

Counter Strike: GO - “Retribution” Strike Mission

Mission Design Doc

High Level Goals

Create a single player mission for CSGO in the style of provided reference.

Create a document that outlines the mission’s details, along with necessary scripting to deliver story and gameplay beats.

Write accompanying article highlighting key parts of the process and good practices.

Write technical aspects of document through the lens of Valve’s scripting language in Source SDK. Provide appropriately styled/syntax pseudocode for quick implementation.

Show knowledge of mission, level, and narrative/environmental design; scripting; clear/concise writing, ability to work with/write for programmers/designers/artists and non-developers.

Description

A G.O. safehouse has been attacked.

The attackers (Phoenix Connection) are in the process of capturing the safehouse and downloading data critical to G.O. operations. With the help of an AI companion, the player must delete the data on the server, request exfil from G.O. headquarters, and escape with their companion.

The player will:

- Fight waves of enemies
- Engage in stealth
- Communicate with buddy ai
- Hack
- Make choices

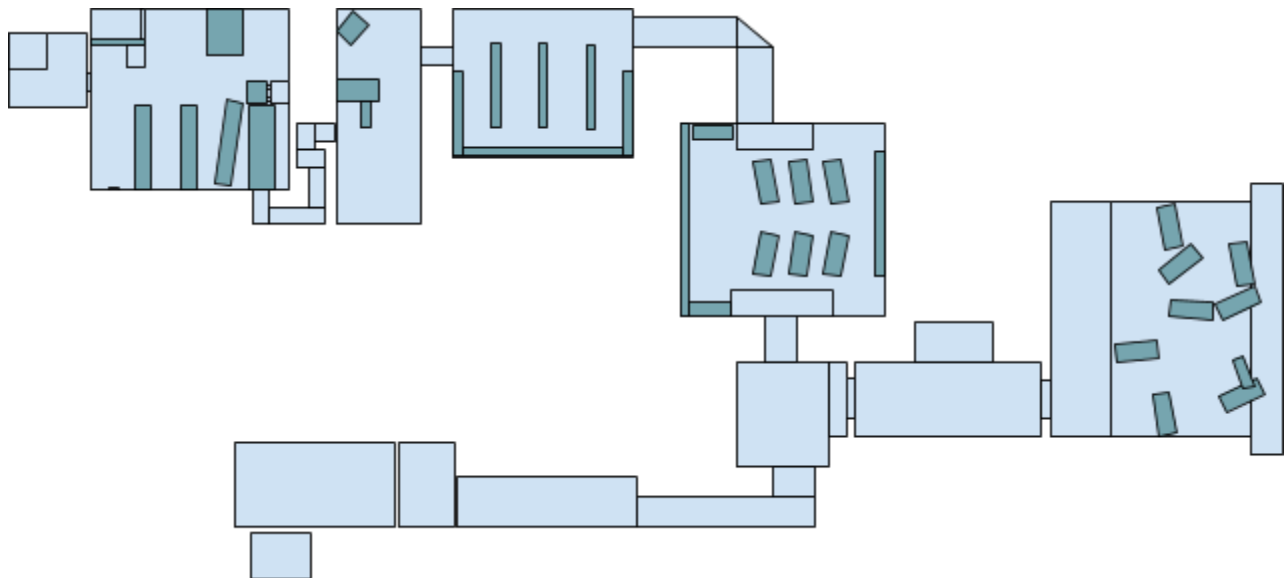
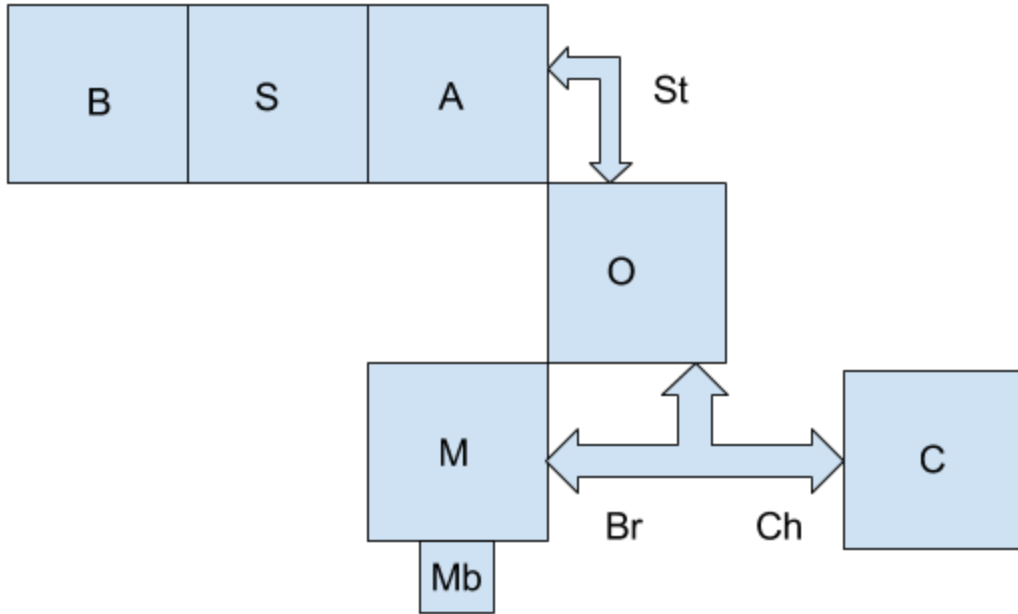
Characters

