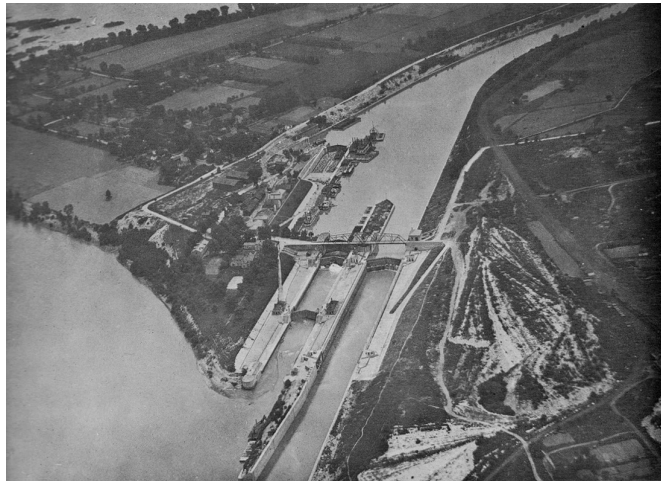


High-Level Pitch Document

Scenery:

Near Future -- Louisville, KY
Ohio River

Estimated Gameplay: 20 Mins



Shippingport Island

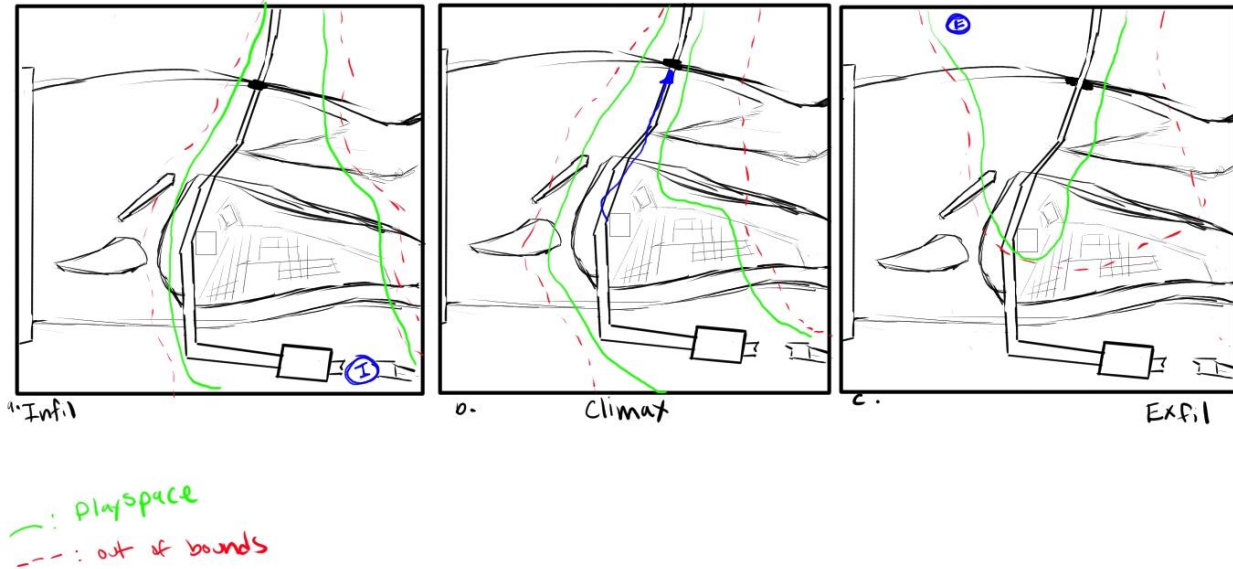
<https://historiclouisville.weebly.com/shippingport-island.html>

Shippingport Island is a landmass on the Ohio River that is in-between Indiana and Kentucky. In the near future as a part of the campaign. It is a remnant of an upstart trying to make this area a big-tech hub but was forsaken. It gained funding after securing an infrastructure change but later suffered a rise in the river due to climate change. Causing the surrounding area to be abandoned and flooded yet again

Infill / Exfil:

The player's infiltration will be from the southern part of the map; there are a ton of cave systems in Louisville and the player will make their way up from it through the waterlogged, ruined area. They must make their way up vertically and reach the halfway built train.

The Exfil is once they reach the other side and the train breaches through. Causing a distraction big enough for the other force to get in and extract. The player's exfil after making sure the area's defenses are totally destroyed and compromised -- so that they can get an exfil.



The master objective of the level is → To Breach into the Otherside of the wall, and take down defenses.

Unique gameplay experience in this level:

- The player will swim, board a train and defend the objective.
- At the end of the defense, the player will need to grab a keycard and use it at a terminal, they will jump back onto the train for the final stretch.

Composition Area:

The notable area of this level will be the isle of shippingport island. A small land mass the player will be stopped at in the train

Big Moment:

The big moment of this level is the train breaching through into the next state.