



WITHOUT DARKNESS

DESIGNED AND DIRECTED BY ...
George Wood & Zac Thompson



ACADEMIC RESOURCES

<https://www.youtube.com/watch?v=GiahCTA21hM>



https://www.youtube.com/watch?v=_AdA5d_8Hm0

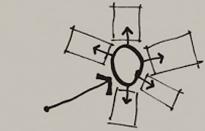


https://www.youtube.com/watch?v=_AdA5d_8Hm0



Tour guides and documentaries
- to reference for settings

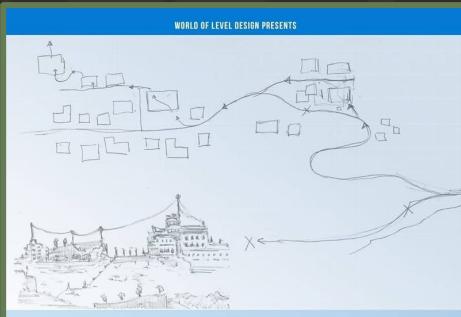
Level design and
pre-production
literature



**101 Things I Learned
in Architecture School**
Matthew Frederick



VIDEO GAME LEVEL DESIGN
How to Create Video Games with Emotion, Interaction and Engagement
MICHAEL SALMOND



PREPRODUCTION BLUEPRINT
HOW TO PLAN GAME ENVIRONMENTS AND LEVEL DESIGNS



LEVEL DESIGN
PROCESSES AND EXPERIENCES
Edited by
CHRISTOPHER W. TOTTEN

CRC
Taylor & Francis Group
AN A K PETERS BOOK

CHARACTER SHEET - PROTAGONISTS

Lt. John Harkness, United Special Forces (USF)

Visual: Player Character – Not Seen (First Person)

Lt. Harkness is a soldier in the United Special Forces. Once a soldier of fortune, he found his calling in the USF, going beyond the call of duty and far outside the rules of engagement. Now in 2025, after a terror attack in Al Fakrah, Harkness is sent into action, to find the Terrorists responsible and strike them off the map. Working best alone, his sole point of contact on most engagements was his handler and pilot, Kae, until his most recent mission, when he was assigned a new operator.



Osprey (Radio Operator), United Special Forces (USF)

Visual: Audio only

Osprey grew up in a small town in the UK. In an effort to avoid meeting new people, he sat in his room and tinkered with radios and various other bits of tech. When he was older, he found a job at the local radio station, and on one cold night, contacted the military. Impressed at his ability to access restricted frequencies, he was hired into the USF. After the attack in Al Fakrah, he was paired with Lt. Harkness with the goal of tracking enemy movement and guiding Harkness through the unknown

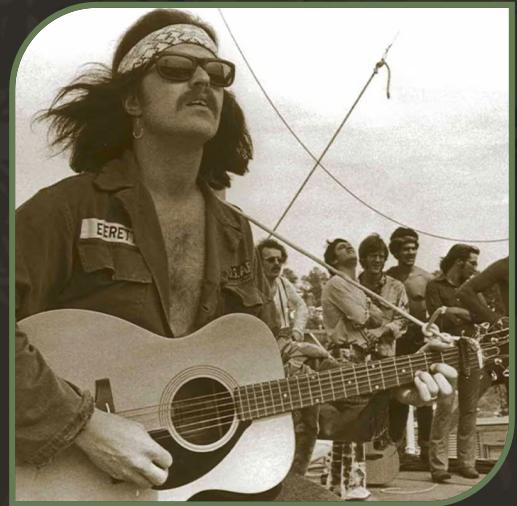


CHARACTER SHEET - PROTAGONISTS

Lucas "Lucky" Greene, Mercenary-for-Hire

Visual: Soldier type, a Hippie "out of time"

Lucky served with Harkness and Justice in their mercenary outfit on several missions, most notably the Copacabana Job, where he lost his life and Justice was presumed dead. Always looking on the brighter side, he joined mercenary work to have more freedom-of-operation, finding the military too restrictive when it came to shoot-on-sight rules and treatment of civilians.



Kae (Pilot), United Special Forces (USF)

Visual: Audio only/Helicopter

Kae is a USF pilot, assigned to personally deliver Harkness from place to place, mission to mission, day to day. For a brief time, she also served as his handler, communicating with Harkness and guiding him through unknown territory. After an increase in funding and mission urgency, she was relegated to solely pilot, with Oz taking over her position as handler.



CHARACTER SHEET - ANTAGONISTS

VIP/Prisoner, former No Dawn member

Visuals: Prison uniform

The VIP was one of the main members of the No Dawn crew behind the 2025 attack on the Al Fakrah Memorial Hospital. The only member apprehended by the police, whether due to sacrifice of stupidity, he is now held the Al Fakrah Correctional Facility (AFCF). Due to his knowledge of No Dawn techniques and members, he both feels invaluable to the law, and like a loose end to No Dawn.



Justice, No Dawn leader

Visuals: Shaved head, bulletproof vest, intimidating

The leader of No Dawn, Justice (real name unknown) is a feared individual known throughout the world for his attacks on peace, most recently the Al Fakrah attack that killed various worldwide government officials. He is now in hiding but has promised that he will shake the world once more, to free it from its government and technological shackles, through force. After all, there is no dawn without darkness.



NARRATIVE OVERVIEW

Level 1, Copacabana: [Flashback] A band of mercenaries in Central America are on a mission to "liberate" funds from a well-armed cartel drug lab. Harkness, Justice and Lucky sneak into the compound, and discover families taken hostage, supplies and aid from world governments, and a warehouse full of drugs. The group argues, with Justice wanting to expose the governments, Harkness wanting to blow everything up for the sake of world security and the mission, and Lucky wanting to help the families. Lucky is shot by one of these hostages, and Justice is caught in the warehouse explosion, leaving Harkness to exfiltrate alone.

Level 2, No Vacation: Lt. Harkness is dropped into an active warzone in the city of Al-Fakrah. A terror organisation called No Dawn has attempted to seize power within the city, targeting major municipalities, such as the airport, power plant and shopping district. Guided by his radio operator, Harkness must battle through the airport in an almost suicidal attempt to get a foothold into the city.

Level 3, Black Friday: Now landed and secure within the city, Harkness must rendezvous with the Al-Fakrah military. With roads congested and the sky unsafe for travel, Harkness sets off on foot through the shopping district to reach the Military FOB at the Jazai Concert Venue. Throughout the city, No Dawn are causing havoc, and are standing between Harkness and his next objective.

NARRATIVE OVERVIEW

Level 4, Death Sentence: Lt. Harkness is given intel that a VIP, a high-ranking member of No Dawn, is being held in the Al-Fakrah Correctional Facility, however the prison has been overrun and repurposed as a temporary stronghold for No Dawn. The only way safely into the prison is through the sewers, and sending an entire army, or even a small squadron, would tip off No Dawn to their arrival, therefore Harkness must break in alone. The VIP reveals No Dawn's plan, as well as the identity of their leader, Justice, a former friend of Harkness.

Level 5, Meltdown: With the information from the VIP in hand, No Dawn's leader and Harkness' former squad-mate, Justice, is exposed. He has taken refuge within the city's power plant, and has taken hostages, threatening to blow up the plant and plunge Al Fakrah into darkness. Harkness takes a helicopter to the scene and must stop Justice by any means, until he is captured within the plant, and has mere minutes left to defuse the situation and eliminate Justice.

AL-FAKRAH MOODBOARD

Fictional
Middle-Eastern
Province

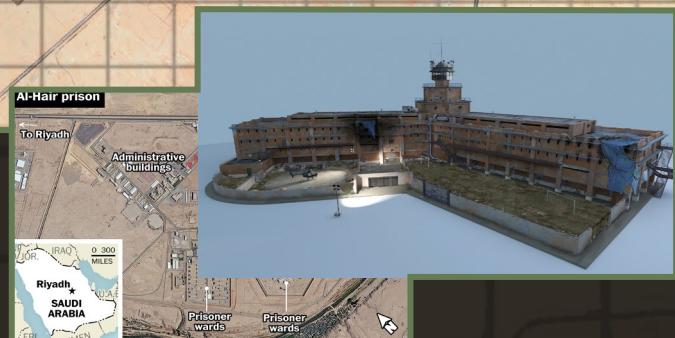
Black Friday



Meltdown



No Vacation



Death Sentence

The campaign takes place over the course of around 24 hours

LEVEL SELECT SCREEN PROTOTYPE

WITHOUT DARKNESS

Copacabana

No Vacation

Black Friday

Death Sentence

Meltdown

Back to Main Menu



Fasrah International Airport

23/03/30 - 0800 Hrs

Lt. John Harkness

Harkness is dropped into an active warzone in the city of Al-Fakrah, under siege by the terrorist group known as No Dawn.



LEVEL 1.0
COPACABANA
DESIGNED BY Zac Thompson

LEVEL SUMMARY

Mission Briefing: Infiltrate the Soba Cartels jungle compound and steal as much drugs and money as you can, then hijack a boat and exfiltrate down-river. Consider all life within the compound hostile and extremely aggressive. Once everything is secured on-board, burn the place to the ground. No witnesses., no evidence.

Setting: Central American rainforest, Cartel compound

Win/Lose Condition:

Win – Exfiltrate from the compound

Lose – Harkness dies

Key moments:

- Using C4 to blow hole in compound wall, in a breach sequence
 - The player is instructed to place C4 on a highlighted bit of wall and prepare to breach the compound. This event is used again in the final level.
- Clearing out enemies from each areas of the compound
 - Enemies will come out of every building, there will be some already around the compound. Until all enemies are dead, the player will be unable to access most interiors, save for some reserved for cover, health and ammo refills
- Discovering the hostages and drug farm
 - Once all enemies are dead, the player will be given an objective to check 2 locked doors on the compound. One with hostages, the other with drugs. It makes no difference which they check first, as they must do both to progress the mission
- Finding gasoline to burn evidence and drugs
 - After a short narrative sequence, the player must find a can of gasoline hidden somewhere on the compound (likely near vehicles or a generator) and bring it to the drug warehouse for burning. Once the fire is lit, Lucky is shot, and Justice is caught in an explosion. Harkness leaves the area on a boat

MOODBOARD

- JUNGLE AND COMPOUND DETAILS



Watchtower on edge of compound, height advantage to enemy and player

Bridge over running water, chokepoint



Warehouses and a dock

Barrels etc. serve as cover



Classic jungle environment, clear cut path route for player



Shelves filled to the brim with drugs



Official government records



COLOUR AND LIGHTING STYLE



Due to the style of the compound and its temporary nature, **spotlights** and **floodlights** feel accurate, and can identify objectives



Light shafts or "god rays" to guide the player down the desired path

Moonlight primarily sets tone and ambience

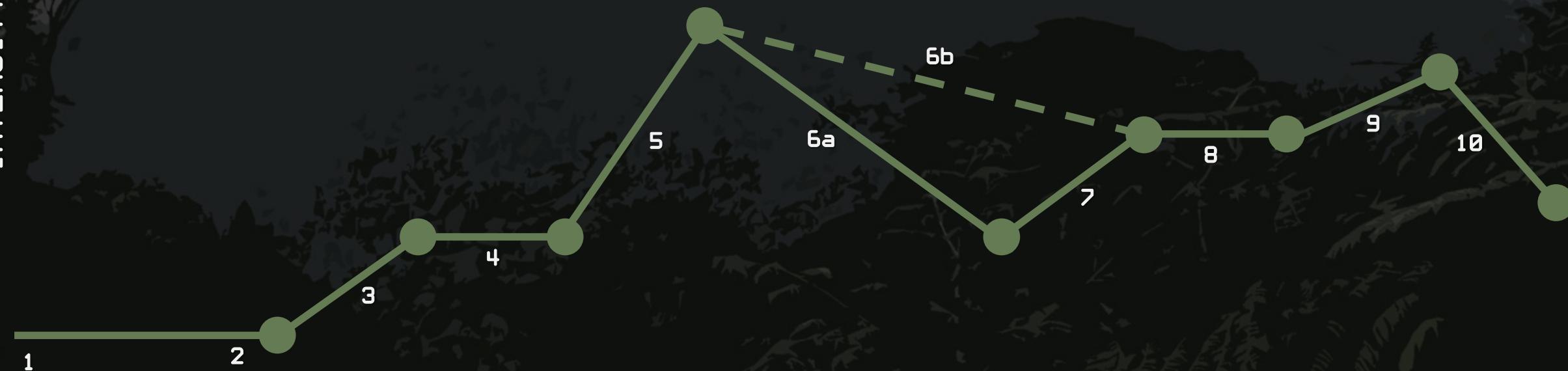


LEVEL OVERVIEW



LEVEL PACING

INTENSITY



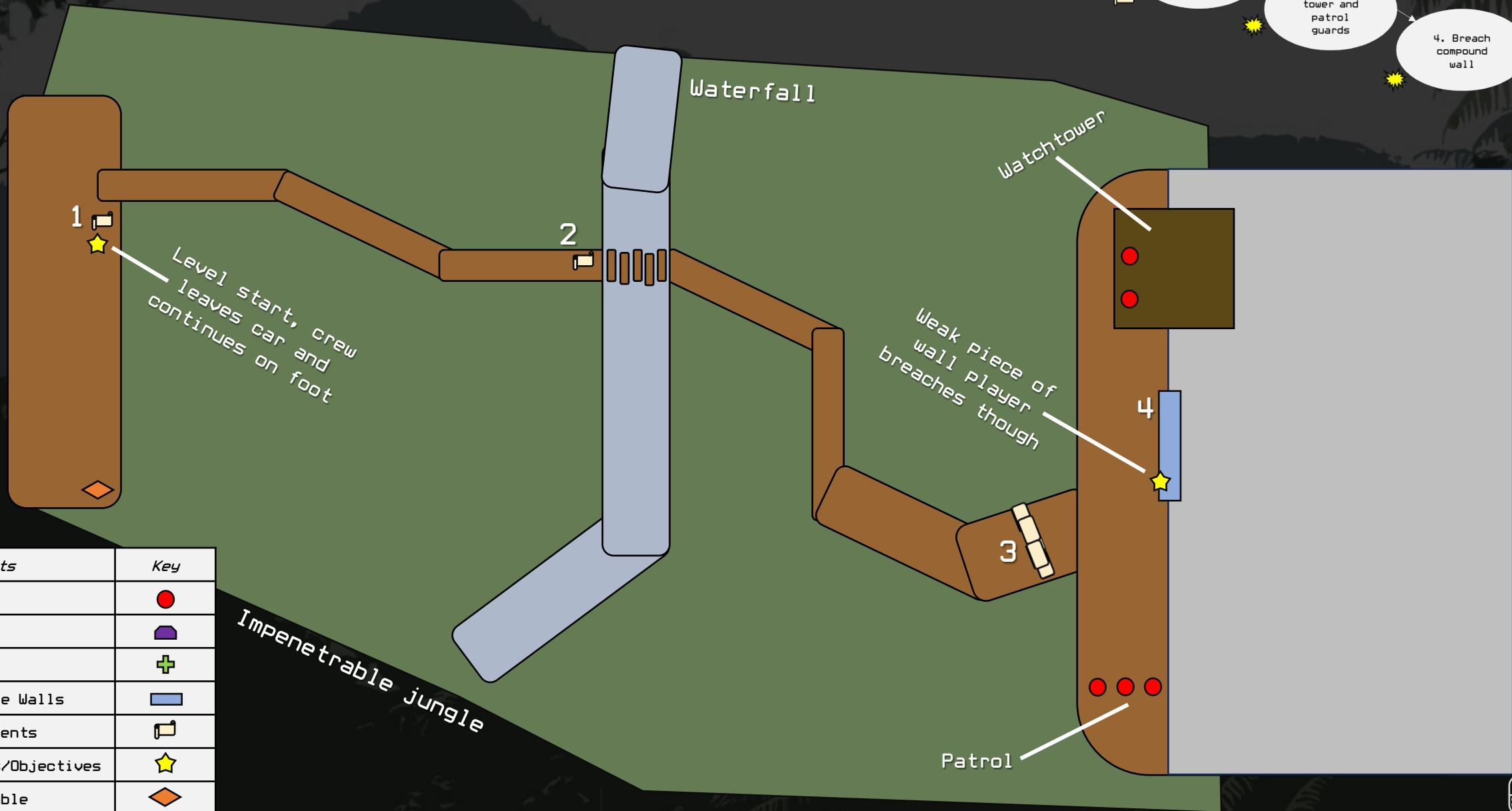
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|------------|------------------------|--------------------------------|----------------------|-------------------------|--------------|--------------------|---|--------------------------------|---------------------------------|-----------------|
| 1. Rowboat | 2. On-foot to compound | 3. Kill outer and tower guards | 4. Blow hole in wall | 5. Kill compound guards | 6a. Hostages | 6b. Drug warehouse | 7. Find gasoline against enemy reinforcements | 8. Burn warehouse and evidence | 9. Lucky shot, Justice blown up | 10. Boat escape |
|------------|------------------------|--------------------------------|----------------------|-------------------------|--------------|--------------------|---|--------------------------------|---------------------------------|-----------------|

