

The Ghost at the Gala

Mission Design Document

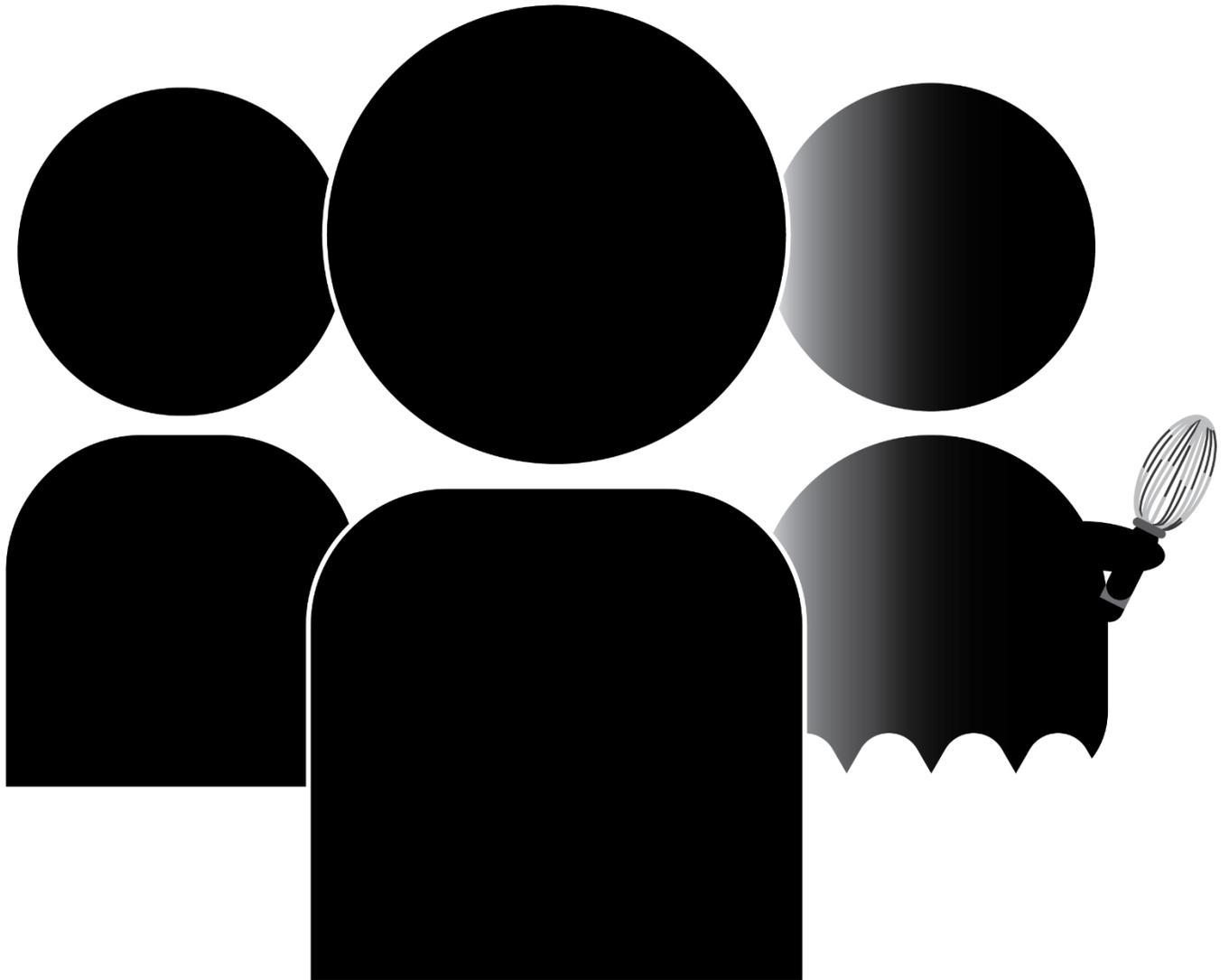


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Introduction

Listen in Agent. We have a new operation that needs to be handled with utmost discretion. **Thana Keres**, a chief mechanical engineer from Mili-Tech has finished their latest device, the **W.H.I.S.K.** Sources say that it is a handheld device that scrambles any electronic communications within a half-mile radius. We can't let something like this slip into the wrong hands.

It just so happens that said engineer is holding a gala in her Hollywood Hills villa to celebrate this achievement. Your mission is to sneak in there, blend in with the guests, and find your chance to steal the device. It won't be easy, so take your time and gather as much intel as possible. We've already got your fake alias and escort inside covered, so just worry about the groundwork.

Good luck Agent, the success of this whole operation depends on **you**.

Signing off, **[REDACTED]**

The Ghost at the Gala is a stealth oriented mission designed with player agency in mind. Players are able to go completely undetected, engage in stealth combat, or play in-between the two. The mission takes place at a Hollywood Hills villa during the night, and the players' goal is to steal the W.H.I.S.K, a state-of-the-art communications jamming device by using information attained from their observations and mingling with the other guests.



Figure 1: Hollywood Hills Villa

Objectives

Part One – Arrival at the Gala

1. **Cutscene:** The player is briefed of their mission, and arrives at the Gala and is escorted to the back courtyard along with other guests.
2. **Explore:** The player is given free roam of the courtyard, being able to search for useful aspects of the environment, and mingle with guests.
3. **Stealth:** The player needs to find their way inside the off-limits villa.

