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Use this template in conjunction with **P2_Project_Intro_Attack_INSTRUCTIONS.docx** to plan out each individual mission where gameplay occurs (in this case, **Act 1.2 “Good Morning, Little Red”**). You *do not* have to plan for acts that are cutscenes—follow the instructions for those as described in the instruction doc.

The objectives templated below are for you to plot out each meaningful encounter within an individual mission. Remember that an “encounter” is any situation where there is a challenge, risk, and/or chance of failure. Meaningful traversal without any challenge is not considered an encounter. This includes combat, environmental challenges, puzzles, etc. **MISSIONS MUST HAVE MORE THAN ONE ENCOUNTER**—use as many as necessary to make each mission challenging, varied, and fun.

Requirements

You will need to provide the following elements for this mission as described below.

- **MISSION FLOW MAP**
 - **Create** a Flow Map for the mission using **P2_Preproduction_Builder.pptx**.
 - Copy and paste an image of it in this document where indicated.
 - **Define** scenes and encounters, including the following Game Beat descriptors:
 - **Relative Difficulty of Individual Encounter:** Easy, Moderate, Hard.
 - **Duration:** Estimation of how long each encounter should take to complete.
 - **Short:** 1 sec. to 30 sec.
 - **Medium:** 31 sec. to 1 min.
 - **Long:** 1+ min.
- **MISSION TIMELINE CHART**
 - **Create** a timeline chart using **P2_Preproduction_Builder.pptx**.
 - Copy and paste an image of it in this document where indicated.
 - **Define** the pacing, gameplay beats, and rough estimate of how long the mission will take to play.
 - **Define** on the timeline how long a unit of time is on the chart (use the durations above).
 - **Define** on the timeline where each of the three Acts occur.
 - **Define** on the timeline the Combat Intensity using a line (remember: no combat means no intensity)
- **MISSION OVERHEAD MAP (1+ page per mission)**
 - **Create** at least ONE (1) overhead map of the mission.
 - Copy and paste an image of it in this document where indicated.
 - You *may* include more maps to properly show off the mission, as it may include several unique locations.
 - Make sure it's big enough that you can “zoom in” for insets in the mission description and objectives section (see “Map Inset” sections for each encounter below).

Act 1, Scene 2 (1.2)

“Good Morning, Little Red”

Scene/Mission Type: **ATTACK MISSION**

Location: Same as Act 1.1 (EXT. ROAD LEADING OUT OF VILLAGE - DAY)

