



Half-life2: Go, go, Mine Cart!

Version 1.0

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Document Date:	10-30-2022
Intended Level Delivery Date:	12-05-2022

Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Prof. O	10 - 30
2.0	<u>Updated the following contents:</u> • Updated ToC and ToF • Level Feature Overview – Player Weapons - Add SMG in the Player Weapons • Level Feature Overview – Player Skills/Abilities – Delete ‘Use the motion of moving Mine Cart to crush enemies’ • Updated the latest Overview Map & Legend • Gameplay Summary – Remove the location information • Updated all the Level Maps & Legends • Updated all the Level tables (including Event Summary/Event Details/Difficulty/Time) • Updated the SPC • New skills/gameplay mechanics – Remove the ‘Push the Cart to crush enemies’ and make this section a table to show it clearer • Aesthetic References – Change the third section to ‘Metal Storage building’ • Unique Requirements and Risks – Delete ‘Push the cart down to crush enemies’ • Key Asset Needs – Add SMG, Delete Facility related Meshes and Textures • Reference – Change the date of [1] to 12-04, and change reference [7]	Prof. O	12 - 06

Table of Contents

Table of Contents.....	3
Table of Figures.....	4
Level Information.....	5
Quick Summary.....	5
Level Feature Overview	5
Level Map(s).....	6
Overview Map.....	6
Section 1 Mine Interior – Room 1.....	8
Section 1 Mine Interior – Room 2.....	9
Section 1 Mine Interior – Room 3.....	11
Section 2 Outside Area – Outdoor1 & Hallway1.....	12
Section 3 Metal Storage Building – Room 4.....	14
Section 3 Metal Storage Building – Room 5.....	16
Section 2 Outside Area – Outdoor2	18
Section 3 Metal Storage Building – Room 6.....	19
Skill Progression Chart	20
New Skills/Gameplay Mechanics	22
Hook(s)/Gameplay Highlights	22
Context.....	22
Backstory.....	23
Aftermath.....	23
Development Schedule	23
Aesthetic References	24
Visual Theme 1 Mine interior.....	24
Visual Theme 2 Mine Exterior.....	25
Visual Theme 3 Metal Storage Building	26
Unique Requirements and Risks	27
Key Asset Needs.....	27
References	28

Table of Figures

Figure 1: Overview Map [1] [2]	6
Figure 2: Section 1 Mine Interior – Room 1 Map [1] [2]	8
Figure 3 Section 1 Mine Interior - Room 2 Map [1][2].....	9
Figure 4 Section 1 Mine Interior - Room 3 Map [1][2].....	11
Figure 5 Section 2 Outside Area - Outdoor1 & Hallway1 Map [1][2]	12
Figure 6 Section 3 Metal Storage Building - Room 4 [1][2].....	14
Figure 7 Metal Storage Building - Room 5 Map [1][2]	16
Figure 8 Section 2 Outside Area - Outdoor 2 Map [1][2]	18
Figure 9 Metal Storage Building - Room 6 Map.....	19
Figure 10 Skill Progression Chart - Part1.....	21
Figure 11 Skill Progression Chart - Part2.....	21
Figure 12: Visual Theme 1 [3,4,5]	24
Figure 13 Visual Theme2 Mine Exterior [6]	25
Figure 14 Metal Storage Building [7]	26

Level Design Document

Level Information

Quick Summary

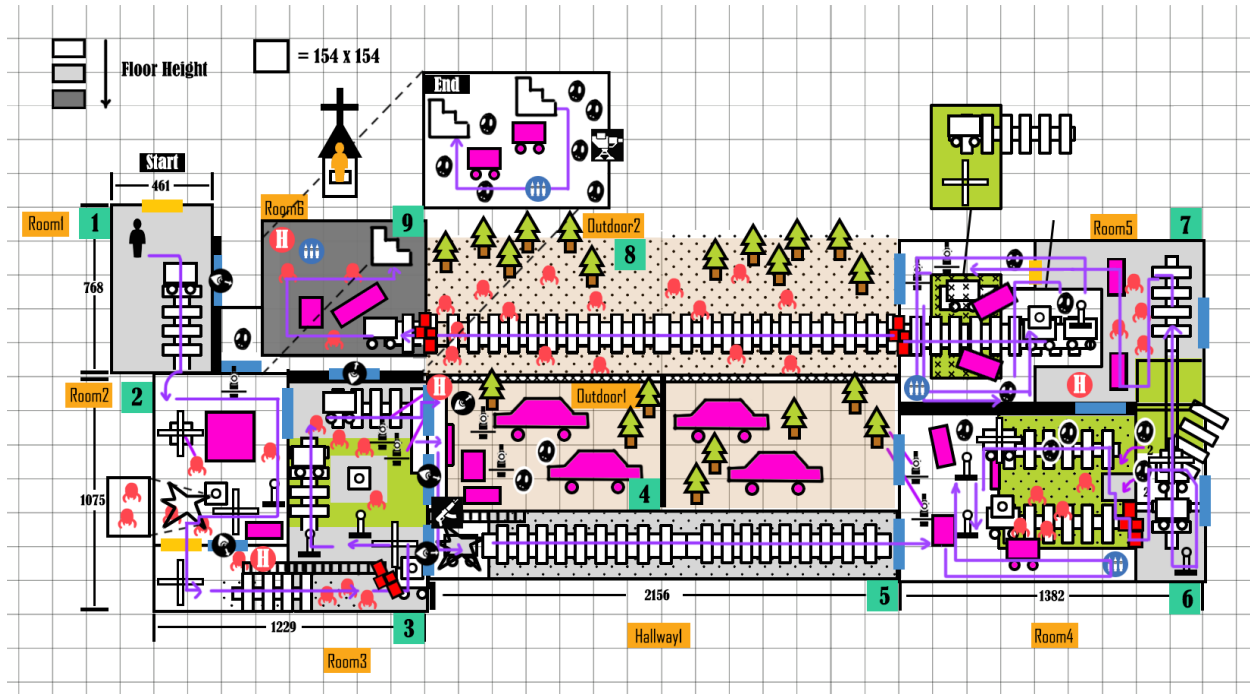
'Go, go, Mine Cart' is a single player level designed for the first-person shooter game *Half-life 2*, which happens in some facilities near the Mine of the Ravenholm town. This level is mainly themed on Mine Cart. With limited weapon choices, it continues to encourage the player to use Fan traps (Also called Propeller Trap) or Mine Cart to kill enemies. It can be a DLC for the original game, which will tell the story of Gordon Freeman went back to Ravenholm.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	• Gravity Gun • Pistol • SMG • Emplacement Gun
	Player Skills/Abilities	• Use Gravity Gun to push Mine Cart forward • Step onto Mine Cart to get to higher place • Use Mine Cart as a static cover or a mobile cover • Lure enemies to Fan Trap to kill them • Combine Fan Trap with the Cart to make a Fan Cart • Use lever to control the movement of Fan Cart and Advanced Fan Cart
AI	Enemies	• Manhacks • Zombies • Combine soldiers
	Friendlys	• Father Grigori
Challenges	Gameplay Themes	• Use gravity gun to push Carts or install traps • Use traps to kill enemies
	Obstacles/Hazards	• Poisoned water
	New/Unique Gameplay	• Push the Cart to crush enemies • Build the track • Fan-Cart & Advanced Fan-Cart
Aesthetics	Setting (visual theme)	• Ravenholm Mine + Facility

