

Hostage for Entertainment

Half-Life 2

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Overview

This level takes place in a different universe from the Half-Life universe. The player has been kidnapped from a bus stop and taken to an underground bunker that serves as a prison and a film studio for snuff films with the player being their newest star. After stealing a weapon from someone who failed to fight back, the player must fight and escape their captors by traversing through prison cells, disturbed film sets, and air ducts.

After the player witnesses their cellmate's death, they take their crowbar and use it to kill their captor. Security comes in and the player kills them as well. After escaping the cell, the player goes through some of the other cells that reveal the fates of those who couldn't escape. The player will eventually enter the editing office of the snuff film team and will be attacked by the crew. One of the members has a pistol and the player can take it and a key card that allows them to go upstairs.

Upstairs, the player can view the main film set through windows while climbing through vents to figure out the path to get inside. Inside the film set, there is a garage opener that opens the garage above ground. Once the player gets there, the player can take the vehicle inside to burst through the front gate and escape.

Objectives

- Escape the bunker and find a way to get home
- Kill or avoid the red room executioners lurking in the bunker
- Stay alive

Location

- A basement bunker underneath a cabin in the woods in the middle of nowhere made into a prison/set for snuff films
- Around 3:00 am
- Early summer
- Countryside

Mood

There's a tense unease in the bunker with a possible threat at every corner. There are cameras in every room that are always recording the player. There are sets in some cells with corpses that imply the fates of other victims. Blood stains are common, but there are a few rooms that are spotless with some empty bottles of bleach. Screams can be heard from locked rooms as well as the occasional fits of laughter. The lights are dim for the most part, with some of them flickering.

The outside of the cabin is surrounded by woods that produce a calm wind and the sounds of nature.

Architecture

There are three floors in the building. The lowest floor is where the small sets are along with a torture chamber for live streaming. Each of the small sets is themed around a place to die with a bathroom, a bedroom, a sawmill, and a living room. The walls, floor, and ceiling are made of old concrete with pipes lining the ceiling. The editing room is very clean with tile floors and bottles of bleach near the doors.

The highest basement floor has a large set in the middle that looks like a park with a playground along with fake grass and brick walls. The hallways on this floor are made on concrete and are stained with rust and blood. Pipes line the walls and lead to the barrel room where all the bodies are stored. The room has blood stains and bleach bottles littering the floor. The room where the ladder that leads to the surface is looks like an ordinary basement with a couch and television with a bookshelf. The doorways to the film sets blend into the wooden walls.

The main floor is an ordinary looking log cabin in the woods. It's very clean with old wooden walls and floors. The outside has an overgrown yard with the cabin being surrounded by a tall brick wall and blocked by a wooden gate.

