

Athena Technical Institute (a vocational/trade school for the youth of Rapture!)

Bioshock

Timing and High Concept:

This level is designed to fit between Fort Frolic and Hephaestus. Narratively, the player would defeat Sander Cohen, gaining access to the Metro's bathysphere which was previously blocked off. However, instead of heading to Hephaestus, Andrew Ryan would be himself some time by re-routing the bathysphere to the Athena Technical Institute from Rapture Central Control, hoping they will be killed by the sadistic Principal Lorraine Johnson.

The school was put on lockdown during Atlas' uprising, sealing the hallways and facilities to protect the students. The player must fight their way through the school and face off against Lorraine to have her lift the lockdown. However, unbeknownst to the player, the lockdown also sealed a leak in the gymnasium dome, preventing the school from flooding. When the player encounters and "defeats" Lorraine, she lifts the lockdown, flooding the school, and the player must escape through the maintenance system to survive.

Problem:

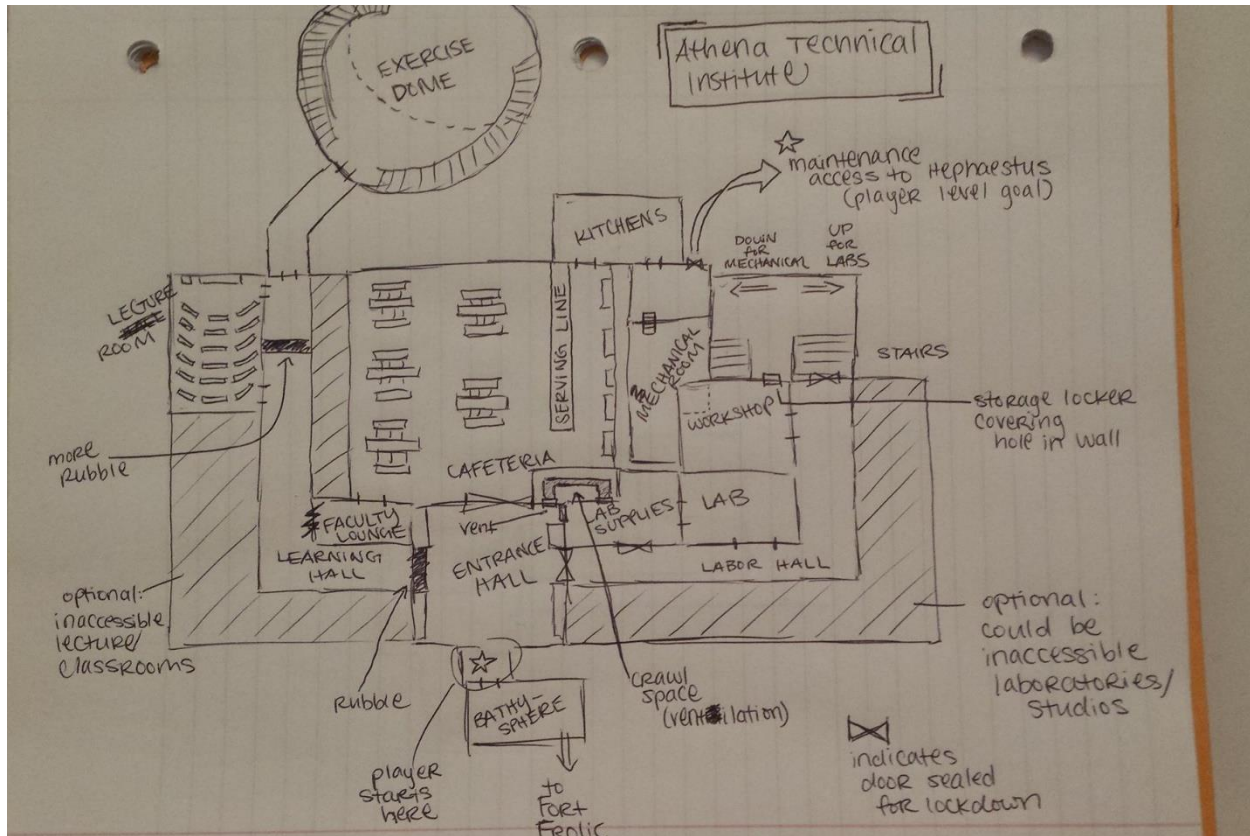
While information about children is limited in the history of Rapture, some structures to support them (such as the Amusement center and daycare) have been implemented. Furthermore, while the fate of the girls is threaded heavily into the narrative (via Little Sister narrative development and the Big Daddies), information regarding the boys is lacking. Creating a school level addresses both of these issues and naturally provides varying areas of interest with strong thematic/narrative backdrops.

