



# ROGUE ONE

A **STAR WARS**™ STORY

**DESIGN TEST SUBMITTED BY**  
**SAAL HUGO**

# **SUMMARY**

- **EXPLANATION OF THE SCENE**
  - **WHY I CHOOSE THIS SCENE**
- **TEAM CHOOSE**
  - **WHY THIS TEAM**
  - **FOES**
- **LEVEL DESIGN INTENTIONS**
  - **WALKTHROUGH 1 TO 9**
  - **LEVEL DRAFT**
- **APPENDIX(S)**

# EXPLANATION OF THE SCENE 1/3

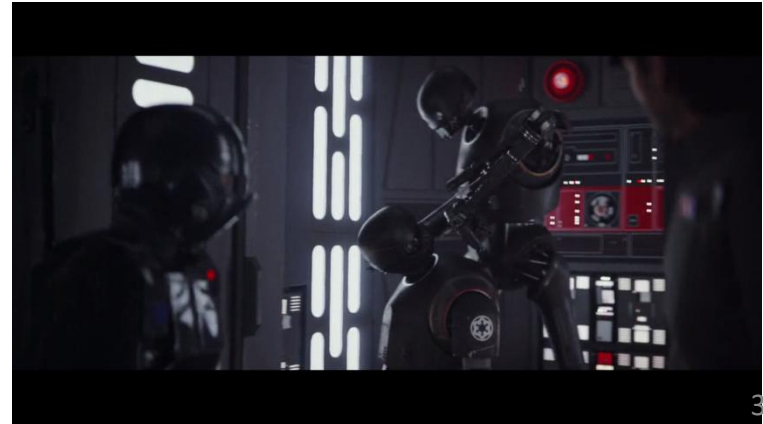
The Scene take place in the last quarter of the movie :

After a successful landing of the Rogue Squad,  
They decide to split in two distinct team :

-One for making a huge distraction and bait all the  
force of the Citadel tower.

-The other one, lead by Cassian, Jyn and K-2SO have to  
steal the death star plan and stay stealth, thank to the  
uniform they have take to the Imperial Soldiers.

The Mission started very well even if the odd was  
against them. They manage to sneak out in all the  
instalation, thank to K2 who was able to hack an other  
KX unit to have the plan of the Citadel.



# EXPLANATION OF THE SCENE 2/3

They arrived in front of the data center vault door, got rid of the guard and started to search in all the files of the Empire and look for the Death star's weapon plan.

After a little amount of time , more and more guard start to arrive and the tension rise and rise again because our hero can't find the plan

But a plan name draw the attention of Jyn : "Stardust"  
It was the plan the rebel were looking for.

K2 was able to located them before being too damaged by the waves of stormtroopers .

And in a last whisper, he was able to close the vault and create a massive powercut on this level and allow Jyn & Cassian to have more time to reach the plan.



# EXPLANATION OF THE SCENE 3/3

Because of the powercut, the arm used to grab every plan became out of orders

So the only and remaining solution : Climb to the files then to the top to use the com relai of the Empire and upload all the blueprint to the rebel fleet

But the ascent is hard for our both character who where struggling and breathless and this will be far worst

Krennic and 2 of his personal Deathtroop opend a door who overlook on the data pillar and Jyn and thanks to Cassian who was quick enough to react and shoot at Krennic. Jyn manage to reach the top of the tower however Cassian got Hit and Krennic had to fall Back ...



# WHY THIS SCENE

## PERSONAL REASON

- This was a real struggle to choose between Rogue One and the both Guardian of the galaxy but I was a fan of star wars since my young age so I stick with my “hearth” choice : Rogue One
- **Perfect to build a Puzzle / Combat ( / Stealth ) level**

## KEY REASON FOR THIS SCENES

- The Scene in the Citadel tower with my favorite **Trio** take place at the **climax of the movie** and it's obviously one of the most important , if **the Rogue one squad lose** there will be **no chance** for the **rebel to stand against the Galactic Empire**.
- The scene begin with **our Heroes** who must **remain conceal during the 1<sup>st</sup> part**. So I interesting to have a 1<sup>st</sup> part based on **puzzle resolving** and **going forward** , **gather information** on where **the plan** are and “stealth kill”
- The second main part of the scene is a **race against the clock and Krennic** to **quickly take the information on the death star** then **upload them to the rebel fleet**. I designed this phase as a **Puzzle / Combat & Boss battle** against the **Verticality of the data center & Krennic** Himself.

# PARTY CHOICE

Jyn Erso



- Sharpshoot
- Grapple

Cassian Andor



- Sharpshoot
- Quadnoculars
- Rebel Access

K-2SO



- Imperial Access
- Strength



# WHY THIS PARTY

## CONTEXT PART

- Relevant of the chosen scene

## GAMEPLAY PART

- Each member of the party have unique mechanics (except for **Jyn** and **Cassian's Sharpshoot** but I've "overcome this issue").
- The **Jyn's grapple** ability is very useful in the last part of the level to climb to the top of the citadel.
- Because it's an Imperial heavy secured place, the ability of **K-2SO** with the **Imperial computers** will allow the party to move further.
- For the reminder the Imperial army is taking an attack for the rebel, there will be a lot of damaged area with heavy object to overcome. It will be the **K2's Strength** work.
- Because of Galen Erso have did a lot for the Empire ... and against too, he could have place some **corrupted computer** for a rebel like **Cassian with the Rebel Access** to gather important Intel



# FOES

Director Krennic



- Boss of The Level
- With 2 Deathtroopers
- Main Antagonist

Stormtroopers



- Standard Enemy
- Target Dummy

KX- Security Droids



- Close Combat Enemy
- Can be use to as a Key

# LEVEL DESIGN INTENTION

## FIT TO TT GAMES

- During the test, I've replay my old Lego Star wars game on Gamecube plus saw some walkthrough of The last games TT have made
- I filed the area like I was one of your level designer with **bonus area** and **tones of thing to do like building / fighting & exploring**

