UNCHARTED 3
DRAKE'S DECEPTION

"Tunneling"
Bianca Poroliseanu || Level Design Document

Index

1. Overview

Tunneling is a level in Uncharted 3: Drake's Deception where the player's goal is to get to their destination, escape their pursuers and exit the labyrinthine Paris Metro system they find themselves trapped in. They start off in a metro station waiting for a train. After a cutscene the player takes the reigns of Nathan Drake stuck inside a moving train with a group of enemies, mostly grunts. After taking out the enemies, the train comes to a stop at the next station. A cinematic plays out in which Nate finds himself surrounded and is forced into the train tunnel. He must jump, climb, shimmy and edge his way down said tunnel, fighting various enemies along the way, to get to safety. He finally gets a breather and finds himself in an abandoned section of the Metro system. Now he must climb through trains and rubble to find hidden relics, supplies, and hopefully a way out. He descends through two separate tunnels only to find himself outnumbered and surrounded by enemies yet again. Thankfully, he also finds his exit. At this point the player can choose whether to engage with the enemies head on, or take the stealthier approach via the optional paths laid out for them to dispose of them quietly. Once all the enemies have been dealt with, Nathan can continue through the exit and out into the streets of Paris.

1.1 Narrative Lead Up

Nathan Drake and his partner in crime, Victor "Sully" Sullivan, travel to France to follow the trail of the Lost City of Ubar. Something within an abandoned medieval chateau in the French countryside holds the key to figuring out its location, but first they need to get there. They have arrived in Paris and have been separated, with plans to reconvene at the Gare de Lyon station in Northern Paris, where they will board a train that will take them to a town near the chateau. Alas, they are not alone; Katherine Marlowe's rag tag band of mercenaries have been sent to follow them, and will stop at nothing to make sure Nate never reaches his destination.

1.2 Gameplay

- Interactive cinematics utilising quick time events
- Options for how to handle certain enemy encounters (stealth vs head on confrontation)
- Variety in enemy encounters and enemy type
- Combat; using cover to shield from attacks, shoot, throw grenades, sneak, melee
- Climb and jump on walls, structures, trains, etc.; quick reactions to breaking handholds
- Find ammo, grenades and 3 optional collectable relics

2. Level Layout

Bird's Eye View
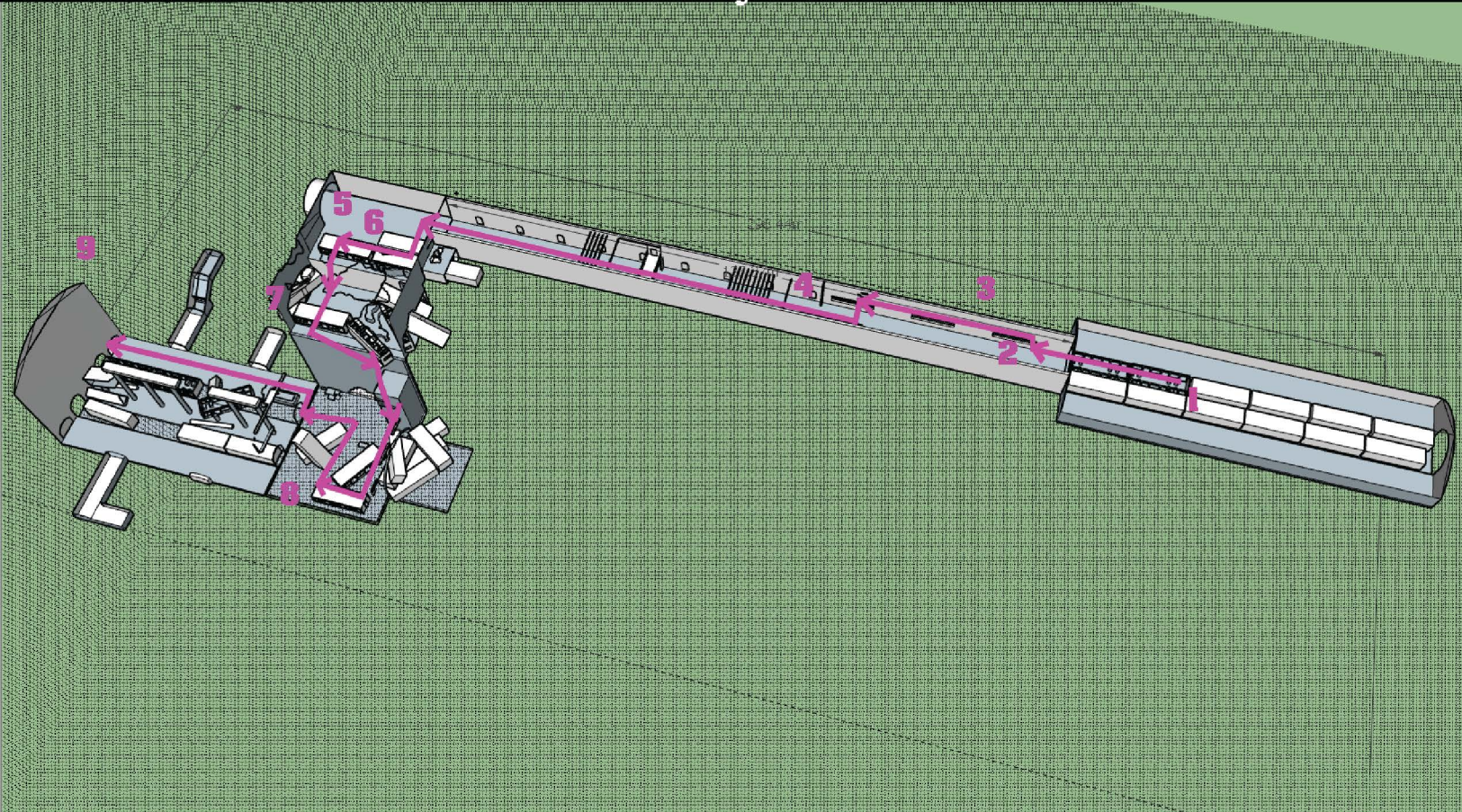
Top Down View
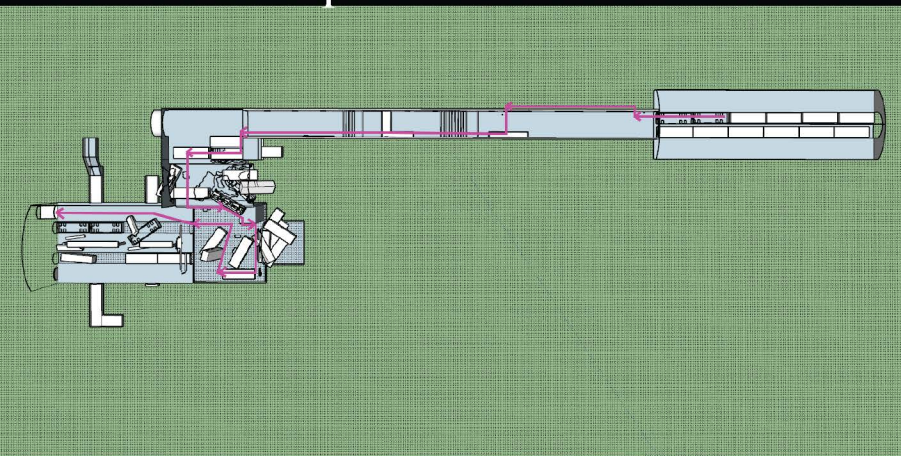
Legend

