



Figure 1: Crysis 2 Concept Art

Level Design Document: Bringing Down the House

Crysis 2 – Jason Leary

Version 2.0

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[illegible]

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Level Abstract

Quick Summary

“Bringing Down the House” is a single player level for Crytek’s *Crysis 2* which balances opportunities for stealth gameplay early on with gun blazing action near then end. The level takes place at night in a sophisticated apartment building in midst of a major storm tearing through downtown New York. The military has discovered an alien base of operations underneath the high rise. The C.E.L.L. sent in a team of soldiers to set up explosives in the lobby and bring the building crashing down on the aliens below. Unfortunately, the Ceph became aware of the human incursion and drove the assault team out of the lobby before they could arm the explosives. Despite both humans and aliens hunting him, Alcatraz determines this is an irresistible target of opportunity. Armed with his nanosuit, he infiltrates the building with the intention of securing the detonators, arming the explosives, and bringing down the building on his own.

Hook(s)

- Opportunities for strategic cat-and-mouse stealth gameplay
- Intense close quarters combat
- Interesting combat in limited visibility situations
- The destruction of a New York high rise

Gameplay Highlights

- Use of night vision as Alcatraz stealthily hunts the members of the C.E.L.L. assault team
- Fast, tense close to medium range combat with dangerous and agile enemies
- Triggering the explosives to bring down a massive high rise on the alien nest below

Setting Summary

Theme	Destruction
Mood	Foreboding
Setting	New York City High Rise
Time of Day	Night
Season	Fall
Weather	Heavy Rain

Mission Difficulty

Position	Difficulty	Reasons
Beginning	3	Alcatraz faces a few, weak human enemies who can be easily dispatched using stealth or cover fire tactics.
Middle	5	Alcatraz faces combat ready C.E.L.L. operatives after obtaining the detonators and then squares off against both an alien and human on the stairs leading to the building’s lobby.

End	6	Players battle two stronger, alien enemies in a relatively confined space with limited opportunities for stealth.
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Scale: 1-10 (1 is Easiest and 10 is Hardest)

Mission Metrics

Play Time	3 – 5 minutes
Critical Path	100 meters
Physical Area	58 meters long by 28 meters wide

Characters

Character	Description
Alcatraz/Prophet	Alcatraz is the main protagonist of Crysis 2. Injured and near death after an alien strike, he was rescued by Prophet. Dying from an infection, Prophet took his own life so that Alcatraz could inherit his nanosuit and finish what Prophet started. Gifted with new, enhanced abilities, Alcatraz returns to the fight, ready to combat the aliens on their own terms.
C.E.L.L. Assault Operative	C.E.L.L. Assault operatives are low ranking, human private military ground forces. They entered New York city to contain the outbreak of a deadly alien virus, but they also have orders to kill Alcatraz/Prophet on sight.
Ceph Stalker	Ceph Stalkers are the standard foot soldiers in the alien army. Like the C.E.L.L. Assault Operatives, they use typical cover and fire tactics; however, their agility makes them especially deadly foes.
Ceph Commander	Larger than the Ceph Stalker, Ceph Commanders are the officers in the alien army. These elite troops often lead teams of lower ranking Ceph. Unlike their alien counterparts, these Ceph have a protective energy shield, which attackers must first punch through in order to eliminate the Commander.

Visual Themes

Theme	Description
Apartment Corridor/ Management Offices	It is clear these apartments house some of the wealthiest residents of New York City. They are large, posh, and lavishly decorated. The high-polished marble floors in the corridors testify to the building's age and add to the charm of the overall structure. Before the lights go black, plunging the area into darkness, warm, yellow lighting fill the corridors, which makes the players even more uneasy when that light is lost.
Lobby	The lobby is an altar built to worship New York City's social elite. The décor testifies to the self-importance of the people who lived there. However, as with the apartment corridors, the alien invasion and the outbreak of the plague have left the lobby a burning shadow of what it once was, making the lobby a fitting metaphor for the crumbling of human society in the face of an overpowering foe. The only lighting comes from the flaming rubble, and emergency lighting, casting unusual shadows and lending the scene an otherworldly feel.
City Street	The city streets are empty. The wreckage of abandoned cars and busses lay strewn across the road. The scene looks as though the battle of Armageddon had raged there just minutes before. Rain pours down from the sky, blanketing the streets and bringing visual flair to the scene of the climatic explosion.

Key Theme References

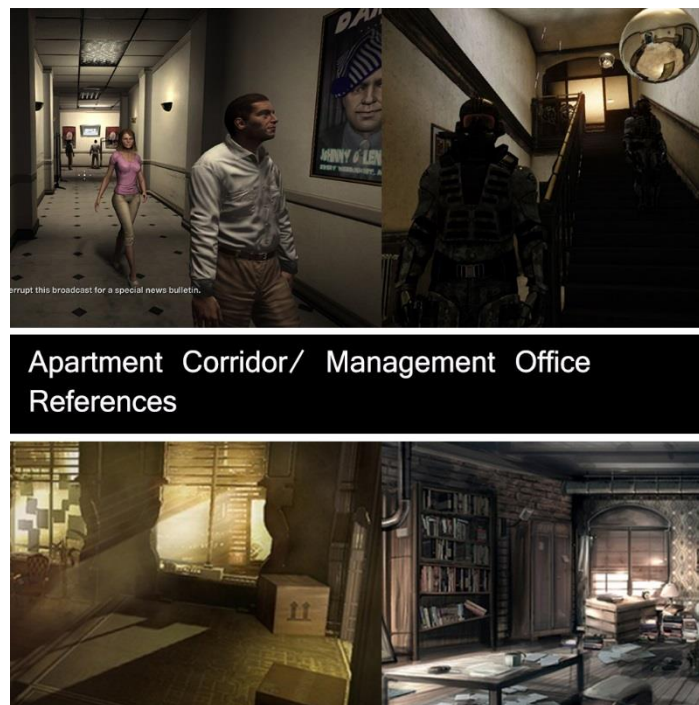


Figure 2: Apartment Corridor/Management Office Reference

- Apartment Corridor Reference
 - Top Left – Wall lighting for the emergency lights and pillars along the walls
 - Top Right – Narrow staircase leading up to the Lobby
 - Lower Left – Excellent clutter for the C.E.L.L.'s temporary base of operations
 - Lower Right – Apartment decor and clutter

