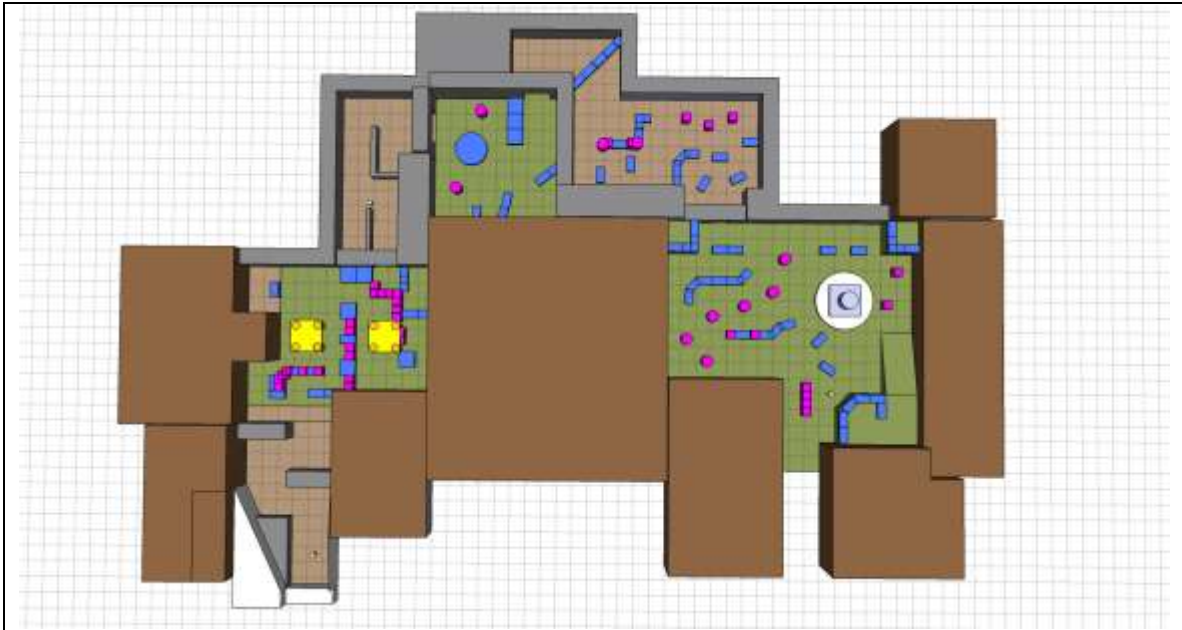


Incoming!

Gears of War

Document Date: 4/8/2010



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Intended Level Delivery Date: 5/13/2010

