

INCURSION

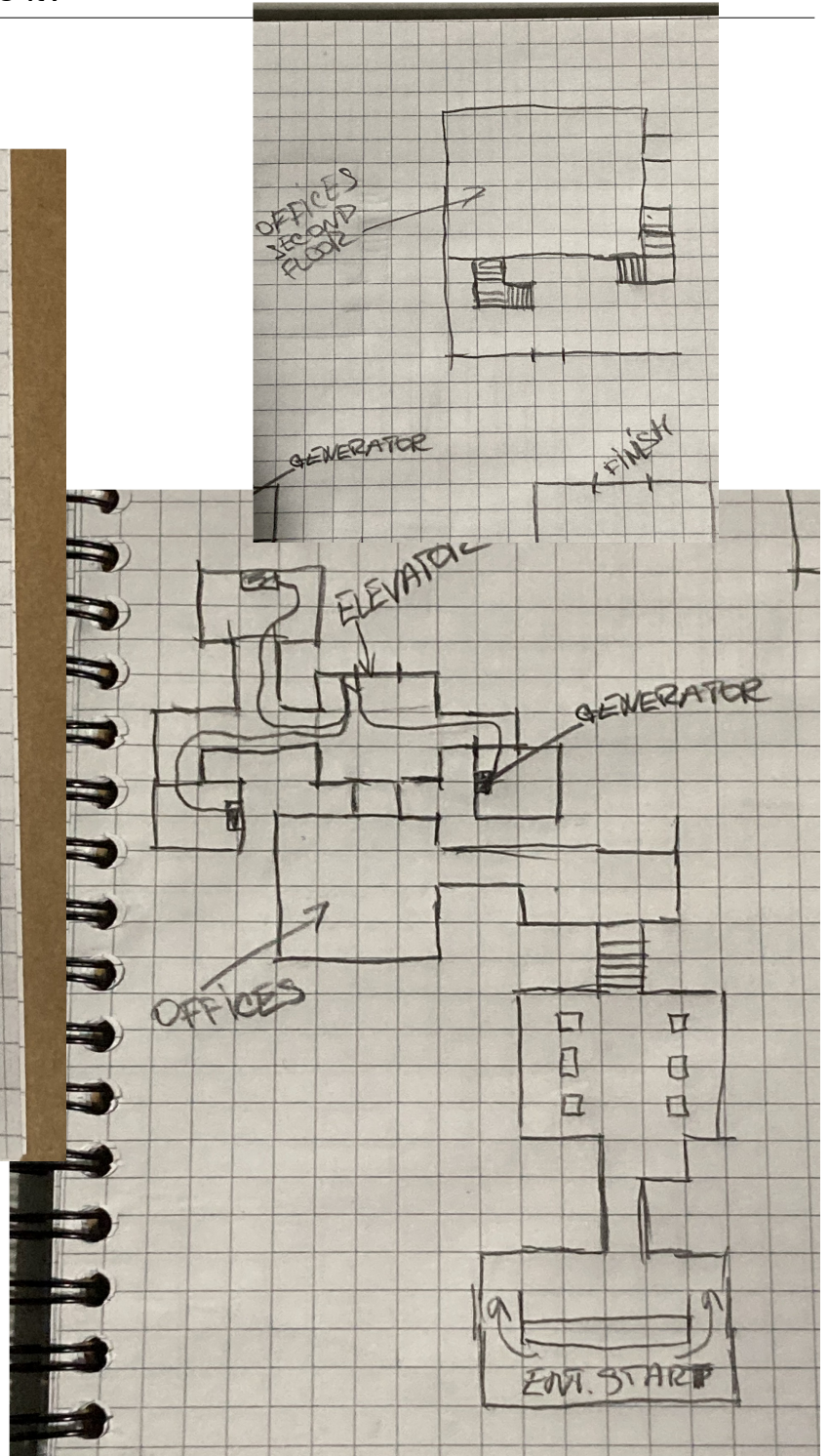
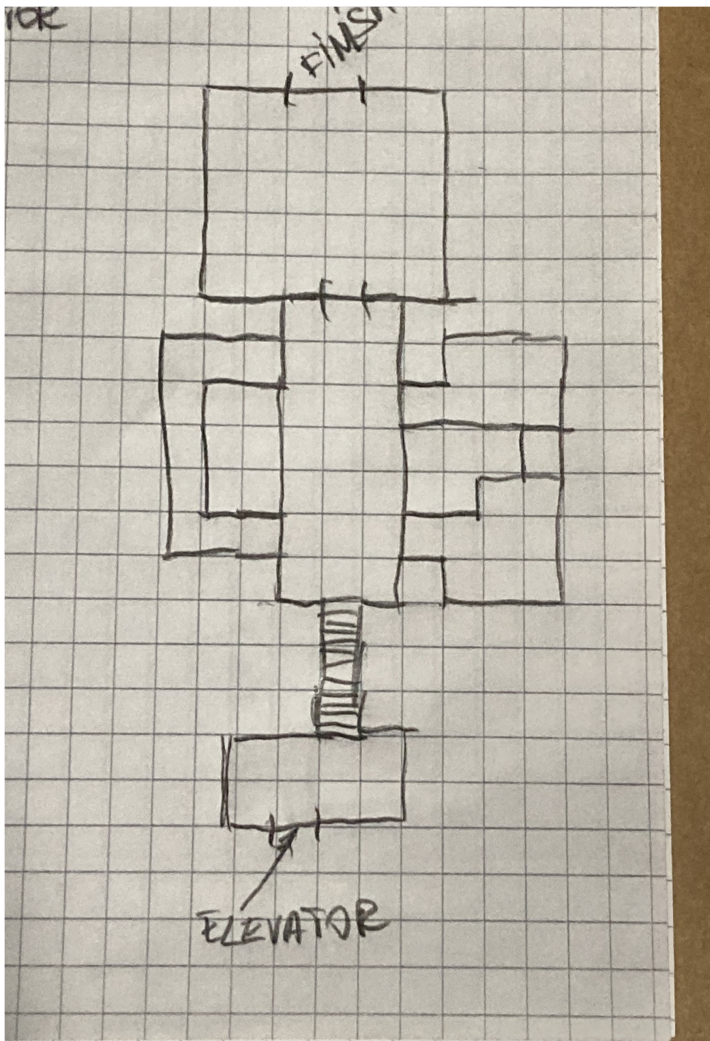
level presentation

The idea for this level came after watching Zack Snyder's movie "Army of the Dead". This story took place before the main part of the plot of the movie.