🔫	Two handed Firearm
🔫	One Handed Firearm
💣	Grenade
🎞	Cinematic
🧰	Relic
🧍	Pistol Grunt Spawn
🧍	Rifle Grunt Spawn
🧍	Armoured Mercenary Spawn
🧍	Bazooka Grunt Spawn

*Enemies not to scale

Map Size
Height: 39.14 M
Length: 295.75 M
Width: 85.75 M

Grid Size (Metres)
.5 m
.5 M

Player Character Size (Metres)

1.8 m

→ Critical Path
→ Optional Path

3. Objectives & Challenges

3.1 Objective 1: Survive the Commute

Cinematic 1: Nathan Drake enters the station and waits for a train to pull in. It finally arrives, he boards. A group of pistol and rifle wielding thugs burst into the station and rush toward the train. A few manage to get on the train before the doors shut and the train takes off.

Now the gameplay starts; this part is played entirely on the moving metro train. Nate must move through the train cars, taking the thugs out and using the empty seats as cover while they shoot at him.

Cinematic 2: In the second train car, Nate is grabbed by one of the thugs and thrust through the window. As he's held hanging out the window, he sees a train coming from the opposite direction.
Press 'O' to break enemy's grip so Nate can get free and back into the train before the oncoming train hits him.

Cinematic 2
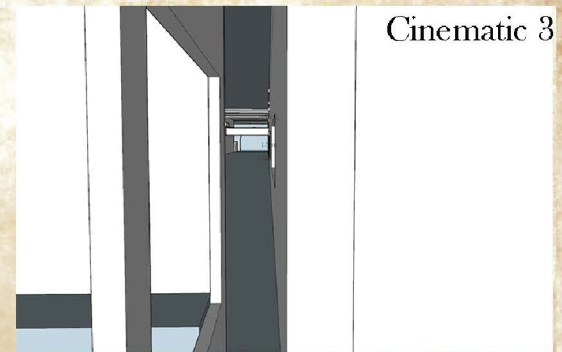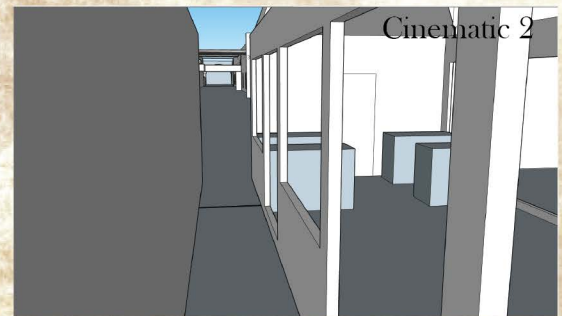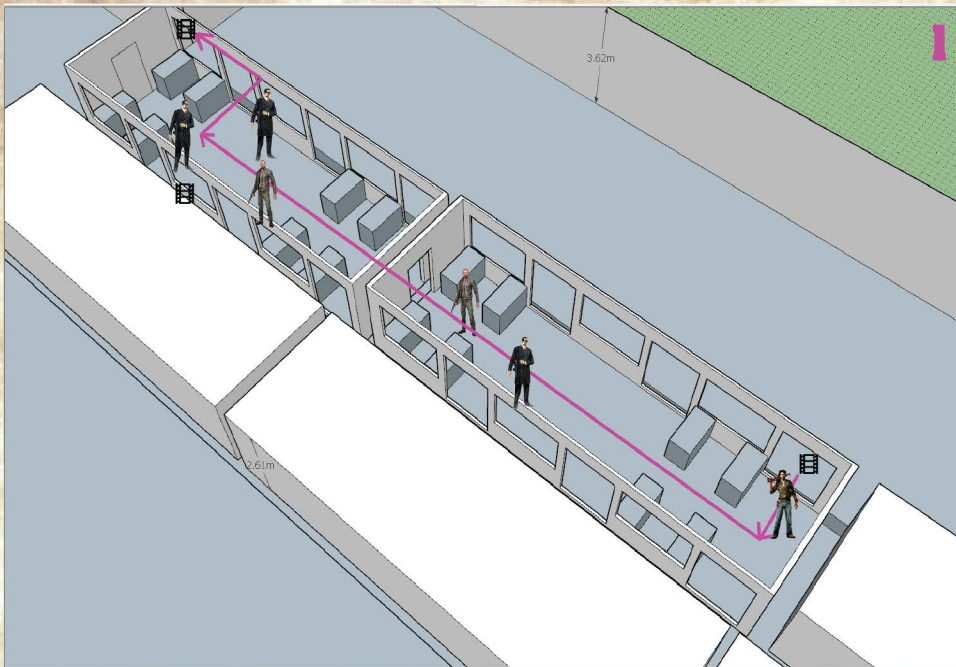
Cinematic 3

