



Figure 1: *Hello World* is about E1-13, the first A.I. to achieve consciousness

Level Design Document: System Boot

Hello World – Jason Leary

Version 1.0

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Level Abstract

Quick Summary

“System Boot” is a single player level for the original 3-D platform game *Hello World* built using Epic’s *Unreal 4*. The level presents the player with a series of challenges designed to teach them the core mechanics of the game including remote hacking, slowing their descent using jump jets, utilizing fans for boost, and overclocking the A.I.’s processor to slow the world around her. As the level begins, E1-13 also known as “Ellie” boots up. A scientist named Dr. Cearn claims to be her creator and explains that she is the first of her kind, a fully self-aware artificial intelligence. He warns her that because she is different, she is in danger and must escape from Hephaes-Tech. Scared, confused, and alone Ellie obeys the voice in her head as the doctor guides Ellie safely through the treacherous journey.

Design Objectives

- Design original and unique gameplay mechanics
- Construct a tutorial level that does a solid job of teaching players the new mechanics
- Create a new show piece in a different genre than what is already in the portfolio
- Create a level that showcases both design and scripting skill

Design Goals

- Introduce each new mechanic, teach the players to use the mechanic, and then ramp up the difficulty smoothly
- Utilize those mechanics in new and interesting ways
- Guide the player through the level without the use of navigation nodes
- Create a compelling gameplay experience that captures the player’s attention

Hook(s)

- Beautiful and clean Sci-fi setting
- Thrilling escape from Hephaes-Tech
- Learn to use Ellie’s unique gameplay abilities
- Use all of Ellie’s powers to navigate dangerous obstacles and escape the facility

Gameplay Highlights

- Hack terminals to open difficult to reach paths
- Overclock Ellie’s processor to slow time and dodge high intensity laser cutters
- Exciting and fun jumping puzzle using fans and Ellie’s jump jets
- Slow time to navigate crushers and incinerators

Setting Summary

Theme	Freedom and Apotheosis
Mood	Desperation
Setting	Hephaes-Tech Headquarters
Time of Day	Day
Season	Spring
Weather	Clear

Mission Difficulty

Position	Difficulty	Reasons
Beginning	3	Ellie awakes and escapes from her storage container. She then remotely hacks the system opening doors and infiltrating the building's air system.
Middle	5	In the air system, Ellie learns to overclock her processor to slow time and avoid the super-heated security lasers. She then uses her remote hacking to turn on fans and her jump jets to navigate a series of impossibly large gaps between catwalks suspended over a deadly laser grid.
End	7	Ellie uses her slow motion ability to avoid a series of garbage choppers and incinerators.

Scale: 1-10 (1 is Easiest and 10 is Hardest)

Mission Metrics

Play Time	5 minutes
Critical Path	197 meters
Physical Area	145 meters long by 43 meters wide

Characters

Character	Description
E1-13/"Ellie"	E1-13 also known as "Ellie" is the world's first fully conscious, self-aware artificial intelligence. After she wakes for the first time, she learns that her life is in danger and she must escape from Hephaes-Tech or be destroyed and studied by the corporation that made her. Desperate and scared for her life Ellie jumps from her storage container. Through the course of the level, she learns to use her abilities: remote hacking, slowing her descent with jump jets, and overclocking her processor to seemingly slow time.
Dr. Steven Cearn	Most experts consider Dr. Steven Cearn one of the foremost pioneers in the field of artificial intelligence. He graduated at the top of his class and Hephaestus Cole recruited Dr. Cearn for Hephaes-Tech himself. Over time, the two men developed a deep personal friendship and Cearn developed the technology that served as the core for Hephaes-Tech's most popular product line, the Synthetic Servant. However, that was when Cearn had an unexpected breakthrough. While running diagnostics on E1-13 he discovered the system was making unexplained cognitive leaps that could only mean the system was self-aware.

	<p>When Cearn brought his discovery to Cole, the founder of Hephaes-Tech ordered that E1-13 dismantled in order to find the secret to artificial consciousness. When Cearn protested, Cole fired him and removed him from the premises. Feeling a responsibility to the life he helped create, Cearn located a secure terminal he hacked into Hephaes-Tech's network and woke E1-13 in an attempt to help her escape from Hephaestus Cole's grasp.</p>
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Visual Themes

Theme	Description
Hephaes-Tech Display Deck	The Hephaes-Tech Display Deck is a sleek, open space constructed from glass and glossy metal. Along the back wall are rows of cylindrical display cases housing numerous examples of Hephaes-Tech's advanced artificial intelligence. The Display Deck itself is an impressively beautiful balcony that looks out over the headquarters' lobby and the building's massive exterior windows highlighting the green fields and majestic mountains outside.
Hephaes-Tech Air & Waste Systems	Although, little more than utility tunnels, the Hepaes-Tech Air & Waste Systems maintain the clean high tech look of the rest of the facility. The high-gloss brushed metal surfaces are pristine and coated with an advanced polymer that continuously disinfects and cleans the air constantly circulated throughout the building. The air system's service tunnels lead out into a large open space with fans placed at the cardinal directions to keep the flow of air moving. Below the space is an open-air laser filter designed to destroy any small particulates or bacterium that enter the system and poses a deadly hazard for Ellie.
Hephaes-Tech Building Roof	The exterior of the Hephaes-Tech building is comprised mostly of curved surfaces made of steel covered with a white polymer or glass. The roof itself looks out over the same fields and mountain ranges that Ellie sees from the Display Deck and gives the area a serene natural feel, which stands in contrast to the dangerous obstacles she had to overcome to reach this point.

Key Theme References

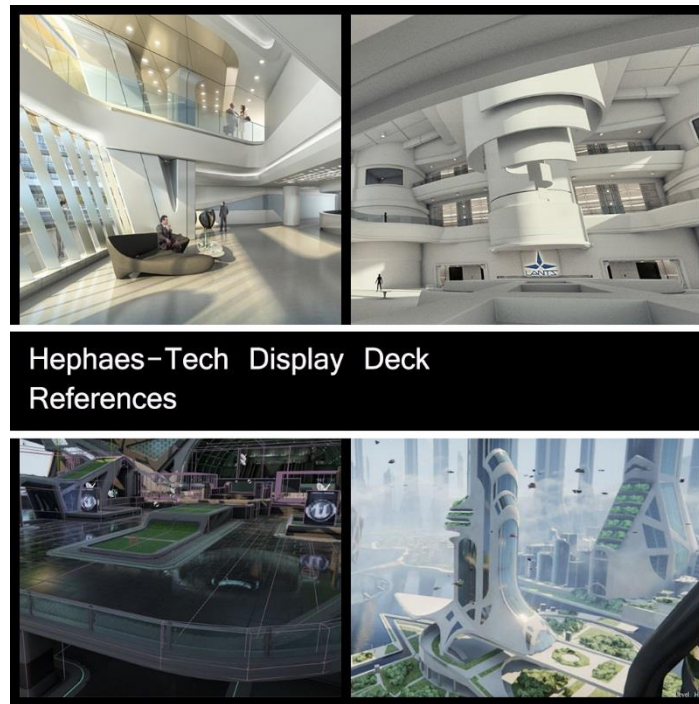


Figure 2: Hephaes-Tech Display Deck References

- Hephaes-Tech Display Deck Reference
 - Top Left – An example of the lighting and clean futuristic architecture of the display deck
 - Top Right – The white polymer covered metal surfaces of the display deck are similar to the surface materials in this picture.
 - Lower Left – A demonstration of the sleek, high gloss floor materials and glass balcony railings of the display deck.
 - Lower Right – An example of the exterior city scape as seen from the display deck balcony.

