

Mission Design Pre-production

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Mission

- Submerge & Hostage Rescue & Time limit for escape
- Find and rescue hostages from 4 different areas and escape the building before the self-destruct sequence is initiated. Carefully, you should avoid detection by enemies. Being discovered doesn't defeat you, but it will bring more enemies to attack you.



A large group of skydivers in various colored suits (black, red, green, blue, yellow) are falling against a clear blue sky. They are scattered across the frame, with some in the foreground and others further away, creating a sense of depth and movement.

Mission Brief

- The mission is set to take place in an Antarctic institute where resistance scientists are being held captive, and as a member of the Seat Task Force, you need to infiltrate this institute alone and bring the scientists out safely.
- The Institute's surveillance is very tight, you need to use a silenced pistol to destroy them, your tactical eyepiece allows you to see the scanning range of the cameras.
- To make it easier to sneak in, you are armed with only light body armor, a tactical dagger and a silenced pistol, but you can find other firearms such as rifles, shotguns and more at the institute.
- You may need to calculate your exit route, because when you rescue all the scientists, the guards will find you soon. The self-destruct sequence will be initiated. You need to make a safe exit to safety within the time limit.

Win and Lose Conditions

- Win:
 - Successful rescue of the target.
 - Make a safe exit to safety within the time limit.
- Lose:
 - Death
 - Any scientist who dies





Setting and Location Details

- Antarctica – South pole
amundsen-scott station
- The Amundsen–Scott South Pole Station is a United States scientific research station at the South Pole of the Earth.

Science station references

- Windows with open views for easy observation.
- Office chairs, computers and other daily office facilities.
- Walkie-talkies, screens for detecting radar, research facilities
- Confined space.



Dormitories for experimental staff references

- Basic amenities such as high and low beds, desks and bathrooms.
- The space is small and the layout is simple.



Highly classified laboratory Reference

- More computers and high-precision research facilities
- heavily guarded





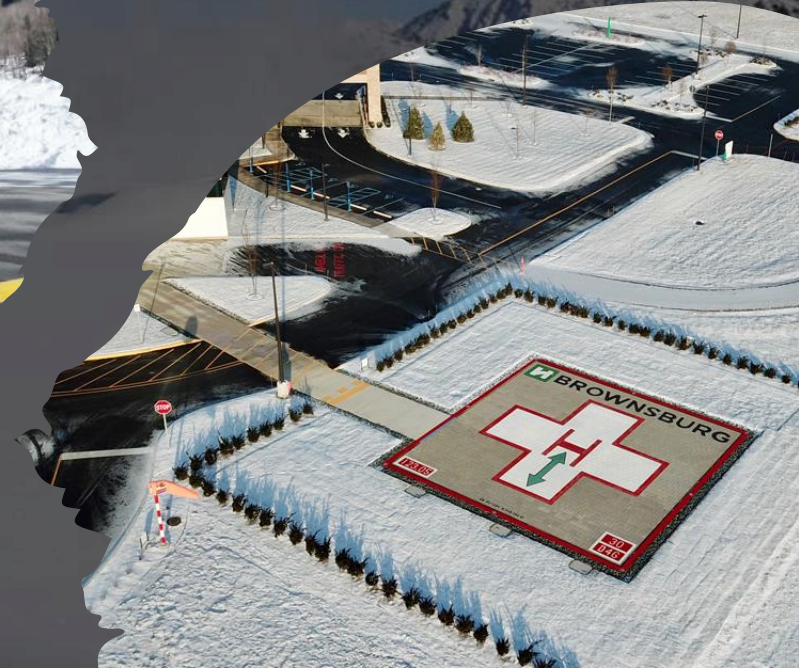
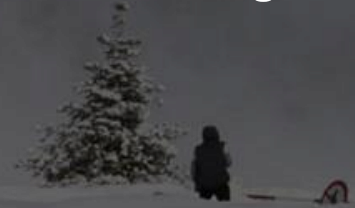
Repository references

- Spherical or arched buildings.
- Most of the goods are packed in wooden crates or cartons.
- They may not be air-conditioned, which makes the rooms clod, icy or frosty.



