

Level Design Document: The Elevator

Half Life 2: Episode 2 - Morgan Davis

Version 1.0

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| --- | --- |
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Level Abstract

# Quick Summary

"The Elevator" is a first person single player horror level set in the realm of Half Life 2. Gordon Freeman must escape a spooky and twisted apartment building. However, Gordon does not have any weapons, and must use the limited light he has to stop the evil creatures of the dark. The game features various keys that unlock the other apartment rooms, as well as notes left behind by the now dead tenants. Since the level takes place on the thirteenth floor, Gordon must use the elevator to get down. However, the generator room to power it is lacking two of its three necessary batteries. The player must find the batteries in the other rooms all while avoiding ruthless creatures.

**Four Questions Entering the Design of this Level:**

#### *Why is this fun?*

This level taps into the fear emotion. Players do not have the ability to fight back with a powerful weapon, and thus must fight back through defense, or simply run. This constant tension and illusion of danger always adds exhilaration to the game experience.

#### *What makes this sequence interesting/memorable?*

Even if the player knows something they must do, they still feel afraid and anxious. No one should forget taking out a battery that powers a significant light source, in turn awaking the nasty creatures lying in wait. It could also occur when zombies cut in half crawl all over the floor while the player jumps from box to box making sure to avoid their reach.

#### *How will you communicate to the player what they need to do?*

Players know the mechanics through the first minute or two of gameplay. They discover a locked door, the key to it, a note, and that the creatures freeze to light. From there, the players can figure out the rest of the level. Most of the tension comes from the anxiety the player knows they must go through, yet executing it anyway.

#### *How can the player break it?*

The player could lure some of the zombies back to previous lit sections. This could prove tricky and almost pointless to do, however.

## Hook(s)

Light Mechanic: Zombies freeze when they encounter light. This new mechanic works well in this level because the player never obtains a weapon.

## Gameplay Highlights

* Freezing enemies with light
* Escaping enemies that once had light on them
* Finding keys to gain access to other rooms
* Gaining high ground to specific zombie types
* Finding notes which contain subtle story background

## Setting Summary

|  |  |
| --- | --- |
| **Theme** | Thriller/Horror |
| **Mood** | Tense/Anxious |
| **Setting** | Apartment complex (interior only), Exterior outside view from window is dark/cloudy |
| **Time of Day** | 8pm |
| **Season** | Fall |
| **Weather** | Cloudy |

## Mission Difficulty

|  |  |  |
| --- | --- | --- |
| Position | Difficulty | Reasons |
| Beginning | 3 | The actual gameplay only presents two zombies at the beginning, but because Gordon does not have a weapon, they might catch some players. |
| Middle | 6 | The crawling zombies in one of the rooms never hit light, so the player must find creative ways to escape. |
| End | 8 | Another room has a ton of enemies unfreezing when the player takes a battery. This sequence could prove difficult to escape if the player does not think about it. |

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

## Mission Metrics

|  |  |
| --- | --- |
| **Play Time** | 5-8 minutes |
| **Critical Path** | 15360 hammer editor units |
| **Physical Area** | 5120 x 5120 hammer editor units |

### Characters

|  |  |
| --- | --- |
| Character | Description |
| Gordon Freeman | The protagonist of Half Life. He never talks or complains. He was an MIT student and worked on the Black Mesa Project. |

### Visual Themes

|  |  |
| --- | --- |
| Theme | Description |
| Apartment | Apartment complex, eighteen floors tall. Long skinny hallways, doors everywhere, elevators, stairs, apartment rooms, janitor closets, generator room. |
| Suburban Exterior | The exterior is more apartment complexes, a block full of cars, tall buildings, and plenty of streetlights. |

## Key Theme References



Figure 1: Initial Bedroom



Figure 2: Door to Apartment Rooms



Figure 3: Interior of an apartment



Figure 4: The Surreal Guts/Flesh Area

# Level Summary

## Campaign

### Context

This is a level before Gordon Freeman finds physics interesting. Instead of a scientific career, Gordon pursues a religious one, hoping to discover a spiritual essence to human kind. Thus, he accepted a job working at a local church, and moved into this apartment complex.

