



Duality

Level 01 - Pirouette's Demise: Birth of the escape

SP24- Quest and Mission Design - Jacqueline Cao

Game Overview



Genre: 3D third-person stealth action adventure game

Target Audience: Explorers and Achievers

Platform: Windows PC

Game features:

- Combat
- Stealth
- Platforming
- Exploration

Characters - Player Character

Lans

Alignment: Septentrion

Backstory:

- Her parents, Clarissa and Niles, are the founders of Septentrion
- Equipped with a PolarMatrix
- Clarissa enlisted Lans into their military
- Clarissa brainwashed Lans into killing Niles and wiped her memory
- Lans now thinks the Embrakers were the ones who killed her father



Level 01 Basics

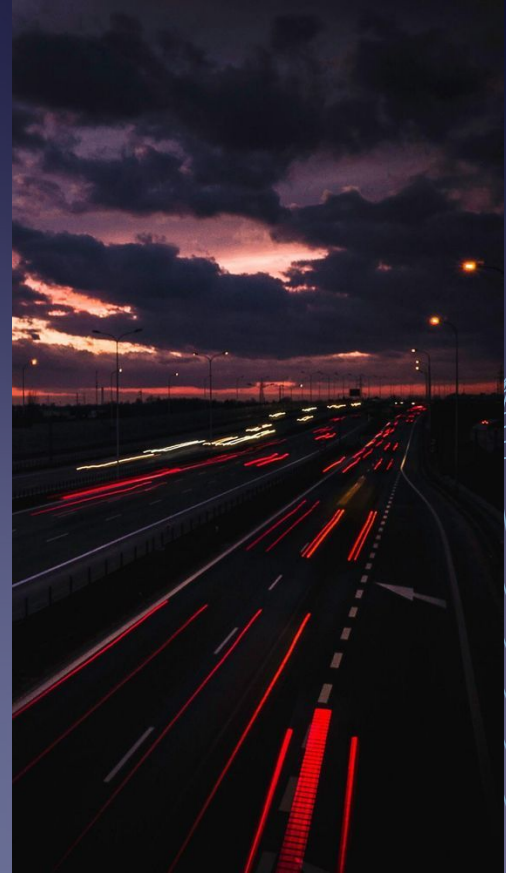
Scenario

- Lans
- Grand Knoxia City at night
- Locates a member of the Embrakers
- Attempts to eliminate him but is intercepted by Alex
- Chases Alex for the sake of revenge

