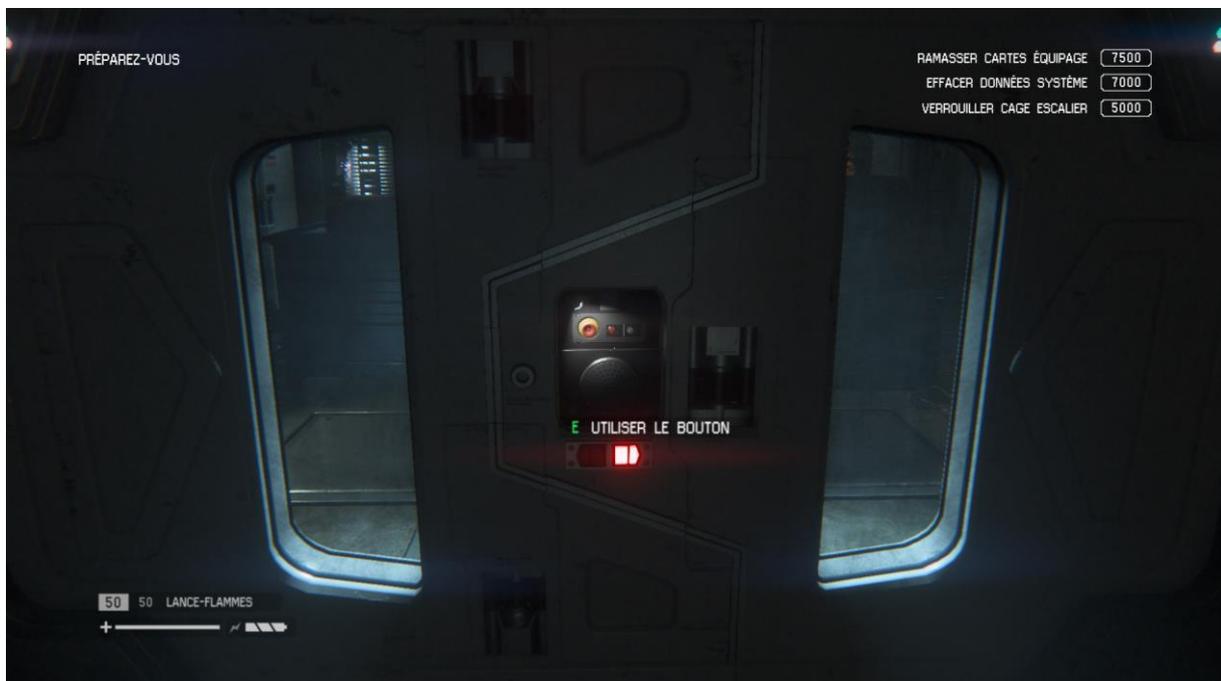


**Lien vers la MindMap décrivant le Game design du jeu:**

