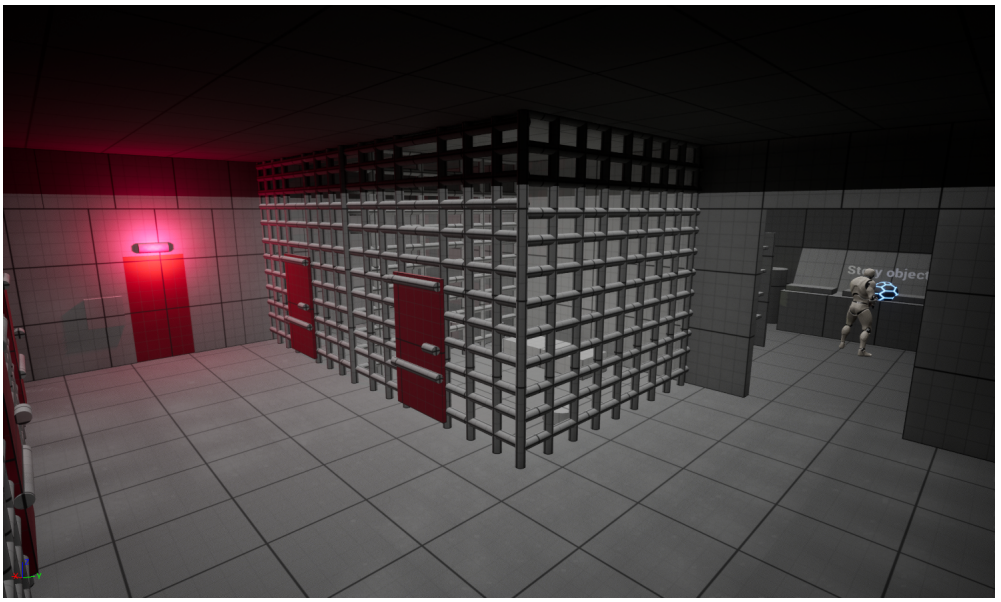
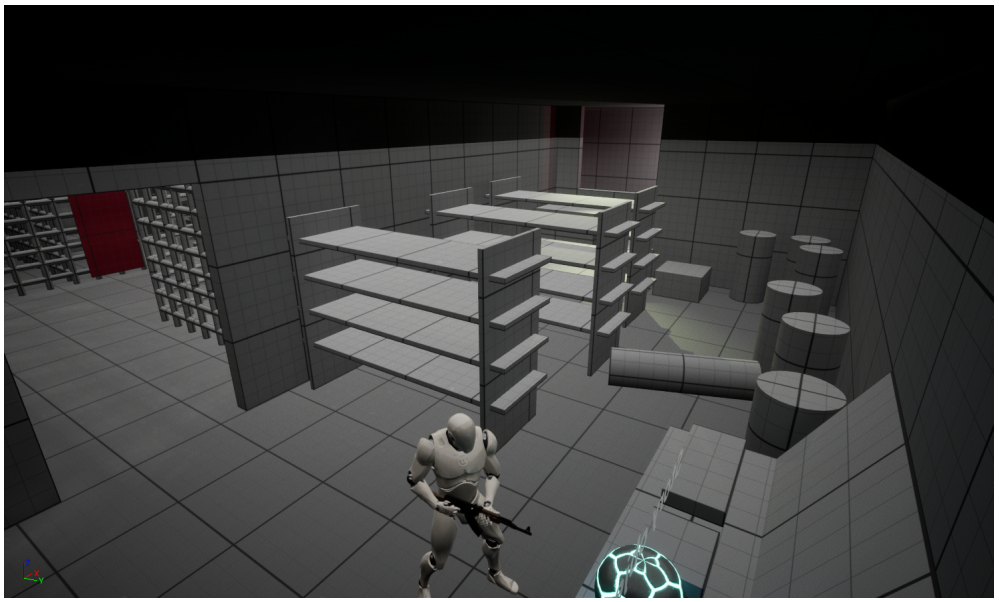
FPS Blockout - Level Design Guide

