

Mission Design Document

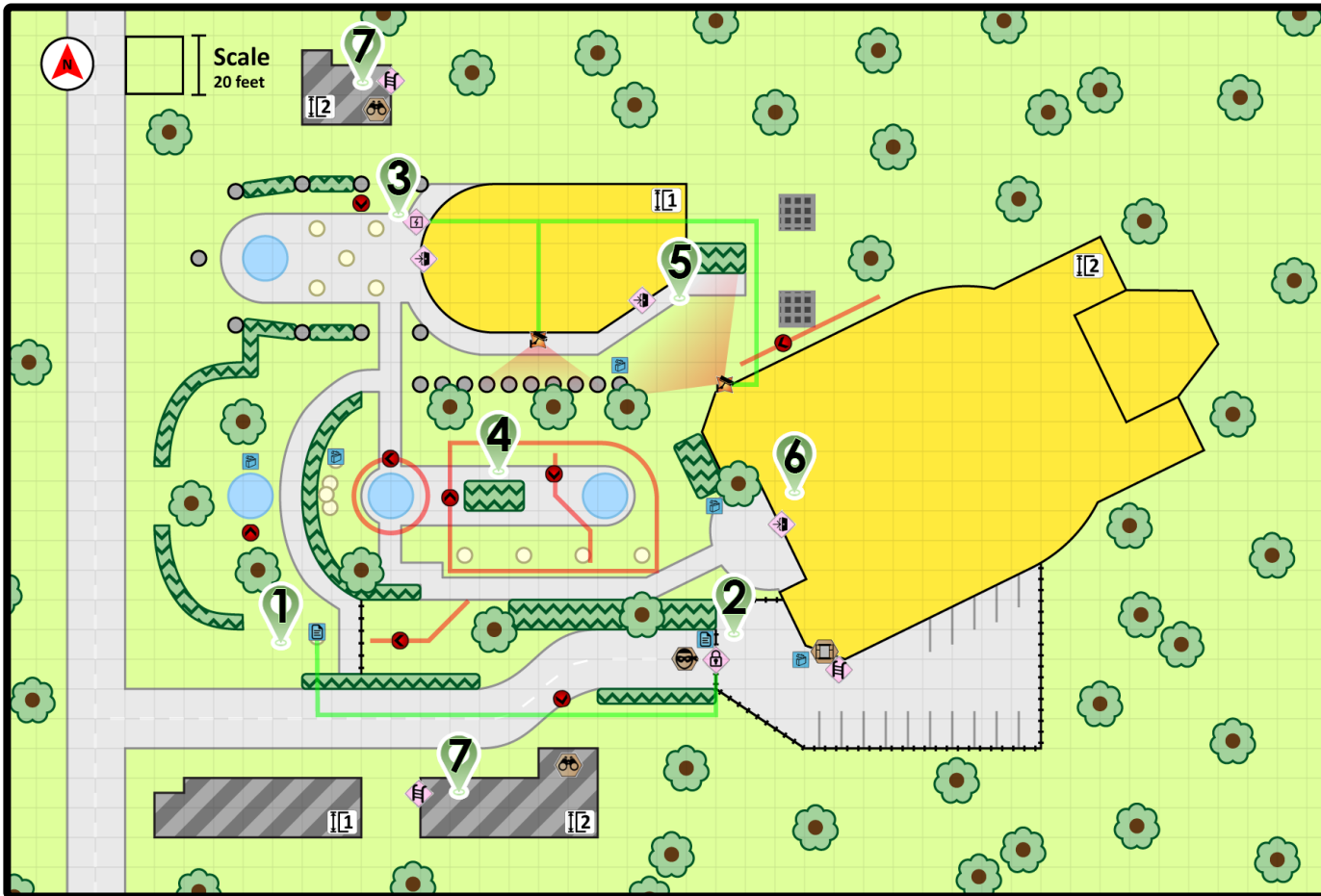


MISSION BRIEF

The PR Officer of BevFresh, a **corrupt company** notorious for stealing and bottling water from vulnerable communities, is **set to give a presentation tonight**. His lie-filled speeches have kept the company in good terms despite their abhorrent practices.

Word is that **his script is tucked away in the executive office of the Green Elm Theatre**, a luxurious theatre known for its lush garden front. Your mission is to **sneak in and steal the script** before the speech, making the fool flounder and tank the company's image on-stage.

You'll first have to find a way through the **heavily guarded garden**. Our blueprints also show a possible way in through the **parking lot or catering building**. Once inside, make your way to the back of the theatre's second floor. There you'll find the **executive office** where **the script** will be waiting.



NOTES

1. Entrance to the front garden. Welcome pamphlets are placed on a table with the code to the parking lot entrance. (2)
2. Parking lot entrance, locked with a keypad. A note is present telling guests to check their welcome pamphlet from the front garden (1) for the code. Inside is a ladder the player can use to sneak to the theatre's 2nd floor.
3. Catering building's patio and entrance. Breaker is present to shut off garden cameras. (5)
4. Main garden, heavily guarded. Acts as garden's main engagement zone.
5. Catering building's side entrance. Cameras must be shut off (3) to access door without alerting guards. Grates reveal underground tunnel connecting catering building and theatre.
6. Theatre's main entrance.
7. Scouting points on buildings. Can be used to survey guard patterns for stealth and pacifist playstyles.

