



**BATTLESTAR
GALACTICA:
COLONIAL MARINE
CORPS**

**LEVEL DESIGN
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VALLEY OF DARKNESS LEVEL FOR BATTLESTAR GALACTICA COLONIAL MARINE CORPS.

This level is based on Series 2 Episode 2 of the reimagined Battlestar Series, entitled Valley of darkness. For a full episode synopsis visit: http://en.battlestarwiki.org/wiki/Valley_of_Darkness

The level will be linear in design with a route for the player to follow. There will be rooms to explore along the way which house survivors and collectible facts on the show. Please see the attached map and flow chart for further details.

The level will begin with a cut scene. This will layout the basic story for the mission. The cut scenes of the game will be static comic book/story board like screens which the player can scroll through. It will begin in the CIC (Combat Information Centre) of the ship and show a power cut. Felix Gaeta will then inform the XO Saul Tigh, that a Cylon virus has infected Galactica's systems, causing the power outage. Aaron Kelly then takes a wireless call informing him that Galactica has been boarded by Cylon Centurions.

The scene will then move to the player's character (Apollo) and show them coming face to face with one of the Centurions. The character fires their sidearm, emptying it but to no effect. As the character braces themselves to be struck by the Centurion, its head explodes, killing it. The character then turns around to find a squad of Marines. The marines inform the player character that explosive rounds are the only effective means of taking down the Centurions; and that was their last round. The player character then tells the Marines that they must accompany them to the armoury to reload and then go on the offensive.



Gameplay then begins with the player moving through the non-lit battlestar towards the Armoury. There will be a set path to follow through the ship, beginning at the crew quarters (see attached map). Along the way the player must clear rooms and look for survivors. When the player comes across survivors, they will have the choice to give them a med kit. These are limited in number (dependant on difficulty), so the player must think about their decision carefully. If they choose to give the survivor a kit, they will receive an item in return. These will range from a simple collectible fact, up to ammunition. As the player reaches the armoury there will be another cut scene.

This cut scene again shows the CIC. Kelly is updating Tigh on the Centurions movements, telling him that they have split into 2 groups, with one moving forward and the other aft. Tigh says that he has seen this strategy before and that the Centurions targets are secondary damage control and the auxiliary fire control. If they are successful in reaching them, The Centurions will vent all the atmosphere from Galactica; and once the crew is dead, will turn Galactica's guns on the rest of the fleet. The scene then moves back to the player and will show them finding explosive rounds. There are five people in the player's party, so they distribute one round to each, and then keep the reload for themselves. The explosive rounds are fired from the bottom barrel of the standard issue firearms



that the characters carry (see picture). There is then a wireless call from CIC, heard as a narrative and seen as an on screen pop up, informing the player of the Centurions plans and telling them to head to auxiliary fire control.

Control is then returned to the player and they will make their way to auxiliary fire control, again clearing rooms as they go. Before they reach the room, they will encounter three Centurions and must kill one

themselves, saving the reload for later. The other two centurions must be killed by ordering the marines to fire.

Once the Centurions are down, a message is heard over the wireless, and again as a pop up, telling the player to now head to secondary damage control ASAP as the Centurions are getting close to their goal.

The player must now head to the correct area, and then position their marines along the kill zone. This will be done via the touch screen. The player will have a view of the area on the touchscreen with highlighted zones where the marines can be placed. The marines stats will be displayed on the top screen. The player must review the area and their marine's abilities and place them strategically to take out the remaining Centurions. The player must review the stats of their team with some members having higher accuracy and fire rate than others. They must think about where to place their best fighters. Once this is done another group of Centurions makes their way down the corridor. The player must use their last remaining round and order their marines to fire.



If the player is unsuccessful at this point, they will be taken back to the marine placement screen to set up a new marine configuration and try again.

Once the player has defeated the Centurions, there will be a final cut scene showing power being restored to Galactica, and everyone breathing a sigh of relief.

The level design is very similar to the episode in story and layout. In keeping with the ethos of the episode, it will be very dimly lit to add a sense of lurking fear.