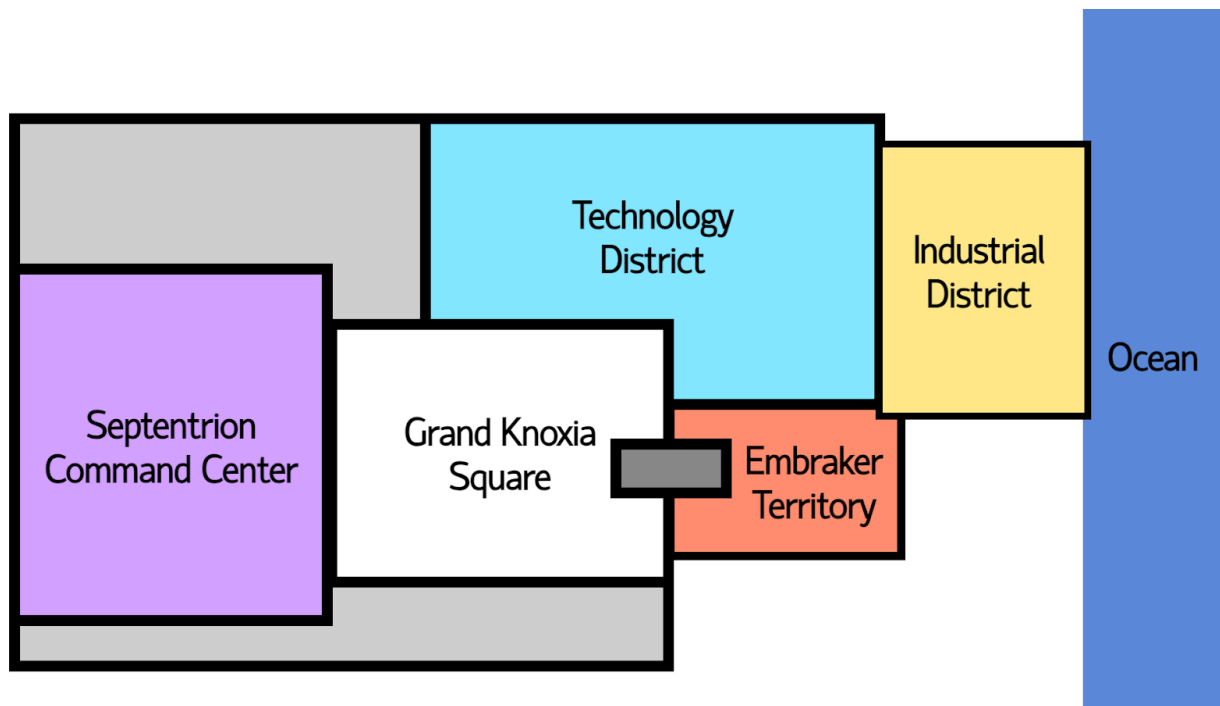


LEVEL 01 DOCUMENTATION - Pirouette's Demise: Birth of the escape



SCENARIO:

Lans traverses through Grand Knoxia City and locates a member of the Embrakers. She attempts to eliminate him but is intercepted by the leader of the Embrakers, Alex. She must now chase down Alex through the city in order to eliminate her. She will be platforming through buildings, avoiding traps, and fighting off enemies to forge a path forward to catch Alex. She wants to eliminate Alex for the sake of revenge, as she believes the Embrakers were the ones who killed her father.

TEACHING:

This level is designed to introduce to the players Lans' abilities, equipment, weapon, and combat. Players learn how to traverse through the landscape, use their rocket boots to boost them to higher platforms, and use Lans' long ranged or melee combat to eliminate enemies. Additionally, the level shows the player the layout of Grand Knoxia city, so they have a better understanding of the map.

SETTING:

Grand Knoxia City, Ether, Knoxia Isles. Night.

LANS' OFFENSIVE ARTIFACTS:

Polarlite Gun

LANS' ABILITY ARTIFACTS:

Rocket Boots

LEVEL 01 INTRO:

Lans is walking down the streets of Grand Knoxia City. She receives a call from one of the other Septentrion soldiers, telling her coordinates of their current target, a member of the Embrakers. As the information is sent to Lans, the minimap/mission objective UI is updated on her visor/contact. She gets a GPS location of where their target is.

