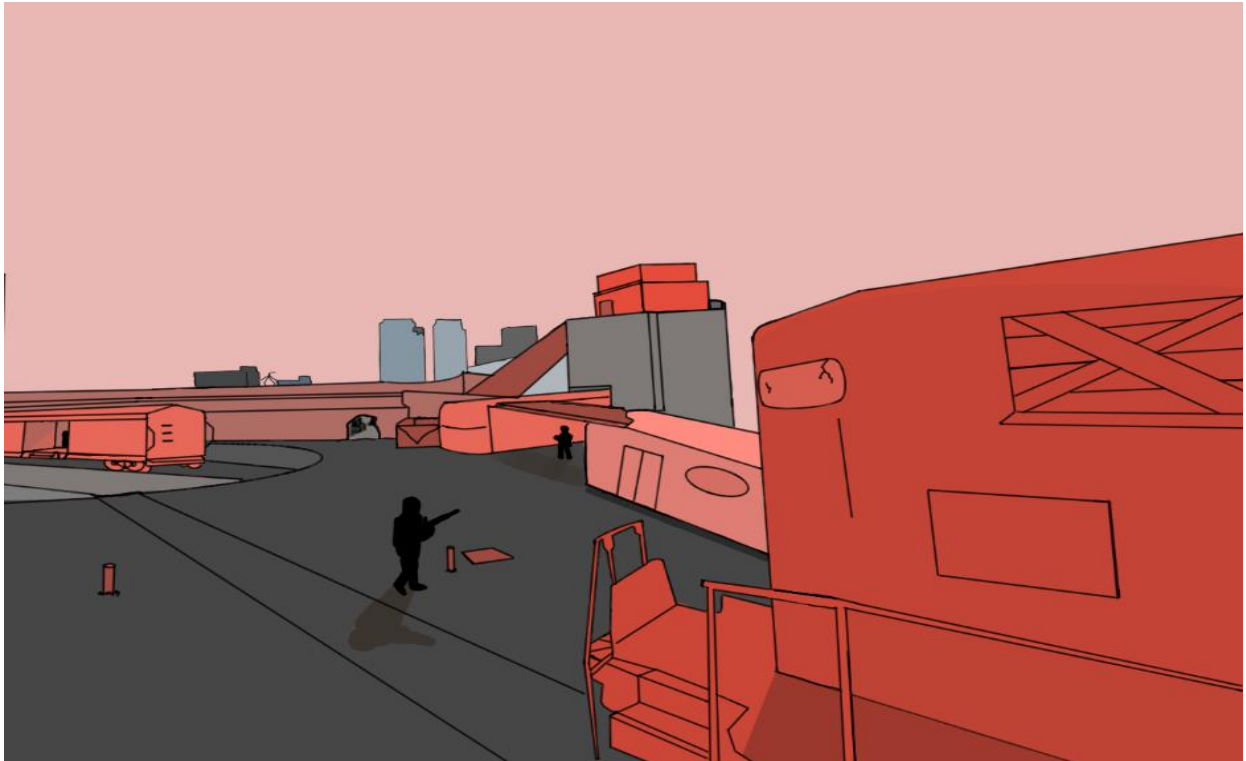


Raiding the Roundhouse



An Open World First-Person Shooter Experience

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Mission

The year is 2025, the disease known as COVID-19 ravaged the world as we knew it. Somehow the illness mutated with the vaccines causing deformations and insanity. Society started to collapse into gangs of lawless scavengers and gun runners. You are part of a rebellious group, trying to take back the streets from hot headed, corrupt gun slingers. But, to do that, you must get guns out of the biggest gang's hands. Your mission is to find and retrieve the classified information on the next drop and report back to the contact.

You have been sent out into Roundhouse Park, once known as a museum for locomotives and an entertainment district, is now used as the home base for an uprising cartel. Your intel tells you that the information on the next weapons hand off is on an old hard drive hidden inside of a game machine in the abandoned arcade, now known as the Wreck Room.

The "Raiding the Roundhouse" Mission will take place within a downtown inspired entertainment hub and is broken into 3 distinct areas: the Train Yard, the Wreck Room, and Round House-Tower. And, of course, the whole place is crawling with enemies. This will be an introductory quest to familiarize the player with one of the main areas/gang hubs in the open world map. Starting with being dropped off outside the trainyard, to securing the intel and ending with going through the Round House-Tower where you will hand it off to the rebellion's contact on its roof. You have been told to retrieve the hard drive at any cost, any amount of noise or bodies you make is to your discretion. This area also holds valuable tech and opportunity to further slowdown this cartel's operation, take note of what is there for future missions/rewards.