LEGEND



Tree



Hedge Wall



Fountain



Pillar



Table



Grate



Curtain



Fence

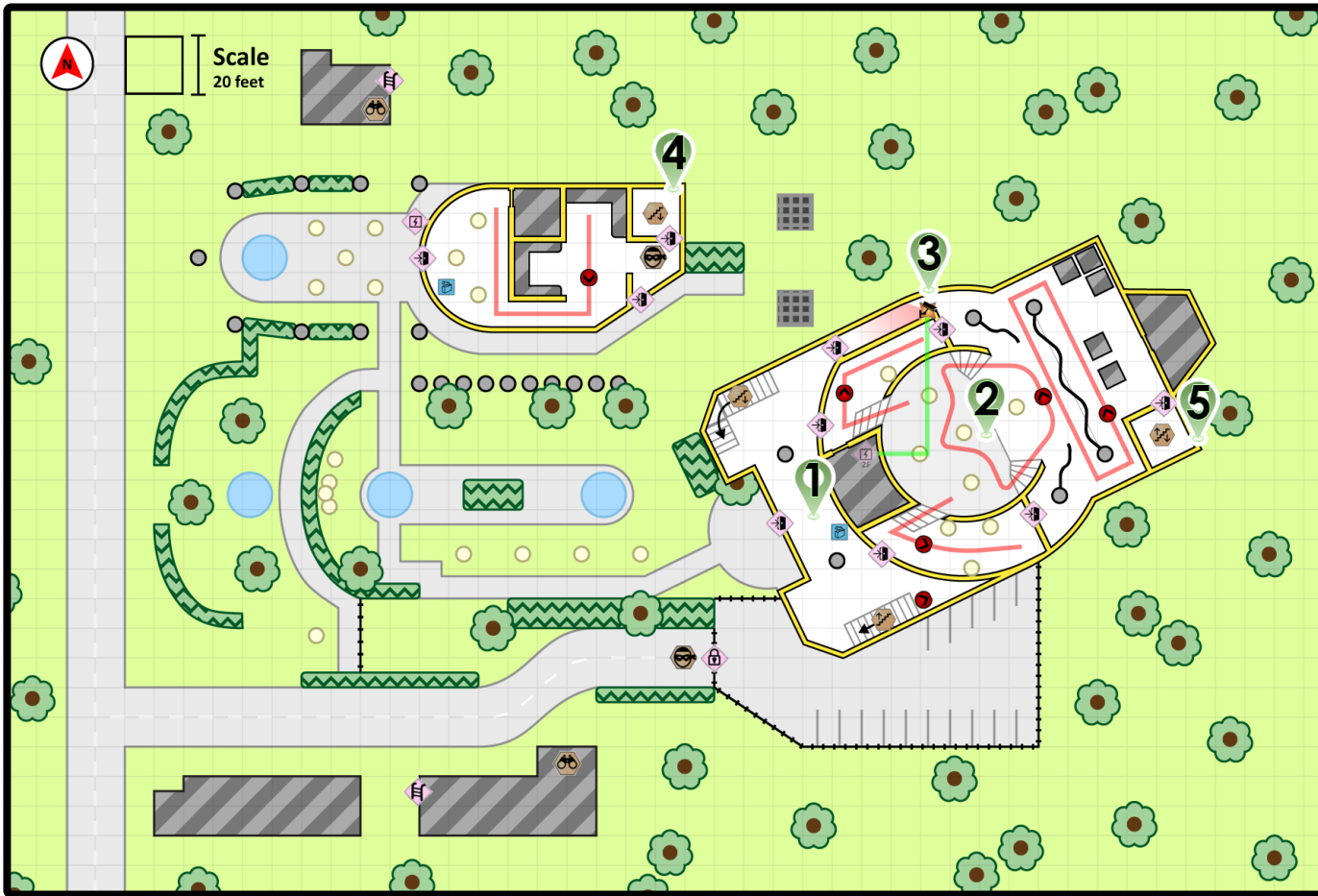


Grass



Pavement

Interior 1F Overview



NOTES

- 1** 1. Theatre lobby. Acts as rest point in level. Guarded stairs lead to basement and 2nd floor for alternative routes.
- 2** 2. Theatre stage. Players can fight through the center seating (aggressor) or sneak through the side wings (stealth and pacifist).
- 3** 3. Security camera that can be disabled in the 2nd floor's lighting booth. Gives scouting players easier access backstage.
- 4** 4. Stairs marked by "GREEN ROOM ACCESS" signs. Players can disable cameras or fight through the catering building to access this. Leads to underground tunnel into theatre basement, giving players an alternate stealth entrance.
- 5** 5. Backstage stairs leading up and down one floor. Used to access executive office on 2nd floor.

Poster in stairwell states: "B1: Green Rooms, 1F: Backstage, 2F: Executive Office"

