

# Hammer (HL2) LDD

## Title:

*Survival of the Fourwood Behavioral Rehabilitation Center (Half Life 2)*

## Summary:

The design of the rehab center is based on the hub and spoke philosophy. The lobby will be acting as the central hub, having the hallways represent the spokes. Branching paths are available from the lobby, but they are gated by locked doors. As the map shows 'A' is the key to unlock the 'A' doors, and so forth. This gating is meant to taper the player's progression while offering an illusion of choice and provide more control of the experience to the designer.

The major downfall of the hub and spoke style is the backtracking, but the map will be small enough that any backtracking will not take long, and the house is small enough that you should never be lost. Also each section will be color themed with textures and lights, reinforced with different ambient background tracks to make the place feel larger than it is.

- Zombie-survival themed Half Life 2 map made in Hammer.
- You've been roaming the woods looking for shelter and food. You stumble upon this place called the Fourwood Rehabilitation Center.
- Fourwood is where the insanest of the insane went for treatment, back when things were sane. Now it's occupied by crazy zombies.
- You start outside, with only half life and a crowbar.
- You are looking for food.
- There are doors to unlock and open, items to collect, and zombies to fight.

## Level Size:

This map is fairly small. It's half of the top floor of a larger rehabilitation center. As the picture shows there are two large, impassable doors at the end. The 'food' is in the kitchen; where there is a vent leading to the next part of the game.

- The experience should be a bit less than 10 minutes
- Mostly indoors and in tight spaces
- Hybrid linear/open experience

## **Difficulty:**

This could be an early level in the whole of a game. It would be challenging, but survival games should be. I hope this creates tension, but avoids frustration. I expect the average player to die several times, but it's a short map, so it shouldn't be frustrating. There will be a few 'sneak attacks' in the closets when headcrabs jump out at you, but they are weak enough that it shouldn't result in a 'cheap death'.

- Start with half life; there is only one health pack.
- Start with a crowbar, but the monsters don't have ranged weapons.
- There is a crossbow to find, but it's not necessary to complete the level.
- Something like a 'boss fight' at the end - Gonome and Zombine.

## **Setting and Environment:**

This takes place in The Fourwood Behavioral Rehabilitation Center. It's been long abandoned and currently in disrepair. It's at night. Furniture is in disarray and stuff is broken.

## **Game Flow:**

This map uses the hub and spoke layout. You need to follow a mostly linear path through a hospital while fighting the zombies you can't sneak past. You are forced to head left because you must find the A key to unlock the door to the B key. The B key is necessary to enter the back room and kitchen where you can find food and way to the basement of the rehab center.

## **Hook:**

- Spooky hospital vibe.
- 2 headcrab jump scares
- Strategic melee fighting
- Life and death tension
- A story revealed through the environment.

## **Details:**

### *Enemy List:*

- 1 Fast Zombie
- 2 Head Crabs
- 2 Classic Zombies
- 1 Classic Zombie Torso

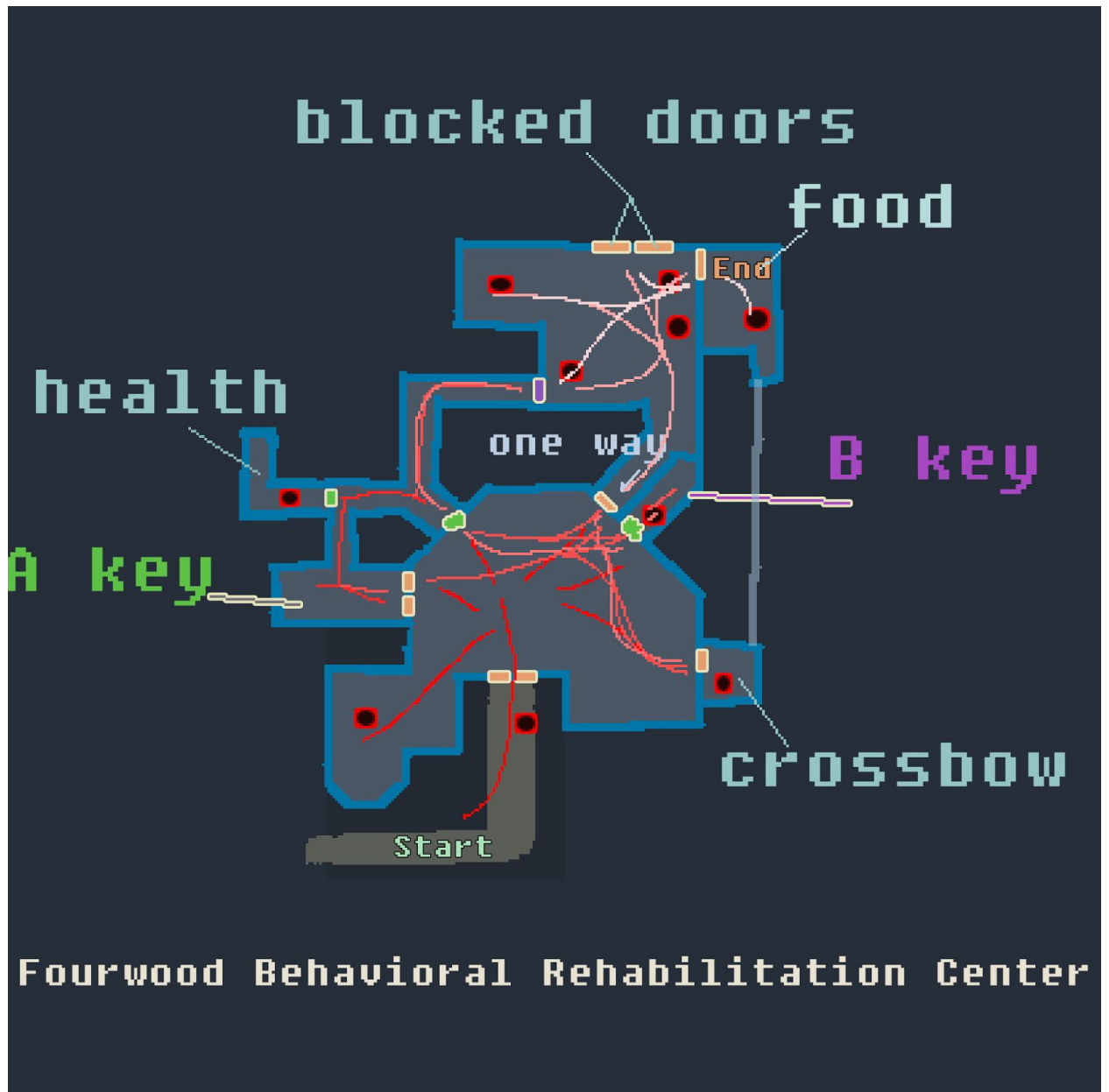
- 1 Gonome
- 2 Fast Zombie Torso
- 1 Zombine

*Starting:*

- 50% life
- crowbar

*Pick Ups:*

- 1 large health pack
- 1 crossbow and 4 bolts
- A key
- B key



- empty bear can
- Broken boxes
- messy furniture

