

Apartment Escape

LDD

Zachary Fugere
EGD-360-01 |

Overview:

The level takes place in a city. The player, on the run from combine soldiers, must make their way to the through a series of alleyways, apartment buildings, and across rooftops on their way to the entrance of the sewers where they will be able to escape. On their escape to freedom, the player will face a series of obstacle that stand in their way such as debris, cars, and angry soldiers who will be trying to kill them.

The player starts off in an alleyway with large apartment buildings on either side of them. Behind them, is a fence blocking them from going backwards. Ahead of the player is the end of an alleyway where it reaches a cross street. On the other side of the street is a large opening to the sewers (the players exit). As the player approaches the end of the alley a combine car will drive up blocking them from the exit and forcing the player into a doorway on the side of one of the apartment buildings. From there, the player must make their way upstairs and through a series of rooms and hallways while fighting off enemies. Eventually the player will get to a floor blocked by debris and will have to jump through one of the windows into a window of the building next door. After entering the second building the player will continue to work their way upstairs until they get to the roof. Once on the roof, the player will have to jump and climb across the rooftops ultimately working their way to the other side of the street where they will be able to drop down into the sewer system and escape.

Mood:

The overall feeling of the city should be very run-down. The alley will be littered with trash and leftover garbage from people that may have lived there before the combine took over. Inside the apartment buildings should be old, beat-up, and decrepit, with remnants of old tenants flipped over furniture.

Length of Play: 7-10 minutes

Objective:

- Get to the Escape point (the sewer entrance)
- Kill Combine Soldiers
- Stay alive

Weapons/Armor:

- Shotgun

- Pistol
- SMG
- Power Suit

[Pick-Ups:](#)

- Ammo
- Health

[Assets:](#)

Models:

- Combine Cars
- Combine soldiers
- Apartment furniture
- Trash/Dumpsters
- Fence
- Windows
- Doors
- Ladders
- Various Debris
- Sewer tunnel entrance

Textures:

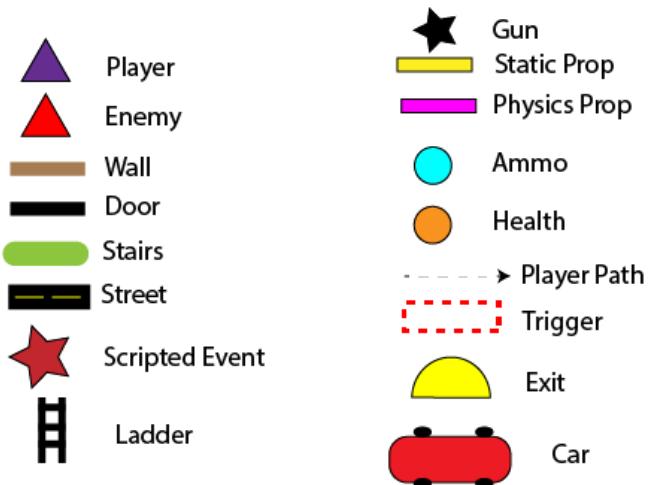
- Brick building textures
- Road texture
- Roof texture
- Water Texture

Sounds:

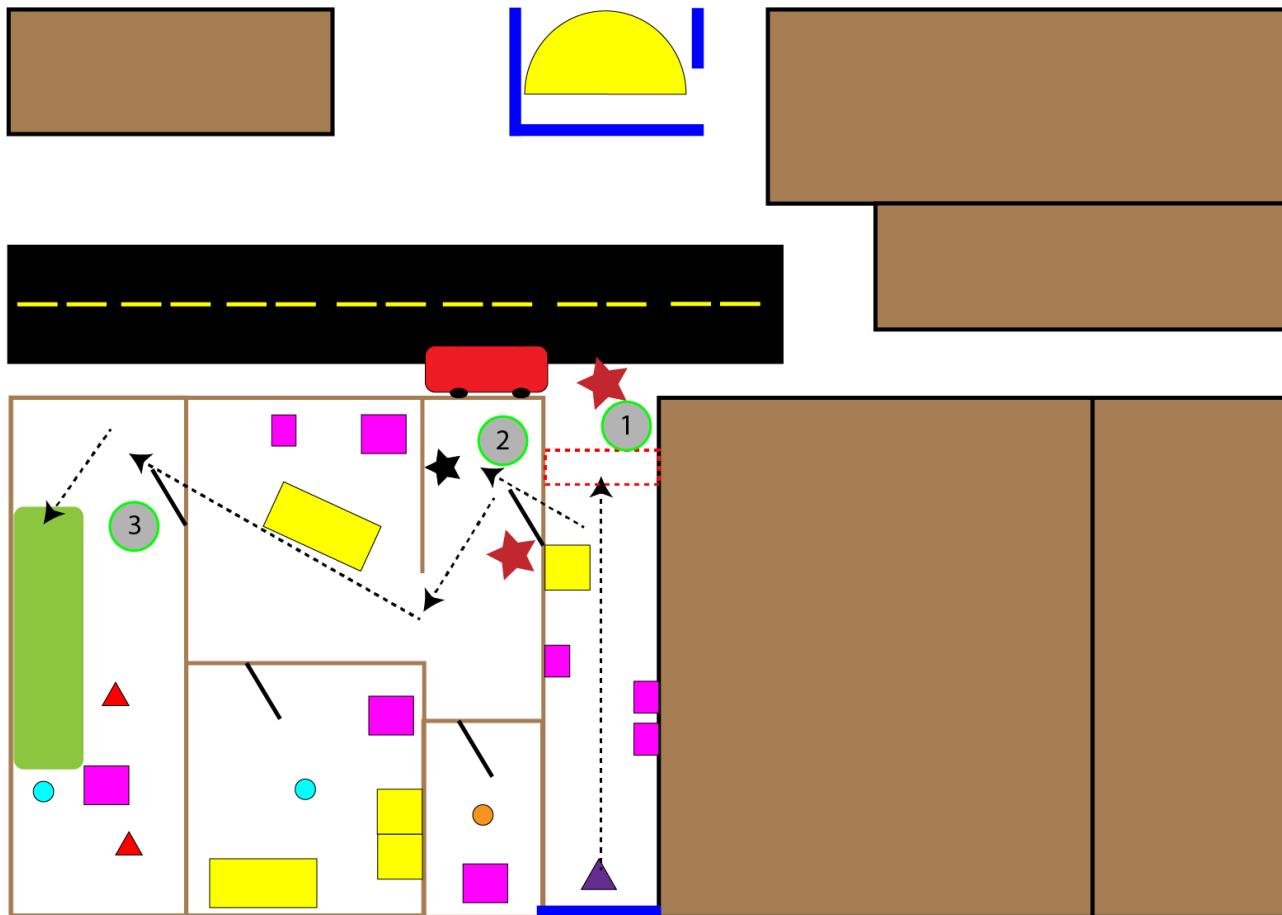
- Action music during any areas with enemies

Gameplay Walkthrough:

Key

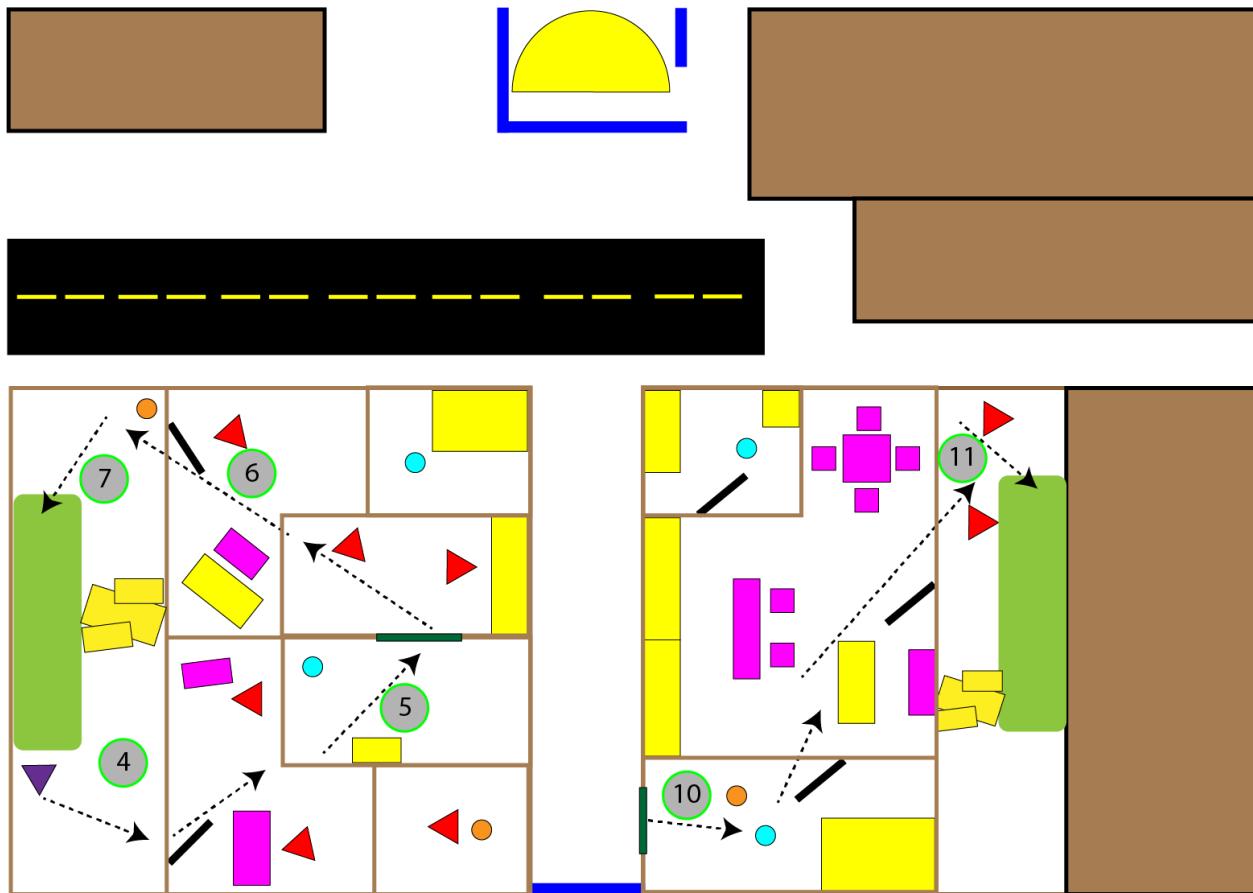


Level 1:



1. The player starts off in the alleyway and sees the exit across the street. They walk forward, but as they are about to exit the alley the first scripted event is triggered, and a combine car drives up and blocking their path.
2. With nowhere else to go, the player enters the door on their left leading into an apartment. As they walk in they find barney lying dead in the corner and pick up his guns.
3. The player can explore the rooms of the first apartment allowing them to gather additional health and ammo if needed. After exiting the apartment into the hallway, they are greeted by multiple soldiers which they must kill. From there the player can head upstairs.

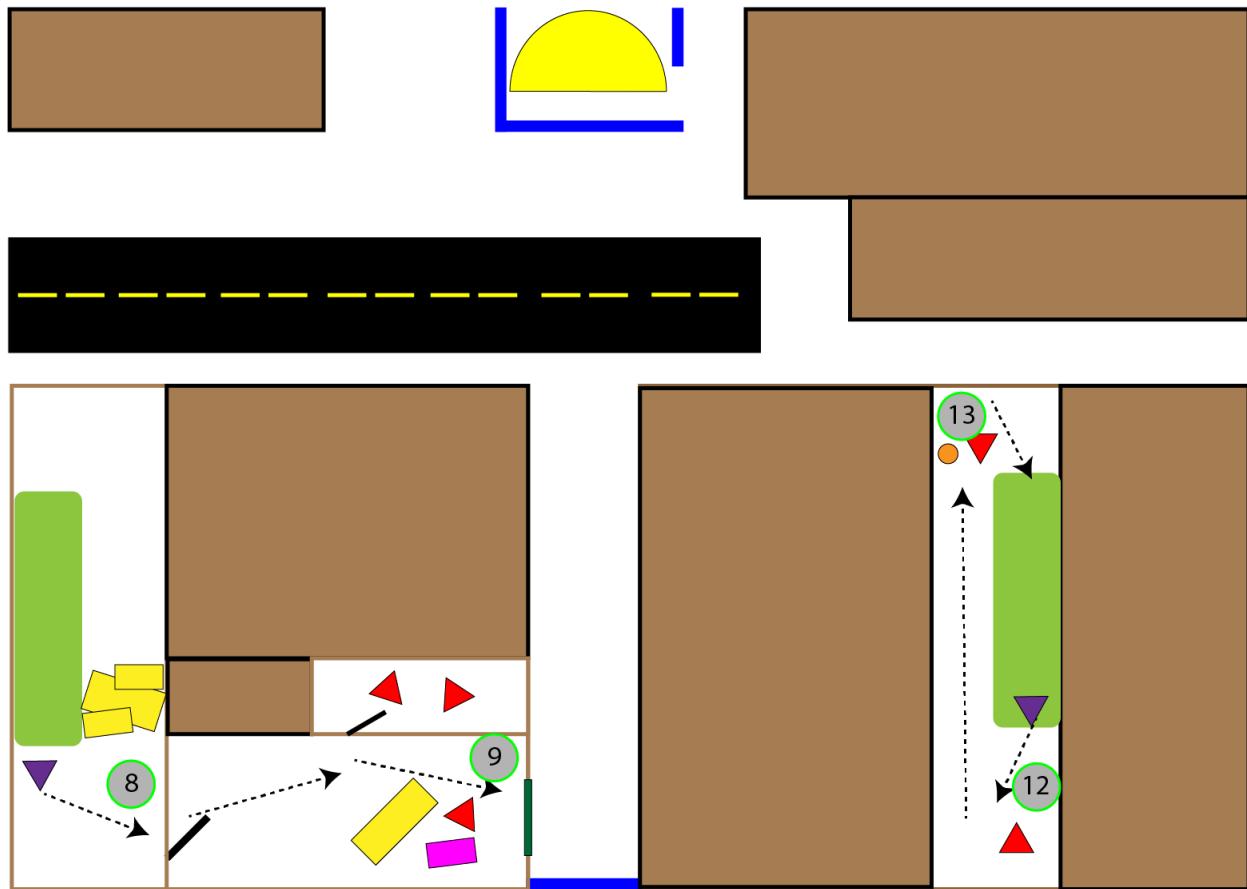
Level 2:



4. Once on the 2nd floor, the player realizes that the path to the stars is blocked by debris and so they must enter another apartment with more combine soldiers inside.

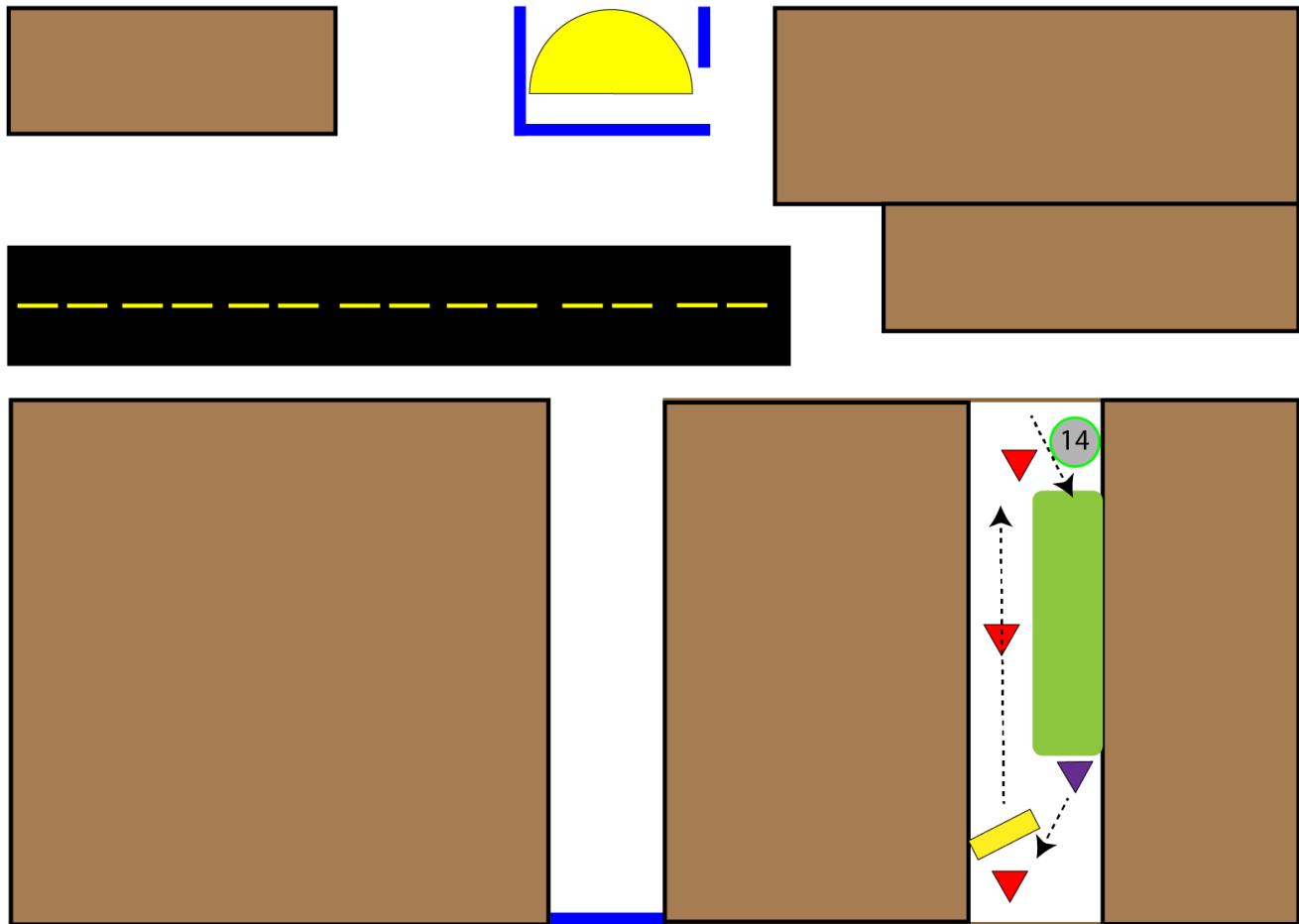
5. After clearing out the soldiers, the player notices part of the wall in the bedroom is cracked and can see soldiers on the other side. The player picks up grenades that are found next to the wall and decides to throw them blowing up the wall.
6. After breaking through the wall, the player must kill another apartment full of soldiers and make their way to the exit where they will discover they have ended up on the other side of the debris.
7. Player goes up to the 3rd floor.
10. The player falls through into the window of an apartment on the 2nd floor across the alleyway they originally started in. Once inside they find some health and ammo and proceed out into the hallway of the other building.
11. Hoping to find a way to the roof, the player goes up to the 3rd floor of the new building.

