

Laboratory Jailbreak - LDD

Half-Life 2 - Richard Hardy

Overview

This player takes place mostly in a secret facility, where the player is trying to escape from being a test subject. The player must break free of their jail cell, and navigate the different corridors of the laboratory to earn their freedom. Because this was a secret facility, the players will need to deal with both policemen and different zombies that were experimented on.

To start off the level, the player will need to sneak out of their cell and pick up a crowbar and suit. Once they do, a guard will be alerted, and the player must defeat them. Past the guard will be a pistol, there are another two guards in the next hall. Upon seeing the guards, the player will notice that there is a locked garage door that they will need to open in order to escape. Players will need to navigate to the next hallway, where the player can choose what they want to do next. They can either navigate through the police quarters to earn an upgraded set of weapons, or they can go through the zombie experiment sections to activate the garage door. Upon opening the garage door, a second floor to the laboratory is revealed, with another locked door. Players will need to first navigate through another police section so that they can grab a rocket launcher. Past the police enemies is another section of zombies and the switch that opens the gate. Once they step outside, a helicopter enemy will appear that they will need to take down. Upon its defeat, the player will be able to escape the facility.

Intended Length of Play

The intended length of play for this level should be around 7-9 minutes. The player will need time to fight against each of the enemy sets, as well as activating gates and navigating the space.

Objectives

- Unlock the first-floor gate
- Unlock the east wing door
- Unlock the second-floor gate
- Defeat the helicopter and escape the facility
- Live

Location

- Undisclosed government facility
- Afternoon, around 5 pm

Architecture

The facility is two stories and located on the waterfront. The structure as a whole will be built to feel like an insane asylum crossed with a scientific laboratory building. There will be white walls and tiles, spattered with blood and stains. There will be narrow hallways with rooms on each side, holding policemen and zombies. The outdoor area will have cement panels for cover from the helicopter, as well as metal gates keeping the player enclosed.

Weapons

- Crowbar
- Pistol
- SMG
- RPG

Pickups





















- Pistol Ammo
- SMG Ammo
- RPG Ammo
- Health Kit
- Suit

Enemies

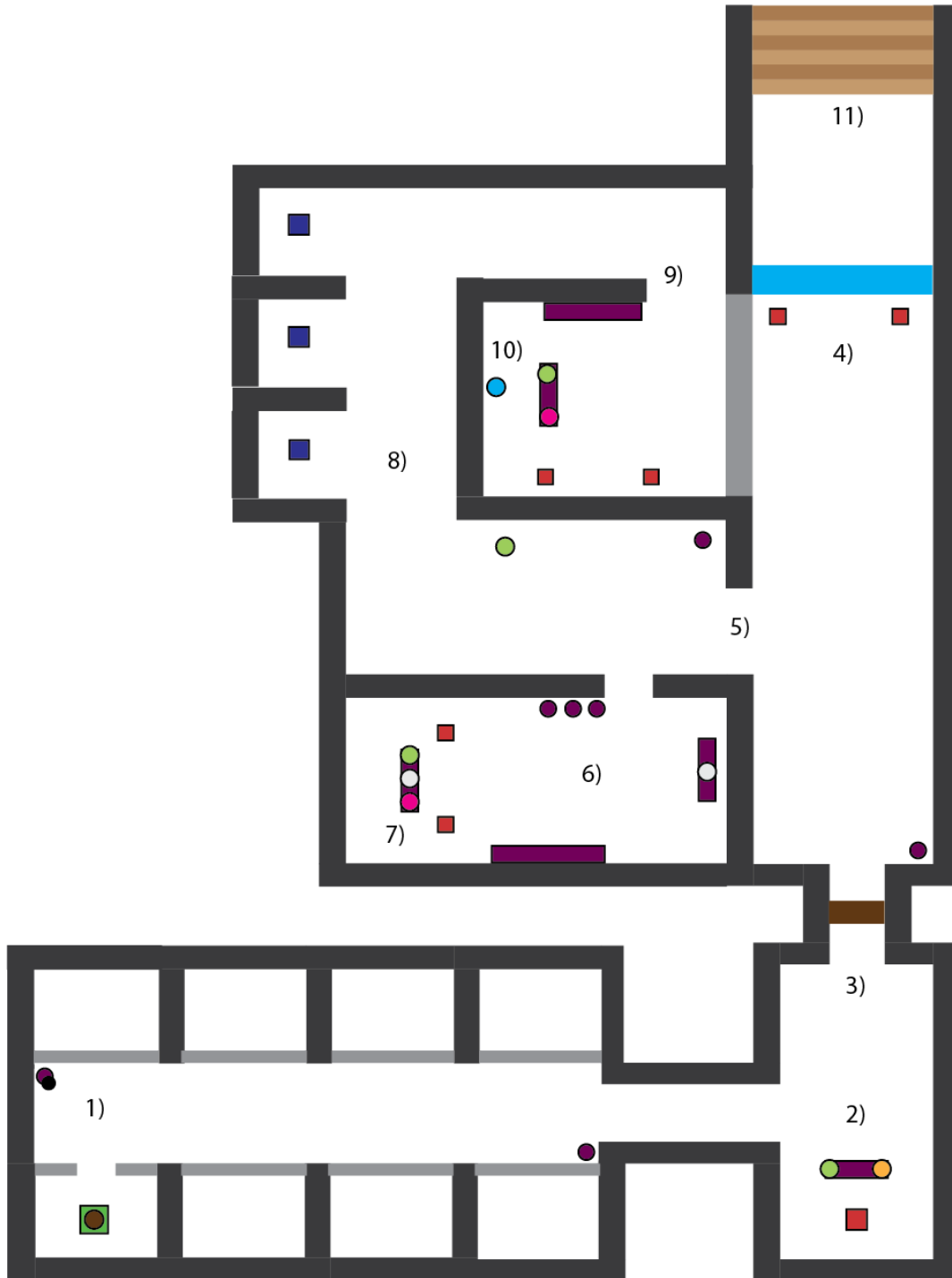
- Metro Police
- Helicopter
- Headcrab
- Zombie

