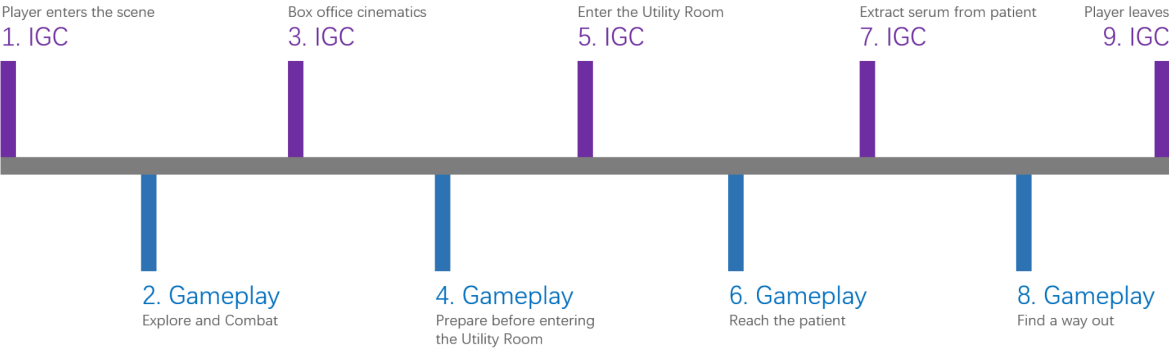


# Lab Accident

Mission Timeline | Train Station Investigation  
Hua Yan



# Game Name: Lab Accident

## Level Name: Train Station Investigation

Hua Yan

### Story

You are a young special agent working under the nation's Biohazard Control Department (BCD). In recent months, there has been some tension among the public because there is a new kind of disease starting to spread, the symptom is mild but it's something human has never seen before. BCD is responsible to study the disease, analyze the harm and stop the spreading before it turns into a national crisis.

Earlier this week, something bad happened in a BCD lab, an early patient (someone that was sent to the facility among the earliest batch) showed extremely aggressive behavior, hurt several researchers in the lab, and escaped the monitoring facility. Reports came, indicating that the patient fled to a train station and made a mess, as an agent in the department, you need to go to the scene, try to control the situation and investigate what happened.

### Location/Setting

This is an underground train station near the Biohazard Control Department (BCD)'s HQ. It's on the edge rim of the outer city without many passengers, so the casualty is relatively low. And because it's not an important transportation nexus, the station has not been revamped for many years, still has lots of wood and brick structures and shows the sign of worn.

The escaped patient fled from the lab with his hospital gurney, he's likely not in a good cognitive situation as he somehow drove his gurney down the stairs. The blood spilled everywhere, based on the amount of the fluid, it's likely that the patient harmed several other passengers in the station. The blood trail led to the ticket window, likely something happened to the ticket seller. The blood trail stopped at the small door, maybe the patient fled down to the basement.

### Mission Objective

Investigate the scene, find the patient and secure him (or it).

### Gameplay Mechanics

- Walk, Run and Jump
- Pick up item
- Open door with key
- Talk with NPCs

### Special Mechanics

- N/A

### Playable Characters

- As a young agent working under the nation's Biohazard Control Department (BCD), you are assigned the mission to investigate this place. You only have one knife with you, which can be used for a melee attack but can be used only once, however you can collect more knives from the scene and use them.

### Enemies

- Infected passengers (optional)

### Non-Playable Characters (NPC's)

- Dying ticket seller

### Victory Conditions

- Find the patient, get the serum and leave the scene.

### Failure Conditions

- Killed by enemies (optional)

## Mission Walkthrough

1. IGC – Player enters the scene
  - Set the mood: The chapter of the game starts with this IGC, setting up a dark and intense tone.
  - Player character walks down a staircase in a dark tunnel towards a door. The door has some lighting around as an indicator to where the player should go.
  - When getting close to the door, player character hears a monstrous noise from within the door, player character raises his guard up and pull up the knife from his belt.
2. Gameplay – Explore and Combat
  - Player needs to explore the area, pick up items, and fight infected passengers.
  - Dark and intense: The place is falling apart and doesn't have sufficient lighting; you can sense monsters breathing and crawling at corners of the spaces.
  - Avoiding and confronting: Player can only attack if they have a knife in hand, so player needs to change between confronting and avoiding enemies.
3. IGC – Talk to the dying ticket seller
  - Player character walks slowly towards the box office window, cautiously. As the player characters moves close, something inside starts to move! The ticket selling person is still alive, but barely. He sits up, looking at player character. Player character says "Hey! Are you OK? I'm an agent from BCD, what happened here?!" Ticket seller says in his last breath "I locked the monster down there in the Utility Room, here..." As he grabs some stuff from his pocket, he dies.
  - Shocking and dramatic effect: Player sees hope by finding one survivor but sees the mutational change on the survivor, and the survivor dies soon.
4. Gameplay – Further exploration and prepare for final encounter
  - Player acquires an ID card from the dead ticket seller's hand.
  - Player can fully explore the hall (on the box office's floor), pick up items, use ID card to interact with the vending machine.
  - Eventually, player enters the Utility Room using the ID card.
  - Silence before the storm: Player already knows there is great danger in the Utility room below the stairs, and this is the opportunity to make some preparations before entering it.
5. IGC – Enter the Utility Room
  - The IGC shows how the player character enters the Utility Room.
  - Player character swipes the ID card, the door lock turns green, and player enters the door.
  - As the player character walks down the staircase, the stairs make crackling sound and collapsed, making a huge noise. (Player can no longer go back)
  - A terrified voice shouts: "Who's there, don't come any closer, STAY AWAY from me! I locked the door, please leave!"
6. Gameplay – Reach the patient
  - Player finds the patient behind the locked door, needs to find a way around to reach the patient.
  - Player goes around, through the back of the stairs, and is able to reach the target.
7. IGC – Extract serum from the patient
  - Player character tries to calm the target patient, as he cries desperately.
  - Player says: "I know you hurt a lot of people, but you can still help, your serum can help with the research."
  - After the extraction is done, the patient begs the player character to kill him, player character agrees, and put a knife into the patient's head to end the suffering.
  - Player acquires a key of the emergency exit from the dead patient.
8. Gameplay – Find a way out
  - Player finds the emergency exit door on the other side of the Utility Room, which is locked.
  - Player uses the acquired key, opens the door and leaves.
9. IGC – Player leaves from the back door of the Utility Room
  - This IGC shows player leaving the place, feeling sad about what happened.
  - Dark mood: The end of the chapter leaves a dark tone in players' minds.