Design Document

Scenario Design

Uncharted

1. Summary

2. Overview

A. Level intentions

The main idea with this level is to create a cooperative experience between Drake (the player) and Sully (the NPC) while both are chased by several enemies. I also wanted to place the beginning of the section in a closed environment and the end in a more opened space. I wanted both areas to feel very different in terms of mechanics, atmosphere and sound.

B. Level Atmosphere/Mood

The level takes place in the Museum of Natural History located in New York, during a stormy night. Both characters have to infiltrate the museum to recover an artefact that will help them in their quest.

This section of the level occurs when they retrieved the object and mercenaries arrive at the museum to claim the artefact. Drake and Sully have to escape them by getting to the roof.

C. Major Areas/Visual Themes

Main Exposition Room: In this room, a new exhibition about the Jurassic period is about to take place. A few specimens are already on display, some are still in their boxes. There are also scaffoldings all around the room to prepare for the exhibition.

Roof: A heavy rain is falling on the city. From time to time, a bolt of lightning falls on the multiple Manhattan buildings the player can see in the background, and illuminates the scene.
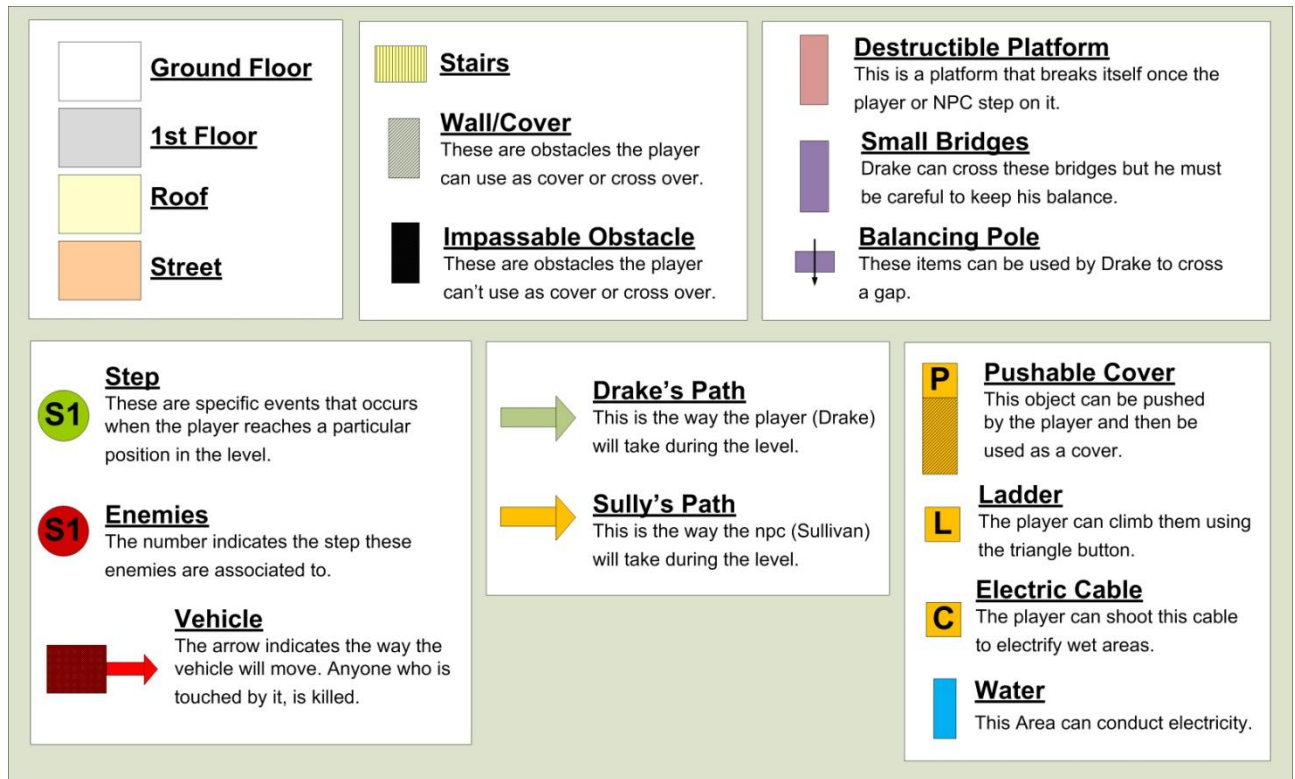