Objectives

ACT1- On the Rails Again

1. **Exploration** - Navigation around train yard, Scout enemy routes, Gun/Ammo Collectables
2. **Exploration** - Find guard with Key to the arcade machine door
3. **Collect** – Take Key from guard
- 3b. **Stealth** - Travel to the special guard detection, knock out any guards in your way, pickpocket/loot guard with key
- 3c. **Aggressor** - Fight/kill all enemies in train yard, loot the guard with key
- 3d. **Pacifist** - Travel through the train yard avoiding enemies, pickpocket the guard without harming him
4. **Destination**- Arrive at the entrance to the Wreck Room with the key to the arcade cabinet

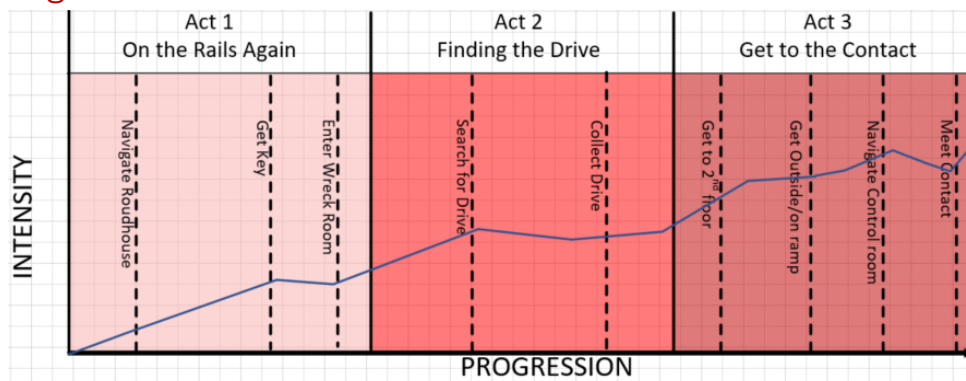
ACT2-Finding the Drive

1. **Exploration**-Navigate the arcade, scout out enemy routes, look for collectibles
2. **Exploration**- Scan through/locate correct machine
- 2b. **Stealth**- Utilizing the debris/alternative passages/enemy blind spots; take out any guards in your way while scanning for the right machine that holds the hard drive.
- 2c. **Aggressor**- Fight all enemies inside the Wreck Room, after all enemies have been disarmed loot the guards, one of them will have a paper identifying which arcade machine is the right one.
- 2d. **Pacifist**- Sneak through the arcade utilizing debris/alternative passages to access the right machine
3. **Collect**- Open the game cabinet panel and collect the hard drive