Safe zone references

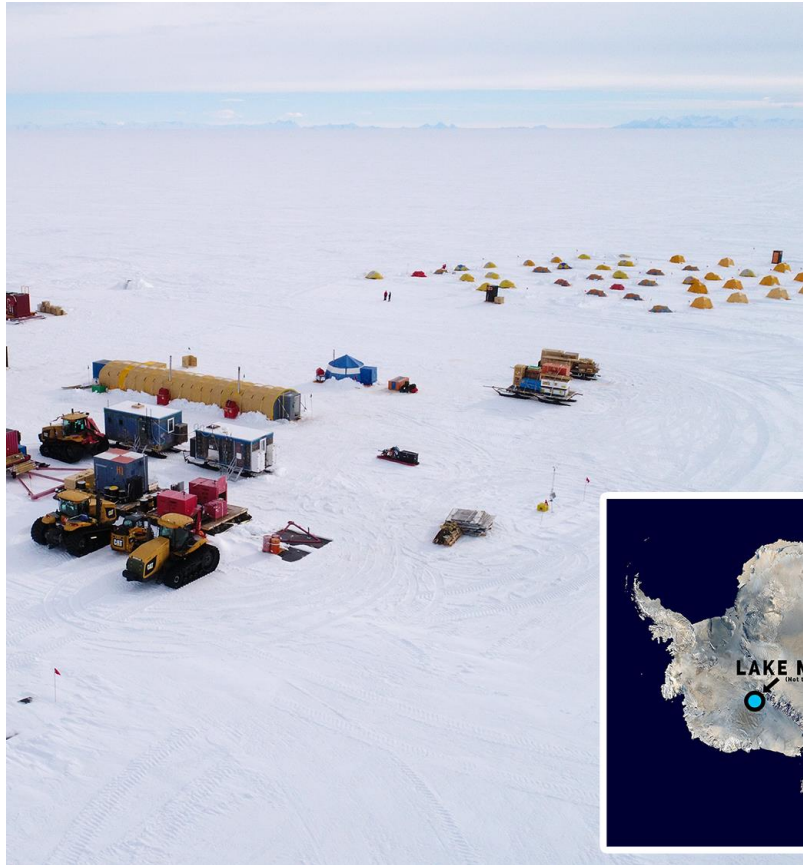
- Helipad
- Sometimes It's surrounded by snow and fog.





Activity area references

- Rooms are lined up more compactly with each other.
- Billiard room, conference rooms, infirmary, circulation are.



Environment references

Antarctic environment reference



- The huge frozen landmass at the bottom of our planet is more than just spectacular icing on the globe. It could be vital for our survival too.





Location of camera presence

- Cameras are usually found in circulation areas and very rarely in living areas.
- They are usually mounted on rooftops or in corners.
- Most are omni-directional cameras.



Location of the scientist's captivity



- It could be an abandoned laboratory, an underground cell, a makeshift tent or a specialised confinement.
- Often there will be a lockdown, but with your skilful lockpicking skills, it's only a matter of time before you're able to open the door.
- Have basic survival gear.
- There may be signs of vandalism.