Fox (Player 1) is a new recruit to G.O. While asleep, the attack commenced and the safehouse failsafe activated, ensuring Fox’s safety.

Wolf is an engineer for G.O. who hid in maintenance during the attack. With a sniper rifle, access to the safehouse wiring, and a line of communication with the player, Wolf guides the player through the safehouse.

Map (The Safehouse)

Comprised of a Barracks (B), Armory (A), Storage (S), Ops (O), Maintenance (M), Maintenance B (Mb), Loading Dock (C), Breezeway (Br), Staging (St), and Checkpoint (Ch).



Story Beats

1. Player wakes up (Barracks)

- The player wakes up
- Player is informed of situation
- Player is told to explore the barracks in search of item/weapon
- Player finds item necessary for the escape of the player and engineer
- Player finds barrack exit. Engineer briefs them on enemies that could be nearby.
- Engineer unlocks exit, player leaves barracks.

2. Player Beginnings (Storage)

- Player is informed of enemies in the storage area
- Companion tells player of lone enemy with no weapons looking out of window
- Player can kill enemy with knife, or sneak past
- If the enemy is snuck past, the companion will take them out with their sniper rifle

3. Player finds out how to escape (Storage)

4. Wolf helps with his Sniper (Storage)

- Wolf makes a comment about being a recruit.
- Wolf tells the player they're going to see more and more enemies the deeper they go.
- Wolf tells the player to get to maintenance so they can rendezvous and escape.
- Wolf helps the player dispatch the first group of enemies, drawing their attention for the player's knife.
- If the player let's wolf take care of all of the enemies, he refrains from shooting the next group and let's the player handle it.

5. Player finds out about Phoenix plan (Armory)

- **Small squad (Wave 3-)**
- Companion mentions the player maybe being low on ammo
- As the player navigates to the main Armory area, a radios on the nearby enemy squads inform the player that the enemy plans to download the coordinates of the other safehouses and attack, something that can't happen.
- The Companion says that they'll have to wipe the local server first. The player should make a stop in Ops.

6. Player gets better weapons (Armory)

- After killing some enemy squads, the player gets access to better weapons.

7. Player heads to purge server (Staging)

- Wolf tells the player he can't cover him anymore, is out of sight.
- The player kills a few more squads as they move to the servers.

8. Player withstands enemy onslaught and purges server (Ops)

- The player must defend against waves of enemies as the server purges.
- Wolf tells the player when the purge is half complete to hurry over to maintenance.
- When the purge is almost complete, Wolf tells the player enemies have set up in the Breezeway between Ops and Maintenance. He had to retreat to a maintenance closet when enemy reinforcements arrived.

- When the purge is done, whispering phoenix voices can be heard on the radio and the sfx is cut short by static.

10. Wolf in trouble (Breezeway)

- The player sees that the Breezeway is filled with enemies.
- “Ah! The *other* thorn in our side, we will deal with <https://docs.google.com/document/d/1epQ6EOF9F8CfzKHnx2V-8dGUclWYjfXRWflo-t-NZ800/edit?usp=sharing> you too” voice line from a phoenix
- The player repels the enemies who were closely gathered around Maintenance.
- The door to maintenance is closed before the player can make it in. A shot is heard.
- The player is worried about Wolf. Hasn’t heard from them in a while.
- The player breaches the door to maintenance. Kills the squad inside.
- After the squad is dispatched, HQ sends a message to all safehouse staff, they’re assuming the worst and an evac is enroute.

12. Finding Wolf (Maintenance B)

- The player finds Wolf’s body and is sad.
- The player slowly walks out of Maintenance B.
- The player can take Wolf’s AWP.

