

**Last of Us: Part II**  
**Urban Ruin**  
(Mock Level)

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# Preliminary Research

## Design Pattern Analysis

### *Using Nature Overgrowth as a Wayfinding Element & Emotional Catharsis*



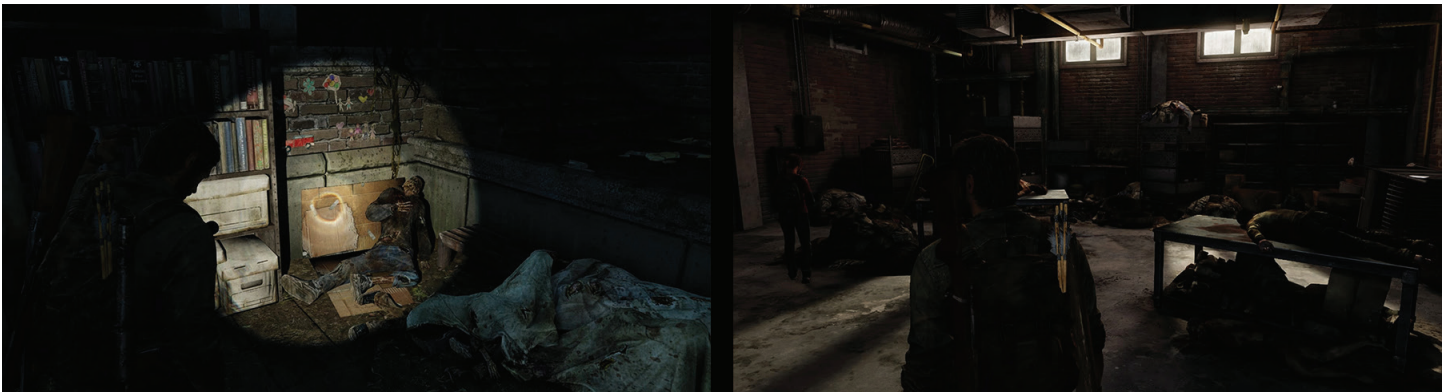
### *Using Dilapidated Architecture as Interesting Paths*



