

[Tollgate College]

Thief 2 Mission Breakout

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Overview

Tollgate College is a learning institution that educates the city's rich children. Garrett has learned from an inside source that a collection of rare artifacts is on loan to the Archeology Department. The Professor of Archeology (Professor Hawes) has discovered a very valuable jeweled scarab inside a mummified corpse and our hero has been contracted to steal this item. The collection is going to be returned to its owner this evening after classes let out. Because of this, Garrett will need to pull off the job during the day. This mission will be a straight thieving run with a slight modification of the bait and switch paradigm.

Mission Components

The College building will have medieval style architecture on the exterior and Victorian style for the interior. There will be one large L-shaped three-story building that is set into a hillside. The time of day will be late afternoon with the sun going down behind the college. This will create some nice long shadows for the player to hide in. This mission will take place after the "Raid" mission and will flow nicely into ambush. The mission size will be slightly larger than Eavesdropping and most of the gameplay will take place in the interior of the building.

Core Gameplay Paradigm

Exploration: The player will need to find his way into the building and from there he will need to discover the location of the Scarab. His best clue will be to check out the collection, which is located in one of the second floor labs. From there, the player will be able to follow clues that will lead him to his goal.

Looting: The administration office suites will have plenty of loot for Garrett to take.

Bait and Switch: This paradigm will be slightly modified for this mission. We bait the player to expect to find the Scarab in one piece, but when they follow a clue to the Scarab's location, they will discover that it can be separated into two pieces. The Scarab has two pieces, one part is the scarab beetle and the other piece is a gem that connects to the beetle's incisors (See pic below).



The player will not know that the Scarab can be separated into two pieces until they find one of the pieces. The player will be directed to find the scarab via a journal entry, and after they discover that there is another piece, they will need to find another nearby journal entry that will direct them to the location of the other piece.

Intrusion: There will be a few ways to enter into the building. The most obvious entry will be through the front door. Getting in this way will be possible, but difficult. The player will need to leave the cover of shadows, run through broad daylight and into the building without being seen by the patrolling guards. There will also be some open windows and a balcony that the player can use to gain entry.

Action Synopsis

At mission start, the player will be in the shade of a large tree, thus hiding him from the view of any passers by. He will need to break into the College building and find clues that will lead him to the Scarab that he is here to steal. The gameplay will take place outside in the daylight and inside the college building. The outside experience will be rather short but exciting as the player eludes guards in broad daylight and tries to break into the building. Each floor of the college will get increasingly dangerous as the player ascends to the higher levels. There will be less stealth space and more guards on the higher floors than there are on the lower floors. After all objectives are completed, the player will need to escape out the back gates of the college.

Developer Goals

There will be plenty of exploration in this mission. Every room should have a reason for the player to be there. By making a small mission with few rooms, it will be easier to pack in more gameplay.

Players should feel like they are in an “old-school” learning institution, so the atmosphere will reflect that through the décor, conversations, and text. The various learning departments should seem as weird to player as they do to me when I read about them.

My main goal is to make a very simple yet very exciting thieving run.

Holistics

New Game Features

None, this mission needs to be finished by August, so the best way to accomplish this goal is to use existing features that we know are easy to implement.

Fiction Connections

This mission is very loosely related to the overall story arc. The mission specific fiction will consist of conversations about the medieval type things that they are researching and learning about at the college. One fiction goal I have is to show how scientific ideas were considered evil because they were not understood in that time.

Supporting fiction for this mission will be found in Miss2. There will be a manifest on Davidson's ship that will list the Artifacts that were lent to the college. Possible Garrett VO, "I should check that address out later". We could also remove the dead body that is already in Davidson's hold and put the mummy's sarcophagus in the hold instead. This mission will be connected to Ambush because the Scarab is the item that Garrett brings to the Crippled Burrick Inn to sell to Sammy.

Player Information

Mission Briefing

Info the player should learn:

Garrett received a tip from someone working at Tollgate College that a small collection of artifacts is on loan to the school until this evening. Among the artifacts was a sarcophagus, and inside that sarcophagus, a scarab was found. The Scarab is a beautiful piece of ancient artistry and the big attraction to it is the very large ruby that is attached to it.

