**Gold Rush**

**Gears of War**

***Document Date: September 2nd, 2009***

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# Quick Summary

Similar to all ***Gears of War*** single-player levels, “Gold Rush” possesses frantic, strategic battles that get the blood pumping of even the most seasoned gamers. Rusted industrial architecture provides a nice contrast to the natural underground caves the Locust dwell in addition to the huge river of Emulsion which sits below the Locust factory. The protagonist, Marcus Feenix, acting alone, must escape an exploding Locust Emulsion factory he himself has sabotaged and clear the area out so the rest of the COG government can come in and take control of the vital resource. Bloodthirsty Drones engage Marcus as shoots and chainsaws his way to the docks to make a hasty escape. Upon escaping from on one of the King Raven helicopters, Marcus must use its powerful chain guns to clear the area of any remaining Locust forces in an exciting, scripted rail gun sequence to close out the level.

# Gameplay Overview

## General Game Flow

General Game Flow of “Gold Rush” is that of a non-stop, action packed sequence similar to those found in big-budget action movies. A linear series of events guide Marcus through the level similar to all single-player experiences, leading to an exciting climax gamers will talk about for years. The level starts off with Marcus escaping from an exploding Emulsion factory that he himself sabotaged alone. During the escape sequence, Marcus encounters remnant Locus forces attempting to impede his escape and ensure he never sees the light of day again. Numerous minor skirmishes between Marcus and the remnant Locust forces occur while players attempt to guide Marcus out of the crumbling factory. After Marcus escapes, a King Raven picks him up, but there is still work left to do. It seems that parts of the factory are still intact and could be a problem for COG forces. Marcus tells the pilot to circle the place while he hops on the mini-gun for an exciting rail-gun sequence.

**Bullet List**

* Player starts off surrounded by falling debris everywhere.
* Player encounters first group of Locust
* Player kills Locust
* Player progresses but finds routes blocked off
* Player find alternative route
* Player encounters second group of Locust
* Player kills the Locust
* Players continue to progress
* Route is blocked off
* Player finds another alternative route
* Player reaches the entrance
* Player encounters third group of Locust
* Player kills group of Locust
* Player reaches the chopper
* Player starts rail gun sequence
* Player destroys Troika turrets
* End of campaign

## Major Elements

The major elements of “Gold Rush” are the typical, “stop-and-pop” battles ***Gear of War*** franchise has built itself around combined with an exciting rail-gun sequence to close out the level. Numerous types of Locusts challenge the players as they attempt to guide Marcus out of the exploding COG factory. Players must use their wits and their reflexes to survive if they want to escape from the burning factory. Occasionally a piece of burning debris blocks a path and forces players to find alternate routes. Players also must use whatever cover they can find to outmaneuver and outthink the Locust horde while trying to stay cool with all of the chaos around them. Artistically, “Gold Rush” features a slightly more saturated look than the extremely de-saturated one found in a typical ***Gears of War*** chapter. The glowing “gold-ish-yellow” color of the Emulsion serves as the dominant source of light in the level with the numerous explosions and factory lights as the secondary sources of light.

**Bullet List**

* Classic ***Gears of War*** cover-based gameplay
* Explosions and debris surrounding the player
* Beautiful underground environments
* More saturated colors used for the environments
* Interactive environments designed to give players the advantage when dealing with the Locust
* Challenging and engaging battles
* Scripted sequences that carefully guide the player through the environment
* Scripted on-rails helicopter sequence

## 

## Major Objectives

The main objective of players have is to guide Marcus out of the factory and to rendezvous with the King Raven that’s waiting for him. Three smaller objectives consist of dispatching any remaining Locust forces that get in Marcus’s way. After getting to the King Raven, Marcus must use the Chain Gun to destroy the four Troikas that are still active around the Factory so the COG forces can move in with little resistance.