### *Using Environment Framing to Tease the Goal*



### *Using Visual Composition and Prop Placement to Elicit Environmental Storytelling*



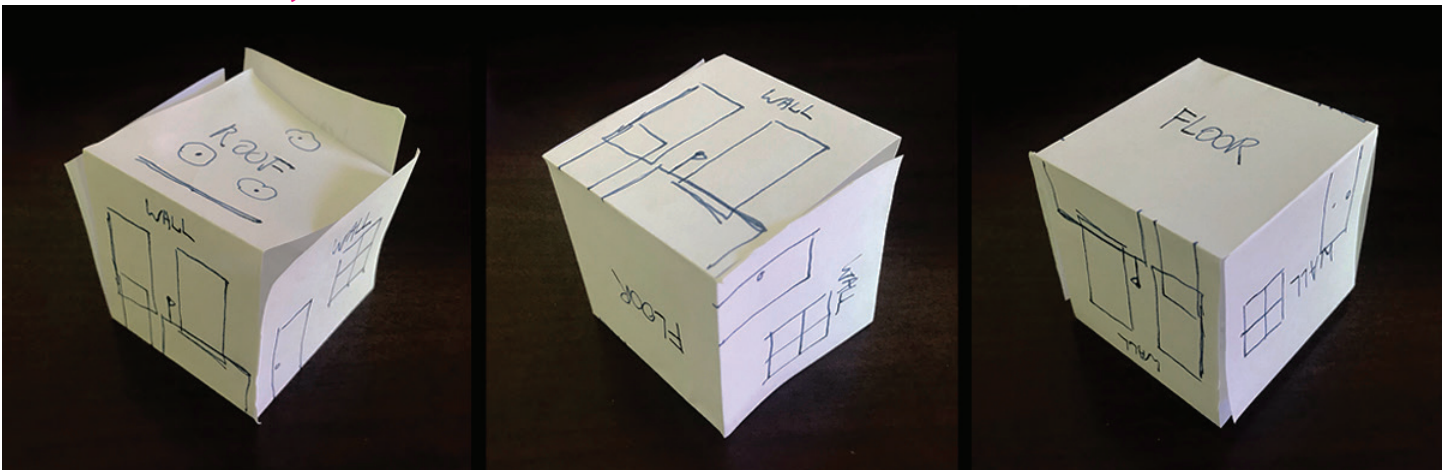
# Preliminary Research

## Reference Images & Brainstorming

### Toppled and Dilapidated Building Structures

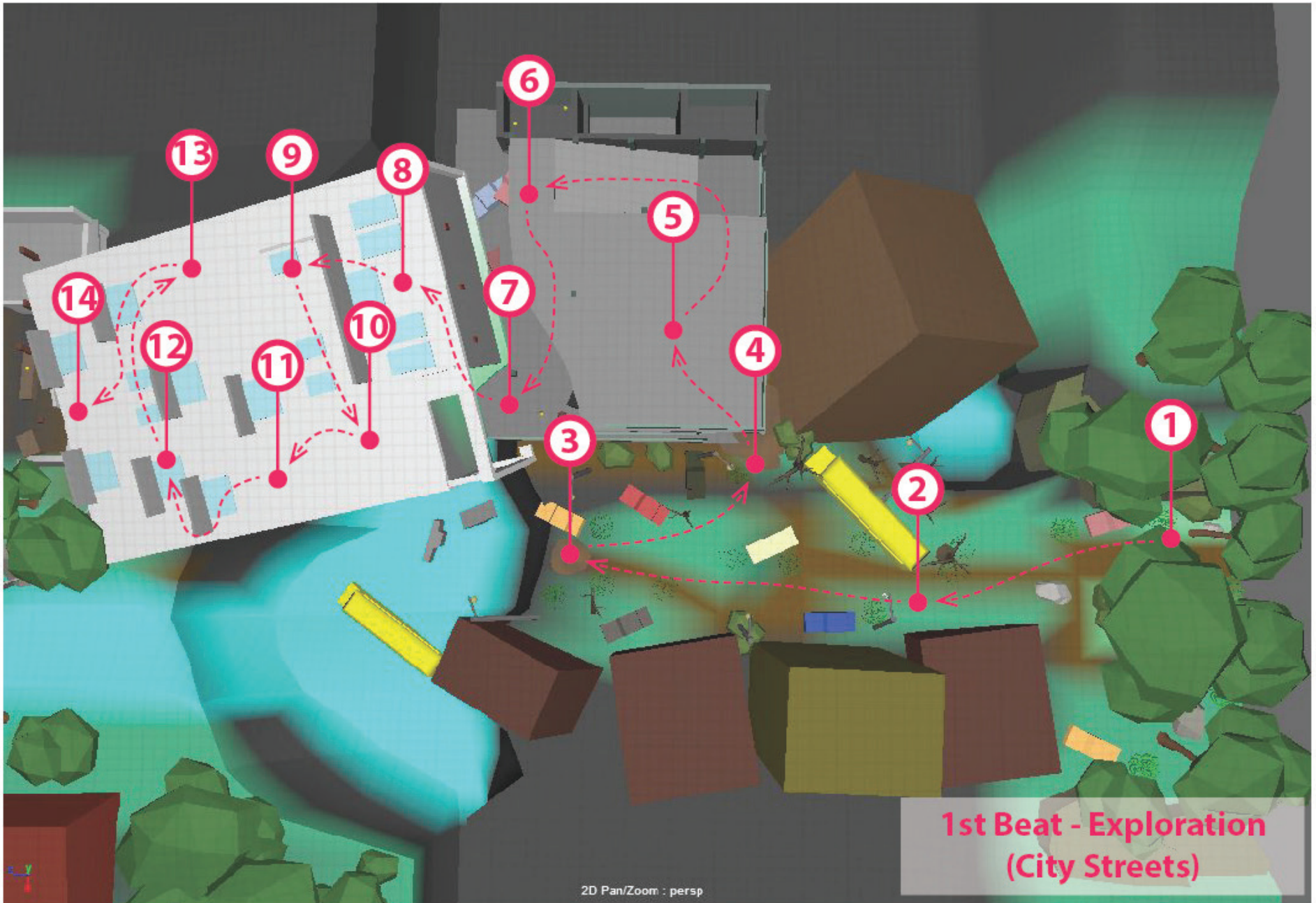


### Plane Orientation Study Cube



# 1st Beat - City Streets and Buildings

Overview Map



# 1st Beat - City Streets and Buildings

Traversal & Exploration



**1.** The Player emerges out of the forest into a clearing looking down a city street. Up ahead can be seen the blue Bank building where the marauders are holding Tommy captive.