13. Head to evac (Maintenance)

- The player enjoys a quiet moment while taking in Wolf’s death.
- HQ’s evac vehicle finally shows up, in a storm of screeches and gunfire.
- HQ tells the player to meet their evac in the Loading Dock. They read your signal and will wait for you to arrive
- The player fights their way through an ambush in the breezeway.
- The checkpoint door explodes open, revealing 2 heavy enemies with MGs for the player to fight. The last part of the ambush.

14. Final Holdout (Loading Dock)

- The player meets up with their allies in the car port
- Ally: You made it, there’s been a bit of a change of plans. Phoenix are on their way. Gotta holdout before we can get you out of here.
- The player and allies defend against the last waves of Phoenix enemies.
 - IDEA: Allies have a regenerate health, but can still die. As more allies die, the remaining ones regen more health. This allows the players to see allies die around him, in a realistic manner, but he would always still have some to fight with.
- Once the attack is finally over, HQ tells the player to exfil in the van.
- Van doors open
- Outro

Gameplay Scripting:

Barracks		
Prerequisite	Event	On Finished
MAP START	Shake, Flicker, Dialogue(1)	Hint(1)
Wait Until Player picks up Radio	DistantGunfire, Shake, Dialogue(2)	NormalMoveSpeed
Wait 2 Seconds	Dialogue(3)	DoorSpark, DoorUnlock, DoorOpen Dialogue(4)
Wait Until Player Triggers(PreDoorTrigger)	Dialogue(5) CloseDoor	Open Door Dialogue(6)
Wait Until Player picks up Knife	Dialogue(7)	<u>PLAYER MOVES TO VENTS</u>
<p>Dialogue</p> <ol style="list-style-type: none"> 1. Wolf: "Hello? Hello? If anyone can hear me, pick up. I'm trapped in the Maintenance area and need Exfil." 2. Wolf: "Oh man, am I glad to hear someone on the other end. I'd get out of the Barracks if I were you. Base is pretty damaged and rooms are collapsing." 3. Wolf: "I'm manually forcing the electronic lock. For now, you should try to make it out of there." 4. Wolf: "There it goes" 5. Wolf: "Woah woah... Be careful, okay? You're my only way out of here." 6. Wolf: "Try to find something to escape with." 7. Wolf: "Should be able to pry open something with that. I think." <p>Hints</p> <ol style="list-style-type: none"> 1. "Objective: Find a radio" 		

Vents		
Prerequisite	Event	On Finished

Wait Until Player Triggers (VentTrigger)	Dialogue(1) Shake, TurnOffLight1,Sparks,Drop Ceiling	TurnOnLight2
Wait Until Player Triggers (VentTrigger1)	Dialogue(2)	<u>PLAYER MOVES TO STORAGE</u>
Dialogue 1. -Static- 2. Phoenix: "All we need to do is find the server"		

Storage		
Prerequisite	Event	On Finished
	Wave 1 (Lone enemy)	Dialogue(2a)
Player skips lone enemy	EnableWolfSniperFire()	
	Dialogue(2b)	
	Dialogue(2c)	
	Wave 2	
	EnableWolfSniperFire()	
	Dialogue(2d)	
	(Wave 3)	
IfPlayerSkippedKillingWave 2);	Dialogue(2e)	
Dialogue 1. Wolf: "You can probably take that guy out, right? If not, I can handle it." 2. Wolf: "See that? First try!" 3. Wolf: "Glad you're able to handle this" 4. Wolf: "I've been thinking it over, and if we're able to get to Ops, we can launch a distress call, and get rescued." 5. Wolf: "Be careful. There's definitely enemy combatants in the area." 6. Wolf: "They're distracted, go get em Tiger"		

Armory		
Prerequisite	Event	On Finished
	Wave 4	
If Player Low on Ammo	Dialogue(1)	
	Dialogue(2)	
	Dialogue(3)	
	Wave 5	Spawn Weapons in Room
	Wave 6	
<p>Dialogue</p> <ol style="list-style-type: none"> 1. Wolf: “Check around the armory, I’m sure you can find some better guns around. If you happen to find the access card, you can probably access heavy weapons.” 2. Phoenix: “Continue with the plan. Download from the server so we can begin the attack on the other bases.” 3. Wolf: “Well we can’t let them do that. Also, we’d be out of jobs. Double time it to Ops so we can wipe the server.” 		

