

# MUA2 Demo Reel Shot List Index

0:06



0:39



0:55



1:14



1:22



1:37



## **NYC: Factory Floors**

- Designed and constructed level layout, creating collision and initial staging
- Scripted and set up objectives with dynamic encounters
- Designed and set up Floor Smash fusion puzzles
- Scripted Grim Reaper miniboss fight

## **Guard Duty: Hit 'Em High**

- Reworked level layout and all AI encounters when I took over this mission
- Designed and set up rocket hallway and helicopter dropoff fight
- Scripted tower collapse sequences
- Scripted environment destruction events
- Set up Prodigy miniboss encounter

## **Guard Duty: Road Work**

- Designed and populated level
- Designed and set up "convoy defense" logic
- Set up dynamic spawning to maintain a specific flow pattern and presence of AI
- Scripted helicopter drop off spawn sequences

## **Chemical Plant: Cloaked**

- Designed and constructed level layout, creating collision and initial staging
- Designed and set up fire hazard logic
- Scripted bridge explosion sequence
- Set up various miniboss encounters

## **Chemical Plant: Faceoff (Venom/Goblin Battle)**

- Designed and set up dual miniboss fight
- Scripted inactive miniboss glider attacks
- Scripted Fury traversal and bomb removal logic
- Set up bomb disposal system

## **Hideout Raid: Going Deep**

- Reworked all AI encounters when I took over this mission
- Designed and set up robot swarm sequence
- Set up and scripted force field gate logic

2:11



2:44



3:02



3:13



3:52



### **Convoy Strike: Rooftops**

- Reworked level layout when I took over this mission
- Designed and set up Large Robot Rocket Attack
- Scripted tower collapse sequences
- Scripted environment destruction events
- Set up Songbird miniboss encounter

### **Prison: Riot Gear**

- Reworked all AI encounters when I took over this mission
- Scripted floor puzzle sequences
- Scripted and set up all nanite encounters and nanite leaders
- Scripted and set up plug power puzzle
- Set up dual miniboss encounter

### **Convoy Strike: Truckin'**

- Designed and populated level
- Scripted and set up convoy trucks
- Set up Lady Deathstrike miniboss encounter
- Set up conversation with Thing

### **Ambush: Containment**

- Reworked all AI encounters when I took over this mission, and adjusted level layout as necessary
- Scripted Bullseye miniboss fight
- Designed and set up fire hazard logic
- Scripted bridge explosion sequence

### **Showdown: Warp Zone**

- Reworked all AI encounters when I took over this mission
- Scripted warp puzzle logic
- Scripted and set up all nanite encounters and nanite leaders
- Scripted and set up Colossus hazard hallway and fight
- Scripted and set up Firestar hazard hallway and fight
- Set up Nanite SheHulk miniboss fight