Level Map(s)

Overview Map



Legend		Initial Weapon	
Characters			
	Player start		NPC Father Grigori
Level Objects			
	Trail		Mining car
	Fan Trap		Fan Trap Bottom
	Lever		Stone Blocker
	Door		Glass window
	Stair		Fence
	Poisoned Water		Ramp
	Cover		
Enemies			
	Zombie		Manhack
	Combine Soldier		
Weapons			
	Gravity Gun		Pistol
	SMG		Healthkit
			Pistol Ammo

Figure 1: Overview Map [1] [2]

Map Label	Gameplay Summary
1	At the start, the player learns how to use gravity gun to push the Mine Cart to get to higher places.
2	Learn to place a Fan on the bottom to make a Fan Trap and use it to deal with enemies.
3	Install the Fan Trap to break Stone Blocker. Install the Fan trap again on a long range. Jump into a movable Cart to pass the poisoned water.
4	Use the pistol to kill Combine Soldiers. There the player can also have a glance at Ourdoor2.
5	Fall into a Cart to be transited to another building automatically. Wow moment.
6	Learn to combine the Fan with the Cart and deal with enemies.
7	Get the Fan Leaf to install the advanced Fan-Cart. (The 2-cart Fan cart which the player can stand on the second cart)
8	Use the advanced Fan-Cart to kill zombies as well as a cover to avoid the bullets shooting from the Room6's balcony.
9	Kill all enemies and go to the exit, then the player passes the level.

Section 1 Mine Interior – Room 1

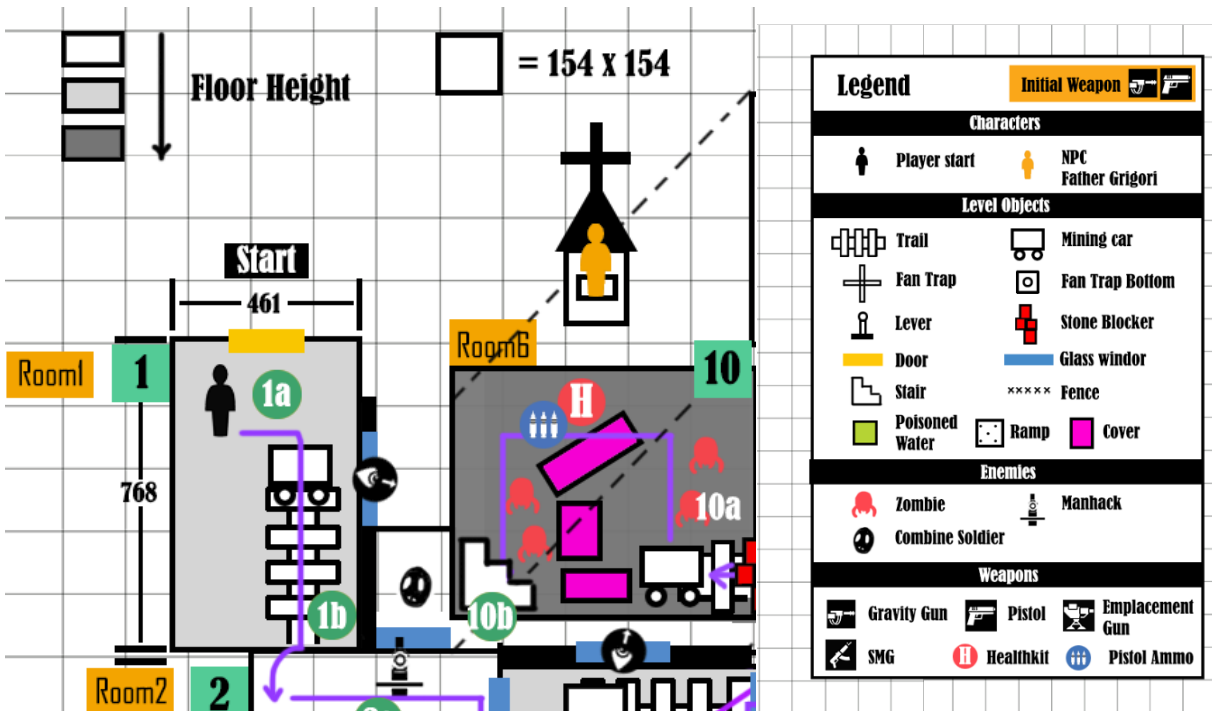


Figure 2: Section 1 Mine Interior – Room 1 Map [1] [2]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow ?
1	Opening scene: See father Grigori standing on a church dome fighting with some Combine Soldiers on a roof of a Combine base. [Dialog] Grigori: Hey Gordon! Come here – come here. Grigori: Come to find me.	The player is spawned on the 2 nd floor of Room1. There is no enemy in Room1. - Initial weapons: Gravity Gun and Pistol (ammo:20) - On the second floor of Room1, there is a window facing the roof of Room6. - Some supplies are placed near the window serving as breadcrumbs to attract the player to get close to the window.	1	00:45 (Opening: 00:30)	No
1a	Push or shoot the Cart forward with Gravity Gun	Room2 is connecting directly to Room1, but the height of its floor is beyond the jump distance of the player.	1	00:35	No
1b	Jump onto the Cart to get to the higher floor of Room2		1	00:45	No

- In Room1, there is a Cart placing on the trail, and it is the only tool the player can use to get to Room2.

