

Derelict Ship

Walkthrough

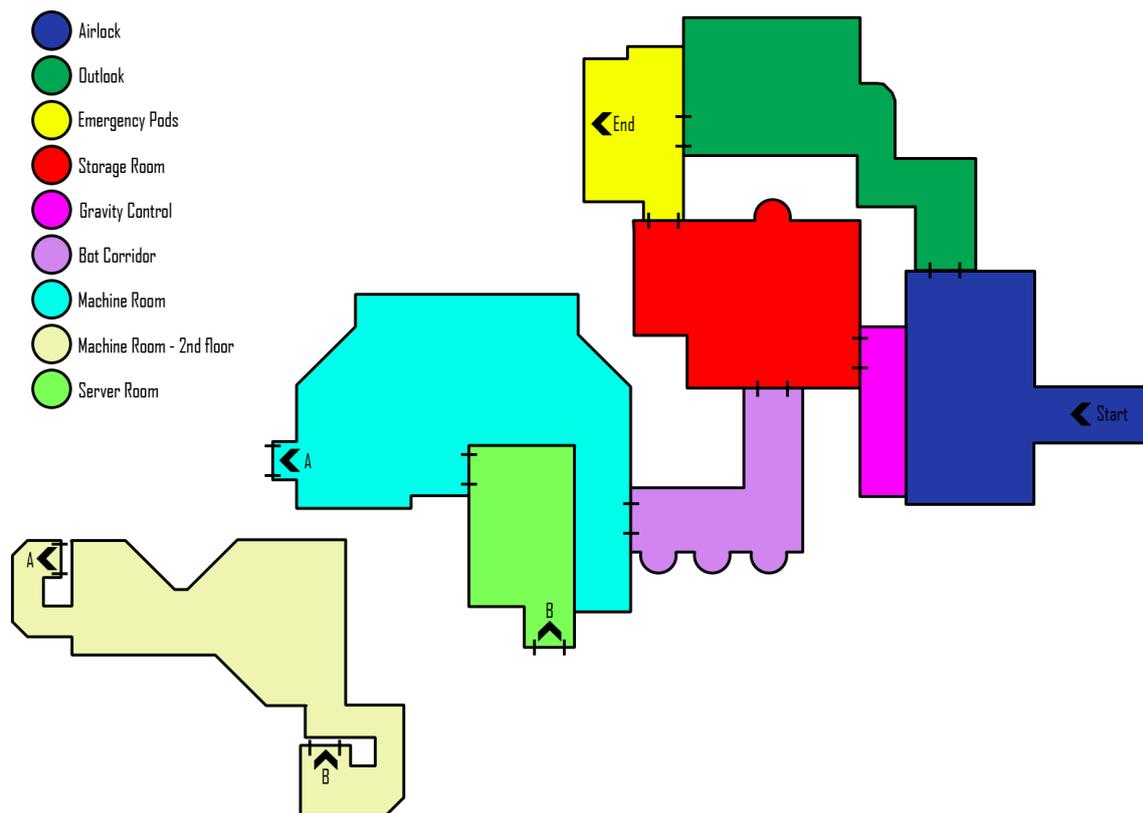
Work Info

This level was made using Unreal Engine 4. All scripts, game logic and functionality was scripted by me. The level features art and animation assets from the following packs: FPS Weapon Pack Vol 2, Sci-fi Prop pack, Unreal Engine Animation Starter Pack, and additional assets from Unreal Engine Content Examples. Sound effects were gathered from freesound.org and all in game music is from Epidemic Sound.

Inspiration and game goals

I set out to make an experience that will increase in tempo throughout the gameplay. I thought it was important to use a slow buildup, letting the players immerse themselves and get into the world. Playing in zero gravity offers this slower and more exploration like gameplay in the demo. I then wanted to transition to an action game that was high intensity and had a climax returning the player to the previously explored areas.

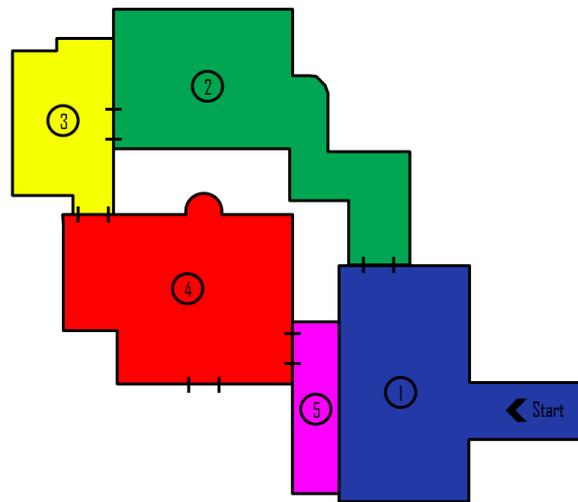
Map Overview



As the players progress throughout the level conditions change altering the available areas the players have access to. This change is splitting up the map in three different phases looping parts of the map after an event occurs when the player completes a certain task in the Server Room (Lime green). Here are map overviews for all phases with numbered events that will be detailed in this document.

