

THE CLOCKWORK SOLDIER FACTORY

LEVEL OVERVIEW

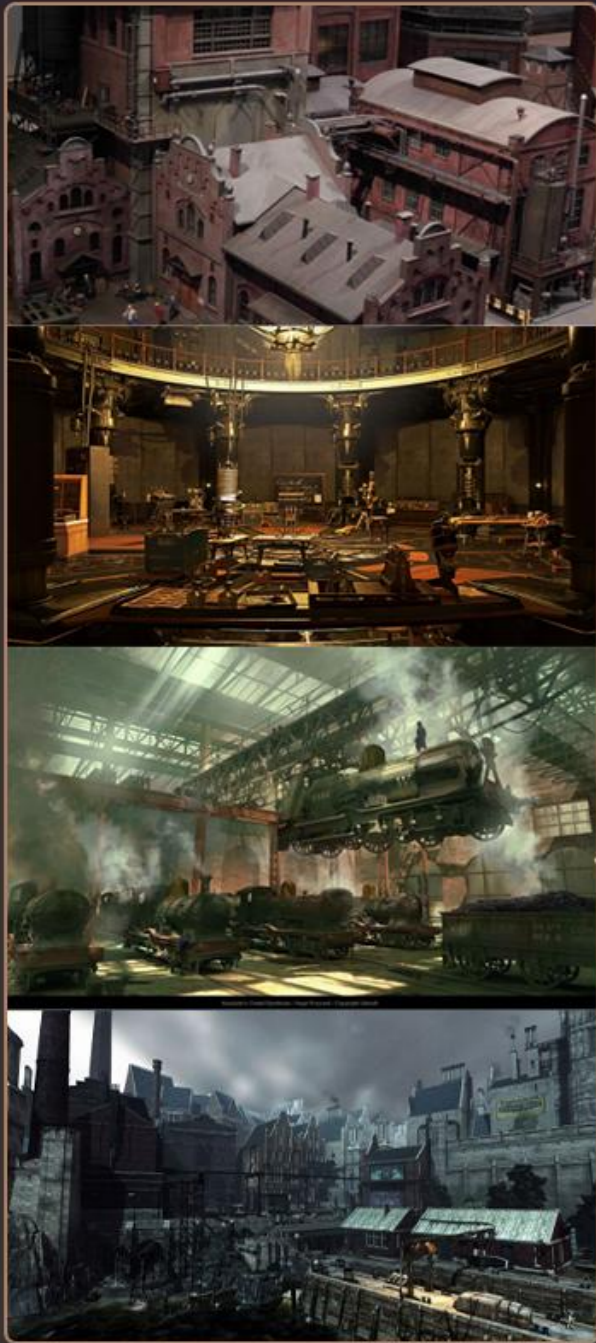
This level is a fan-made level design project built within the fictional universe of Dishonored 2 for academic and portfolio purposes, reusing its established characters, mechanics, and narrative context.

Designed around Dishonored 2's core stealth systems, the level supports both High Chaos and Low Chaos playstyles. Players may choose a lethal approach, eliminating guards and violently destroying the factory, or pursue non-lethal solutions by disabling production lines, and neutralizing enemies without killing.

Corvo's signature abilities—most notably Blink—are central to vertical navigation, spatial puzzle-solving, and multiple infiltration routes throughout the manufactory.

