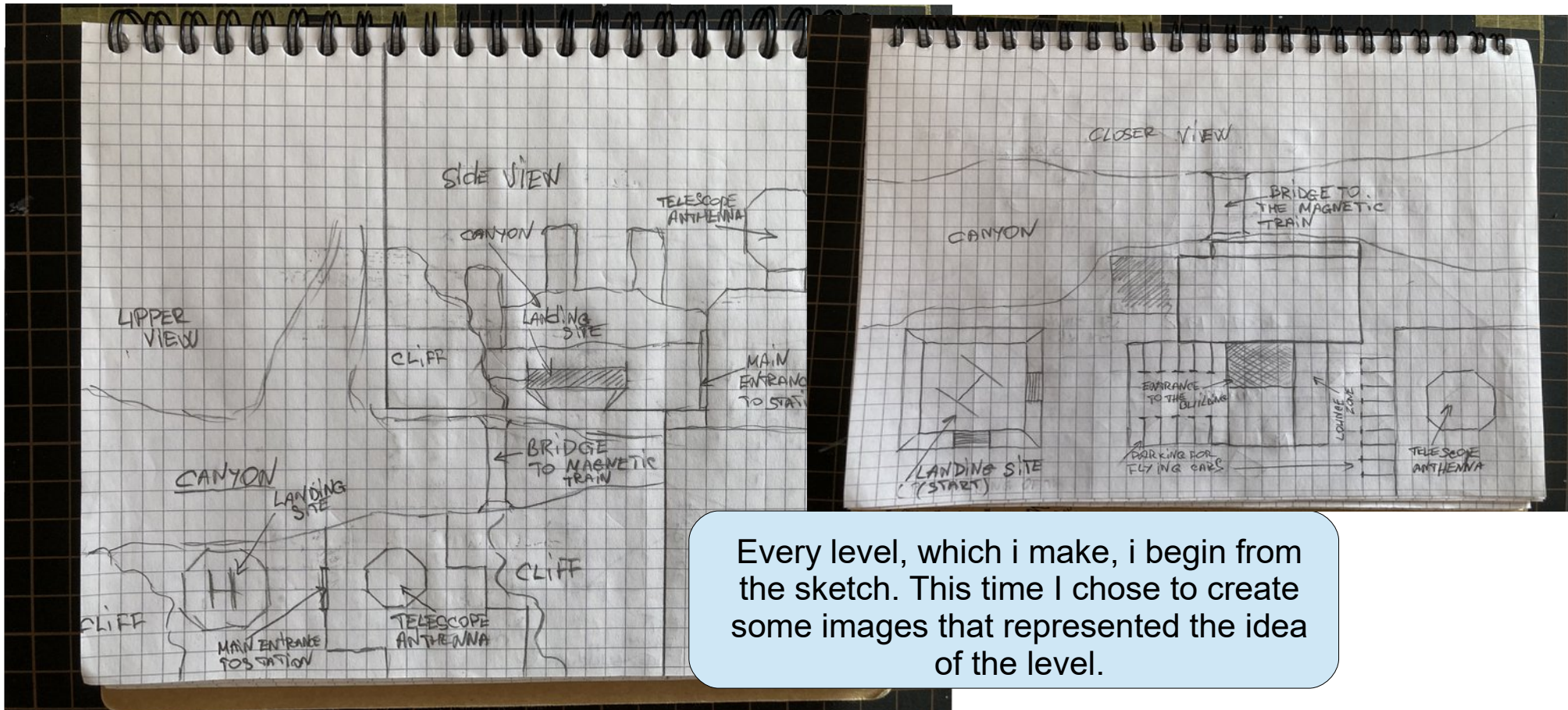


# DEEP SPACE RESEARCH STATION

## FPS Level Blockout Presentation

A long time ago, in a galaxy far, far away...

Having received information that a group of bandits had kidnapped a high-ranking official of the planet Iskalon and was holding him hostage on the planet Wayland, you, as one of the mercenaries, seeing a great fee for bringing the official back alive, immediately went to Wayland. According to the information provided to you by the guild, the full information about who this official is and where he might be on Wayland should be in one of the servers of the Deep Space Research Station.



Every level, which i make, i begin from the sketch. This time I chose to create some images that represented the idea of the level.

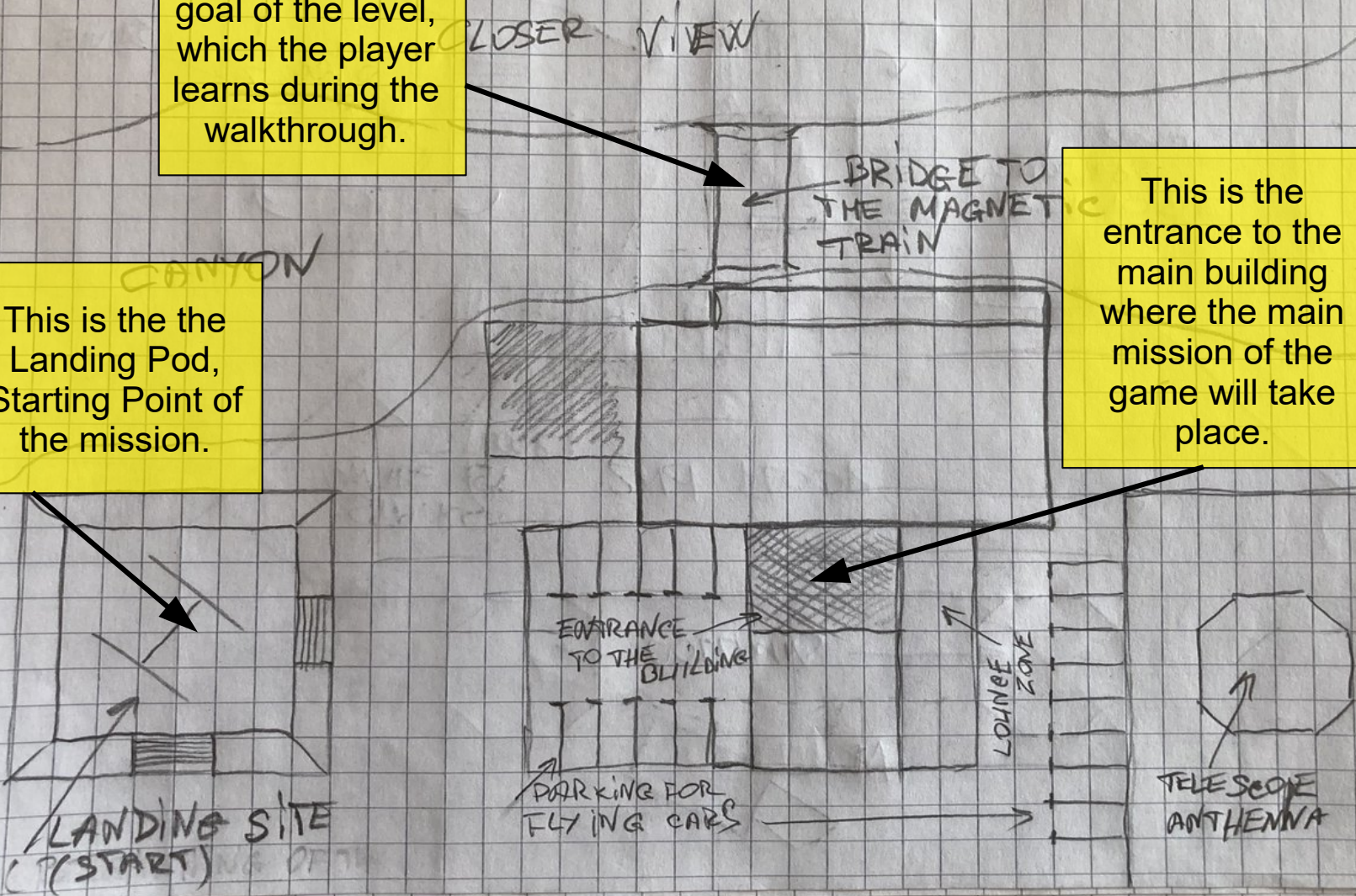
# Sketch Part

This is the closer view of the basic sketch, where you can see in more detail the idea of the main character's ship landing site.

