

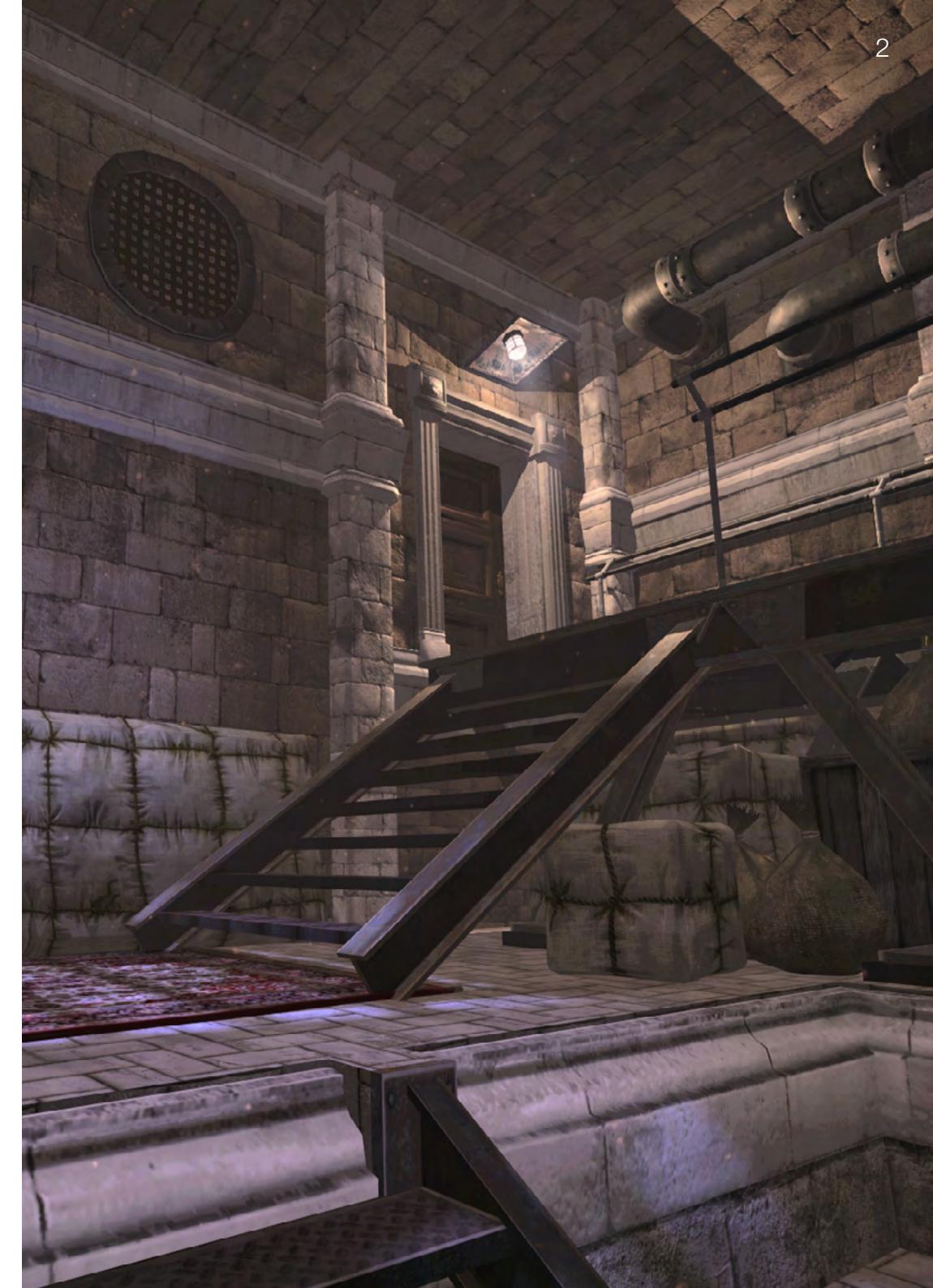
Hunting Lodge

A dark mod level made by Ronan Houzé - June to August 2019

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I. Introduction

You are Armand, a french noble archeologue. You just come back from Jerusalem you've been for 2 years. Since you've left, things have changed. Duke's men took possession of your manor and look for treasures you brought back from your previous travels. In spite of the presence of the regime thugs, you decide to stay at your apartments. The night brings good council, tomorrow Duke's men must leave your home by will or by force. Lazarus your faithful butler left you a cup of tea and a note on your desk.

