

Searching for Proof - LD Analysis



LEVEL ANALYSIS – DEUS EX: HR

MIHIR MODAK

FOUNDATION 2

27-FEB-2012

LEVEL DESIGN

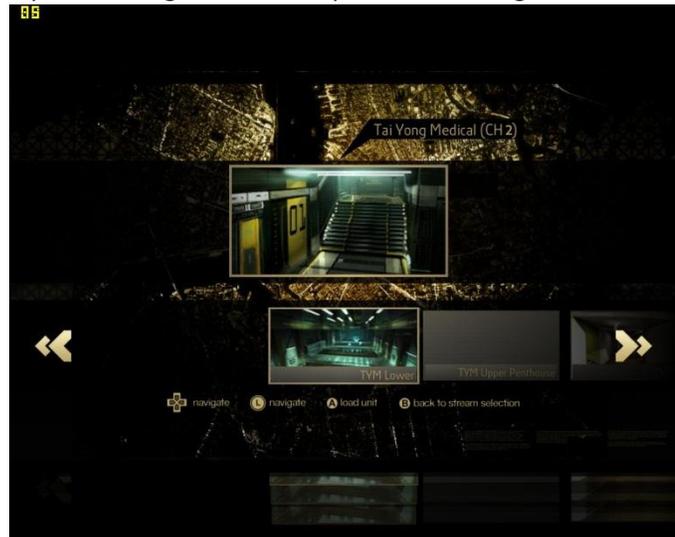
A LEVEL ANALYSIS ON THE
'SEARCHING FOR PROOF'
MISSION OF DEUS EX –
HUMAN REVOLUTION

Searching for Proof

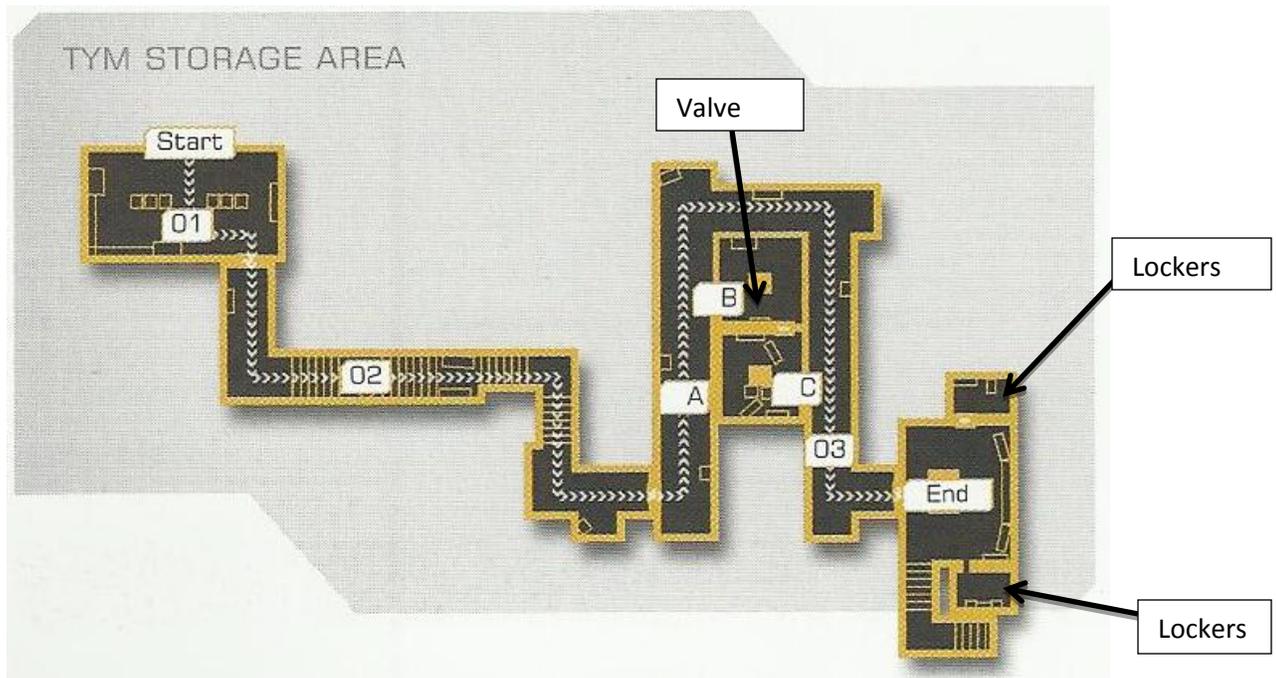
Searching for Proof is a mission during the middle part of the game and is a part of the Hengsha 1 Quests. This is a continuation of the previous mission wherein Adam must get some answers from Sarif's Competitor, Yong Medical by infiltrating their facility.

This analysis focuses on the **Stealth Route** of the three available to the player while giving important points on the various important level elements and the choices available to the player, along with the main five components – Action, Exploration, Puzzle, Storytelling and Aesthetic.

This analysis is done using the 'Burger Mod' for Deus Ex – Human Revolution for the PC.



Floor Plan



This is the first part of the level that the player progresses through.

01 – This is where the player begins the level.

