

Medical Meltdown

*****TLOU Practice Exercise***

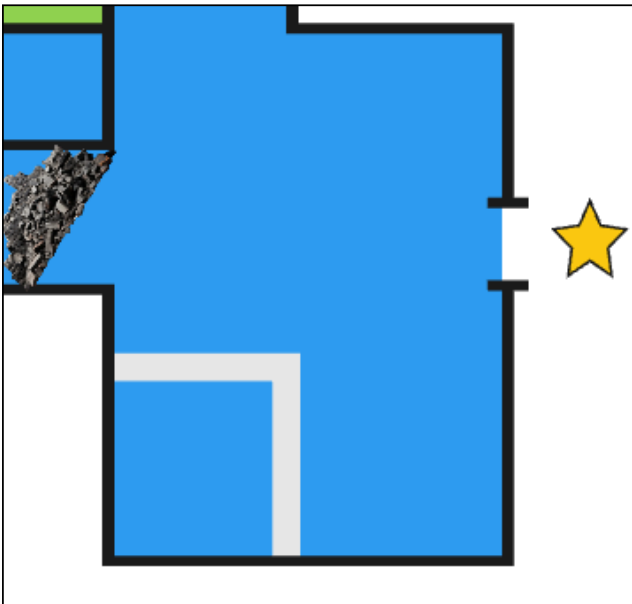
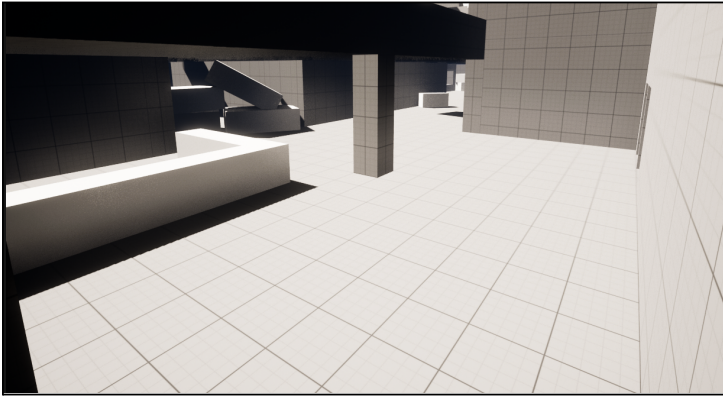
Medical Meltdown	
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[Flow Chart](#)

Level Beats

1.a Joel and Ellie arrive at <i>Swansen Hospital</i> in search of medical supplies. Not knowing what's inside they carefully enter quietly prepared for what lies ahead. Players enter through the open front door and enter the main lobby. Seeing that their immediate path is blocked they search for an alternative route to their objective. Difficulty:1/10Duration:10s • Player starts outside the hospital entrance. • Players enter the lobby through the open door. • Players spots blocked pathway and searches for alternative path. • Player finds open hallway and travels down hallway. Optional: • Player searches surrounding lobby for loot.	Beat Specific Layout  
1.b	Beat Specific Layout

Joel and Ellie notice the ceiling caves in as they enter an old cafeteria. The room is mostly unhelpful so the two forage on ahead.

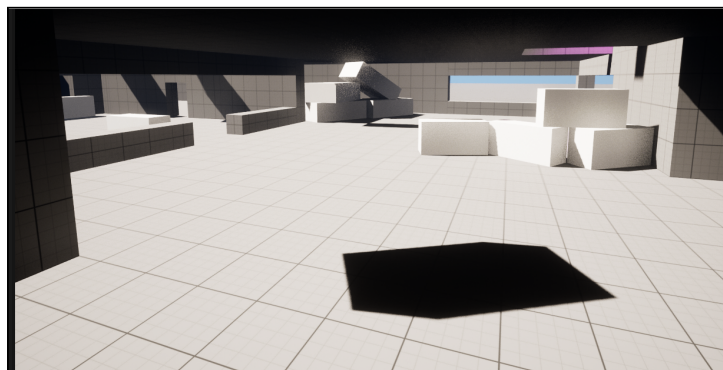
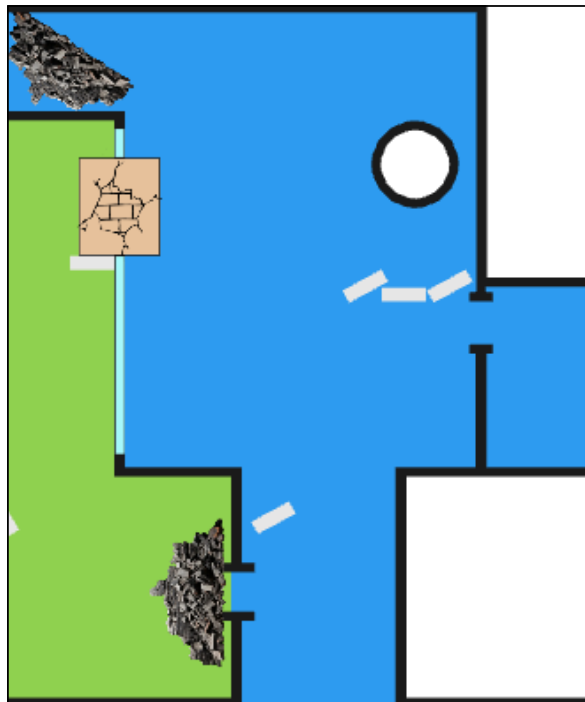
Players exit the lobby and enter a big open room. Seeing as their immediate path is blocked they search for alternate routes.

Difficulty:	1/10	Duration:	10s
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- Players walk down the hospital hallway connecting the lobby to the cafeteria.
- Players notice a caved in ceiling.
- Players notice their path is blocked and search for an alternative pathway.
- Player finds open window and hops through open window.

Optional:

- Players search the surrounding area for loot.



1.c

Beat Specific Layout

Joel and Ellie arrive in the courtyard where they notice 3 bandits sitting with their backs turned. Without knowing how many more bandits there are, the two need to be more careful searching.

Players make their way to the courtyard where they spot enemies for the first time. The player must sneak past these enemies so they don't trigger large scale combat.