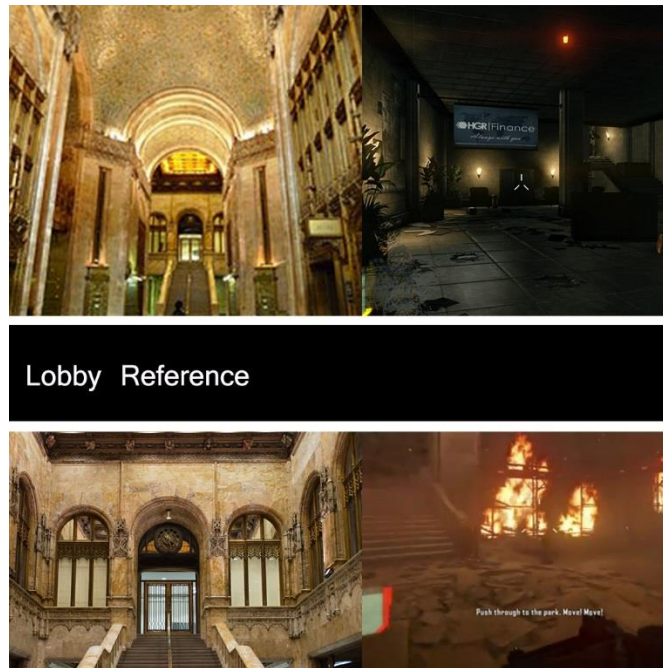


Figure 3: Lobby Reference

- Lobby Reference
 - Top Left – Stone walls and the high, lit ceilings
 - Top Right – Mood, emergency lighting, and architectural style
 - Lower Left – Excellent example of stonework on the walls
 - Lower Right – Fire, rubble, destruction, and lighting

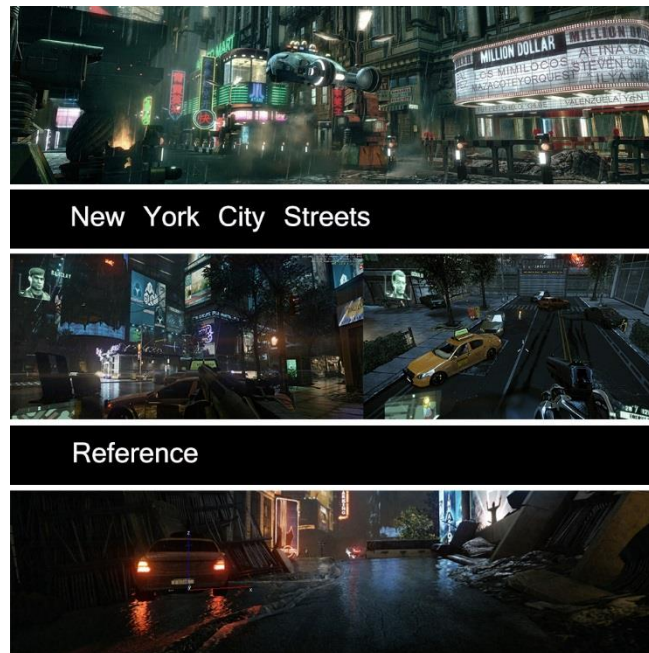


Figure 4: City Streets Reference

- City Streets Reference
 - Top – Lighting, debris, and rain in urban streets
 - Mid Left – The lighting, and destruction
 - Mid Right – Lighting and abandoned cars on the road
 - Bottom – the rain slicked streets reflecting the lighting

Level Summary

Campaign

Context

The “Bringing Down the House” mission takes place between the Seat of Power and Dark Heart missions in main campaign of Crysis 2.

Backstory

After the discovery of an alien base of operations in beneath a New York City high rise, a C.E.L.L. assault team enters the building with orders to demolish it, and bring the rubble crashing down on the aliens below. The team takes the building and set the explosives. Unfortunately, the aliens discover the humans’ plans and force them out of the lobby before they have a chance to arm the bombs.

Alcatraz learns of C.E.L.L.’s plans to bringing the building down on an alien nest through an intercepted transmission. Despite the fact that both the C.E.L.L. and aliens are hunting him, Alcatraz decides the possibility of destroying a nest of aliens is too great an opportunity to pass up. Due to the heavy guard presence on the ground floor, Alcatraz infiltrates the building from the roof and takes the elevator down to the management offices on the first floor of the building. It is from this position that Alcatraz starts his mission.

Aftermath

After demolishing the high rise and destroying the alien base of operations, Alcatraz is free to proceed to the subway for the start of “Dark Heart”, the next mission in the Crysis 2 campaign.

Objective(s)

- Detonate the explosives in the building’s lobby in order to bring down the New York City high rise and destroy the alien base beneath.
 - Retrieve the detonators from the C.E.L.L. soldiers
 - Arm the on the lower level
 - Arm the explosives in the lobby
 - Exit the building
 - Get clear of the explosion