### Backstory

Prior to the Black Mesa event, and Gordon Freeman's school days, an incident known as the "Demonic Escape" happened in this apartment." Gordon moved into this apartment complex to begin his new job working at a church just down the road. One night, Gordon decided he would experiment with the spiritual world. In his room, he attempted to open a portal to something he did not understand. Nothing happened immediately, so Gordon went to bed. During the night, Gordon heard screaming, screeching metal, gunshots, and people whispering. He knew he had summoned something terrible into his apartment complex. Instead of going outside, he waited in his room nine days, eating all the food/water he had left. This level entails the moment Gordon decided to leave the apartment complex.

### Aftermath

The character dies in the Elevator. Possibly the level could expand further if the designer comes back and changes the base engine to add a flashlight.

## Objective(s)

* Escape the Apartment complex
  + Freeze zombies using the light
  + Find the batteries for the generator to turn on the elevator
  + Find the keys to unlock specific rooms
  + Read the notes (Bonus)

## Overview Map

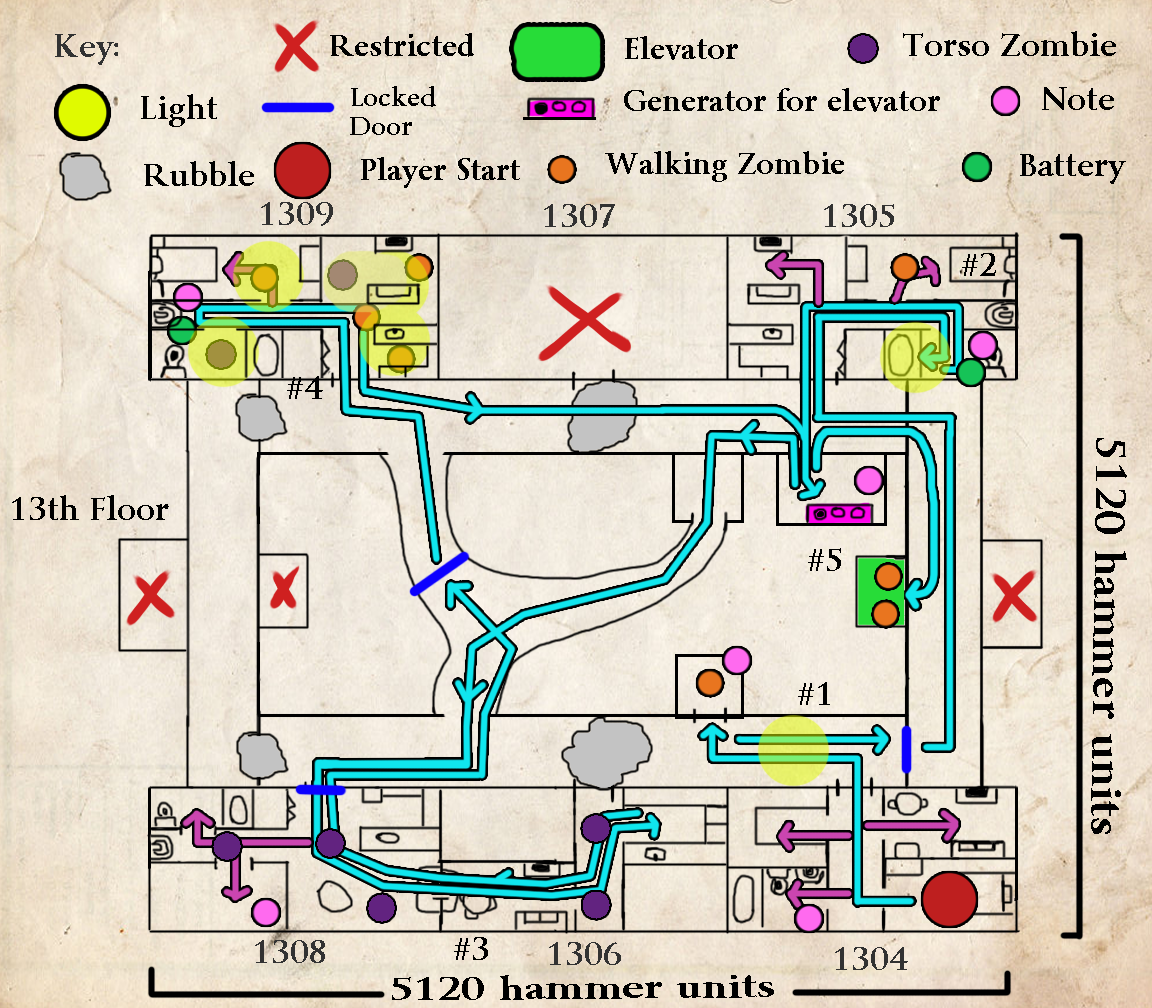


Figure : Overview Map (Thirteenth Floor)

## Level Flow

### Flow Summary

1. "The Tutorial" - players find their first note, learn that light freezes the enemies, and use their first key. They also see two zombies in an elevator (the door isn't open, but the player can see through it).

2. The First Apartment Room - Players find the first battery (technically 2 of 3) for the generator here. After picking it up, a zombie comes after the player from another room. The player can simply run or trap the zombie in the light in the bathroom. The player also finds a new key here.

3. On route to this second room, players go through a surreal middle part of the apartment. The walls look like a cave wall, and the music changes. In the apartment room, no lights can stop zombies. Instead the player must gain elevation to avoid the crawling torso zombies. The player retrieves a key here that opens the gate in the middle section.

4. After opening the gate, players make it into the third apartment room. Inside are multiple frozen zombies. A floodlight powered by a battery hold the zombies in place. The player must grab the final battery (this turns off the lights) and escape the zombies that awake.

5. The player places all three batteries in the generator room. Afterwards, the elevator from the first area powers on. The zombie inside freezes and the player must go down it with them in company.