GAME SAVED.

STREET :

Players are now able to control Lans and get familiar with simple movement, walking, sprinting, looking around. In game, this is contextualized as mini tasks as the soldiers will ask Lans if she can see a tall gray building for example. As Lans walks down the street, the player can get a sense of the bustling Knoxia City. There are pedestrians talking, the sound of transportation zooming around, Septentrion guards patrolling, various robot/AI voices talking from billboards.

ALLEYWAY :

Lans' GPS leads her to a quiet alleyway, sectioned off from the bustling streets. It's clear that this is an area less populated and patrolled. The scenery is more chaotic and lawless, where graffiti decorate the walls. Unlike the previous main streets, this alley is more rundown with less synthetic and geometric shapes and more buildings made from common materials like wood or brick. At this point, players learn how to do traversal movements like jumping and using Lans' rocket boots to climb over obstacles like fallen debris or walls. A Septentrion soldier would say something as Lans approaches these obstacles.

Soldier A: "Obstacles detected ahead.

Prepare for an airborne maneuver."

An in-game UI tutorial would popup, detailing what buttons to press in order to jump. Lans would jump over a few rocks. Then she runs into a tall wall.

Soldier A: "Calibration complete. You're clear for vertical ascent."

An in-game UI tutorial would 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

As the player gets into the backstreets, her contacts will suddenly receive a new message.

Soldier A: "GPS signal lost. The area utilizes signal jamming technology. Proceed with manual search."

The target's location disappears from the player's minimap. At this point, players need to search for the target by walking around the backstreets. As players approach various locations of interest, lines of dialogue would pop up from Lans.

LANS: "Area clear, no sign of target visual."

Players learn how to punch and break items through melee actions. An in-game UI would appear, telling players to press certain buttons to punch. As the player breaks through a tall obstacle, their target is revealed.

GAME SAVED.

CUTSCENE

The man lunges towards Lans with a knife in his hand, hoping to catch her off guard as he leaps from the shadows. Lans dodges him, and quickly retaliates, pinning him to the ground. She aims

her pistol at the target's head. She tells the Septentrion Soldier that she has subdued the target and is now waiting for confirmation before she executes him.

It is then, a Polarite powered blade comes flying dangerously close to Lans' head, she dodges just in time to prevent her head from being pierced through. Lans looks up to where the blade was thrown from and the camera pans off dramatically. Alex is standing on the rooftop of a nearby building.

Alex: "So it is you again. Came down to hell to grace us with your divine presence? It's truly an honor."

Alex taunts the player by mock saluting her. Lans' visor identifies Alex as the leader of the Embrakers. She attempts to shoot Alex, who only backs away from the ledge and out of her range.

Alex: "Come on now, you've gotta try harder than that."

Lans jumps on to the roof and begins chasing Alex.

ROOFTOP EMBRAKER TERRITORY - CHASE SECTION

A

In the first section of the rooftops, Alex and Lans are running through the backstreets' rooftops. The buildings in this section are relatively normal as players get familiarized with the controls. Players need to run and jump.

GAME SAVED.

ROOFTOP EMBRAKER TERRITORY - CHASE 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.

Soldier A: "Hostiles up ahead, neutralize if necessary."

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

GAME SAVED.

TECHNOLOGY DISTRICT - CHASE SECTION C:

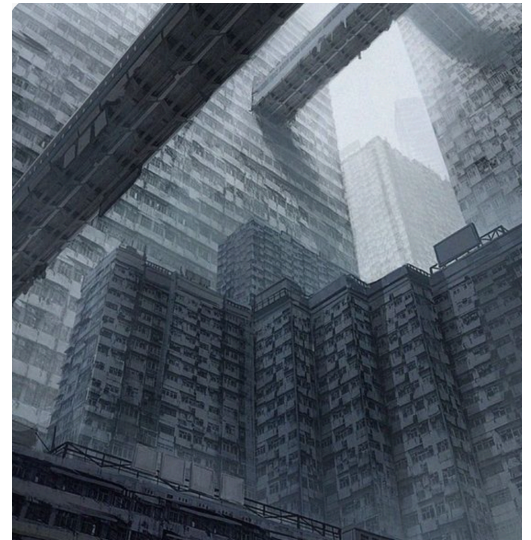
Players encounter their first trap, landmines. The landmines are on pressure plates that blend into the terrain but with careful observation it can be seen.

