Level Design Document: Slacky's Command

Slacky's Command – Lincoln Li

Version 1.0

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Document Revisions Table

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0.2	Quick Summary section	Professor Ouellette	2/2/2013
0.3	Level Summary section	Professor Ouellette	2/3/2013
0.4	Level Details write-up	Professor Ouellette	2/3/2013
0.5	Level Progression Chart	Professor Ouellette	2/4/2013
0.6	Area 1, 2, 3 maps and Overview Map	Professor Ouellette	2/4/2013
1.0	Final Document	Professor Ouellette	2/5/2013

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Level Abstract

Quick Summary

"Slacky's Command" focuses on Slacky the Man-Hack and its command over various Resistance Units in an attempt to take a Combine Supply Outpost from Combine forces. This level uses the *Half Life 2: Episode 2*, Source SDK Editor, to create a unique RTS (Real Time Strategy) single-player experience. The gameplay environment begins on a summer day, shortly after noon near an industrial district in the heart of City 17. Mechanically, the player camera floats above the entire world in an isometric view, and players have the ability to individually select Resistance NPCs, and command them (Attack or Move) through the world. The story follows a re-engineered Man-Hack that serves as a floating command station. Slacky must use its new algorithms to direct a nearby Resistance Unit to a Combine Outpost manned by Combine fighters. The sections of the level, reinforcing this main objective, include incremental goals such as, assisting attacking Resistance soldiers, capturing the Combine Supply Outpost, and ultimately, defending the Outpost from waves of Combine special forces.

Hook(s)

- Experiencing the Half Life 2 world through Real Time Strategy interface and gameplay
- Directly controlling individual Resistance NPCs and commanding their attack / movements

Gameplay Highlights

Gameplay Style:

- Real Time Strategy
  - "Slacky's Command" uses RTS overlay and controls to create a unique RTS gameplay style within the world of Half Life 2
  - Players must directly control NPCs and provide them specific AI directions in order to complete objectives / defeat enemies
- Control Point Capture Gameplay
  - The overall goal of the game centers around the capture and defense of Control Points
  - These control points provide resources that the player than uses to call in additional soldiers / reinforcements

Mechanics:

- RTS Controls
  - Select Resistance NPC
  - Attack Target
  - Move To Here
  - Summon Reinforcements
- Control Points
  - Capture trigger radius

- Enemy NPC recognition radius
- Incremental resource giver

Setting Summary

Theme	Tactical real time strategy game where units capture control points on the map to complete objectives
Mood	All-out war in a City 17 environment of Half Life 2
Setting	Set during the day, roughly afternoon (1pm - 3 pm), in the heart of City 17
Time of Day	1pm – 3pm
Season	Season: Summer Time of Year: June
Weather	Clear Skies, Sunny

Mission Difficulty

Position	Difficulty	Reasons
Beginning	3	Introducing the player to the new controls and RTS command structure of selecting units and commanding them to take Control Points
Middle	6	The difficulty ramps up as the player must use the newly acquired units and control point to manage resources, units to retake the Combine Outpost
End	8	With the Combine Outpost retaken, the player must defend from waves of progressively harder Resistance NPCs until a climactic final battle

Scale: 1-10 (1 is Easiest and 10 is Hardest)

Mission Metrics

Play Time	12 – 15 minutes
Critical Path	Critical Path: 3552 Hammer Units 222 ft. Secondary Path (Total Distance): 5461 Hammer Units 341 ft.
Physical Area	Section #1 (inside Dr. Kleiner's Office) Area: ~ 480 x 480 Hammer Units ~ 30 ft. x 30 ft. Section #2 (City 17) Area: ~ 7509 x 5461 Hammer Units ~ 469 ft. x 128 ft.

Characters

Character	Description
Gordon Freeman	The player steps into the shoes of Half Life series' main character, Gordon Freeman. This character represents the face of Half Life, embodying the smart, talented, and often, lucky, scientist who must navigate through the world and story to fix the problems caused by Black Mesa. In "Slacky's Command" Gordon's motive revolves around rescuing Eli, discovering the truth behind Administrator Breen and the Citadel with the aid of Alyx Vance. Secondly, being the ad-hoc face of the Resistance, Gordon steps up to the plate as a "general", and commands the Resistance forces in assaulting City 17 and their oppressive Combine overlords.
Slacky the Man Hack	Slacky the Man Hack does not have any motives or goals due to being a reprogrammed Man Hack specifically for Gordon to interface with, and use to command Resistance troops around City 17. The majority of Slacky's life involves floating several dozen feet above the ground in order to avoid destruction. Due to this nature, many Resistance members began affectionately calling the Man Hack, Slacky, for its "lazy" nature.
Combine Recruit	Combine recruits, represented by Metro Police, consist of the newly inducted members of the Combine forces. They lack training and sophisticated equipment, but have a "brainwashed" fervor to serve the Combine, and arrest and suppress any citizens of "rebellious" attitude.
Combine Soldier	The typical combine soldier comes with a variety of equipment and weaponry, the most common being the SMG and Shotgun. These fearless soldiers have no semblance of humanity left, and pursue the wishes of the Combine without hesitation or mercy.
Combine Spec Ops	Even more terrifying than the Soldier, Combine Spec Ops represent the elite forces from the Citadel in white uniforms. The first thing all Resistance members teach new recruits centers on avoiding Spec Ops soldiers. Resistance soldiers only feel confident engaging these fearsome soldiers when outnumbering them 2 to 1.
Resistance Soldier	Resistance soldiers form the core of the Resistance forces, coming from all kinds of backgrounds, but with the commonality of living in the oppression of the Combine and City 17. Resistance Soldiers come equipped in any weapon or item scrounged from the battlefield, or through "black market" acquisition.

Visual Themes

Theme	Description
RTS Overlay	This theme represents the general overview / camera setup theme of every single environmental theme listed below. Due to the game being an RTS, the player in the form of a Man Hack floats several feet above the playable space, with the camera always viewing downward in an isometric angle.