6. However, the game ends with the Elevator stopping, and the lights go out. Unfortunately, the player doesn't make it.

Detailed Design

# Level Details

## Gameplay Area Breakdown Map

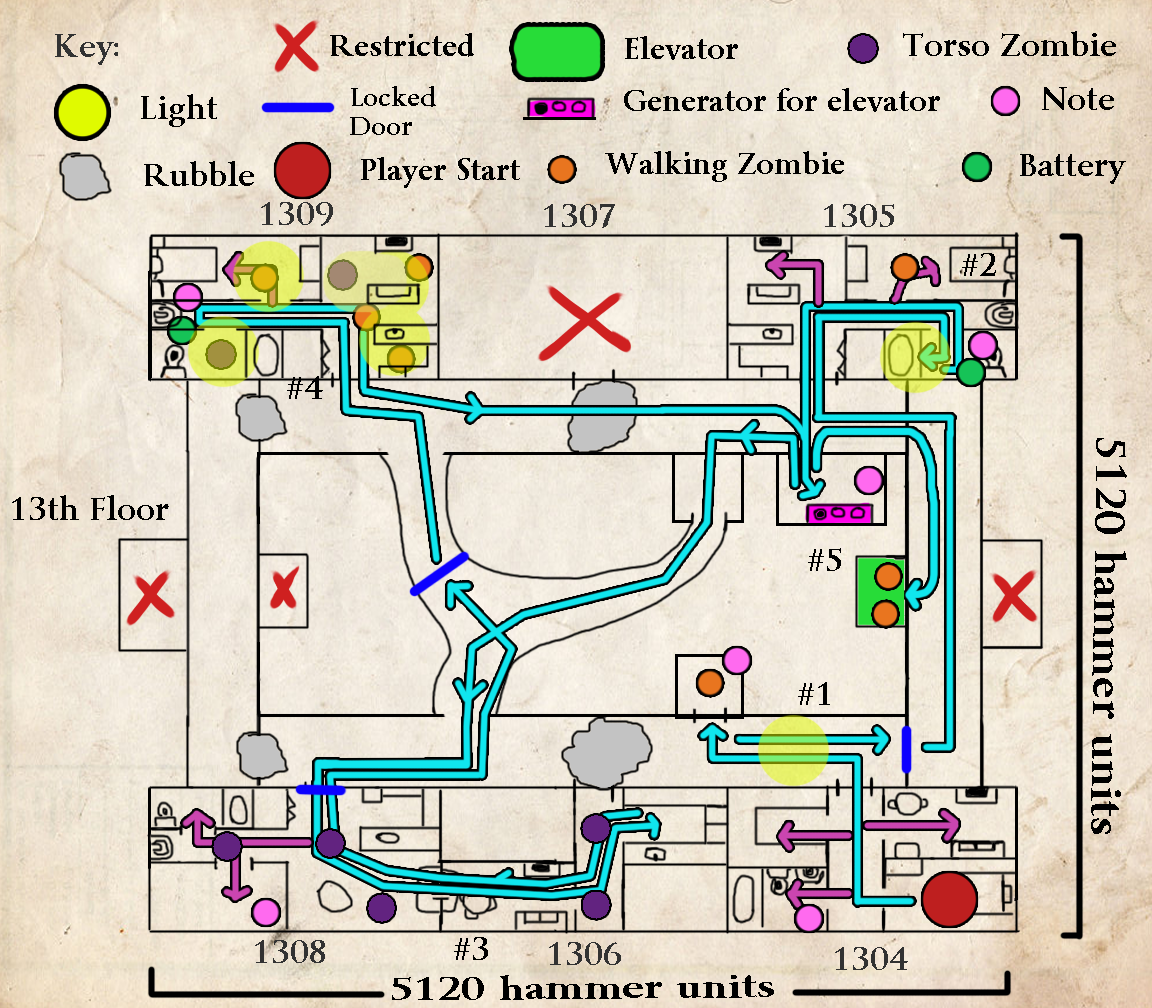
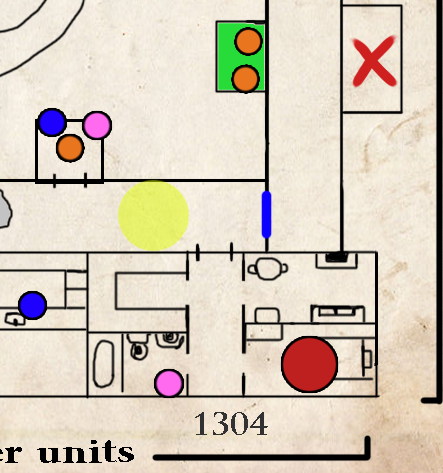


Figure : Area Breakdown Map

## Detailed Walkthrough

## Area 1: Tutorial Section



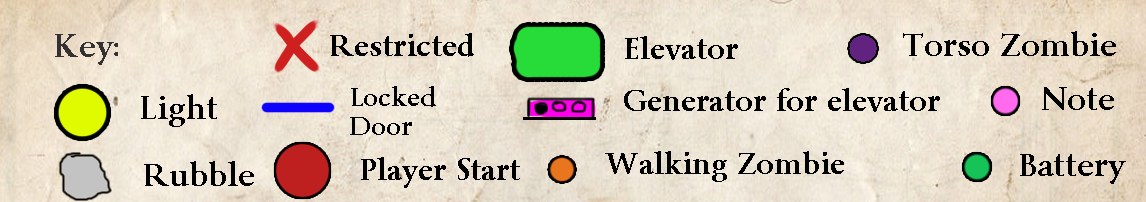


Figure : Area 1 Detail Map with Keys

### Initial Loadout

* No Equipment/weapons/items

### Gameplay/Story

1. The player begins in their bedroom. Here the player finds a note that reads, "I must leave this place."
2. When the player exits their apartment room, they encounter two doors. The one on the right is locked, meanwhile the "janitor's closet" door is not. When the player opens the janitor closet, a walking zombie comes out after them. With no place to go the player runs away, and the zombie hits the light in the hall, instantly freezing. Inside the janitor's closet is the key to the hallway door, and a note that reads, "I turn to stone, when you are gone."

### Text and Dialog

#### Objective Text

* No Objective Text required (the notes do not count as objective text).