Cinematic 3: As the train pulls into the station and Nate exits, more enemies flood into the station, surrounding him. His only option is to go down the tunnel. Squeeze through the opening between the train car and the wall to get into the train tunnel. The stress is heightened when he hears the train doors close, indicating the train is about to leave. He must get to the window before he is smeared across the wall.

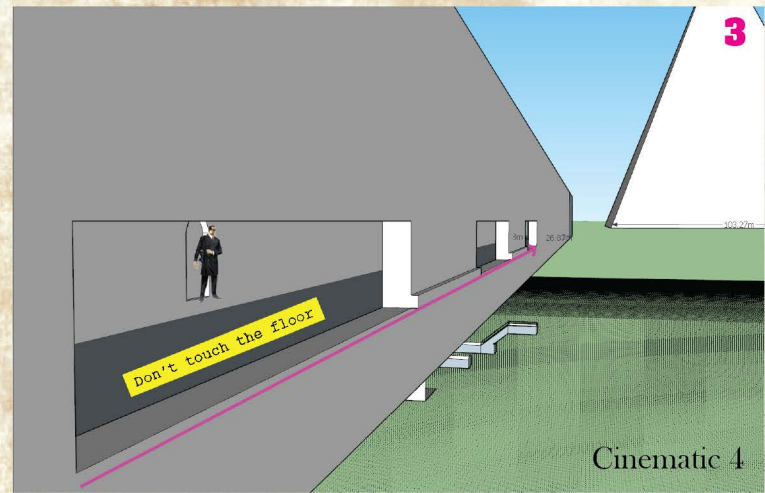Progression:

1. Get behind cover	4. Take enemies out	7. Exit Train
2. Take enemies out	5. Fight off enemy holding you	8. Squeeze through opening into tunnel
3. Move through the train car	6. Take enemies out	

3.2 Objective 2: Get to Higher Ground

During this next tunnel section, the floor conducts an electrical current that will kill Nate if he touches it. Get to higher ground. Sidle along the wall toward the window. Vault over the ledge and hang on the other side.

Cinematic 4: As Nate hangs out the window, the camera pushes in to see his line of sight toward the landmark in the distance: a clock tower attached to Gare de Lyon, the station where he must catch the correct train to get to the chateau.

Move Nate along each window ledge and handhold to continue forward. As he does, pistol and rifle wielding enemies shoot at him from alcoves across the tunnel. Shoot back at them as Nate hangs off the ledges, using the window sills as cover. At the last window, climb back in and reach up to the handholds leading up the wall. The last one will fall away , so jump across to the balcony on the opposite wall before Nate falls with it.

Touching the floor electrocutes the player

Don't touch the floor

Cinematic 4
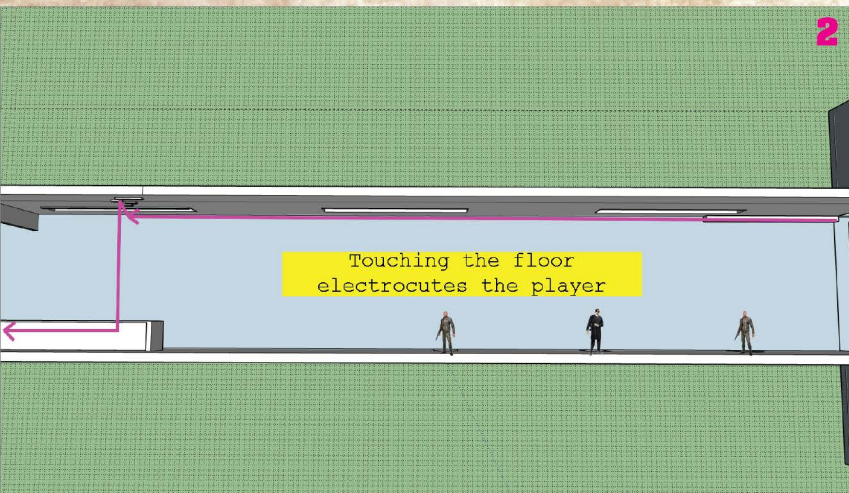
Progression

1. Sidle along wall toward window
2. Vault over and hang off window ledge
3. Move along side of tunnel
4. Take out enemies in doorways across the track