LEGEND



Tree



Hedge Wall



Fountain



Pillar



Table



Grate



Curtain



Fence

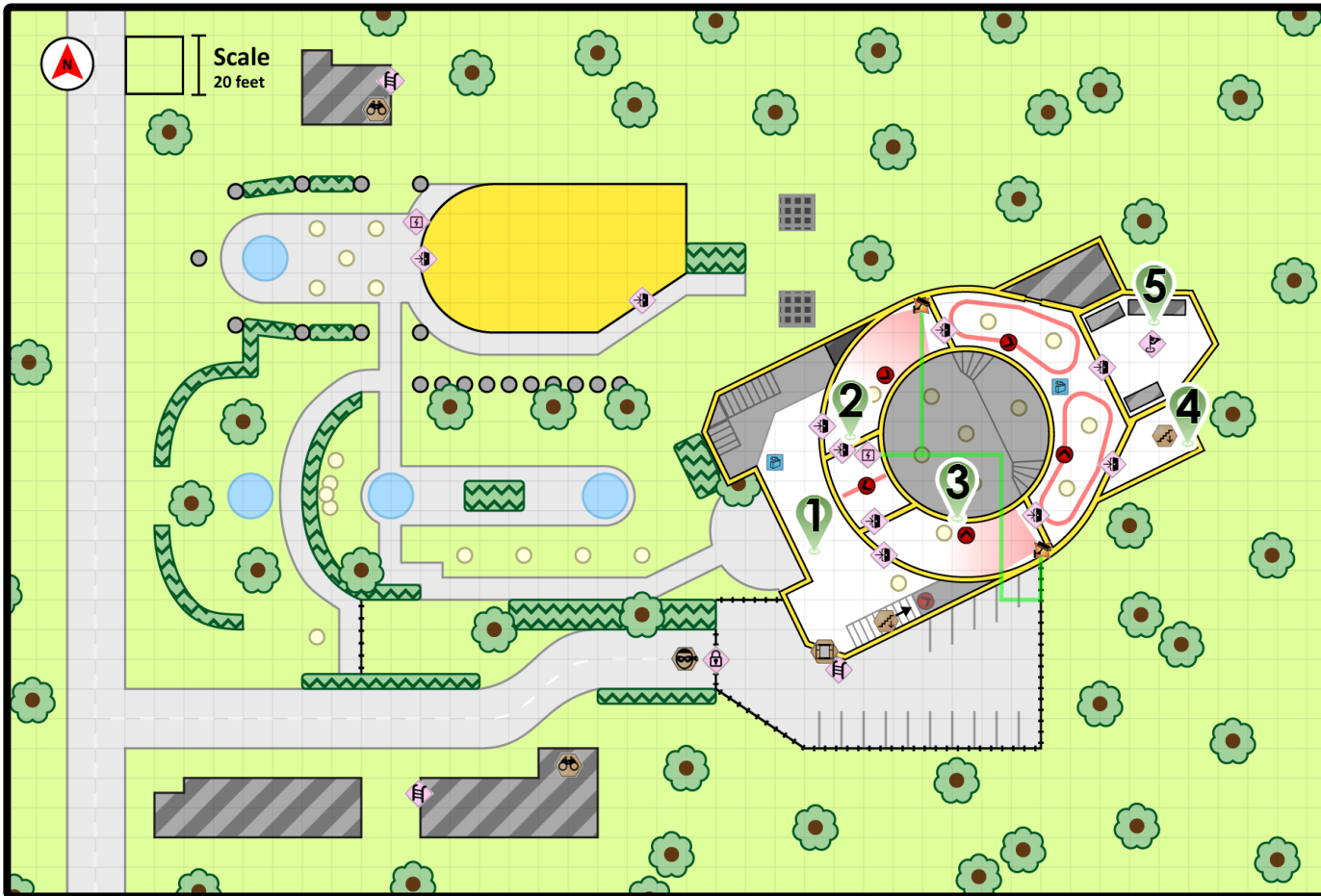


Grass



Pavement

Interior 2F Overview



NOTES

1. Theatre 2nd floor. Acts as rest point in level. Balcony looks down to 1st floor. Guarded stairs lead to 1st floor for alternative routes.
2. Lighting booth. Breaker is present that shuts off theatre cameras, granting access to 1st floor backstage hall and 2nd floor side wings. (3)
3. Side wings. Ledges with railings look down into theatre. Cameras must be shut off (2) to walk through without alerting guards.
4. Backstage stairs leading down to 1st floor and basement. Used by lower floors to access executive office.
5. Executive office. Inside is a table with the PR Officer's script. Once reached, the mission ends.

A tall ceiling extends several meters above the roof of the rest of the theatre. High-up windows let light outside, acting as a guiding beacon for exterior portion of the level and hinting at end goal's location.

