

Beat Type/Name	Description	Notes
HOTEL SUITE		
CINEMATIC - Wide Awake	The player wakes in a strange hotel room. "Where am I" they say to themselves.	
Environment - The Hotel Room	<p>The player begins to explore the space, the bedroom opens up into a suite lounge.</p> <p>The player steps into the lounge and the phone begins to ring.</p>	
CINEMATIC - Wake Up Call	<p>A man speaks down the phone, he introduces himself as "Mark".</p> <p>The player questions where they are and how they got there. Mark says he will explain everything, but first the player has to help him.</p> <p>Mark tells the player that that they need to get to the main elevator.</p> <p>The player demands to know what is going on and where they are.</p> <p>Mark acquiesces and but before he can explain he abruptly cuts off his next sentence and says that a guard is coming and that the player should hide and try to take him down when he is not looking.</p> <p>Mark hangs up the phone.</p>	
STEALTH - Hide Away	The player crouches down behind the sofa.	
ENCOUNTER - Guard	A guard unlocks the door and walks in.	
STEALTH - Take Down	The player takes him down.	
WEAPON - Pistol	The player takes his gun.	
HALLWAY		
ENVIRONMENT - The Hallway	<p>The player leaves the suite and emerges into a hallway. The room they were trapped in is at the far end of the hallway, there is only one way to go.</p> <p>The hallway is lined with entrances to other rooms, the doors are locked up.</p>	
INSPECT - Floor Map	<p>At a junction in the hallway, the player finds a map of the floor they are on.</p> <p>They also see directional signage pointing them to the Bar lounge</p>	Is the singage needed as well as the map?
ENCOUNTER - Guard	The player is spotted by a patrolling guard.	
COMBAT - Gunned Down	They shoot him dead.	Shooting Tutorials Here
BAR LOUNGE		
ENVIRONMENT - The Lounge	<p>The player emerges into the main lounge. It is a lavish space with a bar on one side and a criss cross of tables, leading up to a recessed lounge area with a vast window.</p> <p>Across from the entrance, the player can see the elevator.</p>	
ENVIRONEMNT - Earthrise	From this window the player can see where they are, on a vast space station in orbit of the Earth.	
ENCOUNTER - Twin Guards	A pair of guards patrol the lounge, cutting the player off from the elevator.	
STEALTH/COMBAT - To the Elevator	The player is faced with a choice, try and quietly sneak take down the guards, or face them head on in combat.	
PUZZLE - Missing Keycard	The player arrives at the elevator, they try and call it, but it is locked down, they need a keycard to unlock and call it.	
ENVIRONMENT - Stairway	Across from the elevator, leading up from the recessed area, the player can see a spiral staircase leading to an upper level.	
MANAGERS OFFICE		
KEY ITEM - Security Pass	The player heads upstairs and finds the bar managers office, there is a security pass to use the elevator here.	
CONSUMABLE - Pistol Ammo	In the office there is also a cache extra ammunition.	This should be a substantial increase in the amount of ammo available to the player.
BAR LOUNGE		
ENCOUNTER - Posse of Guards	The player returns to the bar lounge, they see that additional guards have arrived.	The player should be pushed into combat here, gives a more bombastic ending to the experience.
COMBAT - Defeat Guards	The player engages the guards, taking them down in a difficult encounter.	Should the player be able to stealth kill them?
PUZZLE - Use Keycard on Elevator	<p>The player uses the keycard and calls the elevator.</p> <p>The elevator arrives and the level fades to black.</p>	miro