LEVEL FLOWCHART

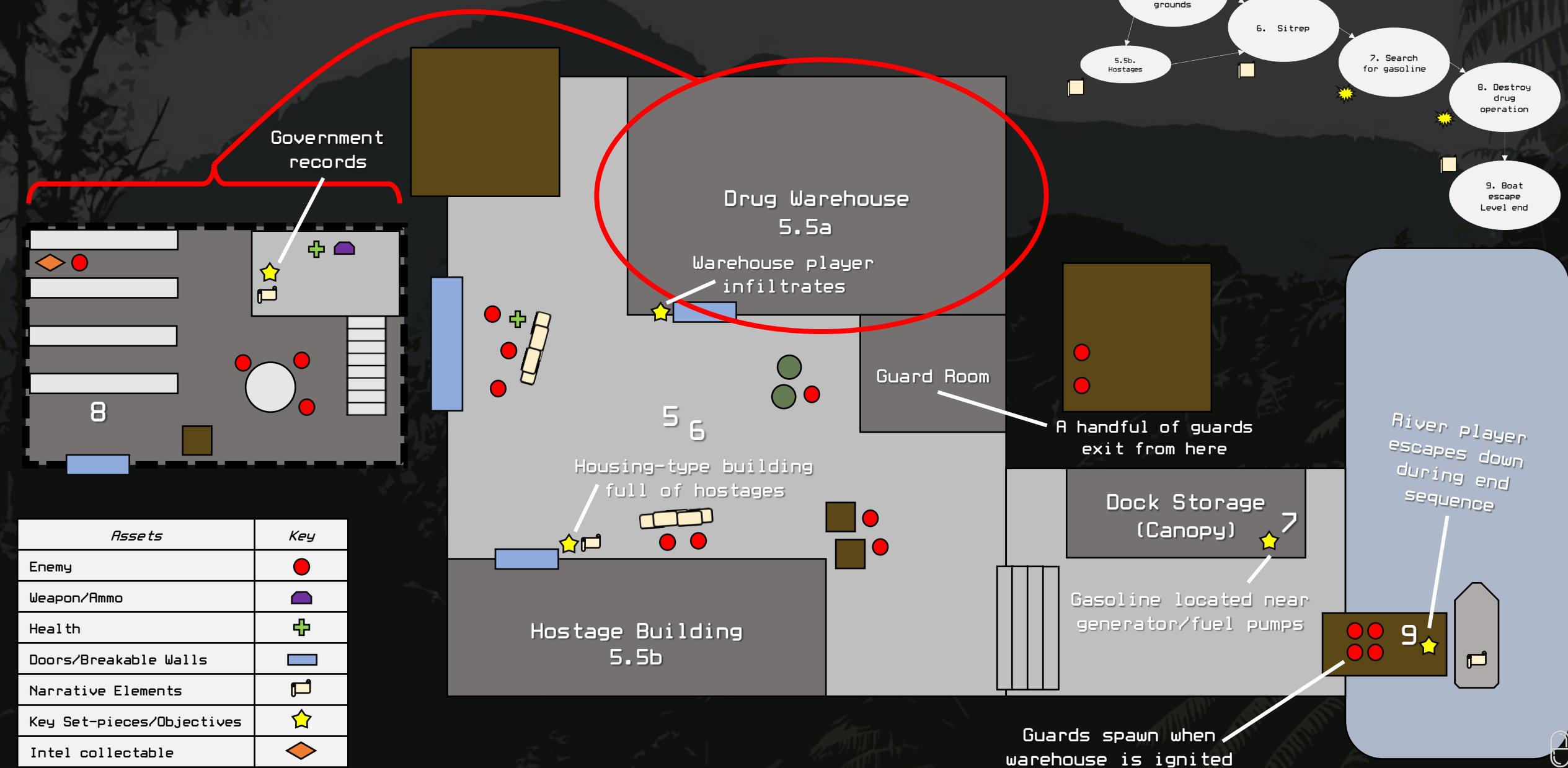
| | |
|---|-----------------------|
|  | Narrative Focus Scene |
|  | Action Focus Scene |



TOP-DOWN PLAN



TOP-DOWN PLAN



DIALOGUE - COPACABANA

Level Start:

H: Compound is about 2 clicks out. Lucky, how's our stash?

L: Looking good. Dozen or so mags, 2 medbags, and a high-powered explosive. I'd say that's enough

H: More than enough.

J: Do not underestimate these men. The Soba Cartel are a force to be reckoned with.

L: Yeah, but we've got a Harkness, and *he's* a force to be reckoned with.

H: Justice's right, we can't get cocky.

L: Yessir.

| Character Name | Key |
|----------------|-----|
| Harkness | H |
| Justice | J |
| Lucky | L |

Compound Walls:

H: Guys in the tower, take 'em out

J: Got a patrol out here too, watch out

L: Shit, so much for taking them by surprise

H: Just keep shooting, we're in it now

post-gunfight

J: The men inside are bound to be recuperating. If we hit them now, we might still catch them with their pants down.

L & H (In-sync): Roger.

L: Here, take this. That bit of wall looks less sturdy than the others, that's our entrance.

H: Alright, stick close, move through the compound, and take out any asshole with a gun you can. Our client wants them all gone, and the place burned to the ground.

Post-fight:

H: Everyone good?

J: Affirmative

L: I'm fine

H: Search the place. I'll check the warehouse and that building by the dock. Lucky, you search that tower. Justice, make sure we got all the bastards, and keep you eye out for more.

L: Copy that, Brother.

J: Understood.

Warehouse

H: Ho-ly shit. No wonder they had a fuckin army defending this place.

Gunshots and sounds of enemies

H: Shit, not done yet.

post-fight

J: Harkness, are you alright?

H: Yeah, thanks. Gonna check upstairs for anything useful.

documents found

H: CIA? What the-

J: What did you find?

H: Government documents, must've stolen them or something

J: Or your government is corrupt.

H: No way they'd be in bed with the Soba. No way.

J: Do not assume the best in people. You will learn this very well.

DIALOGUE - COPACABANA

Warehouse:

H: Look, I'm not agreeing with you, but if this shit gets out, there'll be war. The Soba Cartel are practically terrorists in Colombia

J: As would your government be

H: Shut it. We don't know that's what this is. Leave it, we're moving on

Hostages (If done BEFORE warehouse):

H: HANDS UP! I SAID HANDS UP, STAY BACK!

L: Woah, what the fuck

H: ONE LAST TIME, STAND THE FUCK BACK!

L: John, JOHN. I don't think they're armed

Lucky and a hostage speak in a central American language

L: They're being held captive for ransom. We gotta get them out of here

H: That isn't part of the mission. If they want out, they can leave.

L: They'll die out there, and if not, the Cartel will hunt 'em down.

H: We aren't getting paid extra to babysit. There is no change of plans. Move out.

L: Asshole.

Hostages (If done AFTER warehouse):

L: John, you gotta see this

H: Oh shit. I thought I told you to check the tower

L: I heard shouting. They're being held captive for ransom. We gotta get them out of here

H: That isn't part of the mission. If they want out, they can leave.

L: They'll die out there, and if not, the Cartel will hunt 'em down.

H: We aren't getting paid extra to babysit. There is no change of plans. Move out.

L: Asshole.

Gasoline:

H: Search this dump for some gasoline. We're burning what we can and moving out

L: What about the hostages?

H: Doors open, they can goo.

J: And the files?

H: We're burning them. This could start a war, Justice, probably a big and a bloody war. I don't want that on my hands, I got people to think about

J: Then you are as cowardly as your pathetic government

H: I don't wanna hear it, lets burn this place to the ground, and move out

Boats arrive

H: Shit, more guys, cover me while I look for fuel

Compound burning:

Gunshot from the hostage building

H: Shit, LUCKY?!

Lucky is dead, shot by a scared hostage

H: What the FUCK DID YOU DO?

| Character Name | Key |
|----------------|-----|
| Harkness | H |
| Justice | J |
| Lucky | L |

DIALOGUE - COPACABANA

Compound burning:

H: ANSWER ME, DAMN IT

J: Harkness. He is not breathing, we must go.

H: Fuck.

J: I am going for the documents. Our employer may want to see them

H: The fuck you are

Harkness points a gun at Justice, hesitating to pull the trigger

As Justice enters the warehouse, it explodes

H: Fuck FUCK FUCK

Boat escape:

H: Lucky, damn it. And Justice, couldn't just leave, could you. Arrogant bastard. Damn you. Damn you.

| Character Name | Key |
|----------------|-----|
| Harkness | H |
| Justice | J |
| Lucky | L |

INTEL - COPACABANA

Intel 1:

In 1958, Don Carlos Nevarez founded the Soba Cartel, named for his lover Mario Soba, a revolutionary and ruthless kingpin in the Bolivian underworld. The Soba cartels main exports were drugs and weapons, with drugs being the most profitable, and guns being the most readily available after the 1952 Bolivian revolution. Rising quickly within the world of criminal enterprise, Don Carlos ran a tight ship. Members were recruited through a painstaking hazing process, ensuring only the toughest served among his ranks, and weeding out weakness from his organisation.

Intel 2:

The Soba Cartel use docks and warehouses along the Amazon for safe and convenient storage for their contraband. These warehouses are often set off the beaten tracks and allow for quick evacuation and transport via river when needed. Utilising the Amazon, the Cartel have almost unrestricted access to Brazil, Peru and Colombia, and by that measure, the entire South Americas, and the rest of the world.



LEVEL 2.0
NO VACATION
ORIGINAL DESIGN BY Yuxuan Zhou
REDESIGN BY Zac Thompson

LEVEL SUMMARY

Mission Briefing: Lt. Harkness is dropped into an active warzone in the city of Al-Fakrah. A terror organisation called No Dawn has attempted to seize power within the city, targeting major municipalities, such as the airport, power plant and shopping district. Guided by his radio operator, Harkness must battle through the airport in an almost suicidal attempt to get a foothold into the city

Setting: Fasah Memorial Airport

Win/Lose Condition:

Win – Secure the Airport

Lose – Harkness dies

Key moments:

- Air assault on airport
 - The player begins in a helicopter, shooting enemies from above while the helicopter gets to a safer landing zone
- Find safety in the nearby derelict hangar
 - Enemy forces begin to overwhelm the area, and a bombing run is requested by Harkness and Oz. The player must take cover in an empty hangar, which needs clearing of enemies in cover
- Defend the hangar
 - After the bombing run, more enemy forces land in the area. The player makes use of a stationary minigun and landmines to defend his position
- Cut through hangar alleys into airport
 - The player escapes through the backdoor of the hangar with the goal of reaching the main terminal
- Clearing the terminal
 - With enemies heavily entrenched within the terminal, the player is given the objective to clear the airport of all remaining hostiles

MOODBOARD

- AIRPORT - DETAILS

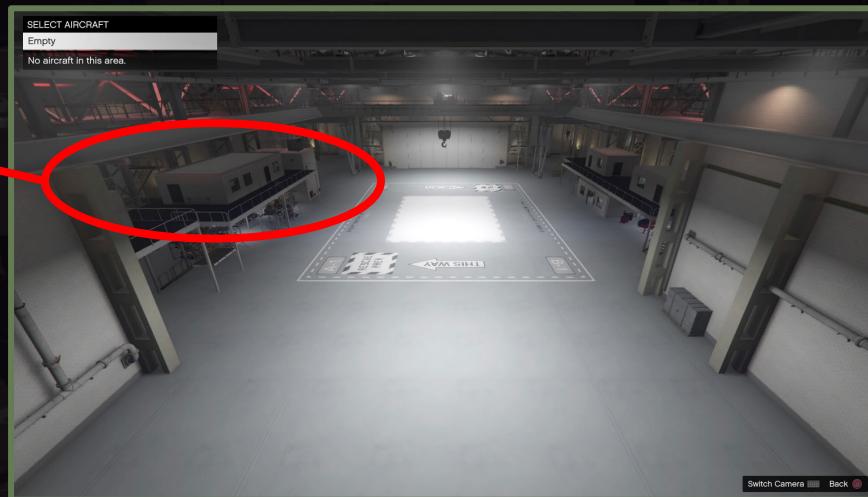
Signs of battle and damage, blood leading player to supplies, such as keycards



Luggage carriers and barriers used as **cover**, as well as blocking off areas of the map, and containing health and ammo supplies



Empty hangar used as a last-stand zone, with enemies mainly coming through the bay door, and a **minigun** set up next to makeshift cover



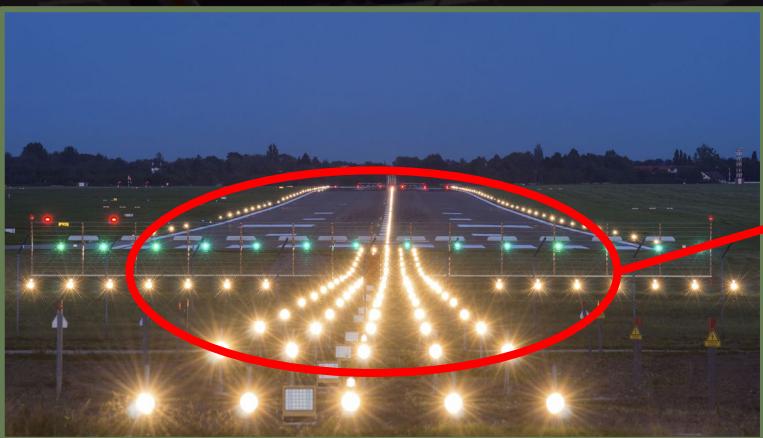
COLOUR AND LIGHTING STYLE



Illuminates map and provides natural map-edge deterrence



Emergency lighting can be used to highlight points of interest, desired paths, and key objectives