LEGEND



Tree



Hedge Wall



Fountain



Pillar



Table



Grate



Curtain



Fence

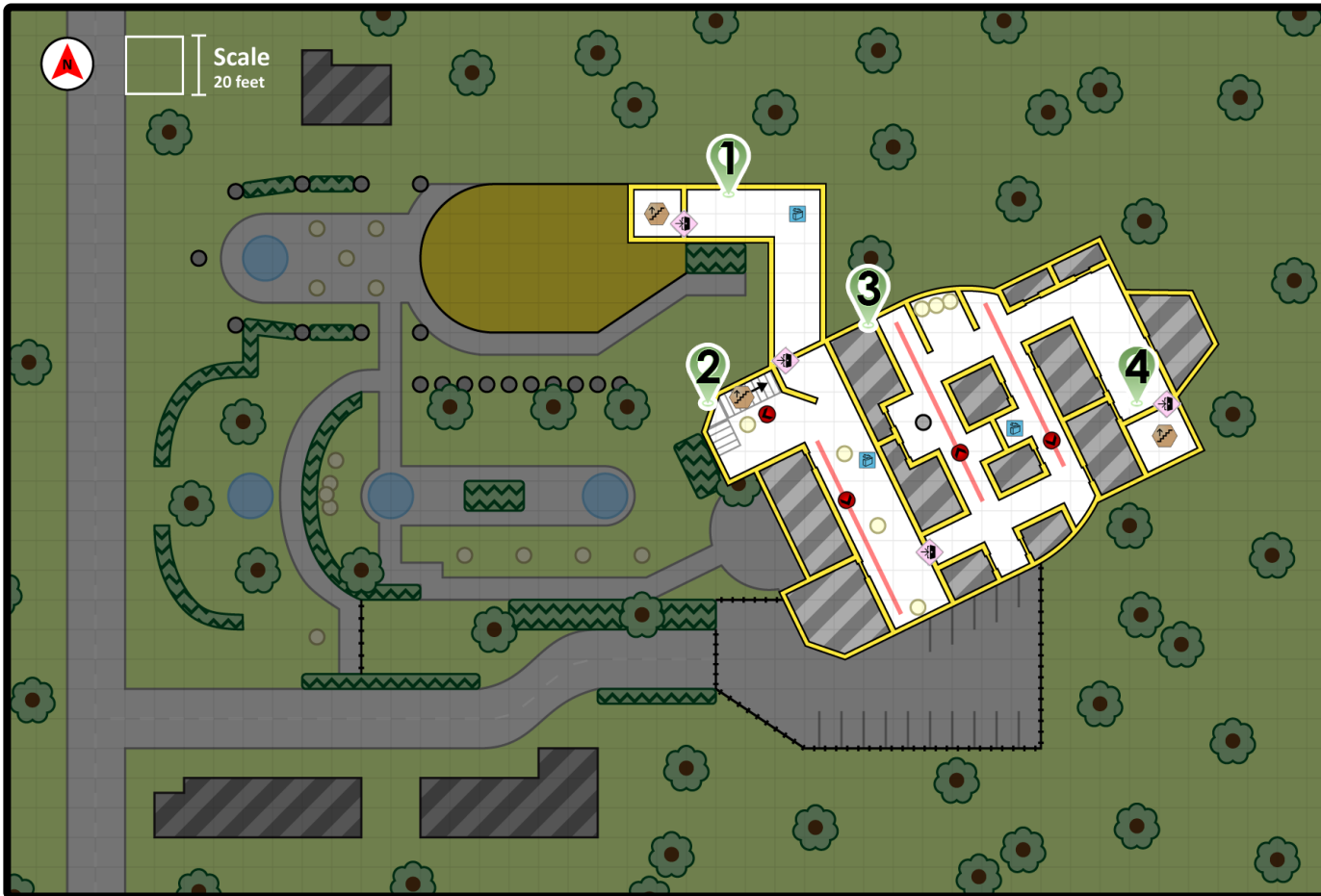


Grass



Pavement

Basement Overview



NOTES

1. Underground maintenance hallway leading to theatre basement. Acts as rest point in level. Ammo present to indicate tunnel is accessible from above-ground view. Stairs lead back up to catering building.
2. Guarded stairs leading to 1st floor lobby of theatre for alternate routes.
3. Green rooms guarded by moving hostiles. Aggressors can fight their way through, and stealth / pacifist players can use alcoves to sneak through.
4. Green room stairs, leading backstage and executive office on 2nd floor.

Poster in stairwell states: "B1: Green Rooms, 1F, Backstage, 2F Executive Office"

