

Design Document for: **Crisis In Korea**

A simulated attack on a nuclear facility



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Written by: Arthur J. Mortega
Todd Choryan
Joe McNulty
Gabriel Vargas

Version # 1.00

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Design History

Project 3 codenamed Crisis in Korea had five milestones where the sixth version is the final deliverable. We've simply broken up the various stages into three versions. Version 1.0 being the beginning of the project. Version 2.0 amongst the middle of the project, and Version 3.0 near and final completion of the project. This is a brief summary of our version histories and not completely accurate with our five milestone dates.

Version 1.0

Project 3 Version 1.0 involved a lot of Pre-Production work. Collecting various references for site locations, environments, structures and etc...

1. Sketches of our map were laid out
2. Various reference images were sorted and organized.
3. Texture assets were researched and collected
4. Objective missions were roughly storyboarded
5. Underground areas were sketched out

Version 2.0

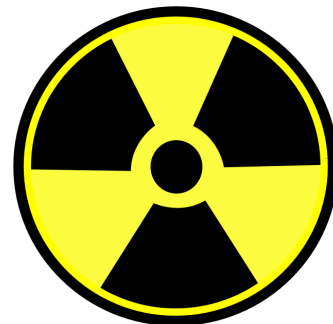
Project 3 Version 2.0 mainly consisted of actual level development. The overall skeleton of the map is developed.

1. Architecture structures begin taking shape
2. Terrain and skybox are implemented
3. Final decisions on objective layouts
4. Underground lair constructed
5. Texturing begins

Version 3.0

Project 3 Version 3.0 is nearing completion and final touches are being appropriated.

1. Cinema scenes are added
2. Textures are redefined
3. Additional meshes are added
4. Architecture is tweaked
5. Design Document revised and completed



Game Overview

Assignment

The original objective for this project was to design a “Nuclear Power Plant Security and Emergency Training System” Description: The map that you will be developing will be used as an environment to train SWAT or firefighting teams to respond to emergency situations at a nuclear power plant i.e. terrorist attack, evacuation, etc. The focal point of this assignment is to provide a **realistic** training environment by modeling the power plant so that all key structures and facilities are present.

Our Teams Take on the Assignment

We spiced it up a bit and went with our own story arc and design.

The Story

The level takes place somewhere deep in North Korea at a Nuclear Power Plant. The plant was set for decommission and UN inspectors were sent to ensure that the plant was properly shut down. However, it has been days since anyone has last heard from the UN inspectors. Intelligence reports that the Nuclear Facility was actually a front for developing nuclear weapons and that the UN inspectors are either being held captive or killed. The UN decides to send in their Special Operations Unit to rescue any surviving UN inspectors.

Their primary objectives include:

- Rescue UN Inspectors
- Shut down Nuclear Plant
- Retrieve or disable any nuclear weapons

Gameplay

The map will consist of an attack & defend game mechanic with the additional rescue and disarm features enabled.

Teams

Players will have the choice between two sides

- UN Special Operations Force - Attackers
- Unknown Terrorist Faction - Defenders

Win Objectives

- Disable Security system
 - Enables access to the other objectives
- Shutdown Nuclear facility
- Retrieve or disable any nuclear weapons