Weapons

- Crowbar
- Pistol
- Shotgun

Pick-Ups

- Health Kit
- Pistol Ammo
- Shotgun Ammo
- Key Card

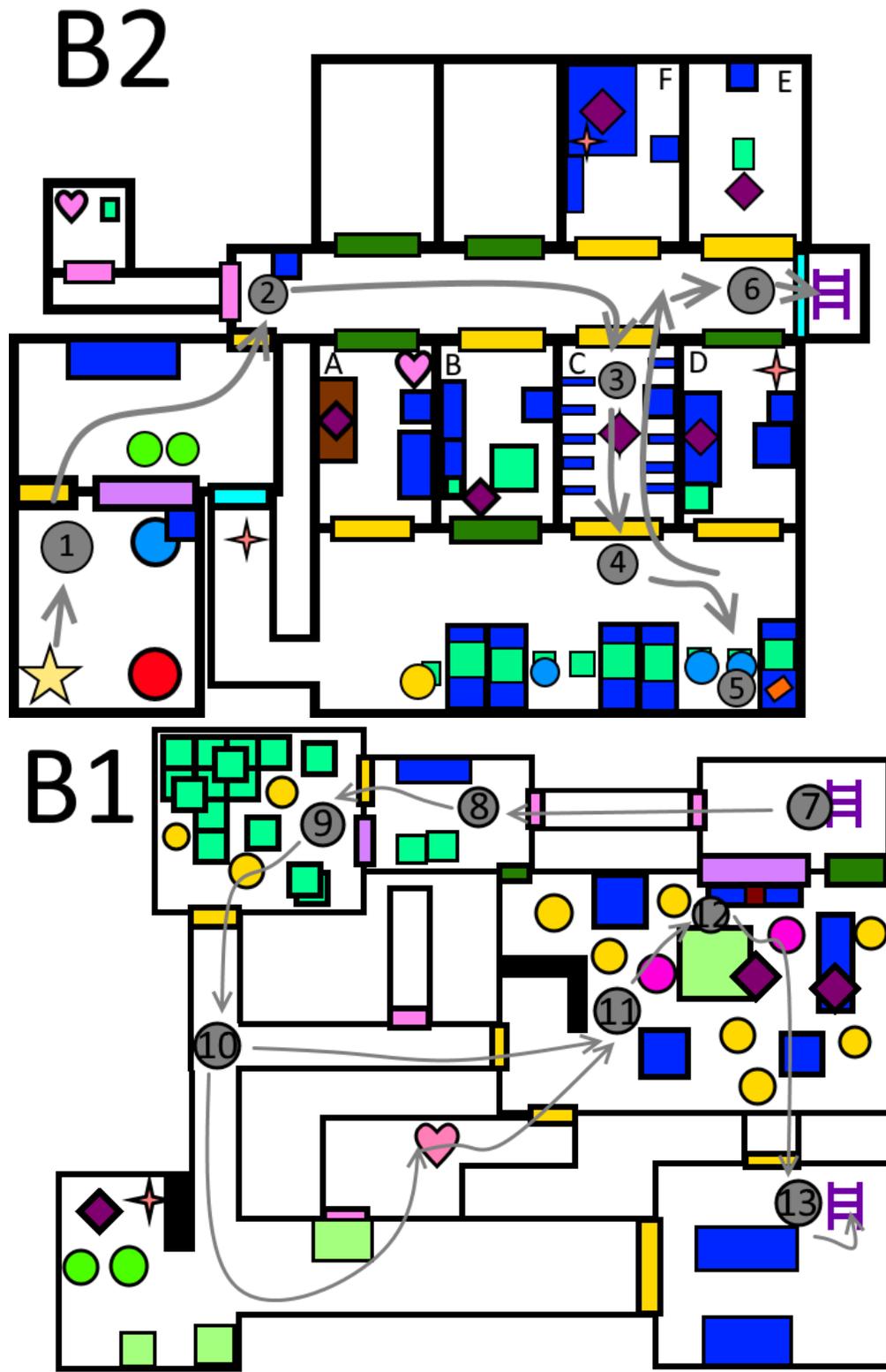
Enemies

- Civilians
- Metro Police

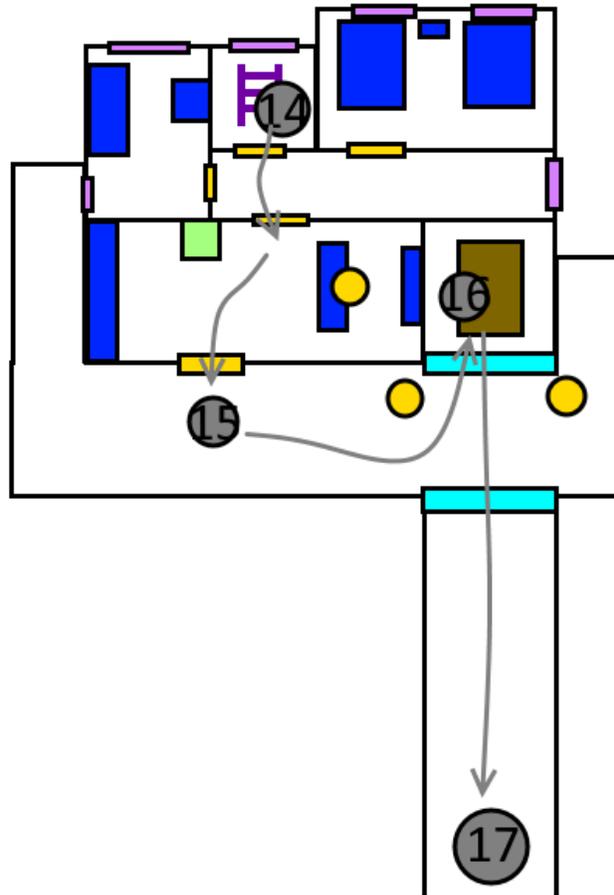
Map Sketches

Key

-  Door
-  Window
-  Player
-  Ladder
-  Vent Entrance
-  Sealed Door
-  Unlockable Door
-  Civilian With Crowbar
-  Friendly Civilian
-  Metro Police with Stunstick
-  Vehicle
-  Ammo
-  Scripted Event
-  Ragdoll
-  Civilian with Pistol
-  Civilian with Stunstick
-  Metro Police with Shotgun
-  Key-Card for Current Floor
-  Static Prop
-  Physics Prop
-  Health
-  Dynamic Prop