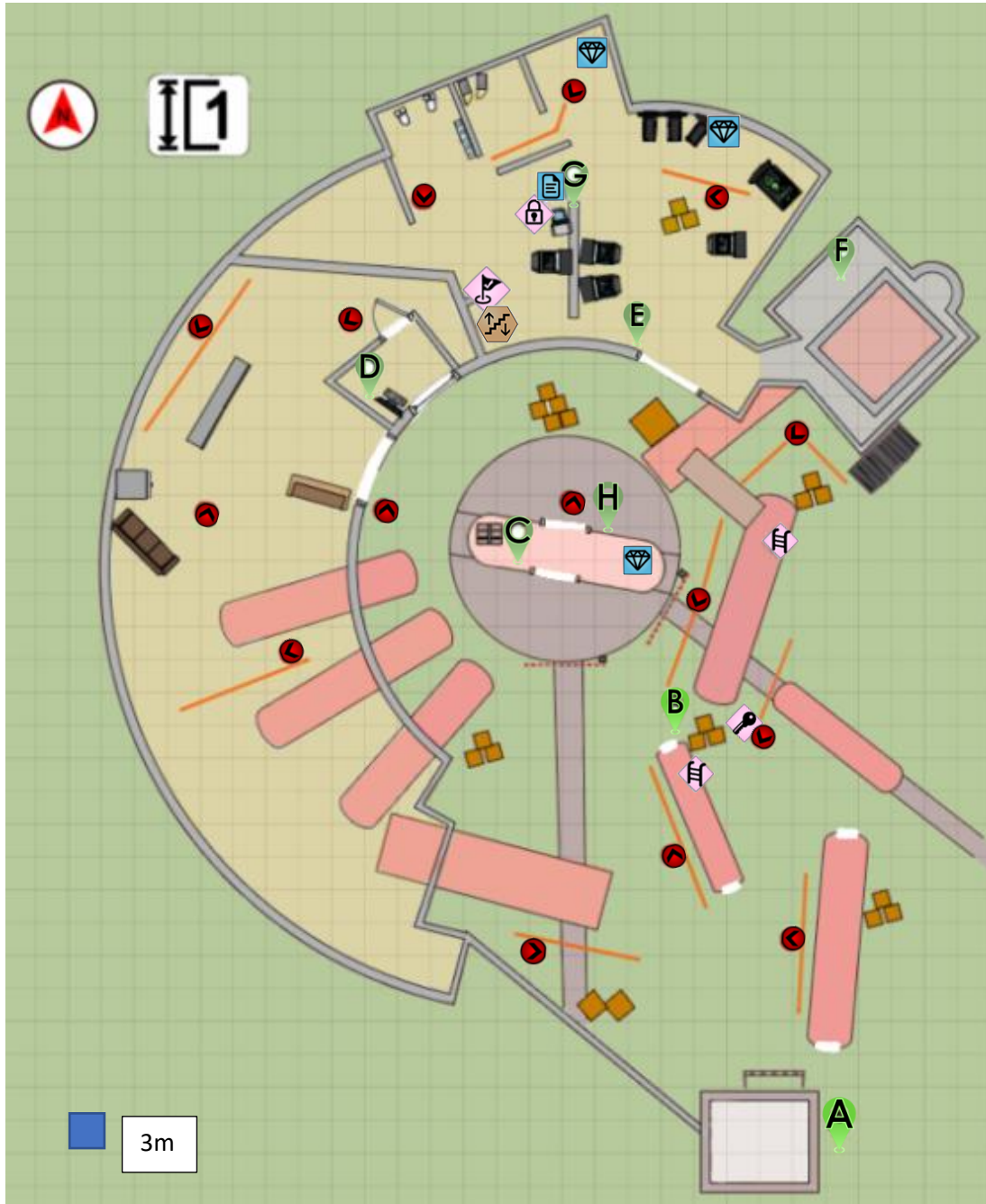
ACT3-Get to the Contact

1. **Exploration**-Find the stairs and go to the second floor of the arcade
2. **Navigation**- Navigate the second floor and get to the opening/ramp to the Round House tower
- 2b. **Stealth or Pacifist** - Utilizing the debris/alternative passages as well as enemy blind spots; navigate your way to the exit
- 2c. **Aggressor**- Attacking any enemies in your way, get from the stairs to the exit leading to the ramp
3. **Exploration**- Climb the ramp and across to Round House-Tower
4. **Exploration** – Navigate to the Round House Tower floor that merges with the 2nd floor of the arcade, locate, and scale the ladder to the roof to meet your contact
- 4a. **Stealth / Aggressor**- Fight remaining guards, when they are all knocked out or dead, go to the ladder
- 4b. **Pacifist**- Using the ramp, go to the side of the control room and enter through the window next to the ladder
5. **Meet Contact**- Meet with contact and give her the hard drive, she will leave, and you will be free to explore the area/complete side quests in the Roundhouse Hideout.















Pacing Diagram



Maps
 Overview Maps
 Floor One



Legend







-  Player Start Point
-  Trainyard ([Reference 4](#)) and Travel Cars ([Reference 10](#))
-  Box Car ([Reference 9](#))
-  Controls for [Side Mission Path C1:1B \(Reference 14\)](#)
-  Wreck Room Entrance ([Reference 4&5](#))
-  Round House Tower ([Reference 1](#))
-  Machine holding mission collectable ([Reference 11](#))
-  Turn table ([Reference 13](#))
-  Key to unlock compartment
-  Compartment holding item
-  First save point
-  Hard drive (Story)
-  Tech Parts ([Side Mission B1:1](#))
-  Guards, arrow direction is to show which way the AI is facing
 Orange lines indicate guard paths



