



Left 4 Dead: Dead Freight

Version 2.0

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Document Date: 9/20/2020
Intended Level Delivery Date: 11/30/2020

Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Skinner	9/7/2020
2.0	Entire Campaign Initial Document	Prof. Skinner	9/20/2020

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Level Design Document

Level Information (Outskirts)

Quick Summary

Dead Freight - 1 is the first level of the Dead Freight campaign for *Left 4 Dead*. The campaign begins with players on a highway in front of a pileup of vehicles and a semi truck, blocking the way forward. The players can see a distant railway station and signage and begin journeying through the town towards it. In this first level, the players depart the highway and travel across two streets on the outer edge of town, arriving at the first safe house in a gas station convenience store, which progresses the players into the second level of the campaign.

Level Map(s)

Outskirts Overview Map - 1

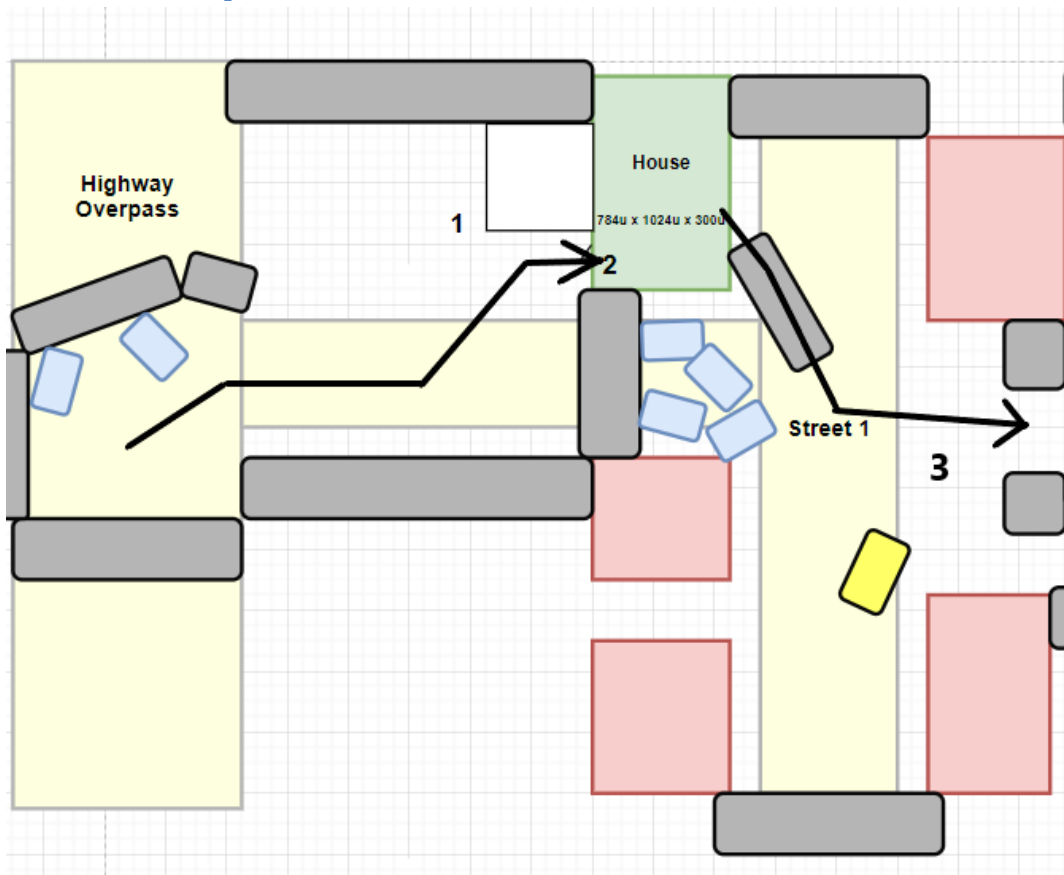


Figure 1: Outskirts Overview Map - 1



Figure 2: Map Key

Map Label	Top Level Summary
1	Players begin on elevated highway overpass and then drop down to the street below via ladder. The players make their way down the street towards a 2 story house.
2	Players enter house , climb stairs to the 2 nd story, and exit through a broken window onto the top of a crashed bus on Street 1 .
3	Players cross Street 1 and enter backlot area surrounded by several buildings and cargo trailers.

Outskirts Overview Map - 2

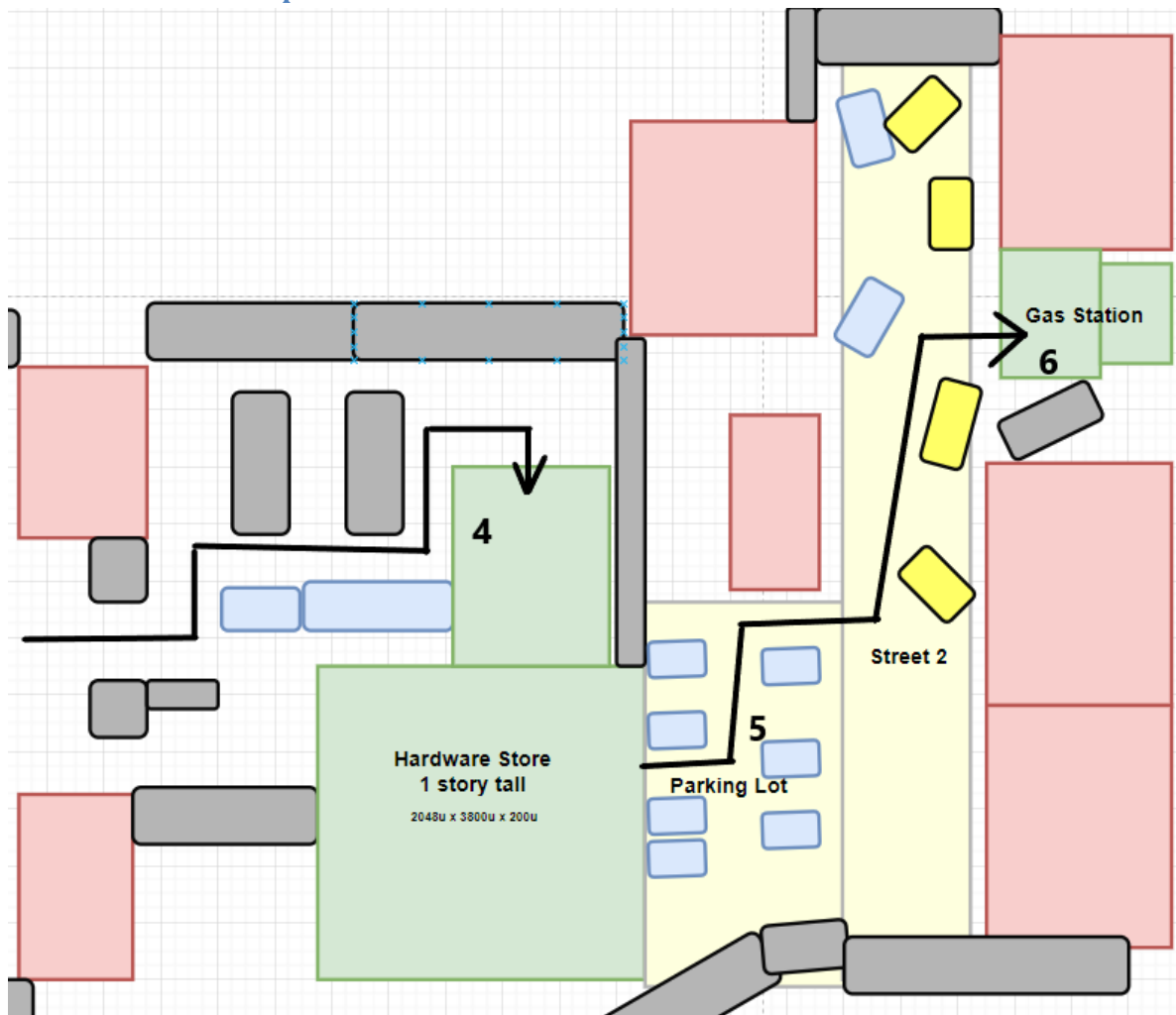


Figure 3: Outskirts Overview Map 2



Figure 4: Map Key

Map Label	Top Level Summary
4	Players navigate to northern open door of Hardware Store , or jump on top of parked semi truck and enter through a hole in the roof to the same area.
5	Players progress from Parking Lot and travel up Street 2 . With numerous alarm cars and open spaces, this is an ideal horde moment.
6	First safe house is convenience store interior of Gas Station building, ending level 1 and beginning level 2.

Detail Maps

Outskirts Area 1 – Highway to House

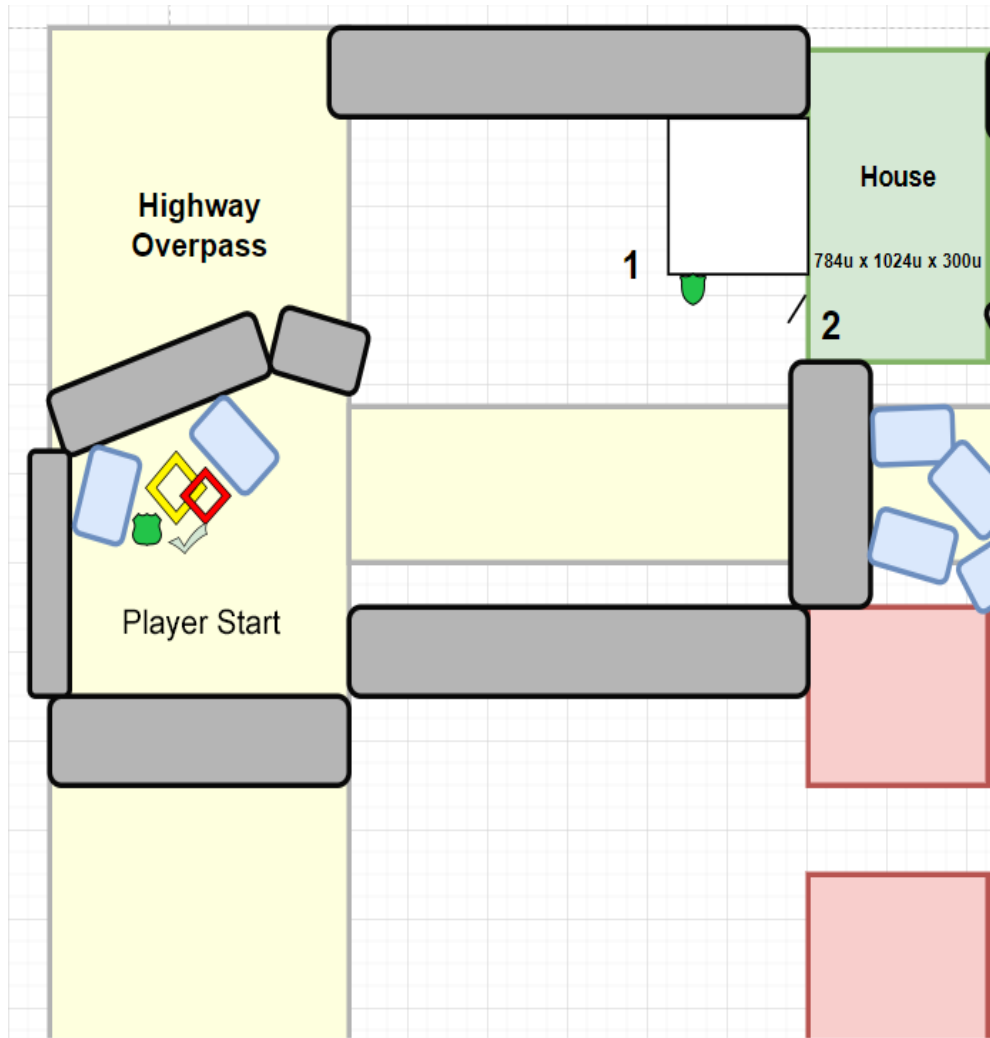


Figure 5: Outskirts Area 1 Details



Figure 6: Map Key

Map Label	Event Description	Key Info (e.g. Challenges, Actions)	Approx. Difficulty (1-10)	Wow?
1	Street & open wooded area	- Pills Highway provides safe vantage point to begin	1	Yes
2	House backyard door	Introduces tight corridor spaces/rooms	1	

