

Detour

Quake 4

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Revision Notes

04/15/07- Initial version of the document

Quick Summary

After the Strogg destroy the EMP device, Rhino squad must find another way to destroy the Tetranode. Lt. Voss sends Kane to link up with Strauss and carry out the attack. En-route, Voss detours him for a little task. The remnants of Rhino squad are attempting to regroup and evacuate, but several security doors block their way. Furthermore, the Strogg Spider-tank caused a lot of structural damage making it impossible for Voss' team to open the doors from their side. Lt. Voss orders Kane to find a way to deactivate the security doors before continuing on his primary mission.

Gameplay Overview

This study focuses mainly on how entity placement and combat can be used to guide the player through a level. To achieve this, the level incorporates all three major path-space relationships: pass by spaces, pass through spaces, and terminating spaces. In each type, entity placement and combat determine the main path configuration, luring the player through the mission. The map accomplishes this by leading the player through four different rooms. Each room is a little more complicated than the last, teaching the player one encounter at a time. The direction from which Strogg attack and the position of GUI entities should give the player strong indications of where the critical path lies. Overall, the player should never feel lost in any room but should also feel like he chose his path.

Objective Summary

- Exit the elevator in the first room
- Defeat the Strogg grunt and navigate to the Processing Hub
- Defeat the Strogg in the Processing Hub and navigate to Data Transfer
- Defeat the Strogg in Data Transfer and find a path to the second floor
- Shut deactivate two consoles in the security room
- Exit the level on the security room's elevator

Technical Overview

Campaign

- Hub: During this campaign, Rhino squad attempts to destroy the Tetranode by detonating an EMP device in the tunnels below the Nexus Hub. They meet heavy resistance, and a Spider-tank destroys the device. Fortunately Corporal Strauss finds another possible way to complete their objective. Voss sends Kane to carry out Strauss' plan.
- Level 1.5
 - Before making the rendezvous, Voss orders Kane to divert to another task. Rhino squad is attempting to regroup, but its members are scattered and security doors bar the way. Kane must find and deactivate the security consoles for that section before continuing on to Strauss.

Mission Location

- Theme: Follows the architectural and visual styles of the Hub and Core levels.
- Mood: Tense
- Setting: A small, interior area of the Nexus Hub
- Time: N/A
- Season: N/A
- Weather: N/A

Mission Difficulty

- Starting: Easy
- Middle: Moderate
- Ending: Easy

Mission Metrics

- Play Time: ~7-10 minutes
- Physical Length: 4160 W/ 4416 L in Quake units
- Physical Area: ~6.3 million Quake units
- Max New Characters: 0
- Max Visual Themes: 4

Technical Details

Level Atmosphere/Mood

This level is patterned after the high tech areas of the hub levels. The area has so far escaped the fighting and is still in good condition. Most of the level is well lit in the signature blue and orange of Strogg technical facilities. Each major room also has some heavily shadowed areas to create contrast and raise tension. The overall mood of the level is tense. Kane is alone during this part of the mission and is attacked by Strogg in every major room. Hallways act as resting areas and serve to slowly build dramatic tension as they lead to the next encounter.

Story

- Intro
 - None. This level continues directly from the end of hub_1
- In-Game
 - Kane receives the objective as a screenshot and text on his HUD. During the mission, he gets various updates from Voss, Morris, and Strauss via radio as well as chatter from other Marine squads in the area. Kane must fight his way through the area until he reaches the security room above the data transfer station. There he deactivates the consoles that control the doors and forcefields blocking Rhino squad. The "objective complete" message and screenshot appear on Kane's HUD. Voss commends him and sends him off to join Strauss. The mission ends when Kane boards and activates the final elevator.
- Extro
 - None. When Kane exits on the elevator, the game continues with the original hub_2 level.

Major Areas and Visual Themes

Area 1- Elevator Room

- The first area consists of an oversized hallway. The architecture is consistent with the other two hub levels with walls that curve inward near the ceiling, rounded corners and ceiling fans in the hall areas. The elevator enters at one end of the room, and the only exit is a door clearly visible at the other end. The functional space is a strip down the middle of the room with inaccessible deco areas along the left and right walls. It is lit from the ceiling using the signature blue and orange lights found in Strogg technical centers.



Figure 1: Example of Hub elevators



Figure 2: Example of wide hallway and lighting

Area 2- Processing Hub

- The Processing Hub is a medium-large room. It is filled with various pipes and machines that carry out complex computations and analyses for the Nexus. Most of the machines are in the center of the room and also act as vis-blockers. Pipes run from the machines and along the upper parts of the room. The left and right edges of the room slope down beneath an overhang. The upper-right corner of the room has a raised portion with guis mounted on the walls. The lighting is strong in the center of the room, but the overhangs cast deep shadows around the edges intensifying the mood in those areas.
- There are three exits in the room: the one the player enters from, one obscured in shadow underneath the left overhang, and one obscured behind the raised area in the upper-right corner.



Figure 3- Example of machinery



Figure 4- Elevation changes and vis-blocking

Area 3- Data Transfer

- This is a large, multi-story octagonal room. The edges slope upward to a raised area in the center. This contains the tech pillars and large pipes that push data from the Processing Hub to various areas of the Nexus complex. A grated catwalk runs along the walls on the second floor. Above that, the room extends upward into darkness. The lighting comes from mounted wall lights and castoff light from the central pillars.
- There are four doors in this room: two on the first floor and two on the second. On the first floor there is the one Kane enters from (south) and another door directly across the room that is obscured behind the central structure (north). On the second floor, there is a door on the north side directly above the first floor one and another door on the west side. Both of these doors are visible from the south entrance.



Figure 5- Example of data pillars



Figure 6- Balcony example

Area 4- Security Room and Exit

- The final room is a small security center. A semicircle of computer monitors dominates the center. This area is low lit with orange ambient light cast off from the monitors. In the back of the room is an elevator shaft extending upwards. The elevator descends when Kane successfully deactivates both consoles.



