

# SHOTGUN SPARTACUS

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Level Design Document — Revision 1  
4 October 2010

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## Introduction

*Shotgun Spartacus* is a single-player level created in the Unreal Development Kit (UDK) for a slightly modified version of the first-person shooter gametype that ships with the program. The level is split into two large parts, a gladiatorial training camp (Ludus) and a large, unoccupied amphitheatre (Colosseum). The core of the game is fast-paced FPS combat, and the level seeks to challenge the player to use his weapons and abilities effectively while being directed through the fifteen-minute experience by way of cinematic scripted events and an AI companion.

## Level Abstract

- **Concept** — As a gladiator with an AI companion, fight through a force of invading robots to reach the objective and escape alive.
- **Environment** — A large Colosseum, along with the network of tunnels and corridors beneath it, and a nearby gladiatorial training camp
- **Beginning** — In the arena of the Ludus as a group of robots first begins their attack
- **Ending** — Escape via the emergency exit in the emperor's skybox after the AI companion's daring sacrifice
- **Goal** —Reach the Colosseum alive and clear the way to the exit
- **Challenges** — Enemy squads in hastily fortified positions, various environmental puzzles

## Aesthetics

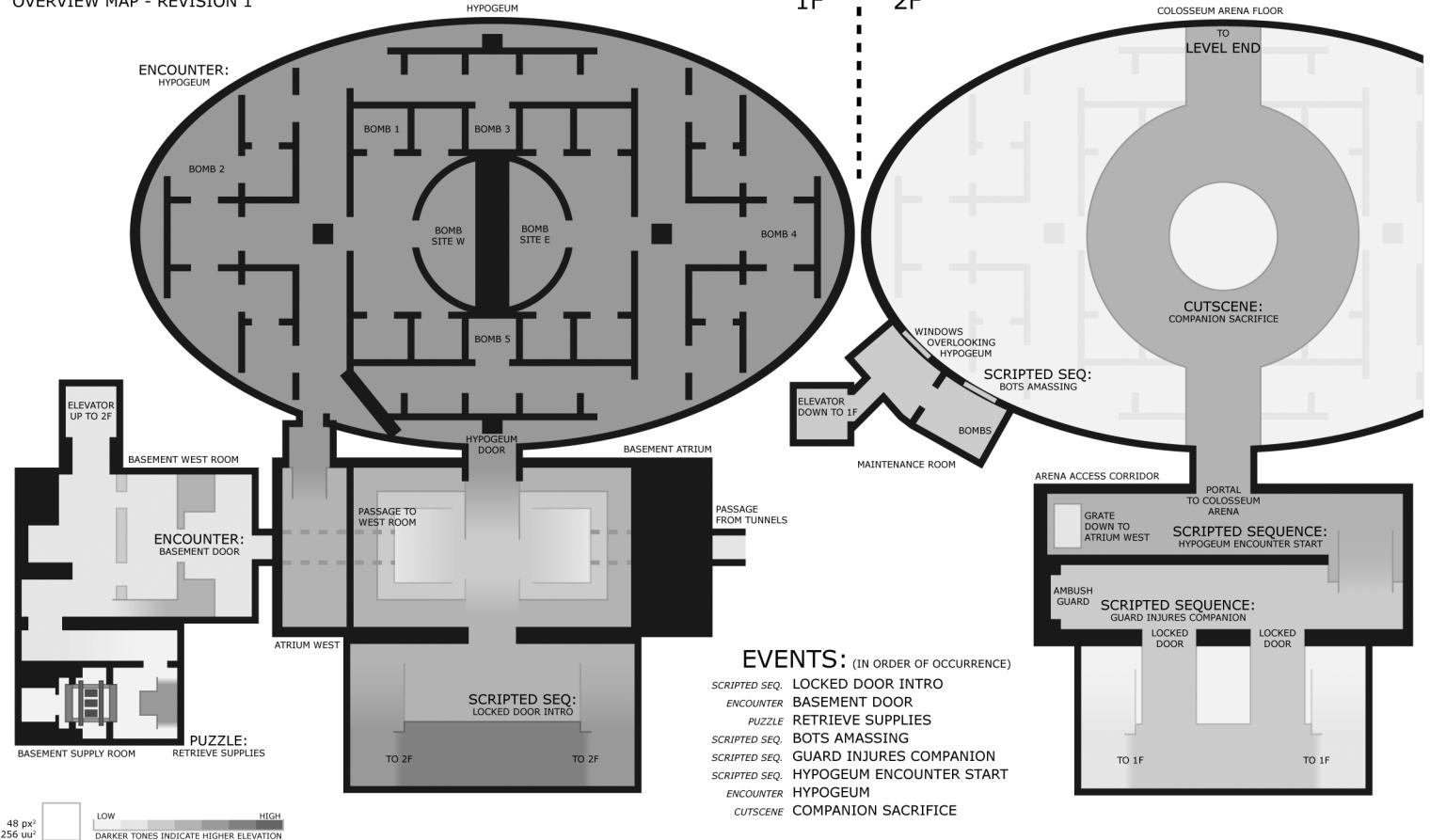
The level is built entirely from meshes and materials that ship with UDK. More specifically, the Necris set is the primary source of decorative elements, with the more traditional, Turkish-inspired meshes employed in the Colosseum and surrounding buildings, and the mechanical pieces used more sparsely for the technology of the invading robots. The visual centerpiece of the environment is the Colosseum, which should be visible from the Ludus areas. It is constructed on a grand scale and consists of many above-ground structures, actual and implied, that rise above the arena floor.

The level's palette is constrained by the available assets. The Ludus and Colosseum are composed of warm tones, mostly beige and red, with occasional teal accents. The underground areas of the Colosseum generally follow the aesthetic of the exterior, but with less obvious decorative flourishes and more dirt and decay (where appropriate). The exterior areas are lit by a bright sunlight of a color between salmon and orange, with areas in shadow illuminated by deep orange lamps. The few interior areas without exposure to sunlight are lit by numerous, scattered sources rather than a single dominant light source.

The player and his gladiator cohorts are dressed in deep orange and black armor, and their weapons typically emit very bright and visible orange lights. In contrast, the hostile robots are metallic grey, painted with dark blue accents.

