



Level Design Doc: Redesigned Intro

The Division 2

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Quick Summary

This level is a redesign of the intro parts for The Division 2. The goal is to help the player to understand and learn all the basic key elements of the game. The level introduces one friendly NPC and one of the new enemy archetypes. When players experience the entire level, there is a rising dramatic curve in combats and objectives.

AI Design

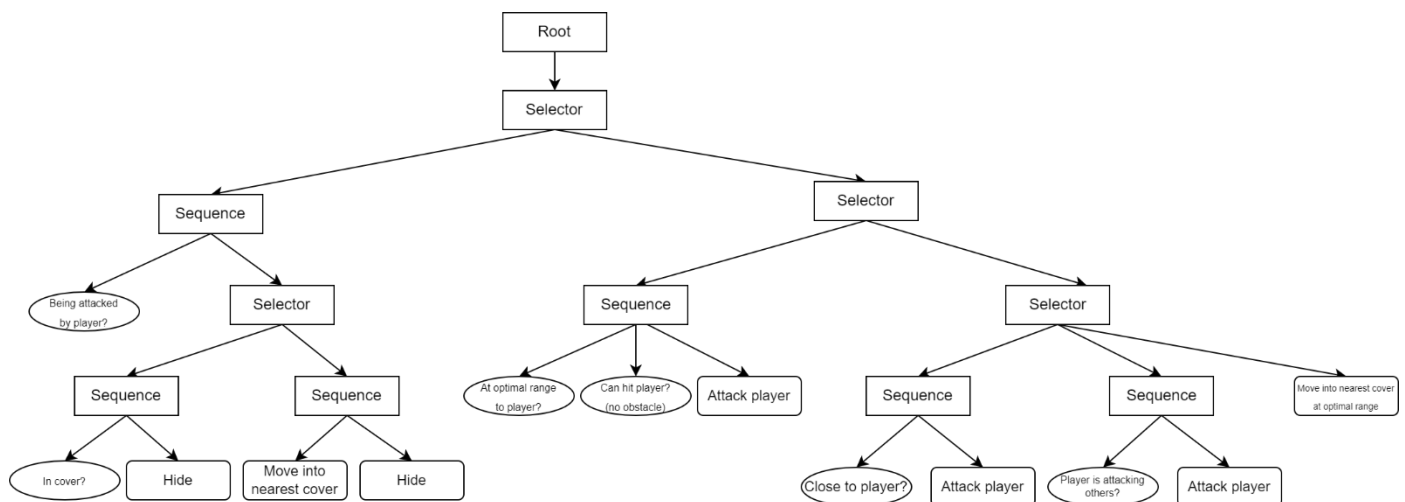
AI archetypes used in this level. These are brief descriptions and brief behavior trees of combat state (AI design in the real game is far more complicated than these. These are just examples to set different strategies for AI archetypes of this level).

Enemies

Assault

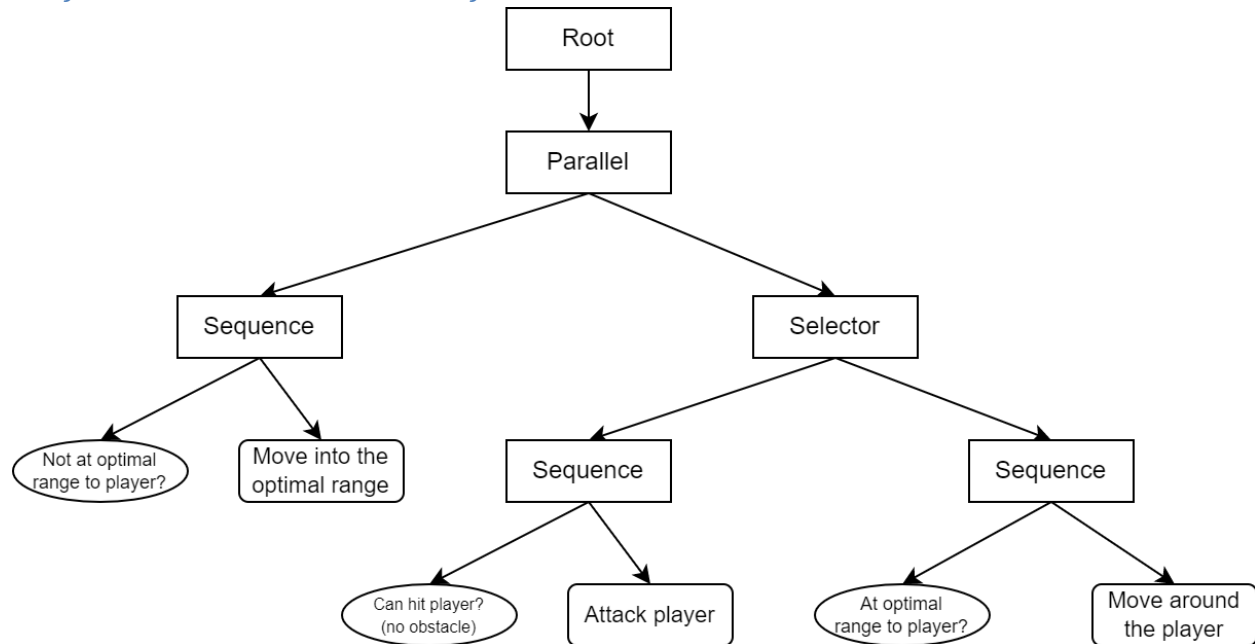
This archetype is the most common enemy found around the map. Assaults will usually engage players from distances and will attempt to flank them if in cover. Although they may be weak, they can deal with high damage when in large groups.

