

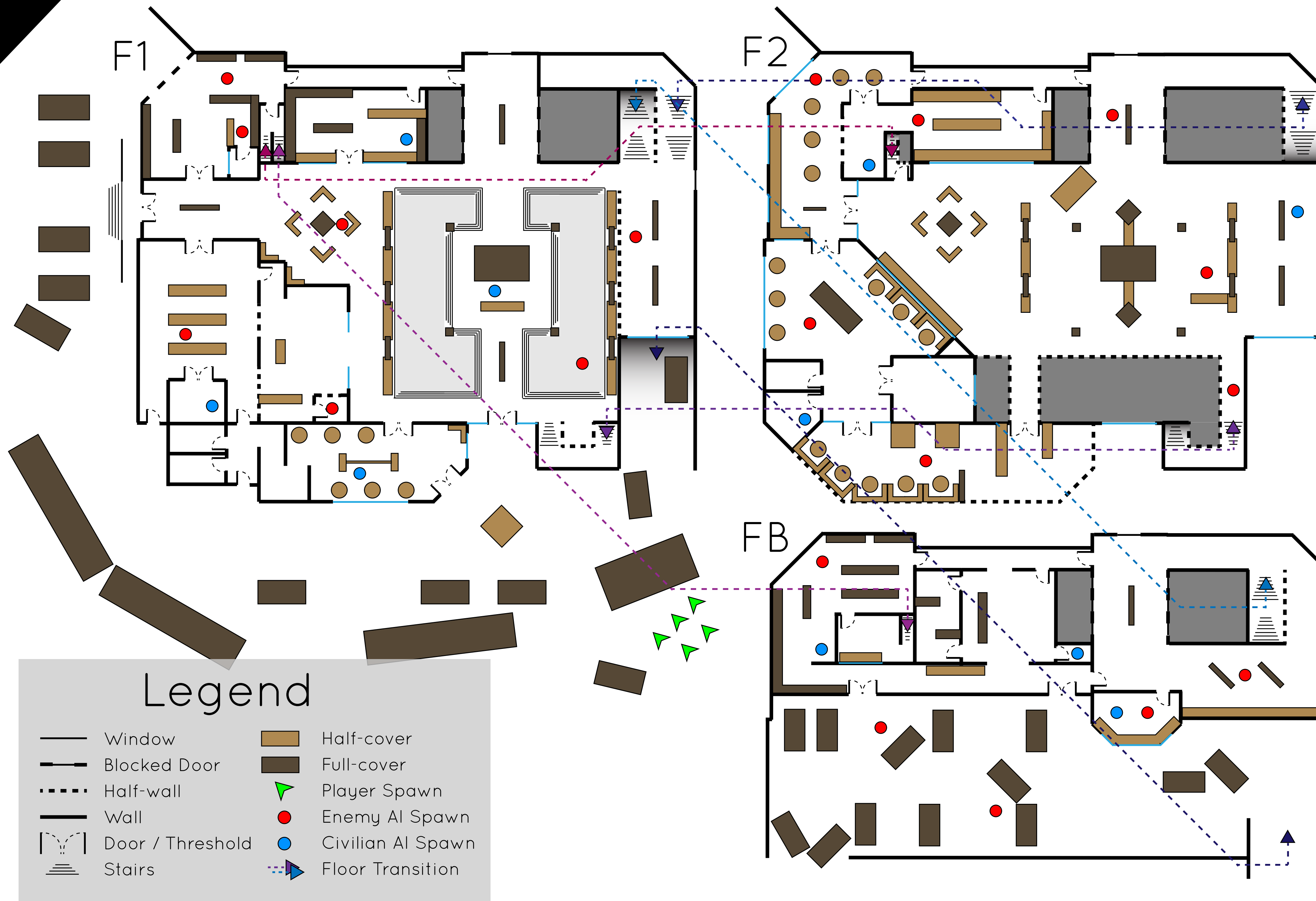
READY OR NOT

GROUND ZERO

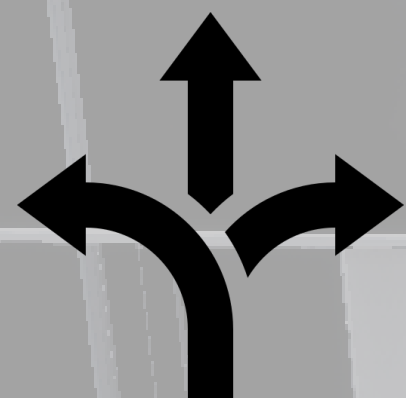
A LEVEL MOD



LAYOUT



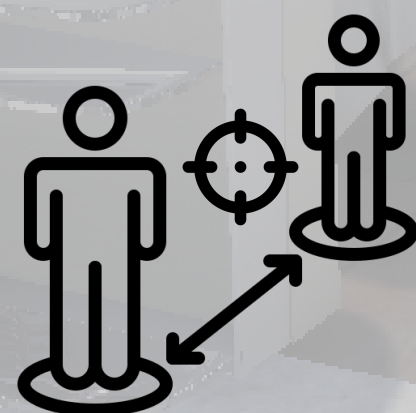
PILLARS



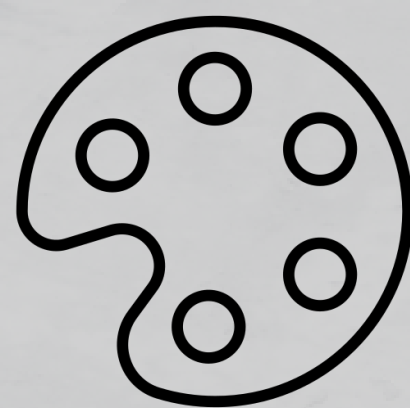
Multiple entries to provide players with different vectors of approach and strategic avenues.



Hub & spokes level structure to allow the player intuit points of interest and assess sightlines.



Good mix of **short and long rooms** to clear, providing varied standoff distances with enemies and threats.



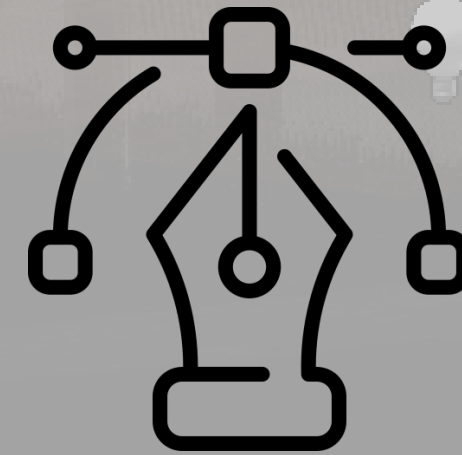
Consistent mood and asset language to allow players to intuit their location in the level.

CONTEXT



What is the goal?

A **Barricaded Suspects level** that can double as a **Bomb Threat level** utilizing bold shapes, uncanny corners, and disadvantageous positions.



What tools were used?

Unreal Engine 4
CoveredBones
Illustrator
Various assets



How long is the level?

Targeting a **20-30 minute playtime**, which may vary depending on player count, loadouts, and aggressiveness.