LEGEND



Tree



Hedge Wall



Fountain



Pillar



Table



Grate



Curtain



Fence

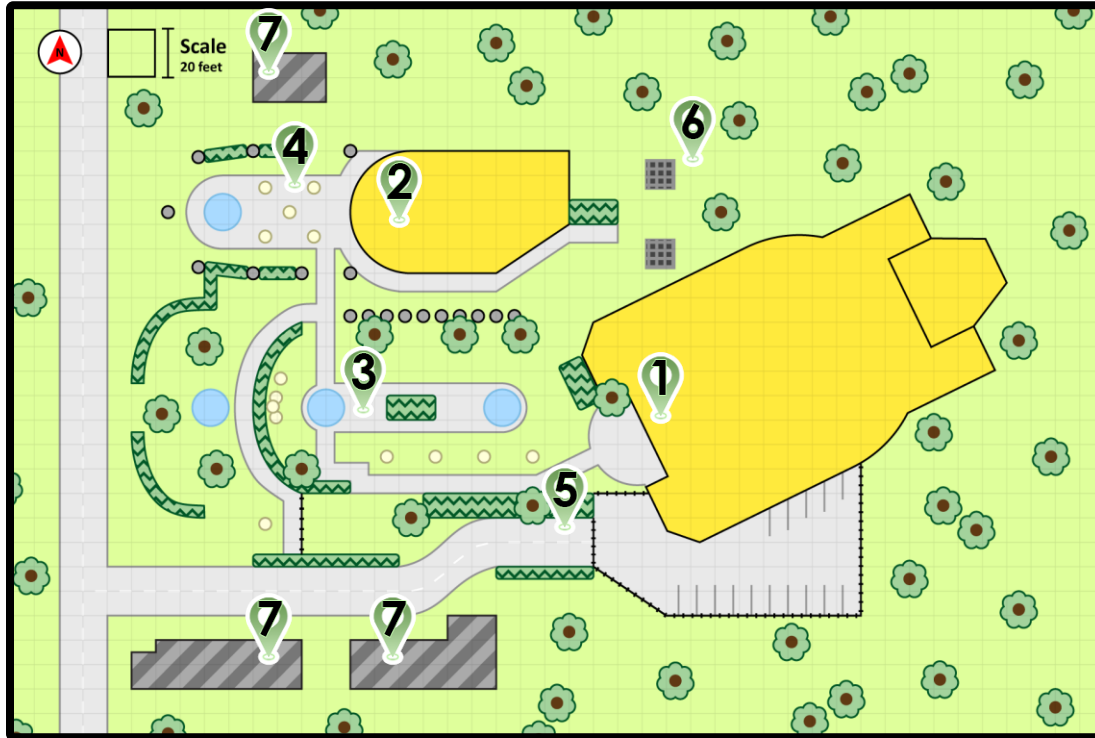


Grass



Pavement

Exterior References



1 Theatre Entrance



2 Catering Building



3 Garden Grounds



4 Catering Patio



5 Gate and Fences



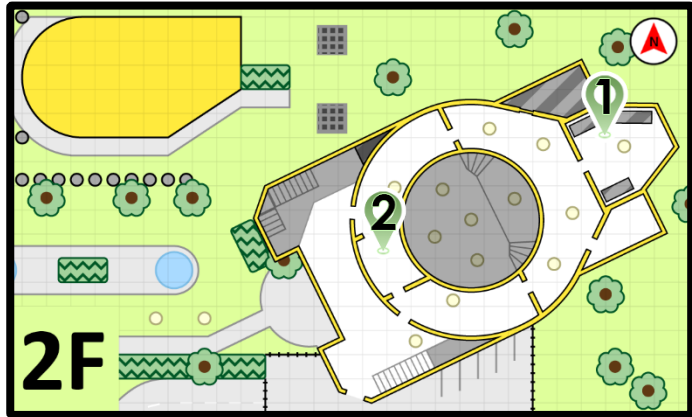
6 Grates



7 Surrounding Buildings



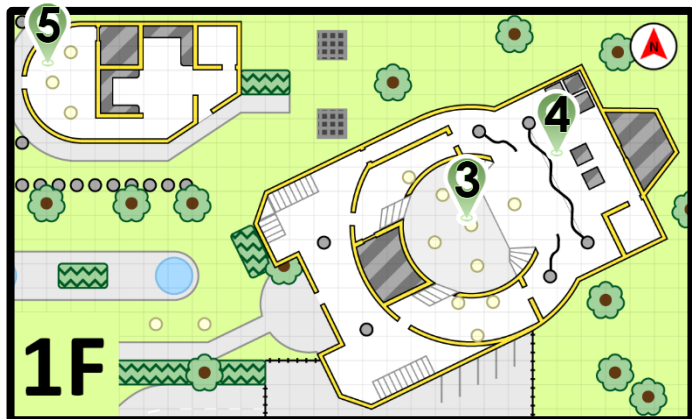
Interior References



1 Executive Office



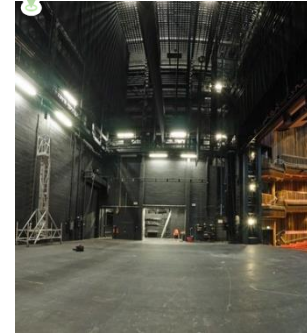