Difficulty:	2/10	Duration:	10s / 25s
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In Stealth:

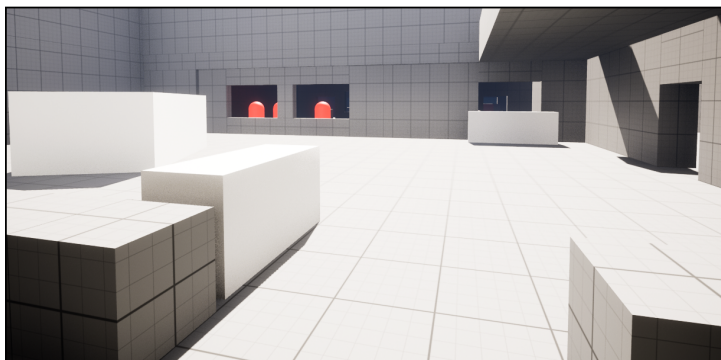
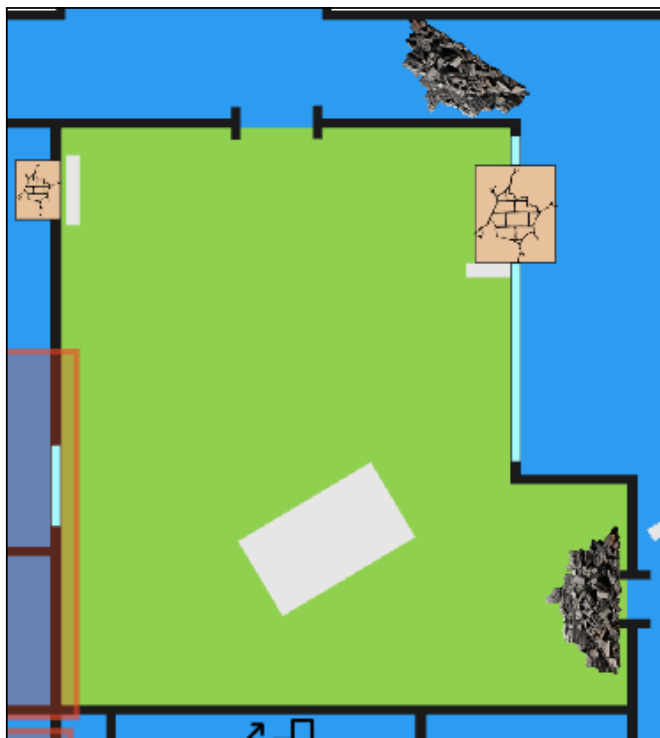
- Players enter the courtyard.
- Players notice the 3 bandits across and look for a way past them.

In Combat:

- Players enter the courtyard.
- Players eliminate the bandits triggering a 10 second wave combat with nearby bandits.
- After eliminating the bandits players continue searching the hospital.

Optional:

- Players search the surrounding area for loot.



1.d

Beat Specific Layout

(only if in **beat 1.c** player chose stealth)

Joel and Ellie re-enter the hospital and need to pass the bandits in order to continue their search. The two take cover and slowly try to avoid being detected by the bandits.

Players exit the courtyard and must navigate a cluttered hallway by ducking behind half and full cover to go undetected by the bandits watching them.

Difficulty:	4/10	Duration:	20s / 30s
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In Stealth:

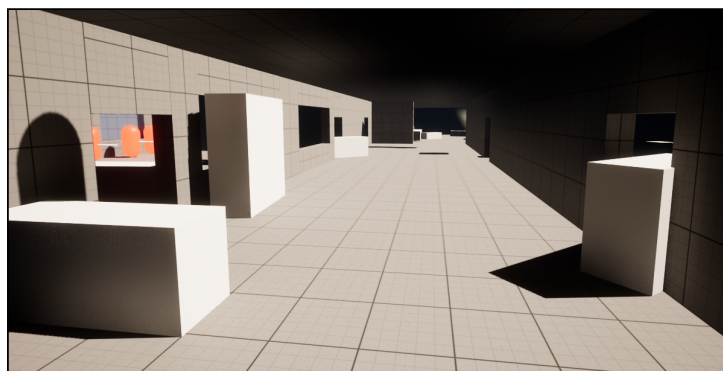
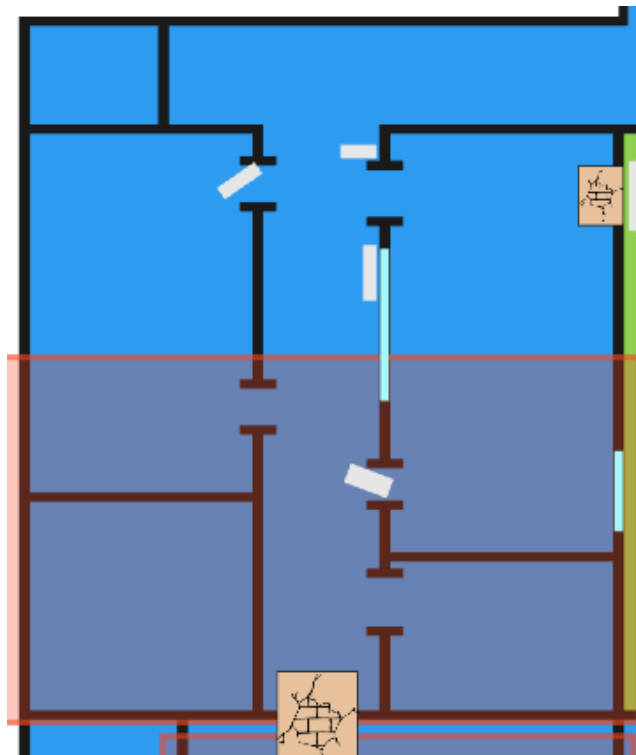
- Players exit the courtyard using the open doorway and navigate further into the hospital.
- Players crouch behind cover progress down the hall unnoticed.

In Combat:

- Players initiate combat with the 3 bandits.
- Once shots are fired and players eliminate the bandits a 10 second wave combat with nearby bandits is triggered.
- After the bandits are eliminated players continue their search and exit the hallway through the opening at the end.

Optional:

- Search surrounding areas for loot.



1.e

Beat Specific Layout

Joel and Ellie enter the uncontested Emergency Lobby. Seeing their search on the first floor has ended, the two begin looking for a way to the second floor.