Estimated Difficulty: EASY

Estimated Duration: 5-7 minutes

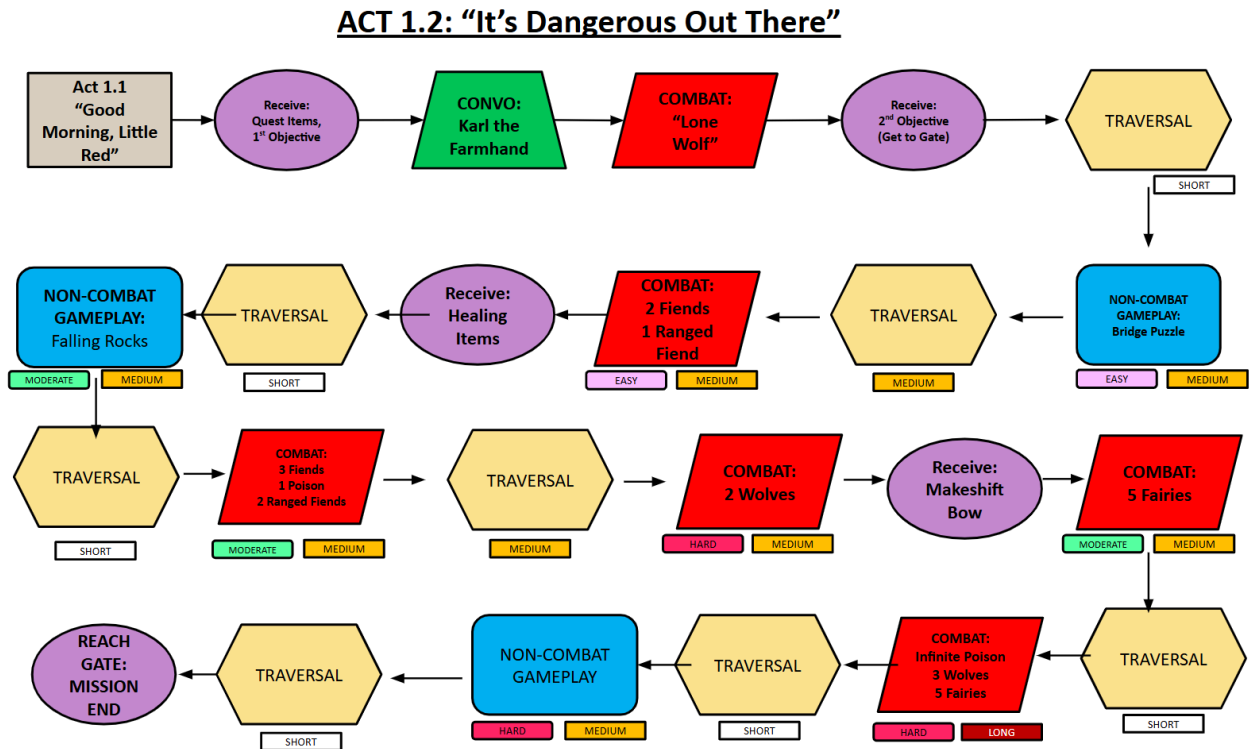
Overview

This is an **ATTACK MISSION**. Little Red must fight through packs of enemies as she walks a pathway through the edge of her village, the surrounding farmland, and ultimately to the Gate at the edge of the Haunted Forest.

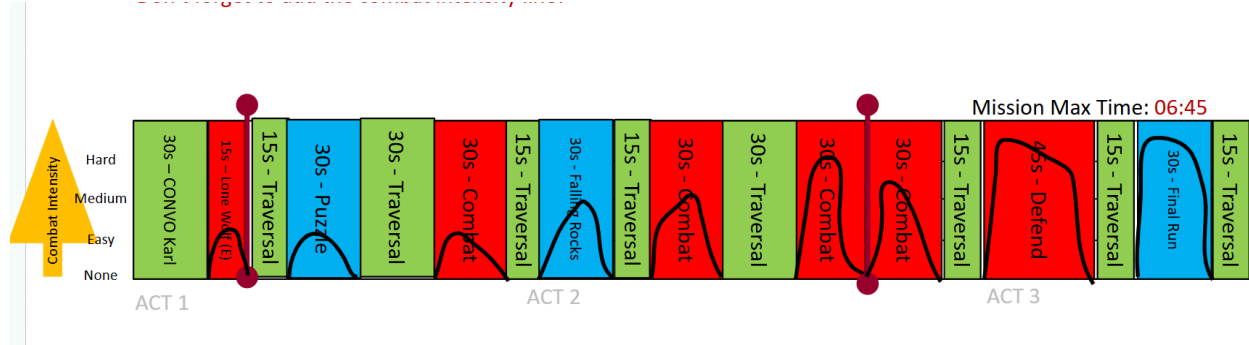
Her first experience is to run into a local farmhand named Karl, who is hiding outside his family’s barn, cowering in fear. The player engages in a conversation, revealing the following information:

- He’s relieved that Little Red is there.
- He believes there’s a curse on the land, as his livestock are dead or missing
- His young cousin Sven is also missing
- They also can’t find the stuffed animals that Sven always carried around (see for Act 2!)
- He’s heard a wolf nearby and “demonic things”
- The first combat encounter is with a single **WOLF** that occurs after the conversation with Karl. After that, you are free to design the rest of the mission as you see fit.