Main Floor



Walkthrough

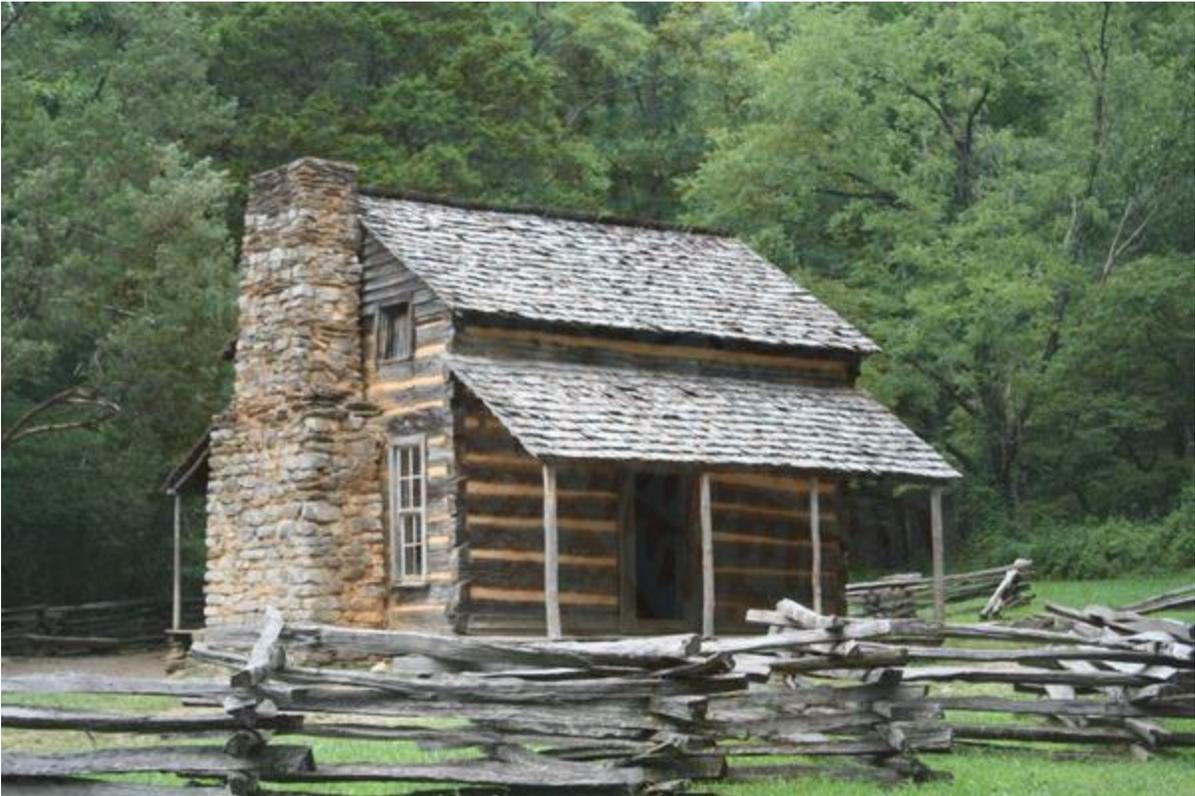
1. The player wakes up in the corner of a filming room and witnesses someone with a crowbar get killed by a civilian with a stun stick. The player grabs the crowbar and kills the civilian with it after the civilian becomes aggressive. Two metro police officers run into the room with stun sticks and try to attack the player. The player must kill them.
2. The player goes out in the hallway. If they go to the left, they can crawl through a vent to get health and see a baby doll on the ground. If they go right, they will be in a hallway with cell doors and an exit door with a ladder at the end. The exit door is locked.
3. The door to Cell C is unlocked. The player must go through it. Inside are sawblades coming out of the walls and a corpse on the floor. The door on the other side is unlocked and the player must go through it.
4. The room the player enters is an office. There are three aggressive civilians with stun sticks and one aggressive civilian with a pistol. After the one with a pistol is dead, the player can take the pistol from them.
5. The key card for the exit door is on a desk. The player must grab it.
6. The player must use the key card on the door in the hallway to get to the ladder.
7. The player makes it up to the floor above. There is a locked door with a window that lets them peer into the main room. There is a vent on the floor that can be crawled through to the next room.