**Bullet List**

* Kill all remaining Locust forces
* Find Another Route
* Kill Locust forces blocking your way
* Find Another Route
* Kill Locust forces
* Destroy the four Troika turrets
* Destroy the three remaining Troika turrets
* Destroy the two remaining Troika turrets
* Destroy the last remaining Troika turrets

## Environmental Hazards

No environmental hazards to the player are planned at this stage save for the debris that blocks their path occasionally.

## Challenge Highlights

* Combat
  + Locust drones (of different variety)
  + Troikas
  + Boomers
  + Seeders
* Stealth
  + None
* Puzzles
  + None
* Conversation
  + Marcus informs chopper pilot that they must take out the remaining Locust forces
* Boss Battles
  + Technically none although Marcus equipped with a Chain Gun, must destroy the remaining Locust forces around the factory.

## Water Cooler Moments

* Explosions everywhere as Marcus attempts to escape the factory
* Exploding debris thatoccasionally blocks the player’s path, forcing them to find an alternative route
* Rail Gun sequence and destroying the Troika turrets in the Helicopter.

## Actors

**Player**

* Model(s): Marcus Fenix
* Inventory: Lancer, Gnasher Shotgun, Snub Pistol, Bolo Grenades
* Start Location: Inside the factory
* Motives/Objectives: Escape the factory and clear the way for COG forces

## Supporting Actors

**Drones**

* Model(s): Locust Drones, Drone Gibs,
* Inventory: Hammerburst, Boltok Pistol
* Start Location: Inside the factory
* Motives/Objectives: Capture or kill Marcus Fenix

**Troikas**

* Model(s): Locust Drones, Drone Gibs, Troika Turret
* Inventory: Troika Turret, Hammerburst, Boltok Pistol
* Start Location: Inside the factory
* Motives/Objectives: Capture or kill Marcus Fenix

**Boomers**

* Model(s): Boomer, Boomer gibs
* Inventory: Boom Shot Rocket Launcher
* Start Location: Inside the factory
* Motives/Objectives: Capture or kill Marcus Fenix

**King Raven Helicopter**

* Model(s): King Raven Helicopter
* Inventory: Chain Gun
* Start Location: Outside of the factory
* Motives/Objectives: Escape the factory and clear the way for COG forces

# Technical Overview

## Mission Location

* Setting –An underground Locust factory built atop a giant pool of Emulsion, Planet Sera, Fourteen Years After Emergence Day
* Time of Day – Late evening ,around 11 pm
* Season - Fall
* Weather – No weather but environment is hot and humid underground.

## Gametype(s)

* Single-player campaign
  + Min Players: 1
  + Max Players:2 (in co-op)

## Items/Powerups

***Weapons***

* Snub Pistol – Standard side arm of the COG forces. Using the pistol should be a last resort.
* Boltok Pistol – Standard side of Locust drones. Slower to fire and possesses less ammo per-clip but does far more damage than the Snub Pistol and has greater stopping power.
* Lancer Assault Rifle -COG assault rifle used for medium ranged combat as well as long range due to low recoil. Chainsaw equipped on Lancer also makes it an excellent long-range weapon.
* Hammer Burst Assault Rifle – Locust equivalent to the Lancer, effective at medium to long-ranges.
* Gnasher Shotgun – COG shotgun that’s devastating in short-range combat but nigh-useless at medium to long-range combat.
* Torque Bow – Fires a devastating explosive arrow capable of dispatching any humanoid in one shot. Used exclusively by Theron Guards.
* Bolo Grenade – A powerful fragmentation device capable of killing multiple humanoid foes at once.
* Chain Gun – A powerful, automatic rapid-fire gun commonly found in King Raven attack helicopters
* Troika Heavy Machine Gun – Locust equivalent of the Chain Gun, significantly more powerful than the Chain Gun

***Items***

* Small universal ammo pick up (restores ammo to all weapons at once)
* Large universal ammo pick up (restores ammo to all weapons at once)
* Grenades – Grants two grenades

## Difficulty

Difficulty rating: 2 out of 5

Reasoning: Designed as primarily a long “wow-moment”, “Gold Rush” is more of a ten minute to fifteen “reward” sequence for players since players have already done the hard stuff in a previous level. Therefore, the difficulty in “Gold Rush” is lower than that than previous levels to ensure players have a great time and remember the level fondly.