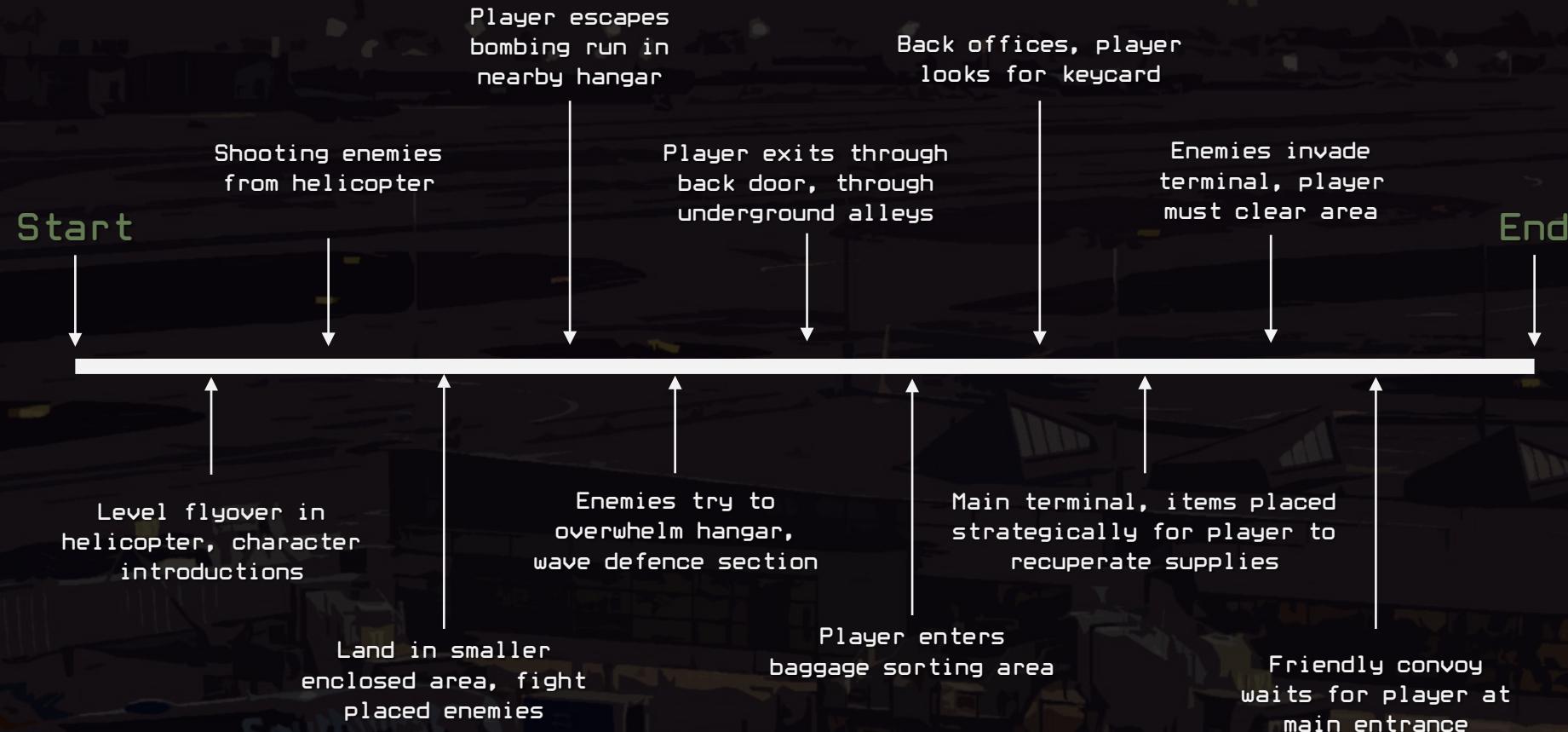
Guide player to hangar/terminal



Panasonic

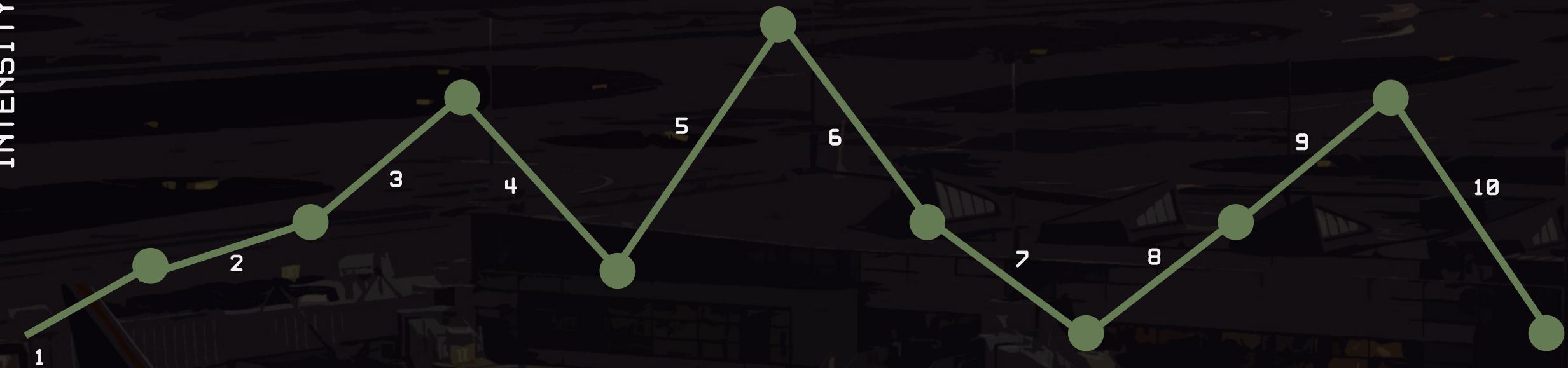
EMERGENCY LIGHTS
functions and location

LEVEL OVERVIEW



LEVEL PACING

INTENSITY



1. Level Start flyover

2. Shooting enemies from helicopter

3. Boarding zone shootout

4. To Hangar

5. Hangar defence

6. Baggage area

7. Offices and keycard

8. Main terminal stock-up

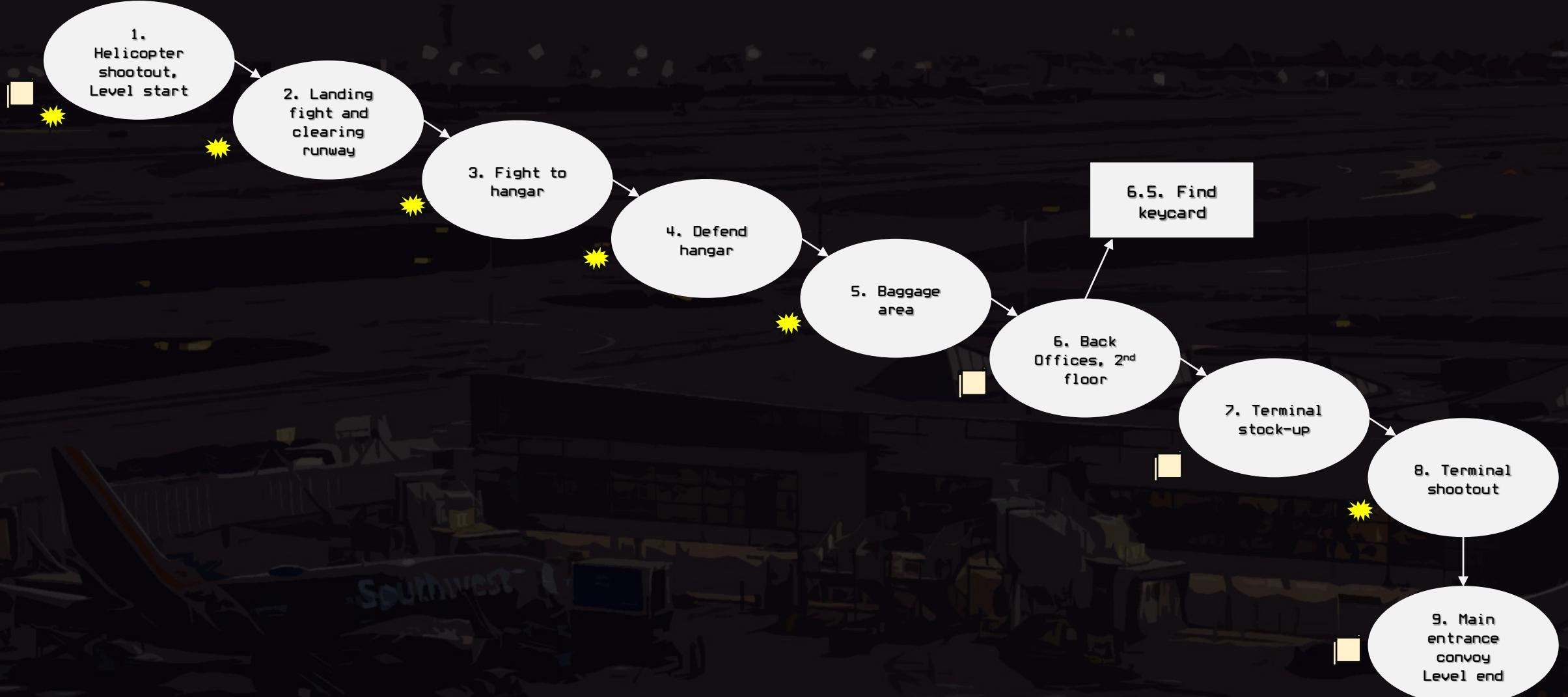
9. Terminal shootout

10. Level end sitrep

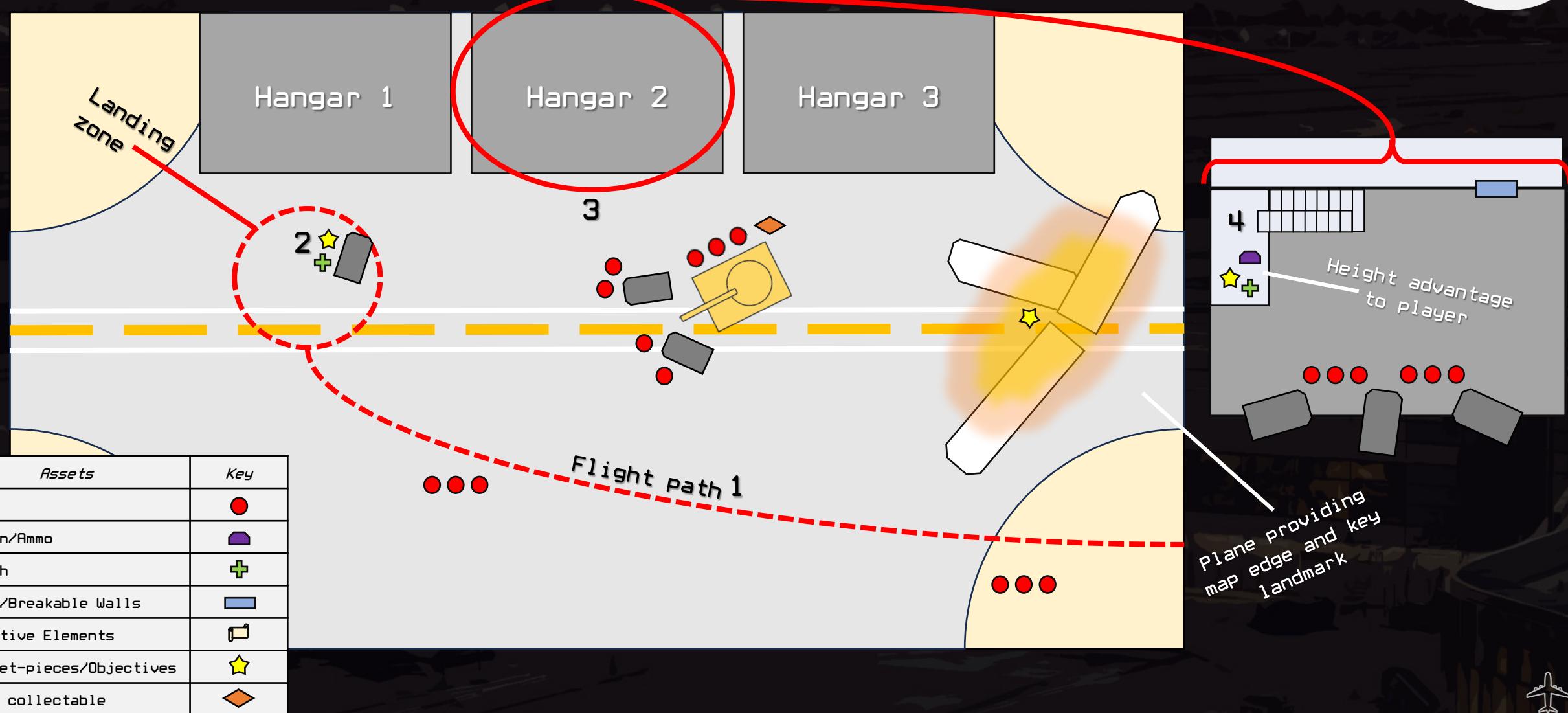


LEVEL FLOWCHART

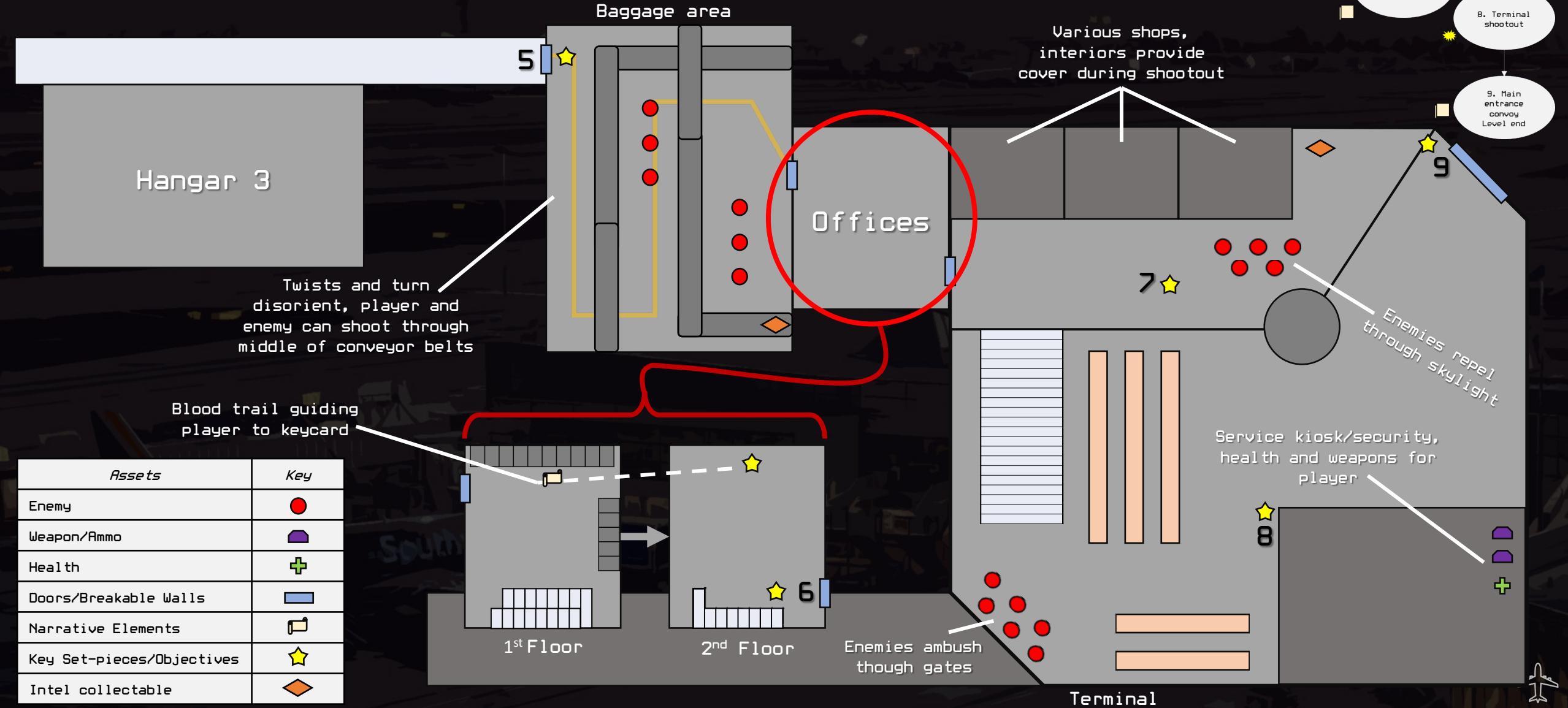
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|---|-----------------------|
|  | Narrative Focus Scene |
|  | Action Focus Scene |



TOP-DOWN PLAN:



TOP-DOWN PLAN:



DIALOGUE - AIRPORT

Helicopter

K: Alright, we're approaching the airport now

H: Thanks, K. What's the situation?

K: Oh no, I don't do that anymore, you've got a new handler.

H: Great. That's exactly what I needed. Well, thanks anyway.

O: Lt. Harkness? Come in, Lt. Harkness. This is Osprey. Over.

H: Osprey? This is Lt. Harkness. I copy

O: Ahem.

H: I'm not saying "Over"

O: Alright, take the fun out of it then

H: What's the situation then, Oz?

O: Osprey.

H: Oz.

O: Whatever. No Dawn, a multinational terrorist organisation, have started systematically terrorising Al-Fakrah. It's our job to stop them. And find out why, if we can.

H: Why here?

O: Popular tourist spot, they're sending a message

H: Sounds about right. Okay, keep me updated, and keep me safe.

O: Roger that, Sir.

H: You don't have to call me "Sir".

O: Understood, S-... Jon

H: Not Jon, either. You're not my husband.

O: Right, sorry LT

Bombing Run:

O: Do you want the good news or the bad news?

H: Bad news.

O: No Dawn have sent reinforcements on the runway, they're heading your way now

H: And the good?

O: AFM have organised a bombing run to take care of it, but you need to find cover

H: That doesn't sound like good news

O: It would've been if you got it first

Hangar:

H: Looks like a good enough foxhole as any.

Barrage of explosions

H: Oz, where to next?

O: Hold your ground, bombers didn't manage to get 'em all

H: They're bombers, how on earth did they manage that?

O: You got about a dozen hostiles inbound

H: Roger that.

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |
| Pilot | K |



DIALOGUE - AIRPORT

Ground war:

H: How's it looking, Oz?

O: Seems a lot of No Dawn have already either surrendered or retreated. Still some holding out in the terminal.

H: How am I getting in? The doors are on lockdown

O: Right, should be a maintenance key somewhere, have a look around. It'll open all doors in case of an emergency

H: Like a terrorist attack?

O: Like a terrorist attack. If you take the back door out of this hangar, it'll lead you through the maintenance corridor to the terminal.

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |
| Pilot | K |

Getting the keys:

H: Got the keys, now what?

O: Get to an entrance, you need to find any remaining combatants and deal with them

H: And once that's done?

O: I'll let command know and they'll decide where to send us next

H: Us? Aren't you just in some hotbox?

O: Well, yeah, but you know what I meant

H: Sure, whatever

Terminal:

H: Oz, you got eyes on how many are in here?

O: One second... Got it. You're up against about a 10 hostiles

H: Piece of cake

O: Let me know when you're in the clear, I'll signal command for your next assignment

H: Copy that

O: Shit, LT. 'lot more guys inbound on your position

H: Great

O: Most of the doors are still locked, so you've got a bit of time to prepare. Stock up on ammo and heal up while you can

H: On it. Keep me posted

O: Roger

Post-fight, terminal:

H: Alright, think that's the last of them

O: Yep, they're backing off again. Good job, LT

H: Where next, Oz?

O: Command have organised a meet with the AF Military. They're currently using the old concert venue as their FOB

H: We can't just call and arrange a meeting?

O: No can do. Al-Fakrah isn't entirely trusting of the USF. You're gonna have to show up in person. They've sent a convoy, so you aren't completely untrustworthy. It's waiting outside.

H: Alright, thanks for the head up.

O: Copy that.



INTEL - AIRPORT

Intel 1:

Al-Fakrah is a relatively new city in the Middle-East, settled by various oil and technology magnates looking to create a utopia where their industries could thrive, away from interference from the world superpowers. Over time, civilisation in the province erupted, families built their lives in Al-Fakrah, new businesses boomed, and the self-appointed government became a major player in global politics, no doubt through capitalist ventures and unconventional tactics.

Intel 2:

Fasrah International Airport, named after a founding father of Al-Fakrah, opened the city up to the rest of the world, provided they could afford the trip. A veritable haven, the airport CEOs opted to halt production after the 3rd hanger was installed, limiting access to the area, artificially breeding an air of exclusivity and prestige, a move which only bolstered the already the juggernaut that their economy had become in recent years.

Intel 3:

No Dawn's attack on the airport was a surprising yet brutally effective attack. Rather than take the strip by air and risk far advanced detection, various squads broke through the outer defences, targeting the air traffic control tower, allowing the remaining forces to invade from the sky. Within an hour, FIA had been completely overrun, all while the AFM struggled to mount a counterattack.





LEVEL 3.0
BLACK FRIDAY
DESIGNED BY Zac Thompson

LEVEL SUMMARY

Mission Briefing: Now landed and secure within the city, Harkness must rendezvous with the Al-Fakrah military. With roads congested and the sky unsafe for travel, Harkness sets off on foot through the shopping district to reach the Military FOB at the Jazai Concert Venue. Throughout the city, No Dawn are causing havoc, and are standing between Harkness and his next objective.