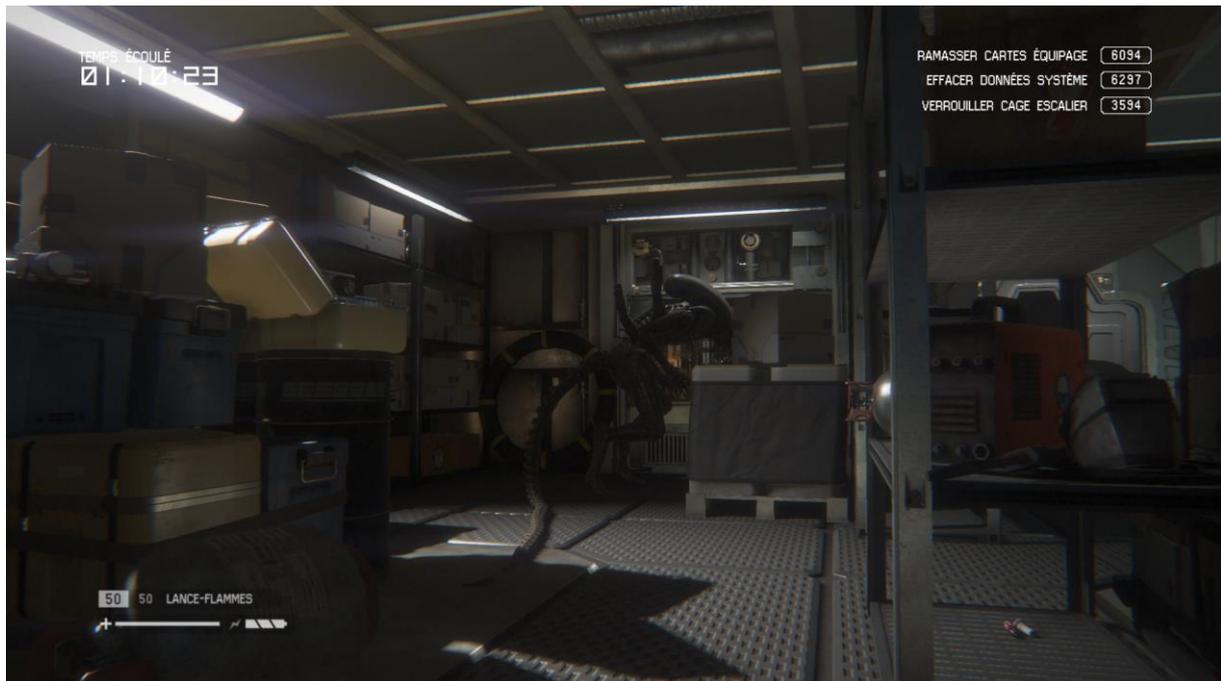
<https://mm.tt/1260578143?t=PYJ9obmQzu>