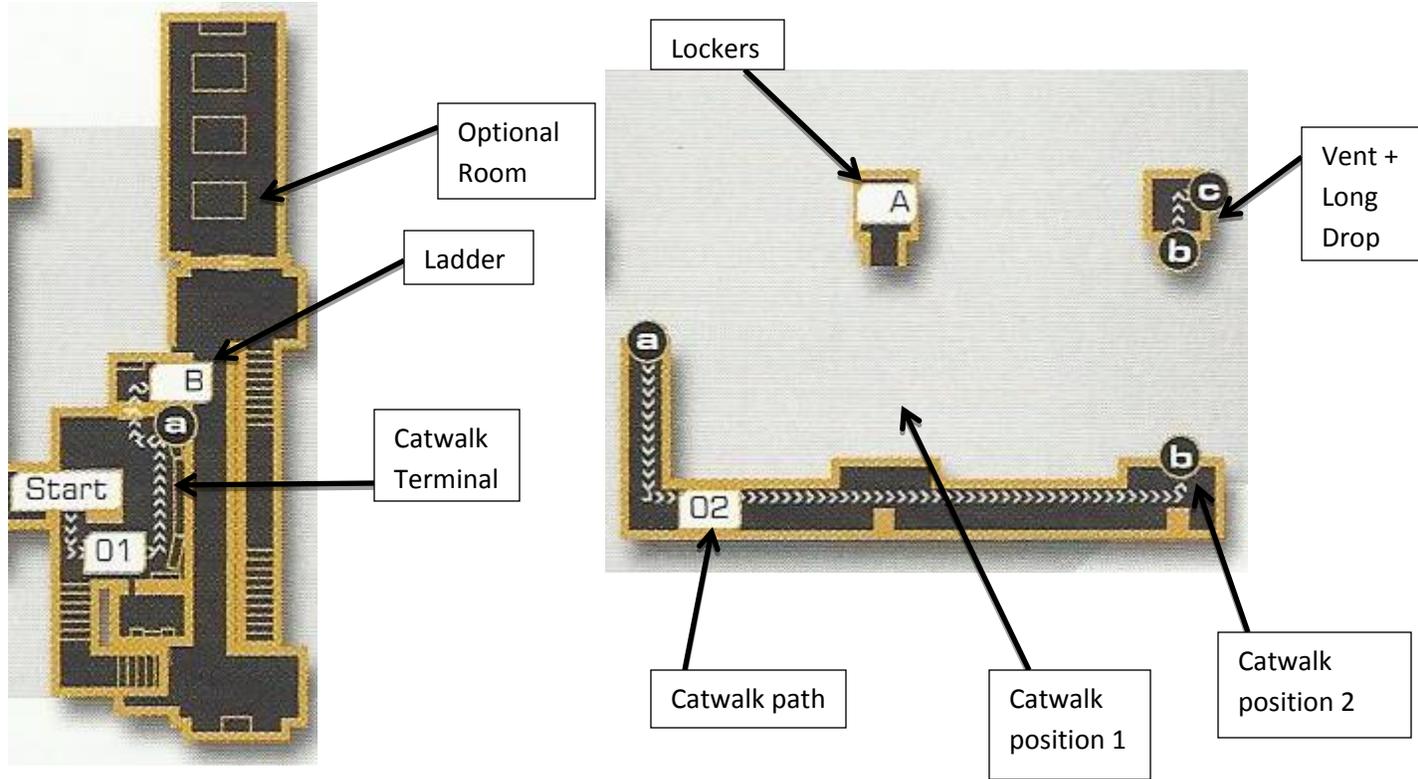
02 – Locked door with a lvl 1 hack.

A – NPC(Optional Sidequest)

B – Locked Door with a lvl 3 hack.

C – Locked door with a lvl 1 hack. Leads to gas-filled room.

03 – Cryo – Sterilization booth entrance.