Part Two – Ghost at the Gala

1. **Explore:** Once inside the player needs to find a way into the security room.
2. **Cutscene:** The player enters security room and turns off the security.
3. **Collect:** The player has to find the workshop access code.
4. **Stealth:** The player must make it to the workshop door.

Part Three – Escape at the Gala

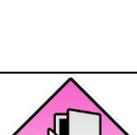
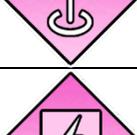
1. **Cutscene:** The player takes the device and destroys related information.
2. **Stealth:** The player needs to make their way out of the villa.

Master Features List

NPCs

	Crowd*	A static group of guests at the gala. Use them to gain intel and blend in when you rouse the guards' suspicion.
	VIP	The gala's host. They are static, and overhearing their conversation might give you some key information.
	Guard	Hostile AI that keeps the player out of areas they shouldn't be in if spotted. Static guards will be specified.

Gameplay Objects

	Ladder	A static transitional object that allows the player to access connected floors when interacted with.
	Locked Door	A door that can be unlocked with an access code. Some doors may be unlocked by security overrides, cutting the power, or from the inside. These doors will be explicitly noted.
	Unlocked Door	A door that is accessible at all times. No need for a key, or other methods.
	Objective	A generic marker that will be explicitly explained when used.
	Electrical Breaker Box	An object that will temporarily disable nearby electronic devices and security systems. Will put guards on alert if used.

Hazards

	Camera	A hazard that will alert nearby guards if the player is spotted in an off-limits area. Static cameras will be specified.
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Interactive Objects

	Document	A note that can offer narrative information, or provide the player with a door access code.
	Treasure	Valuable objects that the player can collect as a bonus reward for exploration.
	Ammo	Refills the (Projectile) for the player.

Terrain and Structural Features

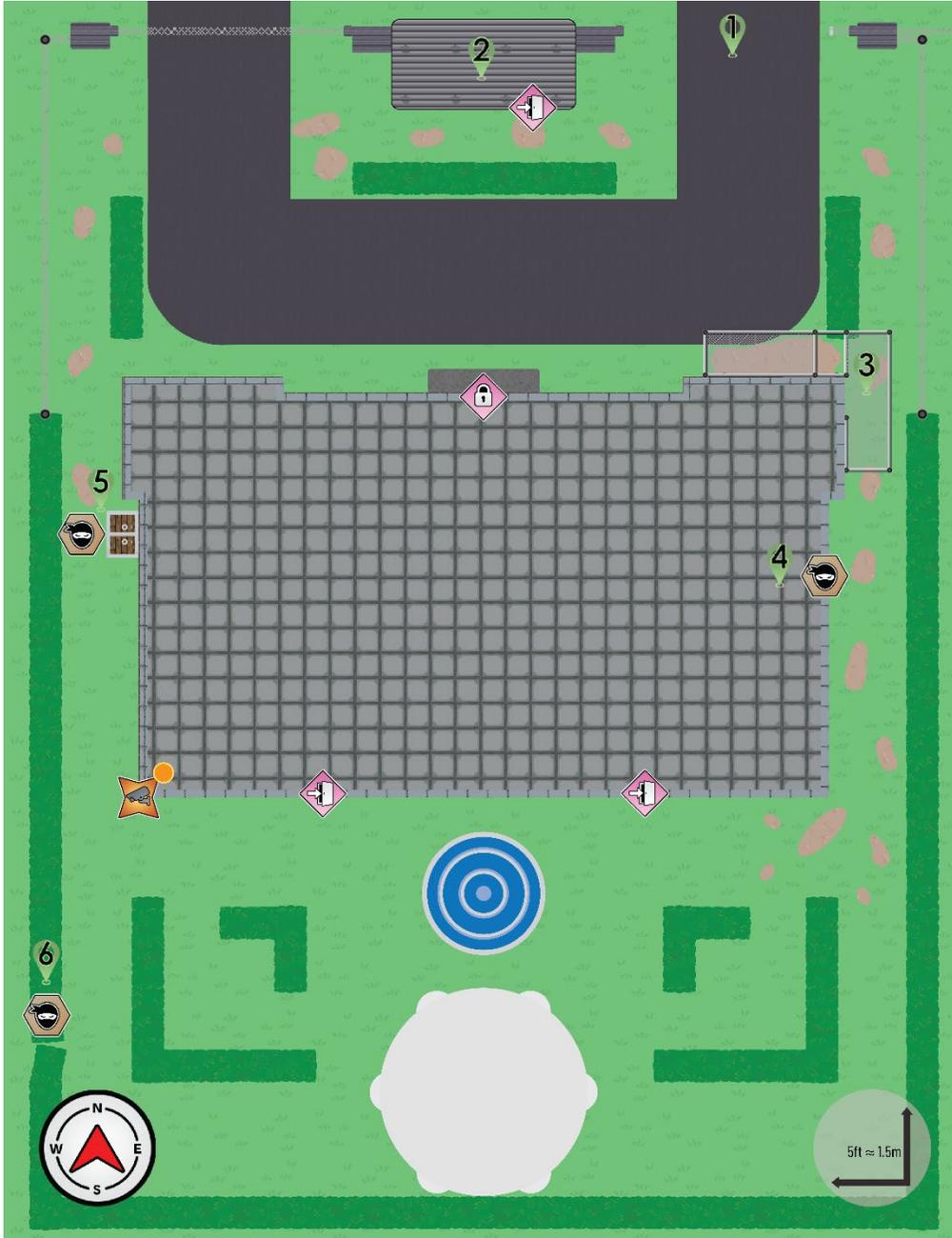
	Stealth Entry	An entry point that is non-standard or has a specific condition. These are used to encourage Stealth playstyles, and context will be provided when used.
	Stairs Down	Stairs that have an accessible floor below only.
	Stairs Up	Stairs that have an accessible floor above only.

