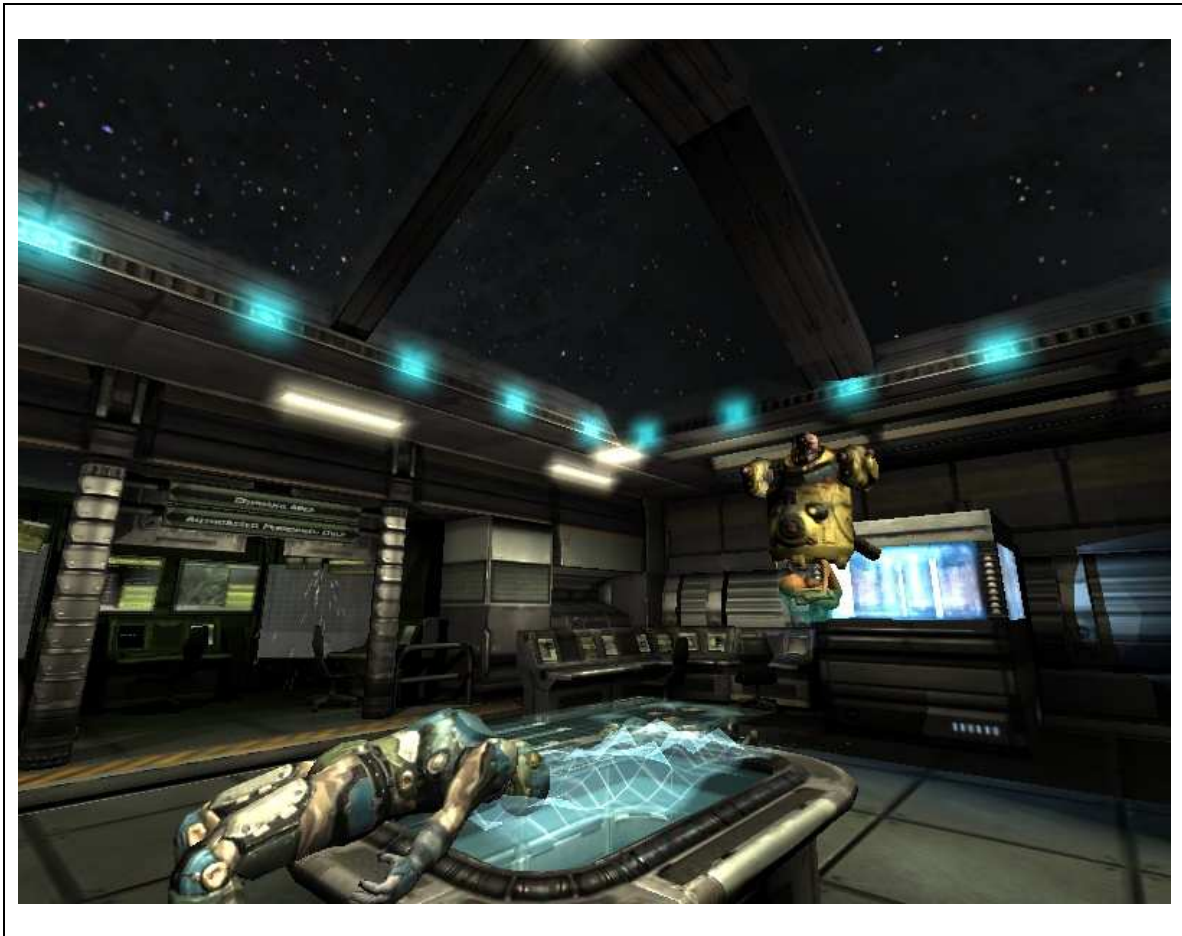


# Operation: Silent Strike

## Quake 4

*Document Date: 4/25/06*



**Designer: Tommy Westerman**  
**Intended Level Delivery Date: 6/20/06**

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## ***Revision Notes***

**4/25/06** – Initial version of document

**4/26/06** – Changed the objectives due to map size being too large:

- Took out the engine room.
- The player no longer blows up the engine room.
- The player sets the detonator in the command room when they obtain the sensitive information.
- Added the long corridor as an action area.

**4/27/06** – Added the sketches.

**4/27/06** - Added the locked doors maps

**4/27/06** – Fixed grammatical errors

**5/11/06** – Made the following changes to the actors section:

- Changed Strogg Fighter to Strogg Marine
- Added the Strogg Tactical
- Added the Strogg Sentry
- The only sentry actor is now the Strogg Sentry, all the rest are guards and are only spawned when the player is noticed

**5/12/06** – Made the following changes to the Scripts section

- Changed the way the area the player is in affects how Strogg listen and spawn
- Changed the modifiers and listen areas affected on the actions
- Added a mechanism to keep too many Strogg from spawning
- Added a function that made it so that the more Strogg that are called and are active, the harder it is to call more Strogg
- Changed the groups of enemies that are called when the player is heard
- Changed the time between chances for the Strogg to hear the player.
- Added a map displaying the listen areas

**6/10/06** – Modified the difficulty of the map

- Made the listen DC increase by 4 instead of 2
- Made the listen DC decrease by 4 instead of 2
- Decreased the time it takes for the listen DC to decrease if it hasn't changed for a set period of time

**6/15/06** – Fixed grammar mistakes

# ***Quick Summary***

## ***Overview***

### **Campaign**

- Name: Operation: Silent Strike
  - The name of this mission comes from the fact that one of the key points of the level is to be silent as possible. The player sneaks through the ship in order to retrieve sensitive information and then destroys the computers so that the Strogg cannot obtain information from them or use the parts.
- Level Position in Campaign: Sometime during the early Quake4 campaign.

### **Mission Location**

- Setting: Stroggos
- Time: Distant future
- Season: Warm foreign planet
- Weather: Warm, dry

### **Mission Difficulty**

The difficulty of the mission will start off easy while teaching the player that silent is good and as the player completes the objectives it will become harder to stay quiet making the level progressively harder.

### **Mission Metrics**

- Play Time: 5 minutes
- Physical Length: 1,152 Units
- Physical Area: 2,640,000 Units
- Max New Characters: 1
- Max Visual Themes: 3

# ***Details***

## **Level Atmosphere/Mood**

### **Story**

The setting of the level will be on the command ship Phoenix just after a brutal attack by the Strogg. The player wakes up covered in debris in the medical facility after the Strogg have already boarded and taken over various sections of the ship. The majority of the ship is still intact, but there will be various rooms that are collapsed, in wreckage, or on fire. The player will have to avoid enemies and make their way through these rooms or avoid the wrecked rooms altogether to reach their various objectives. While exploring the ship, the player will find Strogg on board and find that the Strogg have already begun to dismantle the ship and make several places their own.

The battered and broken areas of the ship will have fires throughout the area, dead marines, and sparks coming off electronics. Some of the pipes near the damaged areas will also be damaged and be spewing steam that can damage any entity that enters it. In the corridors and rooms where the lights have gone out, there will be emergency lights on the floors and ceilings that can create shadows to tell the players when enemies are nearby and create mood for the level. The collapsed corridors and rooms will also serve as ways to block the player and make them find other ways around.

## **Major Areas/Visual Themes**

### **Armory**

- The armory is the area where all the weapons and other offensive equipment is stored. The armory will loosely be based off of the armory in the MCC and will be slightly damaged, though mostly intact. The room will have several storage lockers that rise out of the floor when the player activates them by either the lockers' individual computer monitor or by the main controls that raise all the lockers at once.
- Visual References
  - Models/Architecture: The architecture will be based off of the architecture of the armory in the MCC with a few small damaged areas. The area is well lit, but the rising lockers give the player good cover opportunities.
  - Textures/Lighting: The texture set used in this room will come mainly from the command ship texture set and the lighting will be provided by overhead running lights that line the ceiling. Light will also be coming from the various computer monitors.

- The MCC armory



### Command Room

- The command room is the central area of the ship itself (not the level) and is where the marines on board command the ship. Of the rooms the player may enter, this room took the heaviest hit and is the most damaged of them all. The room will have a large table in the center with 4 large monitors in the middle and chairs around the table. There will be computer monitors and consoles lining the edge of the room.
- Visual References
  - Models/Architecture: The architecture of this room will be based heavily off of the architecture of the command room of the MCC. It will be heavily damaged with the damaged areas being based off of the network level.
  - Textures/Lighting: The textures for this room will primarily come from the command ship texture set and the lighting will be very dark with the only light coming from a few emergency lights, flickering lights, sparks, and computer monitors.
  - The MCC command room