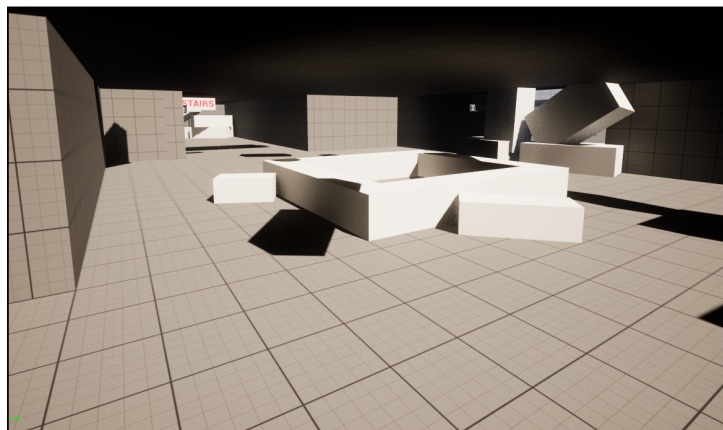
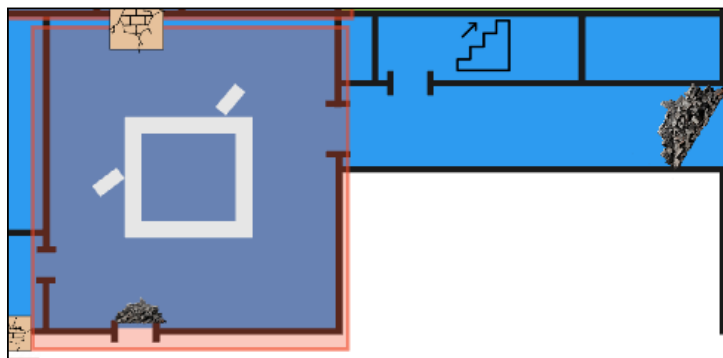
Players enter the Emergency Lobby. They must search the surrounding area for a way to the next floor.

Difficulty:	1/10	Duration:	20s
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- Players enter the Emergency Entrance.
- Players search for a way to reach the second floor of the hospital.

Optional:

- Search surrounding area for loot.



2.a

Joel and Ellie arrive on the second floor. Overhearing the mumbles of conversation the two need to find a way forward while avoiding the bandits gaze.

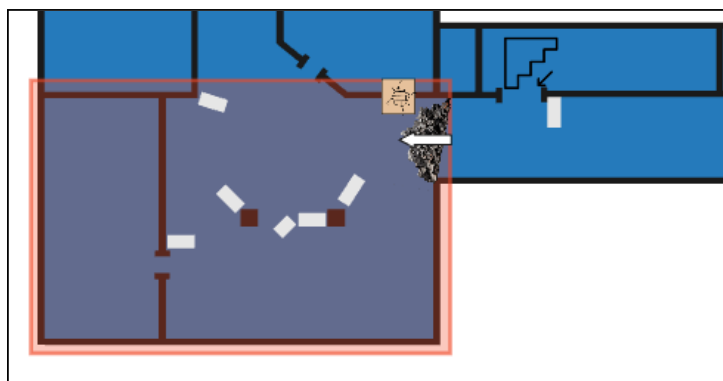
Players arrive on the second floor and climb on top of a barricade. The player must distract 3 bandits in order to continue searching the hospital grounds.

Difficulty:	4/10 or 7/10	Duration:	30s
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In Stealth:

- Players enter the second floor using the connecting stairs.
- Players climb on top of a one way barriers and notice the bandits hanging around.

Beat Specific Layout



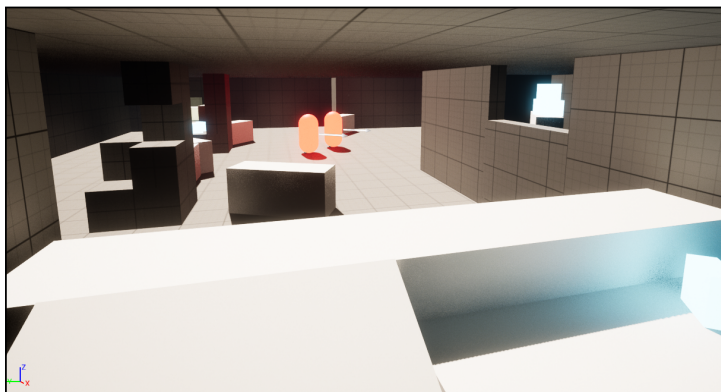
- Players look for a way to distract the bandits
- Once distracted the player hops down off the barricade and takes cover.

In Combat:

- Players enter the second floor using the connecting stairs.
- Players climb on top of a one way barriers and notice the bandits hanging around.
- Players initiate combat with the 3 bandits hanging out in front of them.

Optional:

- Search surrounding area for loot.



2.b

Down the hallway a bandit watches the path of Joel and Ellie, limiting their movements. The two must find a way to move forward going undetected to the bandits.

A bandit begins patrolling down the hallway as the player approaches. The player must utilize the cover and proper timing to progress down the hall without being noticed.

Difficulty:	6/10 or 8/10	Duration:	50s or 60s
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In Stealth:

- The bandits assume pathing.
- Player utilizes cover and correct timing to creep up the hallway.

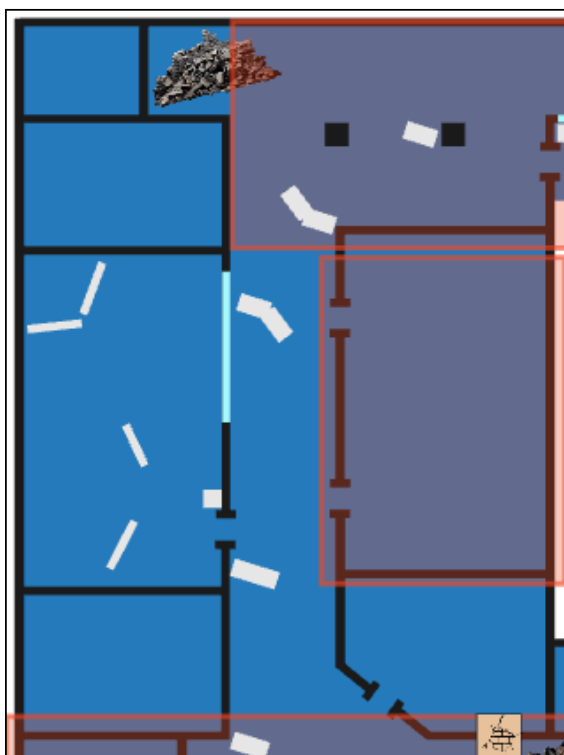
In Combat:

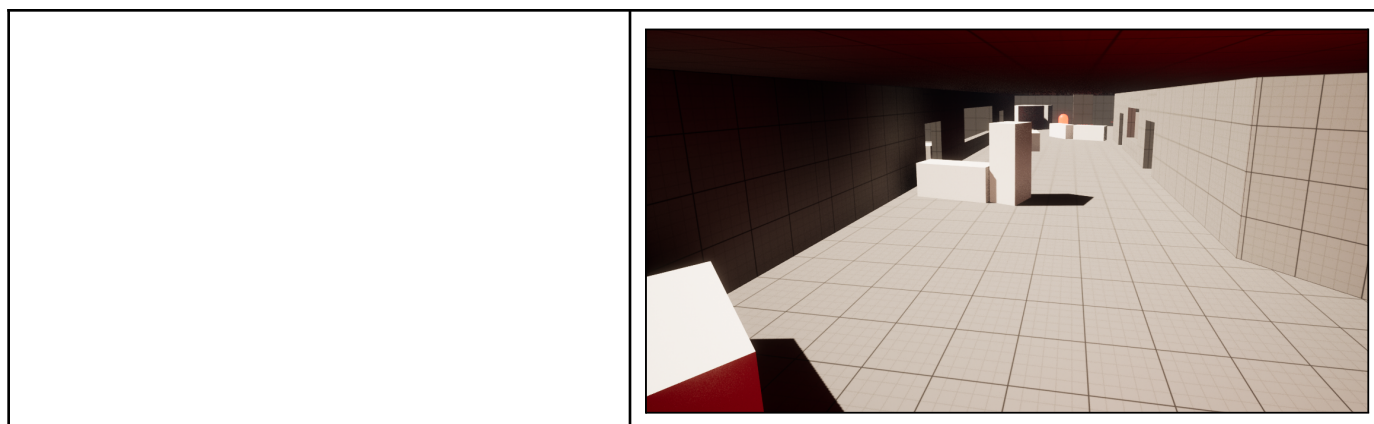
- Player initiates combat.
- Player must utilize cover in the hallway, and located in the side rooms to eliminate the bandits.

Optional:

- Search surrounding area for loot.

Beat Specific Layout





2.c

Joel and Ellie exit the hall and must quickly make their way to a balcony to avoid being detected by bandits.

The player exits the hallway and approaches a split path with a contested hall on the left, and an uncontested balcony on the right. The Bandits aren't watching the balcony closely.

Difficulty:	4/10	Duration:	15s
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In Stealth:

- Player makes their way to the open balcony entering the open door on the right.
- Player hides behind half cover in order to go unnoticed by the bandits.

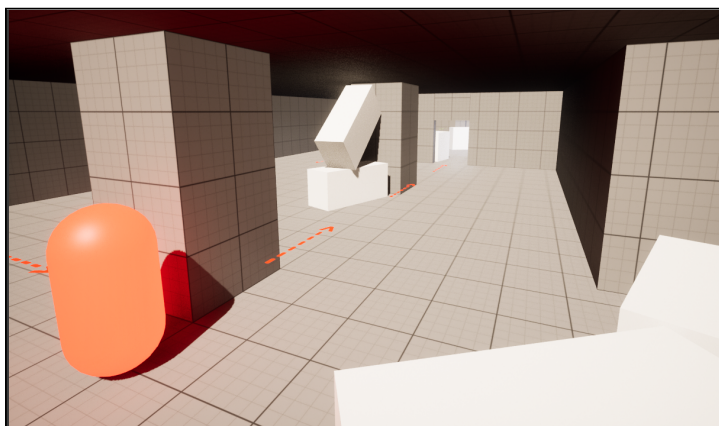
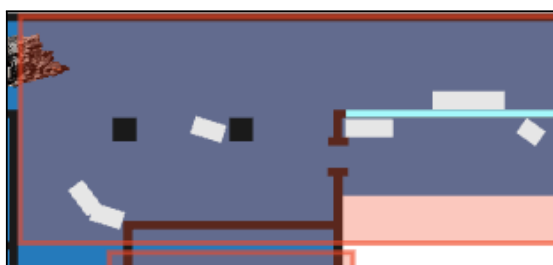
In Combat:

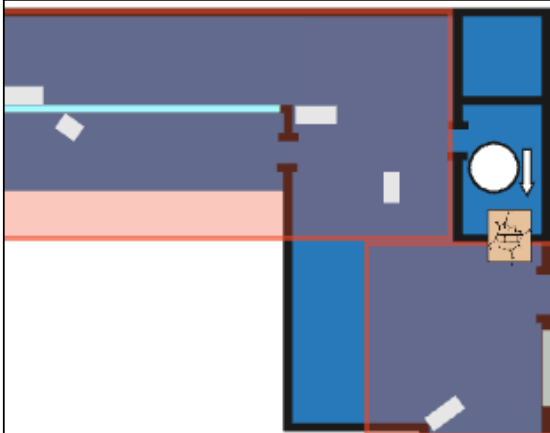
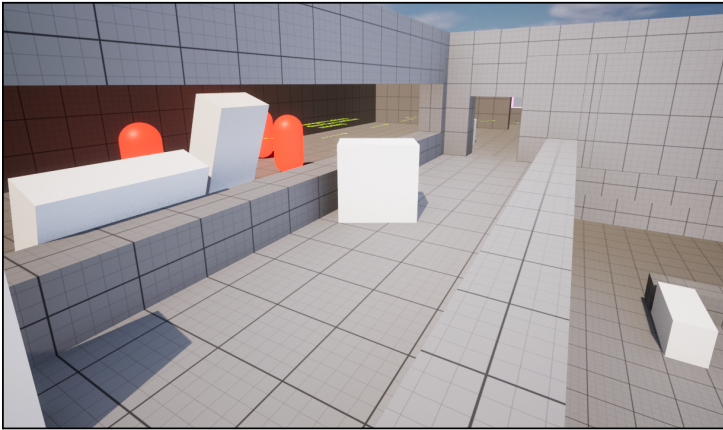
- Player initiates combat with the bandits.
- Player must utilize the surrounding cover to minimize damage and eliminate the enemies.
- Player triggers bandits to come at their flank 5 seconds after initiating combat.
- After bandits are defeated the player continues to search for the medical storage.

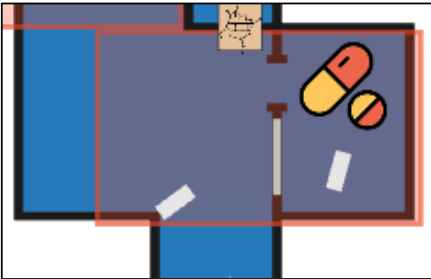
Optional:

- Search surrounding area for loot.

Beat Specific Layout



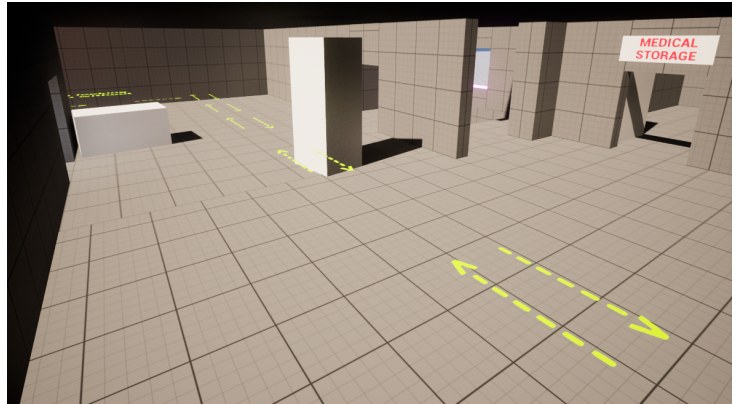
2.d				Beat Specific Layout	
(only if in beat 2.c player chose stealth) When Joel and Ellie make their way to cover on the balcony the bandits begin to move. With this unexpected twist Joel and Ellie must forge a plan quickly to go undetected. As soon as the player reaches cover the bandits change their paths and begin watching new areas. The player must utilize the surrounding cover to hide from the bandits.					
Difficulty:		6/10	Duration:		15s
In Stealth: • Player uses cover to avoid the bandits gaze sneaking behind the balcony windows. • Player exits the balcony continuing to hide behind cover avoiding the bandits. In Combat: • Player initiates a fight with guards that begin firing through the window and flanking the balcony entrances. • Player triggers bandits to come at their flank after initiating combat. Optional: • Search surrounding area for loot.					
					