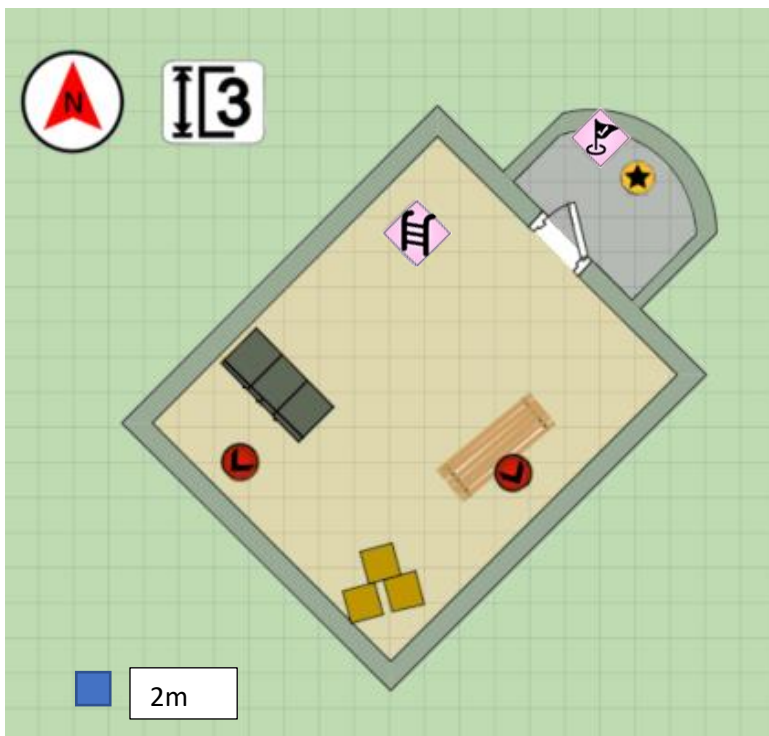
Floor Two







Legend

-  Hole to the 1st floor
-  Debris used to make a bridge from Arcade to the Tower
-  Round House Tower internal area ([Reference 8](#))
-  Round House Tower external area ([Reference 6 and 7](#))
-  Tech Parts ([Side Mission B1:1](#))
-  Guards, arrow direction is to show which way the AI is facing
- Orange Lines indicate guard paths

Floor Three



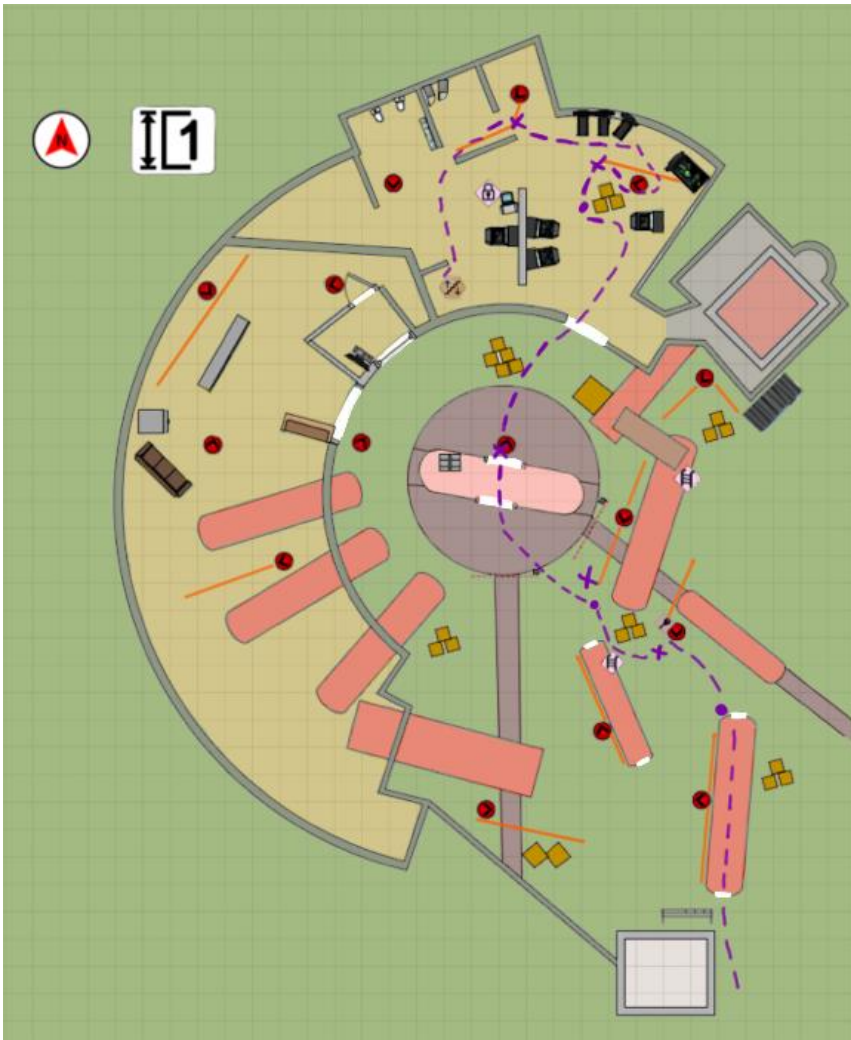
Legend

-  NPC, Rebellion Contact
-  Ladder from control room
-  Trigger to conversation with contact/End of Story Mission
-  Guards, arrow direction is to show which way the AI is facing



