



Jet Crash

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Quick summary

- The player has to maneuver through jungle to find Mayor.

Overview

- The player begins inside the jet plane in a enclosed area. This enclosed area has a few jungles animals in your way. It also has a path that lead the player to enemy village however the player must talk the pilot first. The player first talks to the pilot, and the pilot tells the player to find help and tells you there an emergency kit, somewhere in the jungle with the stuff need to survive then the player rushes through the path destroying the jungle animals working their way to enemy village. As the player reaches the enemy village, you saw a few of tribesmen found it and took to last house in the village, so the player must find a to get it which there's only way that is to stealthily reaching to last house to pick up the emergency kit. Once the player pick up there's an alarm that sounds off to alert other tribesman to catch the player, so the player must flee for their life. During the chase, pass a short bridge and cut the ropes of the bridge with his/hers machete to stop tribesmen from chasing him. After that the player walk toward the river with the old bridge but once the player reaches the river the bridge collapses which the player need find spear and a rope to make makeshift

Objective summary

- Get to Mayor of the town who is in the end of the level waiting a front of the capitol building in the town
- Takedown or kill enemies/jungle animals
- Talk to chief in the friendly village
- Get the boy from the cave
- Go to the town with chief daughter and protect her from enemies and/or animals
- Talk to the mayor

Campaign

- Jungle: A large size area that has dangerous jungle animals and enemy tribesmen within the jungle to watch but also has friendly people that the player. This area also has a path leads to mayor's town. The player is to move through the path that has different subareas which gives the player different problems to deal with to advance through the level.

Mission location

- Unknown jungle in unknown island
- Modern setting
- Ninety percent outdoor and ten percent indoor

Mission Difficulty

- The start of the level begins at a medium pace. The player is introduced to some simple game mechanics like walking, crouching, stealth, takedowns, and running, cutting, crafting, and throwing.
- Within the half of the level, the pace slows down once the player passes the bridge so the player can talk to village chief; find and grab the village boy from the cave.
- The third of fourth of the level's pace will speed up little bit once the player goes to the path that leads the player and chief daughter to the town because you need to protect her from jungle animal and tribesmen.
- The end of the level will cool down once the player surpass the path that lead to the mayor's town.

Mission metrics

- The play time is estimated to be around 7 to 9 minutes
- 2048x1024
- Estimated to be the size of a football field
- Visual themes : 3
 - Village
 - Town

- Cave

Details

Story

- **Introduction**
 - The mission starts right after horrific plane crash cause by unknown nature phenomena. The player is to meetup with mayor of this unknown city within the level and is told to watch for enemy tribes and jungle animals.
- **In – Game**
 - The airplane you are flying on has crash landed deep inside a jungle.
 - As the only survivor able to walk, you are tasked with the goal of finding help.
 - The pilot informs you there is an emergency kit, somewhere in the jungle, with: medicine, a map, a machete, and, some food.
 - When you approach the kit you see that members of a hostile tribe have already found the kit.
 - Find a way to recover the kit.
 - Upon recovering the kit you are discovered and must flee for your life.
 - After reaching safety, you begin to look for the route to the closest town.
 - On your way to the town, you discover that your path is blocked by a raging river, and you must improvise a bridge to cross the river.
 - After crossing the river you encounter a friendly tribe that offers to help you reach the town if you help them find a lost child last seen near a cave.
 - Upon returning the child to the village, the chief tells you that his daughter is delivering some trade items to the town. She will lead you to the town, but you must protect her from wild animals and members of the hostile tribe.
 - Once the town is reached the mayor welcomes you and says he will send a rescue team to the crash site.

Challenge highlights

- Stealth
 - Sneaking around enemy tribesmen in the beginning of the level
- Combat
 - Machete play big role within the combat of this level.
- Puzzles
 - One puzzle within the level in the beginning that the player must find a rope and spear, so he/she can cross river which the player uses it as makeshift top rope that can help the river.

