

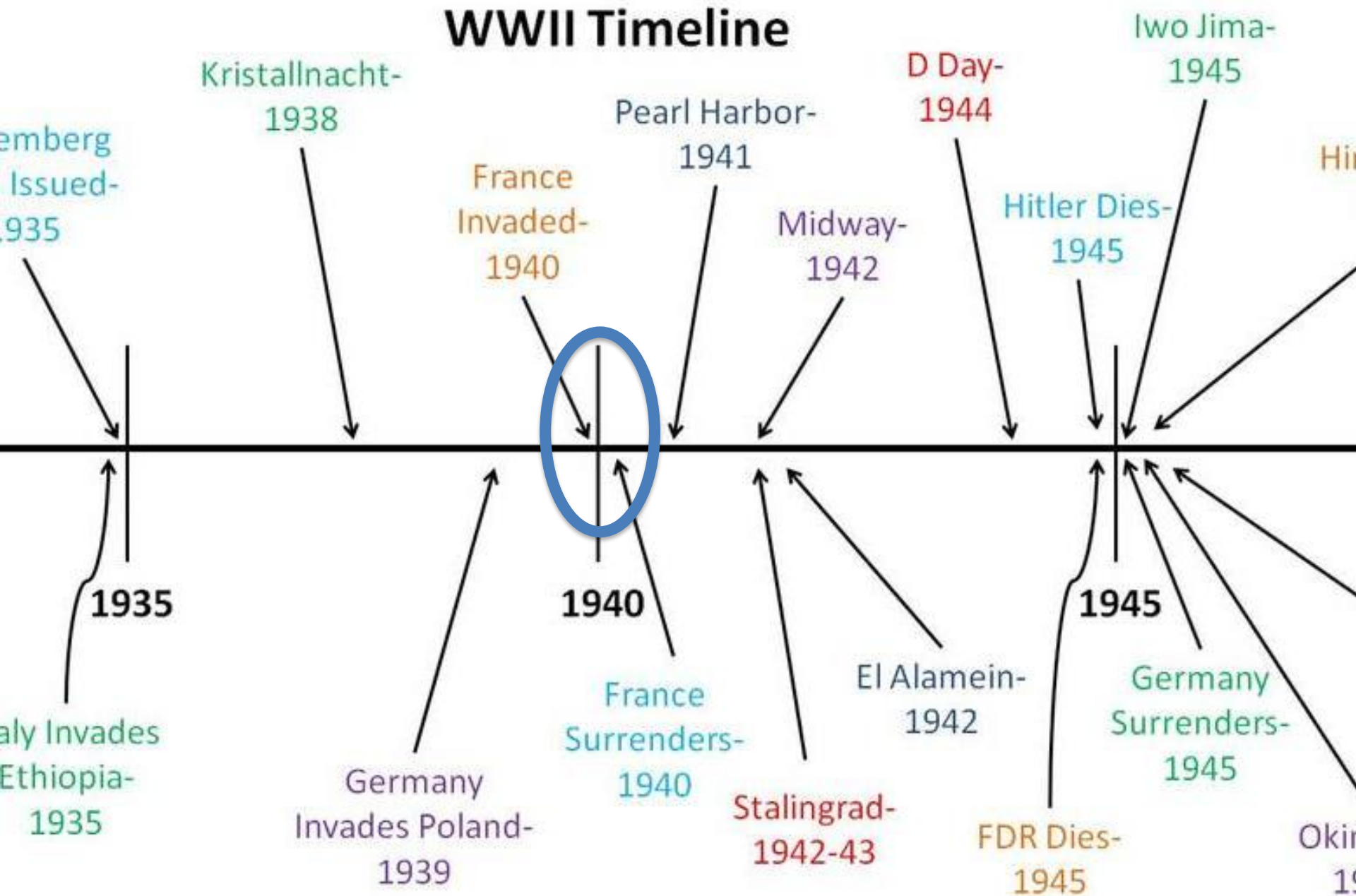


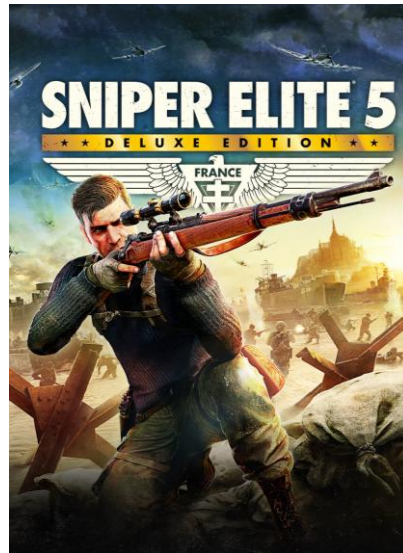
Operation Twilight Line

A WWII Tactical TPShooter
Campaign By: Will Berendt



WWII Timeline





Target Audience