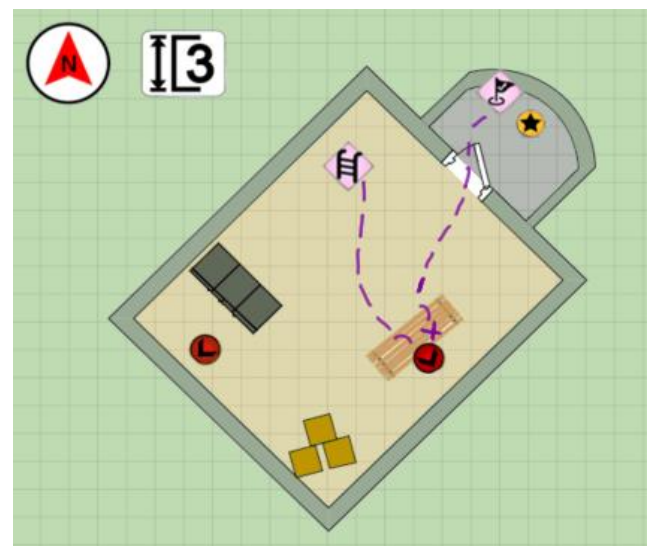
Walkthrough Maps

Stealth Playstyle

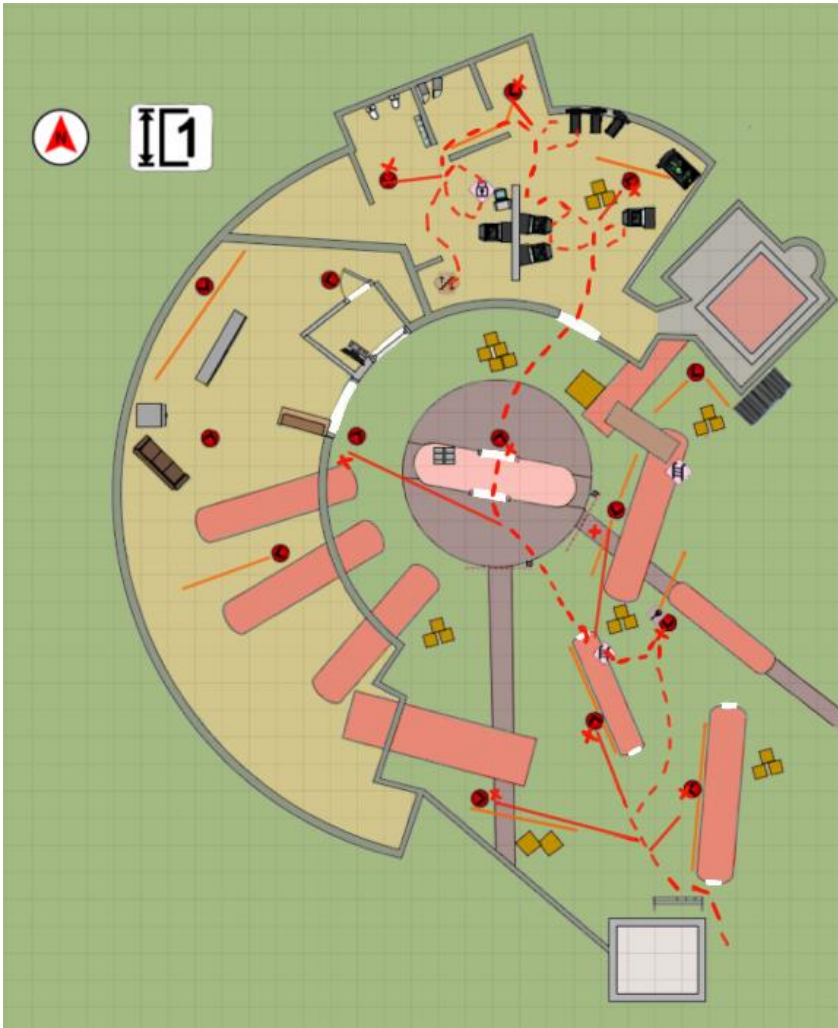


The Stealth playstyle is one that utilizes the cover inside the map to get to the goal without being seen/detected by enemies. Unlike pacifist players, those who align themselves more with the stealth play type are not opposed to killing/knocking out enemies. Areas indicated with a yellow X near the enemy on the map shows where they would neutralize that guard. However, to ensure they remain undetected, they are only able to disable them within close contact to not raise suspicions of their presence in the level. This also means that players must time themselves just right to ensure they are undetected, yellow dots represent areas where the player may have to wait for an enemy to pass.

Here, shown with purple marks is the most opportune path for Stealth playthroughs.

