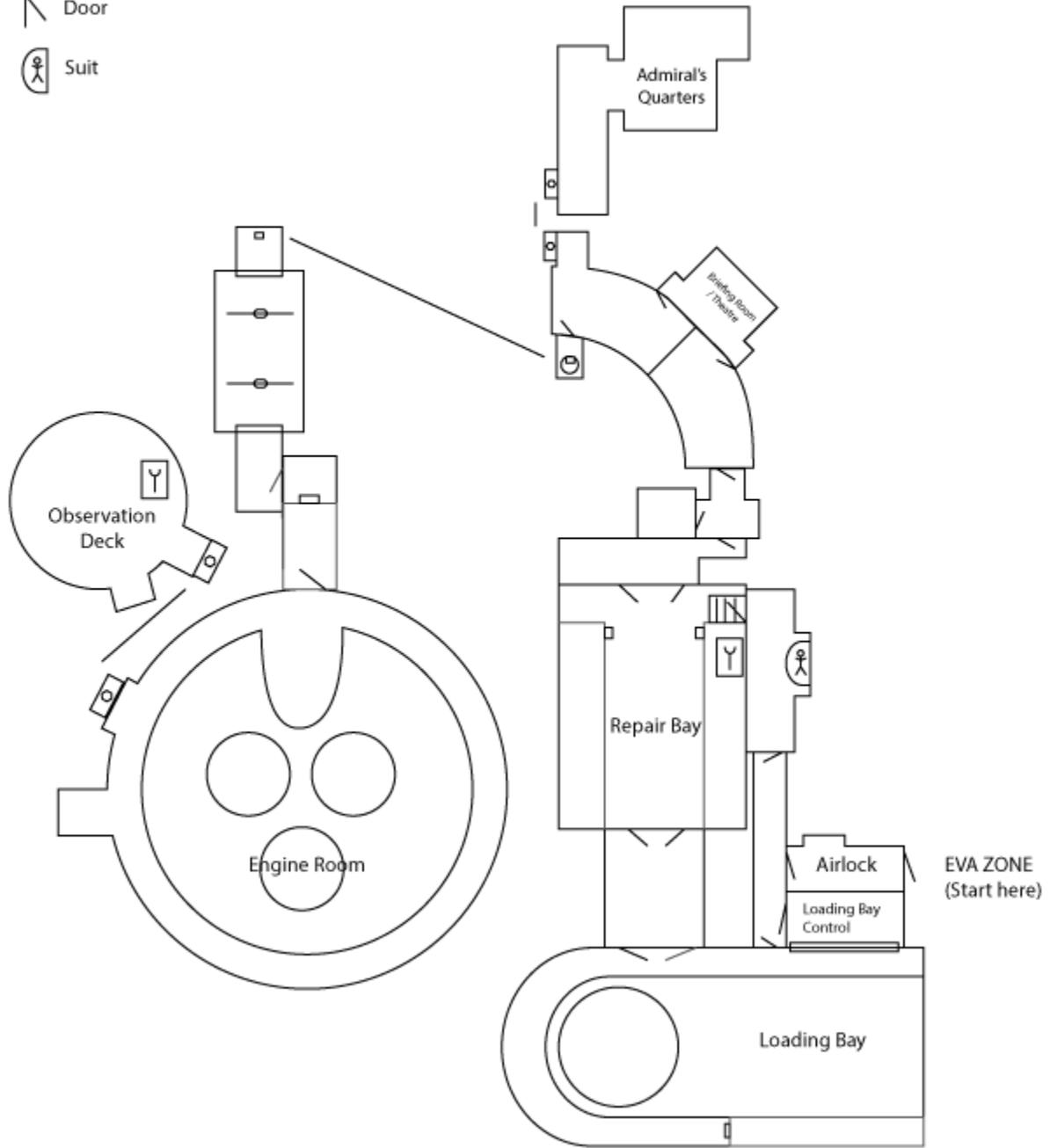