Outskirts Interior 1 - Two-Story House

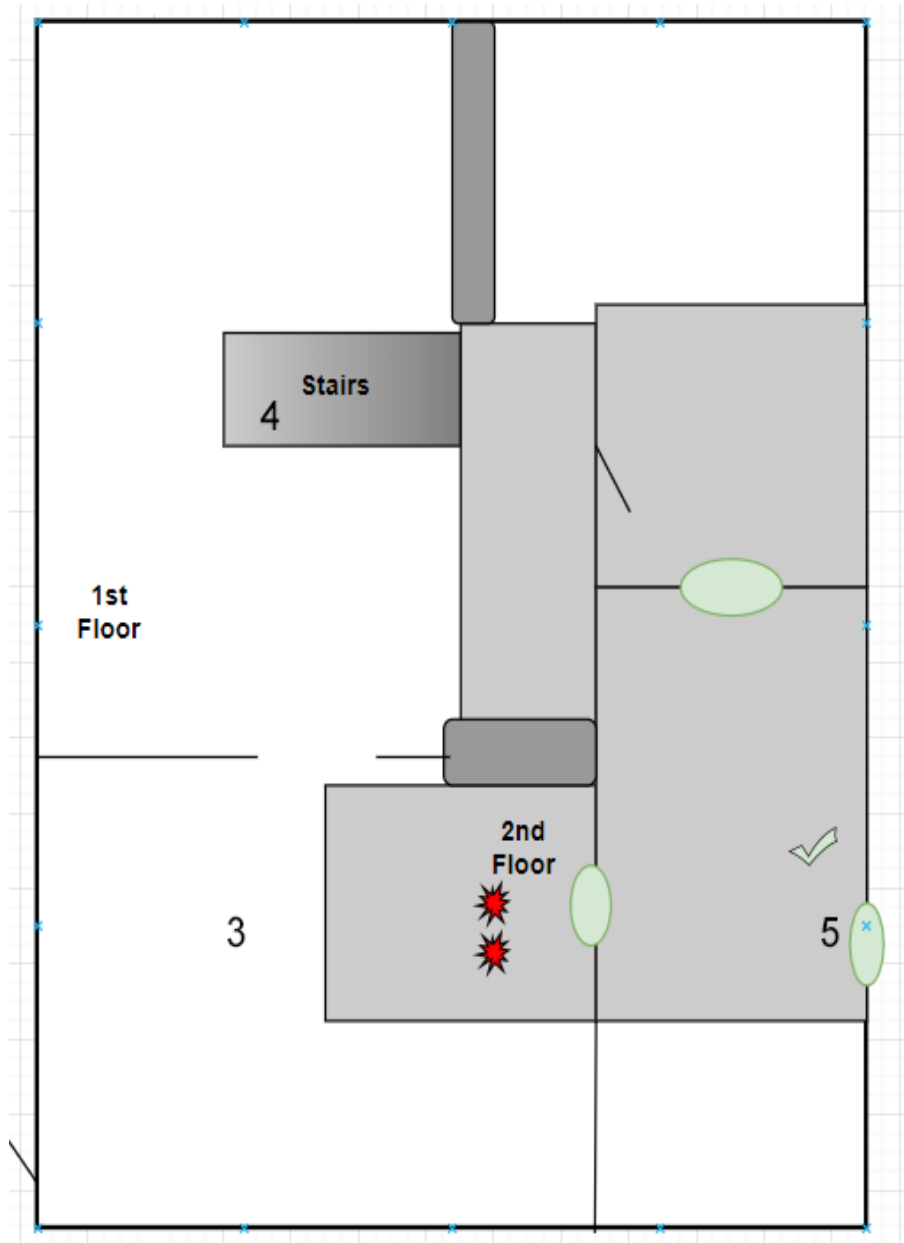


Figure 7: Outskirts House Interior Details



Figure 8: Map Key

Map Label	Event Description	Key Info (e.g. Challenges, Actions)	Approx. Difficulty (1-10)	Wow?
3	Rear entrance	Enter via Kitchen, travel north to stairs	2	
4	Stairs to upper floor	Possible verticality opportunities with floor holes	3	
5	Extra rooms and exit through window	<ul style="list-style-type: none"> - Pipe bomb - Ammo stack Hole through wall into final room, window exits out to crashed bus	2	

Outskirts Area 2 – House to Hardware Store

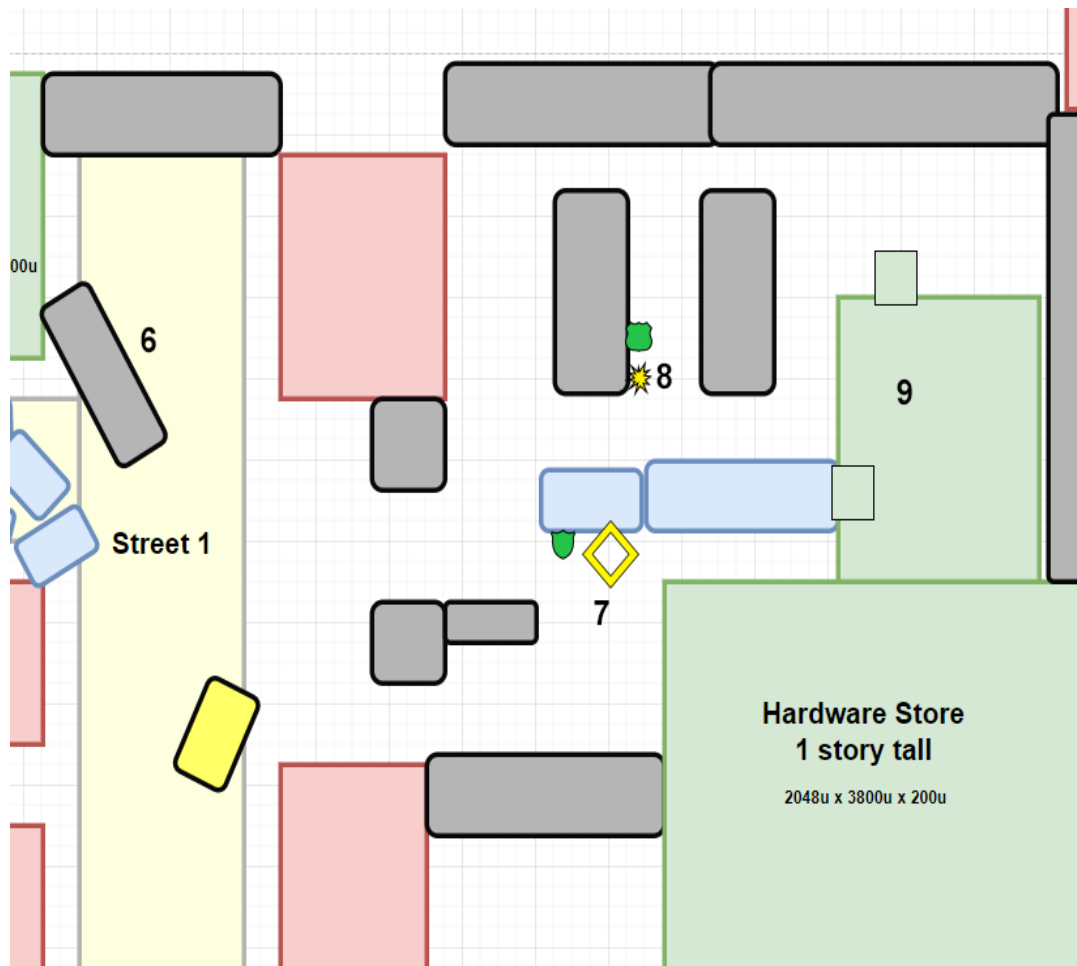


Figure 9: Outskirts Area 2 Details



Figure 10: Map Key

Map Label	Event Description	Key Info (e.g. Challenges, Actions)	Approx. Difficulty (1-10)	Wow?
6	Street 1	<ul style="list-style-type: none"> - 1x Alarm vehicle Bus serves as exit from house Alarm vehicle lights pointing towards intended path	3	
7	Store backlot/loading dock	<ul style="list-style-type: none"> - Pump shotgun - Pills Somewhat tight quarters with multiple avenues for infected ambush	5	Yes
8	Parked trailers	<ul style="list-style-type: none"> - Health packs - Molotov 	5	Yes
9	Hardware Store Access	North door and roof hole behind parked semi truck provide entry	3	

Outskirts Interior 2 - Hardware Store

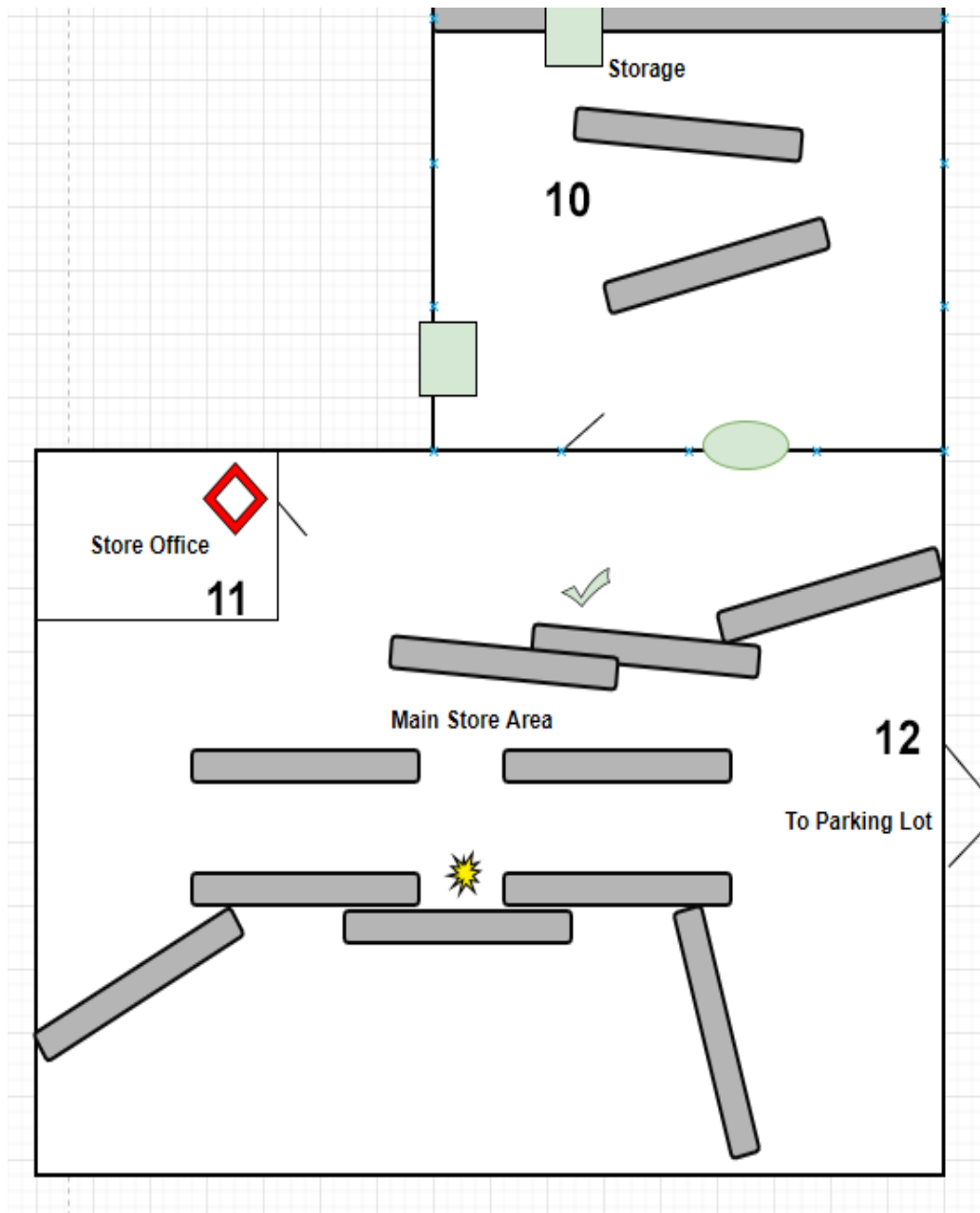


Figure 11: Outskirts Store Interior Details



Figure 12: Map Key

Map Label	Event Description	Key Info (e.g. Challenges, Actions)	Approx. Difficulty (1-10)	Wow?
10	Roof access/storage area	Roof hole and northern door, opportunities for ambush	3	
11	Store interior, small office	<ul style="list-style-type: none"> - Ammo stack - SMG - Molotov Lots of blocked line of sight/blocked paths, plenty of opportunity for ambush	6	Yes
12	Exit thru front door	Exits to open parking lot exterior	4	