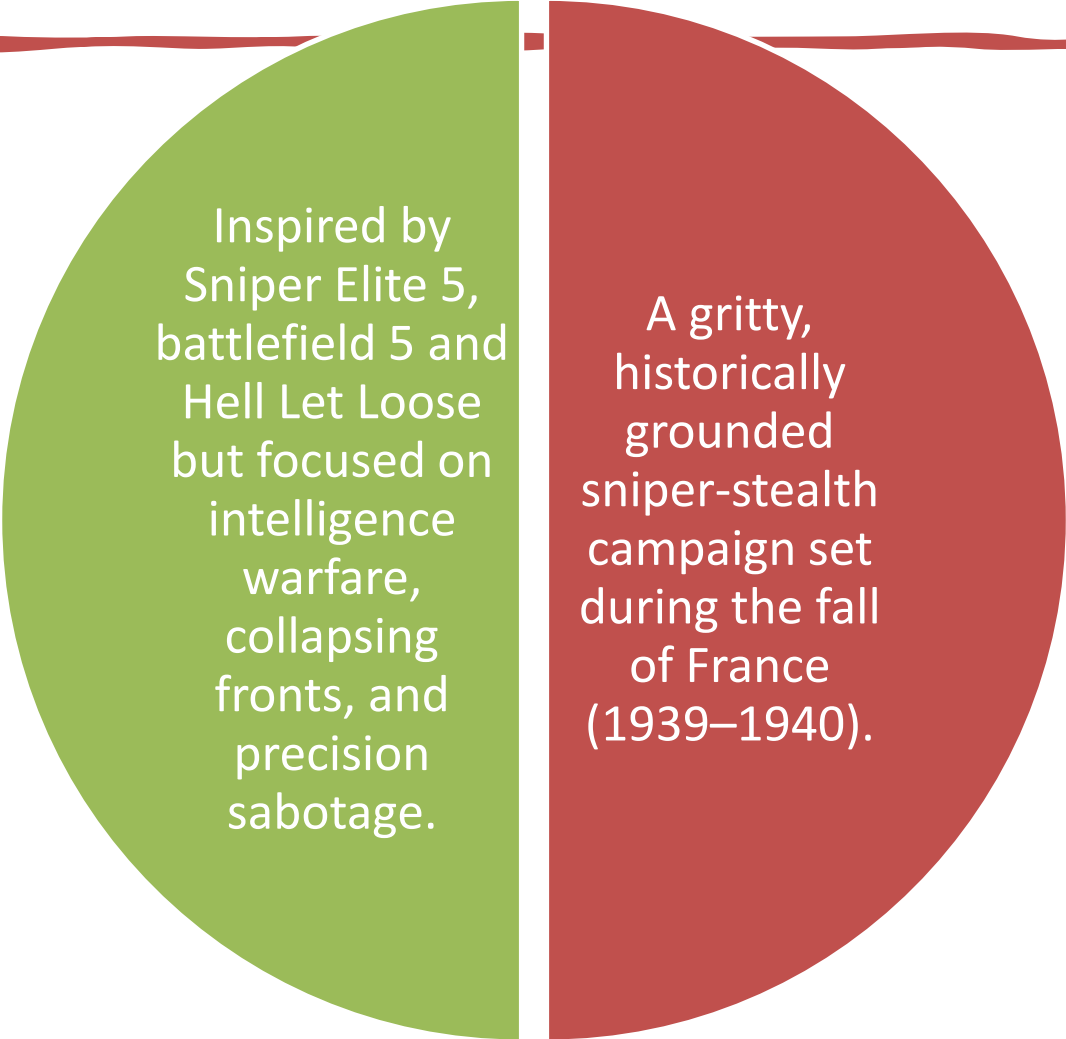
Fans of Sniper Elite, Battlefield V War Stories, Hell Let Loose, Sudden Strike 4 - Road to Dunkirk and Medal of Honor Frontline

Players who enjoy tactical shooters with narrative depth.