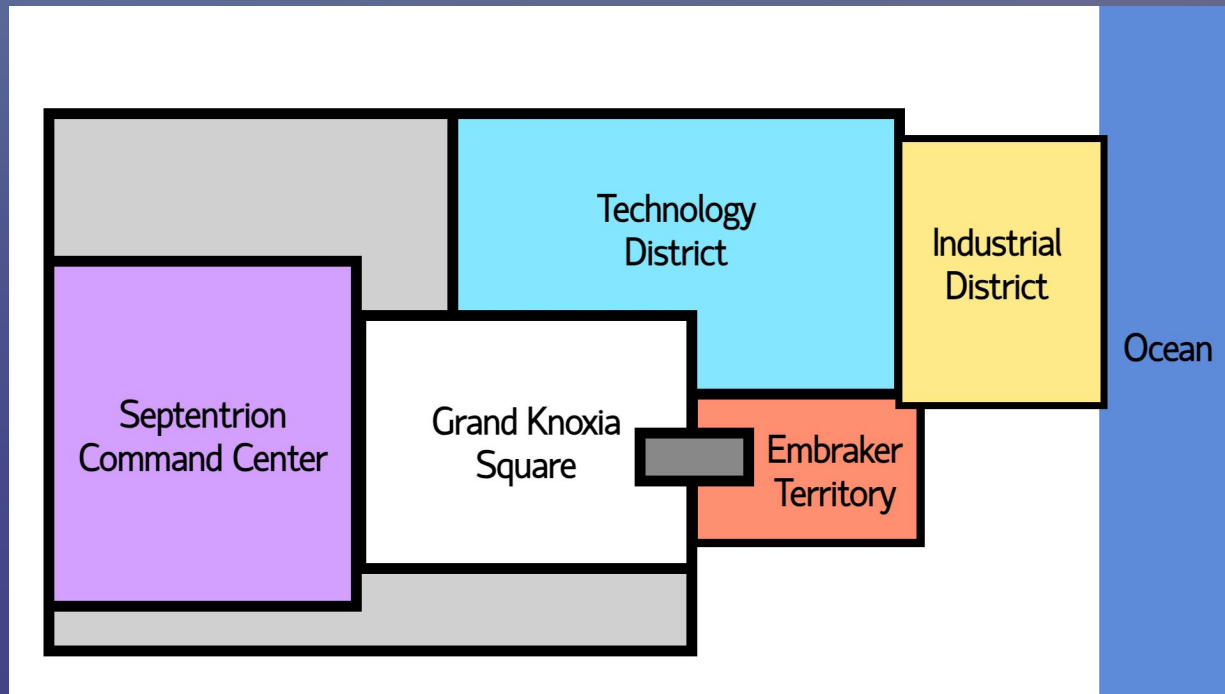
Teaching

Introduce to the players Lans' abilities, equipment, weapon, and combat

Shows the player the layout of Grand Knoxia city, so they have a better understanding of the map



Level Map



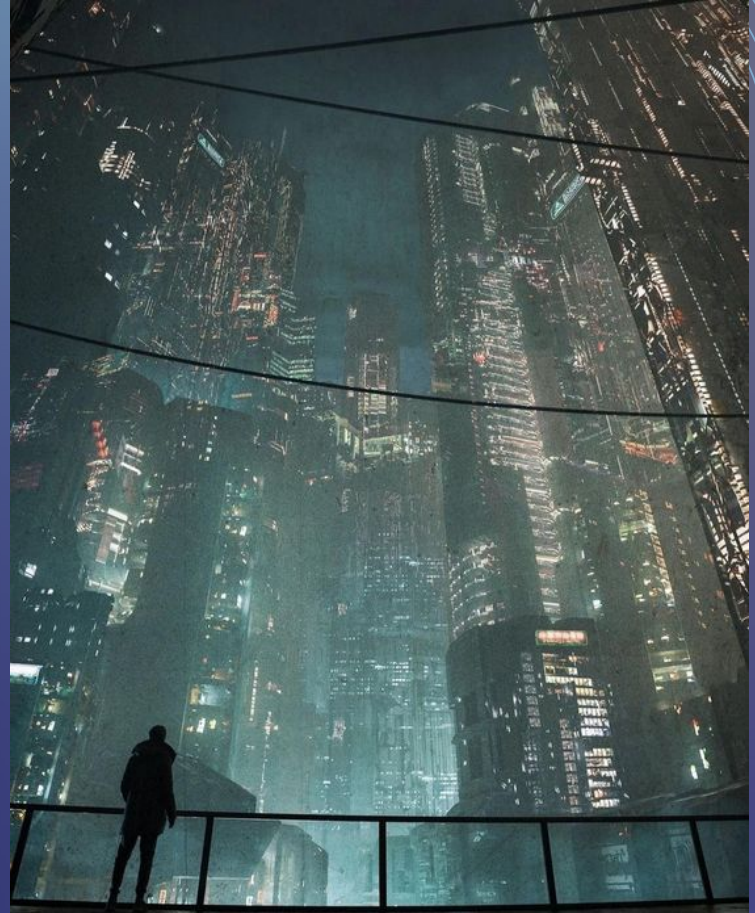
Level Intro

Lans is walking down the streets

Receives a call from other Septentrion soldier, telling her coordinates of their current target

The minimap/mission objective UI is updated on her visor/contact.

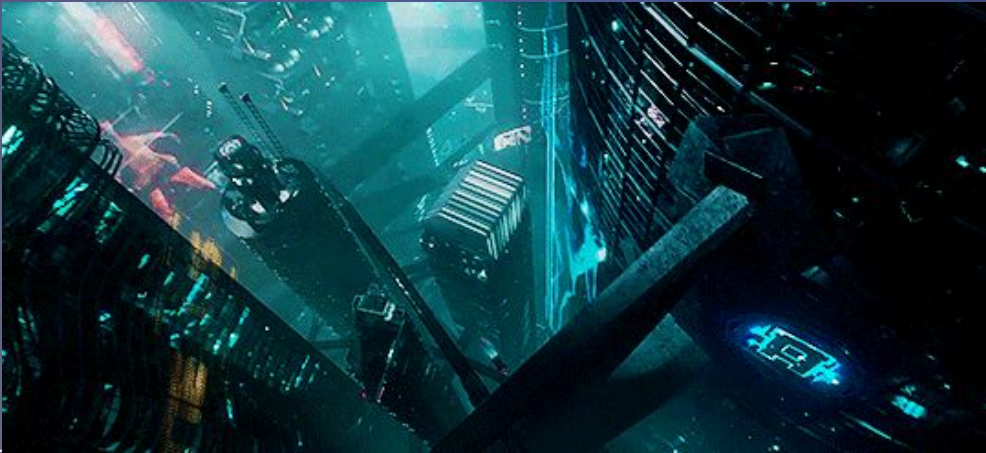
She gets a GPS location of where their target is.