Outskirts Area 3 – Hardware Store to Gas Station Safehouse

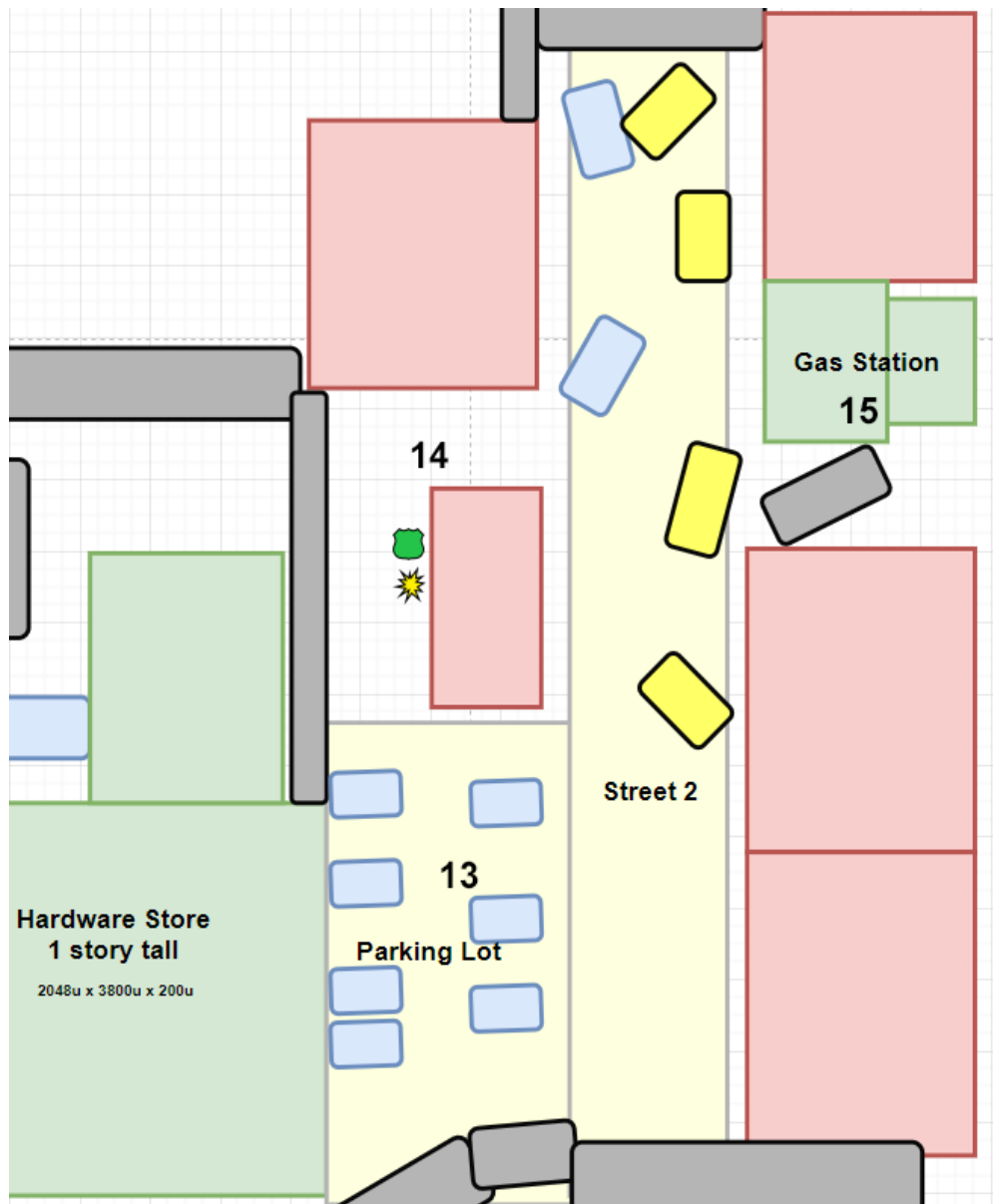


Figure 13: Outskirts Area 3 Details



Figure 14: Map Key

Map Label	Event Description	Key Info (e.g. Challenges, Actions)	Approx. Difficulty (1-10)	Wow?
13	Parking lot	Provides light cover and leads into Street 2	5	
14	Small alley	<ul style="list-style-type: none"> - Molotov - Health kit Alternate path around vulnerable street	4	
15	Gas Station/Safe House	<ul style="list-style-type: none"> - 4x Alarm Vehicles - Safe house Street cluttered with alarm vehicles with several openings, setup for potential horde event	7	Yes

Objective(s)

- Reach the Gas Station Safehouse alive

Hook(s)/Gameplay Highlights

- Condensed interiors and backlots broken up by open but narrow streets

Skill Progression Chart

Skill	Start	Area 1	House Int	Area 2	Store Int	Area 3
SMG	Introduced	Reinforced	Reinforced	Mastered	Mastered	
Pump Shotgun	Introduced	Reinforced	Reinforced	Mastered	Mastered	
Healing Items	Introduced	Introduced	Reinforced	Reinforced	Mastered	
Throwables		Introduced	Introduced	Reinforced	Reinforced	Mastered
Alarm Cars				Introduced		Reinforced
Gas & Propane Tanks				Introduced		Reinforced

Context

“Outskirts” is the 1st level in a 3-level campaign called “Dead Freight,” taking place sometime before “The Sacrifice.”

Backstory

The survivors, previously traveling down a highway by car, had to abandon their vehicle once the highway became untraversable. Seeing a town in the distance, the survivors decided to fight their way towards it to see if they could try to find another mode of transportation and escape to safety.

Aftermath

As the survivors made their way through the outskirts of town, they found a gas station and signage pointing the way to a train station deeper in town. The survivors stopped in the gas station safehouse to gear up before continuing towards the train station.

Level Information (Overrun Town)

Quick Summary

“Overrun Town” is a *Left 4 Dead* level that sees the survivors fighting their way through a town that has been completely overwhelmed by the infected, eventually having to make a standoff at an abandoned restaurant. It is the 2nd level in a 3-level campaign and takes approximately 7 minutes to complete.

Level Map(s)