Soldier A: "Traps detected, proceed with caution."

Players can choose to evade the landmines through observation (either of the ground or of Alex's movement), or they can choose an alternate route by using their rocket boots to jump on the side.

GAME SAVED.

The next section the player reaches the heart of the technology district, with tall skyscrapers, cranes, and bridges. Alex runs through a bridge area



and players are shown two routes through the UI of slow but safe and fast but risky.

In both routes, players perform a platforming challenge, only one is more difficult than the other by having larger gaps, smaller platforms, and platforms that move and shift around (like floating signs etc.) In both routes, players learn to use their rocket boots to float to higher platforms. Additionally, in both routes, players are introduced to the reality augmentation mechanic. There are areas where the player needs to “alter” their vision to change the terrain. UI will pop up on the screen where the world slows down around the player. Everything seems to be still as players can hover their cursor over various objects and change their texture. Players can change a steel door’s texture into water, and pass it to reach the next sealed off area.

Lans internally: “What was that?”

GAME SAVED.

In the next area, Alex runs ahead into 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 hide behind obstacles and slowly destroy the turrets, or they can choose to use the gravity function on their boots to run up the side of buildings to dodge the turrets.

GAME SAVED.

INDUSTRIAL DISTRICT - SECTION D:

The next area the player enters is the industrial district, where there are complexes and factories filled with automatic machinery humming away. Alex takes a turn into one of the factories that have been overtaken by the Embrakers.

GAME SAVED.

Players now have the choice to either platform on the outside of the building or enter the enemy filled building. If players choose to stay on the outside, they will be running up steel beams and the pillars. Weaving between the railings to shoot at Alex. There will be automated platforms that are shifting around so players must dodge the ever changing terrain or risk falling down and dying.

GAME SAVED.

If players choose combat, they will face a mix of Embraker members, Embraker turrets, and Embraker robots. The members will be hiding in key locations, where players least expect and surprise them. The robots will continue to pursue the player’s position to shoot at them. The turrets are stationed in open areas with hiding spaces. Some spaces the player hides behind are breakable objects, so they cannot hide there for long as the object will break and reveal their position.

If players overcome this challenge, they proceed forward. Alex glances back behind her, not surprised that Lans was able to overcome the challenge.

Alex: “Made it through huh? Guess some things never change.”



GAME SAVED.

COASTAL ROOFTOP - SECTION E:

As players reach the end of the industrial district, they get close to the coast of the city. Here, players can see the sun beginning to rise above the horizon. For this last section, players are tested on all aspects they have learned, platforming, fighting enemies, and evading traps. If players manage to run through it all, they reach the last building. Alex abruptly stops and faces the player.

GAME SAVED.

CUTSCENE

Alex: "I didn't think all this shit would stop you. But hey, it was worth a shot."

Lans raises her gun and aims it towards Alex's head.

Alex: "The android princess of Septentrion. A ruthless killing machine that stops at nothing to eliminate her targets."

Alex takes a step back standing on the edge of the building, inches away from the streets below.

Alex: "But I've always wondered, why you never saw through me. You should've caught on to how I fight."

Alex points to her own head and taps a few times, narrowing her eyes.

Alex: "With those perfectly calculated circuits in that brain of yours. So why did it take you so fucking long, huh?"

The player now has the option to either shoot or spare Alex.

CUTSCENE A - SHOOT ALEX

If the player chooses to shoot Alex, this cutscene plays. 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. Lans stays in place for a few moments, reflecting on what just happened.

GAME SAVED.

CUTSCENE B - SPARE ALEX

If the player chooses to spare Alex, this cutscene plays. Lans lowers her arm holding her pistol. Alex looks surprised, then looks amused.

Alex: "I've always had this feeling that there was something off about you."

Alex: "Those other military rats follow Septentrion because they actually believe in their bullshit. But you, you don't believe in that at all do you?"

Alex: "You're not fighting for the "great cause". Nah, you're not even fighting for yourself."

Alex looks into Lans' eyes.

Alex: "Void of anything. A soul frozen six feet under ice."

Alex: “When we do our little dance, that ice begins to melt. In the heat of battle I saw it then— Surprised me, to be honest.”

Alex: “That spark of life. Undying hatred. I saw that emotion too often in the faces of the ‘brakers. But it fits you like a glove.”