VIDEO LINK: <https://www.youtube.com/watch?v=pY12vMn69HA>

REFENCES



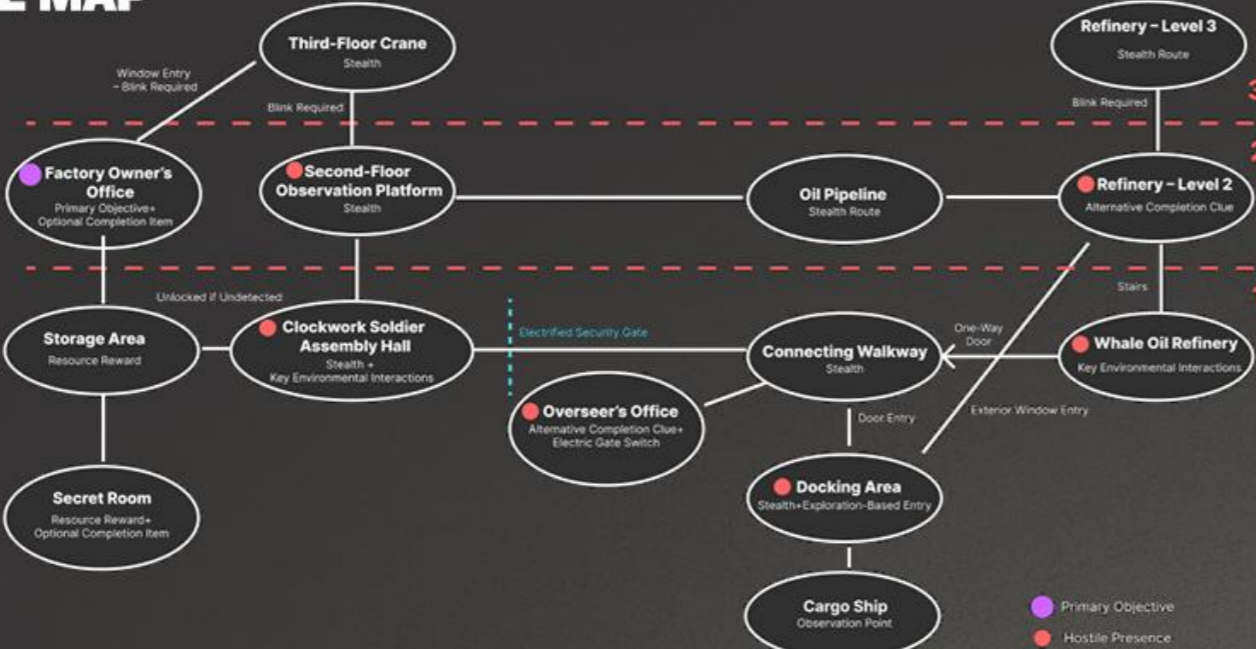
LEVEL DESIGN FOCUS

- Victorian industrial stealth environment centered on a whale oil refinery and Clockwork Soldier production facility.
- Clear primary objectives introduced at level entry, supporting both lethal and non-lethal resolutions.
- Optional side objectives that unlock low-chaos completion paths as a reward for exploration.