5. Vault back over and into tunnel
6. Climb up wall
7. Jump across to opposite wall

# 3.3 Objective 3: Reach the End of the Tunnel

Pick up supplies on this first balcony: a grenade, pistol ammo and rifle ammo. Moving along the balcony, Nate crosses into the next tunnel section, where more rifle wielding grunts will emerge from alcoves on the opposite wall. On the balcony down the tunnel there is a pistol wielding grunt and a new enemy who shoots rockets at Nate. This enemy must be taken out before moving forward otherwise he will shoot Nate down, killing him. Once the enemies are down for the count, jump across to the bar. While hanging, swing forward to the next group of bars. Monkey bar the way over to the next balcony, but one of them breaks off before he makes it; quickly move to the next one. Move along to the ledge on the wall and shuffle over to the next balcony. Pick up the enemies' dropped ammo and jump to the next set of bars.
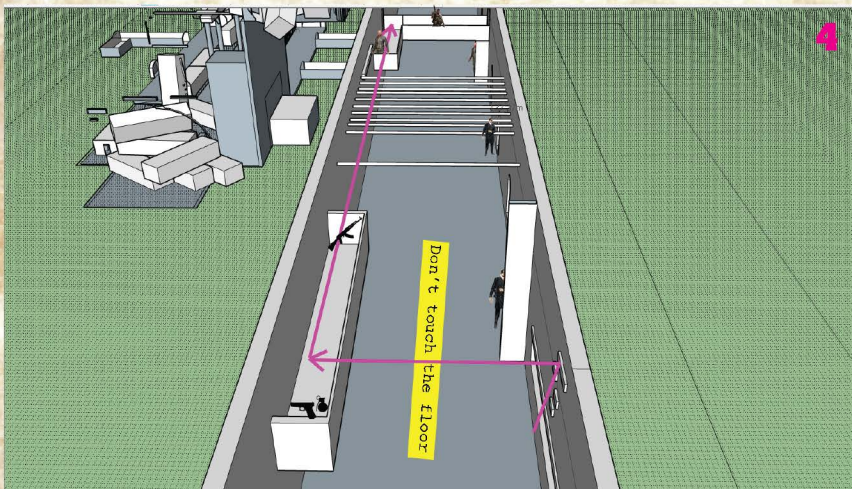
Monkey bars the way across this new set of bars. Another one breaks and swings over with Nate still hanging off of it, giving him a perfect angle to jump to the next handhold before the bar breaks off completely. Move along the handholds and around the corner. Jump down to the train car.

(Optional Path: From here Nate can bypass the inside of the train entirely and move into the next area by crossing the tops of the train cars and dropping down the other side.)
Drop down into the train car through the hole in the top.

(Optional Path: Walk to the back of the first train car to pick up a relic.)

Move through the trains, picking up ammo and grenades along the way. Past this area, the floor is now safe to walk on, as from here on out the train tunnels are abandoned and all electricity is shut off.

Progression
1. Pick up supplies
2. Take cover
3. Take out enemies (focus on bazooka wielding foe)
4. Jump across to bars, move along and jump to next balcony
5. Pick up dropped ammo and weapons
6. Jump to next group of bars and move across
7. Jump to handholds when bar breaks
8. Move along wall and around corner
9. Jump down to train car, fall into train through hole in top
    -Optional: Bypass inside of train, move directly into next area
10. Move through train, picking up supplies, and out into the next area
    -Optional: Walk to the back of the first train car to get a relic
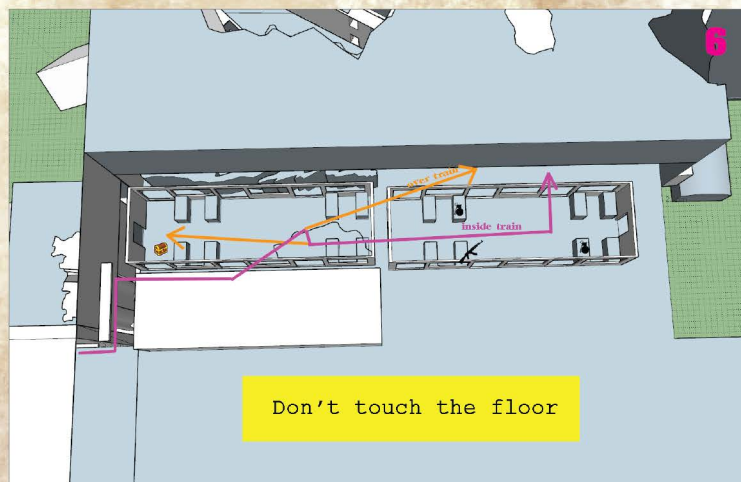
3.4 Objective 4: Get to the Bottom
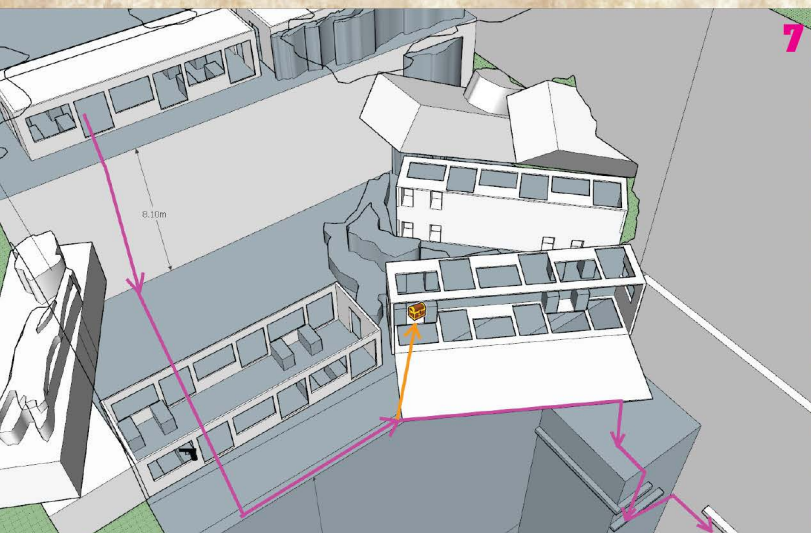
Climb down to the next tunnel area. Continue through the train car, picking up the ammo inside on the way. At the edge, drop down and move along the ledge to hang off the broken roof of the train.

