

Last of Us Level Design

Chapter 10: South of the Border

Level Location: Humboldt County California

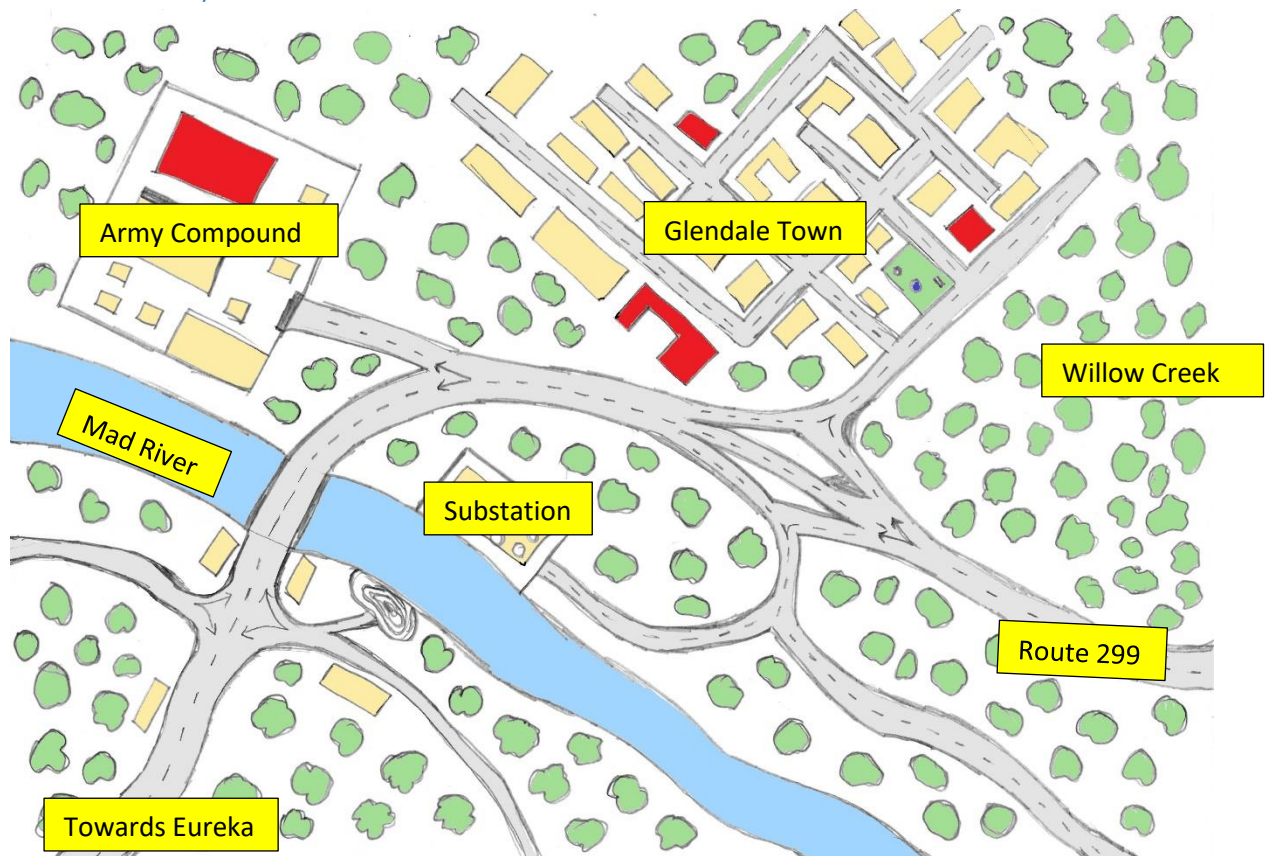
Level Occurrence: At 50% progression into the main campaign

Level Objective: To cross the Mad River and head towards Eureka town to find an army base.

Level Summary:

Joel and Ellie are travelling to eureka to find an army base which claims over radio that they have found a cure. They reach Glendale town. Joel and Ellie encounter a young couple Randy and Emma. They manage to find some supplies and ammunition. But as they travel they find a large swarm of infected in their path. Joel decides that they must kill the infected by destroying the bridge. They achieve the bridge destruction. But Randy is bitten and infected and now Joel has to make a choice and live with it!

Level Basic Layout



Mission Layout



Level Story:

- Joel and Ellie travelling from Willow Creek towards Eureka California.
- Player is playing as Joel
- The level Starts from the woods on edge of Glendale town.
- Ellie notices smoke from one of the chimney coming from a house on outskirts of the town
- They plan to investigate
- When they reach the house they meet Randy and Emma a young couple who got married before the apocalypse struck
- They discover that the couple is also planning to go towards Eureka to an army camp which is secure and thriving with supplies.
- They all plan to leave the next morning.
- Next morning they leave the premise of the building
- It is cloudy and overcast
- As they travel they encounter few runners and stalkers
- They decide to scavenge Murphy's Market to find some supplies
- In the market they encounter and have to kill some clickers and runners
- After moving ahead they reach and start their journey on Route 299 towards Eureka
- They walk on 299 route without any enemies to encounter and a casual chat with the new formed party

- As they reach the N bank road near Mad river they encounter a huge swarm of Runners, stalkers, clickers and Bloaters
- The only way is through the bridge.
- Emma spots an army warehouse nearby
- Player plays as Ellie and goes there to investigate and collect the resources
- Randy finds C4 charges in the warehouse. Randy and Ellie get these charges with remote detonator
- They have to travel below the bridge through the service shafts near bridge beams
- As they travel they have to plant the C4 packages on the pillars
- When they reach other side of the bridge they plan to detonate the C4 to collapse the bridge and kill the infected.
- But the detonator isn't working and Ellie decides to shoot the c4 with bullets to detonate them
- But before she leaves Randy drops a metal piece can attracting the infected
- They start running towards the bridge end where Joel and others are held up
- A countdown of 3 minutes begins on the screen
- Player is given control of Ellie
- They have to run to the nearest cliff to get a clear shot of the C4
- While going to the Cliff player has to Kill 2 Runners and One clicker
- Once player reaches the cliff they have to use the hunting Rifle to take out the C4
- Once the C4 Detonates Bridge collapses killing most infected
- But a Bloater manages to escape
- Player is given the control of Joel to take out the Bloater
- Once the bloater is defeated they discover that Randy has been infected and Player as Joel is given an option to either kill him or to let them leave.
- Once choice is made a cinematic plays
- After the cinematic finishes Ellie reaches the spot.
- Ellie has found a car that is working and they can travel to Eureka in it.
- Final cinematic both riding the car with the music player playing south of the border and car drives onto the road.