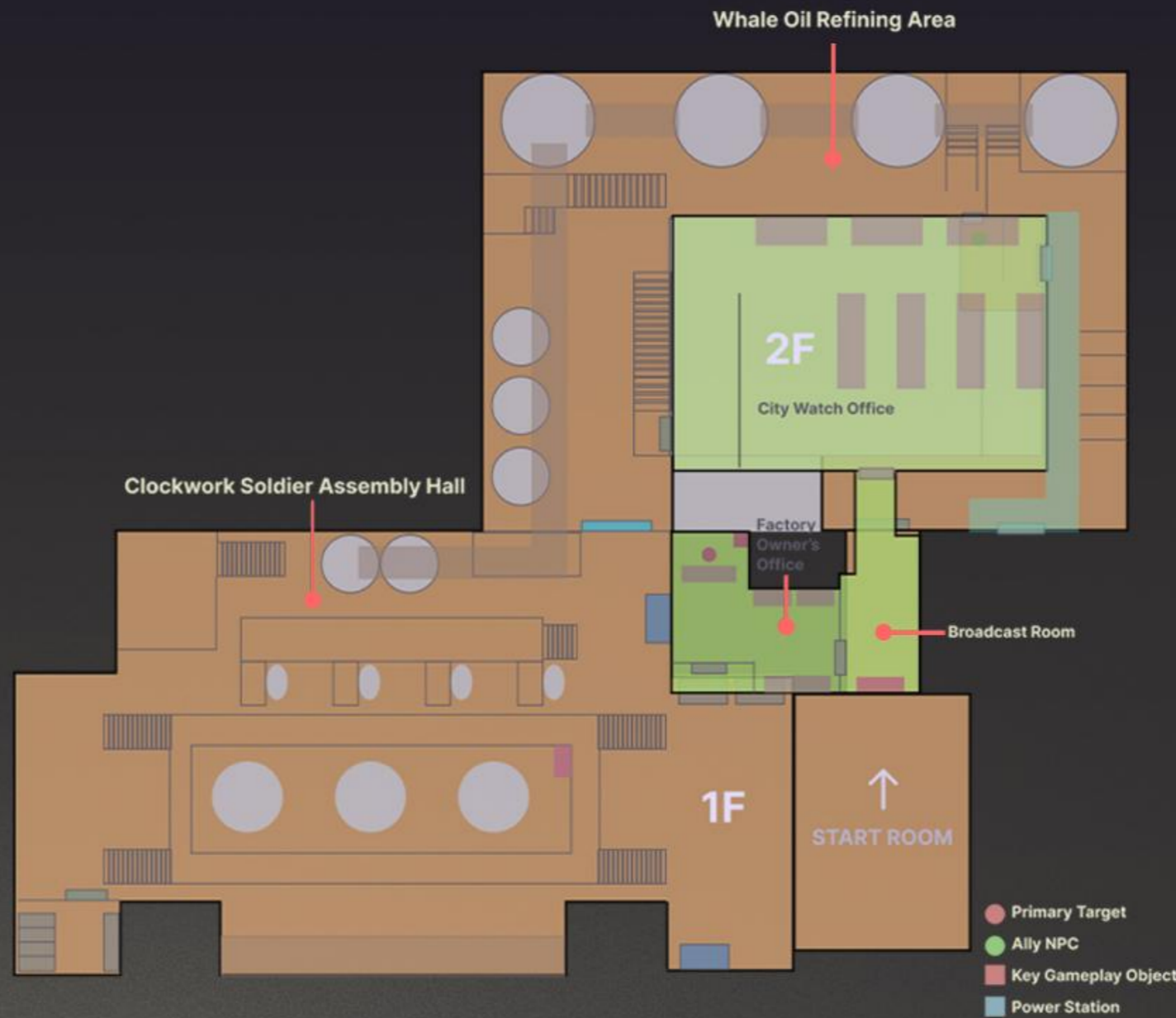
LEVEL BACKGROUND

Set after Corvo Attano rescues Anton Sokolov and successfully assassinates Kirin Jindosh, Corvo discovers that the number of Clockwork Soldiers across the Empire has not declined. Further investigation reveals that Jindosh left behind a secret factory on Karnaca Island, hidden from public knowledge and preparing for large-scale production. Before the factory can begin full operation, Corvo infiltrates the facility with a single objective: to permanently dismantle its production capability.