2 Lighting Booth



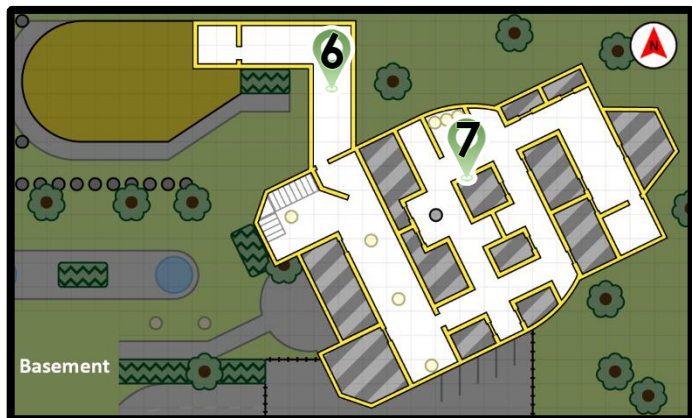
3 Theatre Stage



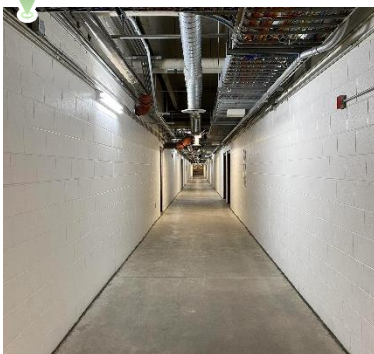
4 Backstage



5 Catering Interior

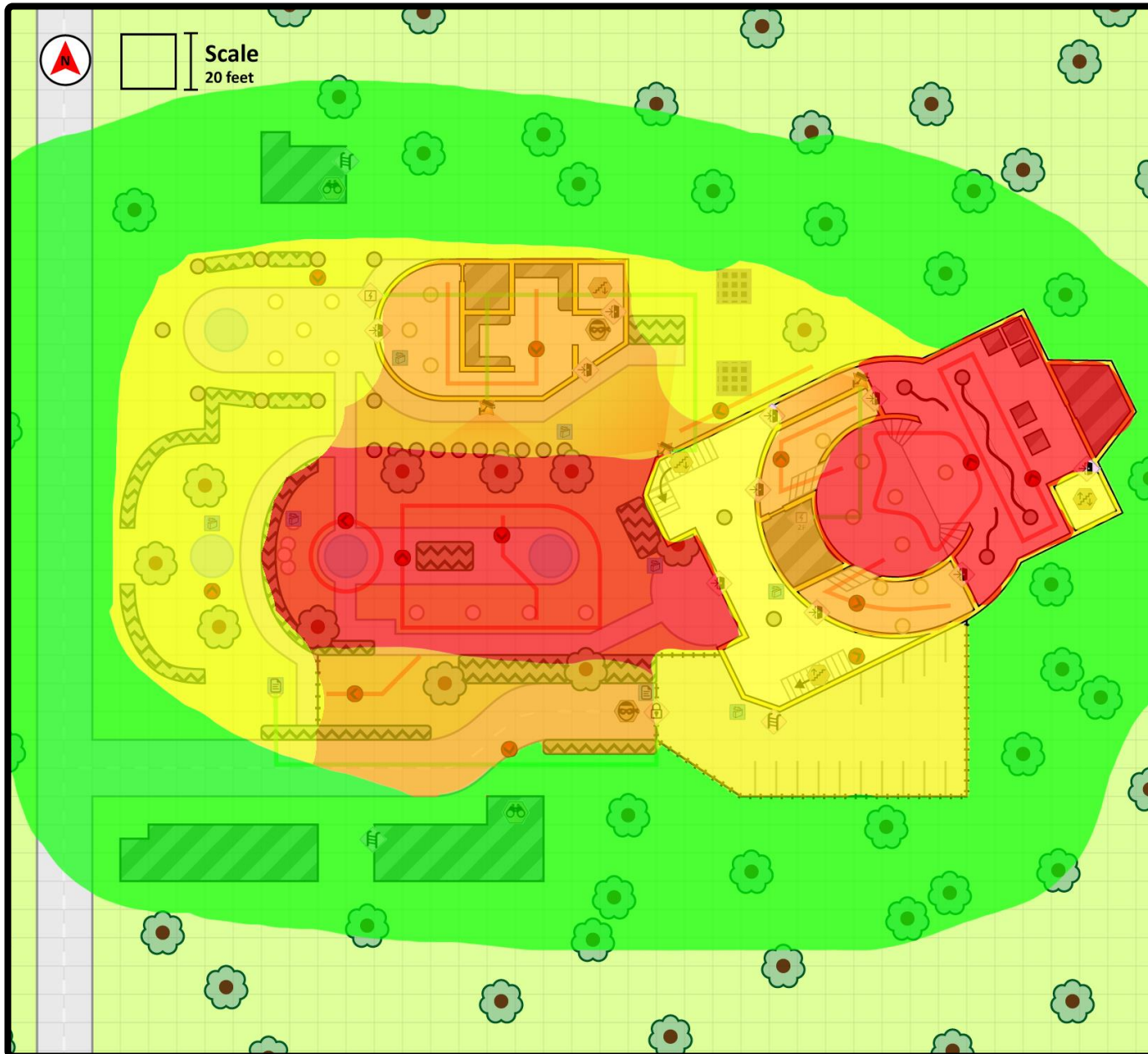


6 Maintenance Hallway



7 Green Rooms

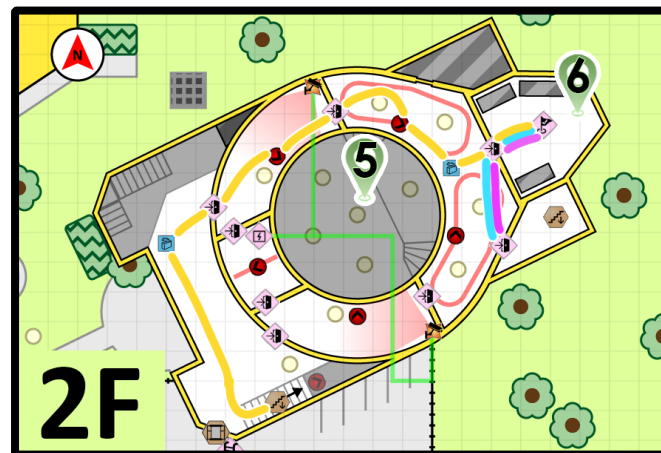
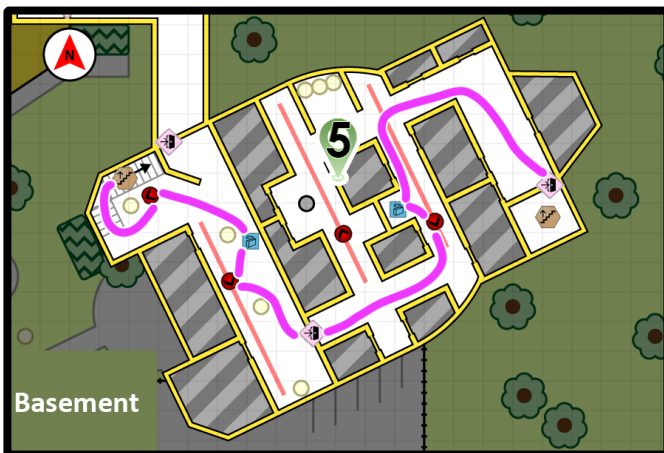
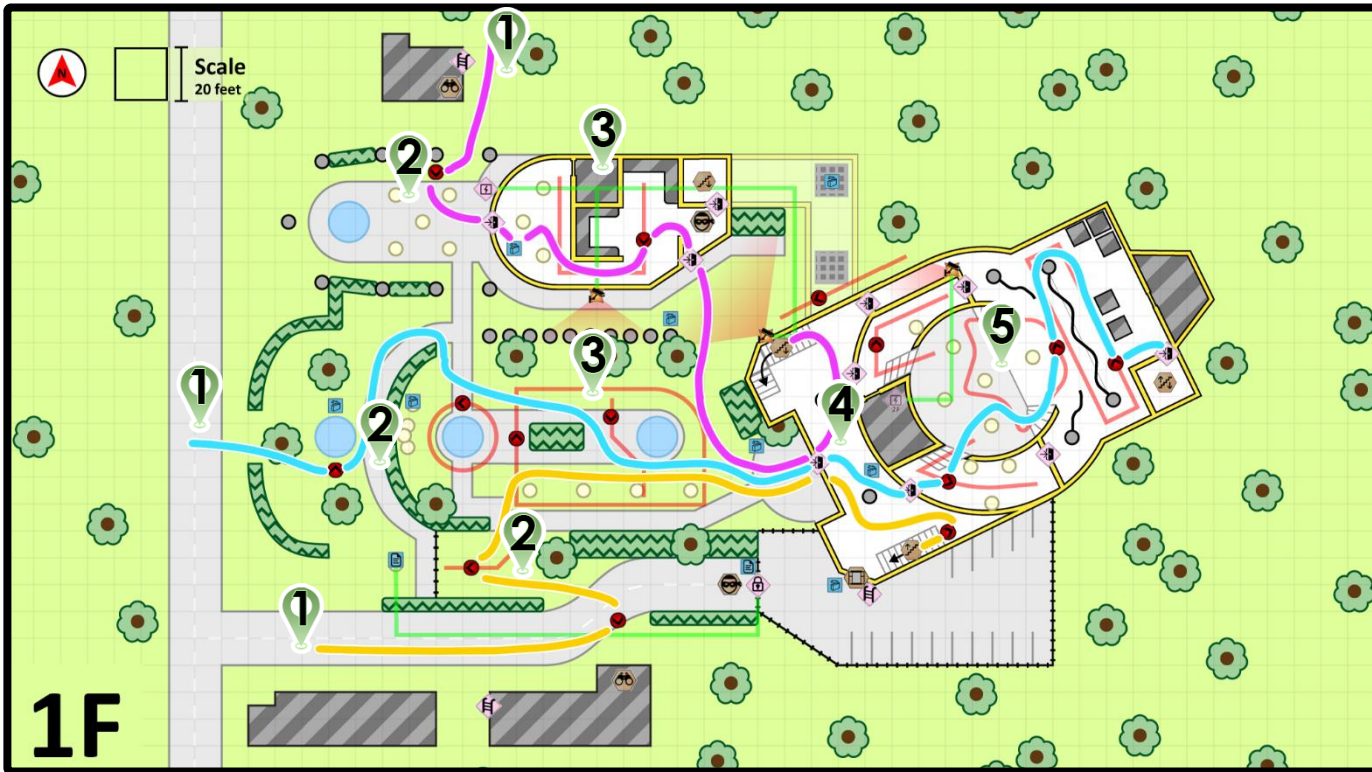




NOTES







-  Approach Zone
-  Easy Difficulty Zone
-  Medium Difficulty Zone
-  Hard Difficulty Zone