## FIT TO STARWARS FILMS

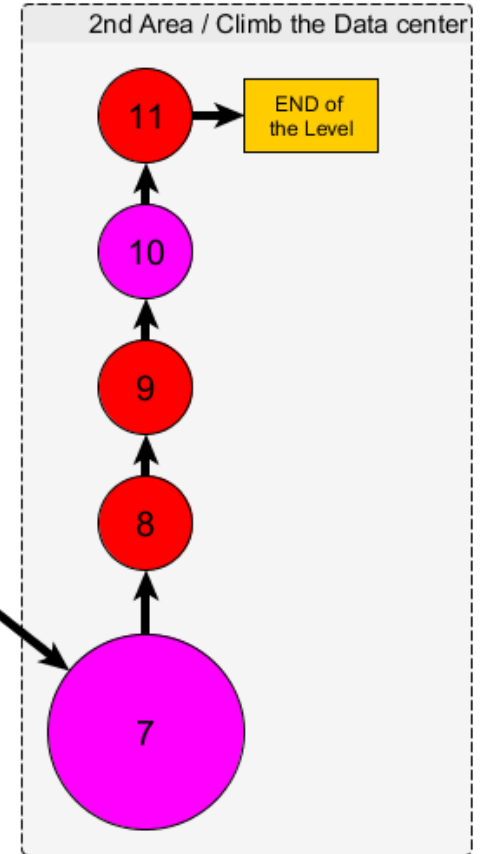
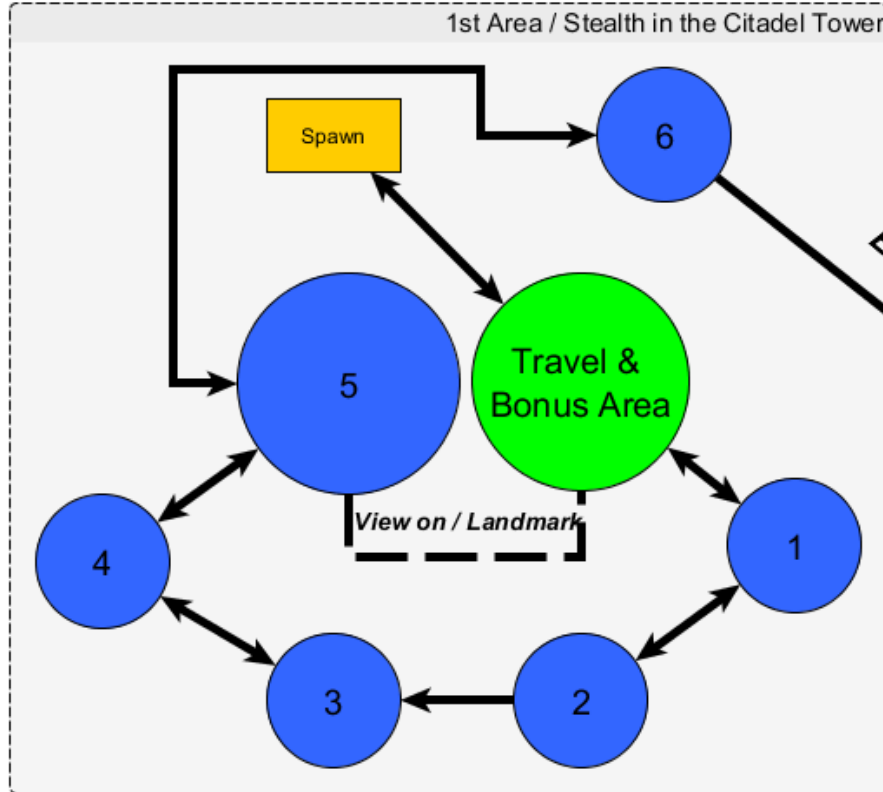
- I watched closely the scene I choose I the purpose to made a **level who stick the closest to the original scene & theme**

## ABOUT THE LEVEL

- I wanted the first part **without much fight** because this rogue one squad have to **stay conceal in the 1<sup>st</sup> time**
- Then when the Rogue one squad have to **capture a Kx unit** to have **the plan of the base** or if other **soldier wonder why there are on some area**, they will **have to fight**
- Then the last part is based on **the verticality** of the "Data center" and each step the team will make, they will have to **fight Krennic with Sharpshoot ability**

Rogue One : Citadel Tower [Level Graph]		LEVEL DESIGN GRAPH															Total Use per Ability	
Playable Character in Story mod	Unique Abilities	1	2	3	4	5	6	7	Stormtrooper Invade	8	Krennic	9	Krennic	10	Krennic	11	<div></div>	Total per Char
Jyn Erso	Sharpshoot	1				1	1		<div></div>		<div></div>		<div></div>	1	<div></div>		4	9
	Grapple					1			<div></div>	1	<div></div>	1	<div></div>	1	<div></div>	1	5	
Cassian Andor	Sharpshoot	1					1		<div></div>		<div></div>		<div></div>	1	Out of combat		3	9
	Quadnoculars			1					<div></div>		<div></div>	1	<div></div>	1			3	
	Rebel Access						1	1	<div></div>		<div></div>	1	<div></div>				3	
K-2SO	Imperial Access		1		1			1	Rip :'(								3	7
	Strength			1	1	1	1										4	
Generic Char Abilities	Building LEGO	1				1			<div></div>	1	<div></div>		<div></div>	1	<div></div>	1	<div></div>	5
	Multi-Builds				1				<div></div>		<div></div>	1	<div></div>		<div></div>		<div></div>	2
	Attack/Combat			1				1	<div></div>		<div></div>		<div></div>		<div></div>		<div></div>	2
	Jump						1		<div></div>		<div></div>		<div></div>		<div></div>	1	<div></div>	2
	Balance Beam								<div></div>		<div></div>		<div></div>		<div></div>		<div></div>	0
	Bar Hops								<div></div>		<div></div>		<div></div>		<div></div>		<div></div>	0
	Ledge Grab								<div></div>		<div></div>		<div></div>		<div></div>		<div></div>	0
	Brick Grab					1			<div></div>		<div></div>		<div></div>		<div></div>		<div></div>	1
	Wall Climb								<div></div>	1	<div></div>		<div></div>	1	<div></div>	1	<div></div>	3
	Wall Hugs								<div></div>		<div></div>	1	<div></div>		<div></div>		<div></div>	1
	Lever Switch								<div></div>		<div></div>		<div></div>		<div></div>		<div></div>	0
	Valves / Crancks								<div></div>		<div></div>		<div></div>		<div></div>		<div></div>	0
Total Number of Ability Used per Scenes		3	1	3	3	6	4	3	<div></div>	3	0	2	<div></div>	2	<div></div>	4		