					

2.e		Beat Specific Layout	
Joel and Ellie notice the medical storage and jump in to hide from the bandits and achieve their goal. The two search the room and find the supplies needed, but Ellie knocks over some metal causing a bandit to investigate their location. The player locates the medical storage and triggers a cutscene.			
Difficulty:	2/10	Duration:	30s

- The Player enters the medical storage room.
- the player triggers a cutscene where they find the supplies, but alert a guard to their position.

Optional:

- Search surrounding area for loot.



2.f

The bandit discovers Joel and Ellie and they have no choice but to eliminate him. Joel and the bandit fight and cause more bandits to investigate the scene. The bandits discover the body and alert the whole hospital of intruders.

The player continues to watch a cutscene of the battle, and the discovery of their position. The cutscene ends and the player is engaged in combat.

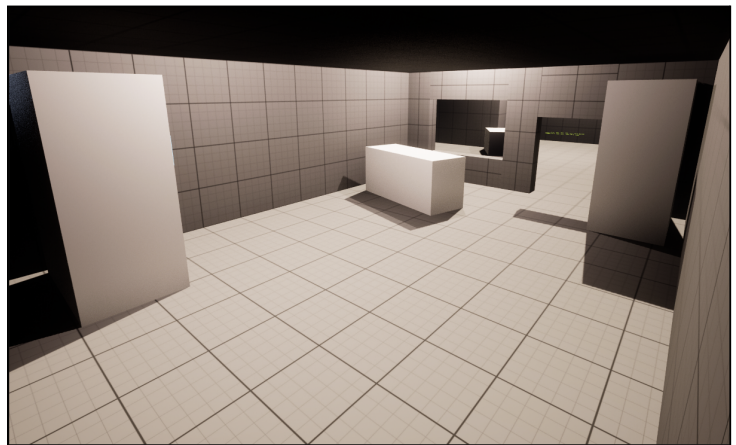
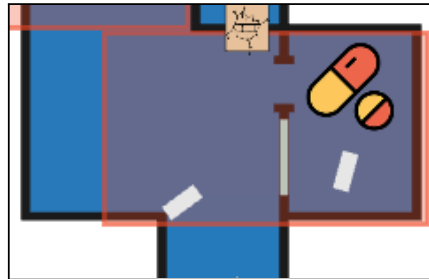
Difficulty:	2/10	Duration:	30s
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- Cutscene of Joel eliminating the bandit.
- Player prepares for combat in the small room.

Optional:

- Search surrounding area for loot.

Beat Specific Layout



2.g

Beat Specific Layout

Joel and Ellie are engaged in combat with the nearby bandits. The two must eliminate the waves of bandits in order to search for an escape out of the hospital.

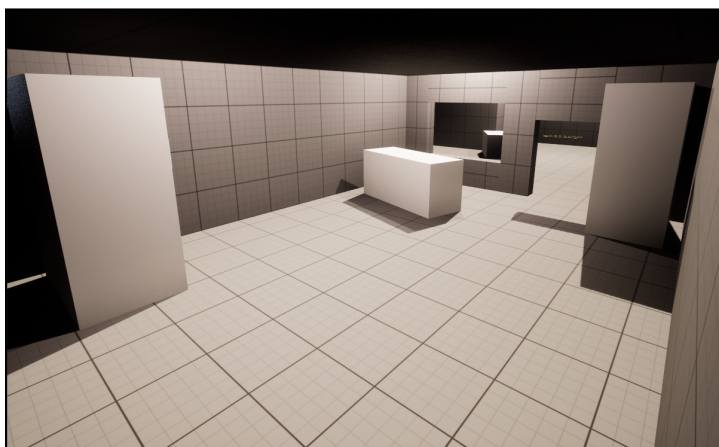
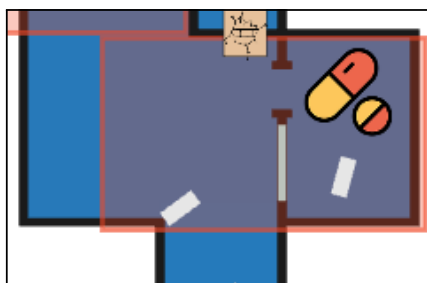
The player must utilize the small medical storage to fight off the waves of bandits trying to eliminate them. After the player eliminates the bandits a loud bang is heard while they search for an escape out of the hospital.

Difficulty:	10/10	Duration:	25s
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- Wave combat begins with nearby bandits.
- Once the bandits are eliminated a loud bang sounds and screams can be heard from a far distance away.
- The player is compromised and must find a way out the hospital.

Optional:

- Search surrounding area for loot.



3.a

Joel and Ellie escape to the first floor when screams start to echo through the hospital. The Infected have breached the hospital and are beginning to eliminate everyone inside. Joel and Ellie need to escape fast.

The player reaches the main floor through the ceiling hole and sees many infected running towards their location. The player must find a way out fast.