Setting: Al-Fakrah Shopping District & Jazai Concert Hall

Win/Lose Condition:

Win - Harkness rendezvous' at the Jazai Concert Venue

Lose - Harkness dies

Key moments:

- Convoy attacked
 - The convoy the player is riding with is attacked by explosives, forcing Harkness to stand off against the attackers and continue the journey on foot
- Lock down the jewellery store
 - For safety from the overwhelming enemy combatants, the player must activate the security shutters at a nearby jewellery store
- Backrooms - cut the power
 - In the storage rooms connecting all the stores, the player must maneuverer in relative darkness to the other side of the shopping district, while fighting the few enemies that remain trapped indoors
- Highway gunfight
 - Back on the main strip, the player fights a large group of enemies on a highway, littered with various vehicles for cover. This is a more open section, offering close quarters combat or a sniper position for the player to use
- Concert venue
 - The player fights close-quarters within the concert venue, through the main entrance and the smaller corridors to the concert grounds, securing the area



MOODBOARD

- SHOPPING DISTRICT
- DETAILS



General store fronts, with cover outside and within to provide the player choice



High-end jewel shop with security shutters, proving a diegetic safe zone and checkpoint

Leading lines, not too long of a corridor to maintain flow



Environmental indications of direction



Shelves provide cover and alternate routes for flanking/escape

MOODBOARD

- HIGHWAY
- DETAILS

Varying heights gives advantage to range of players with option of choice, a higher sniping position, or close-quarters gunplay



City backdrop appears to provide player with a clear goal



Different vehicles provide a range of cover, concealing both the player and the AI. Exploding vehicles and fire can also be used as a hazard or barrier



MOODBOARD

- CONCERT
- DETAILS



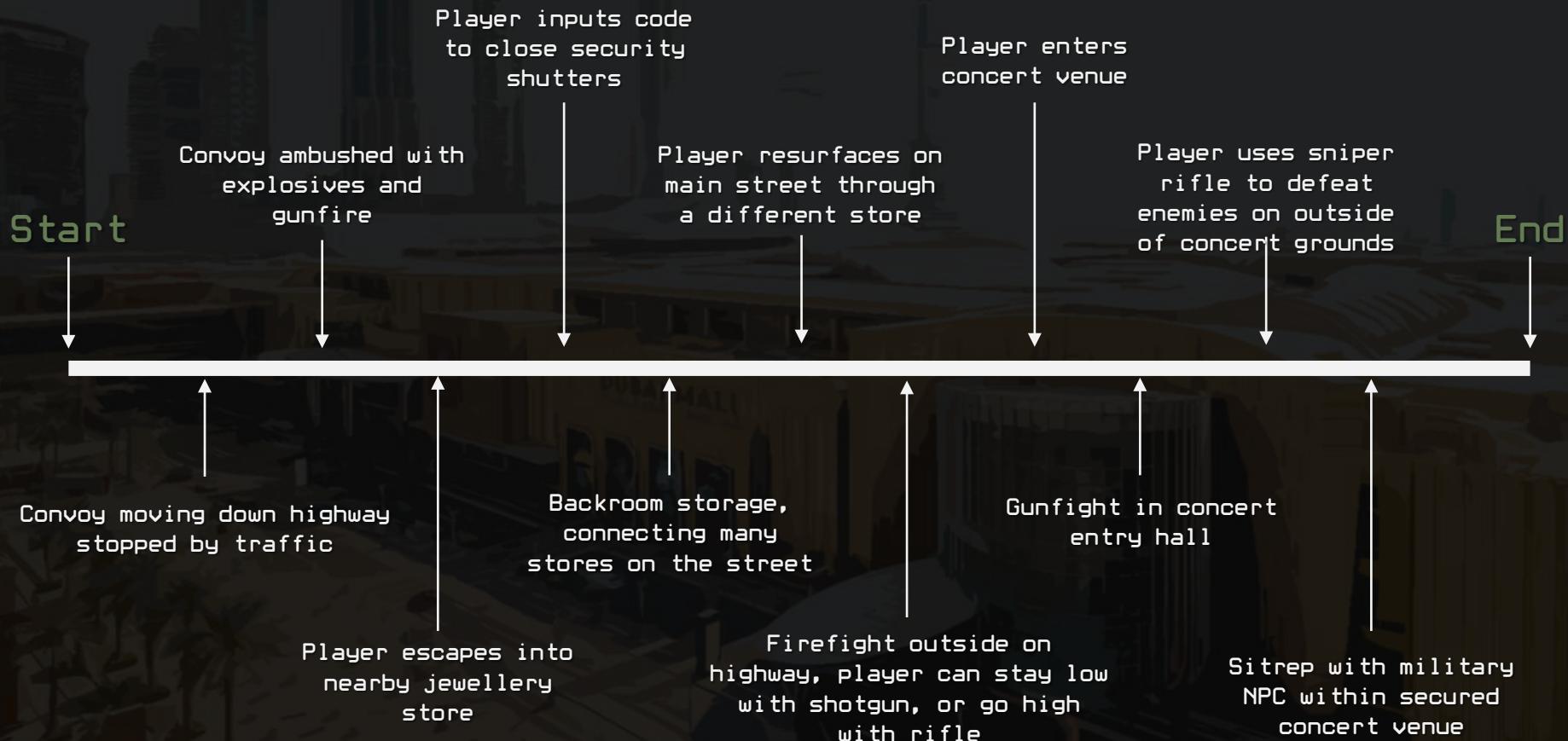
Lots of glass and columns provide juxtaposed cover



Open field with enemies against player with sniper, safe fun to wind-down level flow



LEVEL OVERVIEW



LEVEL PACING

INTENSITY



1. Level start,
convoy

2. Convoy
attacked

3. Escape to
jewellery
store

4. Lock-
down store

5. Backroom
storage

6. Main
street
shootout

7. Highway

8. Concert
entrance

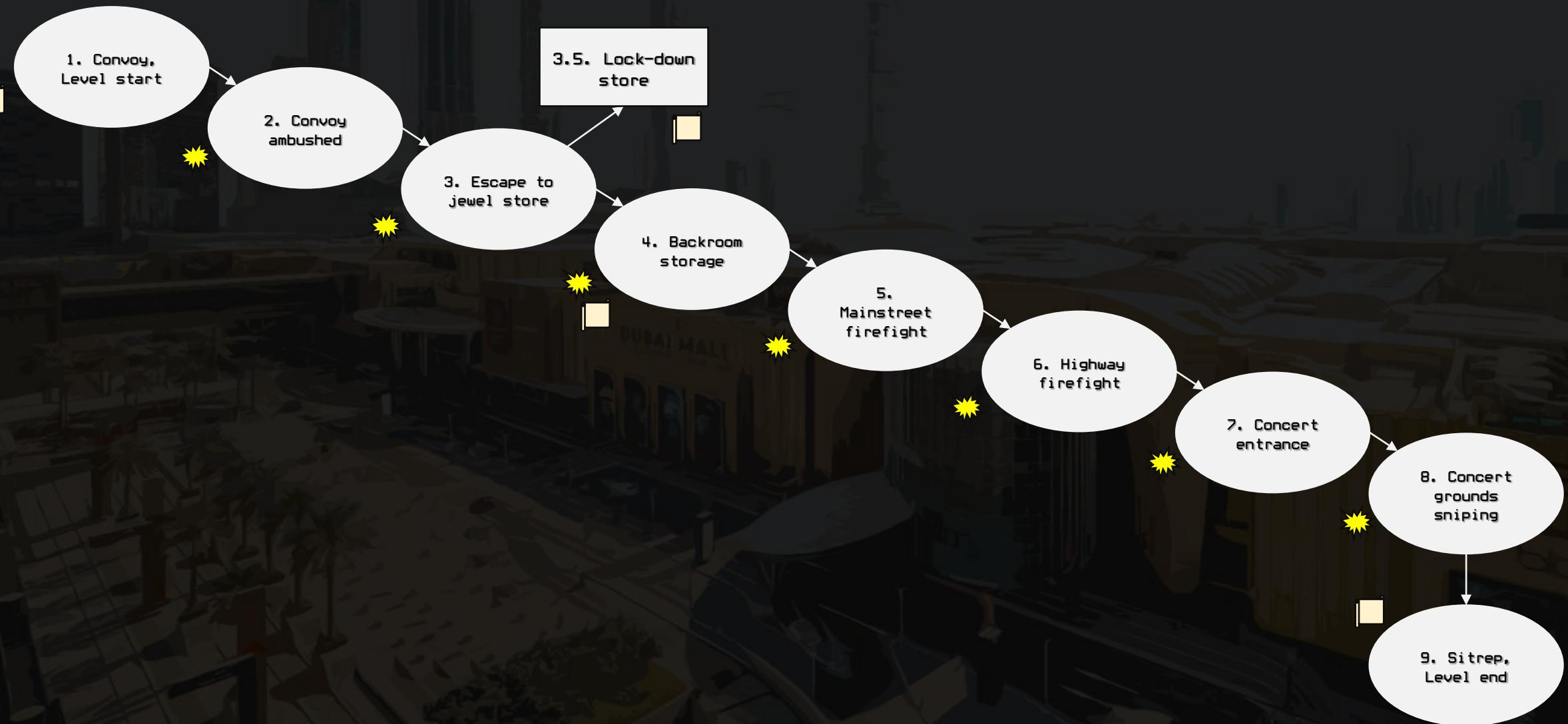
9. Concert
grounds
sniping

10. Level
end sitrep

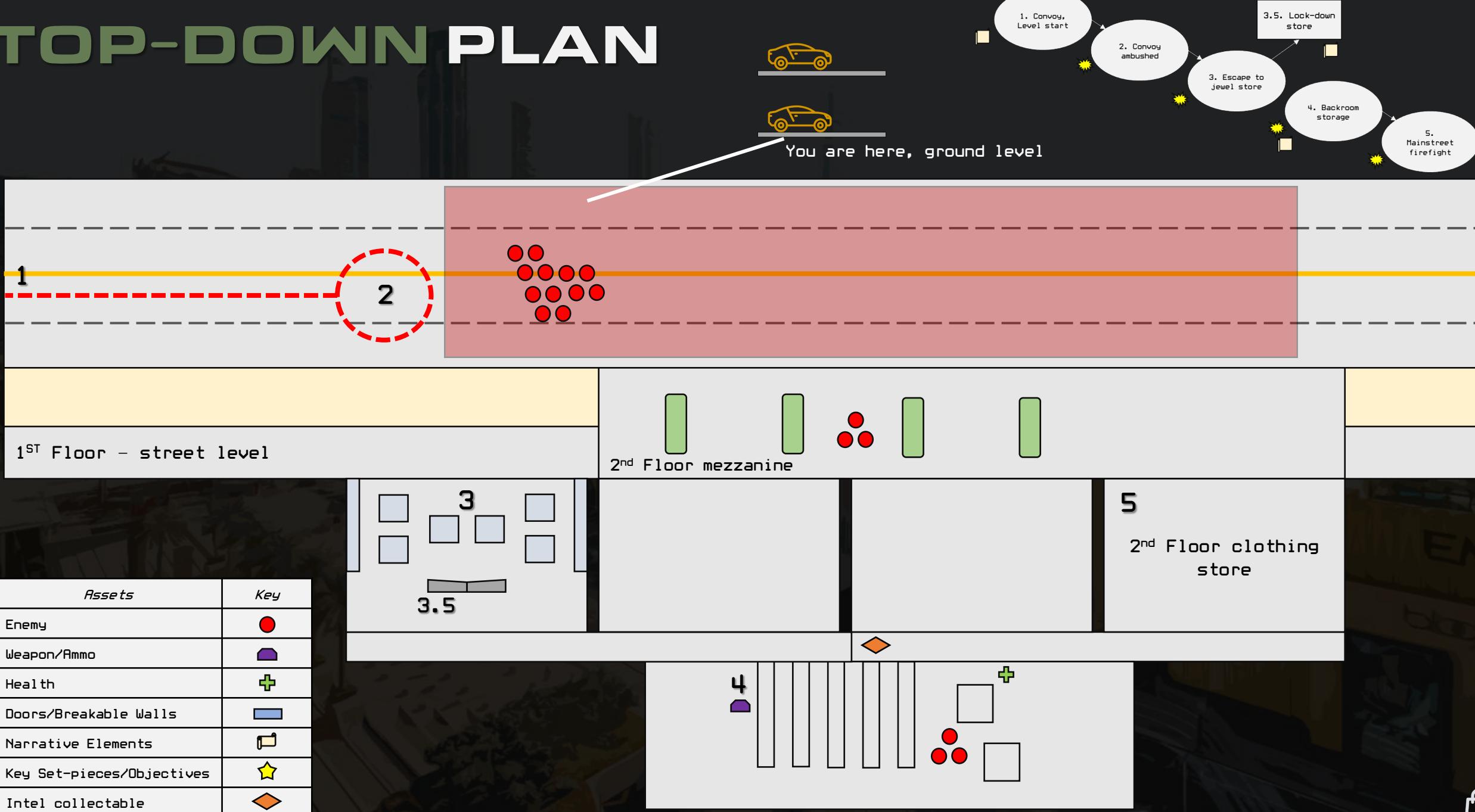


LEVEL FLOWCHART

| | |
|--|-----------------------|
| | Narrative Focus Scene |
| | Action Focus Scene |



TOP-DOWN PLAN

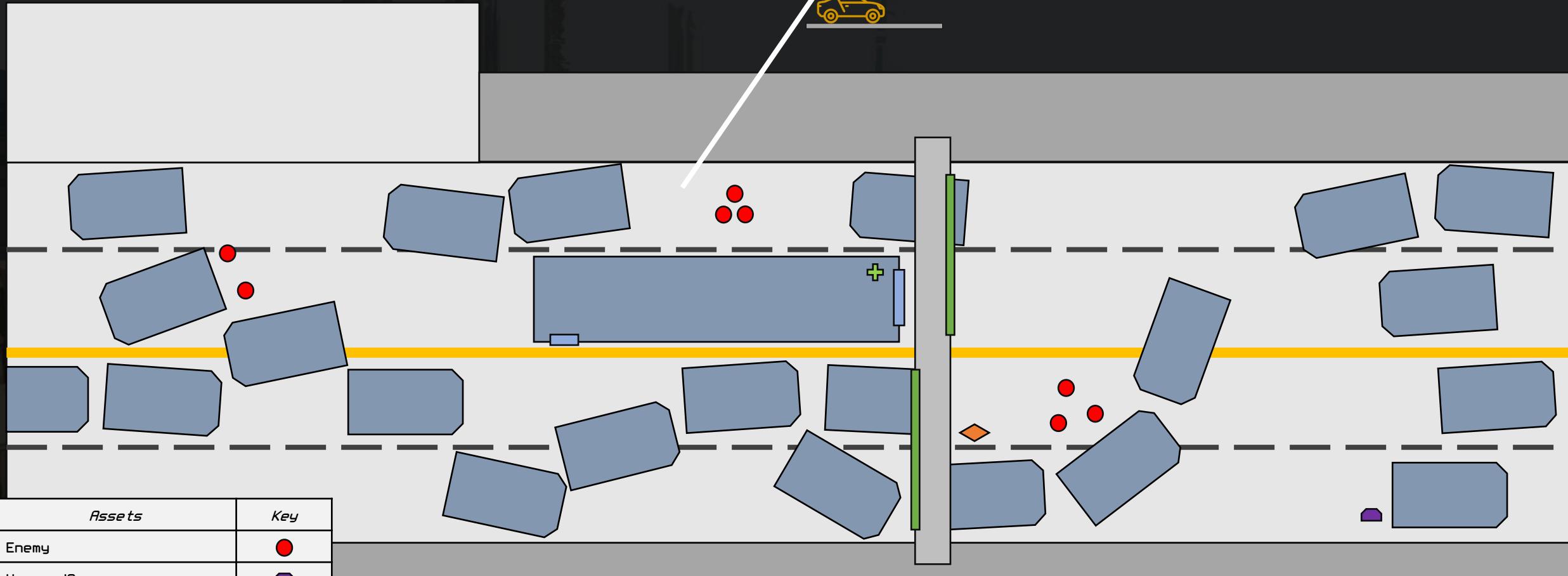


TOP-DOWN PLAN

6. Highway
firefight



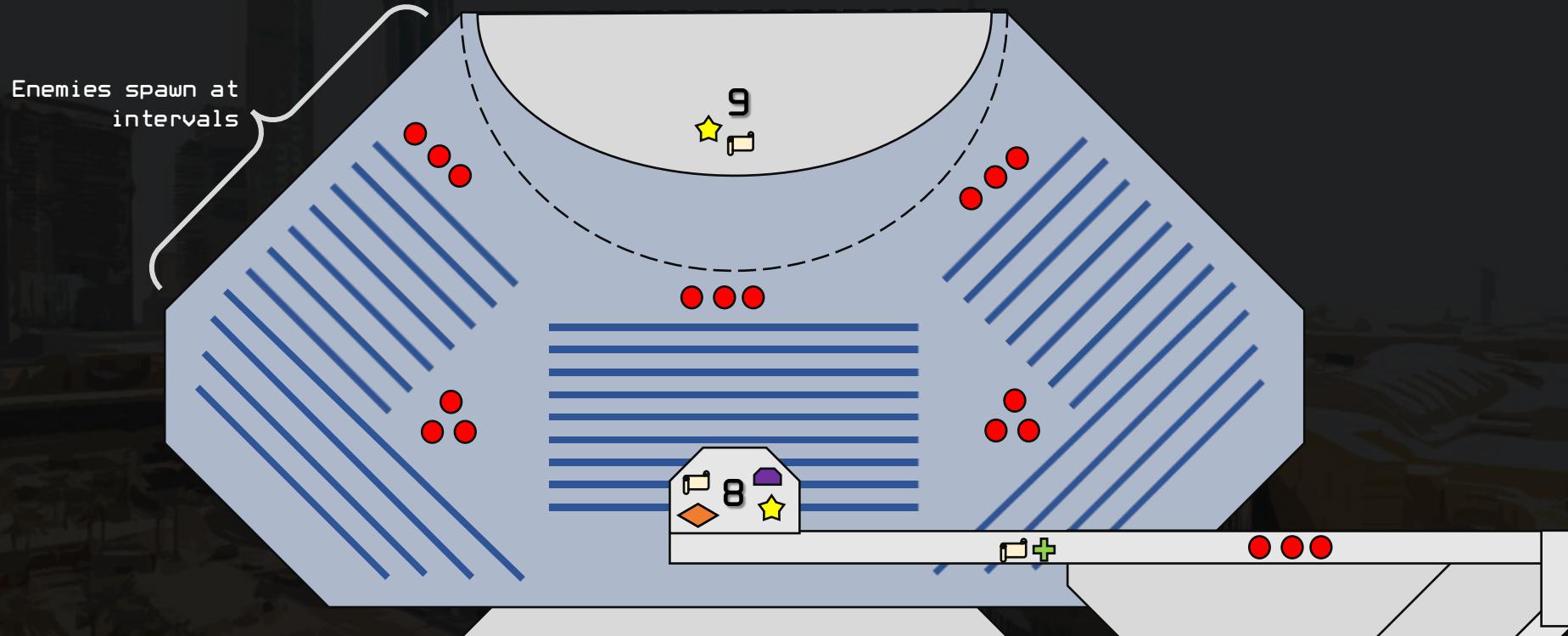
You are here, elevated highway



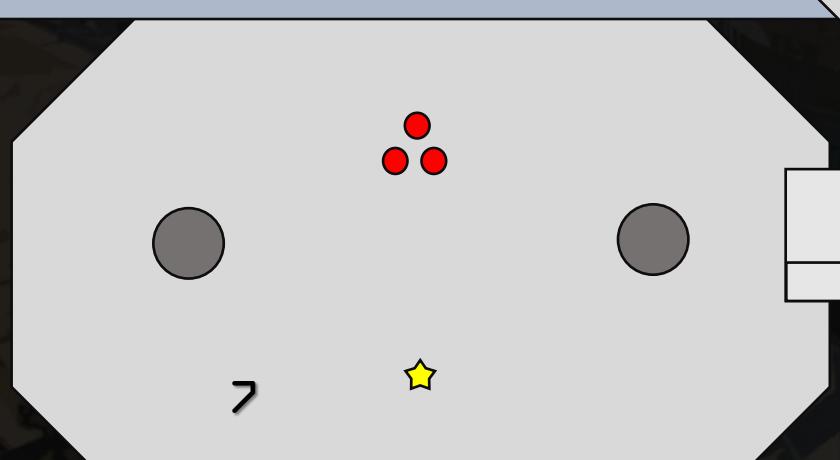
6



TOP-DOWN PLAN



| Assets | Key |
|---------------------------|-----|
| Enemy | ● |
| Weapon/Ammo | ■ |
| Health | + |
| Doors/Breakable Walls | ■ |
| Narrative Elements | ■ |
| Key Set-pieces/Objectives | ★ |
| Intel collectable | ◆ |



DIALOGUE - BLACK FRIDAY

Convoy:

H: En-route to the FOB now. Hope the music's still on

O: I wouldn't count on it

H: Damn. Hey Oz, how come Kae couldn't have flown me in?