It is assumed that player doesn't have played stealth game like Thief series game before. Therefore the player is helped through tutorial tips. For a more driven and easy experience, objectives are introduced one at a time during the player's progression.

[Gameplay video : walkthrough](#)

II. Briefing & Objectives

YOU ARE ARMAND, A FRENCH NOBLE ARCHEOLOGUE. YOU JUST COME BACK FROM JERUSALEM YOU'VE BEEN FOR 2 YEARS. SINCE YOU'VE LEFT, THINGS HAVE CHANGED. DUKE'S MEN TOOK POSSESSION OF YOUR MANOR AND LOOK FOR TREASURES YOU BROUGHT BACK FROM YOUR PREVIOUS TRAVELS.

IN SPITE OF THE PRESENCE OF THE REGIME THUGS, YOU DECIDE TO STAY AT YOUR APARTMENTS. LAZARUS YOUR FAITHFUL BUTLER LEFT YOU A CUP OF TEA AND A NOTE ON YOUR DESK. HE SEEMS TO BE WORRIED AND INSISTED ON THE NOTE HE LEFT YOU.



BACK

OBJECTIVES

II. Briefing & Objectives

EASY

MEDIUM

DIFFICULT

OBJECTIVES

- FIND THE HIDDEN PASSAGE
- PICK UP THE SIGNET RING LOCATE IN THE SAFE IN THE RESEARCH ROOM
- BRING AT LEAST 100 WORTH OF LOOT
- DO NOT MURDER ANYONE
- AFTER YOU'RE DONE, GO TO THE ELEVATOR



BACK

Buy Equipment

III. Readables

Readables	Dialog box
Butler's instruction 1	<p>Sir, Welcome back to the manor. Take some time to rest before drinking your tea. If I may say so, enjoy the light of the moon, turn off the lamps then candlelight may help you find your way.</p> <p>Your devoted Lazarus</p>
Butler's instruction 2	<p>Sir, Take the lockpick on the desk. In order to use it, hit the RIGHT mouse button on a closed door. You will start to hear a sequence of clicks, at the end of the pattern is a brief silence, then release the RIGHT mouse button to unlock it.</p> <p>Your devoted Lazarus</p>
Butler's instruction 3	<p>Time is running out sir, You must leave the manor as soon as possible. Duke's men have already locked you in your study. Reinforcements arrive to question you. Start by taking your father's signet ring stored in the safe. I'll give you more instructions once it is done.</p> <p>Your devoted Lazarus</p>
Butler's instruction 4	<p>Sir, Now that you have the signet by your side, take the elevator (there's a duct in your bedroom) and join me in the basement. One more thing, I sewn you up, I've set your bones, but I won't bury you, I've buried enough members of your family.</p> <p>Your devoted Lazarus</p>

IV. Tutorial tips

Tutorial tips	Trigger dialog box
Tip 1	Read the note on the desk for your instructions (when the book is highlighted, press 'Right mouse button')
Tip 2	Press the right mouse button to use the lockpick
Tip 3	Press the 'spacebar' to jump
Tip 4	Press the 'X button' to crouch and be less visible
Tip 5	The brighter the gem at the bottom of the screen is, the more easily you can be visually detected. You must stick to the shadow.

V. Top down map

The action takes place in the **family mansion** of the player character. The entire level places the action at the **second level of the manor house** which contains the bedroom, the library, the office and a hall that serves all the rooms. The design put emphasis on the **realism of the construction**. Before being a playable level the architecture of the building must be realistic in terms of **organization, space and circulation**.

Armand must **escape the mansion**. The guards present are not intended to intercept the player. They search the building to find precious objects brought back from the previous journeys of the hero. However, **they think that they locked him in the office** and give him a sedative, they do not expect to see him wander. That's why Armand must leave the place **without being spotted**.