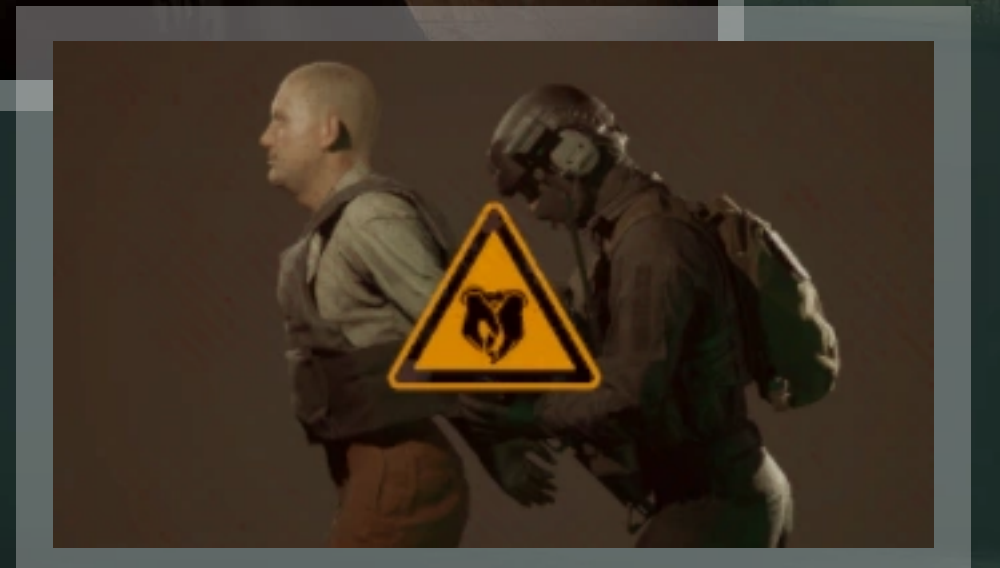
NARRATIVE

GROUND ZERO

summary:

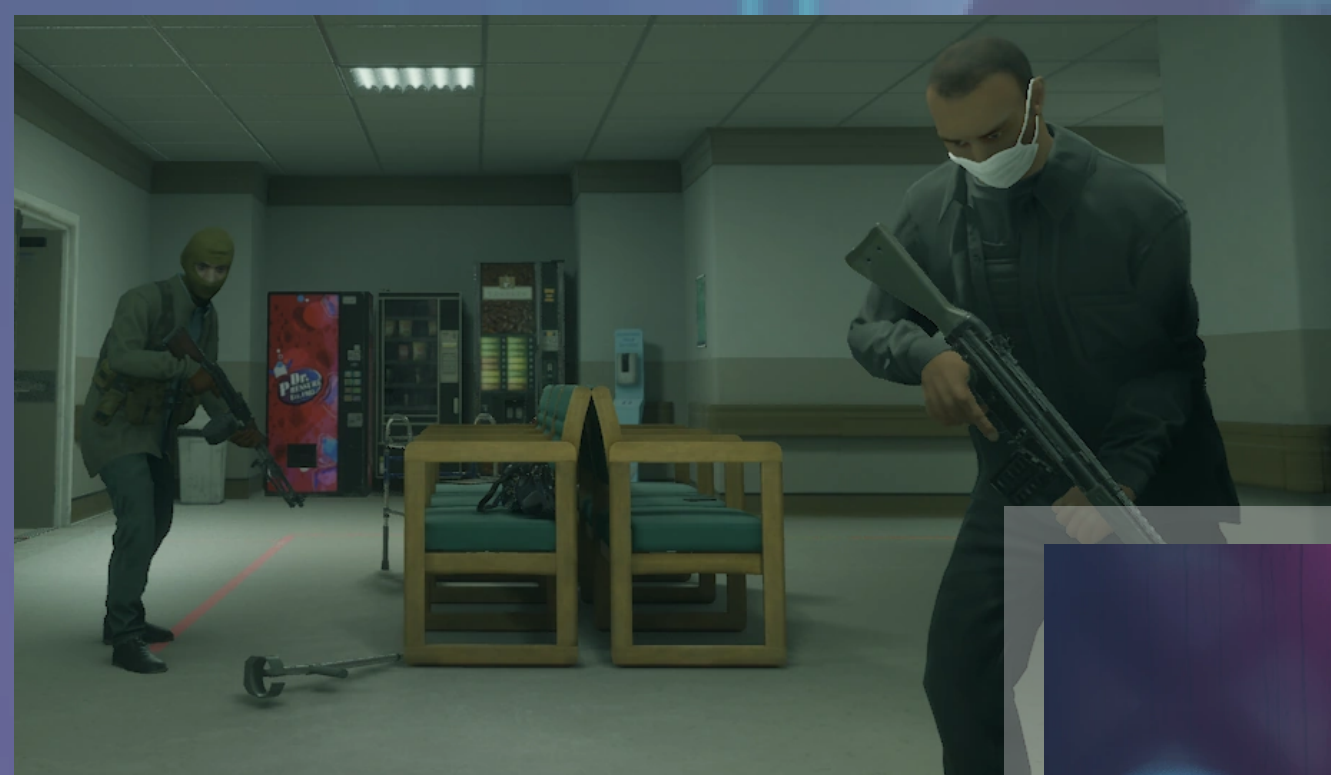
D Platoon of the Los Sueños Police Department are tasked with deploying into a nighttime hostage situation where a nationalist terror cell has violently seized the lower floors of a commercial tower.