Brief Combat State Behavior Tree of Assault

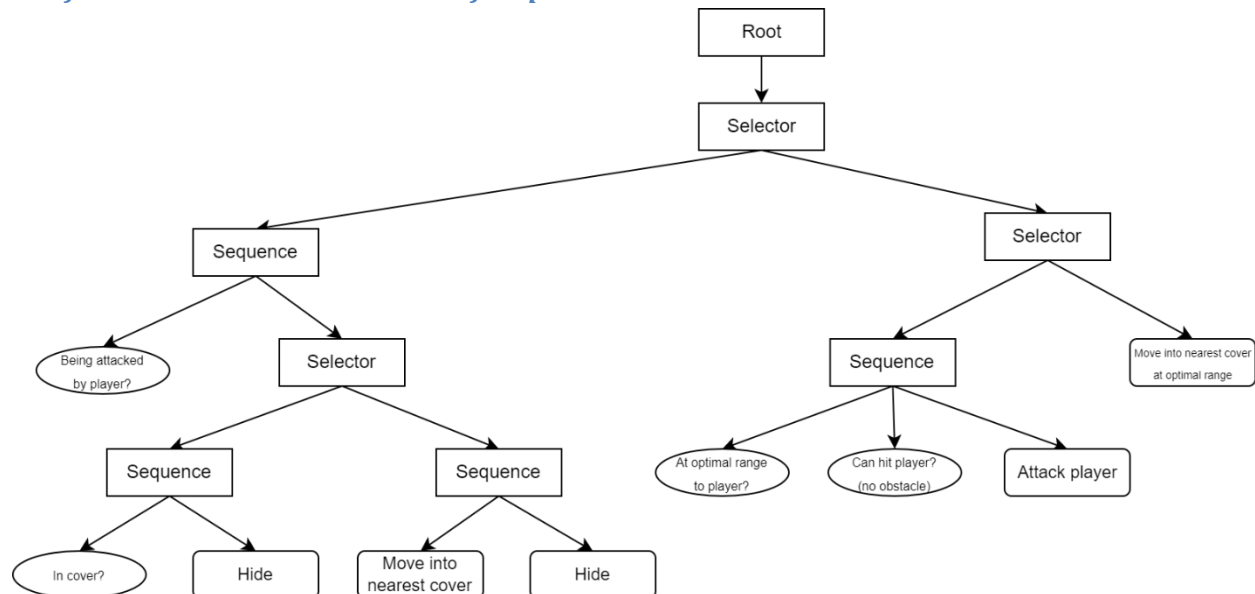


Rusher

Rushers are enemies equipped with shotguns. As their name implies, they rush towards the player, striking them and hosing them down with their shotguns, dealing massive amounts of damage at close range.

Brief Combat State Behavior Tree of Rusher**Sniper**

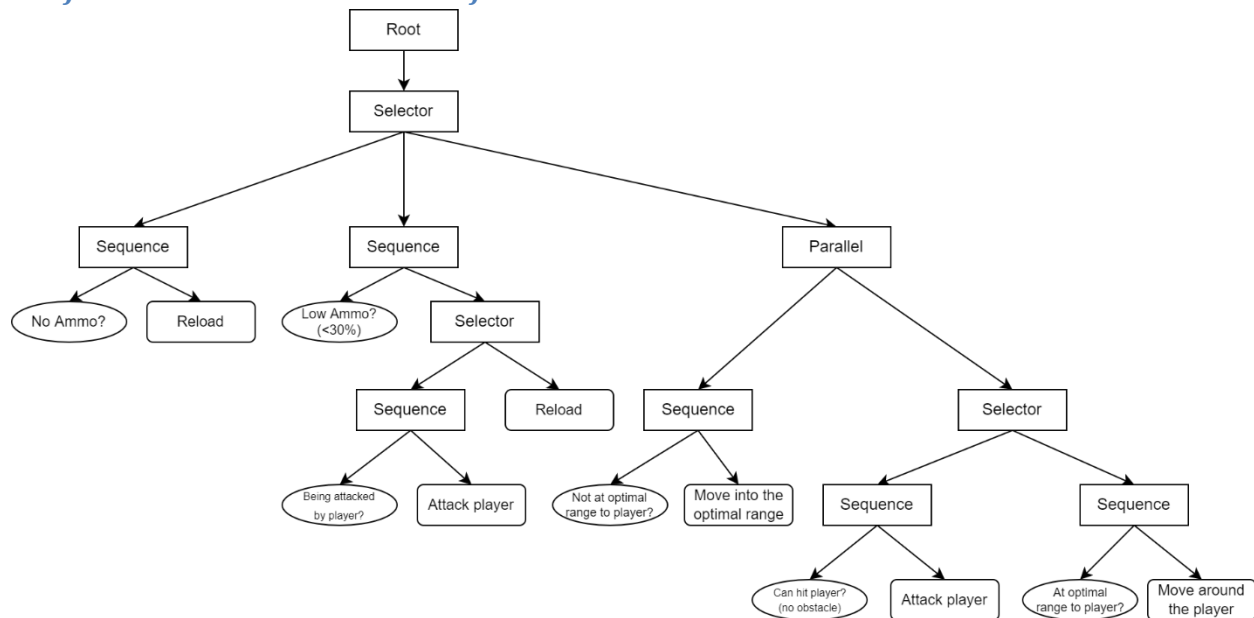
The Sniper wields a sniper rifle that can deal heavy damage from long range. Snipers are very easy to kill as they have very low health.

Brief Combat State Behavior Tree of Sniper

Tank

Tanks wield Light Machine Guns and can dish out heavy damage to a player that's not in cover. They will usually stand in the open and try to spray the player down with bullets. As they're heavily armoured, bulky, slow and easy to maneuver around, making them easy to spot in groups of enemies.