O: No Dawn have been spotted moving a lot of anti-air projectiles into the area. USF don't wanna risk it.

H: I could've handled it

O: Sure you could

H: Oz, anything about traffic on your radar?

O: I'm not an anchorman, Harkness.

H: Seriously, there's gotta be about a hundred cars ahead of me, not moving, don't see any people either

Explosions and gunfire erupt around Harkness

H: Shit, Oz, it was an ambush, find me a way out

O: Alright alright, give me a second...

H: Now, Oz!

O: Got it, there's a jewellery store just across from you, should have a security system, probably just shutters but tis better than nothing

H: On my way

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |

Jewellery Store:

H: What now?

O: Check under the counter, should be a panic button, of sorts

H: Alright, I'm secured. Find me a way out, that FOB needs to be secured, I can't stay locked in here

O: There's a connecting corridor between all the shops on the strip, that door at the back will take you through it. We'll find you a safer store to exit from

H: Thanks, Oz. Keep me posted, heading out now.

Corridor:

H: Shit there are No Dawn back here too

O: I'll get on cams, see if I can get you a safe route

H: Just get me a number

O: Yes sir

Approaching the end

H: Looks like I'm in the clear, Oz, which exit do I take

O: There's a clothing store that leads into a clearing, safer than all the others, but not entirely out of the frying pan

H: It'll do

Main Street to Highway:

H: I'm out now, that the Jazai across the road?

O: Yeah, just gotta cross the road. Like that joke about the chicken

H: You calling me a chicken?

O: Wha-? No! No of course not!

H: Got you. Heading there now, ETA 5 minutes

O: When you get on the road, you can either weave through the cars and ambush them or take the high ground and pick them off as you see them. Up to you



DIALOGUE - BLACK FRIDAY

Concert entry:

H: At the door to Jazai now, you got visual?
O: Looks like you got at least 2 squads in here, keep your head on a swivel.
O: No Dawn are dug in, but this is the most secure place in the city right now, so you have to flush them out
H: Got it
O: Corridor to the left gets you into the grounds
H: I got a better idea; this place got an announcer's box?
O: Yep, take the right corridor then, whatcha thinking?
H: They usually have a sniper's nest up there in case of terror attack during a performance, seems fitting.

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |
| AFM General | G |

Concert sniping:

H: In the box, thank god no one took this
Harkness picks up sniper
H: Like fish in a barrel
O: I'll try access the light rig, see if I can't point out some of the sneaky bastards
H: Thanks, Oz

Concert sniping:

O: That's the last of them. Fine shooting, Lt.
H: Nice lightwork, you should be in a different profession
O: But then I wouldn't get to meet fine people like you
H: *Faint laugh* Alright alright, cut the chatter, I gotta talk to the General
H: Sir.
G: My deepest appreciation for what you have done today. I must admit, I had my doubts about USF intervention, but you proved me wrong, Soldier.
H: All in a days work, Sir.
G: If only I had a squad of soldiers with your attitude, we'd have this war over before it began.
H: You're too kind. I heard you have some intel for me?
G: Yes, a No Dawn VIP, currently being held in our maximum-security prison.
H: And I get a meeting?
G: In a way. Yesterday, No Dawn took the prison by force, killing guards and prisoners alike. It appears they are using it as their main stronghold within the country. If you go in by car, they'll blow you up, and the airways are still a no-fly-zone until my team destroys their AA guns. You'll have to go in on foot. See my technician, she should have some blueprints you can use.
H: Aye-aye, Sir.
The general walks away
H: You hear that, Oz? A prison break-in. This'll be fun.



DIALOGUE - BLACK FRIDAY

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H: Aye-aye, Sir.
The general walks away
H: You hear that, Oz? A prison break-in. This'll be fun.



INTEL - BLACK FRIDAY

Intel 1:

The majority of the Al-Fakrah municipal district lies on either side of one main road. This road holds a storied history, being originally naturally occurring, and some say the only reason the founding members were able to build the city in the first place. It is rare to travel this main strip by personal car, with Al-Fakrah holding heavy taxes on personal transport, once again creating an air of prestige and exclusivity for those who can afford it. Primarily, a government-backed taxi service operates the majority of vehicles, with public transport being scarce but available.

Intel 2:

Many of the shops in the strip are owned by the same handful of business magnates, not-so-coincidentally also all being descendants of the cities founding families. While not against the law, starting your own business is rarely a profitable venture in Al-Fakrah. Most of the stores on the strip are little more than birthday presents given to would-be businessmen by their oil tycoon fathers, and those that aren't likely don't last more than a month. This is due to the mountain of red tape and paperwork related, and the mountain of money required.

Intel 3:

The Jazai Concert Venue has housed many important events in Al-Fakrah's history, its first democratic election, an official UN dedicated theatre show, and the provinces first, of many, political assassination. The Jazai was constructed 10 years after the cities founding by a Norwegian looking to spend misappropriated funds on a passion project. This left the building in the global spotlight, as many wanted it destroyed, although none have ever dared try.





LEVEL 4.0
DEATH SENTENCE
DESIGNED BY Zac Thompson

LEVEL SUMMARY

Mission Briefing: Lt. Harkness is given intel that a VIP, a high-ranking member of No Dawn, is being held in the Al-Fakrah Correctional Facility, however the prison has been overrun and repurposed as a temporary stronghold for No Dawn. The only way safely into the prison is through the sewers, and sending an entire army, or even a small squadron, would tip off No Dawn to their arrival, therefore Harkness must break in alone. The VIP reveals No Dawn's plan, as well as the identity of their leader, Justice, a former friend of Harkness.

Setting: Al-Fakrah Correctional Facility

Win/Lose Condition:

Win - VIP information secured

Lose - Harkness dies

Key moments:

- Sneaking through the sewers
 - The player must navigate the corridors of the sewers, avoiding the trip-mines within.
- Hijacking the tanks gun
 - The tanks gun can be used to blow a hole in the wall, granting access to the prison
- Alternating Paths in the cafeteria
 - The player can either take the kitchen path or the corridor path
 - The kitchen is on fire, but once navigated, the vents are entirely safe, the player is then given exposition
 - The corridor is full of enemies, but skilled players may take this route for more action and to save time
- Panopticon/Central control tower - Getting the doors open
 - A code must be entered in the control room to open the VIP ward
 - Once the code is entered, the tower is blown up and the player launched out in a scripted sequence
- VIP Ward
 - The player has the choice to explore and unlock easter egg dialogue about various famous prisoners
 - The player talks to the VIP, getting information about the next level, before the VIP is shot in a scripted sequence
- Wave defence within the prison armoury
 - 3 waves of enemies assault the player, who is given a wide variety of weapons and health items, all set to the song "*Nowhere to Run*"
 - Once the waves have been defeated, the armoury floor will crumble beneath the player in a scripted event, and they will have to use a charged jump to escape the room
- Helipad escape
 - The player must navigate the high platforms on the prison roof to reach the helipad, where their exit awaits. During this run, they are assaulted by drone enemies
 - Towards the end of the walkway, a section is blown up, and the player must jump across. If the jump, a scripted event plays to ensure they make it. If they do not jump, they fall to their death



MOODBOARD

- PRISON - DETAILS



Sewers bring player into prison



Helipad accessed via industrial walkway

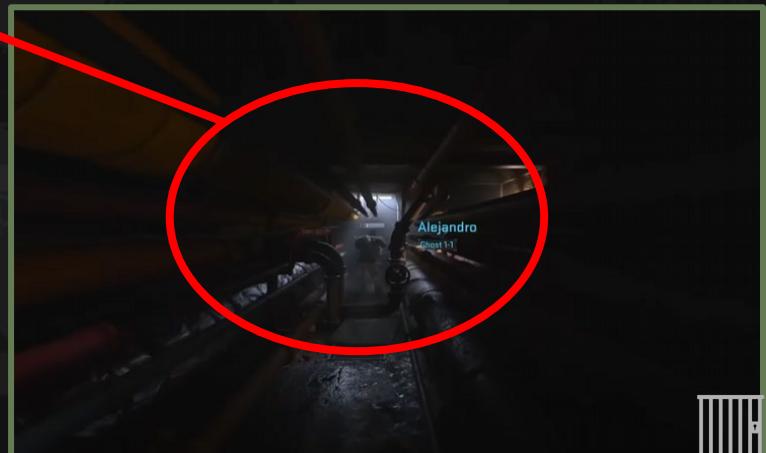
2 levels, allows player/enemies height advantage and use of charged jump

Panopticon provides player 360° of battlefield, as well as being a key landmark

Tight corridors guide player down linear path, laced with traps

Buildings separated into different areas, connected by corridors

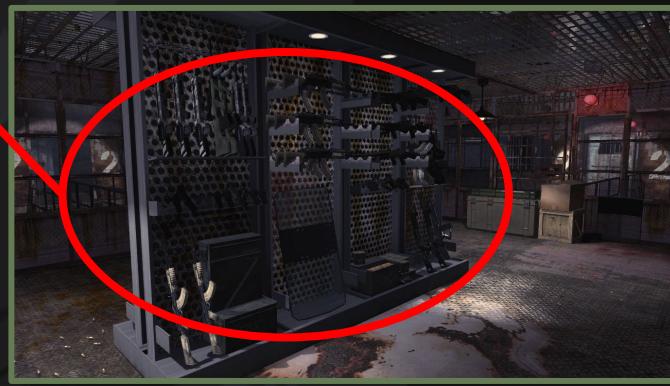
Open space for cafeteria, tables used for cover



MOODBOARD

- PRISON
- DETAILS

An armoury full of guns for the player to use in a wave defence section



Tank breaking through the prison fence

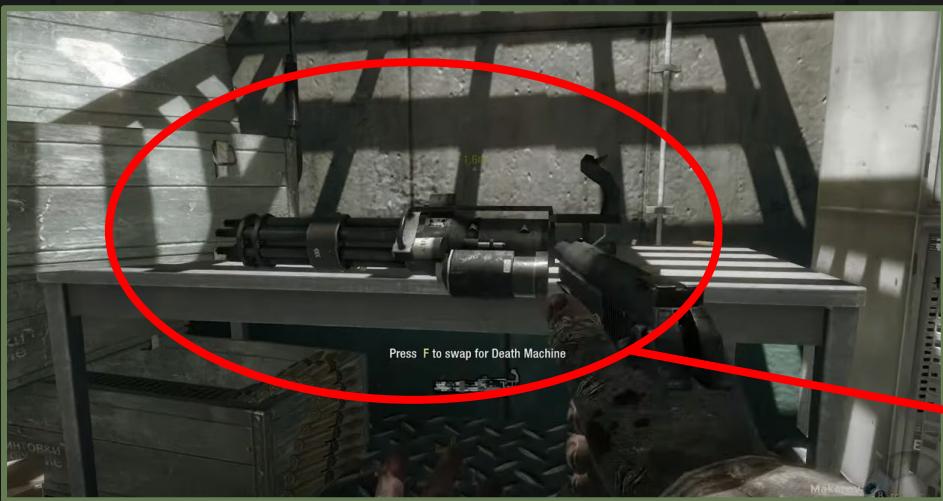


Guard watchtower blown up, flaming



Signs of damage and construction

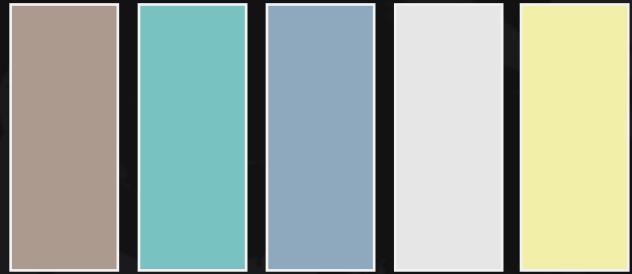
Sports/recreation in prison yard



The player gains access to a minigun, which they use during their final push to freedom



COLOUR AND LIGHTING STYLE



Light leads player down path



Illuminates desired path to player, subtly guiding them throughout the level and away areas of little importance



Outlines key set piece to player, making the centre of the room clear



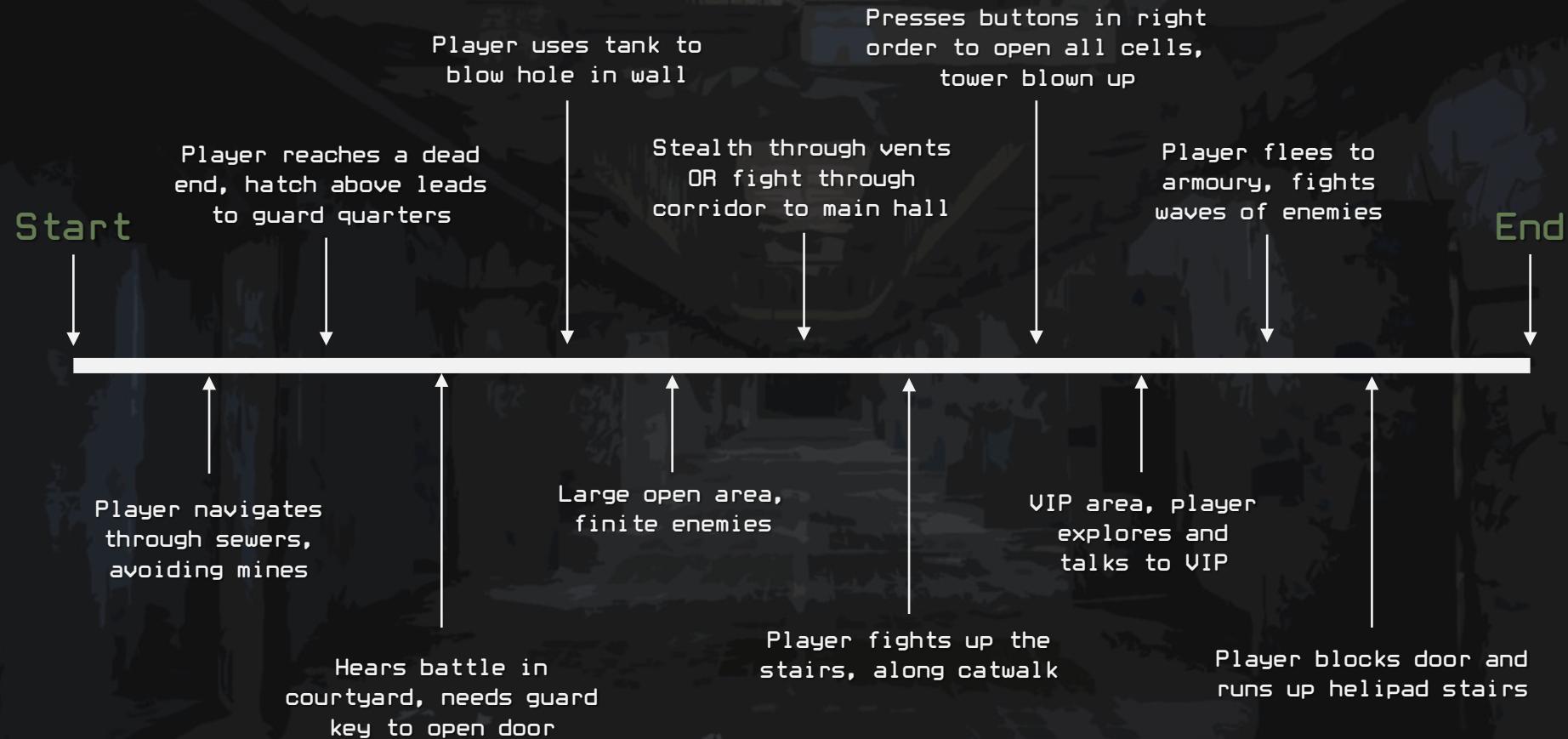
Spotlights can be used to highlight objects within the level, as well as revealing the position of enemies



