

Tom Clancy's – The Division 2

Game Content Concept

about

**“The Tower“(WIP) – A game content addition for „The
Division 2“**

by

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List of abbreviations

EP	Experience points
HP	Health Points
IDL	Intelligence data level
NHW	New Hope Washington
TTK	Time to kill
WOC	Weapon of choice

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1 “The Tower“

1.1 Introduction

CATEGORY	DESCRIPTION
MODE	Endgame Raid
UNLOCKS AT	Max. Level
CONDITION	1 st mission completed (Story-mission)
#PLAYERS	Min. 4 (with Companions), 8 (Normal), max. 16 (Legendary)
MISSION TYPE	Weekly
REWARDS	Token, companions, high quality armor & weapons, basic rewards (i.e. credits)
ADD. INFO	1 st mission: required to “unlock” raid 2 nd mission: optional
WORLD ACCESS	No – Instanced

Table 1: Abstract – “The Tower”

“The Tower” is an endgame raid-content for “The Division 2”. In general, it is a story-based hostage rescue mission. It features raids from 4 players (1 squad) with up to 8 (2 squads) or 16 (4 squads) players. Playing in a group of 4 people will add one companion for each player (for companion details see: 1.6.2 Companion). “The Tower” will feature multiple phases (3) which can be completed within one week. The 1st mission itself unlocks after reaching the maximum agent level and it has one story mission as a requirement to unlock the “raid”. This 3rd mission is a weekly and can to be done once a week (with rewards) but can be completed multiple times (no additional rewards). The 2nd mission is fully optional (intel gathering & enemy encounters) but ignoring it will result in the raid to be much more difficult. Rewards for completion can range from tokens, high-end gear & weapons, basic commendations to additional companions.

As “the tower” is still a work-in-progress name for the content addition, it could be renamed to better suit to the described content depending on which building or area for the content has been chosen.

I am still unsure about the exact location where the hostages are being held. There are two ideas:

- a. “the old post pavilion”, which is one of the largest buildings in Washington.*
- b. An underground bunker, which can generically be extended to fit gameplay and story design*

Within the raid there are only two things necessary in terms of location:

- 1. The building itself must have a lot of rooms with multiple entry points*
- 2. The main entry, specifically the area at the main entry, has to be a long street / alley, where additional enemies can spawn adequate and where the boss encounter works properly*

1.2 Story

CATEGORY	DESCRIPTION
1ST MISSION	Ambush
2ND MISSION	Intel gathering (optional)
3RD MISSION	Hostage Rescue

Table 2: Abstract – Story

A new fraction of mercenaries (NHW – New Hope Washington) is trying to get control over Washington. After the loss of their friends and families in the fall of Washington, these soldiers make the government responsible for all the death and pain they had to endure. As the division agents took back the control of Washington and “brain-washed” the civilians, the NHW is trying to change it back to how it was before and get rid of the agents once and for all. The NHW is only hostile to the agents and has only killed those people, who are attacking the NHW or are an active threat to them. Usually, they are not hostile against civilians. Nevertheless, some of the NHW supporters use torture on other factions’ members to express their superiority.

1st Story-Mission (1-4 Players):

The NHW took four civilians as hostages, who were supposed to support the division agents in the rebuild of Washington. These civilians are renown scientist, doctors and

high-level military officers. The NHW reached out to the agents to exchange the hostages for a lot of supplies (weapons and ammo). At the point of transfer the agents are being ambushed by the NHW, because the NHW never had the intentions of releasing the hostages. When the agents survive the ambush, they are left with intel, which shows where the hostages really are: At the NHW HQ.

2nd Mission (optional; 1 – 4 players):

All the intel the agents got, was the brief location where the hostages are being held. It is up to the agents to get more intel and improve their knowledge about the enemy, the location and other potential threats(traps). If they decide to do so, the agents will learn where exactly in the building the hostages are held and where the enemies supply and ammo stations are. All this information is gathered when the agents roam around Washington and look for NWH hideouts.

3rd Mission (raid; 8 / 16 players):

The agents decide to storm the HQ of the NHW to rescue the hostages and diminish the threat of the NHW. As the agents arrive at the HQ they run into a few encounters with the NHW until the NHW leader calls out his 1st Lieutenant and some reinforcements to get rid of the agents. After a hard-fought battle in which the agents prevail, they go into the building to search for the hostages, room by room. The building is still heavily guarded while reinforcements gather in front of the building. With the hostages freed, the agents make their move out of the building, being fired at from the building entrance and from enemies behind their backs, who were not eliminated in the building. After the agents reach the entrance again, a Humvee (*it could also be a helicopter, but we had that before in The Division*) with the NHW leader and the reinforcements are already waiting for the agents. As the hostages run for their lives, an explosion cuts off the agents' extraction point, and they must survive the imminent battle and wait for their extraction...

1.3 Access and availability

The endgame content unlocks for all player after reaching max level (*presumably 30?*). All players only get access to the 1st story mission at first. After successfully accomplishing the mission, the optional 2nd mission is unlocked, where at least 1 mission

must be done (“tutorial”). The 1st missions reward will be a team member, which unlocks the companion feature and triggers a short tutorial.

The 3rd mission will be available after that. All missions reset after one week and players must play the 1st mission once to start this weekly encounter,

Progress with the encounter is saved account-wide. When on the second mission, players can help each other out by joining other players and do the 2nd mission together. Progress within the group should be saved for each player separately (see 1.4.1 Collecting Intelligence Data).