Level Time Tracking:

Level Start time: 1:30 PM

Supplies Mission: 4:30 PM

Murphy's Market Mission time: Next Day 10:00 AM

Route 299 Walk: 12:30 PM (Better light conditions required for scenic view)

Bridge Arrival: 1:30 PM

Army Compound Mission: 3:30 PM

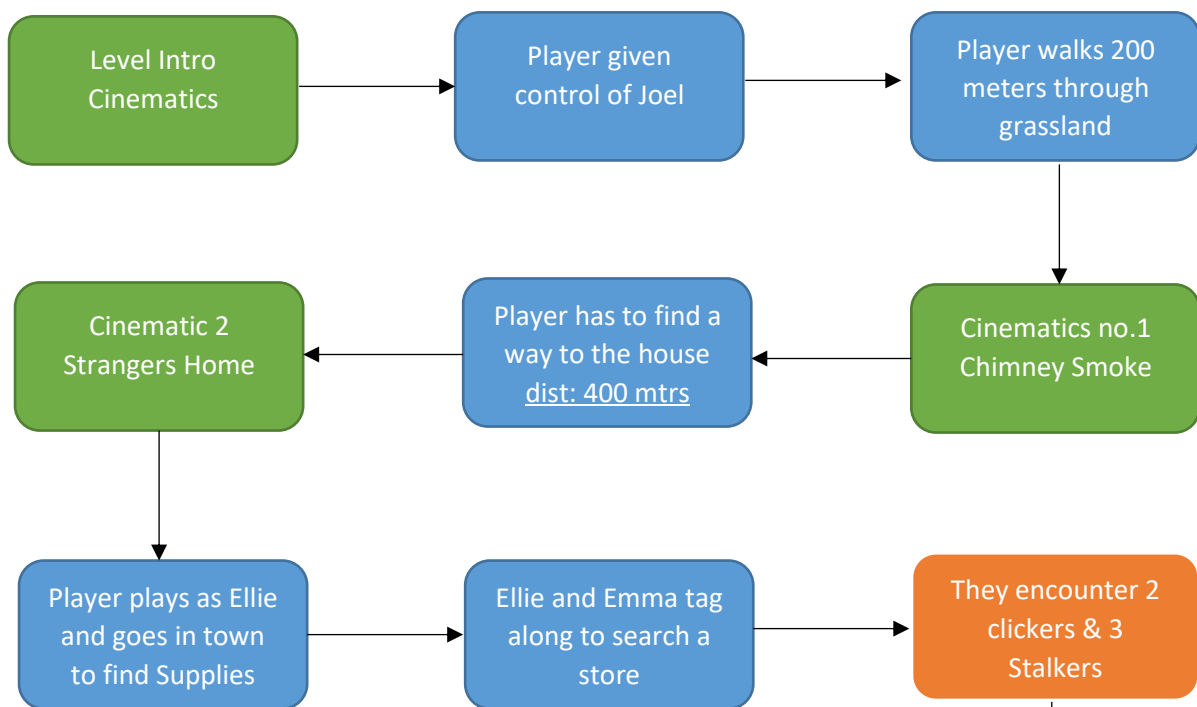
Bridge/Cliff Mission 5:00 PM

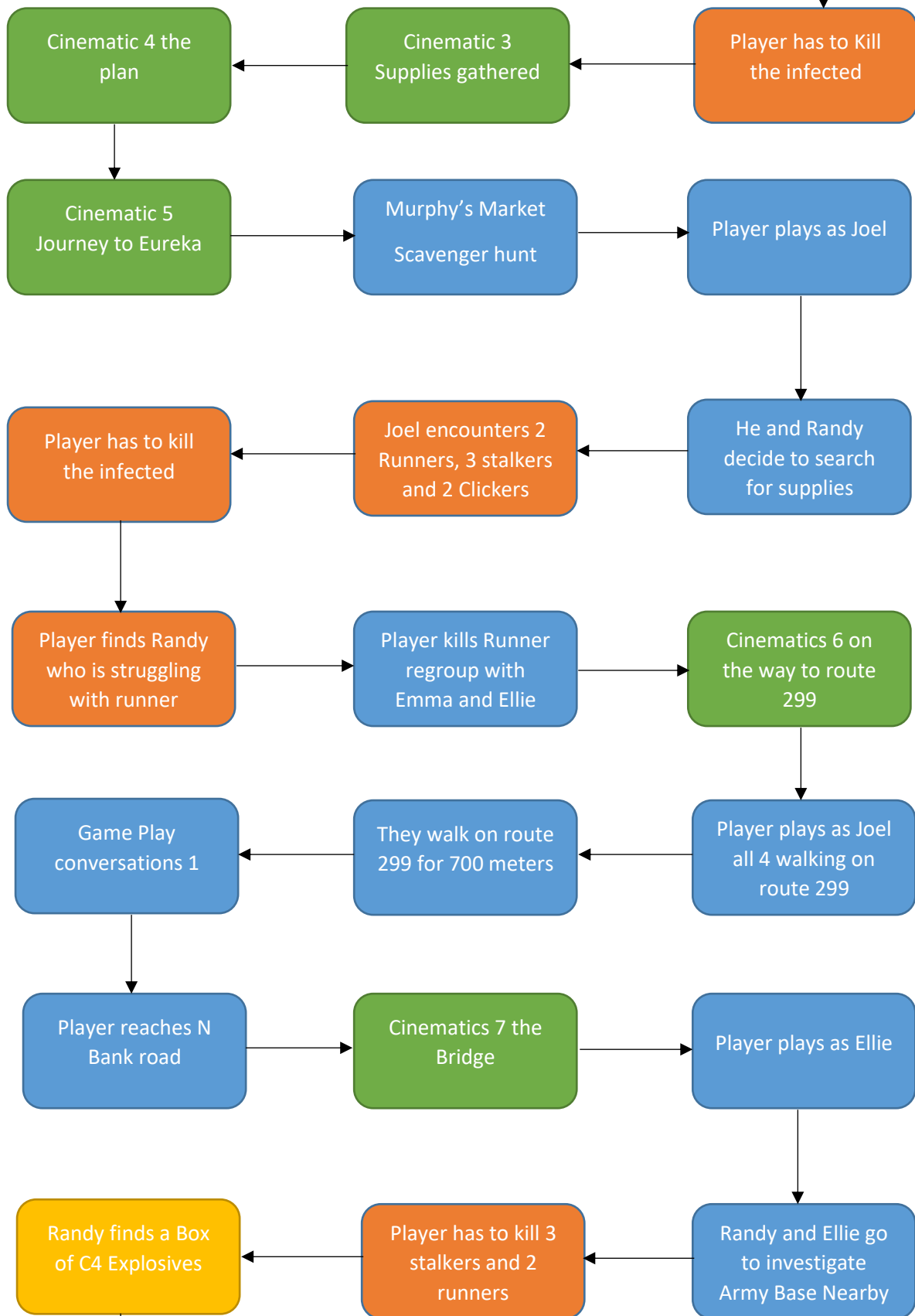
Level end time: 6:00 PM final cinematics

Player Mission Path

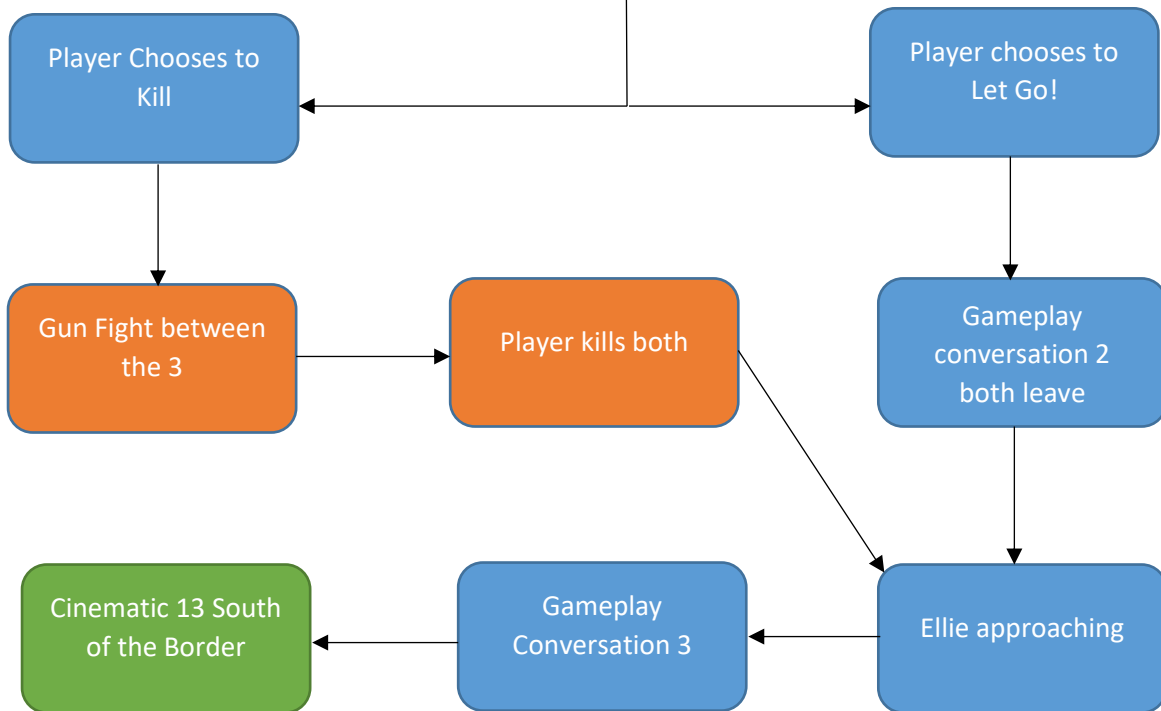


Level Flow: *Cinematic Description* [Link](#)









Mission Breakdown:

Supplies Mission

Player Character: Ellie

Special Item: N/A

Objective: Scavenge for Supplies





Mission Summary:

- Player has to scavenge for supplies
- The shop has a single entry and exit point
- There are 3 Stalkers one outside and 2 inside the building
- There are 2 Clickers at the entrance
- Player has to be very cautious while approaching the entrance

Supplies Content:

- 5 Alcohol
- 5 Blade
- 2 Explosive
- 3 Sugar
- 4 Bindings
- 3 Ammunition

Murphy's Market

Player character: Joel

Mission Summary:

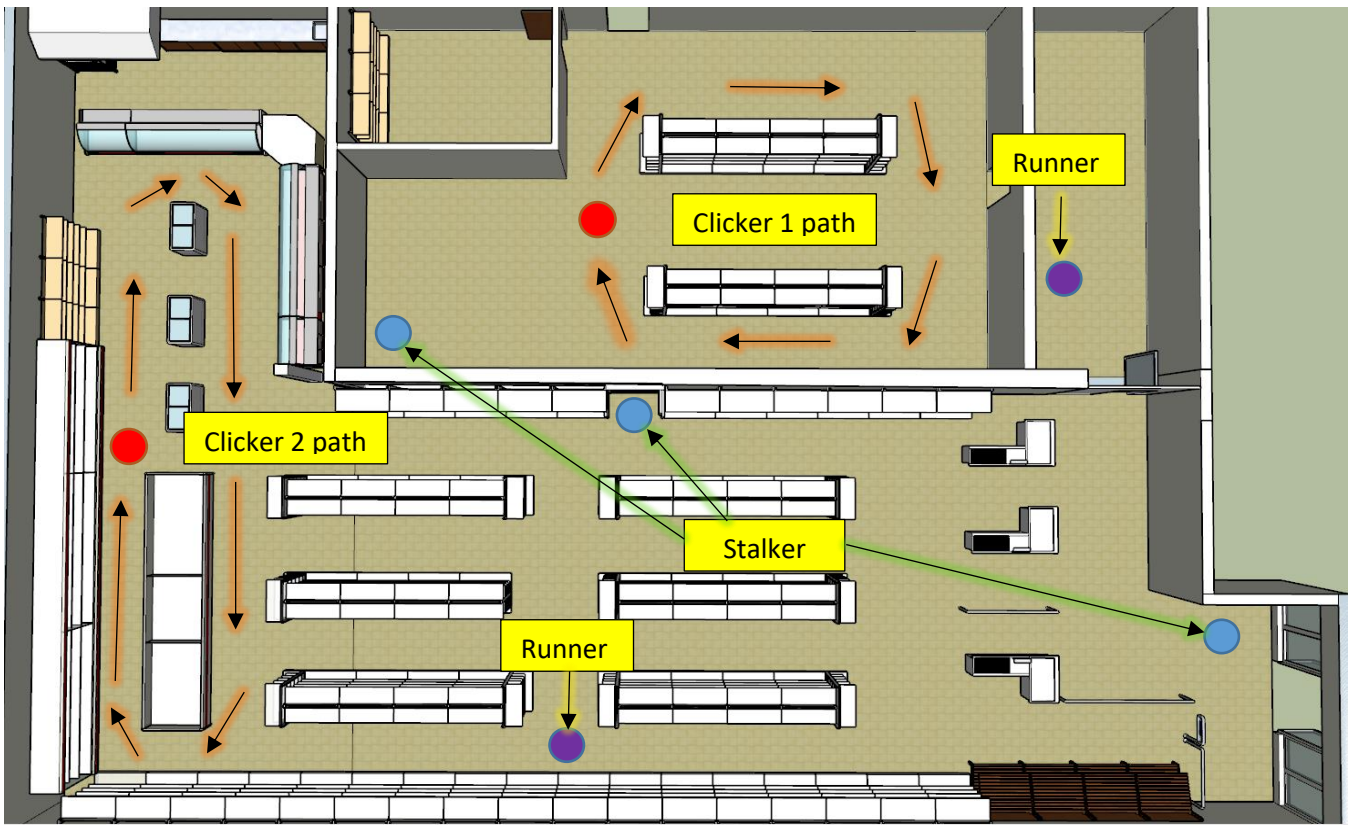
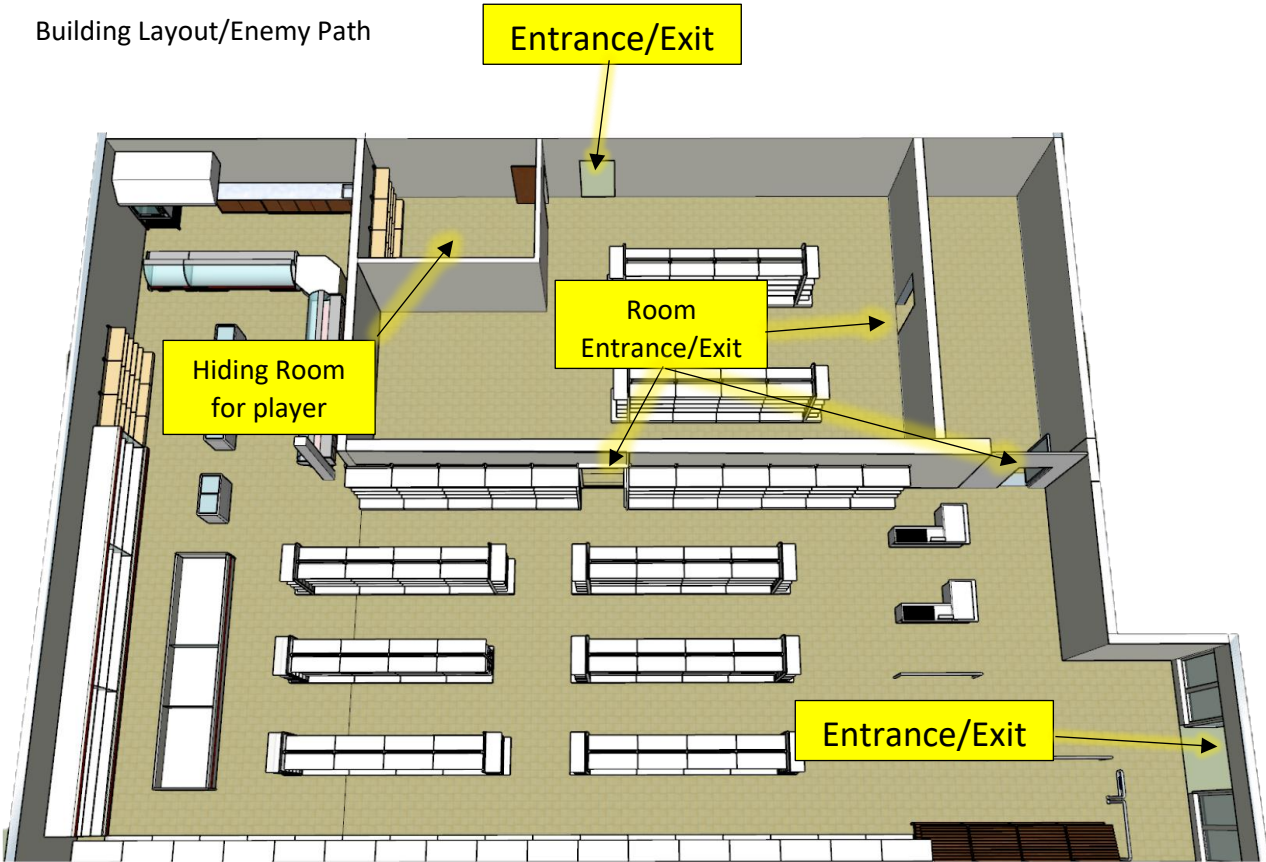
- Joel and Randy tag along
- The market has 2 Entry and exit points
- There are 2 Runners, 3 Stalkers and 2 Clickers in the market
- Player can find multiple path in the super market to overcome the infected