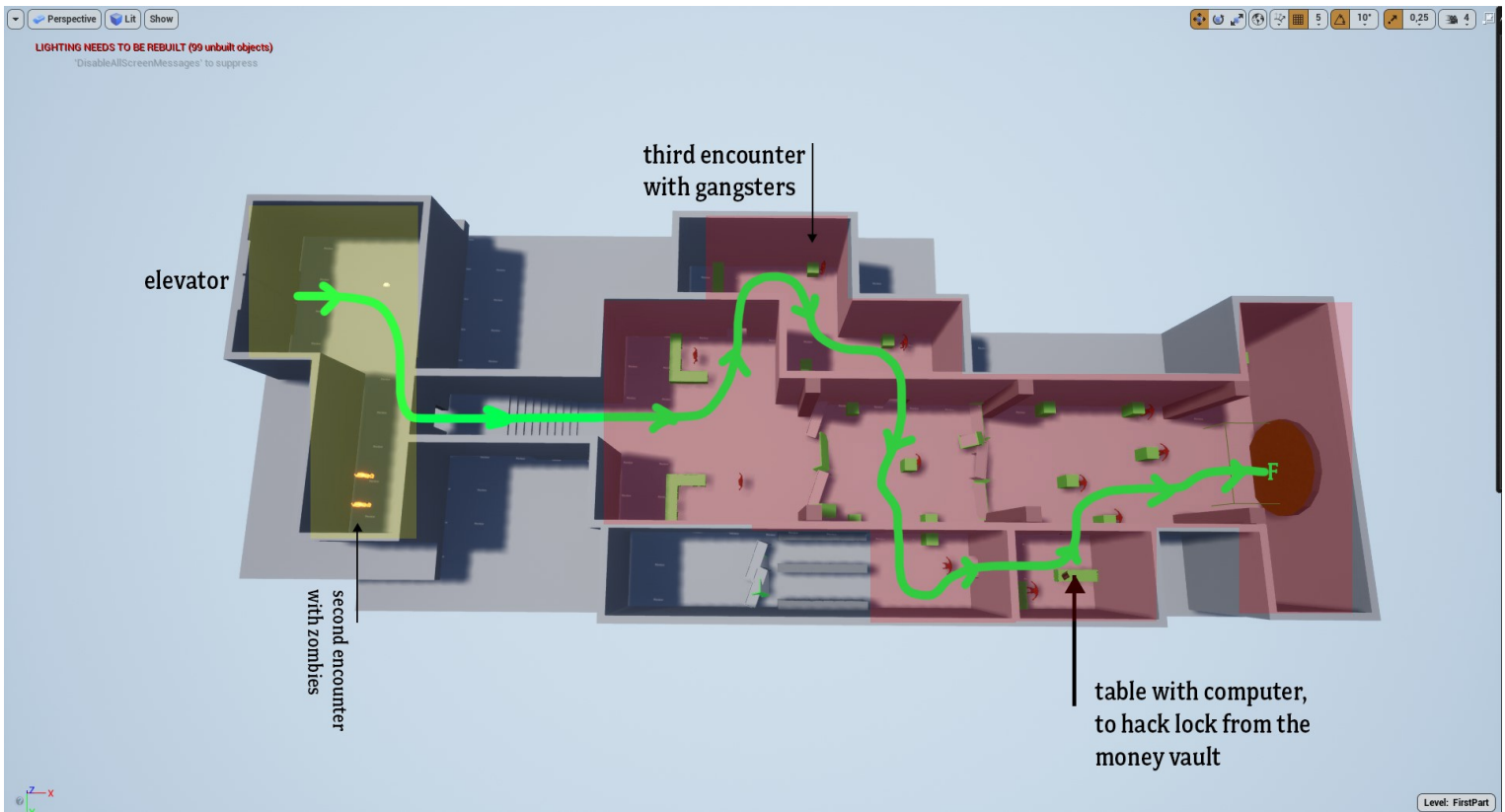
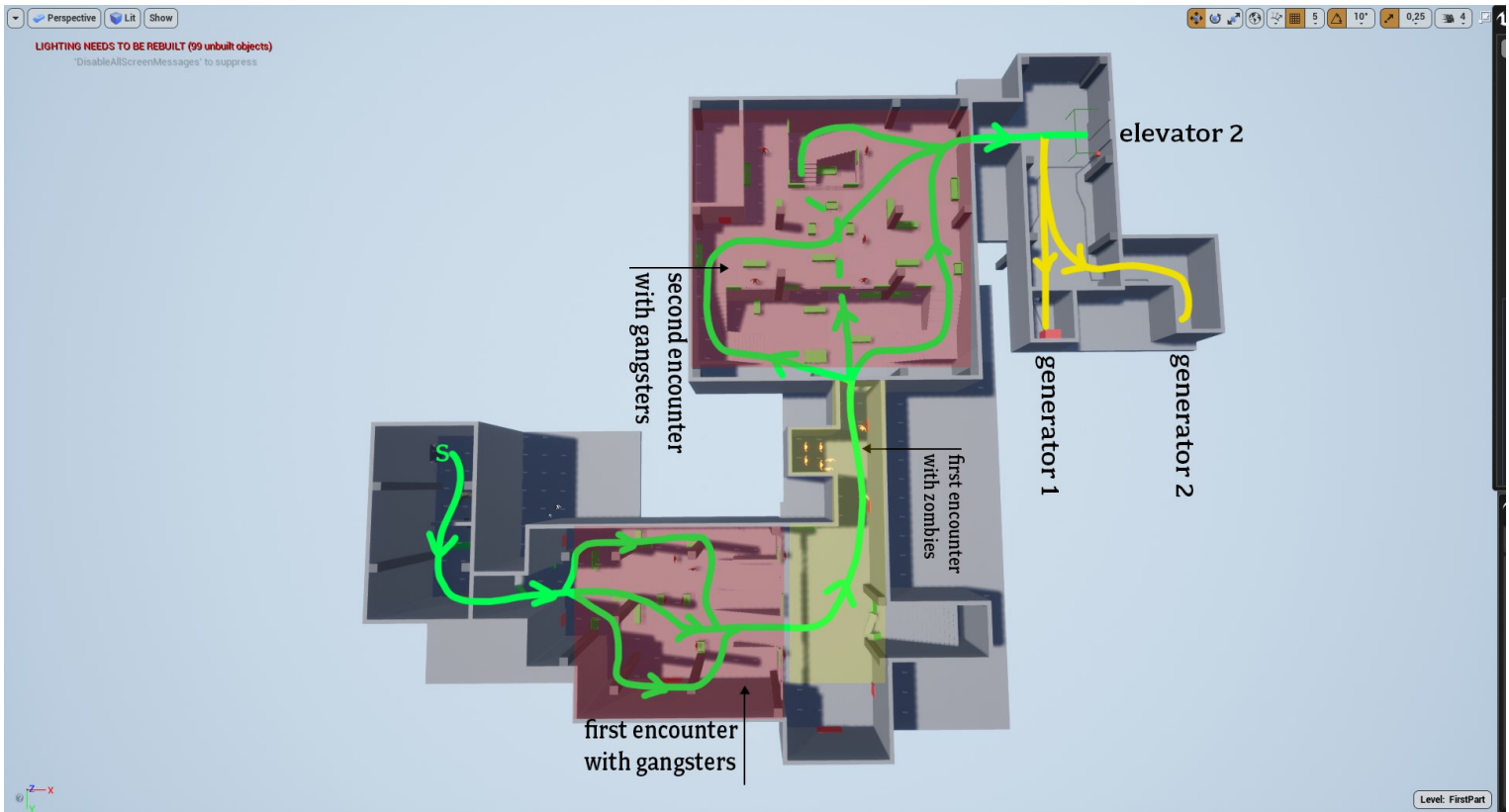
After agreeing to rob the Las Vegas famous casino, Scott and his friends decide that they have more than enough time and before the main job, they can "stretch out" and rob an abandoned bank, the more so since rumors that a huge amount of cash was lying there for a long time.

Not a bad bonus to the main money, is it?