**2.** As the Player walks down the street, the Player comes across a chilling scene where a human corpse has been hanged from a lamp post.

# 1st Beat - City Streets and Buildings

Traversal & Exploration



**3.** Further down the street, the Player is stopped by a steep drop into the valley below, caused by a sinkhole. Here, the Player sees a white building that has toppled over the valley.



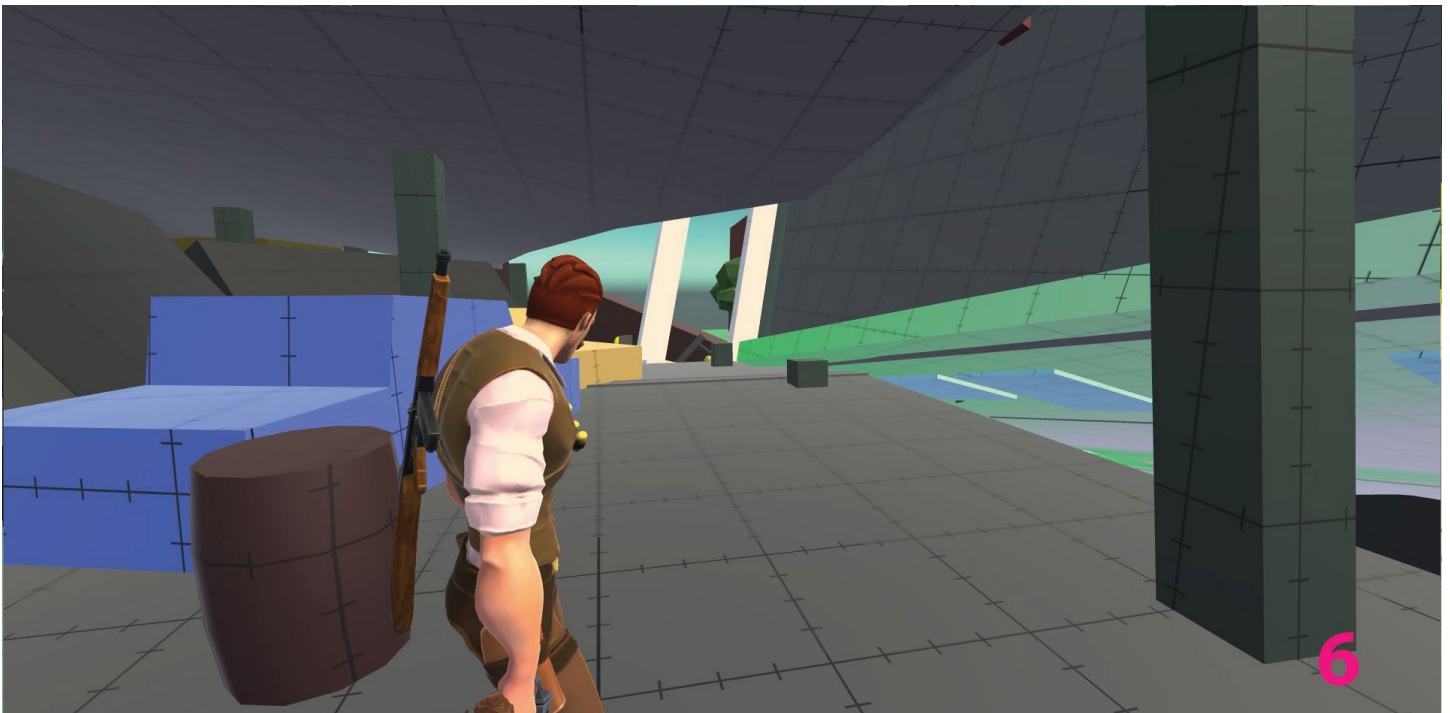
**4.** Seeing that the white building can act as a bridge, the Player turns around and approaches the parking structure that the white building is resting on.