01 – Start

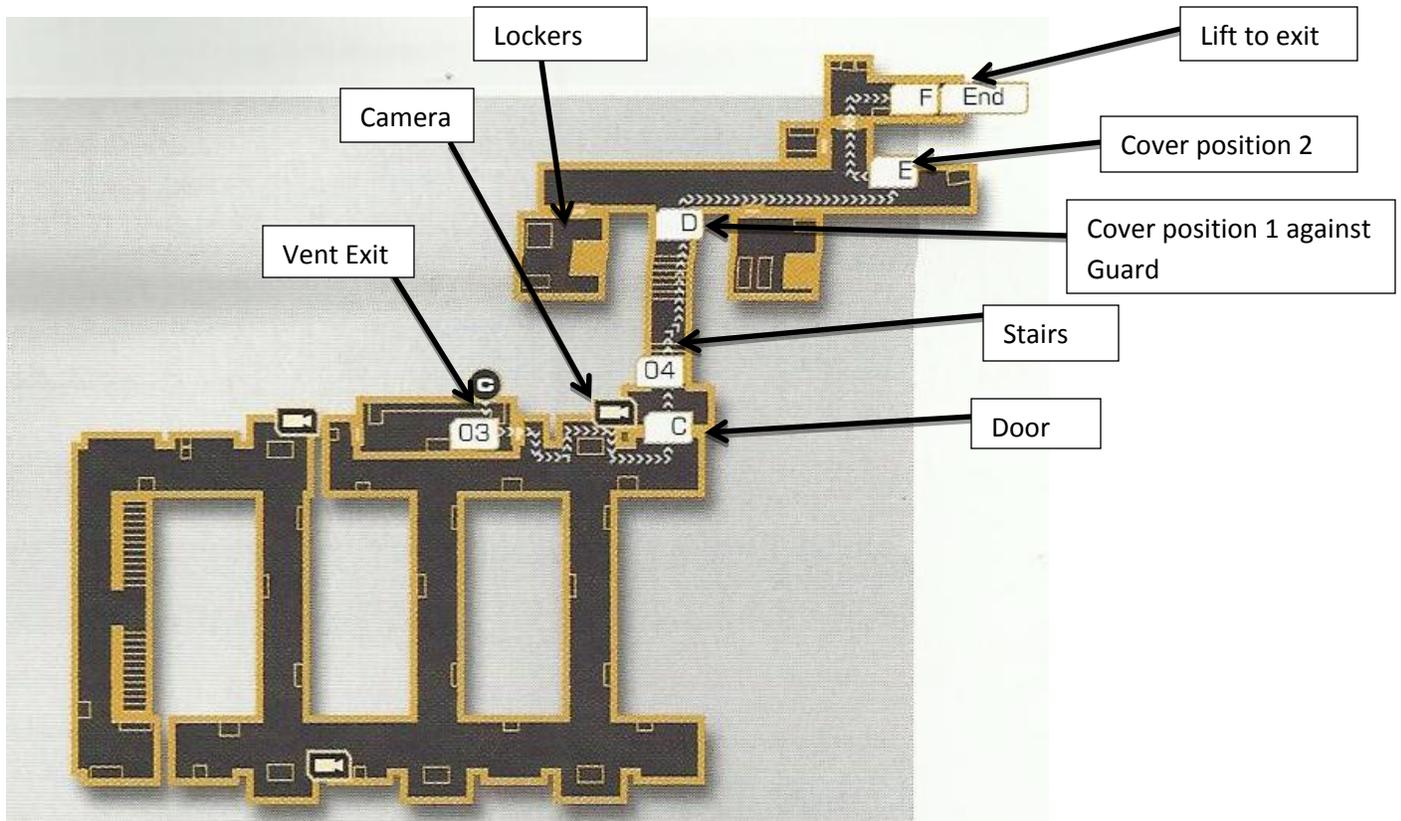
B – Ladder to catwalk

02 – Catwalk

A – Lockers and original path/position of catwalk

b – 2nd Position of Catwalk

c – Vent that leads to a long fall, without a ladder.