Tower lights highlight enemies to player

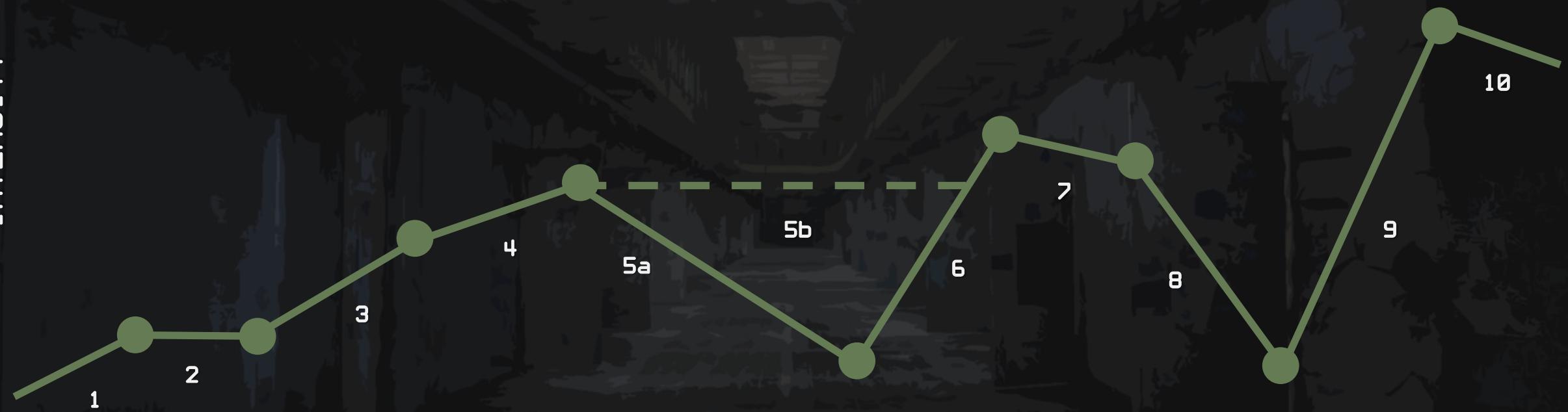


LEVEL OVERVIEW



LEVEL PACING

INTENSITY



| | | | | | | | | | | |
|-----------|-------------------|--------------|--------------|-------------------|---------------|--------------|-----------------------|--------------|------------|-------------|
| 1. Sewers | 2. Guard quarters | 3. Courtyard | 4. Cafeteria | 5a. Kitchen vents | 5b. Corridors | 6. Main hall | 7. Central watchtower | 8. VIP cells | 9. Armoury | 10. Helipad |
|-----------|-------------------|--------------|--------------|-------------------|---------------|--------------|-----------------------|--------------|------------|-------------|

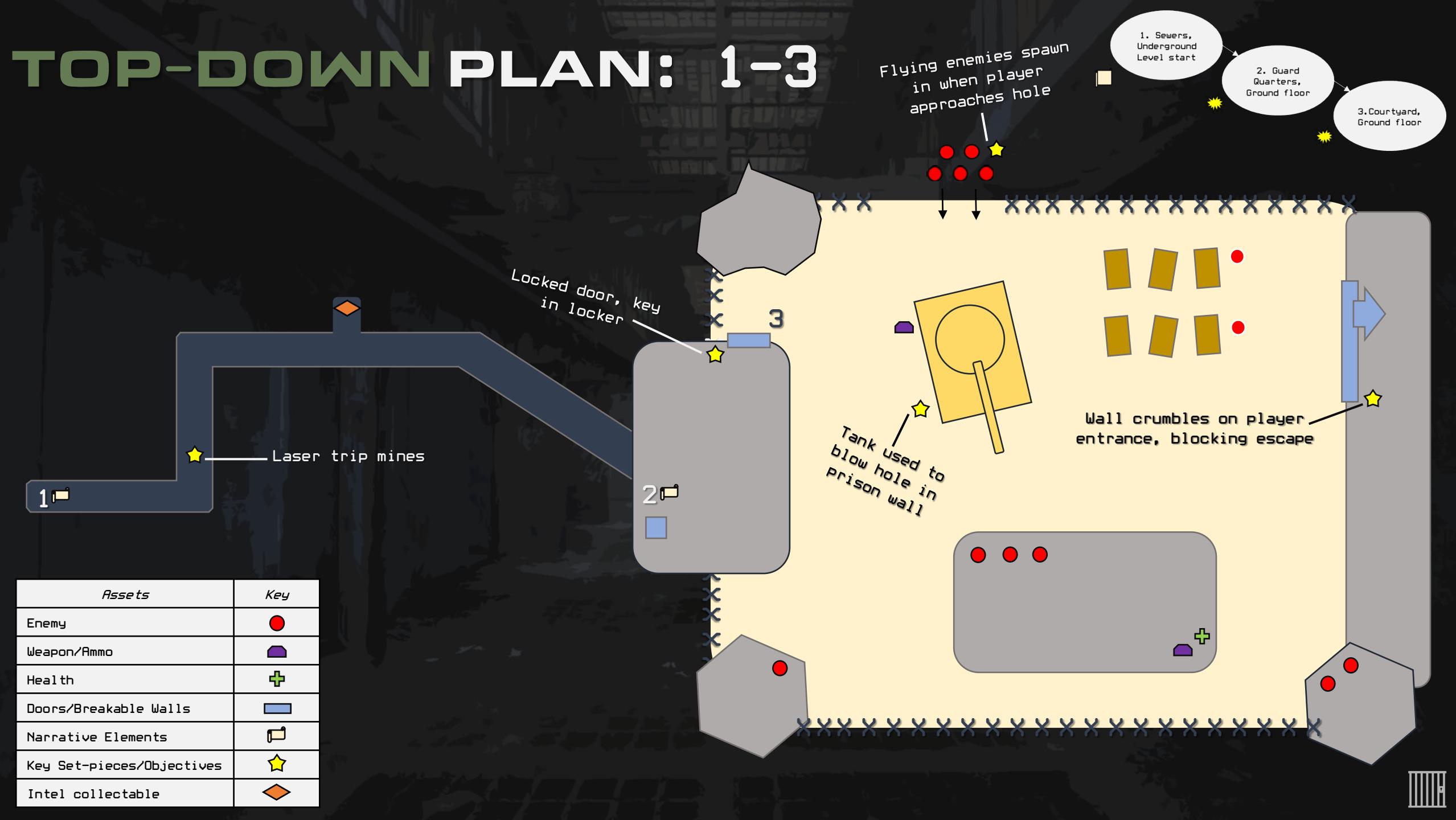


LEVEL FLOWCHART

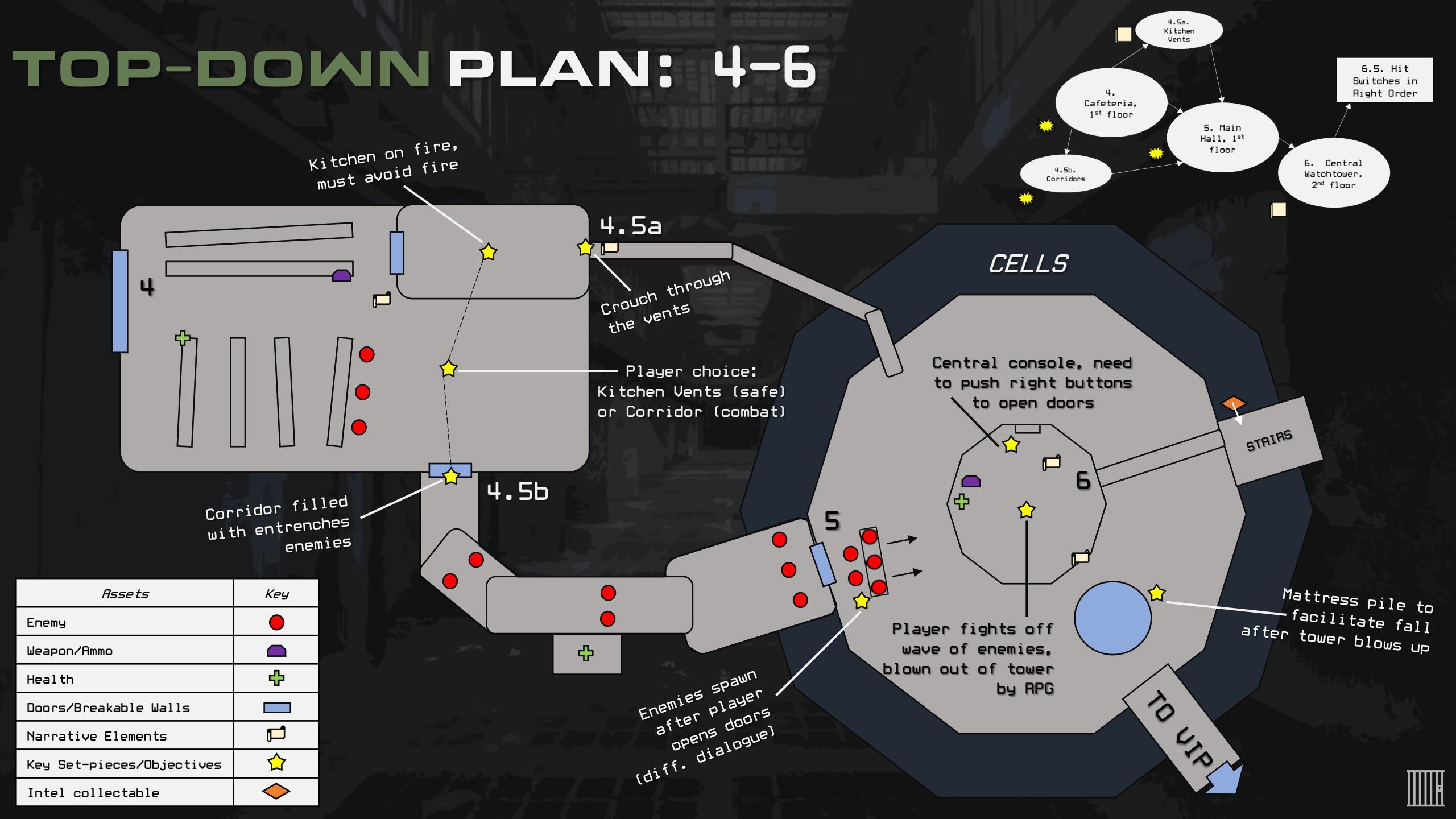
| | |
|---|-----------------------|
|  | Narrative Focus Scene |
|  | Action Focus Scene |



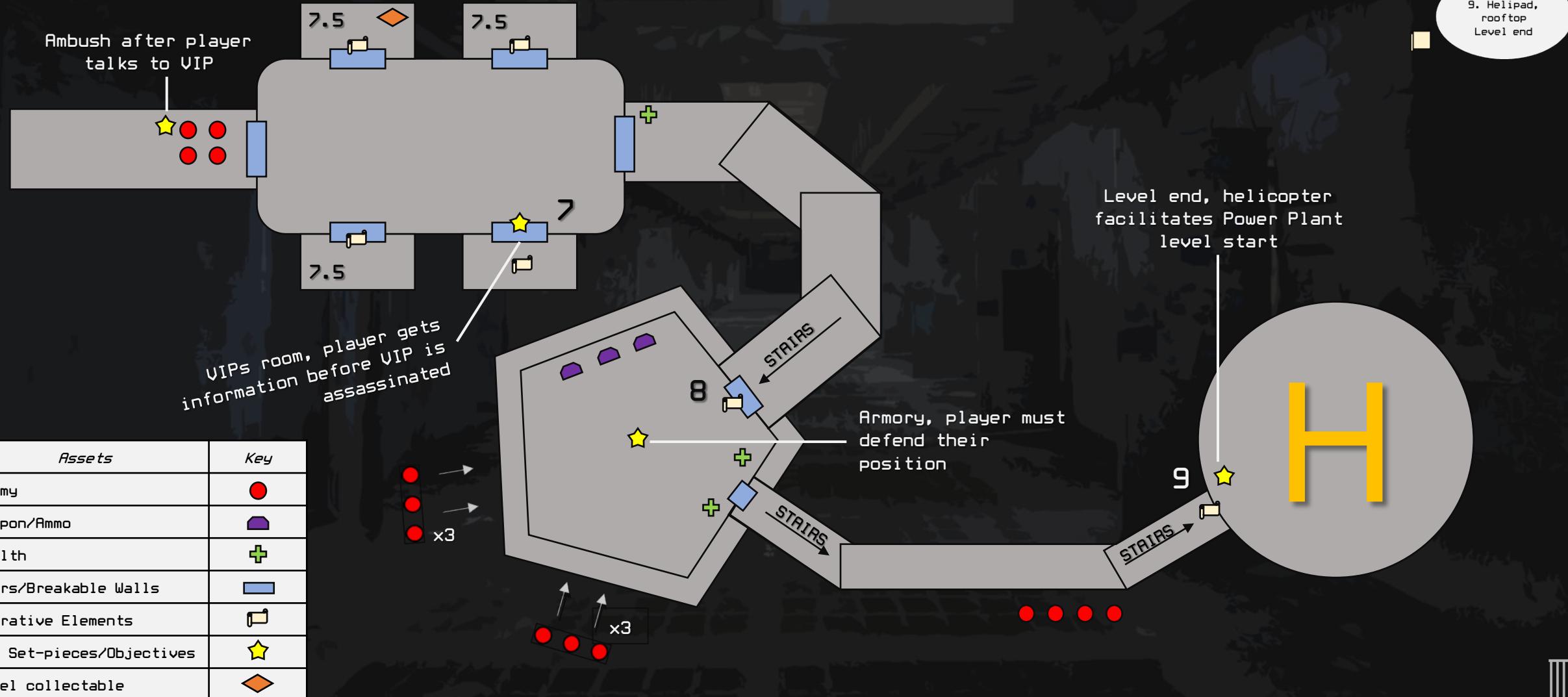
TOP-DOWN PLAN: 1-3



TOP-DOWN PLAN: 4-6



TOP-DOWN PLAN: 7-9



ENTIRE TOP-DOWN PLAN



DIALOGUE - PRISON

Sewers:

H: Alright, I've reached the prison sewer subsystem

O: Great. It's a single track so just keep following from there

H: How come there's no guards down here?

O: Mines.

H: Mines?

O: Mines.

H: Coulda fuckin' told me

O: This prison is actually notoriously difficult to break out of, ya know?

H: Really? 'cause breaking in's a piece of cake

O: Mmhmm, once you're inside though... just be careful"

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |
| VIP | V |
| Pilot | K |

Yard:

H: Shit, Oz the door is locked, can you do anything about it?

O: I cant, but I got an idea. That tank ain't moving, systems fried, but if you can get me jacked into their systems, I can use it to blow a hole in the wall

H: Copy that

Harkness hacks the tanks circuits

O: Stand back!

The tank shoots a hole in the cafeteria wall, allowing entrance

H: Oo-rah! Heading inside

Cafeteria choice:

O: Alright, you can either take the vents in the kitchen, its on fire, sure, but its smooth sailing to the main hall after that. Or you can take the main corridor, whole lotta ND, but you get to keep your eyebrows

Vents (OPTIONAL):

H: So, Oz, how'd you get into this?

O: Messed about with radios a lot as a kid, tuned into the wrong frequency one day and ended up in contact with the USF. The rest is history. You?

H: Ran with a bad crowd, soldier of fortune, mercenaries for hire. A job went bad a few years back, real shades of grey shit, decided that was beneath me, walked from town to town, getting into fights, until one day I pick a fight with the wrong guy. Huge man, but the whiskey made me feel just as big. Guy beat my ass, but liked my moxie, turns out he was USF. Enlisted then and there. Whiskey wore off and I stuck around. And like you said, rest is history

Main hall:

O: You gotta get into that main tower in the middle. Stairs are on the other side of the hall

Player reaches room

H: What now?

O: Alright, code changes every day, but I got it. Press 09572, that'll open the door to the VIP wing

DIALOGUE - PRISON

VIP Wing
H: Place looks deserted
O: I imagine they made a run for it when we opened the doors, can't have gotten far. I locked the door behind you, you're in the clear

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |
| VIP | V |
| Pilot | K |

VIP Room 1:
H: This shit's deranged
O: Guy they kept in this room had a weird fixation with calendars, came from some crime-ridden shithole in the US, thought out here he'd be secure
H: Gotta wonder how he kept track of time

VIP Room 2:
H: That underwear?
O: Yep. Word is the gal they kept here ran some black-market type shit selling panties to creeps online
H: "Word is?" Yeah suuuure, Oz.
O: Screw you, LT.

VIP Room 3:
H: Room's empty...
O: This cell was the last resort for this prisoner. No matter where they sent 'im he'd always break out. Heard he had a tunnel dug out in the shower block, with a homemade motor waiting at the end
H: Sewers I came in with sounded easier
O: Some guys like the challenge and the performance. Not me, I'da taken the sewers

VIP Room 4:
V: Who the fuck are you?
H: Lt. John Harkness, USF. You our VIP?
V: You're my rescue party? Can't believe Justice wants me dead, after everything I've done
H: Ain't no rescue party, asshole. Here to talk to y- Wait, did you say Justice?
V: Come on, you gotta get me out
H: Answer the question.
V: Yes, Justice. Leads this rag-tag militia
H: Your terror cell, you mean
V: Potatoes, tomatoes. Look, if you're here to kill me, kill me. I'm growing tired of this cat and mouse game as it is
H: Where is he?
V: Why would I tell you, you'll just kill me anyway. At least with the knowledge kept safely in my skull I'm guaranteed safe passage
H: Tell me or I'll split your fucking skull and see the information first hand
V: Jeez, alright, calm down, big tough soldier man. He's at the power plant. His final act of rebellion. Our vision finally realised
H: The fuck do you mean by that
V: Really need me to spell it out? Come on, magic word!
H: Fuck you.
V: Oh you're no fun. Alright, he plans to-
the VIP gets shot through the head
H: Shit! Oz, the VIP is down but I know where we need to go. Get me an extraction!



DIALOGUE - PRISON

Armoury:

O: Head down the hall, there's an armoury you can get through

H: It stocked?

O: Won't know until you get there

H: At least we got the intel before they domed the guy

O: Precisely, he sounded like an asshole anyway, good riddance

H: Look, Oz, I think I know No Dawns leader. Nothing certain yet, but trust me.

Harkness enters the armoury

O: Shit, lotta guys incoming. Stock up and dig in

H: You got me an exit?

O: Working on it, maxed out here though talk to someone in real space

H: Be quick, Oz.

O: Don't worry, won't leave you hanging. Here, while you wait

Nowhere To Run by Martha and the Vandellas plays

H: Huh, asshole

Waves of enemies assault the player

The ground begins to rumble, and the foundations of the armoury give way, Harkness falls

H: Shit!

O: I'm back, got a helicopter coming to the pad outside

H: Great, except the fuckin floor gave way

O: I've opened the door, you'll have to climb up

Helipad escape:

O: Drones inbound, watch your ass!

H: That helo better be there, Oz!

An explosion takes out a section of the walkway

O: Shit, Harkness, you're gonna have to jump for it!

The player jumps to the end section of the helipad, where a helicopter is waiting

H: Made it. Fucking made it.