Actors

Player

- Model
 - 
 - Generic main character
- Inventory
 - Makeshift tight rope
 - Machete
 - Med kit
 - Map
 - food
- Start location

- Inside of the jet
- Motives/objectives
 - Find the mayor

KEY ACTORS

Mayor

- Model



- Inventory
 - Bow and arrow
 - Pistol
- Motives/ objectives
 - To meet the player and assist to the player to get out of the island
- Ending location
 - End of the level

SUPPORTING ACTORS

Village Chief

- Model



- Motives/ Objectives
 - Find village boy and get him back here in the village
- Uses within level
 - To help slow down pace a bit

Village boy

- Model



- Motives/Objectives
 - To get out the cave and go back home
- Uses within level
 - To give the player something to do like get the boy out of the cave

Chief's Daughter

- Model



- Motives/objectives
 - Delivering some trade items to the town
- Uses within level
 - Protecting the daughter from animals and enemy tribesmen

GAMEPLAY

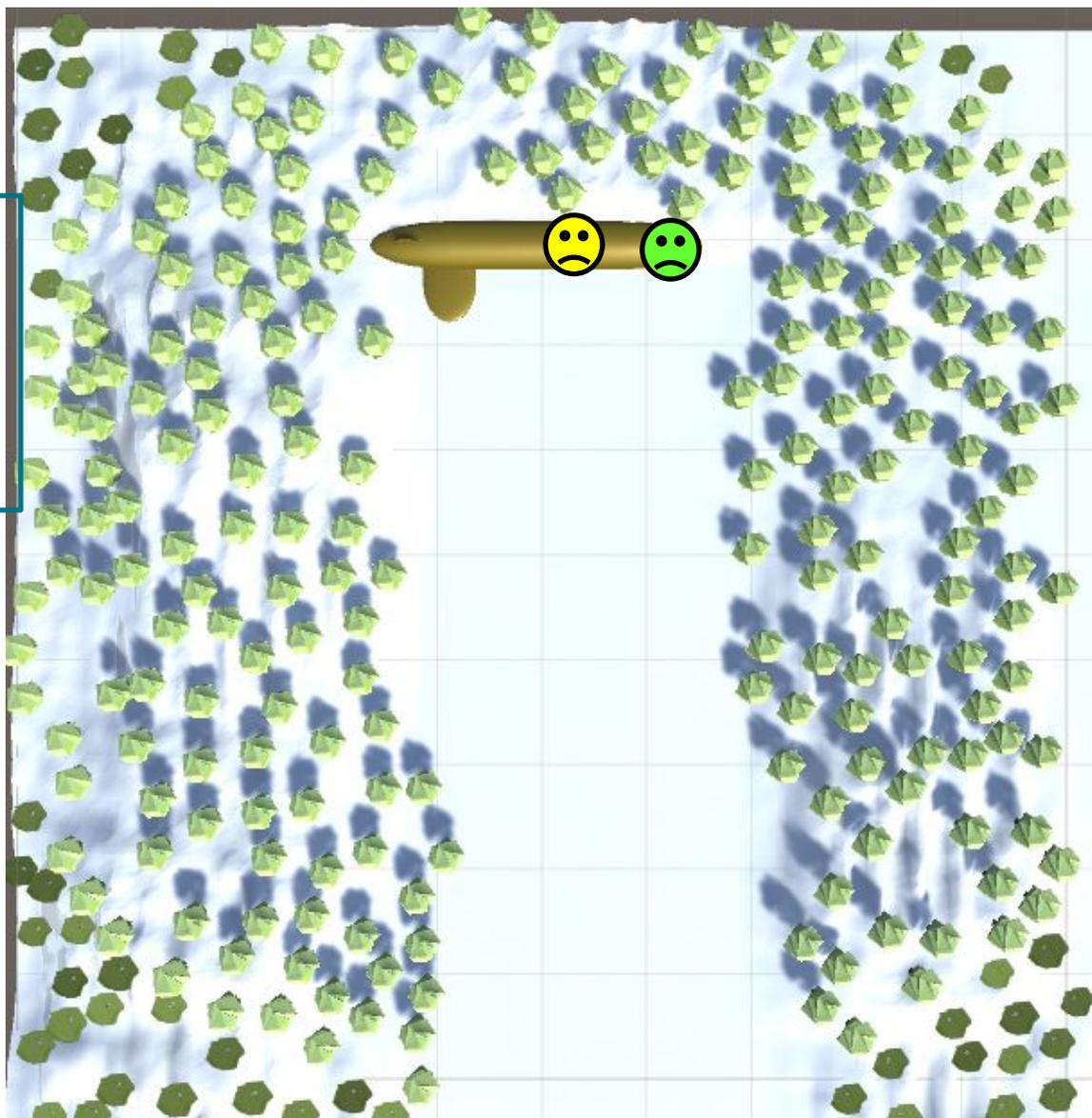
Gameplay Mechanics

- The player learns the use of interactive element like useable items and learns how to craft two different objects to make something else like top-rope(made out of rope and a spear. Plus the player learns that stealth can be good option to be unseen to enemies. The true core mechanic this level is to introduce can craft things together and stealth is different to play the level.
- Challenge Highlights
 - Few of the challenge highlights consists of the player using their items they have to take an advantage of environment or conundrum they are facing.
 - Stealthily pass tribesmen's in the beginning of the level.

- Time limit to save the boy in the cave.
- Protecting the daughter from dangerous jungle animals
- Objectives
 - Find emergency kit
 - Kill enemies and dangerous jungle animal
 - Talk to chief
 - Save village from the cave
 - Protect chief daughter
 - Talk to the Mayor
- Area end
 - The level end once the player reaches the mayor's town and the player talks to the mayor