Alex: “Those Septentrion puppets think fighting is a chore. If they could protect their dear cause without it, they would bail.”

Alex laughs dryly.

Alex: “It’s more than that for you. You love beating the shit out of dirty rebels. It’s an outlet for all that rage you’ve sealed within.”

Alex: “Y’know, the rhythm of battle...I gotta admit I’ve never felt more alive than when I dance along with death.”

Alex turns away from Lans, facing the edge of the building.

Alex: “You and me?”

Alex looks back at Lans, her tone less amused and more introspective, as if by saying it all out loud she had come to a realization.

Alex: “We’re quite alike.”

Alex jumps off the edge of the building, landing on a railing below. Footsteps against the metal beams can be heard as she runs away.

GAME SAVED.

LEVEL 01 OUTRO:

Lans’ vision blurs as a sudden headache overpowers her. She collapses onto the ground holding her head and gasping for air. She looks at her surroundings and something odd begins to happen, as if the fabric of reality itself is unraveling. Looks similar to this: [Link](#)

Then 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.

Mission Design 01

Name of the Level	Pirouette's Demise: Birth of the escape
Mission Objective/Stakes	The player's (who is playing as Lans) primary objective is to chase down Alex and kill her.
Sub Objectives both known and surprising.	<ol style="list-style-type: none"> 1. Dodge enemy fire/Kill enemies 2. Dodge sudden level changes (like boxes falling down, terrain shifting from mechanical signs rotating etc.) 3. Deciding what is the best route to take (Risky but fast route, slow but safe routes)
Experiments: Out of the Box Ideas	The chase will not just be conforming to gravity and jumping around. Since the protagonist has rocket boots/special equipment, players can choose unconventional paths by running up walls. There is more verticality in the level. Players can also destroy environmental elements that may be blocking their way to open up new paths. Players could perform moves that would usually kill a regular human (like jumping from very tall heights) but not be damaged.
Primal Impulse: (Activities and Feeling the level should give)	<p>Lans' is driven by pure vengeance and adrenaline as she chases after her nemesis. She believes the Embrakers have killed her father and will do anything to eliminate all members of the organizations. Alex as the leader of the Embrakers motivates Lans even more, as she believes without their leader the organization will become vulnerable and easier to eliminate.</p> <p>The chase is exhilarating and action packed as players perform risky maneuvers to chase down Alex</p>

	<p>at all costs. There is less precision and more of an impulse and instinct based level. Players react quickly to their environment and enemies, making split second decisions on where to go and who to kill.</p>
References:	<p>The parkour aspect: Mirror's edge, Gravity Rush</p> <p>The chase aspect: Last of Us 2(Chase nora), Detroit: become human (Connor)</p>
Music and Sound Effects	<p>The music is tense and swells in intensity as players get closer and closer to Alex. It also syncs with the various actions players do (for example when they kill an enemy, jump from a great height etc.)</p> <p>Ambient sounds include:</p> <ul style="list-style-type: none"> • Sound of traffic and bustling city • Sound of other Septentrion soldiers (Yelling instructions, yells of pain) • Sound of other Embraker members (Yelling instructions, yells of pain) • Sound of gunfire and combat, explosions etc. • Sound of the rush of wind as the player runs • Sound of buildings and things breaking into rubble
Interesting Starting Point:	<p>The player gets into the scene hearing information from her brain chip that serves as a communication device in Septentrion. The other soldiers tell her she is close to their target. She arrives at one of the hidden bases/blocks taken by Embraker members and hunts down a member who is caught off guard. As she is about to kill him, Alex intervenes and almost kills the player by throwing her weapon into the player's head, missing by a few inches. Alex taunts</p>

	the player. Lans' visor identifies Alex as the leader of the Embrakers and begins chasing her.
Jolts:	Since the area Alex is leading Lans through is ambushed/trapped, there might be areas that will explode unexpectedly. The rooftop or beams the player is running on may start collapsing and players need to improvise on where to go.
Resources:	The player's health regenerates automatically if they aren't being actively attacked.
Ticking Clock:	Players can see Alex getting closer or further away to let them know if they are making the correct decisions to chase her down. Alex will taunt the player if they are further away to agitate them more to want to chase her down.
Hidden Objectives and Easter Eggs:	If players don't kill anyone (both civilians and Embraker members) it will influence the story as the player will have more allies in later chapters of the game.
Enemies: Ambient: Boss: Confrontational:	<p>Common Embraker members: They will shoot or attack the player from a distance. Will run away if they are too injured.</p> <p>Embraker robots: Robots created by the Embrakers. Can be melee or turret like. Will keep attacking the player until they are destroyed.</p> <p>Alex: She seems to put up a little bit of a fight but seems to be gauging how far Lans is willing to go.</p>
Systems and how to defeat them:	Which route the player chooses depends what elements they are better at. If players are better at platforming, they may choose routes with less