Static Modifier

	Static Icon	A guard or camera with this icon is considered to be static unless explicitly stated.
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Overview Maps

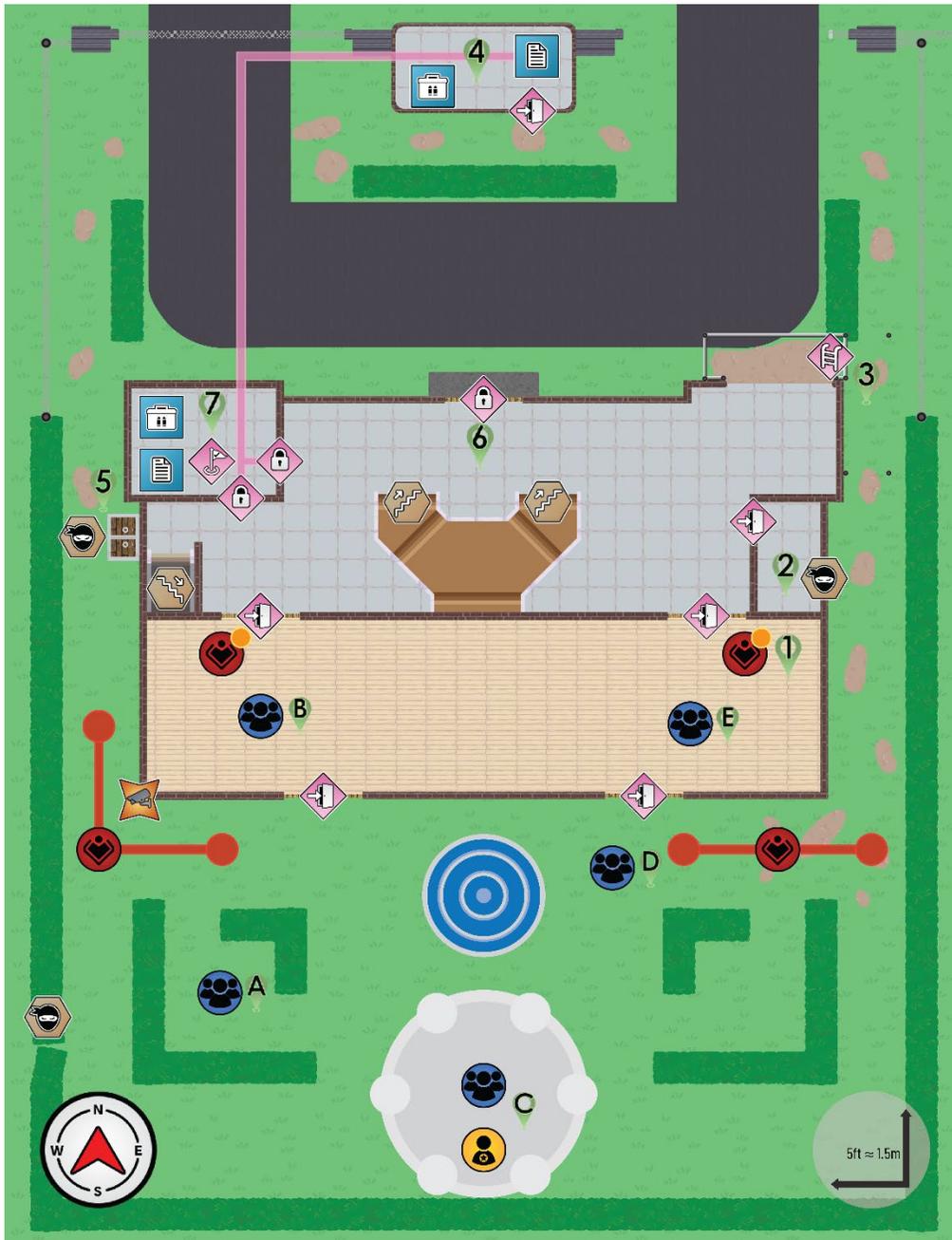
Exterior Overview



- 1 Front entry gate.
- 2 Gate attendant's booth.
- 3 Scaffolding on the north-east side of the house.
- 4 Powder room window.
Must be unlocked.
- 5 Cellar doors lead to basement.
- 6 Gap in the bushes.
Can be used for a stealthy exit.

Note to self: Remember to increase scale by 30% when greyboxing for third-person

Interior Overview Floor One



- 1** Conditional Static Guard. Escorts to the powder room.
- 2** Powder room.
Window must be unlocked.
- 3** Ladder accessed from interior.
Poles to east are to indicate upper level.
- 4** Gate attendant booth.
Attendant is passed out.
- 5** Stealth entry to the basement through cellar.
- 6** Door can be unlocked from the inside.

- 7** Security room.
Master Bedroom Access Code.

A to **E** [Crowd barks](#) correspond to their letters.

Interior Overview Floor Two



1 Requires door code from Security room.

2 Workshop Access code.

3 Main objective, the W.H.I.S.K.

4 Guard looks at TV to south-west.

5 Can be unlocked from the inside.

A Master bathroom. *Renovated*

Accessible by ladder.