# Critical Path (Story mode)



- |                   |                              |                         |
|-------------------|------------------------------|-------------------------|
| Spawn & End Level | Puzzle / Combat Area         | Puzzle & Cinematic Area |
| Montessorie Area  | Puzzle / Combat + Event Area |                         |

# LOGO USED



## Cassian :



Quadnoculars



Sharpshoot

Rebel Access



## Jyn :

Grapple



Sharpshoot



## K-2SO :

Imperial Access



Strenght

Strenght Lever



Build & Multi Build



Lego pill Container



Light Bridge



Ladder & Small elevator



Locked Door



Lever & Valves



Break Stuff for build



Special Area (Free mod)



Enemy Crowd



Blocking Elements



Stairs



Sharpshoot Target



Fight vs Enemy



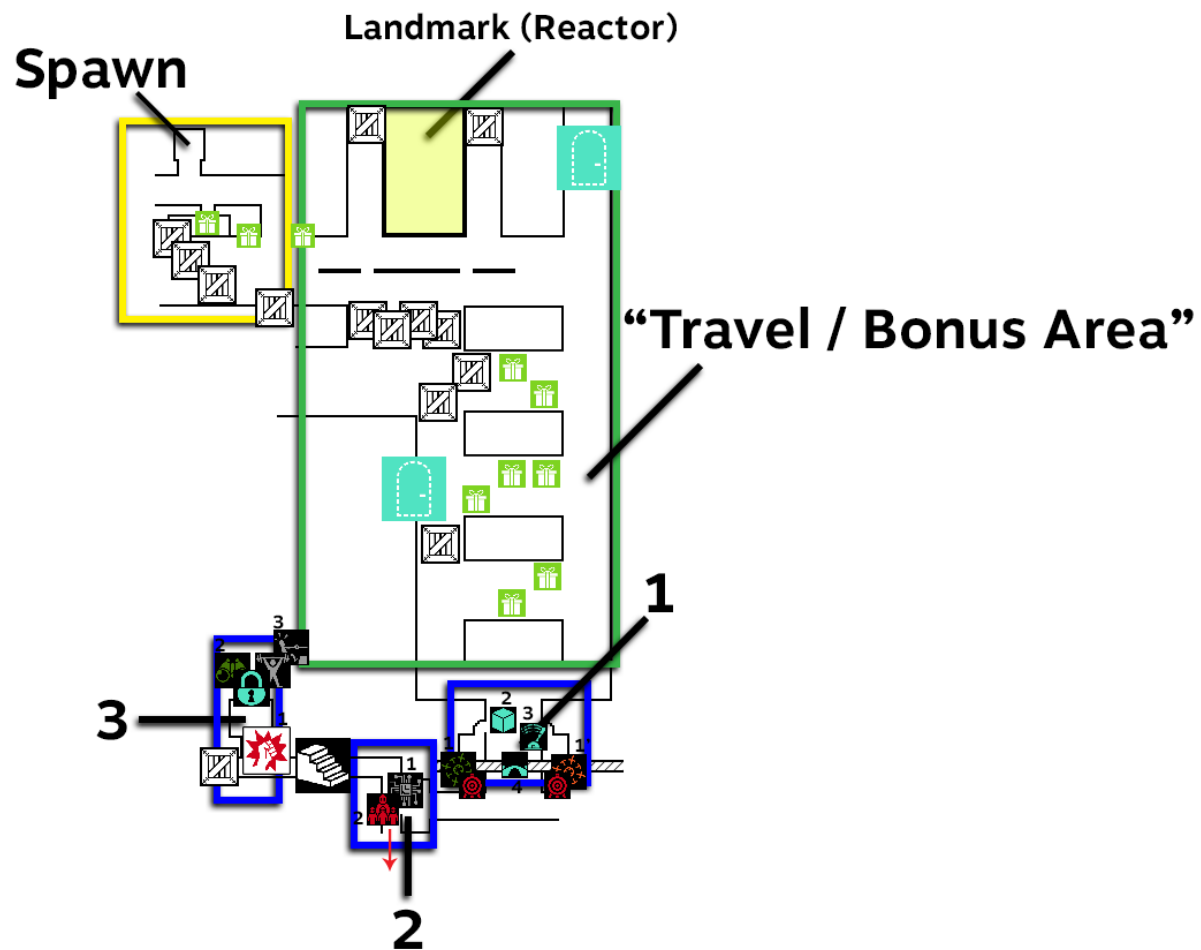
Lego Coin container



Elevator In / Out



Glass Window



# WALKTHROUGH 1/9

## FROM SPAWN TO TRAVEL AREA

- Player's Characters spawn
- The Character can go straight for a **bonus area with Lego coin** or Left to go in the "Travel Area "
- He will quickly see there are a lot of enemy and if he want to stay conceal, he will have to not attack them.

## FROM TRAVEL AREA TO 1

- Area with a lot of (Peaceful ) Patrols
- At the end of the corridor : **K2SO give an Information and the party have to follow a KX unit** to gather his information. ( Imagine if the Party are Alice and have to follow the rabbit)
  - Left => **Bonus Area for Free play**
  - Right => **The KX unit** go straight and the party follow him
- The area is filed with lot of **Lego crate and little thing the player have to build to gain some Lego coin**
- there is also an **other bonus Area for the free play**
- Finally the **KX** arrive in front the 1<sup>st</sup> "Level Design situation"



# WALKTHROUGH 2/9

## SITUATION 1

- The **KX unit** pass a light bridge but the bridge suddenly goes off
- An Imperial officer ask the player's party to fix the light
- The player have to **use Jyn** and **Cassian** and move them to 2 raise pedestals
- There is 2 Target for the **Sharpshoot ability**, the player have to **shoot one** then **switch to the other character and also shoot**
- This will free **some Lego brick**
- **Build a Lever = reactivate the Bridge**

