ARES Missions

Dynamic mission environments each built within a week.

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Pirate Cove

Story

Hidden in a cove by Sunken Harbor is a bandit encampment built from the remains of an oil tanker "Empire MacArthur" and any other refuge they can find washed up from the tsunami's aftermath. Further in is the headquarters and Raider's treasury, hidden along the border of the melding. They've been secretly picking up scavenged and stolen resources from underwater forces and unloading them for sale in the black market.

Would you like to know more…

Art

Lots of the materials are mostly scavenged and rusted parts. The rocks get increasingly jagged, waves are stronger, and the melding is only a few feet away, to give a strong sense of danger and atmosphere of being cut off from civilized territory.

The signage is supposed to look out of place and stolen/scavenged to give the feel that it is not theirs.

1. Sifting station
   a. This is where the grunts sift through their stolen wares to put out on the black market.
   b. The lighting here is very multi colored to push the hodgepodge mood of the place
2. Bar and elevator
   a. Make shift bar for Raiders to relax in and an elevator to show how the Raiders get from their scavenging boats to their headquarters.
3. Cargo unloading room
   a. This is where cargo is picked up from the ships by cranes on rails above the room. Controls for the cranes and massive bay doors make up this room. A view of the ground below shows more elevators and
4. Hallway
   a. The mood was pushed to give a sense of danger and foreboding before making it to the end battle.
   b. The hallways had to be completely enclosed due to the encounter generator. Rebar and pillars built like ribs to give a primal feel.

    c.   Begins with giving a nice vista of the Arclight. Then shows more of how the Raiders pick up cargo on moving cranes and drops them off behind the jagged silhouette of the cove's cliffs. Hiding mountains of stolen cargo from the rest of Coral Forest.

    d.   When players look down the hallway they see that the Raider's boss has his room tucked right up amongst the melding to protect and showcase how scary he is. Lighting starts changing to purple and whispers from the melding starts getting stronger the closer the player gets.

5. Raider Boss
    a.   The Raider boss only keeps the best for himself so his room is decorated with high-tech gear and only the best scavenged goods.
    b.   A thick fog lines up the floor so players don't know if more danger is hiding underneath.

After players got through the unloading room I wanted them to get a nice view of Arclight in the distance and then turn Players can look around to see huge store houses of unloaded creates hidden completely The boss's room is decked out with the latest tech and best stolen goods.

Design

A. Empire MacArthur
B. Jump puzzle
C. Raider Headquarters and treasury

1. Sifting station
   a. A tiered ramp room to give hostile mobs the height advantage
   b. There is also a platform overhead of the entrance so players must get in the room before they can attack and can be ambushed by them if they're not careful.
2. Bar and elevator
   a. This area is a visblocker and to slow down the pacing a little before getting to the cargo room where the major fight is set up.
3. Cargo room

a. Here there is a big opening on the ground which gives a large plummet to their death below. Great to jetpack over and use to knock Raiders into.
b. The cover in here is to force players into going into a large circle or hold off at the center to clear out the room.
c. Many areas were setup around the room where random quest objects could spawn
4. Hallway
a. Some cover was setup here for minor fights but the main purpose is to slow down the pacing considerably before reaching the boss room.
5. Raider Boss
a. Tall cover to protect any boss or hero quest spawns to force the player in the room
b. Players could lead the boss out into the hallway for snipers or ambushes from teammates.

Pirate's spotter camp

Story

Raiders put a forward outpost on top of a cliff overlooking the beach around Sunken Harbor to spot ammo drops and call them into headquarters. Raiders appear and try to steal the ammo drops but it can be interrupted and taken back by players. The raiders here try to hide from the Accord and will sometimes go as far as kidnapping and interrogating prisoners in a cave beneath the camp.

Art

These Raiders are trying to stay unseen from dropships and those below so they built their camp under the canopy's of trees and green drapes. They've setup simple railing to look over the cliff and radio in when they see something. Lighting is mostly done by temporary lights on the ground and barrels. The fire barrels give attention as to where the stationary enemies are.

Inside the cave interior is crates make shifted into prison cells and small hanging cells since they're a bit more iconic for inhumane prisons.   Areas for interrogations have been setup but any torture has been only slightly hinted at since anything more would be too mature for our game.

