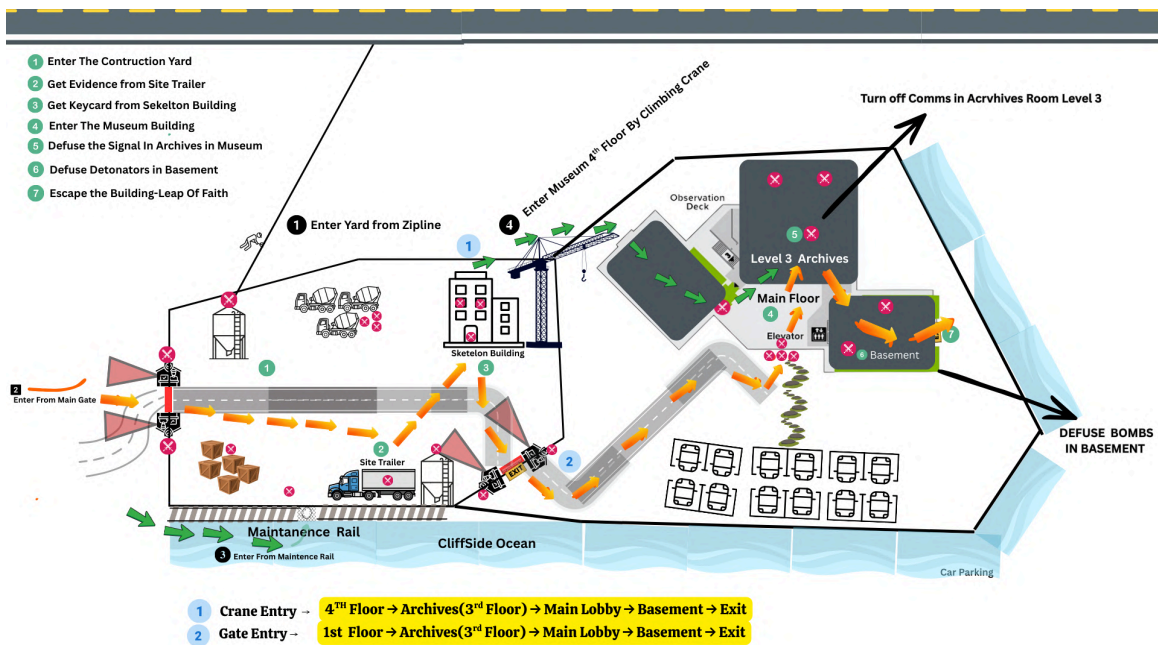
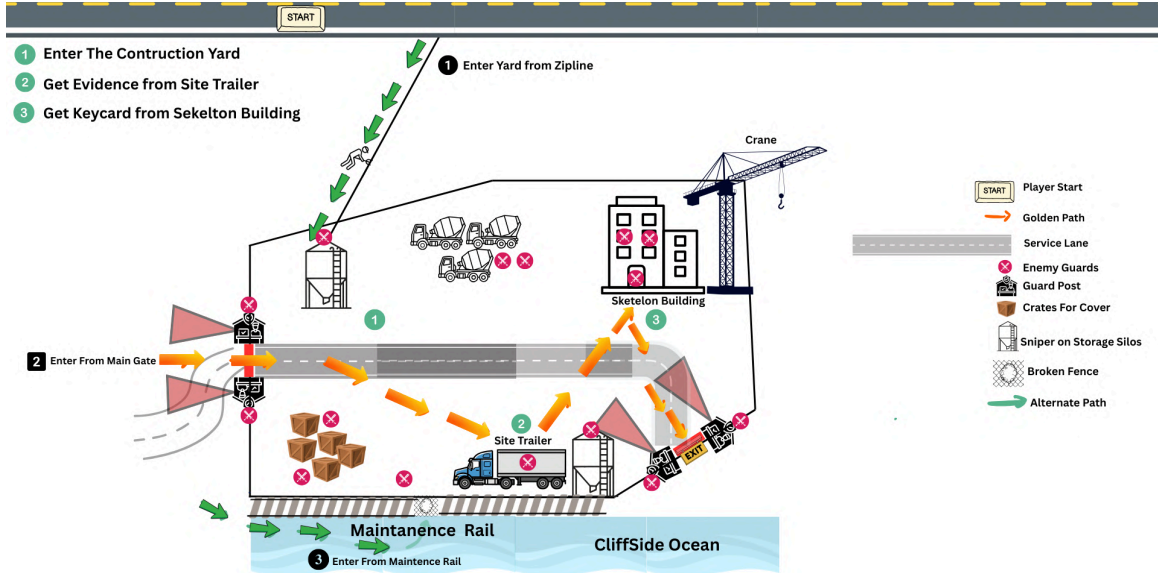