Figure 7- Example of security consoles

Map Objectives

- Primary: Find the Security Room and deactivate two consoles
- Secondary: None
- Bonus: None
- Hidden: None

Water Cooler Moments

- Area 1: The Grunt charging in from the door as the player approaches
- Area 2: Fighting several Strogg Marines in and around the machinery
- Area 3: Visuals of the room and the long distance fight with the Gladiator on the second floor
- Area 4: After completing the mission, a Berserker attacks from the descending elevator

Actors

Player

- Model: Kane, pre-Strogg
- Weapons: Blaster, Machine Gun, Shotgun, Grenade Launcher, Nailgun
- Start Location: Elevator Room
- Objective: Deactivate the two consoles in the Security Room

Enemies

Enemy 1

- Model: Strogg Marine
- Weapons: Machine gun/ Hyper-blaster
- Locations: Processing Hub and Data Transfer
- Objective: Kill Kane

Enemy 2

- Model: Strogg Grunt
- Weapons: Electric discharge, Machine gun
- Locations: Elevator Room
- Objective: Kill Kane

Enemy 3

- Model: Strogg Gladiator
- Weapons: Blaster, Shield, Rail gun
- Location: Data Transfer
- Objective: Kill Kane

Enemy 4

- Model: Strogg Berserker
- Weapons: Electric spike, Mace
- Location: Security Room
- Objective: Kill Kane

Key Assets

- Weapons
 - Machine Gun
 - Shotgun
 - Grenade Launcher
 - Nail Gun

- Vehicles: None
- Interactive Elements: Consoles in the Security Room. Elevators

User Interface

- Pre-game Information
 - None
- In-Game Information
 - Radio Transmissions from Voss, Strauss, and Morris
 - Objective display at beginning and end of mission
- Post-Game Information
 - None
- HUD Elements
 - Standard Pre-Stroggification HUD elements

Gameplay Details

Gameplay Mechanics

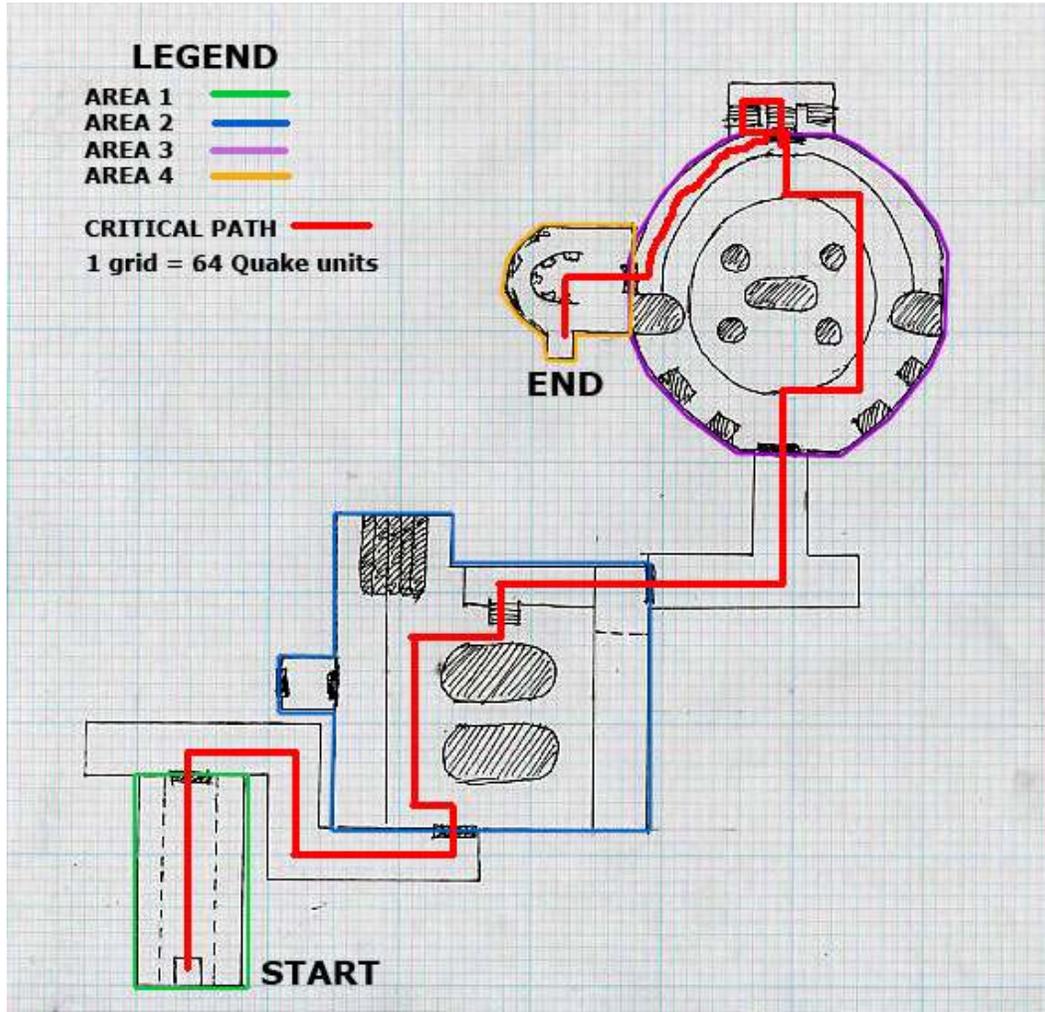
- Prerequisite skills: Basic navigation, combat, GUI interaction
- Learned skills: Navigation by using entities and GUIs as guides