1.4 Key Features

1.4.1 Collecting Intelligence Data

	correctness of information					
	10%	50%	100%			
enemy numbers	* * * * *			possible numbers of enemies, losses and waves of reinforcements		
enemy intel	* * * * *			archetype of enemies and bosses. Possible weakpoints (bosses) and squad jobs		
hostage location	* * * * *			room(s) where the hostages are being held		
LOI (location of interest)	* * * * *			marks locations with possible re-supply stations (ammo, armor...)		
	number					
	1	2	3	4	5	
entry points	* * * * *					adds an additional entry point
	time [s]					
	5	10	15	30	60	
power supply	* * * * *					location of the power supply. Increases duration of power outage

figure 1: Intelligence data – Star levels

Collecting intelligence data is possible within the 2nd mission, but it remains totally optional. Each “star” represents an “intelligence data level” for the specific category. For each intel gathered in the mission the “star” level increases. For each “star” level to complete, 5 parts of intel are needed. An increase in the “star” level gives a higher

probability (%) of that specific information to be correct. For example, a 1-star level in “enemy count” will give the information that there are 10 to 95 enemies inside the building. A 5-star level of that same category will give 62 as a precise information.

To increase the star level, I thought about two different options:

- a. *Intel is collected for each category separately, i.e. enemy intel, LOI intel, ...*
- b. *Player can increase categories manually by “buying” star-levels with intel*

The use of intelligence data and increasing the the star-levels will give players more information on the mission, hence make it “easier” and should motivate players into doing the 2nd mission, before running into the 3rd mission unprepared, but still gives hardcore players the possibility to raise the difficulty furthermore, by simply ignoring the 2nd mission.

2.4.1.1 Requirements

For each raid the intel used to define the star levels, and therefore the information given to the player, is due to the progress in star levels of the group leader (for 16 players it is the raid leader). As each player is collecting their own intel, to get to max level on each category, players can share their intel before the start of the raid.

2.4.1.2 Sharing intel

In the (*possible*) raid group menu all players can share their personal intel collection to raise the star-levels of each category. Players can share earned star-levels of a specific category and will lose their personal progress. Sharing intel will only rise the star-level of the corresponding category. When players share intel, a bonus will additionally be rewarded to them after the weekly reset.

After finishing the weekly-mission players can still collect and share intel while being in a group. After the weekly reset, all progress made by collecting intel will be lost.

1.4.2 Fireteam, Missions and Organization

The Fireteam feature is an additional (and optional) addition to the endgame. The player can collect different civilians and train them to be part of the agents’ fireteam. Members of the fireteam can be send on (non-playable) missions to collect useful resources that

help the civilians securing the control over Washington and support them with necessary supplies like food and medicine. Successfully completing a mission grants experience points for the team members, which enhances their stats and develops their combat skills (level ups). As a player you get access to your own fireteam after successfully completing the 1st story mission of “the Tower”, by getting your first team member as a reward. The maximum number for active members in the fireteam is 20. Members that are not used anymore can be send to the civilian resistance group and are excluded from the team.

CATEGORY	DESCRIPTION
TASK	Assemble team, send team members on missions, develop and promote team members
MISSIONS	Basic & special
MEMBER TYPES	Scout, Assault, Heavy, Medic, Support
MEMBER ATTR.	Damage, HP/stamina, reaction, weapon accuracy, weapon handling, intelligence
MEMBER LEVELS	Cyan, grey, green, blue, purple, yellow, orange
MAX. MEMBERS	20 + 3

Table 3: Abstract – Fireteam

1.4.2.1. Loot & Reward

Sending team members on missions grants useful resources and other (basic) loot. These could contain ammo, weapons, medical supplies, civilians, possible new team members, intelligence data (for the 3rd mission) and credits. Loot type, quality and quantity depends on the mission type.

1.4.2.2. Member Archetypes

Each fireteam member gets a specific, randomly created role. These roles define their (fixed) loadout and their main stats on generation. Possible archetypes are:

NAME	DESCRIPTION
SCOUT	High damage, bonus damage to weak points. WOC: Sniper rifles and DMR
ASSAULT	Moderate damage, no bonuses. WOC: Assault Rifles and SMGs
HEAVY	Moderate damages, bonus: suppressive fire. WOC: LMGs
MEDIC	Low damage. Can revive fallen team members. WOC: SMGs
SUPPORT	Moderate to low damages. Utilizes skills to get control over the battlefield (crowd control, weakens enemies). Any weapon except sniper rifles and melee weapons
BRAWLER	Very high damage. Utilizes melee weapons and pistols

Table 4: Fireteam – member archetypes

1.4.2.3. Member Organization

Organizing the fireteam can be accessed through the agent menu or the corresponding item (war table) in the base of operations. Next to accepting missions and selecting fireteam members, team members can be organized here.

- The maximum of fireteam members is 20 (3 additional reserved slots for possible “agents”)
- To each archetype there are several slots that define the archetypes maximum number in the fireteam
 - o Maximum of two members each: Brawler, Scout
 - o Maximum of three members: Heavy
 - o Maximum of four members each: Support, Medic
 - o Maximum of five members: Assault

- There are six slots for reserves (one per archetype). These members
 - o can't get experience points and be sent on missions
 - o can be switched with hurt / unconscious members that need time to recover
- Players released from active duty will join the civilian resistance

Releasing players gives them the status “dismissed”.

1.4.2.4. Stats, Attributes & Level Ups

Every archetype has pre-defined stats upon generation. These stats are used in missions to calculate if a mission is successful or not. Each point in the attribute category is a representative of how well the team member is trained in that category. Completing missions will grant experience points and raises the member level, consecutively his stats and rank. “figure 2: Fireteam – attributes, level and rank below is an example for the member profile screen.