# Operation: False Foundation - Level Design Document

## The Rooms: Descent into Deception



# Overview

In Operation: False Foundation, players play as Sid, a skilled spy who sneaks into the rainy cliffs of St. John's, Newfoundland. The mission called "The Rooms: Descent into Deception" starts as a careful spy mission inside a high-security construction zone next to a famous museum. What starts as a simple check for illegal money quickly turns serious when Sid finds a terrorist plan to hide a huge bombing as a "construction accident." Players must climb tall buildings and move through clean museum halls, changing from slow and careful sneaking to a fast race against a 10-minute bomb timer to stop the explosives before the building falls into the ocean.

## 1. Header Information

Field	Details
<b>Game Title</b>	Operation: False Foundation
<b>Level Name</b>	The Rooms: Descent into Deception
<b>Designer Name</b>	Prateek
<b>Date</b>	March 6, 2026
<b>Version Number</b>	1.1
<b>Engine / Project Branch</b>	Unreal Engine 5.6.1

## 2. Game Definition and Pillars

### 2.1 Game Definition

**Genre:** Tactical Stealth Action

**Camera / Perspective:** Third-person, over-the-shoulder view to help with seeing around you and using cover during gameplay.

**Core player role:** You play as Sid, a skilled spy who is an expert at secret missions.

**High-level gameplay loop:** The player looks around to find threats, sneaks into the zone using different paths, collects important information or items, ruins the enemy's plan, and escapes quickly.

**Setting:** Modern-day St. John's, Newfoundland and Labrador. The main location is a high-security cliffside construction zone next to "The Rooms" museum building. It is rainy, with thunder and a dark night.

### 2.2 Game Features and Pillars

**Pillar 1: Ghost vs. Panther (Player Choice)**

The game lets you choose between staying completely hidden ("Ghost") and using aggressive tactical combat ("Panther"). The environment reacts based on how you play.

Level design supports this by offering quiet vent routes for non-lethal play and things you can trigger in the environment for deadly attacks.

### **Pillar 2: Environmental Lethality (The World is Your Weapon)**

Instead of just using guns, the player is encouraged to break industrial equipment like Cranes, Cement Vats, and Electrical Grids to stop enemies or create big distractions.

This makes the game different from standard shooters by turning the level itself into a series of combat puzzles.

### **Pillar 3: Atmospheric High-Stakes Pressure (Every Move Matters)**

Thick fog, red sniper lasers, and a guard Radio Check-in System make every choice feel important.

Feedback like hearing your heartbeat when near danger and "Squeaky Floor" dangers make the game feel tense and high-stakes.

### **Pillar 4: Multi-Layered Vertical Infiltration (Non-Linear Navigation)**

The level offers different entry points across very tall heights, from high-up crane jumps down to hidden underground tunnels.

This height gives a sense of size and choice, letting players choose paths based on how much risk they want to take for rewards.

## **2.3 Target Audience and Expectations**

### **Primary Audience:**

- Fans of tactical stealth games like Splinter Cell who enjoy being quiet and careful.
- Players who like to use their brain to turn the environment into a weapon.

### **Player Expectations:**

- **Tactics:** Players expect to find different ways to finish a task, such as using a crane or a secret vent.
- **Atmosphere:** A strong feeling of cold, dark danger on a foggy cliffside in Newfoundland.
- **Spectacle:** Exciting moments like big explosions or a cinematic jump into the ocean.

### **How this level supports or changes those expectations:**

- **Supports Tactics:** The level gives the player many choices, like the Crane path for height or the Railway path for silence.
- **Supports Atmosphere:** It uses thick fog, red lasers, and the sound of Sid's heartbeat to keep the player feeling tense.
- **Changes Expectations:** Usually, players expect to move fast once they have a keycard. This level changes that by adding "Squeaky Floors" in the Archives, forcing the player to move very slowly even when they are in a hurry.