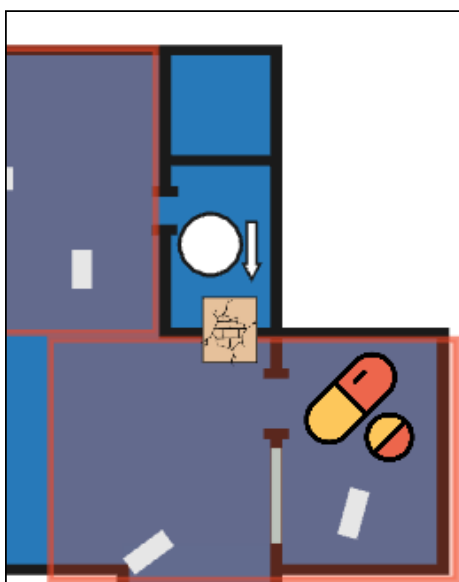
Difficulty:	4/10	Duration:	15s
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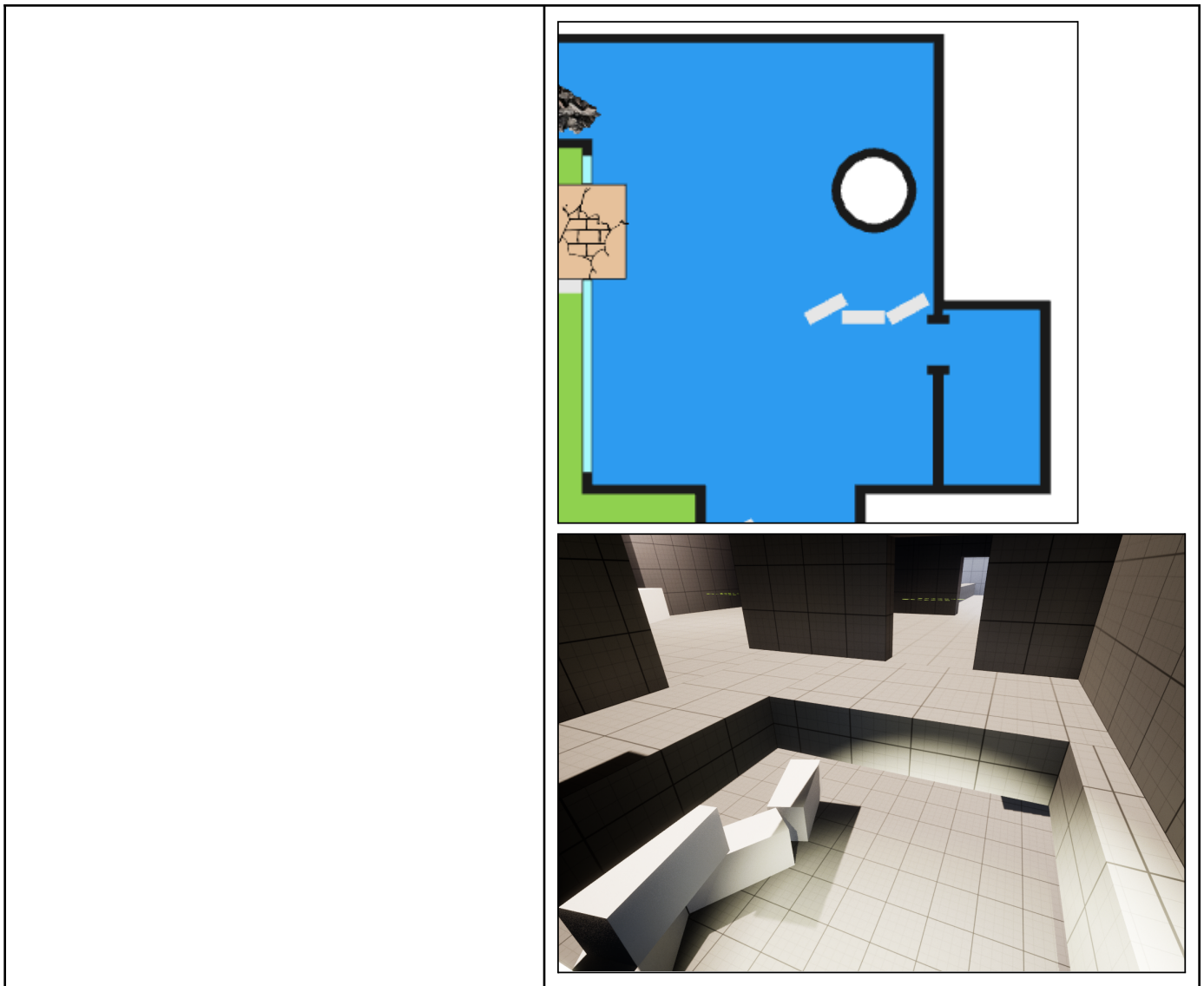
- The players drop to the first floor.
- Player notices many infected running towards them from the lobby.
- Player searches for a way to escape.

Optional:

- Search surrounding area for loot.

Beat Specific Layout



**3.b****Beat Specific Layout**

Joel and Ellie escape to the courtyard and are confronted by the infected in all directions. Confronted by one infected Joel and Ellie must eliminate it before searching for a safe way out the courtyard.

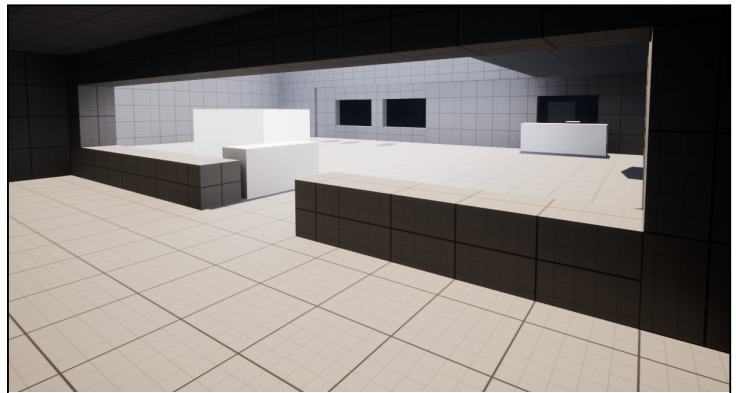
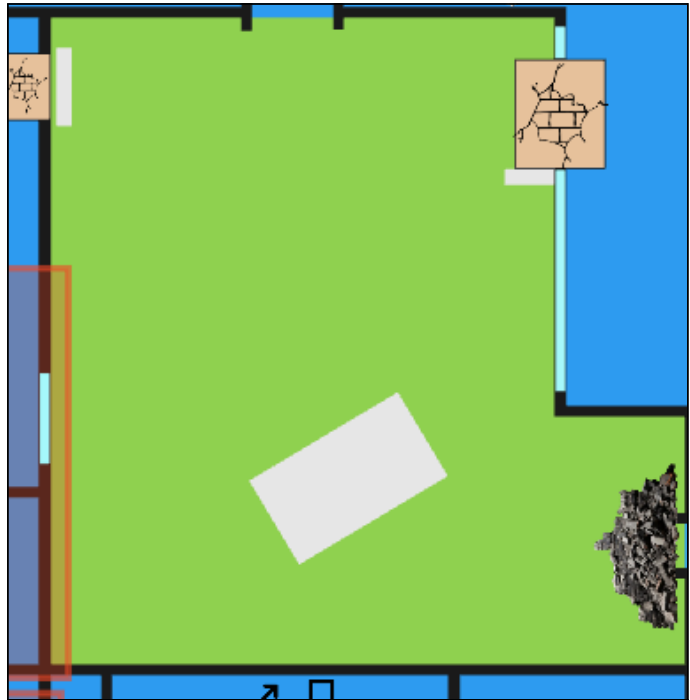
The player enters the courtyard avoiding the infected from their surroundings. The player must eliminate the infected before searching for a way out of the hospital.