- The Network level



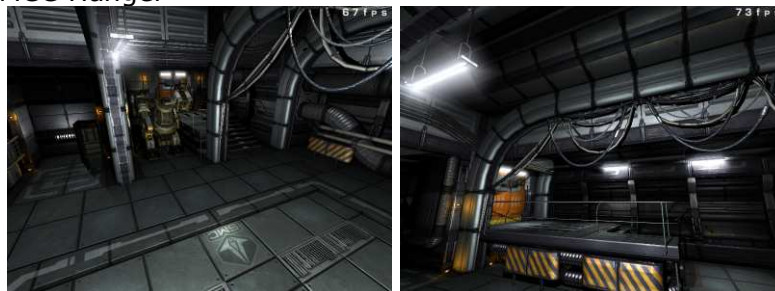
## Corridors

- The corridors are the areas between the major rooms of the ship. These walls and floors will be based heavily based on the MCC. There are many doors and areas that the corridors lead to, but the player will only be able to access certain areas at certain times. Blocked off areas will be blocked by debris and fires from the earlier assault.
- Visual References
  - Models/Architecture: The architecture of the corridors will be similar to the corridors of the MCC in Quake 4, but they will be slightly taller to accommodate the vents that are going to run across the ceilings of the ship. The corridors will have various sized bsp pipes, computer consoles, and other decorative models found in the MCC.
  - Textures/Lighting: The corridors will be based off the MCC corridors and will use the command ship texture set along with the common texture set. The lighting will primarily come from the lights overhead.
  - The MCC Corridors



## Hanger

- The hanger is the area where dropship and cargo are stored and waiting to be deployed. The hanger is one of the rooms of the ship that has taken very little damage and is still relatively in tact and well lit, making it harder for the player to move across the well lit area.
- Visual References
  - Models/Architecture: The hanger will be based off of the hanger in the MCC and have the same look and feel as the MCC hanger. It will be a large open room with a small docking bay, a small storage area, and ports where the walkers are stored.
  - Textures/Lighting: The hanger will use the command ship texture set and will be relatively well lit with large overhead lights and safety lights along the floor.
  - The MCC Hanger



## Medical Facility

- The medical facility is the area where injured marines are brought to rest and to receive medical attention. After the assault on the Phoenix, the medical bay received heavy damage and has several blown out walls and damaged areas.
- Visual References
  - Models/Architecture: The medical facility is going to be based off of the medical facility in the MCC but it will also be damaged much like the network level.
  - Textures/Lighting: The medical facility will use the medical facility textures along with several other generic MCC textures. The lighting will be dark since most of the lights will be blown out and the remaining lights will be the emergency lights.
  - The MCC Medical Facility



- The Network level



## Map Objectives

- Primary: The primary objective for the level is to leave the ship alive with the sensitive information and to destroy command room to keep the Strogg from retrieving any sensitive information that may have been left behind.
- Secondary: Be as quiet as possible to avoid enemy detection. If an enemy sees the player, they will alert the other enemies making the level harder.



## Challenge Highlights

- **Combat:** Combat in this level will either be quick or brutal. If the player can manage to use quieter weapons and kill the Strogg quickly, they will have relatively short combats. If the enemy ever sees the player before the player can kill them, the Strogg will call reinforcements in to help attack the player.
- **Stealth:** Stealth is one of the key objectives in this mission. The stealthier a player is the easier of a time they will have completing their objectives. If a player is seen early in the mission, all will not be lost as they can still be stealthy in other areas of the level and even when they come back to that area.

## WOW Moments

- The Command Room
  - While in the hanger, the player will be able to look up and see into space showing them that they are truly cut off from their marine companions.
- The Medical Facility
  - The medical facility is the first thing the player sees and it shows them that something terrible has happened to the ship. There are dead bodies strewn across the floor, everything is messed up, and most of the equipment is broken or has sparks coming from it.
- The Hanger
  - The hanger houses the huge drop ship and the escape pods. This is a large open area with a force field at the end letting the player see into space. There are fires along the floors and huge lights shining down upon the drop ship. This is also the point where a Strogg Gladiator bursts through a door and attacks the player.

## Actors

### *Player*

- Model(s): Matthew Kane (human)
- Inventory: Blaster
- Start Location: Medical Facility
- Motives/Objectives: Retrieve sensitive information, destroy the ship, and escape to stay alive.

### *Key Actors*

#### **Strogg Gladiator**

- Model(s): Strogg Gladiator
- Inventory: Machine Gun
- Motives/Objectives: Guard
- Starting Location: Called when the player is noticed. A Strogg Gladiator will also be placed in the hanger when the player obtains the sensitive information.

**Strogg Marine**

- Model(s): Strogg Marine
- Inventory: Machine Gun
- Motives/Objectives: Guard
- Starting Location: Called when the player is noticed.

**Strogg Sentry**

- Model(s): Strogg Sentry
- Inventory: Machine Gun
- Motives/Objectives: Sentry
- Starting Location: Patrols rooms in the level and calls guards when it notices the player.

**Strogg Tactical**

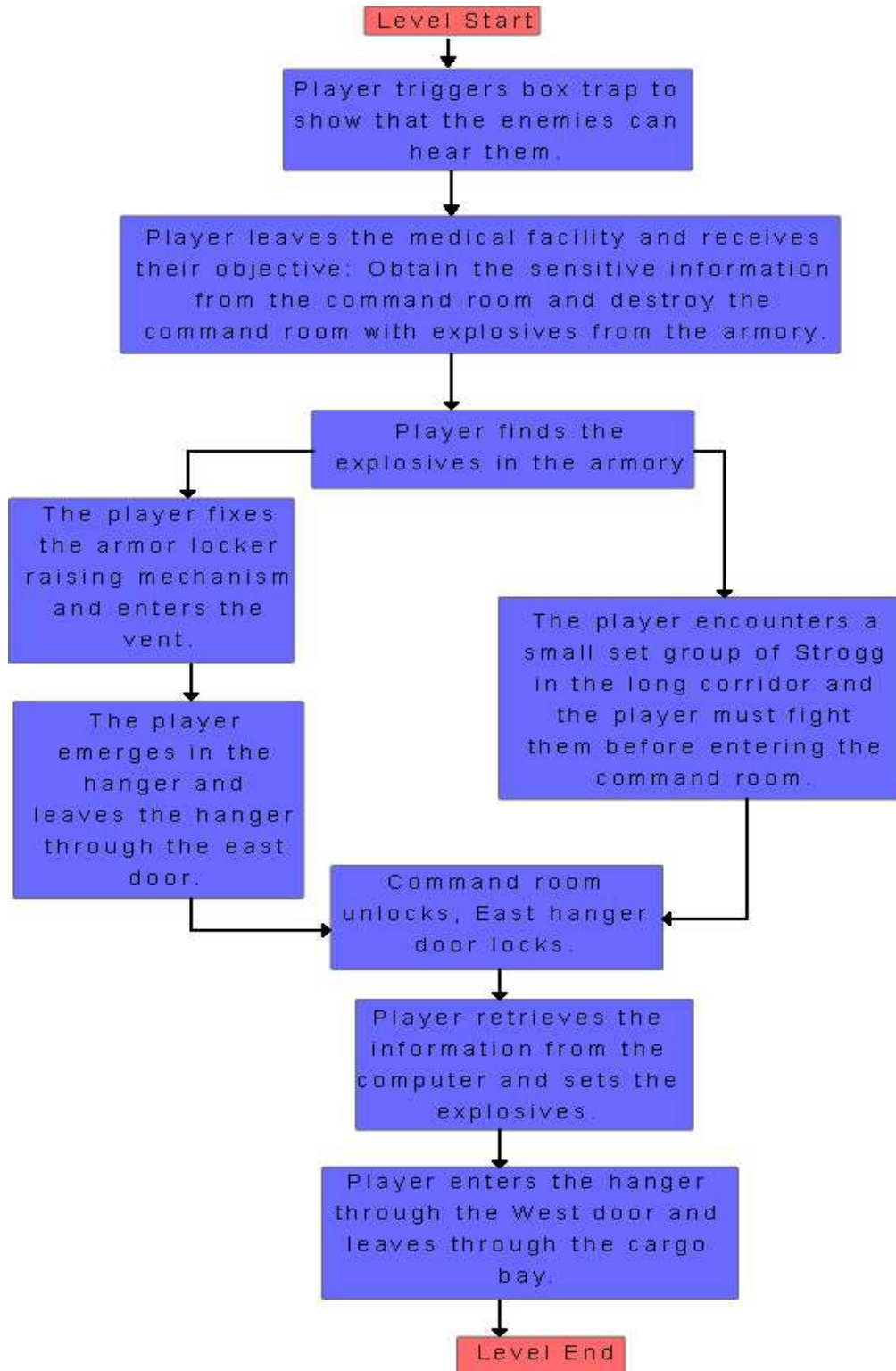
- Model(s): Strogg Tactical
- Inventory: Machine Gun
- Motives/Objectives: Guard
- Starting Location: Called when the player is noticed.