This is the Bridge to The Magnetic Train. The final goal of the level, which the player learns during the walkthrough.

This is the the Landing Pod, Starting Point of the mission.

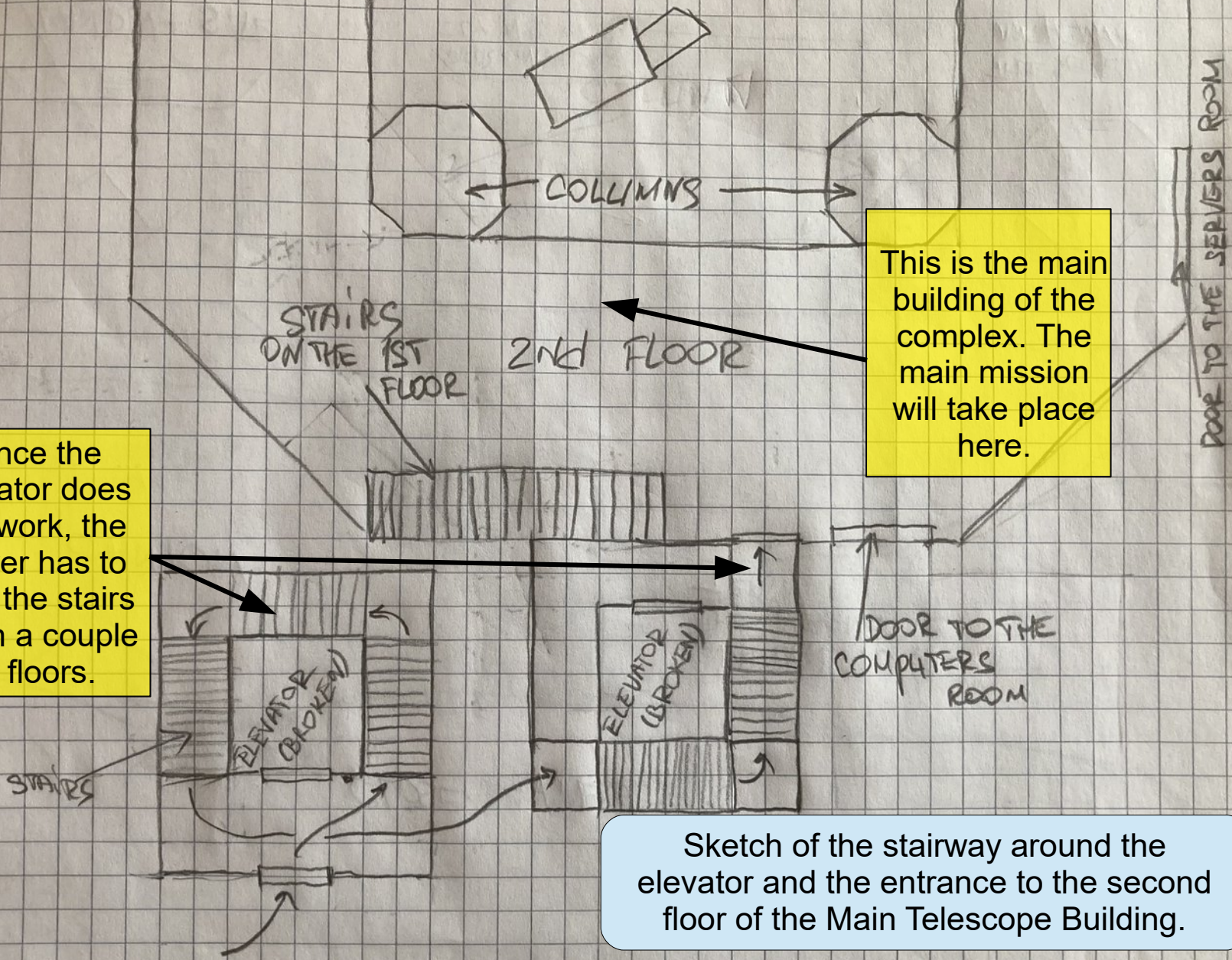
This is the entrance to the main building where the main mission of the game will take place.



Since the elevator does not work, the player has to take the stairs down a couple of floors.

This is the main building of the complex. The main mission will take place here.

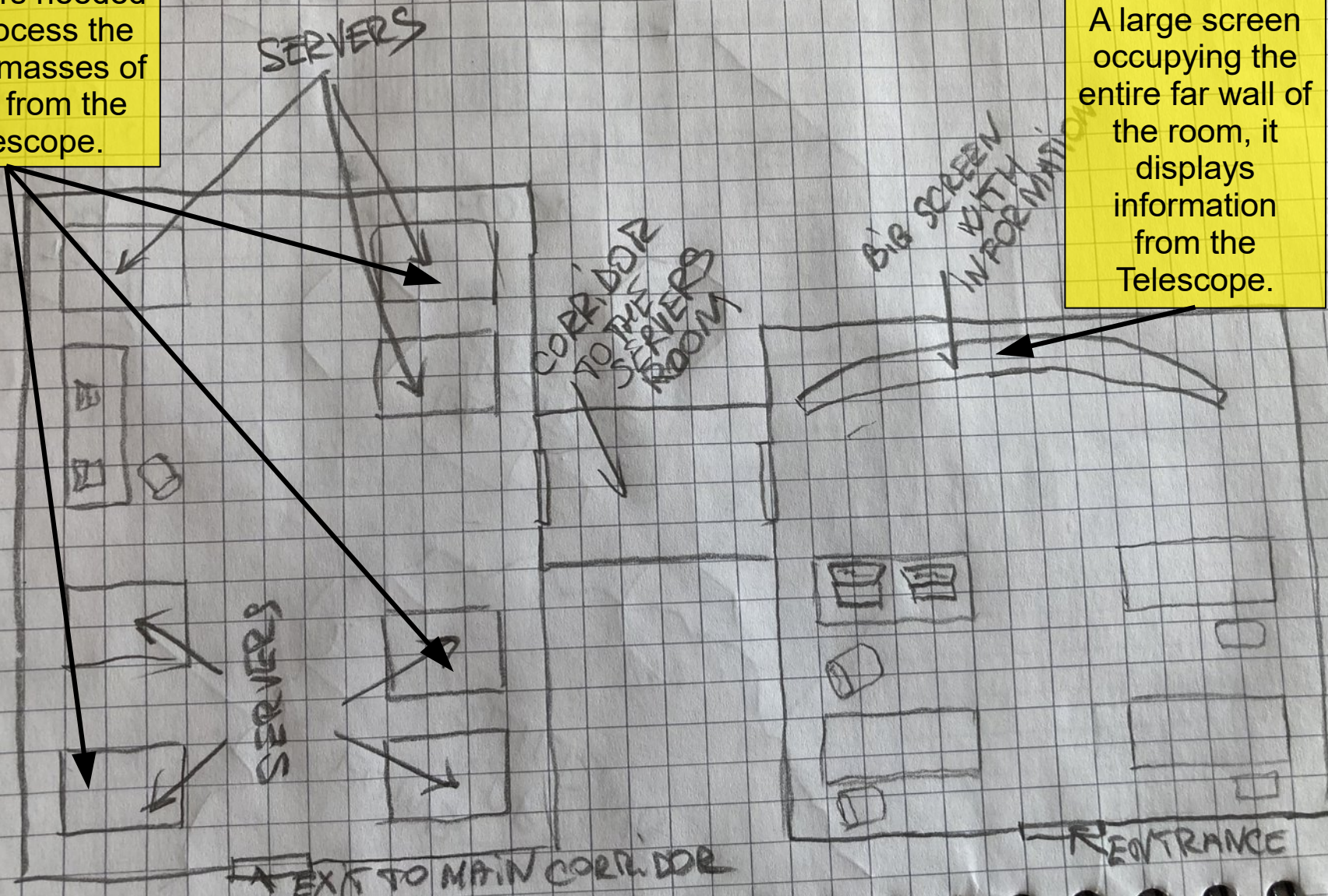
Sketch of the stairway around the elevator and the entrance to the second floor of the Main Telescope Building.