# 1st Beat - City Streets and Buildings

Traversal & Exploration



5. Upon entering the parking garage, the Player discovers an abandoned marauders' camp, with resources available for gathering. The Player proceeds up the ramp to the above floor.



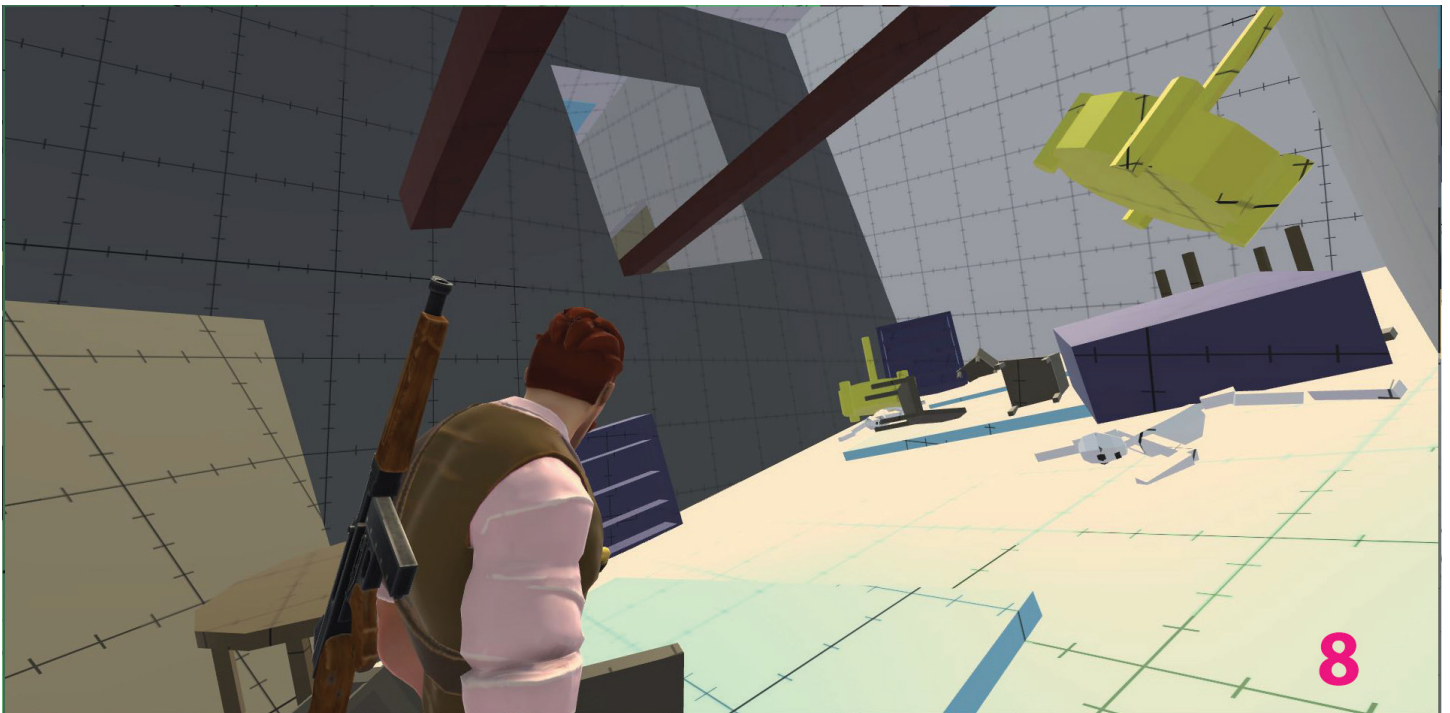
6. On the upper floor, the Player walks alongside the roof of the white building on the right side. The Player approaches where the parking structure is adjoining the white building.

# 1st Beat - City Streets and Buildings

Traversal & Exploration



**7.** The Player enters the white building via the rooftop patio, and enters the rooftop restaurant. Upon entering, the Player sees that the orientation of the floor plane has changed.



**8.** Inside, the Player sees building debris, damaged furnitures, and dead bodies scattered around the room. The Player sees an opening out of reach above, and pushes a shelf to use as an elevated platform to get up to the opening.



# 1st Beat - City Streets and Buildings

## Traversal & Exploration



**9.** The Player enters a residential kitchen, where the cabinetry can be seen suspended above, and a dead body of the tenant that once occupied the apartment unit.