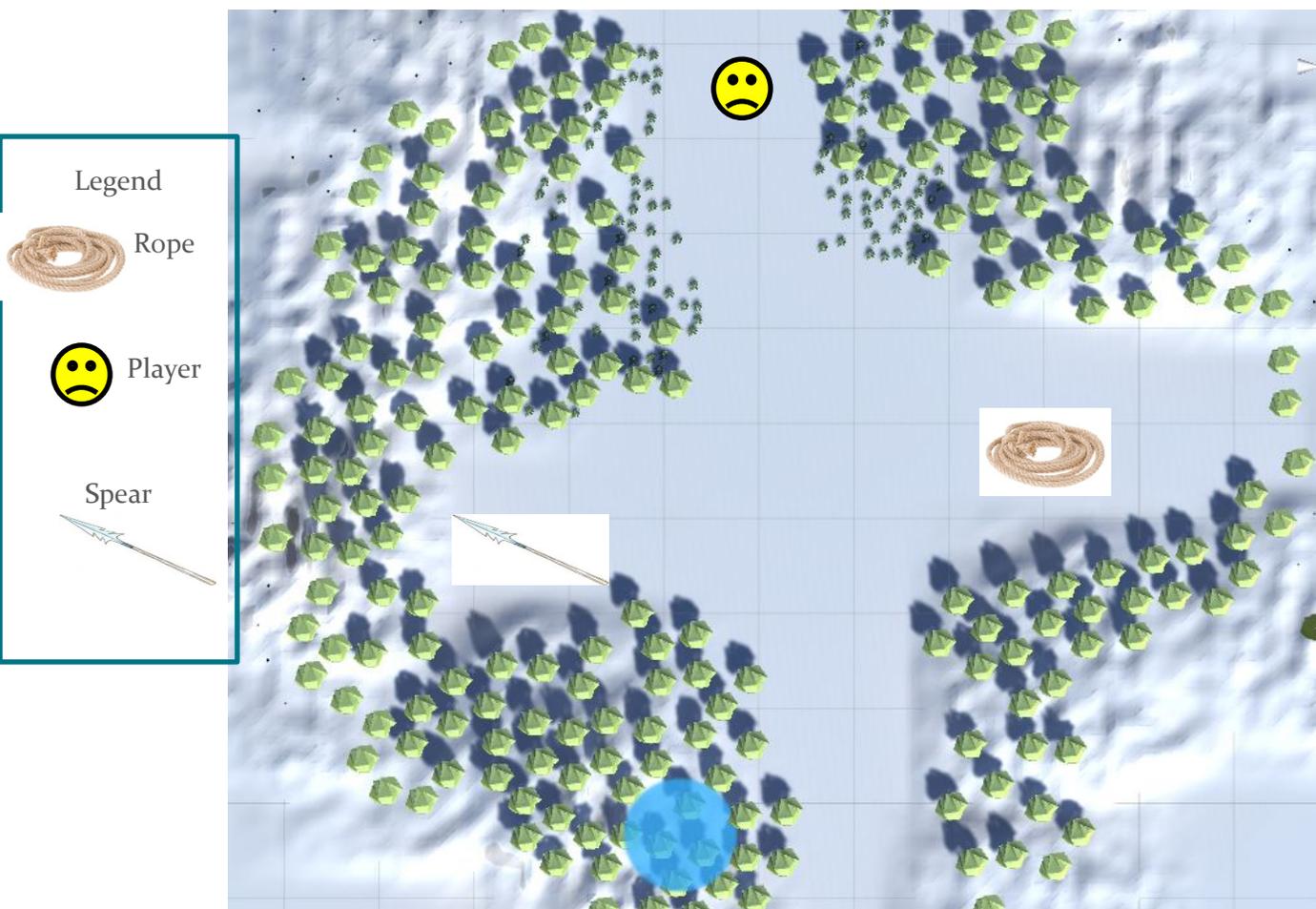
DETAILED MAP DESCRIPTION

Area 1



- Once the player reaches the second area he/she takes cover behind the first house waits until first enemy not looking at your direction then takedown the enemy.
- And does same thing to second enemy then the player hides in the bushes waits for enemy looking at your direction then takedown the enemy.
- Last enemy spots you and fight you then the player counter few of the enemy hit then the player hits the enemy few time and takedown the last tribesmen.
- The enemy drop a key to last house which hold the emergency kit, so the player open the door with that key and pick up it.
- Once the player pick it up an alarm sound off and the player must flee four their life.

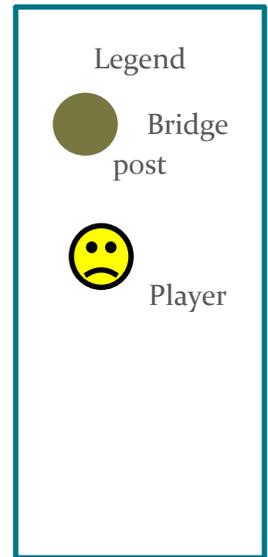
Area 3



- Gameplay

- This area little bit fast pace.
- During the chase player must act fast to bushes wait until tribesmen are gone
- Then the player explores the area and find a rope and spear that can help player with next area
- Player run to next area to river with old bridge

Area 4



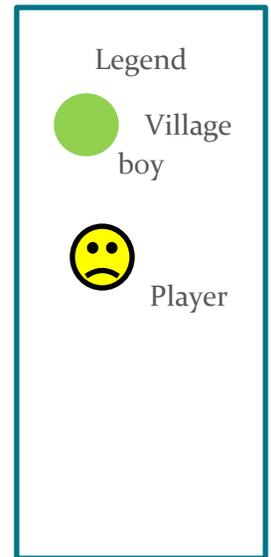
- The player reaches to the old bridge but the bridge collapses
- The uses the spear and rope to make a makeshift tight rope that can help the player get across
- The ties rope to bridge one of two post and aim for the across the river
- The player balance their way across the river and head toward the friendly village

Area 5



- The player enters the village
- The player walks toward the chief of village and talks to him
- The player is ask to save village boy in the cave so the player goes the cave

Area 6



- The player run north to toward the cave and reaches to the cave
- The player goes to boy but the boy is mumbling something then attack you
- Then the player during is in quick time is trying to push boy off of you and knock the boy out and him back to the village or kill the boy
- If you killed the boy and head back to village; talk to chief the player lies to the chief about the boy then chief gives you no reward. If you didn't kill the boy, the chief will reward of getting the kid back to parents.
- After that the chief says he can't help you with your problem but tells the player talk to the mayor in a nearby town and tells you take her daughter and protect her.

Area 7



- The player and chief daughter head to the path to town
- Once they enter the player use the machete to kill the jungle animals to protect
- After last jungle animal is killed the player walks toward the capitol building in town
- Then ask the mayor to send a rescue team to plane crash.