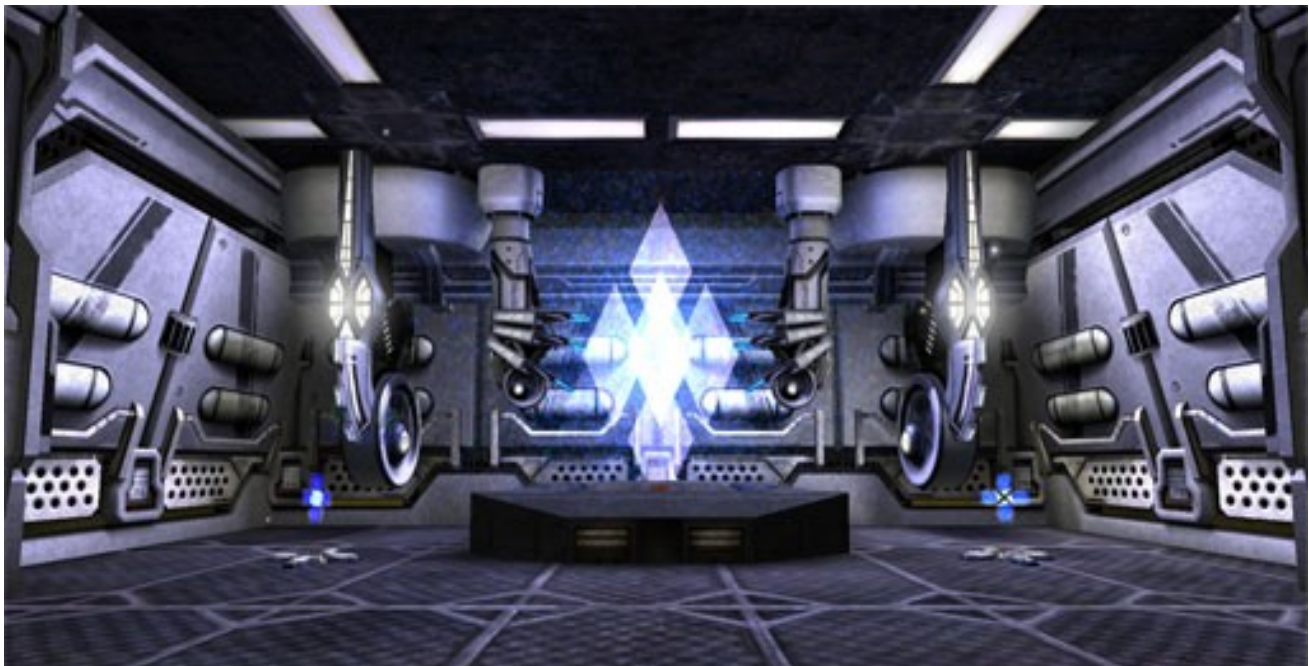


Area 51: Data Storage

Unreal Tournament 2004

7/8/08



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Revision Notes

7/8/08 – Preliminary concept developed

7/8/08 – Basic work on the LDD

7/9/08 – Added more detail across the whole document

7/9/08 – Added level layout

7/9/08 – Document completed

Quick Summary

After the rediscovery of the famed secret military base named Area 51, every major corporation in the galaxy began to send agents to its location to see what they could find and use for themselves. It seemed that even after all the years, there was still an organization that wished the secrets hidden there to stay lost forever. This scenario is a recreation of the ensuing struggle between the agents of the corporations and the mercenaries sent to destroy those secrets.

General Overview

- Landing outside the base, the mercenaries have only ten minutes to get inside and destroy the data archive before the agents can decode the data.
- To accomplish this, they must first force the main gate to open by taking advantage of a design flaw, destroying the control locks that hold the door tight. Once inside, taking control of the weapons cache will provide them with more weapons and closer spawn point.
- Inside the main hangar, the mercenaries must disrupt agent communication by destroying their com-link, then proceed to open the hangar door to allow one of their ships to land inside the base, providing yet another closer spawn.
- In order to gain access to the archive, the mercenaries must disable the security system, thus shutting down the automated turrets guarding the area and opening the door. The archive is vulnerable at this point.