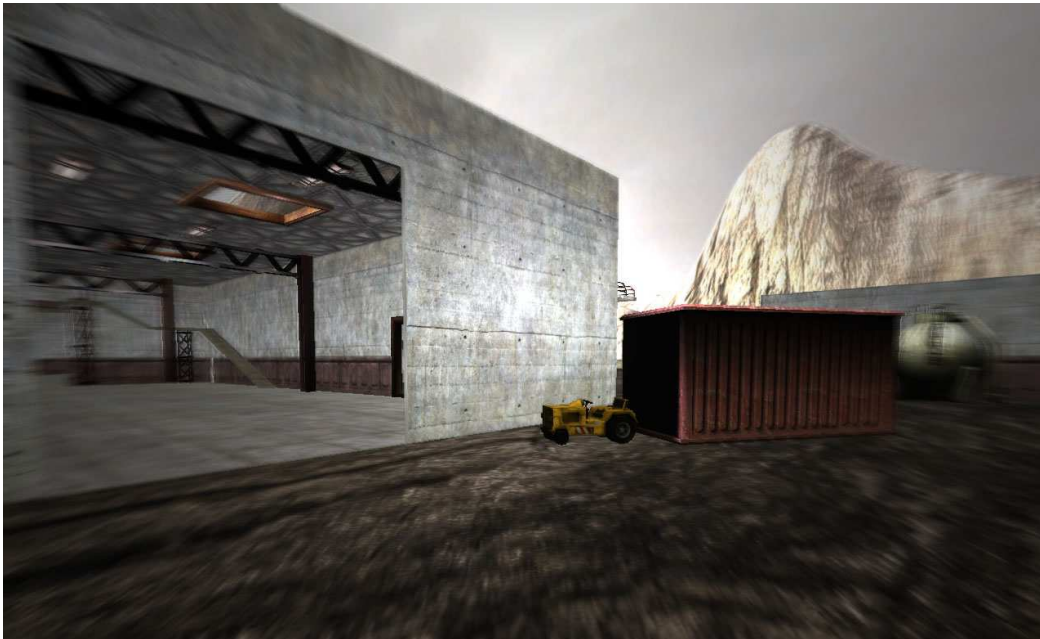
Feature Set

General Features

- Very Large playing area
- Semi simulated environment
- Cinema scenes depicting each objective area
- Large Underground Lair

Gameplay

- Players will be able to simulate running through a Nuclear Power Plant
- Large map area to run and explore
- Various rooms and hidden areas within the building facilities
- Multiple choke points for defenders



The Game World Overview



The level is remote within territory

based in a location deep North Korean

Map Breakdown

Overview

The map contains seven large structures and one which is fully accessible to the player. The main structure contains multiple rooms, hallways, corridors, and a very large underground lair.

Key Locations

The Security Room - This is the area where players must try and disable the security

The Reactor Control Room - This is the area where players must try and shut down the facility

The hidden Nuclear weapons lair - This is the area where players must try and disable the nuclear weapons

Travel

Players will only be allowed to run around the map.

No vehicles were permitted

Scale

The map dimensions in unreal units:

24576 x 20480 unreal units

Objects

The map is littered with a variety of structures and static meshes. Ranging from Tanker trucks, water tanks, Jump Jet, Water tower, Radioactive storage units, radioactive waste dump, and etc...

Time

The map is set during the day.

Lighting Models

Overview

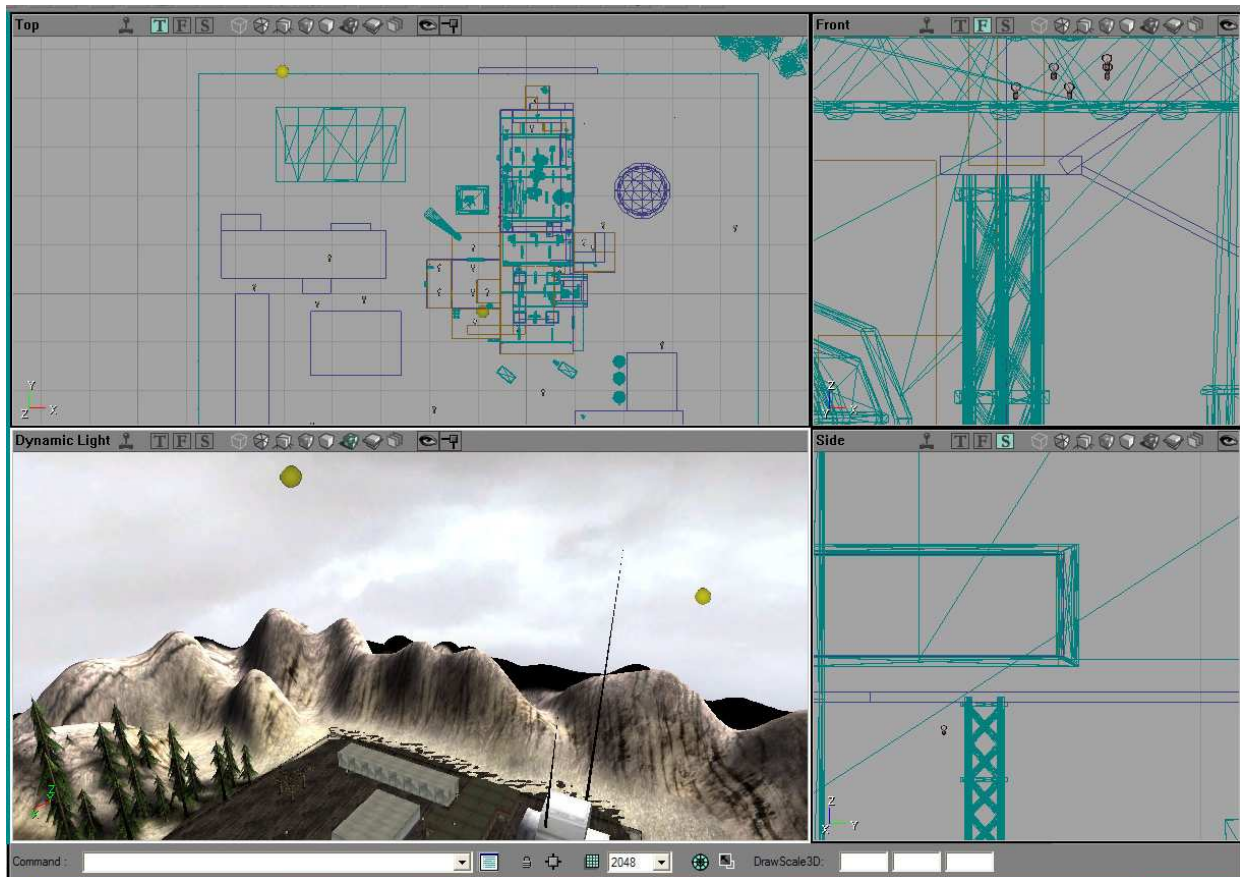
The map is lit with two artificial sun light modules. To help provide an interesting tint to the level, provide various shadow effects and brighten up a few darker areas.

