

Level Design Document

Mission – “Medicine Man’s Lullaby”

Mission Description

“Medicine Man’s Lullaby” is an optional follow-up mission set in Act 2 after the player has completed the UFLM Mission “Bad Medicine” along with the accompanying Companion Missions. The UFLM has ordered the player to locate the last surviving Medicine Man who knew the process for manufacturing the APR’s medicine and eliminate him. The player will have the option to also complete a Companion mission related to this assignment. Hakim will request the player eliminate the foreigners that are preparing to smuggle the Medicine Man and samples of the plant used in the medicine out of the country.

Mission Prerequisites

- Complete UFLM Mission “Bad Medicine”
- Unlock Safehouse NE of Dogon Village in Bowa Seko.
- 24+ Hours passed since “Bad Medicine” mission completed.

Mission Objectives

1. Locate the Medicine Man
 - a. Updated once the Medicine Man’s location is identified
2. Eliminate Medicine Man
3. Destroy Plant Samples
4. (Companion) Kill Researcher and Mercenary Commander
5. (Companion) Locate & Obtain research documents



Visual Elements

The mission is set in the mountainous terrain along the northern border of Bowa Seko. The Mercenary Camp is set within the partial ruins of a village much like Dogon and a set of huts much like the supply depot/outpost near Dogon. The camp will blend from the mountain-base clay/rock building style of Dogon Village to the open straw hut appearance of the outpost.



Dogon Village



Supply Village /
Outpost



Assets

New NPCs

- Medicine Man: Elderly Bowa Seko native. Should have a long beard, bald head & dressed in casual clothes, but no shoes. Needs piercings in ears and nose, bead/tooth adorned necklace and thick bracelets on both wrists.
- Mercenary Commander: Middle-age Anglo Male. Clean shaven, short-cropped hair & wearing BDUs (camo uniform) w/ boots.
- Researcher: Middle-aged Anglo Male. Scruffy looking, medium-length hair dressed in khaki shorts, lace-up boots, t-shirt & open button-down shirt. Wears glasses.

New Audio

- Voice Acting: Addi Mbantuwe
 - Trigger: Phone Call 1 – Answer Call
 - Script: “Have another bone for you. You did good work in Dogon, but it seems not good enough. One of the Medicine Men escaped and now some filthy foreigner is looking to make a fortune off the cure by snatching the man away. Kill the Medicine Man so this whole cure business is done for good. Scouts say they are all holed up at the ruins of a village Northeast of Dogon. Be quick before they flee the country.”
- Voice Acting: Hakim Echebbi
 - Trigger: Phone Call 1 – Answer Call
 - Script: “I hear your looking for a Medicine Man. Good, I’m looking for the mercenary trying to smuggle him out of the country. Come meet me so I can give you the details.”
 - Trigger: Proximity / Safe House load
 - Script: “There’s a multinational Pharmaceutical company that’s been interested in indigenous cures in this region for years. They’re using the chaos to finally get their hands on the same cure the APR was making, or should I say on the one Medicine Man left alive who knows the way to make it. They’ve hired a mercenary, a Frenchman, who calls himself Le Loup; pretentious fool. He and one of the companies’ researchers are at a camp to the Northeast of Dogon Village. Kill them to ensure the cure doesn’t leave the country.”

- Trigger: Phone Call 2 – Answer call
- Script: “I’ve gotten word that certain parties would be willing to do almost anything for research on the cure. If you manage to find any files or records I’d suggest holding on to them. They could come in handy in the future.”

- Voice Acting: Medicine Man (generic “native” voice, elderly inflection)
 - Trigger: Proximity
 - Script: “No! No please!”

 - Trigger: Proximity
 - Script: “Spare me! I’ll tell you how to make the cure!”

 - Trigger: Proximity
 - Script: “Curse you! Spirits take you with the very illness you’re destroying the cure for!”

- Voice Acting: Mercenary Commander (Male voice, French accent)
 - Trigger: Alerted (random VO queue)
 - Script: “Find the intruder and kill them!”

 - Trigger: Alerted (random VO queue)
 - Script: “What am I paying you for? Stop them!”

 - Trigger: Proximity
 - Script: “Fine! I’ll kill you myself if that’s what it takes!”

New Art

- Stacks of bundled plants set on shipping pallets
 - Bundles should be fairly bulky
 - Some loose plant debris scattered on ground around pallet(s)
- Chemical formula screen skin for existing computer asset
 - Existing computer asset is fine, but new skin to alter monitor display is needed