**Installation Instructions/Requirements**

First of all, you need to have Orange Box installed (Half Life 2/Episode 1/Episode 2)

Unpack folder to **SourceMods** directory in **steam/steamapps/**

If you don’t have a **SourceMods** directory, you’ll need to install the **SourceSDK**

Once it is unpacked a game should appear in your steam list called id\_test

**Design Test - “Scientific Hideout”**

What is it?

I decided to create a scenario where the player is supposed to be infiltrating a genetic testing facility to steal a virus and sabotage it while there. However, breaking into the facility you also brought down the security that was keeping all the mutated experiments locked up.

Why did I choose it?

I wanted to create something with more than combat. I like trying to create a creepy feeling or fear. I loved FEAR and FEAR 2, as well as Doom and the Resident Evil and Silent Hill games. So, I tried to incorporate elements of these while still trying to create the elements requested as part of the design test.

My main inspiration was probably the games I mentioned. Along with reference material I’ve also included with the package.

What did I use?

I decided to use Hammer (the Source editing tools), as I’d already been learning it recently for some of my own work. Unfortunately I haven’t quite got the hang on all the AI nuances just yet, so… some of the encounters aren’t quite as robust as I would have liked.

The content

All but a few textures/sounds/models are from Half 2 / Vampire Bloodlines. Construction is brush heavy as I didn’t have time to create my own static meshes for objects that didn’t exist. And, the map is not really optimized either.

All my paper maps and design work is in a folder as part of the package called **design**

Notes

There seems to be a vphysics penetration bug that started happening with this map while I was constructing it and I have been unable to find a solution or a cause. If you start to see bouncy objects and objects falling through walls/floors etc, then that is the bug. You will need to quit and restart I’m afraid.

*Update: I appear to have fixed this issue, from what I can tell.*

Included is the hammer VMF file as well, so you can load up hammer and take a look at the construction of the level itself.

If you’d like you can also set ‘-**console’** in the launch options of the id\_test application in your Steam browser, which will let you use the console commands (noclip being a useful one, and god another if you’re having trouble ☺)

Walkthrough

This is just a quick walkthrough of each area:

1. Observation

I wanted to start the player off looking onto something that gives them an idea of where they are and also start off with some action that didn’t put the player in danger.

1. Maintenance

Here I wanted to create a kind of cave/tunnel feeling, dark and imposing with nowhere to run. Gave me a chance to create simple linear path where I could have something interesting happen.

1. Storage

Here I just wanted to create a room that could give the player some ammo and a weapon, but also to give a route into the server room as I didn’t want the player reaching the server room from its main door.

1. Server Room

I wanted to create a movement puzzle and this seemed like it could be fun. It isn’t as robust as I was initially hoping, but the idea was to make the floor a kind of no-mans land to force the player to use the robotic arm to move around.

*Note: I’ve noticed that my reset logic isn’t as reliable as I’d hoped. After multiple tests it seems very easy to break.*

*Note: There is a bad node link setup here that prevents the AI from entering the room and I’ve tried numerous things to fix it to no avail. The room doesn’t have quite the feel it is meant to have without them.*

1. Halon Systems

Here is a small puzzle to bring the halon systems back online so that the player can then traverse the bridge to the labs. Nothing too difficult, just helps break up the flow of corridor combat.

1. Labs

So, this is where the player will finally get the virus, but will run into some security on the way there and back.

*Note: I did not have time to add the enemies on the route back, but I was imagining 2 encounters on the way back, one would be a mirror of the fight you have when you reached the labs and then I was thinking of putting some enemies on the bridge for your return trip.*