# COLOSSEUM 1F AND 2F

OVERVIEW MAP - REVISION 1

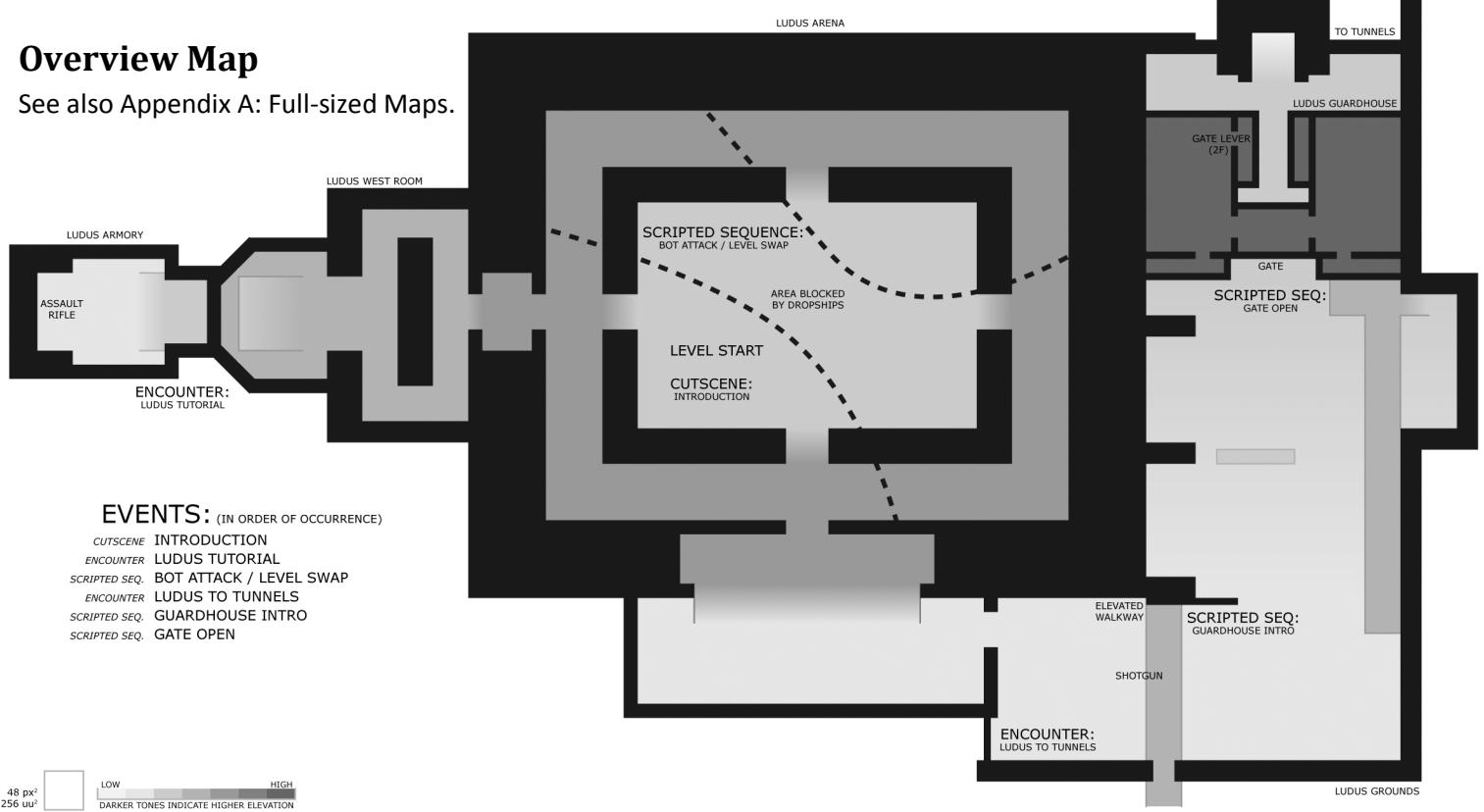


# LUDUS ARENA AND GROUNDS

OVERVIEW MAP - REVISION 1

## Overview Map

See also Appendix A: Full-sized Maps.



## Encounters and Puzzles

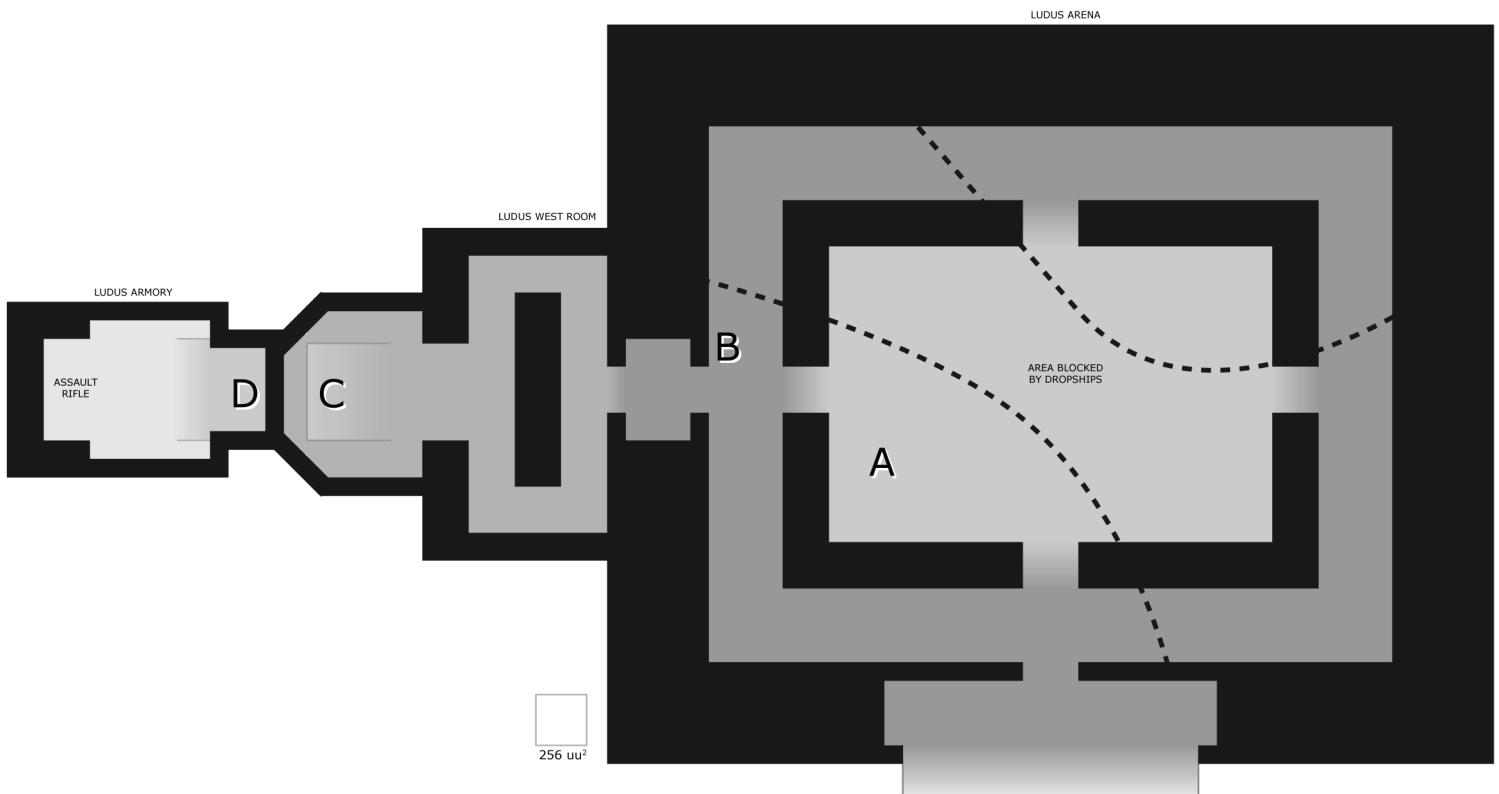
Every scripted challenge that requires the player to participate in order to proceed is considered an encounter, and optional environmental obstacles that reward the player for thinking critically are considered puzzles. These events are discussed in detail below.