Computer Data Room and Server Room.  
Each plays an important part in the story.

Servers needed  
to process the  
huge masses of  
data from the  
Telescope.

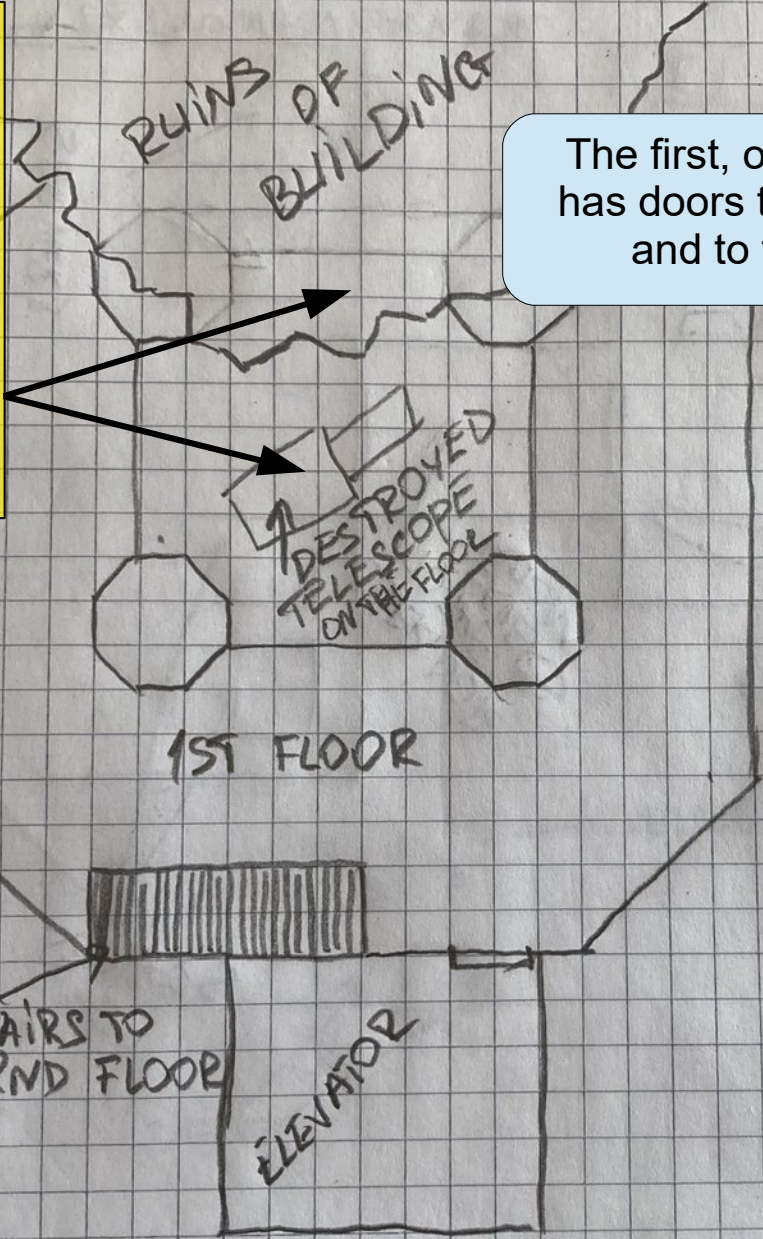
A large screen  
occupying the  
entire far wall of  
the room, it  
displays  
information  
from the  
Telescope.



At the very bottom you can see the fallen and destroyed Telescope, you can also see part of the destroyed dome of the Telescope.

The first, or lower floor of the Complex has doors that lead to the Guard Room and to the exit of the Complex.

Doors leading to the Guard Room and the Main Bridge leading to the Magnetic Train.

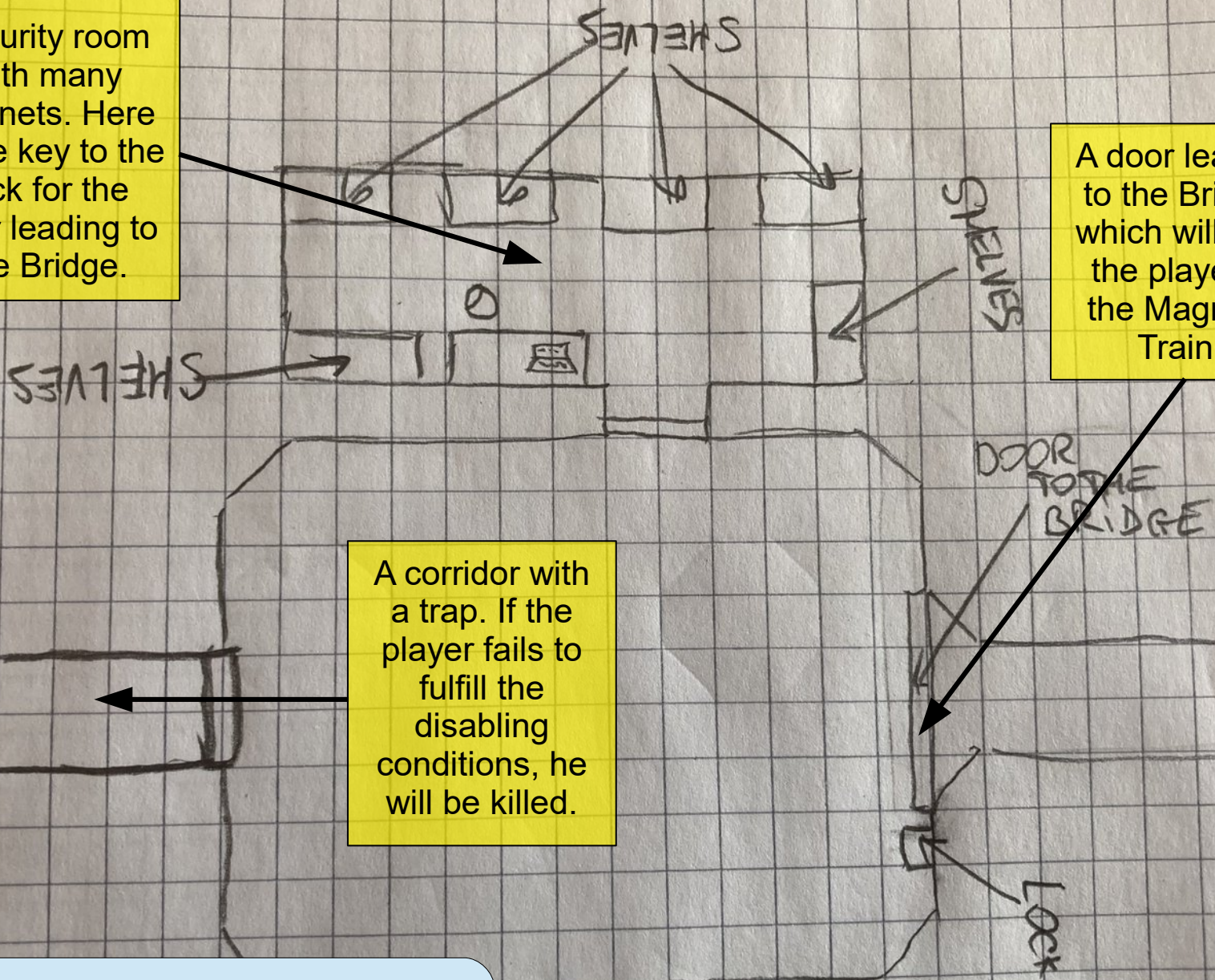


Security room with many cabinets. Here is the key to the lock for the door leading to the Bridge.