Overrun Town Overview Map Pt. 1

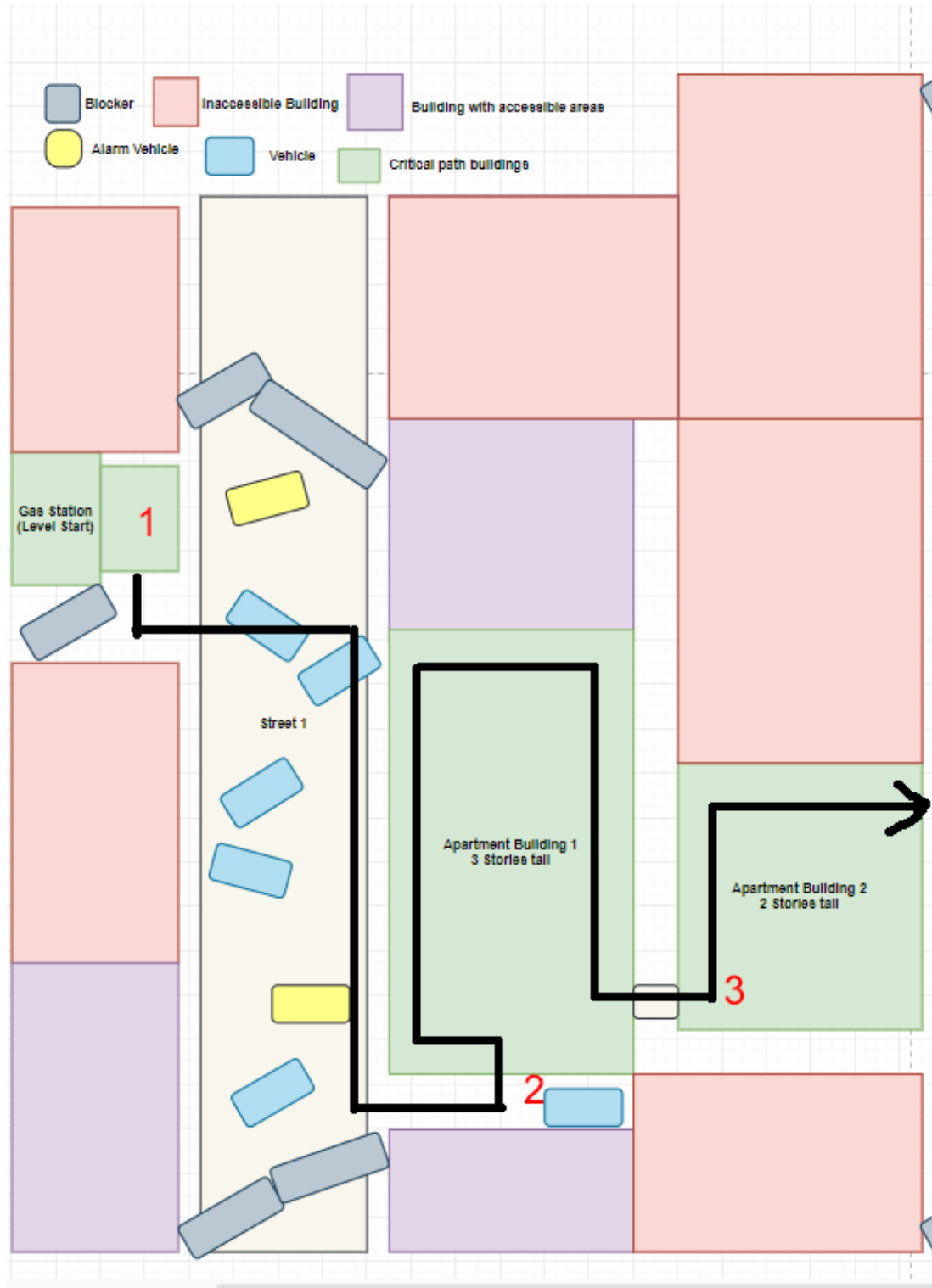


Figure 15: Overrun Town Overview Map

Overrun Town Overview Map Pt. 2

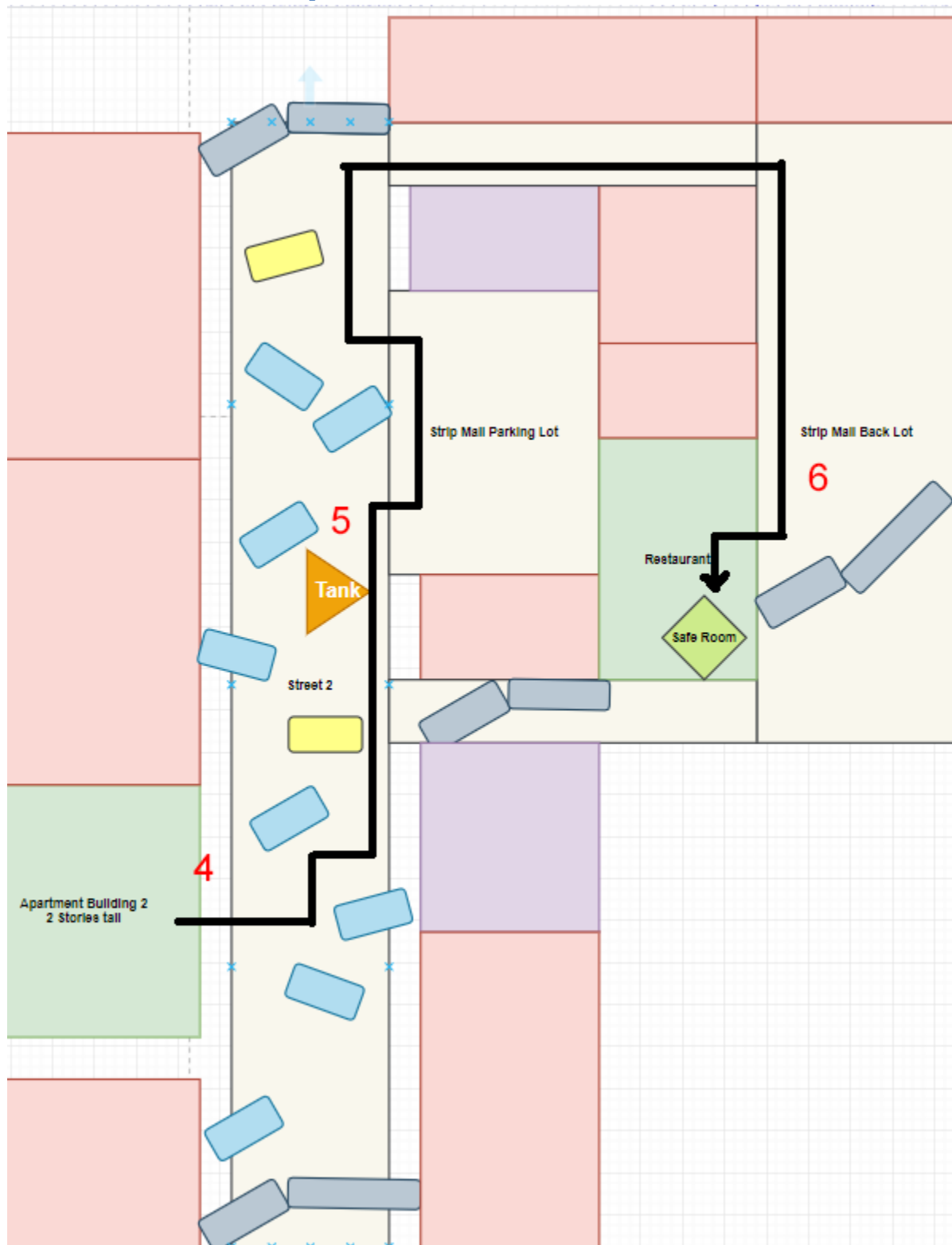


Figure 16: Overrun Town Overview Map Pt. 2

Map Label	Top Level Summary
1	The players start in the gas station and can restock their supplies. They exit out into the street.
2	Players reach an alleyway and climb up a three-story fire escape. They enter the apartment building through a third-story window. They must work their way around the floor to the other side of the building.
3	Players exit the building through a window using a walkway that leads onto the roof of another apartment building. They fight their way down the apartment building in order to reach the street again.
4	Players go out into the street. They can explore the nearby alleyway to gain access to a room with supplies, or they can continue to work towards the strip mall.
5	A tank will spawn near the strip mall. After defeating the tank, players can explore the strip mall area to gather supplies. They must go to the back of the strip mall to access the safe room.
6	The restaurant can only be accessed by the cargo loading door, which is locked. It can only be unlocked by pressing a button. This triggers a horde panic event. Players must fight off the infected and survive long enough to enter the restaurant saferoom.

Overrun Town Starting Area

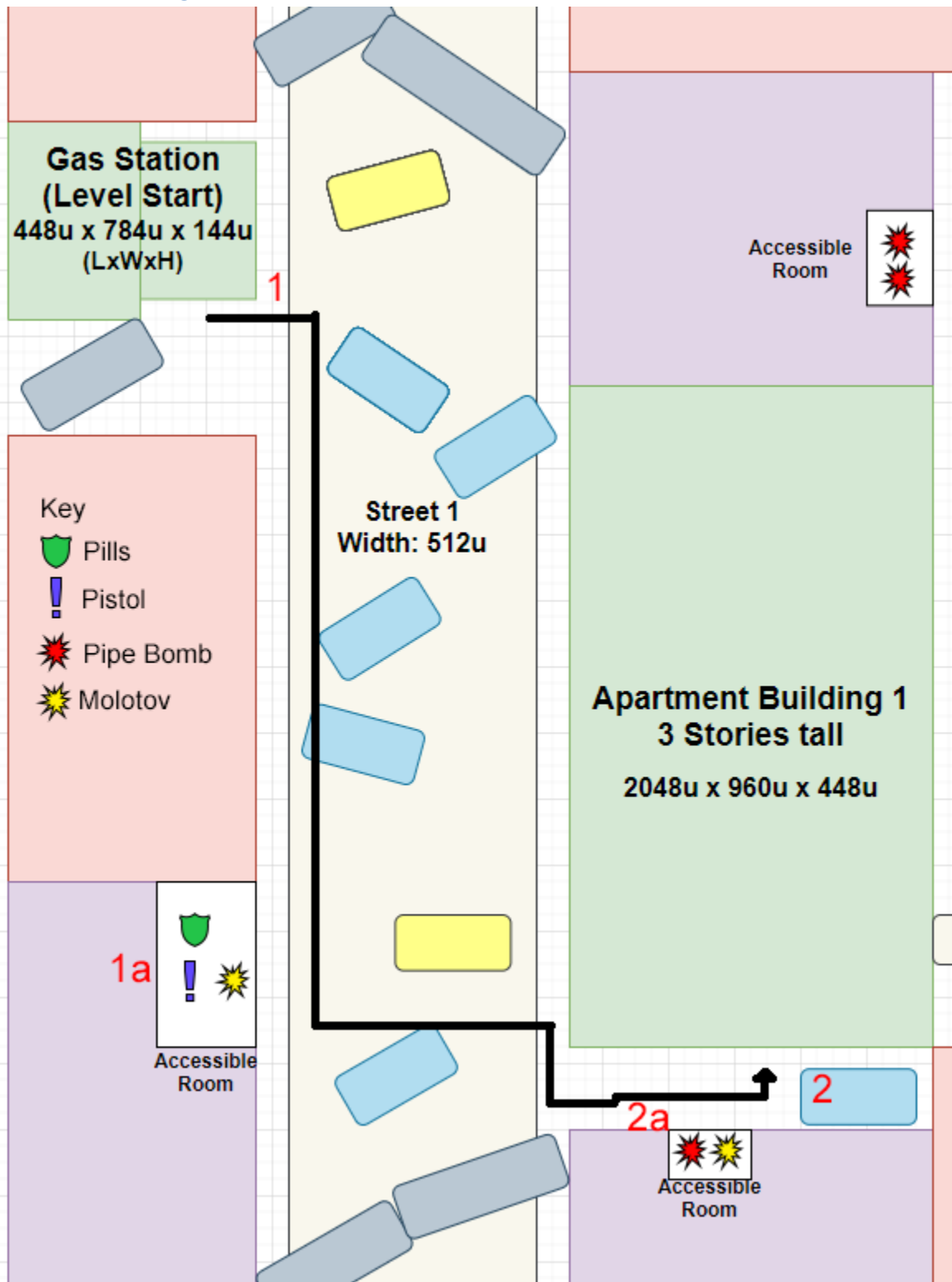


Figure 17: Starting Area

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Wow?
1	Leave the gas station.	Players leave the gas station and head towards the alleyway. Crossing the street could be dangerous due to the wide space and the number of cars that can trigger the horde.	2	
1a	Side room.	Players can enter part of the building to find another pistol and a Molotov.	1	
2	Climb up the fire escape.	Players must climb up three flights using a fire escape and enter the apartment building through a window.	2	
2a	Side room.	Players can enter a side room to get a pipe bomb and Molotov.	1	

Overrun Town Apartment 1

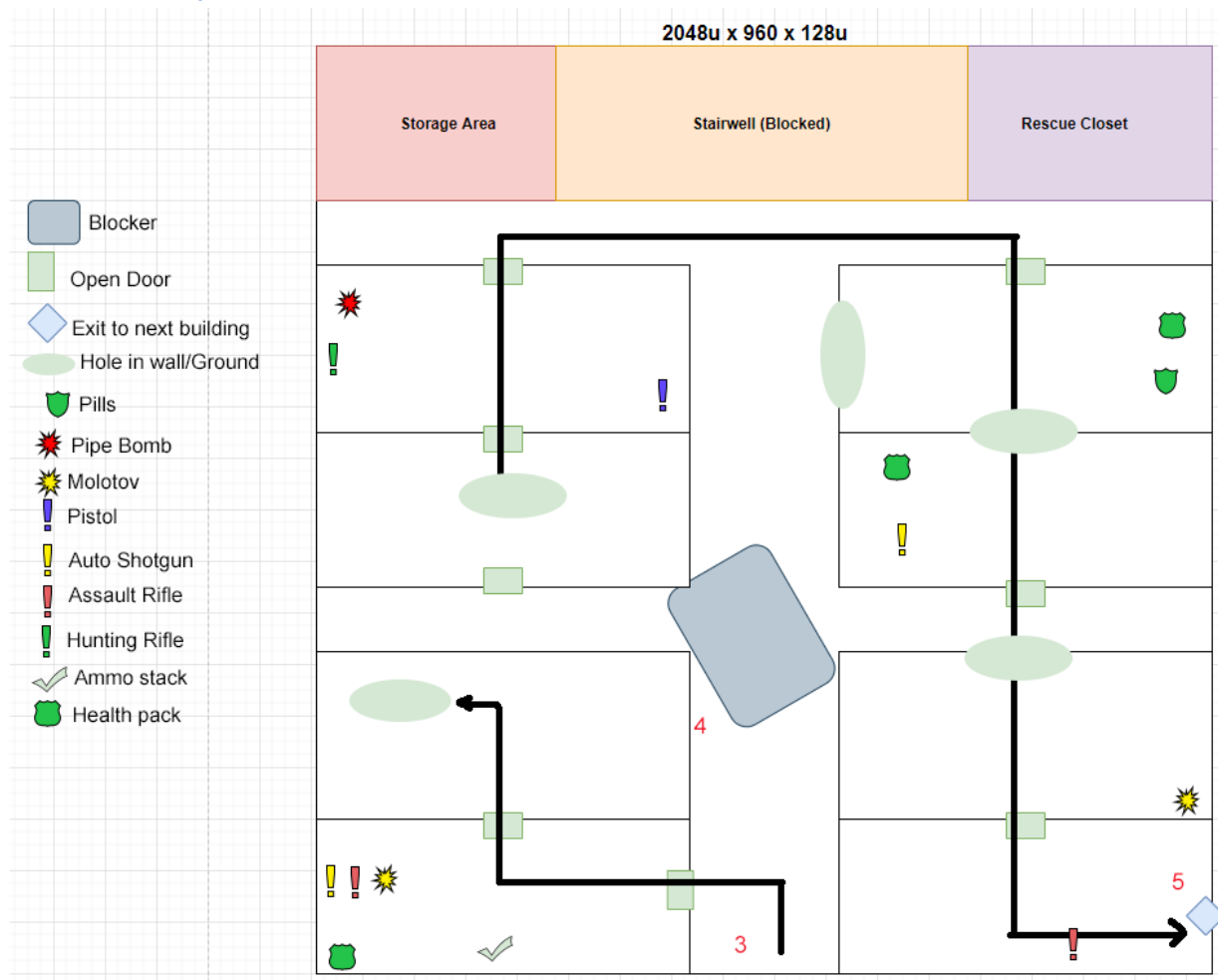


Figure 18: Apartment 1

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Wow?
3	Enter the apartment.	Players enter the apartment through a window. They can explore some of the apartments to find health and new weapons like the assault rifle.	2	
4	Get around the debris.	The hallway is blocked, so players need to go through some apartments with holes in the walls to progress. At one point, players must drop to the 2 nd floor through a hole to continue. After, they can go out into the hallway again.	4	