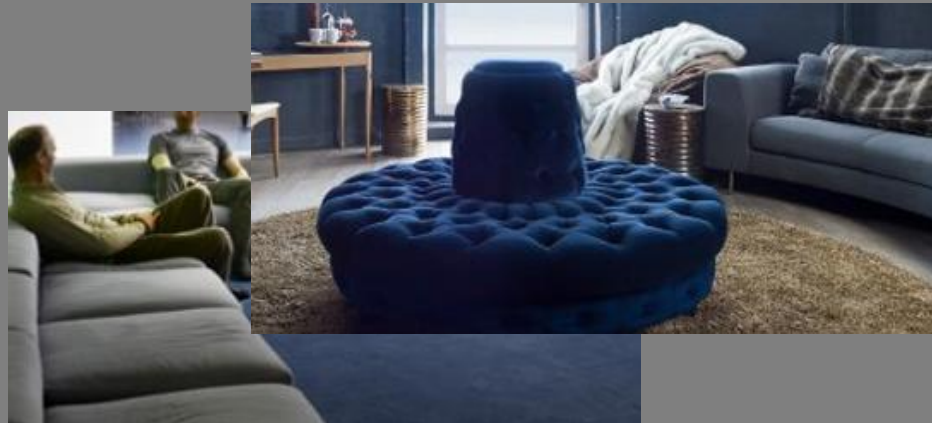
Key Assets

- Office chair, desk
- Science machine
- Cupboard



Monitor and PC

Key Assets



- Windows

- Sofas, carpets
- Storage Shelves



Key Assets



- Containerized housing
- wind turbine

Antarctic Glacier Environment



Script Events

- Sneak into the dormitory through the window and destroy the cameras in the dormitory corridor.

Sneak into the dormitory through the window.



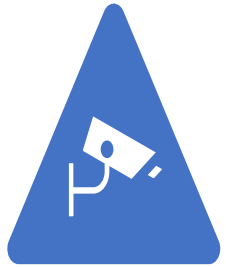
Use the silenced pistol to destroy the corridor camera.



Start level timer



Script Events



Evade camera probes and sneak in.
Being spotted by the camera draws
enemies to you.

In the process of
sneaking in.

Players bypass camera
range

Gamer destroys
camera with silenced
pistol

Enter the detection
range of the camera.