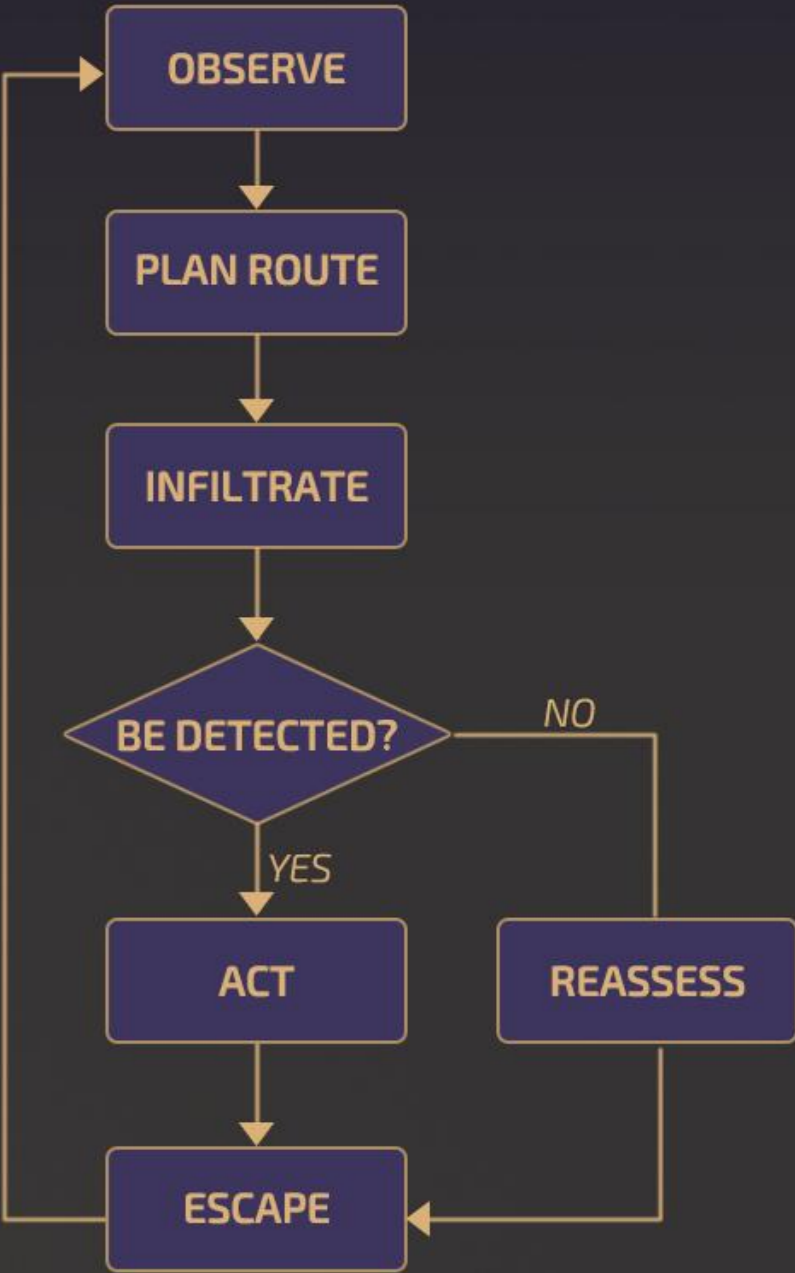
LEVEL BUBBLE MAP



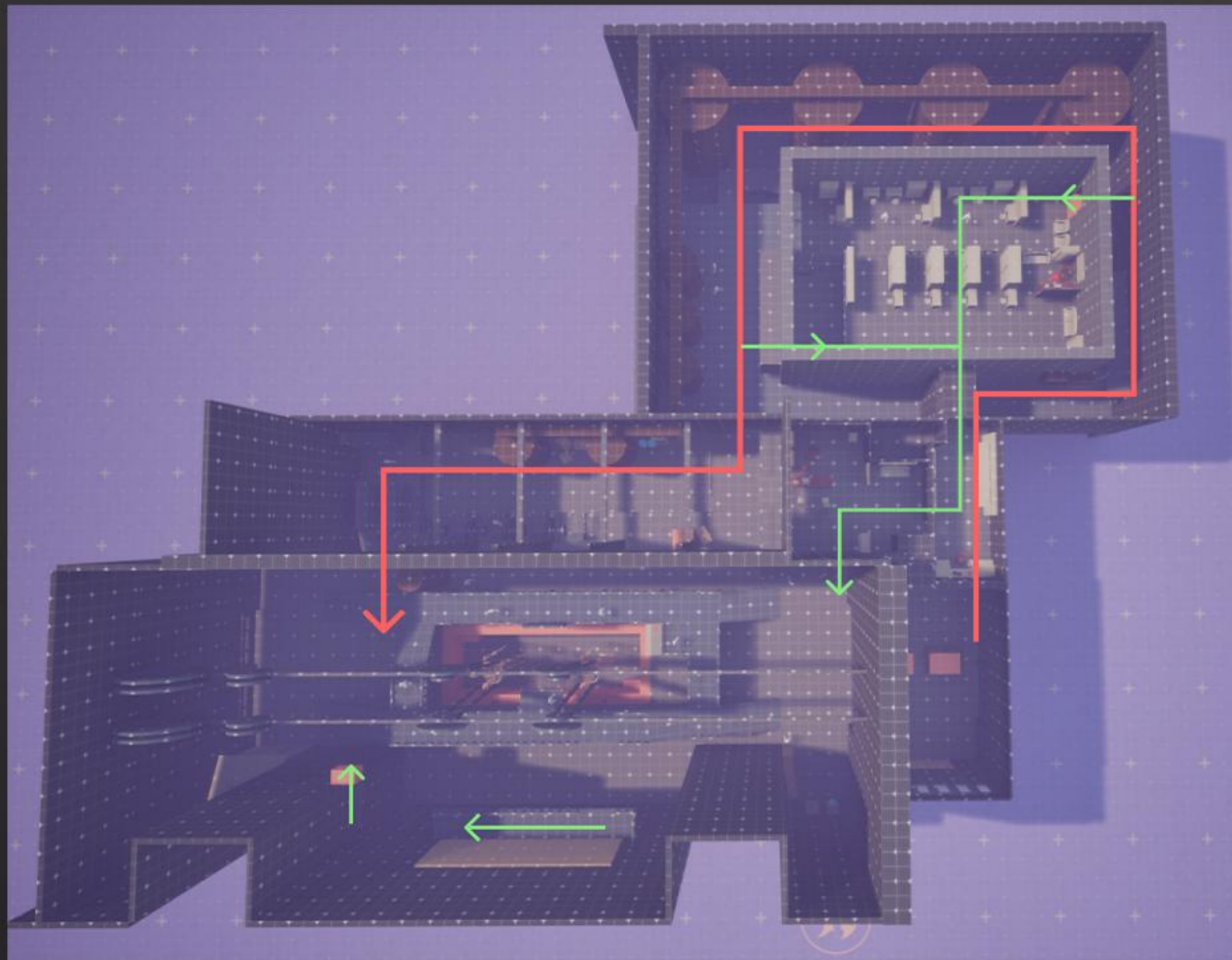
LEVEL LAYOUT



CORE PLAYER LOOP

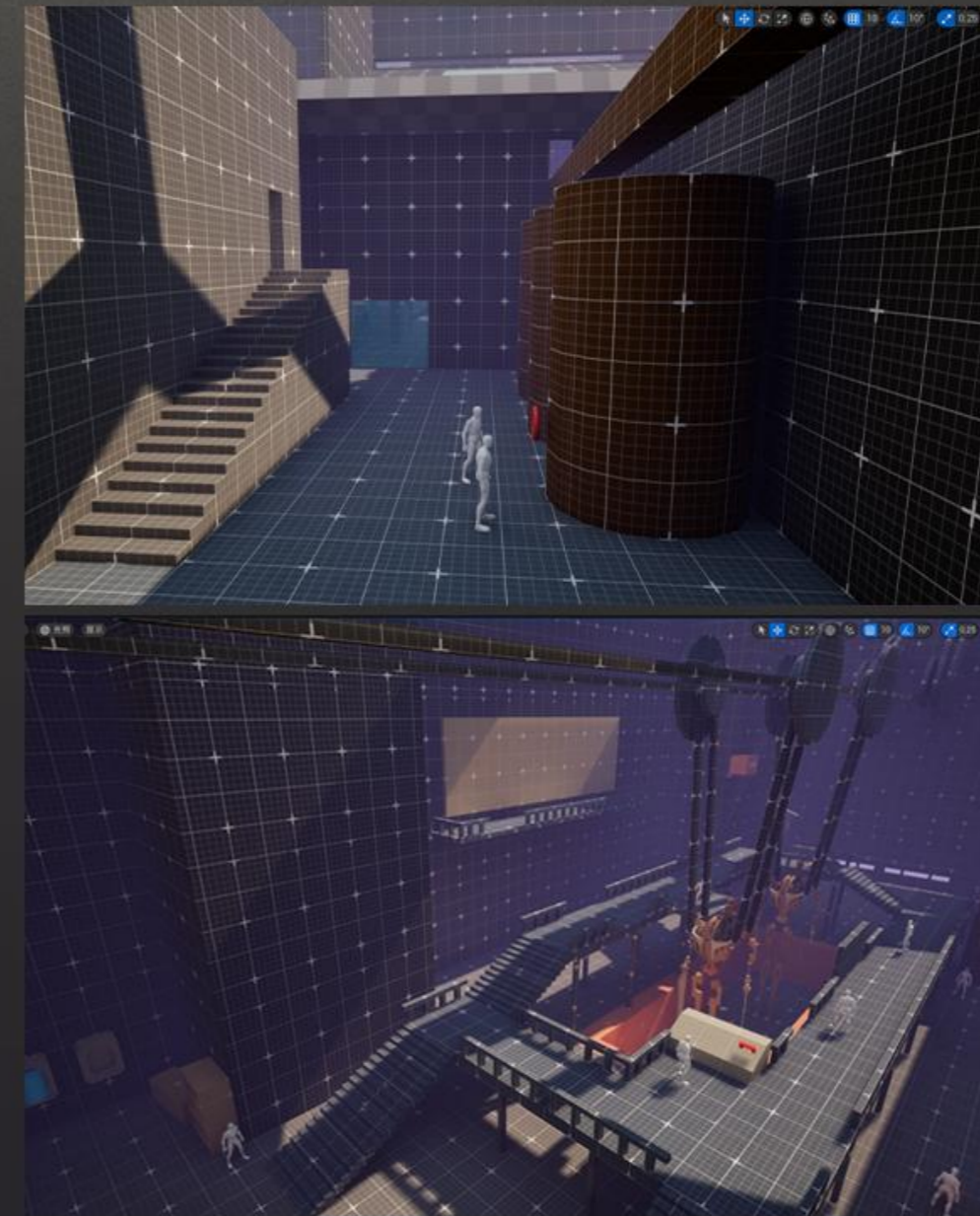


GAME FLOW



- **RED PATH (GROUND FLOOR):**
Represents the main traversal route, offering a direct path through the level. It prioritizes efficiency but exposes the player to more enemy encounters, supporting faster or lethal playstyles.
- **GREEN PATH (UPPER FLOOR):**
Represents an alternative route that leverages verticality and additional space, allowing players to bypass threats and take a more cautious approach, supporting stealth and non-lethal options.