5	Use the walkway to the 2 nd building.	Players use a makeshift walkway through a window to cross over onto the roof of the 2 nd building.	3	Yes
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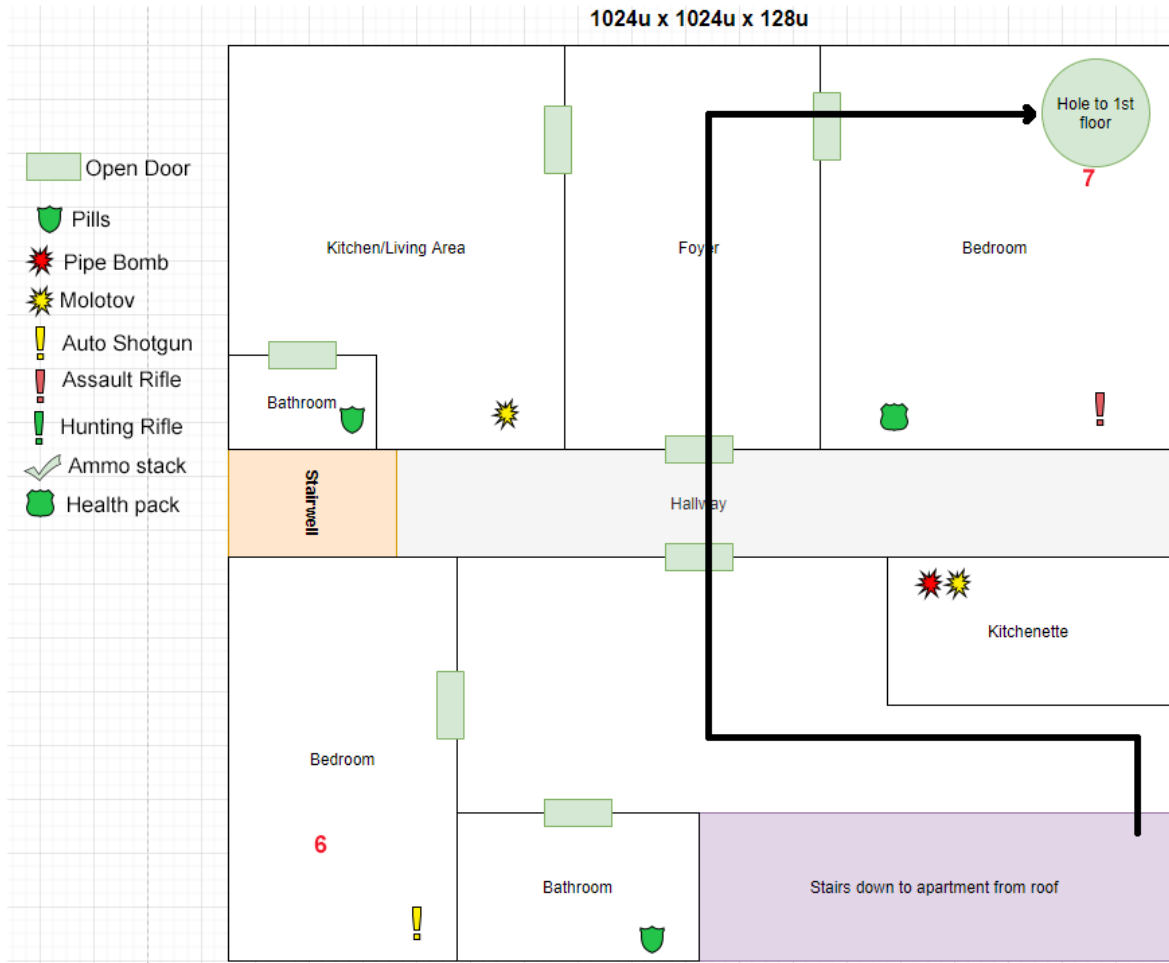
Overrun Town Apartment 2 Floor 2

Figure 19: Apartment 2 Floor 2

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Wow?
6	Enter the building.	Players enter the building through the roof. They are on the 2 nd floor and must find a way to the first. Players can explore the different rooms of the apartments to stock up on supplies like weapons and health items.	2	
7	Drop to the first floor.	Players drop through a hole to the first floor. There is no way to go back to the 2 nd floor once the players drop	2	

		down, so if they forget to get any supplies, they won't be able to come back to get them.		
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Overrun Town Apartment 2 Floor 1

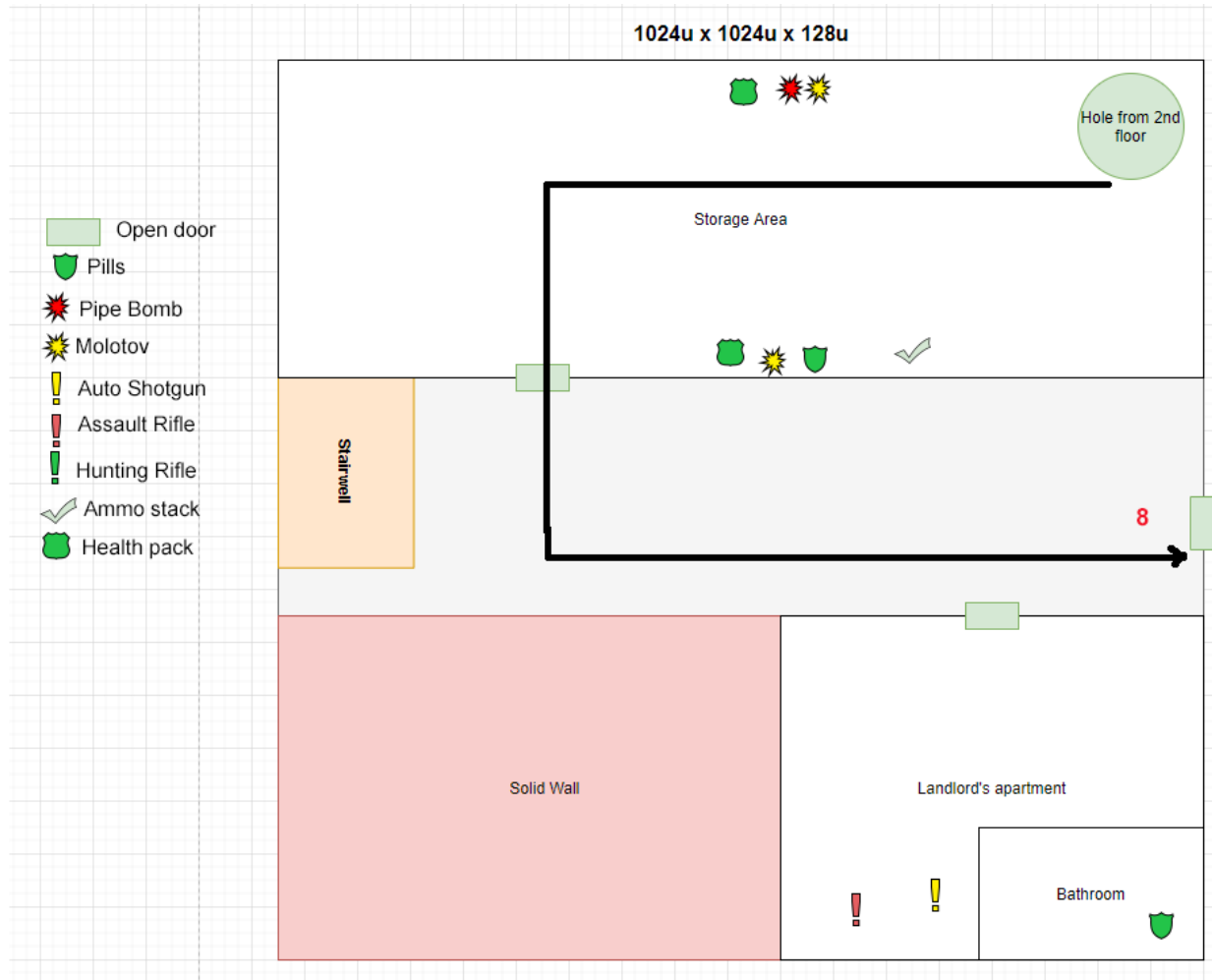


Figure 20: Apartment 2 Floor 1

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Wow?
8	First floor of apartment.	Players drop into a supply room on the first floor. They exit out into the apartment reception and can explore the small landlord's apartment to find items.	4	