Safe passage

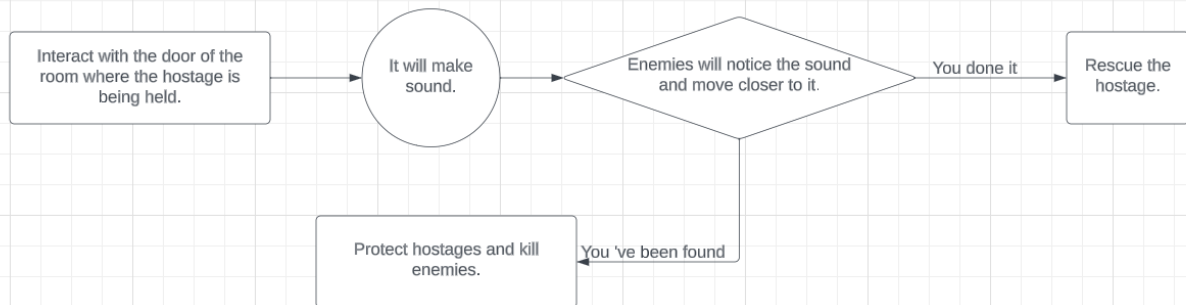
Trigger alarm

Attracting a wider range
of enemies



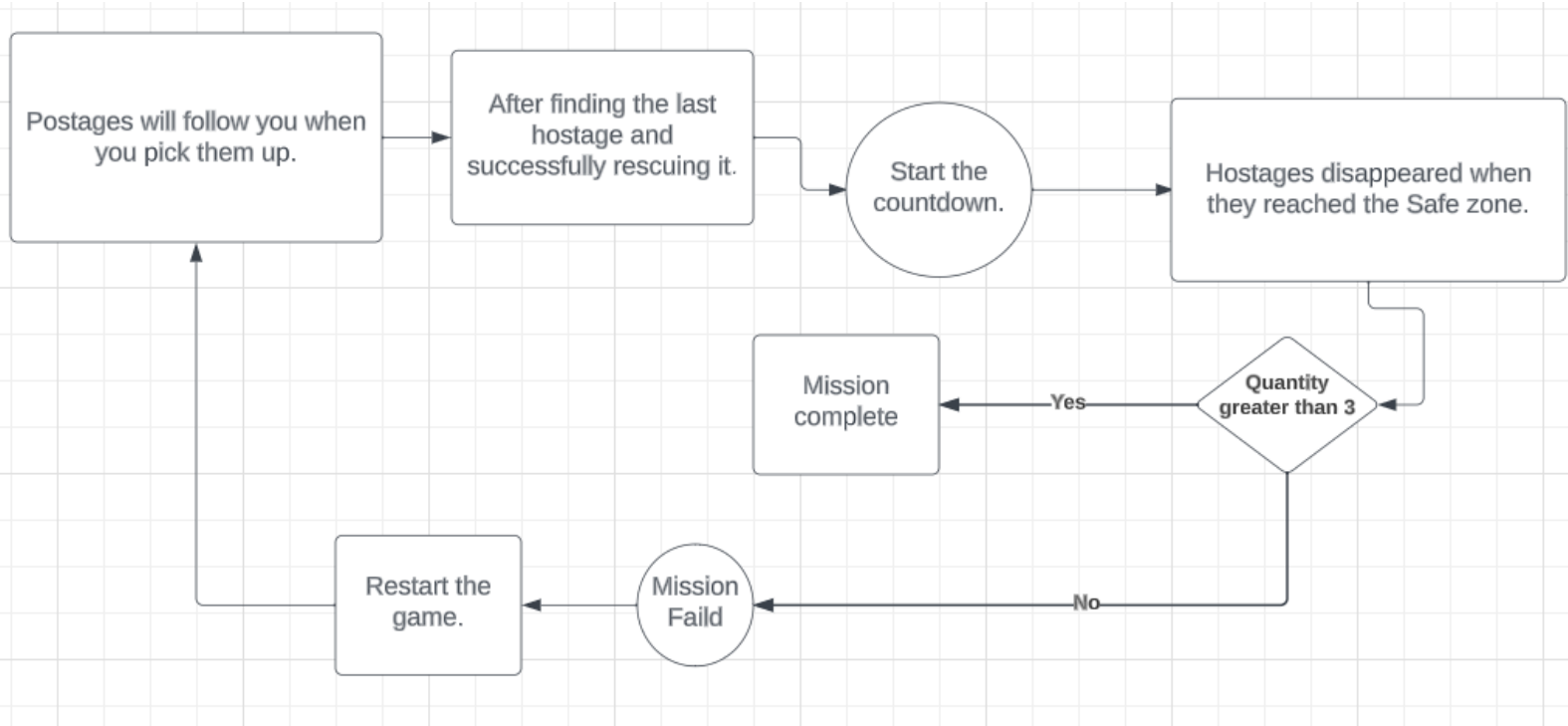
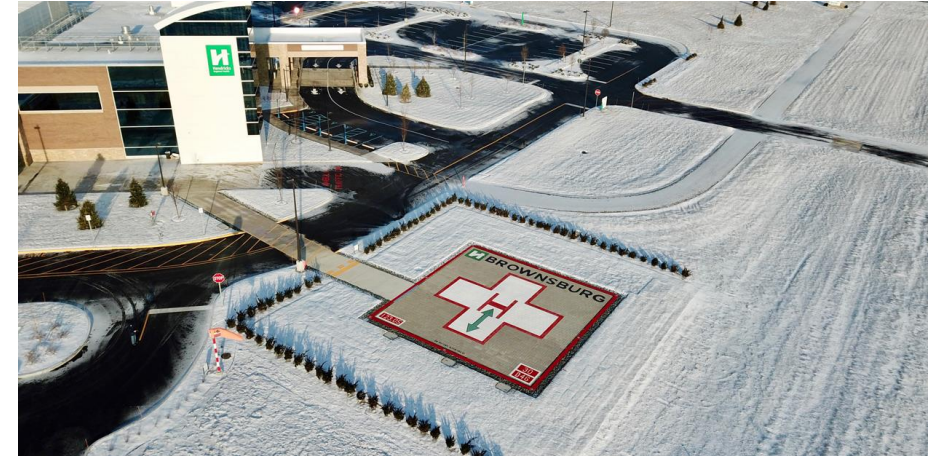
Script Events

- Rescue of hostages from holding cells.
- The sound you make when you open the door will alert the enemies, so make sure the area is as unguarded as possible.