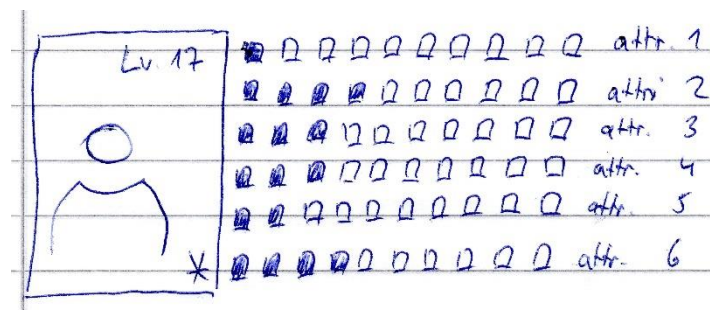


figure 2: Fireteam – attributes, level and rank

- There are 5 Ranks (★ in the example above)
- *There can be 5,6 or even 7 different attributes*
 - o *Possible attributes are:*
 - o *Damage, HP/stamina, reaction(-time), weapon accuracy, weapon handling, intelligence*
- Experience gained in mission raises the level and therefore the stats according to the archetype (*not every level up has to grant an attribute increase*)
- Stats / Attributes cannot be upgraded manually. Each level up is pre-defined

- For every 10 levels the member can gain a rank by completing a special mission
- Rank also determines the quality of the team member (common, elite, etc.)
- Maximum quality is elite, i.e. ★★★★★, Level 50
- Up to 3 elite members can be promoted to agents, giving the player access to AI controlled companions
 - Agents are level 60 and have one golden ★
 - When deployed in non-playable / simulated missions they get a 10% bonus on their attributes

COLOR	DESCRIPTION
CYAN	Civilian
GREY	Common - ★
GREEN	Standard - ★★
BLUE	Specialist - ★★★
PURPLE	Superior - ★★★★★
YELLOW	Elite - ★★★★★★
ORANGE	Agent - Golden ★

Table 5: Fireteam – member quality

1.4.2.5. Traits

A trait is a set of behavior that defines how the team members will engage in combat situations. The outcome of a mission varies depending on which traits the member has. *(i.e. a member with a “eagle eye” trait should have it more difficult to eliminate enemies in groups and/or where enemies are hidden in buildings).* Some missions require specific traits.

For members that have been promoted to agents and can therefore be used as companions, traits define their battle behavior (see 1.6.2 Companion).

1.4.2.6. Mission Types

There are multiple different mission types that are used for the basic and special missions for the fireteam. Basic missions are non-playable and special missions are playable but short, action-packed missions to rank up team members (but can also be simulated).

MISSION	DESCRIPTION
PERSONAL	Special request of one of the team members (requires the member to be part of the team). Mission could contain: looking for personal belongings, missing family members or looking for specific bosses (2 missions: 1 st mission is basic, 2 nd mission is a special mission) Rewards: Attribute points, EP
SUPPLY	Looking for supplies in the designated area Rewards: EP, ammo, weapons, gear, medical supplies (high reward)
ATTACK	Attack an enemy territory Rewards: EP (high reward), new fireteam members, civilians
DEFEND	Defend a territory against an incoming enemy attack Rewards: EP (high reward), new fireteam members, civilians
RESOURCES	Mission to search for weapons and gear Rewards: EP, ammo (high reward), weapons (high reward), gear (high reward), medical supplies
SCOUT	Observation of enemy movement in adjacent areas Rewards: special missions, basic mission with type “attack” & “defend”
SUPPORT	Helping civilians and recruiting Rewards: EP, new fireteam members (high reward), civilians (high reward),

Table 6: Fireteam – mission types

Failed missions:

- Missions that fail have a higher probability of member injuries or death
- Special missions that fail can be reset after a short cooldown (10mins)
- Reset missions have a reduced reward quality of 5% per reset

1.4.2.7. Basic Missions

Basic missions are non-payable missions, thus simulated. The player can send members of his fireteam on missions where the outcome is calculated based on probability. These missions are randomly generated out of one of the mission types and have a random difficulty assigned. The difficulty sets the requirements for time limit, required member roles (archetypes), allowed number of participants for the mission and rewards.

- Mission execution is in real-time (5mins to 12 hours)
- missions will expire after 5 to 10 minutes if not started
- Outcome is automatically calculated
- Completing a mission will generate a new mission
- There is an experience points limit (daily) for missions + bonus reward

Rewards:

- Depend on the mission type
- Daily-Bonus for each mission type (once per day)
- weapons, gear, resources, new members, credits, experience points

Locations:

- generically generated locations (*maybe like the generation of maps in DI – Underground*) that are adjacent and underneath Washington

1.4.2.8. Special Missions

Special missions are timed events that have a much higher difficulty than basic missions. They can occur as part of companion quests, civilian rescue missions or additional enemy encounters. Fireteam members get their rank up to a higher quality with these missions. Special missions can only be accepted in one-hour prior expiration, they occur daily and can be accepted to a maximum of three times a day (except special companion requests and rank-up missions). In comparison to basic missions, specials mission can be played by the player, but this remains purely optional as they can be simulated like basic missions, too.

All special missions have 2 player slots. Every mission requires at least one “agent” (could also be a team member of exotic quality). These missions are designed to be also played in co-op.

- Simulation: Mission execution is in real-time (5mins to 12 hours)
- missions will expire after one-hour
- Reward is automatically calculated
- There is a daily limit for special missions (3 missions per day)
- Next to the basic mission scenarios special mission can also be:
 - o Missions to rescue / evacuate fireteam members that have been wounded in a mission or been taken hostage
 - o Missions to hunt down enemy bosses in a highly-secured area
 - o Sabotage missions behind enemy lines
 - o Attack enemy patrols and convoys

Rewards:

- Like basic mission rewards, but much higher quality / quantity

Locations:

- generically generated locations (*maybe like the generation of maps in D1 – Underground*) that are adjacent and underneath Washington
- small areas to enforce short & fast-paced missions

1.4.2.9. Member Status

Members can have specific states, which can make them unavailable for mission selection. Members can get hurt and need time to recover, are taken hostage or even die on missions.