Section 1 Mine Interior – Room 2

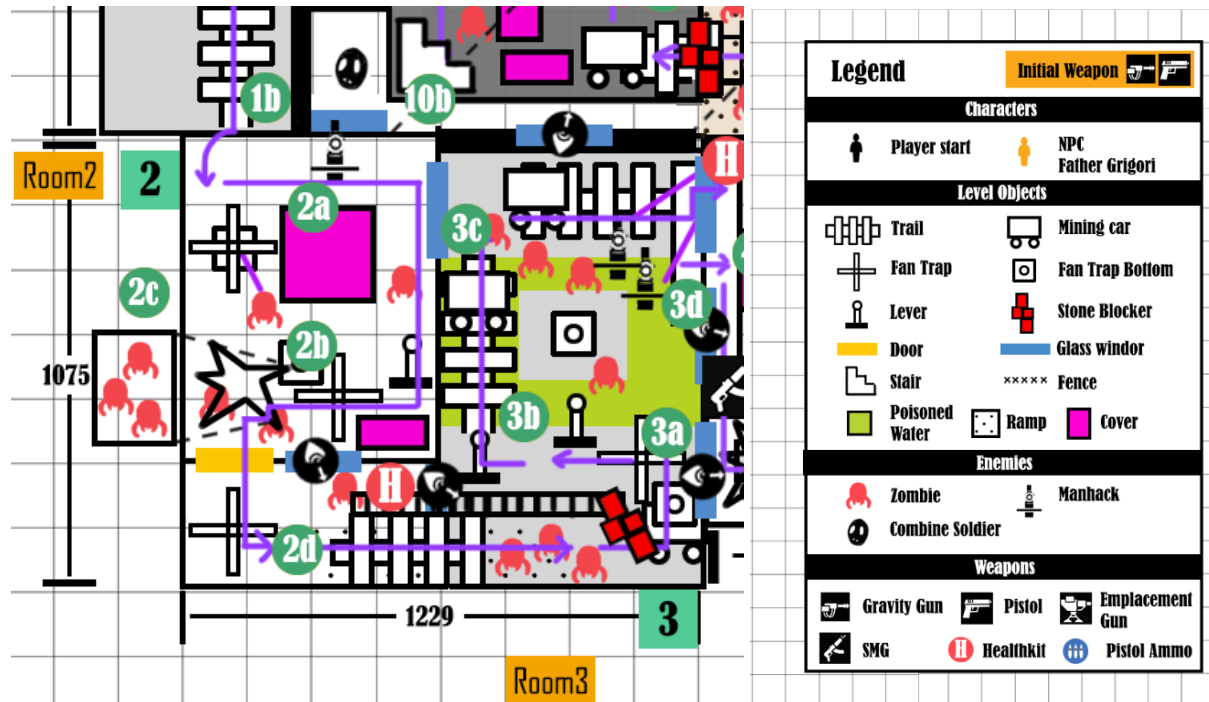


Figure 3 Section 1 Mine Interior - Room 2 Map [1][2]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
2	- Learn to pick up Fan Leaf and install a Fan Trap to kill zombies - Learn to install a Fan Trap to break Stone Blocker	The player enters Room2, seeing a complete Fan Trap as a showcase to the left and a Fan Trap bottom lying in the other end of the room connecting with a lever, and there is a Fan Leaf placing on the ground before it. - A combine soldier waits outside of the window at (2a) who will throw a manhack as well as shoot the player as soon as the player get close to the window. - On the other end of the Room, 3 zombies are waiting for the player. 2 zombies wait on the roof at (2c) and they will fall once the Fan Trap is installed. - Outside of the room, there is a narrow alley along with a dead-end byway.	2	01:50	No

		There is a Healthkit and a zombie at the end of the byway.			
2a	Kill the Combine Soldier and 3 zombies with Pistol or the manhack	Shoot the Combine Soldier and zombies with the Pistol or use the Gravity Gun to throw the manhack to kill them.	2	01:15	No
2b	Install another Fan Trap	Use Gravity Gun to Pick up the Fan Leaf and shoot it toward the Fan Trap Bottom to install another complete Fan Trap, and the player can use the lever to make it start to spin. Strategy: The player can crouch under the Fan Trap and lure the zombie on the other end to the Trap to deal with them.	1	01:20	No
2c	Use the Fan Trap to kill the 2 zombies who fall onto the ground	As soon as the player arrives (2b), the ceiling at (2c) will break automatically and 3 zombies will fall onto the ground before the exit of Room2. The player can use the Fan Trap to kill them.	1	01:30	No
2d	Kill 4 more zombies and install a Fan Trap to break the Stone Blocker	Open the door, kill a zombie and get the Healthkit. Then the player picks up the Fan Leaf and place/shoot it onto the Fan Bottom on another Cart and it will start to spin to break the Stone Blocker.	2	01:50	No

Section 1 Mine Interior – Room 3

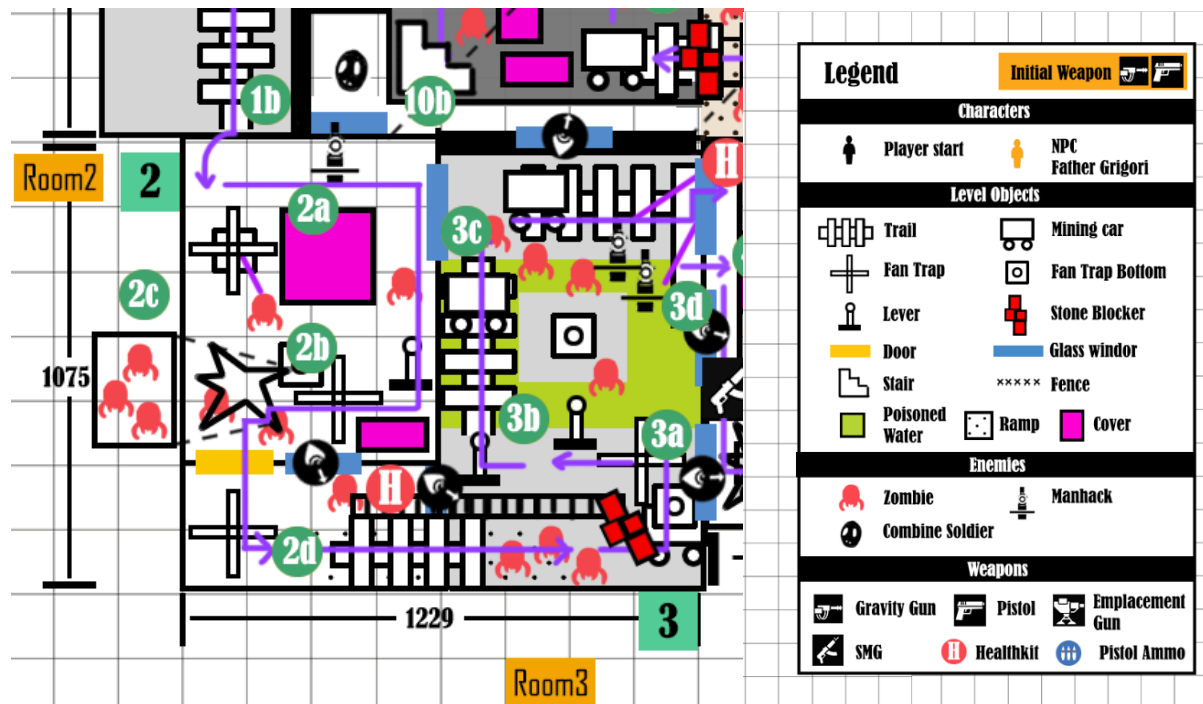


Figure 4 Section 1 Mine Interior - Room 3 Map [1][2]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
3	- Reinforce installing a Fan Trap to kill zombies - Learn to use lever to control Cart and pass the toxic water - Reinforce pushing/shooting the Cart forward and step onto it to get to higher place	The player enters Room3. Poisoned water covers the center area of Room3. - A trail connects the two sides' safe zone with a Cart on the other end, which can be controlled by a lever. - A Fan Leaf lying on the ground near the entrance. - There is a Fan Trap bottom in the center of the small island of the poisoned water. 2 zombies walk towards the player and they are not afraid of the poisoned water. The other 2 zombie stay there. - On the other end of the room, there is a Cart on a trail which serves the same function as in Room1.	3	02:45	No
3a	Install a Fan Trap to kill zombies	Use Gravity Gun to pick up the Fan Leaf and shoot it toward the Fan Trap Bottom. The zombies around it will be killed immediately.	2	02:00	No