#### Dialog/Script

* No script/dialog

### Visual References

#### Theme

Tall Apartment Complex Interior

#### Characters/Vehicles Introduced



Figure 10 - Walking Zombie

Figure 11: Main Character, Gordon Freeman

#### Environment References



Figure - Stairwell

Figure 13: Exterior of the Building



Figure 14: Furniture Example



Figure 15: Elevator Example

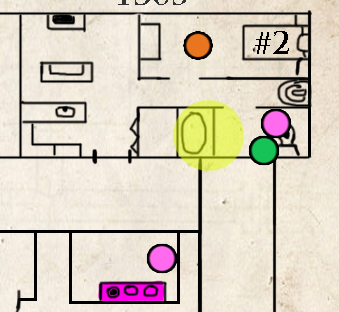




Figure 16: Texture Example (Wallpaper)

Figure 17: Lighting Example

## Area 2: Generator Room



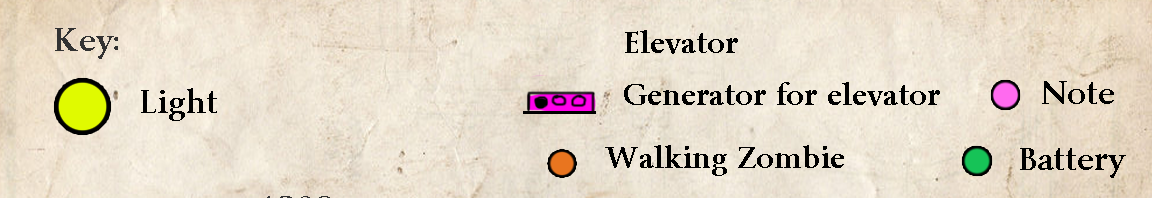


Figure 18: Area 2 Detail Map with Keys

### Initial Loadout

* None

### Gameplay/Story

1. The player notices a generator room due to the light and noise emitting from it (the door is open). Inside the generator room is an electrical unit lacking two batteries.
2. The room across from the Generator room houses the first battery. The battery connects into an electric wiring system that electrocuted someone in the bathtub. When the player takes this battery, a zombie pops out of the bedroom.
3. In the bathroom, the player finds the key to room 1308, and a note that reads, "The echoes of the daylight. Of everything that is alive."

### Text and Dialog

None

#### Objective Text

* None

#### Dialog/Script

* None

### Visual References

#### Theme

Tall Apartment Complex Interior

#### Characters/Vehicles Introduced



Figure : Main Character, Gordon Freeman

Figure : Enemy Example

#### Environment References



Figure : Zombie in Room Example



Figure : Bathtub Scene Example





Figure : Bathroom Example

Figure : Battery Setup

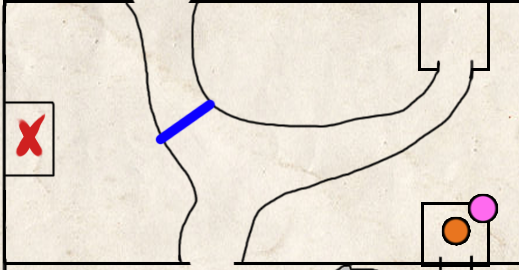


Figure : Texture of Walls



Figure : Generator Room

## Area 3: Surreal Tunnel



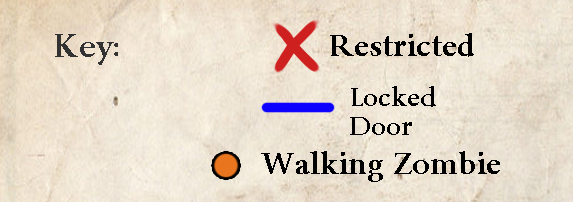


Figure 27: Area 3 Detail Map with Key

### Initial Loadout

* None

### Gameplay/Story

1. Coming through another janitor's closet, this section adds a moment of surrealism. New music plays, adding tension to the moment. In addition, this area is dark and nasty feeling.
2. A gate presents a blocking point to the player, and acts as foreshadowing to a key pickup later.