MISSION	DESCRIPTION
HEALTHY	Members with the state healthy are ready for action and can be send on missions
ON MISSION	Members on a mission cannot be assigned to another mission and are not available for selection
RETURNING	Returning members have completed their mission, while the rewards are being calculated it is already known if the mission is a success and if members are hurt
HURT	Member got hurt on a mission and needs to recover for a specific amount of time. The attributes / stats are reduced by 50%. After 80% of the recovery time members can be sent on missions again (with reduced stats)
CAPTURED	This member has been taken hostage on a mission. A special mission will appear later to rescue the member
DISMISSED	Members who are no longer needed can be dismissed. They will join the civilian resistance after 10mins. This can be cancelled within the time limit. After that the member is no longer available. Time limit can be skipped
DEAD	The member died during a mission and will be removed from the team after the mission is completed (either failed or successful). Except “agents” all members of the fireteam can die. The higher the quality of the member the lower the possibility of death (i.e. 10% (high) to 0.5% (low))

Table 7: Fireteam – member states

1.4.2.10. Mission Rate-of-success calculation

To determine if a mission is a success or a failure is pre-calculated. While some factors like the change of member status (i.e. member healthy → hurt) can occur within a mission, the rate-of-success is generated before start of the mission and executed with finishing the mission. The only feedback a player gets regarding the possibility of success is a number [in %].

The (easy) example below is not at all balanced and is just one possibility how to calculate the outcome. The calculation below is done with six attributes, which has a maximum score of $6 \cdot 10 = 60$ per member (if the member is level 50). Increasing the value of each point spent in attributes or adding additional factors is also possible to make members with more attribute points more valuable.

Each mission has a score based on its difficulty with the score being a sum of needed attribute points (+ possible difficult multiplier). Filling the open slots of a mission with members will add attribute points to the score. The relation between this two scores [in %] is the likelihood of success. For a more detailed approach, missions with higher difficulty could require a specific score for each attribute.

Example mission 1:

Mission score	Mission slots	Score member1	Score member1	Sum member score	Rate of success
96	2	32	48	80	83,3%

Table 8: Fireteam – rate-of-success example 1

Example mission 2:

The attribute score value could also not be balanced. Some attributes could have more importance than other attributes, increasing the needed score for that attribute by a factor x (balancing issue).

Mission score	Mission slots	Score member1	Score member1	Sum member score	Rate of success
Attr.1: 12	2	Attr.1: 4	Attr.1: 2	Attr.1: 6	Attr.1: 50%
Attr.2: 21		Attr.2: 7	Attr.2: 2	Attr.2: 9	Attr.2: 43%
Attr.3: 22		Attr.3: 4	Attr.3: 7	Attr.3: 11	Attr.3: 50%
Attr.4: 4		Attr.4: 2	Attr.4: 1	Attr.4: 3	Attr.4: 75%
Attr.5: 18		Attr.5: 10	Attr.5: 7	Attr.5: 17	Attr.5: 95%
Attr.6: 10		Attr.6: 1	Attr.6: 10	Attr.6: 11	Attr.6: 110%

Table 9: Fireteam – rate-of-success example 2

The mission score for example two is 87. Both used members have a combined score of 57, which leads to a rate-of-success of **~66%**

1.5 Detailed Content Description

1.5.1 1st mission

CATEGORY	DESCRIPTION
NAME	Ambush
PLAYERS	1-4
MISSION TYPE	Story
LOCATION	Random open world location
OBJECTIVE	Survival – survive 10mins or kill [x] enemies
MISSION CHECKPOINT	Every boss wave is a checkpoint
UNLOCKS	Access to the raid, intel collection missions and companion tutorial (on first completion only)
REWARD	Basic mission reward, fireteam member (specialist) Intel “hostage location lv.1”
MISSION RESET	Weekly

Table 10: Detailed Content – 1st mission abstract

The 1st mission is a story mission for 1-4 players. The mission’s location is randomly selected within the open world and is a small area (i.e. warehouse) where enemies can attack from 2-3 sides. *2-4 locations could be selected and prepared for this mission.* When the player reaches the location, he needs to interact with an object, i.e. a transmitter, to trigger the mission to start, which is located somewhere in the center of the area.

The interaction with the object triggers a short radio call, where the NHW tells the agents that the hostages are nowhere around. The entrance of the area (i.e. warehouse door) is closed while the first enemies ambush the agent. The enemies keep spawning while the agent is waiting for medevac.

The agents mission is to survive. It is possible to eliminate a specific number of enemies or just surviving 10mins. Boss enemies also appear every 2mins. Upon arrival of the medevac the enemies retreat. The agent can loot the last killed enemy boss, revealing a

note with the hostage location at the NHW HQ. A door is burst open by a generic civilian resistance member in the background. Interacting with the medevac or the resistance member will trigger a cutscene where the agent flies over Washington en route to the resistance's base of operations.

- Enemy numbers are calculated based on group size
- The area has an additional entrance where agents can only get inside the area, but not in - it can be used to let new or respawned group members get in the area
- Dying during the mission lets players respawn outside the area (only if in a group >2)
- If all agents are dead / unconscious the mission fails, all checkpoints are reset
- The mission reward will be a basic mission reward, a new fireteam member ("specialist" quality) and one level for the intelligence data category "hostage location"
- After successful completion the 2nd & 3rd mission unlock
- The agents get a message that they can rescue the hostages right away or prepare first by collection more intel and/or reduce the enemy numbers

Hidden room:

The area of the ambush has multiple (6) panels spread out the area. Each panel has a button that can be interacted with (but the possible interaction is not visible) and a red/green light indicator. Pushing the correct order (4 buttons need to be pressed) of the buttons during the ambush, will result in a secret door to open, which has crate with possible high-level gear or weapons and can be looted after a successful completion of the mission (and before interacting with the medevac). Each mission the right order is randomly generated. There are no hints. Not solving the puzzle before the mission ends will result in a small explosion that destroys the panel, making it impossible for the door to open.