## SITUATION 2

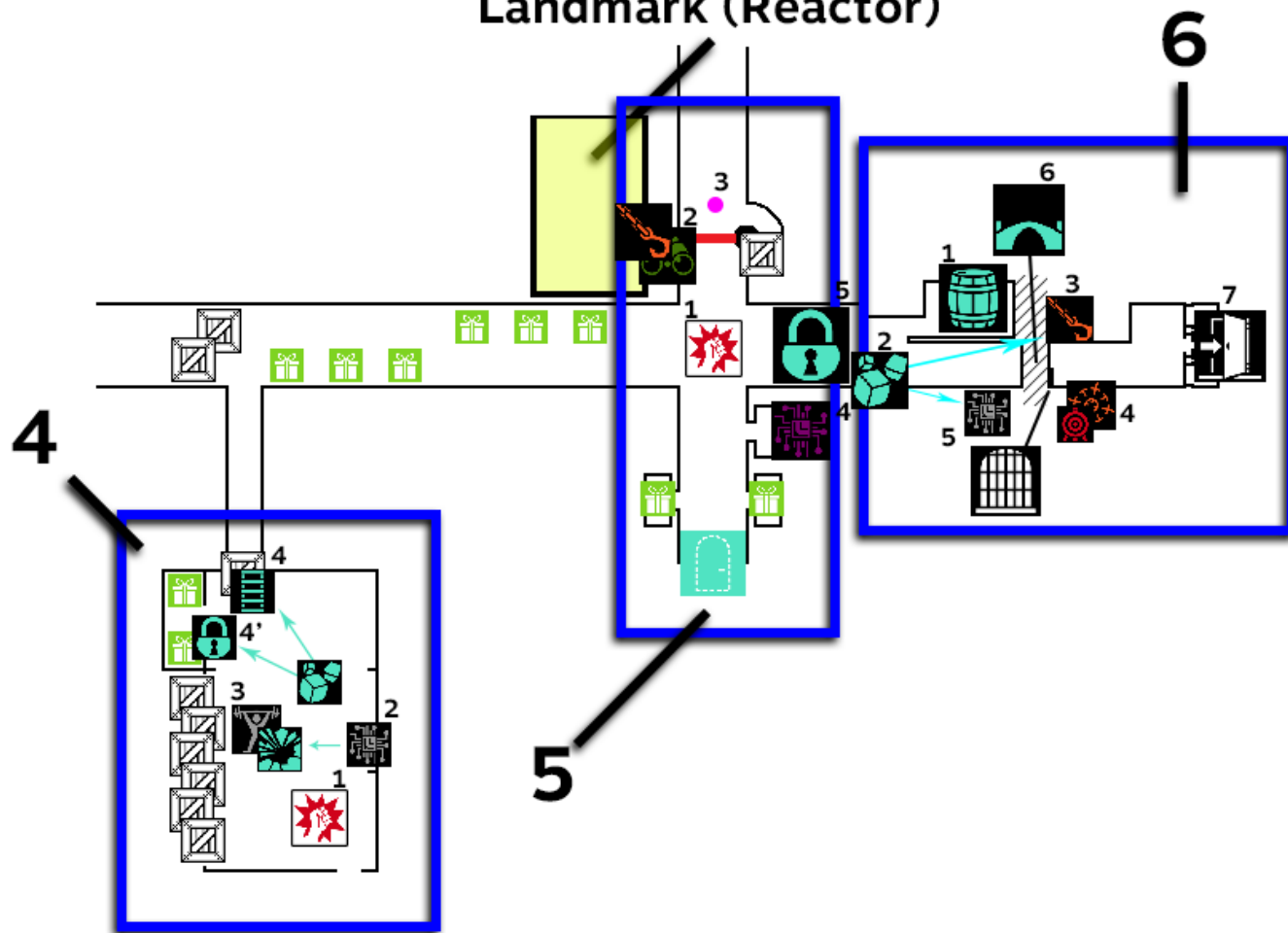
- The party keep going further
- **Then saw the KX unit go into a crowd of Soldier**
- The crowd of soldier is **blocking the way for the player**
- There is a Computer for K-2SO 's Imperial access = Move the soldier and free the path for the player

# WALKTHROUGH 3/9

## SITUATION 3

- The KX keep running in the corridor of the citadel towers and pass to the Right after a stairs
- The party access to the 2<sup>nd</sup> floor of the Citadel
- The player encounter trooper who ask why there are here
- **Fight against 2 guard**
- The party is in front a closed door
- They have to use The **quadrinoculars** to reveal a “Strength” Lever for K2 and **unlock the door**

## Landmark (Reactor)



# WALKTHROUGH 4/9

## SITUATION 4

- The Party enter in a Large Tie fighter docking bay
- There is Soldier & Technician who are here
- The Party **have to fight 5 of them**, they can use the decors to take some cover and overcome this fight situation
- Then **K2 can use a Computer with Imperial Access** to unlock a Tie then he can **break it with the Strength** to make a **Multi Build pile**
- The party will have the chose between two construction :
  - **Build a small elevator to overcome a pill of scrap**
  - **Build a lever to unlock a bonus room with lego coin**

## FROM 4 TO 5

- The party keep **following the KX** unit in a large corridor full of Lego coin container and **small pile to build "Lego coin dispenser"**
- And the party saw the **KX turn Left at the end of the corridor**