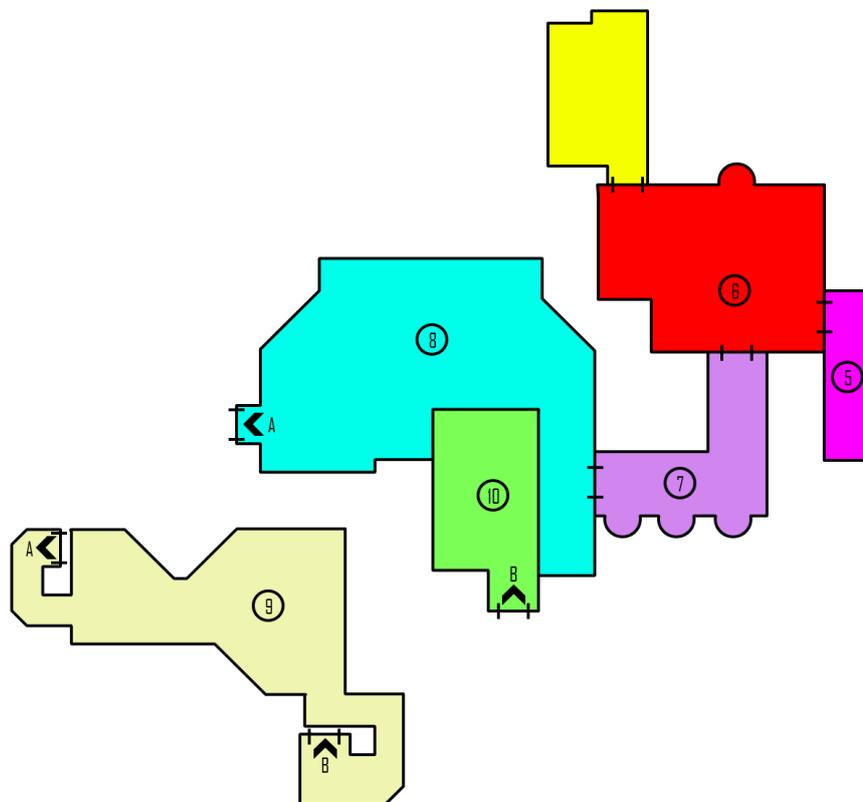
Map Access – Phase 1

No gravity phase – Exploration & Setup



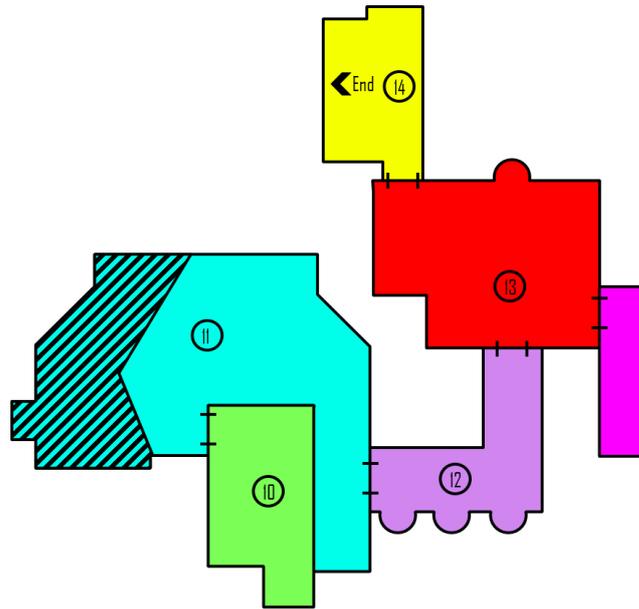
Map Access – Phase 2

Action phase – Combat & Main Mission goal



Map Access – Phase 3

Escape phase – Altering conditions & Climax



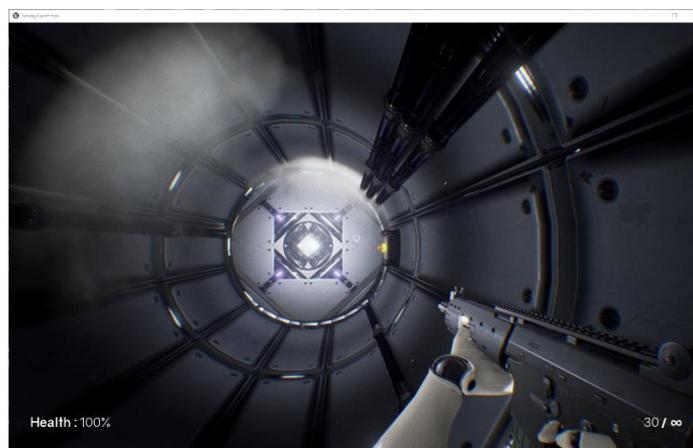
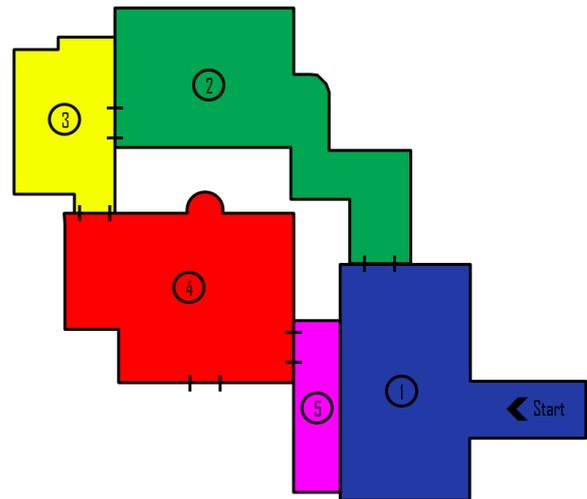
Walkthrough

Phase 1

This phase is played without gravity and no action events. We are building tension and setting up the story and goals for the player while introducing them to different mechanics.