Difficulty:	7/10	Duration:	15s
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- Player enters the courtyard.
- Player eliminates the infected.
- Player notices their obvious path is blocked and searches for an alternative route.

Optional:

- Search surrounding area for loot.



3.c

Beat Specific Layout

Joel and Ellie hop through a window to an uncontested room. A swarm of infected fill the hallway in front so the two must stay hidden until the swarm passes to resume their escape.

The player enters an uncontested room. The player must stay hidden from the swarm for 10 seconds until they can escape.

Difficulty:	6/10	Duration:	20s
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In Stealth:

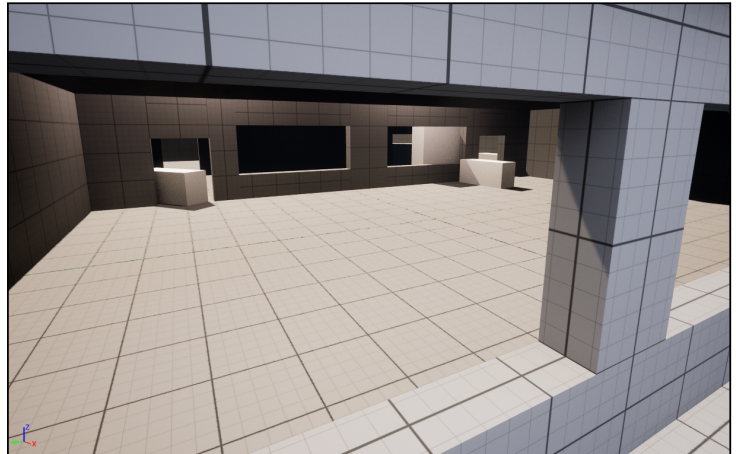
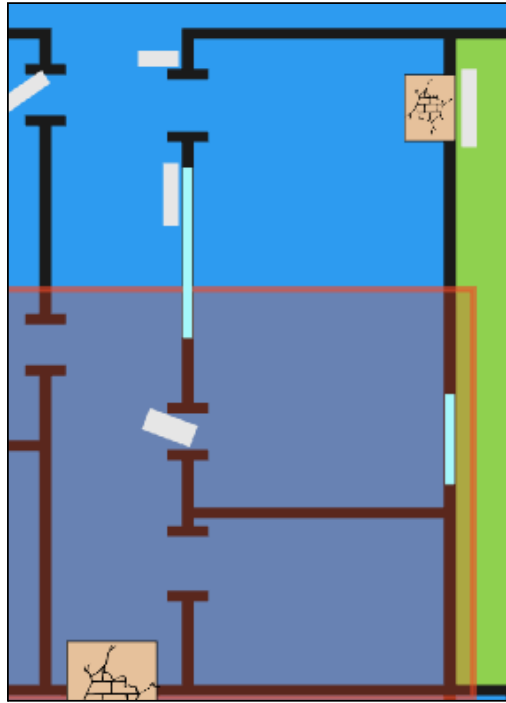
- Player enters the room.
- Player stays silent to not alert the infected to their position.
- Player exits the room once the infected are gone to continue their escape.

In Combat:

- Player is seen, or takes a shot near the infected.
- The player must use cover to eliminate the infected that begin attacking.
- The player exits the room to continue their escape.

Optional:

- Search surrounding area for loot.



3.d

Beat Specific Layout

Joel and Ellie escape to the Emergency Lobby. In front stand the infected that notice their presence the same time Joel and Ellie notice them. The infected have to be eliminated.

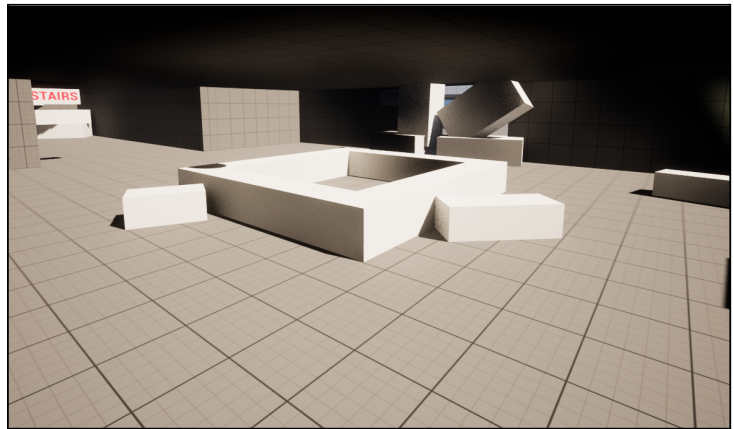
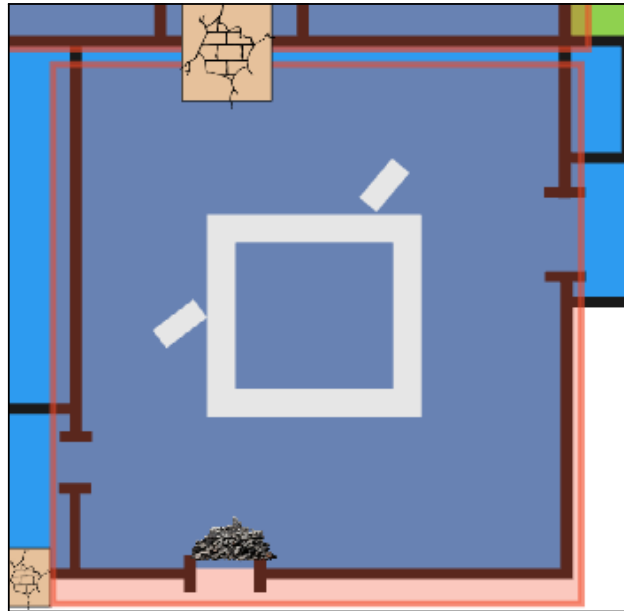
The player enters the Emergency Lobby and is confronted by the infected. The player must utilize the cover to eliminate them to continue.

Difficulty:	9/10	Duration:	15s
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- Player enters the lobby and is confronted by infected.
- Player starts combat and begins eliminating the infected in front of them.

Optional:

- Search surrounding area for loot.



3.e

Beat Specific Layout

The commotion of battle lures many infected to Joel and Ellie's position. This is the last chance to search for an escape out of the building.