### Ludus Tutorial

**Setting** Training in the arena, before the first robot attack.

**Intensity** Somewhat light. Some introductory combat, but no serious danger.

**Purpose** Acclimate the player to the controls and weapons, and provide the player with an objective and the motivation to reach that objective.



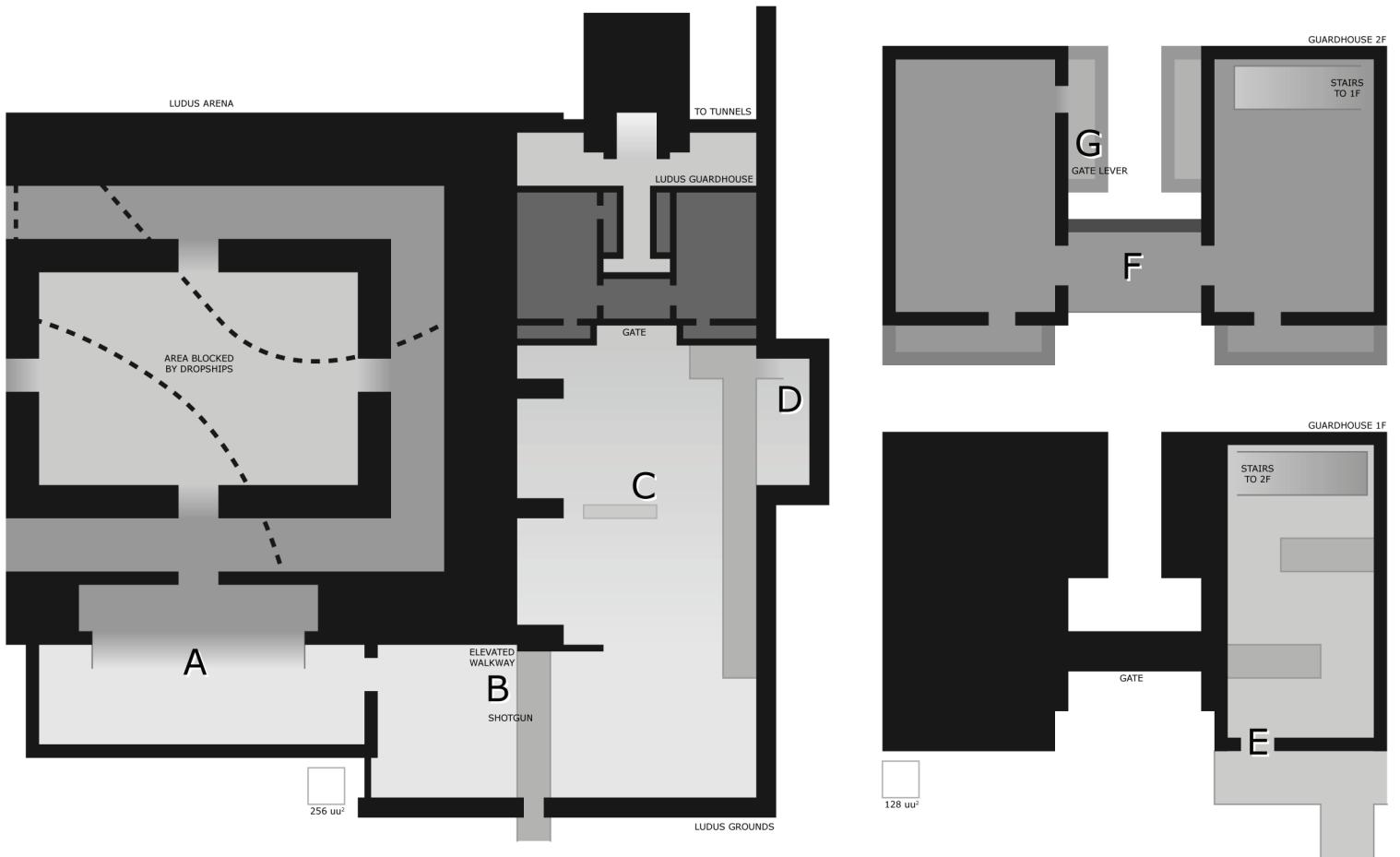
After a brief introductory cutscene (see *Introduction*), the player gains control (**A**) and is approached by the Sergeant, who tells him to equip himself in the armory. The player's NPC companion, Bill, calls to the player from in front of the Armory (**B**). Bill walks with the player down a ramp (**C**) to the armory, where the player picks up his primary weapon. Bill instructs the player to aim at the target above the door (**D**) and practice firing his weapon. The open ceiling provides a view of the sky above the arena, and as the player shoots the target, two dropships careen through the sky and crash into the arena (see *Bot Attack / Level Swap*). Bill and the player run back to the arena, where the player engages in a brief combat encounter with a group of bots. After a few bots are killed, the rest make a visible retreat over the north roof of the building. The mortally wounded instructor then tasks the player and Bill with heading to the Colosseum through the tunnels outside.

## Ludus to Tunnels

**Setting** The grounds of the Ludus, besieged by robots. The player and Bill must get to the tunnels.

**Intensity** Heavy. Quite a lot of combat.

**Purpose** Allow the player to face an encounter by himself while acquainting him with combat.



The player and his companion walk out of the front entrance of the Ludus (**A**). As they move toward the east side of the grounds, they find a walkway running overhead (**B**). A single enemy NPC runs across the walkway and attacks. When he is killed, he drops a shotgun which the player may pick up. Around the next corner is a long, wide alley which gently slopes upward, with a guardhouse at its end blocking the way forward with a large gate. Closer to the player, a low wall (**C**) offers cover to a group of bots which begin firing on the player. Shortly thereafter, a few bots run onto the balconies of the guardhouse and open fire as well.