**User Interface**

- Pre-Game Information
  - Briefing: The player will be told the situation they are in by text on the loading screen. It will give a brief explanation of what has happened to the ship and that when they woke up, they were all alone on the battered ship.
- In-Game Information
  - Information will be given to the player by mission objectives. When the player receives a new objective, a short static transmission will play along with the radio transmission symbol in the HUD and then they will be shown their new objective.
- HUD Elements
  - Normal Elements Used
    - Radio transmission symbol
    - Mission Objectives

## Gameplay

### Level Progression Chart

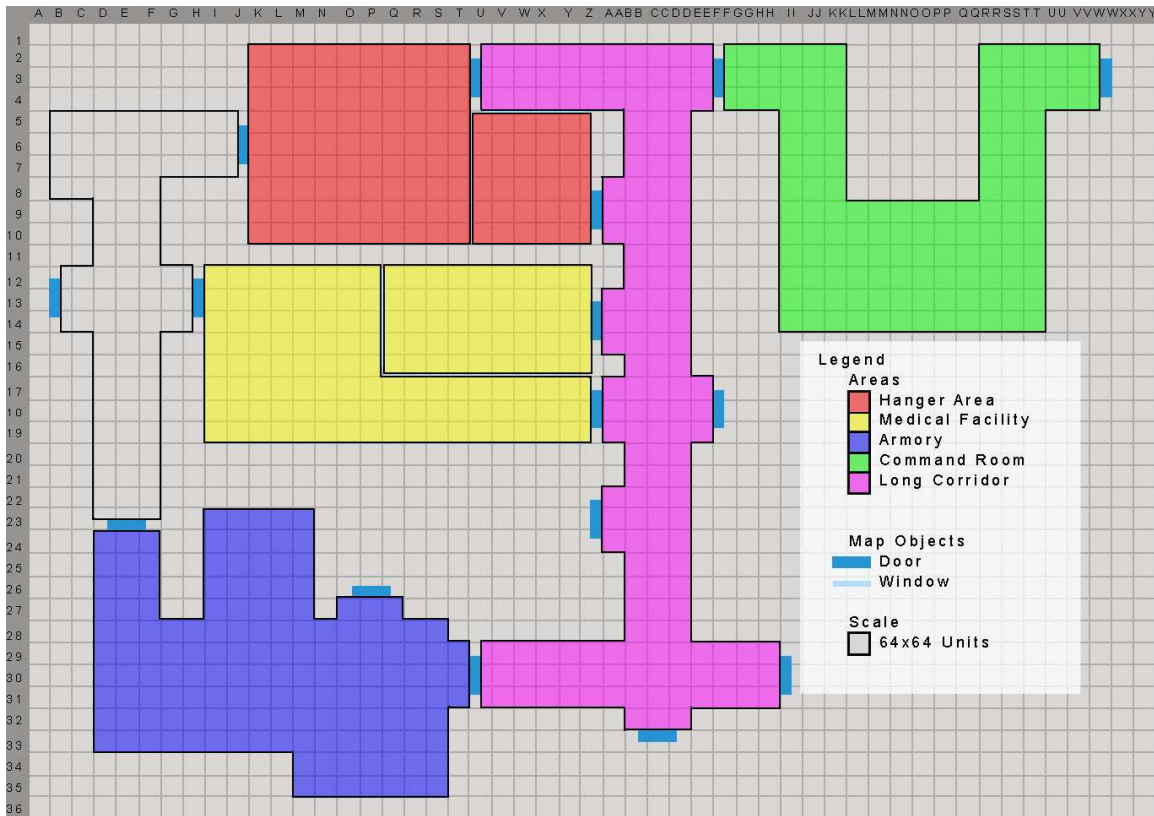


### Gameplay Mechanics

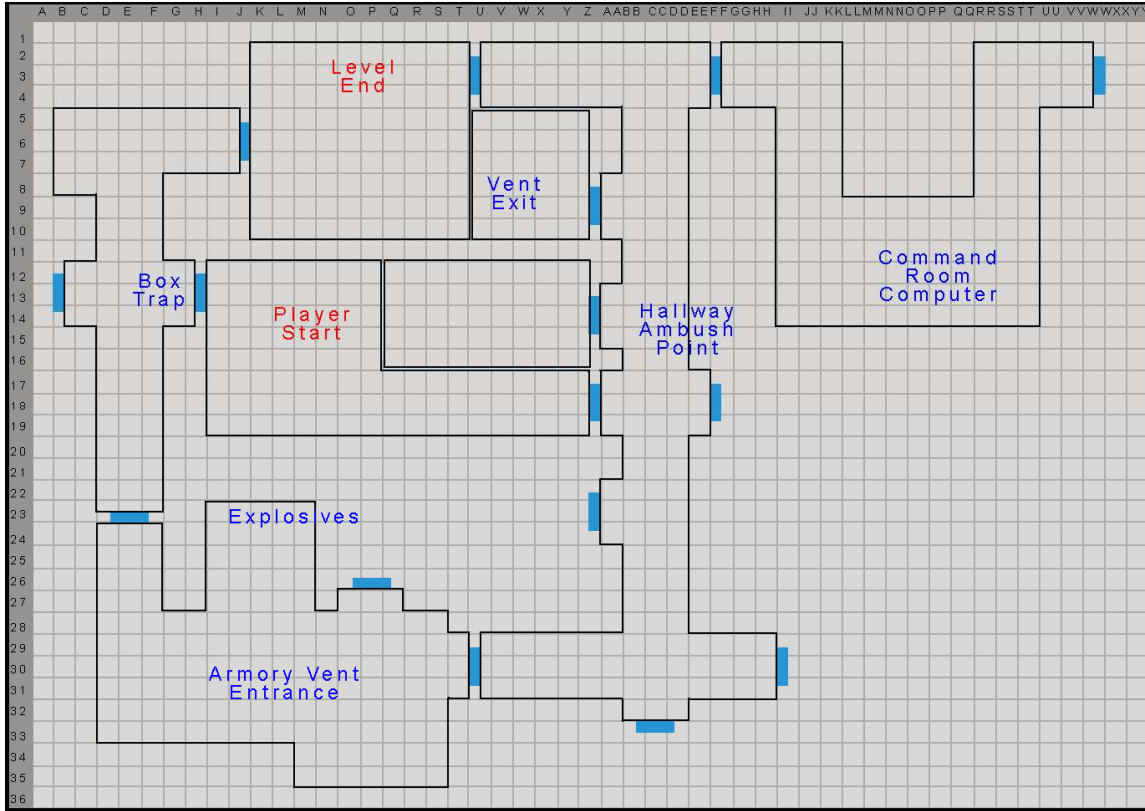
- Prerequisite Skills: The player will have to have the basic skills needed to play Quake 4. They will need to know how to use the various commands such as fire, jump, check objectives, and so on.
- Skills Learned: The player will learn that they need to progress through the level slowly in order to avoid enemy detection.
- Noise: The player will need to know that certain things makes more noise than others. Anytime a Strogg hears the player, a Strogg sound will be made to tell the player that something heard them.

### Maps

#### Base Map



#### Key Objective Areas



*Player Start:* This is where the player starts the level.

*Box Trap:* This is the first trap that the player experience that teaches the player that the Strogg can hear them. There will be various other traps spread throughout the level but this is the most significant one.

*Explosives:* This is where the player finds the explosives to destroy the ships computers.

*Armory Vent Entrance:* This is where the player can enter the vents

*Hallway Ambush Point:* A Strogg will notice the player if they come from the South and the Strogg will call for reinforcements.

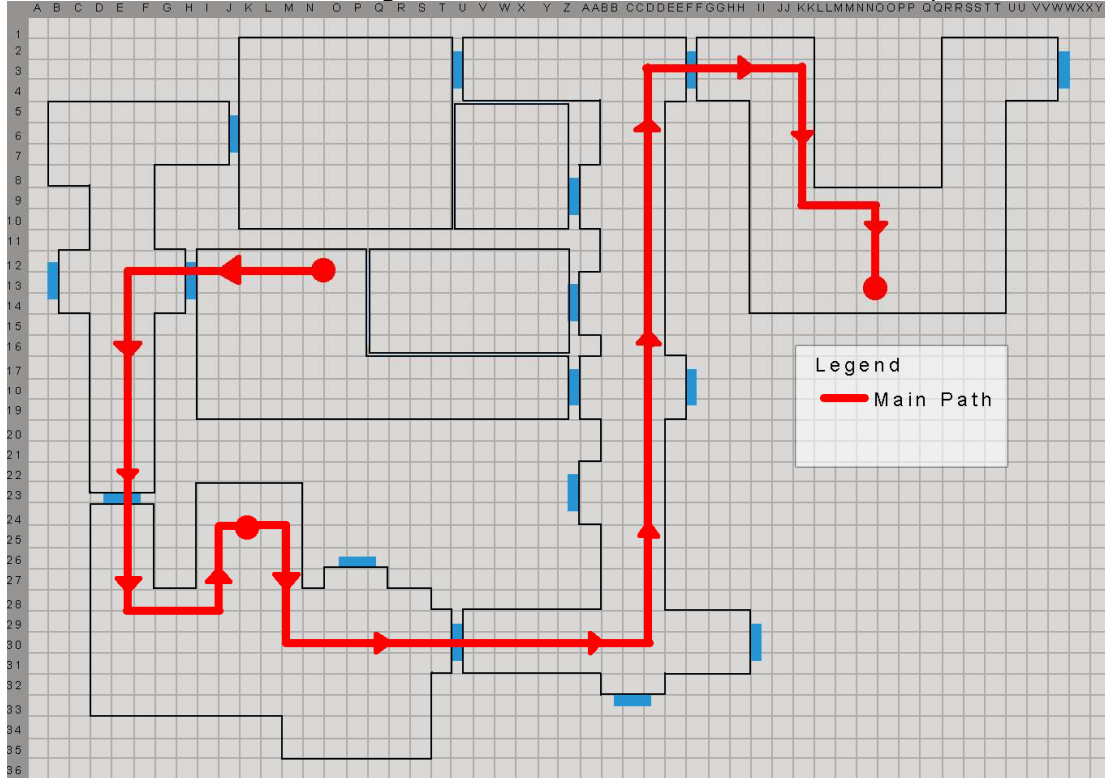
*Command Room Computer:* This is the point where the player must set the explosives and obtain the information.