## 3. Level Specifications (Time, Difficulty, Scope)

This section sets the rules and limits for the level to make sure it is fun and runs smoothly.

**Estimated Playtime:** 15-20 minutes.

The time changes based on which path the player chooses (Crane, Railway, or Main Gate).

**Position in Campaign / Progression:** Mid-game.

This is a major turning point in the story where a simple check becomes a big terrorist threat.

**Target Difficulty:** 8/10.

It is harder than earlier levels because of overlapping sniper lasers and the guard radio check-in system.

**Difficulty Curve Notes:**

- The level starts with low-pressure looking around to let the player explore.
- It builds to high-tension stealth in the Museum Archives.
- It peaks with a timed bomb stop in the Basement while guards try to find you.

**Technical Limits:**

- Requires thick fog to create the St. John's weather.
- Needs physics for heavy objects like cranes and falling bricks.
- Using AGLS Template by Jakub W

## 4. Context: Story, Theme, Location, Objective

### 4.1 Story

**What happens before this level:** Sid is sent by his agency to find proof that the museum owner is using a construction project to hide illegal money. The agency thinks the owner is just a criminal trying to hide cash through a fake renovation.



**What happens during this level:** While hacking a computer in the site trailer, Sid finds a hidden message showing the owner's family has been kidnapped. He learns that terrorists are forcing the owner to help them plant bombs under the building to make the museum fall into the ocean during a world leader meeting. The explosion is designed to look like a "construction accident" so no one thinks it's a terrorist attack. Sid must steal a keycard from the Skeleton Building and block the bomb's remote signal in the Level 3 Archives.



**The Fail-Safe Twist:** As soon as Sid blocks the signal, a 10-minute automatic timer starts. The terrorists set this up so that if anyone tries to stop the signal, the bomb will explode

anyway unless stopped in person. Sid must now race from the Archives to the basement to manually stop the explosives before time runs out.



**What happens immediately after this level:** Once the bomb timer is stopped, Sid calls his agency for backup to secure the museum and hunt the terrorists. He escapes by taking a "Leap of Faith" off the high cliff into the rainy ocean to meet his boat. He then reports that the owner is a victim and the "accident" was actually a murder plot.



**Narrative purpose of the level:** This level creates a major twist where a simple tax job becomes a high-speed race to stop a fake accident and save world leaders.

## 4.2 Theme and Atmosphere

### Core emotions to evoke:

- **Tension:** The feeling that you are always being watched by snipers in the dark.
- **Panic:** The rush to stop a bomb while the timer is counting down.
- **Sympathy:** Feeling sorry for the museum owner once you find out his family was taken.
- **Urgency:** The need to move fast but stay quiet before the world leaders arrive.

### Time of day:

**Night:** The level happens in the middle of a dark night to help with stealth.

### Weather and Environmental Conditions:

- **Night and Rainy:** A cold, heavy rain falls over the cliffside.
- **Flash Flooding:** Small streams of water run down the construction site, making paths slippery.
- **Heavy Wind:** The storm brings strong winds that push against Sid as he tries to climb the Crane.

### Atmosphere Notes:



- **Color Palette:** Very dark blues and blacks with bright neon reflections in the rain puddles.
- **Reflections:** The red sniper lasers reflect off the wet ground, giving the player a sneaky way to see where the snipers are looking.
- **Sound:** The loud sound of rain on metal roofs helps hide the sound of Sid's footsteps, but it also makes it harder for him to hear guards coming.
- **Visual Detail:** Rain drips off the edges of the Cranes and the Skeleton Building, making the industrial zone look even more messy and cold.

## 4.3 Location



**Level Location Name:** The Rooms Museum and the Adjacent Cliffside Construction Site.

### **Architectural Style and References:**

- The level features a contrast between a modern, clean museum made of glass and concrete and a messy, industrial construction zone.
- It is based on the real "The Rooms" building in St. John's, which sits high on a hill overlooking the harbor.

### **Environmental Conditions:**

- **Exterior:** A dark, rainy, and windy cliffside with very high vertical drops.
- **Interior:** The museum is quiet and clean with four main floors and an underground basement.
- **Verticality:** The level is built on a massive scale, moving from the high cliff road down to sea level.
- **Openness:** The construction zone is open and exposed to rain and snipers, while the museum interior has tight hallways and large open galleries.