1.5.2 2nd mission

CATEGORY	DESCRIPTION
NAME	Intel gathering
PLAYERS	1-4
MISSION TYPE	(Optional) intel gathering
LOCATION	Random locations in the open world
OBJECTIVE	Collect intel to raise intelligence data
MISSION CHECKPOINT	After every mission
UNLOCKS	Bonuses granted by intelligence data levels
REWARD	Basic loot & (categorized) intelligence data
MISSION RESET	After completion / weekly

Table 11: Detailed Content – 2nd mission abstract

The 2nd mission is an intelligence data gathering where multiple missions are marked on various locations on the map. These (easy) missions are primary to raise the intelligence data level to get additional information on the 3rd mission. The mission type for these mission is randomly selected out of a pool of basic mission types used in the story missions. The mission type and possible rewards are unknown to the player. Each mission has an enemy boss that needs to be looted to reward the player with new intel. The loot will be generated once out of combat (*otherwise people would just rush for the boss*).

- Missions can be done solo or in a group
 - o Group-play will reward more intel per group member (5% per group member)
 - o Enemy numbers are scaled based on group size
- Each player collects their own intel and intelligence data level
 - o Can be shared with the group leader (see 1.4.1 Collecting Intelligence Data)

- Overall difficulty of these missions: easy
- Intel can be acquired asynchronous by the group members (group members don't need be close upon mission completion)
- New missions appear when intel is collected

Achieving an intelligence data level 4 in "enemy intel" and 3 in "enemy numbers" will trigger HVT bonus missions, *which is basically a bonus reward while collecting intel.*

HVT bonus mission:

The HVT bonus mission is an optional 2-4 player (recommended) experience. Elite enemy squads will spawn in random areas throughout the map (see 1.6.1 Squad Jobs). *Definitely NOT in areas the player has been before during other mission. This would destroy immersion like "I have been here 5mins ago 🙄".*

- The elite squads are roaming around and can be engaged in the open world
- The area the squad can be found in is vaguely marked on the map
 - o Level 5 of "enemy intel" and "enemy numbers" will track their exact position
- Elite squads are tough to beat but once eliminated they are "removed" from the 3rd mission
- One elite squad can be found randomly throughout the map even without intelligence data

1.5.3 3rd mission

CATEGORY	DESCRIPTION
NAME	Hostage Rescue
PLAYERS	4 8-16
MISSION TYPE	Raid
LOCATION	New location (outside of current map)
OBJECTIVE	Infiltrate NHW HQ and rescue the hostages
MISSION CHECKPOINT	After each wave
UNLOCKS	Achievement
REWARD	Fireteam members, companion, high-level gear & weapons
MISSION RESET	After completion / weekly

Table 12: Detailed Content – 3rd mission abstract

The 3rd and final mission is a 3-wave mission where the players need to infiltrate the NHW HQ and rescue the hostages. The starting point is a few blocks away from the HQ and players must fight their way to the building. The first wave, including the first boss encounter, will take place at the main entrance of the building. The second wave takes place inside the building where the agents must locate and evacuate the hostages. In the third and final wave the agents lead the hostages back to the starting point including the final boss encounter.

The mission has three difficulty settings: Story – Hard – Legendary

- *Normal / story: For 4 players, each player can select an AI-controlled companion (optional)*
- *Hard: 8 player raid*
- *Legendary: 16 player raid, all categories of intelligence data need to be max. level*

Enemies do not drop special ammo during the 3rd mission. Special ammo can only be resupplied at crates.

First wave:

The area around the main entrance has multiple access roads (for enemy reinforcements) and three MG nests. Upon arrival of the agents the first wave starts, where an elite squad attacks the agents. *The boss of the squad uses the MG nests while the others try to push back the agents.*

SKILL	DESCRIPTION
NAME	Suppressive fire
EFFECT	Area: full-automatic fire for a short period of time
DURATION	20s
RADIUS	Arc with 10m width
DAMAGE	DBNO to targets not in cover
TARGET	Area with most enemies or enemy with highest threat
COOLDOWN	25s
MAX USE	3 times per mg nest
BOSS ARMOR	High – full body armor
BOSS WEAPON	M240

Table 13: Detailed Content – 3rd mission enemy skill “suppressive fire”

The elite squads boss will occupy the first MG nest (the furthest from the entrance) during the first wave when his armor level falls below 90%. He will use the nest for 2mins in total before “running out of ammo”. The second nest will be used by the boss reaching 60% armor, the third nest when armor is below 30%.

CATEGORY	DESCRIPTION
ARMOR	Very high
APPEARANCE	Full body armor
WEAPON	M240
MOBILITY	Slow
SKILL	Suppressive fire – bonus dmg when using mg nest
WEAKPOINTS	none
MISC	The use of the special weapons (crossbow, sniper) will slow him down While reloading his weapon he will receive more damage Not taking damage while stationary will restore 10% armor

Table 14: Detailed Content – 3rd mission first boss

- If the boss is not stationary, he will try to push back the agents (even though he is very slow)
- His squad will always stay close to him and try to protect him
- Damaging the boss while he is stationary (using a mg nest) is only possible with C4 charges that can be acquired by elite grenadier enemies.
 - o C4 does high damages to the boss (25%)
 - o Having “LOI” and “entry points” intelligence data level on 3 or higher marks all defensive structures (also the ones inside the building) and agents already carry 3 charges of C4

The boss and his squad are supported by enemy reinforcements. Enemies can come out of the building and join the attack via the access roads closest to the HQ. If the agents had not taken care of the squads during the 2nd mission, 2 squads will also support the boss during his non-stationary phases.