**10.** The Player proceeds into the double-heighted living room of the apartment, where the rest of the family and their remains are found. The Player salvages resources (Optional Path).

# 1st Beat - City Streets and Buildings

Traversal & Exploration



**11.** The Player comes across an opening in the building facade, revealing the waterfall and the valley below, and the Bank building on the horizon. Here, the Player is presented with a challenge to carefully walk along the ledge to avoid the sure fall of death.



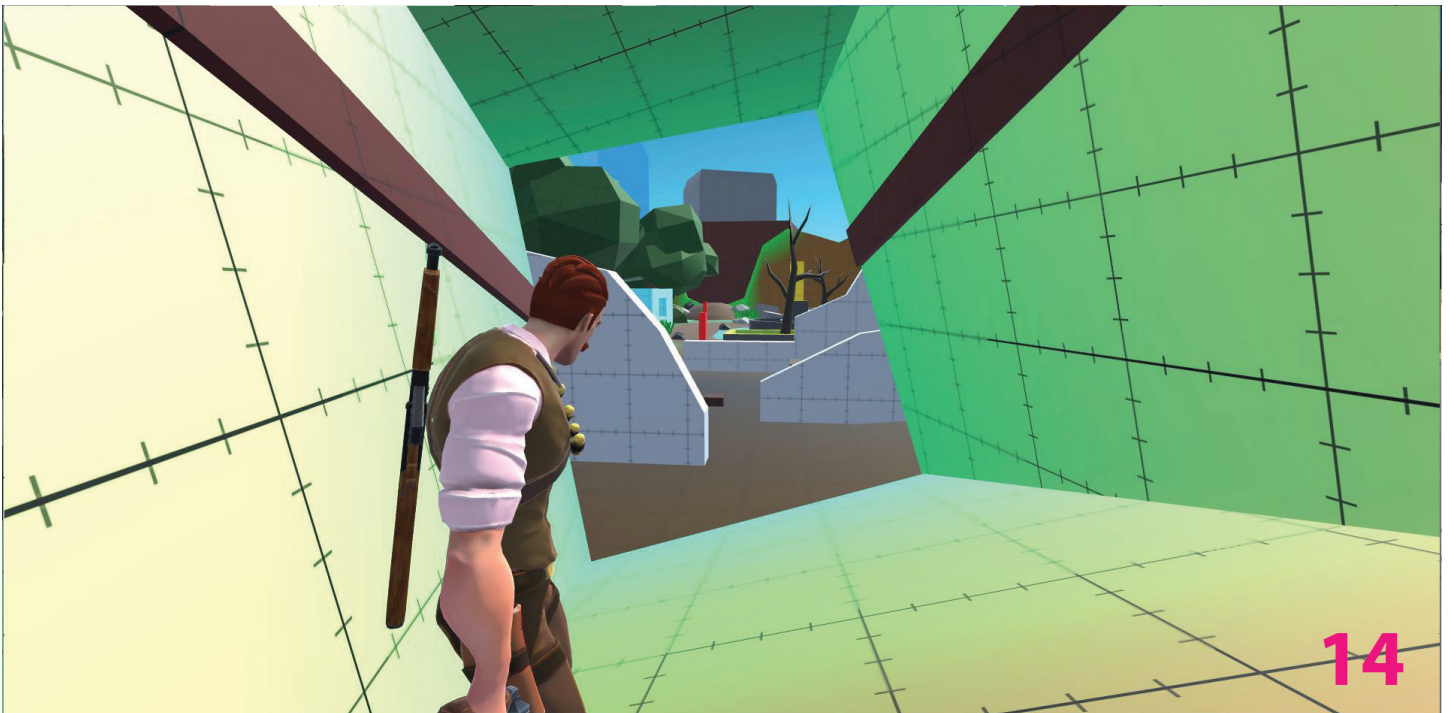
**12.** The Player enters the corridor space of the building, and sees a flood of light up ahead.