# WALKTHROUGH 5/9

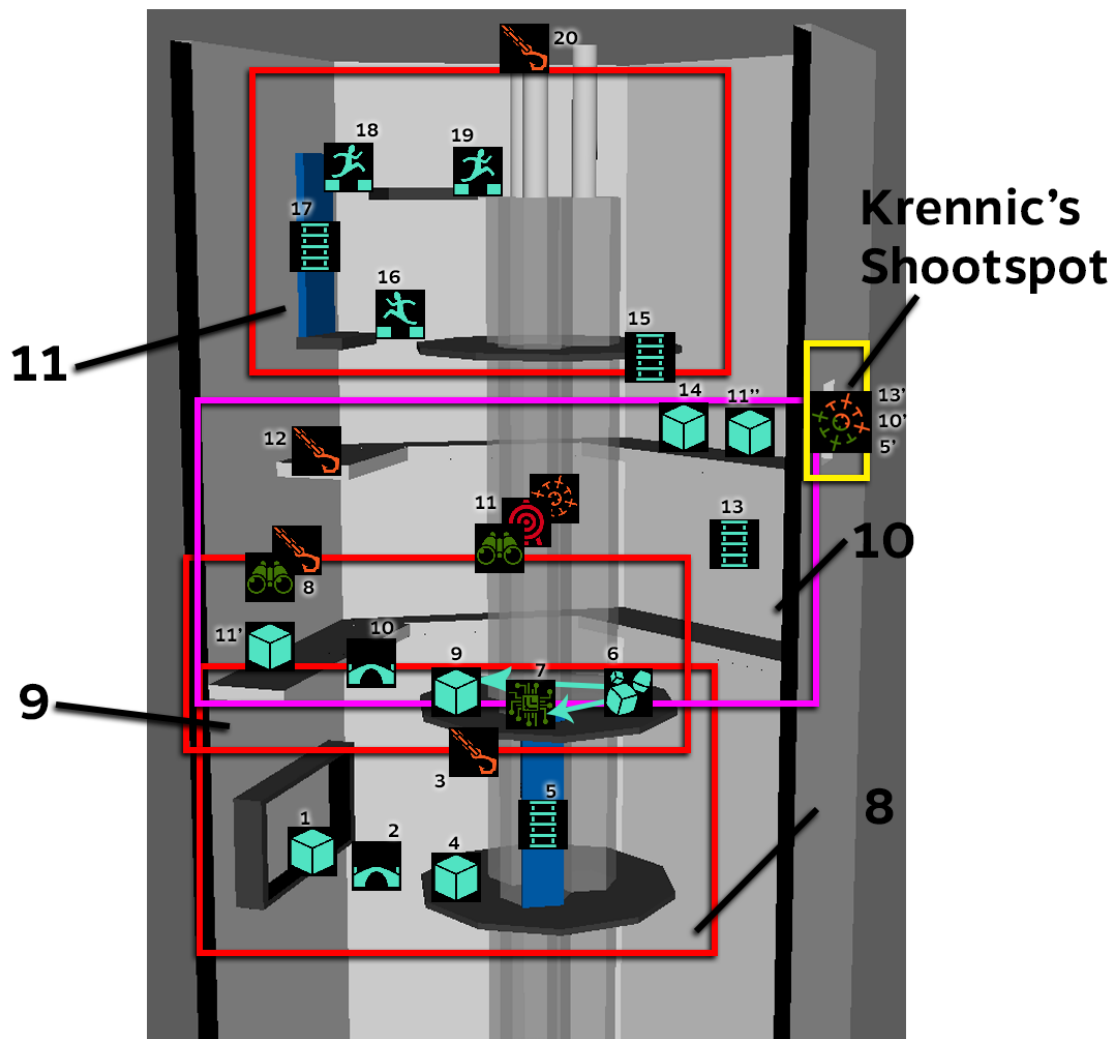
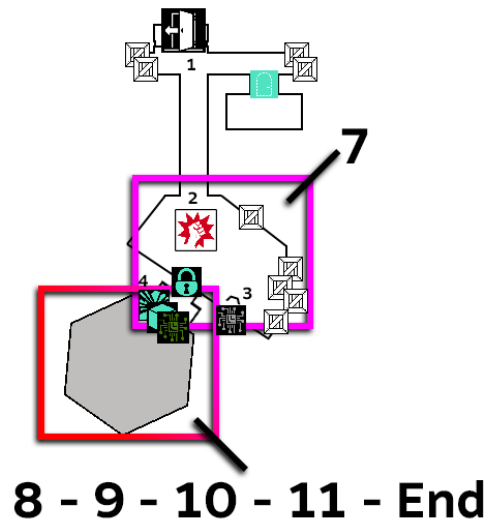
## SITUATION 5

- The Party saw some enemy and the **KX unit behind a Force field**
- The party fight the troopers
- Then use **Cassian Quadnoculars** to reveal something in the wall
- it's an **Grapple spot for Jyn**
- The player use the **Grapple spot to pull a lever** and **deactivate the force field and open a door in the corridor**
- The game "pause" to show the room behind with a **strange Terminal**
- with K2, they can **grab the KX** thanks to the **Strength ability**
- Then bring the **KX body to this terminal** and **open the main gate**
  
- in this Area, there is also a **bonus Room for the Free mod**
- and two small room **with Lego coin container**

# WALKTHROUGH 6/9

## SITUATION 6

- After taking this large door, the party have a sight on an elevator room but it seems the bridge between them and the elevator is off line
- K2 must go on a little slope on the left to push a lego container
- by hitting the ground, this will create a multi build pill to build in a 1<sup>st</sup> time a grapple spot to send Jyn over the gap
- to use is sharpshoot ability to reactivate the power of the bridge
- Then use once again the multi build pill to build a Rebel access (who could have been left there by Galen Erso) and activate the light bridge
- The party can have access to the final area of the level.





# WALKTHROUGH 7/9

## SITUATION 7

- At the end of the Elevator the player can go Straight or on the left to **access once again a free mod area**
- Straight there is a Corridor who lead to the data room where all the plan of the Imperial are contain
- The **party have to fight some guard who are protecting the room**
- Then use the K2's Imperial access to unlock the vault
- **Jyn** and **Cassian** can now have access to the Data center
- they have to **break every thing inside to create a Lego build pill** and build a **Rebel Access** and get **the death stars's blueprint**

## FROM 7 TO 8 CINEMATIC

- The player **lose the control of K2** because he is surrounded by stormtroopers but is able to lock the room from the soldier

# WALKTHROUGH 8/9

## SITUATION 8

- The party is now in front of the data pillars
- Krennic is shooting at them up there and create some Lego build pill by missing them
- The Party can build a small bridge to pass on a platform on the data pillar
- when there here, they use the Jyn's Grapple ability to pull some Lego brick to build a wall climb to access an upper platform
- Then Shoot at Krennic once with the Sharpshoot ability

## SITUATION 9

- Krennic keep shooting and create a multi pile for the player's party
- The party will be able to build a Rebel access to reveal something in a wall
- then use the Quadonculars Ability to reveal a grapple spot, Jyn will be able to pull and trigger one part of a bridge
- then re use the multi pile to build the missing part of the bridge
- Then shoot at Krennic once again with Sharpshoot

# WALKTHROUGH 9/9

## SITUATION 10

- The party can use **Quadroculars** to reveal a **Sharpshoot ability**
- This will **create 2 pills** : one in front of the party and the other one up on an other platforme
- the first will be for **create a grapple attach to make jyn pass on this upper platform** then **create a Wall climb** for **Cassian and shoot at Krennic for the last time**

## FROM 10 TO 11

- **Krennic have to finaly retreat** because he took 3 damages but in is Retreat, he **damaged Cassian who fall on a Lower platform and lose the control of this character as well**

## SITUATION 10

- **The player is only able to control Jyn**, he have to access to the top of the citadel tower
- He is **able to build a passage** to reach the up platform then go to his other **side then jump on a platform**
- Use a **Wallclimb and jump** on the top of the data pillars to finaly use the **grapple ability to escape the data center.**

A collection of LEGO minifigures representing the main cast of the movie Rogue One. The figures are arranged in a junkyard-like setting with various mechanical parts and debris in the background. The characters include Jyn Erso, Cassian Andor, Chirrut Îmwe, Baze Malbus, Kassa, Saw Gerrera, and Rebel soldiers. The text "THANKS YOU FOR READING" is overlaid in large white letters, with "AND SEE YOU SOON" in smaller white letters below it.