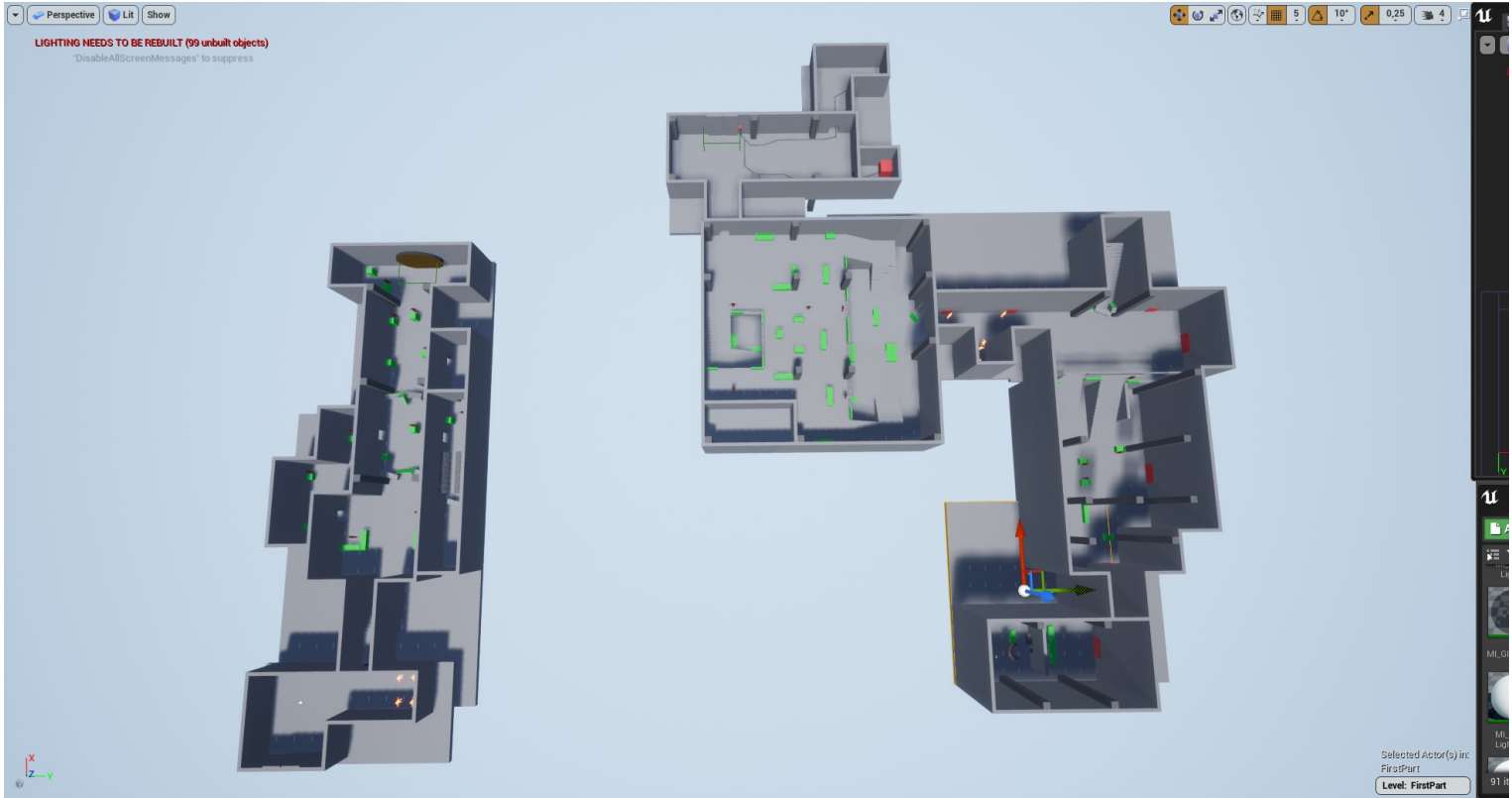
As usual all begins from sketch.



Fist, and second part of the level.



Main view on the level



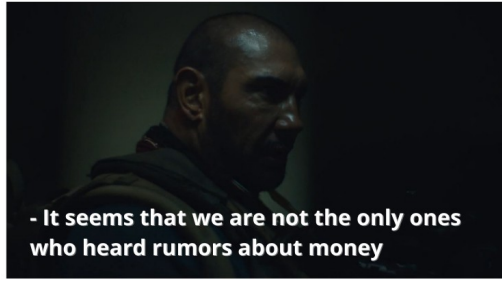
Scott and his friends, walk into the bank and on fresh tracks see that they are not alone. Did someone want to visit this long-abandoned place?



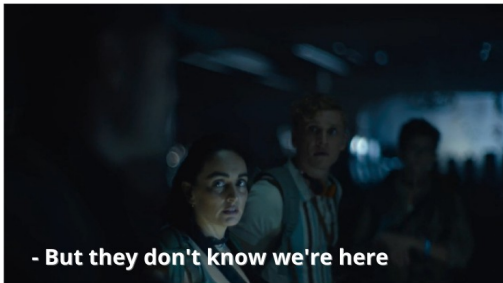
LIGHTING NEEDS TO BE REBUILT (99 ambient objects)



- Who is it? What they doing here?