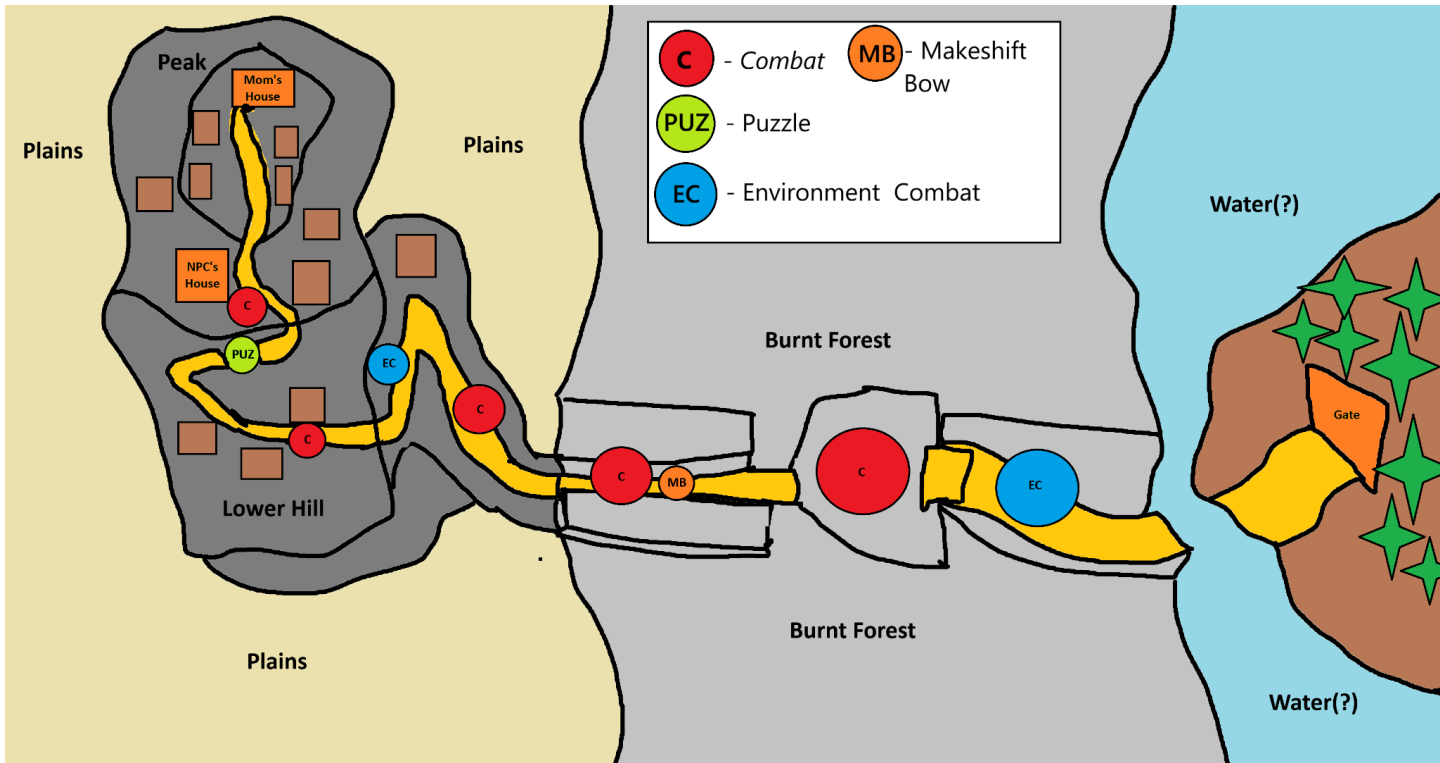
Mission Flow Map



Mission Timeline Chart



Mission Overhead Map



Encounter #1: Lone Wolf

Estimated Duration: Short

Estimated Difficulty: Easy

Description

After speaking with Karl, a wolf howls! Karl disappears and a lone wolf appears, attacking Little Red.