		Use the lever to activate the Fan Trap, and the zombies will get killed when they try to reach the player on this side.			
3b	Use the lever to move the Cart and ride on it to pass the toxic water	Use the lever to call the Cart back, and the player jumps into the Cart then use the lever again, and it will take the player to the other side passing the Poisoned Water. If the player misses the Cart, he can always use the lever again to call it back.	3	02:20	No
3c	Kill the remaining zombies and 2 manhacks	When the player is near (3c), two manhacks will break the window and fly in. The player can use them as a tool to kill the remaining zombies.	2	02:40	No
3d	Push/shoot the Cart to get to the higher exit platform	Push or shoot the Cart forward to jump onto the higher ledge of the window. Then the player can exit this room by the window.	1	02:45	No

Section 2 Outside Area – Outdoor1 & Hallway1

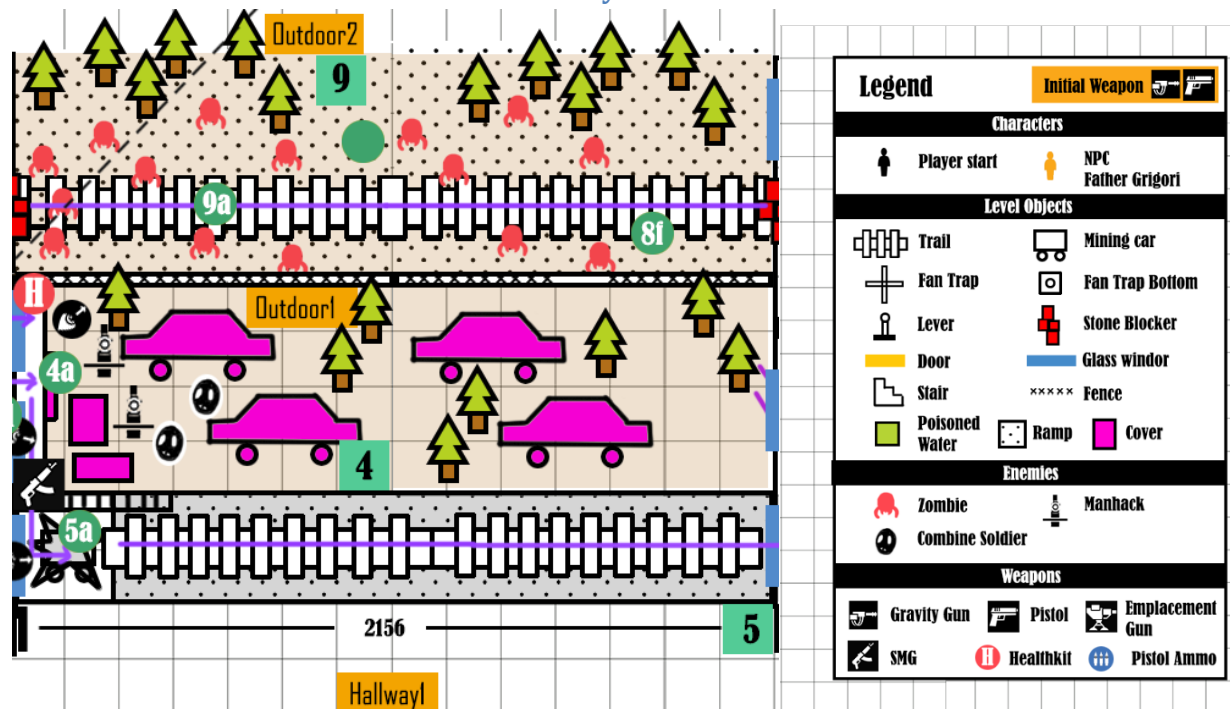


Figure 5 Section 2 Outside Area - Outdoor1 & Hallway1 Map [1][2]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
4	- Preview the scene of combines fighting with zombies - Kill 2 combine soldiers from a high place	The player stands on the ledge of the window, where he can preview what happened in Outdoor2. - There are cars parking in the Outdoor1, and 2 combine soldiers equipped with SMG will shoot the player as well as using the cars as cover. - Combine soldiers will throw manhacks to attack the player. - There will be steel board on the edge of the window ledge for the player to use as cover.	2	03:25	No
4a		Strategies to kill enemies: - Use pistol to shoot the Combine soldiers. - Make use of the steel boards as covers.	2	03:25	No
5	- Pick up the new weapon SMG - Ride on a Cart to pass this transition area	- A SMG as a new weapon lying on the ground at (5a). - An inclined hallway connects the two buildings at the end of the ledge, and there is a hole in the center of the second floor's platform. A Cart waits under the hole.	1	03:35	Yes
5a		- The player picks up the SMG. - When the player stands onto the weak wood boards on the platform, it will break immediately and the player fall right into the Cart which will rush downward and take the player to break the window and enter Room4.	1	03:35	Yes