Since the collection is being returned to its anonymous owner this evening, Garrett has no choice but to go during the day while it is still on the campus.

This is a last minute job so Garrett will be without a map.

Possibly tell the player that the labs are a good place for them to start looking for the scarab.

Sammy will pay well for this item.

Briefing:

Player Objectives

Easy and Normal:

Find the Scarab.

Find the other piece of the Scarab (appears when the player finds the gem only)

Find 25% loot.

Escape via the back gates.

Hard:

Find the Scarab.

Find the other piece of the Scarab (appears when the player finds the gem only)

Something else

Don't kill students or professors.

Find 33% loot.

Escape via the back gates.

Expert:

Find the Scarab.

Find the other piece of the Scarab (appears when the player finds the gem only)

Something else.

Something else.

Don't Kill Anyone and non-detection?.

Find 50% loot.

Escape via the back gates.

Player Map

The player map will be the map of the campus, but the inside of the building will be automapped like Precious Cargo or Casing & Masks.

Mission Detail

Look and Feel

Visual: The campus will have small courtyards and walkways. The building will be medieval or maybe gothic architecture. The sun will be about 5 o'clock high and there will be long shadows from trees and the building. The building will be set into a hillside. There will be an entrance to the first floor of the building at the base of the hill. There will be a second entrance at the top of the hill that leads into the second floor. The interior will use the dark Victorian wood textures. The textures in the student areas will be lower class than the faculty areas. There will be mundane dark wood borders and white walls in the student areas, and fancy woodcarvings and nice wallpaper in the faculty areas. The administration offices will be nicely decorated and have some nice things for Garrett to steal. The classrooms will be small and the class sizes will consist of 3 or 4 students and one professor.

Audio: The outside areas will have sounds of chirping birds and other pleasant daytime sounds that will give the player a false sense of safety. The first floor should have some music that gives the player a very subtle feeling of tension, but just a lurking feeling of foreshadowing. The other floors should have a very tense sound along with it because the deeper the player gets into the building, the more danger they can encounter. There will be a few areas in the building that will have weird disturbing stuff in it and will need sound effects to support the disturbing feeling that the player will feel.

Mission Map

The map will have the same level of detail that was used in Blackmail and Shipping and Receiving

Action Description

The player will start in the shadow of a large tree. This will give them a safe spot to get their bearings. There will be other shadows for the player to hide in, but they will be separated by a bit of space so the player will have to run in broad daylight and avoid detection. Another thing I want to try is to create some pieces of architecture that the player can hide behind. Shadows do not need to be the only hiding place that the player uses. Once inside the college building, the player can begin their search for the Scarab. The first place to search will be the labs where the sarcophagus is being researched. This will be mentioned in the briefing. In the lab, the player will find a journal entry from Professor Hawes that talks about his discovery of the Scarab. In the journal, he will reveal that it was taken to his office suite on the third floor. We can randomize the locations like we did in eavesdropping, and this will increase the replayability. There will be four office suites on the third floor, and we can randomly choose which one belongs to Professor Hawes. The player can find which office suite belongs to the Professor in two ways. One way is to go through every office suite and search them, another way is to look in the main office and find a directory that lists which Professor lives in which office suite. When the player finds the office suite, they will discover that the Scarab can be separated into two pieces, the beetle and the gem. They will find one part and a journal entry that gives away the location of the second piece. When the player finds the second piece, they will then need to leave the campus via the back gates.