Aggressor Walkthrough

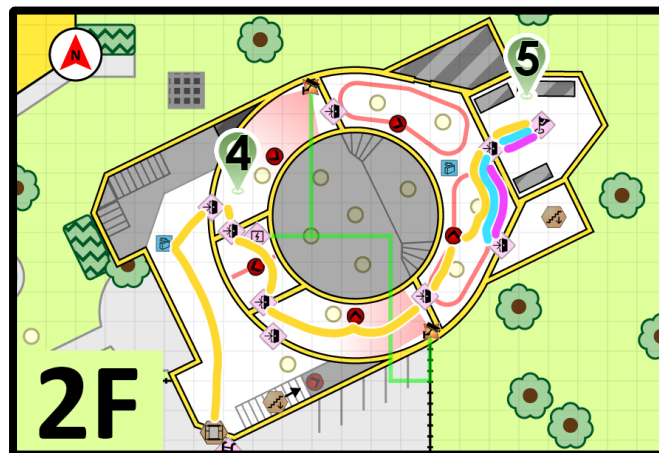
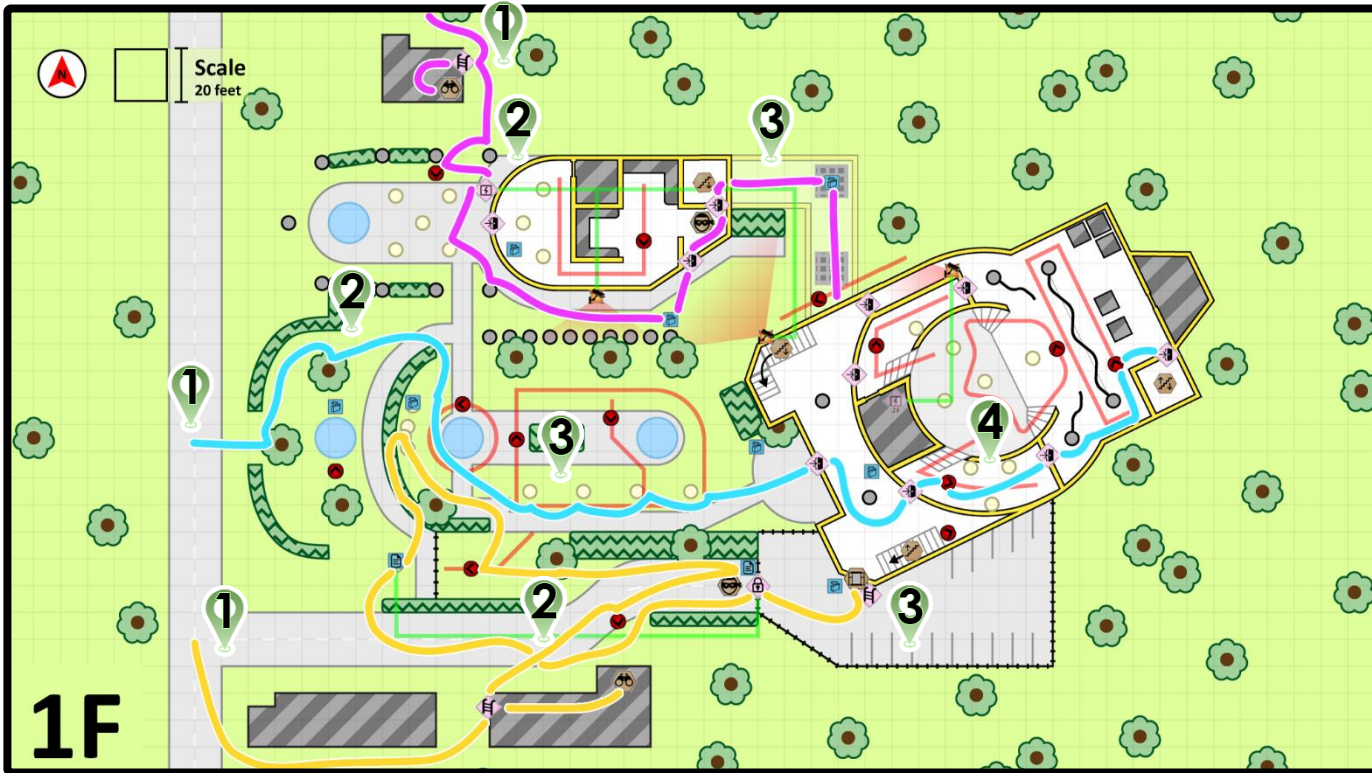


NOTES

-  Path A
-  Path B
-  Path C

-  1. Approach the theatre from multiple directions.
-  2. Approach the main garden or enter the catering building, combatting guards along the way.
-  3. Combat guards in the main garden or catering building before approaching the theatre, disregarding cameras.
-  4. Enter the theatre lobby and approach the theatre stage, go to the basement, or go to the 2nd floor.
-  5. Combat guards in the theatre, 2nd floor side wings, or basement. Disregard cameras and head straight to the back stairway.
-  6. Enter the executive office and steal the script, ending the mission.