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Revision Notes

4/8/10 – Initial version of document

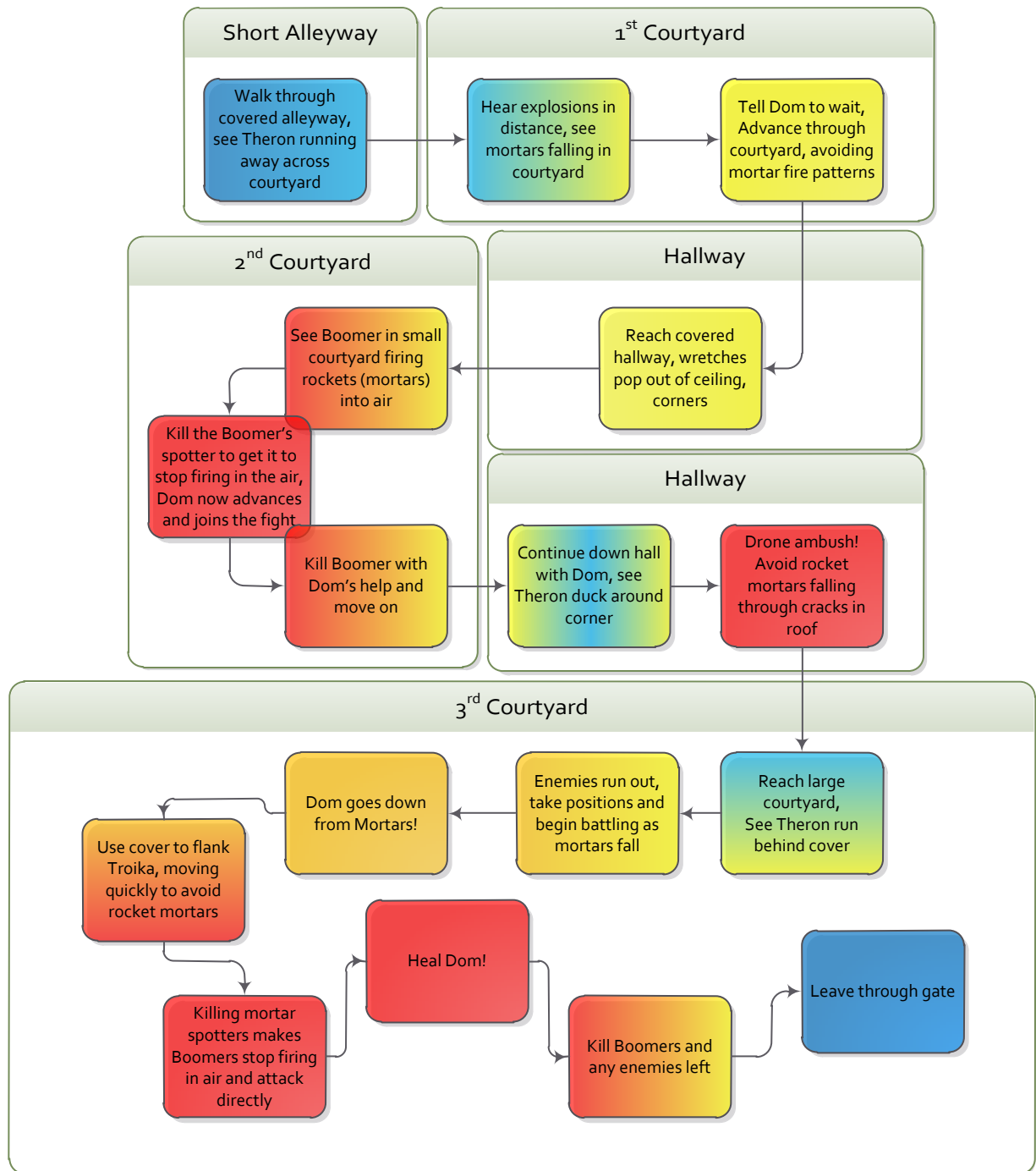
Quick Summary

"Incoming!" begins with Marcus and Dom walking through a covered alleyway in near the Riverwalk area of East Barricade Academy. The duo must chase after a Theron Guard who frustratingly remains out of reach until the final battle. Along the way, the Theron leads them into traps and ambushes involving Boomer's newfound ability to rain Rocket Mortar fire down along their path. This is a singleplayer, action-shooter level with tactical, cover-driven combat. It is set in a battle-scarred academy campus overrun with Locust.

Gameplay Overview

The primary focus of this level is avoiding Rocket Mortar fire while chasing down a Theron Guard. The player experiences several new types of gameplay in *Gears of War* utilizing the Rocket Mortars. First, players must recognize the firing pattern in order to move through an open area unscathed. Then, players fight in an interior area, avoiding open holes in the roof where Mortars can enter. Finally, players must flank a Troika Gunner while under heavy Mortar fire that causes constant forward movement.

General Game Flow



Major Elements

- Chasing the Theron Guard to the end
- Introduction to Rocket Mortar fire (hook)
- Recognizing and avoiding Rocket Mortar firing patterns (wow moment)
- Close-combat with wretches in the hallway
- Learning to take out spotters to get Boomers to stop firing Rocket Mortars (wow moment)
- Avoiding Rocket Mortars raining from gaps in the ceiling while fighting off an ambush (hook)
- Learning from Dom going down to move from cover to cover quickly (hook)
- Being pushed from cover by the Locust zeroing in with Rocket Mortar fire (wow moment)
- Taking out the Troika in the in the final courtyard
- Taking out the Rocket Mortar Spotters in the final courtyard (hook)
- Healing Dom for the fight against the Boomers
- Killing the two Boomers with Dom's help

Objective Summary

- Chase down the Theron Guard
- Continue along the path to Adam Fenix's house
- Survive!
 - Player dies if they take too much damage
 - Player dies if caught in explosions