Updated: This will now be a vocational/trade school for the youth of Rapture (boys and girls alike), to train them so that they will be prepared to contribute to society by entering the workforce as adults. They may train in various vocations, such as nursing, engineering, accounting, and defensive (militaristic) training. The level will culminate in a boss fight with the Principal, Lorraine Johnson, who controlled the young adults with brainwashing and scare tactics, in line with Ryan's ideals for Rapture.

Solution (Goals of quest):

- Provide a new, fun boss to add to Rapture's dystopian, psychotic feel
- New level to further enhance narrative of Rapture's pre-civil war and post-fall state
- Explanation/answer to some of the questions raised by players regarding the children of Rapture, particularly the boys

ATHENA TECHNICAL INSTITUTE



Level Layout (player walkthrough):

1. Enter ENTRANCE HALL from bathysphere
 - a. Go through vent in back-right corner to enter crawlspace which leads to...
2. LABORATORY SUPPLY ROOM
3. LABORATORY
 - a. Leave room to LABOR HALL, then enter...
4. WORKSHOP
 - a. Storage locker in corner conceals hole in the wall leading to...
5. Stairwell
 - a. Take flight down to...
6. MECHANICAL ROOM
 - a. Climb ladder from bottom to top floor
 - b. Maintenance access will be sealed off
 - c. Exit MECH. ROOM into...
7. KITCHENS
 - a. Leave through service entrance into...
8. CAFETERIA
 - a. Big Daddy/Little Sister opportunity
9. FACULTY LOUNGE
 - a. Using Electro Bolt on door (electrical symbol on map) will open the door ont

10. LEARNING HALL
 - a. Both ends of hall blocked by rubble
11. LECTURE ROOM
 - a. Exits onto other side of rubble, back into...
12. LEARNING HALL
13. EXERCISE DOME
 - a. Boss fight with Principal Lorraine Johnson
 - b. Reversing the school's lockdown leads the player back in reverse order to...
14. MECHANICAL ROOM
 - a. Player now exits using maintenance access to Hephaestus (next level)

ENTRANCE HALL

This is the school's entrance, just off of the bathysphere area, where Jack will first arrive when re-routed from Fort Frolic. It has glass cases, many of which are broken, on either side recognizing outstanding graduates, students, and faculty. The cases are an ideal location for some basic loot (EVE hypos, first aid kits, snacks, ammo) to prepare the player for the level ahead. This hall may also contain posters encouraging the young adult students to contribute to Rapture or pursue a given vocation (such as "Join the Engineering Corps!").

To the left of the entrance area is a hallway that has been blocked off with rubble and is inaccessible for now (see "LEARNING HALL"). To the right is a hallway of classrooms, the Securis door of which is closed and sealed due to the school being locked down to protect the students during Atlas' uprising. Signs hang in the hallway which indicate lecture rooms down the left hallway and laboratories/workshops down the right.

(When the player first arrives here, there should be some dialogue from Atlas acknowledging/informing the player that Andrew Ryan must have re-routed them from Central Control. The explanation of the lockdown itself should be left to audio recordings. Lorraine can introduce herself via the loudspeaker and chastise, taunt, or otherwise comment on the player's progress as they move through the level.)