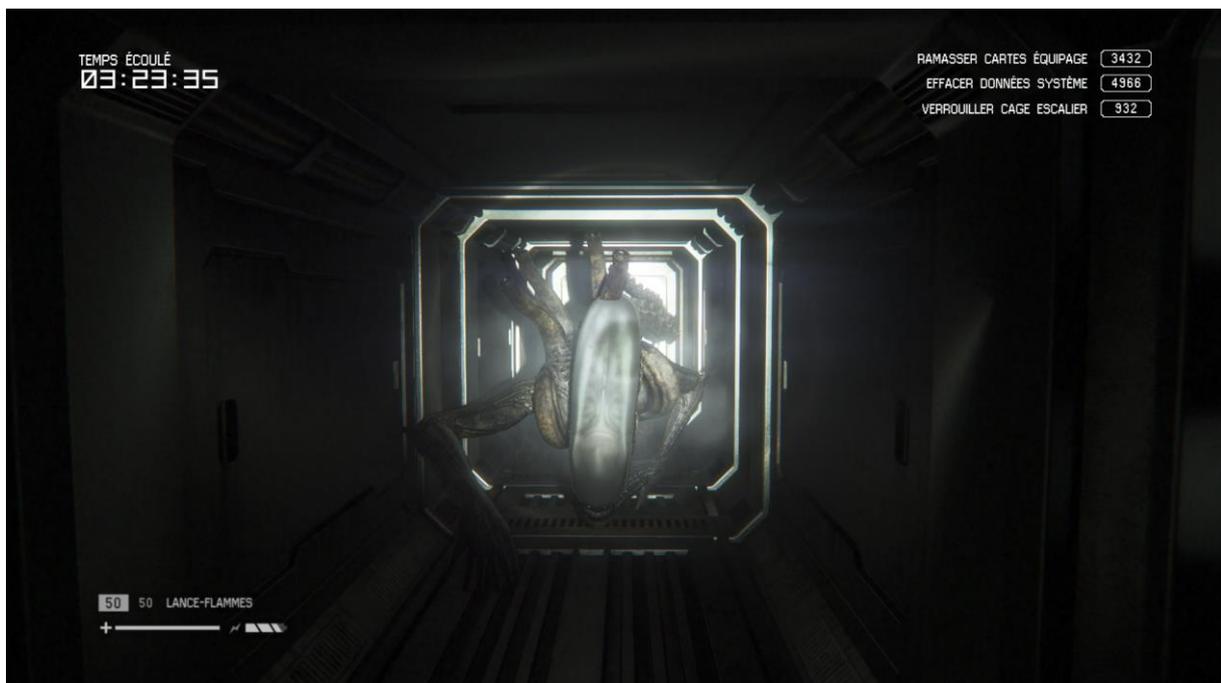
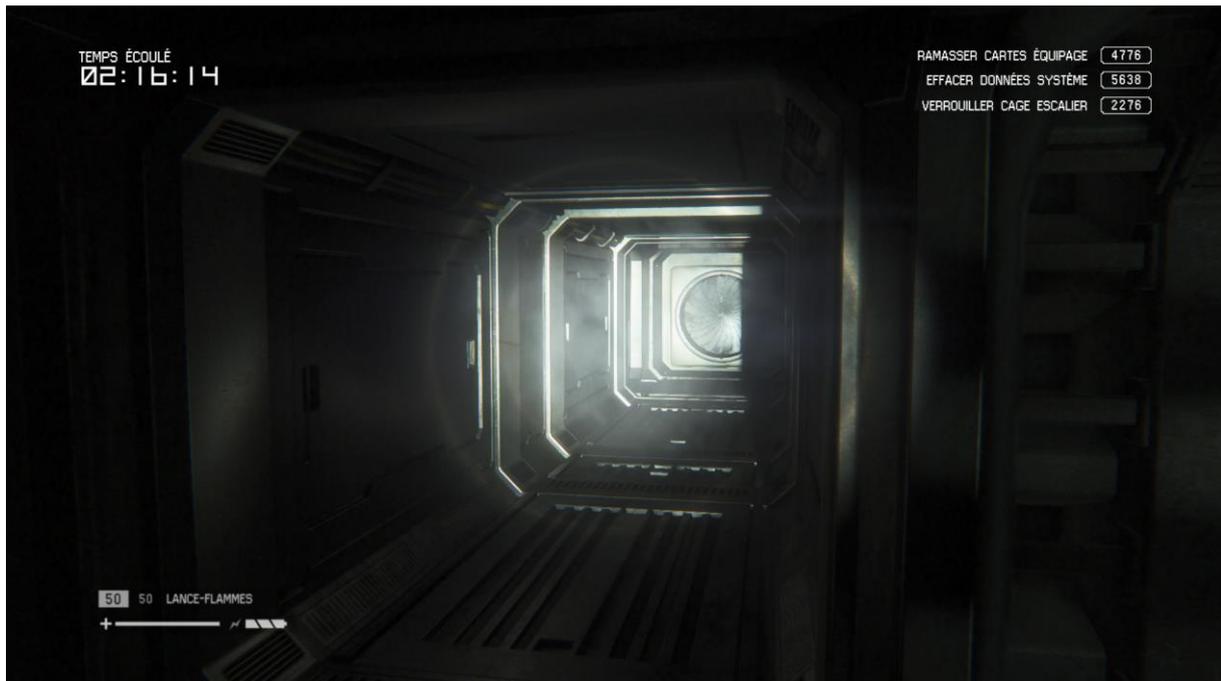
**Aspect graphique du jeu :**