A door leading to the Bridge, which will lead the player to the Magnetic Train.

A corridor with a trap. If the player fails to fulfill the disabling conditions, he will be killed.

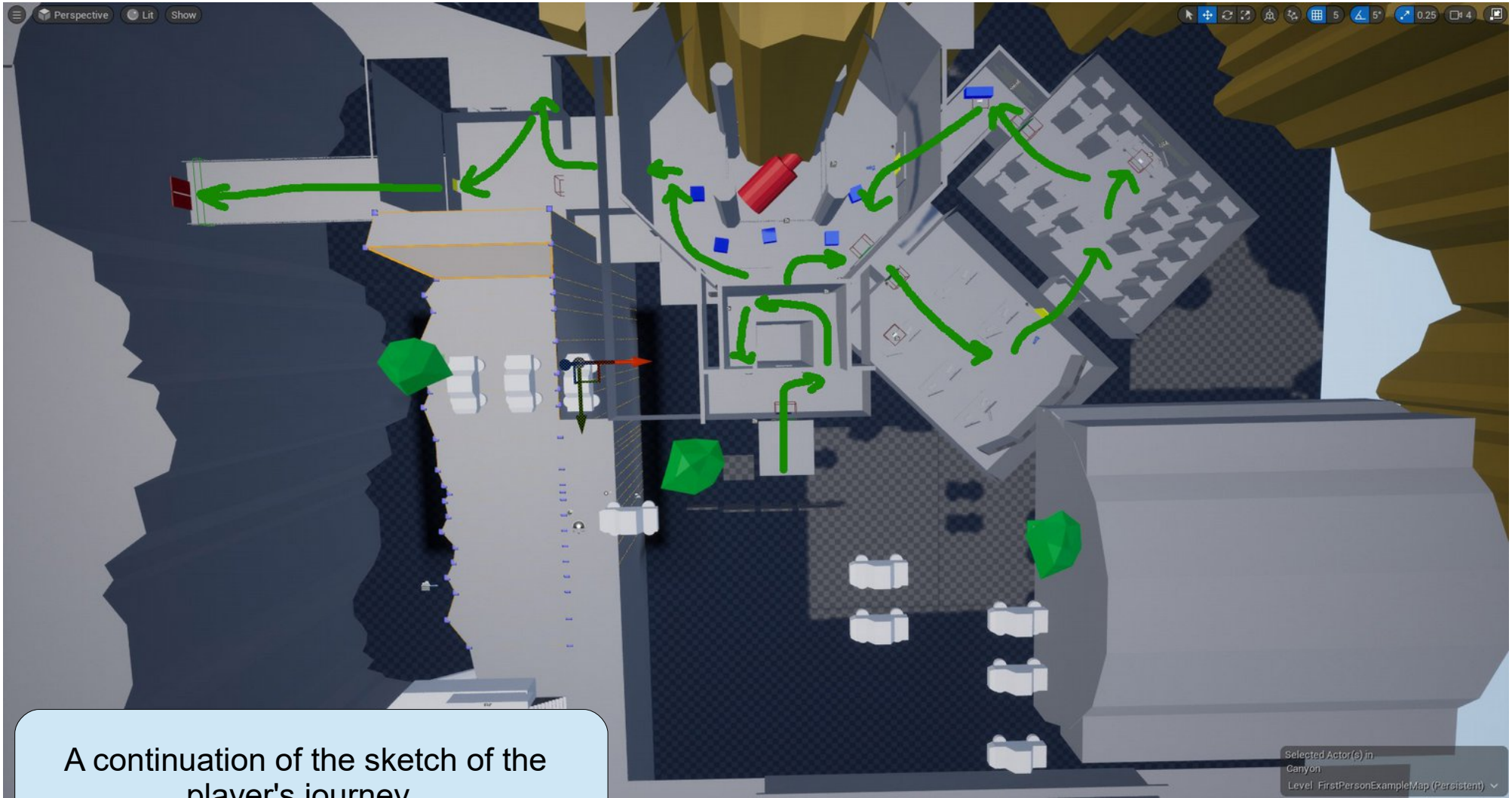
The last part of the mission. The Guard Room, here the player will encounter a trap that can be bypassed, and the last riddle.



# Design Part

Once the sketch is complete, the design part begins. Often, what was pictured in the sketch can be changed, something added or removed.





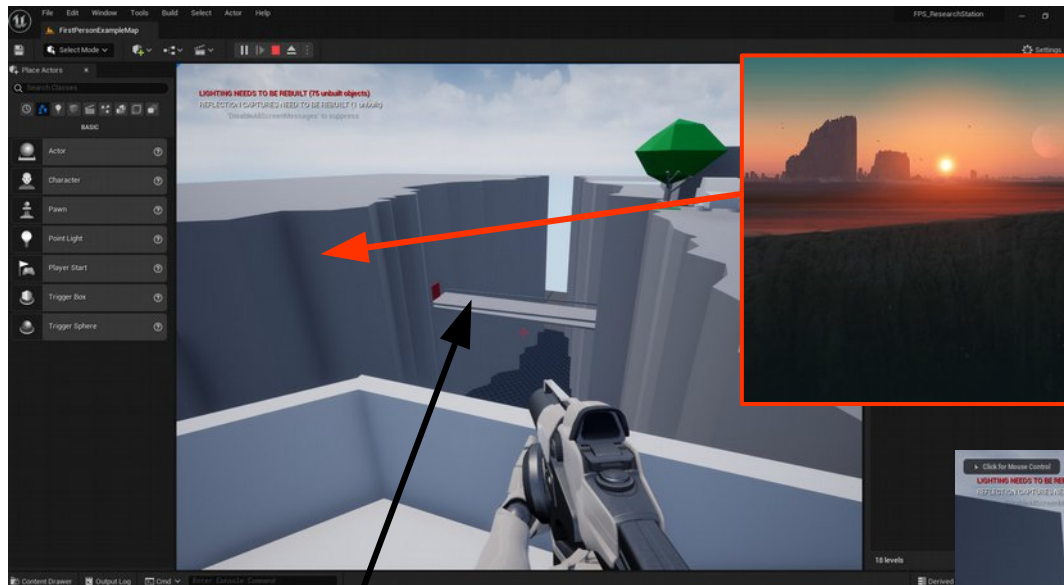
A continuation of the sketch of the player's journey.



After arriving at the location, you find that no one meets you...

On the landing site you see the Research Station, standing on the edge of a beautiful canyon. Looking down, you notice a bridge that is below and connects the two sides of the canyon. You notice several buildings that adjoin each other, one of which is much larger than the others and has a large spherical antenna on its roof, which reminds you of a golf ball. Deciding that this is the main building, you head for the front doors.

The station looks intact, but the fact that you do not find anyone near such an object is suspicious.