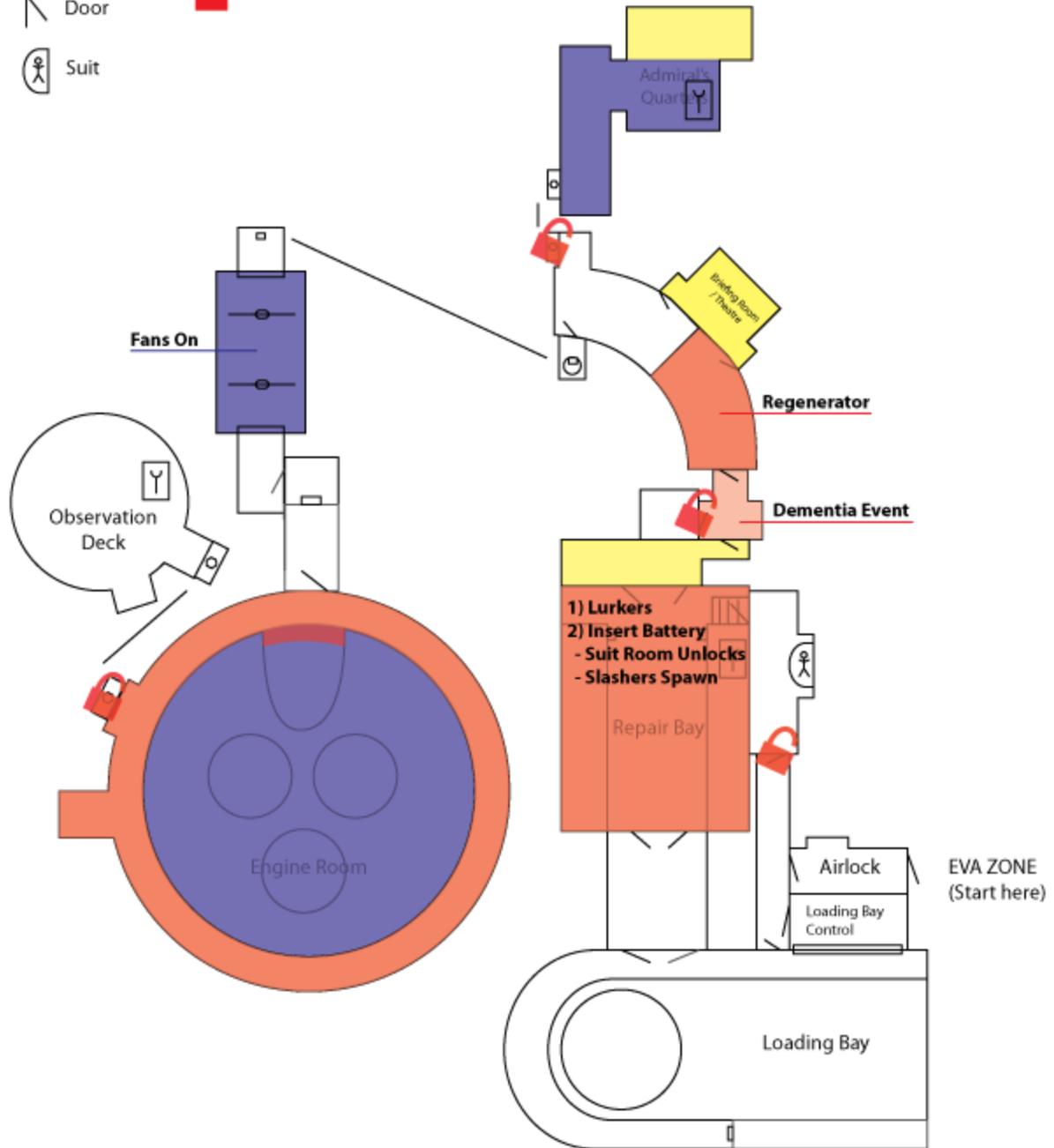