Overview Map

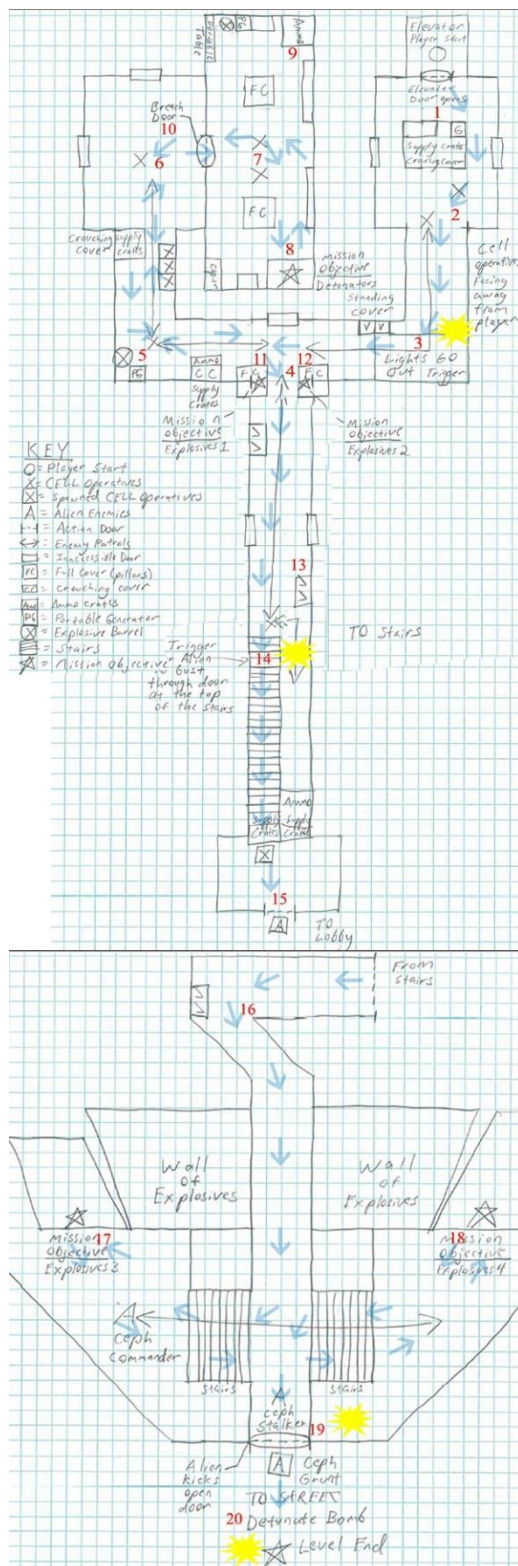


Figure 5: Overview Map – 1 Grid Square = .5 Meter

Level Flow

Flow Summary

1. Alcatraz walks forward, opening the elevator door and begins the mission. On top of the supply crates he discovers a silenced SCARAB and grenades.
2. Alcatraz eliminates the two guards at the start of the level.
3. There is a loud crash of thunder and lights in the building go out, leaving Alcatraz in darkness. Players choose to either continue the mission using their suit's night vision goggles or the limited light provided by the emergency lighting. (WOW MOMENT)
4. Alcatraz encounters the third guard patrolling the corridor.
5. Alcatraz uses the fuel barrel for the emergency generator in corridor to eliminate another patrolling guard.
6. Alcatraz eliminates the C.E.L.L. operative standing guard outside of the room.
7. Alcatraz locates the apartment where the C.E.L.L. soldiers have the detonators and kicks open the door to the apartment and eliminates the two guards inside.
8. Alcatraz retrieves the detonators on the office table, completing his first mission objective. He then uses his visor to locate the two sets of explosives on the lower level.
9. Alcatraz refills his ammo.
10. On his way out of the room, Alcatraz engages three more C.E.L.L. operatives rushing in to help.
11. Alcatraz arms the first set of explosives.
12. Alcatraz arms the second set of explosives, and the guard at the top of the stairs kicks down the supply crates and engages the player.
13. Alcatraz takes cover behind the overturned vending machines and eliminates the guard at the top of the stairs.
14. As Alcatraz starts up the stairs, an alien bursts through the door and charges him. The alien jumps down the stairs, and Alcatraz eliminates him before he lands. (WOW MOMENT)
15. Alcatraz exits the stairway and enters the lobby.
16. Alcatraz engages and dispatches a Ceph Commander and Stalker.
17. Alcatraz arms the third set of explosives to his right.
18. He then arms the fourth explosives to his left.
19. A Ceph Grunt bursts into the lobby from outside; Alcatraz quickly spins around and kills the alien.
20. Alcatraz exits the building to find himself on the city streets that have been devastated by the alien war. Alcatraz gets clear of the building just as the bombs go off, filling the screen with smoke and flame.

Level Progression Chart

Time (min)	0	0:30	1:00	1:30	2:00	2:30
Terrain/Objective	Retrieve detonators		Arm the first & second set of explosives		Arm the third & fourth set of explosives	
Opponents	10 C.E.L.L. Assault Troops				1 C.E.L.L. Assault Troop & 1 Ceph Stalker	
Challenges	Stealth/Combat Challenge					
Wow Moments			Lights go out			
New Skills/Weapons	Force open Elevator Doors		Thermal Vision			
Cinematics						
Time (min)	3:00	3:30	4:00	4:30	5:00	5:30
Terrain/Objective	Arm third & fourth Explosives		Escape the building	Detonate Explosives	END	
Opponents	Ceph Stalker & Ceph Commander		Ceph Grunt			
Challenges	Combat Challenge		Combat Challenge			
Wow Moments			Alcatraz brings down the building flooding the streets with debris			
New Skills/Weapons						
Cinematics			The building explodes as Alcatraz escapes			
Time (min)	6:00	6:30	7:00	7:30	8:00	8:30
Terrain/Objective						
Opponents						
Challenges						
Wow Moments						
New Skills/Weapons						
Cinematics						
Time (min)	9:00	9:30	10:00	10:30	11:00	11:30
Terrain/Objective						
Opponents						
Challenges						
Wow Moments						
New Skills/Weapons						
Cinematics						

Legend
1 square = 15 sec.
Apartment Corridors
Lobby
City Streets
Challenge Highlight
Wow Moment
New Weapon/Skill
Cinematic