O: Good going, man. Now get to that power plant. Lets bring Justice to...

H: Shut up

O: Roger that, LT

K: Where to, boss?

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |
| VIP | V |
| Pilot | K |

INTEL - PRISON

Intel 1:

Originally a military base, the AFCF was transformed into a prison after the founding of Al-Fakrah, housing political prisoners from the Middle East and beyond. Highly solitary, the complex is the only structure for miles, appealing to those looking to house a prisoner indefinitely. Regardless of this, the prison is linked to a massive sewer system, intentionally built with confusing subsystems and dead ends, destroying any hopes of escape.

Intel 2:

Throughout the years, the AFCF has experienced a turnover rate that would have shut down a prison anywhere else in the world. With rampant riots, disease and high suicide rates, it is a rare occurrence that the prison be stocked to capacity for very long.

Intel 3:

Many important prisoners are kept at the AFCF, being held in specialist cells. Usually, this is the case for a person who holds valuable information or is themselves valuable to someone. Often, these privileges are paid for by a 3rd party, however some exceptionally rich prisoners, not rich enough to avoid jail entirely, pay out of their own pocket to afford the luxuries and higher safety standards the VIP treatment offers, such as personal toiletries, bookcase, a larger bed, and a private receptionist.



LEVEL 5.0

MELTDOWN

DESIGNED BY George Wood

LEVEL SUMMARY

Mission Briefing: In a last-ditch effort to send their message, No Dawn have captured a Nuclear facility in Al-Fakrah. Local enforcement are on site, but the terrorists have hostages. If the plant is destroyed, casualties will be in the thousands, not to mention radioactive fallout. Reports suggest that the leader is on-site. This is your chance, don't miss it.

Setting: Al-Fakrah Nuclear Power Station

Win/Lose Condition:

Win - Terrorist leader is killed, meltdown is prevented.

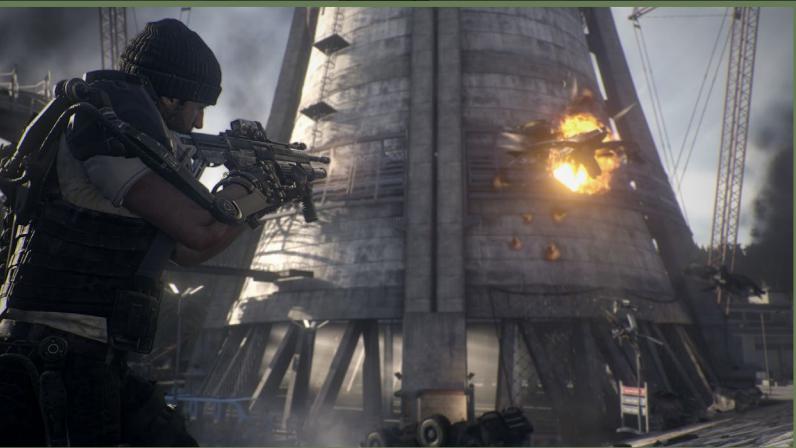
Lose - The reactor is destroyed.

Key moments:

- Overview of the power plant from the air. Terrorists have barricaded themselves inside and are surrounded by the police.
 - Briefing on current situation, flyby shows police enforcement outside
- Helicopter lands/hovers and player rappels/jumps out of the helicopter.
 - Officer warns player that the terrorists have hostages.
- Terrorists have barricaded themselves inside the plant, you must breach the entrance and clear the floor.
 - Slow motion breaching into reception. Civilian hostages fleeing. Player must shoot and kill the enemies during the slow-motion window to succeed, or else the hostages will be killed. If killed, the game just carries on - no consequence other than moral.
 - Player moves through quarantine door, exposition that their armour will protect them from any radiation.
- Gunfight in turbine hall, area with lots of pipes, stray bullets can cause smoke to block your view or deal damage
 - *(cutscene)* Player is knocked out and interrogated.
- Player escapes, with a time limit to stop the reactor meltdown. They must fight to the control room to stop it.
 - *(win)* If they make it in time, they can kill the terrorist leader and prevent the meltdown.
 - *(lose)* If they do not make it in time, the reactor meltdown is inevitable. Player and villain exchange final dialogue and are both killed in the resulting explosion.



MOODBOARD - POWER PLANT



These images are taken from a similar mission in **Call of Duty: Advanced Warfare**, one of the main inspirations for our campaign. I went around in the level and took my own screenshots in relevant areas.



This **reception** area is an inspiration for the first section of the map, where **hostages** are located.

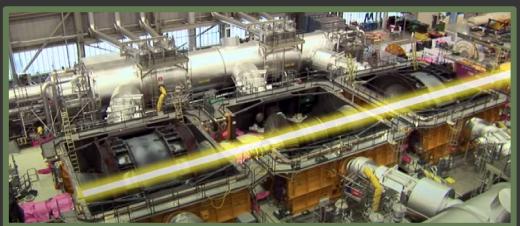
Helicopter flyover intro



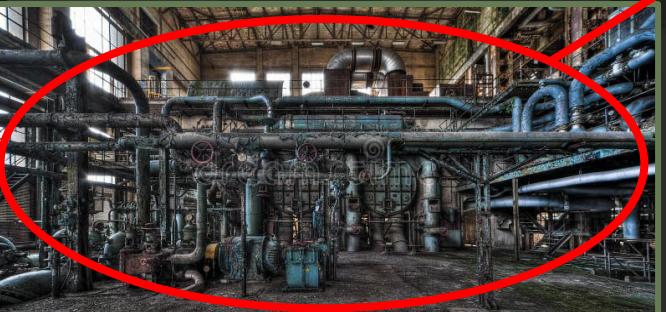
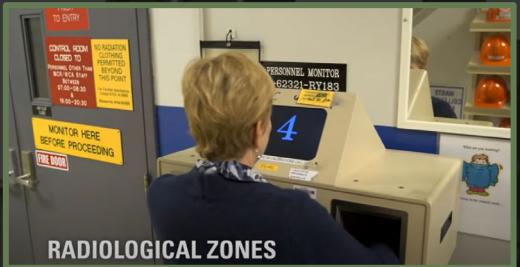
This door is an example of the interior of the door separating **hazardous zones** and **safe ones**, something similar will be used to separate the reception and turbine area



MOODBOARD - POWER PLANT



Buttons,
pipes
and
terminals



These are all real-life images taken from active nuclear power stations. I have researched the layouts and different areas to try and provide an authentic representation.



This image is useful as it features a similar colour scheme to other maps in our game.



RESEARCH - POWER PLANT

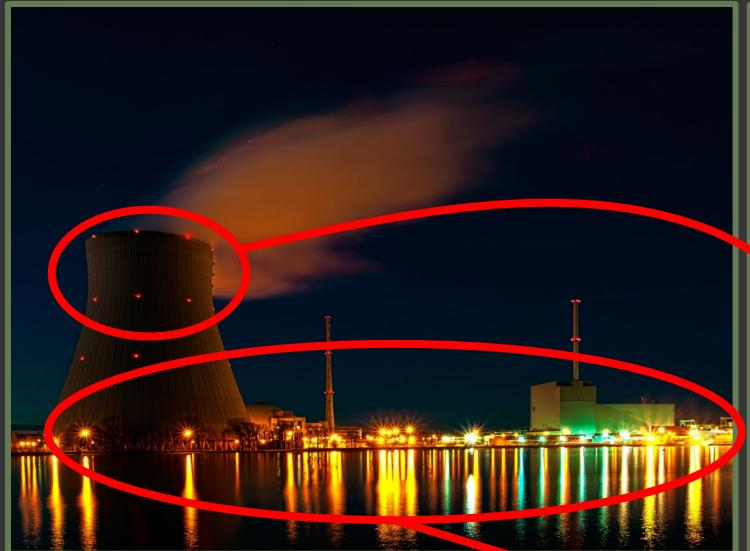
- Why Nuclear Power is Making a Comeback - YouTube
- The China Syndrome (film)
- Ensuring Safety at Nuclear Energy Facilities - Ops Training - YouTube
- Layout and subsystems of Nuclear Power Plant | Skill-Lync - YouTube
- Sequoyah Nuclear Plant Virtual Tour - YouTube
- Tour of Nuclear Power plant - YouTube



- Water should be available nearby
- Disposal of the waste should be done with proper measures
- Distance from the population should be maintained



COLOUR AND LIGHTING STYLE

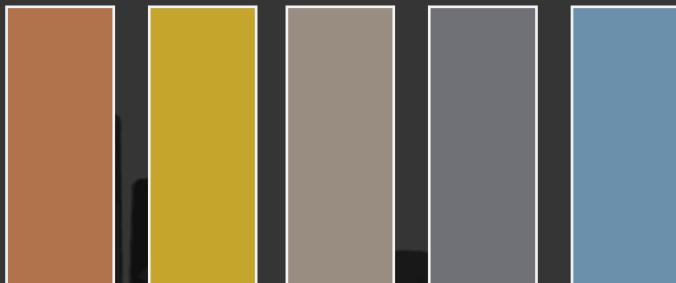


Industrial lights contrasting the nighttime setting

I want to design a **dramatic sunrise** for the player's victory at the end of the game, tying it together with the themes of the game.



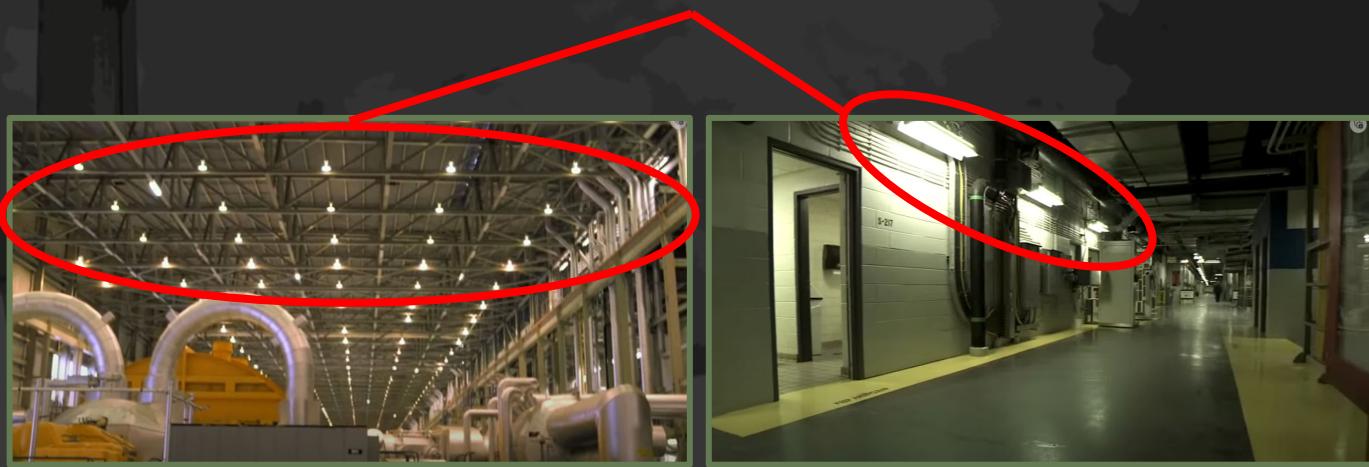
COLOUR AND LIGHTING STYLE



The greys/blues of industrial buildings, as well as yellow for warning signs as an accent colour.

Since Al Fakrah is an arid/desert area, oranges and tan can come into the scenery to keep it consistent with other levels.

Interior lighting will change dramatically as the plant goes into meltdown, as the clinical whites and yellows will descend into harsh red and orange warning lights. Outside, it's night. When the enemy is killed, the sun rises. Dawn has come.

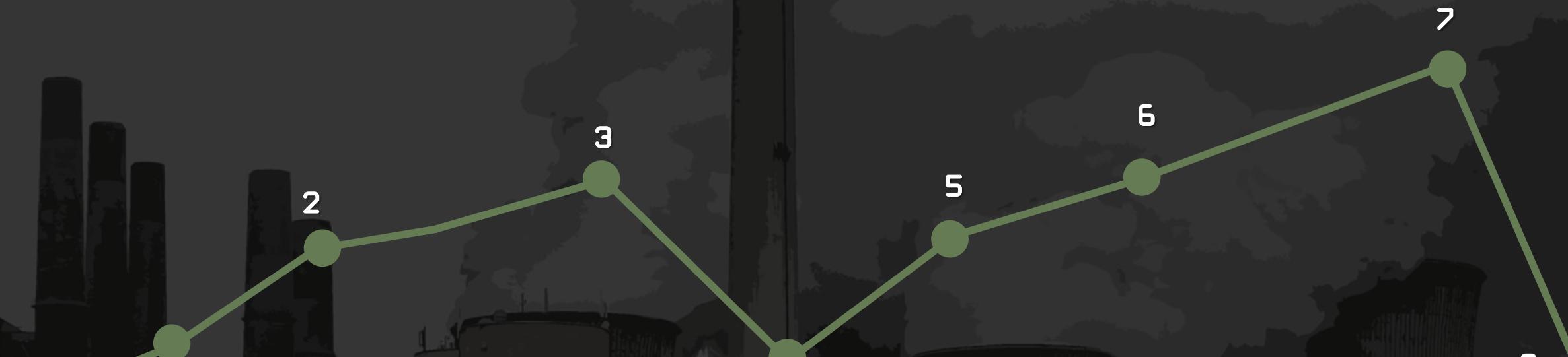


LEVEL OVERVIEW



LEVEL PACING

INTENSITY



1. Survey area in helicopter.

2. Breach reception area, rescue hostages.

3. Fight past machine gun enemy, enemy wave.

4. Quarantine Door

5. Turbine gunfight

6. Knocked out/interrogated

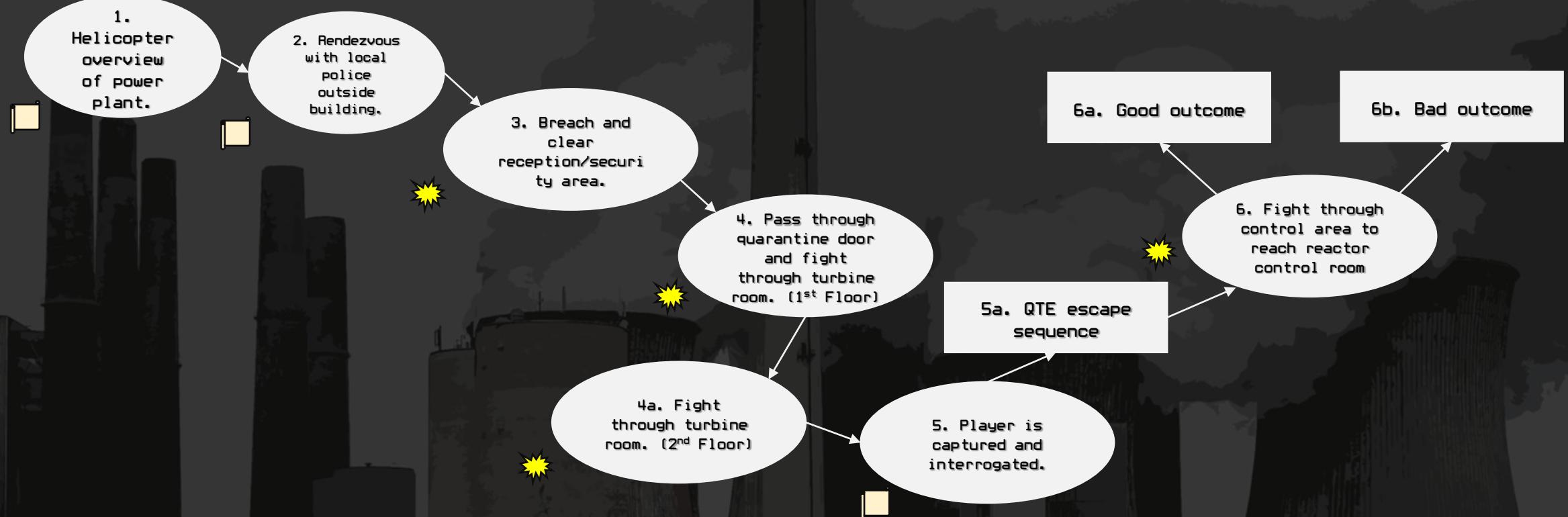
7. Fight to control room

8. Ending



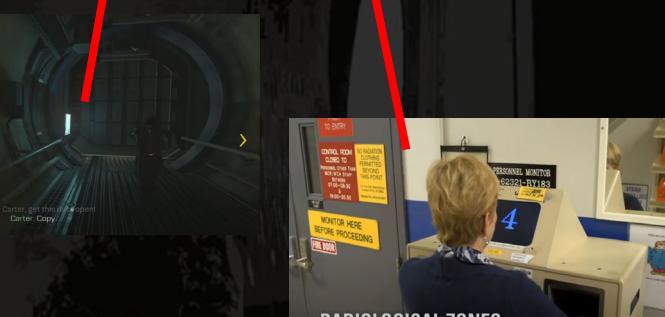
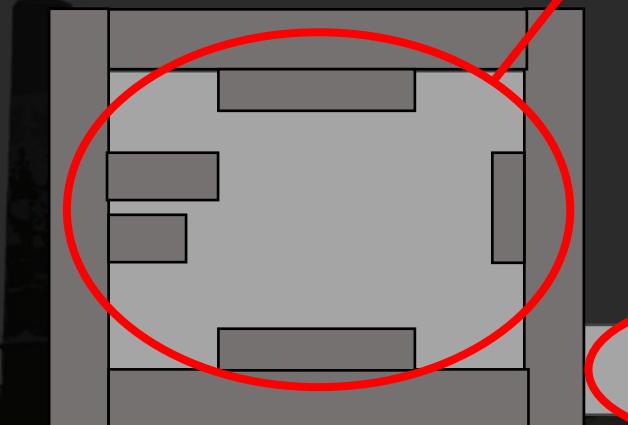
LEVEL FLOWCHART

| | |
|---|-----------------------|
|  | Narrative Focus Scene |
|  | Action Focus Scene |

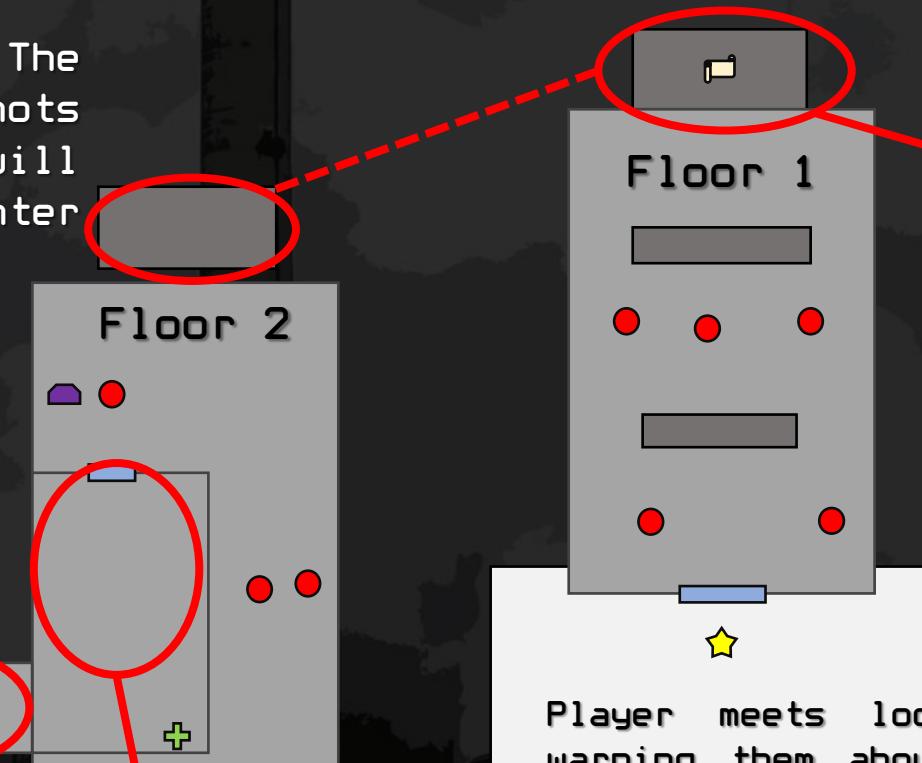


TOP-DOWN PLAN: RECEPTION AND REACTOR

This building contains the reactor. The player is instructed to place their shots carefully, as shooting certain areas will produce **damaging steam**. A Geiger counter will be heard in this area.