### **How this location supports the story and theme:**

- **The Perfect Cover:** Because the site is already under construction, the terrorists can hide bombs and dig tunnels without anyone noticing.
- **The Fake Accident:** The steep cliff lets the terrorists plan for the building to fall into the ocean. This makes the attack look like a tragic construction mistake or a landslide caused by the heavy rain instead of a planned attack.
- **High-Stakes Verticality:** The height of the cliff and the multi-story museum make the mission feel very dangerous. It forces Sid to climb high for the keycard and then go deep into the basement for the bomb.
- **A Cinematic Escape:** The cliff edge is needed for the "Leap of Faith" ending. This lets Sid call for backup and quickly escape by jumping into the sea where his boat is waiting.
- **Atmospheric Tension:** The rainy night and foggy cliffside make the world feel cold and lonely. This supports the theme of being a skilled spy who must work alone to stop a global disaster.

## **4.4 Overarching Player Objective**

**Main Objective:** Sneak into the zone to find the kidnapping, stop the signal to start the fail-safe timer, and stop the explosives in the basement within 10 minutes before calling for backup and jumping off the cliff.

### **Fail Conditions:**

- **Timer Runs Out:** The 10-minute fail-safe timer reaches zero, causing the museum to explode and fall into the sea.
- **Player Death:** Sid is killed by mercenaries or snipers while trying to reach the basement.
- **Failed Escape:** The player fails the final "Leap of Faith" after calling for backup.
- **Early Explosion:** Trying to stop the bomb in the basement without first stopping the signal in the Archives.

# **5. Core Content: Mechanics, Elements, Objectives**

## 5.1 Mechanics.

### Movement Mechanics:

- **Standard:** Walk, run, crouch (for stealth), jump, and mantle (climbing over low walls or crates).
- **Climbing:** Scaling pipes and ladders on the outside of the Skeleton Building.
- **Swimming:** Used at the very end after the jump into the ocean to reach the rescue boat.

### Combat and Stealth Mechanics:

- **Ghost Actions:** Hiding in shadows, using vents, and non-lethal takedowns (knocking guards out).
- **Panther Actions:** Tactical shooting with a silenced pistol and using cover to stay safe during fights.
- **Distractions:** Throwing small objects or whistling to lure guards away from their posts.

### Puzzle and Interaction Mechanics:

- **Hacking:** A mini-game used at the site trailer and the Archives to get info or block signals.
- **Physics Interaction:** Pulling levers to move Cranes or drop heavy pallets of bricks onto enemies.
- **Bomb Defusal:** A manual action in the basement where the player must cut wires in the correct order.

## 5.2 Elements

### Weapons Available:

#### Weapon 1: Silenced Tactical Pistol

A quiet handgun used for taking out guards from a distance or shooting objects like lights and gas tanks.

#### Weapon 2: Environmental Weapons (The World)

Not a gun you carry, but things in the world like falling bricks, swinging crane hooks, and leaking gas tanks that you can trigger to stop enemies.

### Enemy types:

#### Enemy Type 1: Mercenary Guard (The Searcher)

- **Role:** Basic security for the construction site and museum.
- **Behavior:** They walk in patterns, use flashlights to look under trailers, and must report in on their radios every few minutes.

#### Enemy Type 2: Elite Sniper (The Watcher)

- **Role:** High-ground security on the top of Cement Silos.

- **Behavior:** They stay still and use a bright red laser sight. If the laser touches Sid for more than two seconds, they will fire a high-damage shot.

### **Items and Interactables:**

#### **Security Keycard:**

Found at the top of the Skeleton Building; used to open the museum's locked side entrance.

#### **Hacking Terminals:**

Computers in the Site Trailer and the Archives used to find the kidnapping proof and stop the bomb signal.

#### **Crane Levers:**

Controls found in the crane cabins that let the player drop heavy loads on guards or create new paths.

#### **The Master Bomb:**

Located in the basement; a complex machine with wires that must be cut to stop the 10-minute timer.

### **Collectibles and Rewards:**

- **Intel Folders:** Secret files that explain more about the terrorist group and the kidnapped family.
- **Laundered Cash:** Small bags of money hidden around the site (a nod to Sid's original mission) that give extra points.
- **Upgraded Hacking Tool:** A hidden item that makes the signal stop in the Archives go faster.