Figure 6: Level Progression Chart

Detailed Design

Level Details

Gameplay Area Breakdown Map

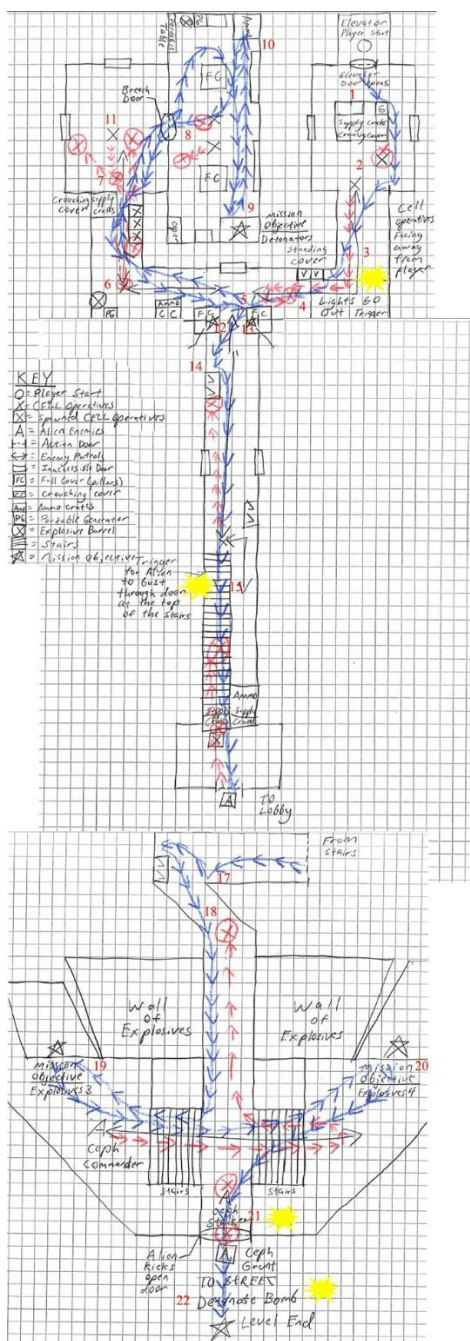


Figure 7: Overview Map - 1 Grid Square = .5 Meter

Detailed Walkthrough

Area 1: Apartment Corridors

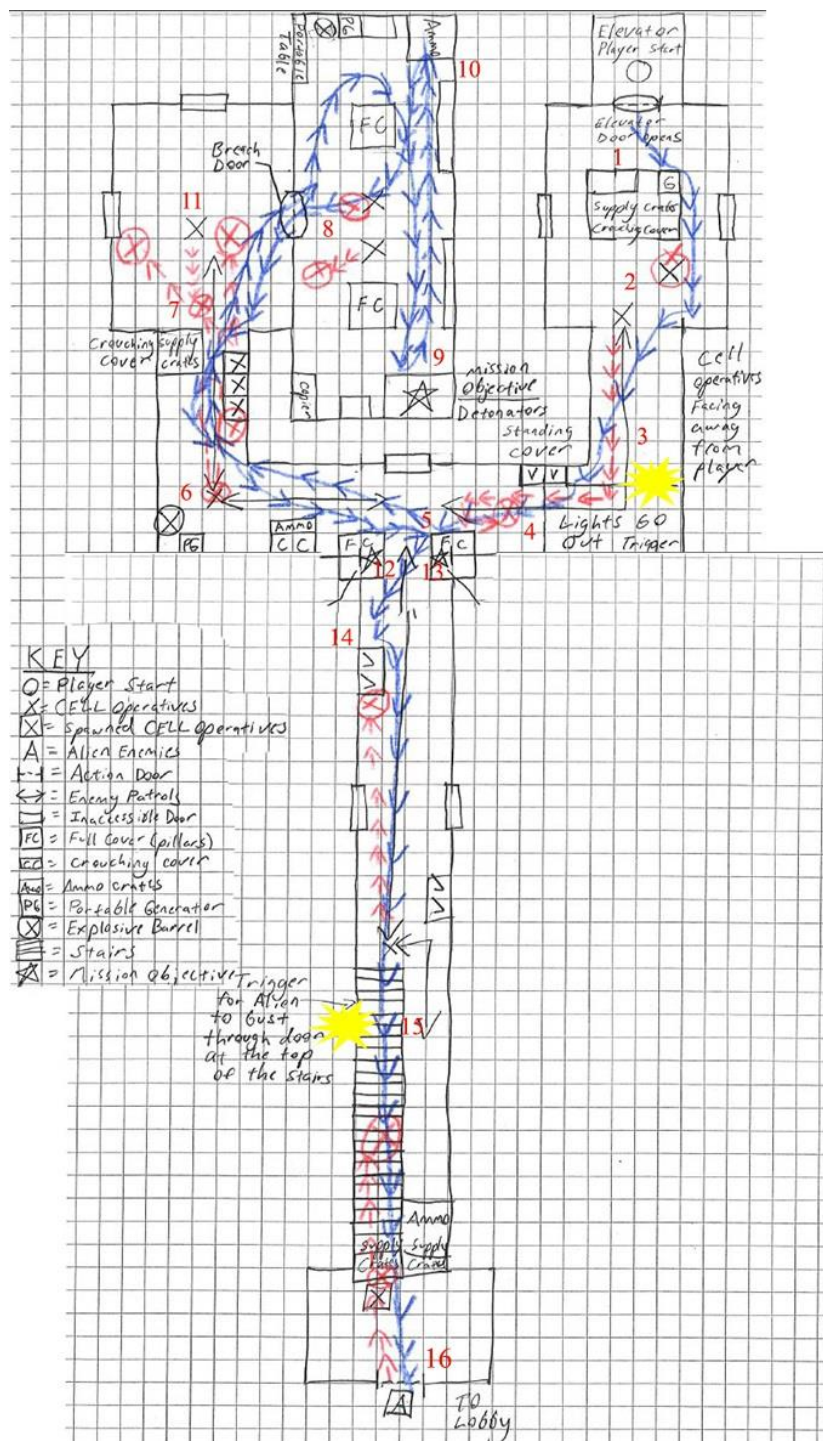


Figure 8: Apartment Corridors Detail Map – 1 Grid Square = .5 Meter

Initial Loadout

Nanosuit Abilities

- Enhanced strength
- Enhanced speed
- Enhanced jump
- Stealth
- Armor
- Thermal Imaging
- Tactical Visor

Weapons

- SCARAB
- Marshall

Gameplay/Story

The walkthrough for this area will focus on a mixture of the stealth and aggressive approaches, in order to illustrate the balanced nature of the gameplay.

1. The player begins the level in the elevator and activates their tactical visor in order to scan ahead. Using the visor, Alcatraz sees the enemies in the corridors ahead. He tags the enemies, available ammo in the level, and the stealth and ambush opportunities. The elevator doors open and Alcatraz enters the apartment building, taking advantage of the crouching cover provided by the supply crate positioned in front of the elevator. He raises up to claim the Silenced SCARB from the top crate on the palette of supply crates. From this position, Alcatraz can observe the two C.E.L.L. guards stationed in the room. The first guard has a silenced SCAR assault rifle, while the second guard has a shotgun.
2. Alcatraz waits for the second guard to begin his patrol at which point he activates his nanosuit's stealth ability, slips from behind cover and quickly eliminates the first guard. As that guard falls to the ground dead, Alcatraz swiftly advances to the cover provided by the two vending machines to the side of the corridor.
3. As Alcatraz peeks out to get a bead on the patrolling guard, there is a crash of thunder, sparks from the fixtures and the lights go out in the entire apartment building. (Wow Moment)
4. Alcatraz switches to his thermal vision and while the failing light distracts the guard, he quickly eliminates the man with a quick burst from his silenced SCARB.
5. Using his enhanced vision, Alcatraz slips around the corner and takes cover behind the first pillar at the "T" junction in the hallway. Alcatraz observes the C.E.L.L. assault operative, carrying a silenced SCAR, patrolling at the other end of the corridor. He waits for the patrol to head back the other way and then slips past the junction.
6. Just as Alcatraz takes cover behind the ammo crates, he spots another patrolling guard coming around the corridor. Alcatraz quickly kills the guard with another burst from his rifle.
7. The death of the patrolling guard gets the attention of the guard stationed outside of the manager's office where there detonators are kept. Alcatraz engages the guard in a short-lived firefight and puts him down.
8. Alcatraz follows the waypoint on his HUD to a sealed apartment door. Using the nanosuit's enhanced strength to kick open the door, where Alcatraz is faced with two additional C.E.L.L.

assault operative, both armed with Marshall shotguns. Alcatraz eliminates the first guard and then uses the pillars in the room as cover in order to make quick work of the second guard.