PLAYER CHOICE SCENARIOS



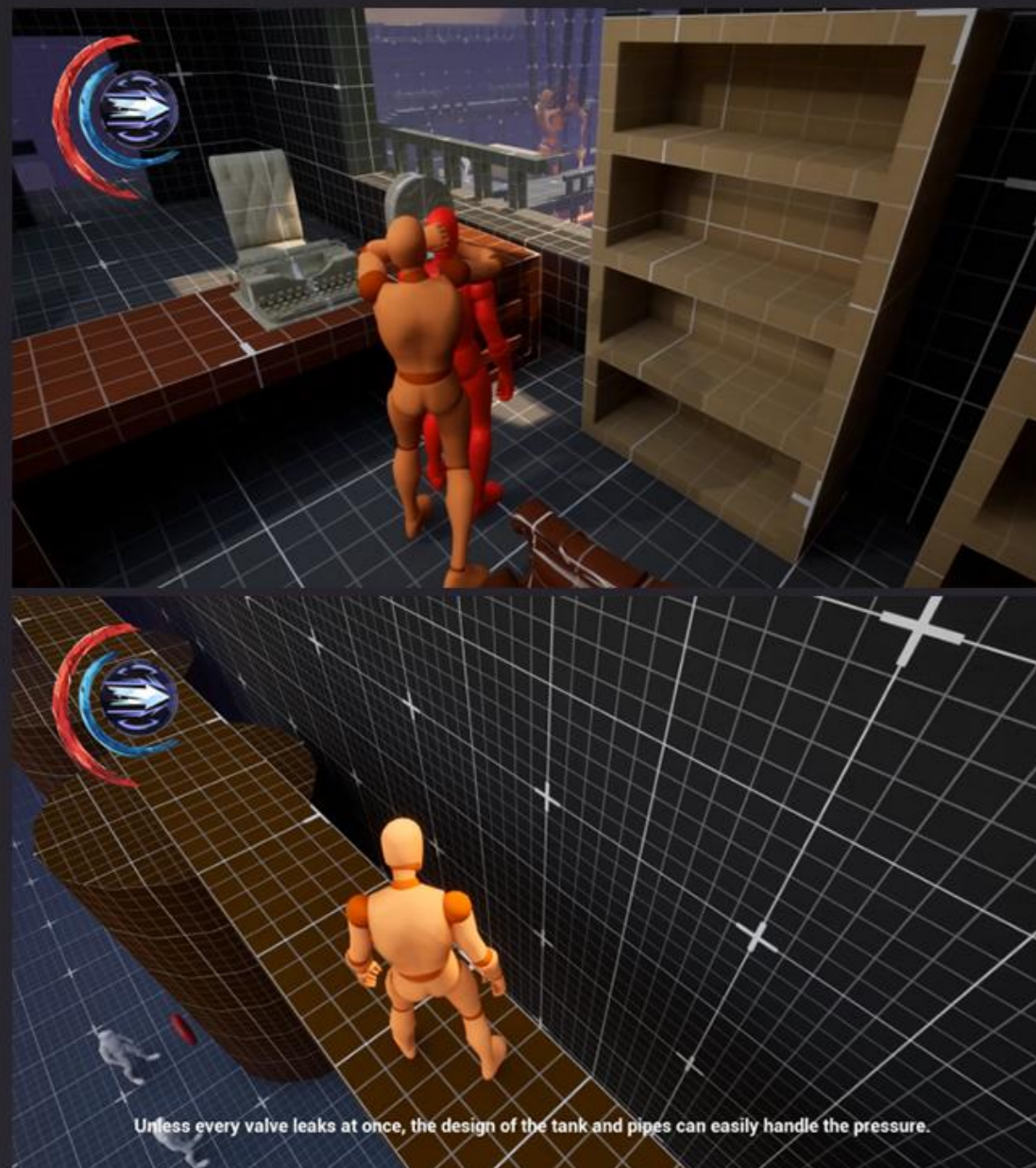
WHALE OIL REFINERY

Players can choose to move quickly along the ground, but doing so risks being spotted by multiple enemies, and the electrified gate blocks direct access to the assembly hall. This area is designed to encourage players to find alternative paths: they can safely sneak across the oil pipes above, or take the stairs toward the City Guard office to approach the hall more discreetly.

CLOCKWORK SOLDIER ASSEMBLY HALL

The assembly hall is divided into three levels. The first level is the most dangerous, with the highest enemy density, requiring careful movement; the second level is more open and relatively safe, with fewer enemies; the third level runs along overhead cables, almost free from detection, making it ideal for observing enemy movements and planning actions. The multi-level design allows players to choose their approach based on risk preference and stealth strategy.

HIGH CHAOS COMPLETION PATHS



For players pursuing a High Chaos playstyle, the level supports a direct and aggressive solution. The factory owner can be assassinated outright, immediately resolving the primary objective.