Script Events

- Reach the safe zone before time runs out.



Passive Environment Events



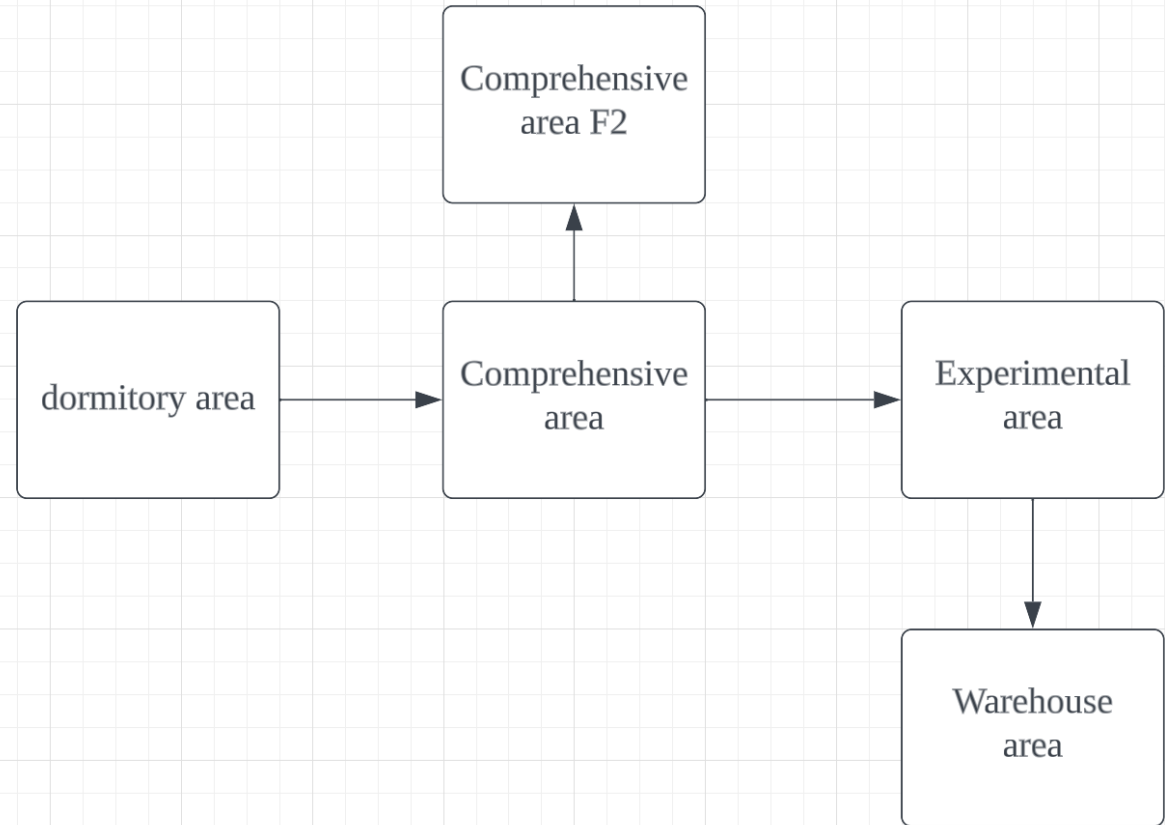
- The sound of the wind whistling.



- The sound of computers, the bottom noise from research radar.