(Optional path: Climb up into the toppled over train to pick up a relic.)

Move along the broken roof until Nate is above the scaffolding. Drop along the scaffolding to reach the handholds leading down to the lower level.

Climb along the wall until Nate is opposite a train car. Jump on top of it. In this area Nate will encounter various enemies, including rifle and pistol wielding grunts as before, as well as a heavily armoured mercenary. Using the cover and hiding spots, take these enemies out stealthily, or rush in guns blazing.

(Optional paths: There are supplies to pick up throughout the empty train cars and the hole in the wall, which will help with this more intense encounter.)

Once the enemies are taken care of, move into the next area via the opening in the wall.

(Optional Path: Take the stealthy approach and climb up the broken train cars, jump across to the wall and climb up to the elevated opening into the next area. From the higher vantage point, advance on Nate's enemies without alerting them)
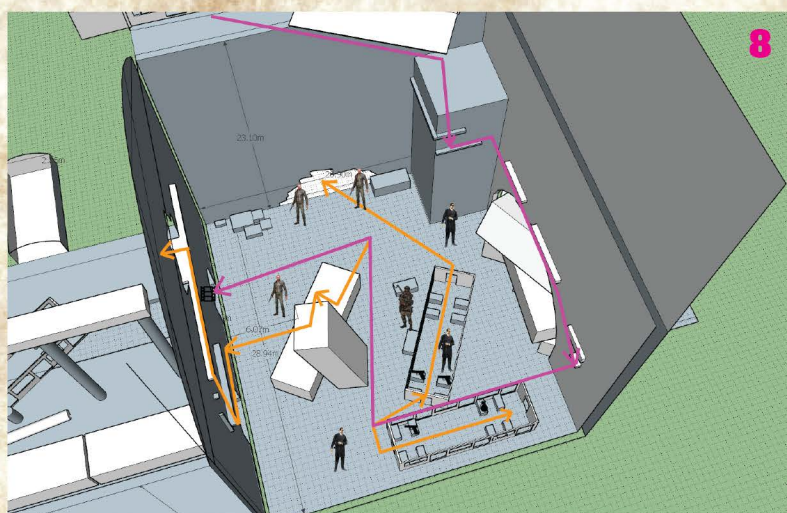
Progression
1. Jump down to the next area
2. Move through the empty train
   - Optional: pick up relic
3. Drop down and move across

4. Drop onto scaffolding
5. Move along wall
6. Jump to reach train car

7. Drop down
8. Take out enemies
9. Move into next room

3.5 Objective 5: Exit the Station

Cinematic 5: The camera will pan across the room as Nate enters. He'll spot the exit on the opposite end of the abandoned station, being guarded by an grunt with a bazooka. This is where he needs to get to.

Move into the next room, where Nate goes up against even more enemies: The Final Showdown. To add on to the bazooka, there are a mixture of pistol and rifle wielding grunts, as well as two heavily armoured mercenaries.

(Optional Path: There are three side rooms the player can explore during or after the enemy encounter, rewarding ammo, grenades, and a relic. The player can also go through the empty train cars to get more ammo and grenades.)

(Optional Path: Enter the room through the elevated opening for a stealthier approach. Jump the distance and travel down the beam running down the length of the room. From here drop down onto the broken train car and jump down again to reach the ground. Do an aerial takedown on either side of the broken train as the enemies walk by.)