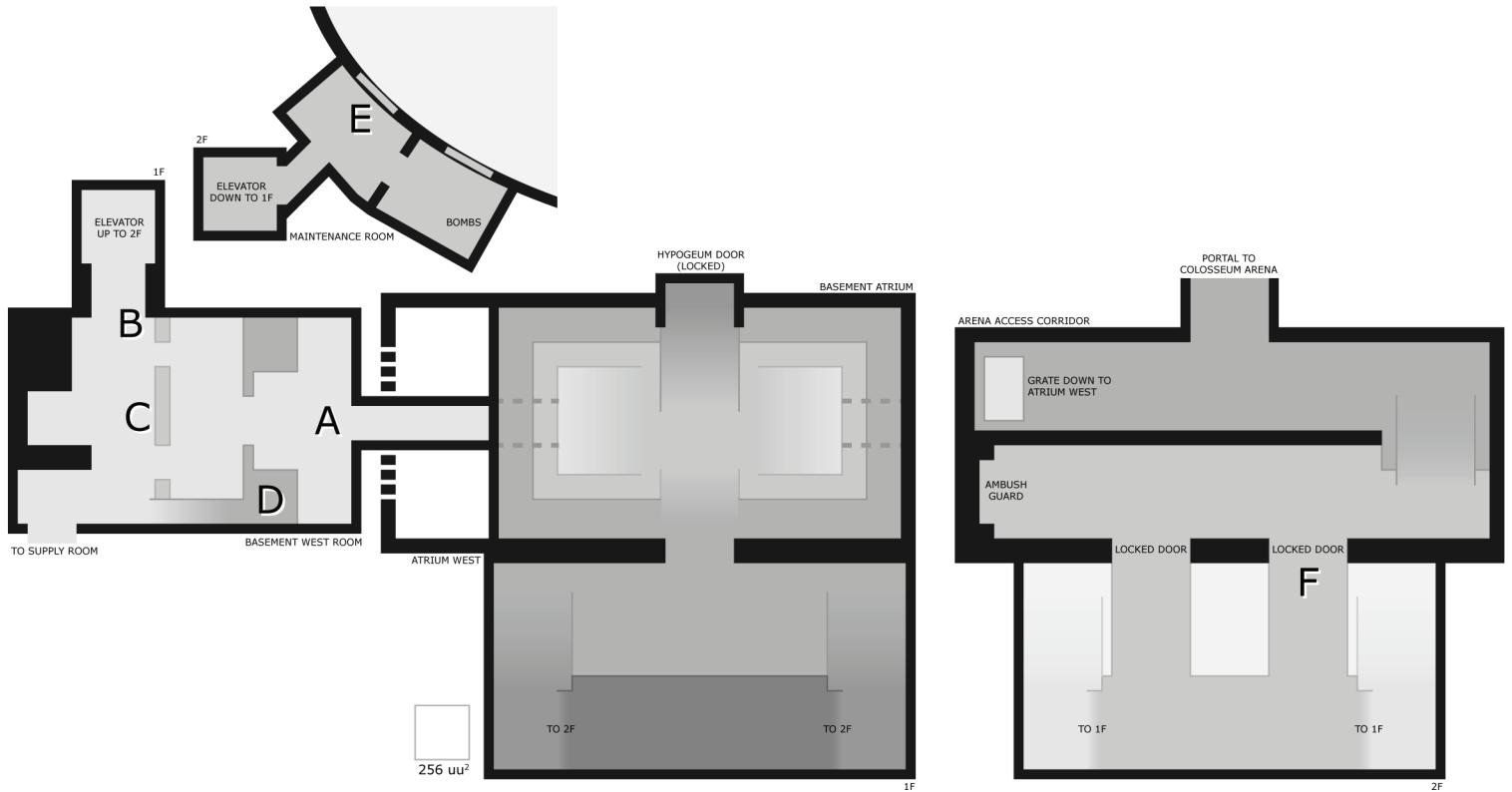
The AI companion takes cover and tasks the player with clearing the occupied guardhouse and opening the gate (see *Guardhouse Intro*). A set of stairs (**D**) provides access to the east building's first floor, where a bot is waiting to attack the player as he enters. Inside, another set of stairs provides access to the second floor, where the two buildings are connected by a walkway (**F**). Near the back is a bot manning a lever (**G**) which controls the gate. Killing the bot will cause the gate to open, and the player's AI companion rejoins him on the ground (see *Gate Open*).

## Basement Door

**Setting** The basement of the Colosseum. The player must find a bomb to gain access to the arena.

**Intensity** Moderate. Some combat, but staggered so as not to be overwhelming.

**Purpose** Task the player with finding a necessary item by himself. Introduce the mechanics involved in picking up and transporting bombs.