Design

Six rooms for the exterior were built with lots of opportunities to jetpack to positions for stealth attacks. Initially, the green draped outpost on the far right, was made to be the boss encounter but it changed when we needed an interior instead. For this I created the cave underneath the main camp in the middle. The orange path on the right is made specifically for jetpack ambushes in mind.

Inside the cave is 4 rooms with CQC and short combat range.

1. Player has a great amount of height, stealth, and cover advantage over the mobs below.
2. Water flooded room with very little cover. Dark lighting with the main source coming from the reflection off the water. Can follow the path left or jetpack over on the right for a more direct route.

3. Prison cell room with guard station as cover in the center. Jetpack over cells to the left for a more direct route or keep following the s-curve up a ramp on the right.
4. Boss encounter here in the interrogation room.

Raided truck stop

Story
This truck stop near the major road has been hit by Raiders and taken over.

Art
This area is made to feel like a battle had taken place here so scorch marks is made obvious. Then the invading raiders took up to living in this place so tarps, burning barrels, and graffiti litter the place. The back room is the most lived in while the room up top is where most of the crates are kept for safety.

Design

Starts with a raider encampment close to the main road outside that can be sniped from a cliff above. All 3 of the interior rooms are made to be circular in flow to force players to come in and run around to clear out the area. The second floor in the middle room allows players to see who is up there but not allow them to

engage until they are all the way up there. This area is lit bright red to showcase where the more dangerous battle is going to be and to draw attention that there is a second floor.

Tech Cave

Story
A research outpost built here that studies and collects water infused crystite.

Art
High tech and quickly built architecture. Mostly focused around the pumping and containing of emissive teal crystite water. The lighting is warm for the cave with bright teal lighting and flowing tubes to show direction. Offices were built overlooking the area to reinforce that it is being studied and watched over.

Design

Goes off a corkscrew design. Players are guided from the first floor to make a giant circle upwards and after they finish they can drop down at where they started to prevent backtracking.

Melding Cave

Story
Cave that has been caught along the border of the melding and has a nasty habit of creating melding infused creatures.

Art

First room takes place underneath a waterfall that springs from out of the melding. Inside the cave it is mostly bright blue lighting emitted from the melding in the ceiling with yellow emissive plants to direct the player. This area is made to feel very dangerous, an obvious creature cave corrupted by the melding leading players to wonder what lives inside.

Design
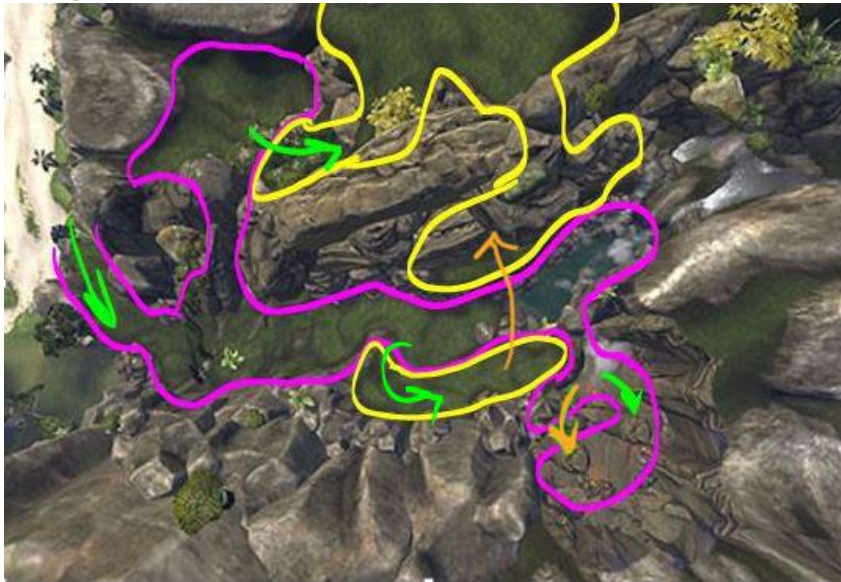
First room has two entrances with water at the base that could hide creatures underneath. Inside the cave is two rooms with ramp to the left and a jetpack path to the right to reach the boss room.