03 – Exit out of Vent

C – Door towards stairs

04 – Stairs leading to exit – in path
of Guard

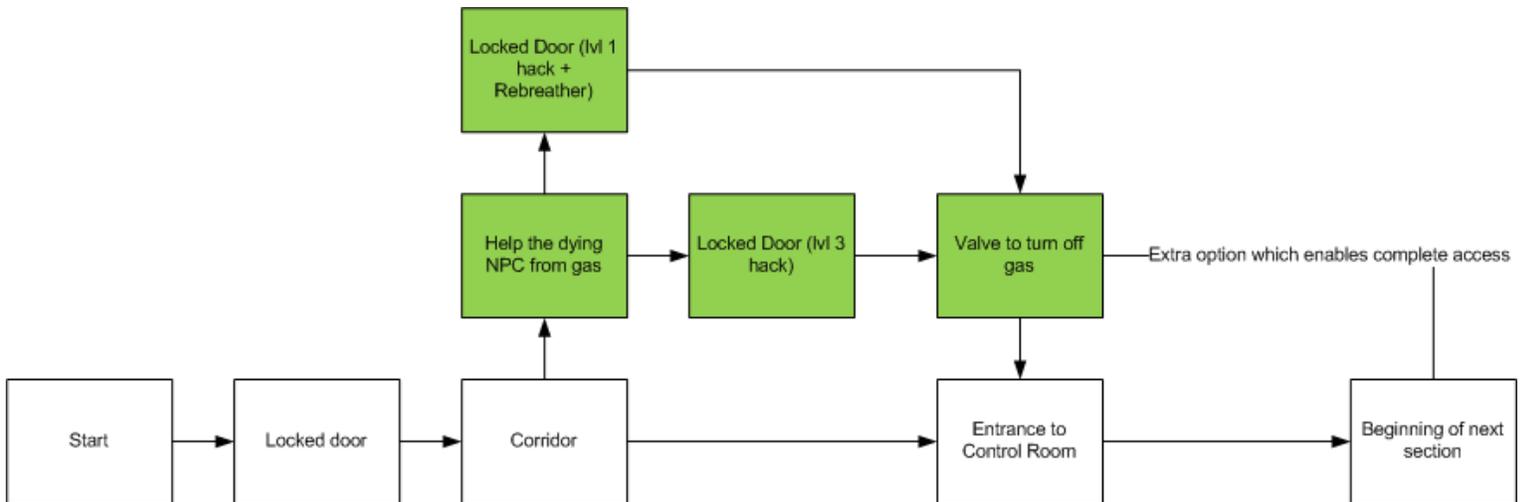
D – Position for Cover

E – 2nd Position for Cover

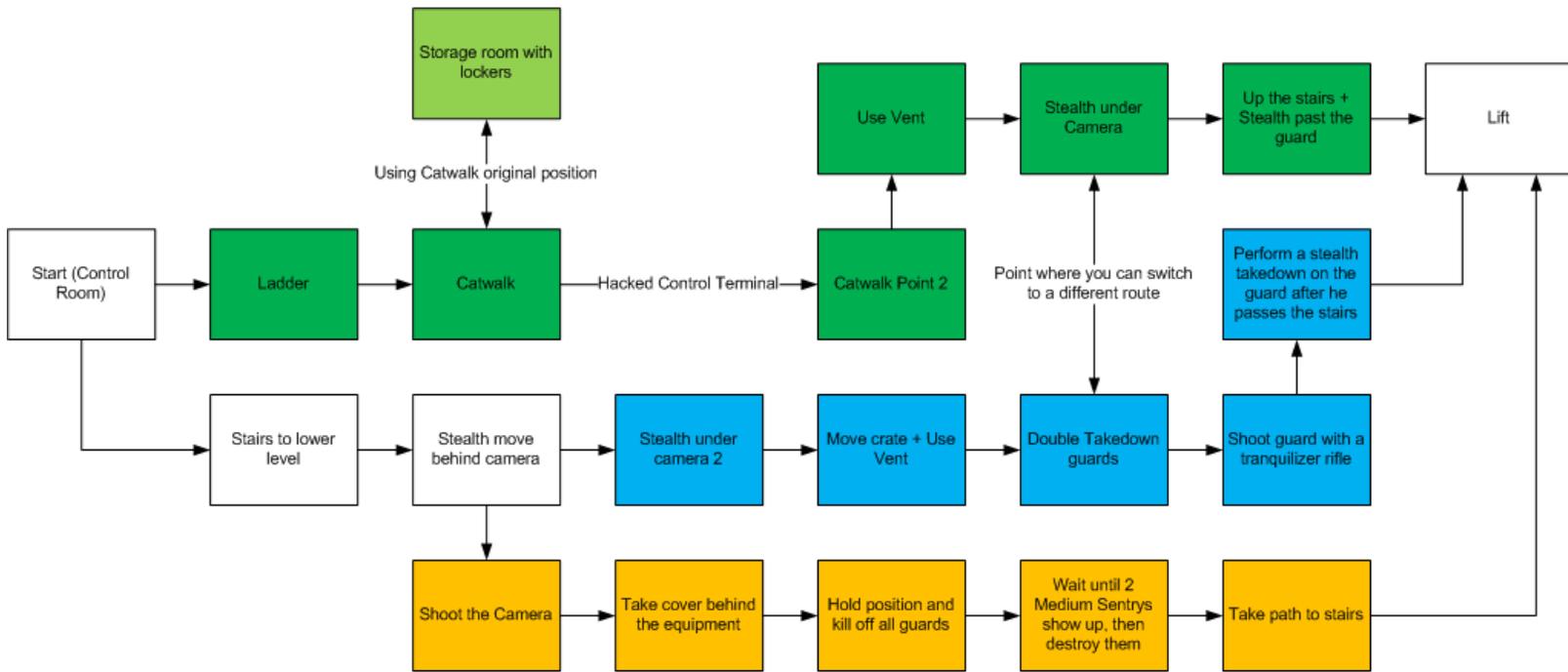
F – Lift to exit

Level Flow

Part 1



Part 2



- Stealth Route
 - Stealth Combat Route
 - Combat Route

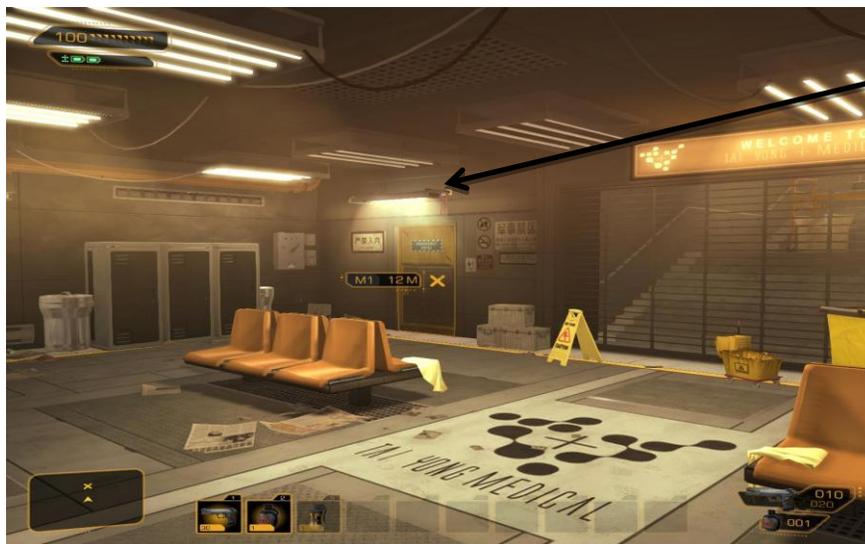
The player can take any of these paths; however as I have shown, I will be focusing on the Stealth Route. One can, at any time, to switch to the combat or stealth combat route from the Stealth route; similarly the case is the same when switching from Stealth combat to either stealth or Combat but a player cannot change from the Combat route to either Stealth Combat or Stealth once initiated.

Analysis

This is the analysis of the Stealth route through this area of the level.



This is the first area. It is an empty area that is well lit, allowing the player to easily get a bearing. The less lit section has lockers which contain items. The lit direction board guides the player towards his objective.



A cursory check around the area ensures that the player notices the path he must take, with the help of the Light shining above the door, along with the dialogue that hints he must start by going Up. There are 3 lockers also conveniently placed near the entrance which the player will notice and open, to get items.



Overhead light at the corner

Storage equipment and other items placed to guide the player left

The overhead pipes along with the bulb in the corner indicate and influence the direction the player takes. The arrangement of the equipment is also important in signifying this.