## Mission Metrics

* Play Time – 10 – 15 minutes depending on the skill level of the player
* Physical Length/Area – Physical length of the player path excluding the scripted helicopter sequence is about 2048 *Gears of War* units. The area of the entire play space, including the factory the helicopter must circle, is about 4096 *Gears of War* units
* Visual Themes – Rusted industrial factory juxtaposed built atop a massive Emulsion pool built underground. Slightly more saturated visuals than those found in a typical Gears of War level to really bring out the Emulsion glow.

# Level Details

## Theme/Mood

Similar to all ***Gears of War*** single-player levels, “Gold Rush” possesses frantic, strategic battles that get the blood pumping of even the most seasoned gamers. Rusted industrial architecture provides a nice contrast to the natural underground caves the Locust dwell in addition to the huge river of Emulsion which sits below the Locust factory.

* Stark lighting
* Rock/Natural static meshes
* Post-processing volumes
* Overall hectic and chaotic feel of battle.
* Explosions that riddle the factory and the screen

## Special Character/Vehicle Needs

* Need to animate a King Raven helicopter for the scripted rail-gun sequence.

## Key Assets and Exact Amounts

* Weapons/Ammo
  + Snub Pistol
  + Boltok Pistol
  + Lancer Assault Rifle
  + Hammer Burst Assault Rifle
  + Torque Bow
  + Bolo Grenade.
  + Chain Gun
  + Troika Heavy Machine Gun
  + Vehicles – King Raven helicopter
  + Interactive Elements
  + Etc.
* Art Assets
  + Underground rock meshes
  + Metal pillars and beams
  + Heavy machinery
  + Emulsion river and Emulsion waterfall
  + Numerous static and dynamic lights

## User Interface

* Pre-Game Information
  + Go to the title screen to select game type
  + Select the game type (Campaign in this case)
  + Load up custom single-player map
  + Choose difficulty
  + Start mission
* In-Game Information
  + Wait for players to appear in mission
  + Get mission objective
  + Look for points of interests
  + Pause game to change any setting
* Post Game Information
  + Load next mission, save and quit, or just quit

## Gameplay Mechanics

* Prerequisite Skills – Potential players must be able to use a mouse and keyboard, use the mouse to look around, use the keyboard to move forwards, backwards, strafe right to left, jump using the space bar, use the left mouse button to use primary weapon function and use the right mouse button to use secondary weapon functions.
* Skills Learned – Players learn to use ***Gears of War*** weapons such as the Lancer and the Gnasher shotgun while also learning to take cover effectively and outflank enemies.

## Backstory/History

Emergence Day (or E-Day for short) is a day humanity will never forget. Almost immediately after the 79-year long Pendulum Wars between the human governments ended in a COG victory, the Locust struck in a massive offensive strike that nearly wiped out humanity. They came without warning or without mercy, destroying nearly every human city on the planet Sera. The Locust would butcher military and civilian alike, innocent men, women, children; it made no difference. The Locust Horde exterminated millions of humans every day until Chairman Richard Prescott decided to take matters into his own hands. Prescott fired the Hammer of Dawn on surrounding cities in an effort to push the Locust Horde back. While this worked, it only slowed the Locust down but it did not defeat them. The war rages on…

14 years after E-Day and four months after the Lightmass Offensive, Central Command sends Marcus on a covert mission to infiltrate and destroy an underground, Locust factory sitting atop a massive pool of Emulsion. With the COG government low on Emulsion and resources in general, the COG have enacted a series of operations to acquire resources by any means necessary. Upon arrival to this facility by way of one of the King Raven helicopters, Marcus covertly enters the factory and plants several explosive charges to send the factory crumbling without damaging the pool of Emulsion. Upon detonating the bombs, Marcus must find his way out of the crumbling building and rendezvous with the King Raven.