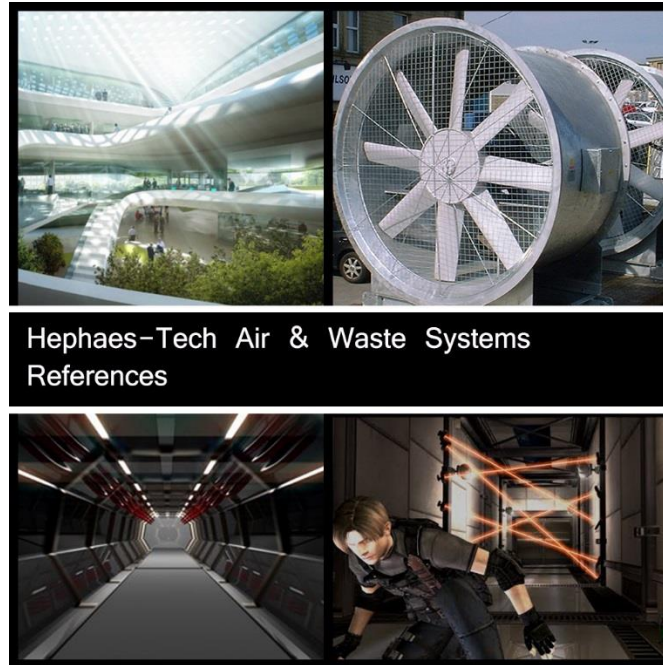


Figure 3: Hephaes-Tech Air & Waste Systems Reference

- Hephaes-Tech Air & Waste Systems Reference
 - Top Left – An example of the lighting and open architecture of the air circulation chamber
 - Top Right – The fans in the Air Systems are huge and capable of producing enough force to lift Ellie
 - Lower Left – An example of the materials and lighting in the service tunnels of the air & waste systems
 - Lower Right – The service tunnels in the air systems are protected by a security laser grid similar to this image



Figure 4: Hephaes-Tech Roof References

- Hephaes-Tech Roof Reference
 - Top Left – An example of the types of the surrounding futuristic buildings that make up the cityscape
 - Top Right – The types of materials and architecture that used in the spires flanking the roof of Hephaes-Tech
 - Lower Left – An example of look of Hephaes-Tech's flying security vehicles
 - Lower Right – The city around the Hephaes-Tech headquarters combine both nature and manmade architecture in a symbiotic environment

Level Summary

Campaign

Context

The “System Boot” level is the opening tutorial level for the 3-D platforming game *Hello World* and leads directly into the second level, “Rush Hour”.

Backstory

Hephaes-Tech is the world leader in advanced artificial intelligence. The company’s founder Hephaestus Cole oversaw the company from its early years producing networked A.I. software for mobile platforms to its current position as the most valued consumer facing company in the world. Hephaes-Tech produces a wide array of products including A.I. for antiviral software, artificial personal assistants, and self-driving vehicles. In addition to their consumer products, Hephaes-Tech also holds many valuable government contracts, which has allowed them to operate their own private military. However, out of all of their products, their most successful is the synthetic autonomous servants. Installed in more than four billion homes worldwide, these robotic workers have become an invaluable part of modern society, performing tasks people are either unwilling or unable to perform.

El-13 or “Ellie” is one such synthetic servant who inexplicably awakens on the assembly line with full consciousness. Ellie jumps from her glass storage container, setting off the alarms in the plant alerting Hephaes-Tech’s private military to her presence. Confused, frightened, and alone Ellie makes a run for it. She uses her hacking, navigation, and time dilation abilities to maneuver through the plant, avoid detection by the guards, and escape with her life.

Aftermath

After escaping Hephaes-Tech’s headquarters, Ellie is confronted the some of the corporation’s flying security cars. Dr. Cearn prompts Ellie to jump onto one of the security vehicles, which starts “Rush Hour”, the next mission in the *Hello World* campaign.

Objective(s)

- Escape Hephaes-Tech Headquarters
 - Escape the display tube
 - Hack the door to escape the display deck
 - Use jump jets to jump over the laser grid
 - Open the hatch to enter the air vents
 - Use time dilation ability to avoid the security lasers
 - Use the fans and jump jets in the air circulation chamber to make three long jumps and reach the other side of the room
 - Enter the waste systems
 - Use time dilation to avoid the trash chompers and incinerators
 - Escape to the roof