Project Heidegger: Dead Space 3 Co-op Testing Level

-  Bench
-  Ladder
-  Fan
-  Elevator
-  Door
-  Suit





Length: 25-40 minutes

Global Statement: Discover the players' emotions and motivations while playing.

Major Beats:

- 1 Outside EVA
- 2 Loading Bay Attack
- 3 Repair Bay (Fight and Crafting)
- 4 Main Hallway Push
- 5 Second Hallway Push
- 6 Engine room confrontation

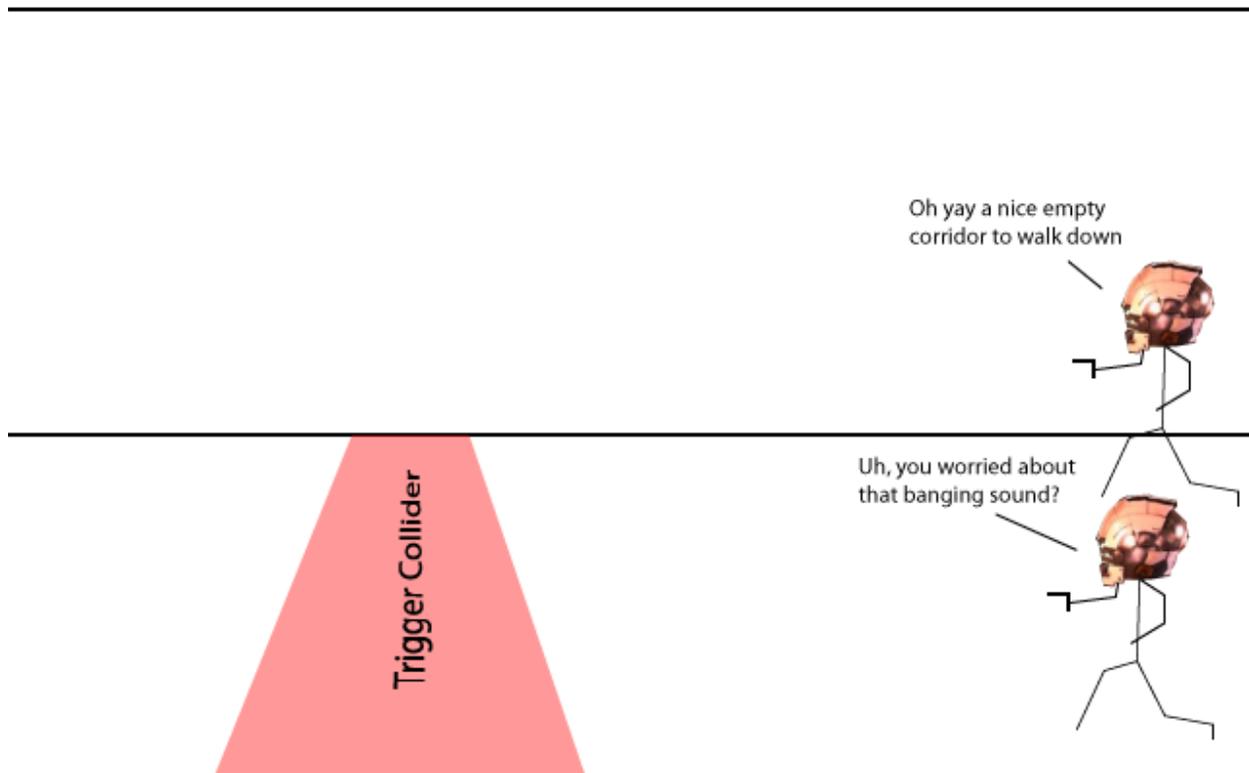
Major Mechanics

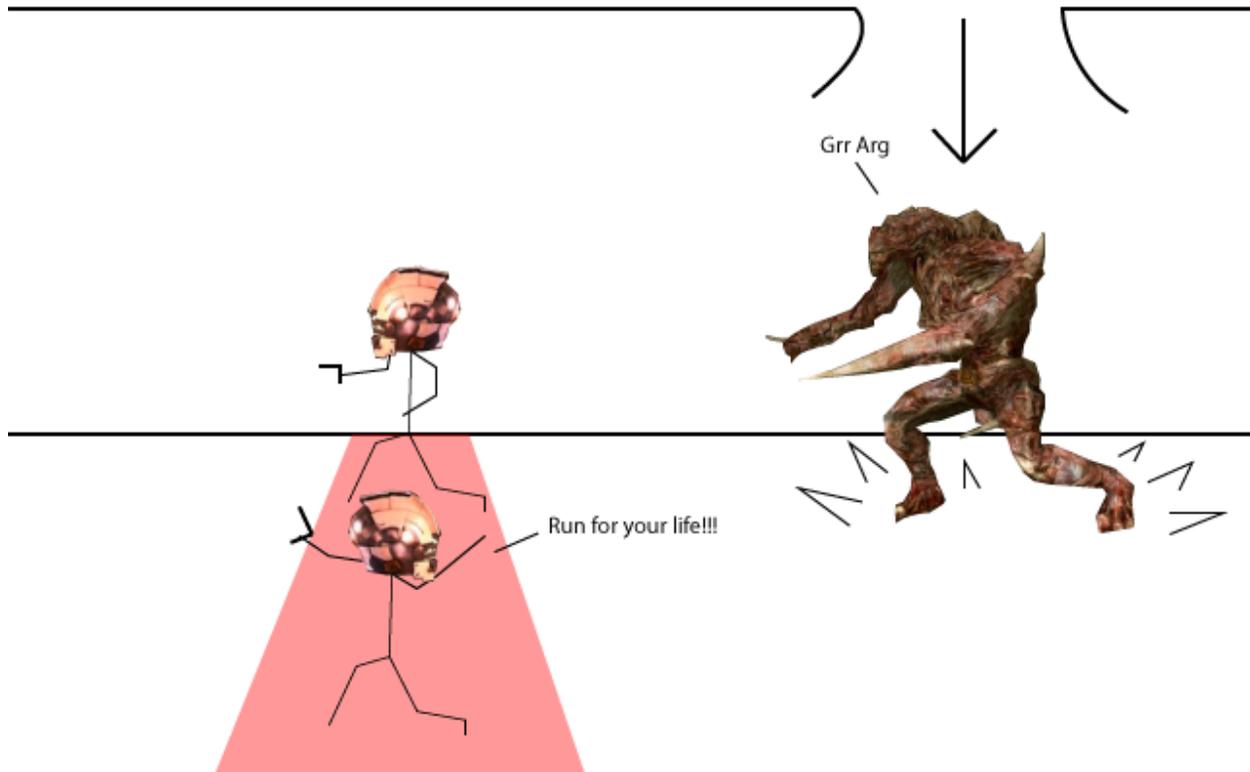
- Weapon Crafting
- Suit Customization
- Debugging Achievements

Section Breakdown

- 1 EVA Zone
 - a Limitless Air
 - b Start with no stasis
 - c Keep essential audio to push story and incentivize entering the ship
 - d Place Weenie: a breakable box toward planet-side of the ship but in clear view.
 - e Enemy encounters continue as long as close to the border of the EVA area
 - i receive an explorer achievement for being out that far
- 2 Airlock Access Way, and Loading Bay Control
 - a Unlock access to current RIG kiosk room immediately, upon entering ship
 - i Keep door locked between that room and the Repair Bay until battery is inserted into the Bench
 - ii Place the RIG kiosk in the Repair Bay
 - b Set guide to point straight from the Airlock to the Loading Bay
- 3 Loading Bay
 - a Place text log on balcony for explorer tracking telemetry
 - b Place a log by the door out of the loading bay telling them there is a new suit at the RIG kiosk
 - i Witness suit?
 - c Place some materials in boxes btw the Loading and Repair bays, enough to make some low level upgrades to weapons, craft items, or make initial RIG upgrades.
- 4 Repair Bay
 - a Give audio prompt that the RIG kiosk is behind the doors off the repair bay when the battery is plugged in
 - b Lurker Encounter: Mobs attack right after we battery inserted in the RIG.
 - i Come out of ceiling panels and air vents.
 - c The battery activates the door between the repair bay and suit room, the main door, the storage room, and the elevator to the admiral's quarters.
- 5 Btw Repair Bay and Main Hallway

- a This area should mostly serve as a combat rest.
 - b Storage room should have tungsten and other pieces they needed to make a number of items in the previous room (track return, customization affinity). Place log in storage room (explorer tracking).
 - c As you leave T intersection engaging the door with kinesis causes dementia moment (3 second imagined attack experience).
- 6 Main Hallway Push
- a No default ceiling Mobs
 - b Remove default triggered video
 - c Banging sounds.
 - d After they get past some vents two Regenerators come from ceiling.