Level Progression Chart

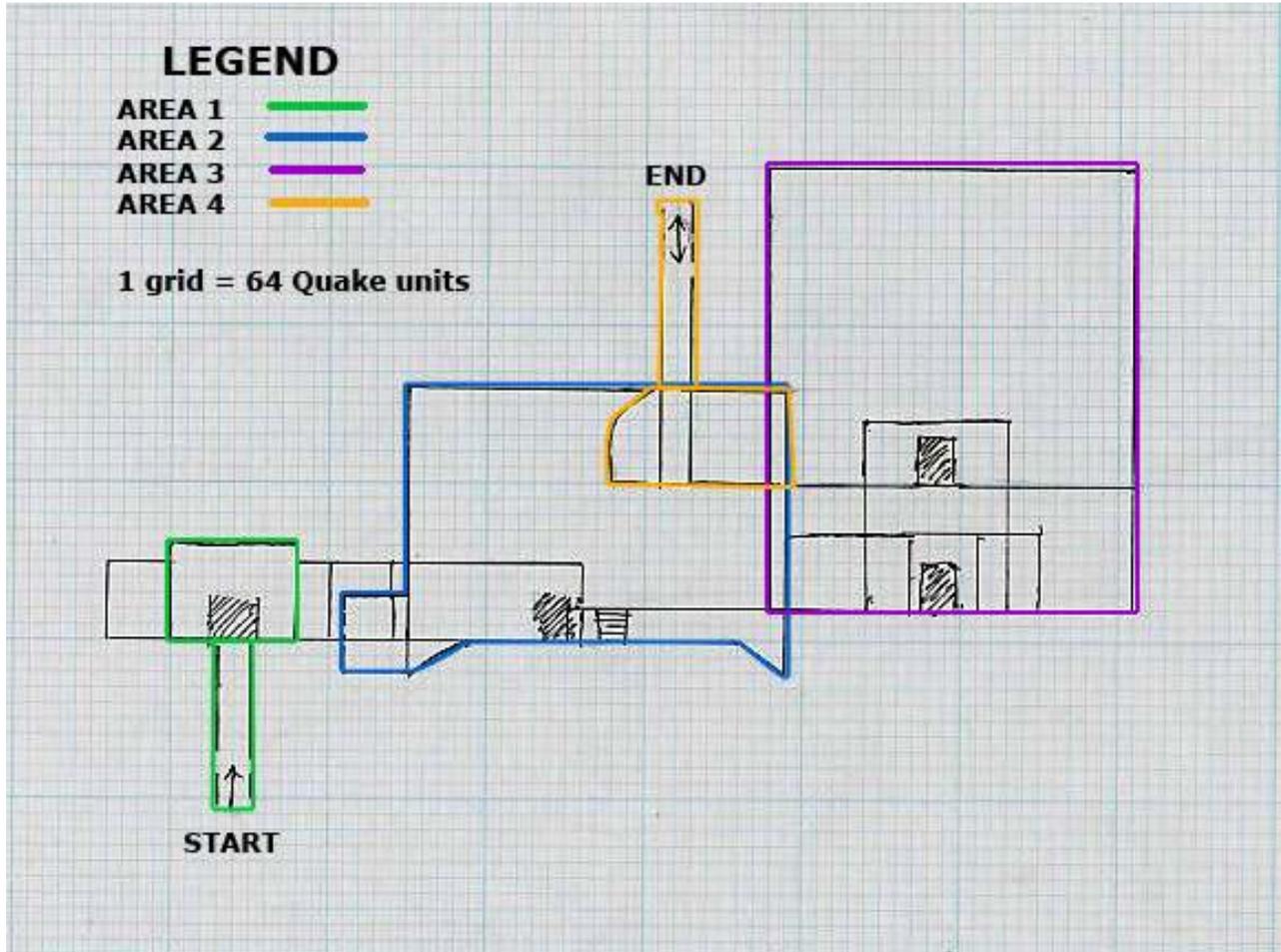
<p>Area 1 Start mission on elevator</p>	<p>Difficulty: Easy Tempo: Slow</p>	<p>Time: 0:15</p>
<p>Area 1 Encounter 1: Kill charging grunt</p>	<p>Difficulty: Easy Tempo: Medium</p>	<p>Time: 0:30</p>
<p>Transition 1 Explore hallway en-route to Processing Hub</p>	<p>Difficulty: Easy Tempo: Slow</p>	<p>Time: 0:50</p>
<p>Area 2 Enter the room through the south door</p>	<p>Difficulty: Easy Tempo: Slow/Tense</p>	<p>Time: 1:00</p>
<p>Area 2 Encounter 2: Strogg Marine enters from hidden west door</p>	<p>Difficulty: Easy Tempo: Fast</p>	<p>Time: 1:20</p>
<p>Area 2 Move towards center of room</p>	<p>Difficulty: Easy Tempo: Tense</p>	<p>Time: 1:20</p>
<p>Area 2 Encounter 3: Three Strogg Marines enter from east corner</p>	<p>Difficulty: Medium Tempo: Fast</p>	<p>Time: 2:00</p>
<p>Area 2 Explore cleared room</p>	<p>Difficulty: Easy Tempo: Slow</p>	<p>Time: 2:30</p>
<p>Area 2 Exit through north-east door</p>	<p>Difficulty: Easy Tempo: Tense</p>	<p>Time: 2:40</p>

<p>Transition 2 Explore hallway</p>	<p>Difficulty: Easy Tempo: Slow</p>	<p>Time: 2:55</p>
<p>Area 3 Enter through south door of Data Processing</p>	<p>Difficulty: Easy Tempo: Tense</p>	<p>Time: 3:00</p>
<p>Area 3 Encounter 4: Strogg Gladiator attacks from north balcony</p>	<p>Difficulty: Medium Tempo: Fast</p>	<p>Time: 3:20</p>
<p>Area 3* Encounter 5: Three Strogg Marines enter lower north door</p>	<p>Difficulty: Medium Tempo: Fast</p>	<p>Time: 4:00</p>
<p>*Note: If player doesn't defeat Gladiator before Marines enter, difficulty changes to Hard.</p>		
<p>Transition 3 Traverse stairwell north of Area 3</p>	<p>Difficulty: Easy Tempo: Slow</p>	<p>Time: 4:15</p>
<p>Area 4 Enter door of Security Room</p>	<p>Difficulty: Easy Tempo: Tense</p>	<p>Time: 4:30</p>
<p>Area 4 Find and disable both security stations</p>	<p>Difficulty: Easy Tempo: Slow</p>	<p>Time: 5:00</p>
<p>Area 4 Encounter 5: Strogg Berserker attacks from descending elevator</p>	<p>Difficulty: Medium Tempo: Fast</p>	<p>Time: 5:15</p>
<p>Mission Complete</p>		