B Master bedroom.

C Guest bedrooms.
East contains jewelry.

D The lounge.
The TV will distract the guard.

E The workshop. It contains the W.H.I.S.K.

Interior Overview Basement



Stealth exit.

Leads to external cellar door.



Wine rack.

Contains wine bottle collectable.

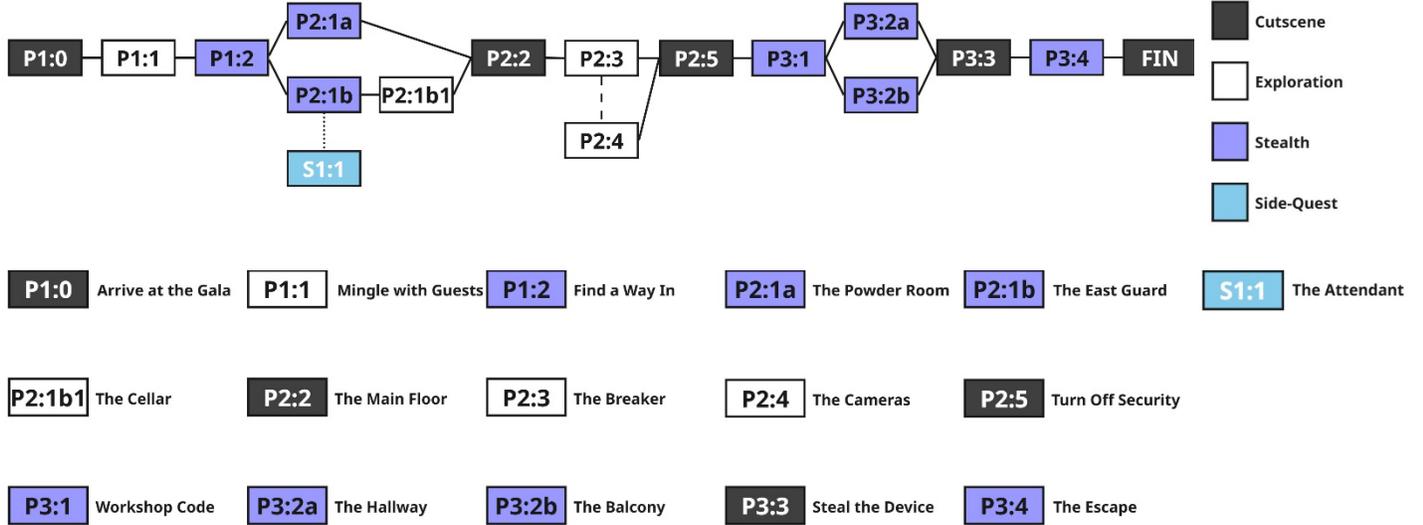


Electrical Breaker.

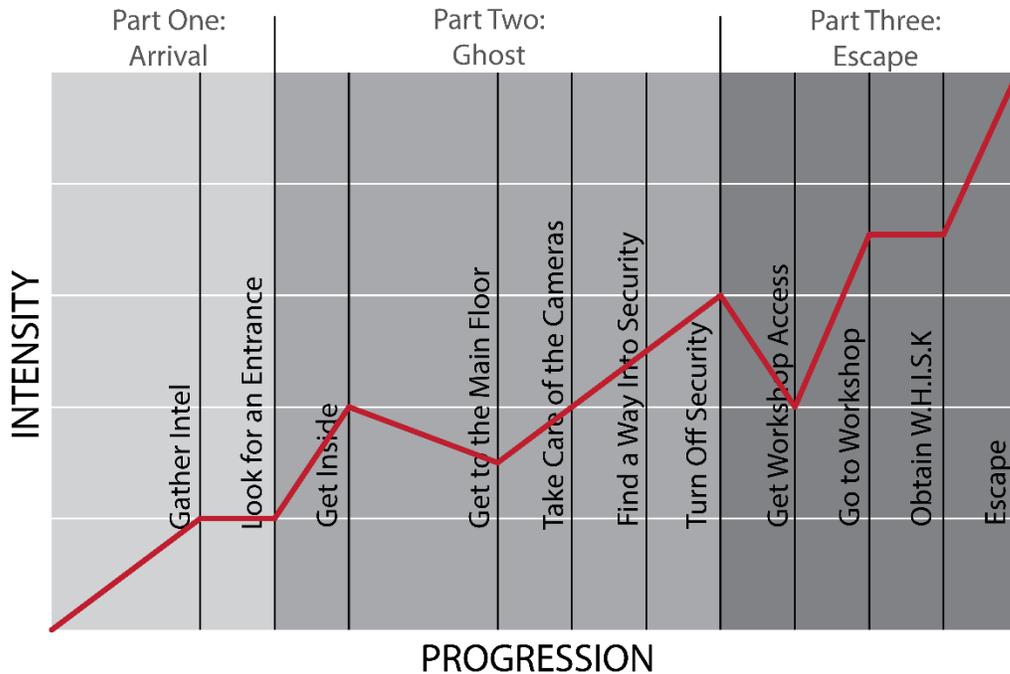
Temporarily unlock security door, but alerts guards.