Technical Overview

Campaign

- Incoming!: This level fits between the 3rd chapter of Act 4, "Hazing," and the fourth chapter of Act 4, "Close to Home," in the original *Gears of War* campaign. The level takes place in the Riverwalk area of the East Barricade Academy where the Locust Horde taunt and ambush Delta Squad on their path to Adam Fenix's house.
- Between the end of Act 3 and the beginning of Act 4, the Lightmass bomb detonated at the end of Act 3 was ineffective and Delta Squad needs to reach Marcus Fenix's house to retrieve research that hopefully makes for a better bomb
- "Hazing" introduces a Theron Guard that taunts Marcus and Dom by constantly appearing in front of them and running off-screen before they have a chance to kill it. The Theron leads them through narrow alleyways in the Riverwalk area, setting up ambushes along their path. "Incoming!" continues the chase, while the Theron now leads them into traps where Boomers rain down Rocket Mortar Fire. "Close to Home" follows and has the pair fighting through a train station and along the river before regrouping with the rest of Delta Squad.

Mission Location

- Theme: Battle-scarred, residential area of an academic campus
- Mood: Intense
- Setting – East Barricade Academy, Jacinto Fortified Area (Locust-Occupied)
- Time of Day – Mid-Afternoon
- Season – Summer with dry, dusty foliage and hazy atmosphere in the distance
- Weather – Partially cloudy with slight haze in the distance

Mission Difficulty

- Starting: 1.5 out of 5
- Middle: 2 out of 5
- Ending: 3 out of 5

Mission Metrics

- Play Time: 15 minutes
- Physical Area: 8192uu x 10240uu
- Critical Path Length: 12800uu
- New Characters: None
- Visual Themes: 2
 - Alleyways and courtyards between buildings
 - Partially covered hallways

Technical Details

Level Atmosphere/Mood

This level is about making players feel danger all around. Chasing down the frustrating, taunting Theron Guard builds up players dislike for it. As the Theron prepares ambushes and traps for Marcus and Dom, it introduces a new threat, open sky. Player's instinct for flight takes over, as they must now move constantly to avoid death. Cover is useless since the rockets rain from above. Careful introductions to the cause of the new hazard makes players feel smart as they figure out that they can overcome the new threat the best way they know how, blasting it to oblivion!

The devastated environment, much like the rest of *Gears of War*, immerses players into a world where the survival of humanity is at stake. The Riverwalk area of the East Barricade Academy is especially poignant because this is where the best and brightest lived while working to attain a better future for all humanity. This area of the Academy saw intense fighting on the part of humanity to keep the Locust out. Rubble and debris from destroyed buildings litters the courtyards. Shattered facades are all that remain of once glorious structures erected during the golden years of peace and prosperity when the Academy represented the pinnacle of Seran advancement and enlightenment. The sense of destruction and neglect permeate the grounds

- Planters filled with dried grass and withering
- Half destroyed facades of buildings
- Broken statues
- Bone-dry water fountains and fixtures
- Concrete barriers and sandbags from earlier fighting
- Weeds and overgrown grass growing between cracks in the pavement
- Pieces of debris from buildings used as cover
- Broken and dangling catwalks
- Shattered and boarded doors and windows hint at the fighting that happened here and give a sense of abandonment

Story

Intro

The level begins with Marcus and Dom continuing to chase the Theron Guard who taunted them in "Hazing." They Walk out of a small covered alleyway and see the Theron slip out of the other end of the courtyard. Shortly thereafter, explosions sound in the distances before Rocket Mortars rain down on the courtyard.

In-Game

Marcus tells Dom to stay behind and moves cautiously across the relatively open courtyard, avoiding patterns of Rocket Mortar fire and diving out of harm's way when explosions gets too close.

Continuing down the hall, Marcus sees a Boomer firing Rockets into the air (the Rocket Mortars raining on the courtyard) and a Drone spotter in a small courtyard. Killing the spotter gets the Boomer to stop firing so Dom can move up and help kill the Boomer. The duo then advances down the hall catching a glimpse of the Theron slipping around a corner. While rounding the corner after it, a small group of drones ambushes them in the hall. Marcus and Dom defeat the enemies while avoiding Rocket Mortars coming from holes in the roof.

Once the pair reaches the final courtyard, they spot the Theron running behind cover as a massive group of enemies takes combat positions. Dom takes cover and starts firing at the enemies but the Locust zero-in on his position and a Rocket Mortar takes him out. This event teaches the player that Marcus cannot dawdle in one place for too long. Marcus must use cover to flank the Troika, constantly moving to avoid Rocket Mortars. Taking out the Troika gives Marcus access to the Rocket Mortar spotters. Once Marcus takes them out, Dom heals and the earth shutters as the two Boomers formerly firing down Rocket Mortars break down a gate and attack Marcus and Dom. Killing the Boomers leaves Marcus and Dom free to move on to the next chapter through the gate.