Map 1: Top View

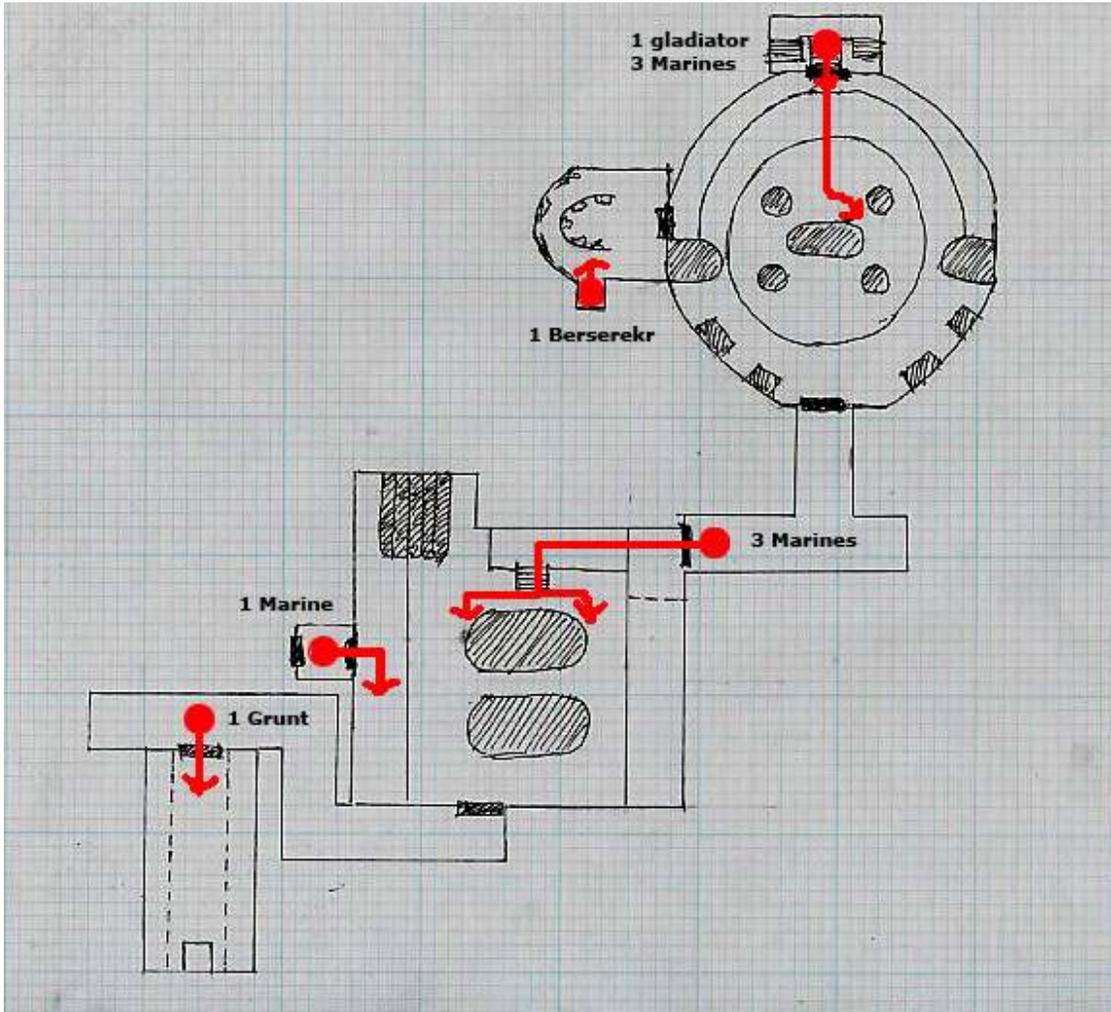


Map 2: Front View

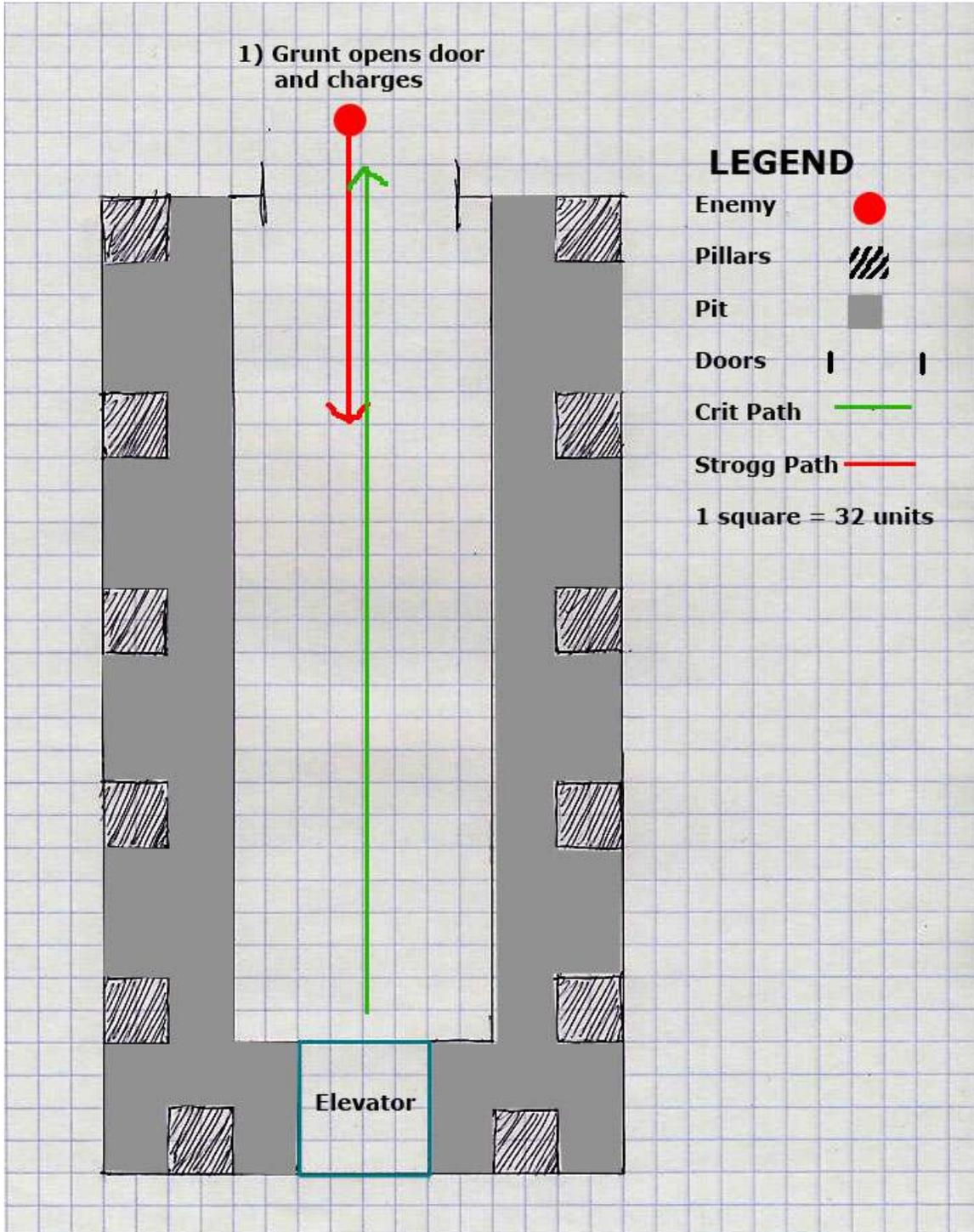