Priority is rescuing civilians and detaining suspects.



ENEMIES

Enemy Faction: **THE HAND**

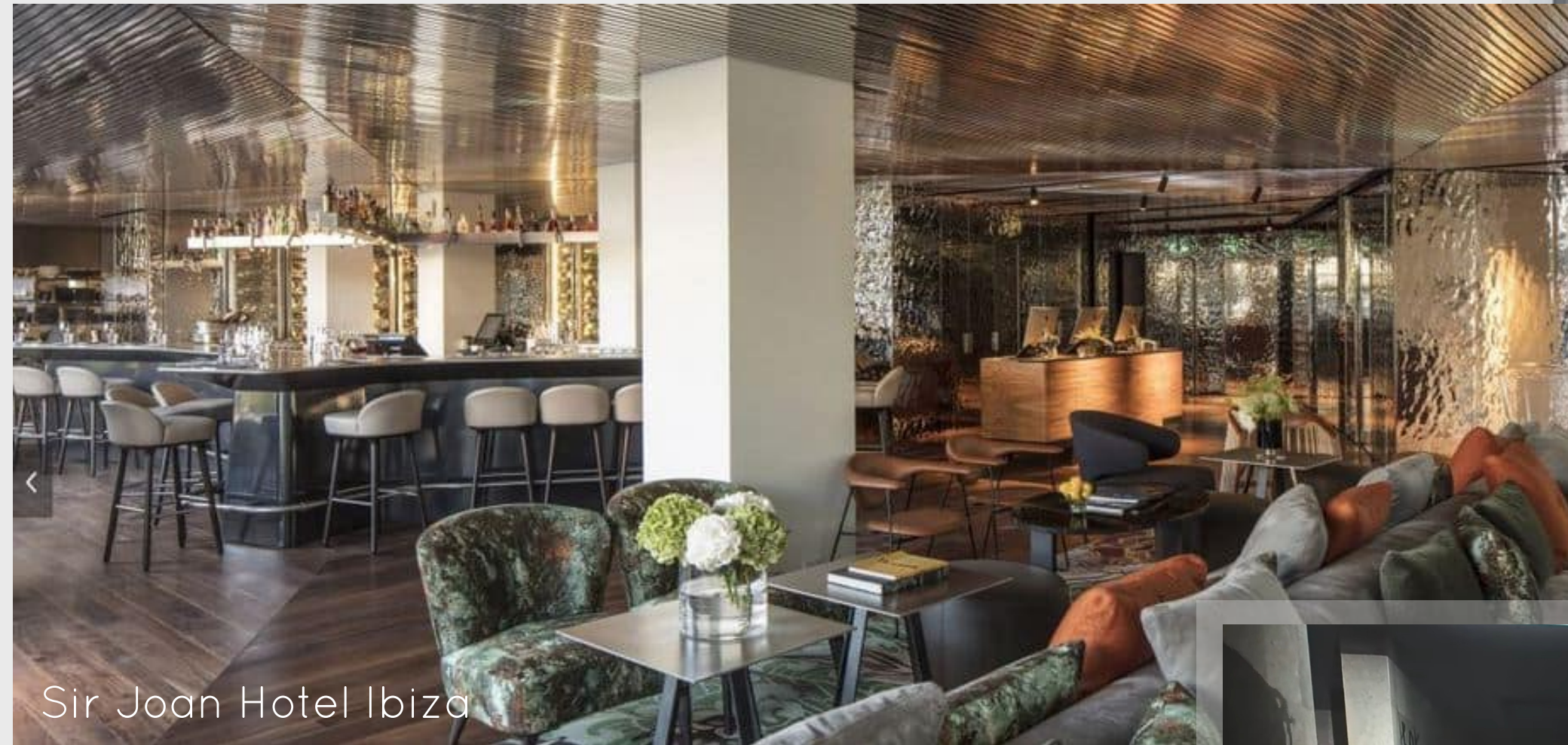


Dangerous and well-armed foreign terror group. Suspects are dressed in heavy armor, usually with a face or head cover. Firearms have flashlight attachments for darker areas of the map. Known to use improvised explosive vests.