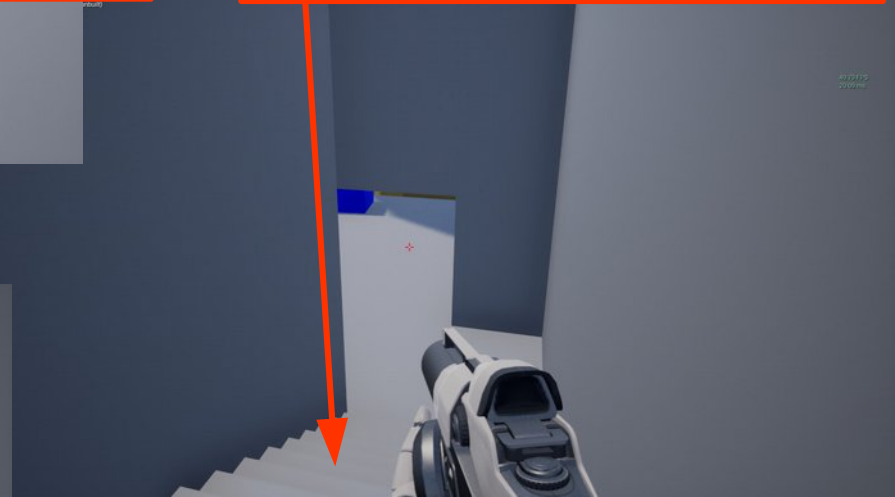
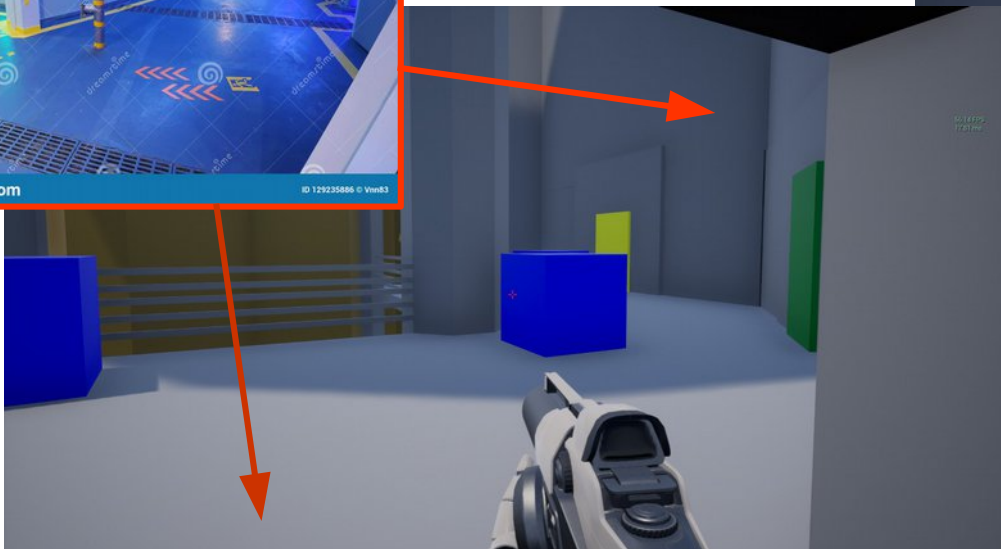


Descending from the arrival point, the player immediately notices the entrance to the building and understands that it is necessary to go there.

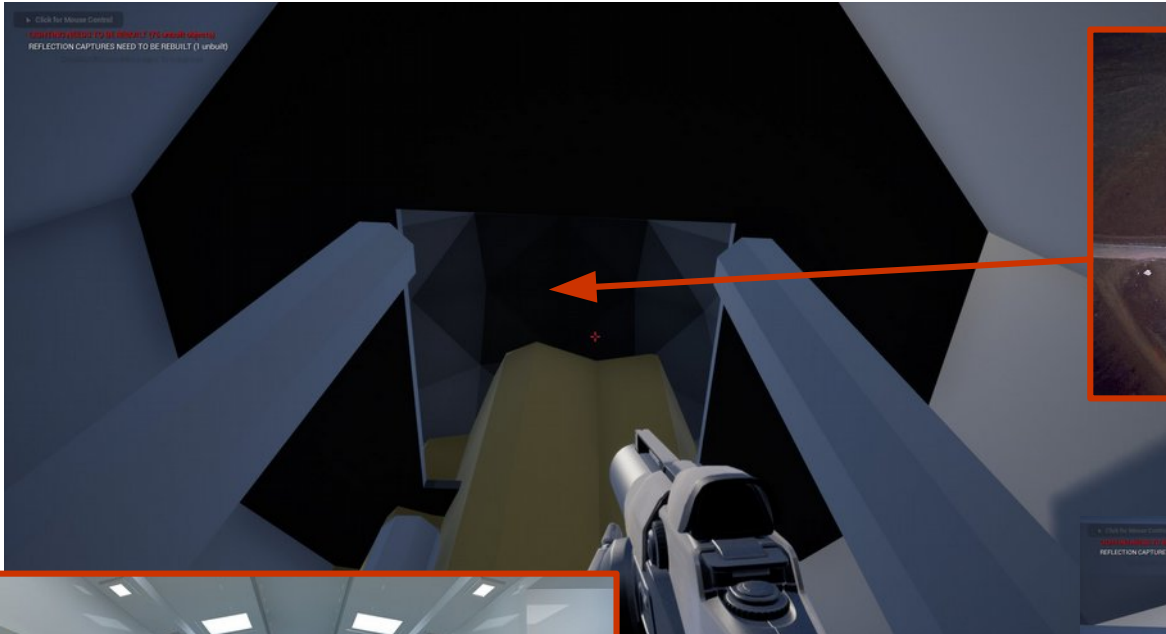
At the very beginning the player sees the finish point of the level, although he does not yet know that he has to get there.



You press a panel next to the door and open the doors to enter a room with an elevator, but the elevator does not work and you have to go down the stairs two floors below and open the doors, which lead, as you assume, to a room with some kind of antenna or telescope.

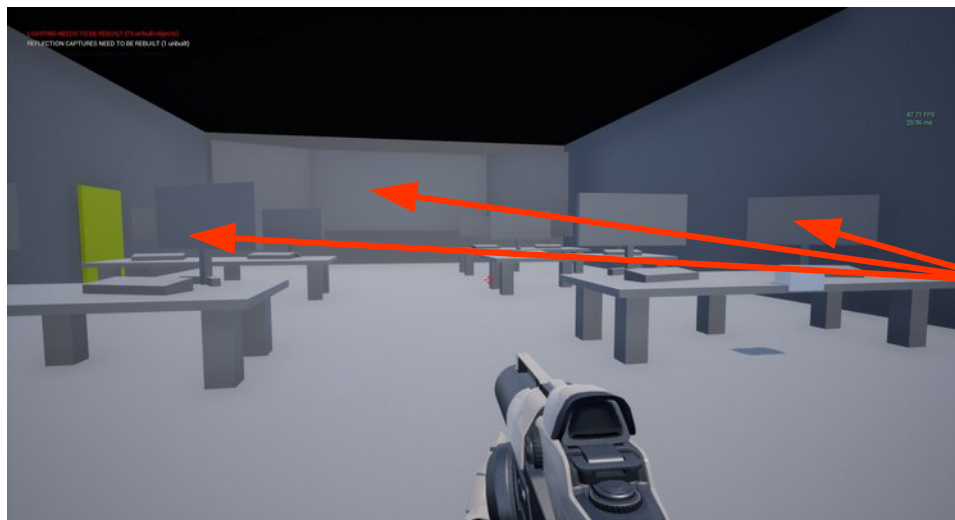


When you open the door, you understand why no one meets you. You enter a large circular room several floors in size. At the very top you see the telescope dome, which has collapsed on one side. Along with it, the entire far wall of the building collapsed and buried all the neighboring rooms beneath it. On the lower floor you can see the destroyed telescope, which you cannot reach.



You understand that you will have to look for all the information yourself, because there is no one to ask. Fortunately the electricity at the station still works and with the search for information not only about where the official is, but also what happened to the station, should not be a problem.

You try to open a couple of doors, but they are all closed except one. You enter into one of the rooms that was processing the information from the telescope, and try to run one of the computers.



Suddenly you hear the message that the alarm has been triggered and the security perimeter has been activated. You don't know what this might mean, but you decide to continue your search a little faster.