Supplies Content:

- 7 Alcohol
- 5 Blade
- 3 Explosive

- 4 Sugar
- 2 Bindings
- 10 Ammunitions

Building Layout/Enemy Path

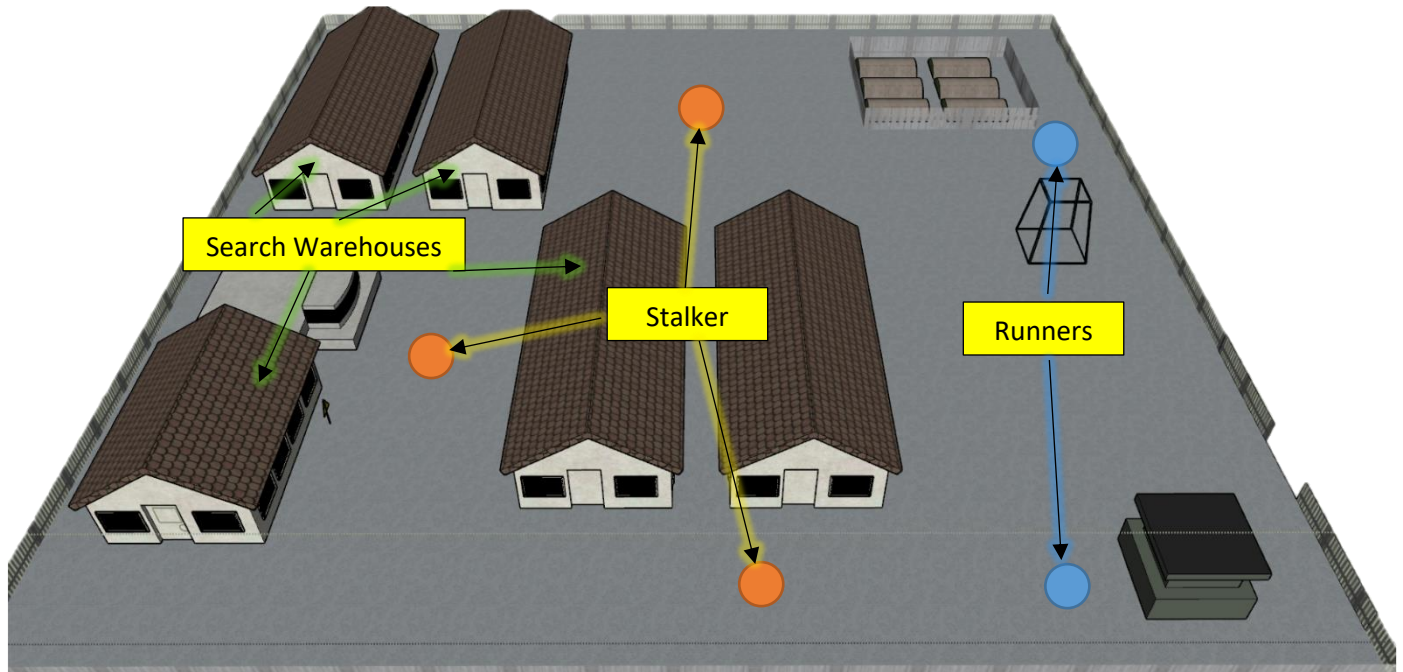


Military Warehouse Mission

Player Character: Ellie

Special Item: C4 Explosives

Mission Objective: To find Ammunition and Weapons



Supplies Content:

- 2 Alcohol
- 4 Blade
- 2 Explosive
- 3 Sugar
- 6 Bindings
- 15 Ammunitions
- C4 Pack