8. After entering in the next room, the player can see a group of enemies in the next room, giving them time to prepare.
9. The next room is a room of storage barrels containing human bodies and enemies. Killing them is recommendable.
10. There is a branching path. There is the path to the main room and an alternate path that has enemies, ammo, and health down it.
11. The main room contains enemies with shotguns. After killing one, the player can take it for themselves.
12. There is a bright red button on the desk that opens the garage. The player should press it.
13. Down the hallways with discolored walls, the discolored walls open near the player to reveal the ladder going to the surface.
14. The player comes up to a small room on the main floor. It's an ordinary cabin in the woods. The only enemy inside the house is in the living room. The player should leave through the front door.
15. The front gate is boarded up and there are two guards in front of the garage. If the player didn't press the button, it will not be open.
16. The player should get into the car and use it to leave the garage.
17. The player should use the car to burst through the door and finally escape.

Reference Images



1- An industrial basement hallway with many doors



2- A cabin in the woods



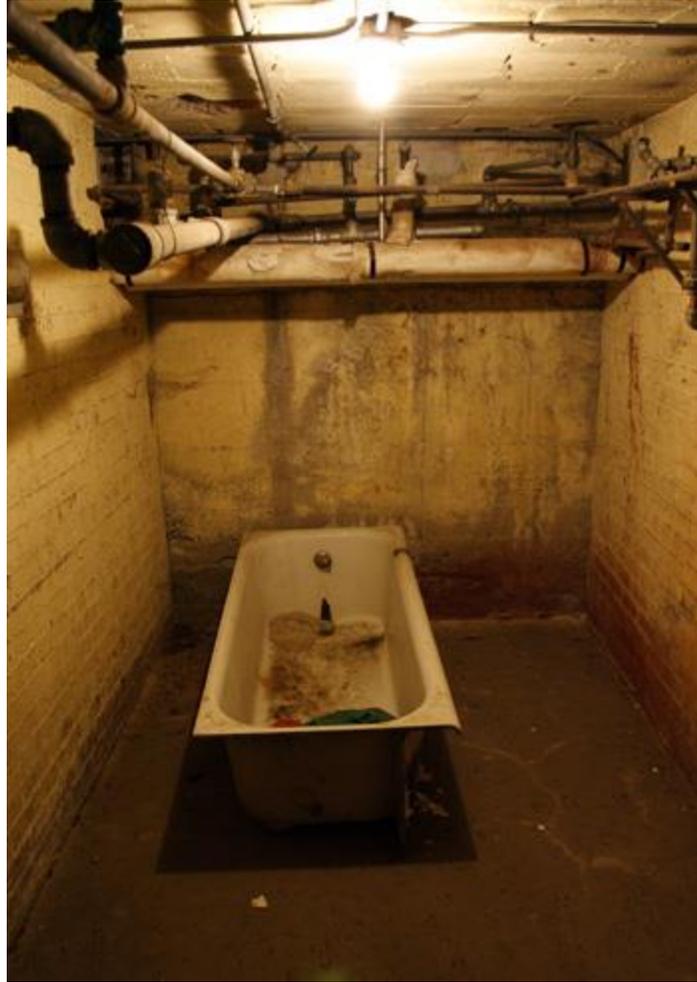
3 - A basement where bad things may happen



4 - A hospital basement



5 - An abandoned bathtub



6- A basement



7 - A basement in bad condition

Asset List

Props

- Bathtub
- Desk
- Computer
- Desk Chair
- Saw Blade
- Television
- Couch
- Sink
- Bed
- Camera
- Key Card
- Button
- Baby Doll

- Bleach Bottle
- Debris
- Ladder
- Buggy
- Metal Barrel
- Blood Decals

Audio

- Wind
- Nature sounds
- Male Screaming
- Female Screaming
- Male Laughter
- Female Laughter
- Water Dripping