Gear:

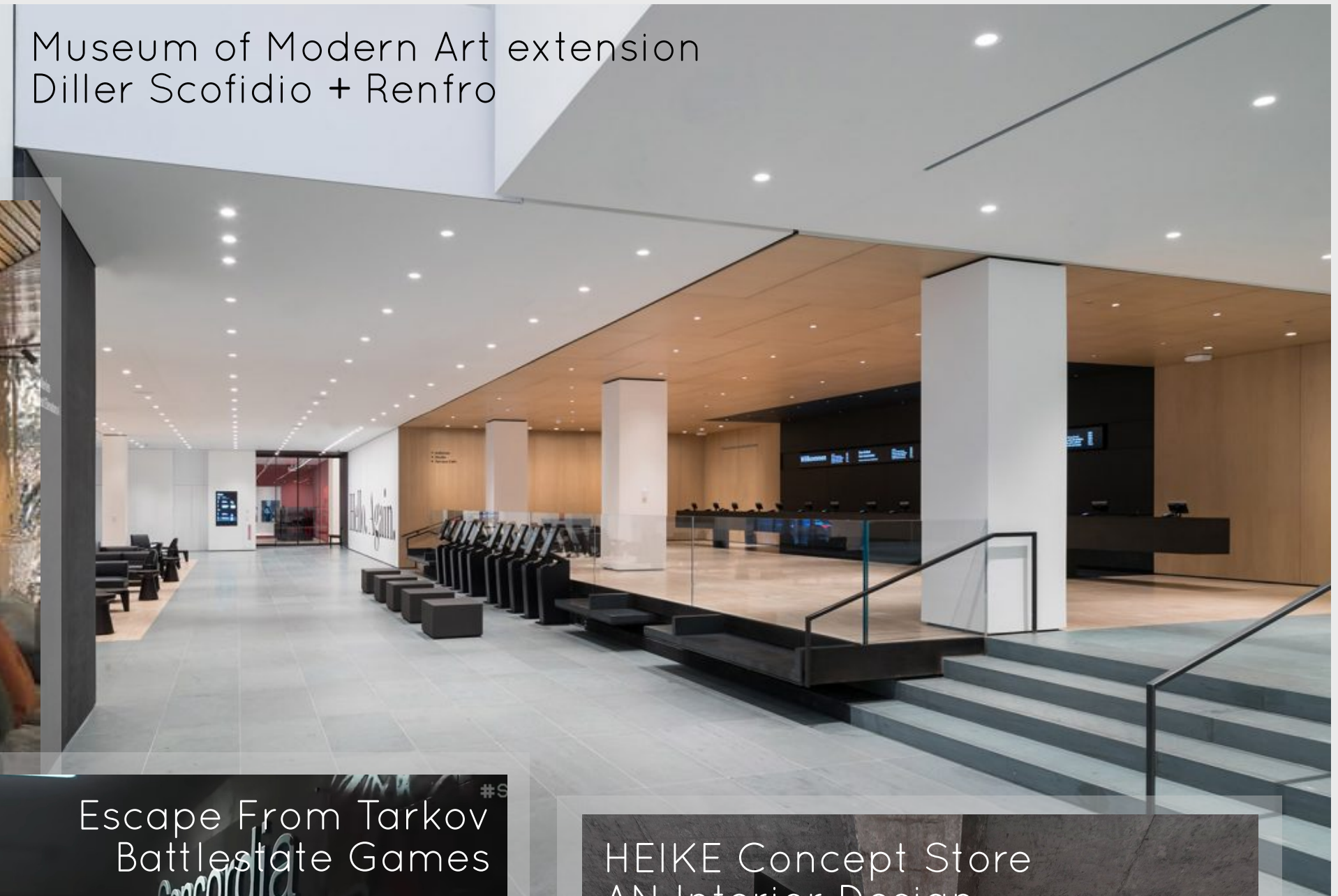
- Ceramic or Steel armor
- Explosive vests (enemy and civ)
- Knives
- Rifles: AK family, M4A1
- LMGs: RPD