Overhead pipes toward the objective

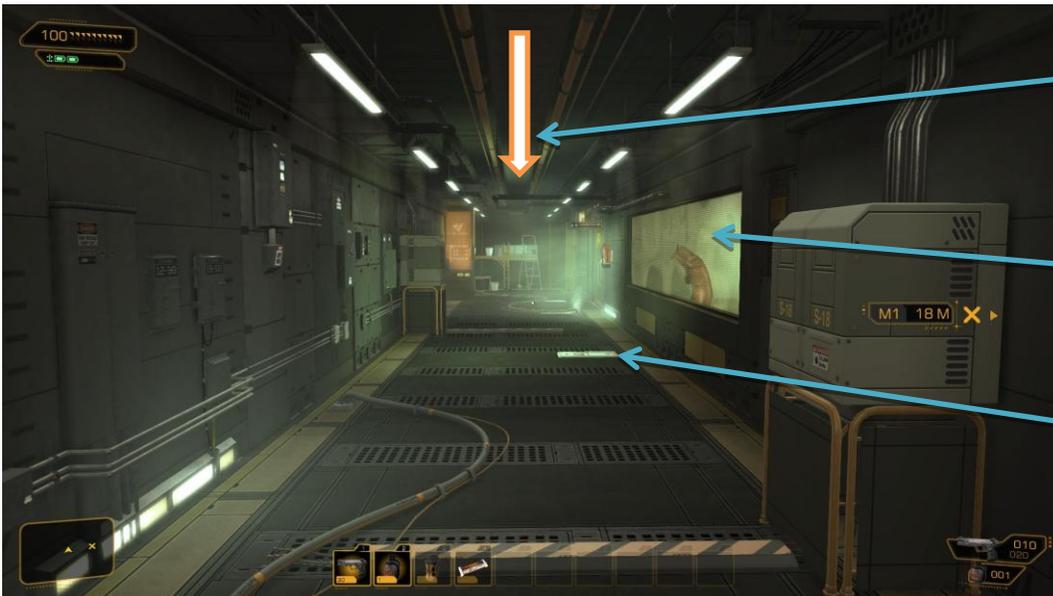
Guiding light

This continues as the player ascends the stairs, leading him on. The pipes turn toward the left, and lit light that is slightly towards the left ensures that the players attention is to the 'left'.



Lvl 1 Hack highlighted

The player then comes across a locked door with a lvl 1 hack. Upon hacking it and proceeding he comes to a corridor.



Lights and pipes guide player towards real objective

See through – Optional

Unique tile to attract player's attention

As can be seen, the character behind the window is an important aspect, there is a separate white tile which is essential in differentiating and bringing the anomaly to the notice of the player, although the NPC may not always be noticed, which is why the game automatically intercedes and ensures that the

NPC talks to the player when he passes him. The overhead lights and pipes unconsciously guide the player in the direction he needs to proceed.



Bright red Valve to ensure the player notices his objective

Tiling under Valve towards the door

Here, the player can easily notice the bright red Valve which needs to be shut. The cluster of wires on the floor also help with this. The important thing is that when the room is flooded with gas, the player would still be able to make out the Valve, so as to prepare in advance.