Extro

Marcus and Dom walk out of the gate and into the next chapter, "Close to Home"

Major Areas/Visual Themes

Area 1 – Entryway and Mid-Size Courtyard

- Marcus emerges from a small alleyway into a mid-sized courtyard
- Visual References
 - Terrain/Vegetation



Figure 1: Overgrown planter due to neglect



Figure 2: Visual clutter litters the terrain

- Models/Architecture



Figure 3: Small Entry Area



Figure 4: Destroyed buildings ring the courtyard



Figure 5: Ruined buildings still allow the grandeur to shine through



Figure 6: Building facades are all that remains in many places

- Textures/Lighting



Figure 7: Partially clouded sky allows light but not overwhelmingly bright



Figure 8: Red Brick Texture

- Characters/Vehicles
 - No Vehicles



Figure 9: Theron Guard



Figure 10: Mortar Explosion (fired by Boomers)

Area 2 – Hallways and Small Courtyard

- Two short hallways joined by a small, central courtyard
- Visual References
 - Terrain/Vegetation



Figure 11: Overgrown grass with weeds sprouting

- Models/Architecture



Figure 12: Destroyed Hallway



Figure 13: Hallway opening onto small courtyard



Figure 14: Destroyed building rubble

- Textures/Lighting



Figure 15: Wall Texture

Incoming!

Gears of War

- Characters/Vehicles
 - No Vehicles



Figure 16: Boomer



Figure 17: Wretch

Area 3 – Large Courtyard

- A large courtyard with trees, planters, masonry, and a large fountain as a centerpiece
- Visual References
 - Terrain/Vegetation



Figure 18: Decorative planters used for cover



Figure 19: Trees grow in the courtyard

- Models/Architecture



Figure 20: Example of a crumbling decorative statue



Figure 21: East Barricade Academy Courtyard style

- Textures/Lighting



Figure 22: Stone Texture



Figure 23: Yellow/White Brick Texture with Decals

- Characters/Vehicles



Figure 24: Boomers!



Figure 25: Troika

Map Objectives

- Primary: Get to Marcus Fenix's house to retrieve the Lightmass bomb data
- Secondary: Chase down and kill the Theron Guard
- Bonus: None
- Hidden: None

Challenge Highlights

- Combat
 - Taking out the solitary Boomer in the small courtyard
 - Fighting the drone ambush in the hallway while avoiding Rocket Mortars falling through the holes in the roof
 - Flanking the Troika while dodging Rocket Mortar fire
 - Defeating the two Boomers in the large courtyard
- Stealth
 - None
- Puzzles
 - Recognizing and avoiding the pattern of Rocket Mortar fire in the first courtyard
- Conversation
 - None
- Boss Battles
 - None

Water Cooler Moments

- Area 1
 - Dodging Rocket Mortar fire
- Area 2
 - Taking out the Boomer's spotter
 - Surviving the ambush and Rocket Mortars falling into the hall
- Area 3
 - Watching Dom get blasted by Rocket Mortars
 - Flanking the Troika by moving from cover to cover, one step ahead of the Rocket Mortars
 - Taking out the Boomer spotters and killing the two Boomers that emerge

Actors

Player

Marcus Fenix

- Model:



Figure 26: Marcus Fenix

- Inventory:
 - Snub Pistol
 - Lancer Assault Rifle
 - Gnasher Shotgun
 - 2x Bolo Grenades
- Start Location: Small alleyway off the first courtyard
- Motives/Objectives
 - Chase down the Theron Guard
 - Get to his father's house to retrieve research on Locust holes
 - Use the research to detonate the Lightmass bomb and wipeout the Locust

Key Actors

Dominic Santiago

- Model:



Figure 27: Dominic Santiago

- Inventory:
 - Lancer Assault Rifle
 - Bolo Grenades
- Starting Location: Small alleyway off the first courtyard
- Motives/Objectives
 - Chase down the Theron Guard
 - Get to his father's house to retrieve research on Locust holes
 - Use the research to detonate the Lightmass bomb and wipeout the Locust