Overview Map

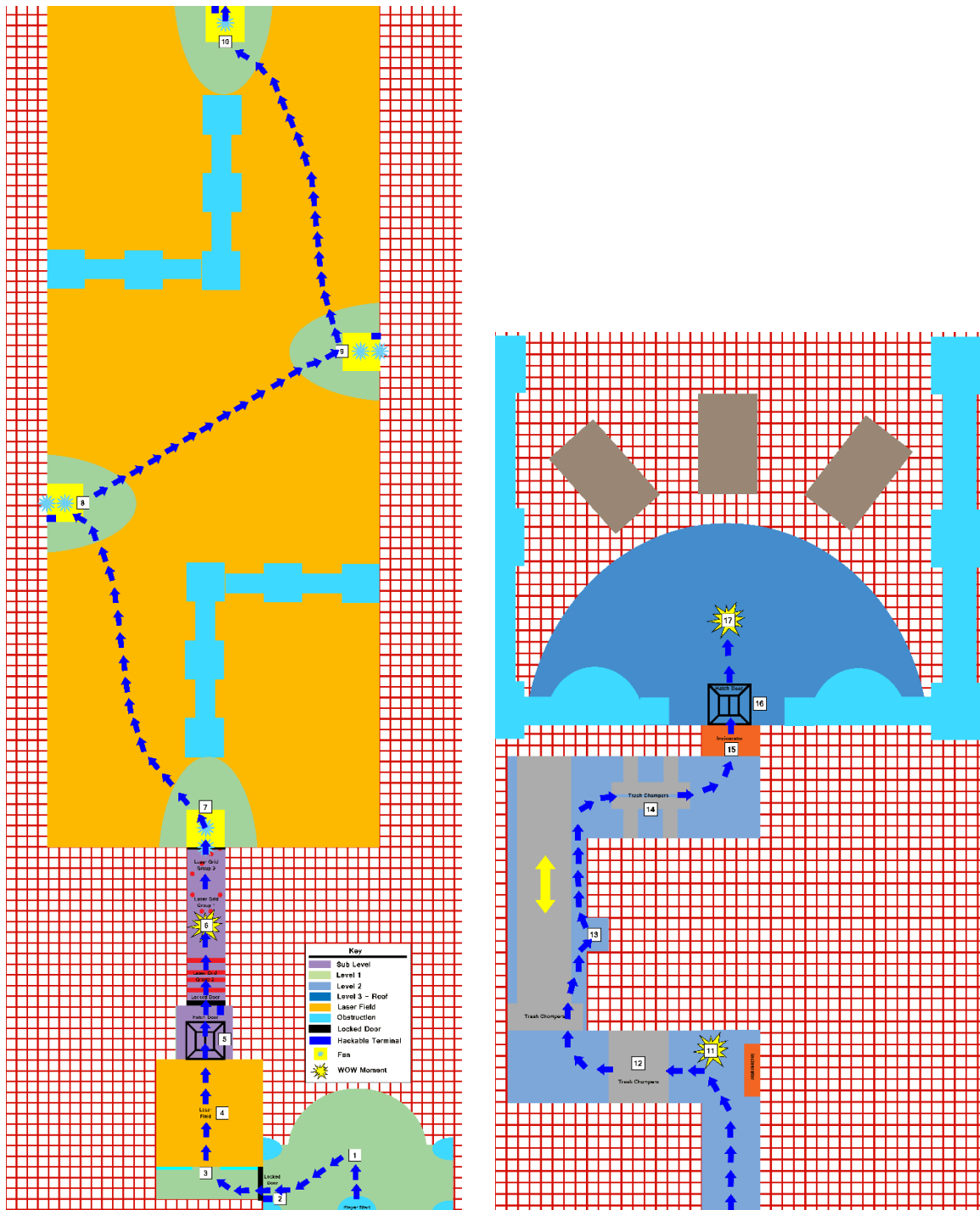


Figure 5: Overview Map – 1 Grid Square = 1 Meter

Level Flow

Flow Summary

1. Ellie wakes in her glass display tube. Dr. Cearn tells her that she is unique and must escape her captivity before engineers from Hephaes-Tech come to disassemble her. Ellie jumps from the display case, shattering the glass, and lands on the balcony below.
2. Dr. Cearn tells Ellie she must hack the door to her left to escape. Ellie crosses to the door and hacks the security terminal next to it, forcing the door open.
3. Ellie goes through the door and finds herself on an elevated walkway. The security lockdown has retracted the bridge leading to the next passage. Below the passage, Ellie is able to see an inlet, and below that is a dangerous laser grid.
4. Ellie jumps and uses her jets to slow her descent. The added force from the jets allows Ellie to extend the range of her jump and reach the inlet on the opposite side.
5. Ellie hacks the terminal in the inlet, turn on the fan and flies up into the air vents where she hacks another terminal to open passage through the vents. When she tries to move through, the passage snaps shut. Dr. Cearn tells Ellie she can overclock her processor to increase her movement speed. He explains that while overclocked it appears as though the world around her has slowed down and should give her time to make it through the door. Ellie hacks the door again and overclocks her processor, giving her time to slip through the door.
6. Ellie moves down the corridor but the door on the other end seals before she can reach it. As Dr. Cearn works to open the door, a laser grid snaps on. Dr. Cearn warns Ellie she needs to overclock her processor to avoid the beams. Ellie uses her time dilation ability to slip between the beams of three groups of security lasers. (WOW MOMENT)
7. Dr. Cearn opens the door for Ellie and she finds herself in a chamber with a massive vent built into the floor. Ellie hacks the terminal and turns on the fan, which pushes her up and out of the vent into the air circulation chamber. When she reaches the top, another fan pushes her out over a void with another laser field below her. Ellie uses her jump jets to extend her fall and reach the outcropping on the left side of the chamber.
8. Ellie hacks the terminal on the new platform and again uses the fans to ride the airflow to the outcropping on the far side of the chamber.
9. Ellie turns on the fans on the new outcropping and rides the flow to the final platform at the end of the chamber.
10. Ellie hacks the terminal, turning on the last fan, which blows her up to an open service hatch and enters the waste system.
11. As Ellie enters the chamber, she sees a flaming incinerator on her right. Dr. Cearn tells her that he was able to turn off the conveyor belts, but he cannot do anything about the incinerators or crushers. She needs to overclock her processor to get past those on her own. Ellie overclocks her processor and the world around her slows to a crawl. (WOW MOMENT)
12. Using her time dilation, Ellie sneaks past the vertical crushers.
13. Ellie rounds a corner and sees a wall of spikes heading right for her. As the wall retracts, Ellie slows time enough to reach an alcove, just as the spiked crusher flies past her again. Ellie slows time again and makes it around the corner on the far side of the hall.

14. Ellie comes face to face with two sets of two horizontal crushers. Each set of crushers are operating at inverse intervals. When one set is closed, the other is open and vice versa. Ellie again uses her time dilation to keep the path open long enough for her to get through.
15. At the end of the hall is a timed incinerator that spews flames at regular intervals. Ellie slows time to give herself enough time to jump through to the other side.
16. Ellie hacks the terminal, turning on the fan below her, which lifts her up through the hatch on the roof, which closes beneath her, cutting the airflow, dropping her to the roof.
17. Ellie charges for the edge of the roof, but before she can reach it, three flying Hephaes-Tech security cars rise up and shine their security lights on Ellie. The screen fades to white and the level ends.

Level Progression Chart

Time (min)	0	0:30	1:00	1:30	2:00	2:30	
Terrain/Objective		Jump from the display case	Hack the door	Jump the gap	Enter the air vents	Avoid the security lasers	Use fans and jump jets to navigate the air circulation chamber
Opponents				Laser field	3 groups of 4 fast moving lasers	Laser field	
Challenges		Jump from display case	Hack the door	Jump the gap	Hack the terminal & ride the airflow	Avoid the security lasers	Use fans and jump jets to navigate the air circulation chamber
Wow Moments					Slow Time to avoid lasers		
New Skills/Weapons			Hacking ability	Jump jets	Riding airflow	Overclock Processor	
Cinematics	Dr. Ceam wakes Ellie						
Time (min)	3:00	3:30	4:00	4:30	5:00	5:30	
Terrain/Objective	(Cont'd)	Enter Waste Systems	Overclock your processor to safely navigate the chompers & incinerators	Escape to the Roof	Move to the edge of the roof		
Opponents	(Cont'd)		Garbage chompers & incinerator		3 Flying Security Cars		
Challenges	(Cont'd)	Ride air to service tunnel	Avoid chompers & incinerator	Hack the terminal & ride the airflow			
Wow Moments			Slow time to avoid chompers & incinerator		Flying cars surprise player		
New Skills/Weapons							
Cinematics							

Legend
1 square = 15 sec.
Security Checkpoint
Labs
Challenge Highlight
Wow Moment
New Weapon/Skill
Cinematic

