

Summary of Level

Your spaceship is under attack, and you must defeat the enemies and repair the ship.

Flow/Pacing

- You start off in the cockpit and get a warning that your ship is being invaded.
 - Grab a weapon from the weapon cache in the cockpit.
- Progress through the corridor before coming into a larger room of enemies.
- Enter another room with a couple of enemies and a door locked from the other side.
 - Must break through a vent to progress through the ventilation shafts to go around.
- Enter the ventilation shaft and make it through and over a few obstacles to get to the generator of the ship.
 - Can either take the ventilation shaft all the way to the generator or can jump down and progress to the teleporter room to teleport there.
- One in the generator power on the generator and defend against waves of enemies until it powers back on.
- Go to maintenance room to fix all problems on the ship.
- Kill remaining enemies on the ship and get back to the cockpit.
 - There is a room with many enemies that you passed over in the vents.

Mechanics

- Deadly or Damaging Objects
- Weapon Crates

Skill Level

- Average Difficulty

Intended Length of Level

- 8-16 mins on a run without any failures or detours.

Special/Triggered Events

- Waves of enemies

Aesthetic of the level

- Spaceship in crisis
 - Fires that need to be extinguished
 - Disabled Doors

Special Pick-ups

- Health Packs
- Special Weapon

Assets

- Spaceship Interior Asset Pack