Overrun Town Strip Mall

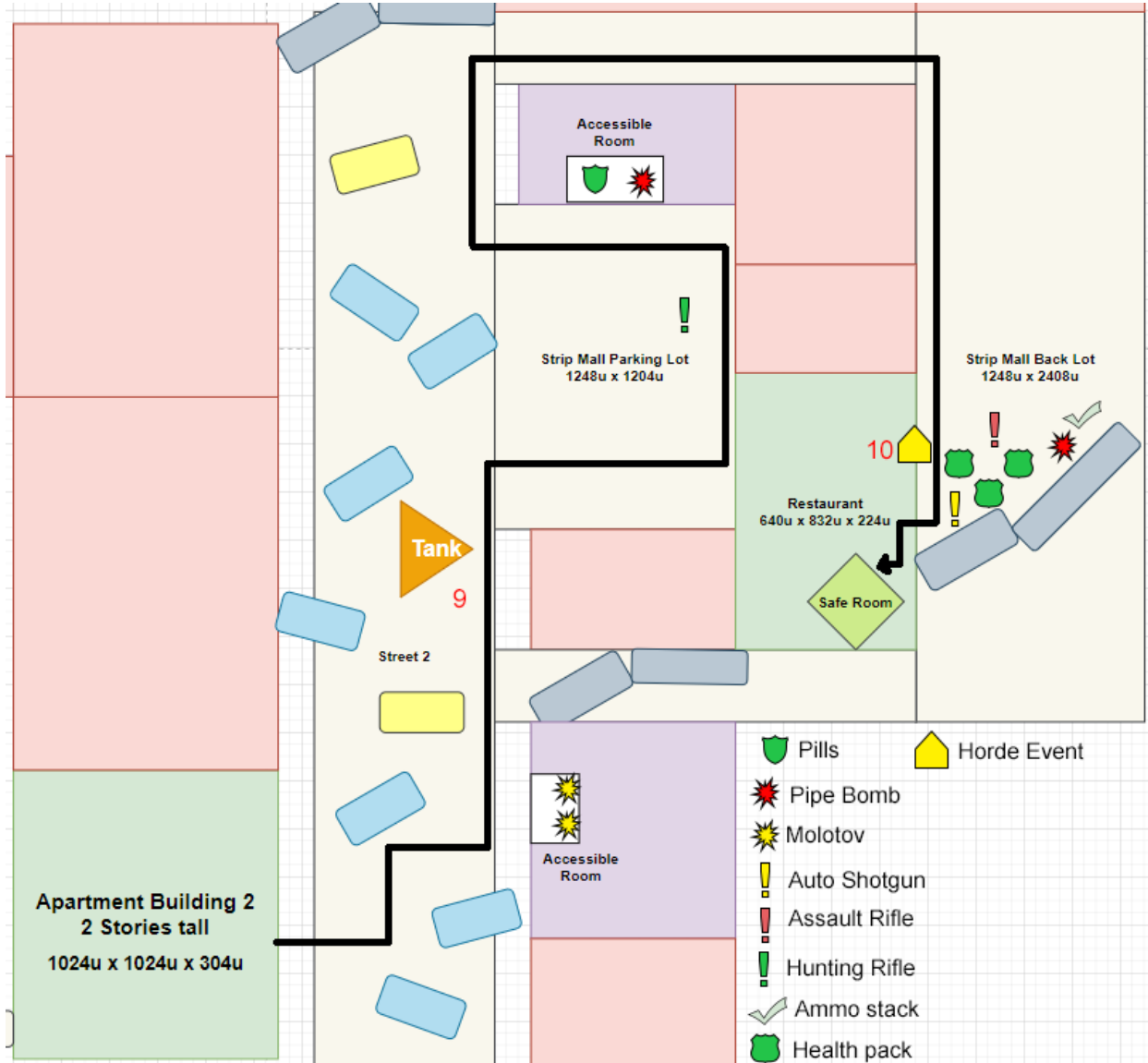


Figure 21: Strip mall

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Wow?
9	Tank event.	After exiting the 2 nd apartment building, a tank spawns in the street and attacks the players.	6	Yes
10	Strip mall fight.	The safe room is inside of a restaurant at the strip mall. The main door at the	7	Yes

		<p>front of the strip mall is barricaded, but the cargo door at the back can be unlocked by powering a generator. Doing so will alert the horde. There are numerous weapons and pickups littered across the parking lot that can be used.</p> <p>Once the door opens, the players can run into the restaurant into the safe room to complete the level.</p>		
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Objective(s)

- Reach the safe room in the restaurant.

Hook(s)/Gameplay Highlights

- Vertical progression
 - Players must travel up and down buildings and through windows to progress, adding a sense of verticality to level navigation.
- Horde survival event
 - At the end of the level, players must fend off the horde while waiting for the door to the restaurant to unlock. Players will have to power a generator, which will alert the horde to their position.

Skill Progression Chart

Skill	Start	Apartment 1	Apartment 2	Strip Mall
SMG	Mastered			
Pump Shotgun	Mastered			
Throwables	Mastered			
Healing Items	Mastered			
Propane and gas tanks	Mastered			
Assault Rifle		Introduced		Reinforced
Hunting Rifle		Introduced		
Auto Shotgun		Introduced		
Horde Survival Events				Introduced

New Skills/Gameplay Mechanics

- Horde survival event
 - This level will be the first to include one of these events in this campaign. Players could potentially be introduced to these events in this level if this is the first campaign they have played.

Context

“Overrun Town” is the 2nd level in the campaign “Dead Freight,” taking place sometime before “The Sacrifice.”

Backstory

The survivors, previously travelling down a highway by car, had to abandon their vehicle once the highway became untraversable. Seeing a town in the distance, the survivors decided to fight their way towards it to see if they could try to find another mode of transportation and escape to safety.

Aftermath

As they were working their way through the town, the survivors noted that there was a train station nearby. Hoping to find a means of escape there, the survivors gear up in the restaurant saferoom before embarking towards the train station.

Level Information (Freight Yard)

Quick Summary

Dead Freight - 3 is the third and final level of the Dead Freight campaign for *Left 4 Dead*. The survivors have made it to a restaurant near an abandoned freight yard and must head up a levy to reach the backdoor of an abandoned warehouse. Once through the warehouse, they navigate over freight containers and finally radio in a crane operator to deliver a freight engine onto the tracks so they can escape in a boxcar.

Level Map(s)

Freight Yard Overview Map Pt. 1

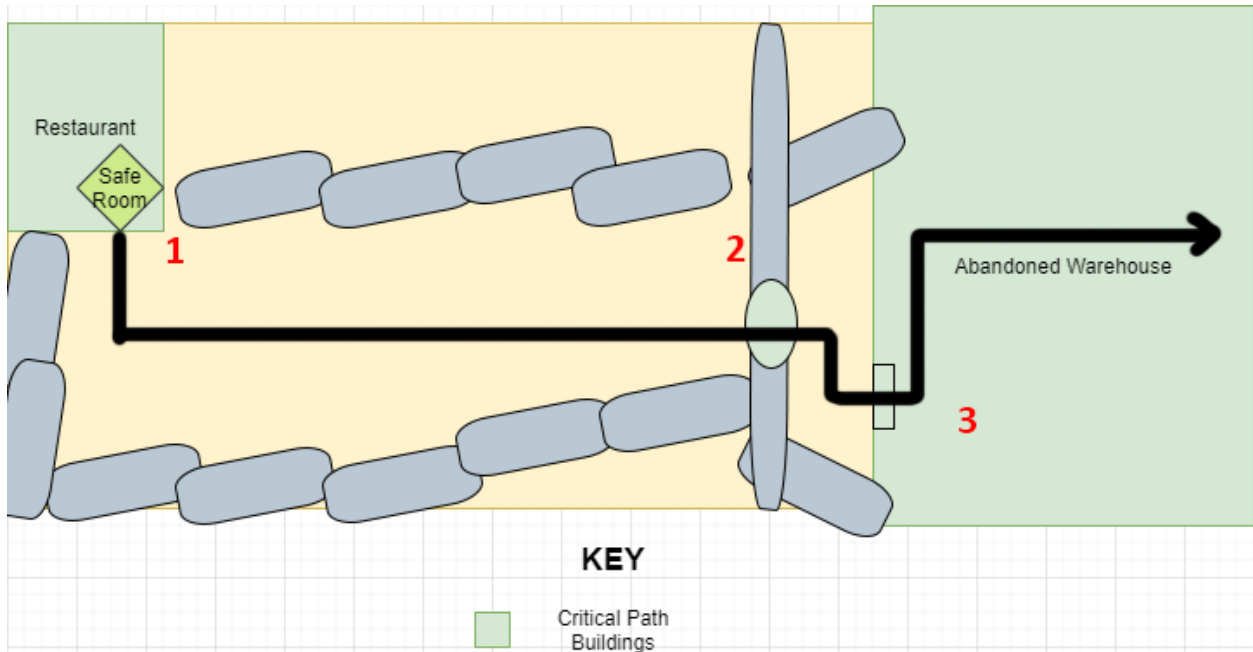


Figure 22: Freight Yard Overview Map Pt. 1

Map Label	Top Level Summary
1	Survivors start in the restaurant kitchen safe room and open up at the base of a levy.
2	Survivors move up the levy and through a hole in the wall that leads to the back of an abandoned warehouse.
3	Survivors move through the backdoor of the warehouse and through the destroyed warehouse moving around fallen cargo and pallets.

Freight Yard Overview Map Pt. 2

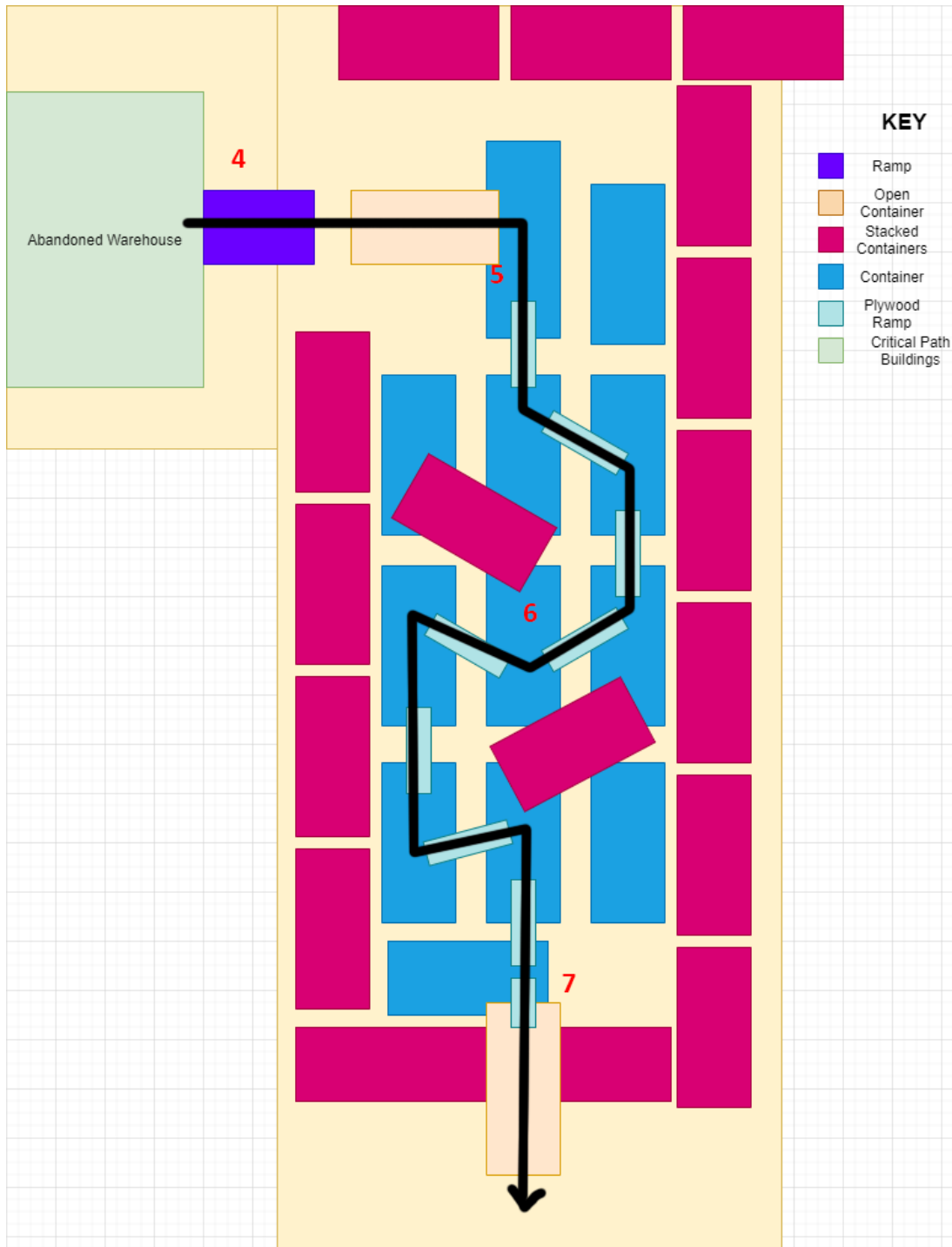


Figure 23: Freight Yard Overview Map Pt. 2

Map Label	Top Level Summary
4	Survivors emerge from the warehouse and move down a ramp to the freight yard.