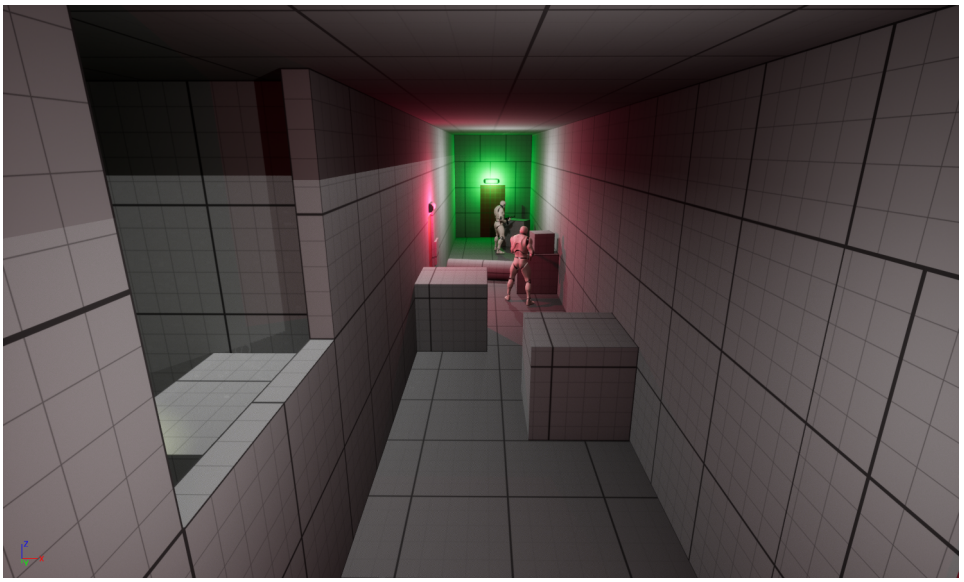
1) Starting area



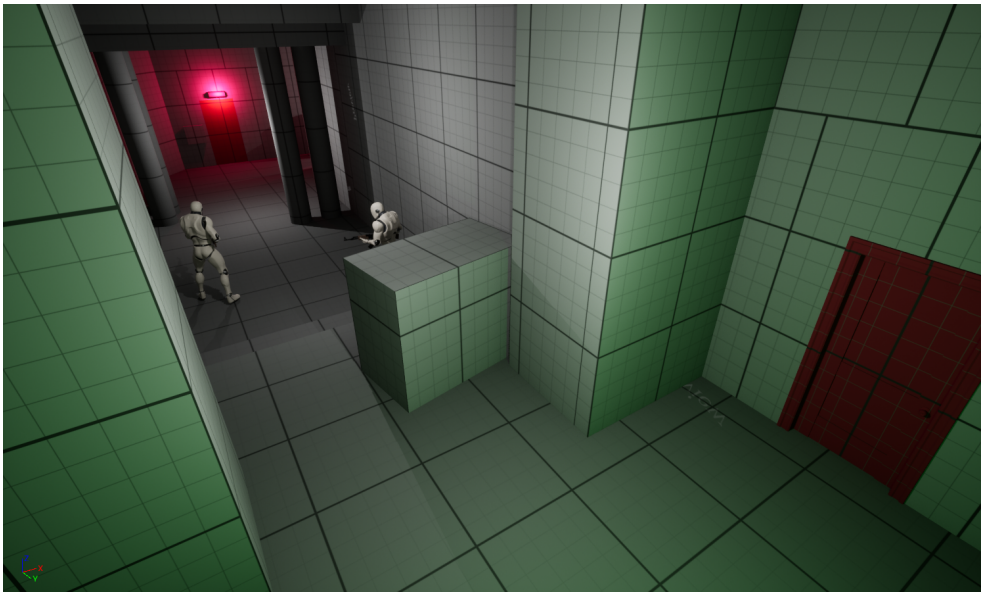
The start of the blockout is inside a small prison area. At first you are trapped in one of the cages, but get free when the door is hacked and opened by help from outside. You will start without a weapon, so you are only able to do melee attacks and stealth kills.
The red light lures your attention towards the door but if you interact with it you will learn that red light means locked. The only other possible path is the one inside the next room.
This is a small storage room and control room where the first enemy is already waiting with the back towards you. Here you will get the mission and tutorial for stealth kills.



To leave the storage room you also have to learn how to jump and crouch. While crouching out of the window you can have a look at the enemies inside the hallway and jump into cover.

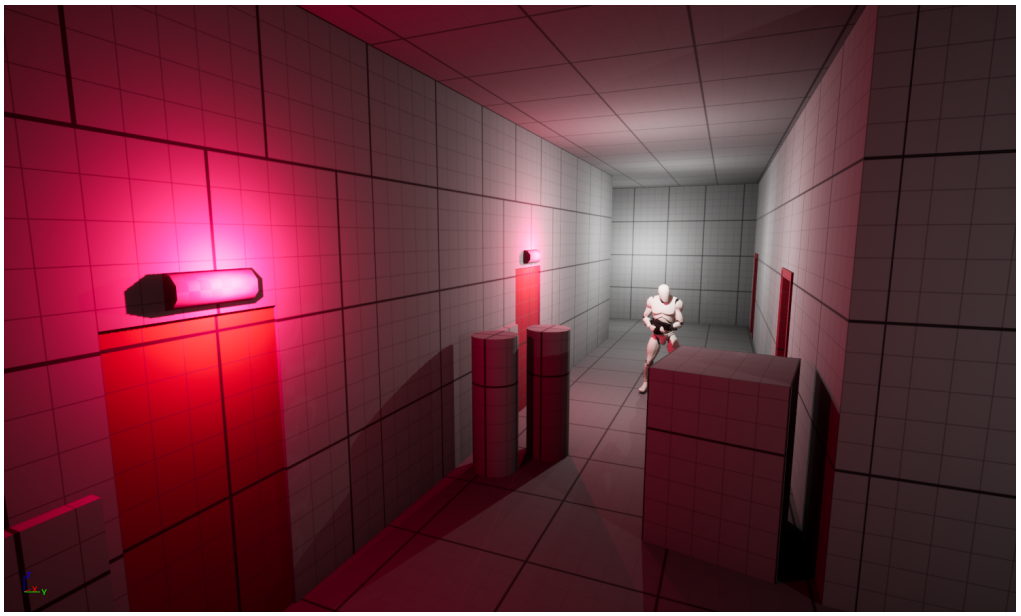


In that hallway part you will practice the stealth kill and even get a challenge while using it together with a jump. The green light on the door acts as the opposite of the red light and therefore shows the player it is probably open.