Mission Overview

Mission Diagram



Pacing Diagram



Mission Walkthrough Maps

Part: One — Major Beats

P1:0

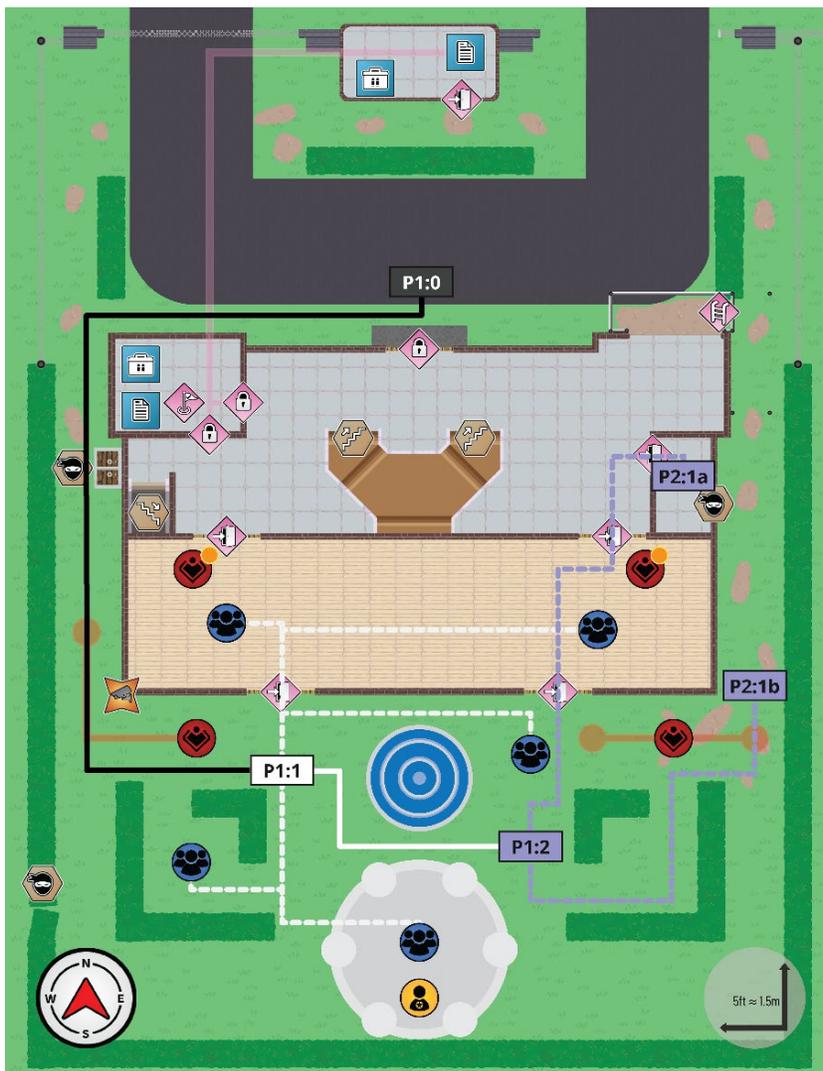
As the player arrives, they get guided to the back. They may notice features such as the Cellar, Scaffolding, Patrols.

P1:1

The player is given freedom to explore. To proceed they must listen to at least one guest to gain intel.

P1:2

The player may keep mingling to learn more, or they can start finding a way inside.



○ Floor Transition

▬ Progression

▬ Choice/Optional

Part: Two — Major Beats

P2:1b As the player makes it to the front, the booth door is open [S1:1].

They may then make their way in through the cellar.

P2:4 The player must shut down the cameras.

The breaker in the basement will open the door.

P2:2 The player enters the main floor.

They see the scaffolding and heavy security upstairs.

P2:5 The player enters the security room, and turns the cameras off.

They also find the access code to the master bedroom.



Part: Three — Major Beats

P3:1 The player makes it upstairs, and opens the bedroom door.

On the nightstand there it is. The workshop code.

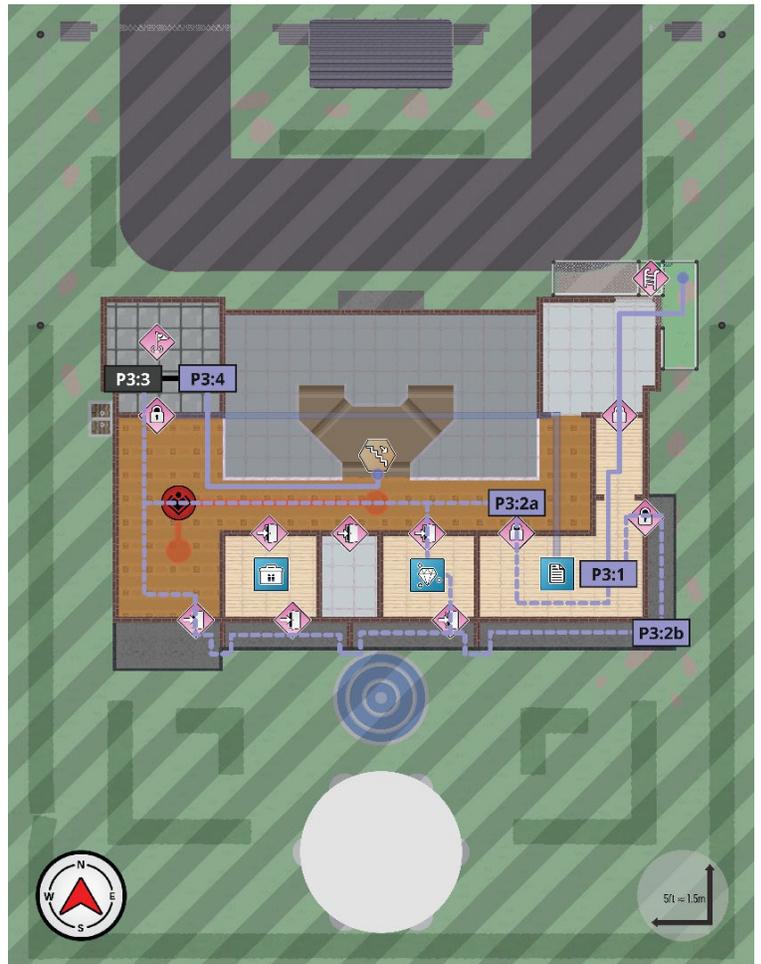
P3:4 Alerting the guards woke up the gate attendant. They must take the back exit.