D. Audio

Inside the museum, the player will mostly hear both characters speaking to each other and music that will mark important events (Arrival of enemies, Drake or Sully fall, etc.). When the characters get on the roof, the music will become more discreet. The player will mostly hear the noise of the storm and the rain.

3. Walkthrough

A. Documents Legend


B. Main Exposition Room
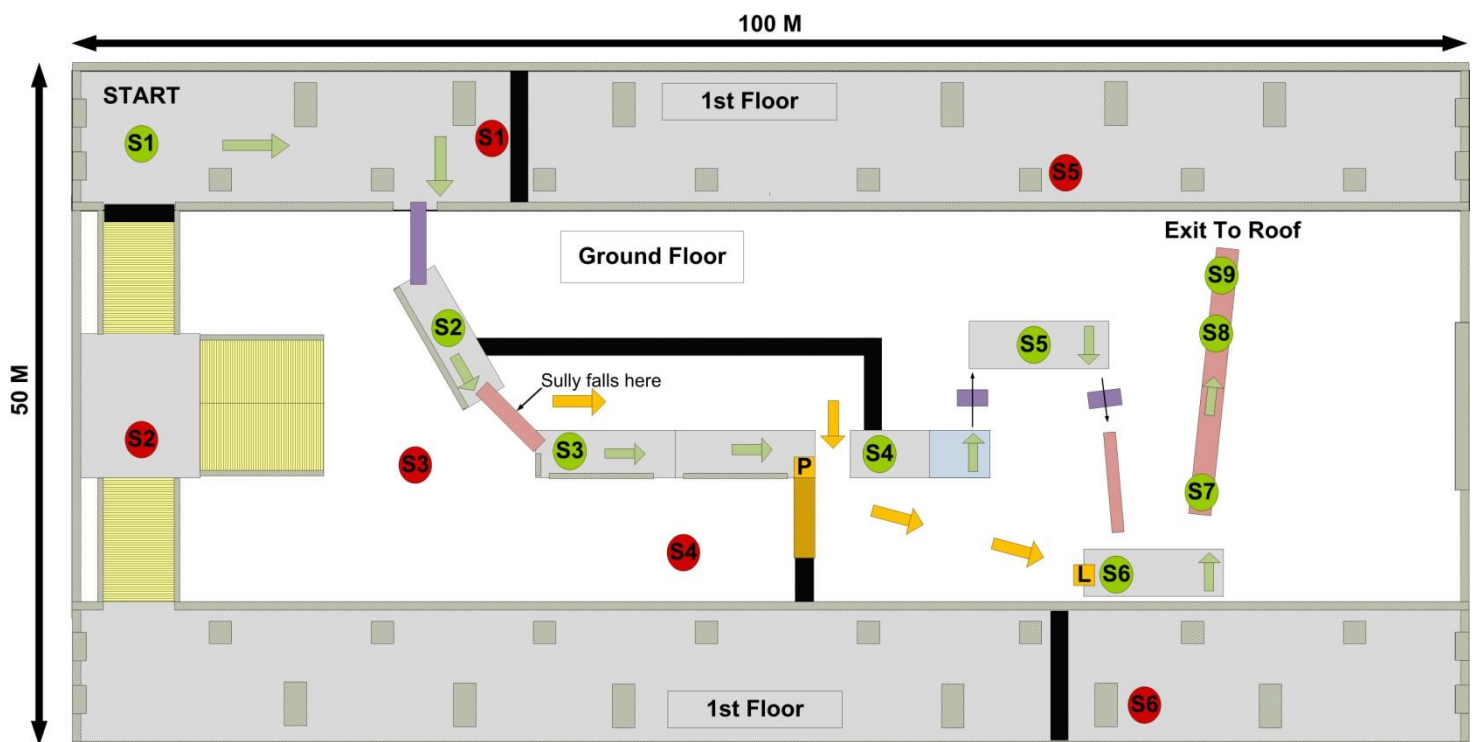
Step 01: Drake (the player) and Sully enter the main exposition room. They have to eliminate multiple enemies.