### **Environmental Hazards:**

**Squeaky Floors:** Old wooden floors in the Museum Archives that alert guards if Sid walks too fast.

**Cliff Edges:** Very high drops that will kill Sid instantly if he falls before the final "Leap of Faith".

**Rainy Puddles:** Wet spots on the ground that make footsteps splash loudly and make the ground slippery.

**Live Wires:** Broken electrical boxes in the construction zone that can shock Sid or be used to trap guards.

#### **Moving Maintenance Cart (The Crusher):**

Found on the maintenance rail route. A heavy metal cart moves back and forth on the tracks. Sid must time his movement perfectly. If the cart is coming, he has to drop down and hang from the rail or jump to a side platform to avoid being crushed.

#### **High-Altitude Winds (The Pusher):**

When walking across the high Crane arms or the Skeleton Building beams, the storm wind blows very hard. The wind tries to push Sid off balance. The player must move slowly and fight the wind to keep from falling into the dark ocean below.

## 5.3 Player Objectives (Mission Beats)

### **Objective 1: Sneak into the Site Trailer and Gather Intel**

Sneak into the construction yard and hack the main computer to find the money records.

**The Twist:** This is where you discover the kidnapping of the owner's family and the "Fake Accident" bomb plot.

### **Objective 2: Get the Security Keycard**

Climb to the top of the Skeleton Building while fighting high-altitude winds. Steal the keycard from the foreman's office to get access to the museum's locked side doors.

### **Objective 3: Reach the Level 3 Archives and Block the Signal**

Use the keycard or the maintenance rail (avoiding the moving cart) to enter the museum. Reach the Level 3 Archives and use the terminals to stop the remote bomb signal.

**The Fail-Safe:** Triggering this starts the 10-minute countdown.

### **Objective 4: Stop the Master Bomb in the Basement**

Race down through the museum before the 10 minutes run out. Navigate the underground basement and manually disconnect the explosives to save the building.

### **Objective 5: Call for Backup and Escape via the "Leap of Faith"**

Use your radio to call the agency for help to secure the site. Run to the cliff edge and jump into the ocean to reach your rescue boat.

## 5.4 Consistency Notes

### **Reused Elements from Previous Levels:**

- **The Radio Check-in System:** Just like in earlier missions, guards report their status every few minutes. If you take down a guard, the player knows they must hide the body or prepare for a search when the guard misses their check-in.
- **Sid's Hacking Tool:** The hacking mini-game used on the Site Trailer and Archives works exactly as it did in the tutorial, making the player feel like an expert when the stakes get high.
- **Silenced Pistol Ballistics:** The weapon weight and bullet drop stay the same, letting players rely on their muscle memory when dealing with the Elite Snipers.

### **Intentional Rule-Breaks:**

#### **The Fail-Safe Timer:**

Usually, the game allows for a slow, careful "Ghost" pace. We break this rule by adding the 10-minute timer after the Archive hack.

- **Why:** To shift the gameplay from slow stealth to high-speed "Panther" action.
- **How it's shown:** A large red timer appears on screen, the music shifts to a fast tempo, and Sid says, "The signal override triggered a fail-safe! I've got ten minutes before this place is at the bottom of the ocean!"

### Squeaky Floors:

In most levels, "crouch-walking" is perfectly silent. In the Archives, this rule is broken.

- **Why:** To make the inside of the museum feel more fragile and tense than the noisy construction site.
- **How it's shown:** The first time Sid steps on an old floorboard, a loud creak sounds, and a visual "noise ripple" appears around his feet to warn the player.

### The "Leap of Faith" Exit:

Usually, missions end at a specific exit point. This level breaks that rule by making the "exit" a high-altitude jump.

- **Why:** To provide a cinematic ending for the height of the cliffside.
- **How it's shown:** A mission marker appears over the open cliff edge, and the agency radios: "Sid, the boat is directly below you. It's now or never—jump!"