Main street

Players get familiar with walking, sprinting, looking around through mini tasks

As Lans walks down the street, the player can get a sense of the bustling Knoxia City.



Alleyway

Lans' GPS leads her to a quiet alleyway

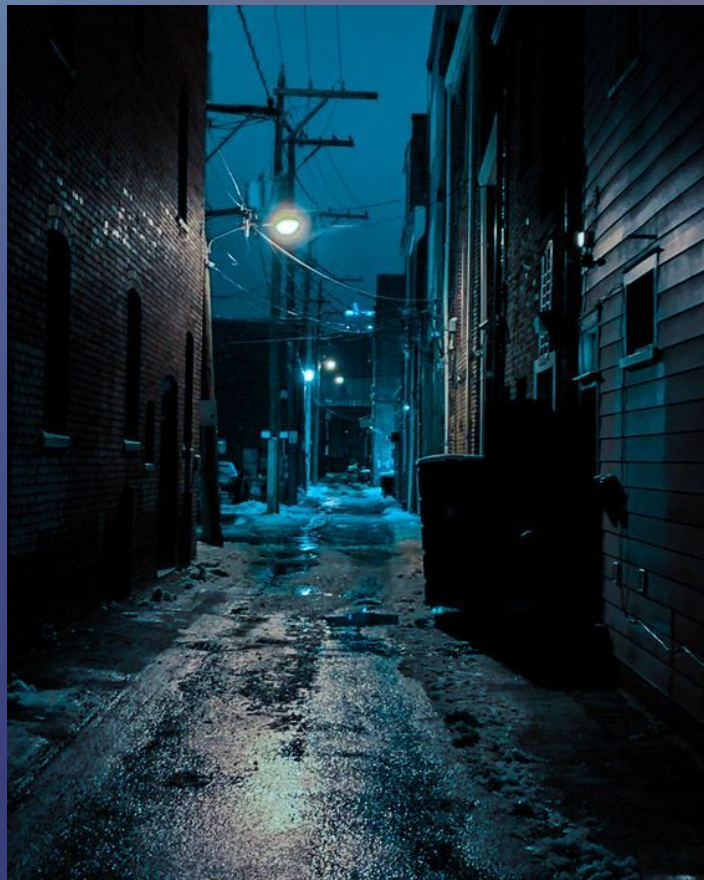
Players learn jumping and using Lans' rocket boots to climb over obstacles

UI tutorial popup, detailing what buttons to press in order to jump.

Lans runs into a tall wall.

UI tutorial popup, detailing what buttons to press in order to fly/hover with the rocket boots.

As Lans climbs over the wall, she drops down into the backstreets.



Backstreets

The target's location disappears from the player's minimap.

Players need to search for the target by walking around the backstreets.

Players learn how to punch and break items through melee actions.

UI press certain buttons to punch.

As the player breaks through a tall obstacle, their target is revealed.



Cutscene

The target lunges towards Lans with a knife in his hand,

Lans dodges him, and quickly retaliates, pinning him to the ground.

A Polarlite powered blade comes flying, she dodges. Lans looks up to where the blade was thrown from.

Alex is standing on the rooftop of a nearby building. Alex taunts the player.

Lans jumps on to the roof and begins chasing Alex.



Rooftop - Section A

The buildings in this section are relatively normal as players get familiarized with the controls. Players need to run and jump.

At any point, players can shoot at Alex to slow her down



Rooftop - Section B

Players encounter their first enemies, Embraker members. They will shoot or attack the player from a distance. Will run away if they are too injured.

Players can use either melee or pistol attacks to eliminate them, or simply dodge their fire to continue chasing after Alex.