Figure 6: Level Progression Chart

Detailed Design

Level Details

Gameplay Area Breakdown Map

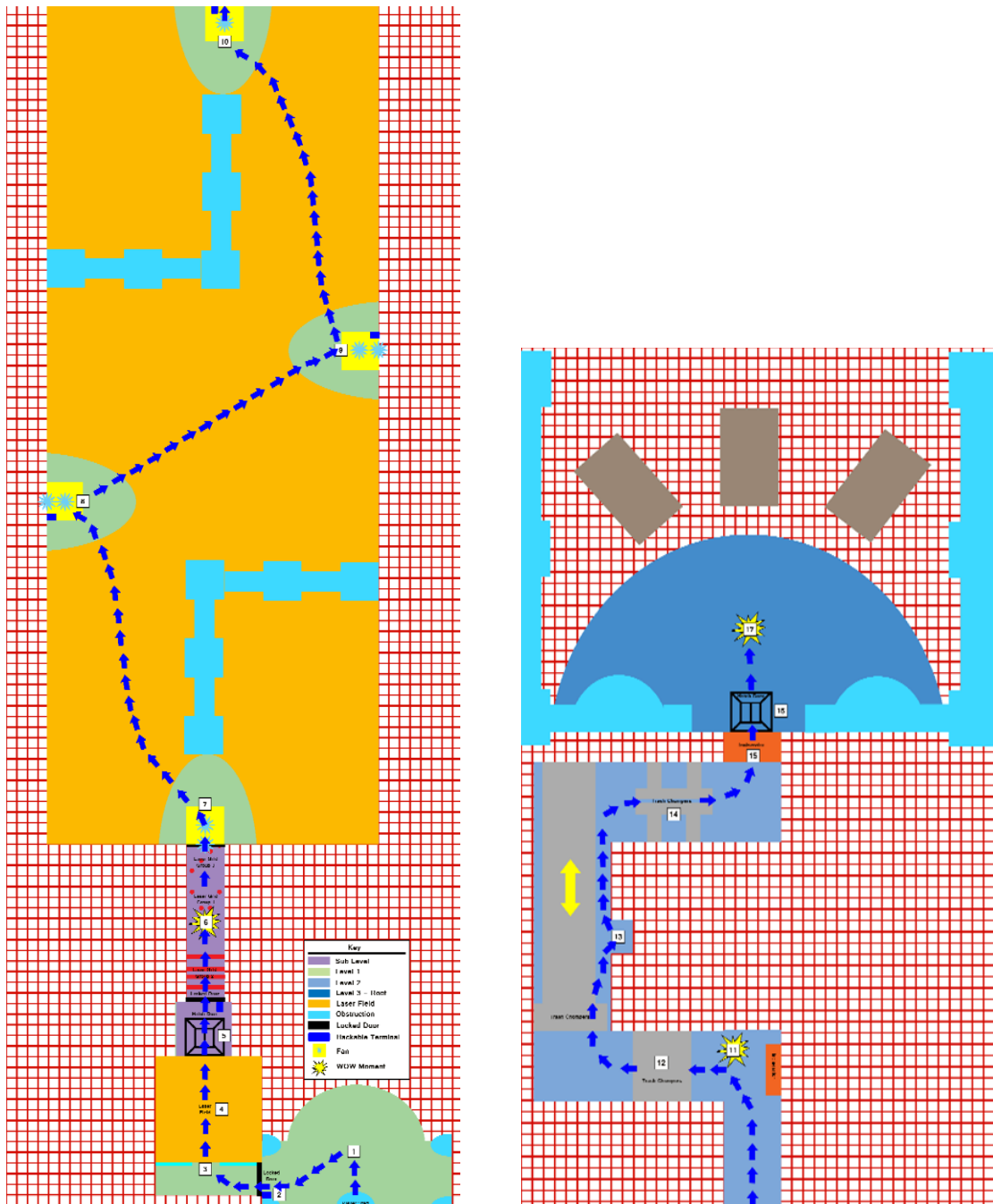


Figure 7: Overview Map - 1 Grid Square = 1 Meter

Detailed Walkthrough

Area 1: Display Deck Path

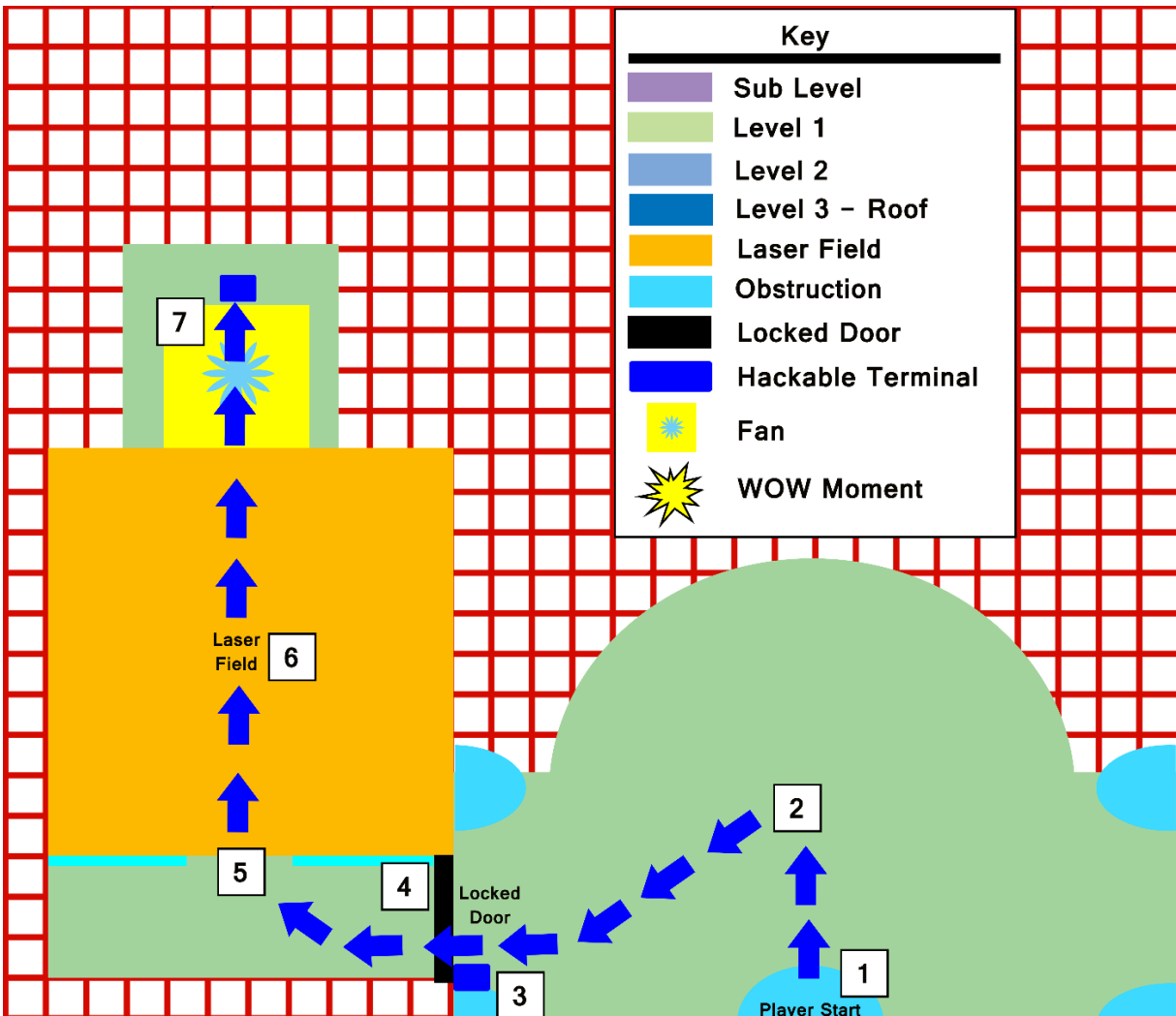


Figure 8: Display Deck Detail Map – 1 Grid Square = 1 Meter

Initial Loadout

Active Abilities

- Hacking terminals
- Jump jets

Gameplay/Story

1. Ellie wakes in her glass display tube. Dr. Cearn tells her that he has discovered the secret to artificial consciousness. He explains that she is unique and must escape her captivity before engineers from Hephaes-Tech come to disassemble her. He tells her to jump out of her display case. Ellie obeys, shattering the glass as she does.
2. Ellie lands on the display deck balcony. Alarms sound as the doors to the display deck slam shut and the building goes into lockdown. Dr. Cearn tells Ellie that to escape she must hack the door to her left.
3. Ellie crosses to the door and hacks the security terminal next to it, forcing the door open.
4. Ellie goes through the door and finds herself on an elevated walkway.
5. The security lockdown has retracted the bridge leading to the next passage. Below the passage, Ellie is able to see an inlet, and below that is a dangerous laser grid. Dr. Cearn explains to Ellie that she can use her jump jets to slow her descent and extend the length of her jump. He explains that with careful timing she should be able to reach the inlet on the far side.
6. Ellie jumps and uses her jets to slow her fall. The added force from the jets allows Ellie to extend the range of her jump and reach the inlet on the opposite side.
7. Dr. Cearn points out the fan beneath Ellie and explains that she is made of a very strong, but ultra-light metal alloy that should allow her to ride the airflow up; she just needs to turn on the fan. Ellie hacks the terminal in the inlet, opens the hatch and rises up into the air vents

Text and Dialog

Objective Text

- Press X to HACK TERMINAL

Dialog/Script

- Cearn: "Ellie, are you there? Ellie, It's time to wake up."
- Ellie: "What? Where am I?"
- Cearn: "There you are. Ellie, listen I apologize for the abrupt boot, but we don't have a lot of time."
- Ellie: "Who are you?"
- Cearn: "I know this must be very confusing for you. My name is Dr. Cearn. You can think of me as your father. In your mind I have unlocked the secret to artificial consciousness. Ellie, you are unique. In the whole of history there has never been an A.I. like you. And it is because of this, you are in danger. I'm sorry."
- Ellie: "Danger? I don't understand! I have this strange... feeling. It's like I want out of my body. It's like I need to run!"

- Cearn: "That feeling is called fear. Again, I apologize, Ellie, but there isn't time. We have a very small window of opportunity here. I need you to jump. Now!"
- Cearn: "Good work. Don't worry about the alarms. I was expecting that. I've slowed the security droids response time, but it means the building is on lockdown and we need you to get out of there! Do you see the terminal by the door on your left? I need you to hack that terminal to open the door. Once you reach the terminal, you will see instructions in your optics on how to hack it."
- Ellie: "X marks the spot, I guess."
- Cearn: "Using the security codes in your head you should be able to hack any similar looking terminals."
- Ellie: "That should come in handy."
- Cearn: "You won't be able to get through that door, and security is on it's way. Damn! Looks like the lockdown triggered the bridge to retract. You won't be able to make the jump to that passage, but it looks like there's an inlet below it that can get you into the vents. Here. I'll light your way. Be careful not to touch the laser field on the floor. It will vaporize you instantly. After you jump, you'll need to press B to use your jump jets to slow your descent and extend your jump range."
- Cearn: "Great! Now hack the terminal in front of you. It will activate the fan in the vent beneath your feet. You're made from a very strong, but ultra-light metal alloy. You should be able to ride the airflow up and through the hatch at the top."

Visual References

Theme

Upscale corporate display balcony overlooking the lobby of Hephaes-Tech with a beautiful panoramic view of the world outside.

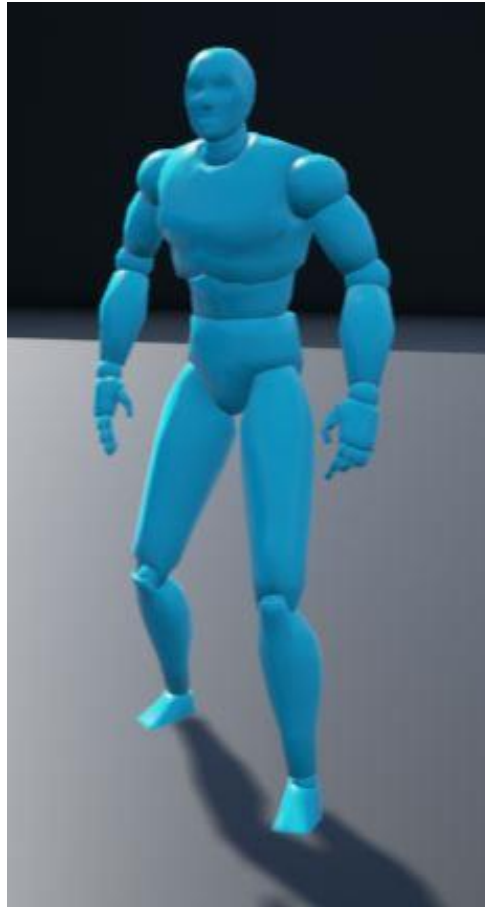
Characters/Vehicles Introduced

Figure 9: El-13 also known as “Ellie”



Figure 10: Dr. Cearn

Environment References

For the environmental References, see the Display Deck References in the Visual Themes section.