1. Airlock

This is where the map starts. Here the player is given information about main goal of the map and a secondary goal from Johnston (who will be watching everything the player does through a helmet camera). Here we immediately introduce the buttons the player can interact with. As soon as the door opens to the airlock room the player sees its goal, the gravity control room, with another button. Here we also hint about coming tasks where a player can see something missing in the gravity control room and the disabled turrets around the doorway.



2. Outlook

The player passes through a dark corridor while suspenseful music starts to play. We are building tension to the tease of the main enemy of the game and the damage of the ship. I wanted this area to be more damaged and burned out however I did not have enough assets to reflect that. The player can see and hear sparks guiding the player forward. The player is met with its first task, opening the door. The floating bot contain a key pass that is needed to proceed. The player can pass the bot without inspecting it, doing so will trigger a message when trying to access the door. That message tells the player to go and inspect the bot, forcing exposition and setup. We now also have introduced locked doors with a red light and open ones with green lights.



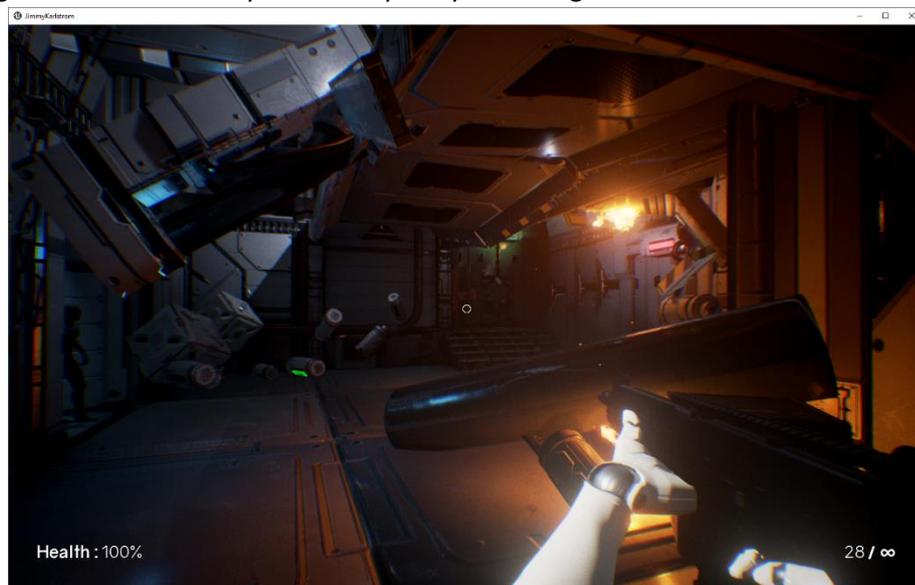
3. Emergency Pods

Here we keep building tension and mention the escape pods, the exit for the map, so players can recall that information later. This room should feel as it is in a more working condition than the previous one thanks to the lights working flawlessly highlighting the pods grabbing the players interest.



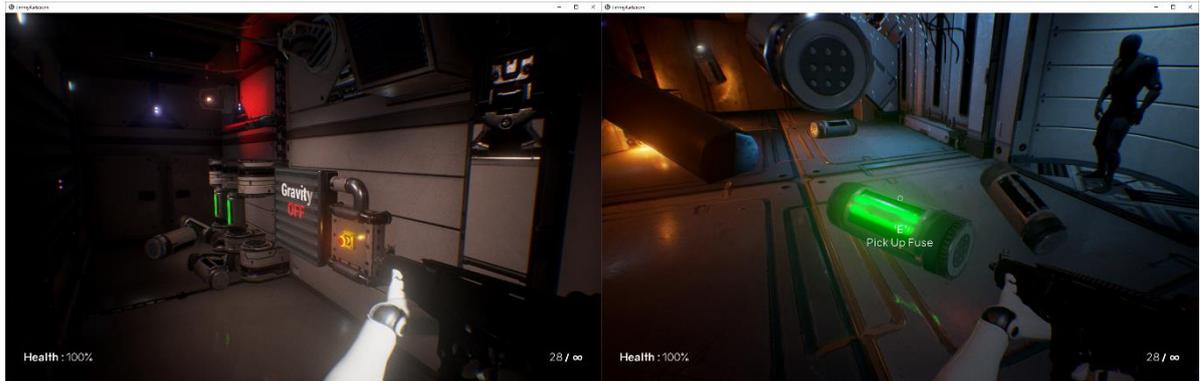
4. Storage Room

The player is met with immense destruction, fire contrasting the previous cold lighted rooms drawing attention toward the area with the doors. There are two doors exiting the room, one is locked and one open both located diagonally from the player as they enter the room to put them in a good view for the player to notice them. As the player navigates through the room they will be prompted with a message informing them about the bots and turrets located there, setting up a coming event. If the player approaches the locked door they will be prompted with a message informing them about the gravitational difference, reinforcing the players task, to re-enable the gravity. In this room a fuse is floating around with a bright green light, something that the player will need in the next step. It is however not possible to pick it up just yet, since we are working on introducing that mechanic and you can only carry one thing at a time.