Theron Guard

- Model:



Figure 28: Theron Guard

- Inventory
 - Torque Bow
- Motives/Objectives
 - Kill Delta Squad
 - Wipe humans from the face of the planet
- Starting Location: Other side of small courtyard near the player entrance
- Uses Within Level
 - Taunt the players through the level
 - Set up ambushes and traps

Boomers

- Model:



Figure 29: Boomer

- Inventory
 - Boomshot
- Motives/Objectives
 - Kill Delta Squad
 - Wipe humans from the face of the planet
- Starting Locations:
 - Small Courtyard of the side of the Hallway
 - X2 in large, final courtyard after killing spotters
- Uses Within Level
 - Rain down Rocket Mortar fire on players
 - Provide a long-range, powerful opponent

Troika Gunner

- Model:



Figure 30: Troika Gunners

- Inventory
 - Boltok Pistol
- Motives/Objectives
 - Kill Delta Squad
 - Wipe humans from the face of the planet
- Starting Location: Large courtyard
- Uses Within Level
 - Keep players from advancing along the front
 - Force players to flank

Troika Spotter

- Model:



Figure 31: Standard Drone Model

- Inventory
 - Hammerburst Assault Rifle
- Motives/Objectives
 - Kill Delta Squad
 - Wipe humans from the face of the planet
- Starting Location: Large courtyard
- Uses Within Level
 - Spot for the Troika Gunner, giving it increased range and coverage

Rocket Mortar Spotter

- Model:



Figure 32: Uses the Sniper Model

- Inventory
 - Boltok Pistol
- Motives/Objectives
 - Kill Delta Squad
 - Wipe humans from the face of the planet
- Starting Locations
 - Small Courtyard of the side of the Hallway
 - X2 in large, final courtyard after killing spotters
- Uses Within Level
 - Spot for the Rocket Mortar fire

Standard Drones

- Model:



Figure 33: Drones

- Inventory
 - Boltok Pistol
 - Hammerburst Assault rifle
 - Gnasher Shotgun
- Motives/Objectives
 - Kill Delta Squad
 - Wipe humans from the face of the planet
- Uses Within Level
 - Fight delta at medium-range from behind cover

Wretches

- Model:



Figure 34: Wretch

- Inventory
 - N/A
- Motives/Objectives
 - Kill Delta Squad
 - Wipe humans from the face of the planet
- Uses Within Level
 - Rush the player aggressively
 - Pester players
 - Push player out of cover

Supporting Actors

None

Key Assets

- Weapons/Ammo
 - Player's starting inventory
 - Full Ammo Box
 - Small Ammo Box
 - Bolo Grenades
- Vehicles
 - None
- Interactive Elements
 - Troika Gun
 - Destroyable Cover

User Interface

- Pre-Game Information
 - None
- In-Game Information
 - Act and Chapter Names at beginning of level
- Post Game Information
 - None
- HUD Elements
 - Normal Elements Used
 - Standard *Gears of War* HUD
 - Special Elements Required
 - None

Gameplay Details

Gameplay Mechanics

- Prerequisite Skills
 - Effective use of cover
 - Moving between scattered pieces of cover
 - Flanking Tactics
 - Pop and shoot mechanics
 - Sprinting
- Skills Learned
 - Avoiding Rocket Mortar strike patterns
 - Moving from cover to cover quickly so Rocket Mortars cannot zero in

Level Progression Chart

Time (min)	0	1	2	3	4
Terrain/Objective	Entry Alleyway	Courtyard 1	Hallway		
Opponents			Scattered Wretches		
Challenges		Avoid Rocket Mortars			
Wow Moments		Rocket Mortars Fire			
New Skills/Weapons		Recognizing Mortar Pattern			
Intensity					
Time (min)	5	6	7	8	9
Terrain/Objective	Courtyard 2		Hallway		
Opponents	Boomer Spotter, Boomer			Wretches, Drones	
Challenges	Fight the Boomer!			Mortars fall through roof	
Wow Moments	Kill spotter, Boomer stops firing mortars		See Theron ahead..		Ambush!
New Skills/Weapons	Kill spotter to stop Rocket Mortar attack			Avoid Holes in the Roof	
Intensity					
Time (min)	10	11	12	13	14
Terrain/Objective	Courtyard 3				
Opponents	Troika Gunner, Wretches, Theron Guard		2 Boomer Spotters	2 Boomers	
Challenges	Flank Gunner while avoiding mortars			Fight two Boomers at once	
Wow Moments	Watch Dom die from Mortars		Mortars Stop		
New Skills/Weapons	Mortars zero-in after a few shots				
Intensity					