*Vent Exit:* This is the one way exit from the vent.

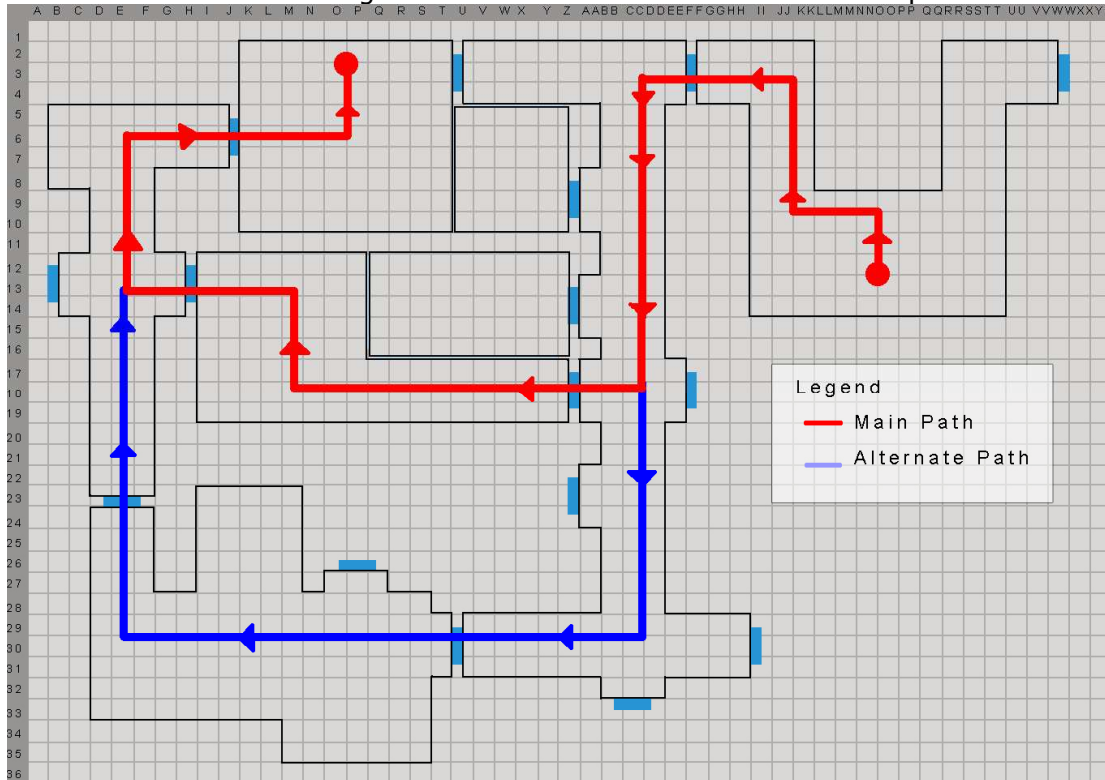
*Level End:* This is where the player leaves the level after they have completed all of their objectives.

### Critical Paths

Critical Path before obtaining the sensitive information from the computer

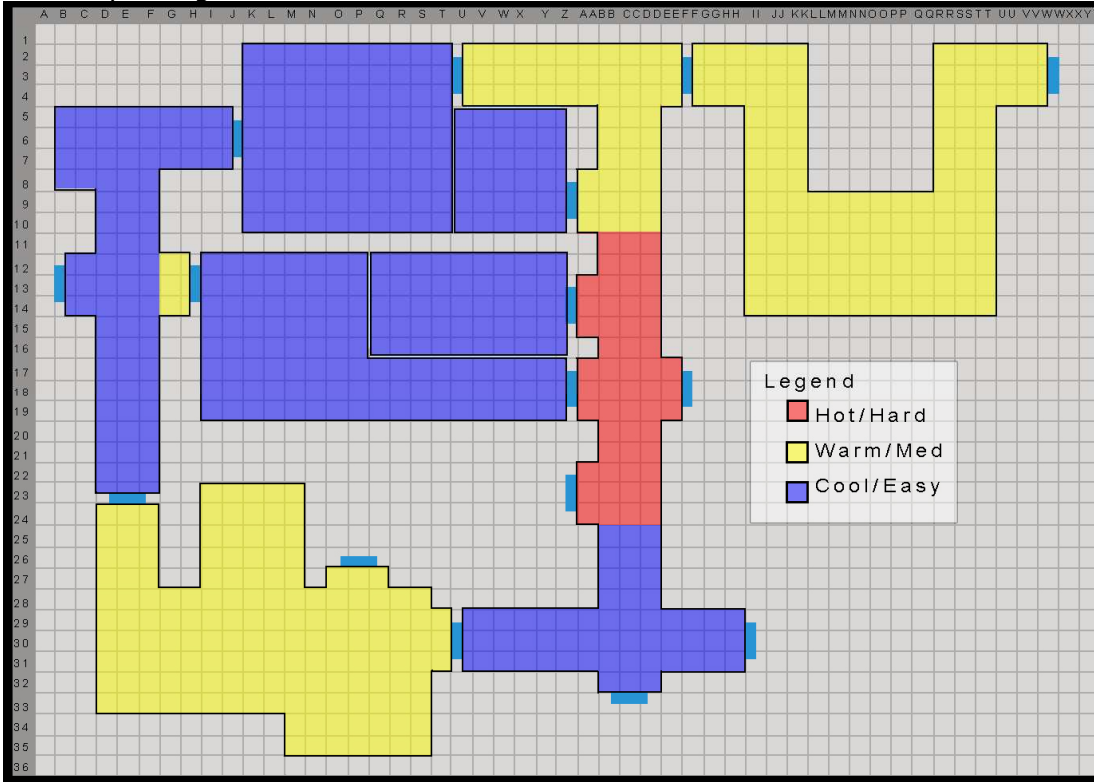


Critical Path after obtaining the sensitive information from the computer

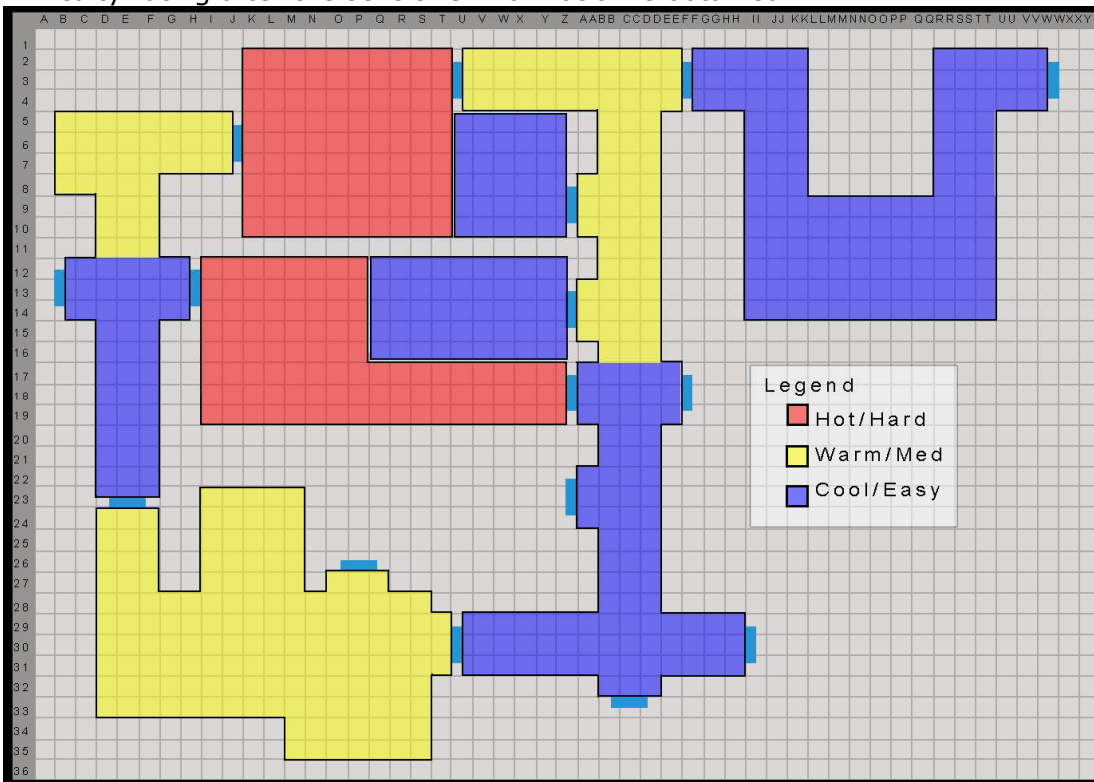


### Difficulty Ratings

Difficulty rating of rooms before the sensitive information is obtained.



