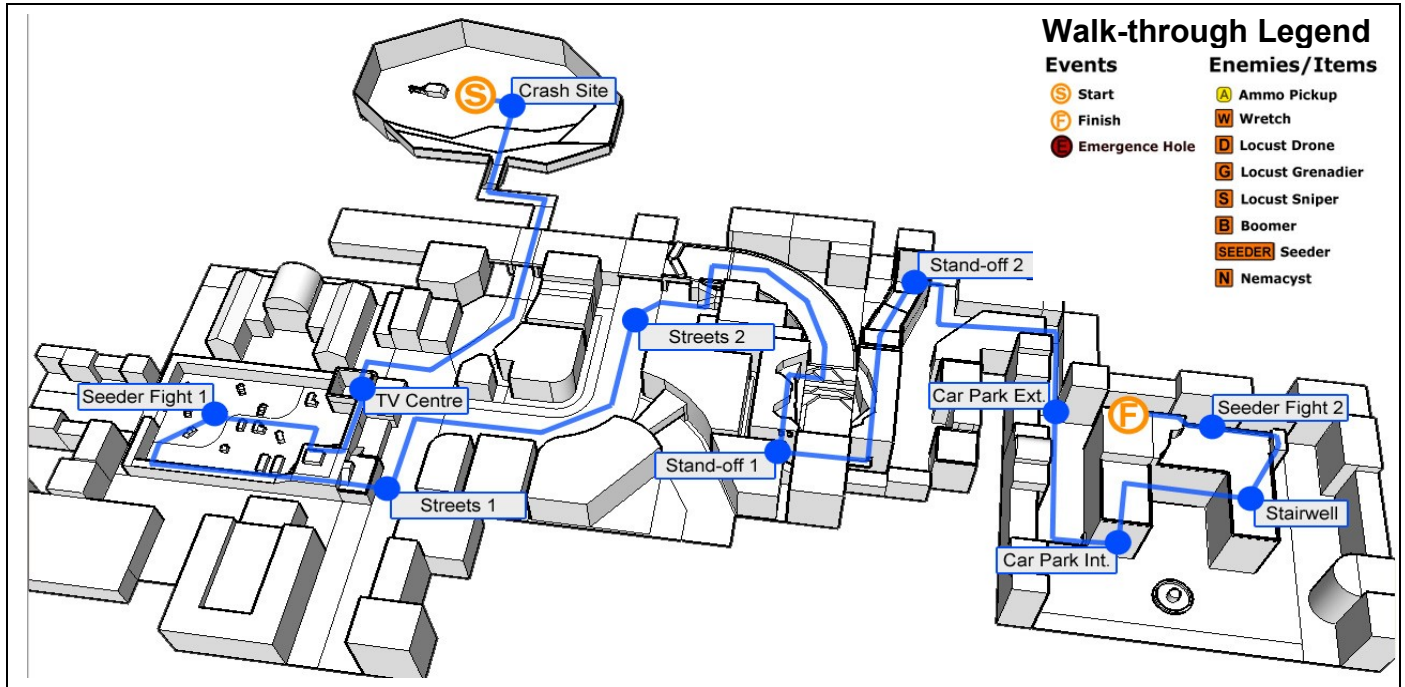
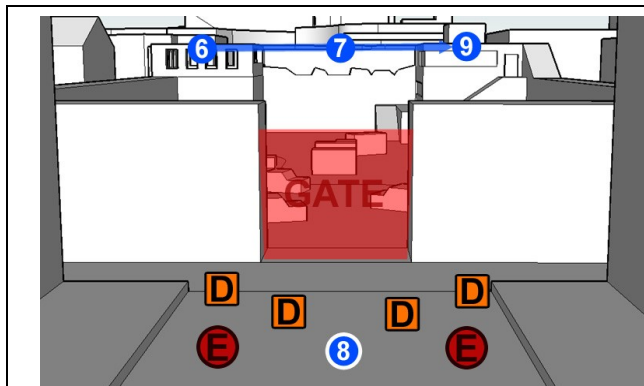
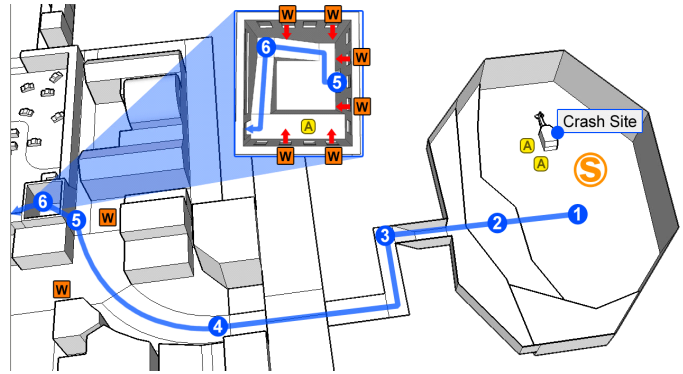