Legend

1 square = 30 seconds

Entry

Courtyard 1

Hallway

Courtyard 2

Hallway

Courtyard 3

Challenge Highlight

Wow Moment

New Weapon/Skill

Intensity Bar

Hottest

Cooler

Map

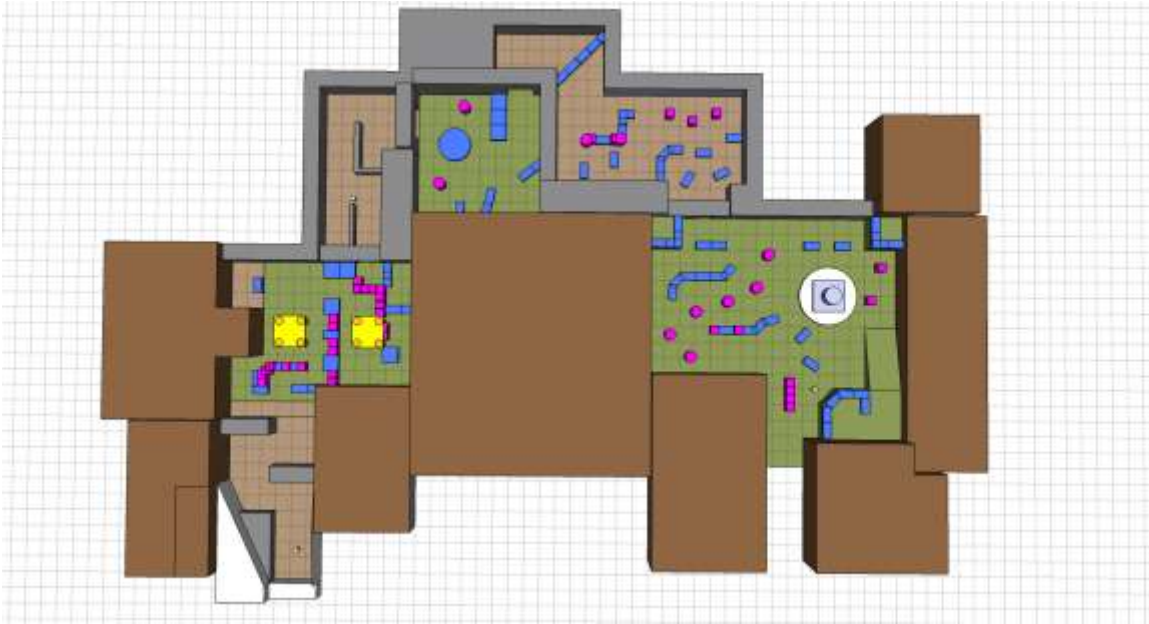


Figure 35: "Incoming!" Overview Map

Sketches

- Angled shots of areas
- *Detailed Maps found below in [Walkthrough/Detailed Map Description](#)