Map 3: Enemy Placement and Approximate Pathing

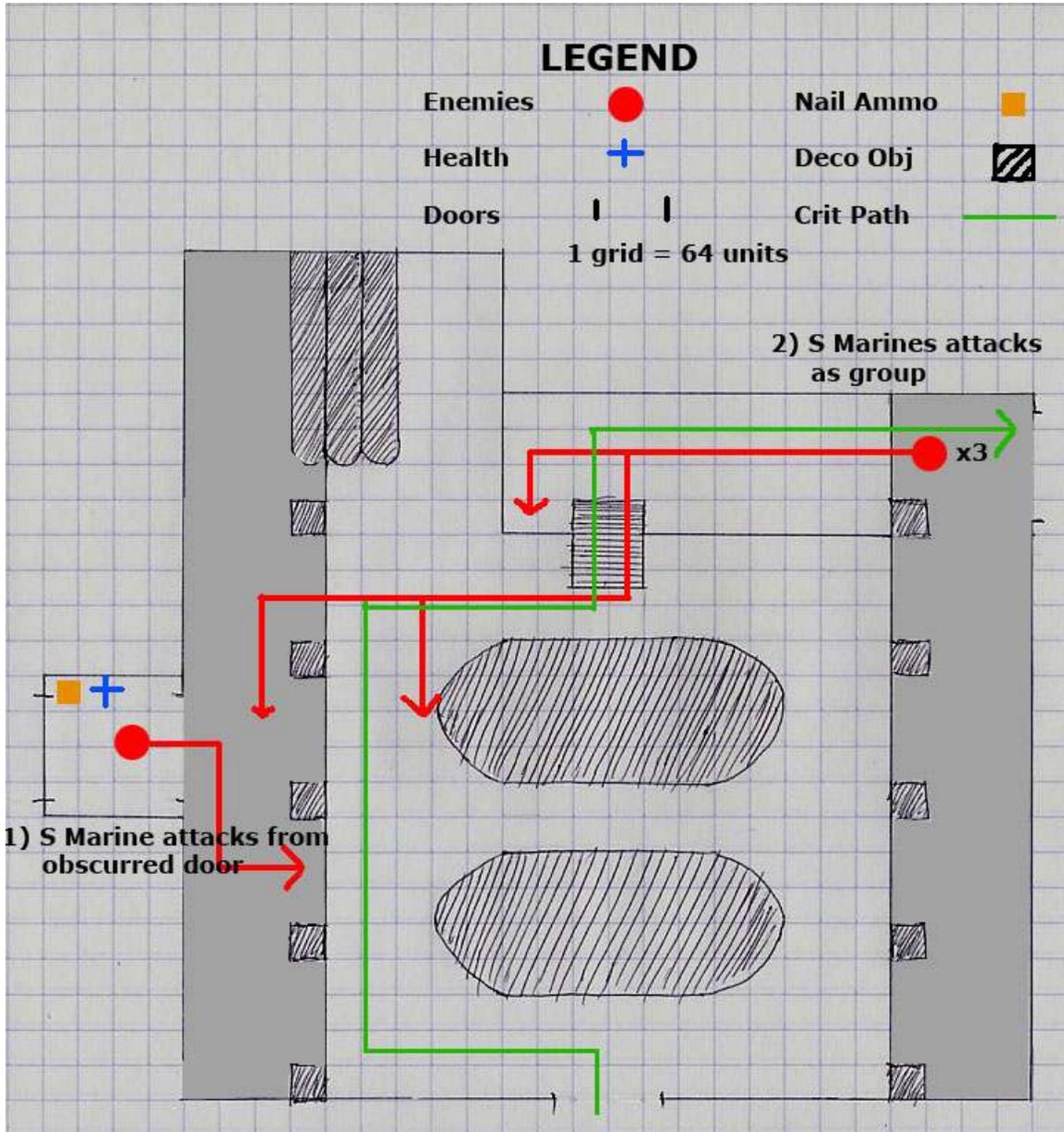
(Note: grid scale same as above maps)