Stealth Walkthrough

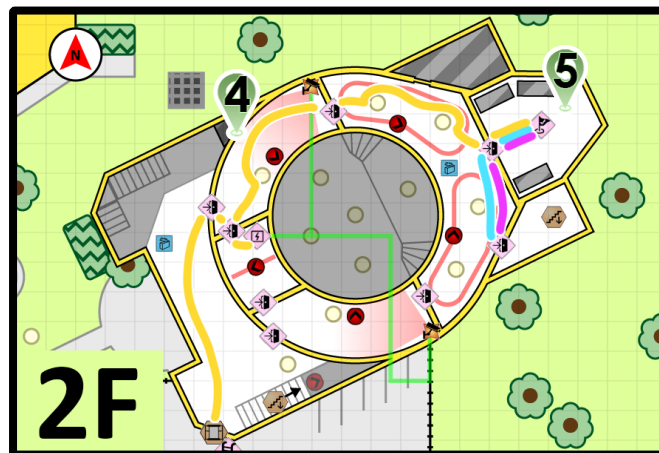
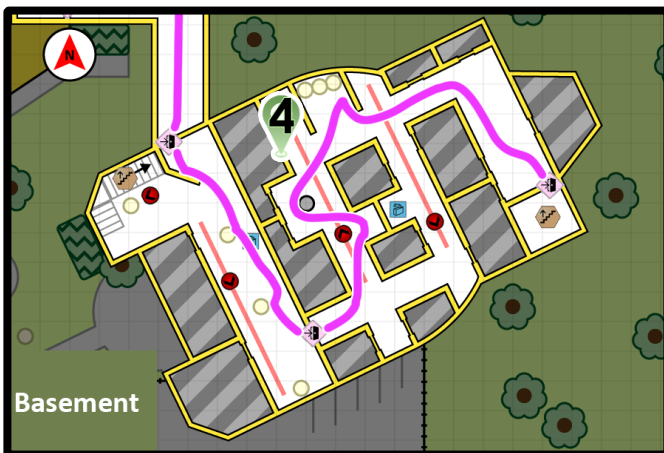
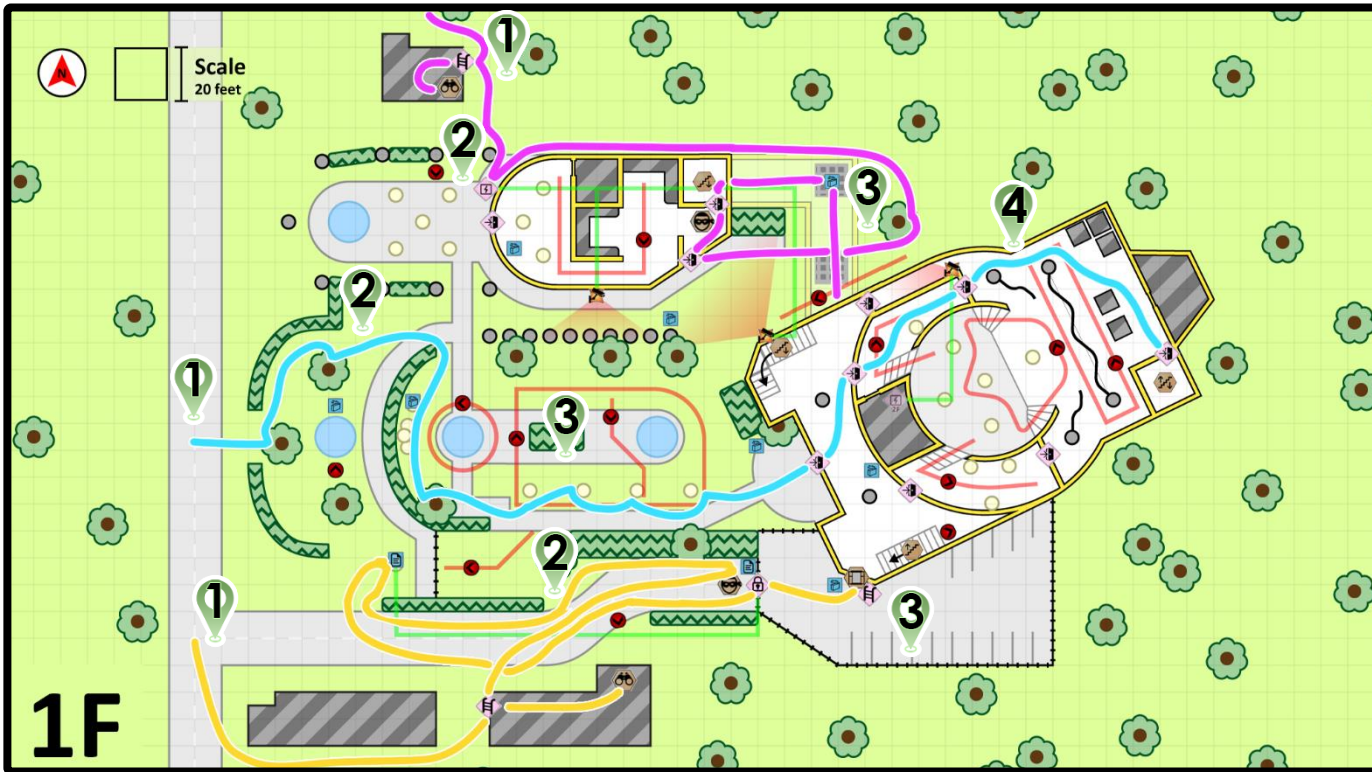


NOTES

- Path A
- Path B
- Path C

- 1** 1. Approach the theatre from multiple directions and scout guard patterns from building roofs.
- 2** 2. Sneak around and stealth-kill guards. Disable cameras using the catering breaker, or enter the parking lot using the welcome pamphlet code.
- 3** 3. Sneak around guards in the main garden, sneak into the maintenance tunnels through the catering building's backdoor, or climb into the theatre's 2nd floor through a window.
- 4** 4. Sneak around and stealth-kill guards while heading towards the back stairway in the theatre wings or basement green rooms. Alternatively, disable cameras in the 2nd floor lighting booth and sneak towards the executive office.
- 5** 5. Enter the executive office and steal the script, ending the mission.

Pacifist Walkthrough



NOTES

- Path A
- Path B
- Path C

- 1** 1. Approach the theatre from multiple directions and scout guard patterns from building roofs.
- 2** 2. Sneak around guards. Disable cameras using the catering breaker or enter the parking lot using the welcome pamphlet code.
- 3** 3. Sneak around guards in the main garden, sneak into the maintenance tunnels through the catering building's backdoor, or climb into the theatre's 2nd floor through a window.
- 4** 4. Sneak around and guards while heading towards the back stairway in the theatre wings or basement green rooms. Alternatively, disable cameras in the 2nd floor lighting booth and sneak towards the executive office.
- 5** 5. Enter the executive office and steal the script, ending the mission.