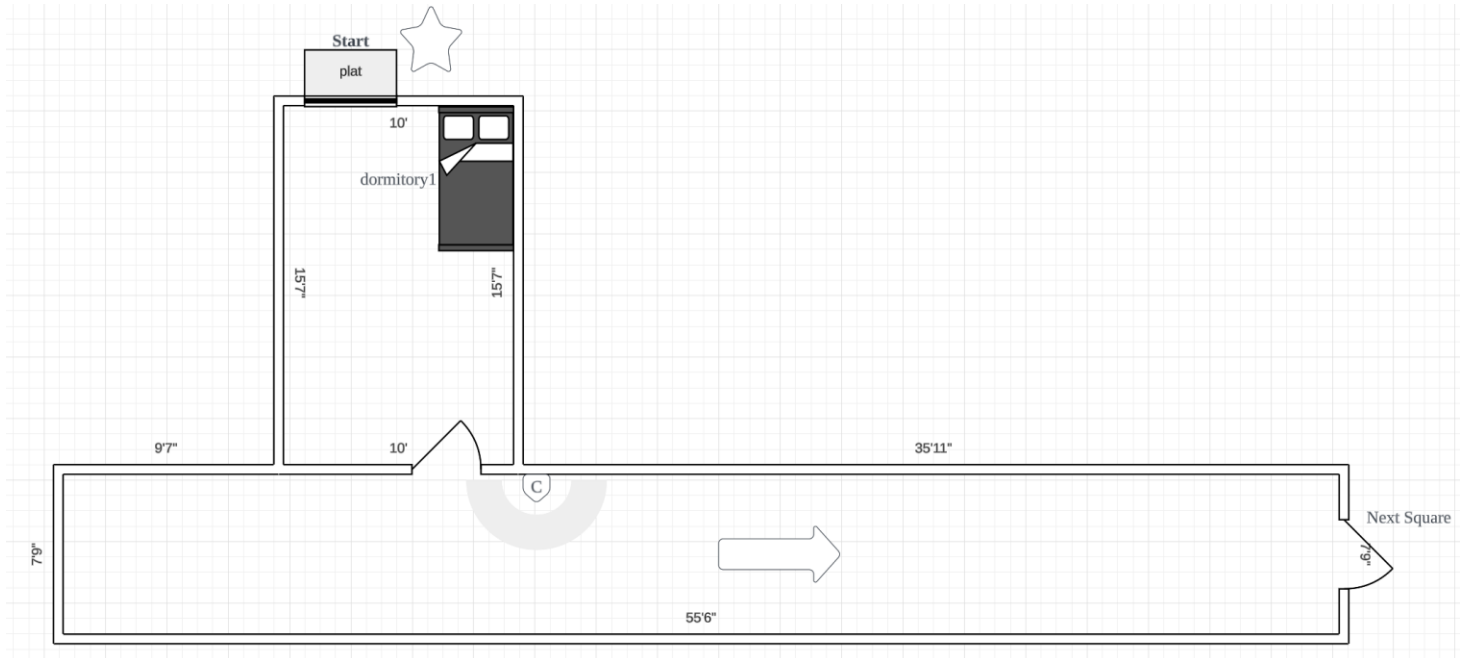
- Sound of piped air, sound of heating unit