Establishment/Expansion/Evolution

Establishment

Enemy Palette

- Wolf - 1

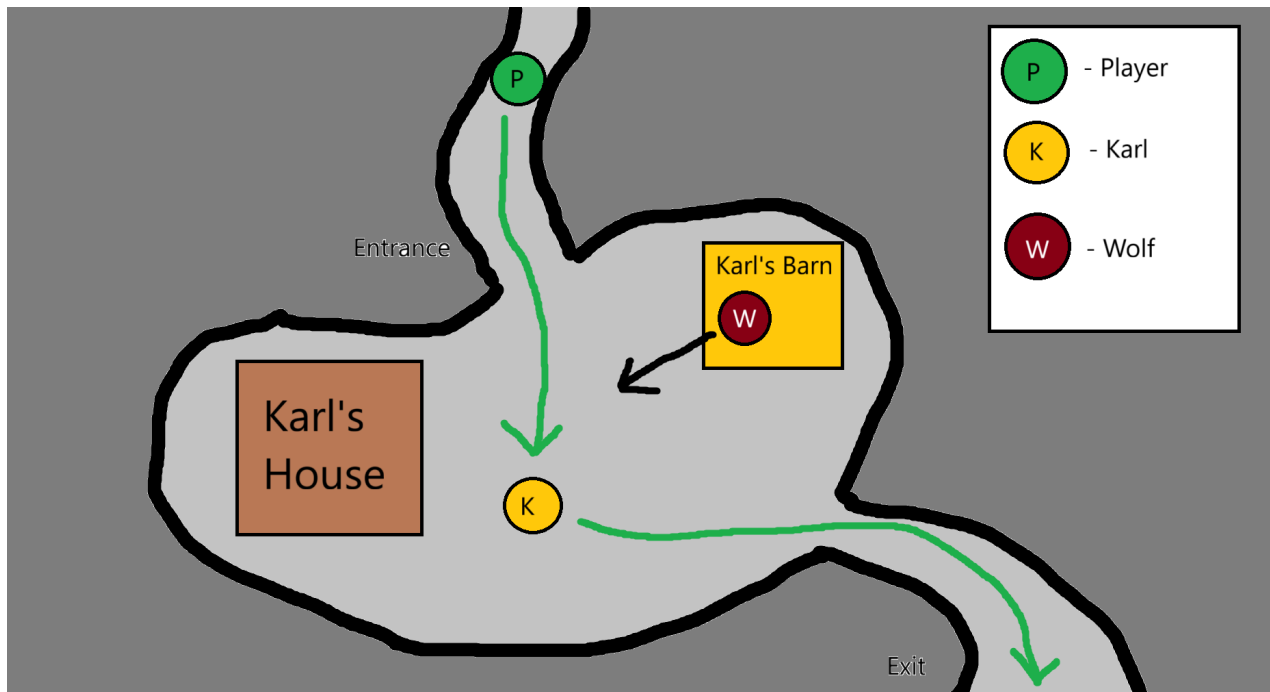
Environmental Hazards

- n/a

Player Progression

- Conversation with Karl
- Wolf Howls within conversation
- Karl disappears
- Wolf spawns
- Player fights wolf

Map Inset



Encounter #2: A Scenic Bridge Problem

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Easy

Description

After talking with Karl and taking out the wolf, the player will begin heading down the mountain along an S-curved path that will take them to the first non-combat (puzzle) encounter of the mission. The environment will be along the edge of the mountainous area where the village rests along the very top of it. A waterfall rests in the middle of a large gap that separates the player from continuing forward. A bridge connects the two gaps, but is currently suspended upwards and can't be reached by the player without falling to their doom below. To lower the bridge, the player must notice a barricaded cave that contains a button, which will lower the bridge if pushed (the puzzle to lower the bridge might be more complex if I discover more complex mechanics while in UEFN). Once the bridge is lowered, the player may cross to the other side and continue on to the next encounter.

Establishment/Expansion/Evolution

Establishment of non-combat encounters that require the players to think to overcome the encounter.

Enemy Palette

- N/A

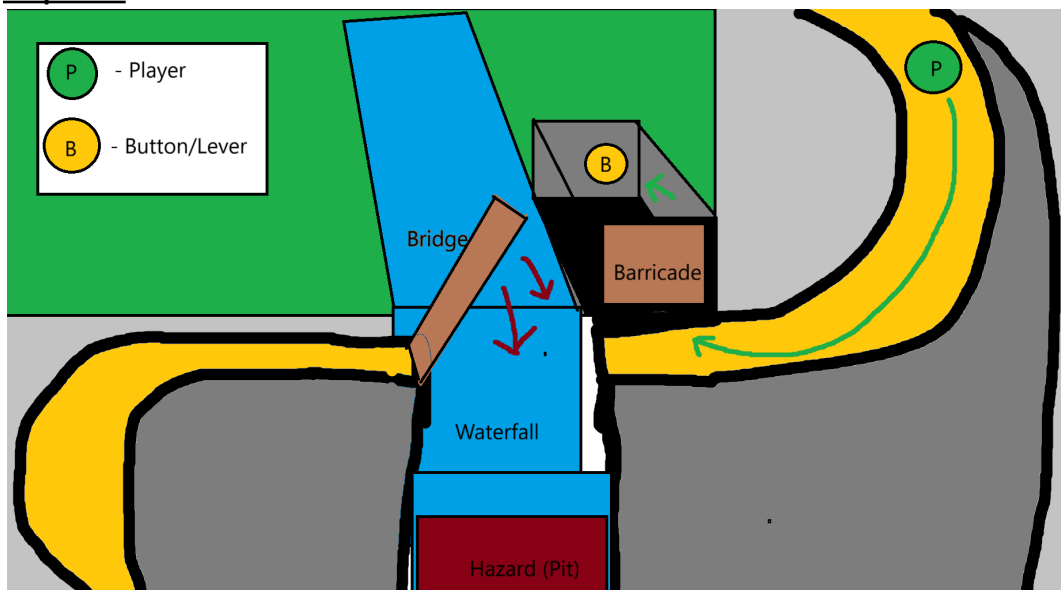
Environmental Hazards

- The waterfall pit that will instantly kill players if they fall into it.

Player Progression

1. Player traverses from Karl's house to the gap where the puzzle encounter begins.
2. Players may **optionally** attempt to jump across the gap, where they will then die and respawn close to the encounter.
3. Players will notice the barricaded cave off to the side of the path.
4. Players will smash the barricade using their common sword.
5. Players will explore the cave and find a button within, which they will then press.
6. The bridge will lower, and the players will continue forward to the next encounter.