- Playing with 16 players opens additional roads for enemy spawning

While the boss is not stationary, and the agents come closer to the building, his “rage”-meter fills.

- After 10mins hostages will be “killed” *or just brought away*, one every 2mins
 - o Losing all hostages will lead the mission to fail
- After 15mins he will do double damage, making it easier to push back the agents
 - o His melee will instantly kill agents
 - o He can still be killed even if enraged

Eliminating the boss will stop the reinforcements. The first wave is completed once all enemies are eliminated.

Second wave:

The second wave will start once all agents are inside the building. Each player can select their own entry point. Based on the intelligence data level (IDL) “entry points” additional entrances will be available that can be accessed via ropes or stairs (i.e. roof). Otherwise these won’t be accessible.

IDL	ENTRY POINTS
0	Main entrance (clear)
1	Roof (guarded)
2	2 nd floor (clear)
3	1 st floor (clear)
4	1 random entry point (guarded)
5	Basement (guarded)

Table 15: Detailed Content – 3rd mission entrance points

The building has no locked doors or non-accessible areas. Several doors, stairs or elevators are heavier protected, but the players have no restriction deciding how to search the building. The players’ main goal is to find the room with the hostages and escort them

to the main entrance. Starting the evacuation will trigger the remaining enemies to gather at the main entrance or try to attack the agents from behind. Reaching the main entrance with no enemies around will make the hostages run out of the building and trigger a short cutscene, which is the end of wave two.

Combat:

- Engaging a fight will alarm all enemies in the room, making enemies in adjacent rooms possible reinforcements
- Remaining elite squads (left from 2nd mission) will roam around the building
- On Several spots inside the building are traps (smoke, burn, blind) that set the corresponding status on activation
 - o The agent that activates the traps gets DBNO
 - o A trap “calls” reinforcements from the adjacent / adjoining rooms if not already in combat
- Smaller versions of the mg nest are occupied inside the building

Location of interests:

- There are multiple rooms that have crates (3-4)
 - o Crates give each player a one-time ammo and armor refill
- Rooms with supply and ammo crates are heavily guarded
- One room has an additional special ammo crate where players can resupply two times
- The room with the hostages is secured by an elite squad (the one that cannot be eliminated during the 2nd mission)

Hostage behavior:

- The hostages stay next to the agents

- Will use cover to cover moves
- Will always look for cover amid the agents
 - o If the agents move, so do the hostages

Enemy behavior

- Enemies are always alerted and can be called as reinforcements for adjacent rooms
- *To give the players some time (i.e. for a break) only enemies from one or two adjacent rooms can be called in for reinforcement*
- When in combat, enemies will try to flank or get behind the agents by accessing stairs, elevators etc.
- Enemies will not shoot at the hostages directly, only focus on the agents
 - o But hostages can be hurt by indirect fire, i.e. grenades

There is no time limit for the 2nd wave.

Third wave:

In the short cutscene at the end of wave two, the hostages flee outside of the building running down the streets to safety. While the agents notice a Humvee to their right, they immediately take cover. An explosion (a shot from the Humvees' grenade launcher) cuts off the agents' path to the evacuation point and they see the Humvee slowly driving towards them.

In the third wave the agents need to survive 15mins until a medevac comes to help them get out of the area and they must destroy the Humvee (boss). The boss will slowly drive a specific path down the street while being supported by reinforcements that join the battle from all access roads (all directions: side, front and back).

CATEGORY	DESCRIPTION
BOSS	Humvee
WEAPONS	Grenade launcher, light emitter
SKILLS	Flash: while stationary uses the light emitter to blind enemies in the targeted area for 10 seconds (blinds, deactivates HUD) “Don’t try, die”: while stationary, grenade launcher attack instantly kills enemies next to or behind the Humvee Artillery: while stationary, grenade launcher attack fires multiple rounds onto a designated area
COOLDOWN	All skills have 30s cooldown
WEAKPOINTS	None
REWARDS	hostages join the fireteam (random archetypes), high-end loot
MISC	All areas that are attacked are marked 3 seconds prior Attacks with special weapons (crossbow etc..) will slow the Humvee for a short time

Table 16: Detailed Content – 3rd mission third wave (boss)

Along the path the Humvee drives, players can activate heavy HE traps that auto-detonate when the Humvee is close, doing a lot of armor damage, while enemy troops try to deactivate the traps. After two hits the Humvee is destroyed. The boss leaves the Humvee and equips a smaller version of the grenade launcher. Two heavy tanks join the area to protect him. Under the protection of the tanks the boss continues his path, using the grenade launcher, while the agents can use the traps to weaken / destroy the tanks shields (1 trap per tank to reduce armor drastically). While reinforcements still coming from all sides, the agents need to bring down the tanks and the boss, before they reach a dead zone at end of the street. With the tanks gone, the boss is vulnerable to fire (the boss has 10% armor left).