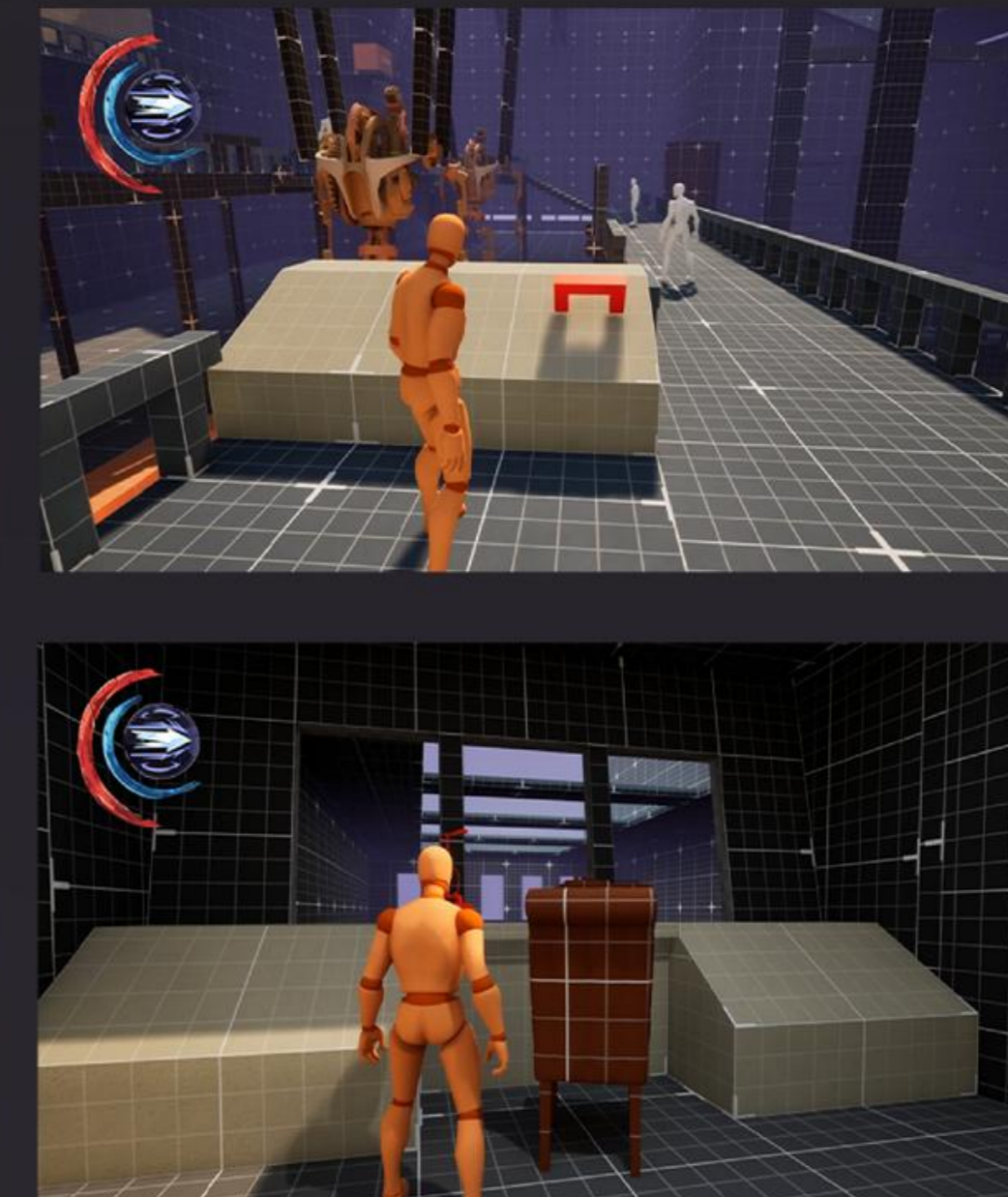
While sneaking through the oil pipeline route, players may overhear a conversation between maintenance workers. This environmental clue reveals that opening all whale oil refinery tank valves will trigger a catastrophic chain reaction. Activating the valves causes a massive explosion, destroying the Clockwork Soldier production line.

This approach rewards lethal actions and environmental destruction, reinforcing the High Chaos fantasy through irreversible consequences and large-scale systemic collapse.

LOW CHAOS COMPLETION PATHS



I've hidden the keycard to the production line inside a secret brick in the restroom wall.



Players can pursue a non-lethal solution by locating the imprisoned strike leader in the detention area, which unlocks an optional side objective. This leads to the location of a production line access keycard required to take control of the factory systems.

By restoring power to the production line control console and inserting the keycard, players can safely format and shut down the Clockwork Soldier production line without causing an explosion.