Level 3:



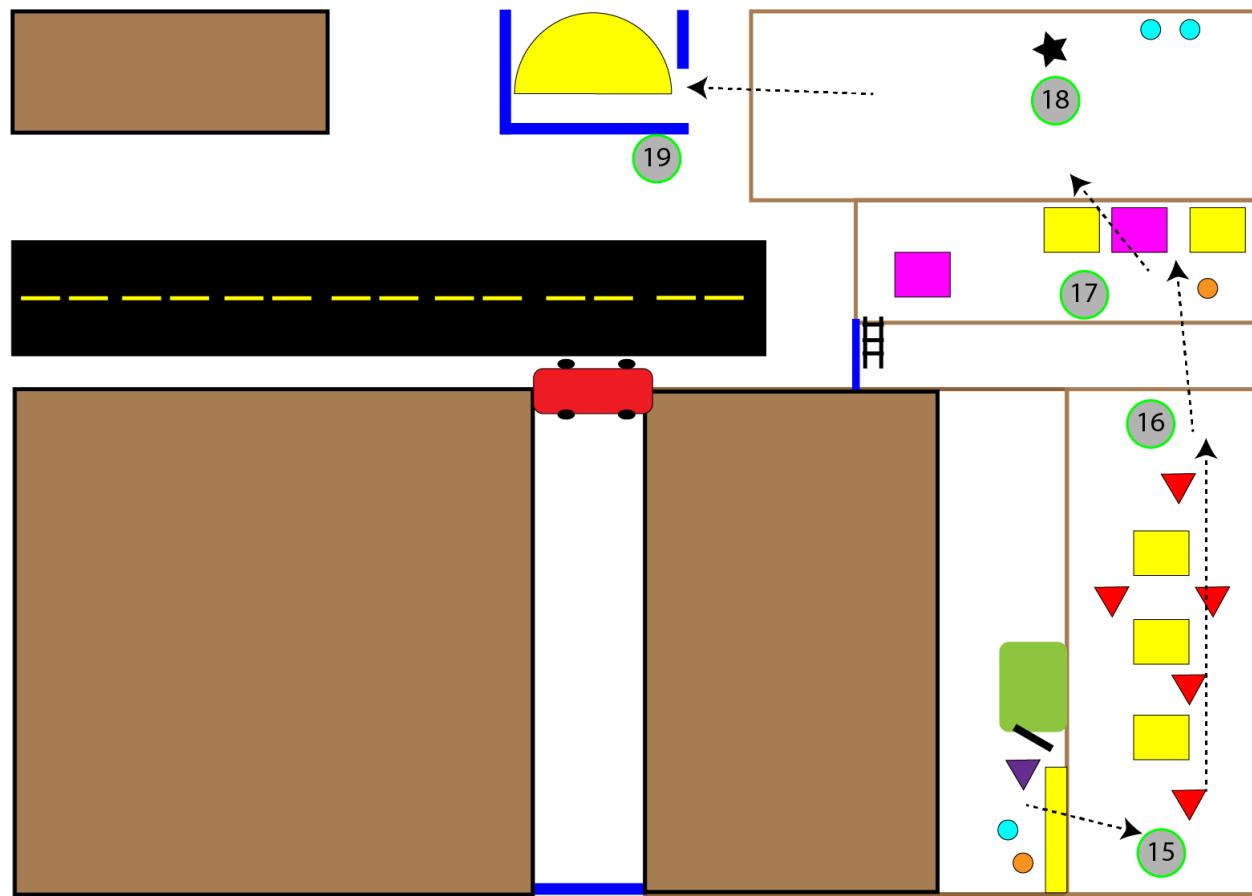
8. The player has reached 3rd floor and once again there are objects blocking their path to the roof. They head into yet another apartment building only to find there is no place to go.
9. There is a broken window in the corner of the room with light from the outside shining in to get the players attention, player decides to jump out of it.
12. After reaching the 3rd floor the player is forced to fight a series of soldiers in the close-quarters hallway on their way up the stairs.
13. The player proceeds to the 4th floor.