## 6. Player Journey

Beat #	Beat Name	Location	Gameplay Type	Description of What Happens	Est. Duration	Target Difficulty (0-10)
1	Opening	Construction Yard	Stealth / Exploration	Sid enters the yard and hacks the site trailer; he discovers the kidnapping and bomb plot.	3 mins	3

2	Development	Skeleton Building	Traversal / Stealth	Sid climbs the building to steal the keycard while fighting strong winds and avoiding snipers.	4 mins	5
3	Mid Escalation	Museum Archives	Puzzle / Stealth	Sid sneaks through the archives (quiet on squeaky floors!) to block the remote bomb signal.	4 mins	7
4	Climax	Museum Basement	Combat / Puzzle	The Fail-Safe Twist: The 10-minute timer starts; Sid races to the basement to manually stop the bomb.	5 mins	9

5	Resolution	The High Cliff	Traversal	Sid calls for backup and takes the "Leap of Faith" off the cliff into the ocean to reach the rescue boat.	2 mins	4
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**Notes on Pacing:**

- The level starts slow and quiet to let you explore the yard.
- The pressure rises during the climb and the archive sneaking.
- The intensity peaks during the 10-minute countdown where you must move fast to survive.

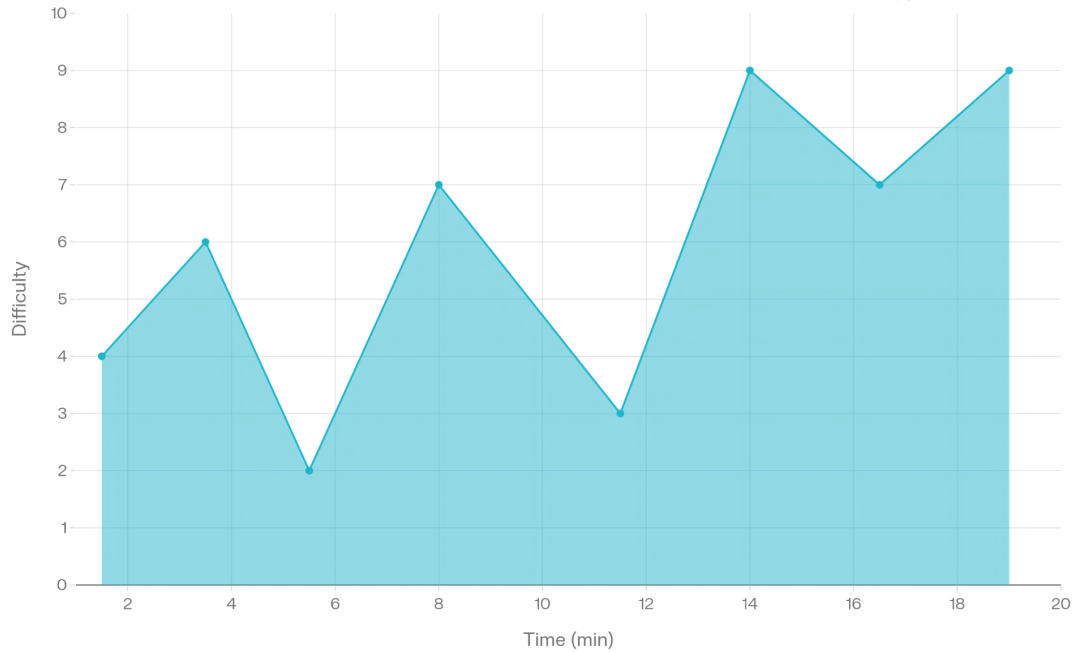
**Emotional Curve:**

- **Surprise:** When Sid finds the message about the kidnapping in the trailer.
- **Tension:** Sneaking through the museum with snipers watching and floorboards creaking.
- **Panic/Thrill:** The 10-minute dash to stop the building from falling into the sea.
- **Relief:** Calling for backup and the final jump into the water.