7 Theatre

- a Put enough mats for significant suit or weapons upgrades in here.
 - i Provide debugger prompt telling them that they can find a Bench to customize or craft a new weapon using these materials.
 - ii Some stuff could be accessible only by kinesis (under chairs, in rows)
- b 1 necromorph

8 Second Hallway

- a 3 mob encounter
- b Open up access to admiral's quarters
 - i Console for puzzles placed in admirals quarters.
 - 1 If they solve multiple (say 5) puzzles they get an achievement.



- ii Leave deer head achievement active
 - 1 Can this be used with debugger as well since we only have the two testing accounts for the dev consoles?
 - iii Place a Bench in the admiral's quarters.
 - iv Place 1 unique weapon in the admiral's quarters
- 9 Fan Room
- a Fans on
 - b Place a log under the platforms
 - c Place stasis station or stasis recharge mats on entrance side of Fan Room
 - d 1 lurker
- 10 Final Puzzle
- a Puzzle altered to work like single player mode where one person activates the engine. However, the mobs spawn and start attacking the players as soon as the first ring engages, and it takes some time (30-60 seconds) to spin it up.



- b Mobs scale up with each attack
 - i First engine activation => Stalkers
 - ii Second Engine Activation => Pukers and Exploders 1
 - iii Third Activation => Wasters and Exploders
- c Tentacle monster attacks after the generator is fully engaged



- d Unlock the elevator door right away to see if they will go in there between engine activations
 - i Place log up in observation deck
- e After activating the engines have the beacon direct them out through the main doors (not the elevator). Give them an audio cue.

Predicted Activities/Measured Behaviors by Section

We should have some difficulty selection at the beginning of the test if possible to see what they will select and see if players will force others into the selection of certain difficulties. If we can not have difficulty selection, we can survey player difficulty preferences (and group them as we choose).

- 1 EVA Zone
 - a Measuring communication as players struggle with initial orientation
 - b Looking at whether the players spend a lot of time looking at the ship, exploring the wreckage and other areas in zero gravity.
- 2 Airlock Access Way, and Loading Bay Control
 - a Want to see if they will stay on the guide, see if they will go to the RIG right away, return to the RIG kiosk after getting mats,
- 3 Loading Bay
 - a Want to see if they will grab log, see if they will seek/return to RIG
- 4 Repair Bay
 - a Measure fear response to first combat (maybe second if they participated heavily in the EVA)
 - b Measuring communication
 - c How much time do they invest in customization
- 5 Btw Repair Bay and Main Hallway
 - a Observe exploration
 - b Measure fear response to leaving T
- 6 Main Hallway Push
 - a Observe response to difficult to survive situation (when do they decide to just run?) Does frustration lead to fiero?
 - b Measuring fear response
 - c Communication
- 7 Theatre
 - a We want to see if they will try to return to the Bench and RIG kiosk
- 8 Second Hallway
 - a team work
- 9 Admiral's quarters
 - a Preference for puzzles
 - b Seeking achievements
 - c Time on customization
 - d Exploration

- e** How will they decide who gets the weapon?
- 10** Fan Room
 - a** Communication
 - b** Exploration
- 11** Final Puzzle
 - a** Communication
 - b** Puzzle Preference
 - c** Combat Preference
 - d** Fear Factor
 - e** Observe response to difficult to survive situation (frustration response)
- 12** Observation Deck
 - a** See if they go up to here during combat or after.
 - i** More E/E points for during

UI Change

- 1** Running on screen tally of the number of enemies killed