Staging		
Prerequisite	Event	On Finished
	Dialogue(1)	
	Wave 7	
	Dialogue(2)	
	Wave 8	
<p>Dialogue</p> <ol style="list-style-type: none"> 1. Wolf: “Fight through this next area and you’ll be in Ops.” 2. Wolf: “You’ll find the server in the next room, just press anything to start the purge” 		

Ops		
Prerequisite	Event	On Finished

	Dialogue(1)	
Wait Until Player Interacts with Server	Dialogue(2)	
	Wave 9	
	Wave 10	
	Wave 11	
	Wave 12	
	Dialogue(3)	
	Wave 13	
	Dialogue(4)	
	Dialogue(5) UI Popup(1)	

Dialogue

- 8. (WolfTellsPlayerToStartTheServerPurge)
- 9. (WolfTellsPlayerEnemiesAreEnrouteToStopThePurge);
- 10. (WolfTellsPlayerPurgeStatusAndToHurryToMaintenanceAfterNextWave);
- 11. (WolfTellsPlayerEnemiesAreAtMaintenance);
- 12. Static

Hint

- 1. Navigate to Maintenance

Breezeway		
Prerequisite	Event	On Finished
	Wave 14	

Maintenance Tunnel		
Prerequisite	Event	On Finished
	Dialogue(1)	
	Wave 15	

Dialogue

1. Phoenix: "So you are the thorn in our side, we will deal with you"

8. Maintenance

Prerequisite	Event	On Finished
	Breach + SlowMo	
	Wave 16	
	Dialogue(1)	

Dialogue

1. HQ: "All units be advised, Exfil still enroute. Enemy resistance encountered."

9. Maintenance Closet

Prerequisite	Event	On Finished
	SpawnWolfBody, SpawnAWPOnBody	
Wait Until Player Finds Wolf Body	PlaySadMusic() + SlowPlayerMoveSpeed();	

10. Maintenance

Prerequisite	Event	On Finished
	(FadeMusicOut, PlayCarScreechSFX, PlayGunfireSFX);	
	Dialogue(1)	
	(NormalPlayerMoveSpeed);	
	(PlayExplosionInBreezeway);	

Dialogue

1. HQ: "Exfil is 2 mins out. Get to the Loading Dock ASAP! Zone is hot."

11. Maintenance Tunnel		
Prerequisite	Event	On Finished
	Wave 17	
	EnemyDoorBreach, Wave 18	
	Wave 19	
	Explode Ceiling Section, Shake, Fire Wave 20	

Checkpoint		
Prerequisite	Event	On Finished
	Wave 21	

14. Loading Dock		
Prerequisite	Event	On Finished
	Friendly Wave 1	
	Dialogue(1)	Dialogue(2)
Wait Until Dialogue(2) Finished	Wave 22	
	Wave 23	
	Wave 24 Dialogue(3)	
	Wave 25	
	Wave 26	
	Wave 27 Dialogue(4)	
	Dialogue(5)	

	OpenExfil, Dialogue(6), Hint(1)	
Wait Until Trigger (Exfil Trigger)	CloseExfil, Dialogue(7), OutroMusic	Player Wins MAP FINISH
<p>Dialogue</p> <ol style="list-style-type: none"> Lima: “Hey! Hunker down! We’re your exfil team. Get you some cover and get ready!” Lima: “They’re going to be here in 10 seconds!” Lima: “Heavies!” Lima: “Last wave!” Lima: “That should be it. Let’s get out of here Driver: “Glad we could get you out. No man gets left behind, right?” <p>Hint</p> <ol style="list-style-type: none"> Leave in the Van 		

Weapons:

The player starts with nothing. Throughout the mission, they’ll gain access to different tiers of weapons. Gear organization into tiers allows the mission to have a sense of progression.

Weapon Tiers	
Tiers	Weapons
Tier 1	Knife, TA Grenade
Tier 2	Mac 10, Pistols
Tier 3	SMGs, Shotguns, Flashbang
Tier 4	Rifles, Medishot, HE Grenades
Tier 5	Sniper Rifles
Tier 6	Machine Guns, Incendiary Grenades

Enemies:

Letter denotes Wave order, Number denotes weapon tier.