## 7. Difficulty vs Time Plan

### Difficulty vs Time (20-min mission)

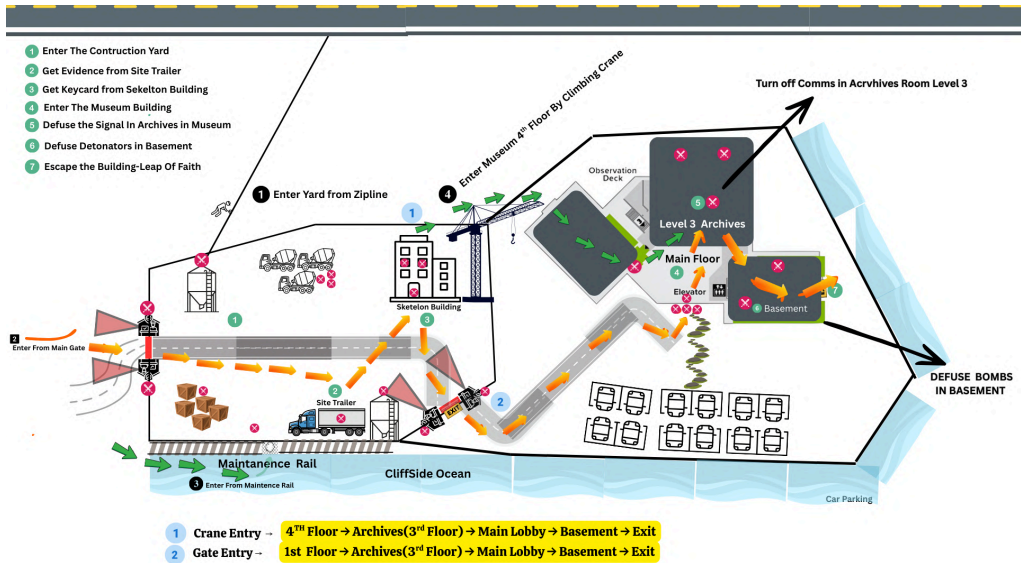
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Time (min)	Event / Beat	Short Description	Difficulty (0-10)
1-2	Yard Entry	Enter the construction site and hide from the first guards.	4
2-5	Patrol Sneak	Move past guards checking trailers with flashlights.	6
5-6	The Trailer Hack	Discover the kidnapping twist and the "Fake Accident" plot.	2
6-10	The Big Climb	Start climbing the Skeleton Building	7
10-13	Keycard Steal	Reach the top and take the keycard	3
13-15	Museum Entry	Use the crane route or the main entry	9
15-18	Archives Sneak	Navigate the squeaky floors to reach the signal terminal.	7

18-20	The Bomb Dash	Race to the basement and stop the explosives under pressure.	9
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## 8. Top-Down Layout Sketch



### 8.1 Zones Overview



These are the three main areas Sid must move through, in order:

### **Zone 1: The Construction Yard**

- **Description:** A large, messy outside area filled with excavators, cement mixers, and stacks of crates.
- **Key Spot:** The Site Trailers where the kidnapping proof is hidden.

### **Zone 2: The Skeleton Building and Crane**

- **Description:** A tall, half-finished steel structure and a yellow construction crane.
- **Key Spot:** The top floor where Sid must steal the security keycard.

### **Zone 3: The Rooms Museum (Interior)**

- **Description:** A clean, modern building with a lobby, gift shop, and upper-level archives.
- **Key Spot:** The underground basement where the bomb is hidden.

### **Optional Side Area: The Maintenance Rail**

A secret path along the cliff edge that lets you skip some guards but requires timing to avoid the moving cart.

## **8.2 Layout Description**

This section describes how the player moves from the start to the finish.

### **Entry and Exit Points:**

- **Entry:** You can start by Ziplining into a watch tower, sneaking through the Main Gate, or using the Maintenance Rail.
- **Exit:** A final "Leap of Faith" off the cliff into the ocean below.

### **Main Routes ("Golden Path"):**

The most direct way is: Yard Entrance → Site Trailer → Skeleton Building → Museum Lobby → Level 3 Archives → Basement Bomb.

### **Optional Routes and Shortcuts:**

- **The Crane Shortcut:** You can use the crane hook to swing directly from the yard to the museum roof, skipping the building climb.
- **The Vent Path:** Inside the museum, you can use air vents to bypass the lobby guards.

### **Verticality Notes:**

- **High Ground:** The Watch Towers and the Skeleton Building offer a view of the whole yard but make you an easy target for snipers.
- **Low Ground:** The Underground Basement is deep underground and has no windows, making it very dark and claustrophobic.
- **Climbing:** Sid must use ladders and pipes inside the building to reach the higher floors.

## 9. Space Hierarchy

Document how each key space is shaped and why it exists.

Space Name	Form	Size	Placement	Purpose
Area 1: The Construction Yard	Open Arena	Large: Needed for multiple sneaking paths and cover.	First (Beat 1): The mission start point.	Stealth & Story: Sneak to the trailer to discover the kidnapping and "Fake Accident" plot.
Area 2: The Skeleton Building and Crane	Vertical Hub	Medium: Small footprint but high verticality.	Second (Beat 2): Reached after finding the initial intel.	Traversal & Vista: Climb for the keycard while fighting heavy winds and snipers.
Area 3: The Rooms Museum Interior	Corridor / Hub	Large: Includes the lobby, Level 3 Archives, and underground basement.	Third (Beats 3-5): The location for the mission's climax.	Stealth & Pacing: Moves from quiet archives to a high-speed, 10-minute dash to stop the bomb.