Directly in front of the player is a large door which has been sealed as well and leads to the CAFETERIA.

A small grate/vent in the bottom, back-right corner of the entrance hall can be broken into with the wrench or pulled off using the telekinesis plasmid to gain access to the first classroom.

Note: Unsealed doors throughout the level should appear to be malfunctioning or trapped open as a result of debris, since the lockdown is still in effect.

LABORATORY CLASSROOM



(http://i.dailymail.co.uk/i/pix/2013/11/22/article-2511786-1993A32600000578-214_964x667.jpg)

The crawlspace leads into a laboratory supply room which is connected by an open doorway to a laboratory. Splicers (thug and leadhead) should jump out from behind work stations and shelving units.

LABORATORY HALL

This hallway should contain one security camera (likely at the corner of the hallway) and, possibly, a turret at the end of the hallway. It should also contain vending machines and lockers, as well as a Circus of Value. Including a Gene Bank would also be reasonable, though I think it is not necessary until around the CAFETERIA area. Splicers should trigger only after the player has engaged with or passed the first security camera, attacking from the WORKSHOP.

WORKSHOP



(https://c1.staticflickr.com/7/6066/6121410638_f9c6fff6d2_b.jpg)

Similar in feel to the LABORATORY rooms, the workshop will have work benches and a couple large machines. This is the most thematically-sensible location for a U-invent, and the only location I recommend for it in the level.

Splicers can attack from behind work benches, though there **must** be at least one which jumps out from a storage closet in the back right of the room, when the player approaches. This will throw open the doors (which should appear closed when the player enters the room), revealing a hole behind the closet.

STAIRS

Entering the hole behind the storage locker will lead the player onto a landing between two staircases. The one to the right leads back **up** to a sealed door which would lead to the laboratory rooms. The one to the left leads **down** to the MECHANICAL ROOM. Neon signs for each direction should appear on the wall before the player. Trash cans and other minor loot would be appropriate here.

MECHANICAL (BOILER) ROOM



(https://en.wikipedia.org/wiki/Mechanical_room#/media/File:Mechanical_room.jpg)

This room features two levels, and the player will enter it on the bottom level from the stairwell. Spider splicers should attack from behind pipes and on the ceiling. They will be the main feature of this room and should provide the player's first minor challenge in the level.

The player will climb a ladder to the top floor of the room. To the right in the level's exit which is currently sealed (again, lockdown); this is the maintenance/mechanical access to Hephaestus, which Ryan, presumably, will not have also re-routed. (Atlas should provide some more dialogue regarding this, to make the player's goal clear. He should also indicate that the player will need to find Principal Johnson and get her to lift the lockdown, so the player can leave.)

To the left, there are doors which lead to the cafeteria KITCHENS. In order to further guide the player's attention the maintenance access/exit first, there should be a red light clearly reinforcing the lockdown's effect near the maintenance access door, with the KITCHENS' doorway harder to notice.

KITCHENS

The kitchens may contain more enemies, but I would recommend it not, so the player has a chance to catch their breath before the CAFETERIA. It should definitely contain loot (snacks, ammo, cigarettes, etc.) to replenish the player.



(https://vignette3.wikia.nocookie.net/bioshock/images/8/87/Ryan_the_Lion_Preparatory_Academy_Cafeteria_Kitchen.jpg/revision/latest?cb=20170515201017)

CAFETERIA

Through service doors from the KITCHENS, the player will enter the CAFETERIA on the serving side of the serving line. There could be an oil spill in this area leading back to ovens in the kitchen which can be ignited to kill splicers hiding in the shadows on behind the serving line.

In the main portion of the CAFETERIA, there are standard picnic-style tables with attached benches which can hide more splicers. There should not be too many splicers, as this area will also contain the level's only Big Daddy/Little Sister. While the player could theoretically avoid this fight, it is intended to be almost impossible to do so, as triggering combat with the splicers will also trigger the Big Daddy combat.