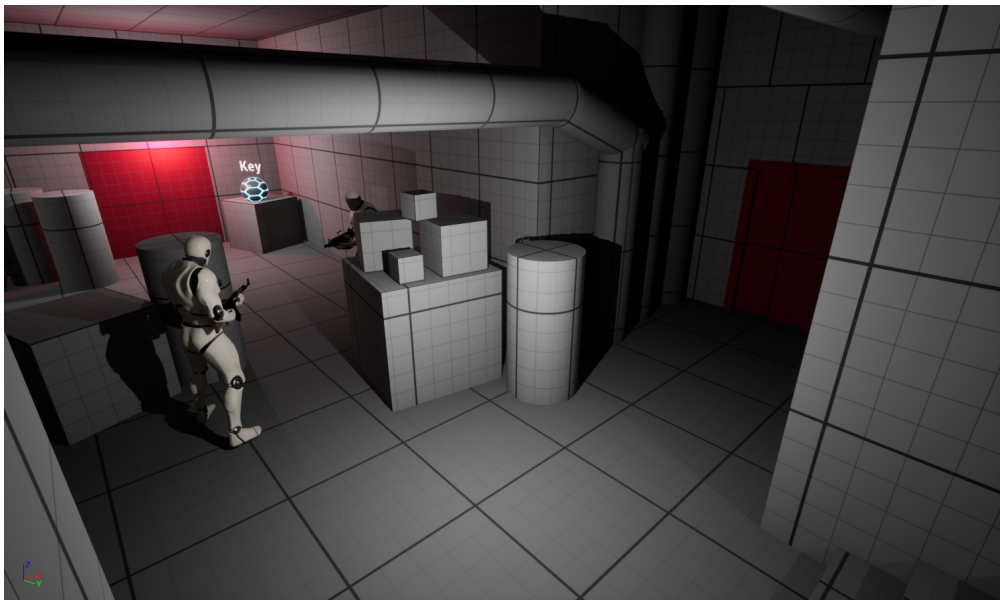


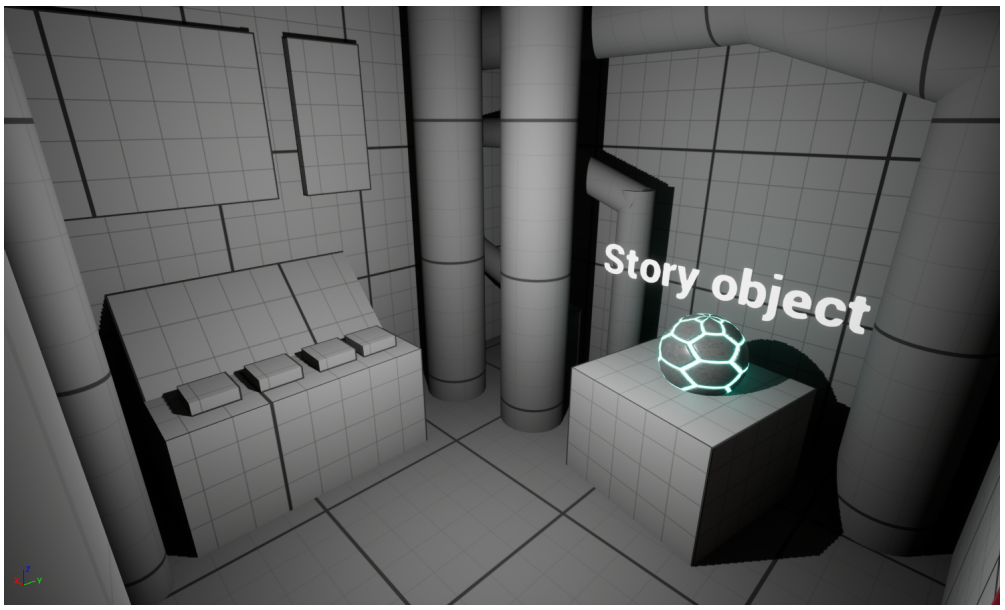
As you now know about the stealth kill it is time to add the main element of the shooter and give you a starting weapon. You will find an area in which the stealth kill is impossible as the other enemy will see you as soon as you leave your cover. Fighting against both without a weapon seems too hard and therefore you will check the door first. This is a normal door and not an automatic one and therefore has no light connected to it. That also helps to let the player discover the problem with the next enemies first before testing other doors. The door to the right is open and has a small storage connected to it where you can pick up your

weapon. When you go back to the enemies you will have an easy introduction as one of them won't look directly at you and the other one has to go around the corner to attack you.