Design Philosophy

I plan on strongly using the concepts of Operant conditioning to motivate the player to run through my rat maze with the most possible enjoyment and least possible frustration. Positive reinforcement will encourage player to proceed forward by giving them little rewards. Negative reinforcement encourages the player to proceed forward by removing a stimulus; removing of the stimulus is a reward. E.g. A guard is patrolling a hallway that the player needs to go through. This causes the player to feel the adverse feeling of tension. Removing this guard, by either killing or blackjacking him, will take away the adverse feeling of tension. Positive and negative reinforcement are our greatest tools in motivating the player through the game. By understanding how these tools work, we can maximize the reward experiences and increase the amount of enjoyment that players feel when they play our game. The more rewards the player receives, the more they will enjoy the level. In Thief there are varying levels of rewards. The difference between a high level reward and a low-level reward is the amount of enjoyment the player feels when they receive the reward. Actually quantifying the amount of enjoyment one feels when receiving an award is a very difficult thing to do. Enjoyment is a very subjective thing, and some individuals will feel more enjoyment than others when they receive the same reward. Listed below are some types of rewards that we can provide the player in Thief.

Stealing loot

Finding an important piece of information from a book

Reading flavor text

Hearing important information from a conversation

Hearing a flavor conversation

Completing a mission objective

Completing the main mission objective for a mission

Completing a mission

Blackjacking a non hostile, unalerted AI

Killing a non hostile, unalerted AI

Blackjacking a non hostile, alerted AI

Killing a non hostile, alerted AI

Blackjacking a hostile, unalerted AI

Killing a hostile, unalerted AI

Blackjacking a hostile, alerted AI

Killing a hostile, alerted AI

Taking out multiple AI's with one power up

Finding an inexpensive powerup

Finding an expensive powerup

Killing a monster

Destroying a machine (robot)

Disabling a machine (robot)

Finding a secret

Completing a bonus objective

Completing a puzzle

Finding an useful object

Finding food

Finding a bug

Sneaking by a guard (the amount of enjoyment of this changes according to the area and the number of guards)

Seeing pretty architecture (eyecandy)

Finding a new powerup for the first time

There are most likely more rewards than this that we can provide for the player. Each reward will have a different amount of enjoyment, and the amount of enjoyment received will vary according to player personality. Also, each reward has a time limit for how long the player will feel the enjoyment for, and that enjoyment will also vary according to player personality. If a player receives multiple rewards in a relatively short time, then the amount of enjoyment they feel becomes uncertain. I can see how receiving one combination of rewards together can either increase or decrease the enjoyment of receiving that reward. One example of increasing the enjoyment would be taking out an AI that guards a treasure. Combining these two rewards together will cause a greater enjoyment than if they were experienced separately. On the converse side, if a player finds multiple powerups at the same time and did not have to go through any great effort to earn these, then the enjoyment will be less than if the player were to find the powerups in different locations. Not to say that this is bad, it's just not as enjoyable as finding the powerups scattered around.

My goal with this level is to try to have a reward for the player before they can become bored or frustrated. Doing this effectively will require good communication with QA and watching how testers play through my level. It is important to keep an open mind and to understand that what I know to be true about my level may not be what a tester knows to be true about my level. Knowledge is a subjective thing and being able to listen to a tester's concern is important, and arguing with them that they are playing the level wrong is a waste of time. Randy told me once that a level will never be exactly what I intend. My goal is to keep an eye on what my level is becoming and trying to make the good experiences that emerge better and trying to eliminate the unfavorable experiences as much as possible.

Als

Students will be numerous throughout the level. They will mainly serve to create the college atmosphere.

Custom Als

The Fat Man will exist in game and will be in his classroom giving a lecture on the Scarab

Student

- Grouping Criteria: Proximity, Role, Type of AI, etc.
- Type(s) of AI: servant
- Composition: They will be present by themselves and also with other Students.
- Behavior: Patrolling, Idling, Wandering, etc.
- Placement: Halls, classrooms, library, courtyards
- Role: Support the fiction that this mission takes place at a learning institution. Flavor and game relevant conversations may exist between students
- Territory: They will pretty much stay within the areas listed in placement.
- Interactions with other groups: If they are alerted to the player's presence then they will alert any guards who may be nearby.
- Dynamics: If they see the player, then they will run and find a guard.
- Tools used to implement: Patrol routes, pseudoscripts, properties, etc.
- Other:

Professors

- Grouping Criteria: Proximity, Role, Type of AI, etc.
- Type(s) of AI: servant
- Composition: They will be in classrooms instructing students, or wandering through the halls
- Behavior: Patrolling, Idling, Wandering, etc.
- Placement: Halls, classrooms, library, courtyards, and third floor office suite areas.
- Role: Support the fiction that this mission takes place at a learning institution.
- Territory: They will pretty much stay within the areas listed in placement.
- Interactions with other groups: If they are alerted to the player's presence then they will alert any guards who may be nearby.