Films & TV
programs of
inspirations



High-Level Concept



Inspired by
Sniper Elite 5,
battlefield 5 and
Hell Let Loose
but focused on
intelligence
warfare,
collapsing
fronts, and
precision
sabotage.

A gritty,
historically
grounded
sniper-stealth
campaign set
during the fall
of France
(1939–1940).

Campaign Overview

12-mission
narrative arc across
France.

Three acts: The
Quiet War, The
Blitz, The Fall.

Blend of stealth,
overwatch, recon,
and long-range
engagements.

Key Features

WWII environments.

Deep sniper mechanics (wind, drop, breath control).

Covert operations and resistance collaboration.



I am using this mechanic for part of the level that is been use from SE5, part of Battlefield V Level - Still and Silent, NORDLYS)1943 NORWAY



Gameplay Pillars

Recon
(**Binoculars**)Stealth
and infiltration. *

Precision
sniping.(Some
Missions)

Environmental
storytelling.

Large-scale
overwatch
moments. *

Act I – The Quiet War

- Missions 1–4: Border Ghosts, Silent Rail, Shadows in the Ardennes, The Scientist.
- Themes: infiltration, espionage, early German infiltration.

Act II – The Blitz



MISSIONS 5–9: BREAK THE BRIDGES,
LONG RETREAT, FORTRESS CRUMBLING,
LOST CONVOY, **CHATEAU**.



THEMES: CHAOS, COLLAPSE, DESPERATE
DEFENSES.

*** MY PART OF DESIGN LEVEL OF THE GAME***

Act III – The Fall

Missions 10–12:
Paris in Ashes,
Twilight Array, Last
Light of France.

Themes:
resistance,
sabotage,
evacuation.



Mission 10 – Chateau

Operation Twilight Line –
Focused Pitch Deck

By: Will Berendt



Narrative Role in Campaign



- Turning point of Act II.



- Reveals the full scope of Operation Twilight.



- Sets up the before the final three missions.

Mission Overview

High-stakes infiltration
and rescue mission.



Tone: Stealth, tension,
precision.

Mission Objectives Breakdown

- Primary:
 - Infiltrate the chateau.
 - Search for 5 telegram papers for the retreating French and BEF forces and burn them
 - Escape via gates behind of the chateau.
-
- Secondary:
 - Disable gun placement
 - Destroy the AA battery
 - Weapons crates
 - Collect 7 letters for the soldiers loved ones



Experience goals

As the player moves through an abandoned French location, they ought to experience the pressure of being alone and know right away the fact that the army had previously evacuated and fled the area unprotected. Player discovers the French position is deserted, creating immediate tension, crouching around the area, player search in the small village near the church and overlook in the setting with the binocular with them on what to do and decisions on where to go, when etc .

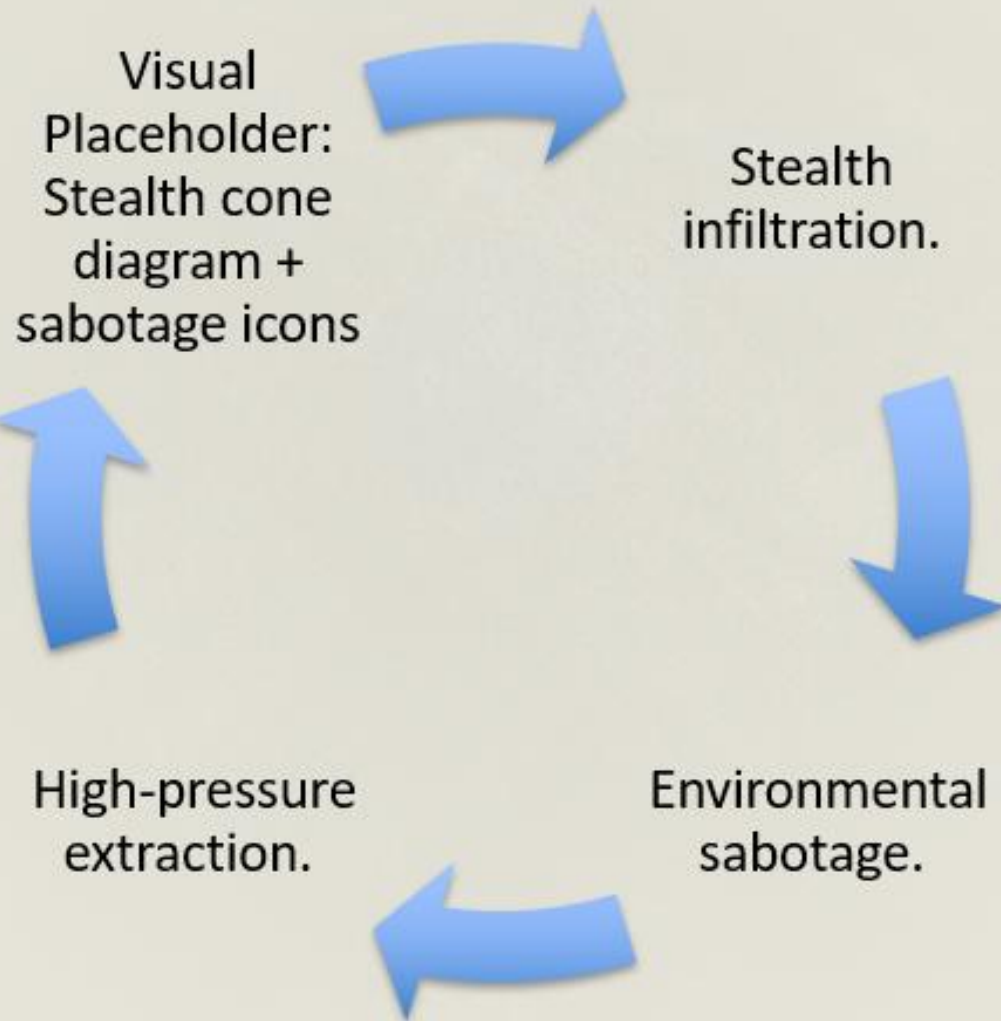
The surroundings ought to make people feel rushed as well as uneasy, with papers strewn about, love letters(player have an option to collect them it has an impact of the story later of the game), half-eaten meals, as well as radios which aren't playing anything.