Objectives

- Destroy the gate locks
 - The front gate is impervious to damage, but the control locks located to the sides of the gate can be destroyed forcing the gate to open.
- Secure the weapons cache
 - Taking control of the weapons cache will supply the mercenaries with extra firepower.
- Sever communications
 - To prevent the agents for signaling for backup, the mercenaries must destroy their com-link located inside the main hangar.
- Open the hangar door
 - Opening the hangar door will allow the mercenaries to have access close to the location of the data archive.
- Disable the security system
 - The data archive cannot be destroyed as long as the security system is in place. The door is impervious and is guarded by two automated defenses.

- Destroy the archive
 - With the security disabled, the only thing standing between the mercenaries is the agents.

Technical Overview

Game Type

- Assault
- Attacking Team: Mercenaries
- Defending Team: Agents

Location

- Data Storage facility located in Area 51

Metrics

- Hallway Height: 384uu
- Room Height: 512uu
- Hangar Height: 2048uu

Details

Theme / Mood

Despite its age, Area 51 was in strikingly good condition when it was rediscovered. Although some remodeling has been done to bring the location back up to acceptable conditions, there are still small signs of wear and tear. In order for the agents to scan the computer systems for any data of use, they had to restore power to the facility and in doing so, they also reactivated the security systems, which they promptly reprogrammed it to help protect their investment.

Suggested Number of Players

- 10-14

Background Story

The famous secret military base named Area 51 on Earth was thought to be lost forever, but a recent archaeologist expedition uncovered a warehouse filled with fairly large amount of now outdated technology. The technology is question are mostly prototypes of technology used now, so the major

corporations of the galaxy became very interested in finding more of the base to see if there is something that has yet to be fully exploited. Dozens of agents were sent to Area 51 from each corporation all hoping to make a profit.

Yet, even after all these years, there was still a shadowy organization that wished the secrets of Area 51 to remain hidden. Before the agents had time to decode the information stored in the data archive, dozens of hired mercenaries landed near the front gate and became to lay siege in an attempt to destroy the archive before the agents could finish. This scenario is a recreation of the ensuing struggle between the agents of the corporations and the mercenaries sent to destroy those secrets.

Major Areas

Outside Data Storage

The main gate of Area 51's data storage facility is impervious to direct damage, but there is a design flaw. Located near the gate to the left and right are two control locks that hold the gate in place. Destruction of these locks will force the gate to open, allowing entry by the mercenaries. Situated directly above the main gate are two manned turrets for use by the agents in their defense.

The Weapons Cache

Once inside the main gate, the mercenaries can gain control of the nearby weapons cache to allow them to spawn there after death. Gaining control of this room also grants them more powerful weapons.

The Hangar

To disrupt agent communications, the mercenaries must sever their com-link located in the main hangar. Once this is done, the mercenaries must find the controls for the hangar door to open it and allow reinforcements to land inside the base.

Security

The mercenaries cannot gain access to the archive unless the security system is disabled. Located in a room down the hall from the entrance to the archive, the mercenaries must get inside and shutdown the security to open the door to the archive and disable the two automated turrets guarding it.

The Archive

Located in the center of a circular room is a large mainframe that houses data from ages past. The ultimate goal of the mercenaries is the destruction of the archive before the agents can complete their decoding of its data.

Key Assets

Static Meshes

Trees, main gate, main gate locks, weapons cache, hangar bridge, bridge controls, hangar door, hangar door controls, security door, security system controls, archive door, archive mainframe

Particle Effects

Fire, smoke, dust, steam

Weapons

- Attackers – Sniper Rifle, Rocket Launcher, Shock Rifle, Minigun, (After Weapons Cache: Flak Cannon, Bio Rifle, Link Gun)
- Defenders – Avril, Mine Layer, Rocket Launcher, Flak Cannon, Sniper Rifle, Minigun, Shock Rifle, Bio Rifle, Link Gun

Items

- Shields – Located near spawn points
- Health Packs- Near areas to be attacked/defended

Level Layout