- Dynamics: If they see the player, then they will run and find a guard.
- Tools used to implement: Patrol routes, pseudoscripts, properties, etc.
- Other:

Guard

- Grouping Criteria: Proximity, Role, Type of AI, etc.
- Type(s) of AI: Guard
- Composition: They will be on single patrols, non-overlapping patrols. Idling guards may be grouped in pairs
- Behavior: Patrolling, Idling, Guarding, etc.
- Placement: Halls, classrooms, library, courtyards, anywhere that has stuff the player would want to steal.
- Role: Guarding all the expensive stuff that is on the grounds.
- Territory: They will go off patrol and look into any room that they find suspicious.
- Interactions with other groups: They can be alerted by any of the servant AIs and will go to the location where the servant saw the player last
- Dynamics: If they see the player, will attack him. If any other guards are nearby, then they will call for them to aid in killing the player.
- Tools used to implement: Patrol routes, pseudoscripts, properties, etc.
- Other:

Locations and Experiences

A detailed outline of the locations of the mission, fused with a description of the gameplay in the space – what the player encounters there and how they might approach it. The outline should have the highest-level divisions of space at the top, proceeding through lower-level divisions of those spaces, potentially down to a per-room description for some areas. Link each outline item to an area on the mission map.

For each location or logical grouping of locations, describe the general form of the space, level of connectivity, lighting, population of important objects (including loot, power-ups, and creatures), and state variations in these descriptions. With regard to gameplay, be explicit about the player's experience in the location: What might the player observe first? What tools are available for the player to use here? What actions might they take in the course of meeting their goals? What are the consequences of those actions? What are the tactical and stealth implications of the space? How easy is it to sneak through undetected? Are there places to take cover or snipe enemies? Also describe any particular consequences of the space on AIs in the area: Are there places they cannot easily go? Are there tools for them to use here? Can they effect the environment or visa-

versa? Are there places they cannot easily see or hear? What might the player do here that will have a particular impact on the AIs?

When describing the locations and experiences, focus on the elements that are most important to the gameplay of the space. For example, it is not necessary to describe cover the player might take when fired upon if there is very little likelihood that ranged-weapon-using enemies will ever be present. Don't feel like you have to describe categories that do not apply to the location. Instead, pay particular attention to how the mission will be played. For example, state whether the location is necessarily on the path to the player's goal and if not, describe why the player would bother to go there. If the player currently has the goal of "casing the joint", describe how the player can do that at this location.

First Floor

- Form of 3D space: A front entry foyer leads into a long straight hallway. There are two classrooms off the East Side of the hallway and two off West Side. There are stairways that lead to the second floor at the north and south end of the hall. At the north end there is an entrance to the library. At the south end, near the entrance, there is a staff lounge area and an office area. This area should be rich in stealth space.
- Connectivity: The player can enter the first floor through the front door and the player can walk up to the second floor via either of the two stairways.
- Lighting: The first floor is brightly light.
- Objects: The hallway will have the school banner hanging from the ceiling or walls. There will be a few glass display cases with loot inside of them. The player will need to pick the locks to them or find a key to get the loot inside.
- AIs: There will be one or two guards patrolling from the south end of the hallway to the library entrance at the north end.
- Gameplay: Exploration and Looting

Classrooms

- Form of 3D space: the classrooms are small lecture rooms. They will be about 30x20. There will not be the standard desk and chairs that we think of when we think classrooms, but there will be long benches with a long table that connects to the bench in front of it. Basically this will look like classrooms looked a long time ago. The ceiling of the classroom will be relatively high and there will be observation windows that look down into them from the second floor.
- Connectivity: There will be two doors that lead into the classrooms. One at the north side and one at the south side. Both doors will connect to the main first floor hallway.
- Lighting: Empty classrooms will be dimly lit, but there will be light switches that the player can use to turn more lights on. Occupied classrooms will be brightly lit.
- Objects: The classrooms will be objected with the normal types of things you see in a classroom. Chalkboards, book shelves, podium, display cases. This would also be a great area to have flavor books.