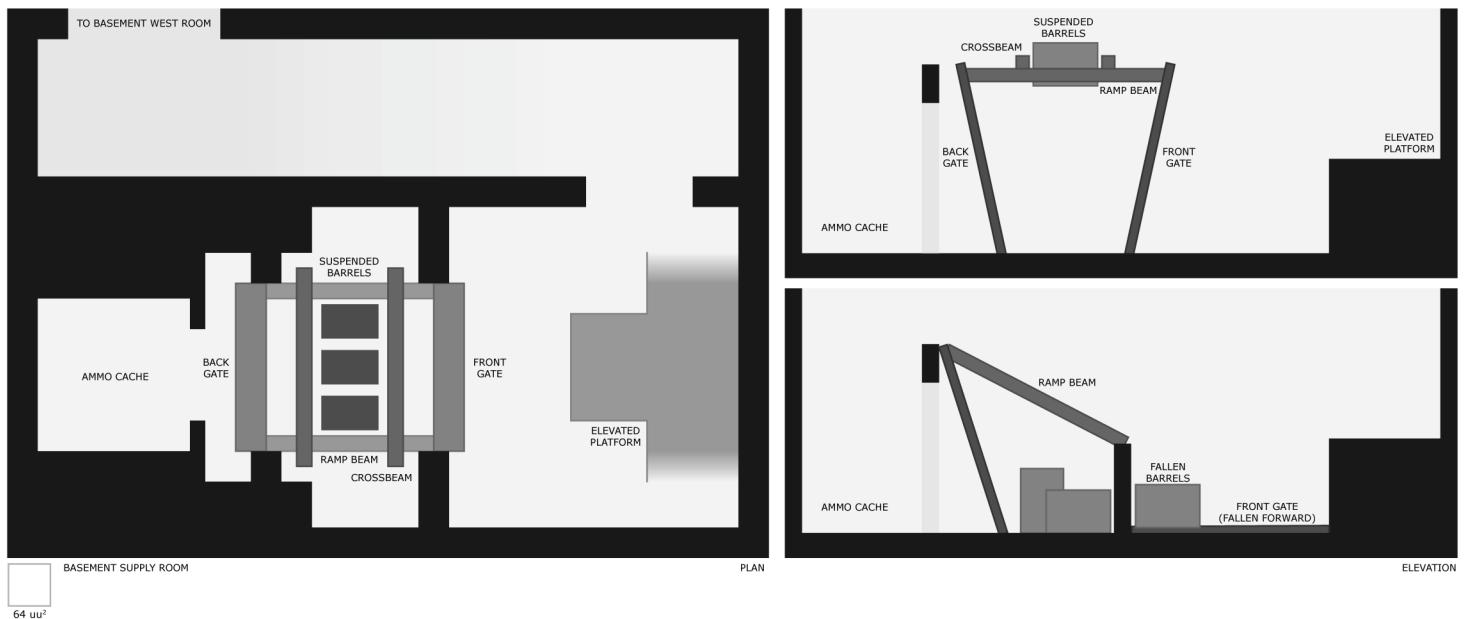
Having entered the basement and been told to find a bomb to open the door, the player heads into the atrium and takes the only accessible path leading to a small room to the west (**A**). A very visible bot is standing in front of an elevator (**B**), from which two more bots soon emerge. The bots take cover behind a low wall (**C**) and utilize an elevated path (**D**) to flank the player. After clearing the room, the player is able to enter a supply room (see *Retrieve Supplies*) and to ascend the elevator to a maintenance room which overlooks the Hypogeum. A bomb can be found at the end of the maintenance room. Through two large windows (**E**), the player can witness a scripted sequence which foreshadows the dangers he will face in the arena (see *Bots Amassing*). With the bomb in hand, the player is free to return to the door (**F**) where the AI companion is waiting (see *Guard Injures Companion*).

## Retrieve Supplies

**Setting** An unoccupied supply room off the main path in the west side of the basement.

**Failure Case** None. It is impossible to render the puzzle unsolvable.

**Purpose** Provide extra health and ammunition to resourceful players.



After ducking out of the west room of the basement and descending a ramp, the player emerges in a small supply room. A cache of ammo and health lies through a series of walls which are blocked by a somewhat elaborate gate mechanism, consisting of two separate gates. The two gates lean slightly outward and are connected to one another by a beam on each side. Two crossbeams are laid on top of those beams, and the entire structure is held together by three barrels suspended in the center of the tic-tac-toe grid created by the beams. Dislodging the barrels will cause the beams to collapse, sending each gate falling outward, but the player must reach an elevated platform in order to have a clear shot over the top of the gate.

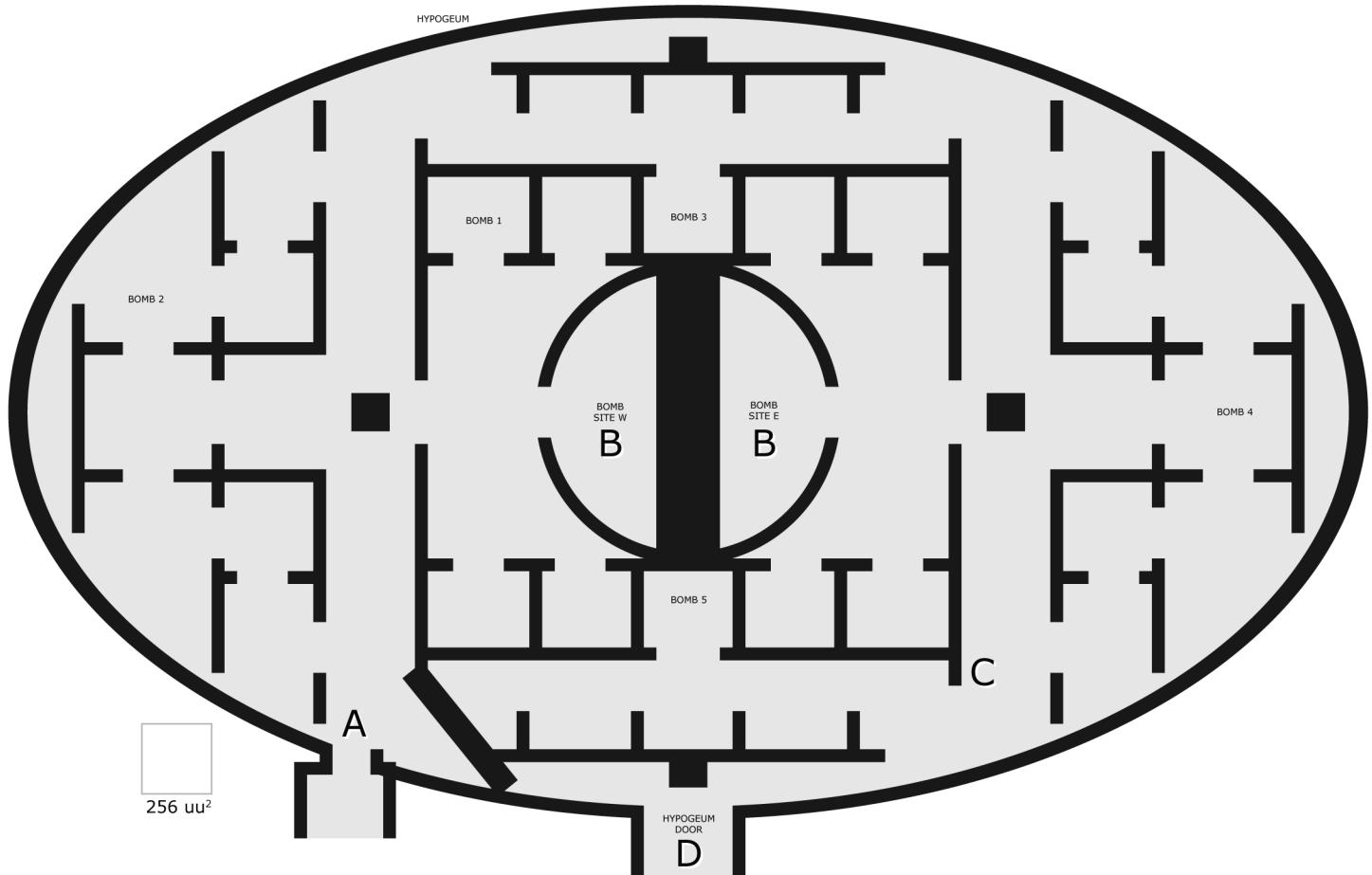
Once the gate has fallen, the ammo cache is still inaccessible because the back gate is leaning against the doorway leading to the innermost room. However, one of the beams has come to rest on a ledge inside of the front wall, forming a ramp. Once the player maneuvers a barrel in front of the doorway, he is able to jump onto the fallen beam, run along it, jump over the wall, and claim the supply of ammo and health.