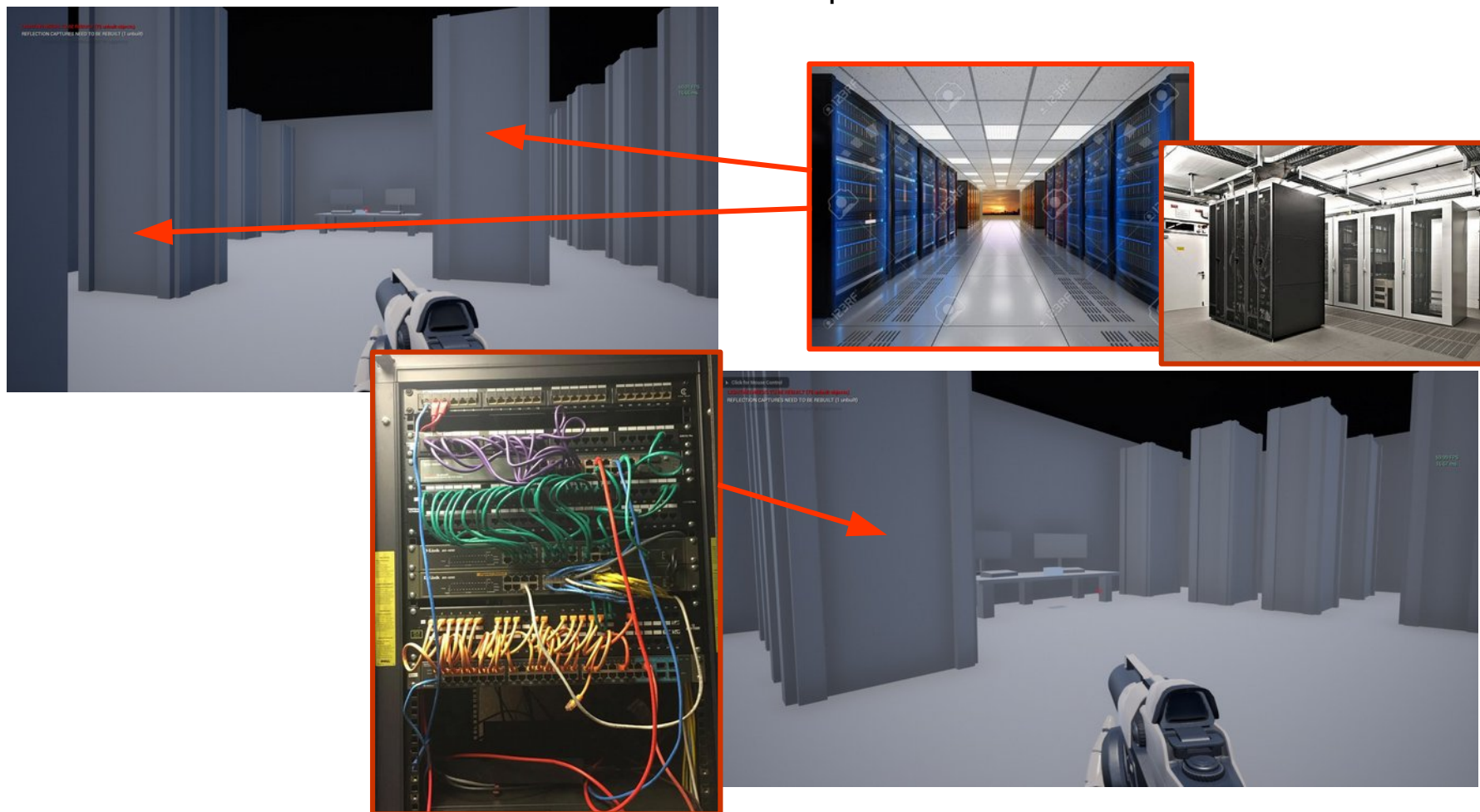
After starting the computer and doing a quick search, you are unable to locate the information you are looking for, however, you find information that this computer is not the only one, there are other computers that are still on.

After unlocking the door to the next room with the computer, you go out into the Servers room, which is next room to the Computers Room.

You go further down the corridor and enter another room, which is similar to the previous one, except that it has large server racks. When you turn on one of the computers, you see information that it is disconnected from the network.

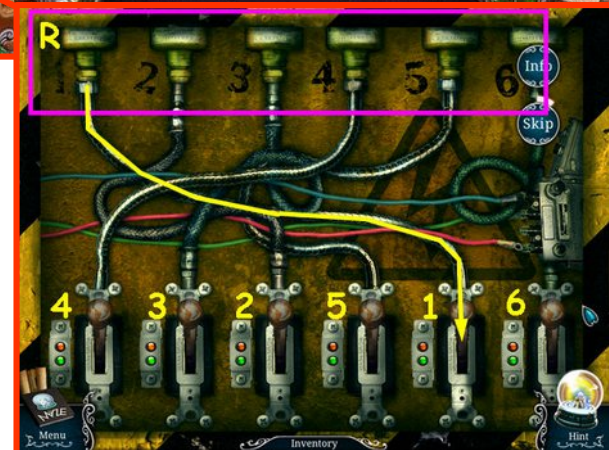
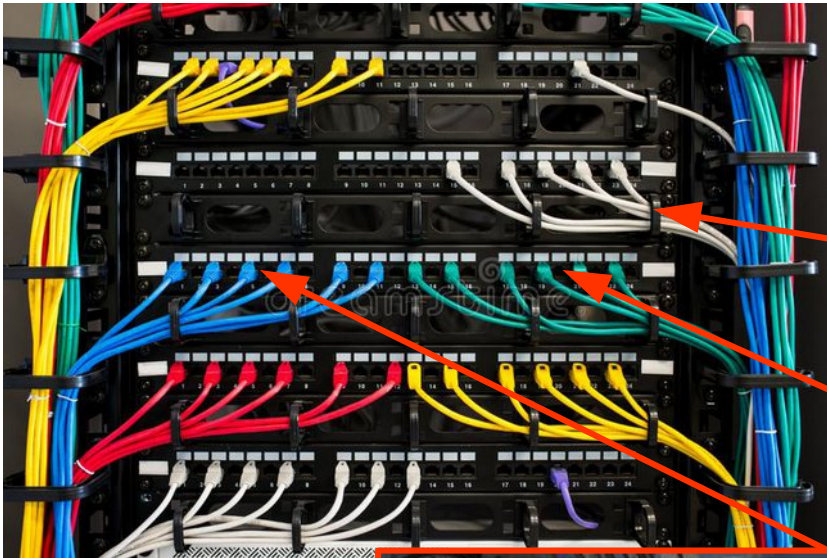
Well, we'll have to take a look at the server racks. After looking around a couple of server racks, you find that one of the racks has had a larger number of wires pulled out of its slots. You will have to put them back in, but the difficulty is that you don't know which cable should be in which slot.

But very luckily you notice that next to the server cabinet, on the wall there is a scheme of the correct location of cables. All you have to do is to duplicate the scheme correctly. Thanks to the IT guys for the tip!



# Mini game "Wires".

The principle of the game is to plug the right server wire into the right socket. After connecting you have to press the special switch in the ON position, which is located under the light bulb. There are 10-15 wires in total, after each correctly connected wire, a green lamp lights up on the slot where the wire was inserted, indicating that the wire is inserted correctly. If a wire is not inserted correctly, a red light will light up above the slot and all switches will go to the OFF position. You must turn them on again manually and then try again to insert the correct wire into the correct slot.



After putting the wires back in place, you return to the computer and learn that the kidnapped official inspected this Station and was kidnapped here and taken to one of the Wayland cities, where you can get on the magnetic train, which stops not far from where you are now. You can get to it by crossing the bridge you saw at the beginning.