# 1st Beat - City Streets and Buildings

Traversal & Exploration



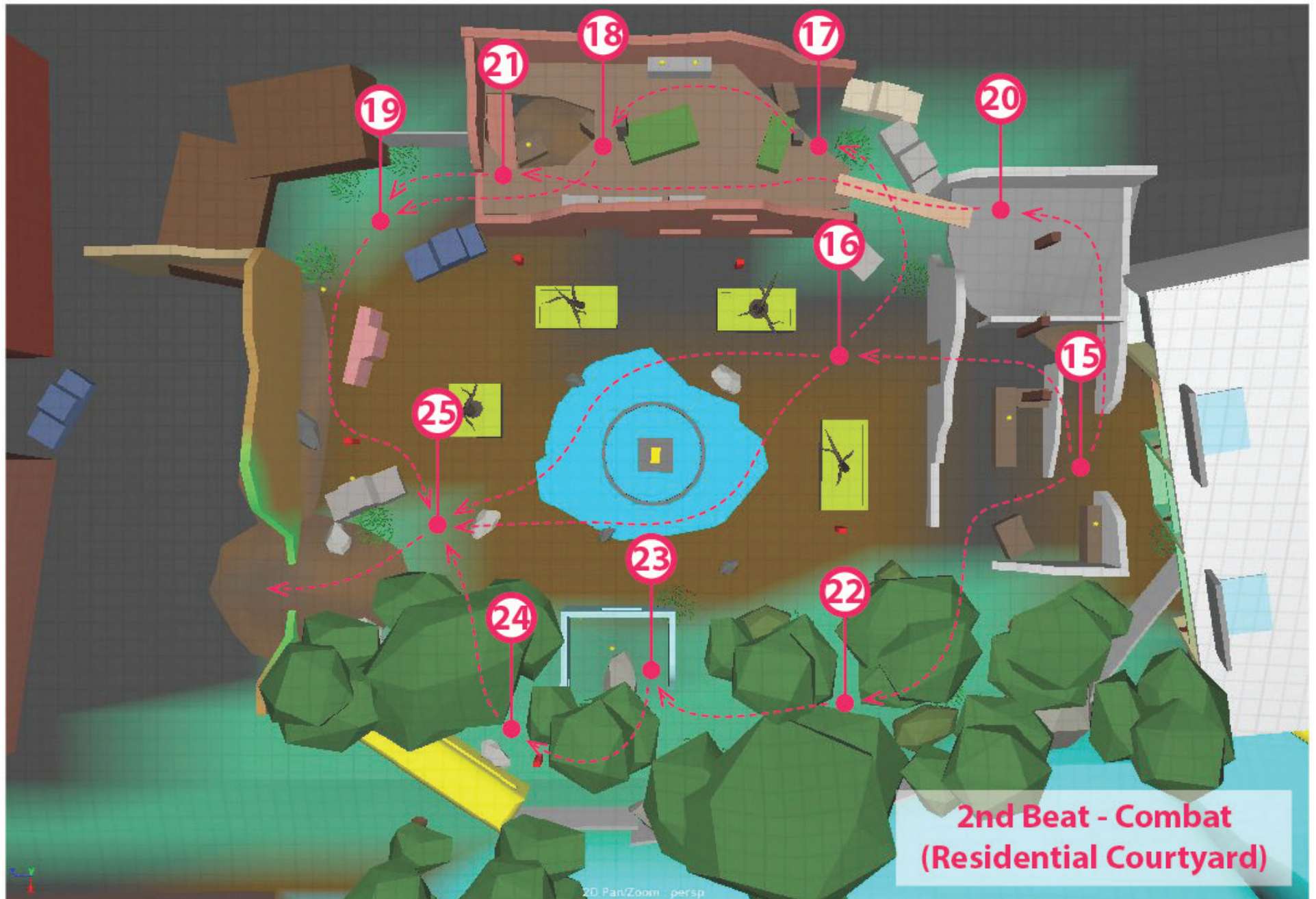
**13.** At the end of the corridor, the Player enters an another apartment. Here, the Player has to avoid the cracked windows on the ground to reach and gather the resources (Optional Path).



**14.** The Player turns around and proceeds into the light-flooded opening from the corridor. Here, the Player can hear the marauders' faint voices coming from ahead (End of 1st Beat).

## 2nd Beat - Residential Courtyard

Overview Map



2nd Beat - Combat  
(Residential Courtyard)

## 2nd Beat - Residential Courtyard

Combat



**15.** The Player exits out of the white building into its dismembered lobby groundfloor that looks out into a residential courtyard. The Player sees various marauders patrolling the area. Here, the Player considers and chooses the plan of action going forward.