Map Inset



Encounter #3: Help A Fella Out

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Easy

Description

After crossing the bridge, the player will continue downward along the edge of the mountain and come across an outskirts of Red Riding Hood's main village. Upon approaching the area, I plan to have a triggered camera event that will begin where it will zoom in on the houses and show that 2 Fiends and 1 Ranged fiend are attempting to attack the houses that have NPCs inside of them. The fiends will redirect their attention towards you, and the camera event will end. The player will then attack the fiends using their common sword and finish the encounter upon eliminating the fiends and the ranged fiend. Upon doing so, the NPCs in the house will reward the player's heroism by spitting healing items from out of the house. (Player will never interact with the NPCs)

Establishment/Expansion/Evolution

Establishment for the fiend enemies that the player will encounter going forward.

Enemy Palette

- Fiends - 2
- Ranged Fiends- 1

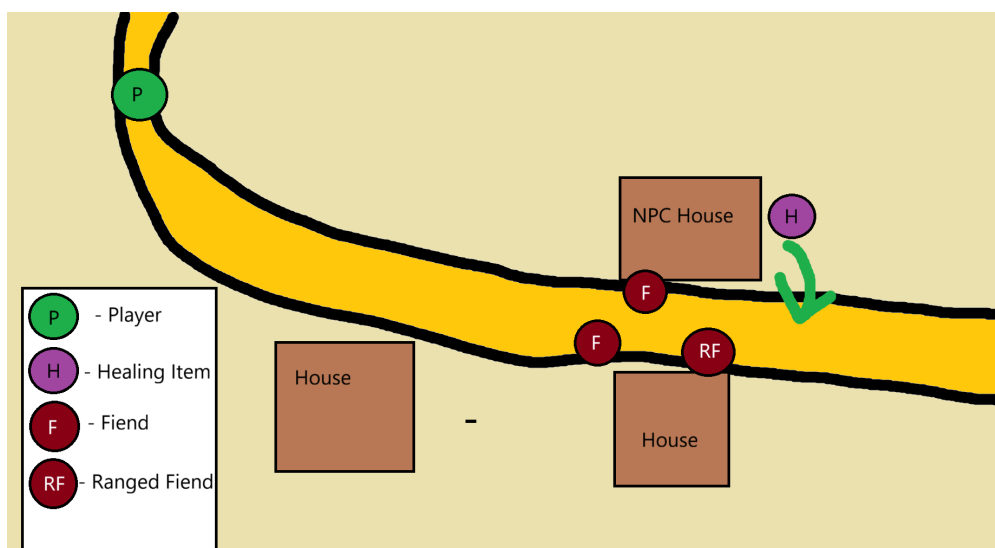
Environmental Hazards

- N/A

Player Progression

1. Player approaches the outskirts after finishing the previous encounter.
2. A camera event will trigger, previewing the enemies the player will fight.
3. The camera will shift back to the player, and the player will begin combat.
4. The player will take out two fiends after slashing both or using spin attacks.
5. The player will then focus on the ranged fiend, which won't take long, and combat will conclude.
6. The NPC from the house will spit out some healing items for the player to take
7. The player will take them and continue to the next encounter.

Map Inset



Encounter #4: From Above...

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Moderate

Description

After traversing from the last encounter, players will arrive at an abandoned mine shaft area. Before they begin traversing through the area, a large avalanche will begin! Physic boulders and logs will begin rolling down from one of the upper cliffs and will demolish most of the remaining structures around the mineshaft. Only a few pieces of cover or ramps will remain, which the player can use to maneuver through the encounter. Players will have to avoid falling/rolling rocks and logs as they attempt to reach the other side. Upon making it past the avalanche, players will be rewarded with some healing items in case they took some damage while maneuvering. From there, the players will move to the next encounter.

Establishment/Expansion/Evolution

Establishment of hazardous/timing encounters along with the usage of physic boulders and logs