City 17	The City 17 theme emulates the style of City 17 from Half Life 2 and Half Life 2: Episode One. It uses static mesh that make up the City 17 environment, with lots of industrial buildings, and apartment complexes. The majority of the level takes place on the streets between major "courtyard" locations, so the theme of City 17 emphasizes the assets, lighting, and textures for city streets with buildings as playable space boundaries.
Combine Lookout Tower	This theme uses assets from City 17, including Combine towers and barriers to create a feel of a small temporary lookout post in the middle of the city. The lighting comes from spotlights and electronic equipment used to monitor the citizens of City 17, and static meshes that show brief / make-shift construction easily torn apart for mobile redeployment.
Combine Supply Outpost	The supply outpost represents a mixture of City 17 architecture, Combine Defense placements, and supply crates strewn across the Half Life 2 world. This outpost has a large stockpile of equipment, weapons, medical supplies, etc… and other assets that visually display a station where Combine units restock.
Combine Forward Barracks	This area's theme heavily centers on deployment of strong Combine Barriers, defensive placements and troop transport vehicles. Static meshes focus on the militaristic aspect of the Combine assets, with lighting concentrating on visibility and the shining glow of dozens of electronic equipment.

Key Theme References

Figure 1: Image of an RTS Mod for HL2

Figure 2: Another example of an outdoor environment for the Half Life 2 RTS mod

Figure 3: Example of a fierce battle via RTS camera from Company of Heroes

Figure 4: Example of an isometric top down perspective view for a strategy game, Commandos 3.

Level Summary

Campaign

Context

This level occurs during the main events of Half Life 2, after Gordon Freeman's rescue of Eli Vance from Nova Prospekt (Chapter 9a: Entanglement) and during their subsequent journey back to City 17 to confront Dr. Wallace Breen (Chapter 10: Anticitizen One). "Slacky's Command" follows a re-programmed Man-Hack, nicknamed Slacky, used by Gordon Freeman to lead forces in assaulting and defending one of the vital supply outposts manned by Combine forces during this attack.

Initially, this level begins inside a temporary FOB (Forward Operating Base) secured by Resistance fighters. Soldiers inform Gordon of Slacky, and their request for Gordon to use the Man-Hack to command soldiers in conquering a nearby Combine Supply Outpost. Taking over this outpost ensures a steady flow of supplies to Resistance fighters, and clears a path for the Resistance to aid in pushing towards the City 17 Administrative Tower (featured in the original HL2 story).

"Slacky's Command" represents an alternative mission to tell the story of Gordon Freeman and Alyx Vance's fight to the City 17 Tower. It provides an optional side mission and story that answers the question, "What did all those Resistance fighters do during the assault on City 17?"

Backstory

The backstory of this level begins with Gordon's rescue of Eli Vance from Nova Prospekt, however, during the rescue; Dr. Mossman betrays Gordon and Alyx, teleporting Eli and herself to the City 17 Tower (Citadel). With Gordon and Alyx determined to chase after, they take the teleportation device in pursuit. Unbeknownst to them, the device malfunctions traps them in a teleportation loop lasting a week. During Gordon and Alyx's "disappearance", an uprising occurs in City 17 by the denizens of the city in the form of a resistance force. Overwhelmed by this sudden attack, Combine forces all over the city fight back to retake lost ground, or secure locations vital for their command structure to defend against the assault. With the reappearance of Gordon in Dr. Kleiner's office, the soldiers of the Resistance begin to regroup and plot out the course to the City 17 Tower (The Citadel) in order to aid Gordon and Alyx's trek to the heart of Combine territory. The level begins with Gordon inside Dr. Kleiner's office, near a computer console used to control Slacky, in order to provide orders to Resistance soldiers out on the battlefield.

Aftermath

The aftermath of this level leads directly into the original Half Life 2 campaign via the middle of "Chapter 10: Anticitizen One" leading into "Chapter 11: Follow Freeman!"

Objective(s)

- Capture and defend the Combine Supply Outpost
  - Gameplay Objectives:
    - Reinforce the Resistance Assault Force
      - Fail objective when all assault force units die

- Capture the Combine Supply Outpost in 5 minutes
  - Fail to capture the combine supply outpost in 5 minutes
- Defend the Combine Supply Outpost
  - Fail objective if Combine forces retake the Outpost