- It seems that we are not the only ones who heard rumors about money



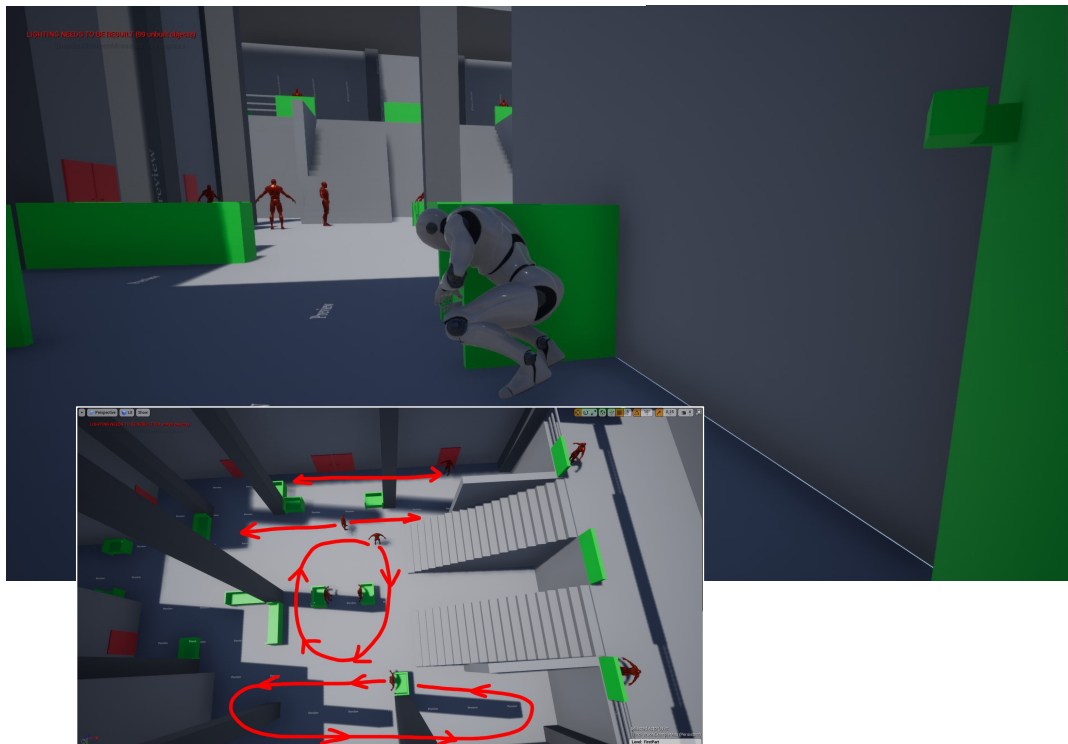
- But they don't know we're here



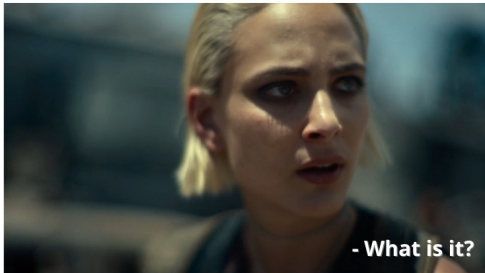
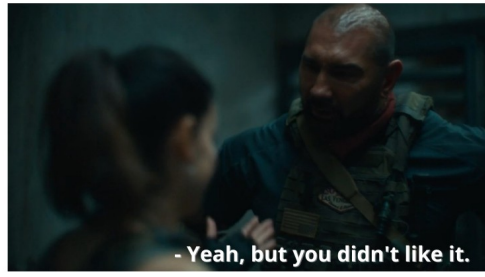
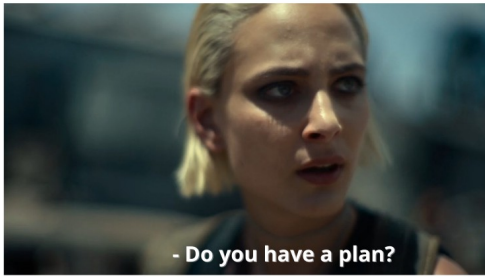
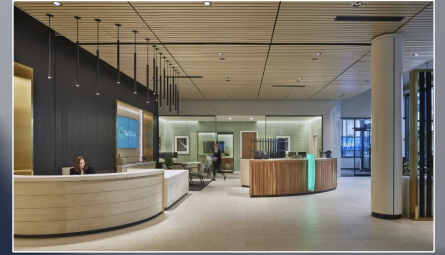
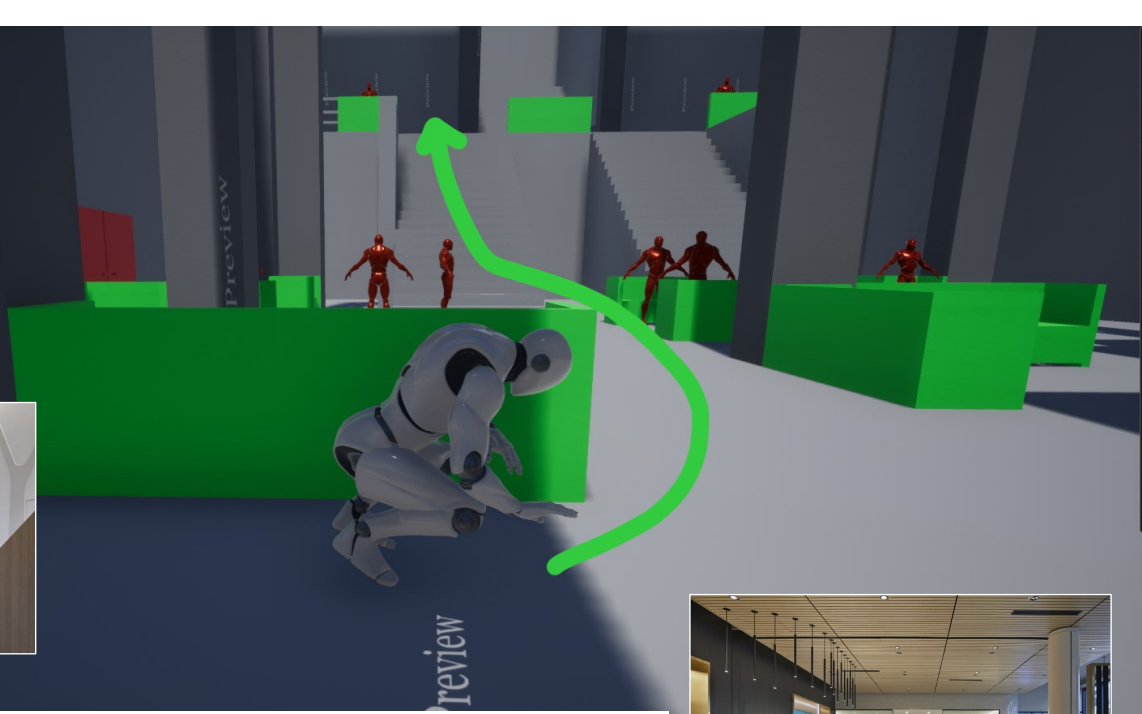
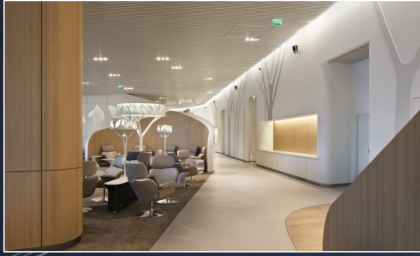
- Let's watch them!

After going through the reception, players see a large lobby for VIP customers. Everything in this place has been designed to impress the client. Big money for big people.

Hidden in the closest covers, the players see uninvited guests resting on chairs in the middle of the hall, some of them just resting, some patrolling the area, a couple of snipers standing at posts at the far end of the hall on the second floor. The bandits are unaware of the presence of the players and therefore behave in a relaxed manner, giving the players the opportunity to plan an attack.

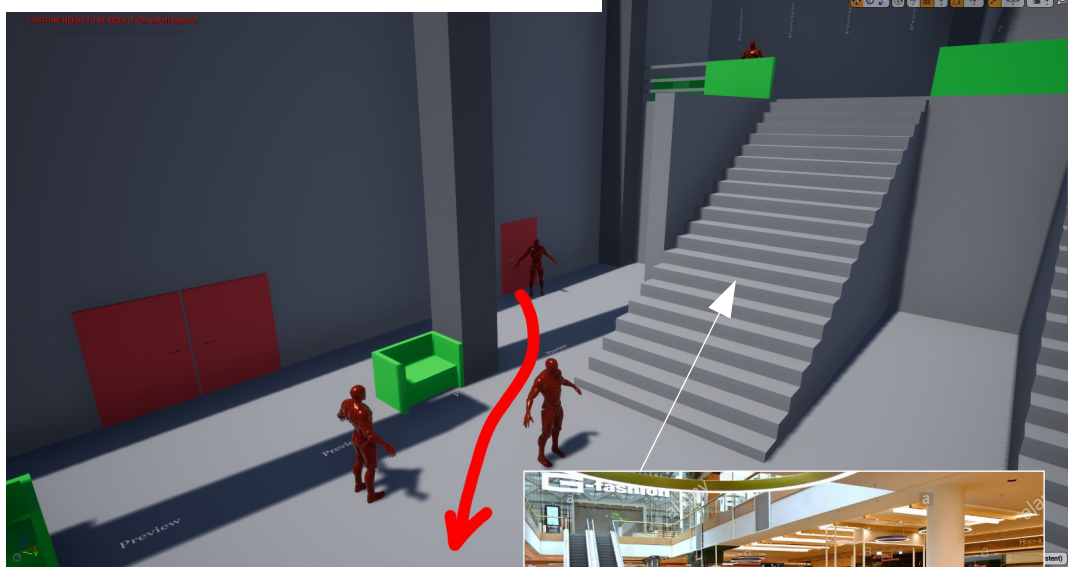


LIGHTING NEEDS TO BE REBUILT (99 unbulit objects)