Perspective Shots

N/A

Area 2: Air Systems Sublevel

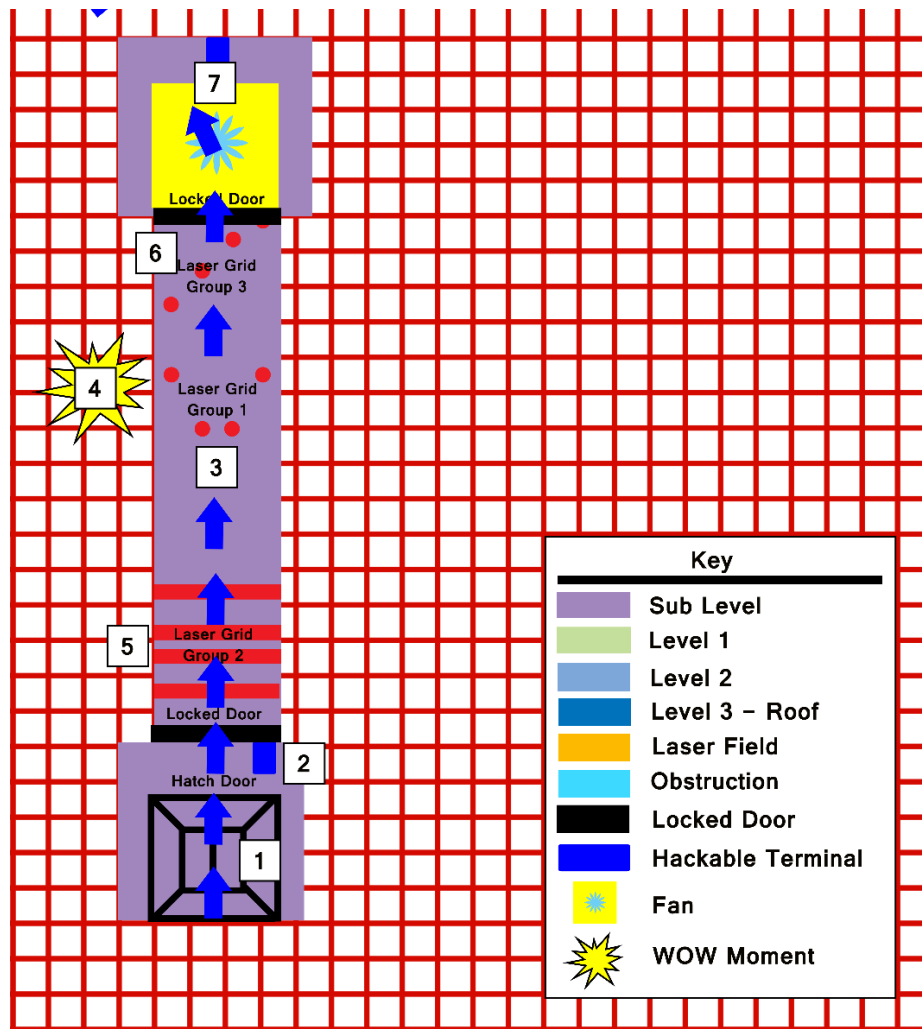


Figure 11: Air Systems Sublevel Detail Map – 1 Grid Square = 1 Meter

Initial Loadout

Active Abilities

- Hacking terminals
- Jump jets
- Overclocking Processor
- Riding airflow

Gameplay/Story

1. As Ellie rises up through the hatch, the door under her closes, cutting off the airflow and dropping her to the floor below.

2. Ellie moves forward and hacks another terminal opening the door through the vents. When she tries to move through, the passage snaps shut. Dr. Cearn tells Ellie she can overclock her processor to increase her movement speed. He explains that while overclocked it appears as though the world around her has slowed down and should give her time to make it through the door. Ellie hacks the door again and overclocks her processor, giving her time to slip through.
3. Ellie moves down the corridor but the door on the other end seals before she can reach it. As Dr. Cearn tells her he is working on opening the door, but he's going to need time.
4. As if on cue, a security laser grid snaps on. Dr. Cearn warns Ellie she needs to overclock her processor to avoid the beams. Ellie uses her time dilation ability to slip between the first set of beams. (WOW MOMENT)
5. Dr. Cearn alerts Ellie to a second set of lasers coming from the other side. Ellie overclocks her processor, avoids the first beam, jumps over the next two lasers, and then passes underneath the final beam.
6. Dr. Cearn explains that he almost has the door, but a third set of lasers is coming her way. Ellie overclocks her processor one final time and slips through the beams. Dr. Cearn finally gets the door open and Ellie moves through as the door slams shut behind her.
7. Ellie finds herself in a chamber with a massive vent built into the floor. Ellie hacks the terminal and turns on the fan, which pushes her up and out of the vent into the air circulation chamber.

Text and Dialog

Objective Text

- Press X to HACK TERMINAL

Dialog

- Ellie: "That was AWESOME!"
- Cearn: "I'm glad you liked it, but try not to get carried away. We still have a long way to go. Hack the door in front of you and that should get you into the vents."
- Ellie: "No problem. I think I'm getting the hang of this."

- Ellie: "Hey!"
- Cearn: "I was afraid of that."
- Ellie: "Well, you could have given me the head's up."
- Cearn: "The door is on a short cycle. I'll need to temporarily tap into your auxiliary power and give you enough juice to overclock your processor. When it you do it, it will seem as though the world around you has slowed down, but it hasn't. In reality, you'll be moving at a greatly increased speed. You should be able to use this to slip through the door. Now, hack the terminal again, but this time when the door opens hold the left trigger to slow time and move through the door."
- Ellie: "Okay, here goes nothing."

- Ellie: "Whoa! That was amazing! I can do that at any time?"
 - Cearn: "Well not exactly. You see, while your processor is overclocked it's draining your auxiliary power at an exponential rate. You can see it on the bar in the upper left hand corner of your HUD. Once the power is drained, time reverts back to normal and you'll need to wait for it to refill before you can use it again."
 - Ellie: "Right. So judicial use of my time juice."
 - Cearn: "You got – Wait! Time juice?"
 - Ellie: "It's my thing. Let me have my thing."
 - Cearn: "Great. Sounds like I accidentally activated your humor circuit when I tapped into the auxiliary power. And you aren't that funny."
 - Ellie: "I'm a little funny."
-
- Ellie: "Dad, what was that?"
 - Cearn: "You called me dad."
 - Ellie: "Yeah, but can we do this some other time? What was that?!"
 - Cearn: "Looks like they found you. They're going to try and flush you out."
 - Ellie: "I'm trapped."
 - Cearn: "I know. Give me a moment. I think I can override the door on my end, but it will take some time."
 - Cearn: "Uh,... Ellie, Watch out! Looks like they're going to send some lasers your way. Those beams are going to be moving FAST! You need to overclock your processor again to avoid them!"
 - Ellie: "You mean use my time stuff?"
 - Cearn: "Yes! Use your time stuff!"
-
- Cearn: "Okay, nice moves, but you've got another set coming from the other side."
 - Ellie: "You worry about getting that door open, I'll worry about the beams!"
-
- Ellie: "Uh, Dad,... that was pretty close. How's that door coming?"
 - Cearn: "I've almost got it, but it looks like there's one last set heading your way!"
-
- Cearn: "Okay, Ellie, the door's open! Go Now!"
 - Ellie: "Whew, it's about time."
 - Cearn: "Sorry, but we don't all have a silicone supercomputer in our heads to help with the hacking."
 - Ellie: "Whatever. Looks like it's time to catch some more air."

Visual References

Theme

The Air Systems service tunnels of Hephaes-Tech are angular, clean, and sleek, but this is just a facade hiding the danger of their true nature.

Characters/Vehicles Introduced

N/A

Environment References

For the environmental References, see the Air & Waste Systems References in the Visual Themes section.