Overview Map

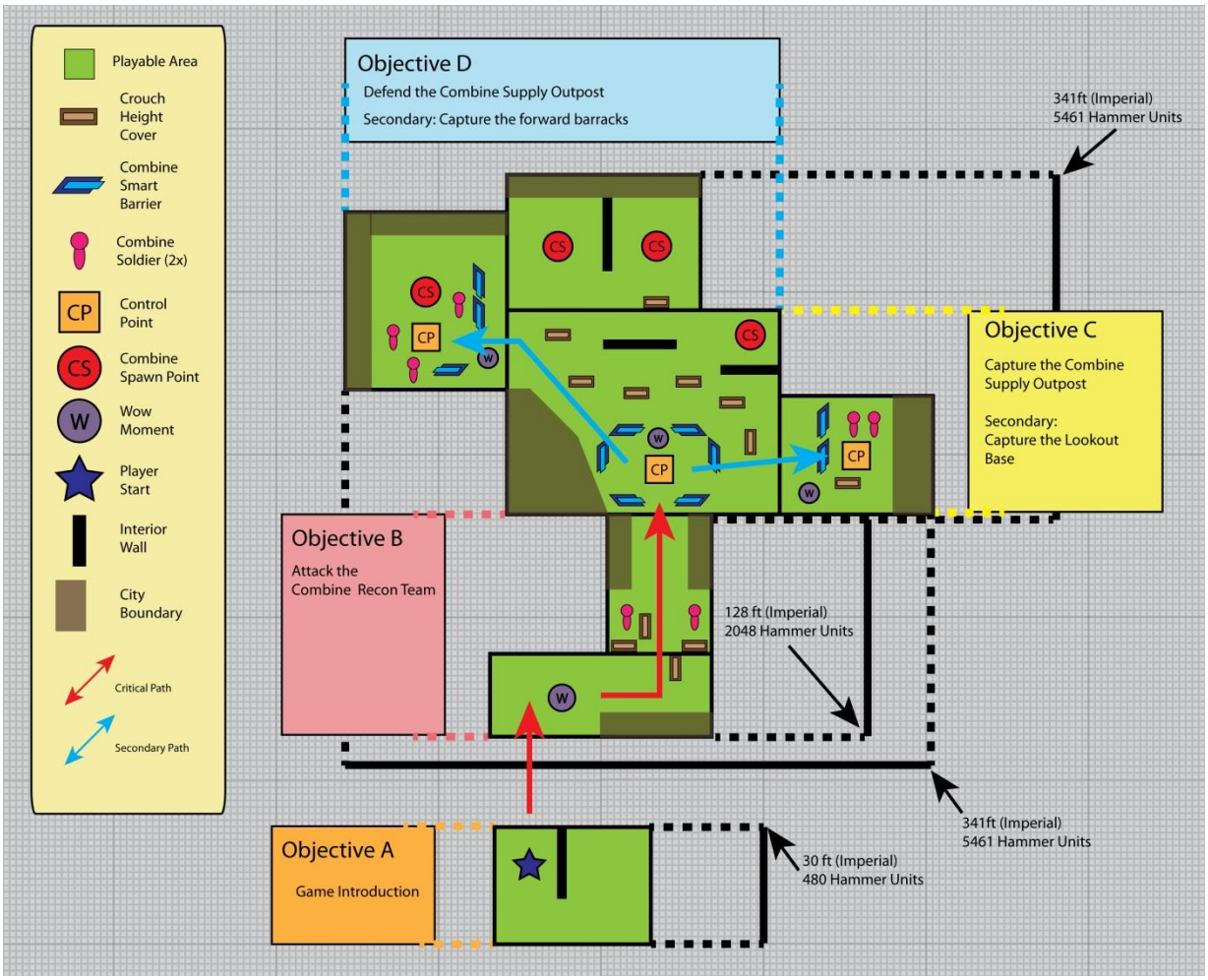

Figure 5: Overview Map

Level Flow

Flow Summary

A. "Slacky's Command" begins inside the teleportation room, with the player "assuming" control of Gordon Freeman in Dr. Kleiner's laboratory. Upon spawning, Resistance soldiers inside the lab inform Gordon of the situation outside, and request that the player use the command console to direct troops in combat via Slacky the re-programmed Man Hack.

B. Once the player interfaces with the computer console, the player triggers the loading screen for the main level, in which players take on the form of Slacky, the re-programmed Man Hack, floating several feet above the playable space. At this point, players have the ability to select

different Resistance Soldiers and command them to move to various locations. The NPCs have auto-attack / aggression AI activated, so the majority of the player's decisions lie in the placement of units, rather than their specific attack behavior. The beginning of this level teaches the fundamental controls / mechanics to the player, with the objective ordering the player to defeat the Combine Forward Recon team comprised of 2x Metro Police, and 2x SMG Combine Soldiers. Defeating the recon team completes this objective and progresses the level.

a. **WOW Moment:** Floating up in the air as Slacky for the first time and being able to select / command units in an RTS style.

C. After completing the first objective, the player must use the current and new units (from reinforcements) to capture the Control Point in the Combine Supply Outpost. The Combine Outpost consists of several mixed equipped Combine Soldiers, in which the player must clear before the Control Point timer begins to countdown. The enemies in this area have defensive AI, and pack powerful weaponry, requiring players to choose how to engage wisely. Capturing this base also allows the player to take the optional objective of a Combine Lookout Tower to the right of the main Combine Outpost. The Lookout Tower has light defense, making it an easier target, however, players have limited time before the next objective activates.

a. **WOW Moment:** None

D. The final objective requires the player to defend the Combine Outpost from waves of Combine enemies. The enemies come in intervals over a 3-minute period, and once players manage to defeat the last remaining Combine Soldier, they win the level. A secondary objective exists for expert players capable of managing their unit control better, allowing them to assault a Combine Forward Barracks to the left of the Outpost. Capturing this objective turns this location as a combine spawner, and gives players additional reinforcements.

a. **WOW Moment:** Fighting off wave after wave of units, with explosions everywhere

Level Progression Chart

Time (min)	0:00	0:30	1:00	1:30	2:00	2:30
Objectives / Terrain	Objective #1: Introduction to the level and defeat Combine Recon team					
Opponents						
Challenges	**Learning the RTS controls and directing units to defeat the Combine soldiers**					
WOW Moments	Control Resistance Forces as an RTS					
Cinematics / Dialogue	Story Dialogue: Voice-overs that teach the player how to play					

Time (min)	3:00	3:30	4:00	4:30	5:00	5:30
Objectives / Terrain	Objective #1: Defeat Combine Recon team			Objective #2: Capture Combine Supply Outpost		
Opponents						
Challenges	**Direct units to defeat combine soldiers**			**Master the RTS Controls / Capture the Outpost**		
WOW Moments						
Cinematics / Dialogue				Obj. Update		

Time (min)	6:00	6:30	7:00	7:30	8:00	8:30
Objectives / Terrain	Objective #2: Capture Combine Supply Outpost				Objective #3: Defend Combine Outpost	
Opponents						
Challenges	**Capture the Combine Outpost and the Lookout Tower**				**Fight back waves of enemies**	
WOW Moments			Capturing Combine Supply Outpost			
Cinematics / Dialogue					Obj. Update	Spawn Alert

Time (min)	9:00	9:30	10:00	10:30	11:00	11:30
Objectives / Terrain	Objective #3: Defend Combine Supply Outpost					
Opponents						
Challenges	**Fight back final waves of enemies also capture the Forward Barracks**					
WOW Moments			Explosions from Rocket Soldiers			
Cinematics / Dialogue	Spawn Alert		Spawn Alert			Victory Text

Legend
1 square = 15 seconds
Objective #1: Defeat Combine Recon team
Objective #2: Capture Combine Supply Outpost
Objective #3: Defend Combine Supply Outpost
WoW Moment
Cinematics / Dialogue

