

Starts with a Bang

Scraps Level Design Document

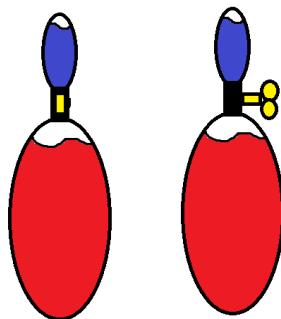
Name: Christopher D. Sands

Time of day: Noon

Climate / Weather: Dry and Sunny

Geographic region: Deserted mountain research facility

Player Goal: The goal of the player is to make it into the factory and make it to the main office to retrieve the blueprints for the MK-III explosive for the crime lord of the bastion to pay off your debt. The player will use the existing fuse boxes to get the production line running again to obtain MK-III explosives to clear a path to the main office.



Featured Asset: The MK-III explosive. A Glass canister filled with a highly reactive red liquid with a valve on top connecting to a smaller canister filled with liquid oxygen. When the red liquid is exposed to oxygen, a violent chemical reaction occurs similar to a TNT detonation. The MK-III is what will be used to destroy walls and piles of rubble to progress by being thrown with the Gravnell.

Setup Details:

1. The player will need to interact with fuse boxes to collect fuses to be able to repair the fuse box connected to the button. The fuse boxes that the fuses are collected from will have a red light flashing on them. The fuse box that needs the fuses will have a red light that will turn to green when finished, and the button or lever next to it will become intractable.
 - A. The introduction to this mechanic will occur at the start of the level in the parking lot the player will need to find the fuse box on the side of the truck that is flipped over in the parking lot to repair the fuse box next to the large shutter door blocking access to the assembly floor.
 - B. The player will have to collect two fuses to repair the fusebox on the powered down assembly machine. One fuse will be found on one of the broken assembly machine fuse boxes, and the other will be in the fuse box that would control the conveyor belt. When the machine turns back on a push of the button will produce one MK-III explosive if there is no MK-III explosive in the room.
 - C. To enter the main office, you must use switch next to the door that is powered by a fuse box. One fuse on a truck in the garage and you will need to use the crates in the room to

climb on top of the truck the other two are in the packaging floor one on the non-destroyed column that controls the lights and the third on the northern machine. Once all three fuses are installed the lever can be flipped opening the door to the office. However, there is a stack of desks blocking the door that the player must crawl underneath.

2. The second mechanic will be the use of MK-III explosives to clear paths and destroy walls by picking it up and throwing the MK-III with the Gravnull. Walls and piles of rubbles will be marked with cracks and red flames. These flames will come from pipes and vents on walls and for rubble piles they will come from flares left in the rubble. The player will know that they performed the task correctly when the pathway is clear of debris, or there is a significant hole in the wall. This mechanic is similar to the explosive gel in Batman: Arkham Asylum.



<https://i.ytimg.com/vi/XE1Y4lyWp5o/maxresdefault.jpg>

- A. The introduction to the MK-III will be on the outside of the factory when retrieving the fuse from the truck. Removing the fuse caused the truck door to open revealing the truck to be full of MK-III explosives. The camera will be forced to look a pile of rubble that blocks an optional path around the side of the building while a verbal hint will indicate that these explosives could clear the path.
- B. In the Assembly floor after turning on the assembly machine, you will gain access to MK-III's to clear the two blocked paths. One will be a similar pile of rubble from outside that blocks an optional room containing hidden items and lootable containers, and the other will be a weakened wall to the outside by a catwalk that goes over a fire blocking the hallway that leads to the Packaging floor. There will be a verbal hint indicating that the wall above the hallway looks weak.
- C. In the Packaging floor, the player must destroy the side of the column closes to the pit so that the column falls and makes a bridge to the other side and grants access to the shipping garage. The only hint will be that the column will have the same texture hint as for the wall in the assembly room. There will be a button next to one of the machines that will spawn an MK-III explosive.

References

Batman: Arkham Asylum