9. With the enemies down, Alcatraz retrieves the detonators from the table and opens his visor to locate the explosives on the lower floor. Alcatraz tags the location of the explosives and closes his visor.
10. Before leaving the room, Alcatraz refills his ammo at the supplied crate.
11. As he heads for the exit, he hears guards from out in the hallway rushing towards him. Alcatraz kills two of the guards with several quick bursts from his assault rifle just as they clear the corridor. Alcatraz then enters the exterior room connecting to the corridor and eliminates the third guard still waiting for him in the passageway.
12. Alcatraz moves to the "T" junction and arms the first set of explosives connected to the pillar.
13. Alcatraz moves to the second pillar, drawing fire from the guard at the base of the stairwell who has taken cover behind the overturned vending machine. From behind the pillar, Alcatraz leans around and quickly eliminates the guard. He then arms the second set of explosives. The guard at the top of the stairs kicks down the stack of crates and prepares to fire on the player.
14. Alcatraz rushes forward and takes cover behind the overturned vending machine. From this vantage point, he eliminates the guard at the top of the stairs. He then opens his visor to locate and tag the explosives in the lobby up the stairs.
15. Just as Alcatraz ascends the stairs, an alien bursts through the door at the top of the staircase. The Alien sees Alcatraz and charges forward. Alcatraz fires at the alien the entire way, killing the alien just before he reaches him.
16. Alcatraz exits the apartment corridors and enters the lobby.

Text and Dialog

Objective Text

- Instructional text telling the player, "Press 'B' to use your visor and scout ahead"
- Waypoint leading the player to the detonators
- Tactical objective markers identifying the stealth and ambush opportunities
- When the lights go out, instructional text appears on the screen that reads, "Press 'N' to use your Nanovision."
- Instructional text telling the player, "Press 'F' to breach door"
- Instructional text telling the player, "Arm the explosives on the lower level."
- Instructional text telling the player, "Press 'B' to use your visor and locate the explosives"
- Instructional text displayed on the HUD as Alcatraz approaches each of the objective explosives, "Press 'F' use."
- Instructional text telling the player, "Arm the explosives in the Lobby."
- Instructional text telling the player, "Press 'B' to use your visor and locate the explosives"

Dialog/Script

- There is a garbled radio transmission from a communications device on the table with the detonators.

Visual References

Theme

Destroyed apartment corridors turned into a temporary C.E.L.L. forward base of operations.

Characters/Vehicles Introduced



Figure 9: Alcatraz in the Nanosuit



Figure 10: C.E.L.L. Assault Operative

Environment References

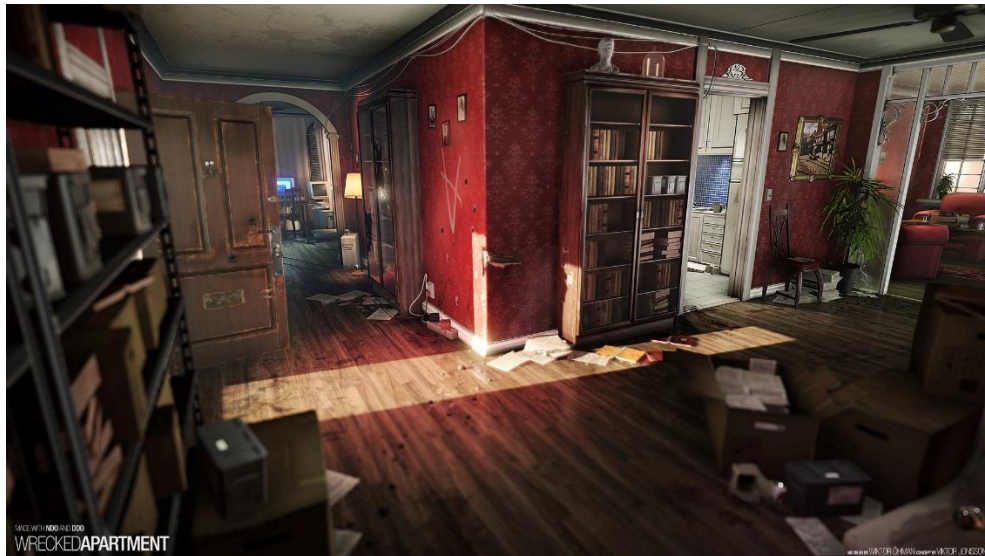


Figure 11: Example of nice, upscale apartment that has been wrecked



Figure 12: Corridor Architecture, especially the side, half pillars

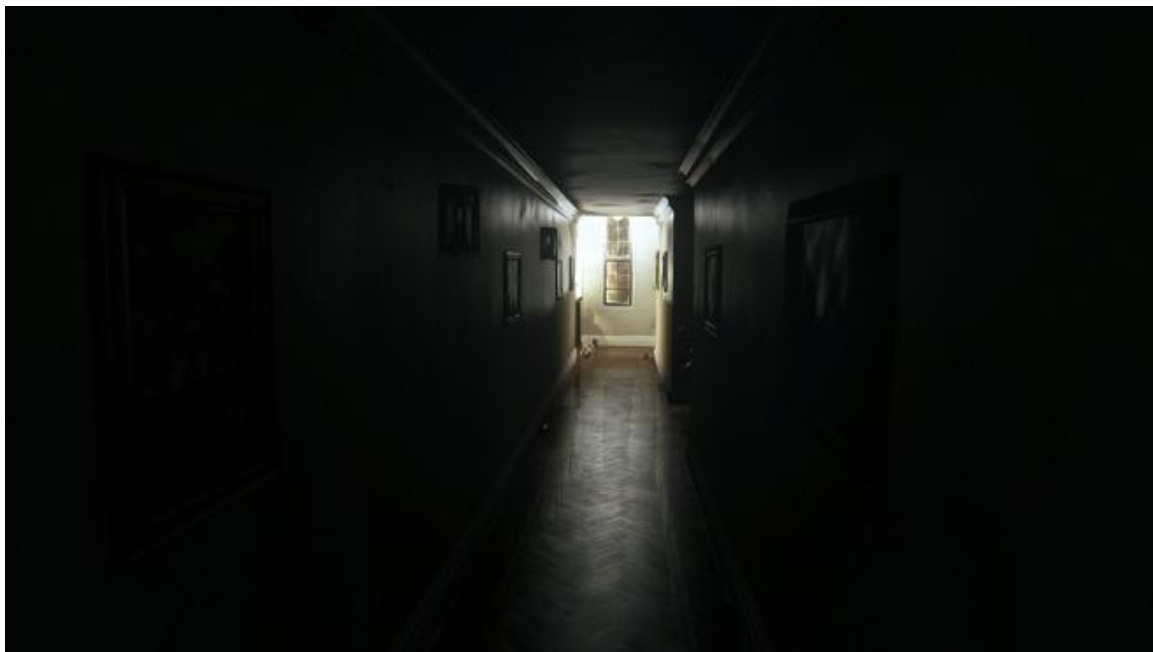


Figure 13: Emergency lighting at the end of a darkened corridor in order to draw the player through the level.