5. Gravity Control Room

When the player is trying to power up the gravity by interacting with the button beside the display screen they are informed by Johnston about the fuse missing. There are two other fuse connectors with working fuses in them, showing the player what it looks like. There are also several unpowered ones scattered in the room. The player can now return to the storage room, find the fuse and pick it up. When the player has the fuse and moves close to the fuse connector it will be automatically put in, the player will get a confirmation sound and a green light will start shining, showing the player that everything now is in working order.

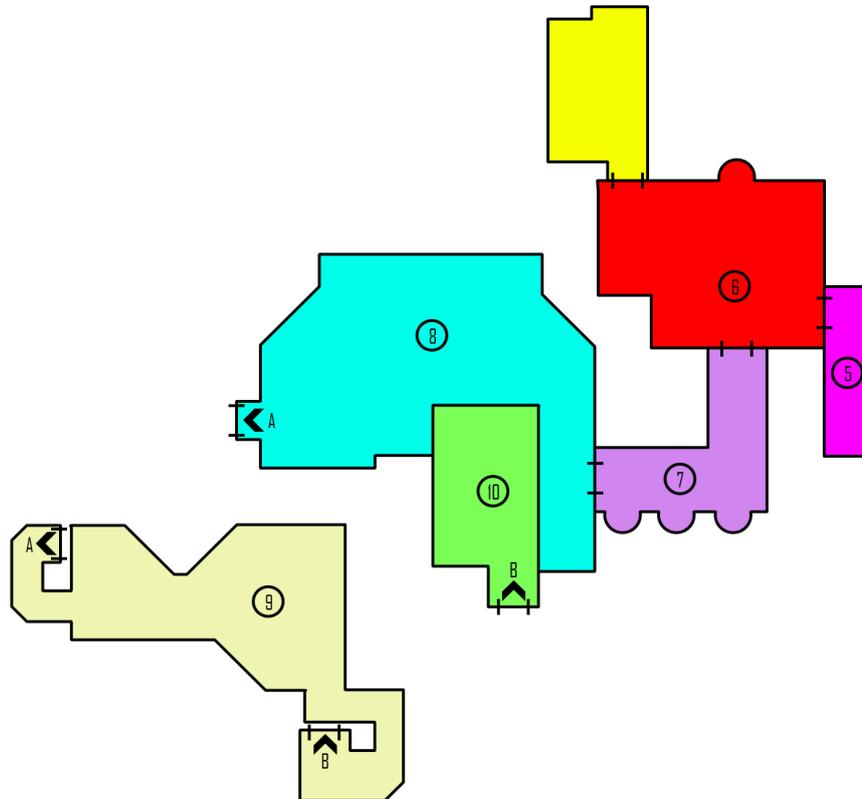


The player can now push the button and re-enable the gravity. When the button is pushed a countdown will start and as the gravity returns all floating object and the player will regain their gravity and will be informed that damaged areas are now being locked off, a point of no return. The player will be prompted a message detailing that the ship detected 'unauthorized access' and that turret security systems are activated. Faster music will start playing upping the pace as we now transition to Phase 2.



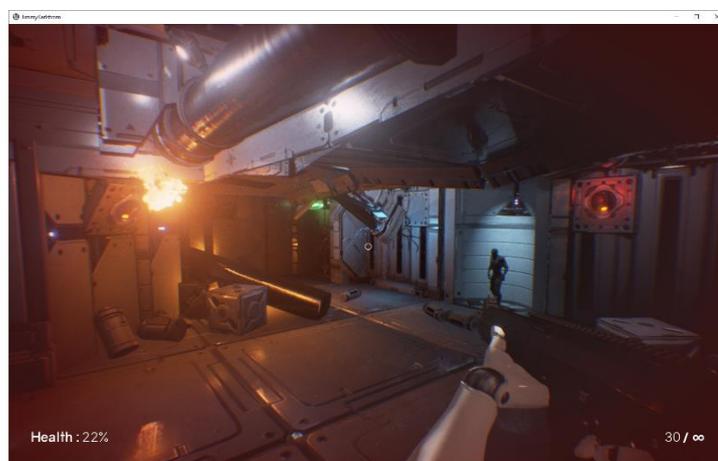
Phase 2

This is an action phase altering the tempo between 'mid-' and 'high' changing it from the previous areas and utilizing the foreshadowing and setup we did in Phase 1. The music playing have a higher tempo.