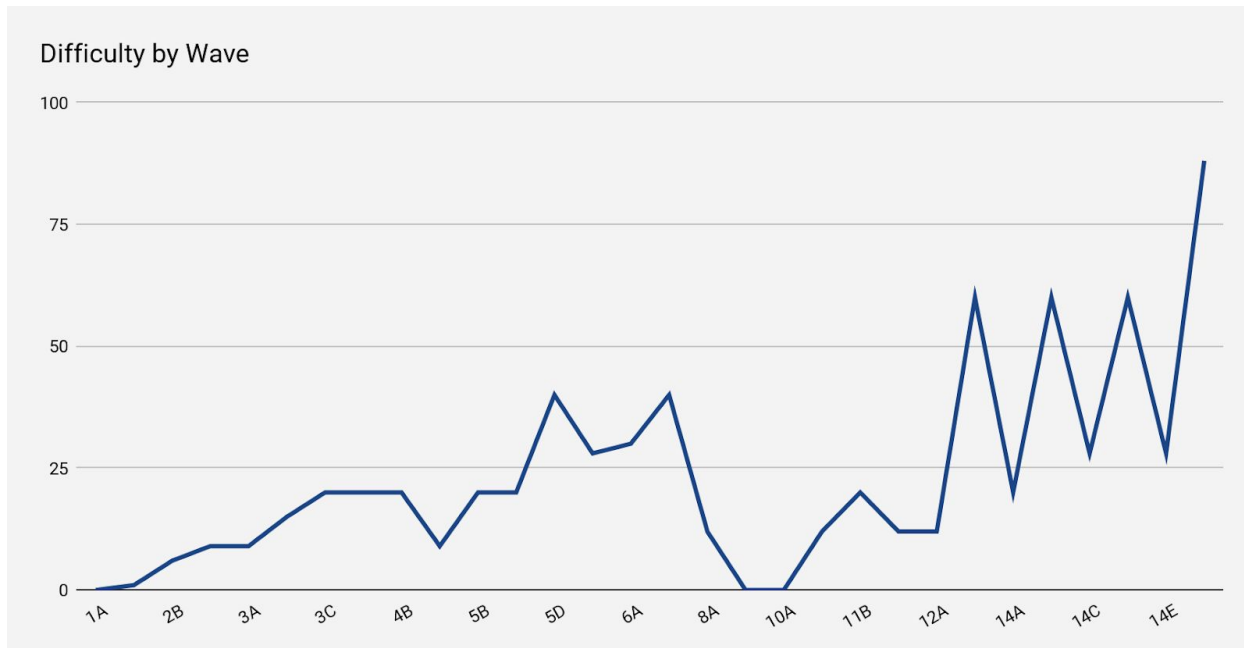
Enemy Types				
Lone Enemy	Small Squad	Medium Squad	Large Squad	Heavy Enemy

Enemy Waves						
Levels	Wave A	Wave B	Wave C	Wave D	Wave E	Wave F
1. Barracks						
2. Storage	L. Enemy T1	S. Squad T2	S. Squad T3			
3. Armory	S. Squad T3	M. Squad T3	H. Enemy T4			
4. Staging	M. Squad T4	H. Enemy T4				
5. Ops	S. Squad T3	M. Squad T4	M. Squad T4	H. Enemy T4 H. Enemy T4	L. Squad T4	
6. Breezeway	H. Enemy T6					
7. Maintenance Tunnel	M. Squad T4 H. Enemy T4					
8. Maintenance	S. Squad T4					
9. Maintenance Closet						
10. Maintenance						
11. Maintenance Tunnel	S. Squad T4	M. Squad T4	S. Squad T4			
12. Breezeway	S. Squad T4					
13. Checkpoint	H. Enemy T6 H. Enemy T6					
14. Loading Dock	M. Squad T4	H. Enemy T6 H. Enemy T6	L. Squad T4	H. Enemy T4 H. Enemy T4 H. Enemy T4	L. Squad T4	L. Squad T4 H. Enemy T6 H. Enemy T6

Difficulty:

Curve measured from wave to wave. Each Wave's Enemies * their Weapons Tier.

Enemy Type Point Values				
L. Enemy	S. Squad	M. Squad	L. Squad	H. Enemy
1	3	5	7	5



Audio:

Music for the project

1. **Track 1 (Alarm/Awake)**
2. **Track 2 (Stealth)**
3. **Track 3 (Action)**
4. **Track 4 (Waves)**
5. **Track 5 (Final Assault)**
6. **Track 6 (Escape)**

Musical Stingers

1. **Objective Complete**
2. **Super Objective Complete**
3. **Friend Lost**

4. **Player Death**
5. **Weapons Obtained**
6. **Evac Arrived**

References:

Call of Duty Modern Warfare 2

- “All Ghillied Up” Level

Counter Strike Global Offensive

- “Weapons Course” Level
- “Operation Wildfire” Strike Campaign

Titanfall 2

- Player/Titan relationship

Potential References:

Counter Strike Condition Zero

- Everything

Destruction Test v2:

- Each Trigger is 5 feet ahead of the previous.
- First trigger, starts steam emit
- Second Trigger, screenshake for 3 sec, stop steam emit
- Third trigger, break ceiling piece, break floor piece, move ceiling piece, start sparks
- When sparks and move are done, 4th
- 4th change texture on wall/add decal, start sparks again, move wall, break window, release wood from window, drop down other floor platform