Brief Combat State Behavior Tree of Tank



Nano Armor Tank (new archetype)

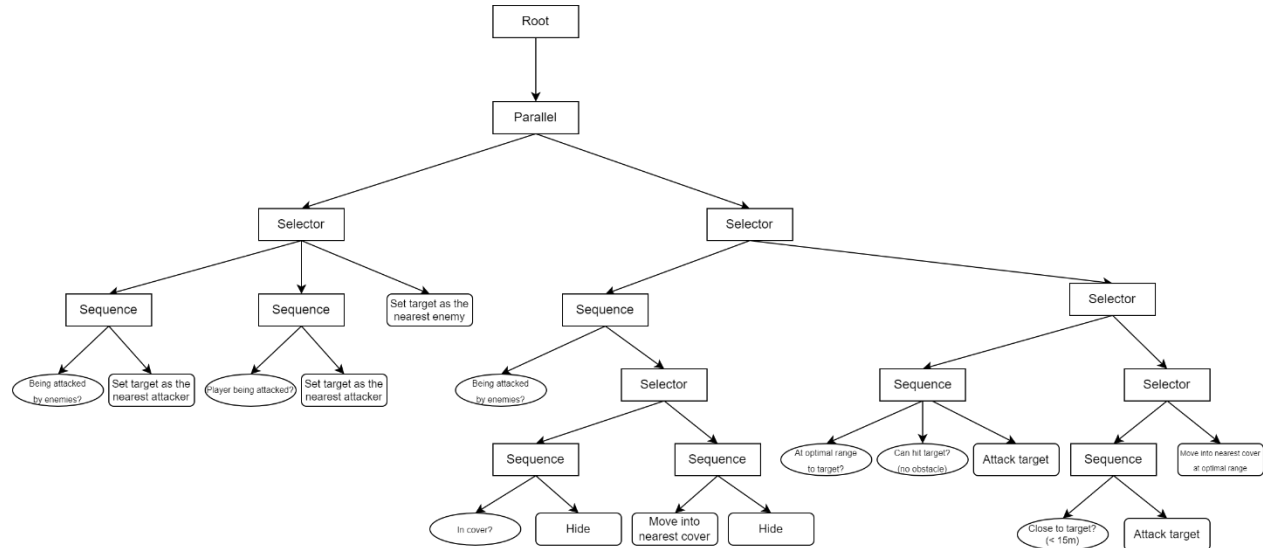
The Nano Armor Tank is similar to the Tank archetype (same behavior), but he has a full body nano armor powered by energy. When he is not shooting, his full body armor will be immune to all damage. Only when he is shooting, the armor of a random part of his body (trunk/limbs/head) will be fragile and can be damaged by the player. He will be back to invulnerable after stopping shooting for 5 seconds.

Friendly

NPC Agent

NPC agent has similar mobility to the player, usually using assault rifles for combat, and has unlimited health. He will choose to fight in covers within a moderate range of the player and prioritize attacking enemies who attack the player. When getting shot, he will choose to move to other covers or hide.

Brief Combat State Behavior Tree of NPC Agent



Stats

These stats are not for the final implementation in The Division 2. They are only used for prototyping to provide the proper game experience in playtest.

Character attributes

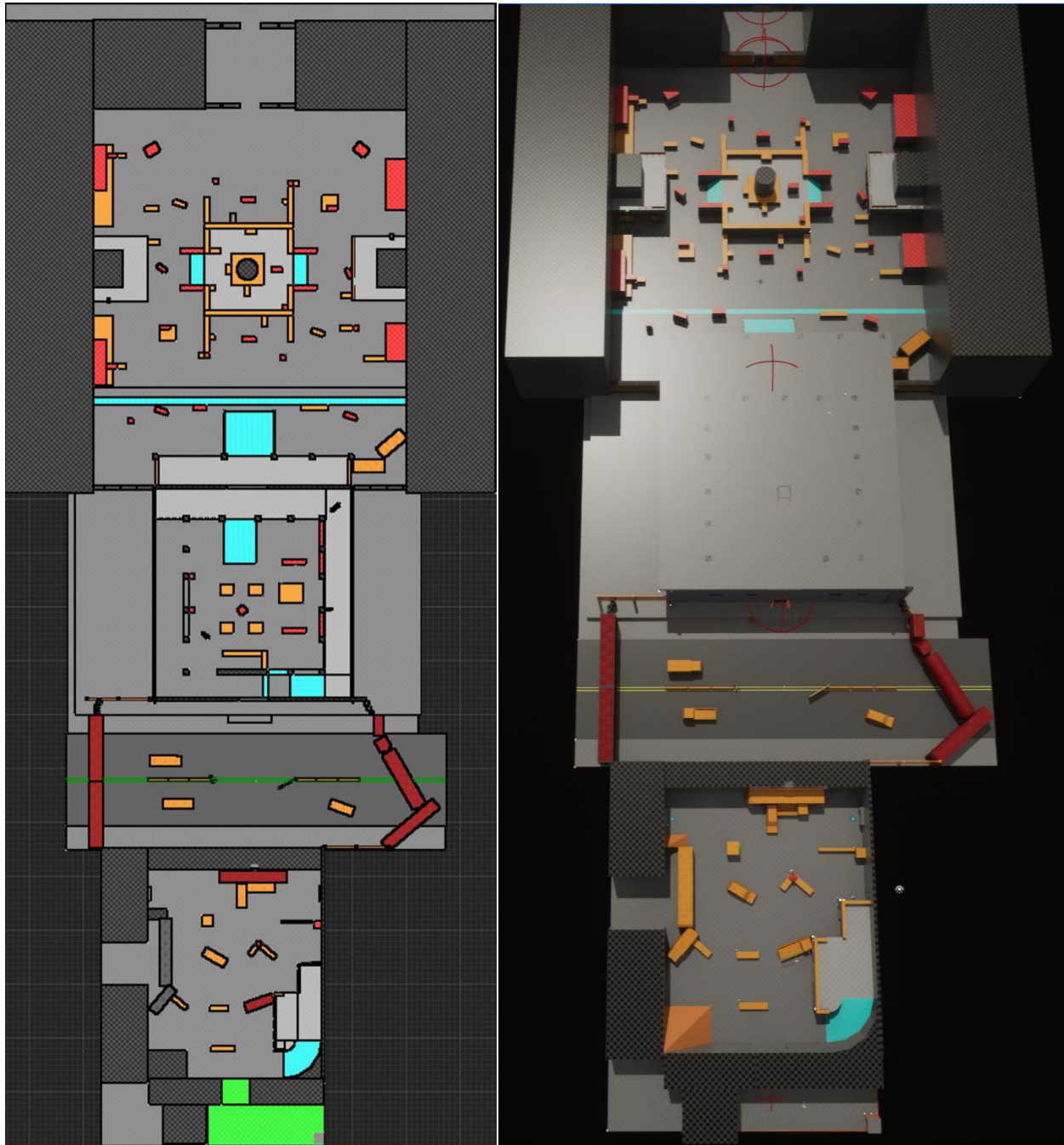
Character Type	Health/Armor	Weapon	Optimal Combat Range for AI
Player Character	100	N/A	N/A
Assault	100	Assault rifle	15-25
Rusher	50	Shotgun	5-10
Sniper	50	Sniper Rifle	35-50
Tank	300	Light machine gun	15-40
Nano Armor Tank	300	Light machine gun	15-40
NPC Agent	Infinite	Assault rifle	15-25