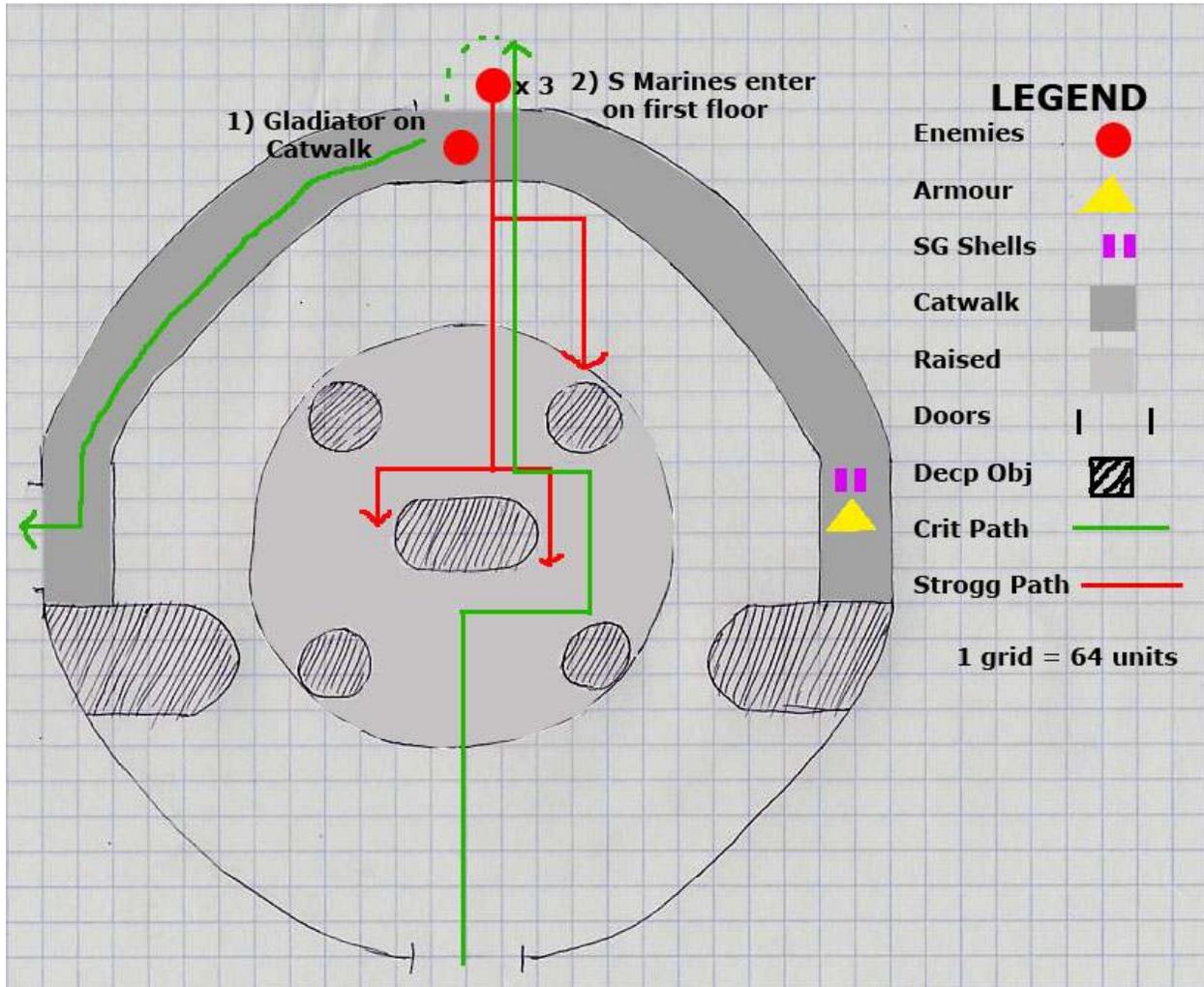
Map 4- Area 1 Detail



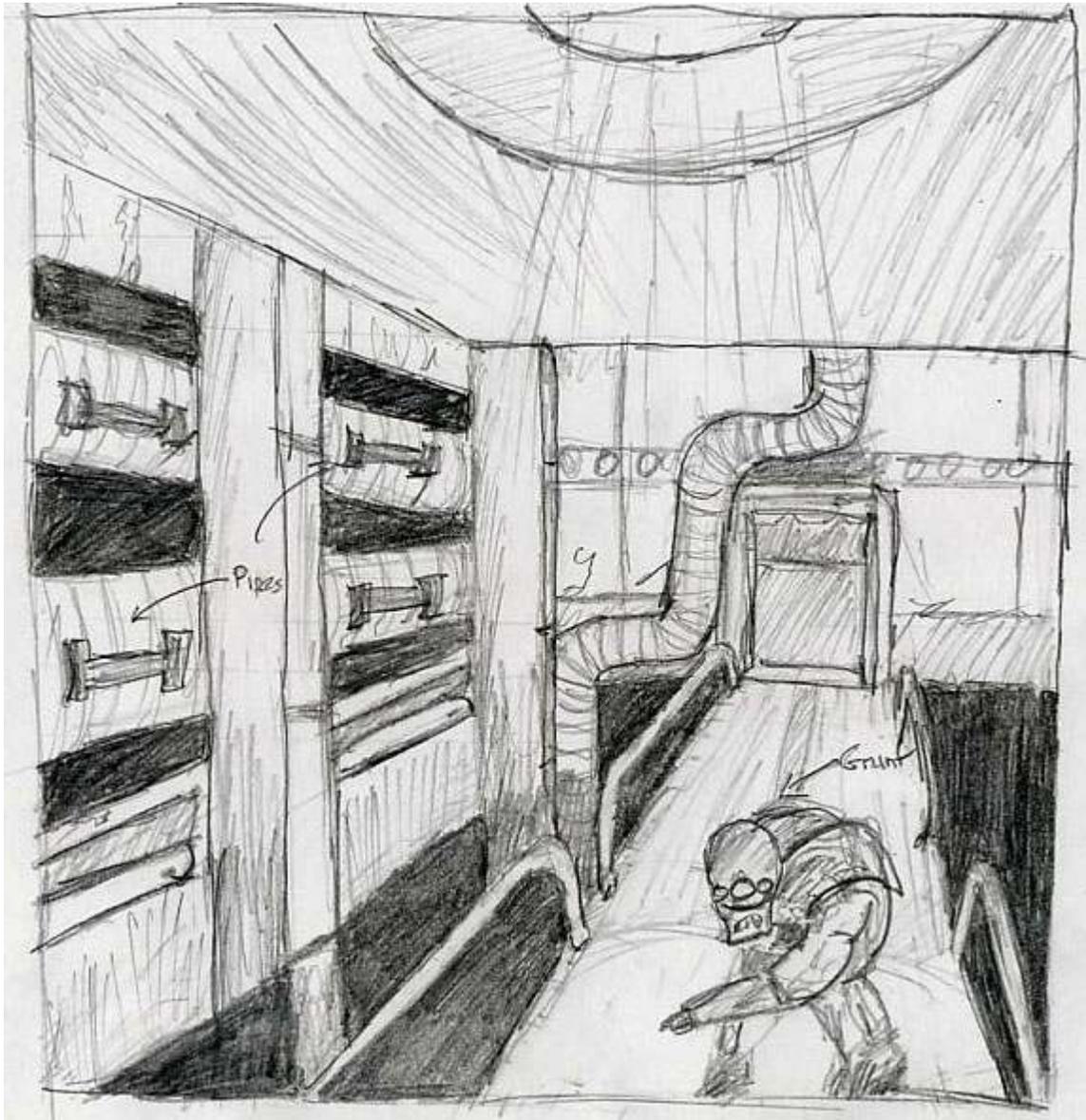
Map 5- Area 2 Detail



Map 6- Area 3 Detail

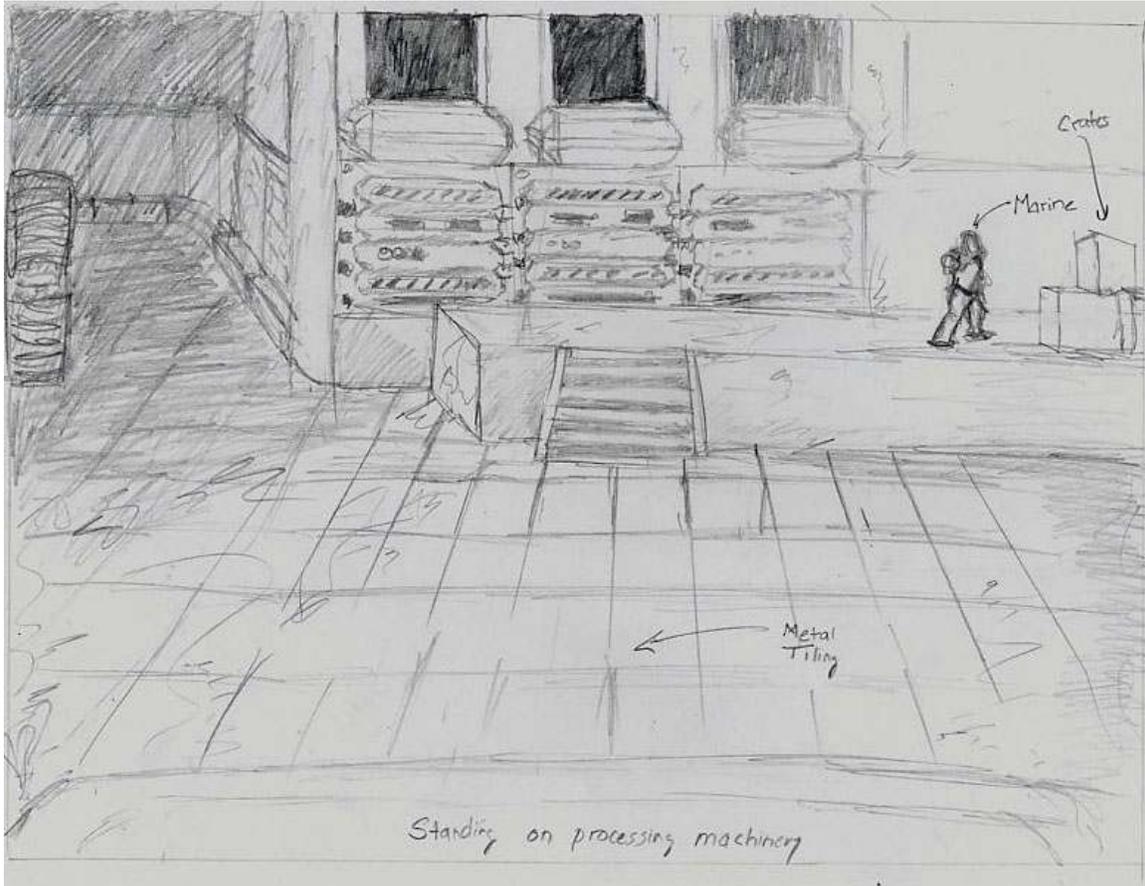


Concept Drawing 1



View from beginning of level

Concept Drawing 2



View of exit area from the middle of a Data Processor in Area 2

Walkthrough/ Detailed Map Description

Area 1

- Kane starts on the elevator up from hub_1. At the top of the lift, Lt. Voss radios in his objective- shut down security for the area so that Rhino squad can regroup and evacuate. Kane finds himself in an oversized hallway with only one exit that is locked. As he approaches the door, a Grunt bursts through and attacks him. He starts with the Blaster, Machine gun, Shotgun, Grenade launcher, and Nail gun.
- This first room introduces the player to the study's focus. He learns that enemies come from somewhere (doors) and often leave those doors unlocked behind them.

Area 2

- Kane enters this room via a hallway to the south. During his trip through the hallway he begins hearing radio chatter from other Marines in the complex. From the doorway, he is unable to see either of the other doors. Upon entering, he triggers a Strogg Marine who runs out at him from the west door. Moving near the center of the room triggers four more Strogg Marines who enter from the northeast exit. After defeating these, Kane is free to explore the area.
- Lesson two presents the player with a slightly more complicated scenario. The first Strogg clues him in to the existence of the door and draws him to that side of the room. But when he gets close, other enemies attack him from a different door. Their greater numbers and the fact that they entered last should tell the player that the northeast door holds more significance. Furthermore, there are GUIs visible near that door, and previous levels should have conditioned the player to push every button he sees. If he chooses to explore the west door, he finds a short hallway ending in a locked door with health and ammo nearby. This teaches him that, even if the presence of an enemy doesn't indicate the path, it often indicates "good things" nearby.