- AIs: Empty classrooms will be empty of AI's. If the player enters an empty classroom and leaves the door open, then if an AI passes by the open door, they will see it as suspicious. They will enter and turn the lights on if they are off. If the player is not present, then they will turn the lights off, leave and close the door. If they see the player then they will ask what he is doing there and the Garrett will respond, "I was looking for a quiet place to study." Then the AI will leave and shut the door. This will require a new schema and prototyping. Full classrooms will have three students and the professor.
- Gameplay: The main gameplay in the classrooms is exploration. The display cases can have some loot for the player to steal and there will be flavor text found in the various classrooms. We can also place clues about how to complete the additional hard and expert objectives.

Stairways to Second Floor

- Form of 3D space: Standard stairway with a 6x6 landing about halfway up.
- Connectivity: connects the first and second floors. The North stairway will lead into a staff only area and the south stairway will lead into a student area.
- Lighting: brightly light.
- Objects: none.
- AIs: The stairways will be unpatrolled.
- Gameplay: The stairways will be unpatrolled, but when the player learns that the Scarab is in Prof. Hawes' classroom, we can place some guards in the stairway to make it interesting as the player makes their way back down.

Library 1F

- Form of 3D space: Basic school library. Lots of bookshelves and tables.
- Connectivity: The library connects to the hallway of the first floor. There will be a stairway or elevator that leads to the library 2F.
- Lighting: Brightly light because this is a student area. Areas around display cases may be dimly lit to allow the player to pick the locks and steal the stuff without being caught.
- Objects: Study tables, display cases, scattered books and papers.
- AIs: Hopefully we can make sitting AI's work properly so that we can put sitting students. This would be a great place to have a study group talking about something game relevant.
- Gameplay: Some looting, unguarded entryway to 2F library, possibly one of the additional hard or expert objectives.

Faculty Lounge

- Form of 3D space: Small room that the students aren't allowed in.
- Connectivity: This is the first room that the player can enter when they enter the building, it is right off the hallway.
- Lighting: brightly light.
- Objects: Food and maybe some healing potions.
- AIs: There will be one professor in this room.
- Gameplay:

Professor Hawes' Classroom

- Form of 3D space: Design will be the same as the other classrooms.
- Connectivity: same as the other classrooms.
- Lighting: Brightly light because class is in session.
- Objects: The other half of the Scarab will be in this room.
- AIs: Three students and Professor Hawes.
- Gameplay: The player will need to enter this class through the observation window on the second floor. The player will need to shoot a rope arrow into the beams and lower himself down to grab the Scarab behind the Professor Hawes' back.

Second Floor

- Form of 3D space: There will be the same long hallway like on the first floor, but it will be divided by a set of double doors. The south hall will have little or no stealth space while the north hall will have enough space for the player to hide in.
- Connectivity: The south hall will connect to the first floor via the south stairs. There will be observation windows that look into the classrooms. The north hall will connect to some laboratories and a few other rooms. It will also connect to the north entry way and to the 2F library. The second floor is connected to the first and third floor via the north stairway.
- Lighting: The south hallway is brightly light and the north hall is dimly lit with shadows for the player to hid in
- Objects: The hallway will have the school banner hanging from the ceiling or walls. There will be a few glass display cases with loot inside of them. The player will need to pick the locks to them or find a key to get the loot inside.
- AIs: There will be no guards in the south hall. The north hall will have two guards that patrol from the double doors and then into the library.
- Gameplay: The north hall will have stealth gameplay similar to Framed. All the doors off this hallway will be marked as suspicious so if an AI sees an open door, then they investigate.