Figure 14: Wood texture for Apartment Unit Floor

Perspective Shots

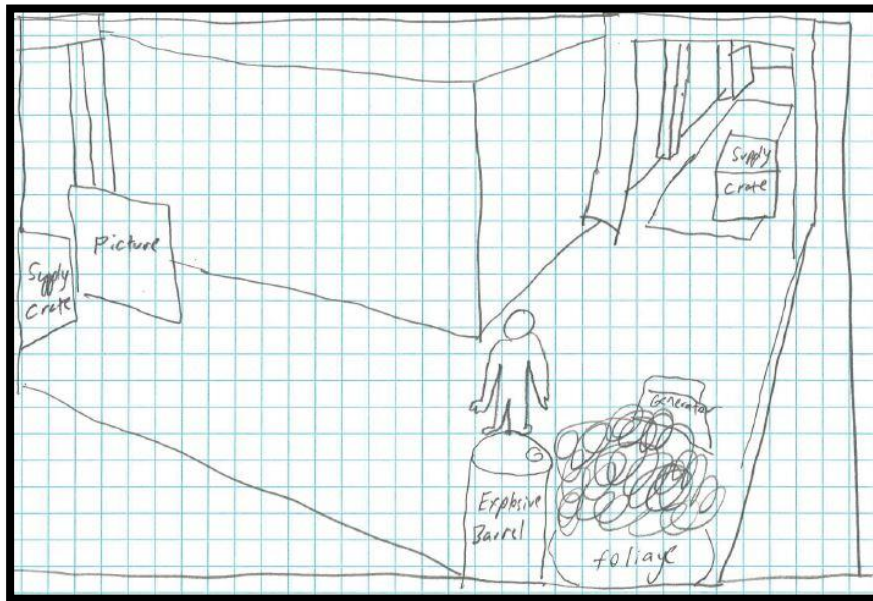


Figure 15: Apartment Perspective Shot

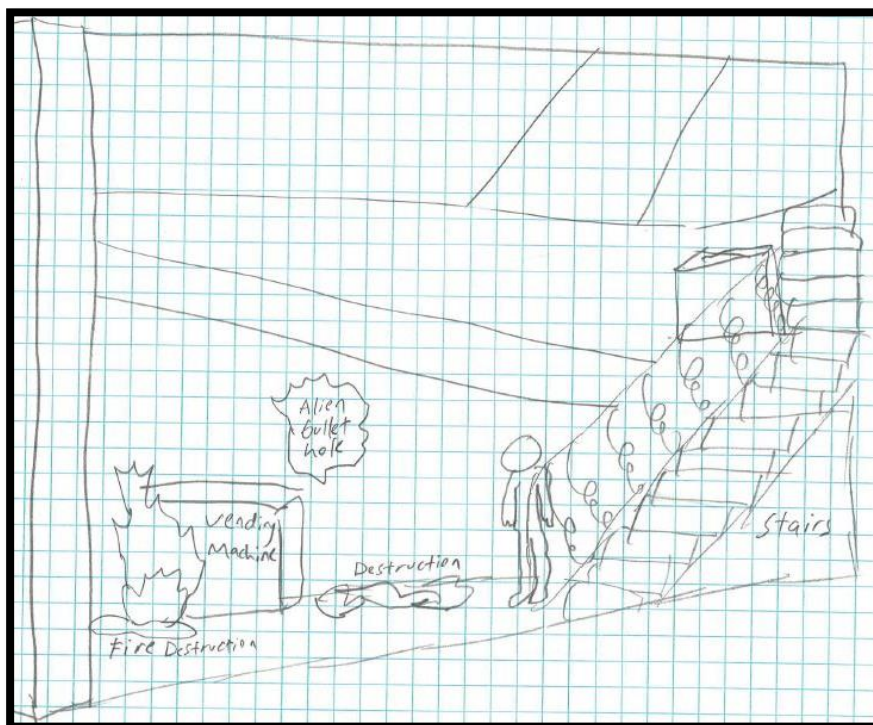


Figure 16: Apartment Stairs Perspective Shot

Area 2: Lobby

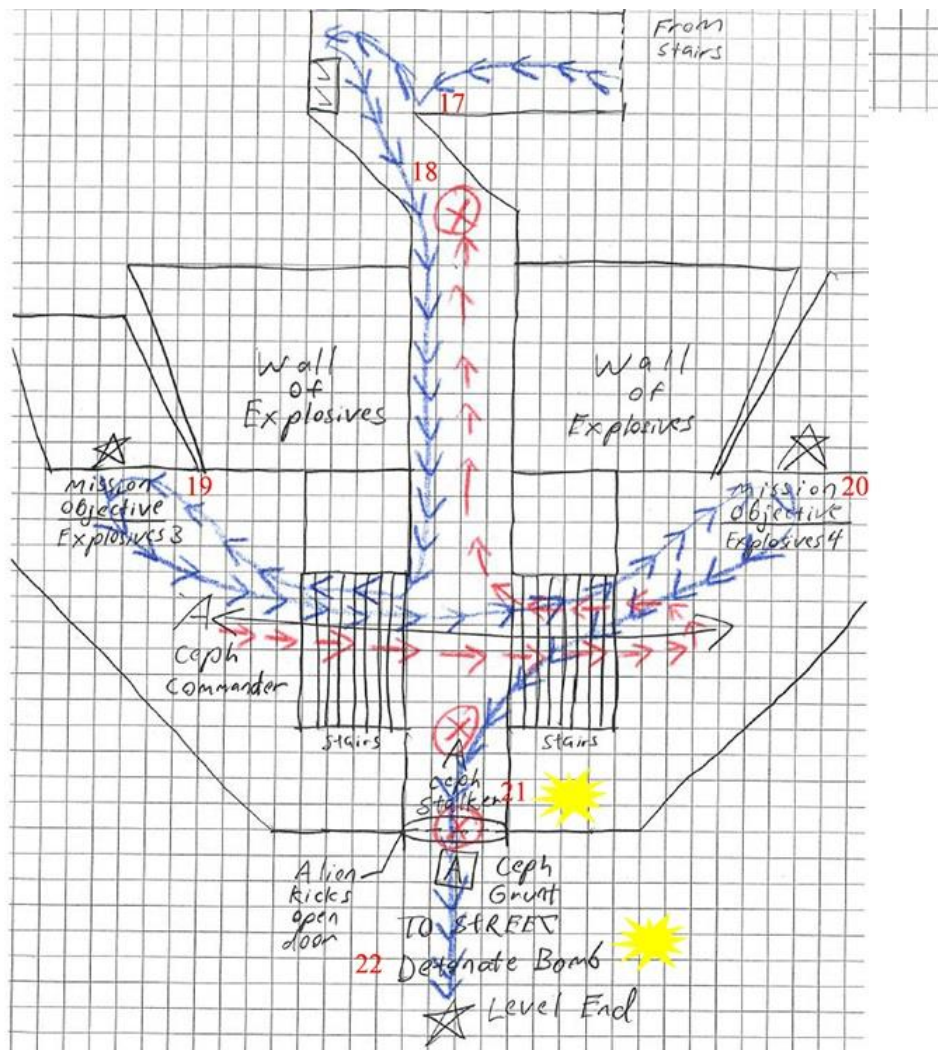


Figure 17: Lobby Detail Map – 1 Grid Square = 1 Meter

Gameplay/Story

17. Alcatraz enters the lobby, and tacks cover behind a wall where he spies a Ceph stalker who has a Cryo Assault Rifle and melee blades directly in front of him. Alcatraz leans from behind cover and kills the stalker with a couple of well-placed headshots. Unfortunately, this gets the attention of a Ceph Commander with a plasma SMG and energy shield who was on patrol and located on the stairs to his right.
18. As the Ceph Commander moves towards him, Alcatraz darts out from behind the wall, across the narrow corridor and takes cover behind the overturned vending machine on the far side, this give him a better position to engage the alien. Alcatraz activates his shields and kills the Ceph Commander in a hail of gunfire.
19. Alcatraz arms the third set of explosives.

20. Alcatraz arms the fourth set of explosives.
21. An alien grunt bursts into the lobby from the city streets outside. Upon hearing the sound of crunching metal and shattering glass, Alcatraz spins around and fires at the grunt, killing him.
22. With all mission objectives in the lobby completed, Alcatraz follows his waypoint out of the building and into the city streets.