Figure 6: Progression Chart

Detailed Design

Level Details

Gameplay Area Breakdown Map

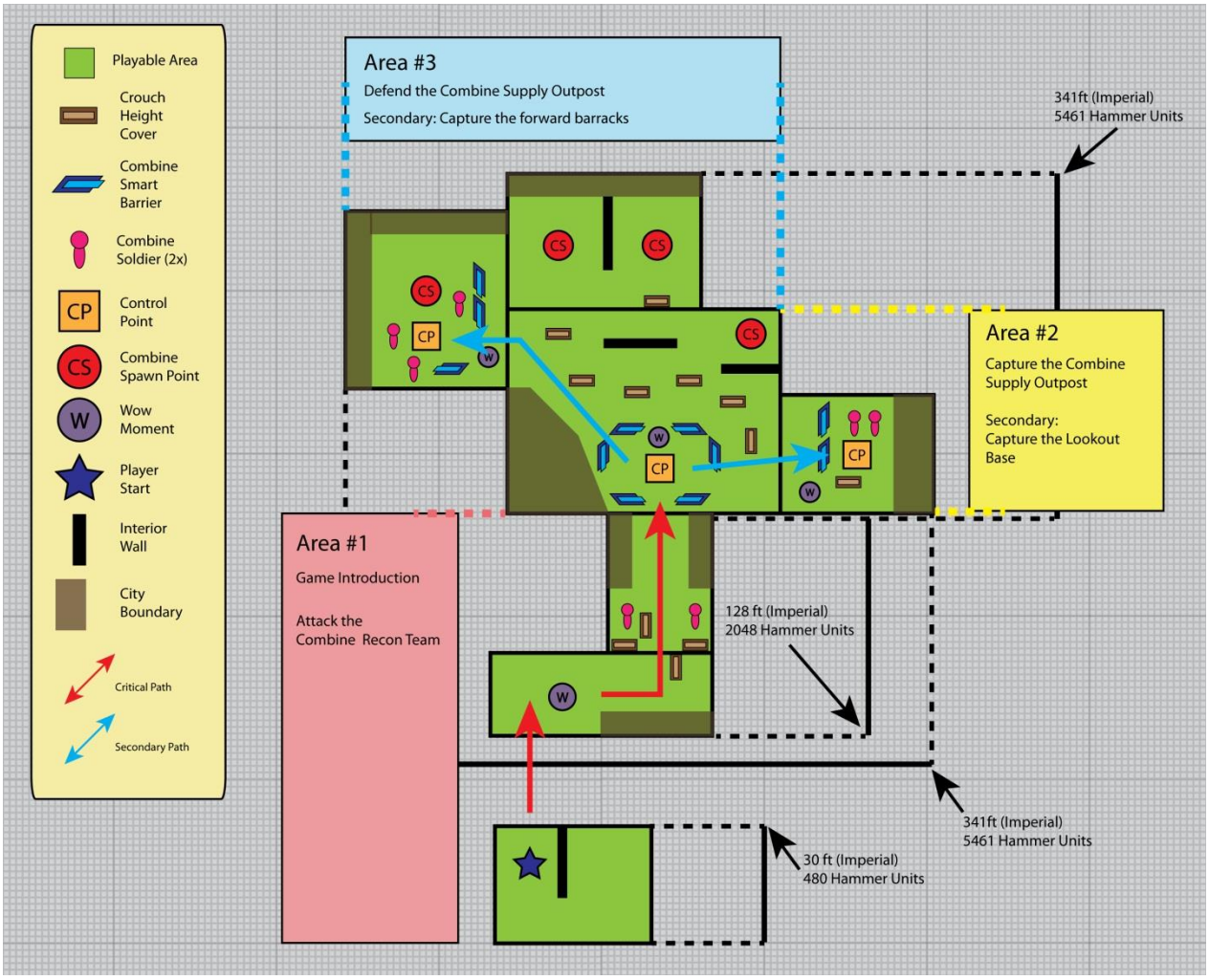

Figure 7: Area Breakdown Map

Detailed Walkthrough

Area 1: Intro / Assist the Resistance Assault Team

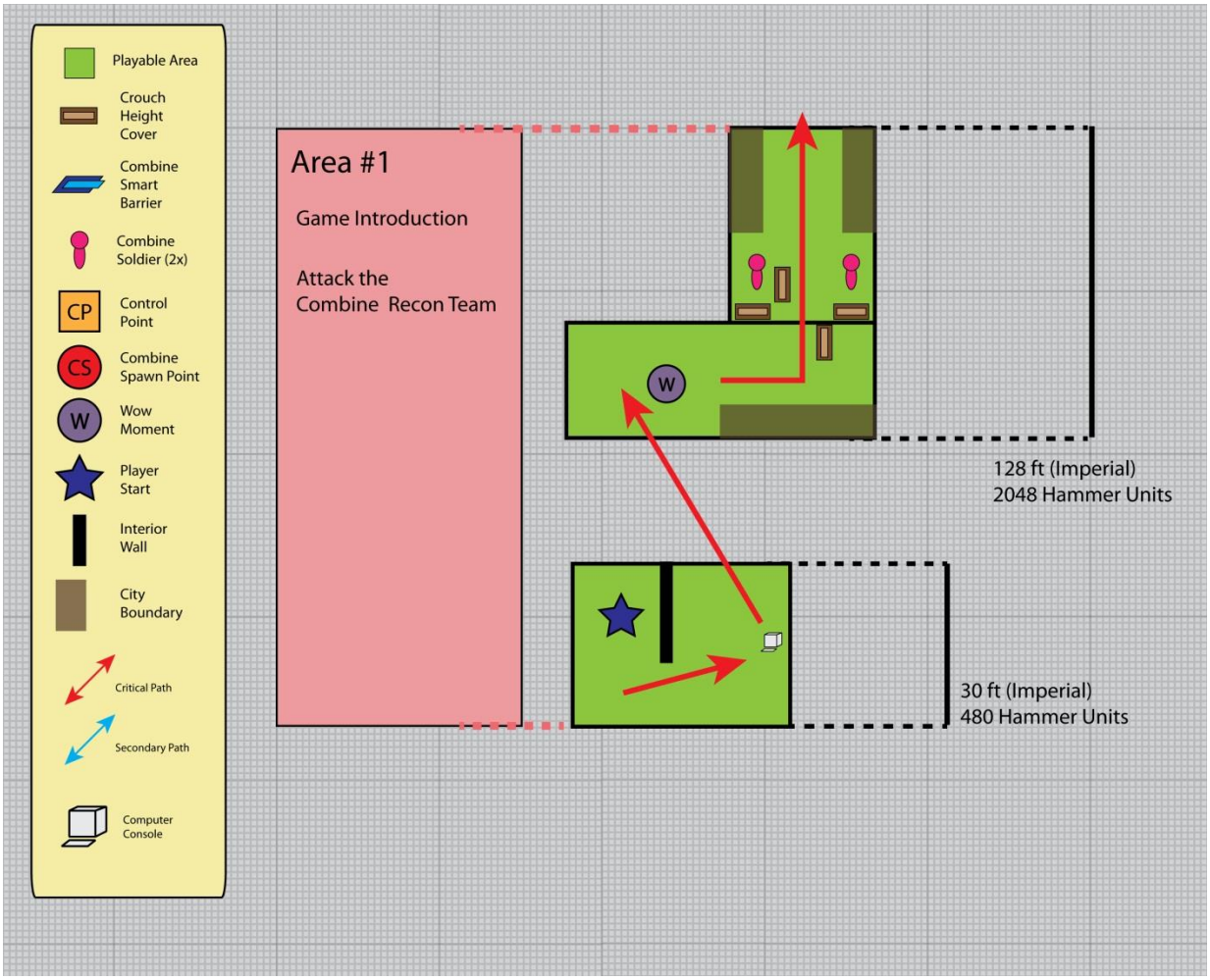

Figure 8: Area 1 Detail Map with Keys

Initial Loadout

- No loadout exists for "Slacky's Command" as the player commands other units and only moves around a Man-Hack representing the player avatar.

Gameplay/Story

1. The gameplay begins with the player appearing in a small room based on Dr. Kleiner's office / lab from the original Half Life 2. Resistance NPCs update "Gordon" on the situation of the city, and then immediately direct players to interface with a computer console in the room to take command of Slacky.

2. The first encounter involves the player coming to the aid of the initial Resistance Assault Team, in which the player learns the controls and mechanics of an RTS, while defeating a small group of Combine Soldiers outside the Combine Supply Outpost.
3. **Load-outs:**
    - Ally NPC (Resistance / Player Controlled Units)
        - 6x SMG Resistance Soldier
        - 2x AR2 Resistance Soldier
    - Enemy NPC (Combine Soldiers)
        - 2x Pistol Metro Police
        - 2x SMG Combine Soldier
4. **How-to-Complete**