5	Survivors move through an open container with an incline and hop into a flat boxcar with a ramp leading on top of the shipment crates.
6	Survivors navigate over the top of the crates and across plywood bridges and move toward the crane in the distance.
7	Survivors use a ramp to enter another open shipment container with a decline and descend into the finale area.

Freight Yard Overview Map Pt. 3

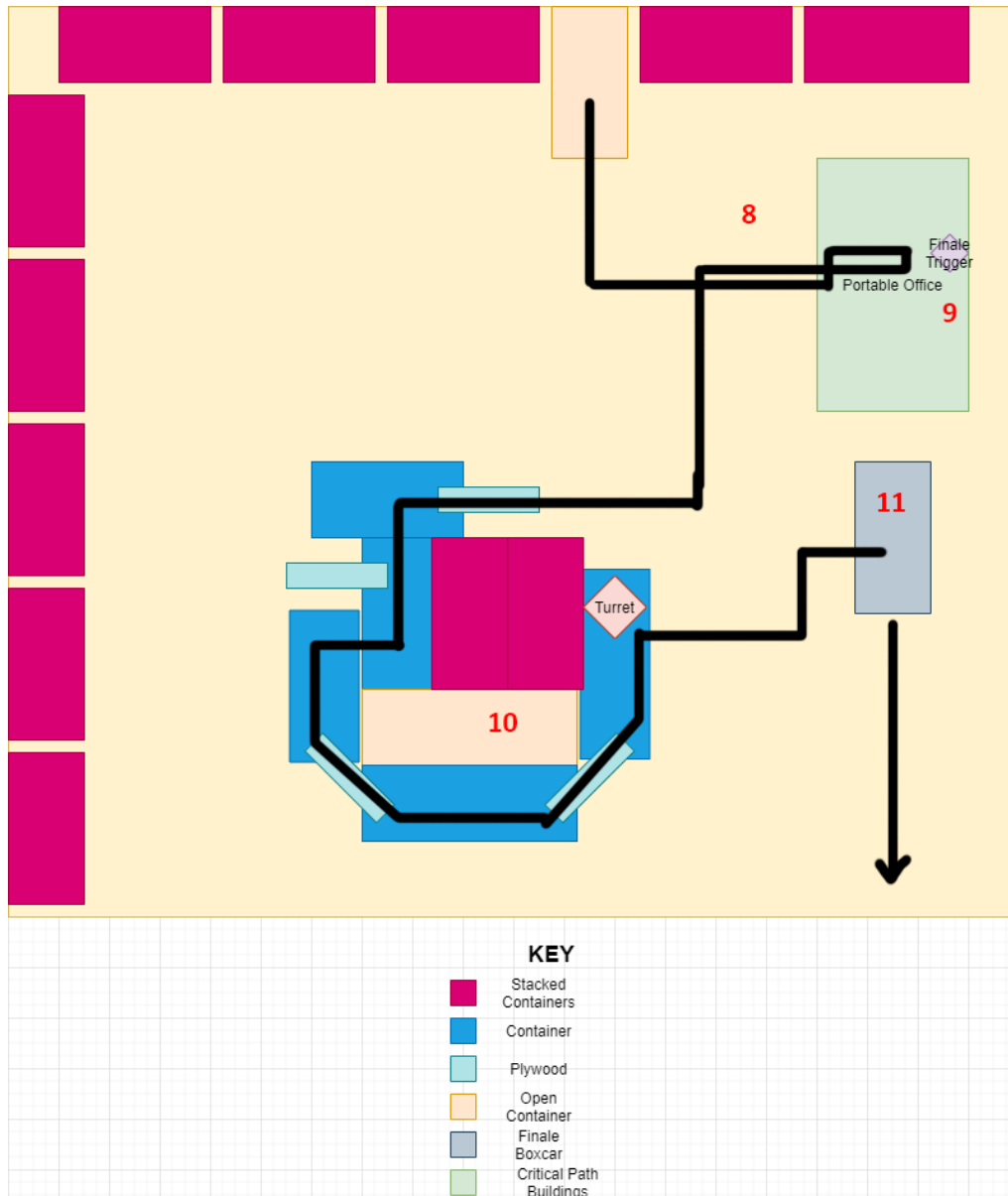


Figure 24: Freight Yard Overview Map Pt. 3

Map Label	Top Level Summary
8	Survivors drop into the finale area and move toward the finale trigger located inside a portable office nearby.

9	Survivors stock up on supplies and trigger the finale sequence by activating the radio.
10	Survivors fight off the finale horde event using the turret and other weapons until the freight engine is lowered onto the tracks by a crane.
11	Survivors jump into the open boxcar attached to the now lowered freight engine and escape.

Freight Yard Section 1 Map

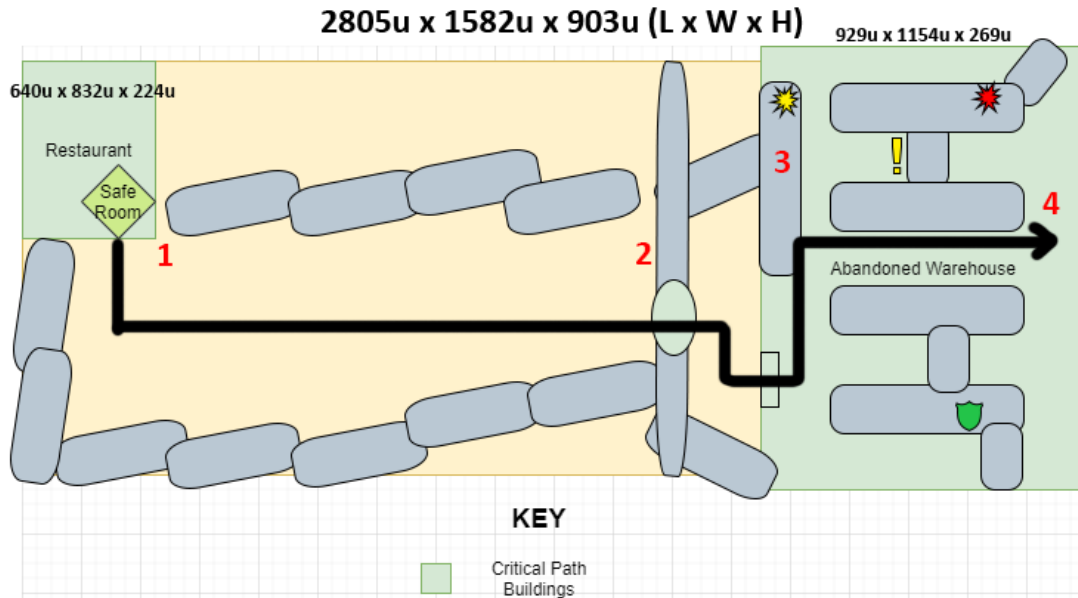


Figure 25: Freight Yard Section 1 Map

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Wow?
1	Level Start	Survivors exit the safe room and must climb up a levy leading to the freight yard.	2	
2	Through the hole	Once at the top of the levy, survivors move through a hole in the wall and emerge in the back alley behind the warehouse.	2	
3	Navigate the Warehouse	Survivors navigate through the warehouse, grabbing any consumables they can. An auto shotgun can be found in between 2 of the scaffolds.	3	
4	Exit the Warehouse	Survivors exit the warehouse and emerge near the freight yard.	3	

Freight Yard Section 2 Map

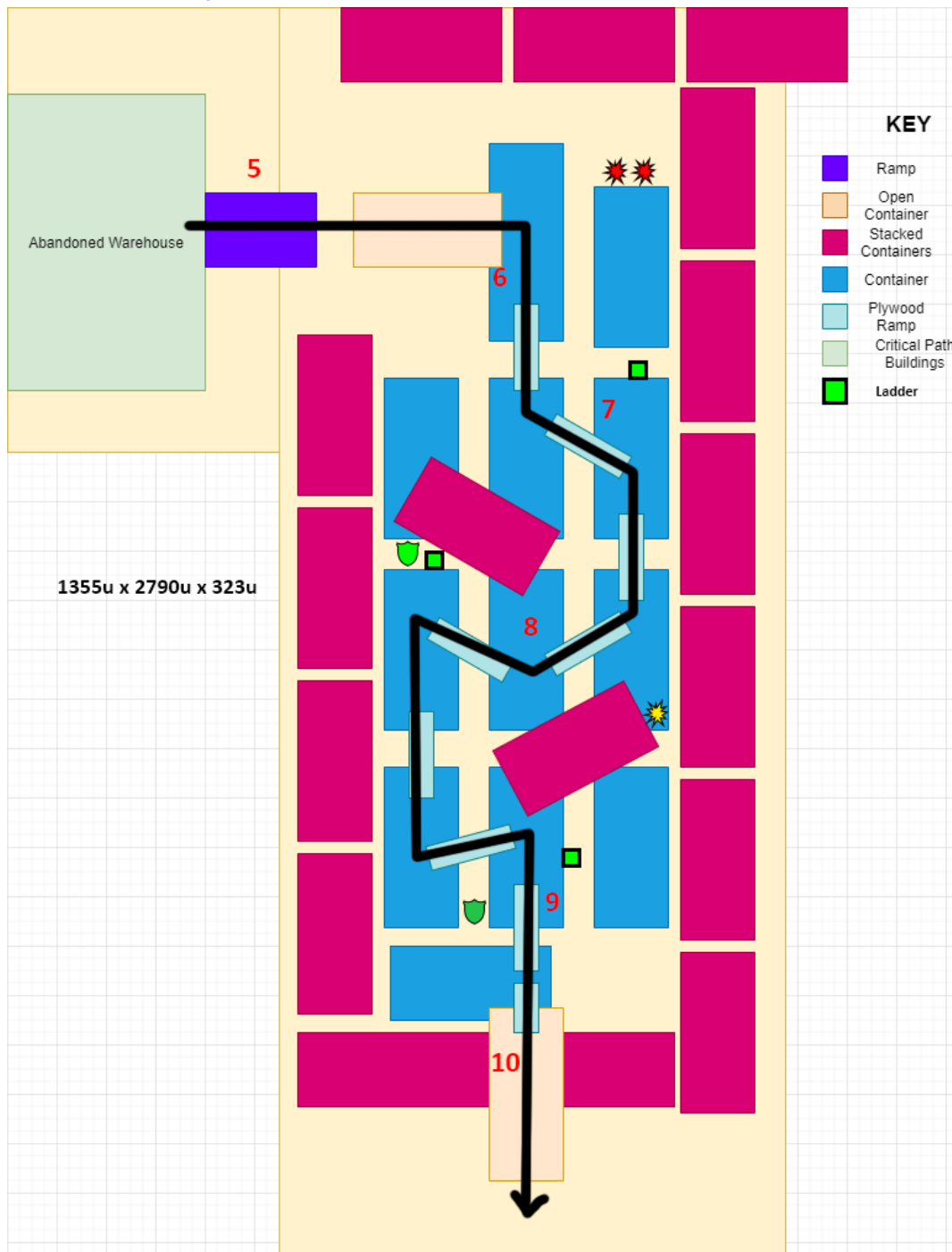


Figure 26: Freight Yard Section 2 Map

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Wow?
5	Down into the Freight Yard	Survivors use a ramp to move down into the freight yard.	2	
6	Getting on top of the containers.	Survivors move through an inclined open container and hop into a flat boxcar. A plywood ramp is used to access the top of the containers.	3	
7	Navigate across the containers	Survivors use plywood bridges to navigate across the top of the containers. A crane can be seen in the distance and draws interest as a weenie.	4	
8	Midpoint of the containers	Survivors can choose to jump down in between the containers, however, with the trade off being close quarters with less visibility. Ladders can be used nearby to get back on top of the containers if they fall.	4	
9	Lead to the finale	Survivors can use a ramp to enter a declining shipping container that leads into the finale area.	2	
10	Transition to finale	Survivors use the ramp and jump down into the finale area (Point of no return)	1	