	<p>enemies but difficult jumps and dodging sections. If players are better at eliminating enemies quickly, they may choose routes with less environmental obstacles and instead engage in combat.</p>
Save Points:	<p>As players run across the city, for every major combat/platform they successfully get across, the game auto saves.</p>
Traps:	<p>A common way to identify traps in the level is to not run in spaces where Alex has run in. If an area looks suspiciously void of any parkour or combat challenges and Alex just ran across, it's most likely rigged with explosives that are detonated when the player runs over it.</p> <p>There will also be background yells of when to detonate or trigger traps so if the player is paying attention, they should be able to avoid the traps if they listen out for the enemy's yells a few seconds before.</p>
Weapons/Tools:	<p>The player has a handgun powered by Polarlites. It doesn't need to be reloaded and the Polarlite works as a battery to keep synthesizing bullets. It has a relatively fast firing speed and moderate accuracy. It is not very powerful, and players need to hit weak points of enemies if they want to eliminate them in one or two shots.</p> <p>Players can also melee enemies by punching or kicking them. Since Lans' is super naturally enhanced, her kicks and punches are relatively fast paced, power, and accurate (like Control). The only</p>

	drawback is range.
Gadgets and Breakable Items.	<p>Lans' rocket boots allow players to boost themselves onto higher ground and hover mid air. The speed is relatively slow but enables players to traverse to higher ground.</p> <p>The game introduces breakable environmental elements as Alex will smash through them. When players encounter them again, they can shoot or melee to break those obstacles as well.</p>
Interface Issues:	Hints in terms of text will pop up on the screen (it could also be symbols) that lets players know what routes they can take and what the route will be. (A gun symbol for combat sections, shoe symbol for platforming etc.) It also makes narrative sense since Lans' is equipped with chips/contacts that allow her to analyze the world.
Navigation/Geography Issues:	Players follow after Alex and if the distance between them is too big, the game will send out warnings that point arrows at where the player's target is/how far they are from them. There will be valves in the level that limit the player from backtracking/running in the wrong direction.
Cinematics/NIS (Non-Interactive) Scenes:	When the player finds the first Embraker member it transitions into a cinematic and when Lans starts chasing Alex, it transitions back into gameplay. It is pre-rendered cinematics. When the level is over, and the player successfully chases down Alex, the player has the option to either kill or spare Alex. Each yielding its own cinematic as well.
Cliché's to avoid in this	Many chase sequences have inevitable catch-up

<p>scene:</p>	<p>moments, so that even if the player is too far from their target, the game catches them up to ensure the narrative happens. In this level, if the player is too far from Alex, the level just ends with Alex running away and the game continues.</p> <p>Some common chase areas include busy marketplaces, weaving through ongoing traffic, and rooftops. This level does have significant portions of it taking place on rooftops, but it also takes the player through many other parts of Grand Knoxia city.</p> <p>Many chase sequences have QTE sequences in which players dodge obstacles/overcome events. That is absent from this level as all obstacles require players to react by moving their character in real time.</p>
<p>Theme of Gameplay</p>	<p>The main theme communicated to the player is the ruthlessness of Lans and the long time conflict between Septentrion and the Embrakers. There is a subversion of common narrative tropes as the conflict between the protagonist and their nemesis is usually a story's climax, but it serves as an introduction in this story. Since players have the option to spare Alex, it tells the player that this conflict will become more nuanced after this sequence and the common trope of hero and villain will be flipped on its head.</p> <p>A more utilitarian reason for this mission is to show off the scenery of the city and the major landmarks it has. It introduces the player to the world and gives them a glimpse of what they could expect in terms of</p>

	locations, technology, factions etc.
--	--------------------------------------