### Text and Dialog

#### Objective Text

* None

#### Dialog/Script

* None

### Visual References

#### Theme

Flesh walls, cave tunnels

#### Characters/Vehicles Introduced



Figure : Main Character, Gordon Freeman

#### Environment References



Figure : Terrain Example



Figure : Janitor's Closet Hole Example



Figure : Gate Example



Figure : Door to Janitor's Closet Example

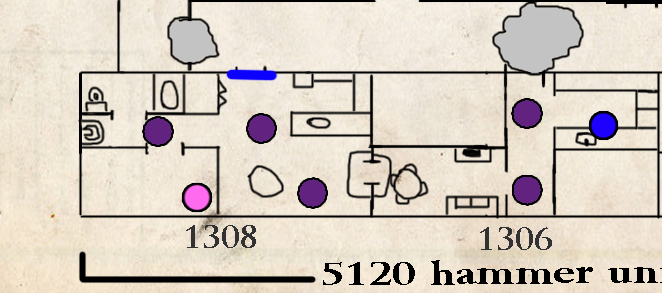


Figure : Closet Example



Figure : Lighting (Dark)

## Area 4: The Crawler Room

c

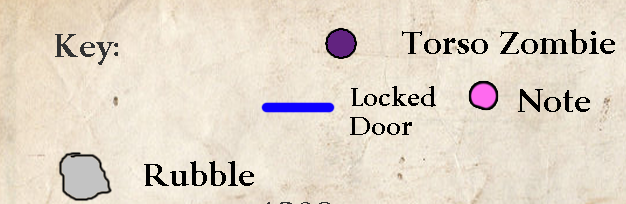


Figure 35: Area 4 Detail Map with Keys

### Initial Loadout

* None

### Gameplay/Story

1. Using the key from the generator section, players enter Room 1308. In this room are several torso zombies. These zombies move quickly, but cannot climb or jump up. Therefore, the player must gain verticality to avoid them.
2. The player moves through a broken part of the wall into the adjacent room (1306). Here are more zombies on the floor, so the player must try to stay on top of boxes/couches to avoid them. The player finds a key at the end of this section that opens the gate in the middle surreal section.
3. If the player chooses to go after the note in the bedroom of 1308, it reads, "I sit here and I wait."

### Text and Dialog

#### Objective Text

* None

#### Dialog/Script

* None

### Visual References

#### Theme

Tall Apartment Complex Interior

#### Characters/Vehicles Introduced



Figure : Main Character, Gordon Freeman

Figure : Torso Zombie

#### Environment References



Figure : Destroyed in Places



Figure : Bedroom Layout Example

Figure : Room with windows (planked in game)



Figure : Kitchen Pieces

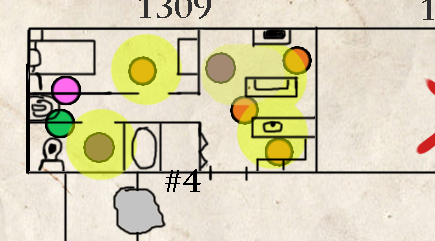


Figure : Wallpaper



Figure : Lighting (Ambient, but dark)

## Area 5: Lights Out



t

Figure 44: Area 5 Detail Map with Keys

### Initial Loadout

* None

### Gameplay/Story

1. When first entering this area, the player notices a handful of zombies frozen by a couple headlights scattered in the apartment. The player must take the final battery and run out of this area, hoping to escape the claws of the unfrozen zombies. Both types of zombies exist in this room.
2. Before grabbing the battery, players can read a note: "the lights don't shine no more."

### Text and Dialog

None (except the note)

#### Objective Text

* None

#### Dialog/Script

* None

### Visual References

#### Theme

Tall Apartment Complex Interior

#### Characters/Vehicles Introduced



Figure : Main Character, Gordon Freeman

Figure 46 - Walking Zombie



Figure - Torso Zombie

#### Environment References





Figure 49: Interior Layout Example

Figure 48: Bathroom Example



Figure 50: Floodlights

Figure 51: Light Fixture Example



Figure 53: Lighting Example (Bright, until battery taken)