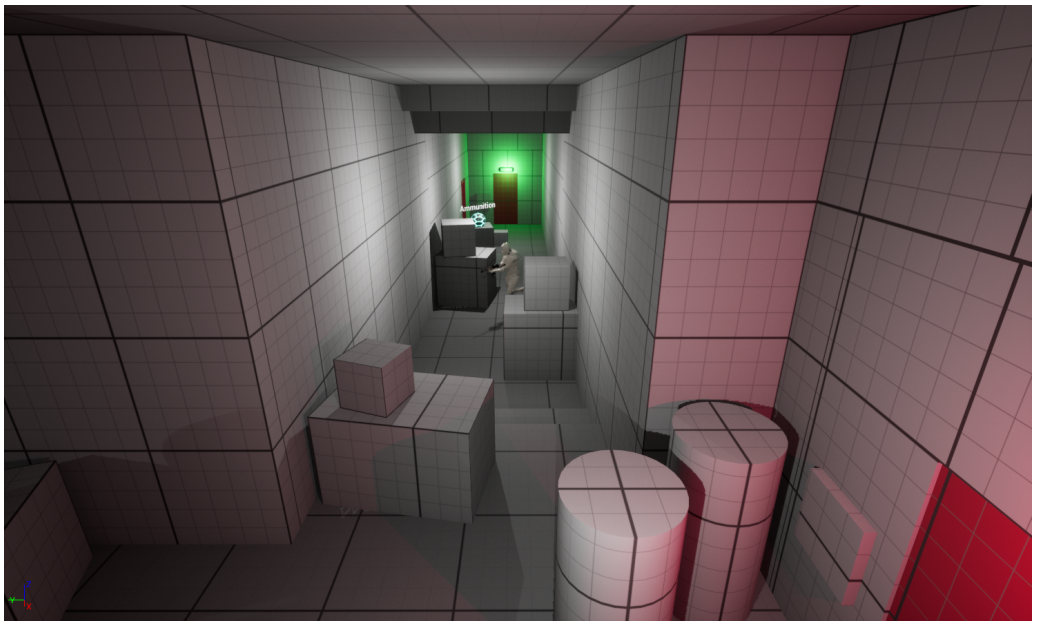


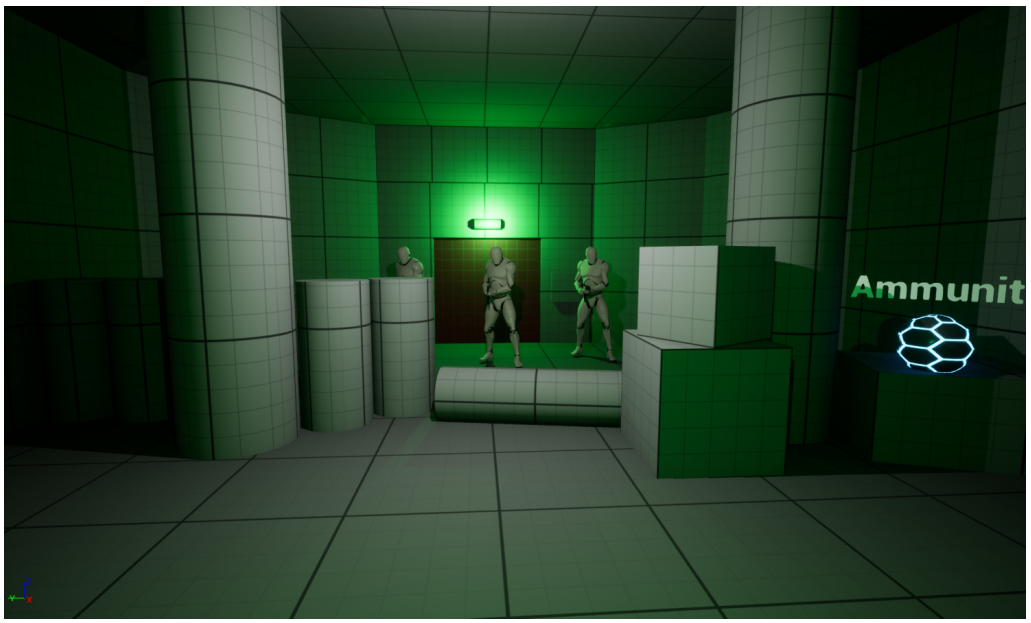
After you had your first interaction with your weapon you will repeat it by going around the corner and get a direct confrontation. Here you will still have the help from possible covers.





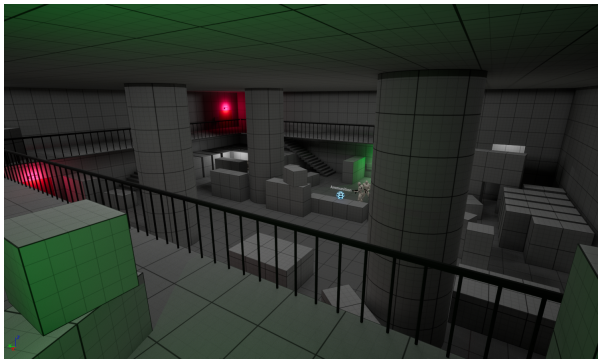
The next part is again a bit harder as you can choose to combine shooting with the stealth kill as a practice for both. But you also have the freedom to just use your weapon. The situation is still easy to analyze because you will go down a stair and can see the whole area. Also you can find a key in that area which will open the door to the right and give you an additional story moment or story object. That should introduce exploration and reward the player for that at the same time.

