

Bryan Donovan Sng
MISSION DESIGN DOCUMENT

Mission Title: Ciao Bella

Short summary: Aid Admiral Henry Morgan in taking over towers of the fort protecting the city of Porto Bella¹. From the pier, the player serves as a strike team, clearing the way to take control of a preliminary watch tower, traverses the chapel to find the key to taking down the fort, and finally, mounts an assault on the main guard tower to capture the city by any means necessary.

Key mission beat summary:

- The culmination of a line of tutorial quests, *Ciao Bella* begins as the player docks at the pier. Admiral Henry Morgan details different approaches to one of two preliminary watchtowers and heads to the other one.
 - Two apparent approaches encourage either stealth takedowns (having wooden stands to hide behind, ignitable gunpowder barrels) or close combat.
 - More experienced players in traversal may discover a third, non-confrontational approach.
- The player navigates to the watchtower, takes control, and procures its ladders for Henry's crew.
 - The player may complete a bonus objective by taking the tower down within 2½ - 3-minute window.
- The different routes from the watchtower converge at a small chapel, where the player unlocks its doors to reveal civilians.
- The player must make a choice when Henry returns and reveals his plan to use their new hostages as human shields while they climb the ladders up to the last heavily reinforced guard tower.
 - Up to now, Henry's plans has not involved harming civilians, but the player's character is motivated to complete the mission with Henry's promise of information regarding their brother's disappearance.
- With the guard tower alerted and the city's reinforcements arriving, the player must quickly decide to follow Henry's plan or blow the tower down with cannons.
 - A third option is available if the player has yet to alert any guards (or had taken the non-confrontational approach): scaling the tower alone to take down its boss.
- Depending on the player's chosen method to take down the final tower, the game will award different outcomes.
 - Outcome 1: The player is granted an alliance with Henry's faction, an upgrade that enhances stealth takedowns, and hostility from the locals.
 - Outcome 2: The player is granted opportunity to forge an alliance with the Ravagers, a faction appearing in the future, an upgrade that enhances close combat, and the partial destruction of the fort (and new home base).
 - Outcome 3: The player is granted an alliance with the citizens of Porto Bella, an upgrade the enhances evading detection, and distrust from Henry's faction.

Player objective:

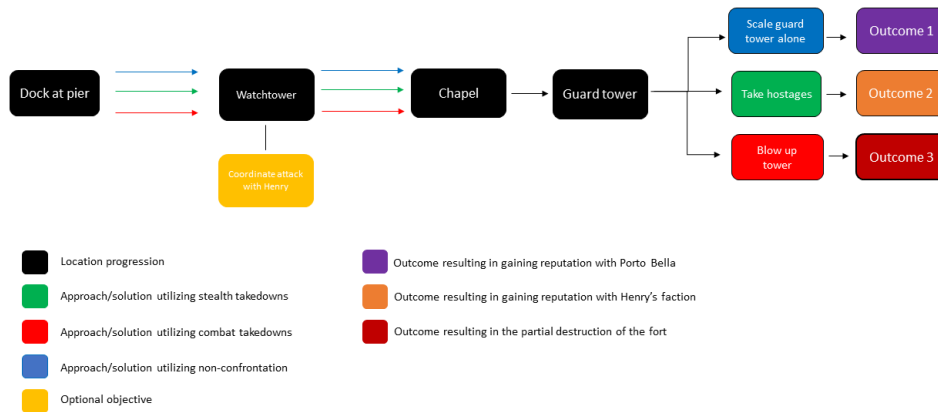
1. Take down preliminary watchtower.
 - a. Optional: Coordinate your attack with the other assault party.
2. Navigate to the chapel and open its doors.
3. Take down the guard tower or blow it up with the cannons surrounding the tower.

¹ While I drew inspiration from Morgan's actual siege of Porto Bello in 1668 featuring the capture of large castles, for the purpose of this test my city of Porto Bella is guarded by a much smaller fort and watchtowers, with players only being able to access a portion of the fort in *Ciao Bella*.

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1. Take control of preliminary watch tower.
2. Open the chapel doors.
3. Take out last guard tower.

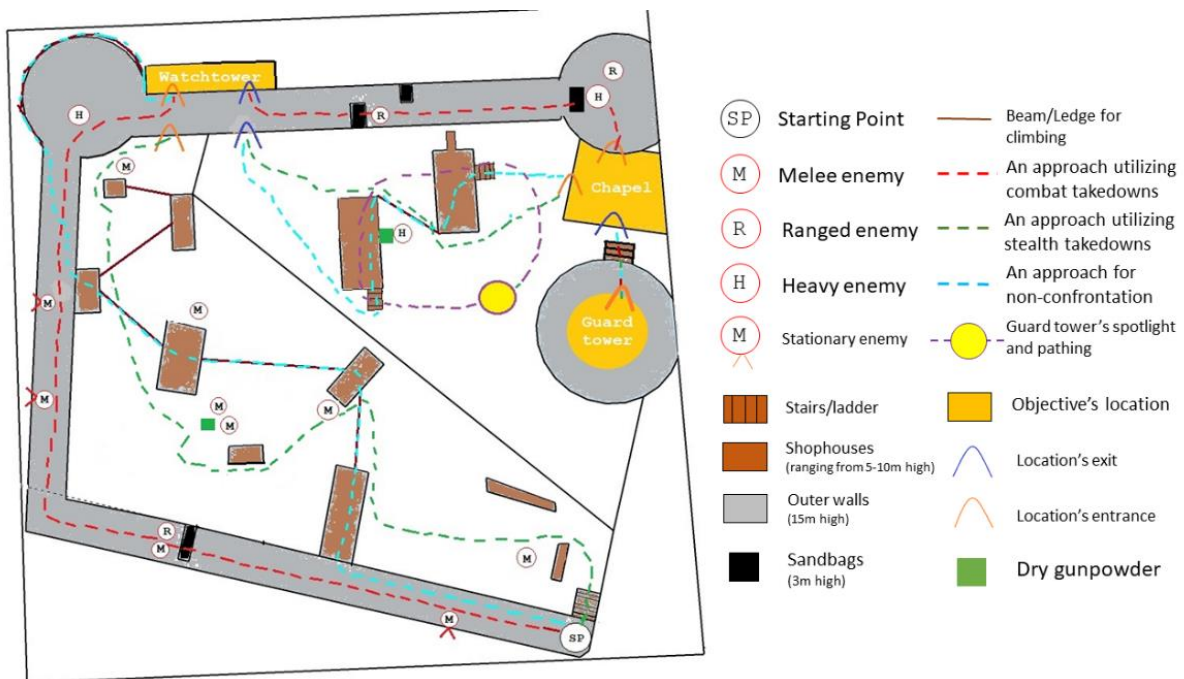


Mission Flowchart

Cutscenes:

Intro: In rowboats, Henry recaps the lay of the fort highlighting area objectives (watchtower, chapel, guard tower). As they dock, Henry details different approaches.

End: The guard tower falls and Henry's crew cheers in celebration.



2D Mission Layout

Multiplayer Context: The second player controls one of Henry's lieutenants taking the other the watchtower, and the players will have to coordinate taking the towers down within a 30-second window of each other. After the paths converge, the players choose how to take the tower down together, whether it be one player distracting the watchtower's spotlight while the other scales it or blasting the tower together with a concentrated volley of cannonballs.