Another Circus of Value, as well as Gene Bank should be found in this room, with the latter located close to the left of the room near the door to the FACULTY LOUNGE. The room should also feature trays and utensils for the purposes of theming, chaos in combat, and possible use of the Telekinesis plasmid.

FACULTY LOUNGE

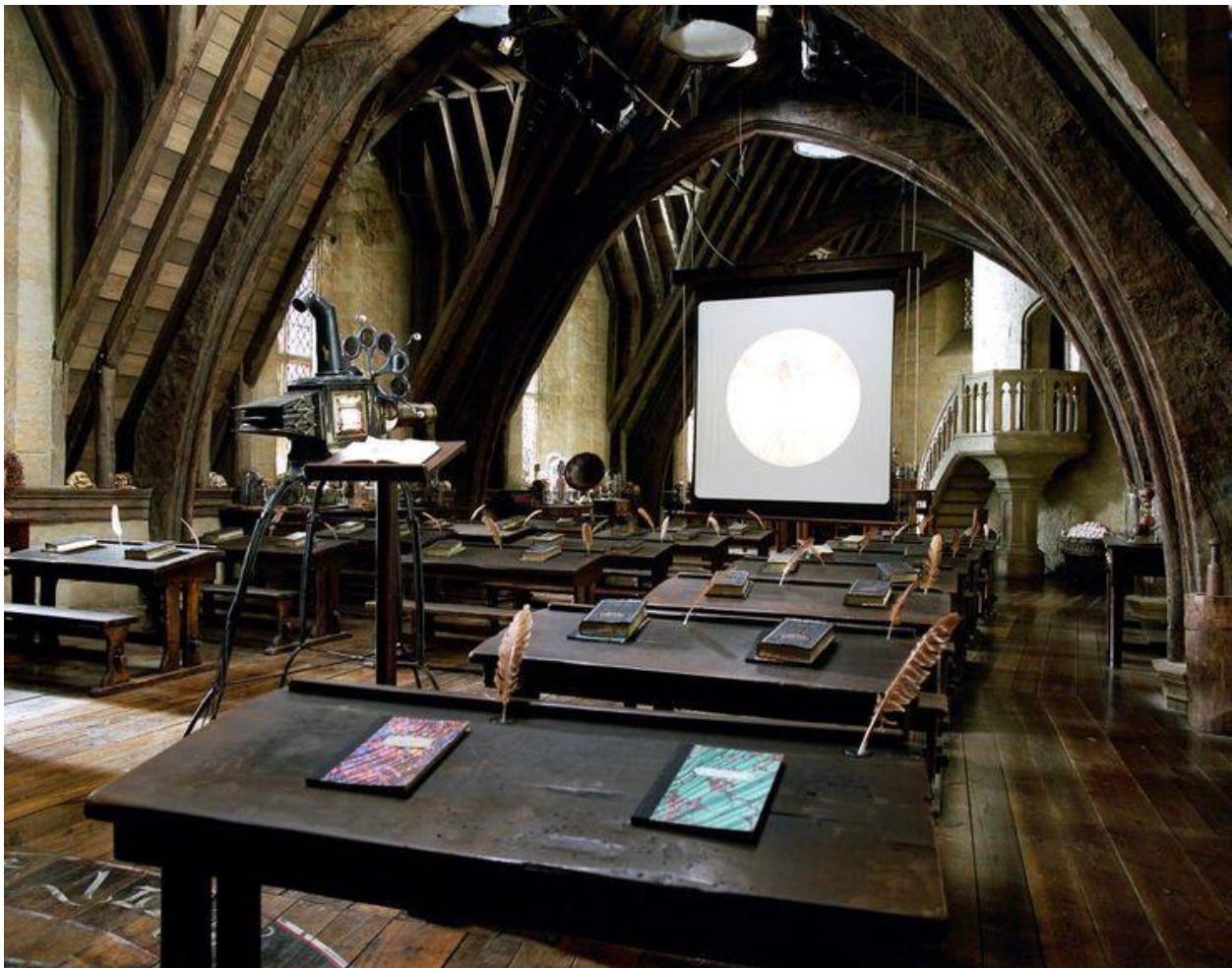
No enemies here, only minor loot, if any. The only door in this room (besides the one the player came through) leads into LEARNING HALL. The door is “locked” but should feature an electrical switch upon which the player must use Electro Bolt to open.