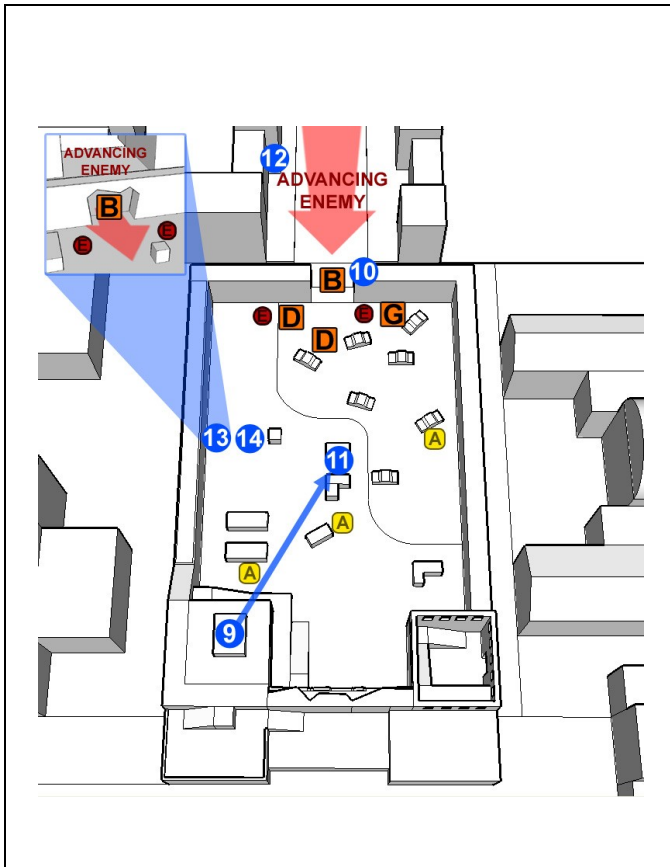
Scenario Design – ‘Gears of War’ Survive till Evacuation