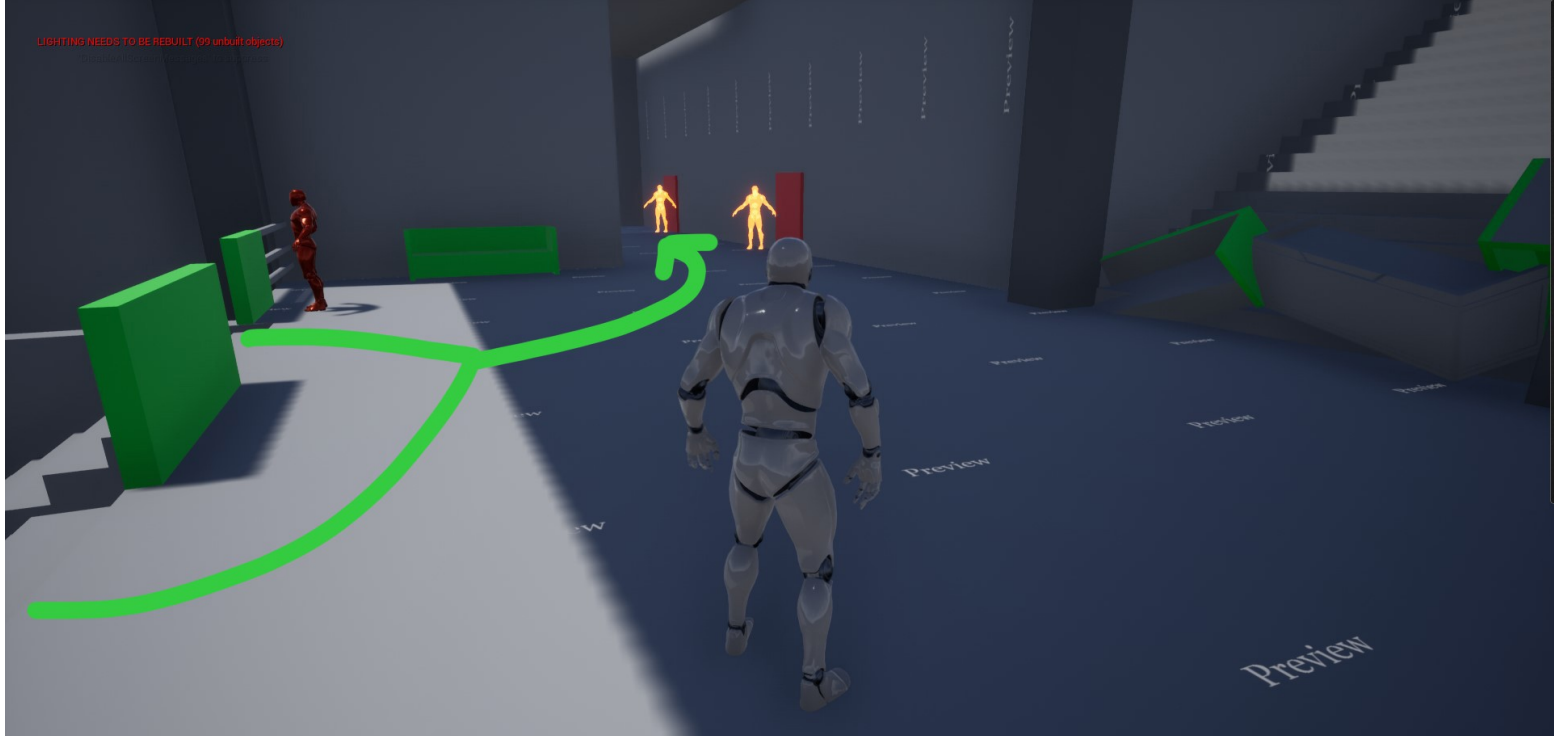


The gameplay of this arena is built on medium and long range. The main enemy forces are armed with assault rifles and a couple of men are armed with sniper rifles and cover the attackers from the second floor.

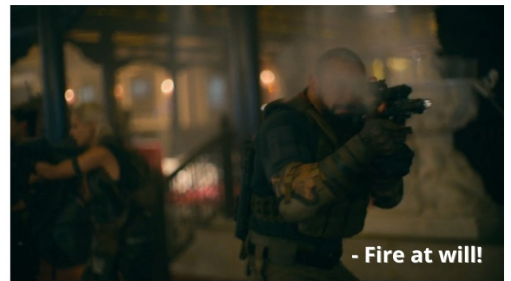
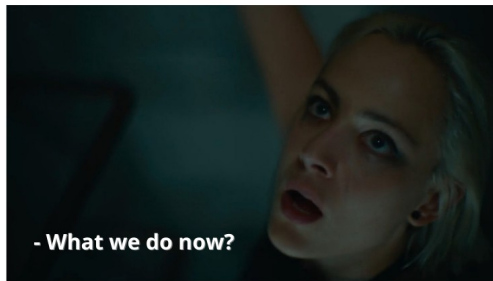
Players will have to move from cover to cover, destroying the enemy and moving forward. Traversing the arena in the center is more challenging than on the right or left, as this path contains fewer coverages. The right and left paths are easier and have more cover. After destroying some of the enemies with assault rifles, several enemies with shotguns come out of one of the doors to help them.



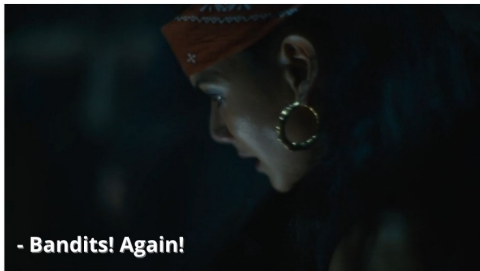
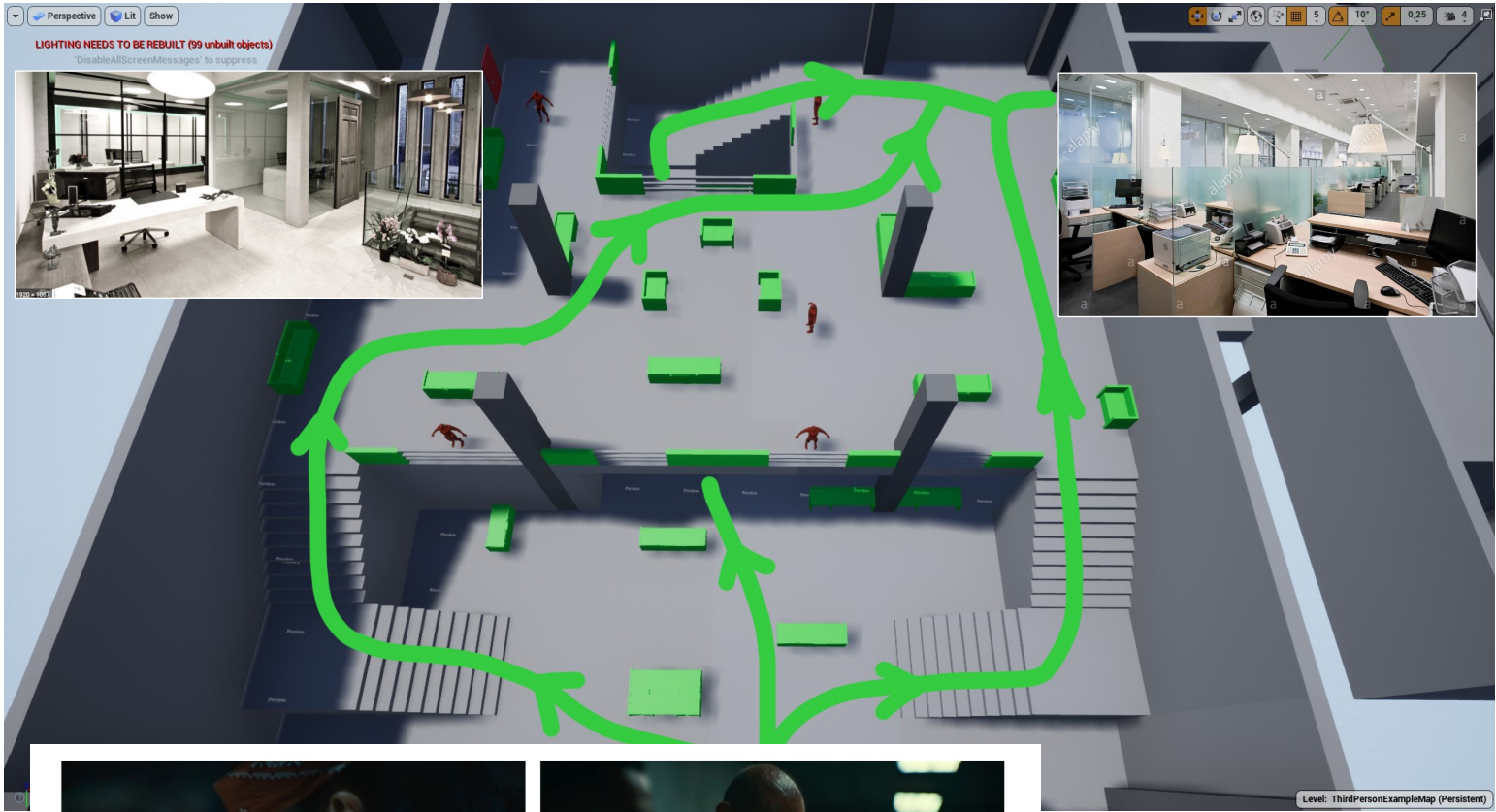
LIGHTING NEEDS TO BE REBUILT (99 unbuilt objects)