Further exploration reveals the factory owner's hidden crimes. A journal entry hints at a special date—February 31st—revealing the safe code 231. Inside, players find a smuggling audio recording, which can be broadcast from the radio room to expose the factory owner and allow city guards to deal with him, keeping player actions non-lethal.

DESIGN CHALLENGE

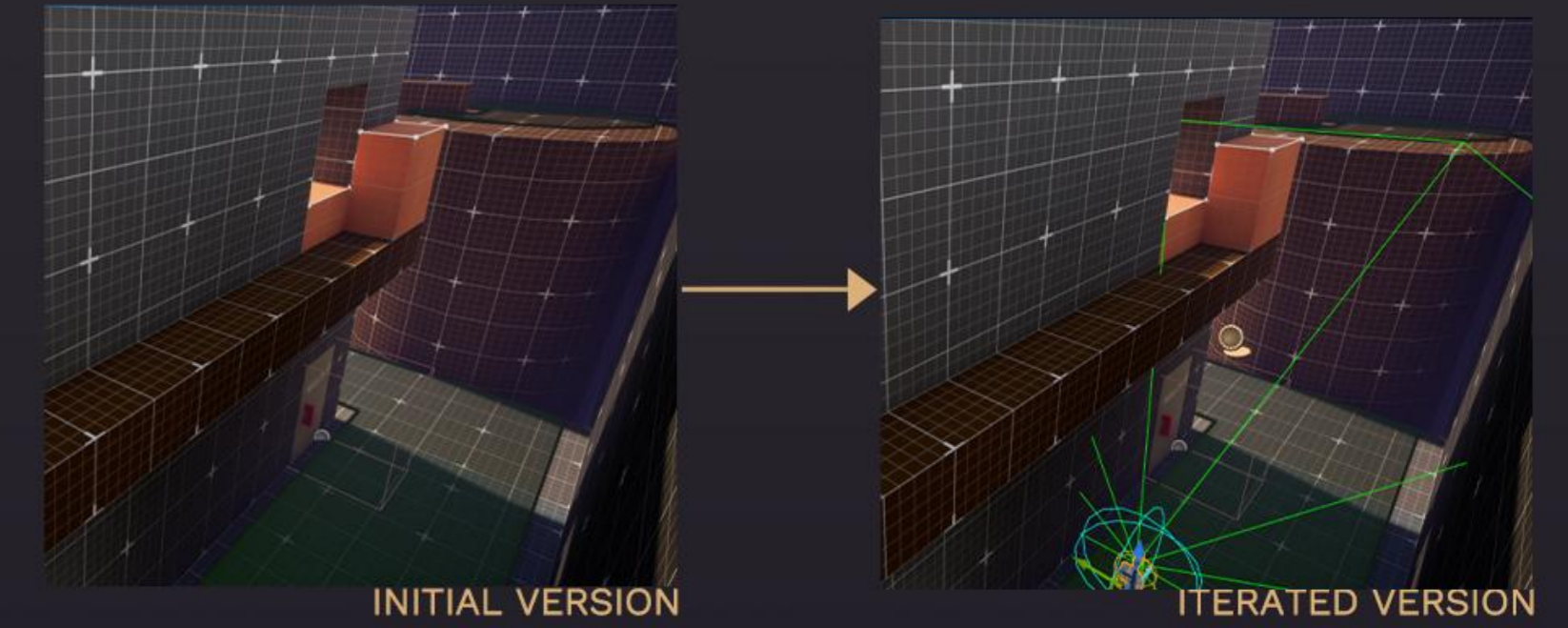
The core challenge of this level was to support both High Chaos and Low Chaos playstyles within the same space while maintaining logical consistency. The level uses shared spaces that respond to player behavior and choices, rather than separating areas by playstyle.

The design began with path planning, layering multiple routes across vertical spaces to offer players different heights and angles of approach. High and Low Chaos are distinguished primarily through player actions (lethal vs. non-lethal) and system outcomes (explosions vs. safely disabling the production line), which are embedded into the path and objective structure to ensure each playstyle feels intentional.

ITERATION & SOLUTION

Early whitebox testing revealed that the Low Chaos side objective was too hidden; players navigating the upper pipeline routes often bypassed the trigger. To address this, a guard NPC was added near the detention area, combined with subtle audio cues to naturally draw players' attention without compromising stealth freedom.

During iteration, environmental hints were reinforced instead of relying on UI prompts, making the side objective discoverable through exploration. By combining pipeline routes, the guard, and audio cues, discoverability improved while maintaining player agency and immersion, demonstrating the close integration of design and system implementation.



BLUEPRINT IMPLEMENTATION