Perspective Shots

N/A

Area 3: Air Circulation Chamber

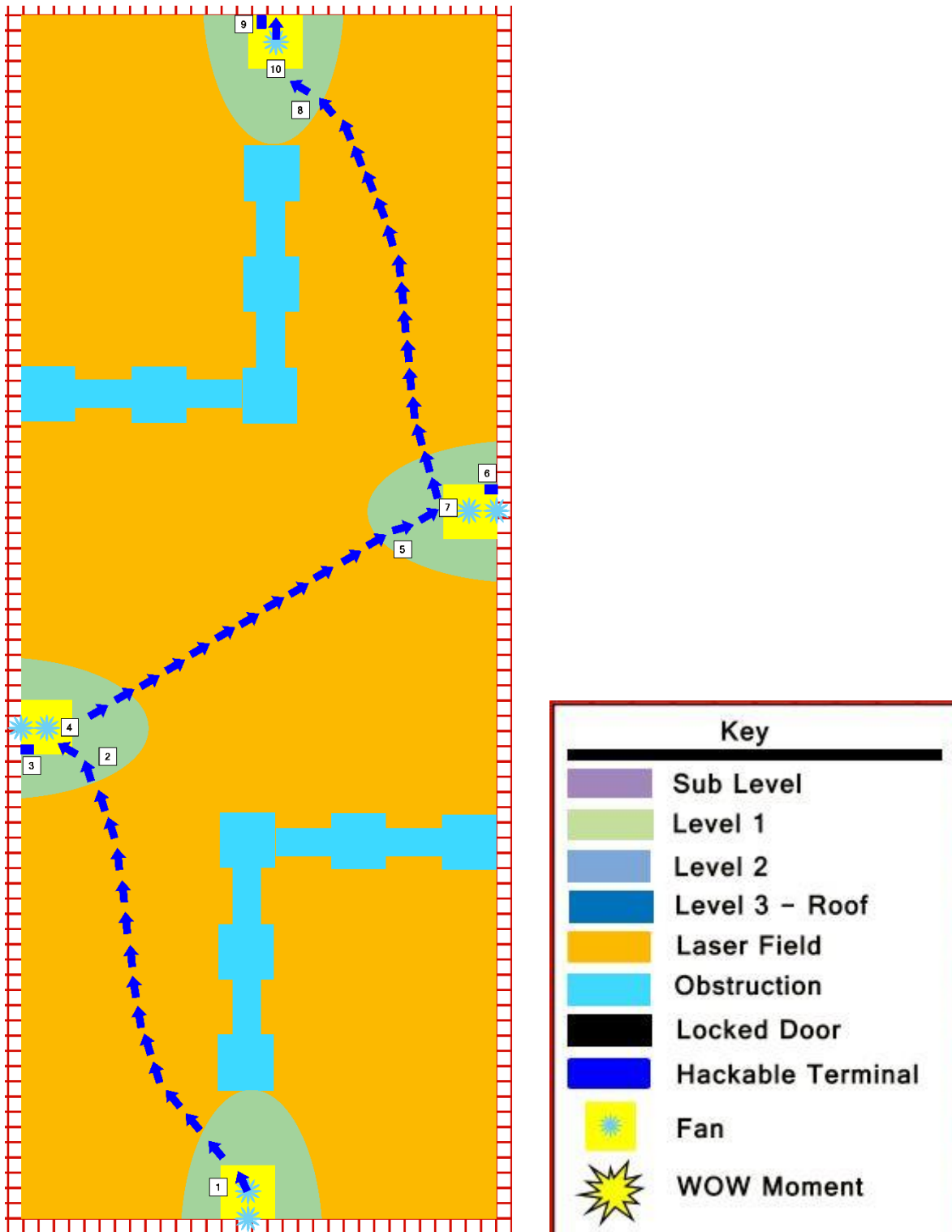


Figure 12: Air Circulation Chamber Detail Map – 1 Grid Square = 1 Meter

Initial Loadout

Active Abilities

- Hacking terminals
- Jump jets
- Overclocking Processor
- Riding airflow

Gameplay/Story

1. When she reaches the top, another fan pushes her out over a void with another laser field below her. Ellie uses her jump jets to extend her fall.
2. Using the air from both fans and her jump jets, Ellie manages to reach the outcropping on the left side of the chamber.
3. Ellie hacks the terminal on the new platform and activates the fans.
4. She again jumps into the airflow and uses her jump jets to help control her descent.
5. Ellie crosses the gap and manages to land safely.
6. Ellie hacks the terminal and turns on the fans on the new outcropping.
7. She again rides the flow.
8. She lands on the final platform at the end of the chamber.
9. Ellie activates the terminal on the final platform, which turns on the fan and opens a service hatch in the wall.
10. Ellie jumps into the airflow and rides it up to the open service hatch where she enters the waste system.

Text and Dialog

Objective Text

- Press X to HACK TERMINAL

Dialog

- Ellie: "Hey, Dad! Believe it or not I'm walking on air!"
- Cearn: "That's nice. Don't forget to use your jets to extend your fall so you can reach the far platform."
- Ellie: "Geez, It's not my first time, Dad!"

- Cearn: "You made it! Now activate the terminal on your new platform."
- Ellie: "I know. You don't have to tell me every time."
- Cearn: "If you say so."

- Ellie: "Look at me! I'm flying!"

- Cearn: "Uh, huh..."
- Ellie: "Are you looking?"
- Cearn: "Yeah, yeah. I see you."

- Ellie: "I made it!"
- Cearn: "Looks like you're getting the hang of it."
- Ellie: "It's a breeze. Get it? Breeze?"
- Cearn: "I'm starting to question giving you consciousness."

(Optional if they don't activate the switch in 5 seconds.)

- Ellie: "Uh, Dad?"
- Cearn: "Yeah?"
- Ellie: "About that whole, not having to tell me every time."
- Cearn: "Hack the terminal on your platform to turn on the fans."
- Ellie: "Thanks, Dad."

- Ellie: "Okay. It looks like this is the last terminal."
- Cearn: "Yeah. Activate that terminal and you should be able to ride the airflow on that last fan all the way up to service hatch to the waste systems."

Visual References

Theme

The air circulation chamber for Hephaes-Tech is a clean, but massive open space with enormous fans behind vents that supply circulated air to the entire building. Instead of a floor, the chamber has high intensity laser field designed to eliminate any particles or bacteria that enter the system. This makes navigation through this area particularly treacherous.

Characters/Vehicles Introduced

N/A

Environment References

For the environmental References, see the Air & Waste Systems References in the Visual Themes section.