Screenshot :





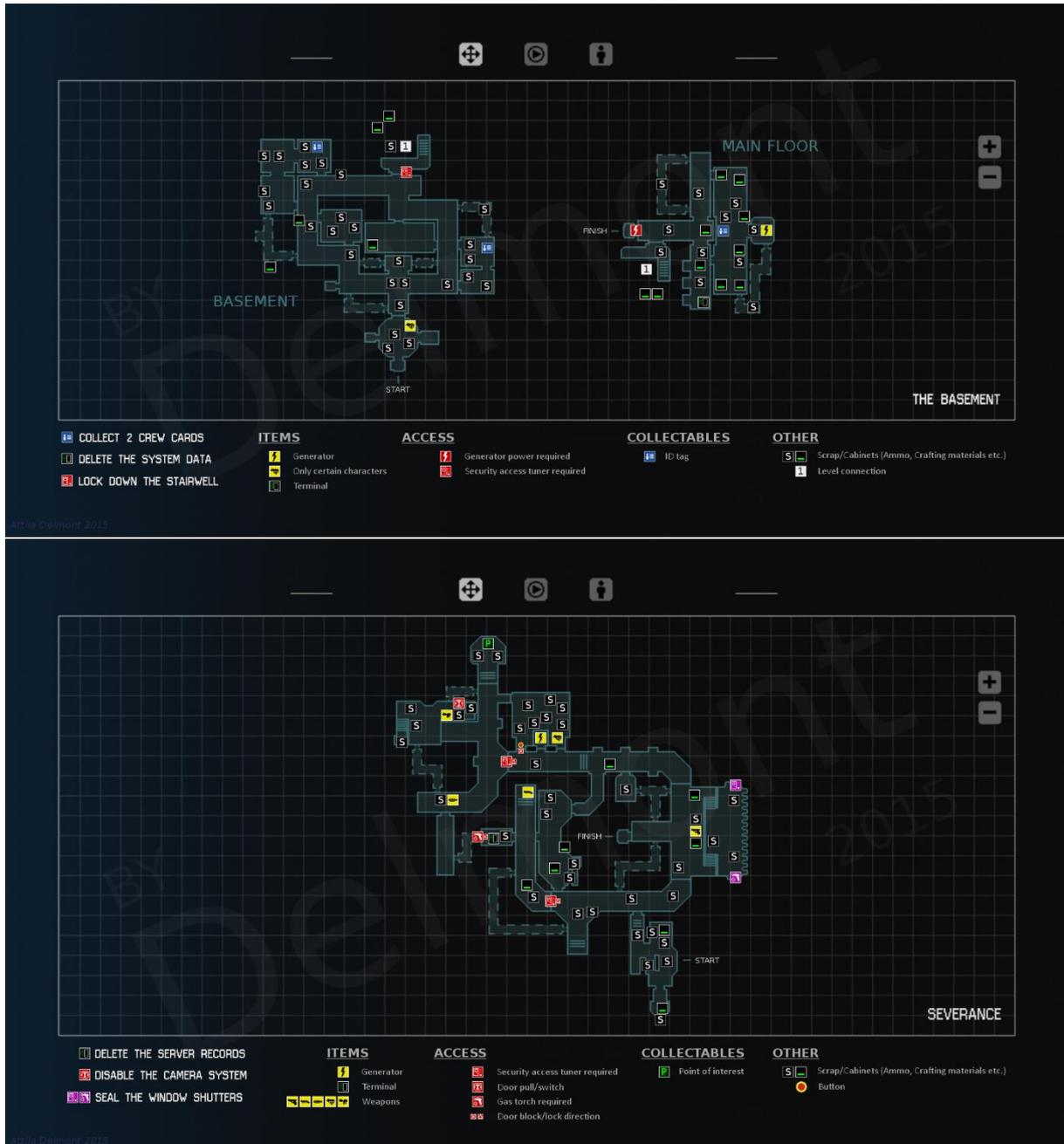




Nous pouvons voir correctement sur les images que le milieu rencontré dans le jeu est sombre, les lumières présentes sont rare et les couloirs étriqués. Le vu du personnage ne permet pas de voir sur les côtés et derrière nous, ce qui laisse beaucoup d'angles morts.