Weapon attributes

Weapon Type	Damage per bullet	RPM	Optimal Range	Magazine Capacity	Reload Time	Max Ammo Capacity
Assault rifle	10	750	25	30	1.1	800
Shotgun	4 x 10(pellets)	120	10	8	0.5(per round)	60
Sniper Rifle	60	90	50	5	2	30
Submachine gun	10	800	15	30	0.8	100
Light machine gun	15	500	40	100	2.5	1200

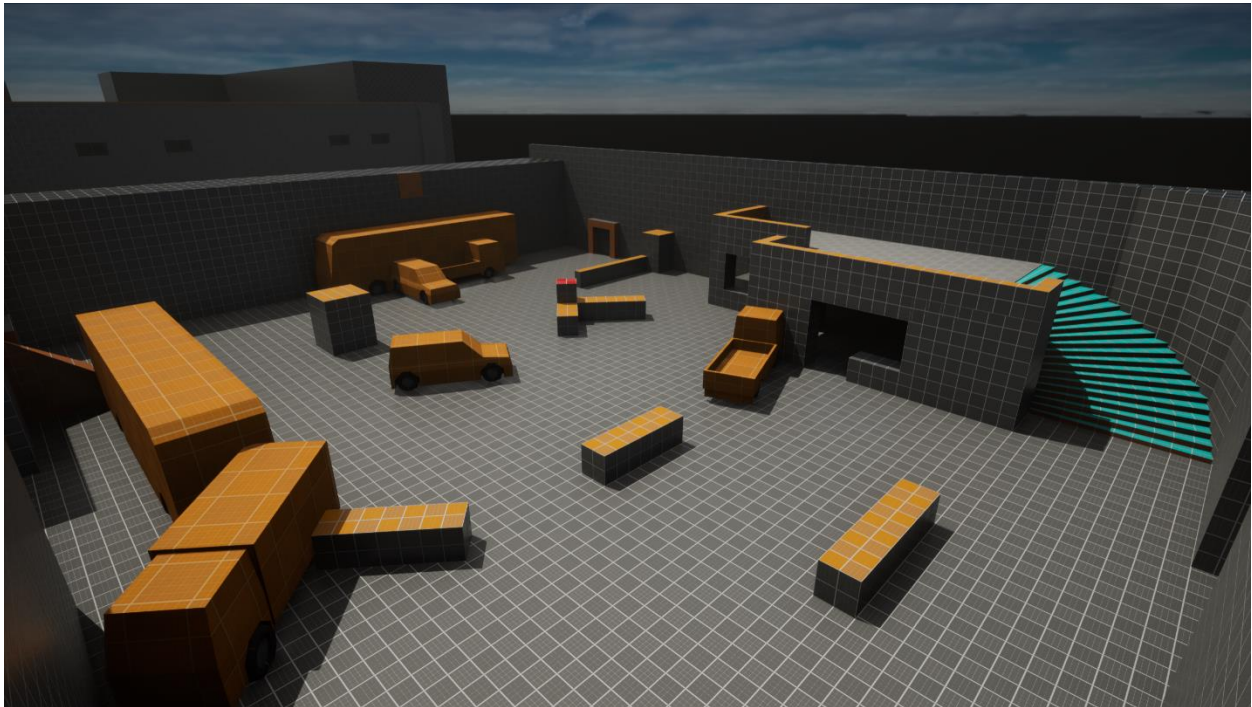
Level Details

Level Overview



Part1

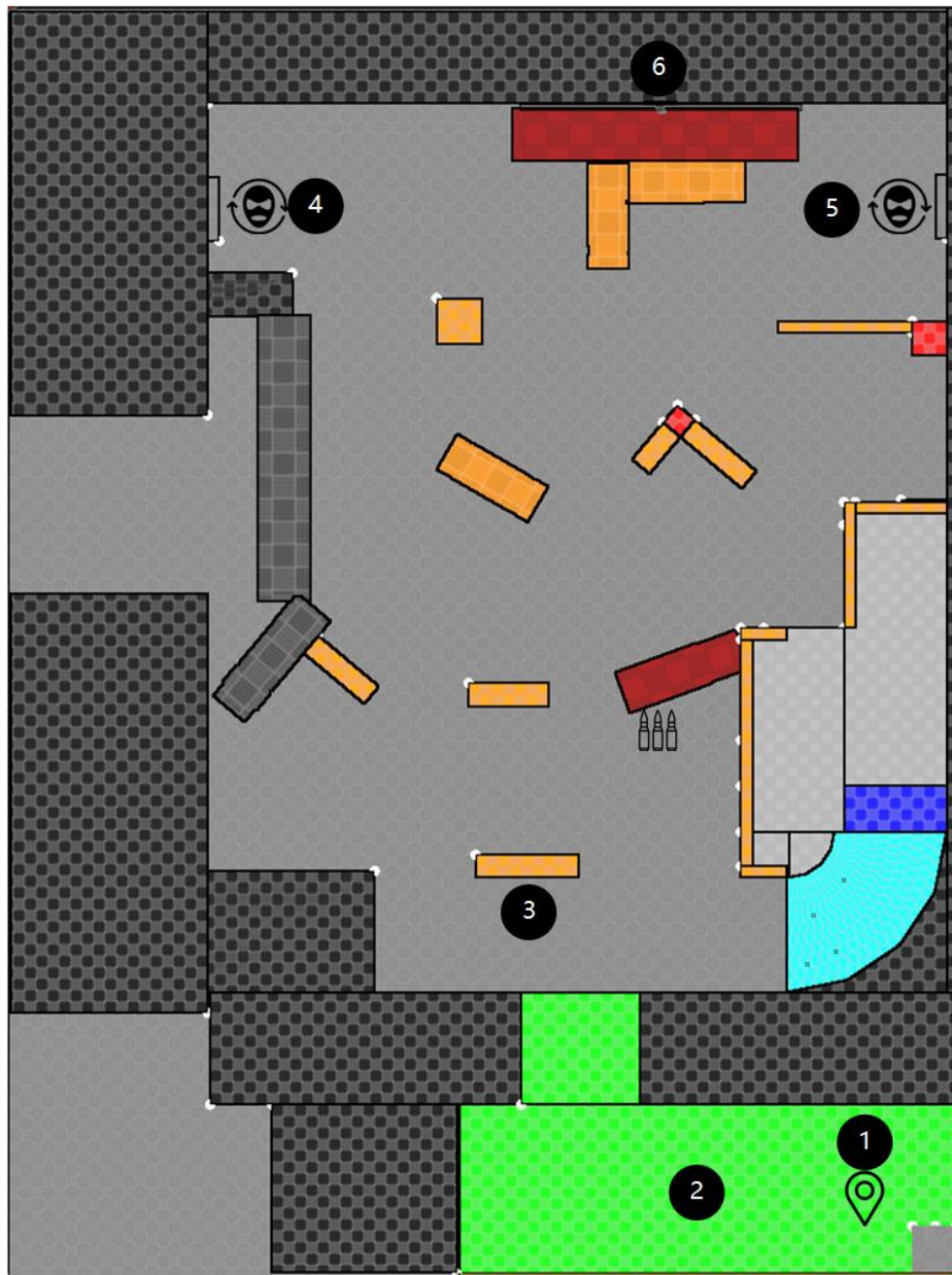
3D Blockout



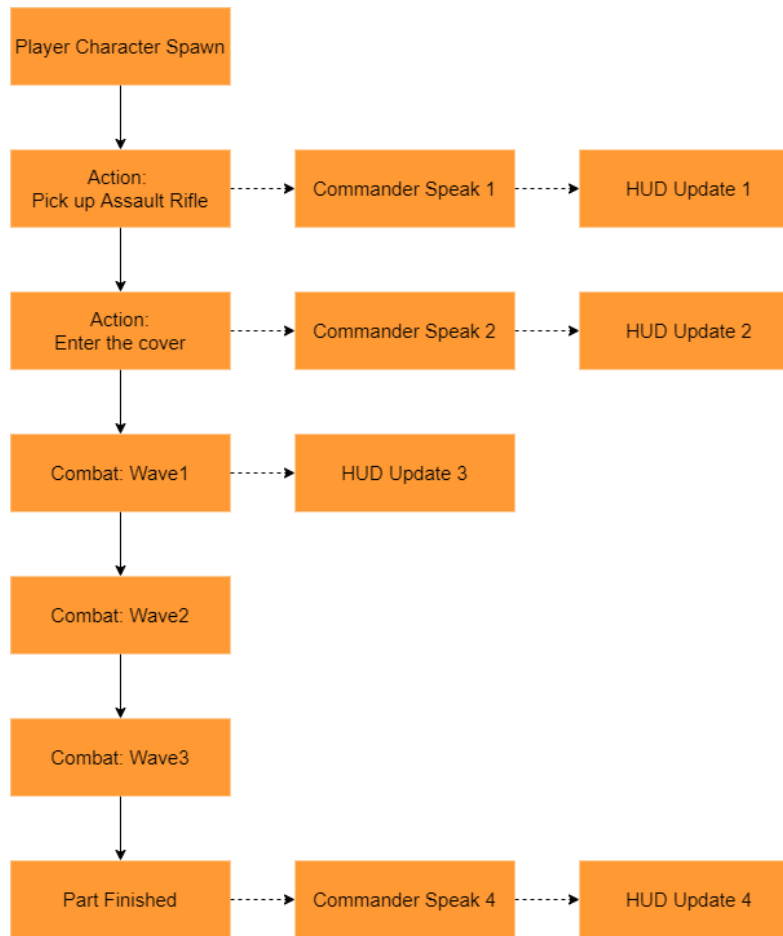
Visual Art reference



2D Top-Down



Gameplay Flow



Type	Name	Details	End/Trigger Next
Main Process	Player Character Spawn	Level begin. Player character spawn at (1).	Spawn completed.
Main Process	Action: Pick up Assault Rifle	Require the player to pick up assault rifle at (2).	Player pick up assault rifle
Sub Process	Commander Speak 1	Audio: "Agent, be careful. We go few enemies approaching. Use the weapon."	N/A
Sub Process	HUD Update 1	Objective info: "Pick up Assault Rifle"; Mark on screen: assault rifle item object	Main process end
Main Process	Action: Enter the cover	Require the player to enter the cover at (3).	Player enter the cover
Sub Process	Commander Speak 2	Audio: "Now find your cover, and be prepare to fight!"	N/A
Sub Process	HUD Update 2	Objective info: "Enter the cover"; Mark on screen: the cover at (3).	Main process end
Main Process	Combat: Wave 1	3 Assaults spawn randomly at (4) or (5). Initialize to combat state.	1 or less enemy left
Sub Process	HUD Update 3	Objective info: "Secure the area."	Combat: Wave 3 end
Main Process	Combat: Wave 2	2 Assaults , 1 Rusher spawn randomly at (4) or (5). Initialize to combat state.	1 or less enemy left
Main Process	Combat: Wave 3	4 Assaults , spawn randomly at (4) or (5). Initialize to combat state.	no enemy left
Main Process	Part Finished	Require the player to cross the exit point at (6)	Player cross the exit point
Sub Process	Commander Speak 4	Audio: "Good work, Agent. Now climb over the wall. Someone need your help."	N/A
Sub Process	HUD Update 4	Objective info: "Climb over the wall"; Mark on screen: the exit point at (6)	Main process end