Lighting Model Detail #1

We use a directional sunlight lamp to provide the general light casting

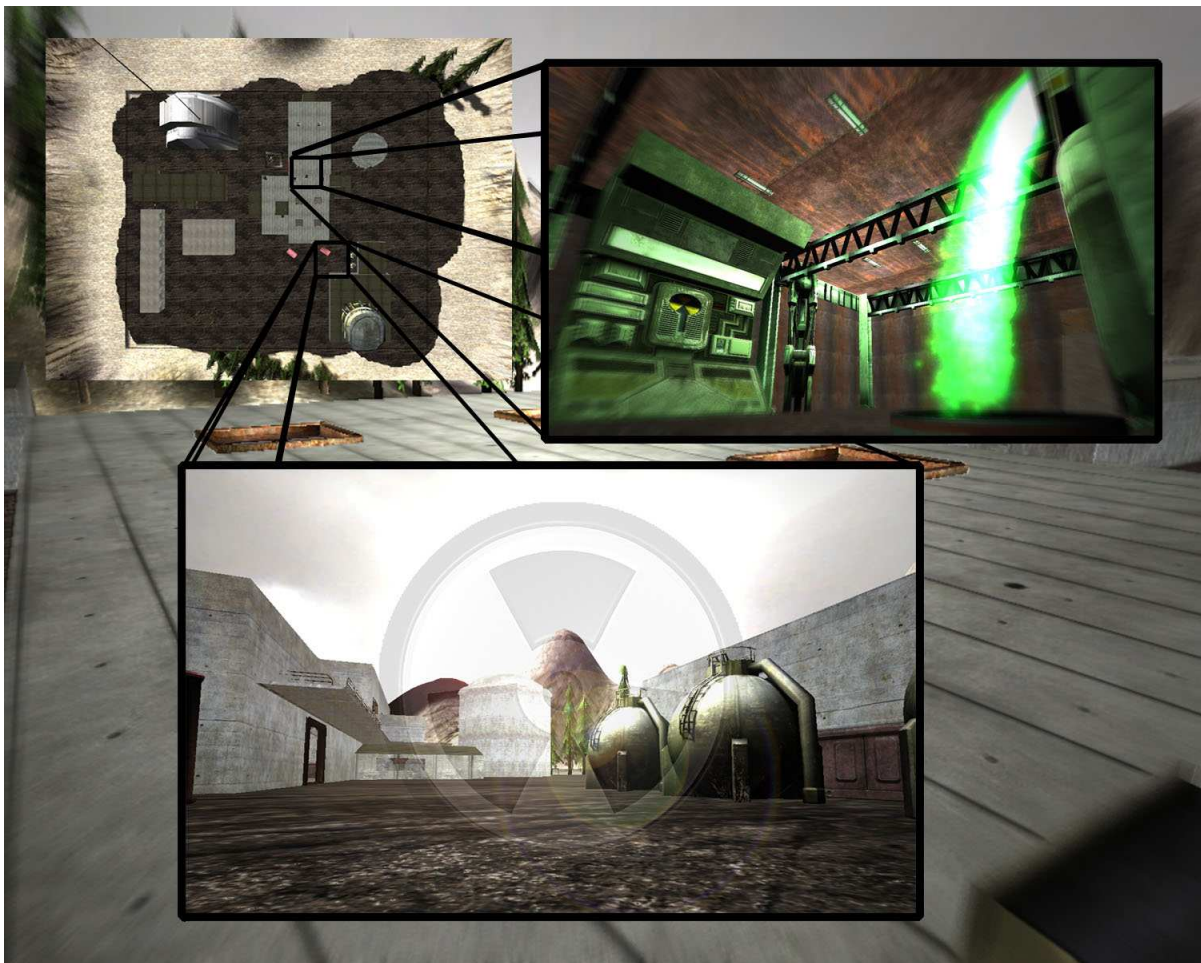
Lighting Model Detail #2

Our second sunlight lamp has a tint of blue which provides some interesting lighting detail