Bridge/Cliff Mission

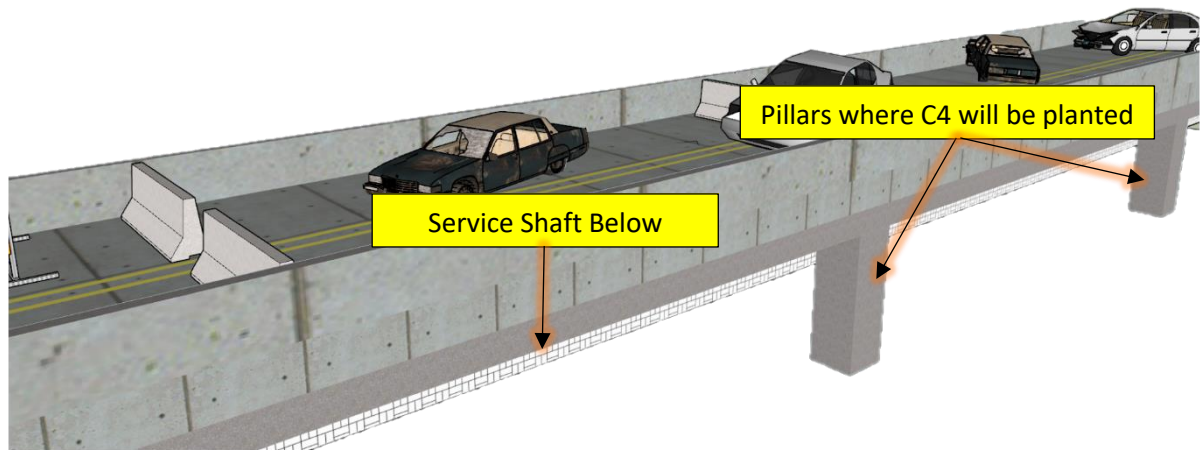
Players Character: Joel

Special Item: Hunting Rifle

Mission Objective: Destroy the Bridge

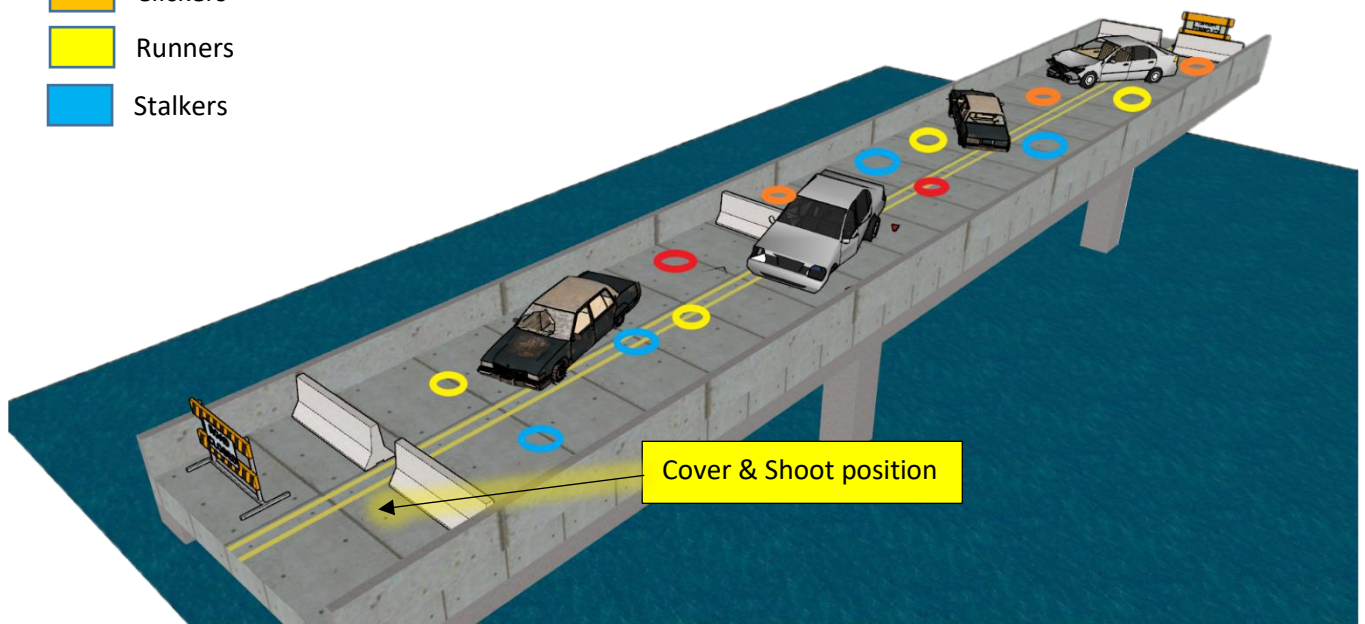
Supplies Content: None

Bridge



Enemies Placement:

-  Bloaters
-  Clickers
-  Runners
-  Stalkers



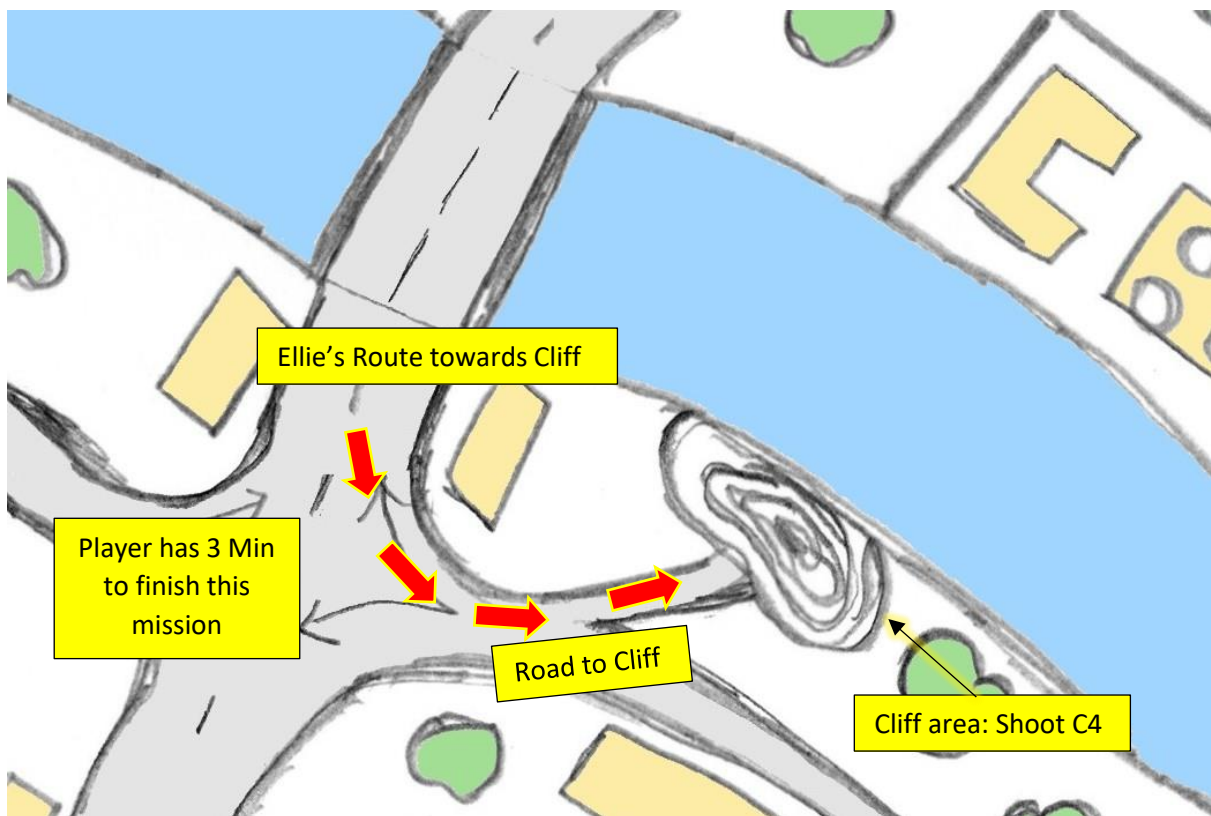
Mission Brief cliff mission:

- Player plays as Ellie
- Player is given 3 minutes to run towards the cliff
- On way to the cliff player encounters infected and they have to evade them or kill them
- Once player reaches the cliff they have to shoot the C4 with the hunting rifle that Randy gave Ellie
- If player fails to shoot C4 within the given time then it will lead to death of all 3 characters (Joel, Randy & Emma)
- Ellie will encounter 2 Stalkers and 1 Clicker

Hunting Rifle Aim Mechanic:

- Shooting with hunting rifle will not be stable
- The aim will move in a certain circular direction
- Player has to click at the exact moment when the aim is on the C4

Cliff Area Mission





Player will have a similar view of bridge but a bit closer

Art References for the Environment: Route 299



Glendale Town:



Mad River and Environment



Cinematics & Gameplay Conversation Details:

Cinematic references are embedded in the [Level Flow](#)

Level Intro Cinematics:

- Joel and Ellie seen coming through the woods from willow creek
- They are walking through a grassland path with some trees on the edge of Glendale town
- Player is given control of Joel and they have to walk towards the town

Chimney Smoke Cinematics:

- Ellie notices smoke coming out of the Chimney from house about 500 Meters away
- Ellie and Joel decide to investigate the smoke and head towards the house

Strangers Home:

- Upon reaching the house they see a couple preparing some food
- There is the only house with people in the abandoned town
- Joel asks Ellie to come from the hind door
- Joel barges into the house with pointing a gun at the strangers
- Ellie comes into the house from the hind door
- Upon conversation they find out that these are a young couple and they are heading towards an Army Base at eureka
- As a gesture of goodwill the strangers offer food
- Later Emma says that she is going to fetch some supplies
- Ellie who is still suspicious wants to tag along to get the supplies
- They both leave for the Store

Supplies Gathered & the Plan:

- After the encounter with infected they head back home
- Once they reach the house they see Joel & Randy with a map and planning
- Randy confronts Emma about the supplies
- Joel says that it is time that they all take some rest as its getting dark
- They all agree and there is a blackout
- In the next scene Joel is waking up Ellie to get ready as they are about to leave
- They get out of the home and player is given control of Joel

Journey to Eureka:

- After walking for a while they come near a board which says Murphy's Market
- Randy and Joel plan to investigate the area for supplies

The way to route 299

- All the 4 are walking on the route 299 with a scenic view
- In the cinematic a board showing road to Eureka

The Bridge:

- As they approach the bridge over Mad river
- The bridge is swarming with the infected
- Bridge is filled with barricades and damaged vehicles
- Emma says that she had noticed an Army compound sign a couple of meters back
- Maybe they can find some supplies there that could be helpful for them to cross the bridge
- Joel says that Emma and he will stay back to inspect if there is another way around
- Ellie and Randy agree and leave to find a supplies

The Crawling:

- Both Randy and Ellie come back with pack of C4
- Joel tells them that there is a service shaft below the bridge and they can go through it.
- Randy suggests that they use the C4 and plant it on the pillars to blow up the bridge
- This way the road will be more secure
- Joel agree to this point and they start crawling through the shaft
- Joel announces that he will plant the C4 as the crawl and insist to be the last one

Detonator Malfunction:

- As they reach the other side and take cover behind the barricades they get ready to blow up the bridge
- When Joel presses the detonator it doesn't work
- Meanwhile Randy is attacked by a Runner and he shoots it attracting the Infected
- Player has to kill a stalker with a QTE at this point of cinematics

Hold the line

- Joel says that someone will have to shoot the C4 charges and the only proper aim one can take is from nearby cliff
- Ellie says I have a much more steady hand than the rest so she takes the lead on this one
- Randy throws his rifle to Ellie and asks her to bring the bridge down

Boom Bridge:

- When the bullet from player's rifle hits the C4 successfully the explosion tears the pillars apart
- The bridge collapses and camera cut shows Joel, Randy and Emma escaping the blast narrowly
- But as the bridge continues to collapse one Bloater manages to escape and climbs up from the bank
- The bloater rises exactly in front of Joel and player is given a control of Joel to defeat the Bloater

Randy Bitten:

- Once the bloater is defeated a cinematic plays
- Emma is shown inspecting a wound of Randy
- Joel discovers that Randy has been bitten