- The boss is stationary while reloading and when using skills
- The boss’ path is slightly shown on the ground
- After 10 mins the boss will reach the “dead zone” / 15mins when slowed regularly

1.5.3.1. Power Outage

Within the 3rd mission agents get access to a special skill to cut down power supply in the building for a short period of time, which can be used as a tactical advantage. Depending on the quantity and quality of the collected intel in the 2nd mission, enemy awareness and weapon accuracy will be reduced for a specific time. Agents can move closer to enemies without being detected and engaging combat (*tactical use - “sneak” behind enemy lines*)

SKILL	DESCRIPTION
POWER OUTAGE	Turns off all power supply in the NHW HQ for a short time.
EFFECT	Reduced enemy awareness: [x] % Reduced enemy weapon accuracy: [x] %
EFFECT DURATION	Increased time for each point in Intelligence Data “Power Supply” 1 Star = 5 Seconds 2 Stars = 10 Seconds 3 Stars = 15 Seconds 4 Stars = 30 Seconds 5 Stars = 60 Seconds
MISC	“Power Outage” is a global skill and does not need to be equipped. Can be used by raid leader only by interacting with the power supply located in the building

Table 17: Detailed Content – power outage skill

1.6 Additional Features

1.6.1 Squad Jobs

An enemy squad consists of multiple enemies that work and stick together, while pursuing their main job:

JOB	DESCRIPTION
OCCUPY	Use fortifications located inside and outside of the building
PROTECT_F	Protect fortifications occupied by another squad
SECURE_LOI	Secures the area around a location of interest, like (re-)supply stations. The squad wont roam around or leave position when alerted.
PROTECT_H	The squad stays by the hostages and protects the area. The squad wont roam around or leave position when alerted.

Table 18: Squads – job description

In the 3rd mission there are multiple fortifications around the area of the main entrance and inside of the building (for details see 1.5 Detailed Content Description). Each fortification can be occupied by squads

1.6.1.1. Further squad jobs details

- Increasing the star-level of “enemy intel” will mark squads roaming around the city before starting the 3rd mission
- Eliminating a squad will remove them from the 3rd mission
- Eliminating a squad will keep fortifications unoccupied (depending on the squads’ job) or leave supply stations unprotected
- The hostages are always protected by at least one squad. This squad cannot be removed from the mission beforehand

1.6.1.2. Squad structure

ENEMY	COUNT	DESCRIPTION
BOSS	1	Random archetype
ELITE	3	Random archetype, no sniper, no tank
ELITE	1	Tank; protects the boss' flanks
COMMON	3-5	Random archetype, no sniper; ELITE on legendary difficulty

Table 19: Squads – structure

1.6.2 Companion

A companion is an AI controlled agent that can support the player in the optional missions (see 1.5.2 2nd mission) and the special missions of the fireteam (see 1.4.2 Fireteam, Missions and Organization). The companion can also be used in a squad of 4 players (one companion per player) to be able to play the 3rd mission, as the minimum number of players for this mission is 8 players.

1.6.2.1. Acquirement

To get an agent companion there are two options:

- a. Reward in the hostage rescue mission (3rd mission – rare)
- b. Level up an epic companion through special missions (see 1.4.2 Fireteam, Missions and Organization) and promote them to “agent” status

1.6.2.2. Quality & gear

Companions are part of the fireteam and always have “exotic” quality. As all fireteam members they have a loadout based on their role / traits and quality level, but weapons and gear can be changed for companions. The stats of the equipped gear are standardized according to the quality level of the equipped gear.

Each companion has a unique outfit and appearance (*which could be two exchangeable slots in the companion screen. Outfits and appearance could drop as a world loot and/or also be buyable through in-game shops*)

1.6.2.3. Traits

The preset of companion behavior is defined by character traits. These traits will give the player an idea of how the companion will behave in combat situations.

TRAIT	DESCRIPTION
RUSHER	Companion tries to flank enemies; WOC: Shotgun, SMG
DEFENSIVE SPECIALIST	Utilizes cover-to-cover mechanics and draws enemy fire. Tries to maintain a position between the player and the enemies; WOC: Assault Rifles
SUPPORT	Uses suppressive fire to support the player. Tries to stay near or behind the player; WOC: LMGs
EAGLE EYE	Always stays back and focuses on high threat targets / weak points. Tries to get to elevated positions. WOC: Sniper Rifles

Table 20: AI companion – traits

1.6.2.4. AI commands

A player can give commands to the companion to force specific behavior:

COMMAND	DESCRIPTION
ATTACK	Attacks a specific enemy or weak points
STOPP	Stays at current position and attacks enemies in range
SUPPORT	Moves to the player to revive, heal or support the player
NONE	Returns to default behavior based on traits

Table 21: AI companion – commands

1.6.2.5. Misc.

- When a companion is selected for a mission, the HP/Armor of the companion is shown in the group HUD element
- Companions have a non-changeable skill-set (same as the player skills), which is assigned randomly, but accordingly to their trait
- A player can have up to a maximum of 3 companions (account-wide)

- Companions can get status DBNO and unconscious – but no permadeath
 - o “dead” companions need time to recover and cannot be actively used in missions

1.6.3 Agent Swap

Agent swap is a possible (optional) feature that lets players choose which of his agents / companions he wants to play. As only the appearance of the agents is swapped loadout, skills and specializations are not swappable. Agent swap is only possible with the players own companions.

The original agent of the player that has been swapped will join the fireteam.

1.6.4 Idea: Enemy Spawn Behavior

This chapter is basically just an idea I had concerning enemy spawn behavior. While playing “The Division”, especially when playing incursions and doing HVT-missions, there are some points that really annoy me about the enemy spawn. The spawn locations, enemy numbers, and “triggers” seem just a little off. For this content concept I thought about some possible changes regarding enemy spawns.