Locations

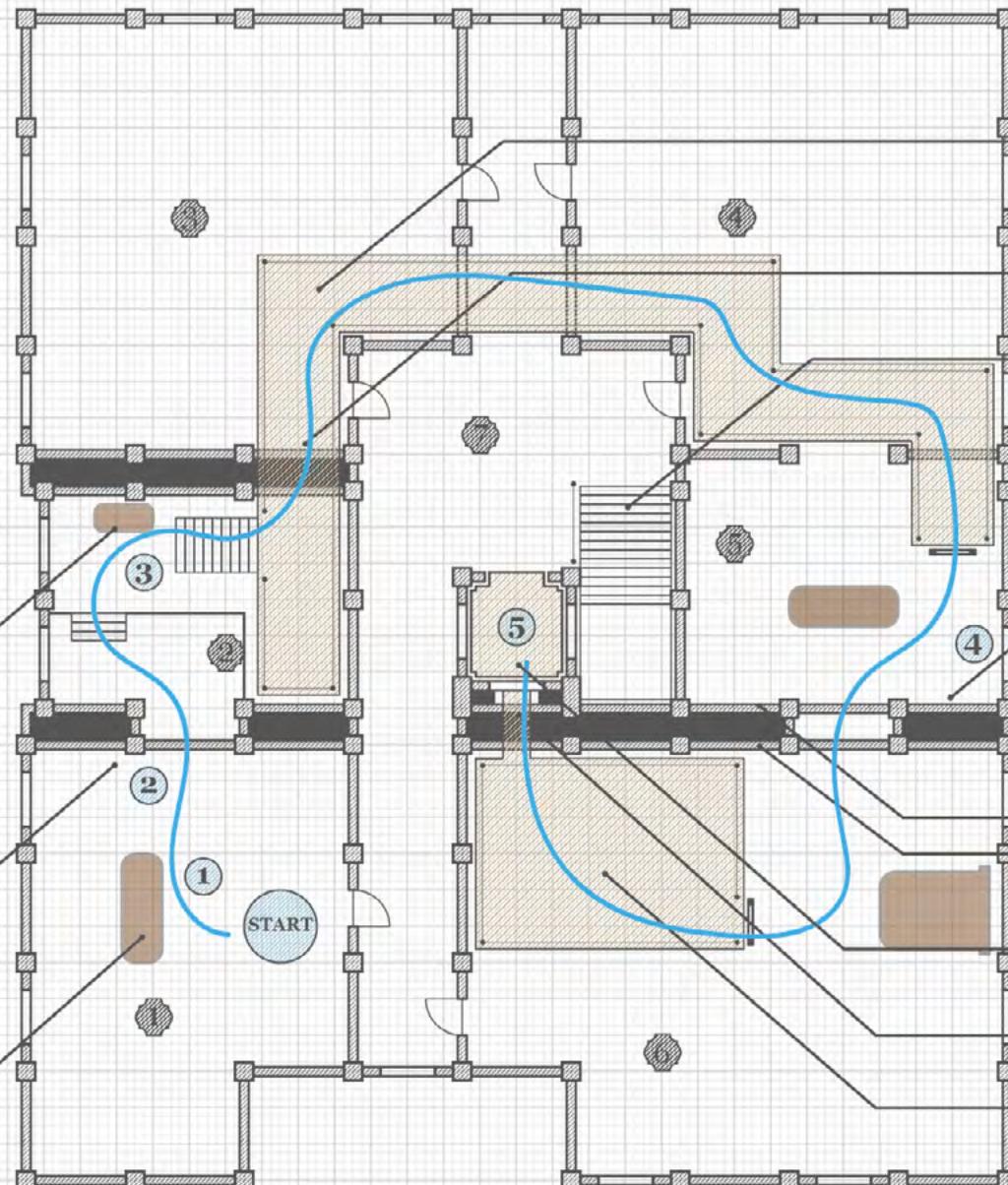
-  The study
-  Hidden passage
-  The west wing library
-  The east wing library
-  The research room
-  The bed room
-  The main hallway

Critical path

- 1 Read the butler's note on your desk
- 2 Take the hidden passage
- 3 Find Butler's instructions
- 4 Pick up the signet ring from your late father locate in the strongbox (study room)
- 5 Take the elevator to reach the basement