The player sneaks to the courtyard using the crowds as cover to escape.

P3:3 After sneaking past the guard, the player enters the workshop.

They rummage through the room, finding research papers, a laptop, and the W.H.I.S.K.

The player activates the W.H.I.S.K, and starts their escape.



Mission Walkthrough

Part: One

P1:0	Arrive at the Gala	PreReq: Start Mission
Description: The player arrives at the front gates of the Villa along with a few other guests in a limo escort. Upon exiting the vehicle, the player and guests are guided by a guard to the back courtyard through the west walkway, and are left to mingle.		
Objectives: Intro Cutscene		Requirements: None
Rewards: None		Progression: [O1:1]
P1:1	Mingle with Guests	PreReq: P1:0
Description: As the player arrives at the courtyard, they can see three crowds of guests outside, along with two more in the ballroom inside. The player may mingle with the guests [P1:2] and learn important information for their mission [See LINK HERE]. The player may also explore the ballroom and outside courtyard.		
Objectives: Information and Exploration. The player learns through observation, and the guests. To progress, the player must mingle with at least one guest. [P1:2]		Requirements: - Mingle with one guest.
Rewards: None		Progression: [P1:2]
P1:2	Find a Way In	PreReq: P1:1
Description: The player may keep mingling with guests to gain more information. Talking with the guard on the east side of the ball room will result in the player being escorted to the powder room. The player may also attempt to sneak by the east guard outside.		
Objectives: Locate a way into the villa. Enter the powder room [P2:1a] Sneak by the eastern guard [P2:1b]		Requirements: None
Rewards: None		Progression: [P2:1a] [P2:1b]

Part: Two

P2:1a	The Powder Room	PreReq: [P1:2]
<p>Description: On the way to the powder room, the player notices a ladder going upstairs from the renovated kitchen. Once the player arrives at the powder room, they may unlock the window. The player may then exit through the window [P2:1b], or exit the door. If the player exits the door, they may go to the main floor [P2:2], or they may return to the ball room.</p>		
Objectives: Get to the main floor.		Requirements: Window Unlocked
Rewards: None		Progression: [P2:2] [P2:1b]
P2:1b	Sneak past the East Guard	PreReq: [P1:2]
<p>Description: The player may try to sneak past the east guard and make their way to the front of the villa. The player may then inspect the gate attendant booth [S1:1], or enter the cellar door [P2:1b1].</p>		
Objectives: Get to the main floor.		Requirements: None
Rewards: None		Progression: [P2:1b] [S1:1]
P2:1b1	The Cellar	PreReq: [P2:1b]
<p>Description: The player enters the cellar, and sees the electrical breaker, a rack of wine, and a staircase going up. The player may interact with the breaker, taking out the power temporarily, and alerting the guards that something is wrong. The player may also interact with the wine rack, grabbing the bottle of wine valuable. The player may also go up the stairs [P2:2].</p>		
Objectives: Get to the main floor.		Requirements: None
Rewards: Bottle of Wine		Progression: [P2:2]
P2:2	The Main Floor	PreReq: [P2:1a] or [P2:1b1]
<p>Description: When the player reaches the main floor, they notice a ladder in the renovated kitchen leading upstairs. The player will then notice the stairway, and see there are multiple cameras on the second level. The player must take them out [P2:3].</p>		
Objectives: Arrive at the main floor.		Requirements: None
Rewards: None		Progression: [P2:3]

P2:3	Take Care of the Cameras	PreReq: [P2:2]
Description: The player must look for a way to get into the security room. The player may go to the basement and turn off the breaker [P2:4]. The player may use the access code from [S1:1], [P2:5].		
Objectives: <ul style="list-style-type: none"> - Find security room access code - Find the breaker 		Requirements: None
Rewards: None		Progression: [P2:4] [P2:5]
P2:4	The Breaker	PreReq: [P2:3]
Description: The player must go to the basement and interact with the breaker. After interacting with the breaker, the guards know something is wrong. The player may then go to the main floor and enter the security room which is unlocked due to the outage [P2:5].		
Objectives: Turn off the breaker		Requirements: None
Rewards: None		Progression: [P2:5]
P2:5	Turn Off the Security System	PreReq: [P2:3] or [P2:4]
Description: The player enters the security room, shutting off any security cameras around the house. The player then finds the access code to the main bedroom on the desk. The cutscene ends with the player exiting the security room [P3:1]		
Objectives: Security cutscene		Requirements: None
Rewards: Master bedroom access		Progression: [P3:1]