Walkthrough/Detailed Map Description

Area 1 - Entryway and Mid-Size Courtyard

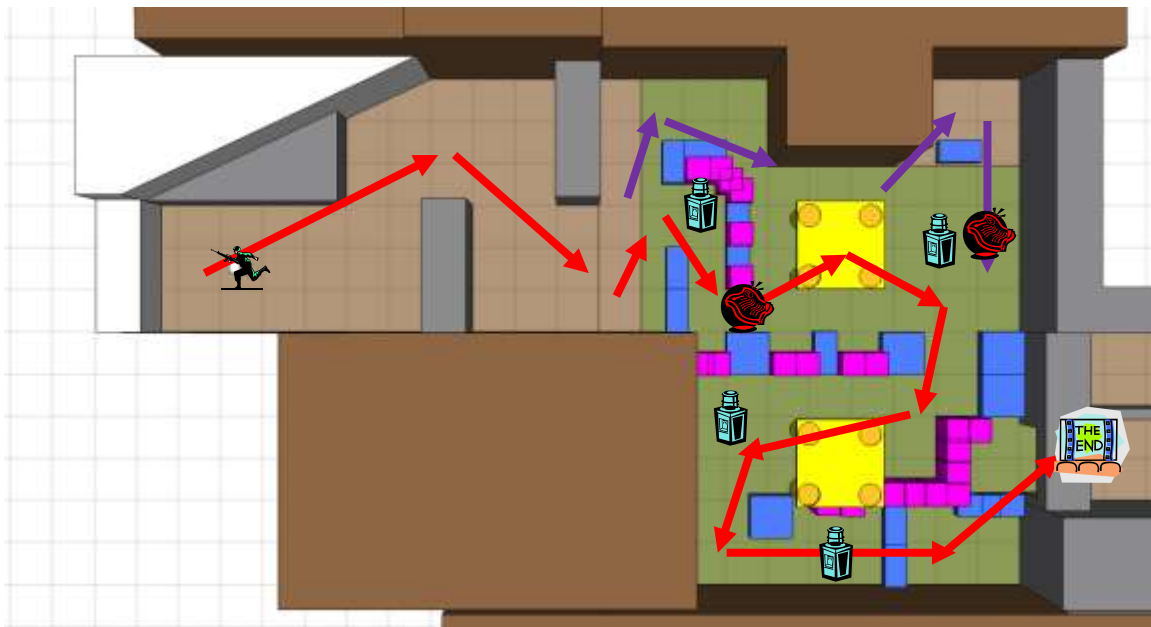









Figure 36: Area 1 - Entryway and Mid-Size Courtyard Detailed Map

- Gameplay
 1. Walk up empty alleyway
 2. See Theron across courtyard
 3. Dodge falling mortars
 4. Exit to the hallway
- Dialog
 1. Marcus tells Dom to wait
- Visual References: See [Major Areas/Visual Themes: Area 1 – Entryway and Mid-Size Courtyard](#)