TABLE
 BUTLER'S NOTE 2
 SMALL CHEST KEY
 SMALL CHEST
 MAP
 LOCKPICK TRIANGLE
HIDDEN PASSAGE BUTTON

TABLE
 BUTLER'S NOTE 1



SUSPENDED WALKWAY

HIDDEN PASSAGE

STAIRS FOR GROUND FLOOR

STRONGBOX

BUTLER'S NOTE 3
 SIGNET RING
 CHEST BEDROOM KEY

HIDDEN PASSAGE BUTTON

BASEMENT ELEVATOR

VENTILATION DUCT

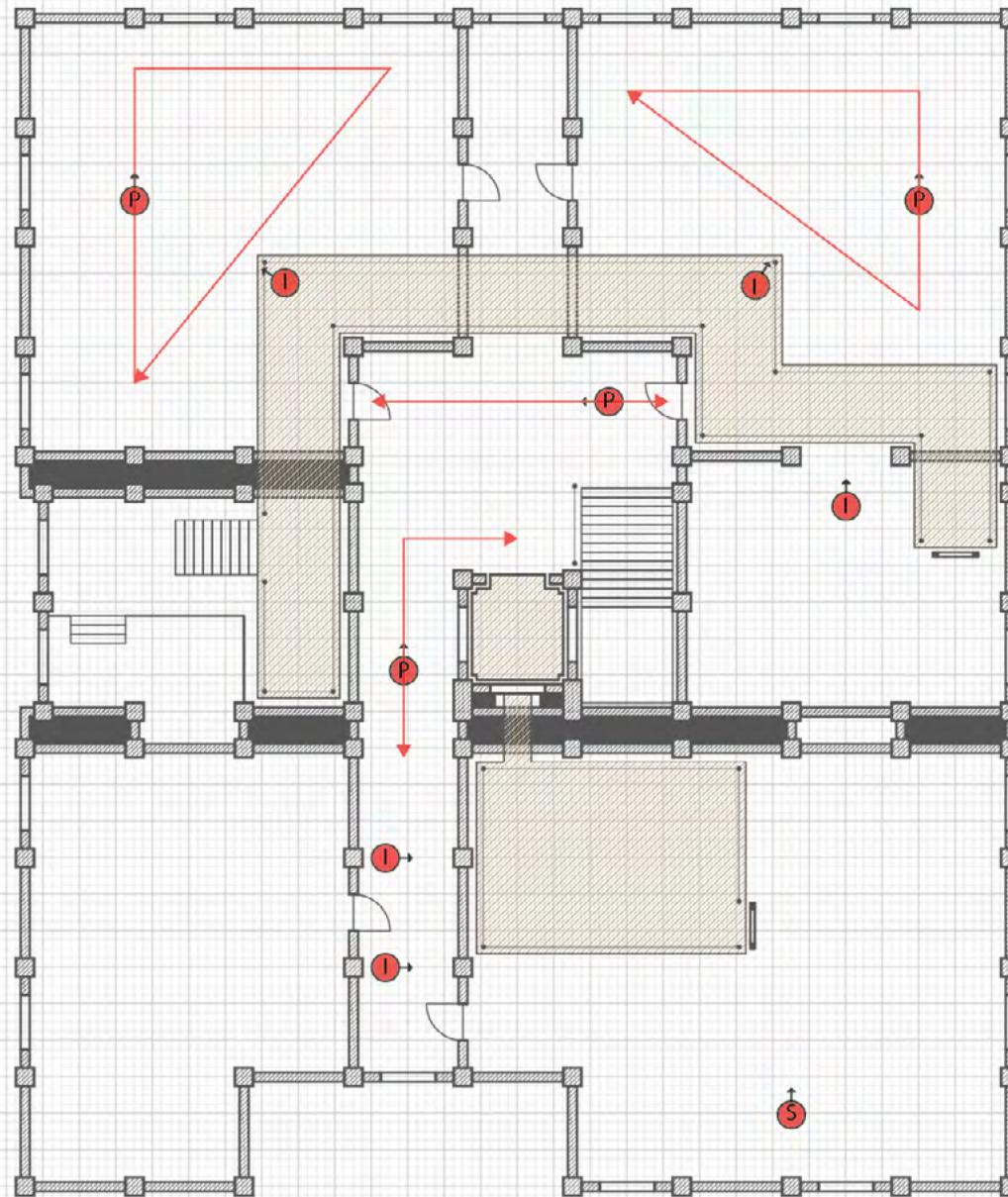
MEZZANINE

Locations

- The study
- Hidden passage
- The west wing library
- The east wing library
- The research room
- The bed room
- The main hallway