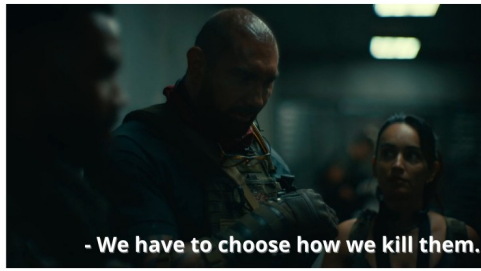
This arena is the first encounter between players and local zombies. The gameplay of this type of battles is different from the battles against bandits. There are no covers in these arenas, forcing players to decide very quickly how they will move forward.



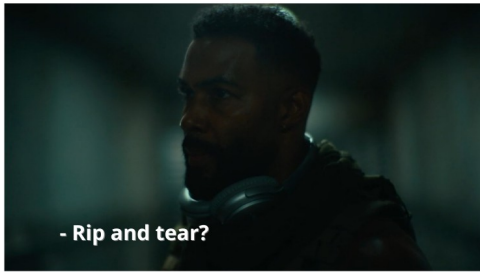
Zombies are divided into several subspecies - the first, slow, but extremely strong, which can kill with two blows. The second, fast but rather weak zombies, who quickly cover the distance and pose a threat in numbers. The third, swollen zombies that explode when approached. Dangerous in that they are able to approach unnoticed, as they move silently.



- Bandits! Again!



- We have to choose how we kill them.



- Rip and tear?



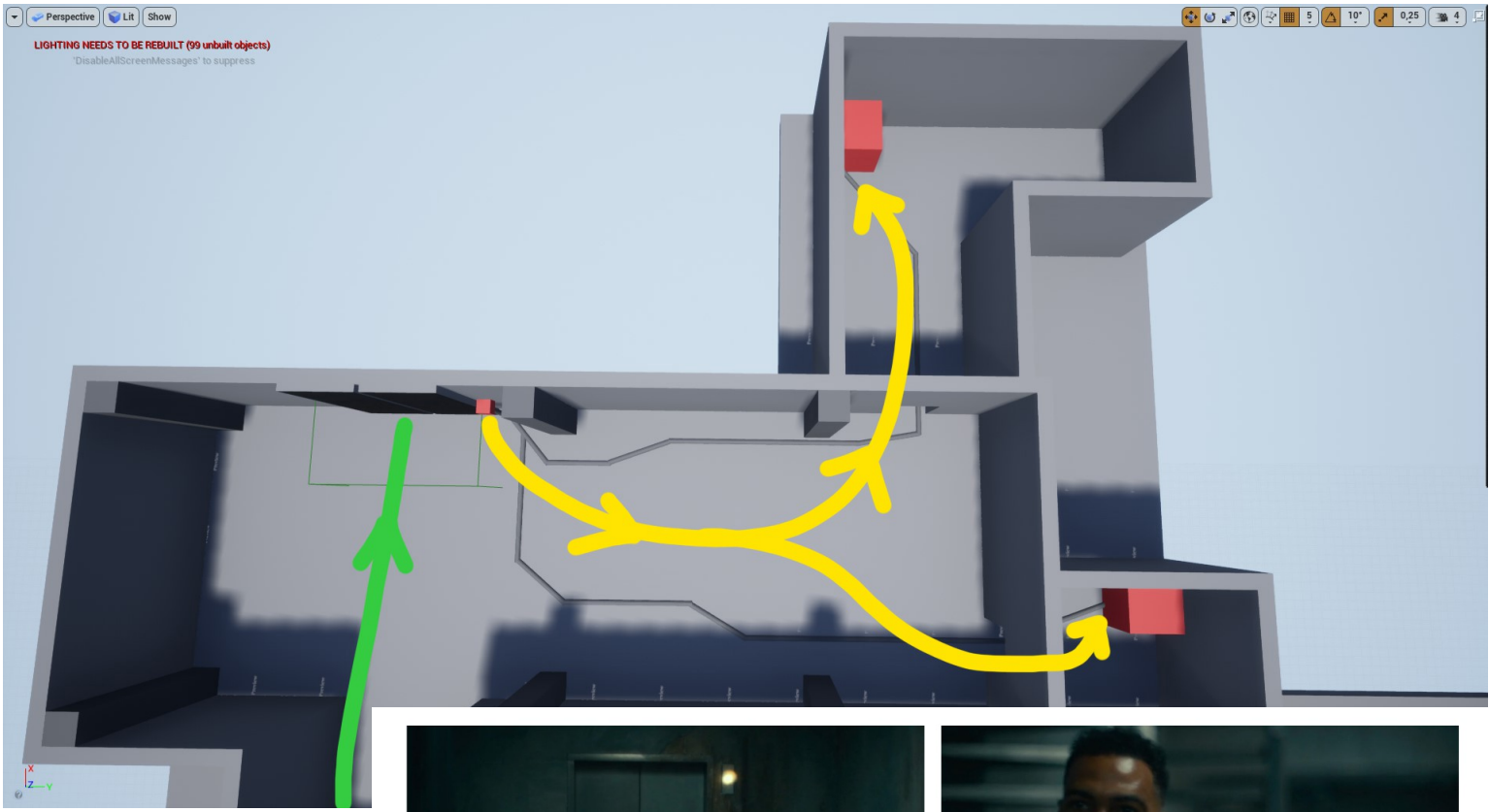
- I love this idea!