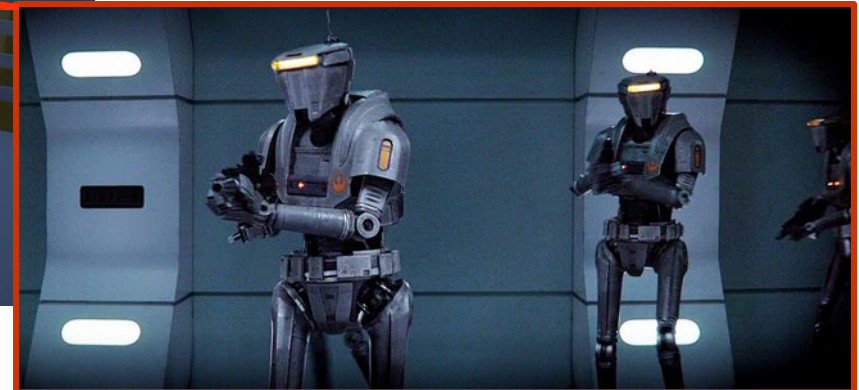
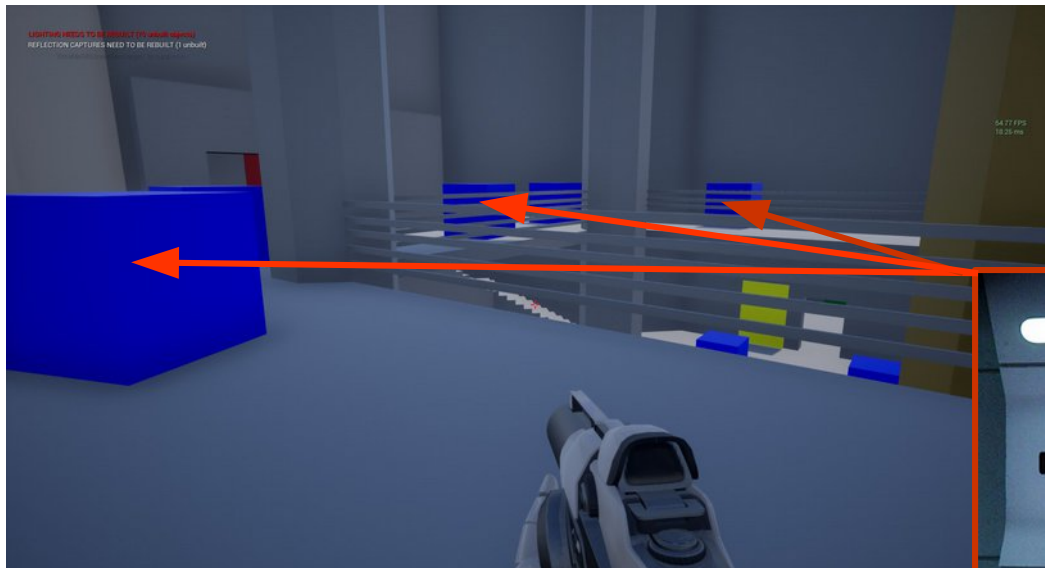
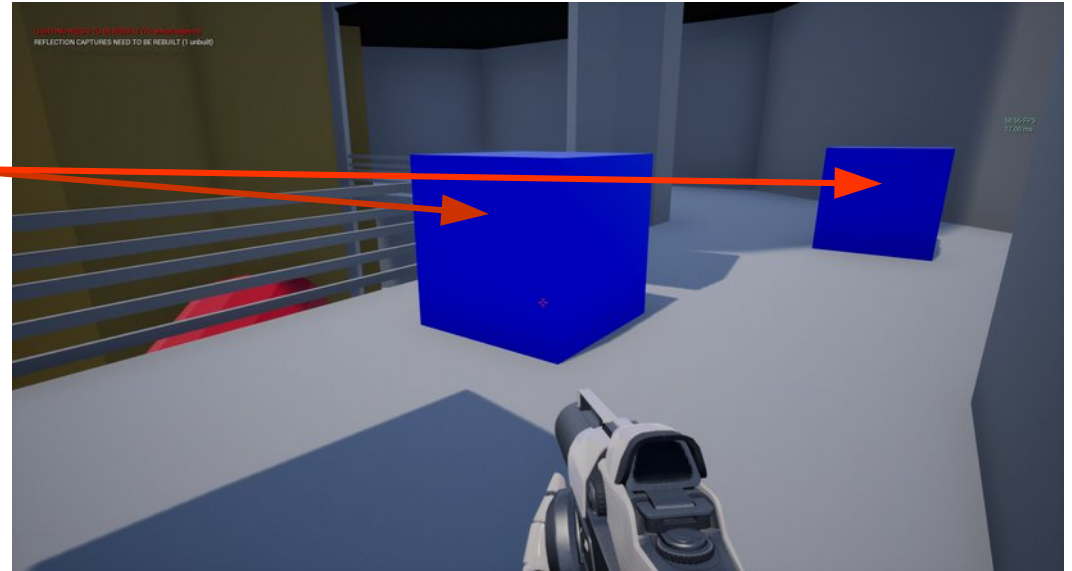
Also, digging through the computer files you find two interesting notes. First, you find a note about what happened here and why the telescope collapsed and the security droids remained in "hibernation" mode. You learn that the group that kidnapped the official was able to hack into several tablets that belonged to the Complex employees and run a virus into the system that caused the security droids to perceive the Complex employees as enemies after the group left the Complex premises. As a result of the bloody fighting, the droids were put into "hibernation" mode, but many employees of the Complex were killed and the Complex itself was partially destroyed.

The second - someone urges to search every destroyed droid for a security key.

Why?

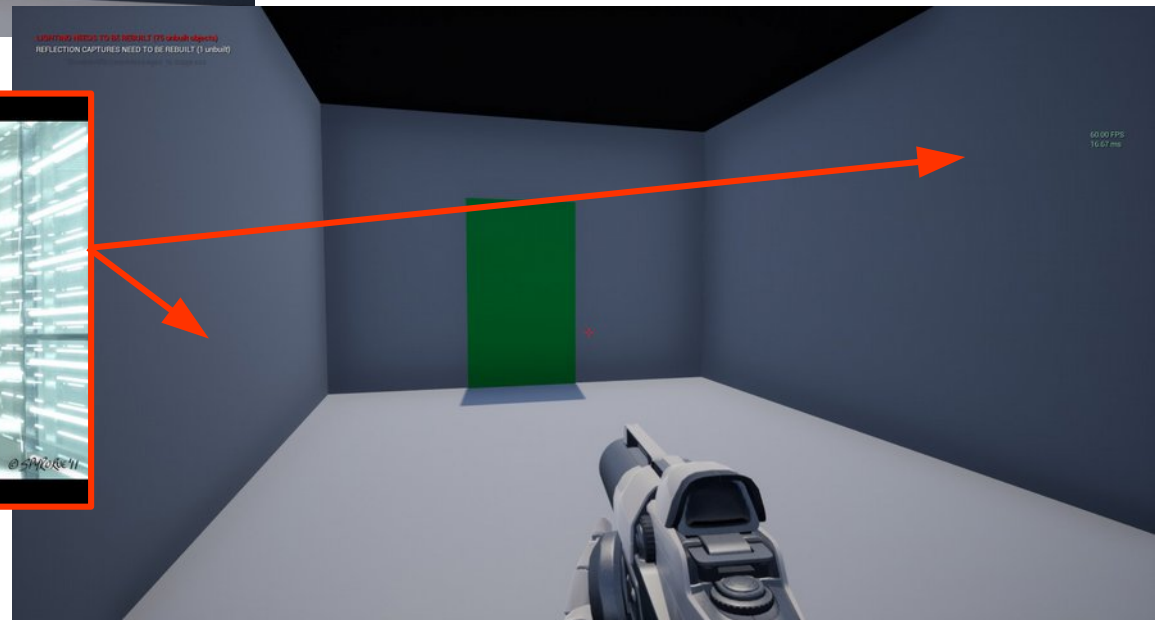
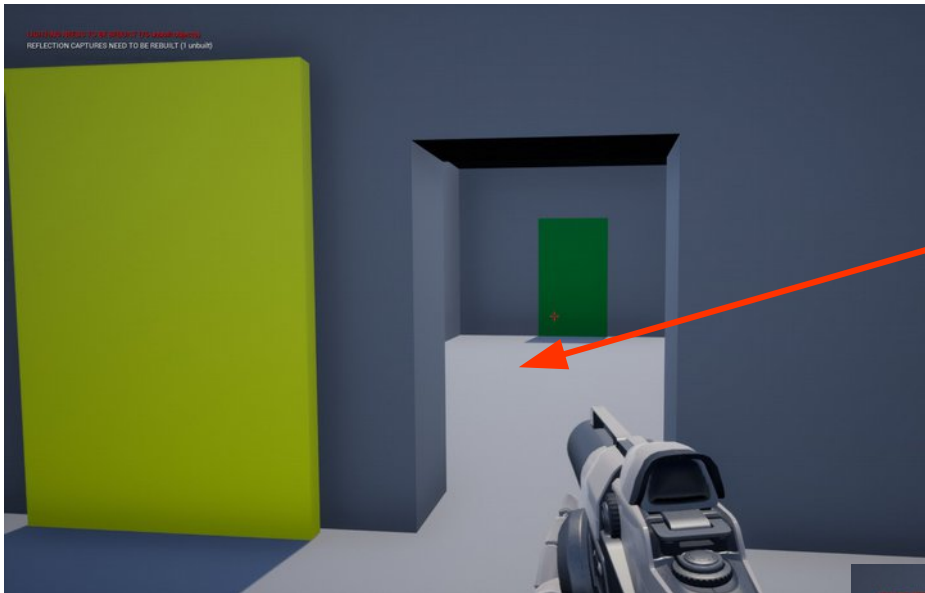
When you exit the Server Room to the Main Room, where you saw the destroyed Telescope and partially destroyed building, you find that the Security Droids have come out of their "Sleep" state and are attacking you. After destroying the droids and searching the remains, you find a strange card, it is unclear what it is for.