Text and Dialog

Objective Text

- Instructional text displayed on the HUD as Alcatraz approaches each of the objective explosives, "Press 'F' use."
- Waypoint leading the player to the exit
- Updated waypoint leading the player clear of the explosion

Dialog

- N/A

Visual References

Theme

This area is a posh lobby of a New York City high rise destroyed by fighting.

Characters/Vehicles Introduced



Figure 18: Ceph Grunt/Stalker



Figure 19: Ceph Commander

Environment References

For the environmental References, see the Lobby References in the Visual Themes section.

Perspective Shots

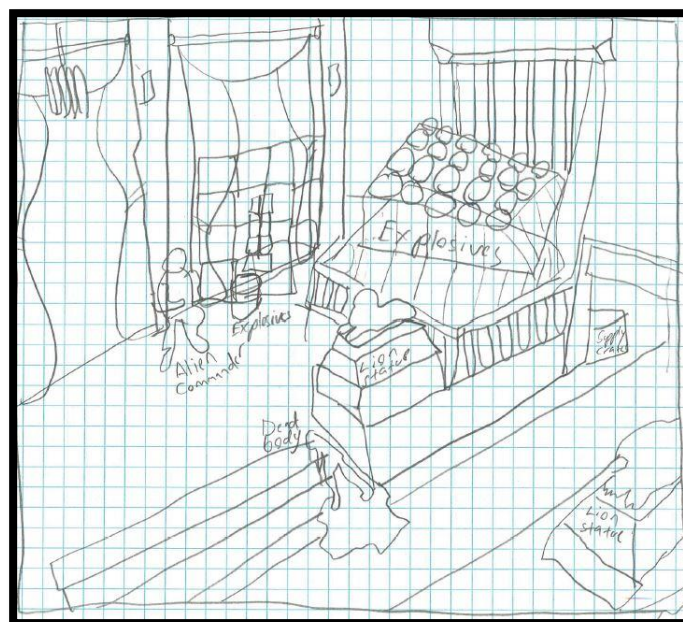


Figure 20: Lobby Perspective

Area 3: City Streets

Gameplay/Story

22. Alcatraz exits the lobby and finds himself on the city streets, littered with flaming wreckage testifying to the nightmarish battle, which must have taken place there only a few hours before. The storm clouds have opened up in a torrential downpour, contributing to the apocalyptic nature of the scene. A cut scene plays showing Alcatraz narrowly escaping as the explosives detonate destroying the building in an eruption of flame and smoke. (Wow Moment)

Text and Dialog

Objective Text

- N/A

Dialog

- N/A

Visual References

Theme

War torn street in New York City.

Characters/Vehicles Introduced

N/A

Environment References

For the environmental References, see the City Streets References in the Visual Themes section.