AI Behavior

- I → Idling
- P → Patrolling
- S → Sleeping
- ↔ → AI Path



VI. Cheat sheet

The gameplay is divided into four parts, they are present in order to keep the player as much as possible in the flow but also to **present him all the gameplay loops** present in the game. In order to assist the player, **help is provided through the butler**. This allows to stagger its progression and **in an integrated way to the scenario**.

In order to avoid overwhelming the player, the tools that are given to him are limited in order to control its progression and **ensure the learning of the necessary mechanics** for a good experience of the game.

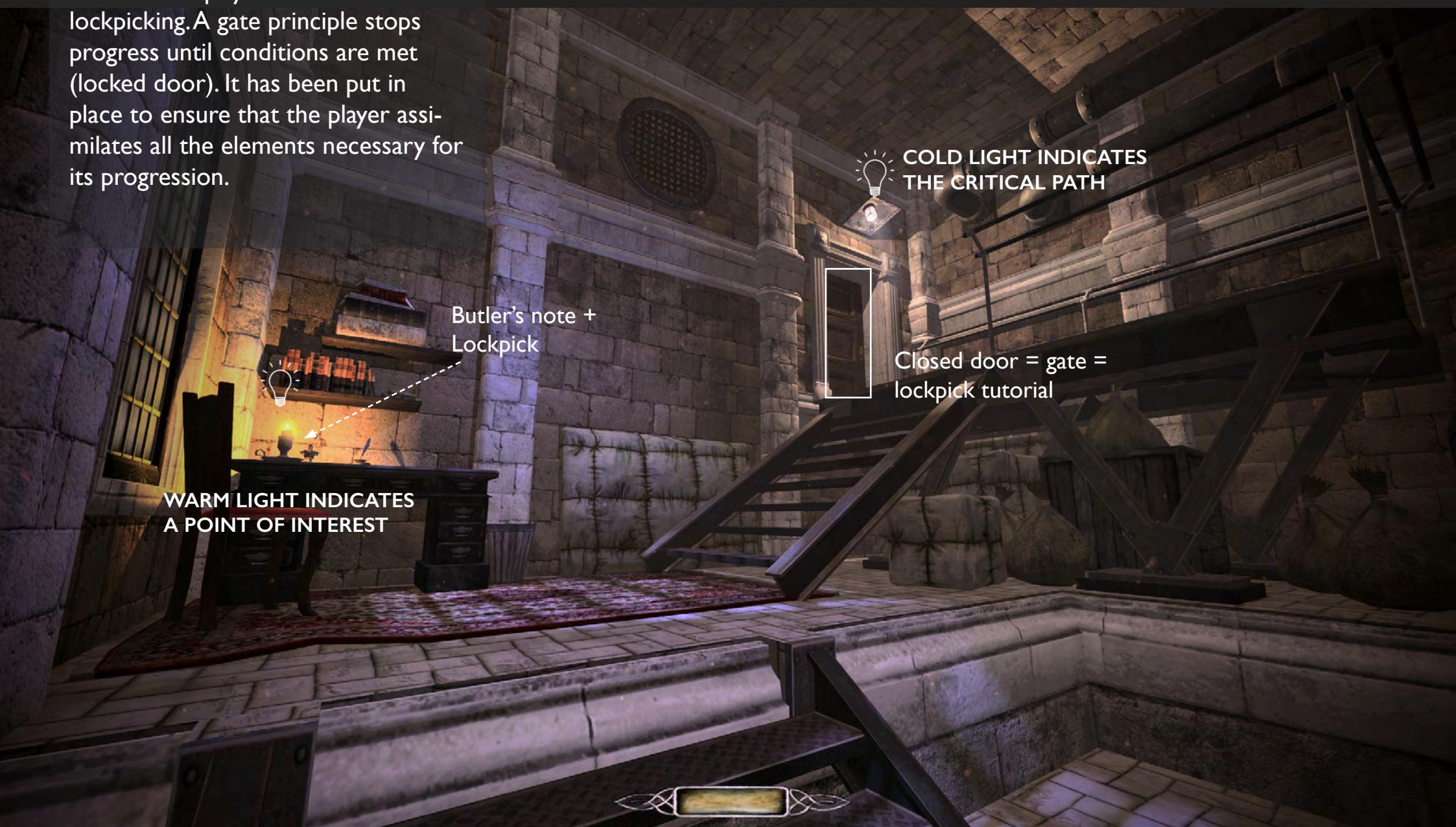
PLAYER						
ZONE	GAMEPLAY		MAIN INTERACTIVE CONTENT	READABLES	TUTORIAL TIPS	GAME MECHANICS ACQUIRED
	Stealth	Platform	Reflexion	Action		
BRIEFING MISSION				- Briefing instruction		
ZONE I : FIRST FLOOR						
1 - THE STUDY	x		- Butler's note 1 - Hidden passage button	- Butler's note 1	- Tip 1 (trigger)	- 'use' button - character movement
2 - HIDDEN PASSAGE	x	x	- Butler's note 2 - Small chest key	- Small chest : - Map - Lockpick triangle	- Tip 2 (trigger)	- Lockpicking - crouching
3 - THE WEST WING LIBRARY	x	x			- Tip 3 (trigger)	- Mantling through
4 - THE EAST WING LIBRARY	x	x			- Tip 4 (trigger)	
5 - THE RESEARCH ROOM	x	x	- Strongbox (2 tumblers) : - Signet ring (quest) - Chest bedroom key - Butler's note 3	- Butler's note 3	- Tip 5 (trigger)	
6 - THE BEDROOM	x	x	x	- Chest bedroom : - 200 worth of loot	- small chest bedroom : - 150 worth of loot	- Tip 6 (trigger)
7 - THE MAIN HALLWAY	x	x		- Elevator (exit)		- Staking object to climb on