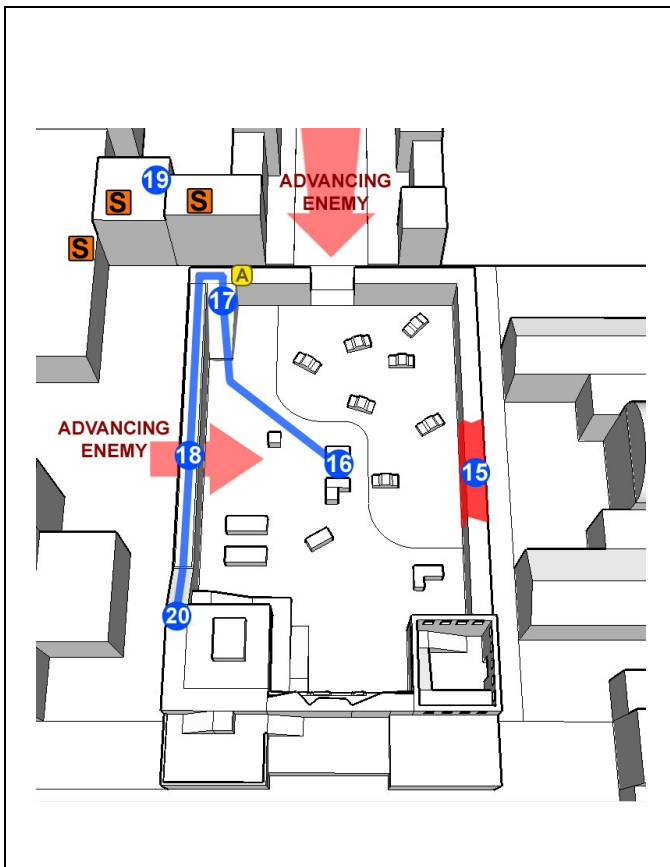
1. The player's helicopter is shot down, leaving him and his squad deep in Locust territory.
2. The player finds themselves just outside a large town. The player must lead their squad toward the TV centre and send a message to organise an immediate evacuation.
3. Along the way, distant Locust and wretches alarm calls can be heard, signifying an impending attack.
4. The ground begins to shake, debris falls from nearby buildings as a number of wretches clamber through buildings' windows onto the street.
5. As the player enters the TV centre building, the shaking worsens. The player's AI team mates block off the door behind them.
6. Whilst climbing the stairwell, the player is attacked by wretches climbing up the outside walls and leaping in through the windows.



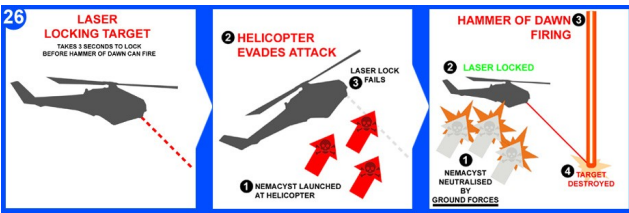
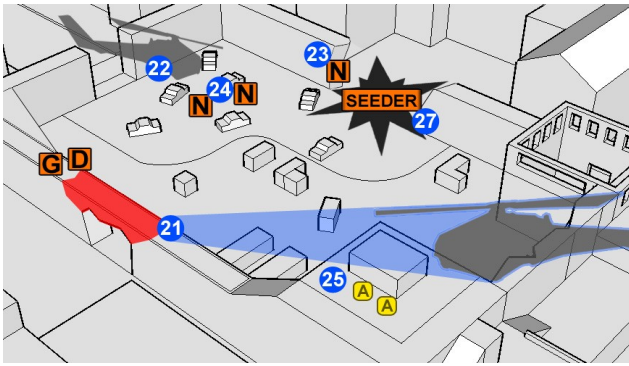
7. At the top of the stairs is a long, partly collapsed corridor, offering a view of an open air compound below. On the western wall, a pair of shut, rusted gates and in the distance, crumbling buildings and more emergence holes opening up in the ground.
8. The player must navigate the corridor whilst being shot at by drones in the distance.
9. At the other end is the TV centre broadcasting equipment. A functioning radio is used to call in an evacuation. The radio operator informs the player the chopper ETA will be around 5 minutes.



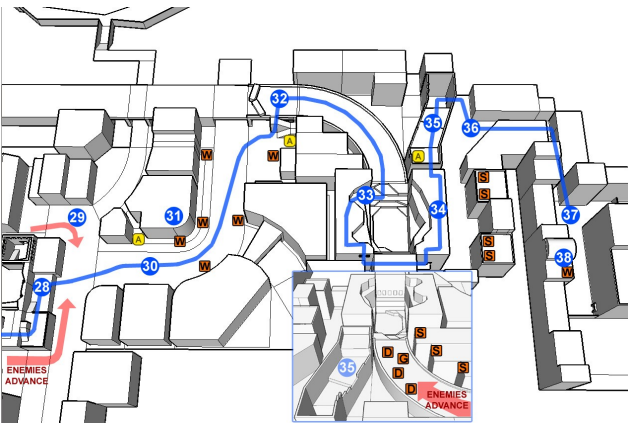
10. As the call ends the compounds gates are smashed down by a Boomer, in his wake a stream of Locusts pile into the compound
11. The player's team must stem the tide of locust drones by closing the emergence holes with grenades
12. This however is not enough to stop all the locust drones, such as those spilling out through the surrounding buildings. For each drone that dies another will spawn to replace them
13. After a minute of heated battle a Boomers call is heard emanating from the southern wall, and shortly afterward a section of the wall explodes revealing the Boomer. New emergence holes appear within the compound near the hole
14. Upon sealing the emergence holes and killing the Boomer the ground shakes and parts of the compound begin to collapse