    - The enemy AI exists in stasis (non-action) until a trigger activates by moving units close to them. Combine AI at this point stand to defend their given area, rather than attacking into Resistance soldiers, and the player must find ways to flank, and use units to attack the enemies in the most efficient manner through strategic environmental placement.

Text and Dialog

Objective Text

- **Primary Objective:**
    - Defeat the small group of Combine Soldiers outside the Combine Supply Outpost

Dialog/Script

- **Sample Dialogue:**
    - "Gordon, this is the T130 Man-Hack, reprogrammed for you to aid in commanding Resistance forces inside City 17. We call it Slacky for short!"
    - "Gordon, use Slacky's laser pointer to select a nearby Resistance soldier."
    - "Gordon, transmit movement data to the Resistance soldier and send him to the crate vantage point on the right side."
    - "Congratulations, now that you're familiar with the command structure through Slacky, there is a small Combine Recon up ahead. Neutralize them and proceed to the Supply Outpost!"

Visual References

Theme

Theme	Description
City 17	The City 17 theme emulates the style of City 17 from Half Life 2 and Half Life 2: Episode One. It uses static mesh that make up the City 17 environment, with lots of industrial buildings, and apartment complexes. The majority of the level takes place on the streets between major "courtyard" locations, so the theme of City 17 emphasizes the assets, lighting, and textures for city streets with buildings as playable space boundaries.