Part: Three

P3:1	Gain Access to the Workshop	PreReq: [P2:5]
<p>Description: The player may now go upstairs without the camera's blocking their way. The player may use the main staircase which has a guard patrolling it, or the player may use the scaffolding ladder in the kitchen to reach the second floor. Upon reaching the second floor, the player must use the renovated master bathroom door to enter the master bedroom. Inside the player finds the access code to the workshop door. The player may now unlock the interior master bedroom door, and the exterior balcony door. The player may take the hallway [P3:2a], or scale the balcony [P3:2b] to get to the workshop door.</p>		
<p>Objectives: Enter the master bedroom</p>		<p>Requirements: Master bedroom access</p>
<p>Rewards: Workshop access</p>		<p>Progression: [P3:2a] [P3:2b]</p>
P3:2a	The Hallway	PreReq: [P3:1]
<p>Description: The player may enter the hallway through the 1st floor staircase, the master bathroom door, or the master bedroom door. The player must enter the guest bedroom doors when the guard attempts to turn their way. If the player enters the eastern guest bedroom, they will find the jewelry collectable object inside. If the player enters the western guest bedroom, they will find ammunition inside. The player may continue down the hallway while the guard is not looking, making their way into the workshop [P3:3].</p>		
<p>Objectives: Get to the workshop</p>		<p>Requirements: Workshop access code</p>
<p>Rewards: Jewelry Collectable</p>		<p>Progression: [P3:3]</p>
P3:2b	The Balcony	PreReq: [P3:1]
<p>Description: The player may go onto the balcony from any bedroom. Once on the balcony, they player can attempt to scale to the next balcony over, exiting at whichever balcony door they would like. If the player enters the eastern guest bedroom, they will find the jewelry collectable object inside. If the player enters the western guest bedroom, they will find ammunition inside. The player may also enter through the lounge door while the guard is not watching the television [P3:3]</p>		
<p>Objectives: Get to the workshop</p>		<p>Requirements: Workshop access code</p>
<p>Rewards: Jewelry Collectable</p>		<p>Progression: [P3:3]</p>

P3:3	Steal the Device	PreReq: [P3:2a] or [P3:2b]
<p>Description: When the player enters the workshop a cutscene begins. The player inspects the room until they find a silver briefcase. Inside is the W.H.I.S.K. Also in the room is a research laptop and papers. After grabbing the W.H.I.S.K, and getting rid of the research, the player gains control again [P3:4]. If the player alerted any guards during the mission, the front gate will be shown closing as the Attendant woke up. The player must then escape through the back exit.</p>		
<p>Objectives: Steal the Device Cutscene</p>		<p>Requirements: None</p>
<p>Rewards: The W.H.I.S.K</p>		<p>Progression: [P3:4]</p>
P3:4	The Escape	PreReq: [P3:1]
<p>Description: The player now has the W.H.I.S.K, and activates it. The guards no longer can use their communication devices. The player must make their way out of the villa and escape with the W.H.I.S.K. The player may make their way to the front exit [Mission End]. The player may make their way to the hidden exit in the hedge maze, or must if any guards were alerted [Mission End].</p>		
<p>Objectives: Get to the workshop</p>		<p>Requirements: None</p>
<p>Rewards: 10000 Exp</p>		<p>Progression: [Mission End]</p>

Side Missions:

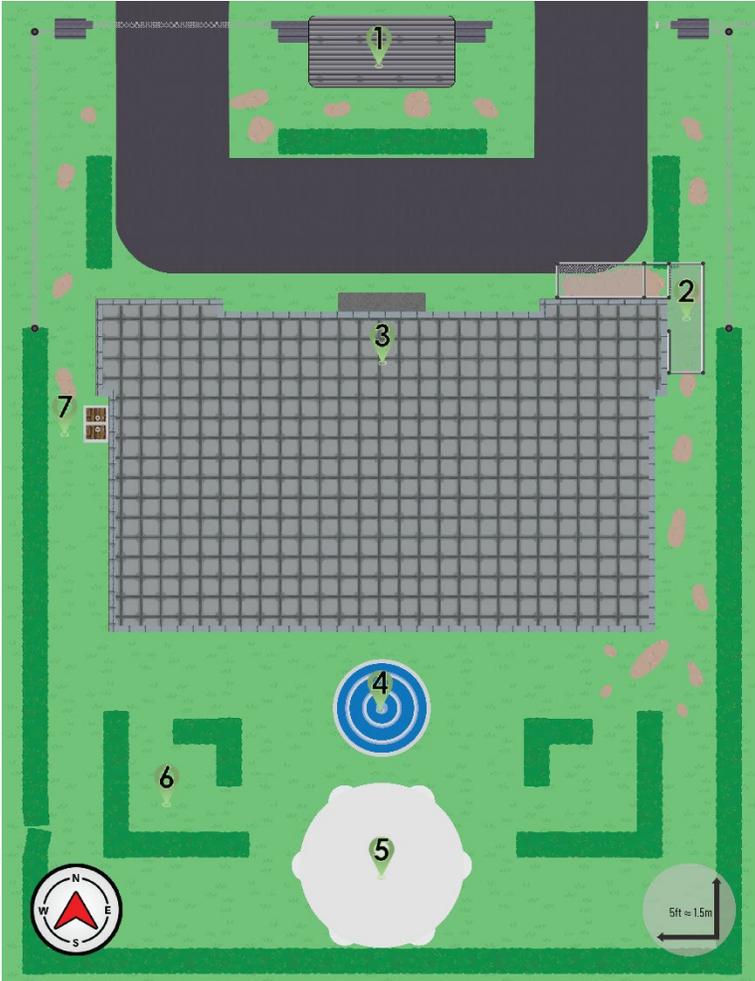
S1:1	The Attendant	PreReq: [P2:1a] or [P2:1bb]
<p>Description: If the player inspects the Gate Attendant's booth, they will find the Gate Attendant passed out with a bottle of wine. On the Attendants desk is an access code for the security room door.</p>		
<p>Objectives: None</p>		<p>Requirements: None</p>
<p>Rewards: Security access code</p>		<p>Progression: None</p>