First of I want to mention a few points I noticed in enemy spawn behavior playing “The Division”:

- *Enemies always spawn in groups*
- *Enemies spawn location is often a small area, like a not accessible room*
- *Enemies usually spawn after a trigger event*
 - o *Kill a specific enemy*
 - o *Kill the last or the 2nd last enemy*
- *Enemies spawn directly next to the player or (unrealistically and not transparent) next to the player*

What if enemies spawn depending on the players threat level and they dynamically spawn on various locations near the player but must run to the player first? Enemies spawn in

small groups (4 enemies). These groups can spawn relatively to the “threat”-level of a player (time it takes players to eliminate enemies). This would lead a player with a very high threat level (very low time to kill an enemy) to encounter faster spawning enemies, while a player that does not kill enemies that fast encounters enemies to spawn slower. The defined number of enemies per encounter can remain untouched but could also be risen for very good players to create a challenge for those players.

To prevent people from intentionally playing “slower” two things could be implemented to counter this:

- a. Raise reward quality (but that would create a disadvantage for “bad” players)*
- b. More complex tracking mechanism*

A player will always have an average threat level – an average time it takes him to kill enemies. The system is keeping the enemy spawn at a rate that is slightly above that average, making it always feel like a challenge. As a result, the system would dynamically adjust to the player skill. The average is calculated from the very start of agent creation and is not reset.

While in combat, the system keeps track of the average and will automatically adjust the enemy spawn rate. Mission checkpoints can be used to prevent enemies from spawning. Challenge triggers could be used to specifically create challenges within encounters by an additional rise in the spawn rate, i.e. if the average is x and enemy spawn rate is $x + 15\%$, a challenge would be another 15% spawn rate.

The spawn rate should have a fixed (minimum) rate that cannot be reduced further due to “slow” play behavior.

As a general result, if you take an underground mission for example, players should not feel 3 waves of enemies. Instead the same number of enemies will engage the player based on his overall skill (threat, ttk). It should feel like one big wave, where enemies call out to reinforcements.

This dynamic calculation should be used in singleplayer-mode first. See below for a high-level example of the dynamic spawn compared to the current spawn (“how it currently feels playing the Division”):

Current:

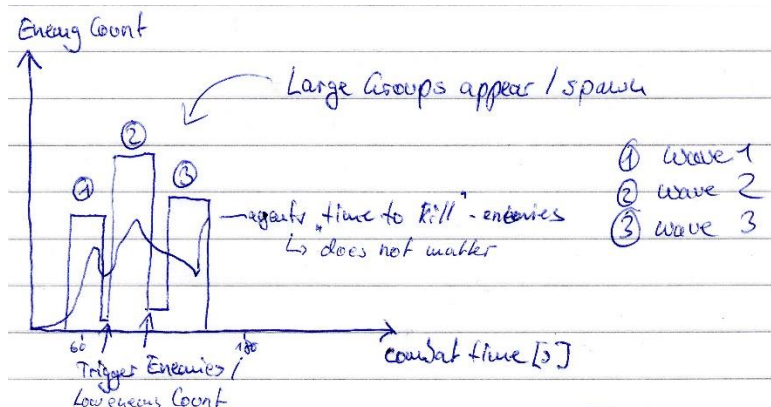


figure 4: Enemy Spawn Behavior – current

Idea:

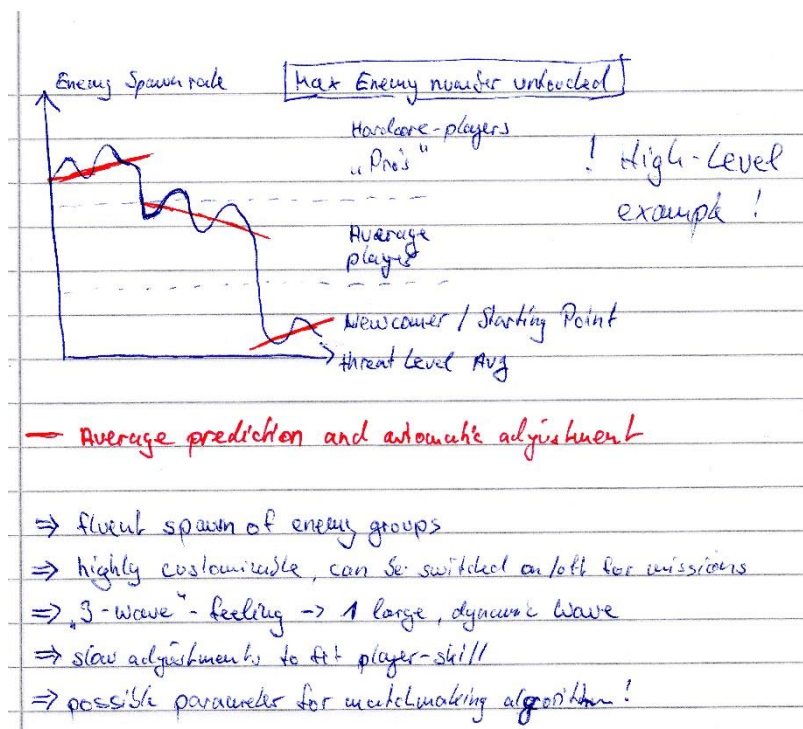


figure 5: Enemy Spawn Behavior – Idea

1.6.5 Idea: New Enemy-archetype

Another idea that came to my mind while thinking about enemy spawn behavior was a realistic approach of how the enemies would call for reinforcements. As an example, let's think of a simple scenario where the agent is fighting against a group of enemies. After some time and a few enemies remaining, either the dynamic approach or the basic spawn system (doesn't really matter here) will decide to spawn new enemies. Instead of just enemies spawning the system could trigger a specific new skill that lets enemies call for reinforcements. This skill can have an activation time of about 10-15 seconds and can be interrupted by the agents. This skill could also be used by a new enemy type (i.e. a radio operator), who will call for reinforcements based on the casualties incurred.

The radio operator will look for a defensive spot to take cover and call for reinforcements. He will otherwise behave same as the other types in combat.