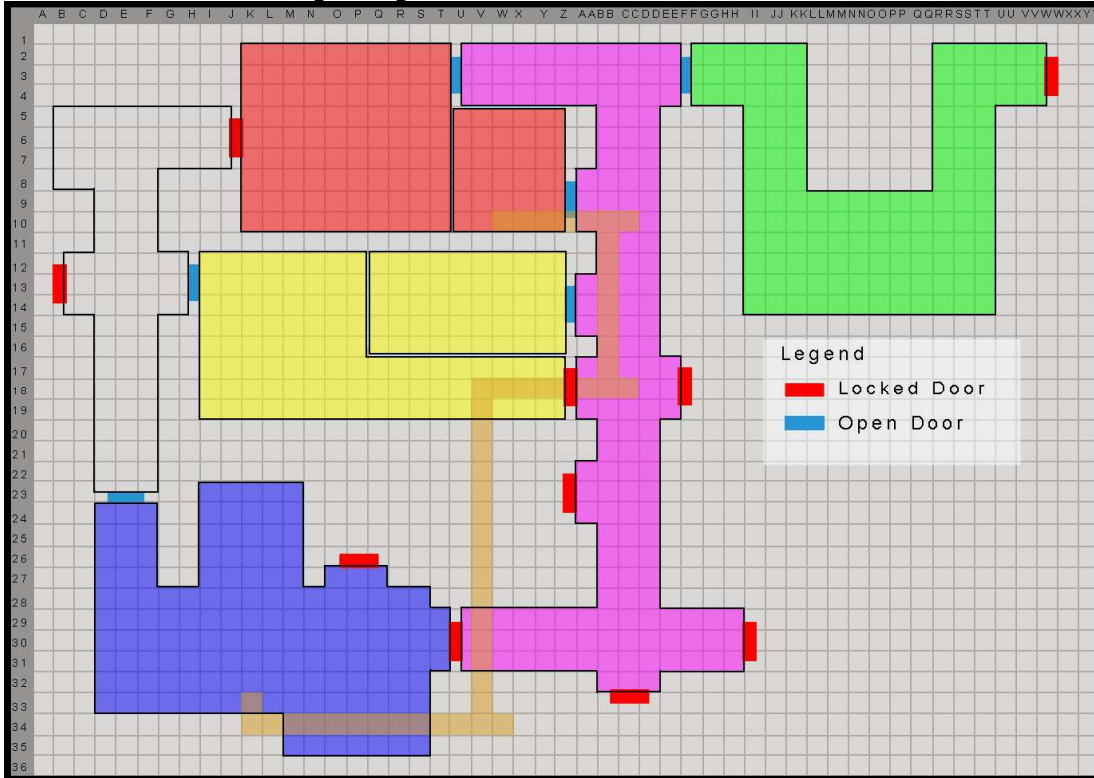
Difficulty rating after the sensitive information is obtained.