Office space is a great place to fight bandits, desks, lounge chairs and sofas become great hiding places that will provide protection from enemy bullets.

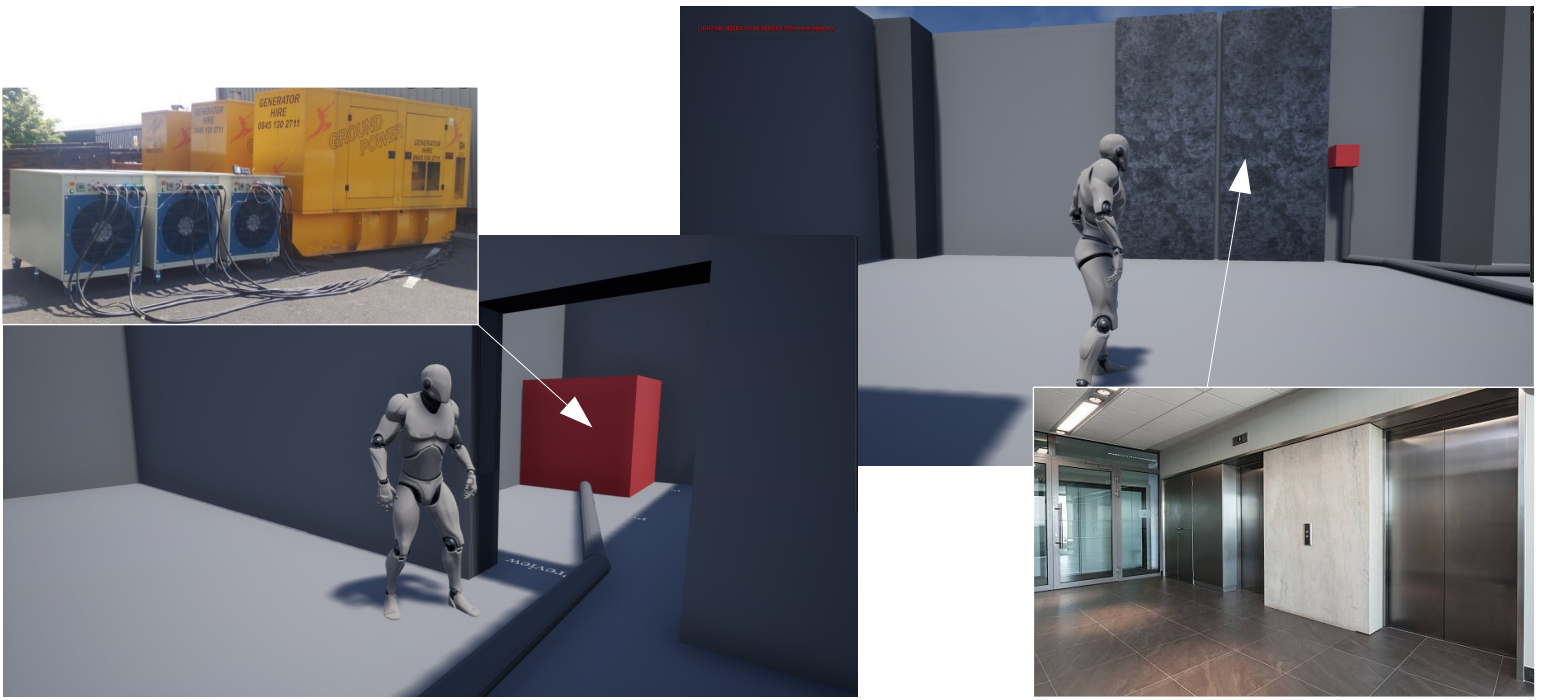
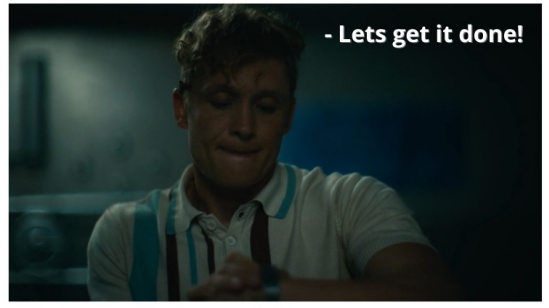
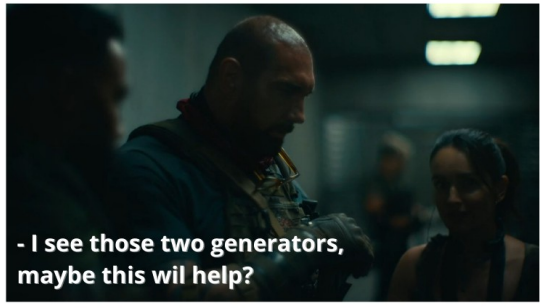
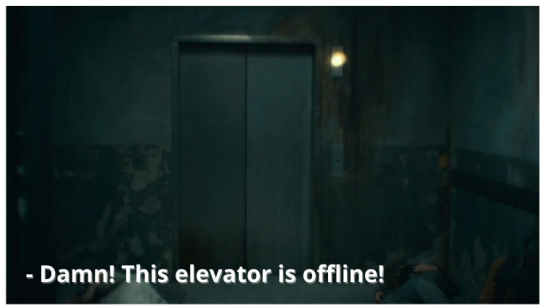
The gameplay of this arena is different from the previous one, which was in the bank lobby - this room is more cramped because of the shelters, besides, here appears a new opponent - a bandit with a machete. This opponent is exclusively a melee opponent, his actions force the players to leave the shelters and thus become open to the fire of other opponents.



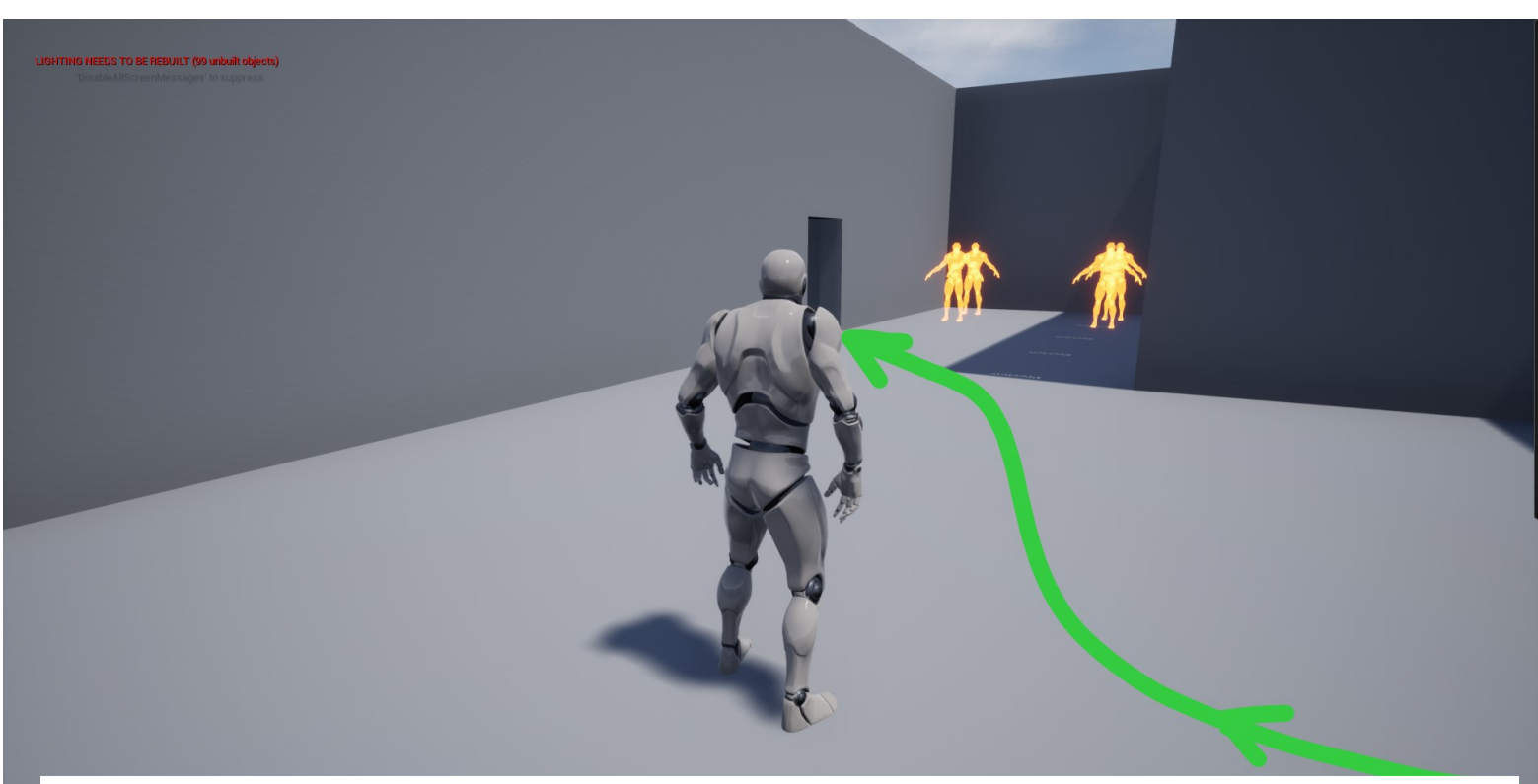
This arena has two floors, which gives players more variation in passing and style of play.