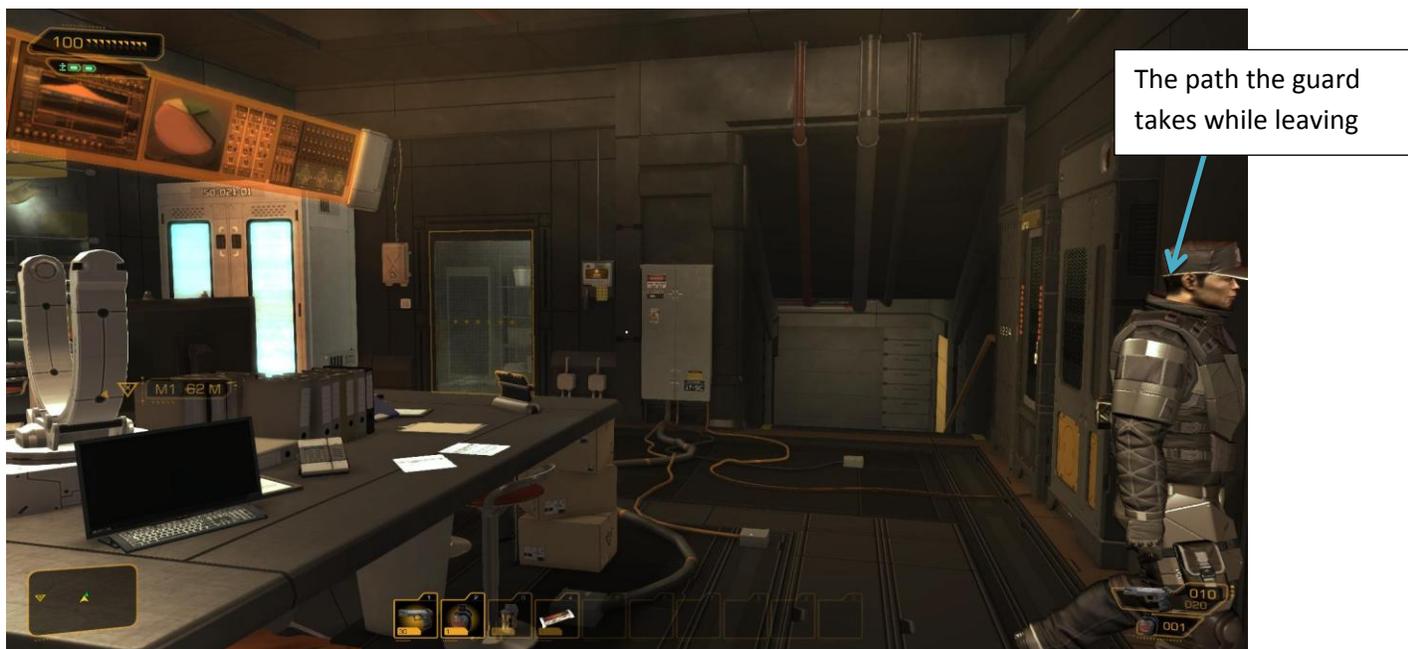
Legs of the NPC at the corner

The light above hints at a possible path towards the NPC

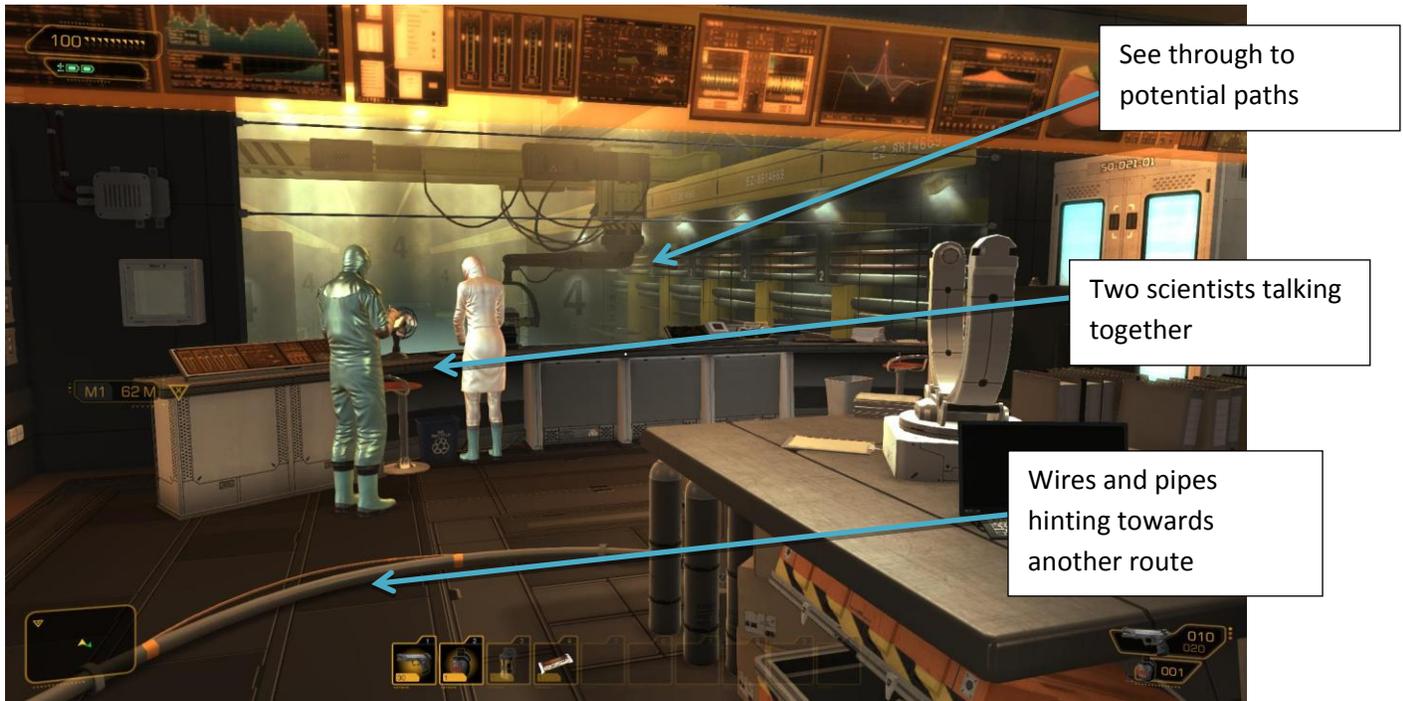
Then, as the player enters the next room, he can notice the NPC on the other side, but notices that his path is blocked. Although the path is blocked, he needs to move some small crates out of the way in order to successfully get to the NPC. However, putting boxes of different of a counter color will attract the player's attention to the them, so that the player finds out that he must move them out of the way.



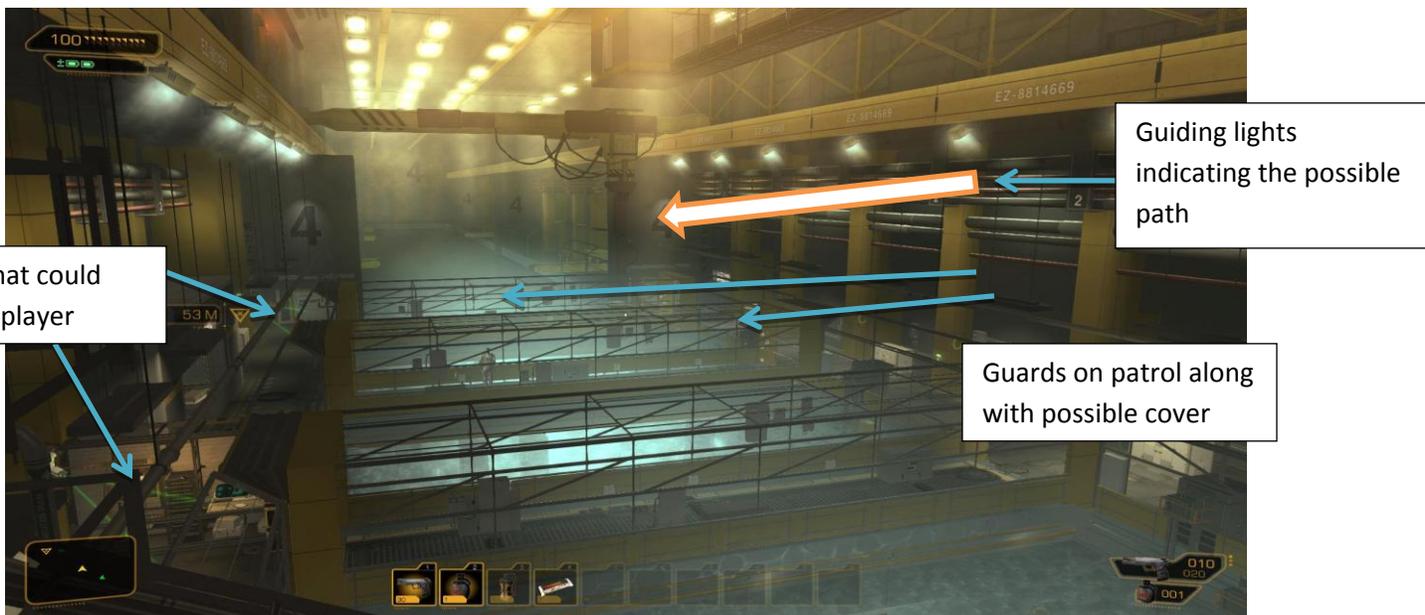
Following that, it is a straight path to the door which leads into the Control room. As the door has a view into the room, the player is able to get an idea of what he can expect – Most importantly, the guard. Without doing this, the player would be able to prepare to expect a questioning and be surprised when he opens the door, which could change his thought process, leading to a slightly different choice being taken.



