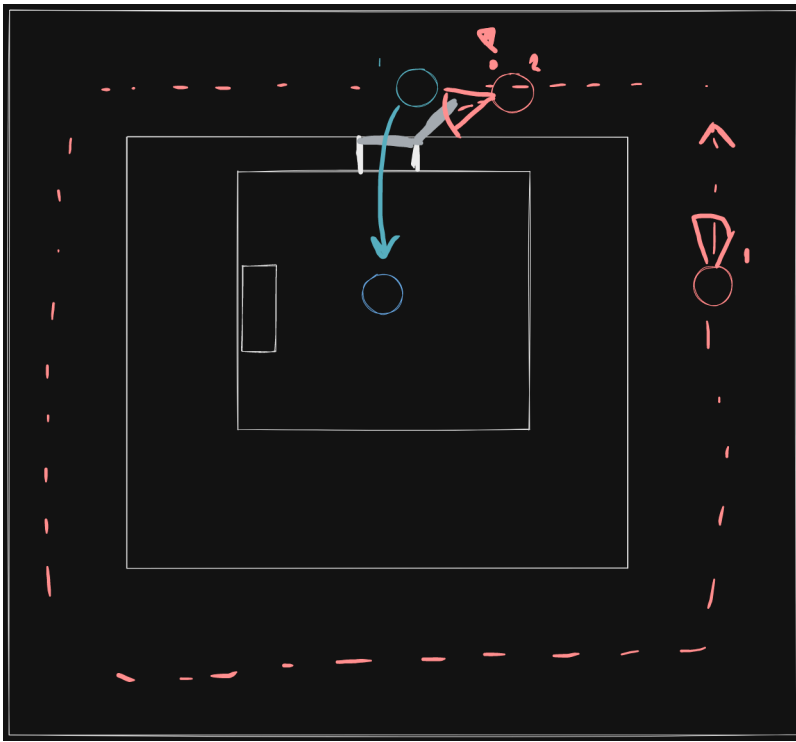
test cases from 1

combine 'notices' change in environment

door left open
Other
Healthstation used. Missing equipment. broken storage crate. Knocked over prop(eg a broom). Open combine locker(hackable)

test case
combine patrolling hallway.
Player opens a door along the hallway out of LOS of combine
Combine walks past the door with full vision

Success → Debug message triggers only when door is opened
Modular, solve behaviour later

failure. incorrect message

combine radio alert