MOODBOARD

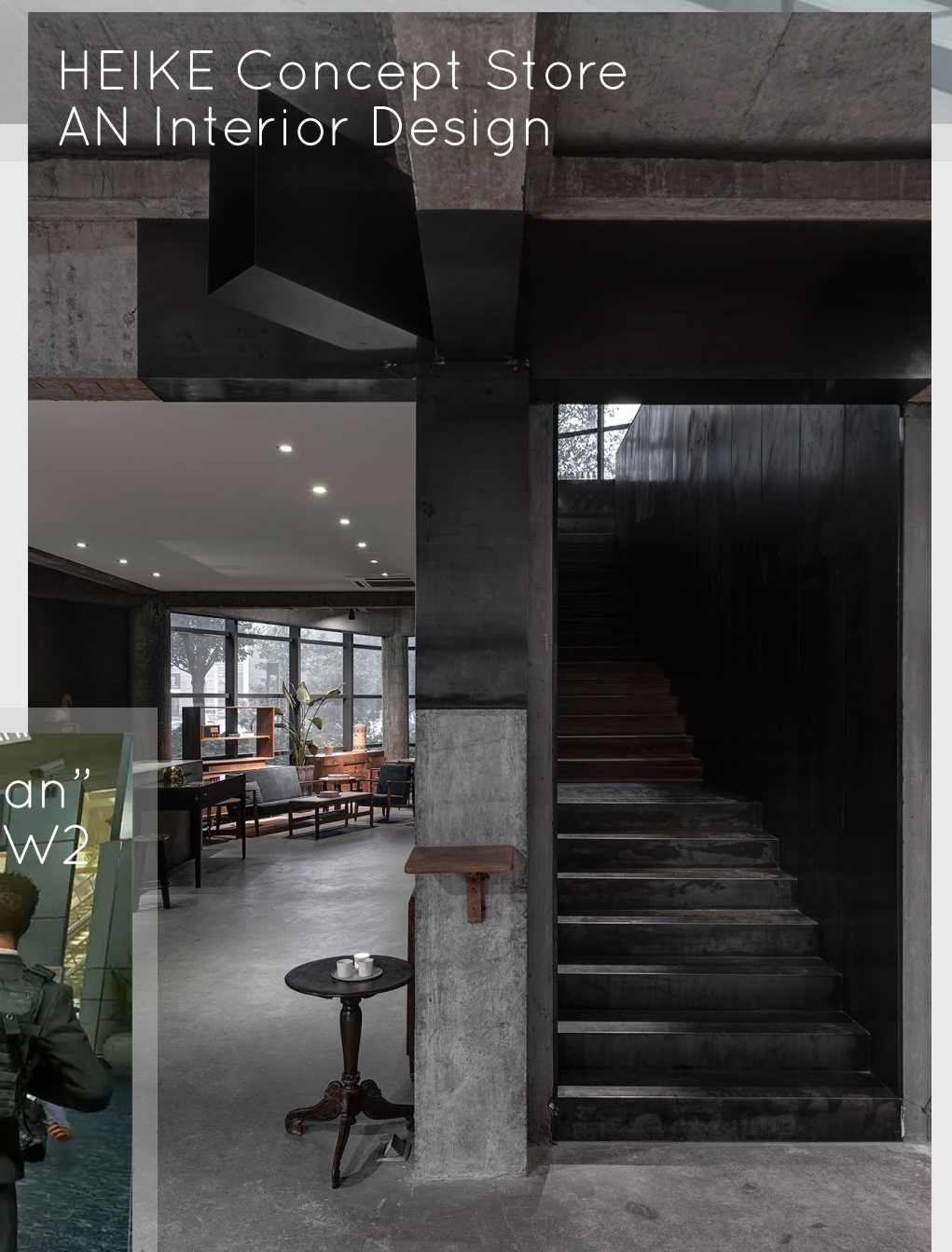


Sir Joan Hotel Ibiza

Museum of Modern Art extension
Diller Scofidio + Renfro