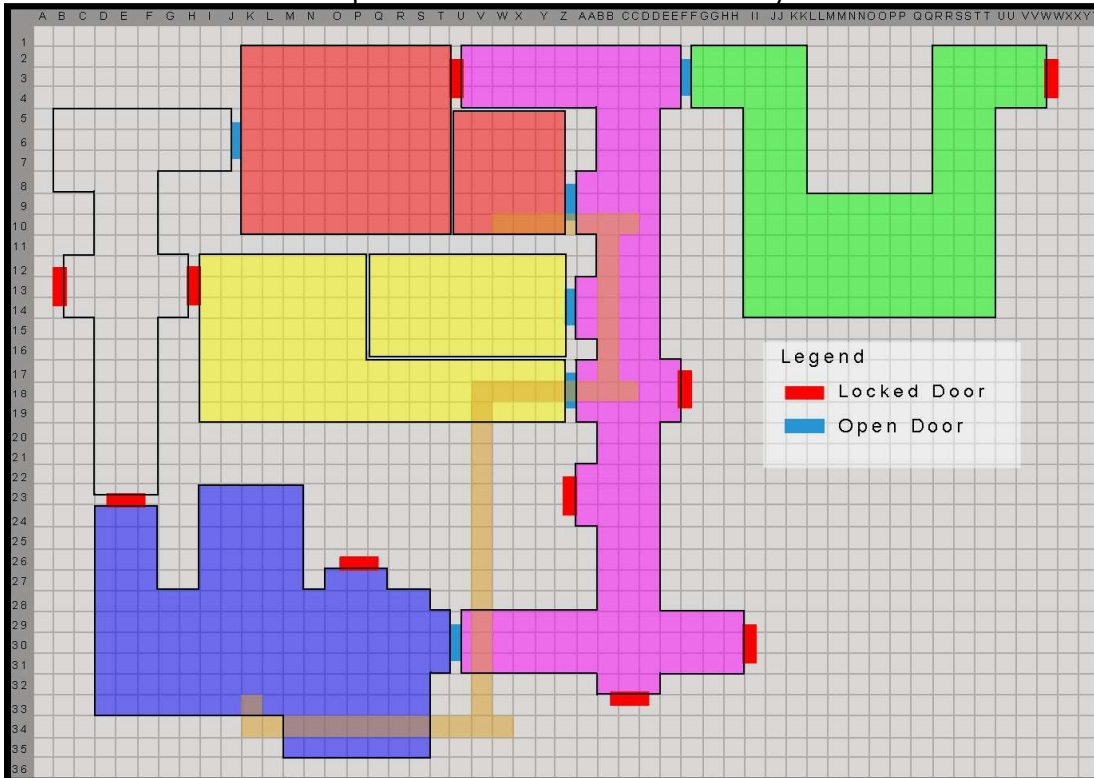


### Locked Doors

Locked doors at the beginning of the mission

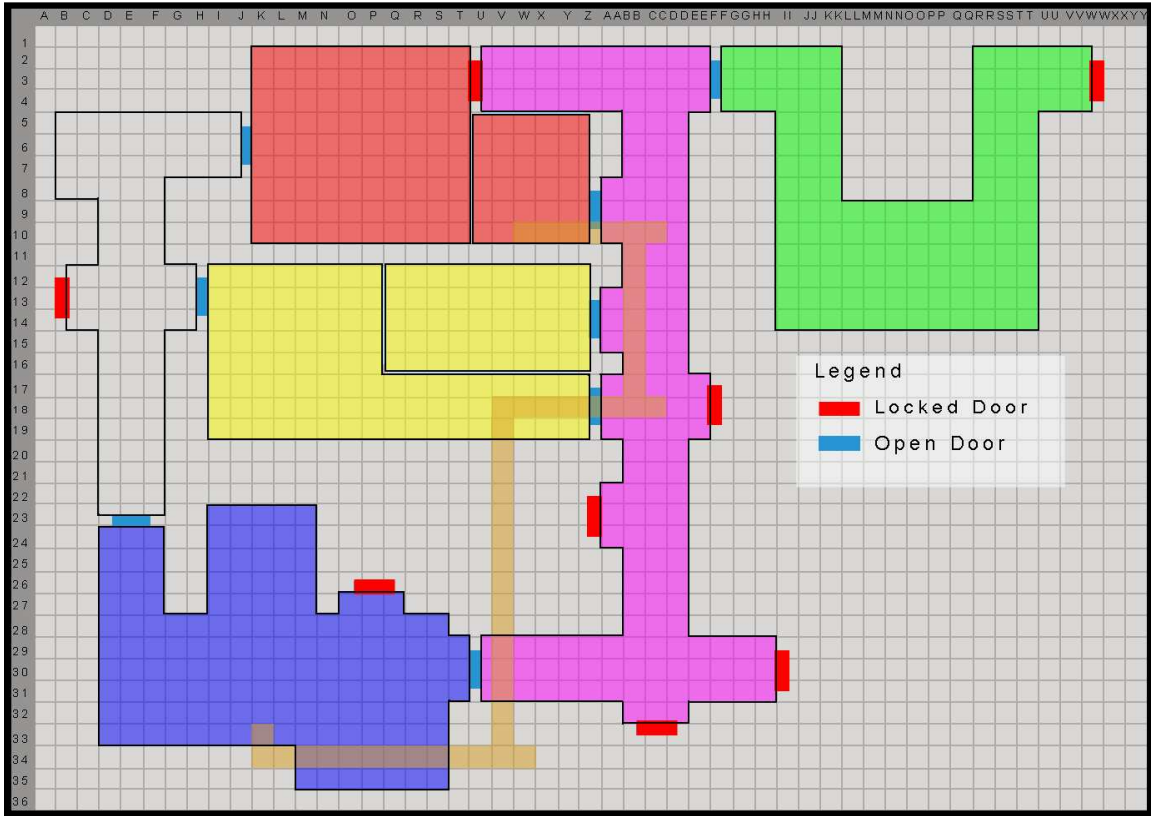


Locked Doors after the explosives are found in the armory



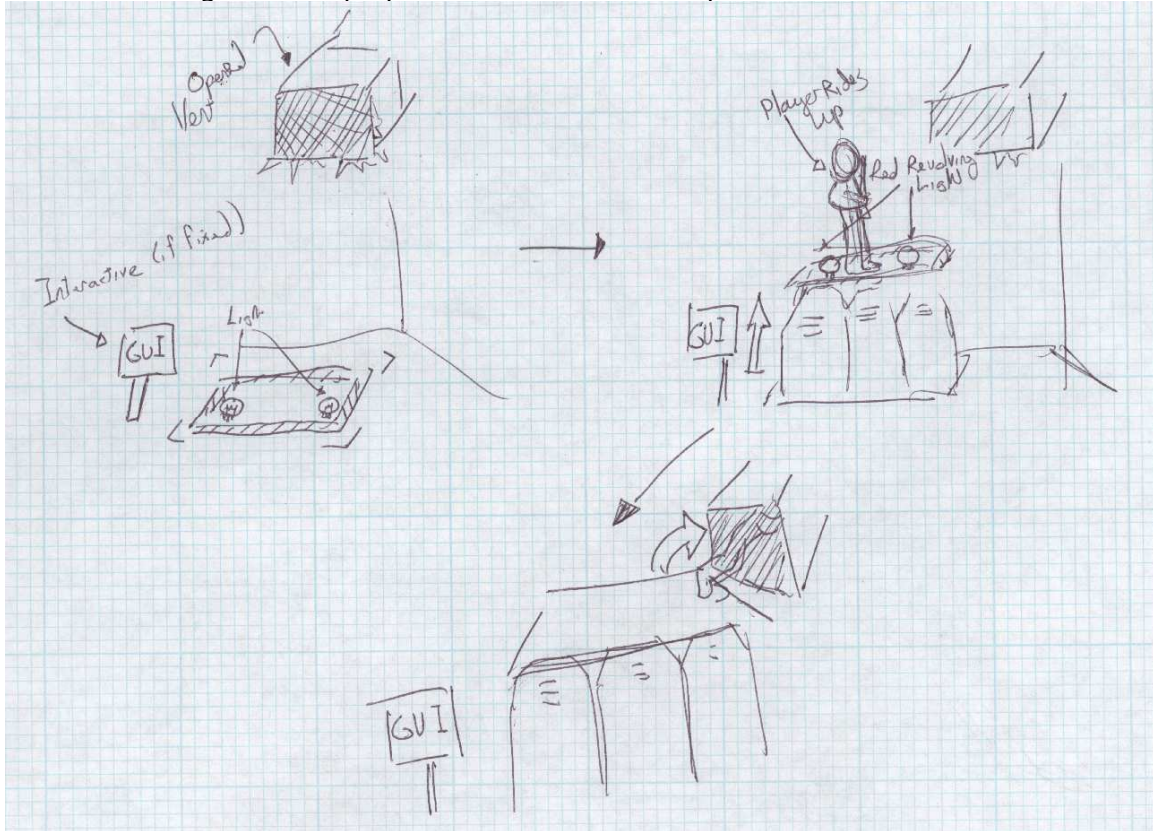


Locked doors after the information has been retrieved from the command room

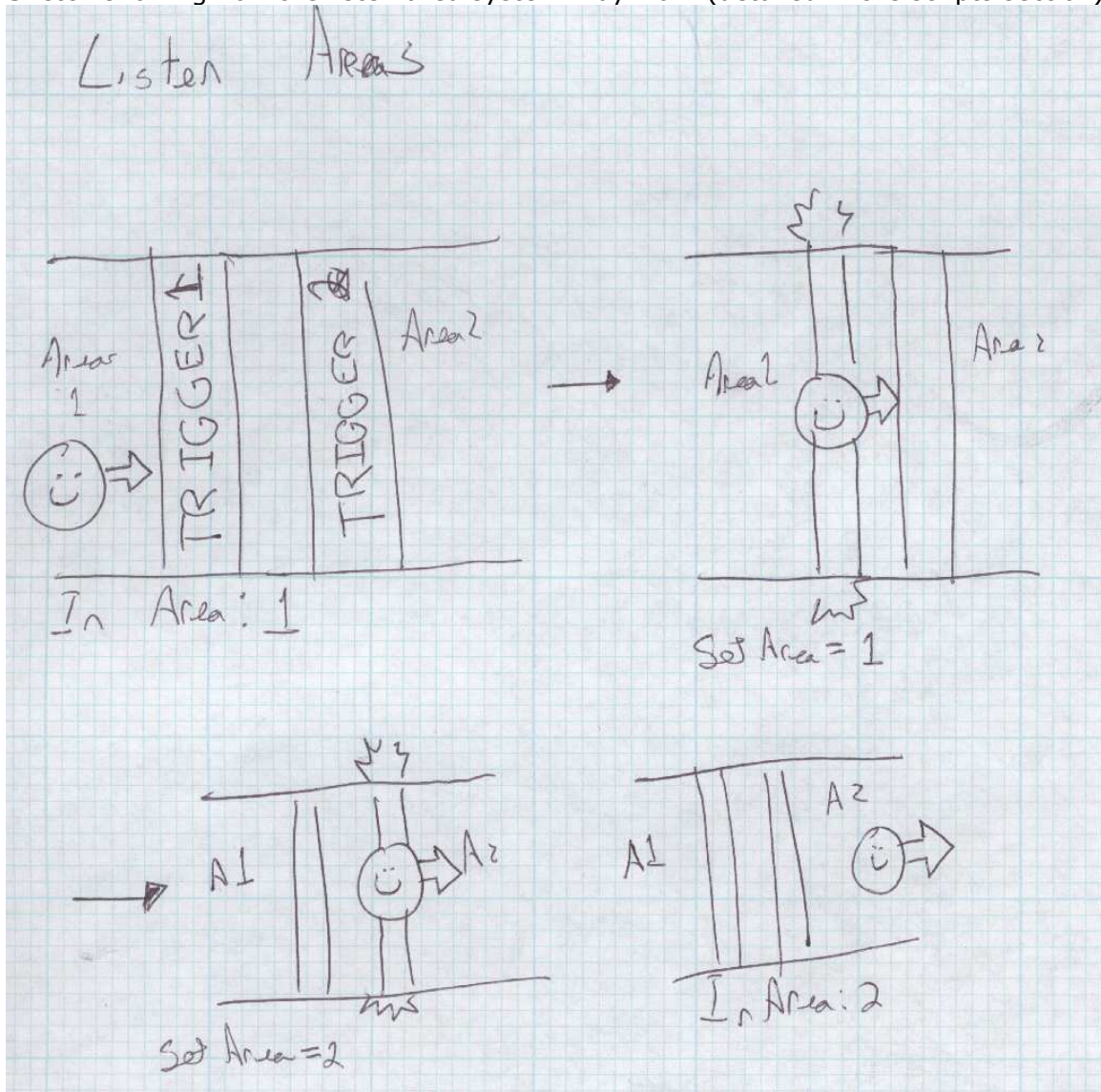


### Sketches

Sketch showing how the player interacts with the repaired GUI to enter the vents.



Sketch showing how the listen area system may work (detailed in the scripts section)





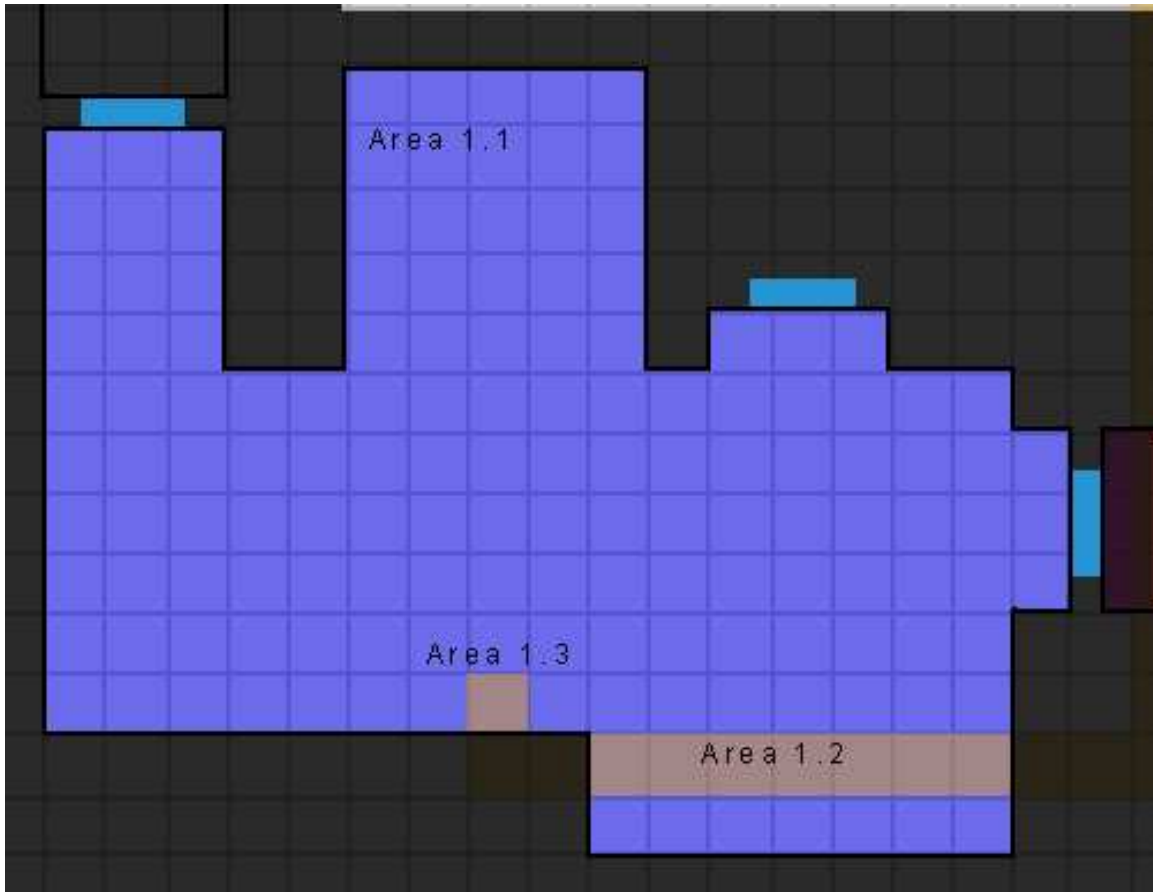
Sketch showing the overloaded console trap



Sketch showing how the hanger should look through the enclosed hanger room.