Dialogs: Drake tells Sully they've got to get to the roof.

Step 02: Drake (the player) and Sully have to cross a small bridge. After the first bridge, a group of enemies enters the room. Sully shoots the enemies to protect Drake while he's crossing the second bridge. When Drake arrives on the platform, Sully starts to cross the gap.

Dialogs: Sully tells Drake to cross the gap while he covers him.
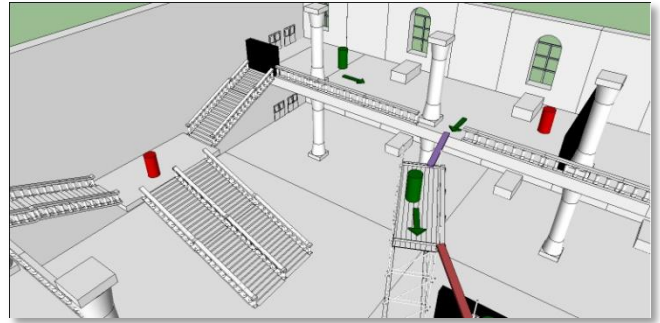
Step 03: The bridge breaks, Sully falls to the ground. Sully takes a couple of seconds to get up, the player has to shoot the enemies and protect him while he gets up and takes cover.

Dialogs: Drake tells Sully to get up and run.

Step 04: The player has to shoot several opponents and push an object to create a cover for Sully.
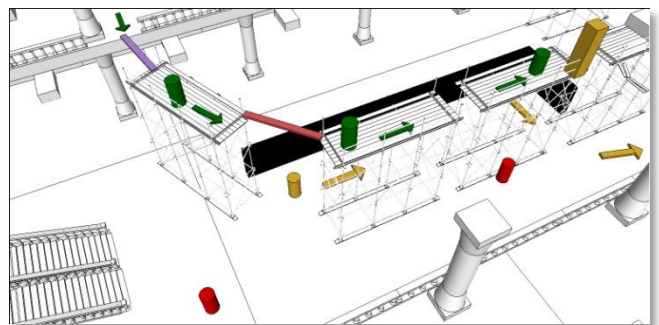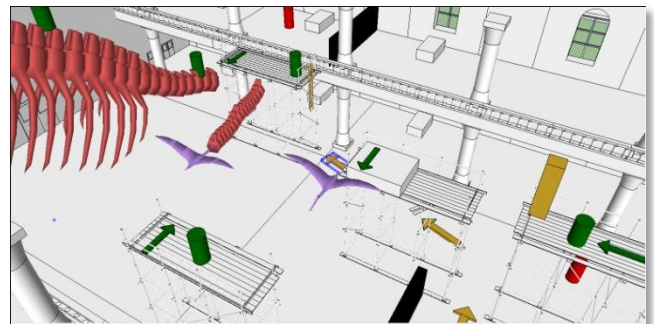

Step 05: The player has to use some dinosaur skeletons to cross multiple gaps.