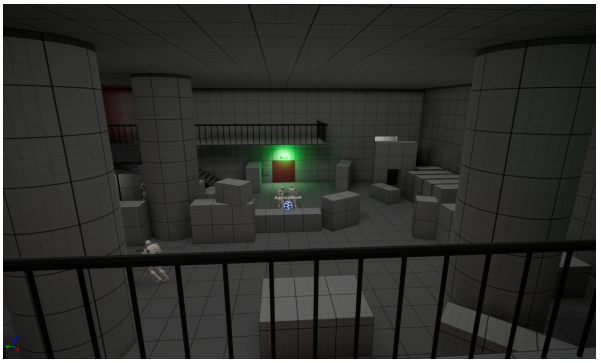


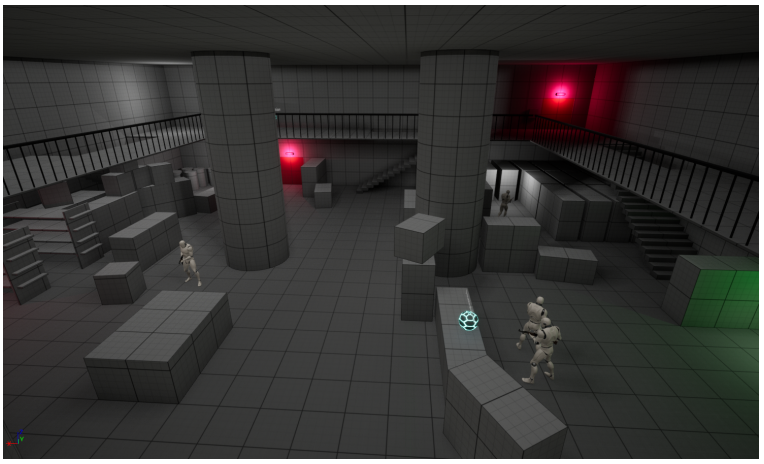


The next two parts are again a practice for shooting and stealth mechanics. In the first one the enemy will walk a specific path and you can sneak behind him to save ammunition. The second one is a direct confrontation with multiple enemies and a few covers to use. If you solve both of them you are ready to enter the next area.

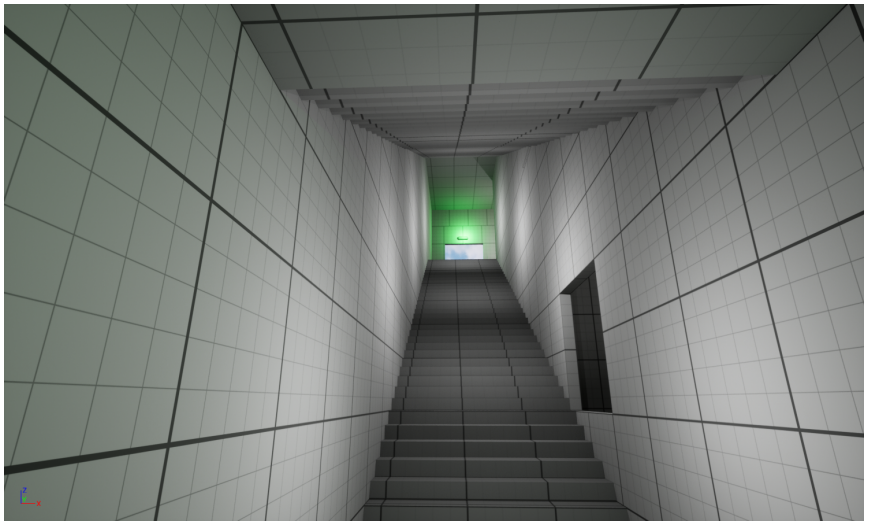
2) First hall



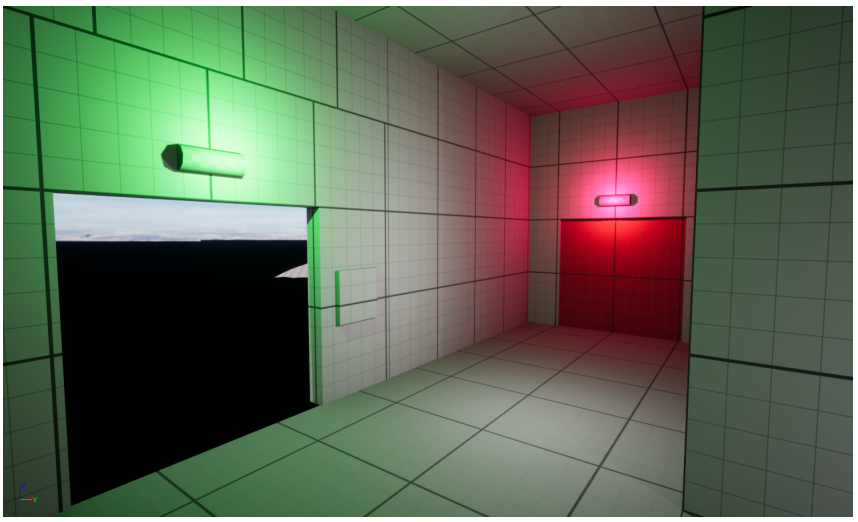




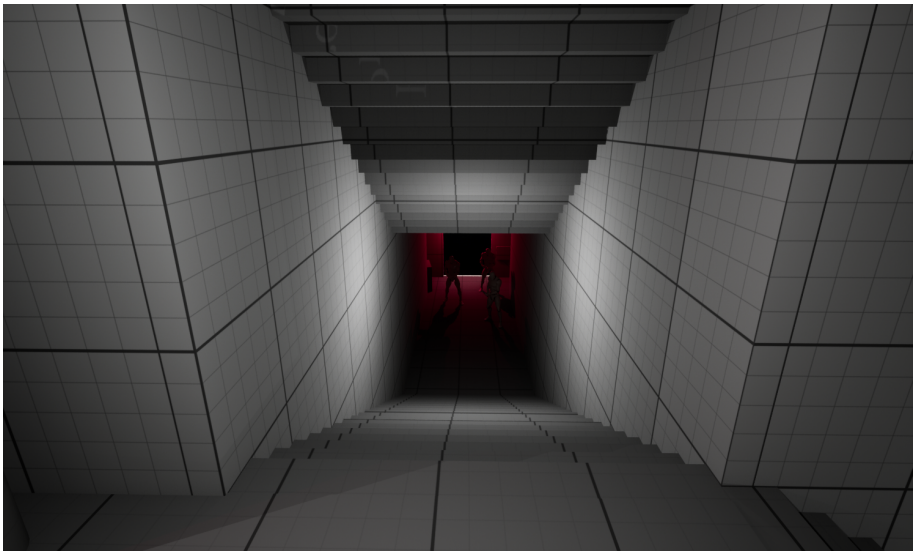
If you enter the first hall you will start at the upper area. Since this is your first open space I wanted to give you the opportunity to get a good overview about the challenge and to plan your actions. It is possible to get through the hall with stealth action as well as only using your weapon or a mix of both. The green light you will see at the other side of the hall will give you a clear goal.