Section 3 Metal Storage Building – Room 4

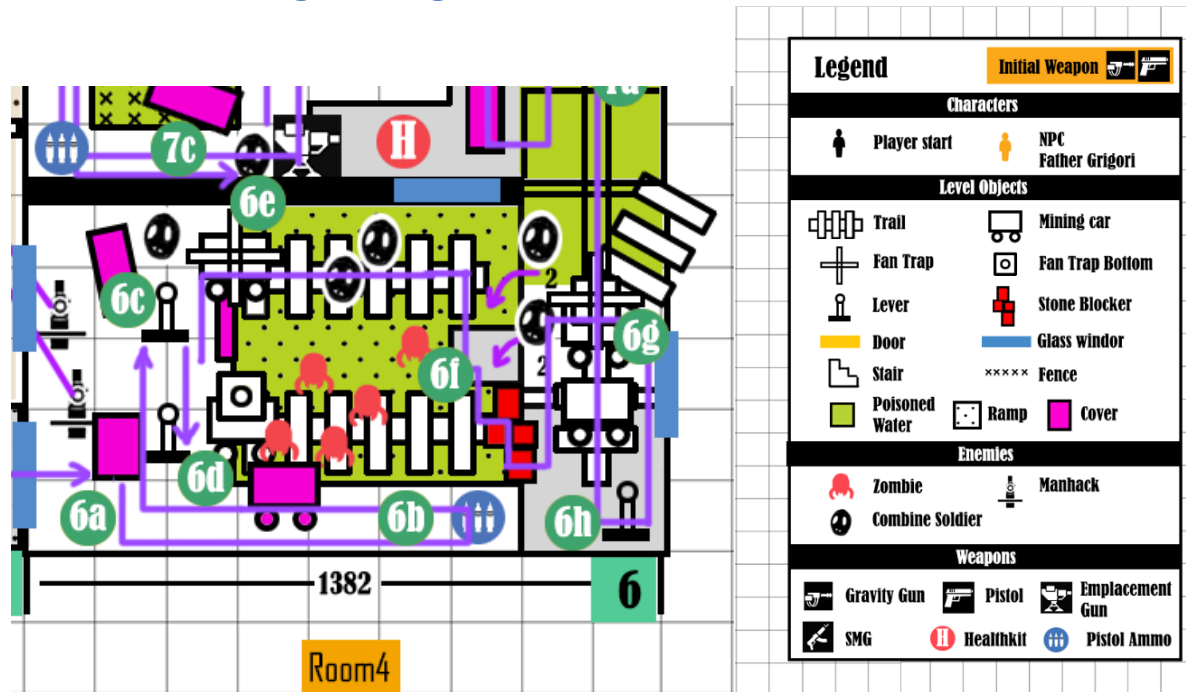


Figure 6 Section 3 Metal Storage Building - Room 4 [1][2]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
6	- Encounter with mix type of enemies (Manhacks/Zombies/Combine Soldiers) - Reinforce installing Fan Trap on a Cart - Reinforce using the spinning fan to break the Stone Blocker - Build the track with the broken piece - Reinforce riding on a Cart to pass the toxic water	The player enters Room4, there are two trails above the ramp covered with Poisoned water. 3 Combine soldiers stand there fighting with 5 zombies. - On one trail's the other end, there is a Cart with a Fan Leaf on it. - On the other one trail, a Cart with a Fan Trap Bottom placed there. - Both Carts can be controlled by a separate lever. 2 manhacks will fly toward the player to attack him. - On the other end there is an advanced Fan-Cart, which can be controlled by the lever near it at (6h). - A Trail is broken to 2 parts and a broken piece lies near one side. - The Advanced Fan Cart is buried under some Stone Blockers. To use it, the player needs to break the stone first.	4	05:35	No

6a	Kill 2 Manhacks, 3 Combine Soldiers, 5 Zombies in the room	Use pistol to kill the 2 manhacks or use them as a tool to kill the Combine Soldiers / Zombies. - The player needs to deal with Combine Soldiers first or they will interrupt with the player solving puzzles. - The player can use manhacks to deal with zombies/combine soldiers.	4	04:25	No
6b	Pick up some ammos	Go to (6b) to pick up ammos.	1	04:30	No
6c	Get the Fan Leaf	Get the Fan Leaf on the Cart there.	1	04:35	No
6d	Install the Fan-Cart and use lever to move it to break Stone Blocker	Shoot the Fan Leaf toward the Fan Trap Bottom to get it installed. Then use the lever at (6d) to activate the Fan-Cart. The Fan-Cart will move forward and the spinning fan on it will break the Stone Blockers ahead of it.	1	04:45	No
6e	Kill the 2 rappelling down Combine Soldiers	When the Stone Blockers is break, the Stone which blocks the way in the upper platform will break too, and 2 Combine Soldiers will appear on the higher platform. They will rappel down. The player needs to kill them first.	2	05:05	No
6f	Use the lever to move the left Cart forward to reach the other side	The player activates the lever at (6c) again, and ride on the Cart to go to the other end, where the player can jump onto another platform and get to (6g).	1	05:10	No
6g	Build the track	Use Gravity Gun to pick up the broken piece of the Trail and place it back on track.	1	05:20	No
6h	Ride on the Advanced Fan Cart to pass the poisoned water to reach Room 5	Use the lever to move the Advanced Fan-Cart and jump onto it to ride on it to pass the poisoned water to enter Room5.	2	05:35	No

Section 3 Metal Storage Building – Room 5

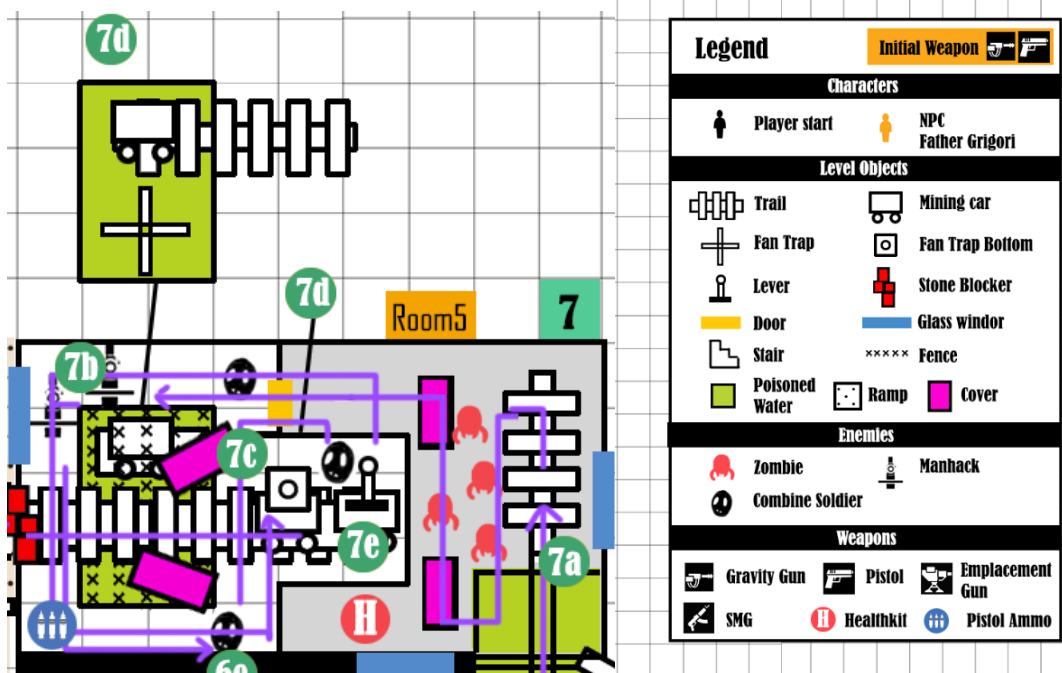


Figure 7 Metal Storage Building - Room 5 Map [1][2]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
7	- Encounter with mix type of enemies (Manhacks/Zombies /Combine Soldiers) - Use Cart to transport Fan Leaf - Reinforce using spinning fan to break Stone Blocker	The player enters Room5. There are two floors. - In the front part of floor one, there is a Trail with a Cart on it near the entrance door. - In the latter part of floor one, there is a poisoned water area with a Fan Leaf and a Cart on the trail, which leads to the concrete floor of the front part. - There is a balcony on the second floor, and a new Advanced Fan-Cart is there with a lever on itself to control. 4 Zombies are on the first floor. 3 Combine soldiers stand on the balcony shooting the zombies and they will attack the player once he enters the room. Three of them are equipped with the SMG. - There are fences on the center of the second floor and through it the player can	4	06:55	No