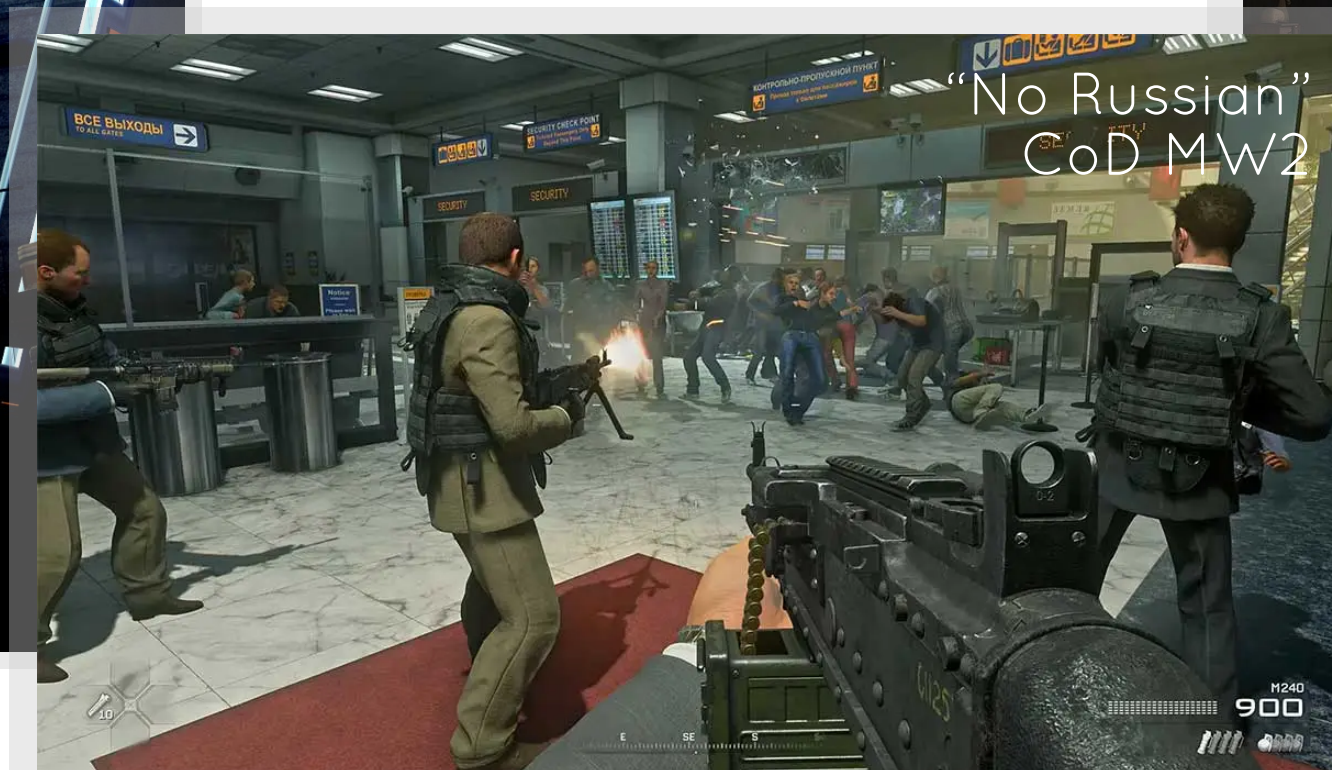
Escape From Tarkov
Battlestate Games



HEIKE Concept Store
AN Interior Design



Delta Force
JohnSheppard44



"No Russian"
CoD MW2