# Visual References

### Terrain/Vegetation



Figure - Jagged and cracked rocks.



Figure - Underground rocks mixed with some organic life



Figure - Metallic surfaces are needed to help create the look of the refinery.

### Models/Architecture

### oilrig.jpg

Figure - Locust Refinery



Figure - Locust Refinery



Figure - Locust Refinery

### Textures/Lighting



Figure - More rock textures



Figure - The glow of Emulsion nearly fills the entire area



Figure - The bright glow of Emulsion serves as a nice contrast to the dark underground

### Characters/Vehicles



Figure - Marcus Feenix, the main protagonist in Gears of War



Figure - Queen Myrrah, the ruler of the Locust Horde and the main antagonist



Figure - The Locust Horde, the antagonists of the Gears of War series.

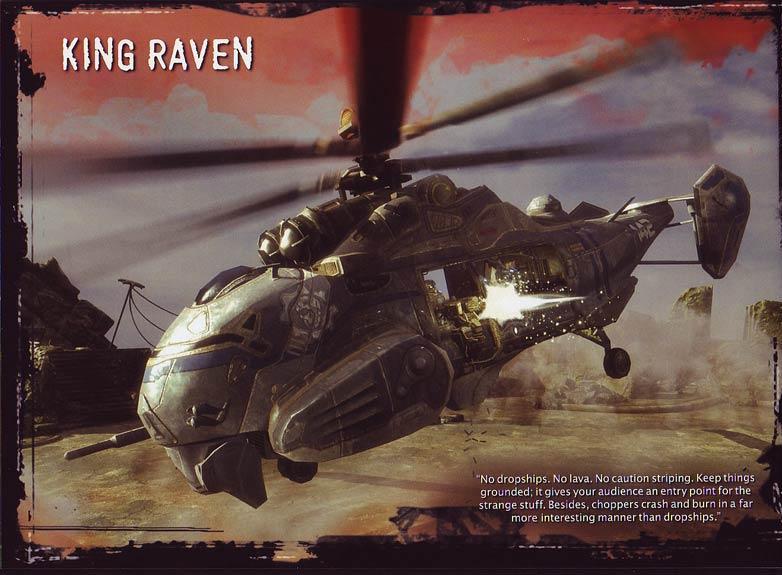
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Figure – King Raven, durable mainstay helicopters used by COG forces.

# 

### Maps

### Locust Factory Interior

**Gameplay**

* Marcus must escape the exploding factory. Occasionally fiery debris blocks his path and directs players to the correct path they must take. Two enemy encounters take place in this area. One is a simple area of where Marcus faces a couple of remaining Locust drones. Here he’s able to pick up a Torque Bow if the player so chooses and dispatch the drones. Destructible cover is located all throughout the encounter area so while players are able to hide, they cannot hide for long. This re-enforces the frenetic pacing of the level and provides tension for the player.

**Dialog**

* None other than the preprogrammed minor quips Marcus makes during battle.

