

Mission/Narrative Design Document

MISSION TITLE: BREAK THE CODE

SETTING: SECRET COMPOUND – ABANDONED SPORTS STADIUM

- Set in a **post-political collapse future** where **crime syndicates rule**.
 - The stadium, now a **fortified Zero-Sun Clan compound**, shows remnants of its past—**destroyed seating, overgrown ivy, charred sections, and collapsed walls from past bombings**.
 - Multiple **stealth and combat paths**: vents, ruined VIP boxes, concessions, and makeshift barricades.
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MISSION OBJECTIVES & FLOW

Objective 1: Infiltrate the Compound

Gameplay & Narrative

- **Start in the parking lot**: Kira, Val, and Cypher sneak past **abandoned vehicles and riot barriers**.
- **Choice-driven entry**: Players can **go stealth** (using cover, sneaking through broken fences) or **engage in a full firefight**.
- **Protect Cypher**: He must **disable enemy communications** to prevent reinforcements. If the alarm is triggered, **more guards spawn**.

Objective 2: Take Down Security Points

Gameplay & Narrative

- Cypher reveals that **Caine is held on the football field**.
- **Val separates**: He moves to find a **sniper vantage point**.
- Kira and Cypher **navigate the stadium interior**, avoiding or fighting patrols.
- **Stealth vs. Combat Options**:
 - **Stealth**: Hide behind **counters, vending machines, trash cans**. Take out guards quietly.
 - **Combat**: Engaging enemies alerts more guards to **Kira's location**.

- **Protect Cypher:** He **hacks security terminals** while the player defends him.

Objective 3: Reach the Football Field

Gameplay & Narrative

- **Val is positioned in the VIP box** for overwatch.
- **Field defenses increase:** The stadium security is on high alert.
- Players can use **terrain for cover**:
 - **Turf craters** from past explosions.
 - **Sandbags & makeshift barricades**.
 - **Burnt-out sections** forming trenches.
- **Betrayal Moment:** Cypher **turns on Kira**, initiating a **firefight**.
- **High stakes:** Cypher sets a **bomb timer on Caine's restraints**.
- **Multi-level combat:** Val snipes from above while Kira fights on the field.

Objective 4: Save Caine

Gameplay & Narrative

- The player must **push forward using cover**.
- **Environmental interactions**:
 - Use **grenades and throwables**.
 - **Explosive barrels** to clear groups of guards.
 - Loot fallen enemies for **ammo and supplies**.
- **Race against time:** Players must **disable the bomb before time runs out**.
- **Climax:** Defeat the **Zero-Sun Clan leader**, rescue Caine, and escape.

KEY FEATURES & MECHANICS

✓ **Stealth & Combat Choices:** Encourages multiple playstyles. ✓ **Multi-Layered Environment:** Stadium layout allows for **verticality & cover-based tactics**. ✓ **AI Guard Behavior:** Dynamic patrols change based on alarms & enemy awareness. ✓ **Narrative-Driven Betrayal:** Cypher's double-cross creates an **unexpected mid-mission challenge**.

✓ **Environmental Storytelling:** Stadium remnants, riot damage, and Zero-Sun tech reinforce worldbuilding.

CONCLUSION

This mission blends **narrative depth, environmental storytelling, and tactical gameplay** to create an intense, immersive FPS experience. Players must **balance strategy, combat, and quick decision-making** to survive the Zero-Sun Clan's stronghold and rescue Caine before time runs out.

PORTFOLIO SUMMARY

This mission/narrative breakdown is designed as a **showcase piece for FPS narrative design**, emphasizing player-driven decision-making, dynamic combat scenarios, and environmental storytelling. The level structure integrates **stealth and action gameplay**, reinforcing the tension and urgency of the mission. By incorporating a **multi-layered approach to level design, AI enemy behaviors, and reactive narrative moments**, this piece demonstrates my ability to craft immersive, cinematic FPS experiences with compelling character-driven stakes.