

Last of Us Level Breakdown - University

Hyun Jong Won

1. **Encounter** and **Kill** Infected Runners in corridor.
2. **Find** room filled with Infected Runners
3. **Kill** Infected Runners with flamethrowers
4. **Find** and **Activate** Power Generator
5. **Explore** around and walk down to the first floor.
6. **Find** a locked gate that leads to the outside.
7. **Pull** the Lever, which **opens** the gate.
8. **Enter** the small courtyard outside
9. **Explore** around the courtyard and gather pickups.
10. **Find** a barbed-wire blockade blocking entrance to an adjacent courtyard.
11. **Hop on** the Horse and **jump** over the blockade.
12. **Enter** the Main University Courtyard
13. **Encounter** Monkeys, which goes off running
14. **Explore** around the courtyard.
15. **Find** the Firefly sign spray painted on a wall.
16. **Explore** around the corner.
17. **Find** a locked gate, without an obvious way to open it.
18. **Enter** the Student Dormitory building
19. **Explore** around the first floor and **gather** pickups (health packs, student journal)
20. **Explore** around the second floor
21. **Find** a hole in the floor, and **jump down** into it.
22. **Enter** a dark, foggy interior.
23. **Explore** around and gather pickups (beer bottles, ammos, weapons)
24. **Encounter** and **Kill** Infected Clickers.
25. **Encounter** an Infected Bloater patrolling back and forth in the corridor.
26. **Sneak** past the Infected Bloater and **open** the door under pressure.
27. **Close** the door behind.
28. **Enter** a new, safe room.
29. **Explore** around, and **hear** Ellie's voice through the windows from outside.
30. **Find** a door opening and **exit** the building.
31. **Enter** the small courtyard outside.
32. **Find** Ellie and the Horse waiting behind the gates.
33. **Find** a Power Generator and **move** it towards the gate.
34. **Hook up** the Power Generator, and **Activate** it.
35. **Pull** the Lever, which **opens** the gate.
36. **Hop on** the Horse and **ride** it past obstacles, building debris, and thresholds.
37. **See** the shiny, glass Science Building in the distance.
38. **Approach** the Science Building.
39. **Find** the front gate locked, without a way to open it.
40. **Explore** around the area.
41. **Find** a locked gate, and an Opening on the side of the building.
42. **Hop off** the Horse, and **explore** around.
43. **Find** a Garbage Container.
44. **Move** the Garbage Container towards the lamp leading down to the gate.

45. The Garbage Container **slides** down and **smashes** the gate open.
46. **Enter** the trucking area.
47. **Explore** the trucking area, and **find** a truck parked next to the building.
48. **Move** the Garbage Container beside the truck.
49. **Jump up** onto the Garbage Container, the Truck, the Building Roof, and finally into the Opening.
50. **Enter** the Science Building.
51. **Explore** around the interiors and **gather** pickups (health packs, ammos, scissors).
52. **Craft** weapons and **re-gear** inventory.
53. **Explore** around the building.
54. **Hear** a noise coming from the above floor through the stairs.
55. **Explore** around upstairs, around the central atrium.
56. **Open** a closed door and **enter** a new area.
57. **Explore** around and **gather** pickups.
58. **Hear** another clanking noise, this time much louder.
59. **Open** a closed door and **enter** a laboratory room.
60. **Encounter** monkeys, which go off running.
61. **Explore** around and gather pickups.
62. **Find** a recorder, which tells a story of a person bitten by an Infected Monkey.
63. **Find** a door blocked by a pile of stuff behind.
64. **Push** the door open and **enter** an enclosed office.
65. **Find** the Person's skeleton.
66. **Find** an another recorder, which tells the person's last minute regrets, and the whereabouts of the Fireflies.
67. **See** a person downstairs inside the building through the window.
68. **Dodge** a gunshot fired by the person through the window.
69. **Retrace** the path taken.
70. **Encounter** and **Kill** 2 Hunters (knife).
71. **Encounter** and **Kill** multiple waves of Hunters (pistols + shotguns).
72. **Encounter** and **Kill** more Hunters on the 2nd floor.
73. **Open** a closed door, and **surprise-attacked** by a Hunter.
74. **Fight** off the Hunter.
75. **Fall** off the balcony onto the first floor of atrium, and **gets injured**.
76. **Encounter** and **Kill** 2 Hunters while injured.
77. **Walk** slowly through the building.
78. **Encounter** a Hunter (shotgun), and Ellie Kills him.
79. **Walk** slowly through the building.
80. **Encounter** 2 Hunters (clubs + knives), and Ellie Kills them.
81. **Find** the front door of the building.
82. Ellie opens the front door, and **Walk** outside.
83. **Encounter** a Hunter (unarmed) holding the Horse, and Ellie Kills him.
84. **Hop on** the Horse and **escape** the University complex.
85. **Fall off** the Horse.
86. Winter arrives.

Red - Hostile events / encounters

Blue - Exploration

Magenta - Puzzles

Cyan - Transition between areas

Key Emotional Moments

- Feeling of **Beauty** and **Nostalgia** of the University Campus.
- Sense of **Mystery** around the Science Building.
- Sense of **Abandonment** and **Loneliness** of the Infected Firefly.
- Sense of **Helplessness** and **Vulnerable** in being injured.
- Sense of **Companionship** and **Reliance** in Ellie.