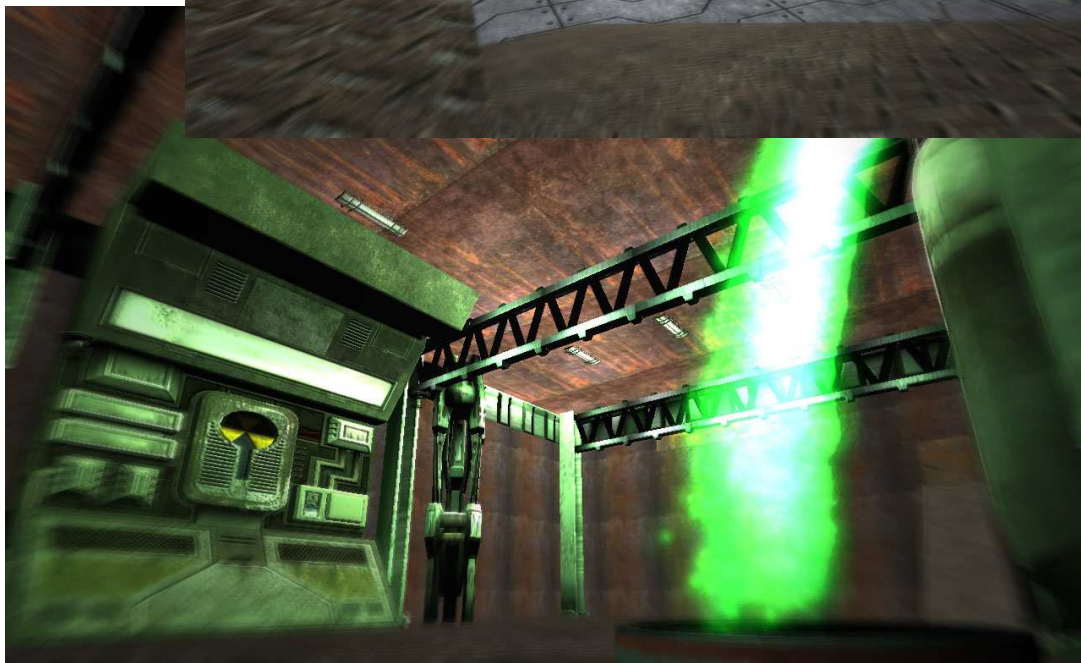


The World Layout

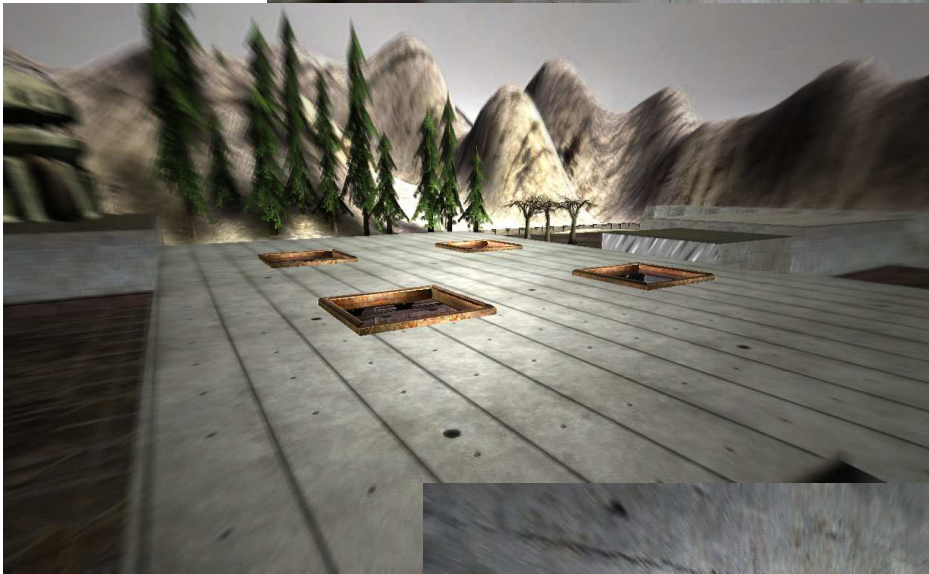
Overview



Crisis In Korea



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TEAM

Arthur J. Mortega
Todd Choryan
Joe McNulty
Gabriel Vargas