**Visual References**

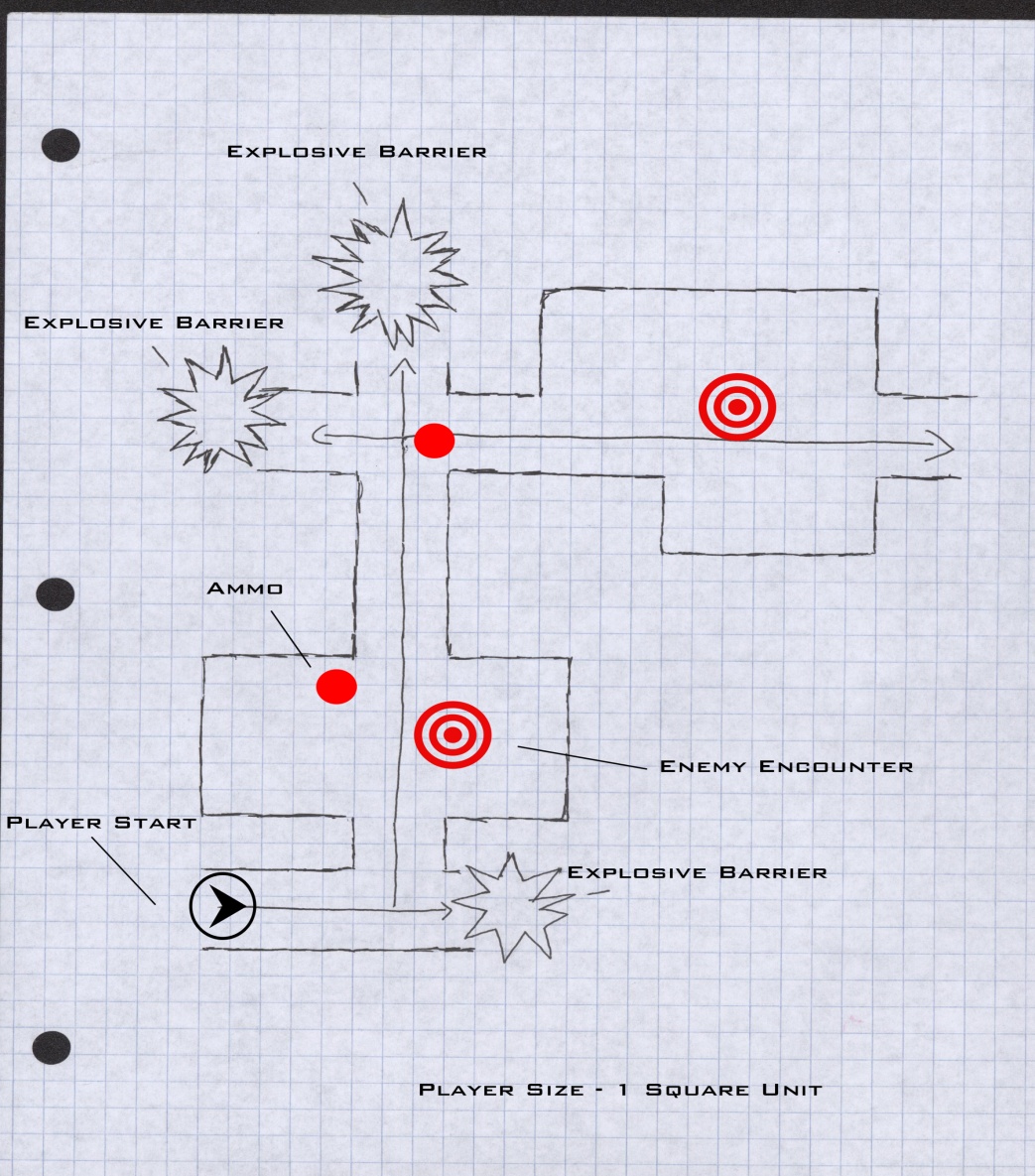
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Figure - Locust Factory Interior.

### Locust Factory Entrance/Extraction Point

**Game play**

* Marcus is now near the entrance of the Factory and almost at the extraction point. The Locust however, have other plans. Several Locust drones and two Locust Boomers impede Marcus’s bath to the King Raven that’s waiting for him up ahead. Luckily for Marcus, a Boom Shot Rocket Launcher sits in front of him to make his life a little easier. After dispatching his foes, Marcus sprints towards the chopper.

**Dialog**

* Marcus informs the pilot that they need to strafe the factory to mop up the remaining Locust forces. Also minor quips Marcus makes during battle.