Figure 52: Texture (Wallpaper) Example

# Critical Asset List

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Asset Name** | **Type** | **Use** | **Exists?** | **Link/Pic** |
| Info\_player\_start | Entity | For the player to spawn | Yes |  |
| Light\_point | entity | For all of the lights | Yes |  |
| Npc\_zombie | AI | Main enemy | Yes |  |
| Npc\_fastzombietorso | AI | Second enemy | Yes |  |
| Blood Decal | Decal | Blood decoration on the walls | Yes |  |
| Note Mesh | SM | For the note pick up | No | N/A |
| Key Mesh | SM | To pick up and unlock doors | No | N/A |
| Prop\_Door\_Rotating | Entity | Doors | Yes |  |
| Elevator Mesh | SM | For the elevator | Yes |  |
| Elevator Door | SM | For the elevator | Yes |  |
| Logic\_auto | entity | Sets up the level's scripting | Yes |  |
| Furniture | SM | For decorating the rooms | Yes |  |
| Apartment Wallpaper | Texture | For the BSP texturing | Yes |  |
| Battery | Mesh | For the battery/generator | Yes |  |
|  |  |  |  |  |
|  |  |  |  |  |

# References

Flesh Wall:

http://img210.imageshack.us/img210/2166/sh4c.jpg

Apartment Room:

http://www.homemademech.com/Uploads/Greview/7131108856173.jpg

Bedroom with lamp:

http://images1.wikia.nocookie.net/\_\_cb20091126070241/silent/images/thumb/d/d6/Heather%27s\_room.jpg/1000px-Heather%27s\_room.jpg

Apartment 102 Door:

http://images4.wikia.nocookie.net/\_\_cb57887/silent/images/b/ba/HeatherApartment.jpg

Gordon Freeman:

http://3.bp.blogspot.com/-ybZxfejFU4E/T6gtiRYNxuI/AAAAAAAAGps/ntq4Lx74JMU/s1600/Gordonfreeman.jpg

Walking Zombie:

http://images1.wikia.nocookie.net/\_\_cb20090527180426/half-life/en/images/8/83/Zombie\_HL2.jpg

Fast Zombie Torso:

http://images.wikia.com/half-life/en/images/1/1e/Fast\_zombie\_torso.jpg

Room from HL2:

http://www.ymag.it/wp-content/uploads/2010/04/015.jpg

Hallway with Combine:

http://img.gamefaqs.net/screens/a/a/d/gfs\_53389\_2\_15.jpg

Another hallway from HL2:

http://t3.gstatic.com/images?q=tbn:ANd9GcQw7h7\_WJFMOZxG8VVUOgxMUhrX1pJNop8WgkaTj7UmB\_-VgaWyuA&t=1

Exterior of Apartment:

http://ohmyapt.apartmentratings.com/images/tall-apartment-building.jpg

Floodlights:

http://t1.gstatic.com/images?q=tbn:ANd9GcQ4j\_2T0leG8XrhLq7Hkv0VtVPCuDBJHKkYi7wl8wkX5lsIyzDd2A&t=1

Old Elevator:

http://ahamedia.files.wordpress.com/2009/07/basement-of-hotel-pennsylvnia-5.jpg%3Fw%3D600

Janitor's Closet:

http://takemystockplease.com/wp-content/uploads/2011/02/janitors-closet.jpg

Electric Room (Generator Room):

http://www.vintageelectric.net/images/galleries/institutional/Electric-Equipment-Room.jpg

Bathtub Suicide:

http://thefortuno.com/wp-content/uploads/2010/05/The\_Suicide\_Series\_12.jpg

Electric Circuit:

From Half Life 2 Gameplay

Hole in Wall:

http://t3.gstatic.com/images?q=tbn:ANd9GcRt\_Ey6A3WEmf8LTvB3kl3Qy4d9MCMcLD\_sQF\_nnMl1u9lGs31szQ&t=1

Stairwell:

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Rubble:

http://www.visualwalkthroughs.com/halflife2/anticitizenone1/anticitizenone1.htm

Rubble 2:

http://www.visualwalkthroughs.com/halflife2/anticitizenone1/anticitizenone1.htm

Kitchen Models:

http://images1.wikia.nocookie.net/\_\_cb20090111174953/half-life/en/images/2/28/Bm\_kitchens.jpg

Apartment with Zombie:

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Metal Gate:

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Light Fixture:

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