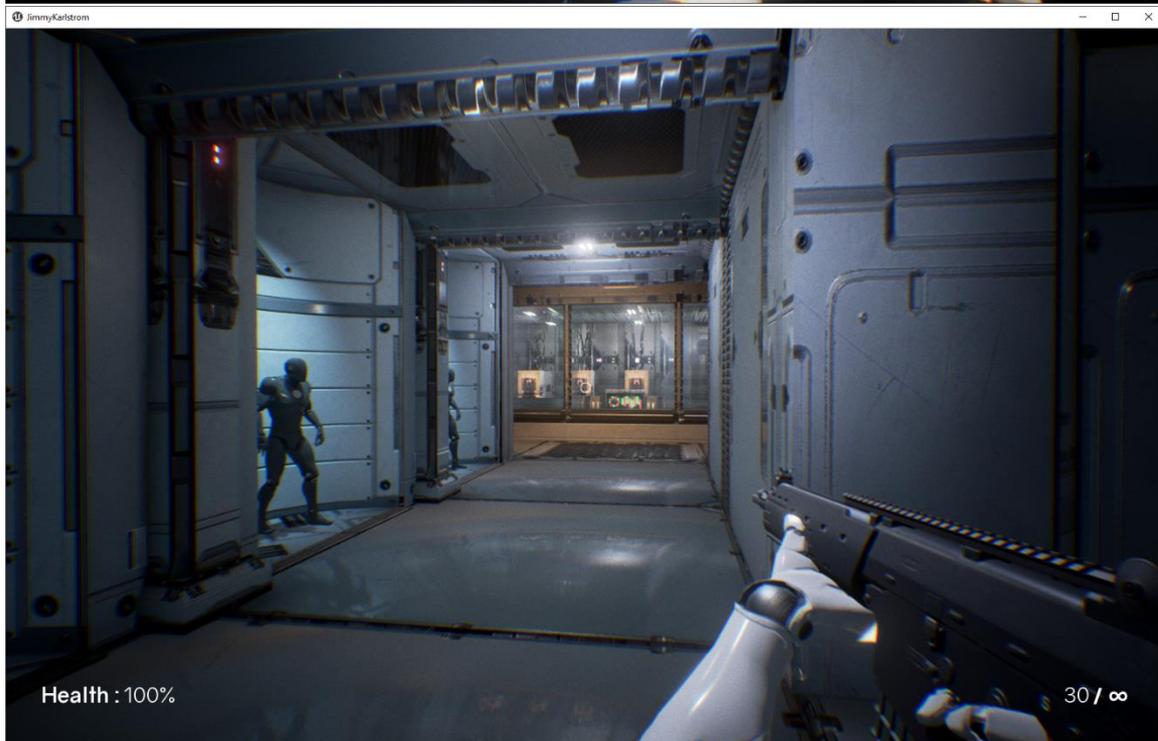
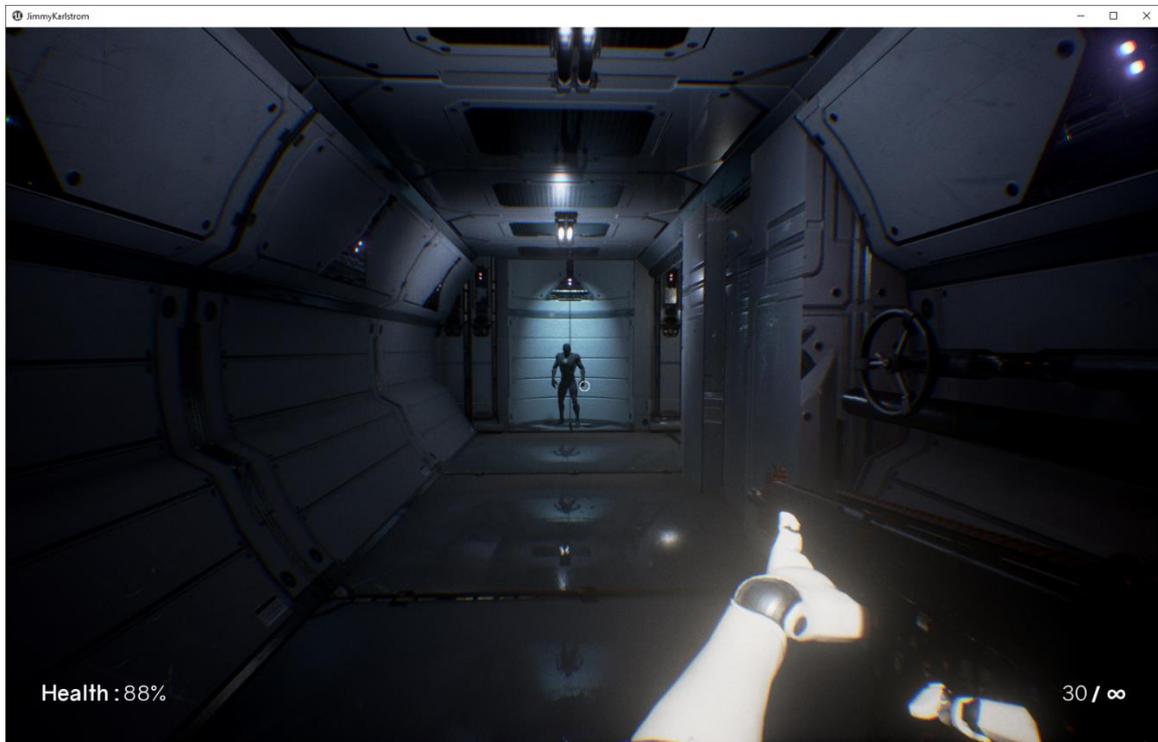
6. Storage Room – Turrets