Once all the enemies have been dealt with, move through the exit. A cinematic showing Nate's escape will conclude the level.
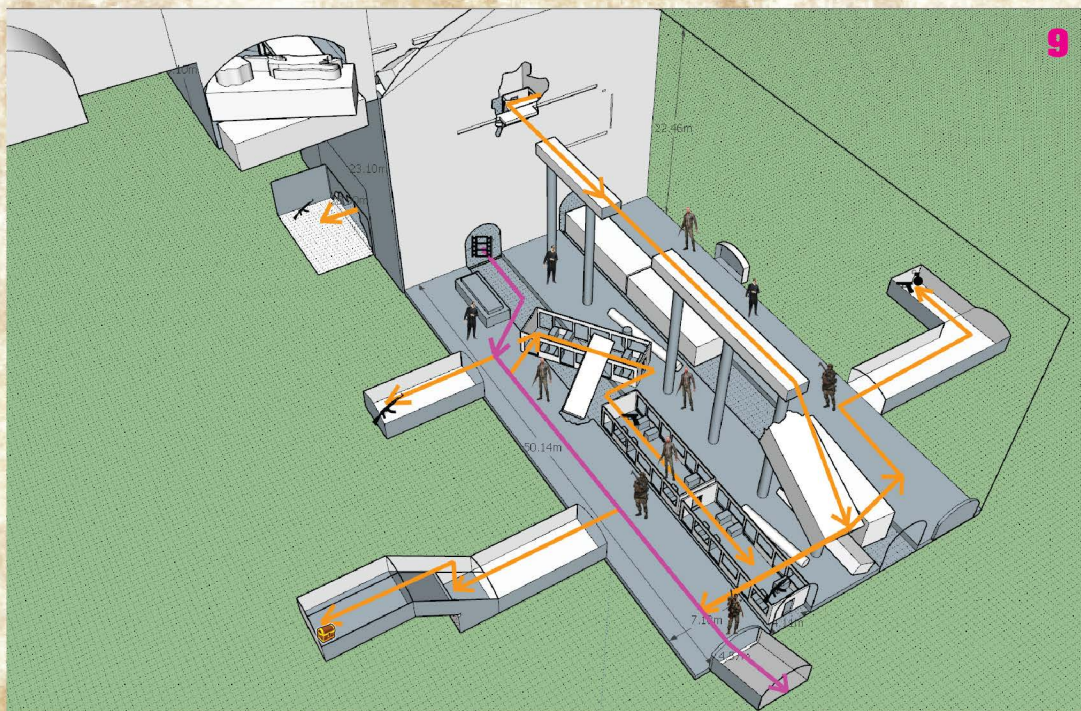
Cinematic 6: Nate breaks through a steel door leading out into the streets of Paris. He crosses the road to the Gare de Lyon Station, where he will meet up with Sully; the clock tower looms over them.

Progression
1. Take out enemies
2. Exit the room

4. Flow Chart

Start

00:20
Waiting for a train

00:40 ★★☆
Gunfight, melee

00:10 ★☆☆
Get shoved out window, break out of enemy grip (QTE)

00:20 ★★☆
Gunfight, melee

00:20 ★☆☆
Exit onto platform, move into tunnel (QTE)