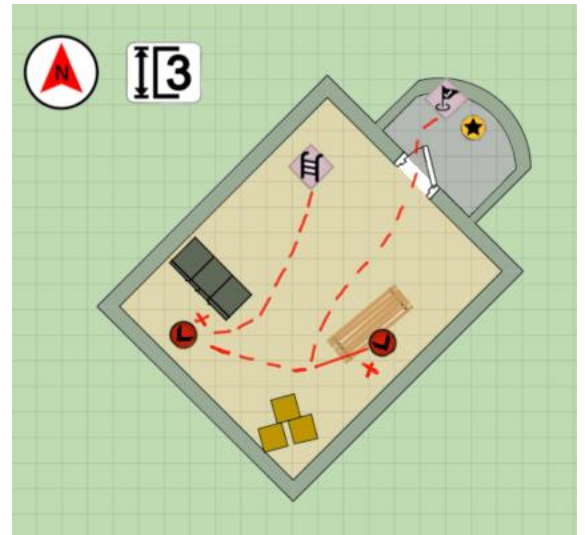


Aggressor Playstyle

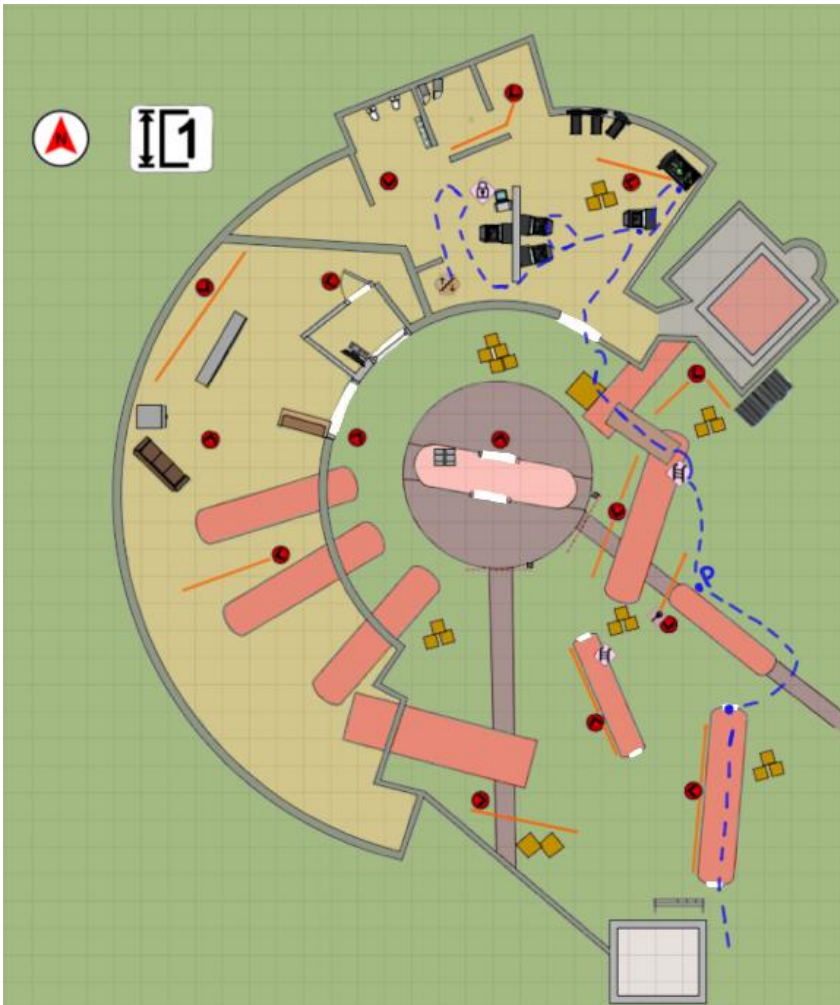


The Aggressor playstyle is one that allows the player to tackle the mission head on and take the most direct path. Unlike pacifist or stealth orientated players, the best path will mean killing/crossing enemies. Because stealth is not a priority for these players, they can utilize their long-range weapons (indicated with a solid line) to kill/incapacitate guards (indicated with a red X).

Here shown with red marks is the most opportune path for Aggressor players. It is to be noted that aggressor players are most likely going to draw a crowd of enemies. However, seeing that they are most focused on the task at hand, this would still be the closest path for these players. Additionally, the guards are spaced far enough apart that the player will not feel overwhelmed.

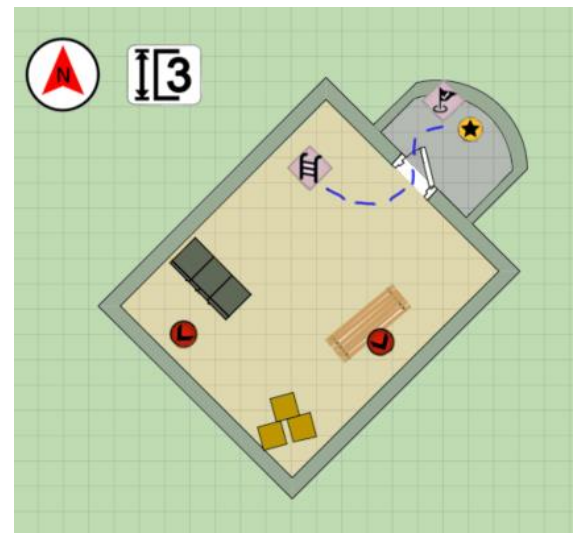


Pacifist Playstyle



The Pacifist playstyle is one that truly utilizes the cover inside the map to get to the goal without being seen or having to harm any enemies. Unlike stealth or aggressor players, those who see themselves as more of a pacifist play are very opposed to killing/knocking out enemies and will take longer routes to avoid that at all costs. This also means that players must time themselves just right to ensure they are undetected, blue dots represent areas where the player may have to wait for an enemy to pass. And the blue P indicates where the player must pickpocket the guard with the compartment key so that they can grab the hard drive inside the arcade.