As the player finds more telegrams about the movement of French troops, each of them will assist them comprehend the catastrophic event that is happening and show how disorganised along with stressed the French command has become.

Since player puts together the broken messages, the tension should keep rising as they realise that German troops are moving forward and will be there the couple hours.

This makes it feel like the player is uncovering important information in the last few hours before the enemy arrives, since they must find all the telegrams before time runs out and then burn them all

Gameplay Pillars in This Mission



Letters

To: soldiers from loved ones

LETTER	Loved	letter
1	Jean & Nicole	My dearest Jean, Not a day goes by without me thinking of you at the front. I hear news of the German advance and how quickly everything is changing, and I worry constantly. I can only imagine the fear and exhaustion you must feel, facing their tanks and planes, moving from one battle to the next. Please remember how proud I am of your courage. Your strength gives me hope, even on the darkest days. Stay safe, my love. I am waiting for you, always. With all my heart, Nicole x
2	Andre & Jeannine	My dearest Andre, Every time I hear about the fighting since the Germans crossed our border, I think of you standing strong with your brothers-in-arms. I know these days are filled with fear and uncertainty, and I wish I could be there to comfort you. Just know that your bravery means everything to me, and I hold onto the hope that you'll come back safe. I find myself reading your old letters again, waiting for any word from you. I love you more than ever. please don't forget that. Yours always, Jeannine, xxxxxx

Letters and Telegram

The player get letters to be given to the soldiers during the Dunkirk evacuation on the benches (seeing the feeling of emotions from the letters from the loved ones at home)

The player must burn all the telegrams that the level is been provided before the Germans come the next day to the chateau