		see the Fan Leaf and the Cart in the poisoned water. A Trail lies on the second floor and leads to the exit but is blocked by some Stone Blockers.			
7a	Kill 4 Zombies, 3 Combine Soldiers	Use the cover to avoid bullets from the combine soldiers and deal with 4 zombies there. Kill all the combine soldiers.	4	06:15	No
7b	Kill 2 Manhacks	The player goes to (7b) and kill 2 manhacks there.	1	06:25	No
7c	Drag the Fan Leaf onto the Cart to transport it to the floor	Use Gravity Gun to drag the Fan Leaf onto the Cart under the fence. Because of the weight, the Cart will move downward, and the player can go to (7d) to use Gravity Gun to pick the Fan Leaf up.	2	06:40	No
7d	Pick up the Fan Leaf	Pick up the Fan Leaf on the 1 st floor.	1	06:45	No
7e	Install the Advanced Fan Cart and ride on it to break the Stone Blocker	Go to (7e) to place the leaf onto the Cart there and complete the Advanced Fan-Cart. Then the player can jump into the rear Cart and use the lever to drive this advanced Fan-Cart forward. The spinning fan will break the Stone Blockers and the player can exit this room.	1	06:55	No

Section 2 Outside Area – Outdoor2

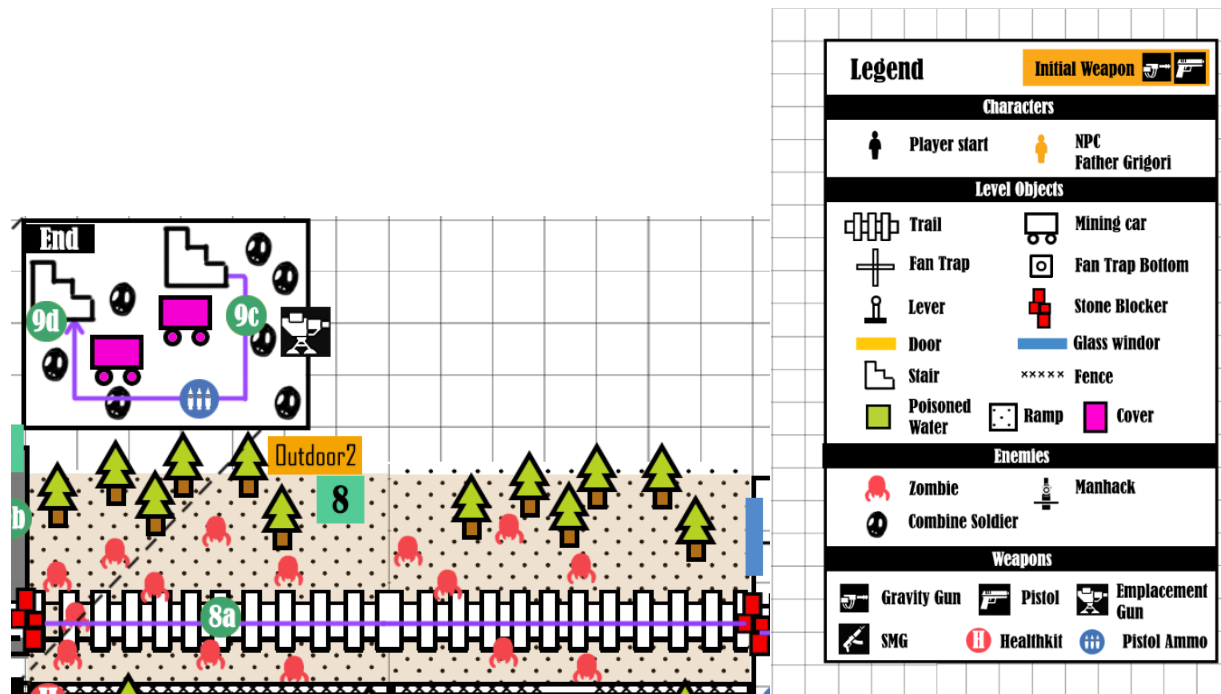


Figure 8 Section 2 Outside Area - Outdoor 2 Map [1][2]

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
8	- Drive Advanced Fan Cart forward and backward to crush zombies as well as shoot Combine Soldiers on the balcony - Reinforce using spinning fan to break Stone Blocker	The player driving the advanced Fan-Cart along the trail, crushing zombies as well as shooting the Combine Soldiers on the balcony of Room6 and avoiding their bullets. 4 Combine Soldiers stand on the balcony of Room6 and 3 of them equipped with SMG and 1 uses the Emplacement Gun. 10 zombies in the Outdoor2 who tries to attack the player.	2	07:25	Yes
8a		Use lever to control the movement of the advanced Fan-Cart, crushing zombies as well as adjust the angle to avoid the bullets from combine soldiers. Shoot them down while safe. At the end of the Trail there is a Stone Blockers blocking the way, so the player needs to use the spinning fan to break it.	2	07:25	Yes