**THANKS YOU FOR READING**  
**AND SEE YOU SOON**

**ROGUE ONE**  
A **STAR WARS** STORY

# APPENDIX 1/7

TE Games } Level design  
Design test }

o Rogue one

- Citadel
- Tower Scene (Scarf)
- Street Scene (Beda City)
- ~~Open Scene (Lah'lu)~~ ✓
- Father Death Scene → (Eadu?)
- Fight on Scarf
- Sabotage on Scarf
- Escape from Wallycamp (Wdani)
- ~~Tension street scene (Rang & Kifre)~~ ✓

o Street Yadda

- Cinematic (objective one)
- Street one (Holding w/ Baze + Chirrut)

o Guardians of the Galaxy  
Vol 1 & 2

- Egg Inner Core (V1)
- In Asteroid b4 Romanu Core (V1)
- Rocket + Korndu vs all (V2)

o Father Death

- Cine
- Crash Ship

GP  
Puzzle  
Too the  
Cliff

- Hedgehog

Action  
Walk

balance Wavy

Fight on  
the Pad

- Rail shot
- Stealth

End  
Father Death  
Cine

GP  
Build  
Elevate  
Ship  
With Epic

End  
of the  
Lvl  
or  
Cine

GP  
Boss + Puzzle  
Combat

GP  
Puzzle  
Chirrut  
vs World  
FE Baze

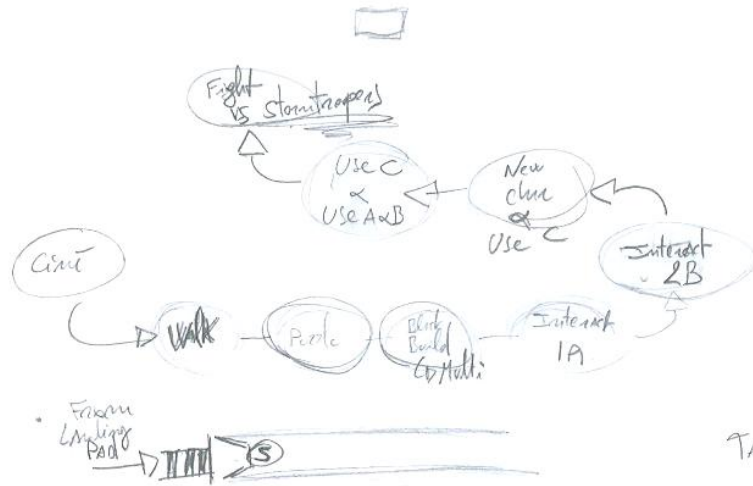
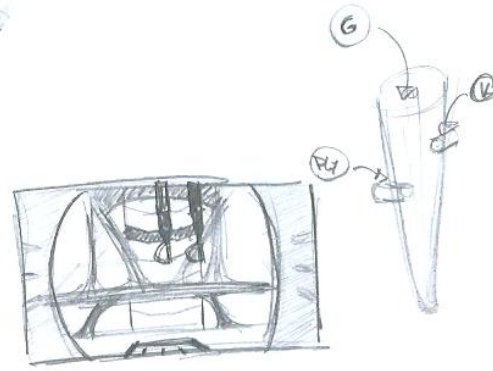
Ambush  
Area

Interaction Ideas

- Binoculars + Grappling Hook
- Build + Rebel / Imperial Access
- Sharpshoot + Multibuild

# APPENDIXS 2/7

Put an End  
to this SYN



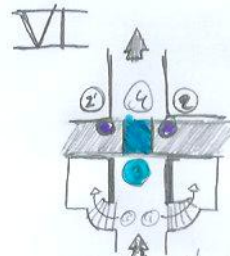
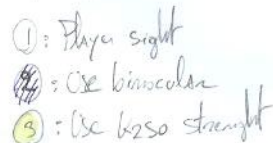
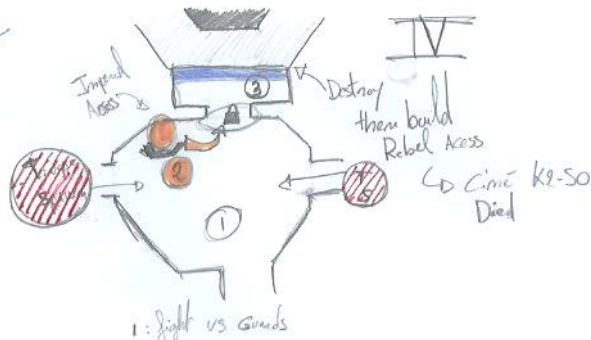
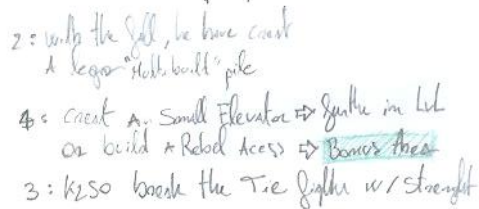
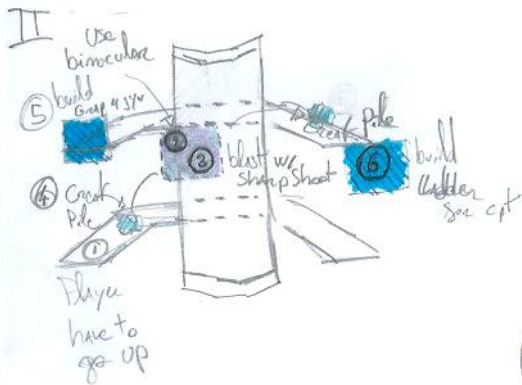
	(2)	(3)	(2)
	SYN	cat	R2
	A	B	C
A	A	A	A
B	B	B	B
C	C	C	C

2 2 kind of Int/pe  
if 2 Dig skills

Tatum Avec balance Lds Graph



lose-leaf GP (1)



①  $\propto$  ①': each simplified  
then take the sum

- ② & ②': Shoot once in the same moment
- ③ cast a pill for a lower sandwich
- ④ light bridge on → go further !