## Hypogea

**Setting** The network of corridors and storage rooms beneath the arena floor, occupied by bots. The player must find five explosive devices and plant them in the center of the arena.

**Intensity** Very intense. Numerous combat encounters, ambushes and direct assaults.

**Purpose** Build upon everything the player has been through so far while allowing him to kill a lot of bots. Make use of the many corners and line-of-sight obstacles to have bots ambush the player, but also let the player get the jump on groups of bots.



After dropping down from the arena access corridor into the left side of the basement atrium, the player enters the Hypogea (**A**). The player must collect each of five bombs, one at a time, and place them in the center of the arena (**B**). There are multiple, intertwining paths, but the placement of two obstacles ensures that the player will be forced through a chokepoint at the north side of the area to reach the east side. Two groups of bots are stationed near Bomb 2 in the west, and wary players can attack them before being seen. In the northern corridor near Bomb 3, another squad waits behind cover to ambush the player, and another group attacks from afar in the easternmost corridor. An additional, stationary group guards Bomb 4. When the player is nearing the final bomb (**C**), a group of bots opens the southern door (**D**) and runs toward the player, drawing his attention to the door that will serve as his exit.

## Scripted Sequences and Cutscenes

The following events do not require the player's direct participation. They serve either to direct the player or to give him a sense of purpose and direction. In general terms, a scripted sequence is any such cinematic event, whereas a cutscene is a scripted sequence wherein the player's input is locked and his control of the camera is disabled. Aside from the beginning and ending cutscenes, the player stays in control during these events except where absolutely necessary.

### Introduction

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**Setting** The beginning of the level, in the Ludus Arena.

**Follows** A black screen.

**Precedes** Encounter: *Ludus Tutorial*

**Est. Duration** 15 seconds

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After the level is loaded, the screen will fade in from black, with the camera positioned near the roof of the Ludus, showing the Colosseum in the distance. It briefly pans down to the arena and shows the gladiators' training in progress. As it pans down to the player's starting location and segues into his field of view, the Sergeant is seen approaching.

As the player gains control of his character, the Sergeant (without employing any sort of 'irate drill instructor' cliché) instructs the player to equip himself in the armory. As the sequence ends, the player hears his AI companion, Bill, calling to him from the Armory door.

### Bot Attack / Level Swap

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**Setting** The west room of the Ludus, as the player is looking up at the sky above the arena.

**Follows** Encounter: *Ludus Tutorial*

**Precedes** Encounter: *Ludus to Tunnels*

**Est. Duration** Landing: 10 seconds / Sergeant: 10 seconds

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Just above the player's field of view, two dropships (prefabs comprising multiple attached InterpActors) fall down from the sky in a ball of fire and land in the Arena just to the east, with a loud bang and a violent camera shake. The arena itself is its own level, with two separate versions — one pristine and one damaged and featuring two static dropships. As the dynamic ships land out of the player's sight, they are deleted, the undamaged version of the level is unloaded, and the damaged version is loaded. The AI companion reacts to the noise and runs up the stairs and back to the arena.

In the arena, after a brief combat encounter, a few bots very visibly leap up and over the north roof. The sergeant then slinks out from a nearby room, tells the player to head for the Colosseum, and dies.

## Guardhouse Intro

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**Setting** The grounds of the Ludus, in front of the tunnels, during Encounter: *Ludus to Tunnels*.

**Follows** The player turns the corner to see the guardhouse occupied by hostile bots.

**Precedes** The player clears the guardhouse and opens the gate. Scripted Sequence: *Gate Open*.

**Est. Duration** 15 seconds

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As the player turns the corner to the guardhouse, he is met with a large force of enemy bots in fortified positions. The companion points out that the gate blocks the way, and tells the player to move ahead and clear the guardhouse. Another NPC approaches from behind, justifying the AI companion's decision to stay behind. The companion shoots the NPC and stands against a wall.

## Gate Open

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**Setting** Behind the guardhouse.

**Follows** Encounter: *Ludus to Tunnels*. The player has triggered a lever to open the gate.

**Precedes** The player enters the tunnels.

**Est. Duration** 5 seconds

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The gate opens rather slowly, to allow the companion to run in from around a corner without making his approach seem belabored. After crossing through the gate, the companion acknowledges the player's success, points out the tunnels, and enters.

## Locked Door Intro

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**Setting** The Colosseum's basement atrium.

**Follows** The player emerges from the tunnels into the atrium.

**Precedes** Encounter: *Basement Door*

**Est. Duration** 15 seconds

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As the player and his companion enter the basement, the companion reiterates the need to get to the arena floor. He moves toward the south room, where two bridges lead from an elevated walkway to two doors. He points out that the doors are locked, and that the player will need to find some explosives nearby in order to gain entry to the arena access corridor.

## Bots Amassing

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**Setting** Encounter: *Basement Door*. A maintenance room in the upper levels of the Colosseum basement, with windows overlooking the Hypogea and providing a view of the stands.

**Follows** The player ascends an elevator to the maintenance room.

**Precedes** The player returns to the companion at the door.

**Est. Duration** 10 seconds

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As the player enters the room, bots begin running about in the stands outside. They take up positions which give them a clear shot to the doorway at the southern end of the arena. The fact that something is happening should be obvious to any player who enters the room, but players are free to ignore the event with no consequence.

## Guard Injures Companion

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**Setting** The room containing two doors, between the basement and the arena access corridor.

**Follows** Encounter: *Basement Door*

**Precedes** The player moves through the open door and kills the bot.

**Est. Duration** 10 seconds

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Once the player has planted the bomb at the rightmost door, the companion instructs him to move away and detonates the bomb. The bomb destroys the door, but it also takes out the bridge, creating a ravine that the player is unable to cross. While the player waits, the companion jumps across the gap, moves to the left door, and opens it from the inside. Just as the door is opened, an enemy bot runs in from the left side of the corridor and fires at the companion, who falls down.

