

DEAD SPACE



LEVEL DESIGN DOCUMENT DEAD SPACE 2: DON'T MIND IF I DO

SUMMARY

I - Tool Design

PAGE 1

II - Level Presentation

PAGE 4

III - Mission Design

PAGE 6

IV - Interactive Layout

PAGE 7



I - TOOL DESIGN



The Necro-Link Module

The Necro-Link is a module similar to the kinesis and stasis ones, so from the instant the player is unlocking it, he will be able to use it for the rest of the game.

The **NLM** is an extremely powerful tool that offers you the ability to momentarily take control of Necromorphs.

In order to use it, the player have to aim directly at an enemy and press the **NLM** action button.

I - TOOL DESIGN

Necro-Link Module Limitations

- Isaac Clarke is totally vulnerable during a **Necro-Connection** with an enemy
- Each use of the **NLM** will cost him Health
- The more powerful the Necromorph is, the greater the cost in Health will be
- Limited within a certain distance from the player
- Some enemies are too strong to be possessed by an **NLM**



I - TOOL DESIGN



Thinking Process

I wanted a mechanic that the player will carry on for the rest of the game, providing him new ways to approach combat and bringing new puzzles possibilities. I also wished my tool to be permanent, that's why I chose to design a new module like the kinesis/stasis one.

The best thing is, it wouldn't even have slow down the game production that much, since Dead Space 2 Multiplayer was already featuring controls for the main necromorphs.

II – LEVEL PRESENTATION

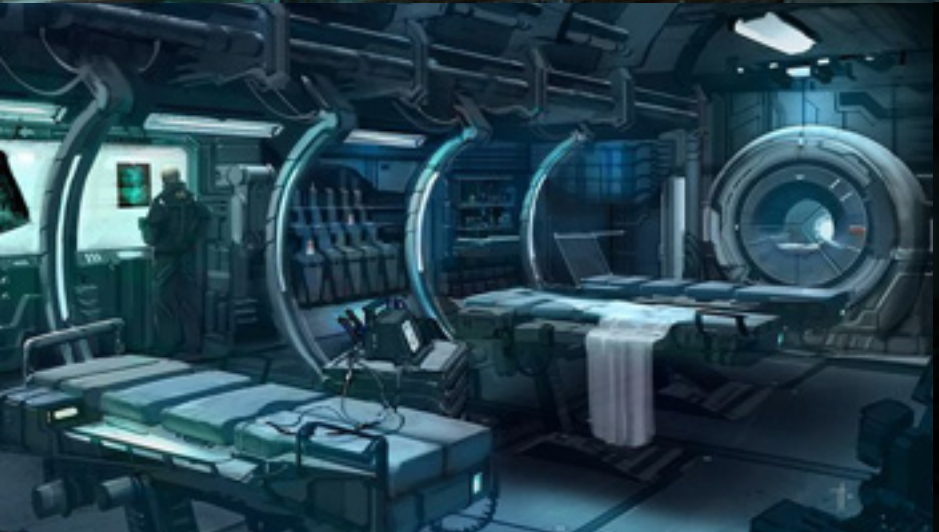
Dead Space 2 | CHAPTER 7

General

- **Theme:** Vulnerability / Almighty
- **Strong direction:** The idea behind this level is to create a visceral contrast by the alternation of absolute power and vulnerability feelings.
- **Specification:** Introduction of the **Necro-Link Module**