## Cartes originelles présentes dans le jeu :

<https://www.speedrun.com/ai/thread/ocr70>



**SCORCHED EARTH**

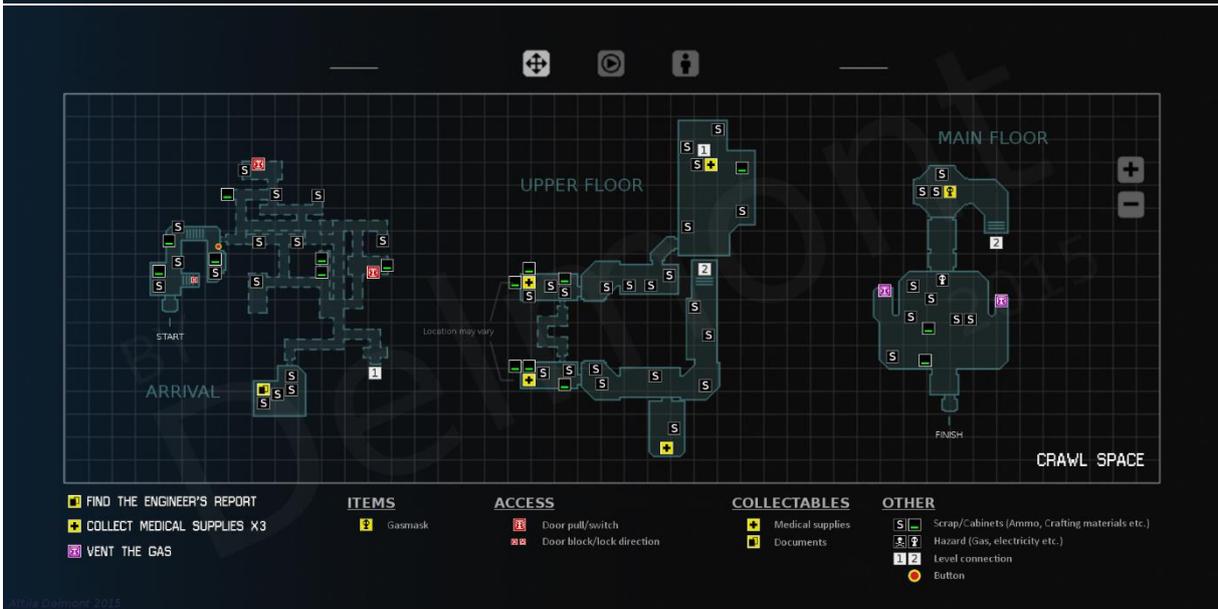
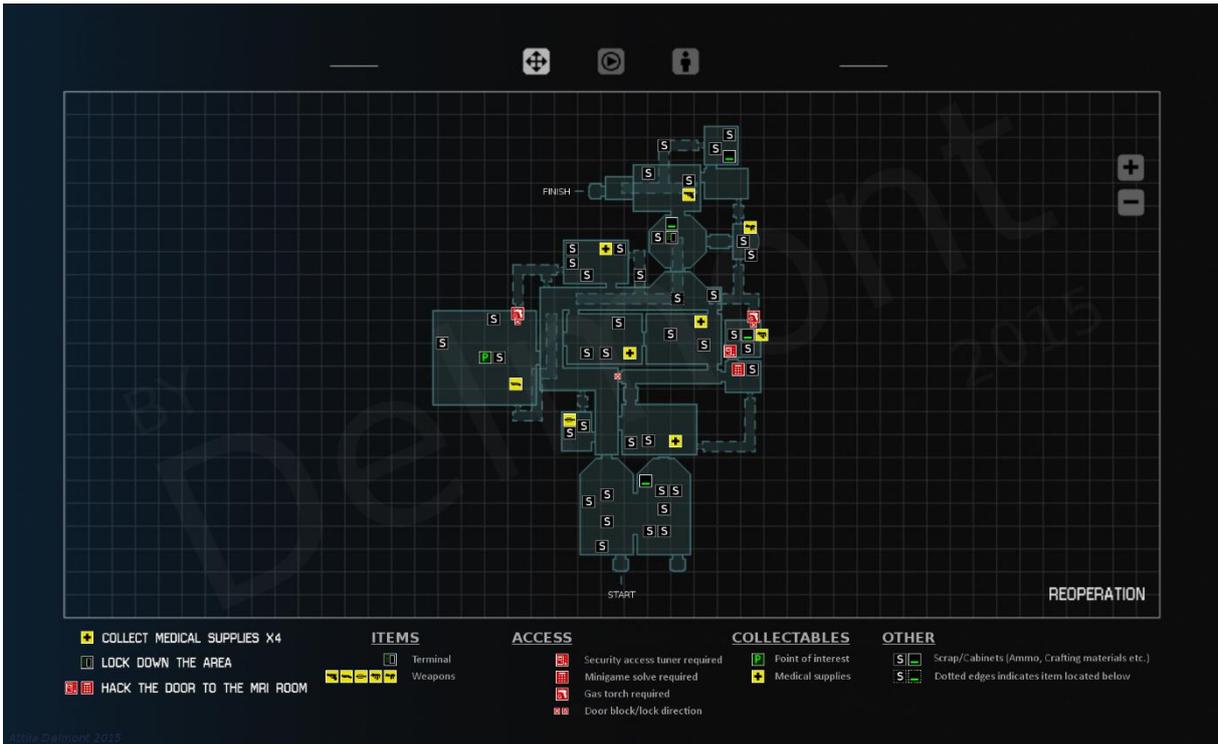
|  |   |   |   |   |
|--|---|---|---|---|
| <ul style="list-style-type: none"> <li> SAVE THE CIVILIAN</li> <li> COLLECT LINGARD'S RESEARCH FILES</li> <li> HACK THE EXIT TO LAB B</li> </ul> | <p><b>ITEMS</b></p> <ul style="list-style-type: none"> <li> Terminal</li> <li> Weapons</li> </ul> | <p><b>ACCESS</b></p> <ul style="list-style-type: none"> <li> Security access tuner required</li> <li> Door pull/switch</li> <li> Terminal hack required</li> <li> Gas torch required</li> <li> Door block/lock direction</li> </ul> | <p><b>COLLECTIBLES</b></p> <ul style="list-style-type: none"> <li> Documents</li> </ul> | <p><b>OTHER</b></p> <ul style="list-style-type: none"> <li> Scrap/Cabinets (Ammo, Crafting materials etc.)</li> </ul> |
|--|---|---|---|---|