When the player returns to the storage room the turrets will be powered on and scan and attack the player. Upping the pace and the stress levels for the players. Previously sealed door is now open and is green. The player can now move on and continue to explore the level in pursuit of the data logs. Here I wanted the turrets to have a tracking, target lock-on and other bullet sounds but I did not find any that worked in time.



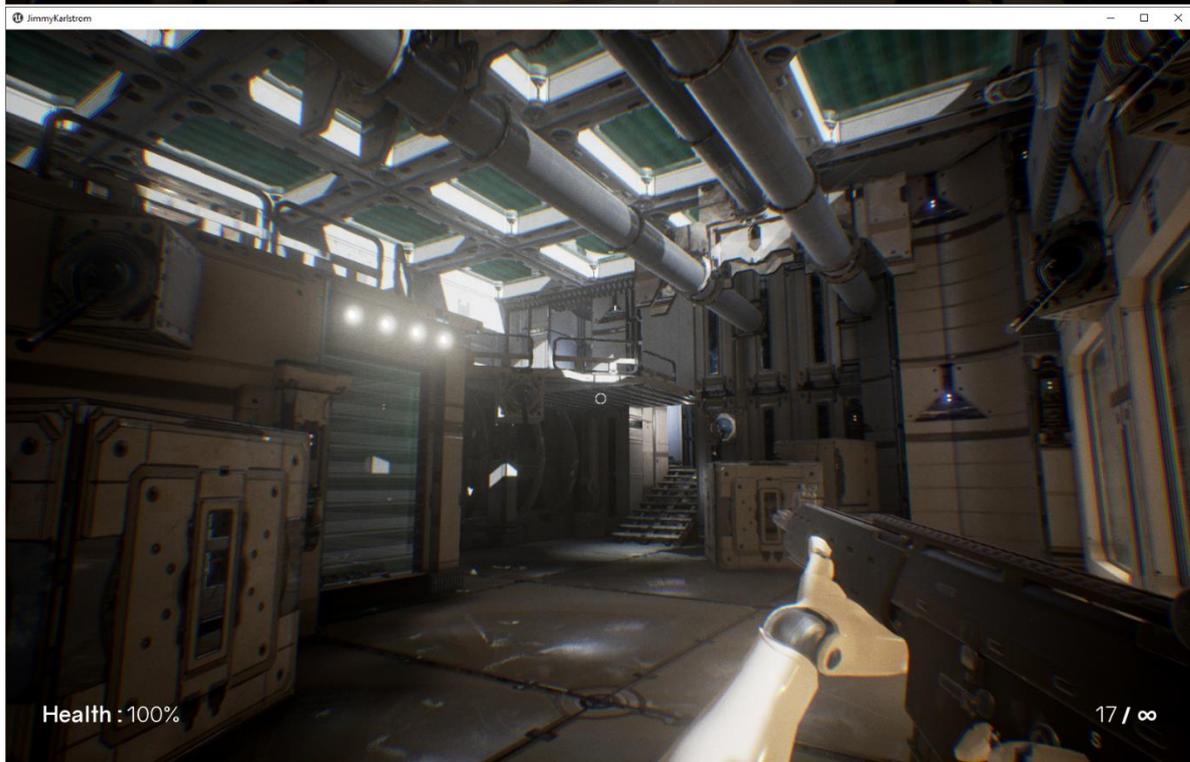
7. Bot Corridor

As the player enters the corridor they will see another bot framed right in front of them, showing them that there are a lot more located in the level. The corridor is dark and cold, making the player feel uneasy when in presence of these bots. As the player progresses through it they will notice not only more bots but how it transitions from dark and cramped corridor to a lighter and more open room. The player will now see the server room, their main objective.