Part2

3D Blockout

Street



Building



Visual Art reference

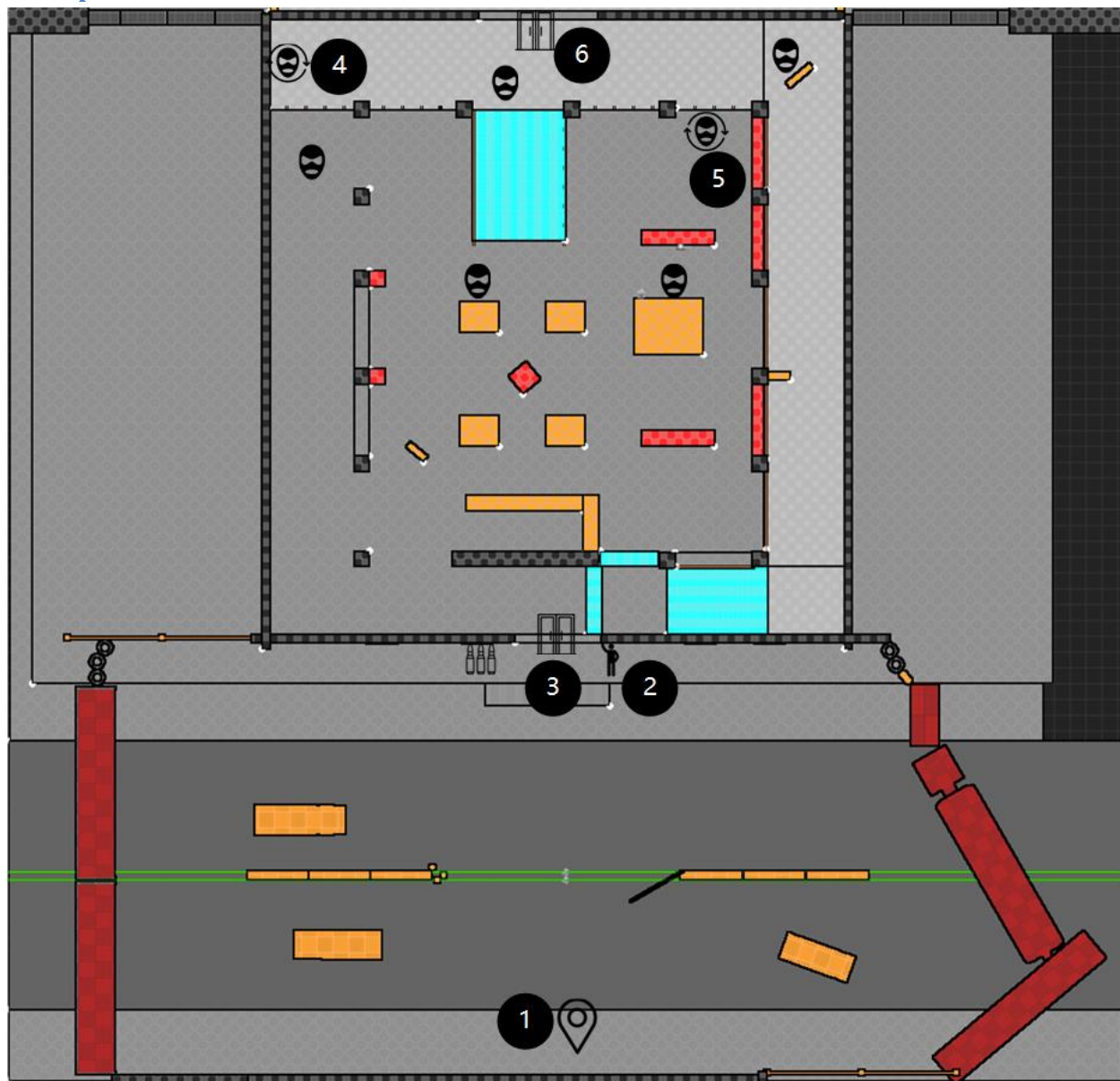
Street



Building

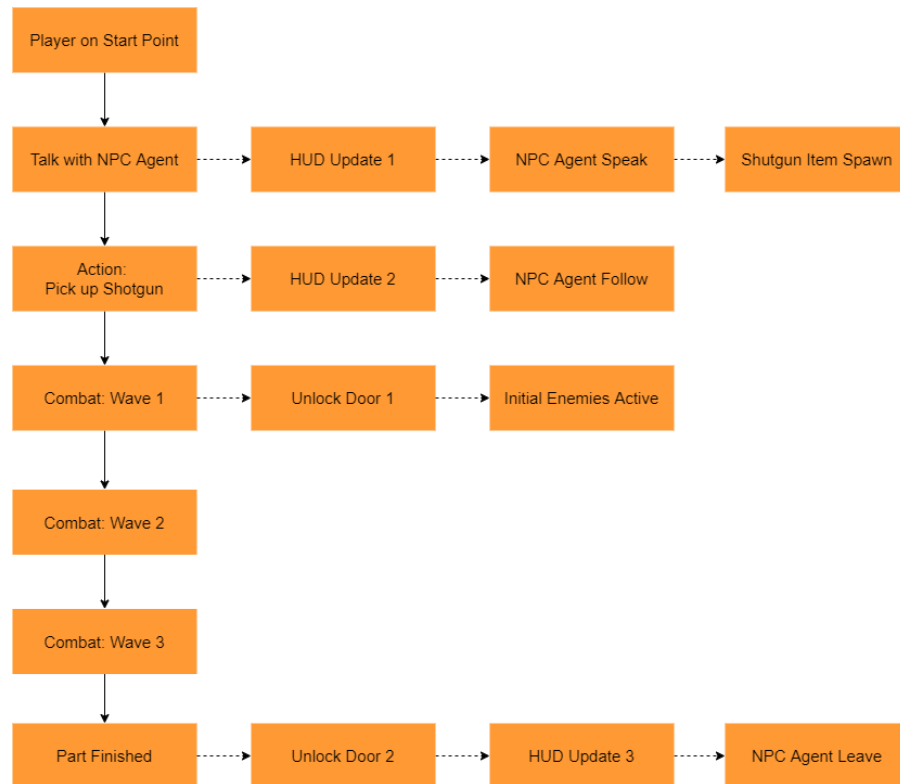


2D Top-Down



	Crouching Cover		Ground		Enemy Spawn Point		Label		Initial Enemy
	Tall Cover		Platform		Start Point		Door/Gate		
	Impassable Obstacle		Stairs		Ammo Cache		Friendly NPC		

Gameplay Flow



Type	Name	Details	End/Trigger Next
Main Process	Player on Start Point	Player reach the Start Point at (1)	Player reach the Start Point
Main Process	Talk with NPC Agent	Talk with NPC Agent	NPC Agent speak end
Sub Process	HUD Update 1	Objective info: "Talk with Agent XXX."; Mark on screen: NPC Agent at (2)	Main process end
Sub Process	NPC Agent Speak	Audio from him with animations: "There are many enemies inside, and I cannot defeat them alone. Take this and let's fight together."	N/A
Sub Process	Shotgun Item Spawn	Trigger event: NPC Agent Speak end; Shotgun item spawn at NPC agent position.	Shotgun item spawned
Main Process	Action: Pick up Shotgun	Require the player to pick up shotgun.	Player pick up Shotgun
Sub Process	HUD Update 2	Objective info: "Pick up Shotgun."; Mark on screen: Shotgun Item	Main process end
Sub Process	NPC Agent Follow	NPC Agent keep follow the player.	Combat state active
Main Process	Combat: Wave 1	3 Assaults and 2 Rushers at all initial enemy positions	1 or less enemy left
Sub Process	Unlock Door 1	Unlock the door at (3)	Door Unlocked
Sub Process	Initial Enemies Active	Trigger event: Player open the door at (3); Set all initial enemies combat state.	N/A
Main Process	Combat: Wave 2	4 Rushers and 2 Snipers spawn randomly at (4) or (5). Initialize to combat state.	1 or less enemy left
Main Process	Combat: Wave 3	4 Assaults , 1 Sniper and 1 Tank spawn randomly at (4) or (5). Initialize to combat state.	no enemy left
Main Process	Part Finished	Require the player to cross the exit point at the door (6)	Player cross the exit point
Sub Process	Unlock Door 2	Unlock the door at (3)	Door Unlocked
Sub Process	HUD Update 3	Objective info: "Leave the building."; Mark on screen: the door at (6)	Main process end
Sub Process	NPC Agent Leave	NPC Agent go out by the door at (3) and destory itself.	N/A