**16.** In this instance, the Player chooses to directly bolt out into the courtyard for a short / long range combat. The Player chooses to flank around the No Man's Land in the center.

## 2nd Beat - Residential Courtyard

Combat



**17.** The Player walks over to the brick building on the right side of the courtyard. Here, the Player gathers additional resources before engaging the first set of enemies.



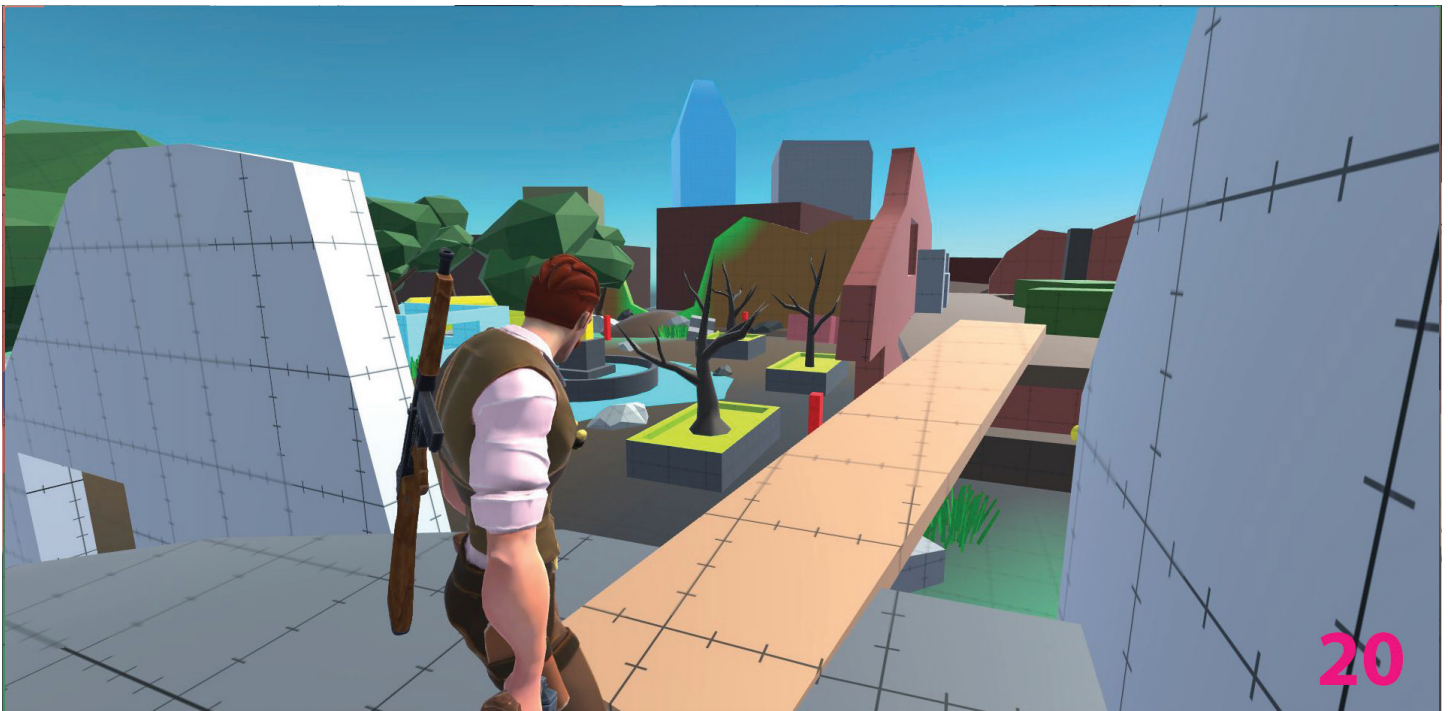
**18.** The Player enters the adjacent room and confronts an enemy. Here, the Player may execute different actions based on preferred play style (Stealth looping around covers, etc).

## 2nd Beat - Residential Courtyard

Combat



**19.** The Player exits out of the brick building into a corner alcove. The Player is now closer to the opening in the building facade, which is the exit out of this combat encounter area.