Freight Yard Section 3 Map

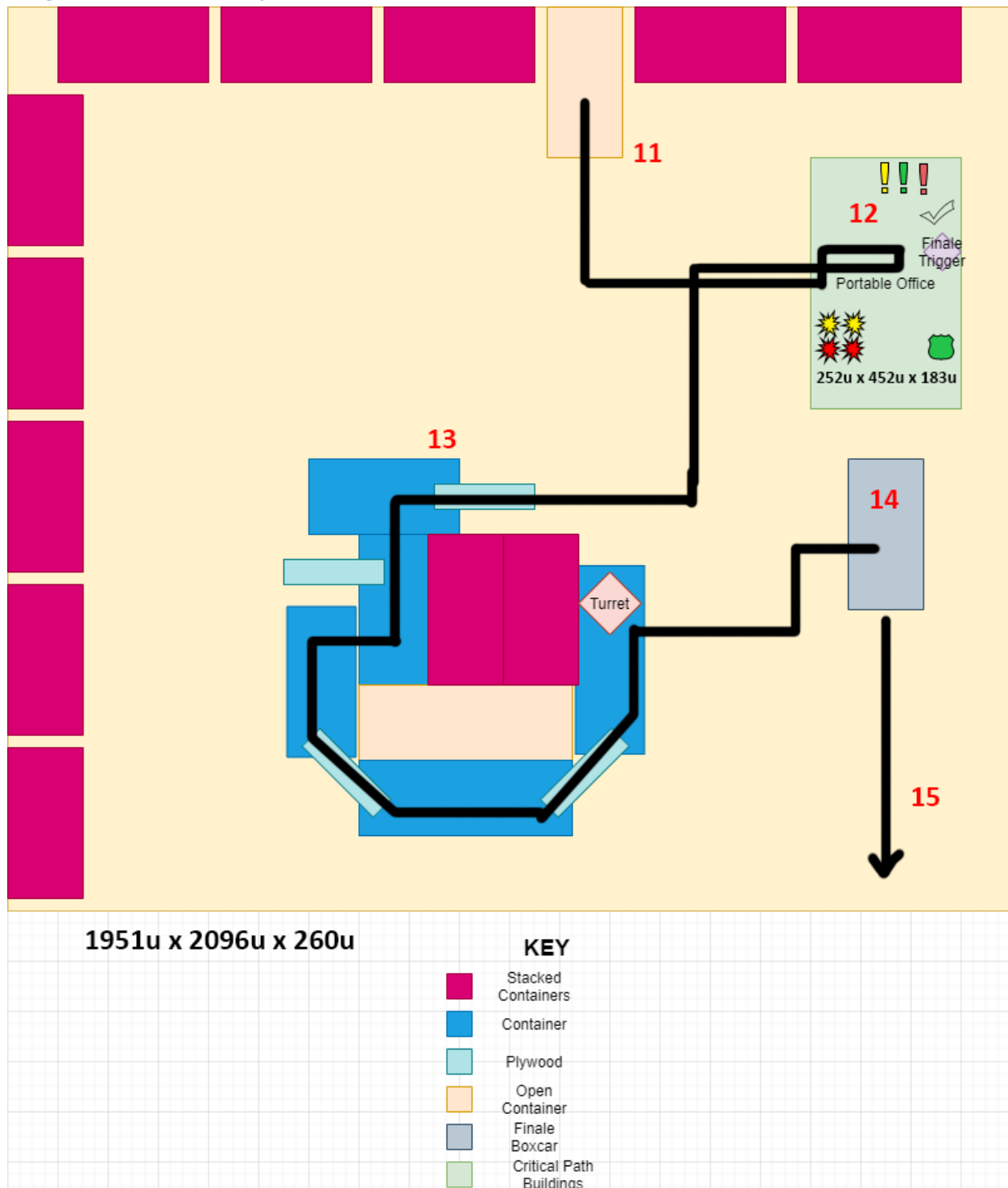


Figure 27: Freight Yard Section 3 Map

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Wow?
11	Enter the finale arena	Players drop down from the open container and spot the portable office nearby with the finale trigger.	1	
12	Stock Up	Survivors enter the portable office and can stock up on ammo, health, and throwables before triggering the finale. The finale involves a crane operator delivering a freight engine that the nearby open boxcar can attach to.	1	
13	Finale Horde Event	Survivors fight off the incoming horde event as the crane operator delivers a freight engine that hooks up to the open boxcar.	7	Yes
14	Reach the Boxcar	Once the train has been attached, survivors run to the open boxcar and jump in	5	Yes
15	Escape	Once all surviving members are in, the train pulls away to safety	1	Yes

Objective(s)

- Reach the warehouse.
- Reach the end of the freight yard
- Call for help with the radio
- Survive the horde until the train is ready
- Reach the train and escape

Hook(s)/Gameplay Highlights

- Verticality
 - Using shipment crates, levies, and valves make the gameplay feel interesting as players chart their own path through the level.
- Finale event
 - Using a turret and fortress like setup of shipment containers, survivors use verticality to fend off the incoming horde in a tight space.

Skill Progression Chart

Skill	Start	Warehouse	Freight Yard	Finale
SMG	Mastered			
Pump Shotgun	Mastered			
Throwables	Mastered			
Healing Items	Mastered			

Propane and gas tanks	Mastered			
Assault Rifle	Mastered	Mastered	Mastered	Mastered
Hunting Rifle	Mastered	Mastered	Mastered	Mastered
Auto Shotgun	Mastered	Mastered	Mastered	Mastered
Horde Finale Event				Introduced

New Skills/Gameplay Mechanics

- Finale Horde event
 - This level will reinforce the previously introduced horde survival event, but with more scripting and cinematics to show the progress of the train engine being lowered and hooked up to the boxcar.

Context

“Freight Yard” is the finale level within a 3 the 3-level campaign “Dead Freight”. The events take place before “The Sacrifice”.

Backstory

The survivors have made it through the bulk of the town on their way to the freight yard and have taken a moment to recharge and heal up within the confines of a restaurant kitchen as a safe room.

Aftermath

The survivors managed to secure a way of transportation to escape the town inside a boxcar attached to a main engine.

Development Schedule

Milestone	Date
LDD	9/21/2020
Whitebox	9/28/2020
Initial Gameplay	10/12/2020
Gameplay Complete	10/26/2020
Aesthetics	11/16/2020
Launch	11/30/2020

Aesthetic References (Outskirts)

Run down/abandoned town. The town outskirts are populated by houses and low-density residential areas, small shops, and a local hardware store. The buildings are relatively spaced out until the player gets deeper into the city where they become somewhat more dense.

The house interior is similar to the apartment interior of the No Mercy campaign. It is filled with standard house furnishings as well as broken walls holes in the roof/floors.

The hardware store interior uses some industrial elements in a storefront as well as an industrial storage area to create a small-town store atmosphere.

Visual Theme 1 Town/Streets Exterior



Figure 28: Town/Streets Exterior

Visual Theme 2 House Interior



Visual Theme 3 Store Interior



Aesthetic References (Overrun Town)

The level is aesthetically like the levels “The Apartments” and “The Town” from the main *Left 4 Dead* campaigns. Lighting is dim, and the exterior is slightly foggy. Streets are blocked off with large car and truck pileups. The town is medium-size and has apartment buildings and shops on the sides of the road, like what is seen in “The Apartments.” Alleyways are cluttered with trash and other debris. Graffiti is tagged on many buildings and walls, both for level conveyance and to give a grimy feel to the level.

To progress, players must traverse through two apartment buildings. The interiors are like those found in “The Apartments” and feature holes in the ground and walls, blocked stairwells and doorways, and piles of debris. Lighting is mostly dim like in the exterior, but some of the rooms have working electricity and are well-lit to capture player attention. Graffiti is also on interior walls, and decals such as blood and gore are spattered onto the floors and walls as well.

During the level finale, players fend off the horde while trying to enter a restaurant in a strip mall. The strip mall is a horseshoe shape and has a large open parking lot. Lots of broken down cars and sandbags litter the parking lot, as well as general debris like trash. Dead bodies litter the strip mall area as well as blood and gore. Neon signs also contribute to the lighting. The strip mall area is slightly more well-lit than the rest of the level.

Players go inside the restaurant after fending off the horde. It looks like a typical bar, with barstools and booths. Dead bodies are strewn around, as well as bottles and trash. The interior is well-lit and there is graffiti pointing to the safehouse, which is located inside at the back of the restaurant.

Aesthetic references for the town.



Strip malls with shops and restaurants.



Alleyways with fire escapes into buildings.



Apartment buildings.



Streets with shops and buildings.



Traversing the apartment buildings.



Lots of broken down cars forming barricades.

Figure 29: Overrun Town Contact Sheet

Aesthetic References (Warehouse)



Figure 30: Aesthetic References (Warehouse)

Aesthetic References (Freight Yard)

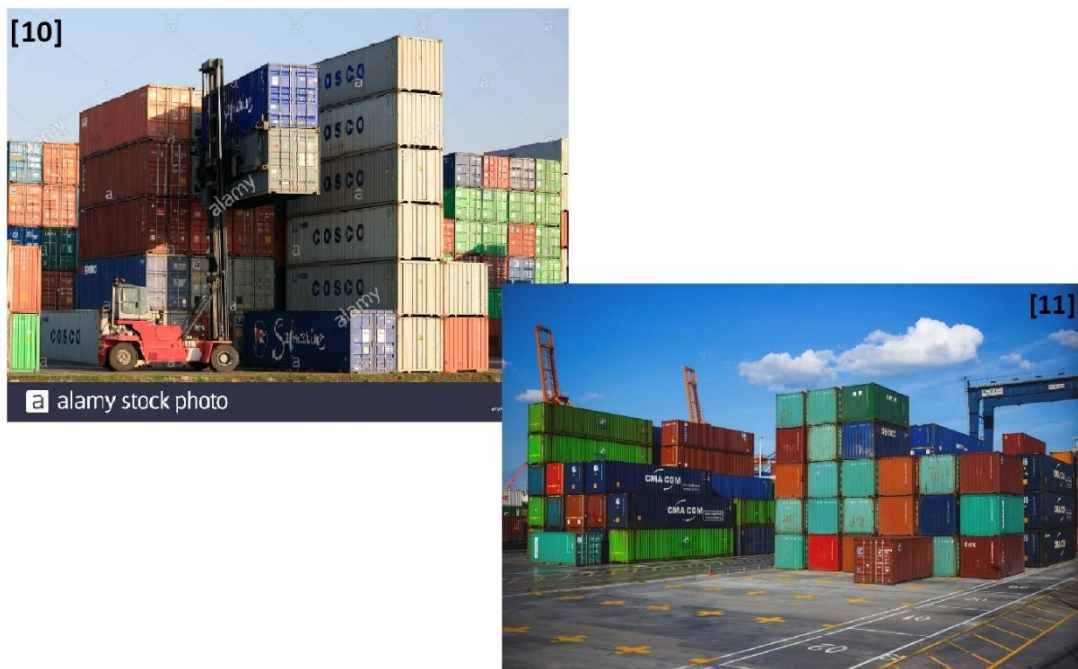


Figure 31: Aesthetic References (Freight Yard) [1]

References

[Cover Image]

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Note: In – game screenshots (with HUD) were taken by me (Germano) for the contact sheet.

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