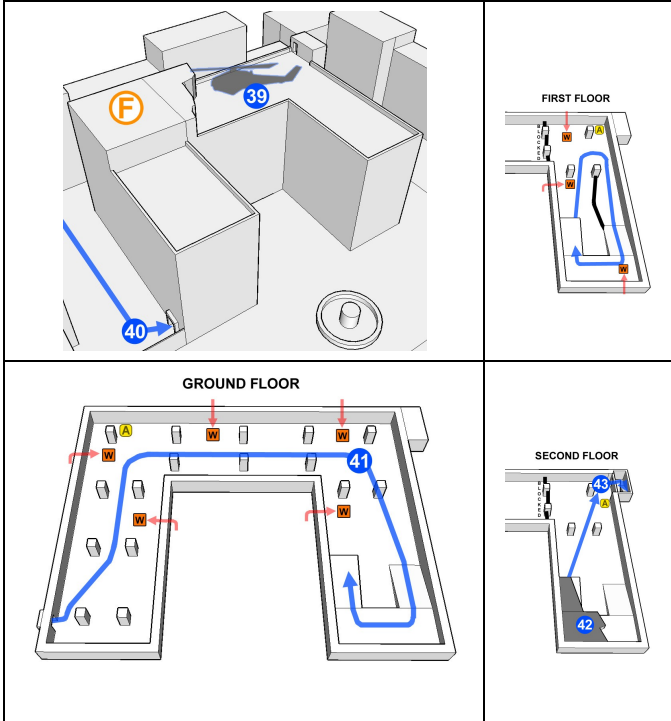
15. Seconds later the north wall explodes in a cloud of debris and dust as a Seeder emerges from a hole where a section of the wall once was
16. A marine yells "We can't stay here! We've got to move!"
17. The player leads their squad up a newly formed ramp of debris while defending off the Seeders Nemacyst and the continuous advance of Locust drones
18. The player advances across the top of the wall heading East toward the front of the building and onto the radio rooms roof
19. Snipers pin them down and Locust drones attempt to follow
20. Once onto the radio rooms roof the scale of the assault can begin to sink in



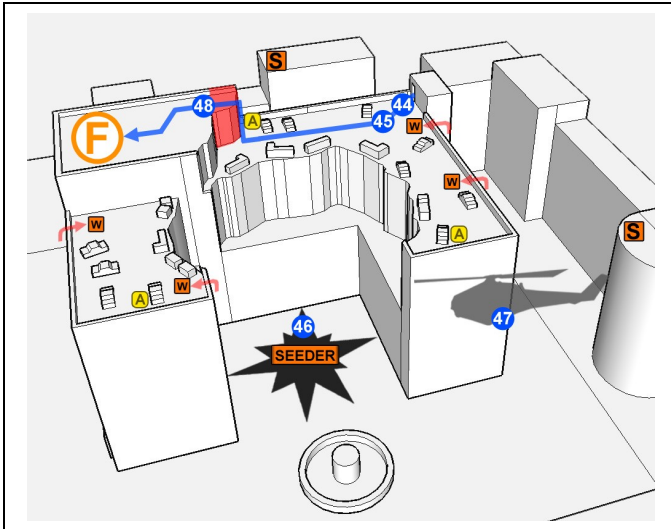
21. Suddenly an attack chopper swoops in from the east destroying the rest of the southern wall blocking the locusts advance
22. The attack chopper begins to hover, turning its attention on the Seeder, a targeting laser attempts to paint the Seeder to initiate a Hammer of Dawn strike
23. As the attack chopper hovers Nemacysts can be seen heading towards it attempting to shoot it down
24. Before the attack chopper can lock the Seeder it is forced to evade the Nemacyst heading towards it
25. A fellow marine yells *"The chopper needs to paint the Seeder, we've got to keep those Nemacyst at bay so he can get his shots!"*
26. The player needs to then keep the Nemacyst at bay so that the attack chopper can lock its Hammer of Dawn shots. This can only be done by destroying the Nemacyst before they get too close to the attack chopper which would then force it to evade and lose its lock onto the Seeder (**See Box out**)
27. The Seeder needs two strikes from the Hammer of Dawn's laser to be defeated