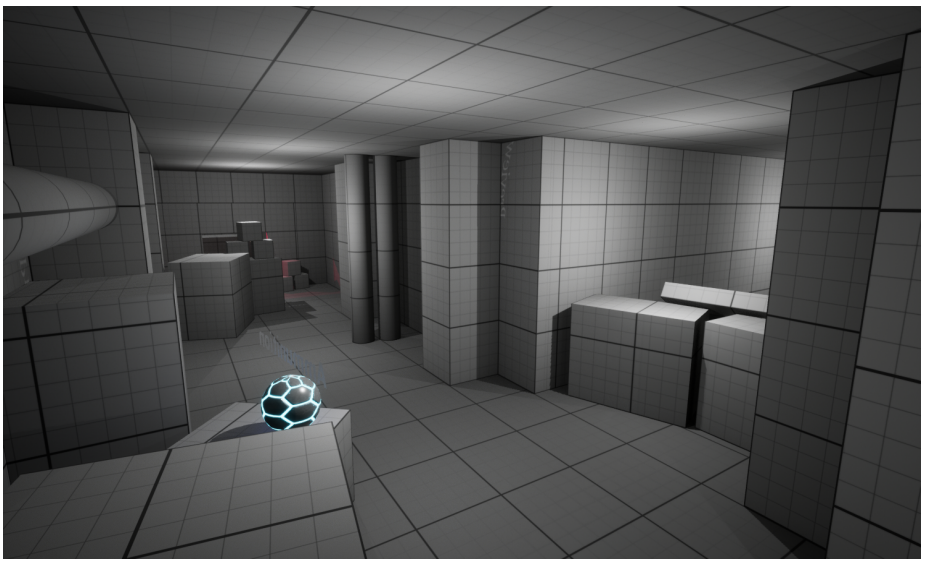
After the hall you will get up a bigger staircase where you can see an exit with a green light at the end as well as a small window back into the hall at the right side.



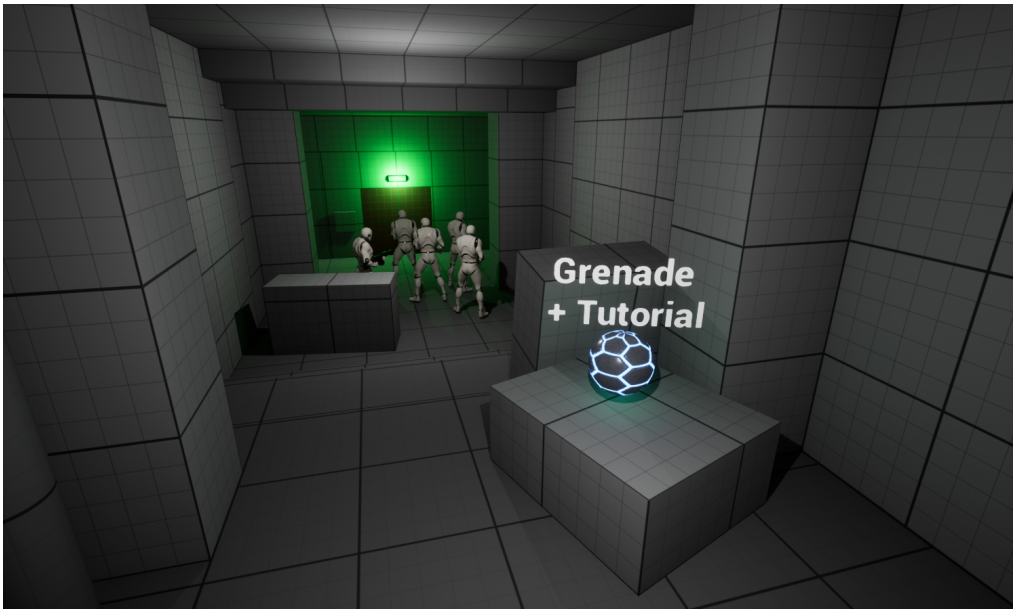
Shortly before you reach the exit the door will close and another door will open with a good amount of enemies behind it shooting at you. Here you can decide which way to choose. You could go with the direct confrontation against the enemies or you can run back and take the shortcut of the window back into the hall. Inside the hall you will find new enemies that came from a now open door. This door is also green and clear as your next goal. You will have more cover here and also the option to use stealth kills. But you can also follow the path of the hallway if you kill the enemies here.



If you follow the hallway path you will also see an optional enemy encounter. The light of the door clearly shows you that the door is closed but if you still kill the enemies and look into the corners you will find a rewarding item.