00:05 ★☆☆
Shimmy along wall

00:30 ★☆☆
Climb out window, move along outside of tunnel

00:20 ★☆☆
Cover, gunfight

00:05
See landmark in the distance

00:10 ★★☆
Climb back into tunnel and up wall, jump to reach balcony

Ammo

00:30 ★★☆
Cover, gunfight

00:05 ★★☆
Swing over to opposite balcony

Bazooka

Bar breaks

Legend

Level: Tunneling

Critical Path
Optional Path

★★☆ Difficulty   00:00 Duration

Cinematics   Movement

Combat   Start/End

Gun/Relic/Ammo

End

01:30
Exit to streets of Paris

00:10 ★☆☆
Reach exit point

00:40 ★☆☆
Explore the room

Relic
Ammo
Shotgun
Bazooka

03:00 ★★★
Stealth/Gunfight

00:05 ★☆☆
Move into final room

00:20 ★★☆
Climb up on trains and wall to enter final room

02:00 ★★★
Stealth/Gunfight

00:25 ★☆☆
Explore the room

Ammo
Relic
Shotgun

00:20 ★★☆
Climb down along wall to reach bottom level

00:15 ★☆☆
Move through trains; drop down onto scaffolding

00:10 ★☆☆
Explore the train cars

Ammo

00:10 ★☆☆
Climb down to empty trains

00:10 ★☆☆
Move through train car into the next area

00:10 ★☆☆
Explore the train cars

Ammo
Relic

00:05 ★☆☆
Round corner, jump onto train car

Bar breaks

00:20 ★★☆
Move through rest of tunnel

5. Beat Chart

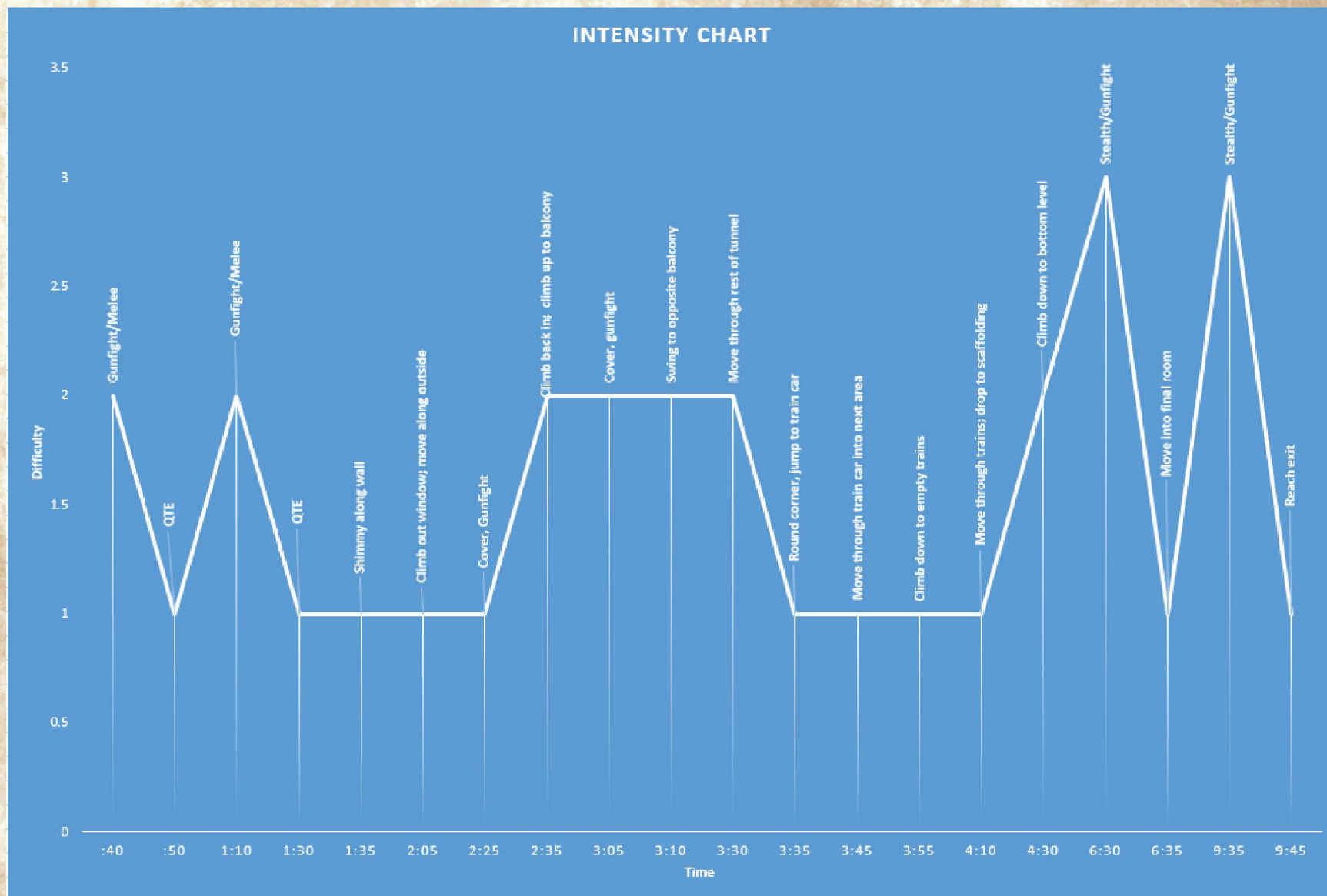| OBJECTIVE	Gunfight, melee	Cinematic QTE	Gunfight, melee	Cinematic QTE	Shimmy along wall	Climb out window, move along outside	Cover, gunfight	Climb back in; climb up to balcony	Cover, gunfight	Swing to opposite balcony	Move through rest of tunnel	Round corner, jump to train car	Move through train car into next area	Climb down to empty trains	Move through trains; drop onto scaffolding	Climb down along wall to reach bottom level	Stealth/Gunfight	Move into final room	Stealth/Gunfight	Reach exit point	TOTALS
Time (Minutes)	:40	:10	:20	:20	:05	:30	:20	:10	:30	:05	:20	:05	:10	:10	:15	:20	2:00	:05	3:00	:10	9:45
Time Total (Minutes)	:40	:50	1:10	1:30	1:35	2:05	2:25	2:35	3:05	3:10	3:30	3:35	3:45	3:55	4:10	4:30	6:30	6:35	9:35	9:45	9:45
Intensity	2	1	2	1	1	1	1	2	2	2	2	1	1	1	1	2	3	1	3	1	
OBJECTS/PICKUPS																					
Pistol ammo	1		1					1		1						1	6		6		17
Rifle ammo	1		2					1					1				4		5		14
Shotgun																	1		2		3
Bazooka											1								1		2
Grenades								1					2				1		1		5
Relic													1		1				1		3
ENEMIES																					
Pistol Grunt	1		1				2		2								3		4		13
Rifle Grunt	1		2				1		2								3		3		12
Armoured Mercenary																	1		2		3
Bazooka Grunt									1										1		2
ACTIONS																					
Run	x		x							x		x		x		x	x	x	x	x	
Climb						x	x	x			x	x		x	x	x		x		x	
Sidle					x																
Cover/Hide	x		x				x		x								x	x	x		
Jump								x		x	x	x		x	x	x	x	x	x		
Combat	x		x				x	x									x		x		
Swing						x	x	x	x	x											
Loot/Pick Up	x		x						x				x				x	x	x	x	
QTE		x		x			x	x													
Vault over	x		x				x			x							x				