Map Sketches

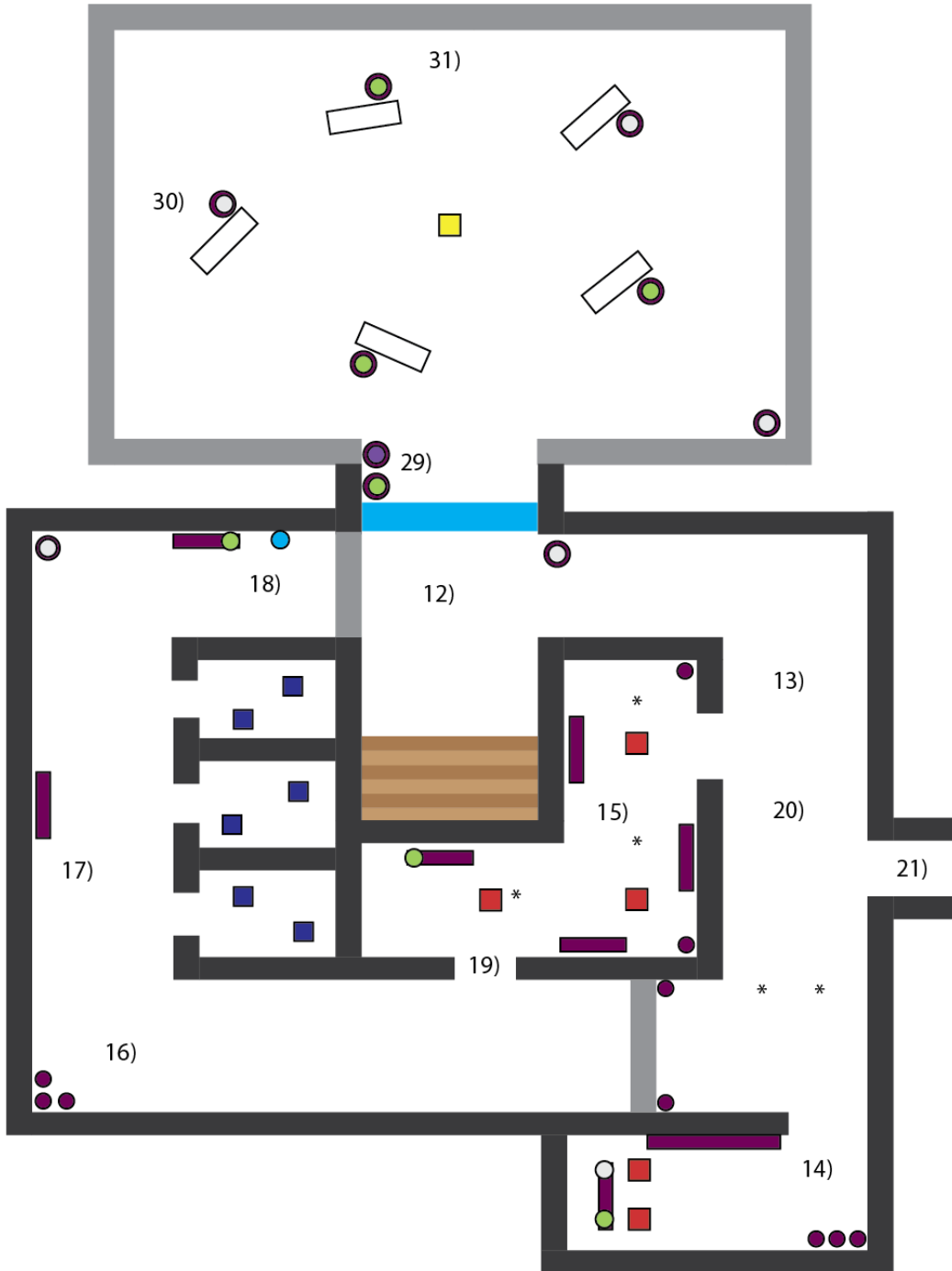
Key

	Player		Wall
	Zombie enemy		Prison Fences
	Police enemy		Garage Door
	Helicopter enemy		Stairs between floors
	Crowbar		Cement
	Pistol	***	Triggered Door
	SMG	*	Triggered Enemies
	RPG		Static Props
	Suit		Physics Props
	Door Switch		Health pack
			Ammo
			Door