## Area 1: Armory Detailed Description



### 1.1: Explosives

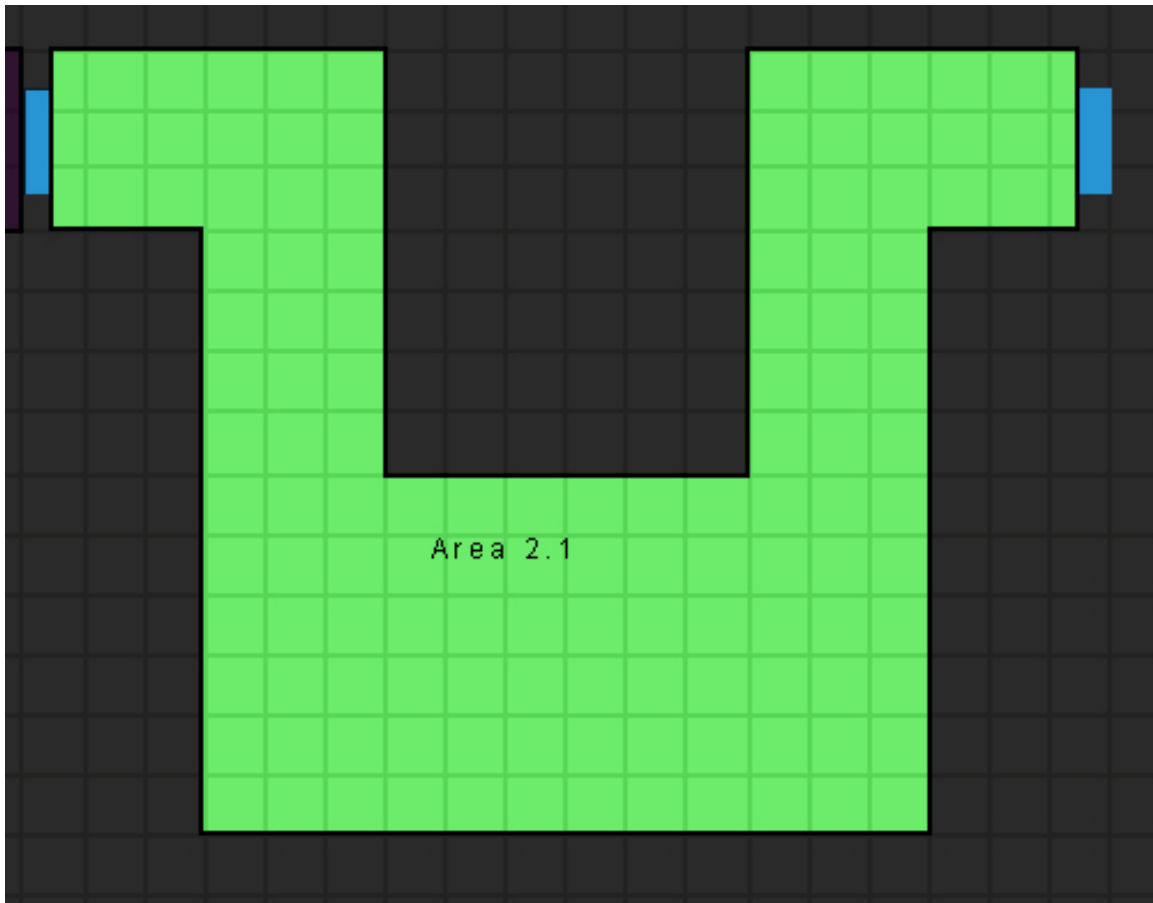
- Gameplay: This is where the player receives explosives from a locker. The player must activate the locker by a nearby console or either from area 1.2.
- Dialog: The player completes the find the explosives objective and is then told to go to the command room.
- Visual Reference: The armory of the MCC



- Visual Reference: The armory of the MCC



## **Area 2: Command Room**



### **2.1: Command Room Computer**

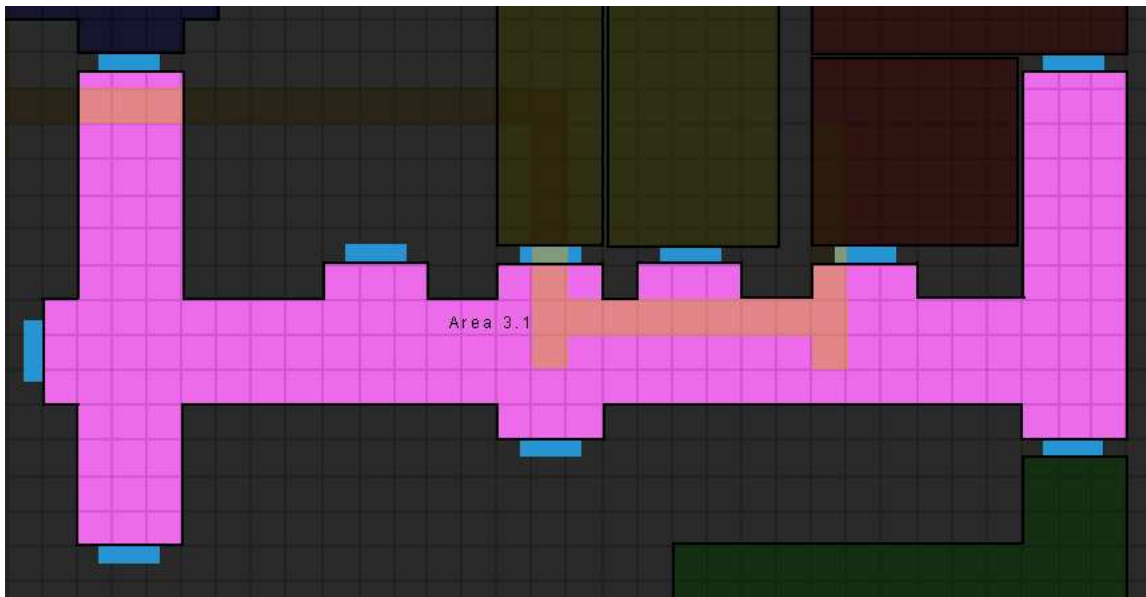
- Gameplay: This is where the player obtains the sensitive information and sets the explosives.
- Dialog: The set explosives objective is completed and the players objectives are updated to tell the player to leave the ship through the hanger.



- Visual Reference: The command room of the MCC



### **Area 3: Corridors**



#### **3.1: Long Corridor**

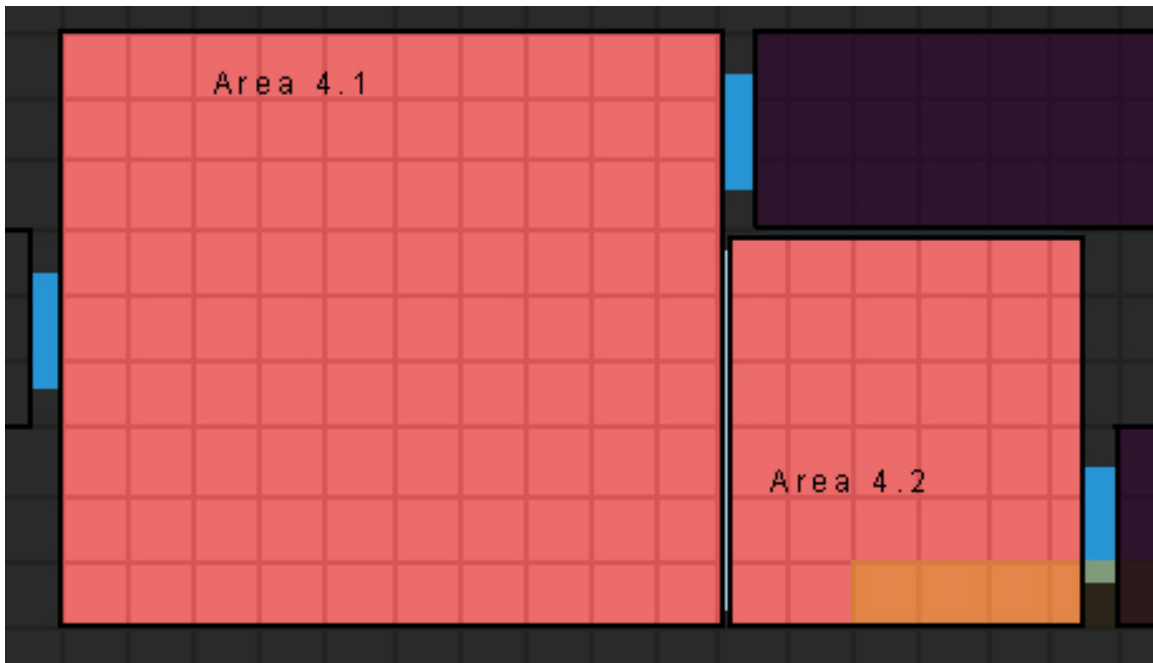
- Gameplay: If the player enters this corridor from the armory after receiving the explosives, a Strogg Fighter will see them and call several more Strogg Fighters and a Strogg Gladiator. If the player uses the vents, they will be able to come around and kill the Strogg Fighter without them noticing the player if they wish.