Section 3 Metal Storage Building - Room 6

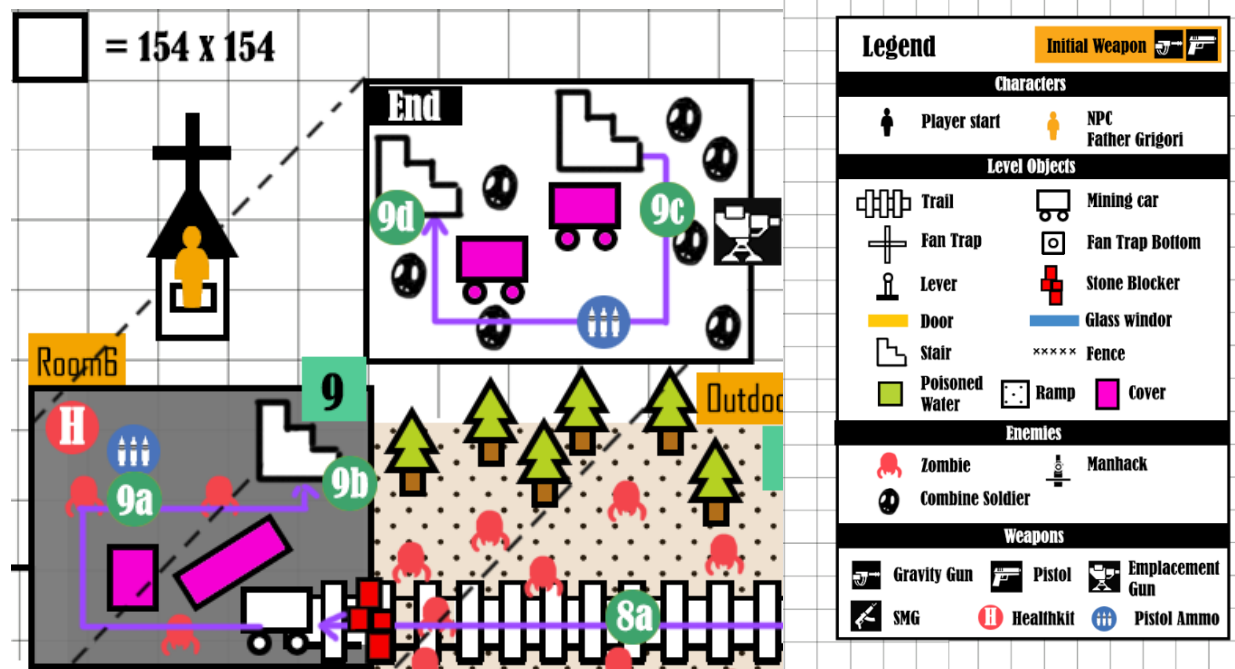


Figure 9 Metal Storage Building - Room 6 Map

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
9	Kill Zombies and Combine Soldiers in the Combine Base.	The player enters the final room. There are two floors. - On the first floor, there are multiple covers and the player needs to circle around to get to the stairs. There are 3 zombies there. - On the second floor, 4 Combine Soldiers wait there and the player can make use of the Cart as covers to shoot them down.	4	09:00	No
9a	Kill 3 zombies	Go along the route and kill 3 zombies. Then climb up stairs to the second floor.	2	08:00	No
9b	Kill 6 (max) Combine Soldiers.	Kill Combine Soldiers then go the exit. If at (9a) the player didn't kill all enemies on the balcony of the 2nd floor, then he should deal with more here. Pass this level.	4	09:00	No
End	Ending scene: See father Grigori shows up on the dome of the church and waving at the player. [Dialog]	N/A	N/A	N/A	N/A

Grigori: I'm glad you are here, Gordon.
 Grigori: But I need to find my sheep now.
 Grigori: In case I don't see you...
 Grigori: Good afternoon, good evening and good night.

Skill Progression Chart

	Start	Room1		Room2				Room3				Outdoor1	Hallway1
Map Marker ID ->	-	1a	1b	2a	2b	2c	2d	3a	3b	3c	3d	4a	5a
Actions													
Move	X	E	E	E	E	E	E	E	M	M	M	M	M
Shoot	H	E		E	E	E	E	E		M	M	M	
Interact	M								E	M			
Crouch	M												
Gameplay skills													
Use Gravity Gun to drag things	M			E	E	E	E	E					
Use Gravity Gun to throw things away	M	E		E	E	E	E	M			M		
Install Fan Trap to kill enemies	E				E								
Install Fan Trap to break Stone Blocker							E						
Use Cart to pass toxic water									E				
Use Cart to transport item													
Weapons													
Pistol	M			E	E					M	M	M	
SMG	M												E
Gravity Gun	H	E		E	E	E	M	M		M	M		
Objects													
Mine Cart	E	E	E			E	E		M	M	M		
Stone Blocker							E						
Fan Trap	M			E	E		E	M					
Fan Cart	E												
Hazard													
Toxic Water	M							E	E	E	E		
Enemies													
Manhack	M			E						M		M	
Zombie	H			E	E	E	E			M			
Combine soldier	M			E								M	
	0:00	0:35	0:45	1:15	1:20	1:30	1:50	2:00	2:20	2:40	2:45	3:25	3:35

	Legend			
	E	M	H	X
New skills	Intro	Reinforce	Master	
Starting Skills (START)	Beginner	Advanced	Expert	Master
Challenges	Easy	Medium	Hard	Legendary

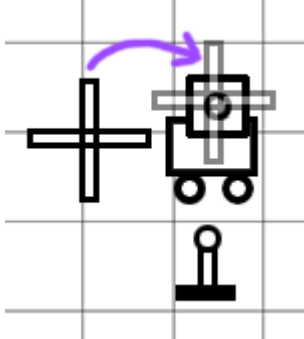
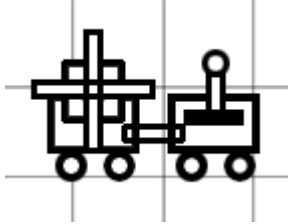
Figure 10 Skill Progression Chart - Part1

Map Marker ID ->	Room4								Room5					Outdoor2	Room6	
	6a	6b	6c	6d	6e	6f	6g	6h	7a	7b	7c	7d	7e	8a	9a	9b
Actions																
Move	M	M	M	M	M	M	M	M	M	M	M	M	H	M	M	M
Shoot	H	M	M		M	M	M	M	H	M	M	M		H	H	H
Interact			M			M	M	M	M	M		H	M	H		
Crouch									M					H	H	H
Gameplay skills																
Use Gravity Gun to drag things	M	M	M	M					M	M	M	M	M	M	H	H
Use Gravity Gun to throw things away	M	M	M	M					M	M	M	M	M	M	H	H
Install Fan Trap to kill enemies																
Install Fan Trap to break Stone Blocker				M										H		
Use Cart to pass toxic water								M								
Use Cart to transport item											E					
Weapons																
Pistol	H	H	H		M				H	M				H	H	H
SMG	M	M	M		M				H	M				H	H	H
Gravity Gun	M	M	M						H	M		M	M	M		
Objects																
Mine Cart						M						M			H	H
Stone Blocker																
Fan Trap																
Fan Cart			E	E				M					H	H		
Hazard																
Toxic Water	M	M	M	M	M	M	M	M			M	M	M			
Enemies																
Manhack	M									M						
Zombie	M								M					H	H	
Combine soldier	M			M					M					H		H
	4:25	4:30	4:35	4:45	5:05	5:10	5:20	5:35	6:15	6:25	6:40	6:45	6:55	7:25	8:00	9:00

	Legend			
	E	M	H	X
New skills	Intro	Reinforce	Master	
Starting Skills (START)	Beginner	Advanced	Expert	Master
Challenges	Easy	Medium	Hard	Legendary

Figure 11 Skill Progression Chart - Part2

New Skills/Gameplay Mechanics

Build the track		• There is a broken piece of the track. • The player can use Gravity Gun to drag the piece and throw it toward the pit to place it back on Track. • There will be a snap point so the player can fix the Track easily.
Fan-Cart		• It is a combined version of the Mine Cart and the Fan Trap, which has shown up in the original <i>Half-life 2</i> game in the mine after Ravenholm. • Basically, there is a Fan Trap at the front part of the cart, and when the cart moves, it can crush enemies on its way. • In our level, the fan leaf is taken away from the Cart, so the player needs to place it back themselves to use it as a whole. • And it can move in two directions, forward or backward.
Advanced Fan-Cart		• This is an advanced version of the Fan-Cart, with 2 Cart connected and a battery system. • The former one has a Fan Trap on it and the latter one with a lever. • The player can stand on the latter Cart and use the lever to drive it on the track forward or backward. • With it, the player can drive as well as appreciating the Fan killing enemies.

Hook(s)/Gameplay Highlights

- Unique vehicle in HL ever, drive the Mine Cart to kill enemies
- Different ways to crush zombies and let their blood splash everywhere
- Ride on the cart to pass boring transition part

Context

This level can occur after the main storyline and it can serve as a DLC. The original half-life 2 brings the player a vivid character, Father Grigori, who decides to stay in Ravenholm to watch over all his 'sheep' as

a shepherd. Players should have knowledge of the basic controls of the game and be familiar with using Gravity Gun at that time.