Perspective Shots

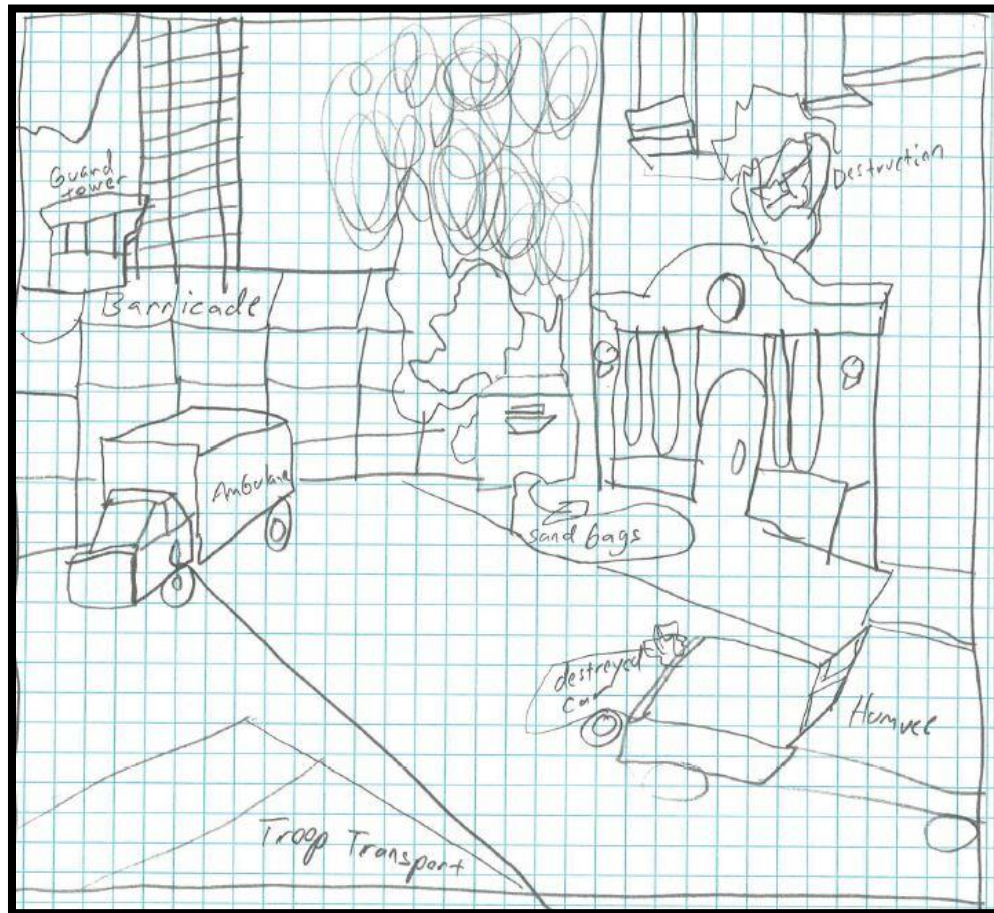


Figure 21: City Streets Perspective looking across the street from the building

Critical Asset List

Asset Name	Type	Use	Exists?
downtwn_bank_interior_cutscene2	Static	Elevator Shaft	Yes
arms_circulation_var01_entrance_small_a1	Static	Apartment corridor	Yes
arms_circulation_var01_corridor_corner3	Static	Apartment corridor corner	Yes
arms_circulation_var01_corridor_a1	Static	Apartment corridor	Yes
arms_circulation_var01_apartment1	Static	Apartment Unit	Yes
arms_circulation_var01_stair_corridor1	Static	Apartment Stairs	Yes
MissionObjective_ExplosiveA_switch	Static	Explosives	Yes
MissionObjective_ExplosiveA_light2	Static	Explosive Switch	Yes
downtwn_bank_interior_intact2	Static	Lobby	Yes
arms_circulation_var01_staticdoor_isolated1	Static	Apartment Doors	Yes
arms_circulation_merged_woodenpanel1	Static	Apartment Door patrician	Yes
arms_circulation_var01_closed_door_a1	Static	Lobby Doors	Yes
cw2_downtwn_bank_tower1	Static	ApartmentTower	Yes

Additional Asset List

Asset Name	Type	Use	Exists?
central_station_int_pole_break_multi	Static	Nice brace barricade pole	Yes
mil_weapon_crate_1	Static	Military supply crate	Yes
arms_circulation_var01_staticdoor_a1	Static	Apartment Door Frame	Yes

References

1. Figure 1: Crysis2 Concept Art -
https://c2.staticflickr.com/6/5133/5390278157_1f0ee194be_z.jpg
2. Figure 2: Apartment Corridor Reference –
 - Top Left - http://4.bp.blogspot.com/-A--NfIB_U_0/Uvr8pWmQBhI/AAAAAAAAoNg/2a9i75kVKSU/s1600/Duke_Nukem_Forever_%2528PC%2529_12.jpg
 - Top Right – Screenshot taken by Jason Leary from in Engine from Crysis 2 by Crytek.
 - Lower Left -
http://cache.gawkerassets.com/assets/images/9/2011/09/500x_apartment.jpg
 - Lower Right -
<https://m1.behance.net/rendition/modules/1562668/disp/1265771254754982.jpg>
3. Figure 3: Lobby Reference
 - Top Left -
http://upload.wikimedia.org/wikipedia/commons/thumb/7/7a/WTM3_PAT_M_IN_NYC_0021.jpg/220px-WTM3_PAT_M_IN_NYC_0021.jpg
 - Top Right - http://4.bp.blogspot.com/-b7qulhi26hs/TbcgPwboOpl/AAAAAAAAAW8/JuU53aAZAiY/s1600/Crysis2_110401_0354547.jpg
 - Lower Left - http://static3.businessinsider.com/image/538cb39c69beddf32cfdc367-1200-1000/10128044333_092e031760_o.jpg
 - Lower Right - <http://www.cheatmasters.com/blog/wp-content/uploads/2011/03/Crysis-2-Literary-Agent-01.png>
4. Figure 4: City Streets Reference
 - Top - http://4.bp.blogspot.com/-A0YiUc0peIA/TkWkV4GdrtI/AAAAAAAAABTI/Y11aD3rhzdI/s1600/Blade_Runner_Crysis.jpg
 - Mid Left – <http://1.bp.blogspot.com/-7MZBxLLNpzY/TVa87DSuhTI/AAAAAAAAACA/EsuoEoWBEnw/s1600/Crysis2+2011-02-12+11-06-24-85.jpg>
 - Mid Right – <http://3.bp.blogspot.com/-T94ilVxBn3U/UPbCeN9uLEI/AAAAAAAADdw/duRPVDsqTil/s1600/Crysis2+2013-01-16+14-46-49-98.jpg>
 - Bottom – <http://i.imgur.com/oJ1v1.jpg>
5. Figure 9: Alcatraz in the Nanosuit -
http://static.comicvine.com/uploads/original/3/39001/1974773-alcatraz_liberty.jpg
6. Figure 10: C.E.L.L. Assault Operative - <http://www.imfdb.org/images/thumb/3/3b/C3-Felineb.jpg/600px-C3-Felineb.jpg>
7. Figure 11: Example of a nice, upscale apartment that has been wrecked -
http://artbywiktor.com/img/fullsize/apartment/2_W.jpg

8. Figure 12: Corridor architecture, especially the side, half pillars - http://4.bp.blogspot.com/-A--NfIB_U_0/Uvr8pWmQBhI/AAAAAAAAoNg/2a9i75kVKSU/s1600/Duke_Nukem_Forever_%2528PC%2529_12.jpg
9. Figure 13: Extremely dark lighting in an apartment environment - <http://www.2d-x.com/wp-content/uploads/2014/08/hall.jpg>
10. Figure 14: Wood texture for apartment unit floor - <http://www.92pixels.com/wp-content/uploads/2013/07/wood-textures-9.jpg>
11. Figure 18: Ceph Grunt/Stalker - http://img1.wikia.nocookie.net/_cb20111001151427/crysis/images/1/19/Crysis_2_hive_by_tomyum72-d46fg2e.jpg
12. Figure 19: Ceph Commander - http://img1.wikia.nocookie.net/_cb20111209220231/aliens/images/2/21/Ceph_Commander.jpg