- Visual Reference: The corridors of the MCC



### ***Area 4: Medical Facility Detailed Description***



#### **4.1: Cargo Bay**

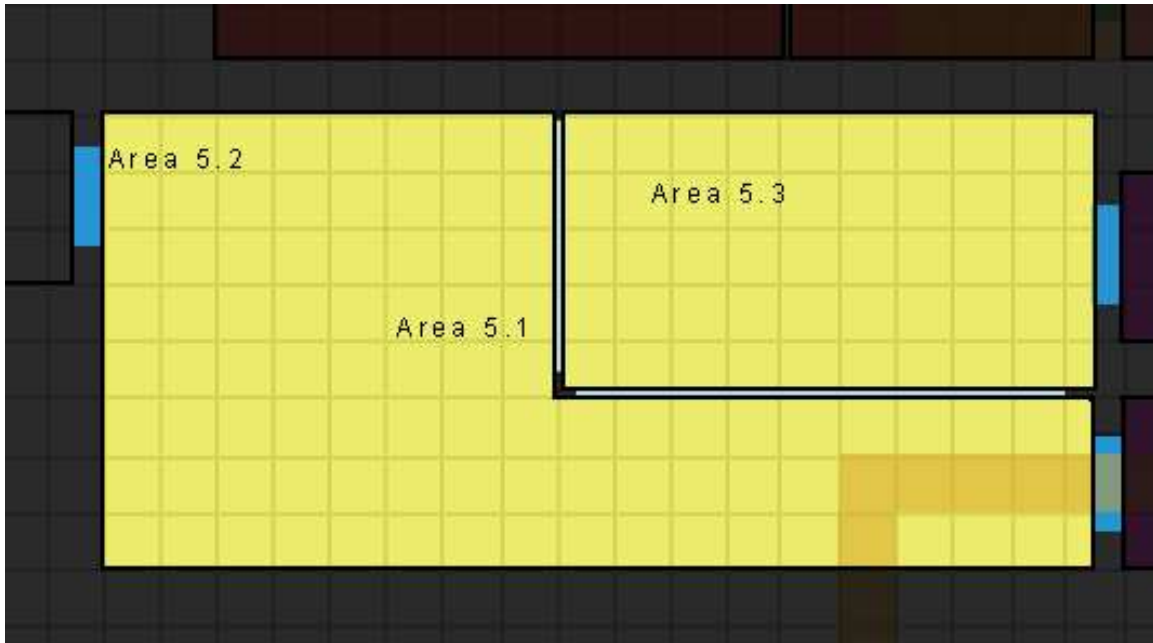
- Gameplay: This is the area that the player leaves the level once they have completed all their objectives and cleared the room of enemies.
- Visual Reference: The hanger of the MCC



- Visual Reference: The hanger of the MCC



### ***Area 5: Medical Facility Detailed Description***



#### **5.1: Starting Area**

- Gameplay: This is the area that the player starts in. The East door starts off locked and will unlock as soon as the player finds the explosives.
- Dialog: The player receives their objective here when they try to leave the room through the West door.
- Visual References: The medical facility on the MCC.



### 5.2: Box Trap

- Gameplay: When the player tries to move through it, they will know over a box which triggers a nearby Strogg. The door will be broken and always be open and the player will be able to see the Strogg's shadow on the wall in the corridor.
- Visual Reference: The medical facility on the MCC



### 5.3: Enclosed Room

- Gameplay: The enclosed room is a room partially shut off from the medical facility and is connected by windows. It has a small computer and several shelves filled with medical supplies. The door to this room is always unlocked and the room has medical supplies scattered on the floor.
- Visual Reference: The medical facility on the MCC

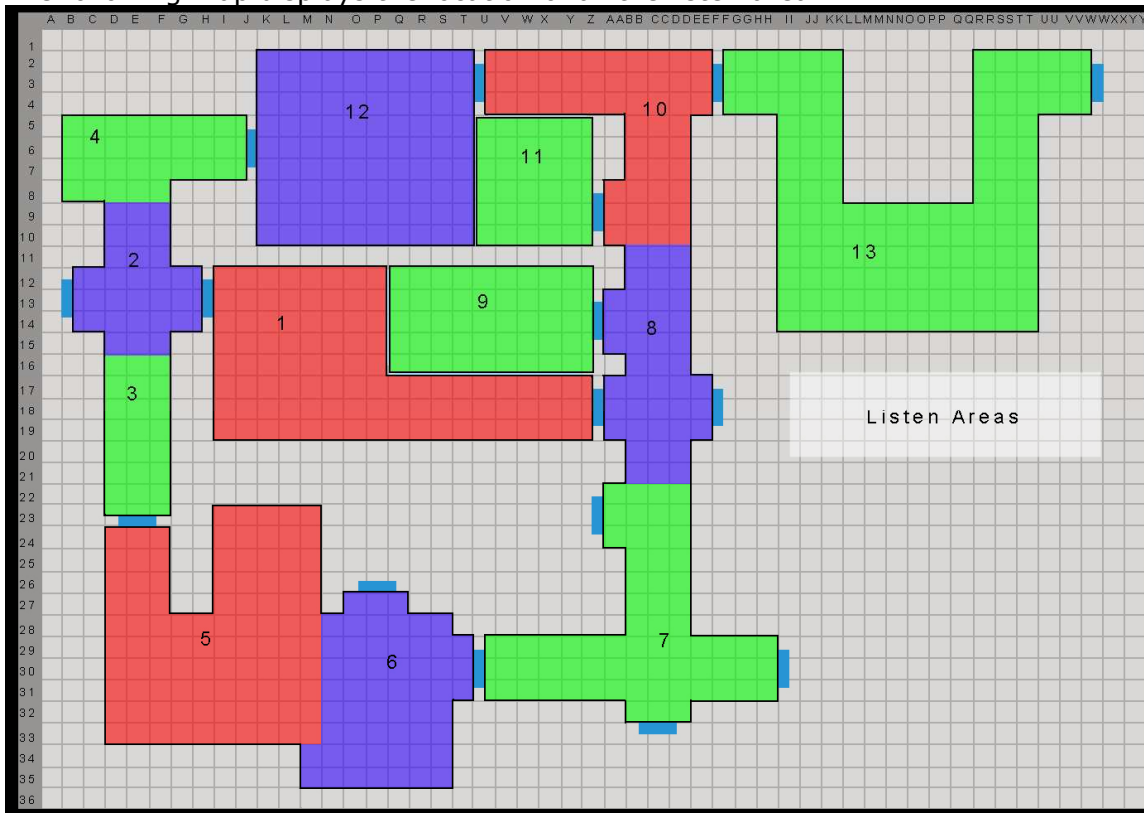


**Scripts**

Since this mission requires that the player try to be quiet and as discrete as possible, a script to keep track of how loud the player is will be required. To accomplish this, the map will split into a series of areas called listen areas. The script will keep track of what area the player is in and know what areas are near the occupied listening. Every time the player does any action that makes a significant amount of noise, the Strogg has a chance to hear them. The following table demonstrates how loud some actions are:

Listen Modifiers		
Action	Modifier	Listen Areas around player affected
Fire Blaster	1	1
Fire Machine Gun	2	2
Fire Rocket Launcher	4	4
Overload a computer console	6	3
Knock over an object	1	0

The following map displays the location of all the listen area:



Every time the player makes an action that requires a noise check script will run that does the following actions:

- Checks to see if the script for type of noise calling it was called in the last 5 seconds.

- This way, if the player is firing a machine gun, the script won't call for every machine gun bullet.
- If the time is less than 5 seconds, the script exits.
- Makes a listen check for each area affected.
  - The difficulty to hear the player is 15 on a 1-20 random number.
    - This number increases and decreases depending on the behavior of the script.
  - Stops at the first room that an enemy hears the player.
- If an enemy heard the player in one of the areas, the script spawns a Strogg.
  - 40% 1 Strogg Marine is called.
  - 20% 2 Strogg Marines are called.
  - 25% 1 Strogg Tactical is called.
  - 10% 2 Strogg Tactical area called
  - 5% 1 Strogg Gladiator is called.
- Before exiting, the script stores the time in a variable for the next it is called.

In order to keep the map from filling up with Strogg as the player progresses through the level or in order to keep from becoming too hard, the script has a listen DC that is increased every time a Strogg is spawned and decreases every time a Strogg is killed. This way, as more Strogg spawn, it becomes harder and harder to spawn more so that the player is not overwhelmed when they are doing badly.