28. The player and his squad climb down from the TV centres roof, on the East side of the building
- NOTE:** At any time the attack chopper will be hovering only just ahead of the squad to help guide them in the general direction of the multi-storey car park
29. A few Locust drones begin to funnel around the sides of the building
30. The Locust numbers keep building pushing the players squad down the street
31. Wretches leap from buildings that run along beside the road
32. The squad is forced up onto a raised bypass
33. The squad moves through into a gutted building that surrounds a massive emergence hole
34. The squad must move through this building whilst being pinned down by snipers on the opposite roofs
35. They continue through an adjoining building and are flanked by snipers and Locusts positioned on roofs and the bypass
36. Exiting from the rear of the building the squad have manages to lose much of the pursuing Locust forces
37. the squad turn the corner toward the Multi-storey car park
38. Wretches can be seen clambering across nearby roofs



- 39. The attack chopper can be seen circling above the car park
- 40. The player approaches a fire exit door and kicks it open
- 41. The player's squad advances upward to the 2nd floor via the car ramps. Wretches climb the outside of the building and attack through the windows
- 42. The 2nd to 3rd floors car ramps are blocked by debris
- 43. The player advances by kicking down a stairwell exit and using it climb to the top floor while fending off the wretches



- 44. Upon exiting the stairwell one of your team seals the door
- 45. The player will be constantly assaulted by wretches climbing over the walls and snipers on nearby buildings
- 46. Another Seeder burrows up, in front of the car park causing outer edges of the car parks floors to collapse
- 47. Again the player must defend the attack helicopter from Nemacyst so that it may target and lock the Seeder for strikes by the Hammer of dawn's laser (**See No.26, Page 6**)
- 48. Once the Seeder has been defeated the attack helicopter shoots away a section of floor so that the players squad may reach the top most platform for Evacuation

Summary

Although it would be fair to say Gears of War's standard complement of single player scenarios already covers a wide and varied selection of gameplay styles, I felt there were too few examples in which the locusts were shown to be the overwhelming force that had been implied by the story. The locusts would only ever assault in scripted contingents and never in manner indicative of their armies supposed size. I wanted to create a hectic, havoc filled action scenario that would make the player feel vulnerable in a manner not found in the original levels.

The scenario I have devised sets the player and his three squad mates the task of holding off an assault by a seamlessly never ending locust army whilst relying upon an AI controlled helicopter to defeat enemies and complete objectives, before eventually reaching an evacuation point.

The new gameplay additions include:

- Re-spawning enemies that constantly assault the player pushing them through a level
- Large scale scripted destruction of environment e.g. buildings collapsing
- An AI Controlled attack helicopter fitted with a Hammer of Dawn targeting laser capable of interacting with Seeder and Nemacyst Enemies

I hope that through this design I will have created a level that gives the impression that the Locusts are a force to be reckoned with by placing the player deep within hostile territory with the odds that seem to be overwhelmingly stacked against them, while reinforcing the players sense vulnerability by forcing them to both rely upon and support AI assets outside of their control in order to survive and get out alive.