Here, shown with blue marks is the most opportune path for Pacifist playthroughs.



Mission Walkthrough

Main Mission

A1:0	Raiding the Roundhouse	Prerequisite: Enter Area
<p>Description: A new possible cadet for the rebellious group has volunteered to secure information on one of the biggest street gangs in the area. You are being driven to the drop point while your contact talks you through your mission and tells you where she will be waiting. The player starts the level at the south point of the park.</p>		
Objectives: Intro Cutscene		Requirements: None
Rewards: None		Progression: [A1:1]
A1:1	On the Rails Again	Prerequisite: [A1:0]
<p>Description: The player must navigate through the trainyard/Roundhouse Park. They can complete this via three routes: Aggressor, Stealth or Pacifist. Regardless of the playstyle, they must make it from the South end of the park to the “door” to the Wreck Room while at some point taking the key to the hard drive compartment. The open area is littered with crates, debris, and trains.</p>		
Objectives: Navigate the train yard, find, and collect key by either looting or pick pocketing the highlighted guard.		Requirements: None
Rewards: None		Progression: [A2:1]
A2:1	Find the Drive	Prerequisite: [A1:1-Any route]
<p>Description: After entering the arcade there are several machines that this key may belong to. Players have the option of scanning each machine while being undetected either via silent take outs or using the layout to avoid alerting any guards or by killing all the guards on the 1st floor, when looted, will reveal a tip of which machine the hard drive is hidden in. The drive will be inside a game machine about popping locks located in the middle of the room</p>		
Objectives: Navigate and Collect		Requirements: Key to compartment in inventory
Rewards: Drive Placed in Inventory		Progression: [A3:0]
A3:0	Get to The Contact	Prerequisite: [A2:1-Any root]
<p>Description: Go up the stairs to the second level of the arcade, there are more enemies there. Players can either decide to silently navigate through the second level to the opening leading to the Round House Tower control room or kill all guards in the room. Either way the player will have to cross the platform from the opening of the second level onto the Round House Tower and either kill any remaining enemies or enter the control room and climb the ladder to the meeting point with the contact. Once the player gets to the contact area this triggers a cutscene.</p>		
Objectives: Navigate your way to the meeting point, possible Mixed Combat		Requirements: -Hard drive in inventory
Rewards: None		Progression: [A3:1]
A3:1	Get to The Contact	Prerequisite: [A3:0- Any root]
<p>Description: The player gives the contact the hard drive and the contact tells you more about the resistance and how you can do more damage to gangs like this, she will leave, and the cutscene will end. The player can now leave the area or explore more of Roundhouse Park.</p>		
Objectives: None		Requirements: -Hard drive in inventory
Rewards: 300XP, Area Unlocked in Open World		Progression: Side missions [B1] and [C1] available



Side/Module Missions

Arcade-ic Technology

B1:0	Arcade-ic Technology	Prerequisite: [A3:1]
Description: After stealing the intel drive, others heard about the fascinating, albeit old, technology that is just sitting inside/around the Wreck Room, another contact from the rebellion reaches out to you telling you to grab four (4) specific parts from the arcade and says they will pay you handsomely for it.		
Objectives: Exploration and Collection		Requirements: C-ROM intact
Rewards: None		Progression: [B1:1]
B1:1	Arcade-ic Technology	Prerequisite: [B1:0]
Description: If player enters the Roundhouse base, they will be informed of/ guided to the four [4] parts they must collect: -VR Helmet -Intact Game Panel - Motion Sensor -Mother board		
Objectives: Find and Collect items		Requirements: C-ROM intact
Rewards: Items placed in Inventory		Progression: [B1:2]
B1:2	Arcade-ic Technology	Prerequisite: [B1:1]
Description: Meet with contact outside of the Wreck Room, enter dialogue and get rewards for getting tech. Contact informs you if you have any more parts like this that he will pay top dollar for them as well.		
Objectives: Meet and Drop off		Requirements: All items found
Rewards: 300XP, VR helmet (Headgear), Contact for selling old parts becomes available		Progression: None