# APPENDIX 4/7

Push hand block w/ K2SO ① (KB)

→ Destroy Pill

→ Multibuild ②

→ Rebel Access ③b (CC)

③a Graphing

→ shoot ④

→ Stamp Shoot Target

→ Cross Gap or die

→ 3 party ⑤

→ Do the thing

→ Power on

→ Use switch

→ Sketch

→ Call elevator for Imp

→ Target

→ Push

→ Rebel/Imperial Access

→ Multi build piles

→ please help from Starpass

→ VII

→ VIII

→ K2SO Area

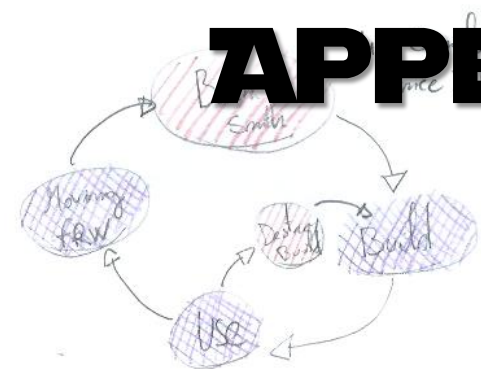
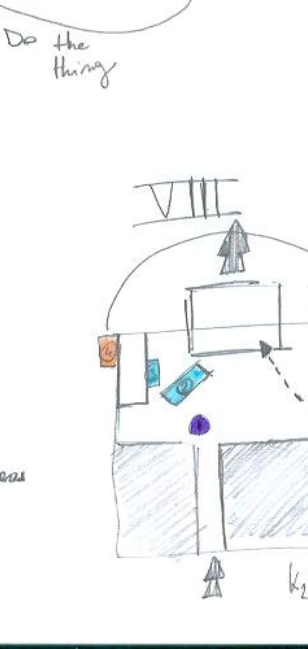
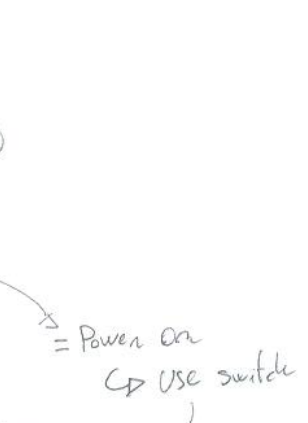
→ Bonus