Part3

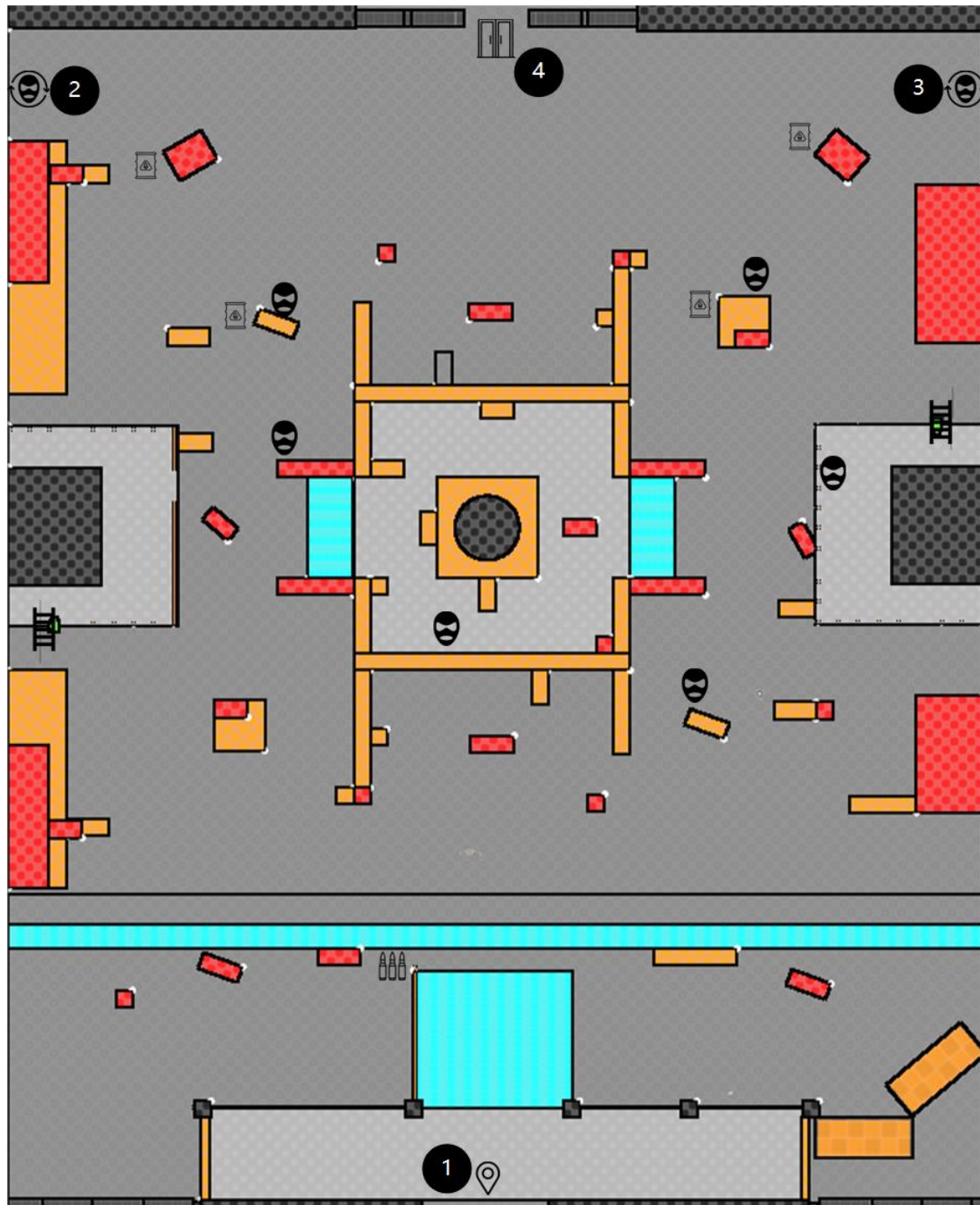
3D Blockout



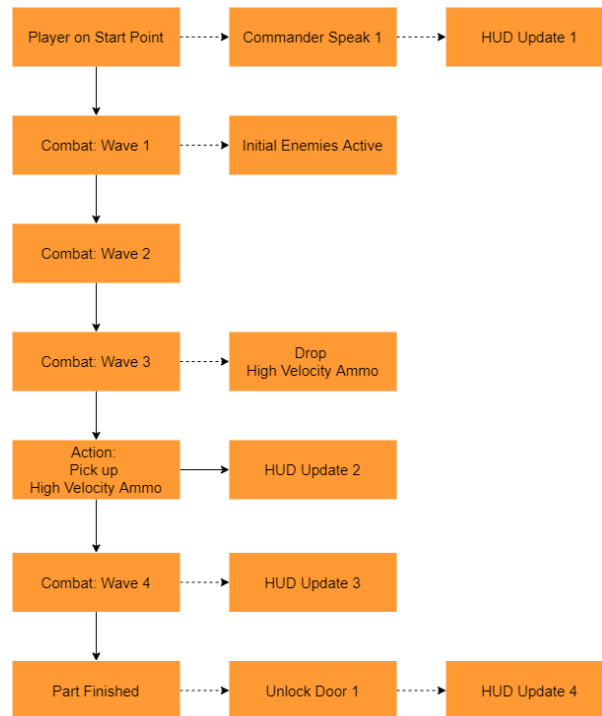
Visual Art reference



2D Top-Down



Gameplay Flow



Type	Name	Details	End/Trigger Next
Main Process	Player on Start Point	Player reach the Start Point at (1)	Player reach the Start Point
Sub Process	Commander Speak 1	Audio: "Agent, we have received news that there are a large number of threats near the White House. Please be careful.."	N/A
Sub Process	HUD Update 1	Objective info: "Secure the area."	HUD Update 2
Main Process	Combat: Wave 1	4 Assaults, 2 Snipers at all initial enemy positions	1 or less enemy left
Sub Process	Initial Enemies Active	Trigger event: Player attacks or enters enemies' sight; Set all initial enemies combat state.	N/A
Main Process	Combat: Wave 2	2 Rushers, 1 Snipers, 3 Assaults spawn randomly at (2) or (3). Initialize to combat state.	1 or less enemy left
Main Process	Combat: Wave 3	4 Rushers, 2 Snipers, 2 Tanks, 3 Assaults spawn randomly at (2) or (3). Initialize to combat state.	no enemy left
Sub Process	Drop High Velocity Ammo	Trigger event: combat: Wave 3 end; Spawn High Velocity Ammo item at the position of the last dead enemy.	N/A
Main Process	Action: Pick up High Velocity Ammo	Require the player to pick up High Velocity Ammo.	Player pick up High Velocity Ammo
Sub Process	HUD Update 2	Objective info: "Pick up High Velocity Ammo."; Mark on screen: High Velocity Ammo Item	Main process end
Main Process	Combat: Wave 4	1 Nano Armor Tank, 2 Snipers, 1 Tank, 5 Assaults spawn randomly at (2) or (3). Initialize to combat state.	no enemy left
Sub Process	HUD Update 3	Objective info: "Eliminate the enemy leader and secure the area."; Mark on screen: Nano Armor Tank	Main process end
Main Process	Part Finished	Require the player to cross the exit point at the gate (4) to enter the White House.	Player cross the exit point
Sub Process	Unlock Door 1	Unlock the gate at (4)	Gate unlocked
Sub Process	HUD Update 4	Objective info: "Enter the White House." Mark on screen: the gate at (4).	Main process end