## 10. Guidance and Navigation Notes

Notes on balancing clear guidance (HUD, markers) vs. world design guidance:

Location / Beat	Visual Landmarks	Lighting Cues	Audio Cues	Other Guidance (VFX/Barks)
Opening (Construction Yard)	The Site Trailer sits as a bright white focal point among dark excavators and crates.	High-intensity floodlights light up the trailer's entrance, creating a clear goal.	The rhythmic sound of rain on the trailer's metal roof draws the player toward it.	Muddy tire tracks on the ground lead directly from the yard entrance to the trailer door.

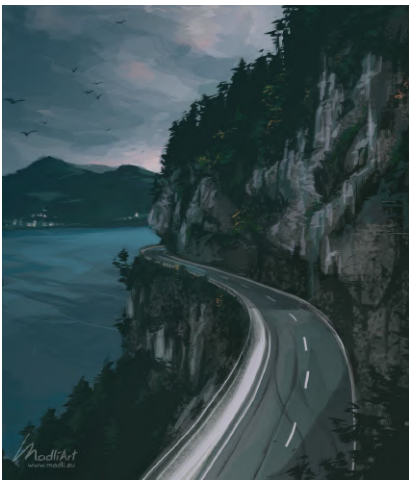
Mid Level (Skeleton Building / Museum)	The Yellow Crane and the tall, glowing glass windows of the Museum Lobby.	Red sniper lasers sweep across the Skeleton Building, highlighting the vertical path upward.	The mechanical "clank-clank" of the moving maintenance cart warns the player of the rail route.	Wind VFX (slanting rain) pushes Sid toward the interior museum entrance for cover.
Climax (Archives to Basement)	Large, lit "BASEMENT" and "EXIT" signs inside the museum hallways.	Pulsing red emergency lights turn on during the 10-minute countdown to signal danger.	A rapid, high-pitched ticking sound gets louder as Sid gets closer to the bomb.	The Agency's voiceover (NPC barks) gives directional hints: "Sid, the stairs to the basement are behind the lobby!"
Resolution (The High Cliff)	The broken railing at the Cliff Edge and the rescue boat in the water.	A bright blue strobe light on the rescue boat flashes in the dark ocean below the cliff.	The sound of crashing waves and the low hum of the rescue boat's engine.	A final UI prompt appears at the edge: [SPACE] LEAP OF FAITH.

**Notes on Balancing Guidance:**

**World Design Guidance:** We use high-contrast lighting (floodlights vs. dark shadows) to naturally draw the player's eye toward goals like the Site Trailer or Museum Entrance. Signage and landmarks (the Crane) serve as constant guides so the player rarely feels lost in the rain.

**Clear Guidance (HUD/Markers):** To avoid frustration during high-pressure moments, the 10-minute timer is shown clearly on the HUD. Waypoint markers only appear during the "Bomb Dash" and the "Leap of Faith" to make sure the player knows exactly where the critical path is when every second counts.

## 11. Reference Images



### **Gameplay / Encounter Reference: Splinter Cell: Blacklist**

**Description:** The "American Consumption" mission's mix of industrial sneaking and vertical pipe climbing.

**Gameplay Goal:** Using high verticality to bypass guards and using environmental distractions (like crane hooks or squeaky floors) to keep a "Ghost" or "Panther" playstyle.

## **12. Player Journey Summary (3-4 Sentences)**

Sid begins the mission by secretly sneaking into a dark, rainy construction yard in St. John's via a high-altitude zipline or a dangerous maintenance rail. The tension rises as he discovers a terrorist plot to hide a museum bombing as a "construction accident," forcing him to climb the wind-swept Skeleton Building for a keycard before sneaking through the museum's squeaky-floored archives. The level reaches a frantic climax when a 10-minute fail-safe timer starts, sending Sid on a high-speed dash to the underground basement to manually stop the explosives. After stopping the countdown and calling for backup, he performs a cinematic "Leap of Faith" off the cliff into the ocean, reporting that the museum owner is an innocent victim and shifting the next mission's focus to a hostage rescue.

# 14. Iteration Notes

Version 0.1