Details

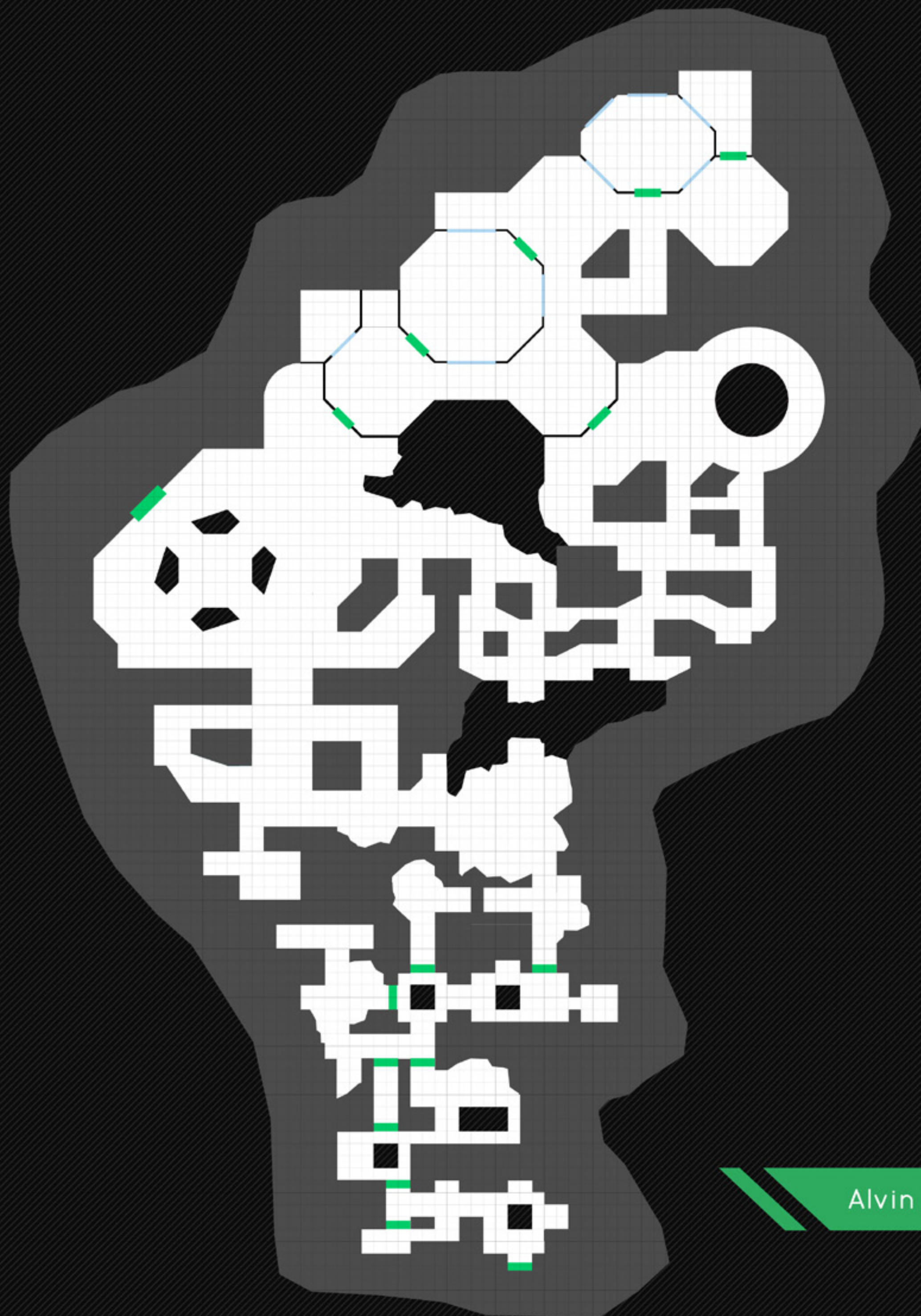
- **Chapter Name:** Don't Mind If I Do
- **Location:** Underground City of the **Embracers** / Sprawl / Titan (Saturn's Moon)
- **Narrative context:** After paying a visit to the Unitology's Church, Isaac got a hallucination of Nicole encouraging him to go down in the Underground City of the **Embracers**. According to her, he might find something important for them. The **Embracers** are an even more extremist Unitologist cell that has been disapproved by the Unitology religion. These believers praise the Necromorphs existence too but think that the best way to serve the Black Marker is to help and live with the "reincarnated" people. And it looks like they may have find a way...
- **Memorable moment:** Issac Clarke find himself totally vulnerable on the operating table while being upgraded with a neural implant of a **NLM**. Necromorphs are all around slowly breaking into the room by cracking windows until a Brute comes and destroy the wall the moment the operation ends. Isaac then automatically takes control of the Brute and kill everything.

