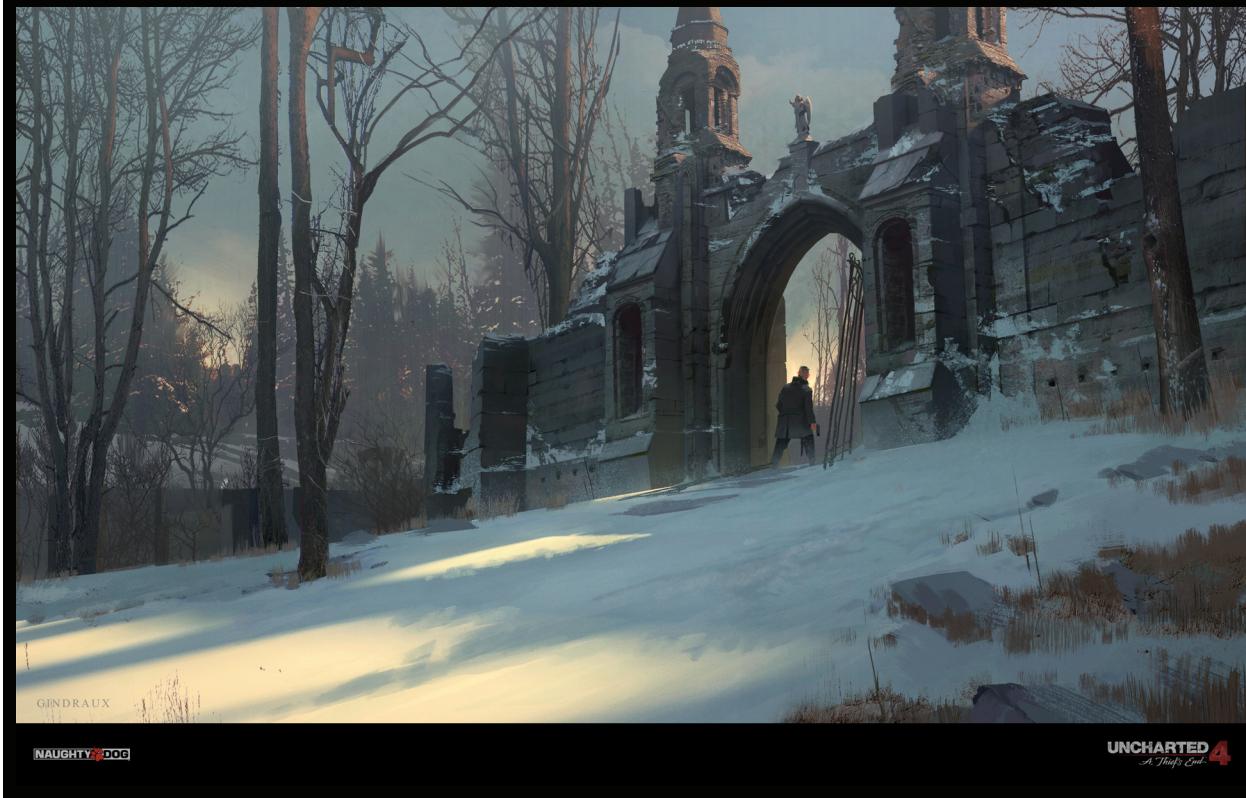


LEVEL DESIGN GAME

Spy Rescue is a first person shooter/ stealth/ adventure/ realistic game. It is about a spy robot has been captured and buried by the enemy after discovering some crucial enemy secrets. Your mission is to find and dig up the robot to retrieve the secrets, eliminate all hostile forces if necessary. Takes place in 2400. Target audience is for teenagers to adults males.

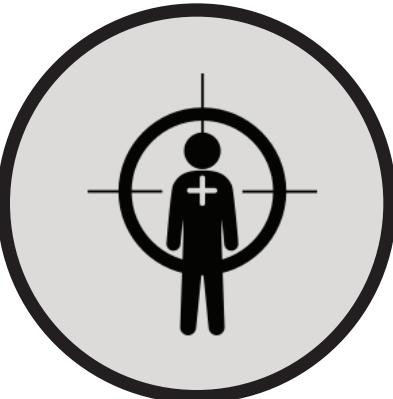


Environment Description:

Geographically the map will far away from civilization (in the middle of an open field with some trees around). There will be a wall surrounding the grave site (the wall is old and torn but is shaped in odd ways) there will also be floating rocks and graves and holes in the ground in which you will be able to go down to. There will also be graves that have LED lights that will glow when people are near them. This is all covered with snow (it will also be snowing) you will not be able to get outside the gate area and "explore" around. The time of day is early morning.



LOCATION:
Futuristic
Graveyard. There
will be lost of
snow, ancient
ruins with basic
geometry
shapes.



ENEMY:
Enemies will be
invisible to the
player, the player
will have an
ability to see
them through his
"radar" for a
limited time.



HOSTAGE:
The hostage will
be burred in the
ground, the
player will have 5
minutes to clear
the area and
figure out where
he is buried at.