LEARNING HALL

When entering from the FACULTY LOUNGE, to the left the player will see the rubble which prevented access to the hall when they first arrived in the ENTRANCE HALL. As well as more lockers and vending machines (like LABORATORY HALL), there could be water fountains here which have leaked and frozen over which the player can melt using Incinerate! to gain more ammo or, better yet, EVE hypos or first aid kits, in preparation for the boss fight.

To the right from the FACULTY LOUNGE is more rubble towards the end of the hallway and a doorway which leads to the LECTURE ROOM.

LECTURE ROOM



(<https://i.pinimg.com/736x/b2/0b/33/b20b33cd8cdf1f9e449fdacaab6b04c1--harry-potter-world-harry-potter-movies.jpg>)



(<http://adamxphotos.icefusion.co.uk/wp-content/uploads/2015/04/a7855.jpg>)

The doorway to the LECTURE ROOM should lead to the highest (elevation-wise) portion of the room. The player will descend down through rows of desks towards the projector screen and/or chalkboards to another door on the right side of the room, leading back out and onto the other side of the rubble at the end of LEARNING HALL.

This room can contain splicers (thug, leadhead) but should not be too difficult, since the boss fight is next. Furthermore, the room should make good use of lighting and sound effects to build anticipation in the player. Final loudspeaker dialogue from Lorraine might work well here too, for similar effect.

EXERCISE DOME



(<https://i.pining.com/originals/ba/2c/81/ba2c81fd67be3c62fef583716863b940.jpg>)



(http://vignette3.wikia.nocookie.net/borderlands/images/4/4b/Natural_selection_annex_zone_desc.jpg/revision/latest?cb=20150803231813&path-prefix=fr)

This is a glass dome with two levels of exercise equipment, serving as a kind of gymnasium/workout space for the students of the institute. This is also the location of Principal Lorraine Johnson and the final boss fight of the level. Lorraine would probably function best as a Houdini splicer with some kind of interesting, mechanical twist. The idea I like best is that she commands a horde of past students and/or faculty members which descend upon the player during the final fight, so that Lorraine does little of the fighting herself. This gives lots of opportunity for minor

dialogue, thematic splicers in the form of students/faculty, and a very chaotic, gratifyingly challenging fight to wrap up the level.

There should be exercise machines for the player to take cover behind and equipment (balls, weights(?), etc.) to give the player the option of using Telekinesis during the fight.

Once the player “defeats” Lorraine (and her horde), she will “surrender” by remotely disabling the lockdown. There should be some dialogue from Atlas here to reinforce the event as it plays out. Since Lorraine realizes she cannot survive, she will attempt to take the player with her. By disabling the lockdown and unsealing the school, it will be revealed that a major leak in the EXERCISE DOME will now flood the school (since all doors will be unlocked and forcibly opened). An alarm will go off warning of the impending flooding of the school, and the player will have to retrace their steps through the school, back to the MECHANICAL ROOM, exiting through the now-unsealed maintenance access to Hephaestus.

More splicers could attack the player as they are attempting to exit, but focusing on escaping the flood might be enough.

Between Atlas’ VO, the alarm sounding, and the school flooding, the player should feel a sense of urgency and fear/anticipation, resulting in a strong finish immediately following the final combat.

Narratively, the player should be told that the school area will be automatically sealed off, following the flood.