After the player crosses into the corridor and kills the bot, the companion gets to his feet, injured, and encourages the player to proceed to the arena.

## Hypogea Encounter Start

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**Setting** The arena access corridor, at the portal into the arena.

**Follows** The player approaches the portal.

**Precedes** Encounter: *Hypogea*

**Est. Duration** 20 seconds

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When the companion reaches the portal to the arena, he walks out, and a large group of bots opens fire. He quickly dashes back inside and informs the player that there's no way forward with the bots suppressing the door. The companion instructs the bot to find five bombs in the Hypogea and place them in the elevator shaft at the center of the arena. If need be, a camera will be used to show the bombs and bomb site directly to the player.

After his short briefing, the companion walks over to a drainage grate, through which is the west side of the atrium, which leads to the Hypogea. He shoots out the grate and wishes the player luck.

## **Companion Sacrifice**

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**Setting** The arena access corridor, at the portal into the arena.

**Follows** Encounter: *Hypogeaum*. The player has planted the bombs and returned to the companion.

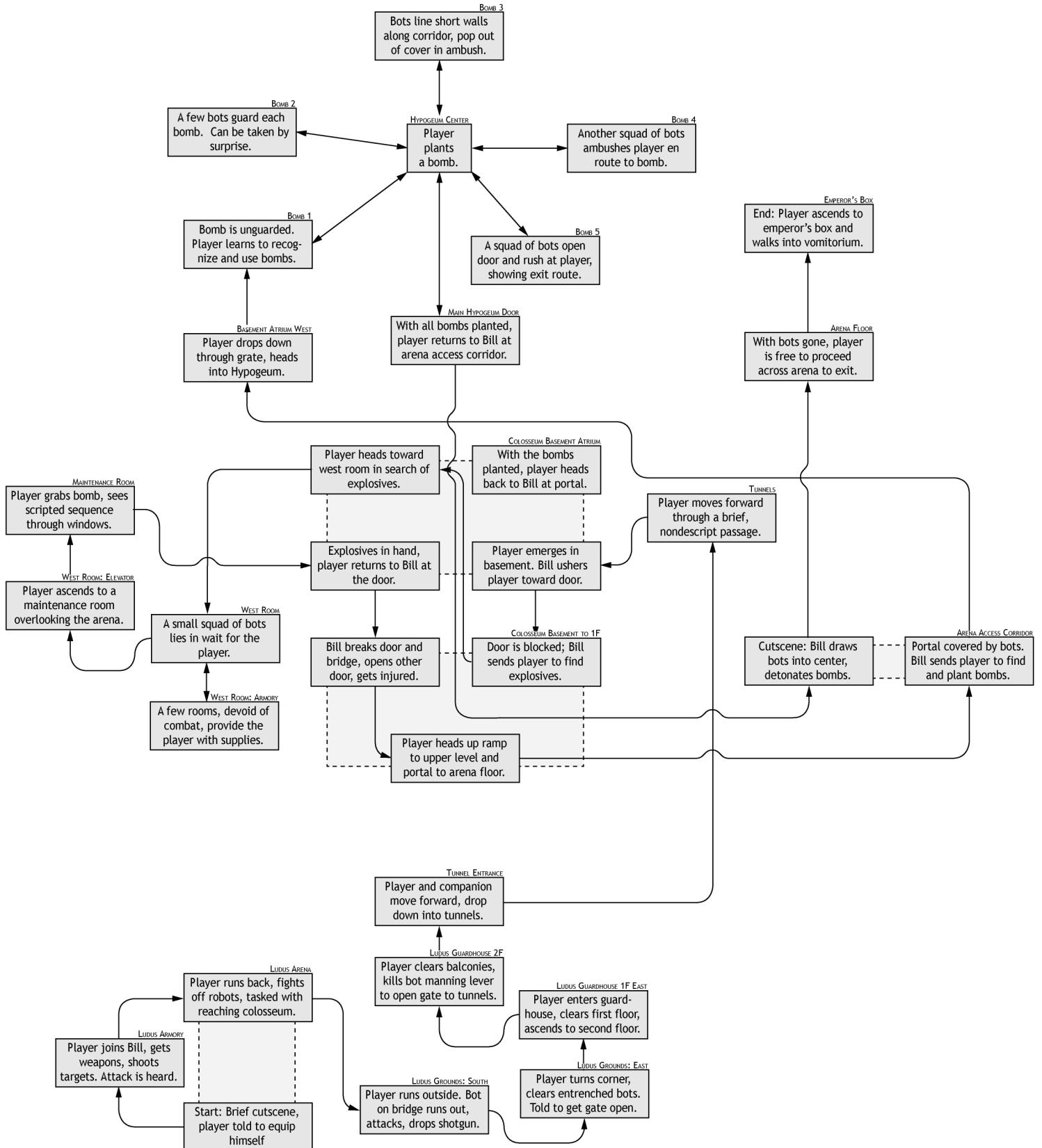
**Precedes** The player walks across the arena, ending the level.

**Est. Duration** 15 seconds

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When the player reaches the companion at the doorway to the arena, the companion congratulates the player, makes a resigned comment, and runs out into the arena under heavy fire. He shouts tauntingly to the bots in the stands and dives into the elevator shaft where the bombs have been planted. The irate bots, fixated on the companion, jump down and follow him into the pit. A short moment after all of the bots have entered, a short beep is heard, and the explosives then detonate, sending a pillar of fire up toward the sky. A stream of robot gibbs is shot into the air, and they continue to fall as the player regains control.