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As you descend the stairs to the first floor of the Complex, you find an open door with a card reader. If the player simply walks through this open door into the room with mirrors on the wall, the door from behind will close and the player will be cut by laser beams, just like in Resident Evil. However, if the player still swipes his card on the card slot before entering, it will disable the trap and the laser beams will not appear.



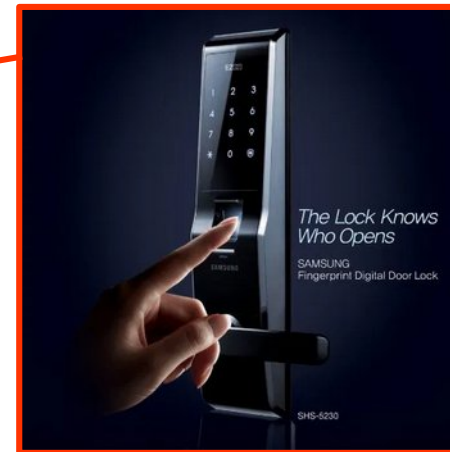
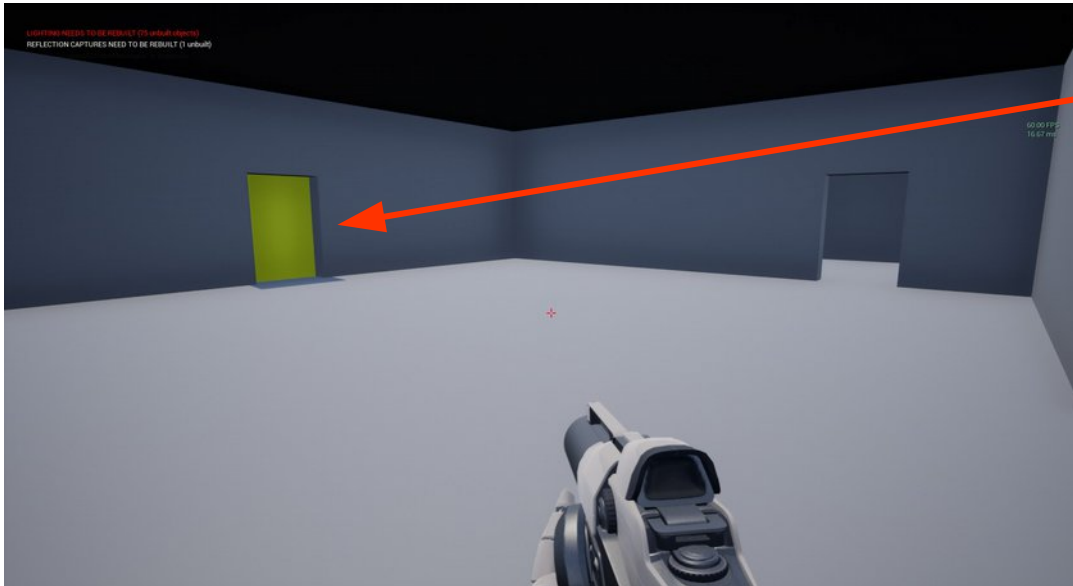
To get to the bridge you need to open the gate leading to it. To do this, you need to return from the server room to the common corridor and go down two floors down the stairs.

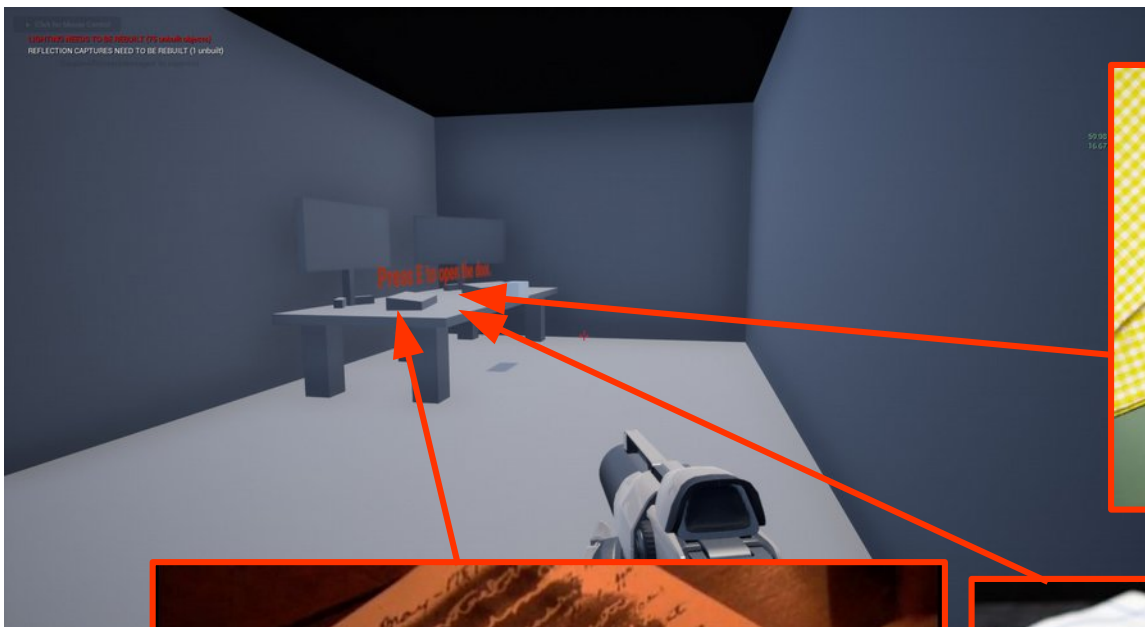
After leaving the server room, you come face to face with security androids, who immediately attack you.

After destroying all the androids, you finally go down and find yourself in a large room, at the far end of which you wind the same gate behind which there is a bridge to the magnetic train station.

In order to open the gate, you need to enter a password of 15 characters, however, you do not know the password.

Perhaps there is a hint somewhere?





Adjacent to this room is a security room, with various cabinets and a table, in the drawer of which you find a notebook with torn sheets.

Rummaging through the shelves of cabinets, you find an ordinary pencil. Having sketched the following sheet from the notebook after the torn one, you thus show the code from the door.

Opening the doors you find yourself on the bridge, which takes you to the station of the mangit train, where you calmly board the arriving train and head to the city, where you can possibly find the kidnapped official.

Your adventures continue.

# MISSION ACCOMPLISHED

Thank you for reading!