Level general overview



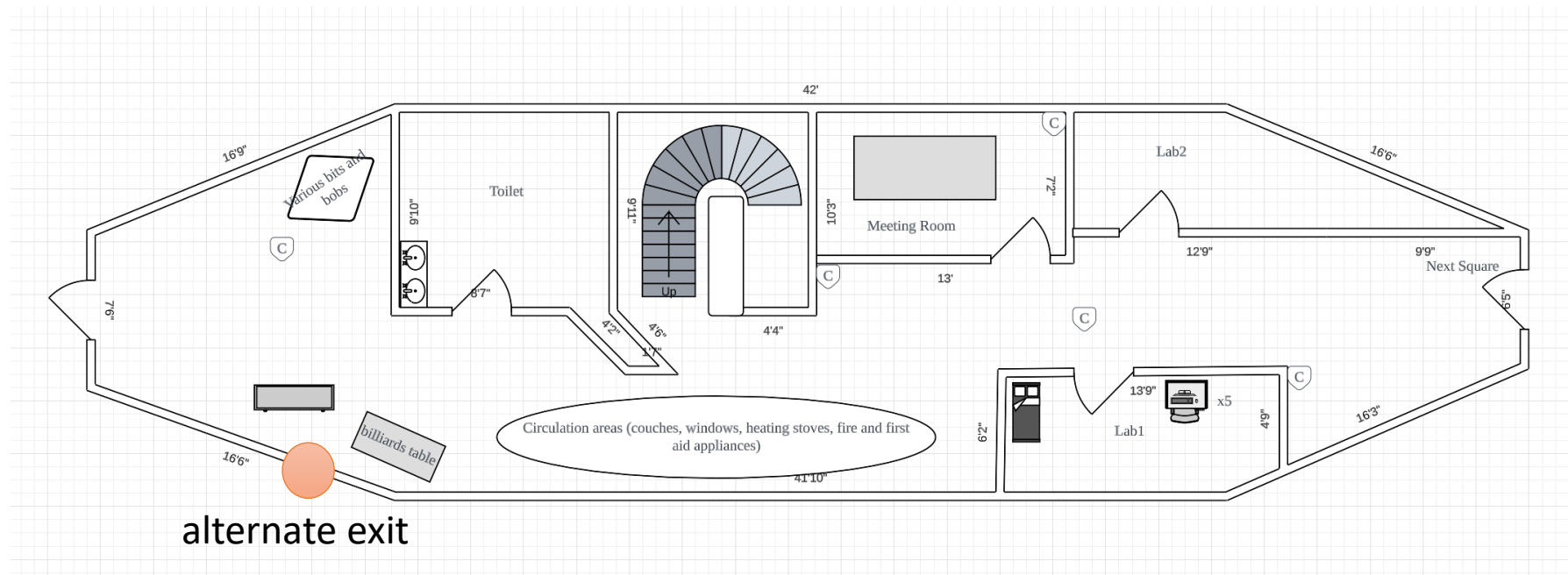
Level dormitory area

- The player will enter an unlucky man's dorm room through the window with the help of a helicopter and kill him, then the player will need to destroy or hide from the dorm room door surveillance camera.