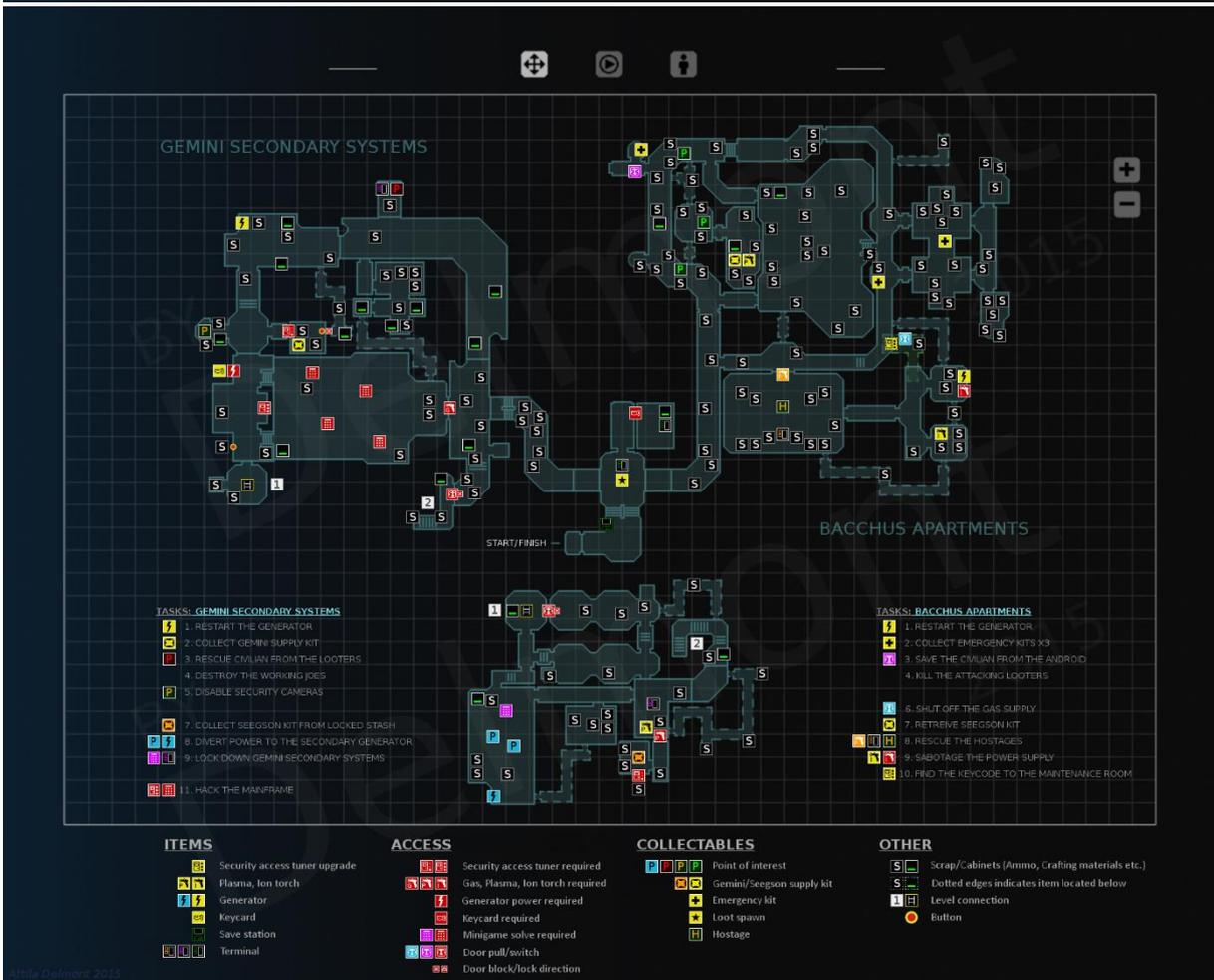
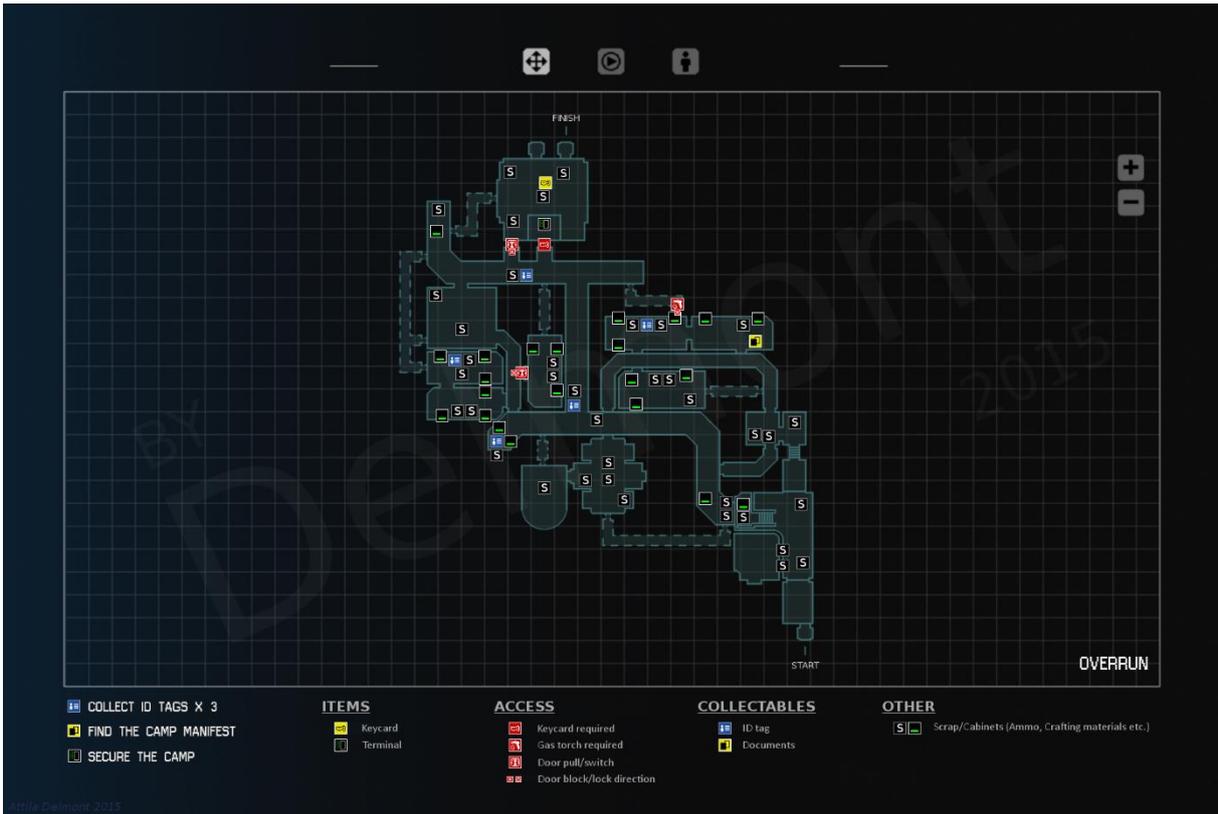
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**LOOSE ENDS**