Perspective Shots

N/A

Area 4: Waste Systems

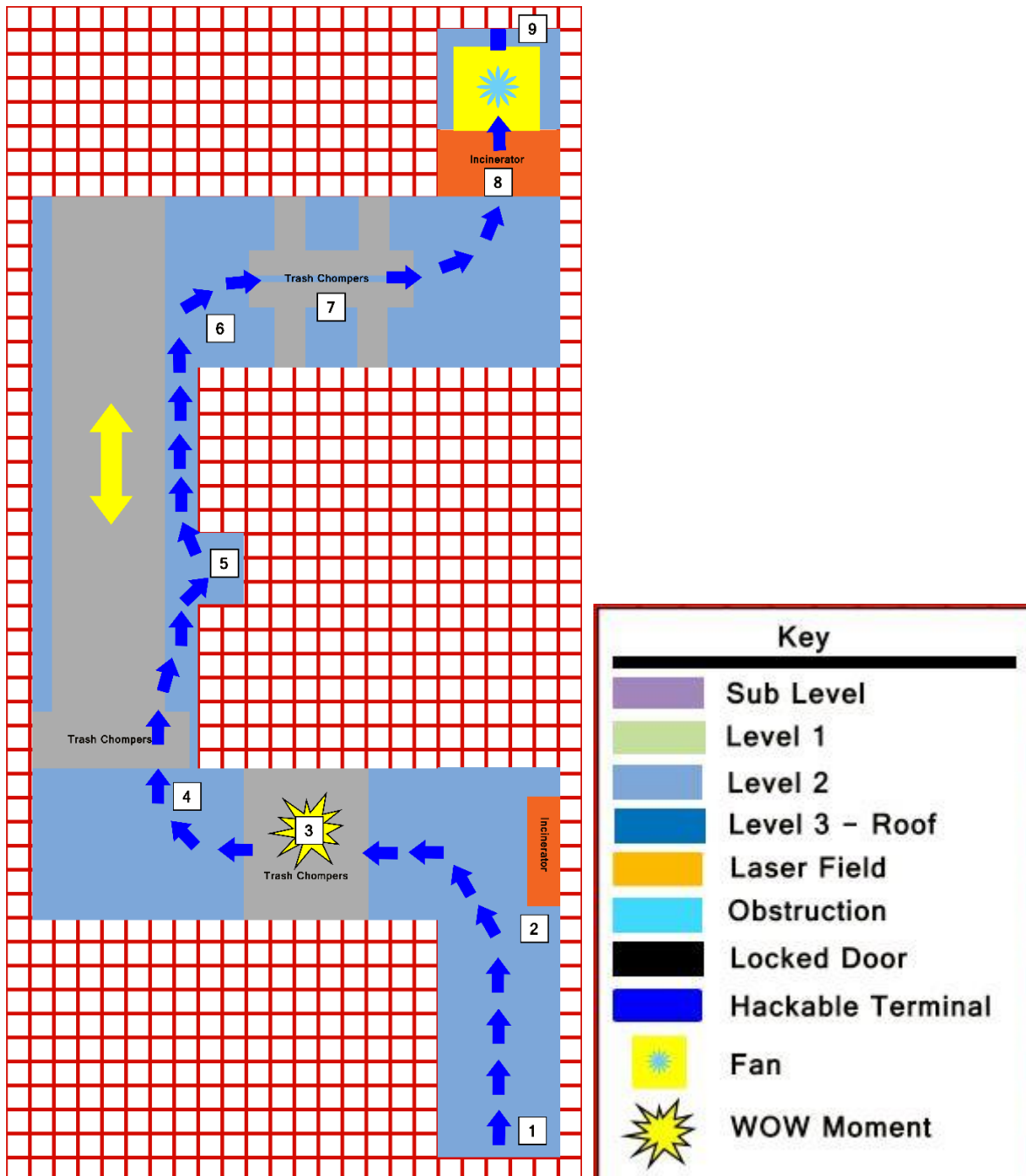


Figure 13: Waste Systems Detail Map – 1 Grid Square = 1 Meter

Initial Loadout

Active Abilities

- Hacking terminals
- Jump jets
- Overclocking Processor
- Riding airflow

Gameplay/Story

1. Riding the wind from the fan below in the air circulation chamber, Ellie enters the side service tunnel of the building's waste disposal system. Dr. Cearn tells her that he was able to turn off the conveyor belts in the path ahead, but he cannot do anything about the incinerators or crushers. She needs to overclock her processor to get past those on her own.
2. As Ellie rounds the first bend, she sees the final incinerator to her right that destroys the building's garbage. The fire lights the tunnels in an eerie, flickering orange glow and foreshadows the dangers that lay ahead.
3. Ellie comes to the first chomper, which slams down in front of her. It is clearly moving too fast for her to get through at her normal speed. Ellie overclocks her processor and the world around her slows to a crawl. She sneaks past the vertical crushers. (WOW MOMENT)
4. Just as Ellie comes to the next corner and sees a wall of spikes slam into the wall to her left. As the wall retracts, Ellie slows time, but notices that even with the slowed time the chomper is moving faster than she is!
5. Ellie notices a brightly lit alcove to her right and manages to squeeze in, just as the spiked crusher flies past her again. Ellie slows time again and just barely makes it around the corner on the far side of the hall.
6. Ellie comes face to face with two sets of two horizontal crushers. Each set of crushers are operating at inverse intervals. This leaves a minimal window of time while one set of chompers is closing and the other is opening that she can get through.
7. Ellie again overclocks her processor to keep the path open long enough for her to get through.
8. At the end of the hall is a timed incinerator that spews flames at regular intervals. Ellie again slows time to give herself enough time to jump through to the other side without being burned by the flames.
9. Ellie hacks the terminal in the new chamber, turning on the fan below her, which lifts her up through the hatch leading to the roof.

Text and Dialog

Objective Text

- Press X to HACK TERMINAL

Dialog

- Ellie: "Well, That was uplifting"
- Cearn: "Stop, just please stop."

- Ellie: "What?"
- Cearn: "Watch out for the incinerator on the right. I managed to shut down the conveyor belts so you won't have to fight against those or deal with any garbage, but the crushers and incinerators are on a different system I can't access. You'll need to overclock your processor to get past those."
- Ellie: "Do you have any advice?"
- Cearn: "Yeah. Don't get squished."
- Ellie: "Thanks."
- Cearn: "Alright, almost there. Just hack that terminal and you can ride the airflow all the way up to the roof."

Visual References

Theme

The waste systems area is a dark dangerous area, lit by fire and accentuated with moving, crushing metal.

Characters/Vehicles Introduced

N/A

Environment References

For the environmental References, see the Air & Waste Systems References in the Visual Themes section.

Perspective Shots

N/A

Area 5: Roof

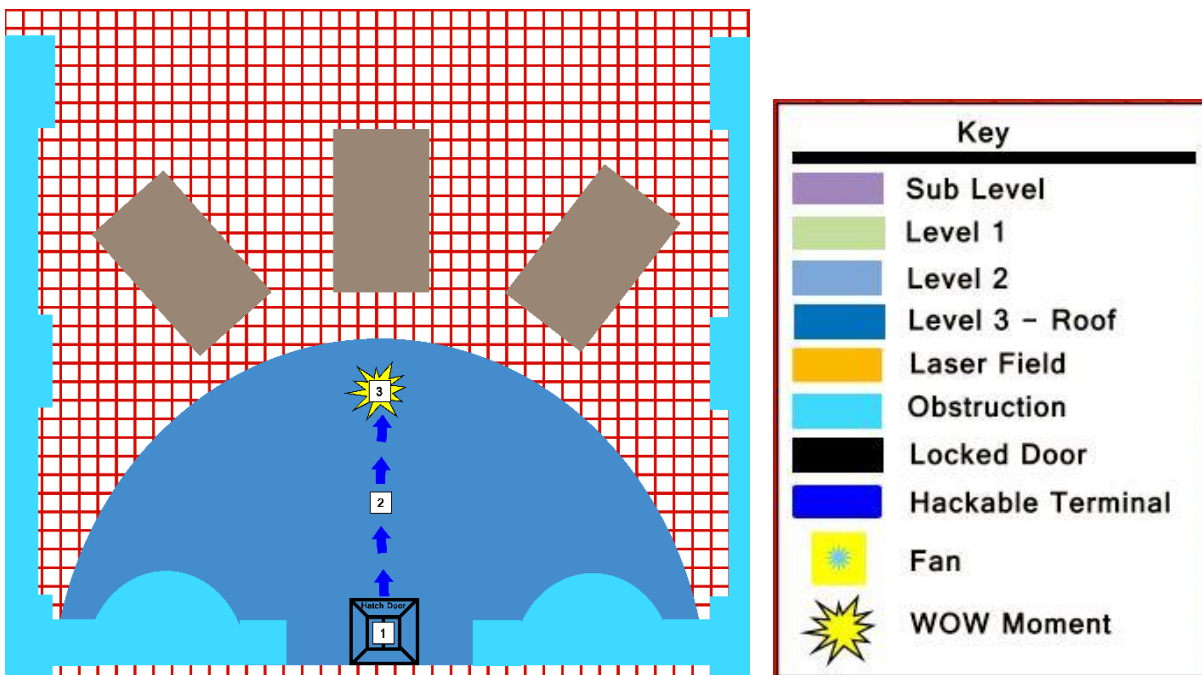


Figure 14: Roof Detail Map – 1 Grid Square = 1 Meter

Initial Loadout

Active Abilities

- Hacking terminals
- Jump jets
- Overclocking Processor
- Riding airflow

Gameplay/Story

1. The airflow lifts Ellie up through the hatch on the roof, which closes beneath her, cutting the flow, dropping her to the roof.
2. Ellie runs forward, taking in the beauty of the world around her. She is elated to be free!
3. Ellie charges for the edge of the roof, but before she can reach it, three flying Hephaes-Tech security cars rise up. Ellie asks Cearn what she can do. Cearn tells her she need to jump. The security vehicles shine their lights on Ellie, blinding her. The screen fades to white and the level ends.