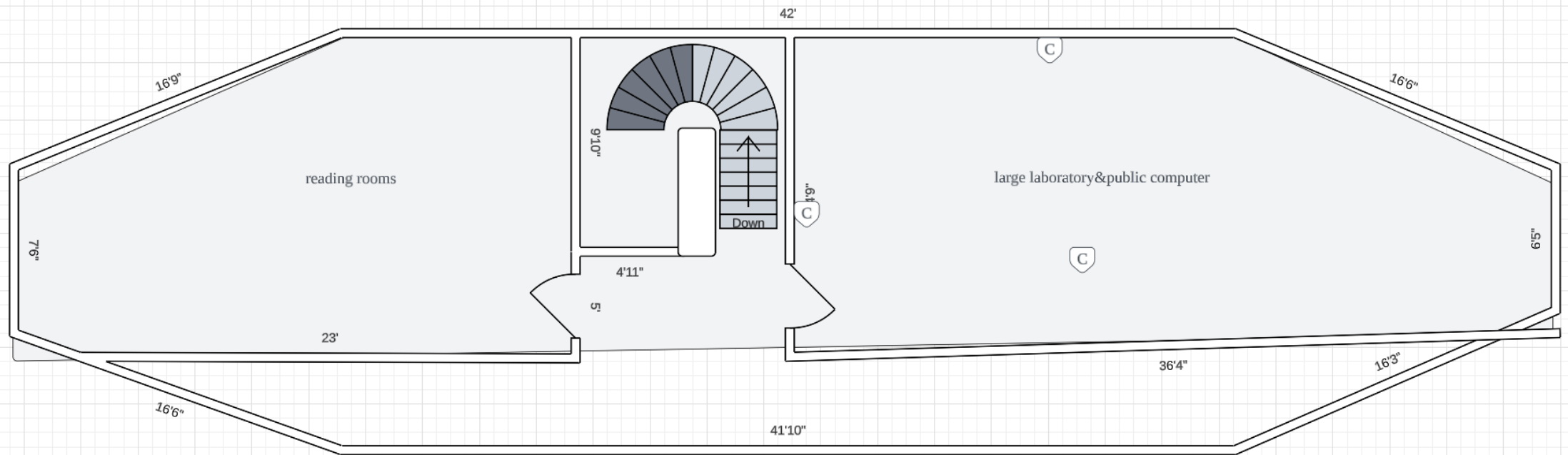
Level-Comprehensive Area-Flat1

- A pistol can be found in the restroom and a hostage will be held in Lab 1. After the player rescues all the hostages, an alarm goes off where the player needs to find an alternate exit to escape.



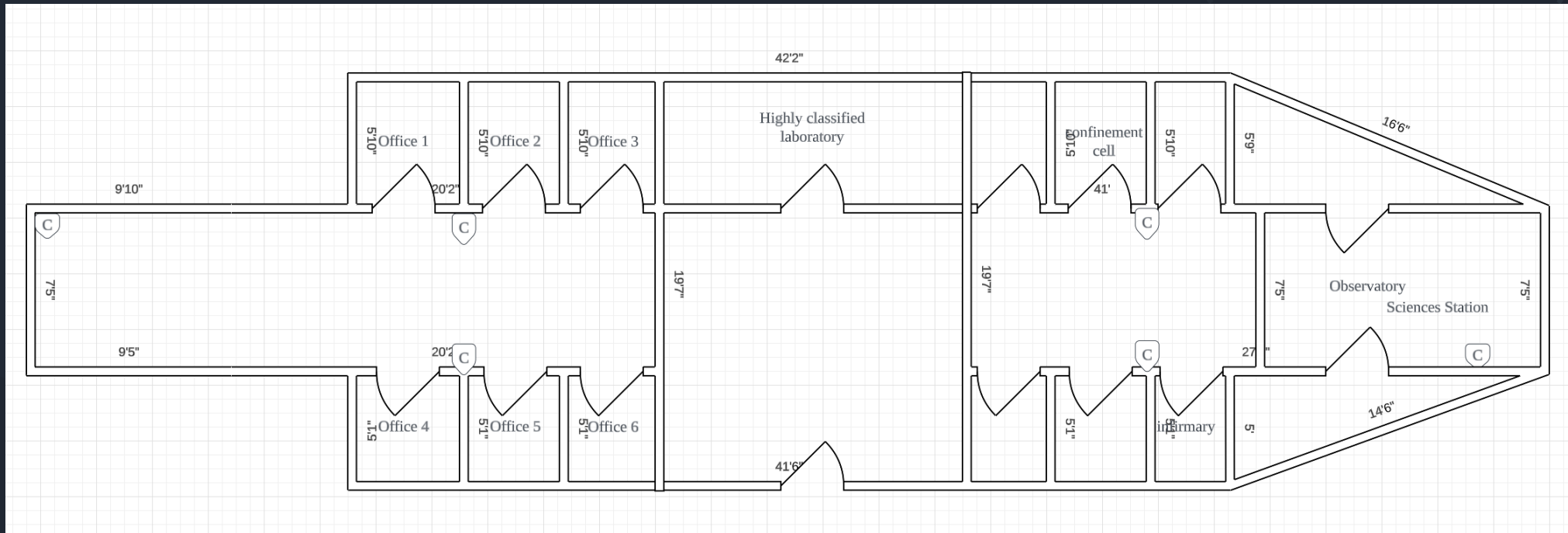
Level-Comprehensive Area-Flat2

One of the hostages will be located in a large laboratory.



Level-Experimental Area

- Weapons and ammunition may be in the office, and hostages in Highly classified lab and confinement cell.



Level-repository

- Well, here's the ultimate challenge. Defeat their leader, escape with the last of the scientist hostages, and the mission is a success.