**Visual References**

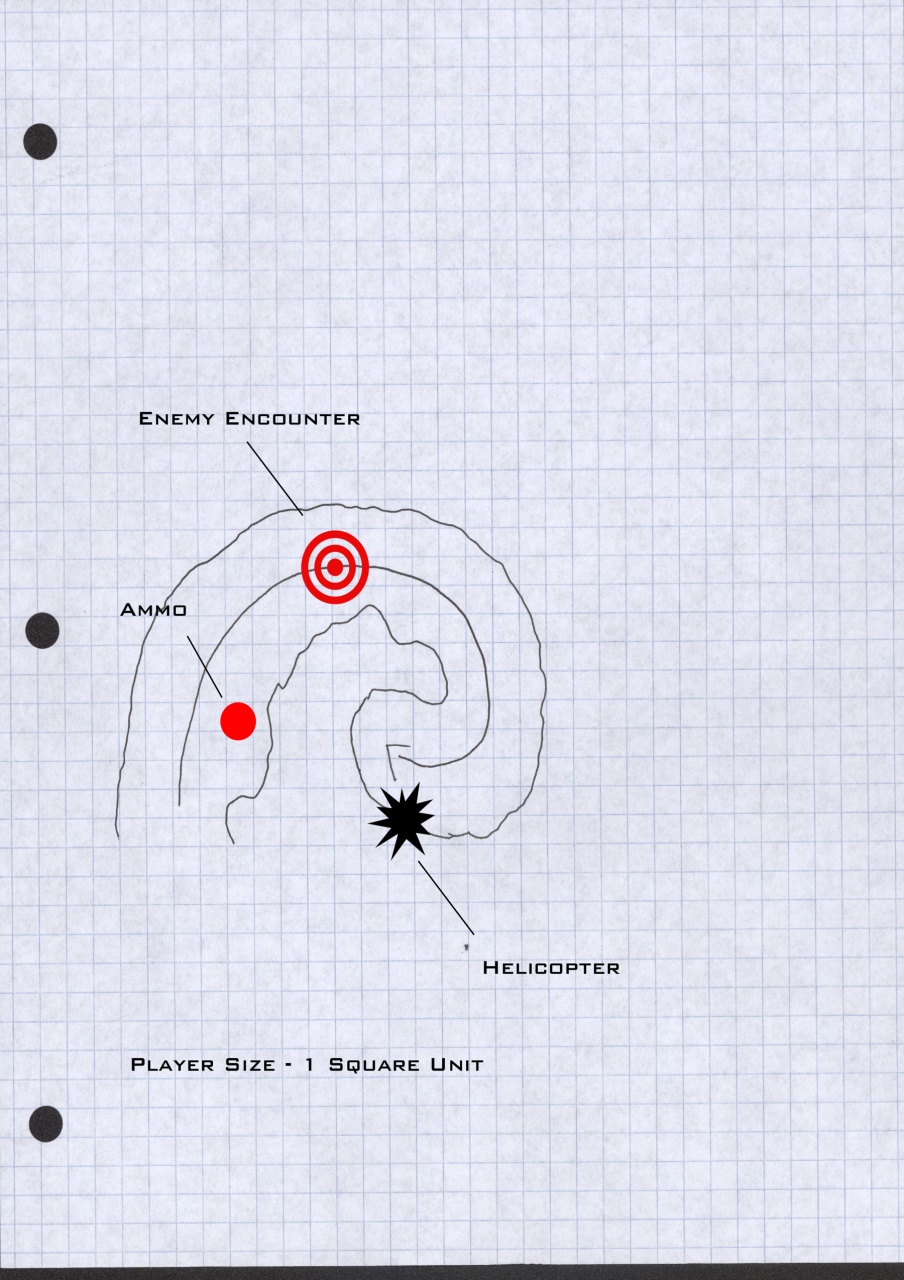
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Figure - Locust Factory Entrance/Extraction Point.

### Locust Factory Exterior (Rail Gun Sequence)

**Gameplay**

* Marcus mans the Rail Gun and goes to town on the remnant Locust. Marcus must destroy Four Troikas so that COG central command can send their forces in and take control of the factory. The Locust devote every piece of artillery they have left to ensure Marcus does not leave there alive. Drones gather at the Troika posts and provide back up, Boomers attempt to pelt the chopper with their powerful rockets, and even Seeders spray the skies with their nemacyst spores. Marcus must make one last attack run and clear the way for the COG.