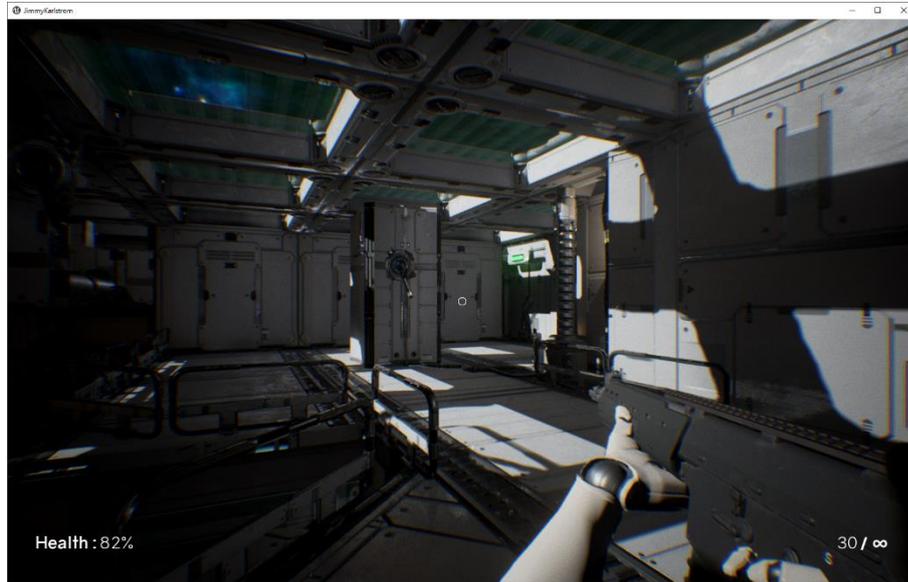
8. Machine room – First time

As the player walk into the machine room it's a huge contrast to the other areas. It is bright, high ceiling, clean and spacious. It has a glass ceiling and huge pipes running along the roof. This area is hinting about the size and scale of the ship; it is huge hence the size of this room. The brighter color scheme is giving the player a sense of safety, something that soon will change based on their actions. The player will be met with multiple turrets making the fighting more intense, a challenge to get to the established goal. As the player walk further into the room they will see that it has two floors, with the second floor acting as a balcony overlooking the bottom part.



9. Machine room 2nd floor

The fighting continues as they walk up the stairs, more turrets protecting the goal. However, they do not provide as much challenge since the stairway is a great cover to utilize when fighting them, lowering the tempo a bit. As the player continue to walk forward, the right furthest corner is cut at an angle guiding the player toward the door giving a clear path using established convictions that the green light over the door means it's open.



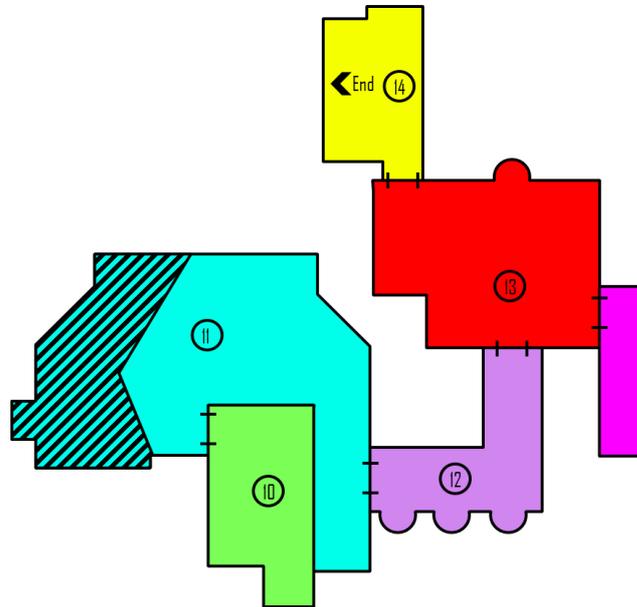
10. Server Room

When the player enters the room a data panel is in clear view and in a green light drawing attention, as they approach they can interact with it and access the data logs. When the player does this it triggers the end game scenario. The computer system recognizes that the top secret info it contains have been downloaded by an intruder, in a last effort to stop them it activates the security bots and initiates a self-destruct sequence. Through the window the player can see explosions go off, the camera shakes reinforcing the destructivity and the player can hear things fall down and being destroyed. High tempo music starts to play giving the player a sense of urgency and further increase the tempo. The player is informed that Johnston and the crew are being attacked and must now run for their life, transitioning to phase 3.