Level 4:



14. The player fights through another floor of enemies and picks up more health and ammo before making their way up to the roof.

Level 5:



15. Once on the roof the player must fight more enemies this time using parts of the roof as cover.

16. After clearing off the roof, the player must jump across to another building where will be able to resupply on health and ammo for their last fight. If the player misses their jump there will be a ladder there allowing them to climb back up.

17. The player must climb up on top of props to reach the final roof where they find a rocket launcher and rockets.

18. Can choose to destroy the combine vehicle with the rockets or make a quick dash down from the rooftops towards the sewers.
19. Player jumps into the sewers and the level ends.

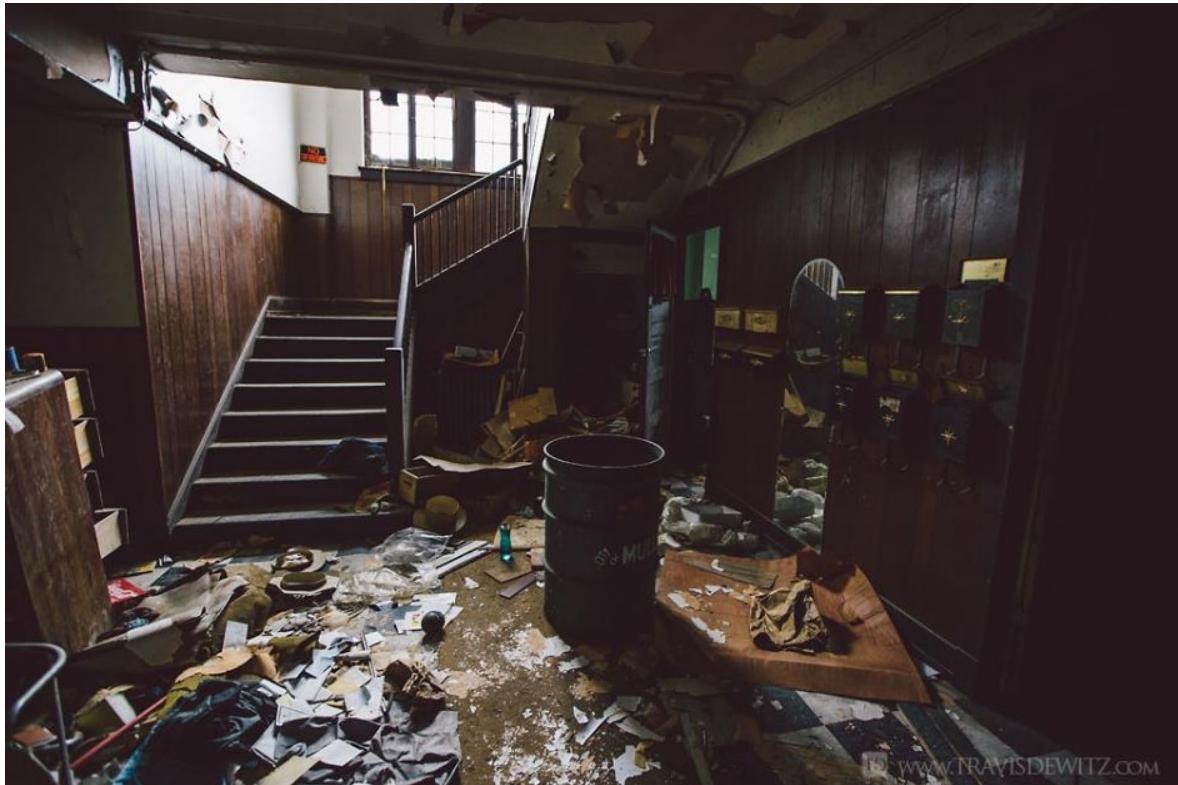
Reference Images:



Alleyway with Street at the end

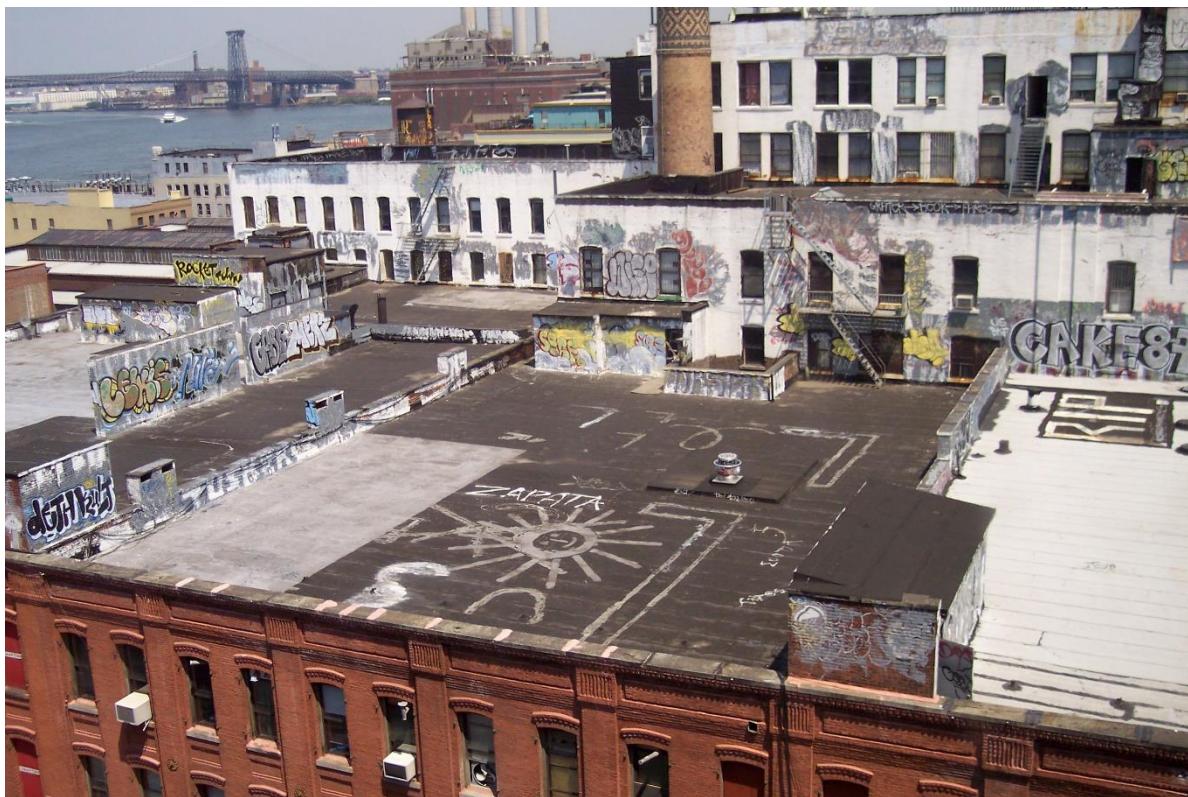


Alley full of trash





Inside abandoned apartment building





Urban Rooftops



Sewer Entrance