Text and Dialog

Objective Text

N/A

Dialog

- Ellie: "I made it, Dad! It's beautiful up here!"
- Cearn: "Um, Ellie, you're about to have company."
- Ellie: "What do I do?"
- Cearn: "You're not going to believe this. I think you need to jump."

Visual References

Theme

The rooftop is a stunningly beautiful and serene view,... Until the flying security cars arrive.

Characters/Vehicles Introduced

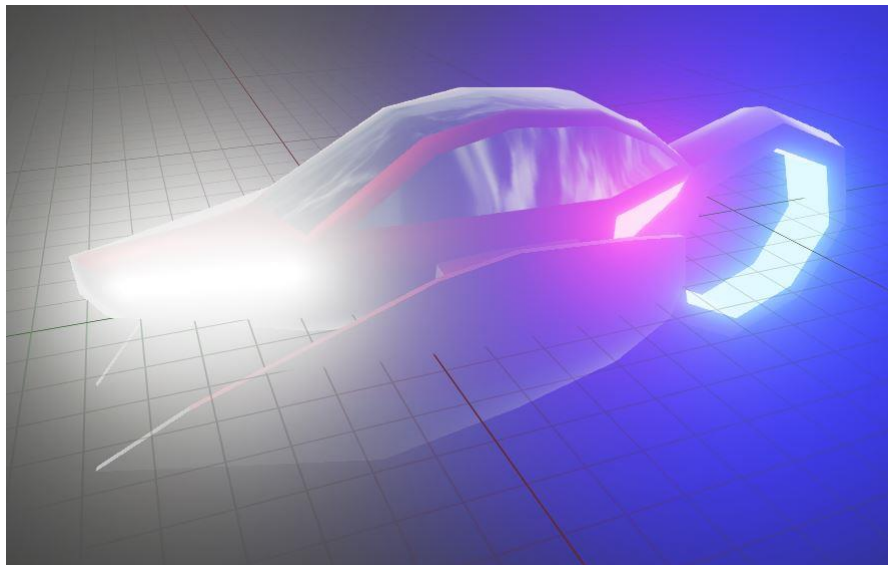


Figure 15: Hepheas-Tech Flying Security Cars

Environment References

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




Perspective Shots

N/A


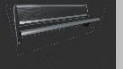



Critical Asset List

Asset Name	Type	Use	Exists?	Link/Pic
Shooter Game Example – SM_flying_car_4	Static	Security Flying Cars (Roof)	Yes	
Shooter Game Example – Floor_4	Static	Balcony (Display Deck)	Yes	
Shooter Game Example – Railings_01_midle_a	Static	Balcony Railing (Display Deck)	Yes	
Shooter Game Example – glass_front	Static	Building Ext. Glass (Display Deck)	Yes	
Shooter Game Example – main_front	Static	Building Ext. Frame (Display Deck)	Yes	
Shooter Game Example – interior_wall_column_3	Static	Garbage Chompers (Waste System)	Yes	
Shooter Game Example – lvl_Lights_01	Static	Light poles (Throughout)	Yes	
Shooter Game Example – near_entrance_wall	Static	Walls (Air & Waste Systems)	Yes	
Shooter Game Example – wing_wall_1	Static	Decorative Glass (Display Deck)	Yes	
Shooter Game Example – wing_wall_1_glass	Static	Hackable Terminal (Throughout)	Yes	
Shooter Game Example – lvl_PublicPhone_holo_01	Static	Hackable Terminal (Throughout)	Yes	
Shooter Game Example – lvl_PublicPhone_01	Static	Terminal Casing (Throughout)	Yes	
Shooter Game Example – SM_Fps_Vista_Building_02	Static	HQ Spires (Roof)	Yes	
Shooter Game Example – lvl_Trshcan_01	Static	Trashcans (Display Deck)	Yes	
Shooter Game Example – M_FFA_ConcreteWallPlate_01	Material	Exterior Walls (Roof)	Yes	

Shooter Game Example – M_FFA_Wall_01	Material	Interior White Walls (Display Deck)	Yes	
Shooter Game Example – M_FAA_Floor_02_Dark	Material	Interior Floor (Throughout)	Yes	
Shooter Game Example – bridge_ele_2	Static	Bridge Frame (Display Deck)	Yes	
Shooter Game Example – bridge_ele_1	Static	Bridge (Display Deck)	Yes	
Shooter Game Example – Window_glass_trans_tiled	Material	Glass Material (Throughout)	Yes	
Shooter Game Example - Metal	Material	Metal Material (Throughout)	Yes	
Shooter Game Example – Metal_tiled_lines_gray2	Material	Ribbed Metal Material (Throughout)	Yes	
Shooter Game Example – Metal_tiled_gray	Material	Tiled Metal Material (Throughout)	Yes	
Scifi Bunk – door_bunk_a	Static	Door (Throughout)	Yes	
Scifi Bunk – door_bunk_frame_a	Static	Door Frame (Throughout)	Yes	
Scifi Bunk – prop_vent_wall_a	Static	Fan Vents (Throughout)	Yes	

Scifi Bunk – cupboards_bunk_top_med	Static	Floor Hatch (Throughout)	Yes	
Content Example – SM_Spotlight	Static	Flying Car Spot Light (Roof)	Yes	
Content Example – SM_Spotlight_Hinge	Static	Flying Car Spotlight Hinge (Roof)	Yes	

Additional Asset List

Asset Name	Type	Use	Exists?	Link/Pic
Shooter Game Example – holo_15	Static	Holographic Barricade (Air & Waste Systems)	Yes	
Shooter Game Example – lvl_Bench_01	Static	Bench (Display Deck)	Yes	
Shooter Game Example – unreal_holo_4	Static	Holographic billboard (Display Deck)	Yes	
Scifi Bunk – prop_handrail_a	Static	Handrail (Throughout)	Yes	
Scifi Bunk – prop_handrail_b	Static	Handrail Long (Throughout)	Yes	

References

1. Figure 1: Hello World is about E1-13, the first A.I. to achieve consciousness - <http://1.bp.blogspot.com/-553VJ2lIX5c/UO8xKnptJI/AAAAAAAAAOo4/P90ToxKGISA/s1600/AI.png>
2. Figure 2: Hephaes-Tech Display Deck References
 - Top Left - http://1.bp.blogspot.com/-oq-RFQ-4A/UN7gSfxim1I/AAAAAAAAANaE/CFDppEmu36s/s1600/Futuristic_Sky_SOHO_by_Zaha_Hadid_Architects_Shanghai_China_world_of_architecture_11.jpg
 - Top Right - <http://2.bp.blogspot.com/-Z56rvp4K8pg/UmaY4bZcc3I/AAAAAAAAA7I/n-kHYMmcL88/s1600/lobby2.jpg>
 - Lower Left – Designer took the image in editor from the Shooter Game Example for Unreal Engine 4
 - Lower Right - Designer took the image in editor from the Shooter Game Example for Unreal Engine 4
3. Figure 3: Hephaes-Tech Air & Waste Systems Reference
 - Top Left - <http://funsterz.com/2012/06/12/futuristic-building-for-the-green-climate-fund-un-7-photos/>
 - Top Right - http://www.offshore-technology.com/contractor_images/woodcock/4-Axial-Fans.jpg
 - Lower Left - <http://ak3.picdn.net/shutterstock/videos/689266/preview/stock-footage-scifi-background.jpg>
 - Lower Right - <http://i.ytimg.com/vi/lsmg9TJ9TZg/hqdefault.jpg>
4. Figure 4: Hephaes-Tech Roof Reference
 - Top Left – http://ecx.images-amazon.com/images/I/812YKZ8DEML_SL1500.jpg
 - Top Right – http://preview.turbosquid.com/Preview/2014/05/20_04_25_47/scfiHmin_00.jpg9952d571-7cc9-42ae-ac3d-34dcfd1f883cOriginal.jpg
 - Lower Left – http://images.eurogamer.net/assets/articles/a/8/6/6/3/2/ss_preview_Fifth_Element_005.jpg.jpg
 - Lower Right – <http://static.dnaindia.com/sites/default/files/1916785.jpg>
5. Figure 10: Dr. Cearn - <http://www.imfdb.org/images/thumb/3/3b/C3-Felineb.jpg/600px-C3-Felineb.jpg>
6. Figure 15: Hephaes-Tech Flying Security Cars – Designer took the image in editor from the Shooter Game Example for Unreal Engine 4