Floor 1



Floor 2 - Main



Floor 2 - East Wing



Gameplay Walkthrough

- 1) The player starts off in their cell, facing the hallway. They will notice a crowbar on the ground, which they will need to fight the first set of enemies. Walking towards the hallway, the player notices corpses in the cells, signaling that something foul happened here
- 2) When they enter the room, a single police officer will attack them. The player will need to use the crowbar to eliminate them.
- 3) After defeating the enemy, the player will see the exosuit and the pistol in the front of the room. This will provide the player with a ranged weapon.
- 4) Upon exiting the first room, the guards near the garage door will become hostile and attack the player. If the player walks up the hallway, they will notice a gated fence that has a lever on the other side.
- 5) Entering the second hallway, the player has two options. They can either pursue further down the hallway or enter the room on the left.
- 6) If they enter the room on the left, they will be greeted by two police enemies.
- 7) Beyond the enemies is an SMG, as well as a health pickup. In the other corner of the room is some ammo for the player to refill on.
- 8) Once the player continues down the hallway, they will encounter their first zombie enemies. Two will be headcrabs and one will be a humanoid. The dead corpse in the hall indicates that something went wrong tending to them.
- 9) Around the corner is the button that opens the garage door, as well as two police enemies.
- 10) Once the player hits the button, they will hear the door opening to the next floor behind them. The player can pick up the ammo and health lying on the floor if they need to recover.
- 11) The player can now get past the door, allowing them to enter the second floor.
- 12) Upon reaching the top of the stairs, the player will be greeted with ammo and another garage door. To the left, they will be able to see the switch needed for this door.
- 13) Upon turning the corner, the player will see the guards in the room to their right. They will need to attack them in order to move towards the switch.
- 14) If the player continues past the room, they will find two more enemies to fight. If they survive, there is some ammo and health found in the room to restore themselves.
- 15) To get to the switch, the players will need to get through the room the guards were spawned in. There is health located in the back of the room.
- 16) If the player was slow at killing the police, the soldiers will move down the hall.
- 17) Moving further down the hallway triggers the attack of six zombies. Four of them will be humanoids, while two will be headcrabs.
- 18) Past the zombies is a collection of health and ammo. The player will be able to pull the switch, opening the door to the east wing.

- 19) Upon entering the room, there will be a new set of combine soldiers waiting for the player. The player will have to eliminate them to move on.
- 20) Entering the hallway again, there will be two more combine soldiers ready to fight the player on the right.
- 21) The door to the East Wing will be opened wide, allowing the player to enter the next section.
- 22) The player will be greeted by a pair of combine soldiers, and another one further down the hallway.
- 23) If the player enters the room on their right, they will be attacked by the lone soldier. There are health and ammo scattered around the room as a reward.
- 24) Continuing down the hall, the player will find a room that has health and ammo, and a door leading to the next zombie section. The door on the left (near 27) is locked.
- 25) The player takes on three headcrabs and three zombies as the last fight before the boss.
- 26) The player hits the button, activating the garage door leading to the prison yard.
- 27) The locked door is now open, allowing the player to cut directly to the exit of the east wing
- 28) The player heads back out the east wing and back to the floor exit.
- 29) When the player walks outside, the helicopter boss will appear. The player will need to take it out in order to beat the level. There is a rocket launcher as well as some health right on the other side of the door.
- 30) Around the outdoor area are blocks of cement that provide cover from the helicopter, as well as ammo and health so that the player doesn't get mowed down.
- 31) Upon defeating the helicopter, the level is complete. The screen fades to black.

Reference Images



Rundown Asylum Hallway



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Prison yard for the outdoor area



Prison Cells



Doors blocking entry to the second floor and outdoor areas



Room style for rooms with police

Asset List

Props

- Tables
- Chairs
- Barrells
- Cement blocks
- Gates
- Ragdoll Humans
- Metal fences
- Bloodstains
- Weapon storage
- Prison lamps
- Health packs

Weapons

- Crowbar
- Pistol
- SMG
- RPG
- Helicopter
- Ammo for all gun types

Entities

- Player
- Suit
- Metro Police
- Combine Soldier
- Headcrab
- Fast headcrab
- Zombie
- Helicopter Enemy
- Ammo for each gun type

Sounds/Music

- Eerie background music
- Zombie growls
- Headcrab screeches
- Humanoid footsteps
- Helicopter flying
- Garage door opening
- Switch clicking

Textures

- Dirt
- Cement
- Barbed wire
- Metal fence
- Laboratory walls
- Asylum walls
- Prison walls
- White floor tiles
- Blood spatters