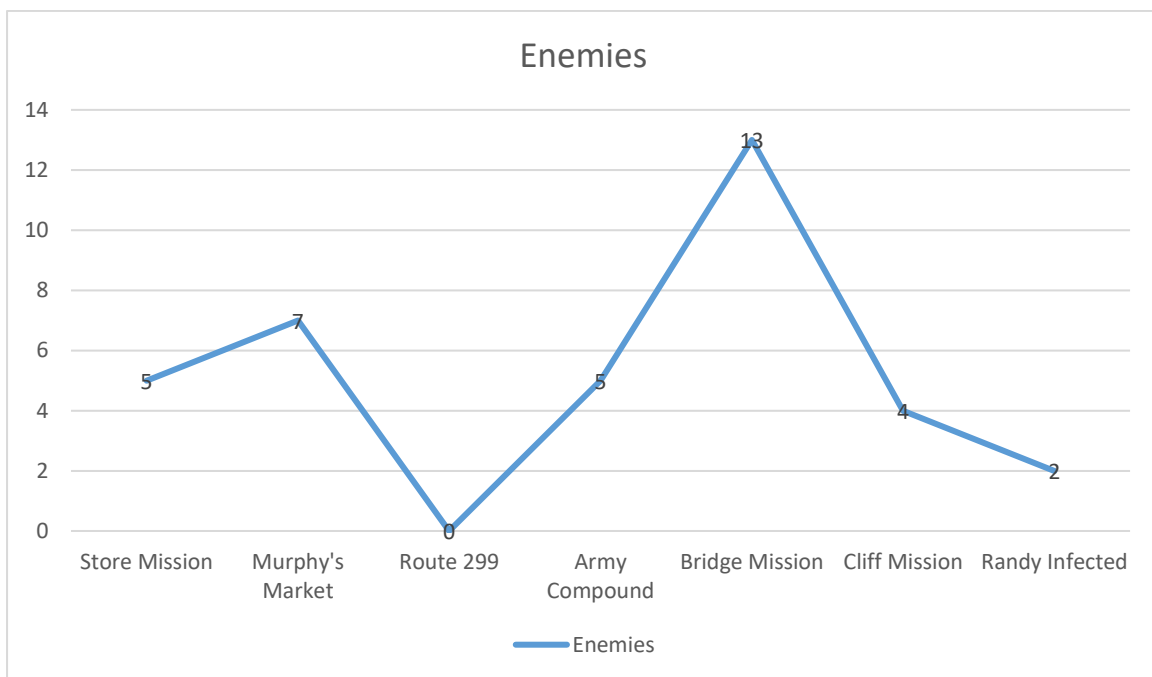
- Joel pulls out a gun on randy
- Emma shields randy from Joel
- A choice box comes up with 2 option to either shoot randy or let go
- A cinematic plays where Joel shoots Randy’s shoulder and Emma grabs her gun to shoot back Joel
- Player is given control here on to kill both of them

South of the Border:

- Ellie upon re-joining Joel asks him what happened and he explains it all.
- She tells him she saw a car which might be in a good condition
- They walk a bit further to inspect it and it seems to be working fine
- They load up their stuff in the trunk and hit the gas
- Ellie starts the music player
- It starts playing “South of the Border” by Nat King Cole’
- They drive into the setting sun.

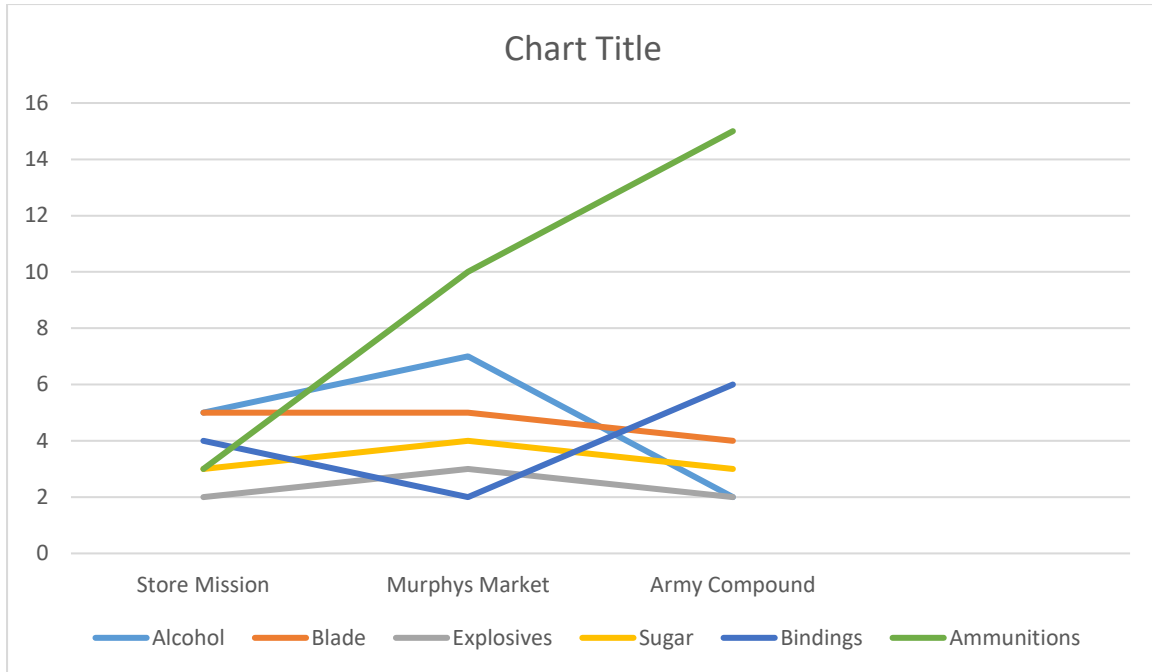
Level Statistics

Graph shows player & enemy encounter and respite period:



- Player will have a normal enemy encounter curve when they start
- In middle of the game there will be a huge respite for the player to enjoy the scenic views
- Army compound and Bridge mission will spike the encounter and difficulty
- If player chooses to shoot Randy then he/she will have to face extra 2 enemies or else it is an easy pass

Number of Supplies



- Player will have enough material from level start to craft medical aid, bomb and traps
- Player will be given enough ammunitions from the start to encounter the infected horde
- Hence in multiple scenarios player can choose to encounter the enemies head on or Use traps or other means to kill them.
- Leaving the player with freewill to choose by providing options

Fin