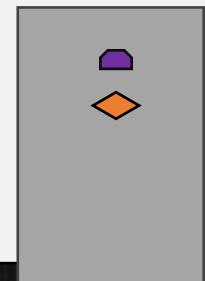


| Assets | Key |
|---------------------------|-----|
| Enemy | ● |
| Weapon/Ammo | ■ |
| Health | + |
| Doors/Breakable Walls | ■ |
| Narrative Elements | ■ |
| Key Set-pieces/Objectives | ★ |
| Intel collectable | ◆ |



Elevator takes player to 2nd floor, where they are warned about **smoke** in the turbine generator room.

Player meets local police here, warning them about situation. The player **breaches** through the front door with an explosive and enters a slow-motion sequence.



TOP-DOWN PLAN: REACTOR ROOM AMBUSH

The reactor room doubles as a **platforming section**. This will be iterated in time to better accommodate game flow

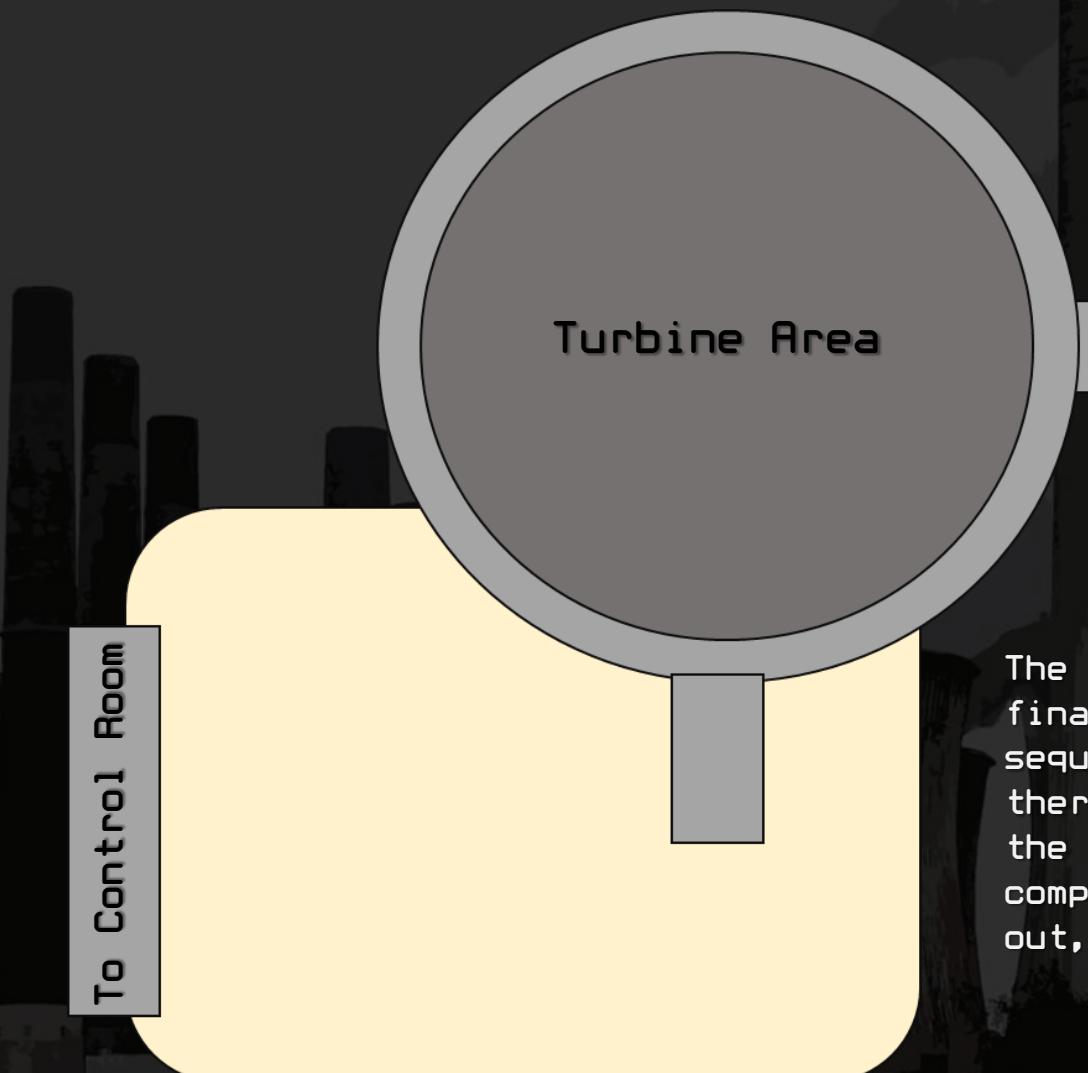
Once the player has reached the top, they will enter a **cutscene** where they are ambushed and knocked out

To ensure this is surprising, their objective will not indicate this

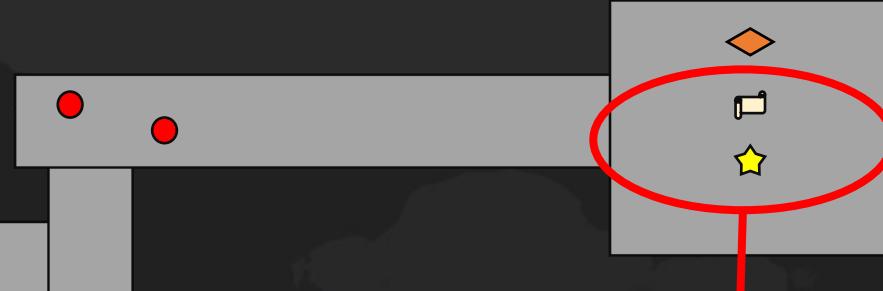


| Assets | Key |
|---------------------------|-----|
| Enemy | ● |
| Weapon/Ammo | ■ |
| Health | + |
| Doors/Breakable Walls | ■ |
| Narrative Elements | ■ |
| Key Set-pieces/Objectives | ★ |
| Intel collectable | ◆ |

TOP-DOWN PLAN: INTERROGATION/TURBINE/COURTYARD



The turbine generator room is the final main fight before the end sequence in the control room, therefore is the **toughest fight** in the campaign. The player must complete this before a timer runs out, or they fail the mission

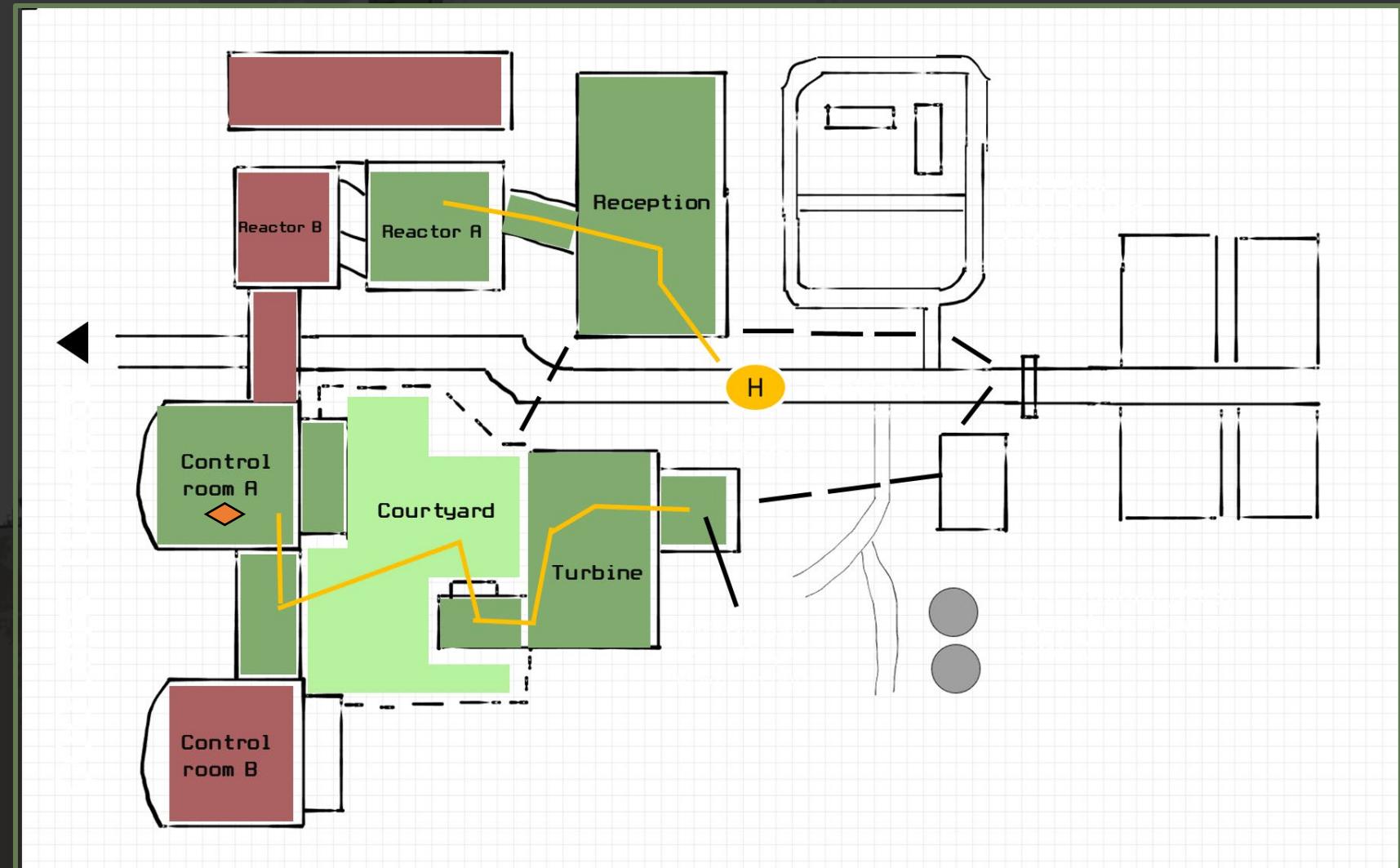


Player is **interrogated** in a small, dark room; losing their sense of direction and location. They escape in a quick-time event

| Assets | Key |
|---------------------------|-----|
| Enemy | ● |
| Weapon/Ammo | ■ |
| Health | ✚ |
| Doors/Breakable Walls | ▬ |
| Narrative Elements | ▬ |
| Key Set-pieces/Objectives | ★ |
| Intel collectable | ◆ |

TOP-DOWN PLAN: Part 2

This map shows a top-down view of the overall plant. I used it to get a sense of where playable spaces are in relation to each other.



DIALOGUE - POWER PLANT

Helicopter:

O: Justice has the area on lockdown, we don't know what he's planning, but it can't be good
H: No shit, Oz
O: Local police are standing by, waiting on your orders. You're moving up in the world
H: Sure doesn't feel like it
K: Approaching the LZ now, prepare to drop
H: Thanks for the ride
K: No problem, Sir, give 'em hell

Main Entrance:

H: Whats the situation?
P: No Dawn have the door barricaded, no one in, but no one out either, so far
H: Civilians?
P: Only essential staff stayed in the city when the attack started, maybe a dozen inside, if No Dawn hasn't slaughtered them
H: Alright, thanks
O: You've got breaching charges in your pack, should be enough to get through that door
H: I'm going in

Quarantine:

O: Keep moving through the complex, we got no idea where this guy is hold up
H: Don't worry, I'll find him
O: Watch your six, just got word No Dawn are moving their entire force out of the city, somethings going down
H: That can't be good
O: Nope

Turbine Room:

H: Lotta guys in here, Oz, feels like I'm closing in
O: Alright, just remember, we need to know what he's planning before we kill the bastard
H: You sure we want him dead?
O: Command won't like it, but he can't be allowed to leave this place
H: Understood, Oz, and I agree, for what it's worth
O: Thanks, Lieutenant.
H: Room ahead looks empty, gonna take a breather, get my bearin-
Harkness gets knocked unconscious

Interrogation:

H: Argh, fuck
J: Good, you're awake. John Harkness. The man who slaughtered my men, disrupted my plans, and came here to kill me. You should have done so all those years ago. How do you do?
H: Fuck you
J: Charming. I expected as much from out reunion
H: You should've died in that compound, asshole. What was this? Revenge? Showing off? Bored?
J: Arrogance, John. You do not see the bigger picture, just the next paycheck, or have you truly left those days behind you

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |
| Justice | J |
| Police | P |
| Pilot | K |



DIALOGUE - POWER PLANT

Interrogation:

H: Fuck you. That was a lifetime ago, and there were lines I never crossed. Killing civilians, for one. Lucky would be ashamed.

J: So sanctimonious., Lucky is dead. I did not die that day, as you can see. I managed to secure those documents, the ones you wanted gone? Interesting stuff. Your government way funnelling drugs into the cartel for money and power, to stupefy the masses and in turn, control them. The epidemic that ensued killed thousands, and it kept going, in secret. I used those documents to start a war, and yes, people got caught in the crossfire, but they died for the betterment of mankind. You and your government kill indiscriminately and plead that their hands are clean. But no, you never shot an unarmed man, so you *must* be the hero.

H: At least I didn't turn into the villain.

J: You fight for your own means, I fight for a future without your intervention, free from the cruelty and greed of your nation. The price today is nothing compared to the new world of tomorrow. There is no dawn without darkness, do not forget this. You, [points to No Dawn guard] have some fun with him if you must, but finish him off. I need to prepare the bombs.

Justice exits the room

Harkness breaks free and kills the guard

H: Shit, gotta find a radio

| Character Name | Key |
|----------------|-----|
| Lt. Harkness | H |
| Osprey/Oz | O |
| Justice | J |
| Police | P |
| Pilot | K |

Post-Interrogation:

H: Oz? Oz, you there?!

O: Shit, H, where've you been? Everything alright?

H: I got caught. Had a face-to-face with Justice, he said something about bombs.

O: Shit, just got word from the guys on the ground, all No Dawn left in the facility are all moving towards the control room. If Justice plans to blow up the plant, these guys are willing to die with him. They'll fight with everything they've got. Be careful.

H: Sounds like I don't have long. Wish me luck, keep me updated.

O: Give 'em hell.

H: Oo-rah

Control Room

H: Justice!

J: Harkness. I see you are still with us. Shame.

H: You need to hire better men.

J: After tonight, I won't have any anyway. My bombs are active, you are too late.

Justice lays down his weapon

J: There is nothing you can, there is no point fighting the dawn. It is... inevitable.

H: I'm inevitable, bitch.

Harkness shoots Justice

J: Shooting an unarmed man, I thought you did not cross such lines.

H: For you old friend, this is just me finishing the job

J: It's too late, killing me means *cough* nothing

H: Give me the code, I'll make your death quick, for old times sake.

J: I was willing to die in an explosion, a quick death means nothing to me

H: Excellent point.

Harkness finishes off Justice

H: Oz, we gotta stop these bombs

O: On it, sending you a code now. If that doesn't work...

H: It'll work. It has to.

Control Room:

As the timer approaches zero, it cuts off, the bomb has been diffused

H: Shit. That was too close. Good work, Oz. Thank you.

O: Oo-rah!

H: Oo-fuckin-rah.



INTEL - POWER PLANT

Intel 1:

The Al-Fakrah Nuclear Plant is the primary energy provider for both Al-Fakrah and its surrounding areas, supported only by barren fields of solar panels spread across the province. The plant, built just 1 year after the cities founding, also employs around 20% of the entire city's population, and powers roughly 70% of all electronics and infrastructure. Because of this, it also has its own dedicated security force.

Intel 2:

No Dawns attack on the plant was the boldest and most threatening move pulled throughout the entire occupation. The risks posed by losing control of the plant, or worse the plant being destroyed, would be catastrophic for Al-Fakrah and the entire Middle East.