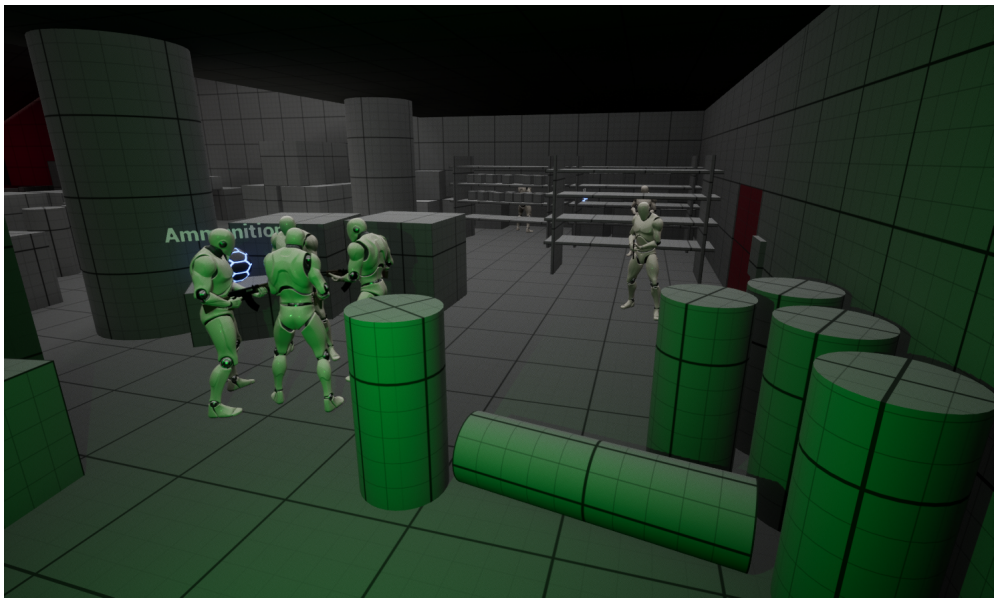


Shortly after that the paths will cross each other again. Here you get lured with light into the right path to go. Also the door back into the hall is more hidden in case you chose the hallway path so you most likely see the right path to go if you reach the crossing.

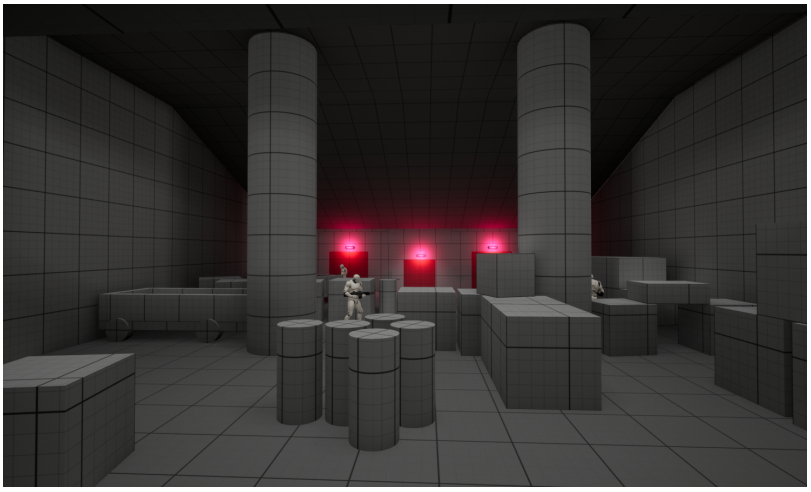


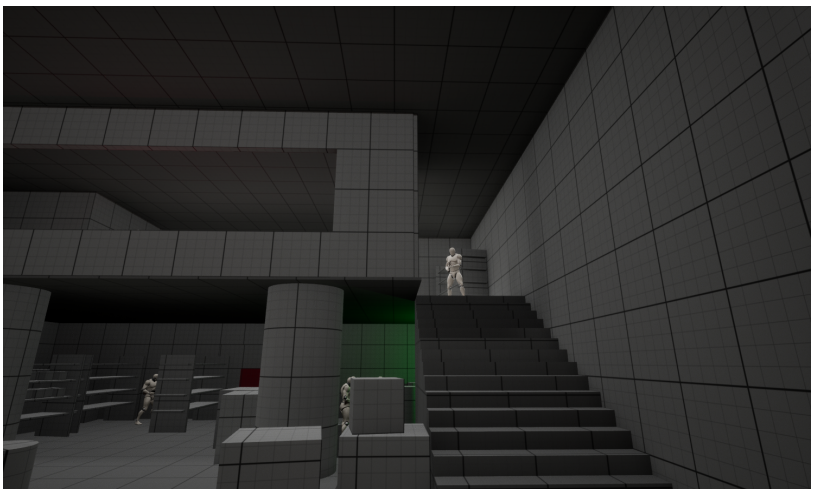
Here you will also find your first grenade. Shortly behind that a bunch of enemies that would be hard to kill with a weapon. They are distracted and look in the other direction so you have enough time to throw the grenade right. If you did that you are ready to go into the next area.