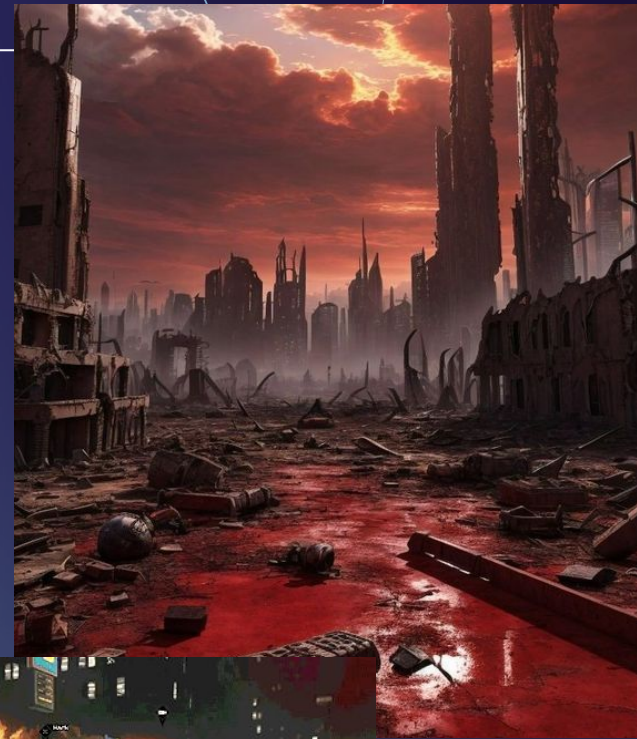


Technology District

The landmines are on pressure plates that blend into the terrain but with careful observation it can be seen.

Players can choose to:
evade the landmines through observation (either of the ground or of Alex's movement)

Alternate route by using their rocket boots to jump on the side.



Heart of the Technology District

Players are shown two routes: slow but safe or fast but risky

larger gaps, smaller platforms, and platforms that move and shift around (like floating signs etc.)

Players learn to use their rocket boots to float to higher platforms

players are introduced to the reality augmentation mechanic – Fontrem Vision.

World slows down around the player, change a steel door's texture into water, and pass through it



End of Technology District

Another alley this time with Embraker robots.

The robots are in turret form, spraying machine guns like rapid fire towards the player.

The player can choose to:

1. hide behind obstacles and destroy the turrets
2. use the gravity function to dodge the turrets.



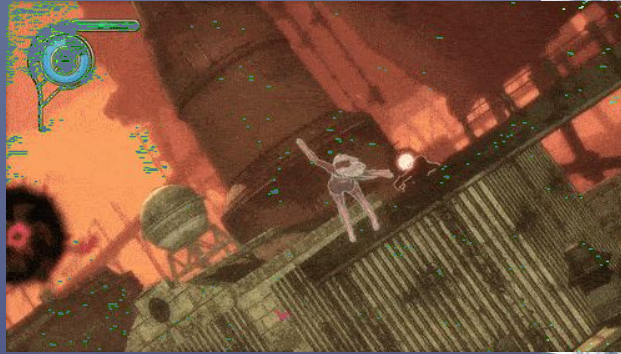
Industrial District

Players now have the choice to:

1. Platform on the outside of the building
2. Enter the enemy filled building.

On the outside, they will be weaving between the railings to shoot at Alex.

In the building, they will face a mix of Embraker members, Embraker turrets, and Embraker robots.

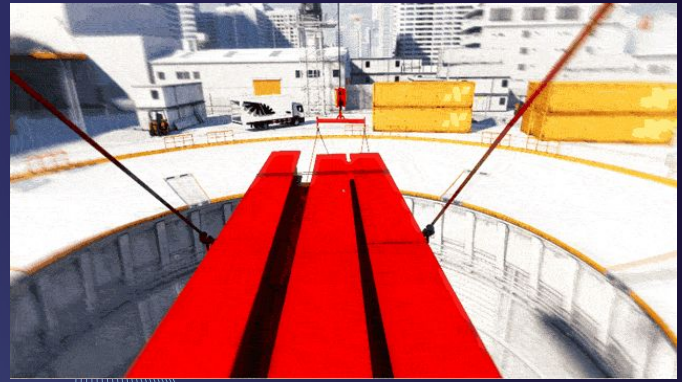


Coastal Rooftop

Sun beginning to rise above the horizon

Players are tested on all aspects they have learned, platforming, fighting enemies, and evading traps

Players manage to run through it all, they reach the last building. Alex abruptly stops and faces the player.



Cutscene

Players have a choice to shoot or spare Alex.

If players shoot Alex, Lans pulls the trigger on her pistol and a bullet flies straight to Alex's head. Alex falls off the edge of the building and plummets down.

If players spare Alex, Alex describes what it was like the first time she met Lans a few years ago, noting that Lans distinct look in her eye. Like her soul is sealed beneath heavy layers of ice.



Level Outro

Lans' vision blurs. The fabric of reality itself is unraveling.

The colors of reality begin to merge together rapidly, until Lans finds herself back at the start of the level, in the streets of Grand Knoxia City.

She receives the same identical call she did at the beginning of the mission.

Thanks

Do you have any questions?

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