This is the room by which the player begins. This place is safe, it can appreciate the controls and the feeling of the character. It contains a puzzle that requires basic actions: interact with buttons and move in space.

VII. Walkthrough



The main purpose of this piece is to teach the player the mechanic of lockpicking. A gate principle stops progress until conditions are met (locked door). It has been put in place to ensure that the player assimilates all the elements necessary for its progression.



In this room, the player aims to get on the crest, it serves as a tutorial. The piece contains only one way, except the door where he comes from. This is intended to leave him no doubt. The grid to open is transparent and emits light on the wall opposite to accentuate this effect.



Triangle Lockpick

The main objective consists in avoiding enemies. The AI is idle, which is making it easier. A platform phase where the player climbs on the crates is on the critical path. In addition, the floor is covered with carpets in order to limit the player's noise. This mechanic will be introduced later.



This corridor has two functions. On the one hand, it keeps the player on the critical path, because of the fences in addition to the guards. On the other hand, it shows a place severely guarded and maintain the player in tension.



LEADING LINES SHOW
HOW THIS WAY LOOKS
DANGEROUS

AI ENEMY
IDLE

AI ENEMY
IDLE

Triangle Lockpick

This room looks like the previous one. It is a variant with more complex platform gameplay. However, an escape route has been set up in order to help the player. However, by taking the critical path B it will have an additional challenge because it will have to be sneaky (a mechanic he has previously learned).



Clue candle is still a recognizable pattern for the player. It highlights a point of interest. In this case, this is the painting, as we saw previously in the first room. There is the same wall (decorative motif) which is a secret passage.



This room is more complex, because of its horseshoe form. Due to its complexity, the critical path tries to give a lot of clues and keep the player in the flow.



The shape of the containers suggests stairs. Moreover light indicates a «forbidden zone» and highlights a platform as saw previously.



Opening attracts the player. It looks like a refuge space, which psychologically feels safe. Moreover, this place leads to the top of the elevator, the end of the level.

Opening attracts. It leads to a refuge space, which psychologically feels safe

Platform with clear affordance. The player is stable on it

Jewels	25
Goods	0
Gold	100
Total	125

The mission ends as soon as the player falls in the elevator cab. From a narrative perspective, the fences suggest that the player is trapped. If I was to continue this project I would like to script the fact that on the next mission, the player would be caught. This vision would be a vision for the future.