3) Second hall

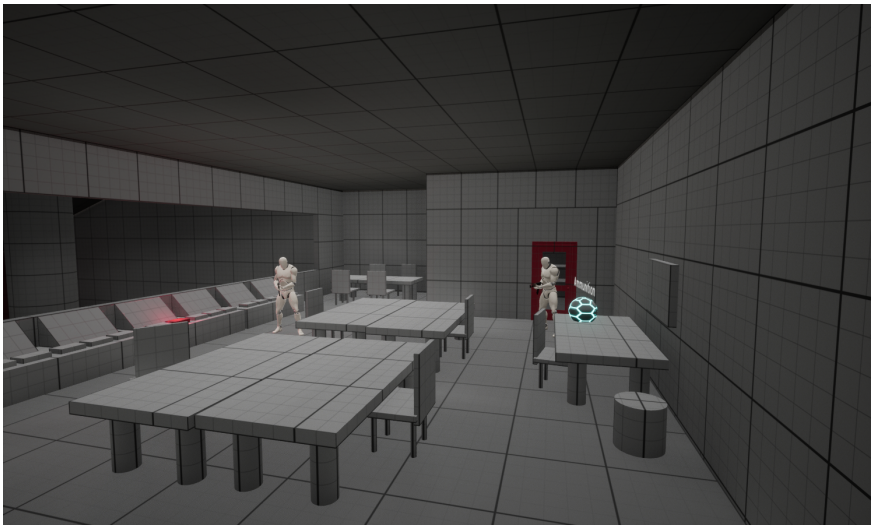


When you enter the second hall you can quickly see the next opportunity to throw a grenade in combination with shooting at an enemy that stands too far away from the other group. You will find multiple covers here but also a lot of enemies that hear you. Through the shelfs you can slightly see a hidden item which is a key for an optional room in the upper area.

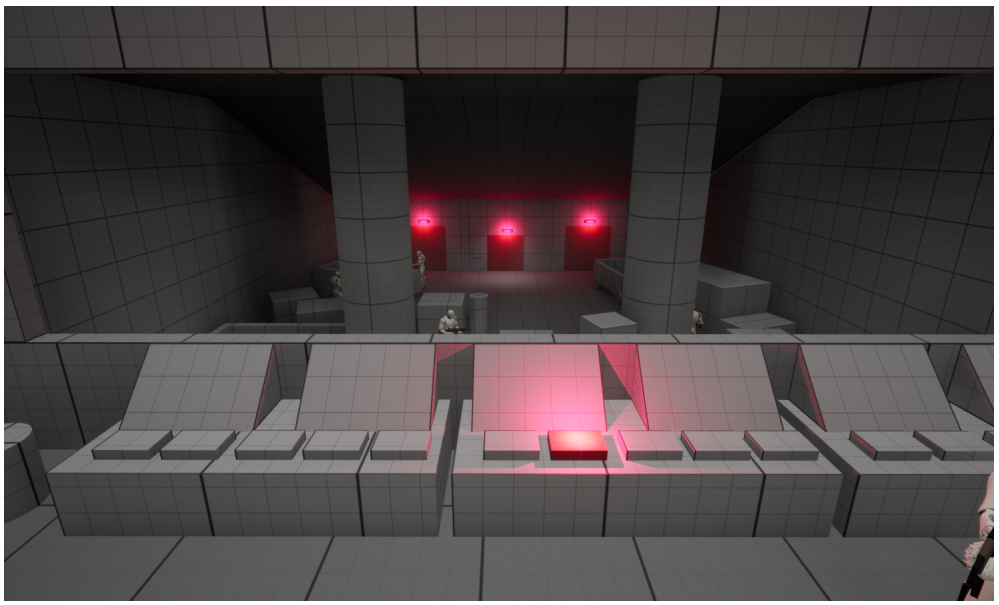




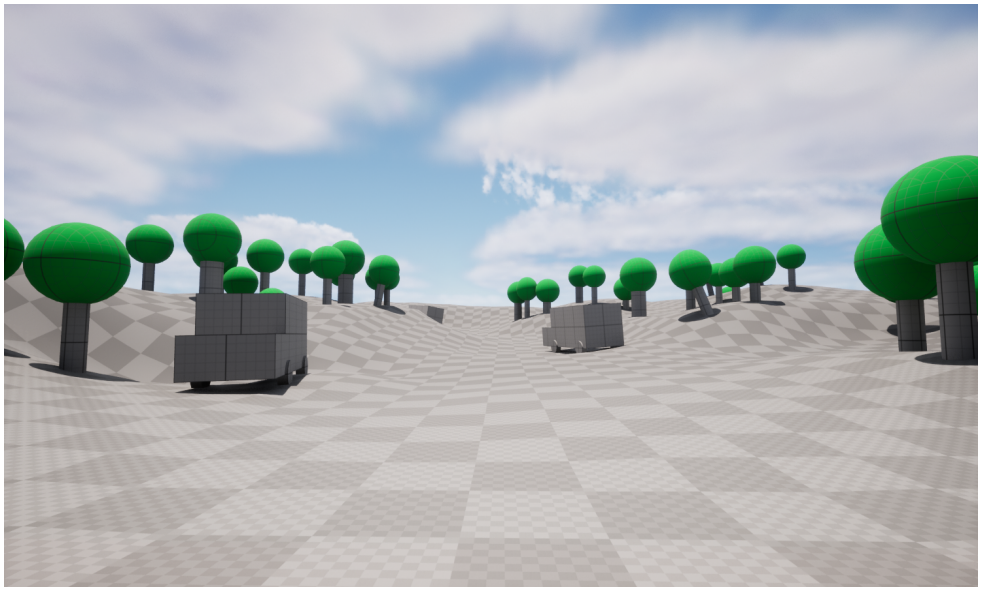
As you look into the hall you will see multiple big doors but none of them has a green light. You have to fight your way to the upper area which has a harder encounter as some enemies are in the upper area and can shoot at you while you go up the stairs. But you can also find enemies in the lower area you could kill with a stealth kill if you do it right.



Inside the upper area a blinking light at a button of the control station will lure you attention. But you can also go inside the optional room if you found the key. The room contains another optional story object that will reward you for exploration.



If you press the button on the control panel you will have a direct view on the now opened exit door.



If you go through the door you will reach the outside area that will give you a nice contrast to the inner area with its halls and hallways. You now reached your goal and the end of the blockout.