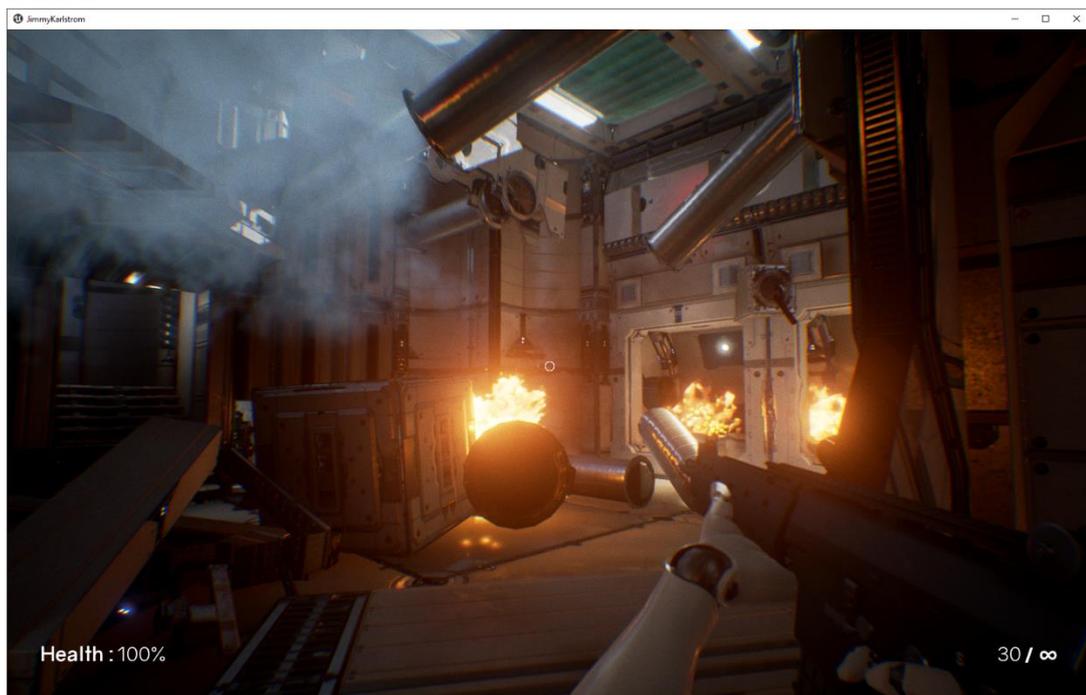
Phase 3

This is a high tempo phase set to be the climax of the game demo. It is a very high pace energy filled part that will utilize previously explored areas that now have seen more destruction and altered access, paths and challenges.



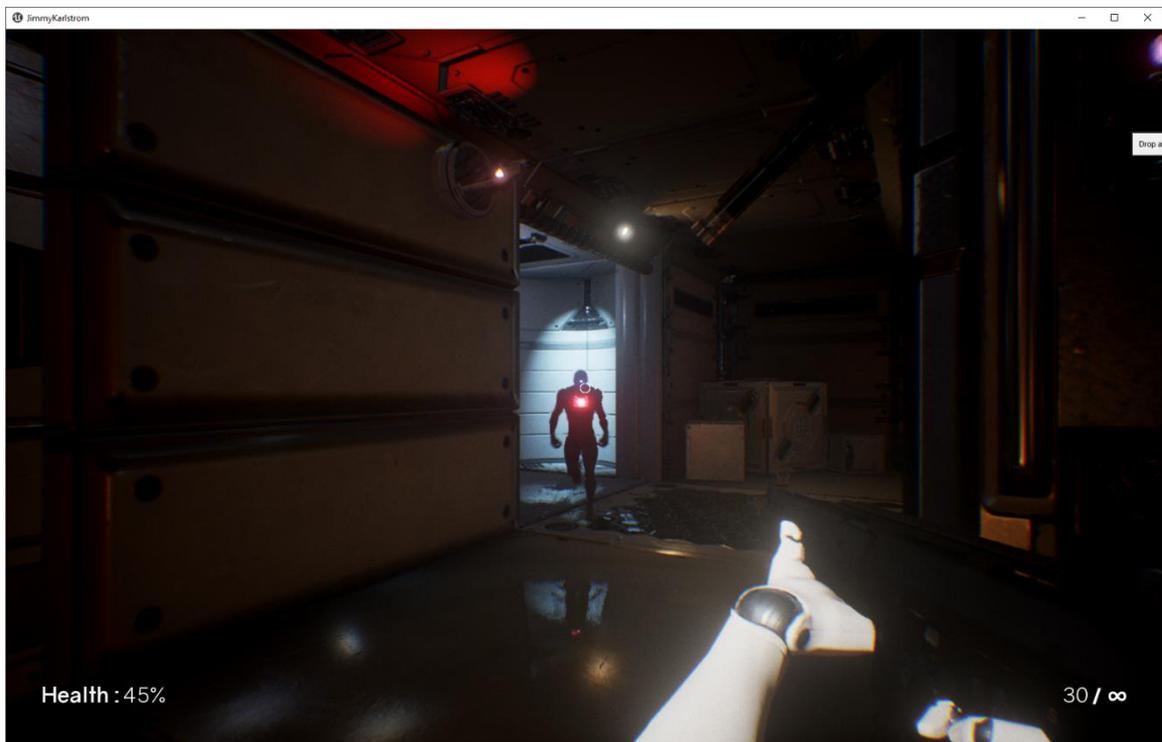
11. Machine Room – Destroyed

When entering the machine room again it has been destroyed, an alarm is blaring and high tempo music is playing creating a stressful environment for the player forcing them to focus on their goal, to get out. As the players run through the room more explosions go off reinforcing this. The access to the top area have been blocked off by debris and destroyed machine parts from the engines. The fire is communicating to the player that they can't go there and forcing them to walk back toward the corridor.



12. Bot Corridor

As the player approaches the corridor they can see the bots activate, dealing more damage than the turrets and hunting the player down. This is a scary moment and something that was foreshadowed since the start. This heightens the intensity and is a climax moment. When the player defeats them and continues through the corridor a message will be received from Johnston that you need to use the escape pods, they can't hold on. You hear them blow up and you need to escape.



13. Storage Room

It is now filled with smoke on the right side blocking your view as more fire has spurred up lighting up the door you need to exit through helping the player get their bearings and find the way out. The last bot is attacking you and your last hindrance to escape.



14. Escape Room

The escape pods engines have lit up and the player can approach any one of them to escape. The music and screen fades, slowing everything down for the player, you got out with the data but are the sole survivor.