Characters/Vehicles Introduced

Figure 10: Main Character, Gordon Freeman

Figure 9: Slacky, the Man Hack

Figure 13: Combine Recruit / Metro Police

Figure 11: Resistance soldiers

Figure 12: Combine Soldier

Environment References

Figure 14: Example of a Top Down City 17 Layout

Figure 15: Example of a street layout with cover / obstacles in City 17

Perspective Shots

N/A

Area 2: Capture the Combine Supply Outpost

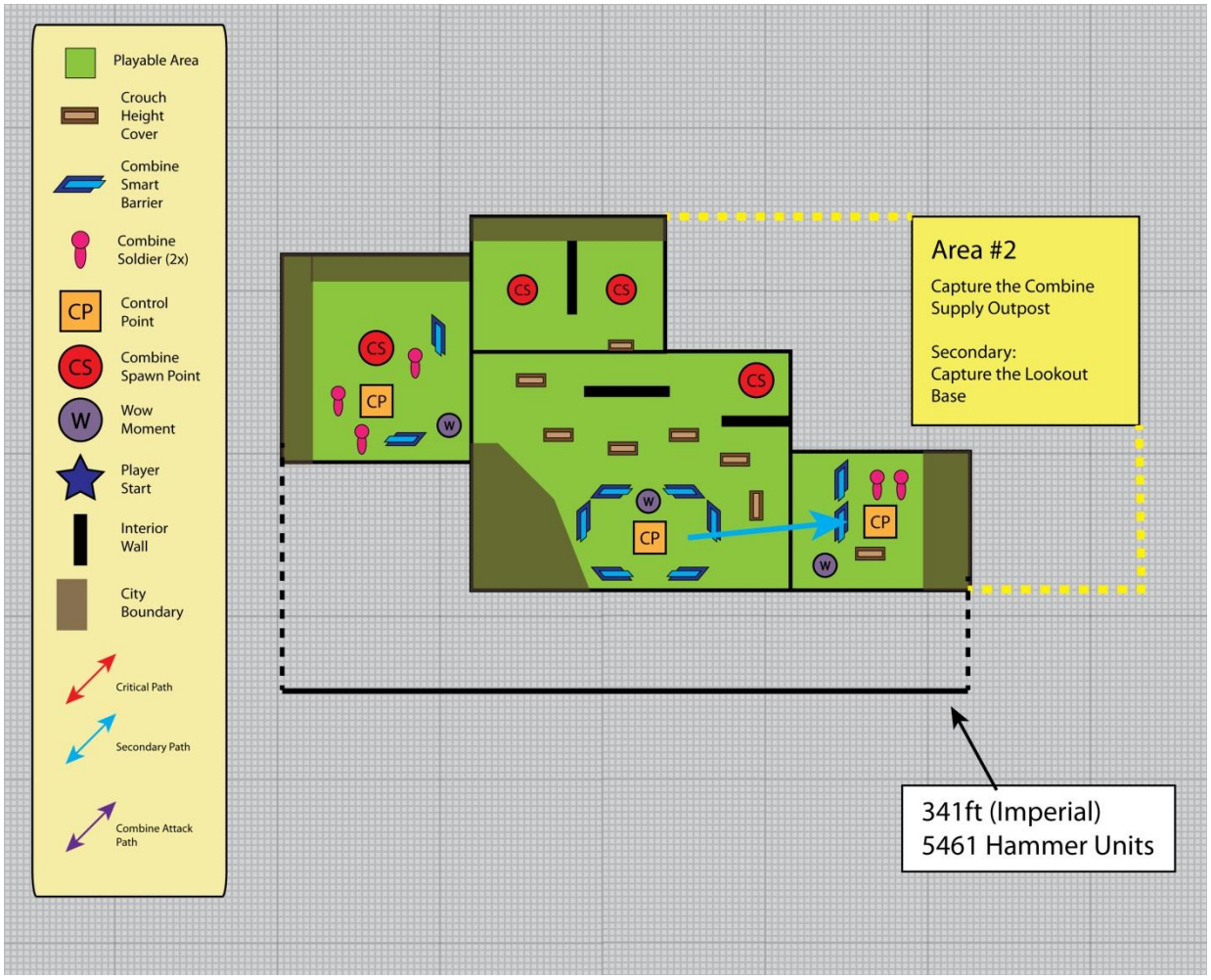

Figure 16: Area 2 Detail Map with Keys

Gameplay/Story

1. **Area #2 Encounter:**
    - Primary Objective:
        - Secure the Combine Supply Outpost by defeating all enemies and "capturing" the location
    - Secondary Objective:
        - Capture the Control Point at the Lookout Tower for additional resources
2. **Load-outs:**
    - Enemy NPC (Combine Outpost Guards)
        - 4x Pistol Metro Police
        - 4x SMG Combine Soldier
        - 2x AR2 Combine Soldier
    - Enemy NPC (Combine Lookout Tower)
        - 2x Pistol Metro Police

        - 2x SMG Combine Soldier
    - Ally NPC (Resistance / Player Controlled Units)
        - Previously given units from Area #1
        - 4x SMG Resistance Soldier (Reinforcements)
        - 4x AR2 Resistance Soldier (Reinforcements)
        - 2x Rocket Resistance Soldier (Reinforcements)

3. **How-to-Complete**
    - Enemy NPC AI only patrol and defend the Combine Outpost, without leaving the designated area of the Combine location. In order to capture the Combine Outpost, players must defeat all surrounding enemies within the Combine Outpost in order to activate the timer to capture the Outpost.
    - Secondary Objective:
        - Simply walk the units over to the Control Point (represented by a flag) in order to capture the location for additional resources.

Text and Dialog

Objective Text

- **Primary Objective:**
    - Secure the Combine Supply Outpost by defeating all enemies and "capturing" the location
- **Secondary Objective:**
    - Capture the Control Point at the Lookout Tower for additional resources

Dialog

- **Sample Dialogue:**
    - "Gordon! The Combine are beginning preparations for an assault on the Supply Outpost, you better your soldiers moving or else it'll be impossible to take in a few minutes!"

Visual References

Theme

Theme	Description
City 17	The City 17 theme emulates the style of City 17 from Half Life 2 and Half Life 2: Episode One. It uses static mesh that make up the City 17 environment, with lots of industrial buildings, and apartment complexes. The majority of the level takes place on the streets between major "courtyard" locations, so the theme of City 17 emphasizes the assets, lighting, and textures for city streets with buildings as playable space boundaries.
Combine Lookout Tower	This theme uses assets from City 17, including Combine towers and barriers to create a feel of a small temporary lookout post in the middle of the city. The lighting comes from spotlights and electronic equipment used to monitor the citizens of City 17, and static meshes that show brief / make-shift construction easily torn apart for mobile redeployment.

Characters/Vehicles Introduced

Area #2 does not introduce any new enemies.

Environment References

Figure 17: Example of a large open area in City 17 (likely position for an Outpost)

Figure 18: Example of a Tower, used in conjunction with a small place for a Lookout base

Figure 19: Example of an "entrance" to a medium – heavily defended Combine Base (for the Outpost)

Figure 20: Example of an "interior space" from a top-down RTS camera of a building