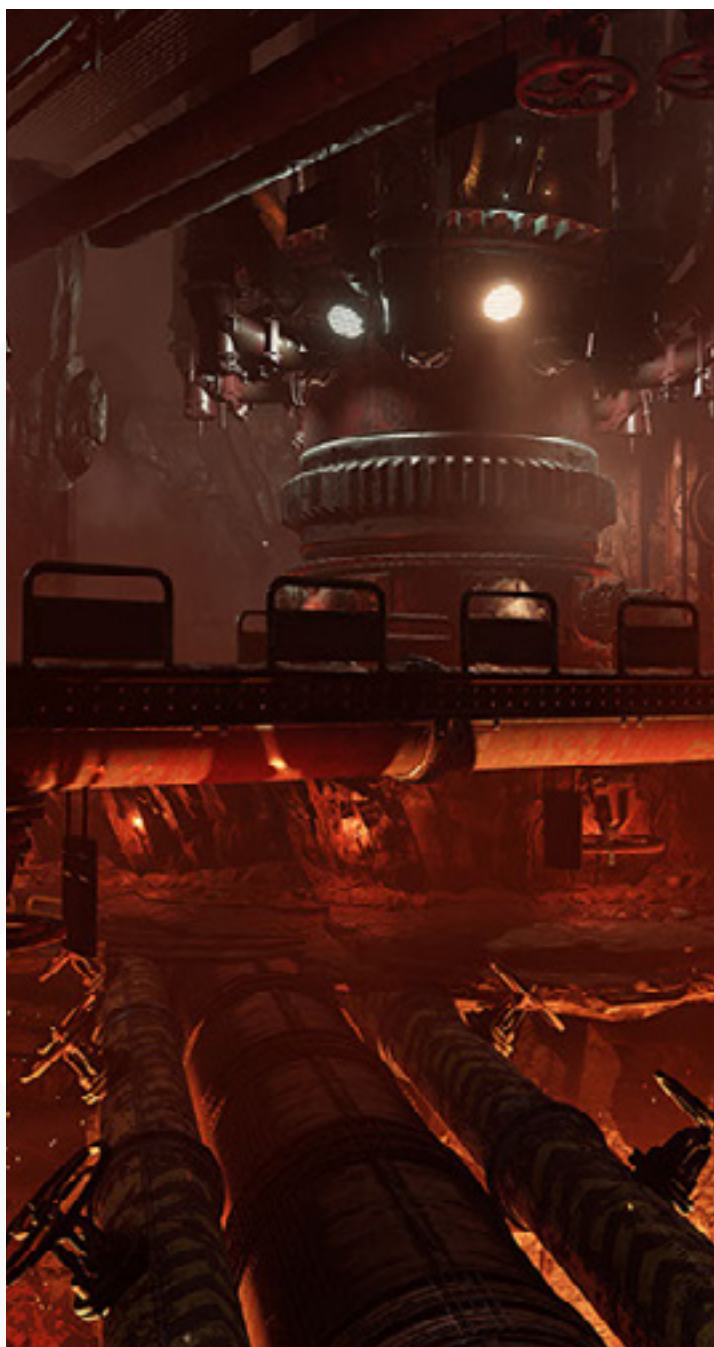


III – MISSION DESIGN

Dead Space 2 | CHAPTER 7: Don't Mind If I Do

- 1- Progress through the Underground Tunnels
- 2- Explore the city and find the Embracers Headquarters Gate
- 3- Survive the Embracers ambush
- 4- Pursue the believer and learn more about the Necro-Link Module
- 5- Go to the Medical Operations Center
- 6- Explore the Medical Center and find the NLM Operations Room
- 7- Find a way to open the NLM Operations Room
- 8- Starts the NLM Implantation Procedure
- 9- Protect Issac
- 10- Escape the Medical Operations Center
- 11- Return to the Embracers Headquarters Gate and break into it





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