Labs

- Form of 3D space: A decent sized room with a few storage rooms. Lab tables can easily be built out of terrain. There will be windows that look into the lab rooms. If the player turns on the lights then they may be visible to any guards patrolling through the north hall.
- Connectivity: The labs will connect to the north hall and to their respective storage rooms.
- Lighting: The labs will be dimly lit and there will be light switches that can turn on bright lights.
- Objects: There are a ton of objects that can be used in the labs already; the lab objects from Mage Tower can all be used. Various chemicals and jars of organs will be in the storage room. One of the labs will have the sarcophagus and an unwrapped mummy. This is a good place for powerups.
- AIs:
- Gameplay: In one of the labs, the player will find the mummy and a journal from the Professor that says that he found the scarab and took it to a safe in his office suite.

Library 2F

- Form of 3D space: Book shelves and display cases.
- Connectivity: The 2F library will connect to the north hall via a pair of double doors, and it will also connect to the first floor via the library elevator or staircase depending on which one we use.
- Lighting: Some areas will be brightly lit, but there should be enough dark areas for the player to sneak through.
- Objects: This is a good place to have a bunch of loot for the player to steal.
- AIs: There will be a guard or two patrolling through this area and he will stick mostly to the lit areas.
- Gameplay: This is a good place to have the hard and expert McGuffins.

Storage Room

- Form of 3D space: small room with shelves. The room should be large enough to hold a few bodies.
- Connectivity: this room will connect to the 2F hallways.
- Lighting: Dark, this is good place for the player to hide in.
- Objects: Brooms and other storage closet type things.
- AIs: None, except dead and unconscious.
- Gameplay: Stealth space and a good place to dump people.

2F Entryway

- Form of 3D space: The outside area will have green grass and trees. The entryway will be a nice looking stairway that leads through a set of double doors and into the north hallway. At the north most part of the courtyard, there will be a gate that leads out of the mission.
- Connectivity: This will connect the north grounds to the second floor.
- Lighting: Brightly lit with late afternoon sunlight.
- Objects: Trees and other outside stuff.
- AIs: This area should be empty of AIs
- Gameplay: This is the area where the player will have to leave the mission.

Main Office

- Form of 3D space: This is a good-sized room with a secretary at the desk. There are a few bookshelves and tables.
- Connectivity: This is connected to the south hall.
- Lighting: Brightly lit
- Objects: Non loot décor, plants and other office type things.
- AIs: A secretary will be sitting at a desk close to the entrance to this room
- Gameplay: the player will be able to find a directory and learn which office number belongs to the Professor Hawes here. We could also set up a small two or three line conversation between the secretary and Garrett.

Third Floor

- Form of 3D space: The third floor is the most dangerous area to the player and therefore should be rich in stealth space. This area will use nice Victorian wood textures and fancy wallpaper. There should be a nice strip of carpet along the floor to soften the player's footsteps.
- Connectivity: This floor will connect to the second floor via the north stairway.
- Lighting: The 3F halls should be lit to support stealthy movement. We should use a nice balance of electric lights and gas lamps.
- Objects: Nice Victorian furniture (chairs and couches) will be set in small alcoves. A display case or two with some nice loot would be a good touch for this area.

- AIs: There should be a few Guards patrolling through here and their patrols should be set that they give the player enough time to move from shadow to shadow.
- Gameplay: This is the floor where the Professors Office Suites are located. The player will need to find a way to sneak into the suites without being caught. This floor will have most of the loot that the player can find.

Office Suites

- Form of 3D space: The office suites are where the professors work and live. It will have rich textures and will be lavishly decorated with nice furniture and other objects. The suite should be separated in to two different rooms. One with the office and one with the bedroom. The office should have bookshelves and fancy tables with valuables on them.
- Connectivity: The offices will all connect to the third floor hallways and possibly to each other via a locked door.
- Lighting: The offices should be brightly light from sunlight coming through the window.
- Objects: Fancy Victorian furniture, paintings, lots of loot.
- AIs: The rooms should be empty of AI's, but if a guard sees an open door, then he will investigate into the room. On higher difficulties we should consider having a janitor or maid going from room to room to clean them.
- Gameplay: The offices are primarily for looting and other objectives that are yet to be determined. The office that belongs to Professor Hawes will be chosen at random in order to increase replayability.