→ Trigger Imperial

→ open Gate

→ With other K2SO Inside

→ open Main Gate



Bimoculars ①

→ Discover Heavy object

→ Build or Multibuild

→ Bonus

→ ②

→ K2SO Build Elevator

→ Trigger Imperial

→ ③

→ open Gate

→ With other K2SO Inside

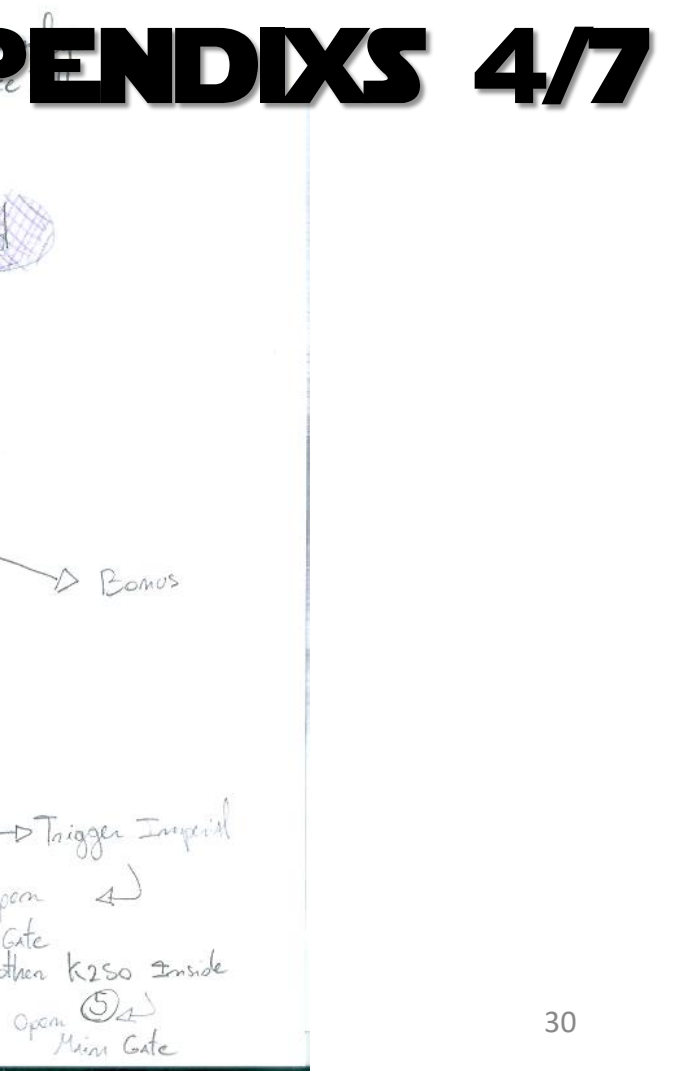
→ open Main Gate

→ ④

→ ⑤

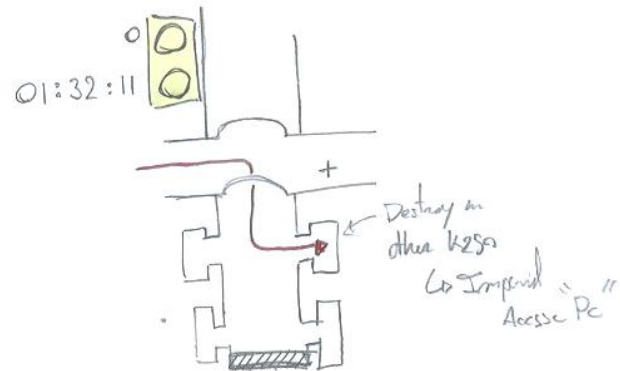
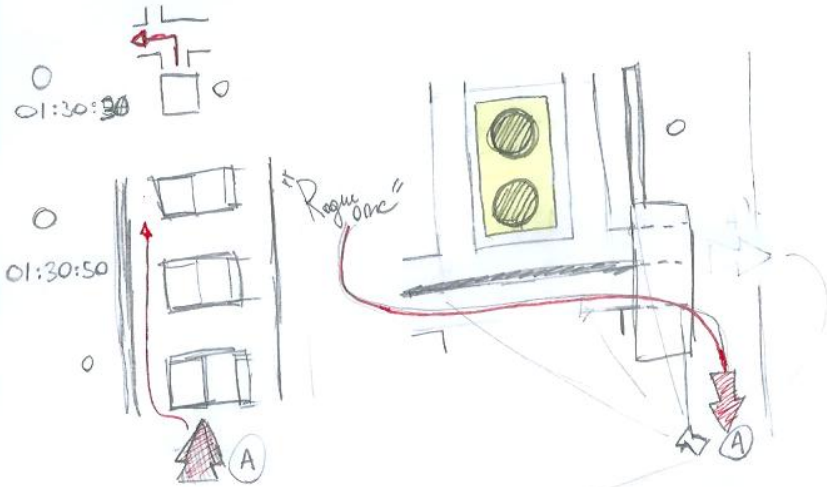
→ ⑥

→ ⑦



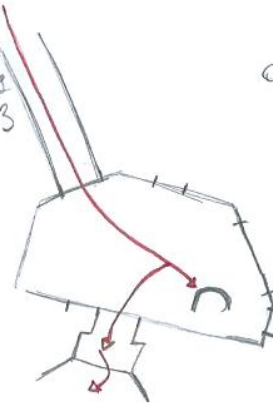
# APPENDIX 5/7

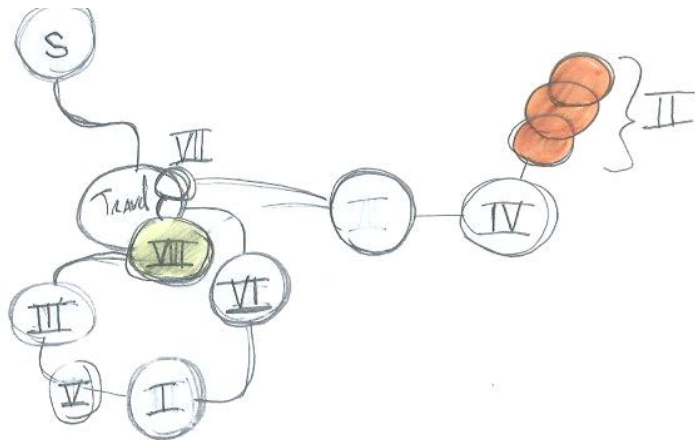
enter in the base via "NAM"



01:34:40  
01:39:18  
01:46:43

01:50:29



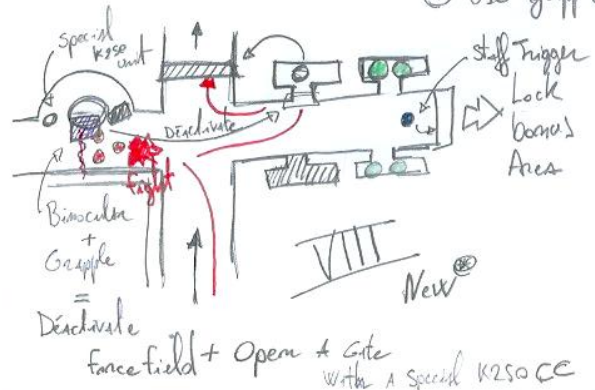


- (3) X ✓
- 8 II ✓
- (2) I ✓
- 7 IV ✓
- (4) III ✓
- 1 VI ✓
- 6 VII ✓
- 5 VIII

→ Grapple  
Rebel Access

obj of VIII  
 ↳ Hack A K2-SO unit

- ① use straight
- ① use bioniclar
- ① use grapple / Pull down + lever



→ 9/10  
 Rebel Access  
 ↳ for standard Jikes

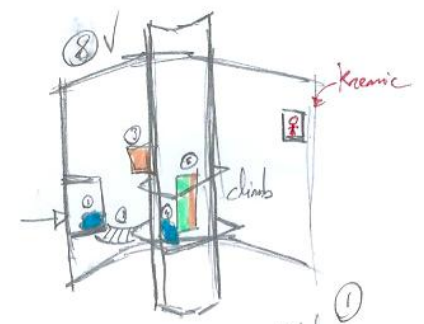
# APPENDIXS 6/7

- Shoot at will but can't Pull
- Grasp Into Back Things
- Create a Pull
- Build a Wallclimb →

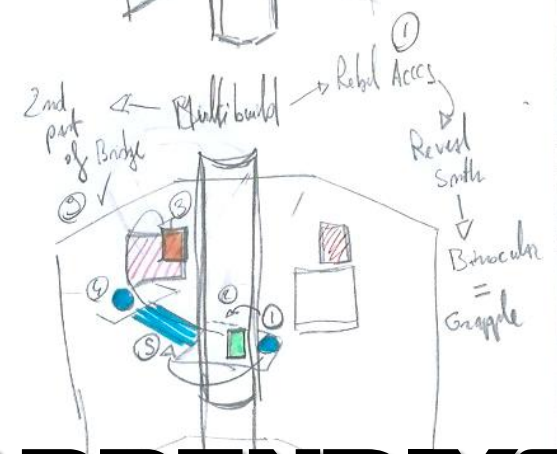
SyN =       
 Cassian =       
 Krennic AS A cinematic =       
 Pull Legs or Any Resources =     

Between each step, the player have to "Snapshot" at Krennic (\*except for 11)

- Binocular then Multibuild
  - Grapple
  - Rebel Access → Move Smith
- Destroy Smith
  - Build a missing wall hogs Part
  - Destroy



- 11 (SyN only)
  - Wallclimb jump Grapple
  - Platform → Snapshot → Build
  - End



# APPENDIXS 7/7