

For this assignment, I decided to choose a level which is part of the biggest FPS' franchise's side mode. A mode where your ace against nearly unlimited amounts of the undead, in round to round survival defensive action.

To set the stage, we welcome you to 1980s Poland. A world where the undead have begun popping up in different parts of the world, and the two biggest countries have created their own organizations, one dedicated to shutting down the undead, and the other dedicated to researching it and using its possibilities to strengthen its worldwide reach through force. You're part of the former, a soldier tasked to shut down an outbreak located in Poland. The mountains cover the environment with snow, dead trees and various barriers stopping your progress, but the first thing you see is a building. A building known for being the home of the game mode in the late 2000s, but it's seen better days. Massive amounts of graffiti covers the exteriors, from bunnies to space suited gorillas, you've returned to the start of the undead, and art has taken over its previously horrifying exterior. Zombies have begun attacking you, and you enter the building just like the undead soldiers that've been attacking you since your landing.

The 2nd floor has been blocked by debris and rubble, telling you that this won't be an easy mission, or a cost effective one. It is a game after all, so save up your cash as you continue your journey. Exploring the inside, the darkness envelopes the interiors, a nearby facility holds the power which will give this place light. As you leave the building through its second floor by blowing up debris, a crashed airplane is to your left, alongside a familiar machine that helps you toughen up. Nearby it is another barrier, you blow it up and the tunnel reveals the facility. A 1940s facility headed by the Germans, attempting to use a separate dimension to save their butts from an Allies beat down. It was shut down, left abandoned until now. When you enter the facility, darkness fills the area just like the previous building. Opening up the doors via explosives or facility door openings leads you to the Germans' magnum opus, a Particle Accelerator. And a machine able to upgrade your arsenal, but it's broken. Activating the machine and its two power switches leads to the building becoming alive.

The Accelerator bleeds deep and bright purple, as the circular machine creates a portal to the other dimension. Through this journey, you've heard constant communication from your handlers, talking with each other as you traveled this snowy outpost, which slowly turned into a scientific horror show. Blood covers the gray environment of the facility as you travel to a place where people were experimented in the name of advancement. In the name of war. But that won't matter soon, you interact with the portal and everything changes.

You are no longer on Earth, you've entered a dimension where purple and blues dominate your vision. The blood of the dead is overwhelmed by the purple aura and as you return to your landing site, what you see is incredible. Giant pink jellyfish float in the sky as the atmosphere has turned purple and blue, matching the colors seen within the machine. What about the undead? They don't fall to the ground when killed, they float up. The undead may never stop coming, but your world has changed. Not the buildings themselves, but the flora and the stationed vehicles have changed by this dimension.

The trees of the mountains stretch up into the sky, as the atmosphere is colored with purples and blues. Flora are now colored cyan blue, occasionally accompanied by the aforementioned purple crystals with particles extruding from the two objects. The flora isn't limited to the outdoors, they've infected the interior of the facility, giving the building a shine of color that was previously lacking. A world turned upside down, a world where giant, horrifying monsters walk among the forests of the dimension and nothing makes sense. This isn't yours. This isn't your Earth. This isn't even the dimension you were assigned to in the first place.

Your time at the dimension is rather short the first time around. You're tasked to find a portal which leads to an enclosed area of the facility, giving you access to a piece that fixes the other machine seen in the particle accelerator. Fighting the hordes has become harder, so why not grab that piece and fix the machine, if you got the cash, you can upgrade your weapons. Fixing the machines, you're kicked out of the dimension, being brought back to Earth.

Your handlers are baffled as you return to a world where a fog will briefly overtake the facility. The Germans' machine has worked, a portal to the other dimension is confirmed and as you find more of the facility's secrets, the call is made. You're destroying the Accelerator. A machine capable of sending people to the other dimension and potentially bringing more of the undead onto Earth? That won't be tolerated by the Director. Good luck soldier, because your time in the dimension will be limited and if you fail, it will be your purple and blue gravesite.

Looking back at the dimension you've explored, many differences have appeared in the world you've just experienced. The crashed plane's cockpit has briefly joined the jellyfishes in the sky, floating to reveal a portal to the facility. Nearby the crashed plane and the hole that led to the facility lays a pond, rocks limit your area and two trucks lay rest and unturned. One stays on the ground, the other? It joins the cockpit as a floating object, hiding a portal. These portals don't only exist within this dimension, but it bleeds into the real world. The other dimension is directly affecting the area, but through subtle changes instead of completely rendering an area indistinguishable from the time you saw it before hopping into a portal.

These effects to the normal world only occur due to the passage of time, time being spent destroying larger and aggressive hordes of the undead, being joined by a Radioactive tank of a Zombie, and don't forget about those radioactive dogs. The zombies roar gibberish, but the Radioactive Zombie speaks normal English, declaring that humanity's time on Earth is up. The monsters' time is now, and you are in the way of a radioactive future. But hey, in-between the roars of the undead and the threats of the radioactive one, you got those cassette tapes and machine jingles to keep you sane. And your handlers too. They may be an ex scientist of the facility, a British scientist or a tough American General, joining your primary handler into this nightmarish experience.

Upgrade your weapons, grab your drinks, and drop mags and mags of ammo because the other dimension's army will continue to attack. The only way it will end is by the death of you, or the death of this cursed facility.