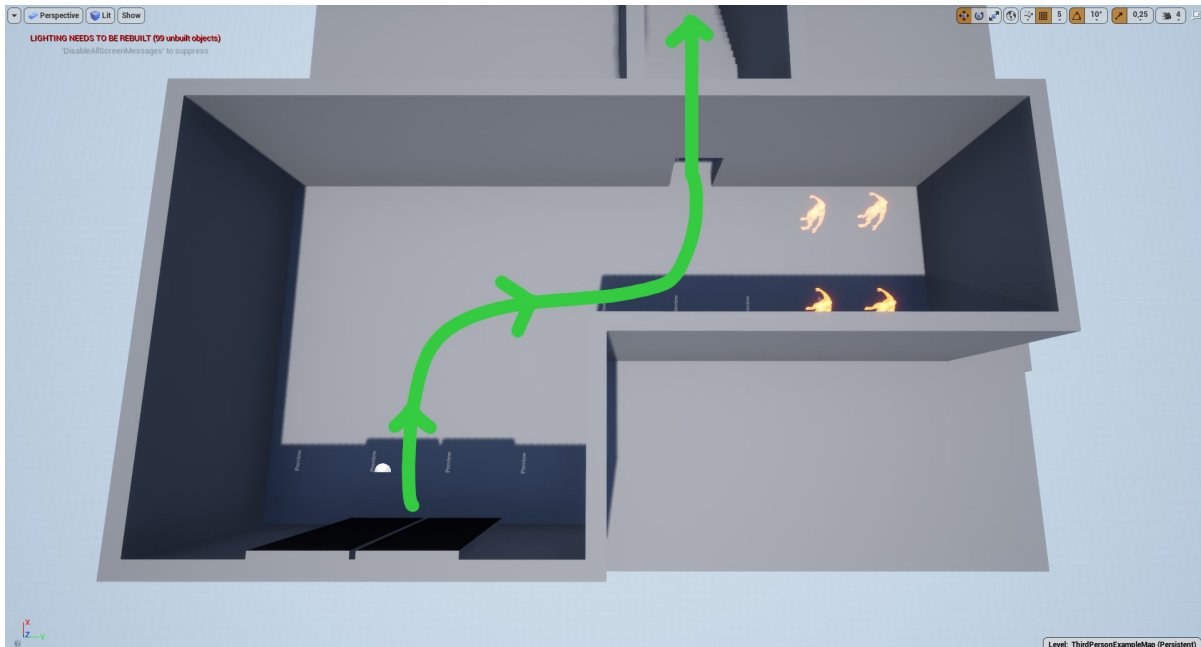
To move on, players need to fix the elevator, which has been taken out of service. Perhaps by fixing two generators nearby you will be able to start it up? After trying, the players open the elevator and move on.



LIGHTING NEEDS TO BE REBUILT (99 unbuilt objects)
DisableAllScreenMessages to suppress



After the players get off the elevator, they meet zombies again, this time there are only exploding zombies, and there are a lot of them, which makes the battle quite difficult - the explosions can cause a lot of damage. You have to destroy the zombies quickly.



Level: ThirdPersonExampleMap (Persistent)

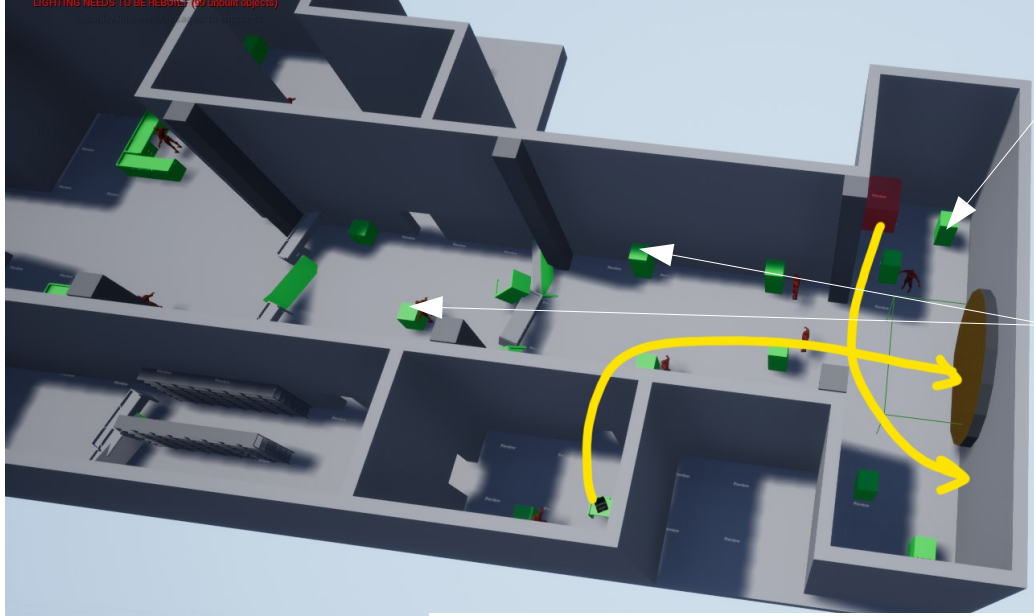


This is the final arena in which players are faced with bandits who are heavily armed but prefer close-quarters combat, which makes this arena dangerous because the shelters here consist of stacks of money and can be destroyed by gunfire and explosions.



After destroying all enemies, players need to open the vault, and to do this they need to destroy the generator that powers the electromagnetic lock and hack into the computer to open the vault door.

LIGHTING NEEDS TO BE REDOLTS (of Human Objects)



z
y
x