Step 06: Drake drops a ladder that will allow Sully to catch up with him.
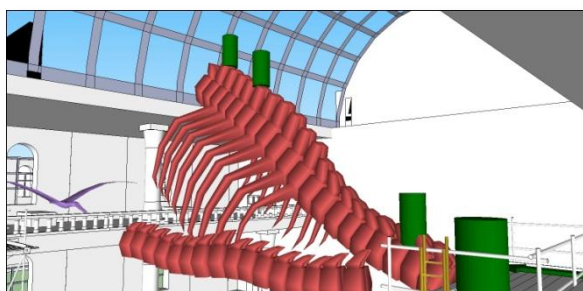
Dialogs: Drake tells Sully to climb the ladder.

Step 07: Sully climbs on the dinosaur spine to reach the glass roof. Drake follows him.

Dialogs: Sully tells Drake to follow him.

Step 08: When Drake reaches the top, the back of the spine breaks off. Drake falls down a couple of meters and has to climb the skeleton.
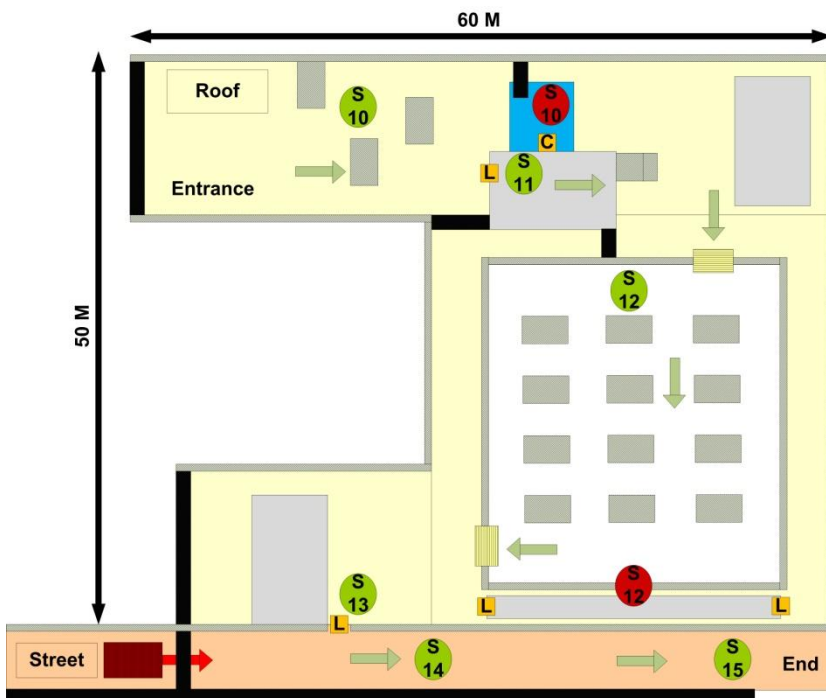
Dialogs: Drake yells.

Step 09: When Drake reaches the glass roof, the rest of the spine collapses. Sully grabs Drake's arm before he falls and pulls him out of the exposition room.

Dialogs: Sully tells Drake to hold on to him. When both characters are safe, Drake makes a joke about how Sully finds museums boring.

C. Roof

Step 10: Drake and Sully are on the museum roof. After a few seconds, several shielded enemies appear. These enemies can't be killed with classic weapons, the player must shoot an electric cable to put it in contact with the puddle of water the enemies step in, and electrocute them.

Dialogs: If the player takes too much time to shoot the cable, Sully tells Drake to fire at it.

Step 11: Since the characters can't get through the electrified area, the player must find another way. There's a small ladder near them. Drake must help Sully reach the ladder. Sully climbs it and then drops it to his companion.

Dialogs: Drake makes a joke about Sully's weight.

Step 12: Drake and Sullivan are attacked by a group of opponents. Several paths are available to the player.

Step 13: Both characters use a pipe to get down in a small alley.

Step 14: When in the alley, Drake (the player) walks ahead of Sully. A van goes through a barrier and tries to crush Sullivan. The player has to shoot the driver before Sully gets hit by the vehicle.

Dialogs: Sully thanks Drake for saving him.

Step 15: Drake and Sully reach the end of the level and leave.