3

TO: ·LT· ·MARTIN· FRENCH· ARMY· STOP· ·
JUNE·2,· 1940,· STOP· ·
ENEMY· FORCES· CONTINUED· PUSH· WEST· OVERNIGHT· STOP· ·
FRENCH· RESERVES· FROM· LYON· ARRIVED· EARLY· MORNING·
BOOSTING· FRONT· TO· 700,000· MEN· STOP· ·
RETREAT· ORDERED· FROM· SEDAN· TO· DEFENSIVE·
POSITIONS· NEAR· SAINT-QUENTIN· STOP· ·
AIR· RAIDS· INTENSIFIED· CASUALTIES· INCREASED· STOP· ·
SUPPLY· LINES· STRAINED· BUT· HOLDING· STOP· ·
REMAIN· VIGILANT· AND· AWAIT· FURTHER· INSTRUCTIONS·
STOP· ·
HQ· ·
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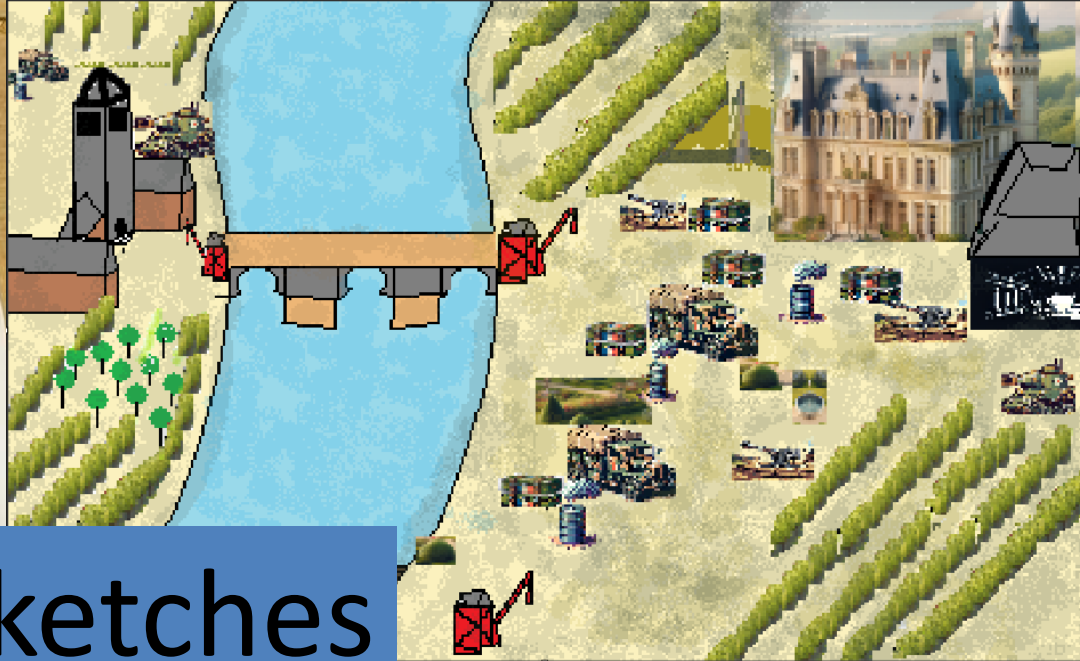
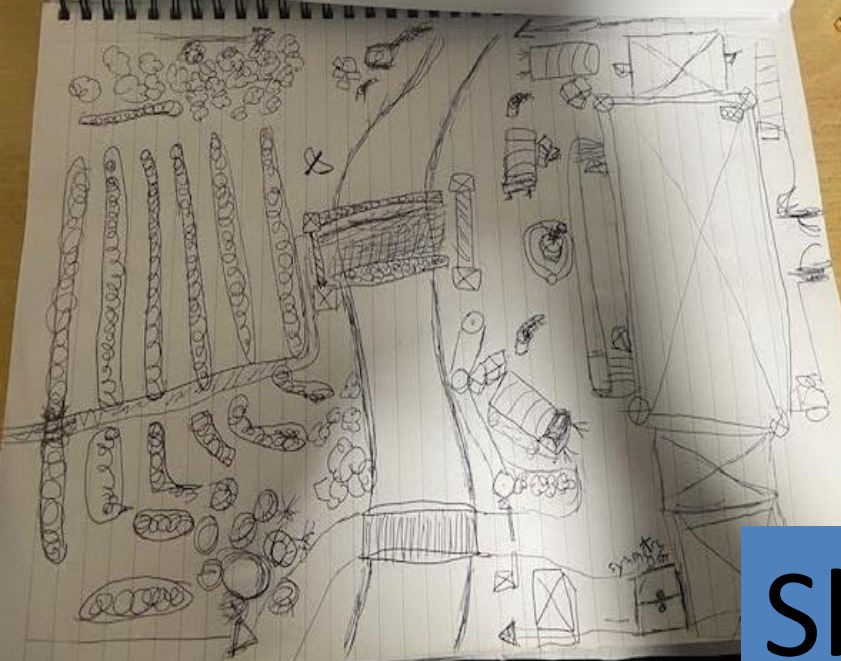
Level Layout Overview

- - Approach through forest, vineyard, church/village .
- - Grounds infiltration/tunnelway.
- - Chateau interior (French officer quarters).
- - gates escape route.

Environment & Moodboard

- - Loire Valley vineyards.
- - Grand chateau interior: marble halls, candlelit corridors.
- - church/barn overlooking of the valley and the chateau





Sketches