Enemy Palette

- N/A

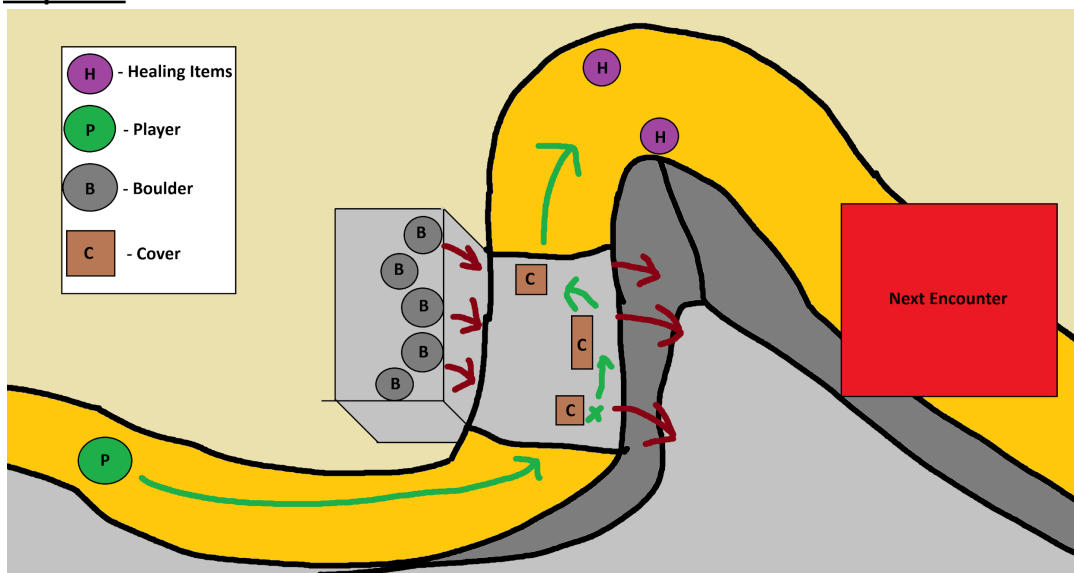
Environmental Hazards

- Physic Boulders
- Physic Logs

Player Progression

1. Player approaches the abandoned mineshaft area.
2. Upon walking through a mutator zone, an avalanche will begin, first boulders and logs destroying most of the structures that remained, revealing the actual encounter.
3. Players will begin the encounter by reaching the first set of cover, avoiding hazards on the way.
4. From there, players will move from one set of cover to the next, timing their movement carefully.
5. After a few maneuvers, players will get past the avalanche encounter.
6. Players will be rewarded with healing items on the other side, and proceed to the next encounter.

Map Inset



Encounter #5: Along We Go

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Moderate

Description

After surviving the avalanche encounter, the player will then begin their trek along the final stretch of the mountain. The environment will primarily be a downward slope with flora like trees and rocks along the sides. From a distance, the player will be able to see the fiends as they approach the encounter, but a poisoned fiend will be closer which will attack the player and show how they work on death. After the poisoned fiend, the player will have the option of using environmental hazards like a physics tree or a boulder to potentially knock out a few enemies when fighting the rest of the fiends. After the fight is over, the players continue forward towards the next encounter.

Establishment/Expansion/Evolution

A combo of expanding the number of fiends from before and evolving the encounter by introducing the poisoned fiend.

Enemy Palette

- Fiends - 3
- Poisoned Fiends - 1
- Ranged Fiends - 2

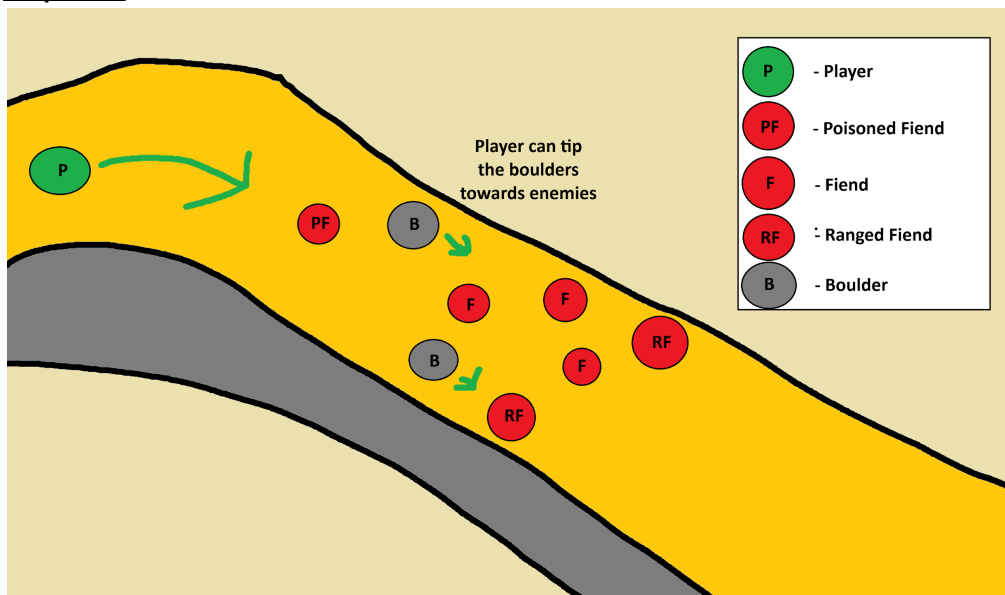
Environmental Hazards

- Physics Log
- Physics Boulder

Player Progression

1. Player approaches the encounter after leaving the last encounter.
2. Poisoned fiend attacks player, player kills it, taking some damage from poison.
3. The player attempts to break the physics boulder so it will take out some fiends.
4. Player advances and attacks the remaining fiends head-on with a common sword.
5. Player wins the battle, restores health, and proceeds to the next encounter

Map Inset



Encounter #6: Bark and the Bite

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Hard

Description

After finishing the last encounter, the player will journey farther away from the village and into a much darker part of the land, starting with the entrance, which is a deep ravine with jagged rocks all along the path. As the player enters the ravine, they will be greeted by two wolves that they must fight to continue forward. After defeating both the wolves using their common sword, the player will be rewarded with the makeshift bow that, upon pickup, will begin the next encounter.