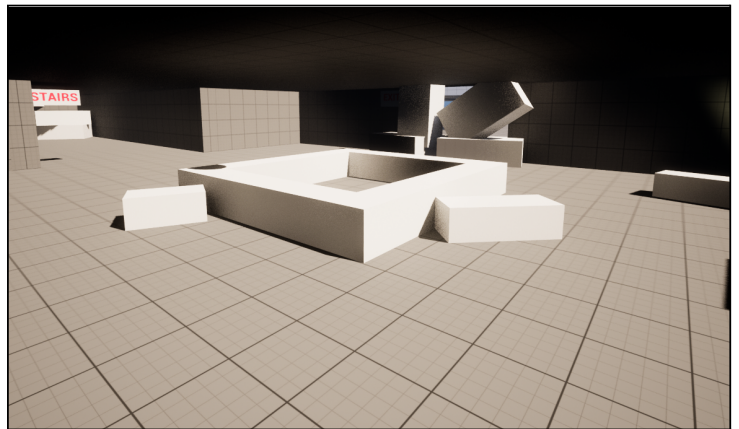
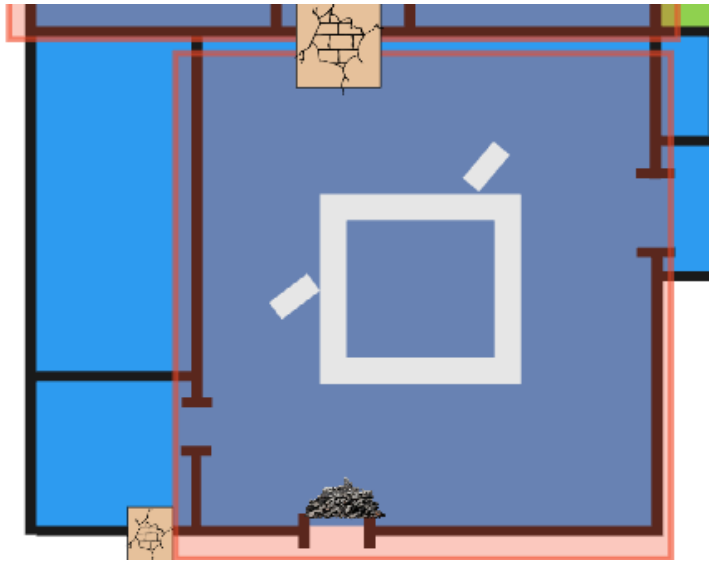
The player must look around the area and find a suitable place to escape too. They must look for clues or unexplored areas in order to escape within 30 seconds.

Difficulty:	5/10	Duration:	10s
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- Player must look for a place to escape within a time limit of being attacked by infected.

Optional:

- Search surrounding area for loot.



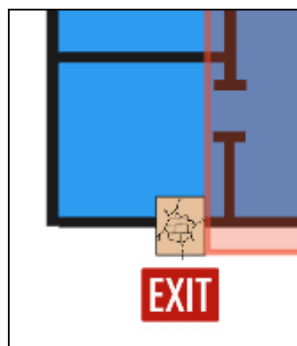
3.f

Joel and Ellie jump into an open room and escape through a broken wall light was shining through. The two begin to run far away from the hospital until they have a moment to rest.

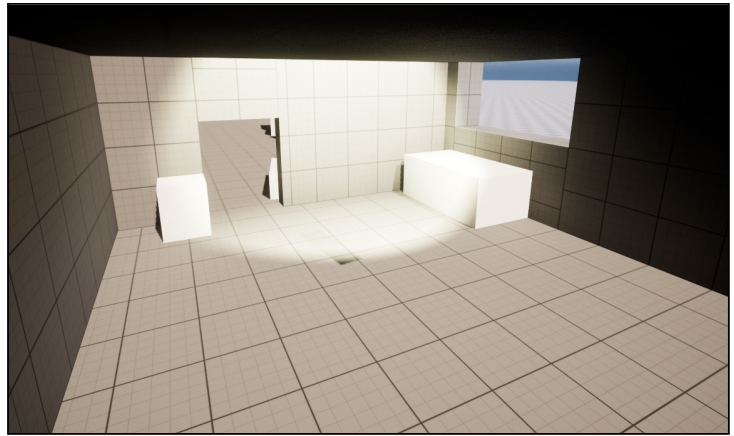
The player finds an unoccupied room to hide in and finds a broken wall to escape out of. The player must run away from the hospital to trigger a final cutscene.

Difficulty:	2/10	Duration:	5s
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Beat Specific Layout



- Player located the broken wall.
- Player climbs on top of furniture to walk through the opening and escape the hospital.



Layout

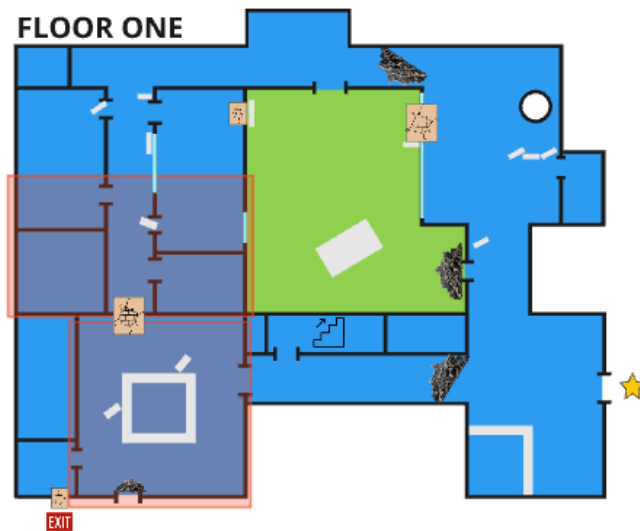
The Last of Us Chapter 1 Medical Showdown - *practice exercise*

Designer: Callym Lukie

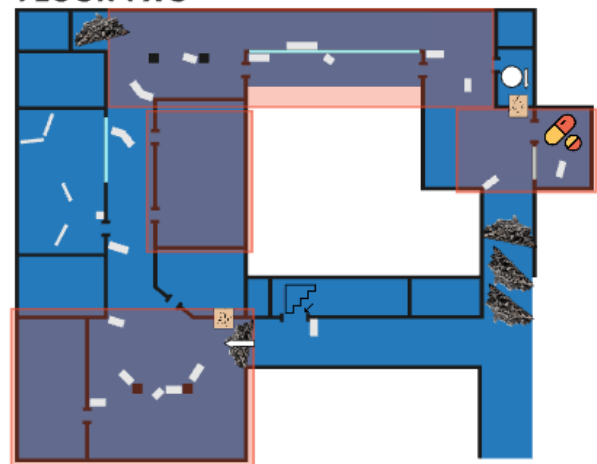
Legend

	Courtyard		Medical Storage
	Hole		Player Start
	Broken Wall		Player Finish
	Barricade		Window
	Stairs		Cover
			Encounter

FLOOR ONE



FLOOR TWO



Flow Chart