Professor Hawes' Office Suite

- Form of 3D space: This uses a similar design as the other office suites, but it should look slightly different to clue the player that they are in the correct office.
- Connectivity: same as the other office suites.
- Lighting: same as the other office suites.
- Objects: Journal that talks about the Scarab that Garrett is here for will tell that this item is can be separated into two pieces, the scarab and the jewel. The jewel will be found in a wall safe.
- AIs: None.
- Gameplay: Finding Jewel and finding the journal that tells the location of the other piece.

Guard Lounge

- Form of 3D space: Small room where the guards can relax. Should not be as fancy as the rest of the third floor
- Connectivity: Connected to the third floor hallway.

- Lighting: Brightly lit.
- Objects: This is a good place for some powerups.
- AIs: This place should be empty, but a patrol route can go into this room.
- Gameplay: powerups.

Artifact Room

- Form of 3D space: Small room with valuable artifacts
- Connectivity:
- Lighting: brightly lit, but there will be an off switch for the lights
- Objects: stuff to steal
- AIs: Guards will be patrolling into this room
- Gameplay: This is a good place for a puzzle. When the player solves it, they will gain access to a large sum of loot.

Difficulty Levels

A description of the differences in the mission over various difficulty levels, including changes to connectivity, object and creature population, and player actions.

Appendix

Mission Statistics

A list of approximate statistics for the mission as a whole, including amount of loot available in the mission, amount and type of enemies present in the mission, amount and type of power-ups present in the mission, etc..

Goal: Enable comparisons to other missions, enable analysis of the potential success of various player actions (Is it feasible for the player to kill all of the AIs on the level? How many times can the player be fully healed?, etc.), balance the gameplay of the mission.

This section is mostly of use during later drafts of the document.

Dependencies

A list of resources that need to be made available before this breakout can be implemented.

Art

Textures: At this point I see no reason why this level cannot be built using the current textures, but modifications to existing textures may be necessary and also easy to do. There are a few pictures that I have of old university buildings. I would like to use some textures that have a similar look and feel.

Meshes: Professors and students. We could easily use the nobles for the Professors and reskinning the noble mesh with a younger face would work easily for students. A custom mesh for the Fat Man is necessary so that the player can tell him from the rest of the NPCs.

Programming

Additional programmer support may be necessary to make the infiltration and disguise paradigm work properly.

Design

There will be a few flavor conversations that focus on topics that were hot in medieval universities. There will need to be a conversation or some text or both that give the player the identity of the Fat Man. There will also need to be some kind of info that directs the player to the location of the Fat Man's office suite quarters and to his class room.

The map for this level will use the automap feature that Precious Cargo and Casing&Masks used.

AV

Briefings, sounds will be needed.

Other Resources

Anything else – secondary design elements

Unresolved Technical Issues

This is not really an unresolved issue, but it is a potential risk. Randomizing the locations for the Scarab could be potentially risky. For the time being, I will set the scarab in a fixed location and if time permits, then we will implement the random location idea.

Unresolved Design Issues

Potential Future Embellishments

For now, we are going to set the mission up so that the Scarab is in one particular office. In other sections of this document I mention the possibility of having the Scarab and its gem be found in one of a few different location. The location would be chosen before the player begins the mission, and all relevant clues for finding the Scarab will point to this location. This is relatively low risk because we have already done this with Eavesdropping, but it is still a risk that we need to consider. I plan on setting the mission up with fixed locations and then, if time permits, I will implement the random location thang.

Rejected Ideas

Having Garrett infiltrate the campus in disguise of a college student was rejected due to the technical problems that arose with the undercover mission. Because we want to get this mission to ship quickly and without problems, it was decided to discard this risky paradigm.

Notes

This section is useful for taking notes which do not yet directly pertain to the mission breakout but which are most convenient to store here. For example, if you do research on the type of space the mission fictionally takes place in, that research can appear in this section.

Heading 2

Heading 3

Heading 4

Normal

- Normal Bullet
- 1) Normal Bullet Numbered
- 2) Normal Bull-in numbered

Sidebar