Backstory

Gordon returned to Ravenholm, finding that all zombies and traps and corpse and junks are gone. Even Father Grigori disappeared. The whole town was neat and tidy, but weirdly empty. Following the old memories, Gordon found the track to the Mines, where he saw someone like Father Grigori. There were more zombies in the Mine than before, and he even saw some combine soldiers in a line to guard this abandoned place. Why did this place worth to guard? To figure out what had happened, Gordon set up to chase up with that “Father Grigori”.

Aftermath

After passing this level, the player can go back to the Ravenholm Town, and he can escort Father Grigori along the way. There will be more Combine Soldiers and more type of zombies. At the end of the level, the player has a Pistol and a Gravity Gun.

Development Schedule

Milestone	Date
LDD	10/31
Whitebox	11/07
Initial Gameplay	11/14
Gameplay Complete	11/21
Aesthetics	11/28
Launch	12/05

Aesthetic References

The visual theme of the level is mine, and it should contain the interior of the mine, which has got wooden-texture wall and floor, and exterior area which includes the forest and some metal storage building.

Visual Theme 1 Mine interior

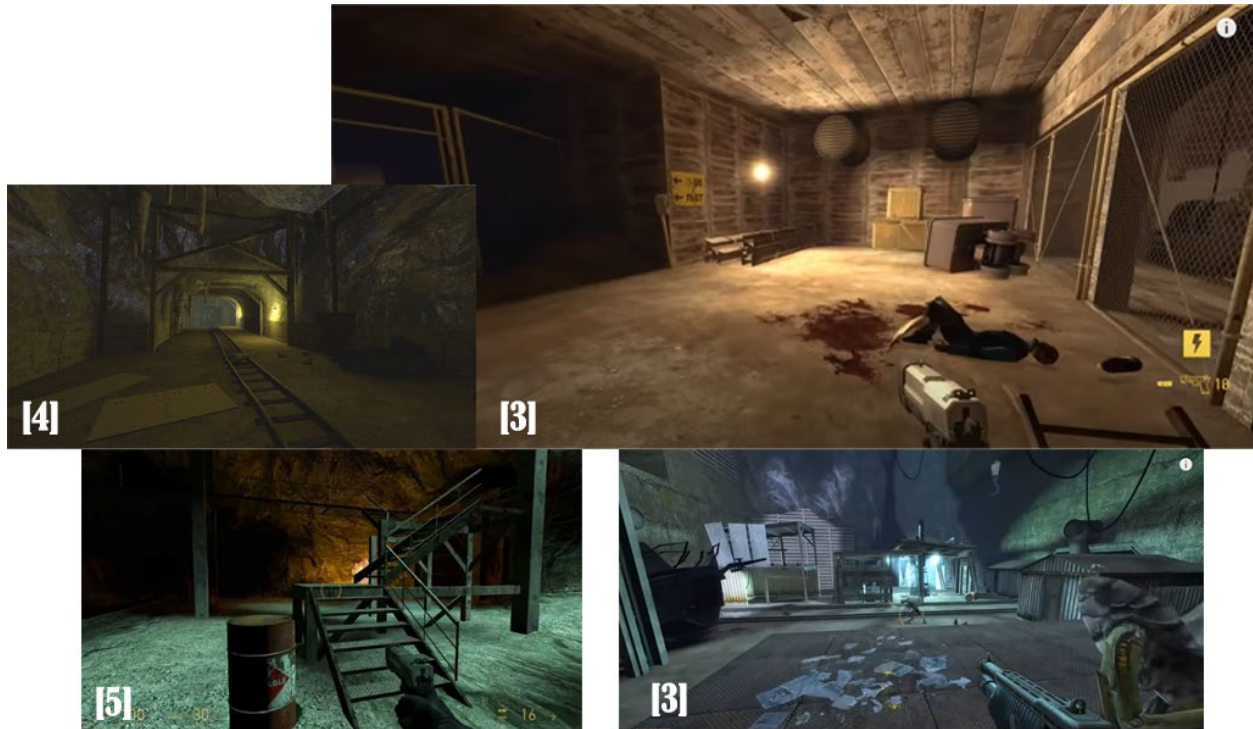


Figure 12: Visual Theme 1 [3,4,5]

Visual Theme 2 Mine Exterior



Figure 13 Visual Theme2 Mine Exterior [6]

Visual Theme 3 Metal Storage Building



Figure 14 Metal Storage Building [7]

Unique Requirements and Risks

Map Label	Description	Type	Priority
*	Use the lever to control the cart move in 2 directions	Scripting	High
*	Fan Leaf can snap to the bottom	Scripting	High
*	Use the lever to turn the Fan Trap on/off	Scripting	High
6b	Make one cart drop down when the player enters the room	Scripting	Medium
6d	Combine soldier rappels AI	Scripting	Medium
7a	Snap scripting for the broken track piece	Scripting	Medium
8d	Drop the fan leaf on the cart to make it move downwards	Scripting	Medium

Key Asset Needs

Description	Type	Priority
Gordon Freeman (Model, texture, animation)	Main Character	High
Father Grigori (Model, texture, animation)	NPC	High
Mine Meshes (Mine wall, rocks, electric lines)	Meshes	High
Mine Texture (Wood, dirt, metal)	Texture	High
Forest Meshes (Pine trees, rocks, snow)	Meshes	High
Forest Texture (Grass)	Texture	High
Pistol	Weapons	High
Gravity Gun	Weapons	High
SMG	Weapons	High
Emplacement Gun	Weapons	High
HealthKit	Pickup	High
Charger	Pickup	High
Pistol ammo	Pickup	High
SMG ammo	Pickup	High
Mine Cart	Level objects	High
Fence	Level objects	High
Glass window	Level objects	High
Track	Level objects	High
Door	Level objects	High
Crate	Level objects	High
Fan Trap (Fan leaf, Fan bottom)	Level objects	High
Lever	Level objects	High
Sky (Dusk)	Skybox	High
Mine light	Decorations	Medium
Steel bar	Decorations	Medium
Cars	Decorations	Medium

References

[Cover Image] https://static.wikia.nocookie.net/half-life/images/e/e5/Ep2_outland_010022.JPG/revision/latest?cb=20090615184829&path-prefix=en

- [1] Canny Yuan, made by Photoshop, 12-04-2022
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- [3] Screenshot of Half-life2 Walkthrough YouTube video, Bolloxed, https://www.youtube.com/watch?v=C5a_TYmiwHg&t=1466s
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- [6] <https://media.moddb.com/images/mods/1/20/19804/MineEntrance1.1.jpg>
- [7] Screenshot of Half-life2 Walkthrough YouTube video, Bolloxed, 1:46:33 <https://www.youtube.com/watch?v=jEIU1mD8Jnl&t=5123s>