**20.** In a different scenario, the Player walks up to the second floor of the lobby building, and walks across a narrow plank to reach the second floor of the brick building.

## 2nd Beat - Residential Courtyard

Combat



**21.** The Player uses building facades as cover to stealthily sneak past the patrols without being noticed. The Player looks down onto the courtyard and sees the exit ahead.

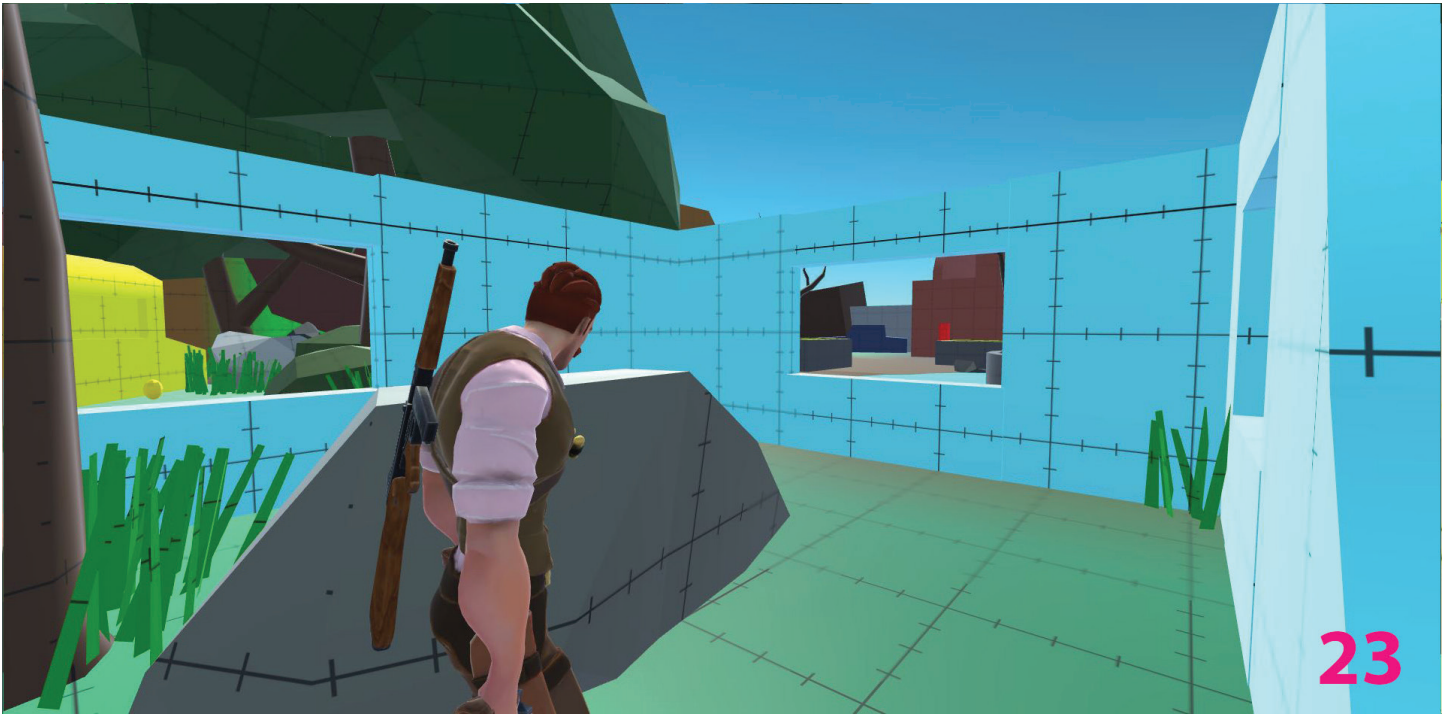


**22.** In yet another scenario, the Player makes way through the forested area on the left side of the courtyard. The Player sees a blue shack up ahead.



## 2nd Beat - Residential Courtyard

Combat



**23.** The Player finds additional resources inside the shack, and chooses to use it as a strategic fort, shooting down enemies through the windows.



**24.** Moving forward through the forest, the Player sees more enemies, and the exit up ahead.

## 2nd Beat - Residential Courtyard

Combat



**25.** The Player has now either defeated all enemies or avoided conflict altogether using stealth, and exits the courtyard through the opening in the building facade.