Area 3

- This is the largest room in the mission. Kane enters it from the south door. He can see two doors on the floor above him (north and west), but the machinery and the slope of the floor obscures the exit on his level. Entering the room triggers a Strogg Gladiator who enters through the upper north door. Kane can either try to snipe him from across the room or move closer using the machinery for cover. Moving closer triggers a wave of two Strogg Marines from the lower north door. Through the door is a small room with a stairwell that leads up to the Data Transfer's second-floor catwalk. If Kane has not finished off the Gladiator, now would be a really good time to do so.
- This is the most complex area in the study. The player can see two possible exits but no way to reach them. However, the Gladiator suggests that there should be a way up. The entrance of the Strogg Marines and the revelation of the lower north door teaches the player to think a little more abstractly about his path and plan ahead more than one room.

Area 4

- Kane finally reaches his objective. This is a small room with computer terminals in the middle and along the walls. To the left of the entrance is an

- elevator shaft but no elevator. There are no other visible exits. If Kane explores the elevator, he finds a broken call terminal. The two security stations he needs to deactivate are in the center area. After he deactivates the first one, Lt. Voss radios him and tells him to deactivate the second door. Upon completion, the "Objective Complete" message displays on the HUD and Voss directs him to Strauss. Deactivating the second console also alerts a Strogg Berserker upstairs ("off screen" of the level) who rides the elevator down. Kane has one more combat experience before he can use the now conveniently placed elevator to exit the level.
- With only one enemy, the Security Room is more of a cooldown and reward area than another lesson. If anything, this room reinforces the introduction-enemies like to unlock doors and act as homicidal bellhops.

Asset List

Textures		
Asset Name	Description	Location
floor1_1	Scratched metal pattern plating	Textures/hub
floor2_1	Scratched metal solid plating	Textures/hub
floor3_1onesided	Metal grating	Textures/hub
floor3_2twosided	Metal grating	Textures/hub
floortrim1_1	Grey caution striping	Textures/hub
floortrim1_2	Dark grey/orange trim	Textures/hub
fluid_blue_bubble	Animated liquid for pipes	Textures/hub
sh2_floorrun1	High tech floor strip	Textures/hub
sh2_floorrun2	High tech floor endcap	Textures/hub
sh2_panel1a	Tech metal wall plating	Textures/hub
sh2_panel1b	Tech metal pillar metal	Textures/hub
sh2_panel1c	Tech metal wall plating	Textures/hub
sh_basepanel1	Two-tone metal base trim	Textures/hub
sh_basepanel10	Metal piping base trim	Textures/hub
sh_basepanel5	Metal deco base trim	Textures/hub
sh_basepanel6	Metal deco base trim	Textures/hub
sh_basepanel7	Metal deco base trim	Textures/hub
sh_basepanel9	Metal deco base trim	Textures/hub
sh_light1	Overhead light	Textures/hub
sh_light2	Overhead light	Textures/hub
sh_step1	Step tread	Textures/hub
sh_step1_1	Step tread	Textures/hub
sh_vertpanel1	Slim vertical trim	Textures/hub
sh_vertpanel2	Slim vertical trim	Textures/hub
sh_vertpanel3	Pillar tex	Textures/hub
sh_vertpanel4	Pillar tex	Textures/hub
sh_vertpanel5	Pillar tex	Textures/hub
sh_vertpanel6	Thin vertical trim	Textures/hub
sh_wall1-6	Various tech wall panels	Textures/hub
techpipe1_1	Pipe texture	Textures/hub
techpipe1_1haz	Animated pipe texture	Textures/hub

Models		
small_back_01	Metal pillar with piping	Models/mapobjects/structural/pillars
ceiling_01	High tech ceiling span	Models/mapobjects/structural/spans
innerframe_double	Door Frame	Models/mapobjects/doors/generic/prison
innerframe	Door	Models/mapobjects/doors/generic/prison
gui_array	Various console pieces	Models/strogg/monitors
media	Various console pieces	Models/strogg/monitors

Sounds		
vo_1_2_1_120_1	Voss-"High Strogg concentration..."	Sounds/convoy_vo
vo_1_2_14_40_3	Voss-"Kane, you're assigned to Strauss"	Sounds/hub_1_vo
vo_1_2_16_120_1	Voss- "Good job, forcefield down..." [?]	Sounds/hub_1_vo
vo_1_2_15_20_2	Voss- "Can you bypass security"	Sounds/hub_1_vo
vo_1_2_1_170_2	Morris-"We are in the green proceeding"	Sounds/convoy_vo
vo_1_2_16_60_1	Voss-"All clear, open door 2..."	Sounds/hub_1_vo
vo_1_2_17_10_7	Strauss-"Lt. Voss? What has happened..." [?]	Sounds/hub_1_vo
vo_1_2_17_10_13	Strauss- "Yes sir!"	Sounds/hub_1_vo
vo_1_2_18_20_1	Strauss- "I am in great danger..."	Sounds/hub_2_vo
vo_1_2_20_30_1	Strauss- "The area you are in stretches ..."	Sounds/hub_2_vo
vo_1_2_22_40_4	Strauss- "Who is there?"	Sounds/hub_2_vo
vo_3_1_14_80_1	Strauss- "Machinery is data pumps..."	Sounds/process_1_vo
vo_3_1_22_40_3	Marine-[screaming]	Sounds/network_1_vo
vo_3_1_22_40_2	Marine-"Need a medic, tried to blast door..."	Sounds/network_1_vo
vo_3_1_22_40_3	HQ-"Medic dispatched"	Sounds/network_1_vo
vo_3_1_14_20_1	Morris-"Good job Kane, building back ..."	Sounds/process_1_vo
vo_2_1_1_40_16	HQ-"Rhino, meet Falcon ..."	Sounds/medlabs_1_vo
vo_2_1_1_40_3	HQ-"Rhino, what's your status?"	Sounds/medlabs_1_vo

Scripts		
aiScript1	Controls grunt attacking in Area 1	
aiScript2	Controls first Marine in Area 2	
aiScript3	Controls group of Marines in Area 2	
aiScript4	Controls Gladiator in Area 3	
aiScript5	Controls group of Marines in Area 3	
mcScript	Controls audio/elevator/enemy spawning at Area 4	
particle1	Controls steam from pipes in Area 2	