Establishment/Expansion/Evolution

Expansion, since the player will have already fought a wolf.

Enemy Palette

- Wolf - 2

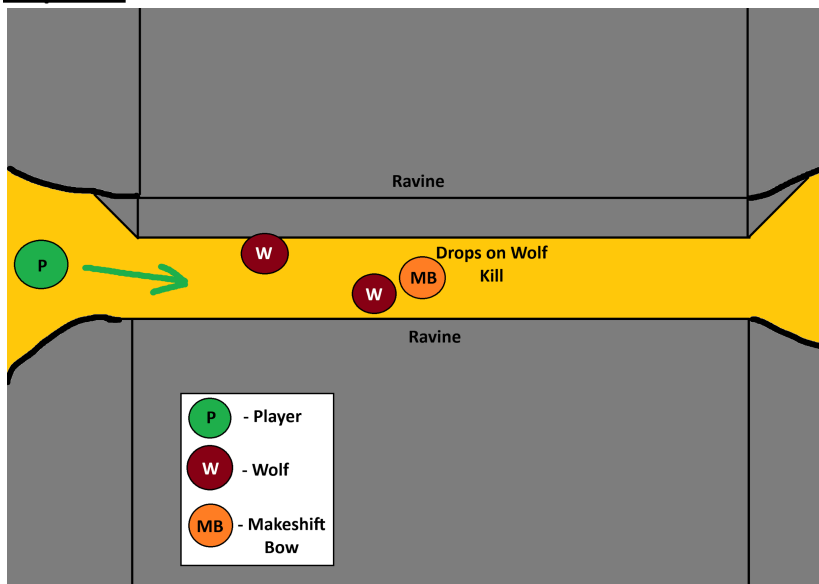
Environmental Hazards

- N/A

Player Progression

1. The player will enter the raving after some traversal from the last encounter
2. Wolf will see the player and begin attacking them
3. Other wolf will also see the player after the fight begins and head towards the player as well
4. Player will eliminate the wolves, and the fight will conclude
5. The makeshift bow will spawn and begin the next encounter on pickup

Map Inset



Encounter #7: I Have The Power!

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Moderate

Description

After picking up the makeshift bow from the previous encounter, the player will have triggered a camera event. The camera will pan along the ridges of the ravine and show multiple fairies spawn within the environment, all ready to begin attacking the player. The player, now having this new toy, will be able to make ranged attacks going forward and begin sniping every fairy that attempts to attack them. After the battle is won, the player is safe to exit the ravine and press on to the next encounter.

Establishment/Expansion/Evolution

Establishment, since the player is getting to use the makeshift bow for the first time and gets to test it against new ranged enemies

Enemy Palette

- Fairies - 5

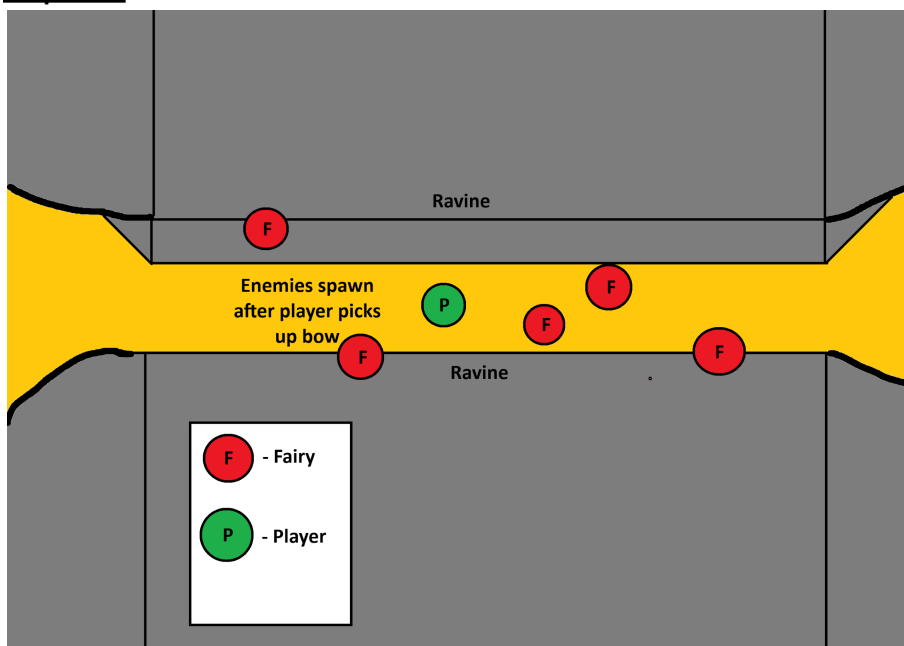
Environmental Hazards

- Might have some poison hazards, but will have to find them in the engine. Otherwise N/A