Perspective Shots

N/A

Area 3: Defend the Combine Supply Outpost

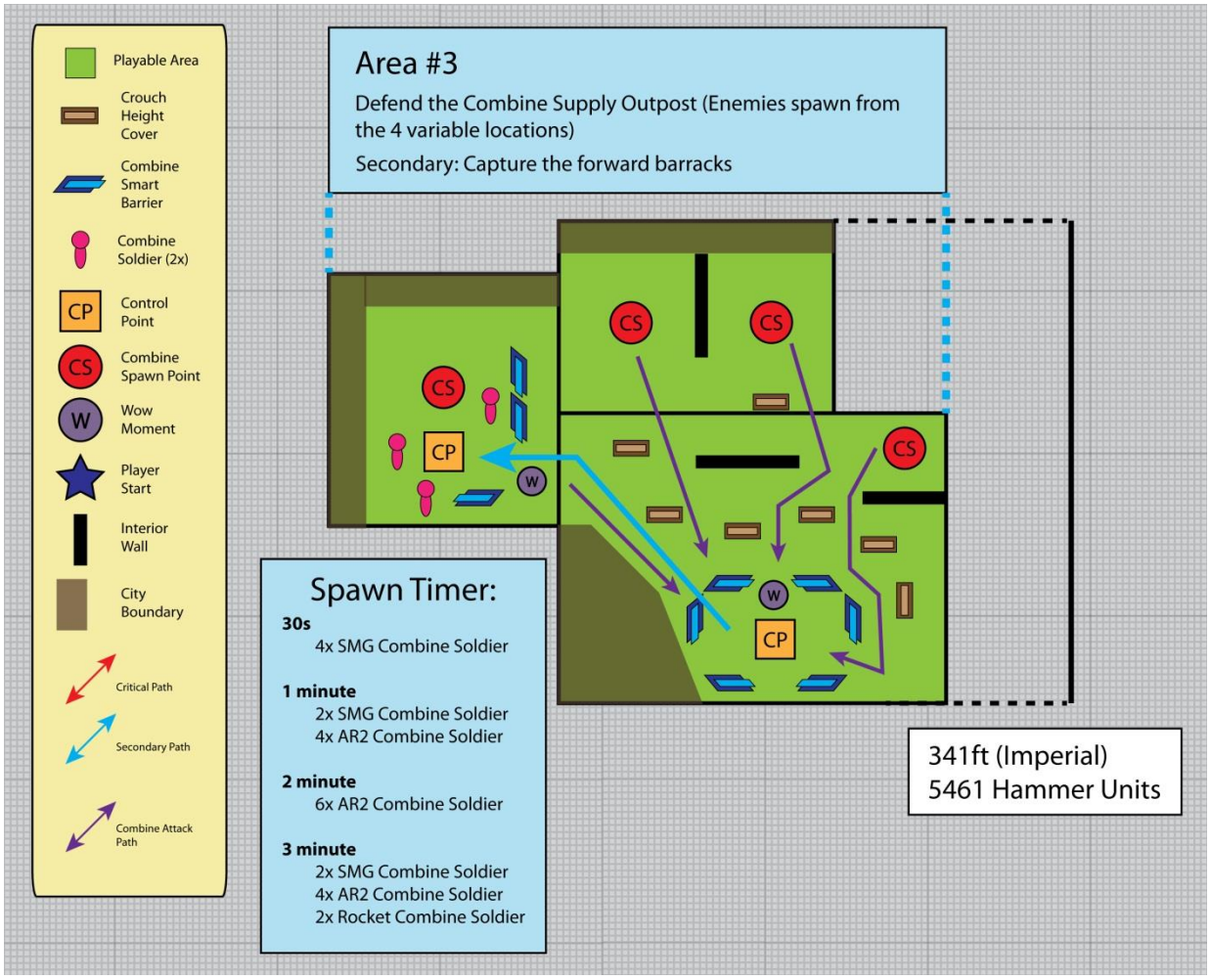

Figure 21: Area 3 Detail Map with Keys

Gameplay/Story

1. **Area #3 Encounter:**
   - Primary Objective:
     - Defend the Combine Supply Outpost by defeating all enemies
   - Secondary Objective:
     - Capture the Control Point at the Barracks for additional resources and to stop enemy spawns from one additional location
2. **Load-outs:**
   - Enemy NPC (Combine Outpost Guards)
     - Pistol
     - SMG
     - AR2
     - Rocket

- Enemy NPC (Combine Barracks Secondary Objective)
  - 3x AR2 Combine Soldiers
  - 3x SMG Combine Soldiers
- Ally NPC (Resistance / Player Controlled Units)
  - Previously given units from Area #1
  - 2x SMG Resistance Soldier (Reinforcements)
  - 4x AR2 Resistance Soldier (Reinforcements)
  - 4x Rocket Resistance Soldier (Reinforcements)

3. **Enemy Spawn Timer:**
   - 30s
     - 4x SMG Combine Soldier
   - 1 minute
     - 2x SMG Combine Soldier
     - 4x AR2 Combine Soldier
   - 2 minute
     - 6x AR2 Combine Soldier
   - 3 minute
     - 2x SMG Combine Soldier
     - 4x AR2 Combine Soldier
     - 2x Rocket Combine Soldier
4. **How-to-Complete**
   - Player must defend the Combine Supply Outpost for 4 minutes from incoming Combine Soldiers. Combine Soldier AI involve assaulting from different directional spawns, and only push forward, without "thinking" to defend.
   - Secondary Objective:
     - Defeat the Combine Soldiers at the Barracks and capture the Control Point.

Text and Dialog

Objective Text

- **Primary Objective:**
  - Defend the Combine Supply Outpost by defeating all enemies
- **Secondary Objective:**
  - Capture the Control Point at the Barracks for additional resources and to stop enemy spawns from one additional location

Dialog

- **Sample Dialogue:**
  - "Gordon! Recon is telling us of several Combine Units converging on the Outpost, instruct your men to defend it at all cost!"

Visual References

Theme

Theme	Description
City 17	The City 17 theme emulates the style of City 17 from Half Life 2 and Half Life 2: Episode One. It uses static mesh that make up the City 17 environment, with lots of industrial buildings, and apartment complexes. The majority of the level takes place on the streets between major "courtyard" locations, so the theme of City 17 emphasizes the assets, lighting, and textures for city streets with buildings as playable space boundaries.
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Combine Forward Barracks	This area's theme heavily centers on deployment of strong Combine Barriers, defensive placements and troop transport vehicles. Static meshes focus on the militaristic aspect of the Combine assets, with lighting concentrating on visibility and the shining glow of dozens of electronic equipment.