How the Tables Turn

C1:0	How the Tables Turn	Prerequisite: [A3:1] and Player XP >1000
Description: If player reaches XP threshold, they receive intel of a big bomb the Ravens are making and intending to set off soon. With the intel from Raiding the Roundhouse, you know you can either disarm their weapon or use their control room to set the bomb to go off and escape. You are sent out to ensure the bomb does not go off in the rebellion base.		
Objectives: Get to Roundhouse Park		Requirements: XP over 1000 and [A3:1]
Rewards: None		Progression: [C1:1]
C1:1A	How the Tables Turn	Prerequisite: [C1:0]
Description: Player chooses to disarm bomb Countdown clock starts once player enters area. Get onto the box car on the turn table and disarm the bomb within the time frame-must be undetected. Leave before timer ends.		
Objectives: Navigate and Disarm		Requirements: Undetected
Rewards: 500XP, new Roundhouse Side Mission		Progression: None
C1:1B	How the Tables Turn	Prerequisite: [C1:0]
Description: Player chooses to redirect bomb onto base Countdown clock starts once player enters area, break into control room inside of the main base. Line up the tracks to have the train facing the building. Destroy controls. Leave area before timer ends.		
Objectives: Navigate and Destroy		Requirements: Find controls
Rewards: 500XP, Roundhouse Cartel Presence Severely Decrease		Progression: None (if completed prior to <i>Arcade-ic Technology</i> mission/contact will be unavailable)



References

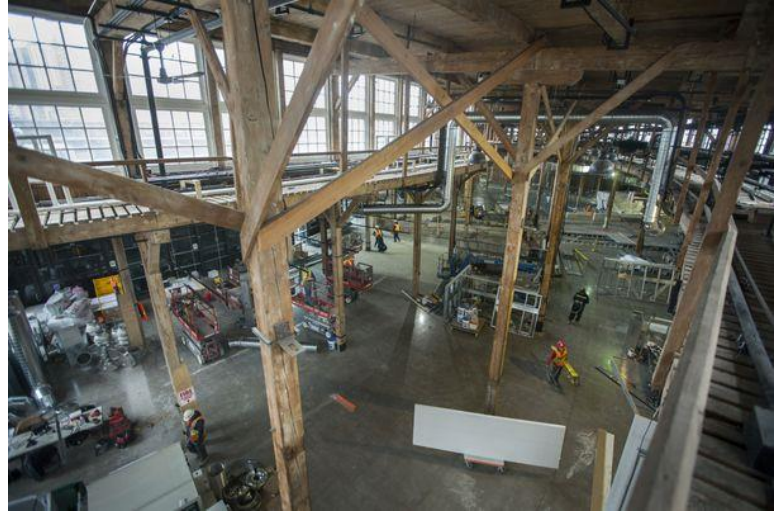
Environment



Ref 1: Overall atmosphere/key elements



Ref 2: Top-down view, scale, and real-life example



Ref 3: Interior of Wreck Room, structure/architecture



Setting



Ref 4: Outdoor area, level of abandonment/trains



Ref 4 and 5 : Wreck Room interior, level of abandonment/ spacing



Ref 6 and 7: Round House Tower, general shape/size of control room Ref 8: Interior of Tower top, layout, and objects in room



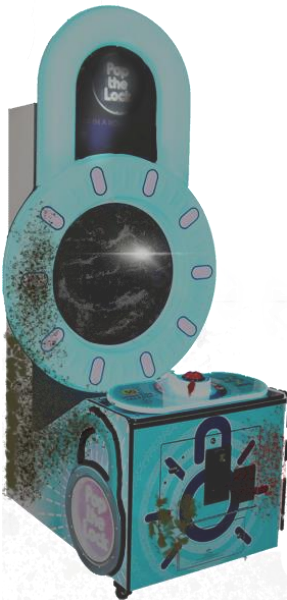
Objects



Ref 9: Boxcar to pass through and avoid guards



Ref 10: Standard car, to walk through or climb over



Ref 11: Machine holding drive for main mission



Ref 12: Harddrive that player collects



Ref 13: Train turntable for *Off Track* side mission



Ref 14: Controls for turntable for *Off Trackside* mission



Schedule

November 18th-December 17th: Research/Brainstorm

December 18th: Rough in Template/notes

December 23rd: Finish Roughts for Maps, Gather all References

December 26th: Finalize Maps, Finalize Mission Objectives and have Title Page polished

December 29th: Finish First Draft and prep playtest survey

December 30th-January 2nd: Playtest First Draft

January 2nd- 4th: Adjust according to feedback

January 5th: Have Second Draft ready for second playtest

January 8th: Have all appropriate changes implemented

January 9th: Package MDD + Resume and submit submission form