Player Progression

1. The player will pick up the makeshift bow and trigger a camera event
2. After the camera event is over, fairies will spawn, and combat begins
3. The player will accurately shoot fairies along the ravine using their new bow
4. Fairies will be taken out, and the player can move forward to the next encounter

Map Inset



Encounter #8: Hold the Line!

Estimated Duration: Long (30+ sec.)

Estimated Difficulty: Hard

Description

After surviving the ravine encounter, the player heads into a burnt forest (if not completely burnt, then some parts will be burnt), where they hit a roadblock as a thicket is blocking their path. To pass through, they'll have to interact with the thicket to set it on fire. The fire will take some time to clear the thicket, so the player must hold their ground for 45 seconds. Within this time, waves of limitless poisoned fiends will begin to pour into the area, along with finite numbers of wolves and fairies for the player to take out as well. Once the player has held off for long enough, the thicket will clear away, and the player can move forward into the next and final encounter.

Establishment/Expansion/Evolution

Establishment of a timed encounter that relies on the player's survivability, but also an expansion of previous encounters that involved wolves, fairies, and fiends

Enemy Palette

- Poisoned Fiends - Limitless for the 45 seconds of defending
- Wolves - 3
- Fairies - 5

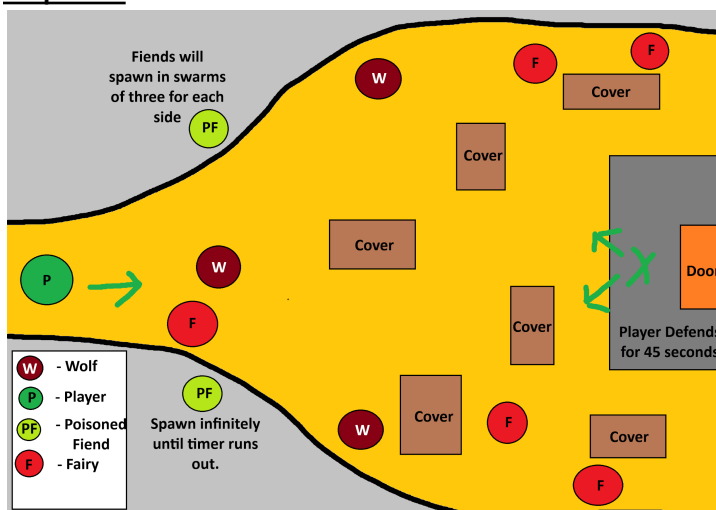
Environmental Hazards

- N/A

Player Progression

1. The player will enter the arena and head towards the back, where the thicket is.
2. The player will interact with the thicket, setting off a timer that communicates to the player that they have to wait.
3. The player will then fight incoming swarms of poisoned fiends.
4. Wolves and fairies will spawn in intervals while the player defends the area
5. The timer will run out, and the player can escape through the thicket, moving towards the final encounter.

Map Inset



Encounter #9: One Final Effort

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Hard

Description

After escaping through the thicket, the player will face one final challenge before making it to the gates of the haunted woods. The environment will be sloped, with the ending featuring a gap between the burnt forest and the entrance to the haunted woods. Upon entering the encounter, the entire space will begin to crumble, as another avalanche or earthquake ensues, similar to the previous encounter. To survive, the player must ride fallen trees (or whatever else is believable), which are secretly grind rails that will take them directly towards the gates. While on the rails, the player will be faced with timed encounters like falling logs and boulders, which they'll have to avoid in order to keep going. There will be multiple grind rails so the player can alternate to a different rail to avoid an incoming hazard object. Once the player has avoided all the hazards, they will make one final jump across the gap and reach their final destination of the mission.

Establishment/Expansion/Evolution

Evolution of timed encounters since the player has already done the previous avalanche, but now it's dialed up, and the inclusion of grind rails will affect gameplay

Enemy Palette

- N/A

Environmental Hazards

- Physics Boulder
- Physics Log

Player Progression

1. The player will enter the final encounter, and an avalanche/earthquake will begin, forcing players to move forward.
2. The player will ride the grind rails, avoiding falling logs and boulders as they progress
3. The player will avoid all hazards and make a final jump across the gap, and make it to the end of the mission.

Map Inset