Key

-  Water Cooler Moments
-  Challenge Highlights
-  Objectives
-  Skill Tests

Player

-  Start Point
-  Optimal Route
-  Alternate routes



Area End

Key Actors

- N/A Spawn Points
- N/A Routes/Behaviors

Supporting Actors

- N/A Spawn Points
- N/A Routes/Behaviors

Area 2 - Hallways and Small Courtyard

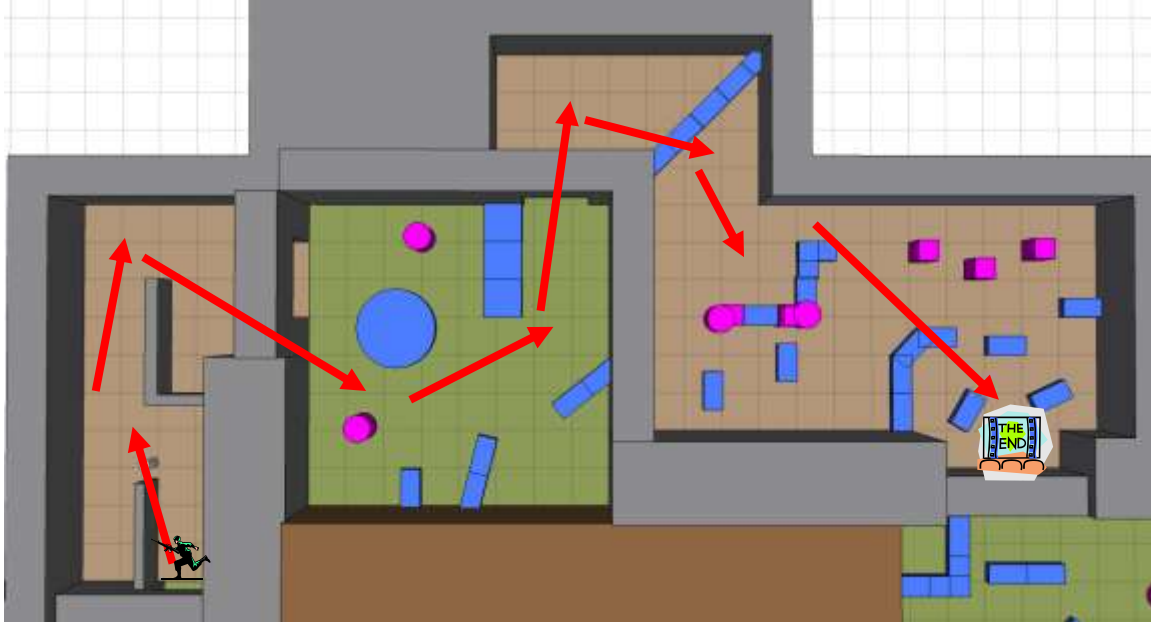


Figure 37: Area 2 - Hallways and Small Courtyard Detailed Map

- Gameplay
 1. Fight wretches in the hallway
 2. Kill spotter in the courtyard
 3. Kill boomer in courtyard
 4. Enter hallway
 5. See Theron turn corner and follow
 6. Survive Drone/Wretch Ambush
- Dialog
 1. Marcus tells Dom it is safe to advance once spotter or Boomer killed
- Visual References: See [Major Areas/Visual Themes: Area 2 – Hallways and Small Courtyard](#)

Key



Water Cooler Moments



Challenge Highlights



Objectives



Skill Tests

Player



Start Point



Optimal Route



Alternate routes



Area End

Key Actors

- Spawn Points
- Routes/Behaviors
- *Follow Gameplay #'s

Supporting Actors

N/A Spawn Points

N/A Routes/Behaviors

Area 3 - Large Courtyard

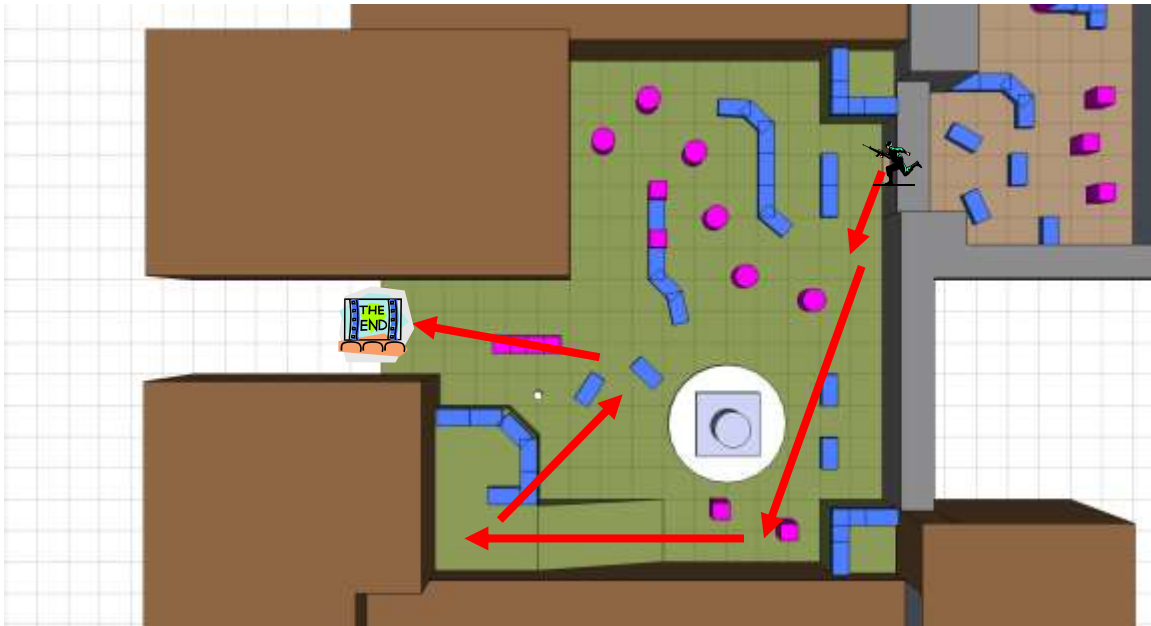


Figure 38: Area 3 - Large Courtyard

- Gameplay
 1. Enter courtyard, see Theron run behind cover
 2. Take cover when Theron rushes out with enemies who take cover
 3. Use cover to advance and flank the Troika gunner
 4. Use the Troika or the sniper rifle to take out the Mortar spotters
 5. Fight Boomers that emerge from gate
 6. Leave through the gate
- Dialog
 1. Standard battle dialogue (automatic with characters)
- Visual References: See [Major Areas/Visual Themes: Area 3 – Large Courtyard](#)

Key

- Water Cooler Moments



Challenge Highlights



Objectives



Skill Tests

Player

Start Point



Optimal Route



Alternate routes



Area End

Key Actors

- Spawn Points
- Routes/Behaviors
- *Follow Gameplay #'s

Supporting Actors

N/A Spawn Points

N/A Routes/Behavior