Crowd Barks:

	Guest: “The north-east wing has some crazy construction going on! I wonder when it’ll be finished.”
	Guest: “That gate attendant looked like he was about to pass out! Guess he was enjoying the party maybe a bit too much...”
	Host: “How’s everyone liking the selection of drinks? I might even bring a special vintage out of my cellar tonight..”
	Guest: “I was trying to find the powder room, but the guards kicked me out! I wonder why the security is so tight upstairs...”
	Guest: “With how stingy these guards are, I’m surprised they even let us into the powder room.”

Reference Image Maps

Exterior Map Reference



1 Gate House



7 Cellar



2 Scaffolding



6 Hedges



3 Hollywood Hills House



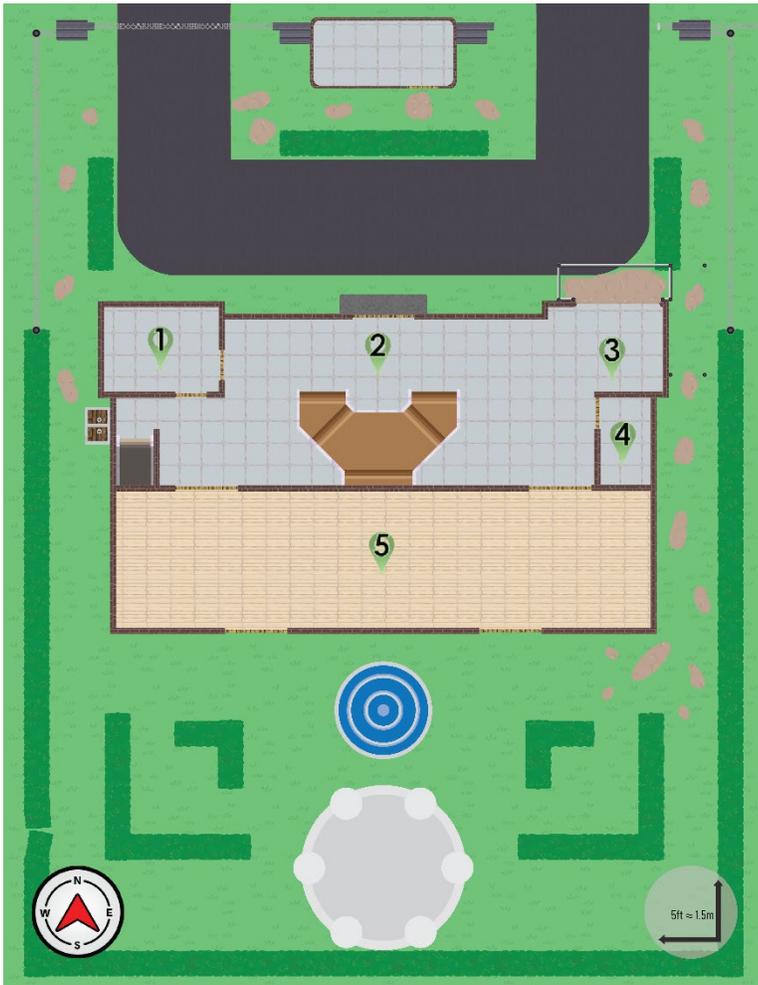
4 Fountain



5 Gazebo



Main Floor Reference



1 Security Room



2 Grand Staircase



4 Powder Room



3 Kitchen



5 Ball Room



Upstairs Reference



1 Master Bathroom



2 Walk-in Closet to Bath



3 Lounge



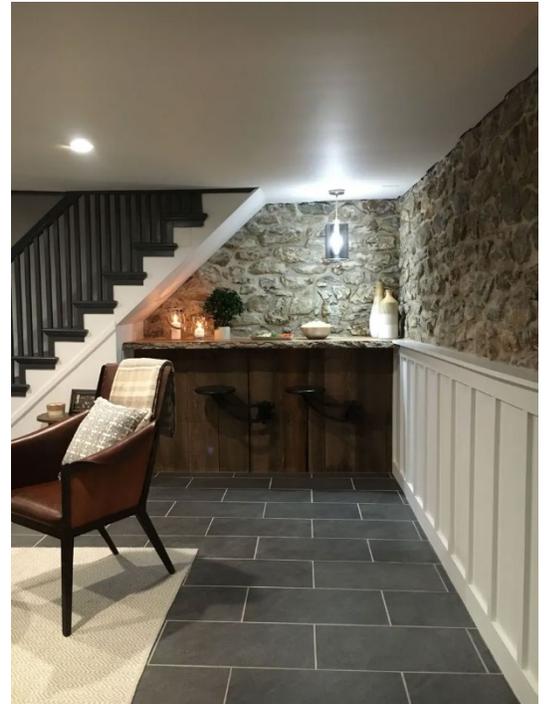
4 Workshop



Basement Reference



2 Basement Design



1 Wine Cellar