|   |  |  |  |   |
|---|--|--|--|---|
| <ul style="list-style-type: none"> <li> COLLECT NOSTROMO LOG DATA</li> <li> LOCK DOWN SECURITY JUNCTION</li> <li> DISRUPT COMMUNICATIONS</li> </ul> | <p><b>ITEMS</b></p> <ul style="list-style-type: none"> <li> Keycard</li> </ul> | <p><b>ACCESS</b></p> <ul style="list-style-type: none"> <li> Keycard required</li> <li> Security access tuner required</li> <li> Door pull/switch</li> <li> Door block/lock direction</li> </ul> | <p><b>COLLECTIBLES</b></p> <ul style="list-style-type: none"> <li> Point of interest</li> <li> Nostromo log</li> </ul> | <p><b>OTHER</b></p> <ul style="list-style-type: none"> <li> Scrap/Cabinets (Ammo, Crafting materials etc.)</li> <li> Dotted edges indicates item located below</li> </ul> |
|---|--|--|--|---|

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**S6 EMERGENCY POWER PLANT**

**UPS CORE**

**LORENTZ PRIVATE WARDS**

SHUTTLE Bay

START

ABANDON CHALLENGE

FINISH

**TASKS: S6 EMERGENCY POWER PLANT**

1. RESTART THE GENERATOR
2. COLLECT GEMINI SUPPLY KIT
3. SAVE THE CIVILIAN FROM LOOTERS
4. UNLOCK THE GENERATOR ROOM
5. GATHER SEEGSON KITS X3
6. STABILIZE THE GENERATOR
7. COLLECT DESTINATION CODE
8. LOCK DOWN PRIMARY ROUTES
9. COLLECT COOLANT CELLS #1 AND #2

**TASKS: LORENTZ PRIVATE WARDS**

1. RESTART THE GENERATOR
2. GATHER SEEGSON KITS X3
3. HELP THE CIVILIANS TO ESCAPE
4. UNLOCK THE WAITING ROOM
5. GATHER GEMINI SUPPLY KITS X3
6. DIVERT POWER TO THE SHUTTLE
7. SAVE THE CIVILIAN
8. LOCK DOWN PRIMARY ROUTES
9. GET SHUTTLE CLEARANCE TO LAUNCH

**ITEMS**

- Generator
- Keycard
- Save station
- Terminal

**ACCESS**

- Security access tuner required
- Gas, Ion torch required
- Keycard required
- Mingame solve required
- Door pull/switch
- Door block/lock direction

**COLLECTABLES**

- Gemini/Seegson supply kit
- Loot spawn
- Coolant canister

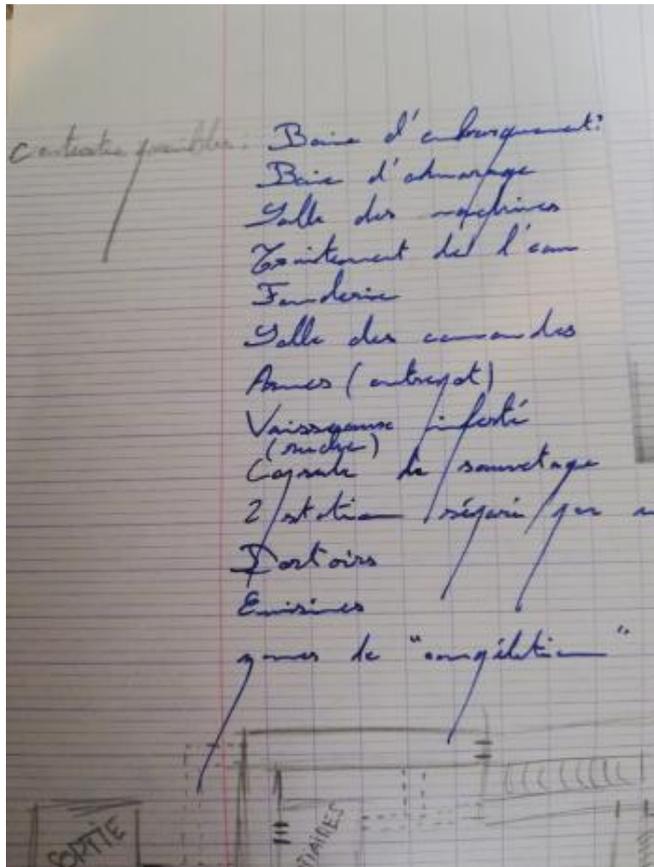
**OTHER**

- Scrap/Cabinets (Ammo, Crafting materials etc.)
- Hazard (Gas, electricity etc.)
- Level connection
- Button

ARMA DASHBOARD 2023

Traces de recherches :

Lieux possibles :



Baie d'embarquement

Baie d'amarage

Salle des machines

**Traitement de l'eau ← Ce qui a été retenu**

Fonderie

Salle des commandes

Armes (entrepôt)

Vaisseaux infecté (ruche alien)

Capsule de sauvetage

2 stations séparé par un couloir

Dortoir

Cuisines

Zones de « congélation »

**Esquisses de plan :**