# Cell Diagram



## Walkthrough

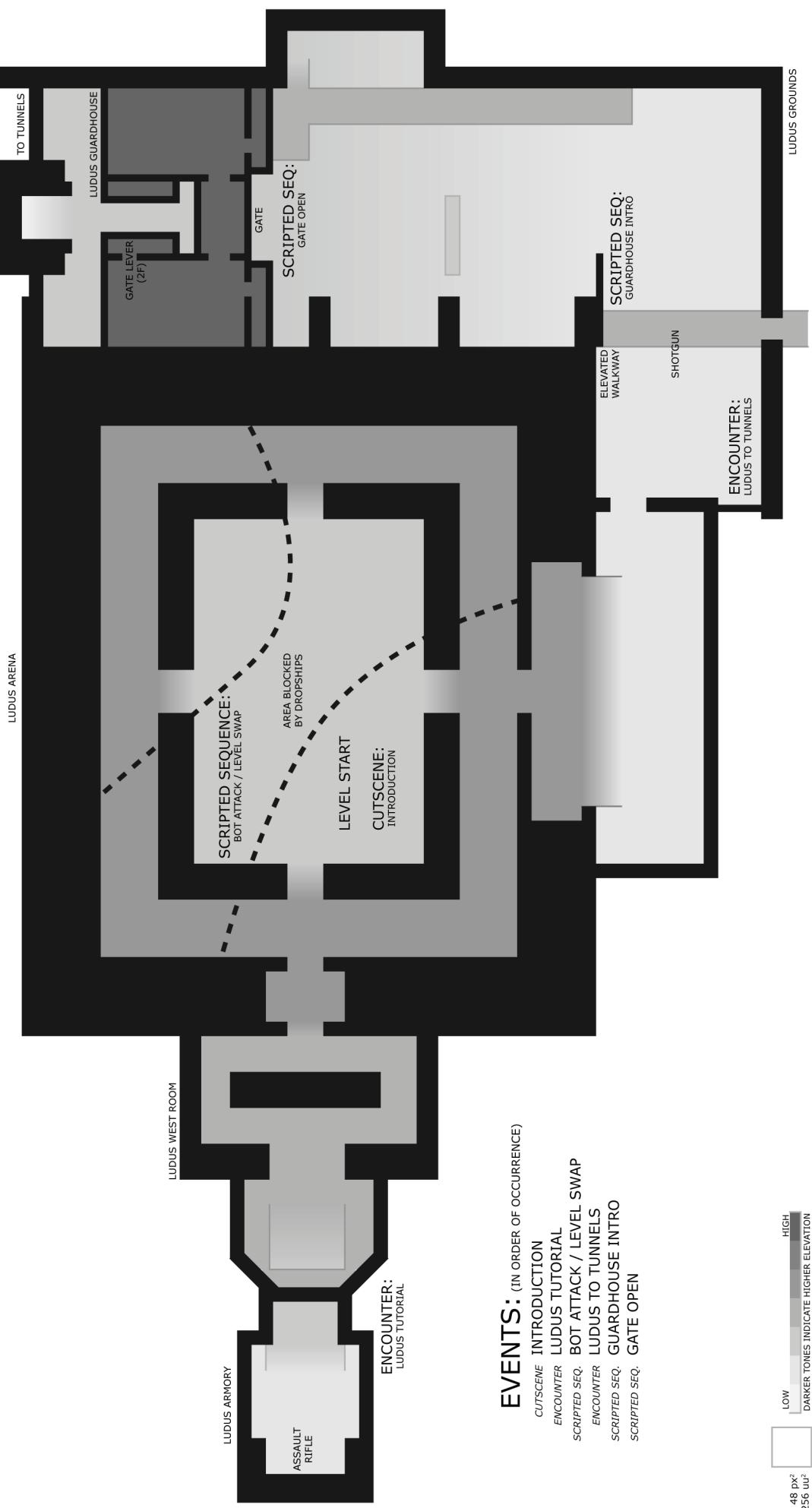
1. The player begins the level in the arena of the gladiatorial training camp (Cutscene: *Introduction*).
2. The player equips himself in the armory to the west. (Encounter: *Ludus Tutorial*)
3. While the player is shooting at targets in the armory, hostile dropships crash in the arena. (Scripted Sequence: *Bot Attack / Level Swap*)
4. The player moves back to the arena, fights off some bots, and is told to proceed to the Colosseum.
5. The player exits the Colosseum, moving east. A guard on an overhead walkway ambushes the player, and drops a shotgun when killed.
6. The player's AI companion instructs him to enter the occupied guardhouse and raise the gate that blocks their progress. (Scripted Sequence: *Guardhouse Intro*)
7. The player storms the guardhouse, ascends to clear the top floor, and kills a guard to open the gate. (Encounter: *Ludus to Tunnels*)
8. The AI companion meets the player, walks past the gatehouse, and ushers the player into the tunnel. (Scripted Sequence: *Gate Open*)
9. The player moves through a short, confined tunnel, emerging in the atrium of the Colosseum's basement. The AI companion moves toward the door in the room to the south.
10. Finding the door locked, the AI companion instructs the player to leave him and find explosives (Scripted Sequence: *Locked Door Intro*)
11. The player returns to the atrium, takes a sunken passage to the west room, defeats a small squad of bots, and ascends an elevator to a maintenance room. (Encounter: *Basement Door*)
12. A window in the maintenance room reveals a large number of bots taking defensive positions in the outdoor arena, foreshadowing the forthcoming danger (Scripted Sequence: *Bots Amassing*)
13. The player takes a bomb and moves back down the elevator.
14. The player may solve a puzzle in a nearby room for some extra ammo and health. (Puzzle: *Retrieve Supplies*)
15. The player returns to the AI companion with the bomb and plants it at one of two doors. The bomb detonates, destroying the door and its connecting bridge along with it. The AI companion jumps through to the next room and opens the other door, allowing the player to cross. An enemy NPC shoots and injures the AI companion as he is opening the door, before being dispatched by the player. (Scripted Sequence: *Guard Injures Companion*)
16. The player walks up to the portal leading to the arena. The AI companion notices that the area is covered in bots, and that it's impossible to proceed while they have the door suppressed. He instructs the player to jump through a grate, enter the Hypogeum, and plant five bombs in the central elevator shaft. (Scripted Sequence: *Hypogeum Encounter Start*)
17. The player makes his way through the corridors beneath the arena, finding each of five bombs and planting them in the center of the room. When finished, he exits via the main door to the south and returns to the AI companion. (Encounter: *Hypogeum*)
18. The AI companion runs into the arena and dives down the elevator shaft where the bombs are placed. The bots run after him and jump down as well. After a brief moment, the bombs are detonated, sending a fiery rain of robot parts into the air. (Cutscene: *Companion Sacrifice*)
19. With the way forward clear, the player moves across the arena and into a door at the north end, completing the level.

## **Appendix A: Full-sized Maps**

Attached to this document are the two images which make up the overview map of the level, in their larger landscape format.

# LUDUS ARENA AND GROUNDS

OVERVIEW MAP - REVISION 1



## EVENTS: (IN ORDER OF OCCURRENCE)

- CUTSCENE INTRODUCTION
- ENCOUNTER LUDUS TUTORIAL
- SCRIPTED SEQ. BOT ATTACK / LEVEL SWAP
- ENCOUNTER LUDUS TO TUNNELS
- SCRIPTED SEQ. GUARDHOUSE INTRO
- SCRIPTED SEQ. GATE OPEN

48 px<sup>2</sup>  
256 px<sup>2</sup>

LOW  
DARKER TONES INDICATE HIGHER ELEVATION  
HIGH

# COLOSSEUM 1F AND 2F

OVERVIEW MAP - REVISION 1

1F  
2F