If the player has spoken to the guard, he is given an extra option that allows him to freely explore the facility, to an extent. After which, the can explore the room.



The view through the window enables the player to get a clear view of the area he will soon be navigating through. He can notice the various guard, cameras and places he may take cover at while navigating the area.



The player can see the Catwalks, the cameras as well as the guards and the general path he might take to reach the objective. This higher place, gives the player an advantage and allows him to make a plan of action in case he needs to use the lower pathways.



This is the Catwalk control that the player will see when he moves to the window. Upon hacking it, the player can use it to enable the Catwalk to change its position and thus gain access to the Stealth route.



When the player checks the room to the left, he can notice the ladder to the right, as he explores the room and acquires items. There is also a newspaper which gives some story and information to the player. This ladder is used to take the Stealth route. This ladder is noticed due to the very fact that the right side is open to the next area, which surely gets the player's attention when he enters the room.



Green lighting to indicate current clear route

Lights that indicate there might be something behind the wall and show the continuing path

Once on the catwalk, the player can immediately notice, if he hasn't moved it already, the lights that show the path to a room with supplies. Different colors, green known as the 'Safe' and 'Go' color tell the player that 'this' is the path he needs to take.



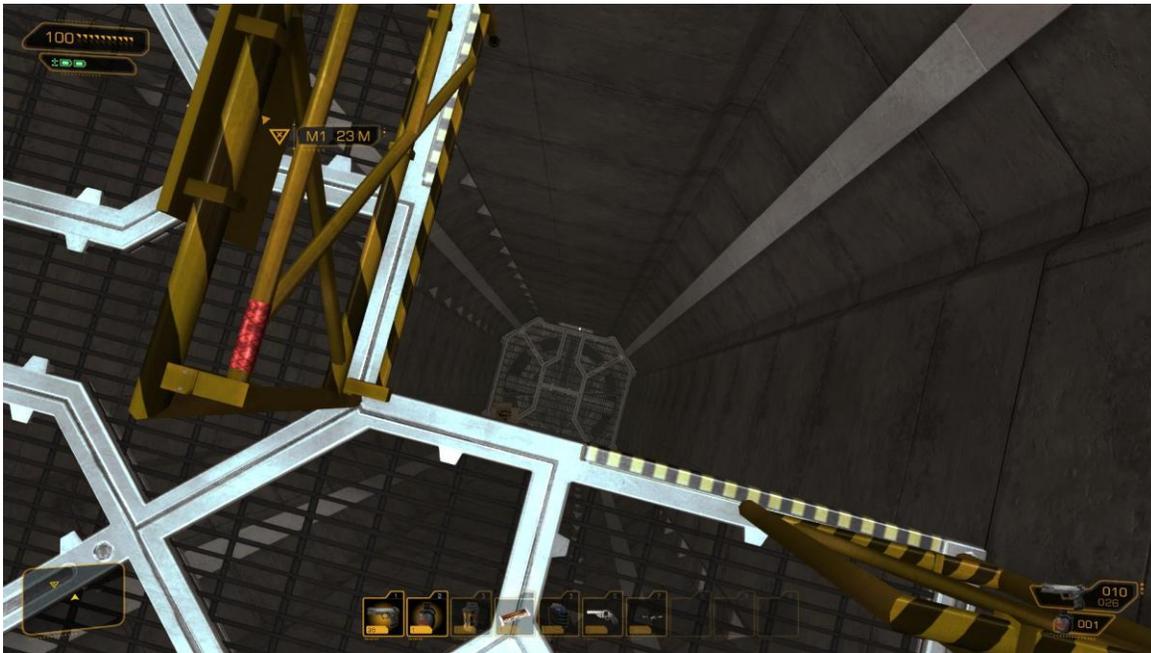
Green lights indicating objective across the walkway



When he uses the terminal and changes the position of the catwalk, and proceeds to its second position, the player can find a Sniper rifle located in the corner, which can help him easily take out some enemies from the vantage point.



Having crossed the 2nd position of the Catwalk, when the player enters the room, he will immediately notice the vent on the right especially with an overhead light shining on it, which is used to continue the Stealth route. Lighting is especially important here as the player may miss the vent if this area is improperly lit.