**Dialog**

* Minor quips Marcus makes during battle

**Visual References**

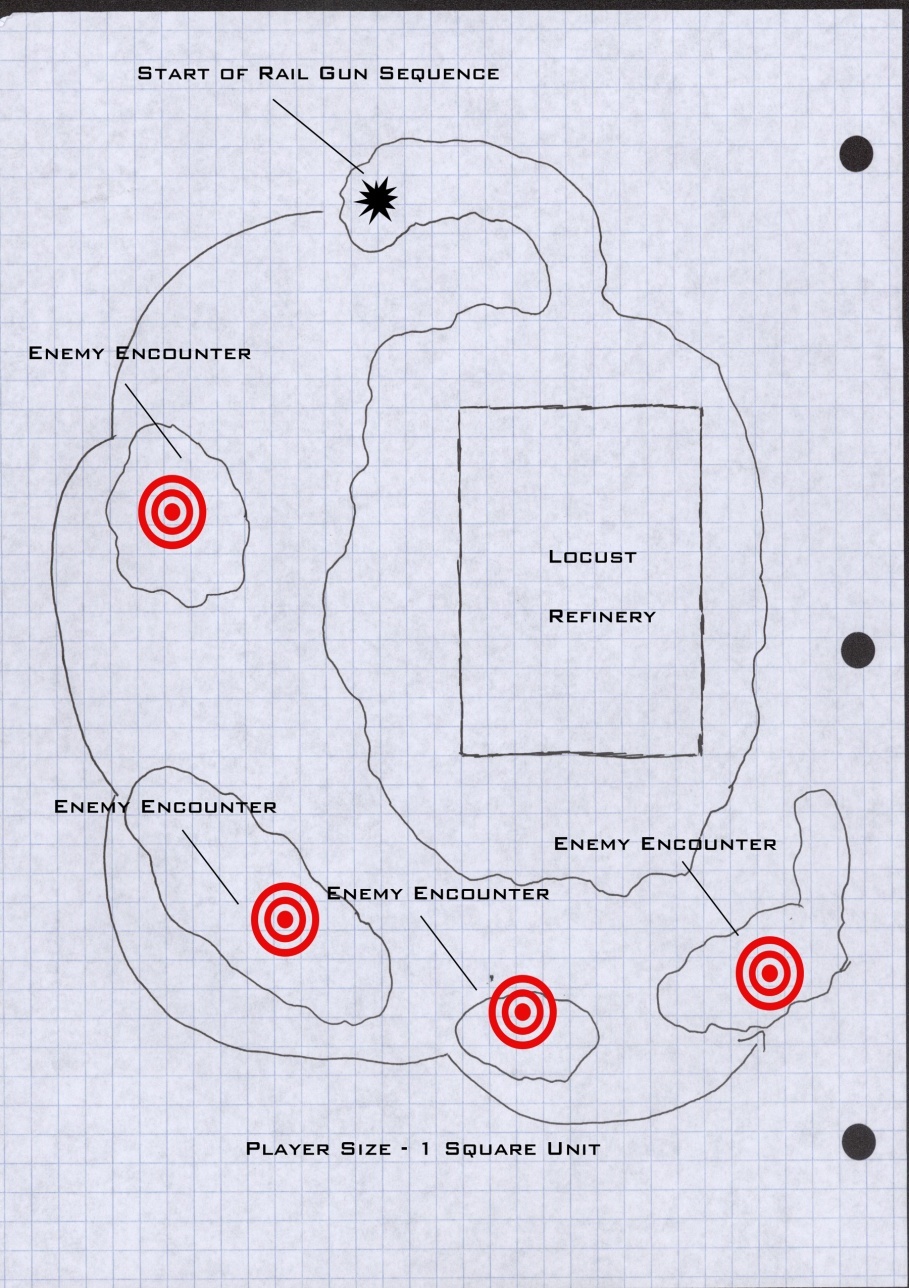


Figure - Locust Factory Exterior (Rail Gun Sequence)

Level Progression Chart



Figure - Level Progression Chart to display pacing of Gold Rush campaign.