Characters/Vehicles Introduced

Figure 22: Image of a Combine Special Forces / Elite Soldier

Environment References

Figure 23: Concept Art of Combine Smart Barriers and "defense" gameplay theme

Figure 24: Example of a defended building / area by Resistance forces

Perspective Shots

N/A

Critical Asset List

Asset Name	Type	Use	Exists?	Link/Pic
Info_player_start	Entity	Used to determine player start location	Y	
Ai_relationship	Entity	AI node used for NPC AI interactions	Y	
Logic_auto	Entity	A logic node entity allowing for advanced scripting functions	Y	
Game_text	Entity	Game text entity for in-game messages and notifications	Y	
Point_viewcontrol	Entity	View control camera for recreating the RTS Isometric camera view	Y	
Math_counter	Entity	Math counter node for keeping track of numbers for advanced math tracking	Y	
Logic_timer	Entity	Timer entity used for counting up / down time in order to keep track of events or triggers	Y	
Logic_case	Entity	Logic case allows for multiple input and outputs, specifically useful in conjunction with timers, especially CP countdown	Y	
Info_node	Entity	Seed specific AI nodes for NPCs to use to improve AI	Y	
Info_node_hint	Entity	Specialized AI node that alerts NPCs to specific AI actions (such as cover)	Y	
Npc_template_maker	Entity	Allows for creation of AI templates based on a single NPC entity, essential for spawning and creating multiple units	Y	
Npc_combine_s	Entity	Template and individual entity for spawning Combine Soldiers, of all kinds	Y	
Npc_metropolice	Entity	Entity for creating metro police Combine NPC	Y	
Npc_citizen	Entity	Used to spawn resistance soldiers / human soldiers	Y	
Point_clientcommand	Entity	Used to access client commands in-game	Y	
Light_environment	Entity	General light placement for creating the lighting theme within the game world	Y	
Sky_camera	Entity	Used to create a 3D Skybox	Y	
Env_cubemap	Entity	Used to create HD reflections, etc…	Y	
Building_002a	Prop_static	Used to build the boundary of the playable space	Y	
Destroyed_cityblock1a	Prop_static	Used to build the boundary of the playable space	Y	

Destroyed_cityblock1b	Prop_static	Used to build the boundary of the playable space	Y	
Destroyed_cityblock1d	Prop_static	Used to build the boundary of the playable space	Y	
Destroyed_cityblock1e	Prop_static	Used to build the boundary of the playable space	Y	
Combine_bunker_shield01a	Prop_static	Used to building the playable in-game structures	Y	
Combine_fence01a	Prop_static	Used to building the Lookout Tower area	Y	
Combine_fense02b	Prop_static	Used to building the Lookout Tower area	Y	
Combineinnerwallcluster1024_001a	Prop_static	Used to building the Combine Outpost Area / Barracks	Y	
Combineinnerwallcluster1024_002a	Prop_static	Used to building the Combine Outpost Area / Barracks	Y	
Wood_crate002a	Prop_static	Used in-game as a medium height cover object	Y	
Destroyed_cityblock1b	Prop_static	Used to build the boundary of the playable space	Y	
Destroyed_cityblock1d	Prop_static	Used to build the boundary of the playable space	Y	
Destroyed_cityblock1e	Prop_static	Used to build the boundary of the playable space	Y	
Combine_bunker_shield01a	Prop_static	Used to building the playable in-game structures	Y	
Combine_fence01a	Prop_static	Used to building the Lookout Tower area	Y	
Combine_fense02b	Prop_static	Used to building the Lookout Tower area	Y	
Combineinnerwallcluster1024_001a	Prop_static	Used to building the Combine Outpost Area / Barracks	Y	
Combineinnerwallcluster1024_002a	Prop_static	Used to building the Combine Outpost Area / Barracks	Y	
Wood_crate002a	Prop_static	Used in-game as a medium height cover object	Y	

Additional Asset List

Asset Name	Type	Use	Exists?	Link/Pic
Combine_monitor002	Prop_static	Cluttering asset	Y	
Wood_crate001a	Prop_static	Useful cover / cluttering asset	Y	

Barricade_short01a	Prop_static	Useful cover / cluttering asset	**Y**	
Barricade_short02a	Prop_static	Useful cover / cluttering asset	**Y**	
Barricade_short03a	Prop_static	Useful cover / cluttering asset	**Y**	
Barricade_tall01a	Prop_static	Useful cover / cluttering asset	**Y**	
Barricade_tall02a	Prop_static	Useful cover / cluttering asset	**Y**	
Barricade_tall03a	Prop_static	Useful cover / cluttering asset	**Y**	
Lambdaspray_2a	Infodecal	Decal with the lambda spray, typically used to signify important information to Gordon in the original HL2	**Y**	
Props_lab (folder)	Prop_static	All props in the props_lab to be used to clutter the initial zone where Gordon Freeman / player first begins the level, prior to activating the main level	**Y**	
Vehicle_van	Prop_static	Cluttering asset	**Y**	
Light_spotlight	Entity	Spotlight entity for additional lighting	**Y**	
Light	Entity	Point light entity for additional lighting	**Y**	
Ai_goal_assault	Entity	Useful entity for advanced AI behavior	**Y**	
Ai_changetarget	Entity	Useful entity for individually targeting or changing AI behavior	**Y**	
Ai_sound	Entity	Sound for use with feedback to the player on unit control	**Y**	
Props_debris (folder)	Prop_static	Debris from this folder useful in creating a “war-torn” battlefield		

References

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Appendix

Why is this fun?

Real-Time Strategy games make up a large part of past and present Computer Games out on the market, such Supreme Commander, Dawn of War 2, and Starcraft 2. These games have all gained endearment and a loyal following for RTS gameplay, mixed with story and mechanics with the potential to translate into other games (such as shooters).

Turning Half Life 2 into a RTS represents the realization of the fusion of both the strategy and shooter genres, similar to Dawn of War 2. The game puts players in the position of a "supreme commander" of Resistance forces, and allows them to play out the imagination of "what if Gordon Freeman became a great general directing soldiers into combat". It provides a new and unique experience by adding a refreshing take on the battle for City 17.

What makes this sequence interesting/memorable?

Specifically, the most memorable and interesting aspect of this level involves the RTS mechanic and the ability for them to direct "troops" through the playable space.

How will you communicate to the player what they need to do?

Using dialogue and a mixture of self-recorded voice over to provide the player with information / tutorial on how to use the new RTS controls / interface.

Lastly, creating a new key binding that brings up additional in-game help text that reiterates the controls.

How can the player break it?

The player can break it by abusing the controls and confusing the Movement AI by pressing / commanding NPCs too rapidly.

Another way to break the game involves attempting to float out of word as Slacky, the Man Hack, but exploiting (possible) gaps in BSP collision boundaries / meshes.