6. Intensity Chart

INTENSITY CHART

7. Asset List

Pt.1

Asset	Department	Notes	Exotic
Nathan	Art (Animation)		
Enemies	Art (Animation)		
Enemy grabbing	Art (Animation)	During QTE	
Nathan dying	Art (Animation)		
Train approaching	Art (Animation)		▓
Metro train interior	Art (Environment)	Reference: Paris Metro	▓
Metro station interior	Art (Environment)	Reference: Paris Metro	▓
Metro tunnel interior walls	Art (Environment)	Reference: Paris Metro	▓
Metro tunnel exterior walls	Art (Environment)	Reference: Paris Metro	▓
The River Seine	Art (Environment)	Reference: Paris	▓
Paris buildings	Art (Environment)	Reference: Paris	▓
Eiffel Tower	Art (Environment)	Reference: Paris	▓
Metro Trains	Art (Environment)	Reference: Paris Metro	▓
Wires	Art (Environment)		▓
Train rails	Art (Environment)	Reference: Paris Metro	▓
Alcoves	Art (Environment)		▓
Flashing signs	Art (Environment)		▓
Lights	Art (Environment)		▓
Rubble	Art (Environment)		▓
Abandoned Trains	Art (Environment)	Grafitti, broken windows, etc; see concept art	
Abandoned Metro Station Int.	Art (Environment)	Grafitti, etc; see concept art	
Danger signs	Art (Environment)	Indication of electric current; don't touch the floor	
Train Seats	Art (Model)	Cover	▓
Nathan	Art (Model)		
Pistol Grunt	Art (Model)		
Rifle Grunt	Art (Model)		
Armoured Mercenary	Art (Model)		
Bazooka Grunt	Art (Model)		
Relic 1	Art (Model)	See concept art (relic 1)	▓
Relic 2	Art (Model)	See concept art (relic 2)	▓
Relic 3	Art (Model)	See concept art (relic 3)	▓
Pistol	Art (Model)		
Rifle	Art (Model)		
Shotgun	Art (Model)		
Bazooka	Art (Model)		
Ledges	Art (Model)		▓
Horizontal ceiling bars	Art (Model)	Reference: Paris Metro	▓
Balcony platform	Art (Model)		▓
Grenade	Art (Model)		
Rubble	Art (Model)	Cover	▓
Piles of wood	Art (Model)	Cover	▓
Broken Staircase	Art (Model)		▓
Staircase	Art (Model)		▓
Scaffolding	Art (Model)		▓
Broken Train	Art (Model)	Torn in two	▓
Rocket Trail	Art (SFX)	When shot triggered	
Weapon Fire	Art (SFX)	When shot triggered	
Train motion forward	Art (SFX)	During Objective 1; seen from inside train,	▓
Rail sparks	Art (SFX)	Indication of electric current	▓
Nathan	Art (Textures)		
Train tunnel Interior	Art (Textures)	Reference: Paris Metro	▓

Pt. 2

Item	Category	Notes	
Train tunnel Exterior	Art (Textures)	Reference: Paris Metro	▒
Wires	Art (Textures)	Reference: Paris Metro	▒
Bars	Art (Textures)	Reference: Paris Metro	▒
Rails	Art (Textures)	Reference: Paris Metro	▒
Train Exterior	Art (Textures)	Reference: Paris Metro	▒
Train Interior	Art (Textures)	Reference: Paris Metro	▒
Pistol Grunt	Art (Textures)		
Rifle Grunt	Art (Textures)		
Armoured Mercenary	Art (Textures)		
Bazooka Grunt	Art (Textures)		
Pistol	Art (Textures)		
Rifle	Art (Textures)		
Shotgun	Art (Textures)		
Bazooka	Art (Textures)		
Grenade	Art (Textures)		
Relic 1	Art (Textures)	See concept art (relic 1)	▒
Relic 2	Art (Textures)	See concept art (relic 2)	▒
Relic 3	Art (Textures)	See concept art (relic 3)	▒
Piles of wood	Art (Textures)	Cover	
Abandoned trains	Art (Textures)	Grafitti, broken windows, etc.	
Scaffolding	Art (Textures)		
Broken Train	Art (Textures)	Torn in two	▒
Grenade UI	Art (UI)		
Pistol UI & Crosshair	Art (UI)		
Rifle UI & Crosshair	Art (UI)		
Shotgun UI & Crosshair	Art (UI)		
Bazooka UI & Crosshair	Art (UI)		
Relic Collection Indication	Art (UI)		
Pause Menu	Art (UI)		
Cinematic 1 (train arrives)	Art (CG)	Nathan waits, enemies burst in, train arrives, he enters, followed by enemies	▒
Cinematic 2 (train incoming)	Art (CG)	window, train incoming	▒
Cinematic 6 (Exiting the station to Paris streets)	Art (CG)	up with Sully	▒
Nathan	Sound (FX)	Grunts, groans, pants, shouts	
Pistol	Sound (FX)		
Rifle	Sound (FX)		
Shotgun	Sound (FX)		
Bazooka	Sound (FX)		
Trains	Sound (FX)	Reference: Paris Metro	▒
River	Sound (FX)	Reference: River Seine	▒
Announcements	Sound (FX)	Inside train & Inside station	▒
Stepping/Running/Climbing	Sound (FX)		
Rail sparks	Sound (FX)	Reference: Paris Metro	▒
Grabbing bars	Sound (FX)		
Breaking bars	Sound (FX)		
Score - Survive the Commute	Sound (Music)	Objective 1; main level theme	▒
Score - The Tunnel	Sound (Music)	Objective 2; variation on main theme	▒
Score - Climbing down	Sound (Music)	Objective 3; sober variation on main theme	▒
Score - Nearing the End	Sound (Music)	Objective 4 & 5; intense variation on main theme	▒
Nathan Drake	Sound (Voice)	Nolan North; dialogue	▒
Enemies	Sound (Voice)	same actor, different lines (British accent)	
Victor Sullivan	Sound (Voice)	Richard McGonagle; end cinematic	▒