However, the path isn't clear, and as is immediately noticeable, there is no ladder, thus making the player need the 'Icarus Landing System' in order to proceed any further for the fall can kill him if he doesn't use it.



See through to
check for an
approaching guard

Once out of the vent, the player can clearly see that there are two enemies which he must not alert. The window also allows the player to see if there is an approaching guard who is on patrol. Two guards nearby tell the player that taking the route on the left could be a better idea.



After using the nearby door to sneak out of the room, the player must quickly come to this convenient pillar, where he gets a clear view on what is going on everywhere.



Lasers that prevent entrance

Camera and its line of sight

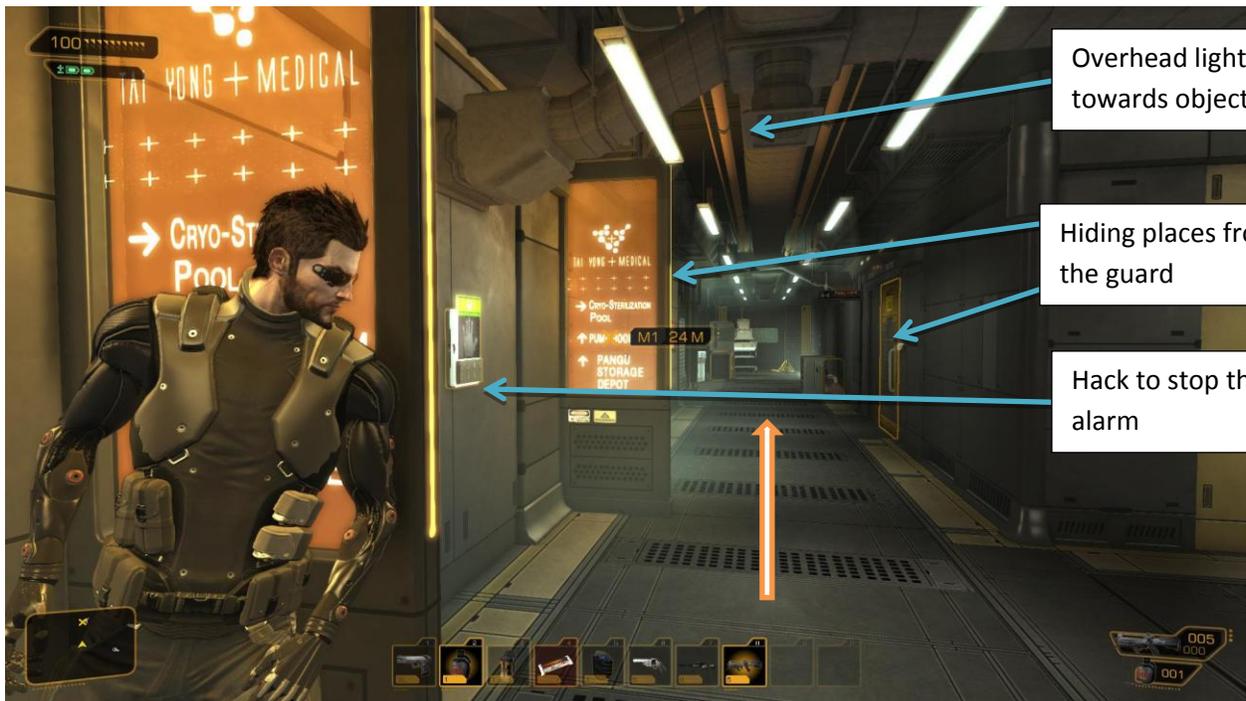
Hiding place from the guards and the camera

When he looks to the left, he notices the camera, along with its range and the convenient generator near it. This can be used to prevent him from being noticed, followed by staying under the camera as he moves ahead. Here, the lights also guide the path of the player as he moves towards the exit.



See through to the bright lights shows the way to the objective

Having gone past the camera, the player must be nimble and make good use of the blocks and crates to ensure that the guard does not notice him. The path of the guard is itself important in helping the player find out the direction he needs to travel in.



Overhead lighting towards objective

Hiding places from the guard

Hack to stop the alarm



As he proceeds there is a room on the right, as noticed from the door in the above picture. This has a viewport which enables the player to patiently wait and harmlessly makes his way past the guard, without getting noticed. This also allows the player to strategically plan his next move to ensure that he isn't caught when he moves out of the room.



When he moves out the room, the grill ensures that the player can clearly see his objective, which is the door he needs to take in order to reach the lift. This makes sure that the player doesn't go straight which is a dead end, by which time the guard may have turned and noticed the player. At the dead end, the bright lights provide good visibility which also allows the player to see that it is indeed a dead end, before he runs into it.



On entering the door, the player can immediately see the lift to the right, along with the buttons conveniently placed at the right with lights for easy access.

Summary

As the approach and path taken is **Stealth**, there is virtually no combat involved. But due to this, there is a lot of exploration and a bit of puzzle solving that is required to make it to the right side using the catwalk.

Overall, the level has been designed very well, and provides a number of paths to explore; as such there are not many improvements to be made aside from the already explained changing of certain objects and placement. There isn't much story content to be discovered besides the few Newspapers and data items which reveal some information on the company along with the NPC interactions.

Finally, aesthetics play a major role in conjunction with Exploration in order to facilitate the progress of the player through the level.

Action –	<input type="checkbox"/>				
Exploration –	<input checked="" type="checkbox"/>				
Puzzle –	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Storytelling –	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aesthetics –	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>