

Unreal CTF Level Design Document

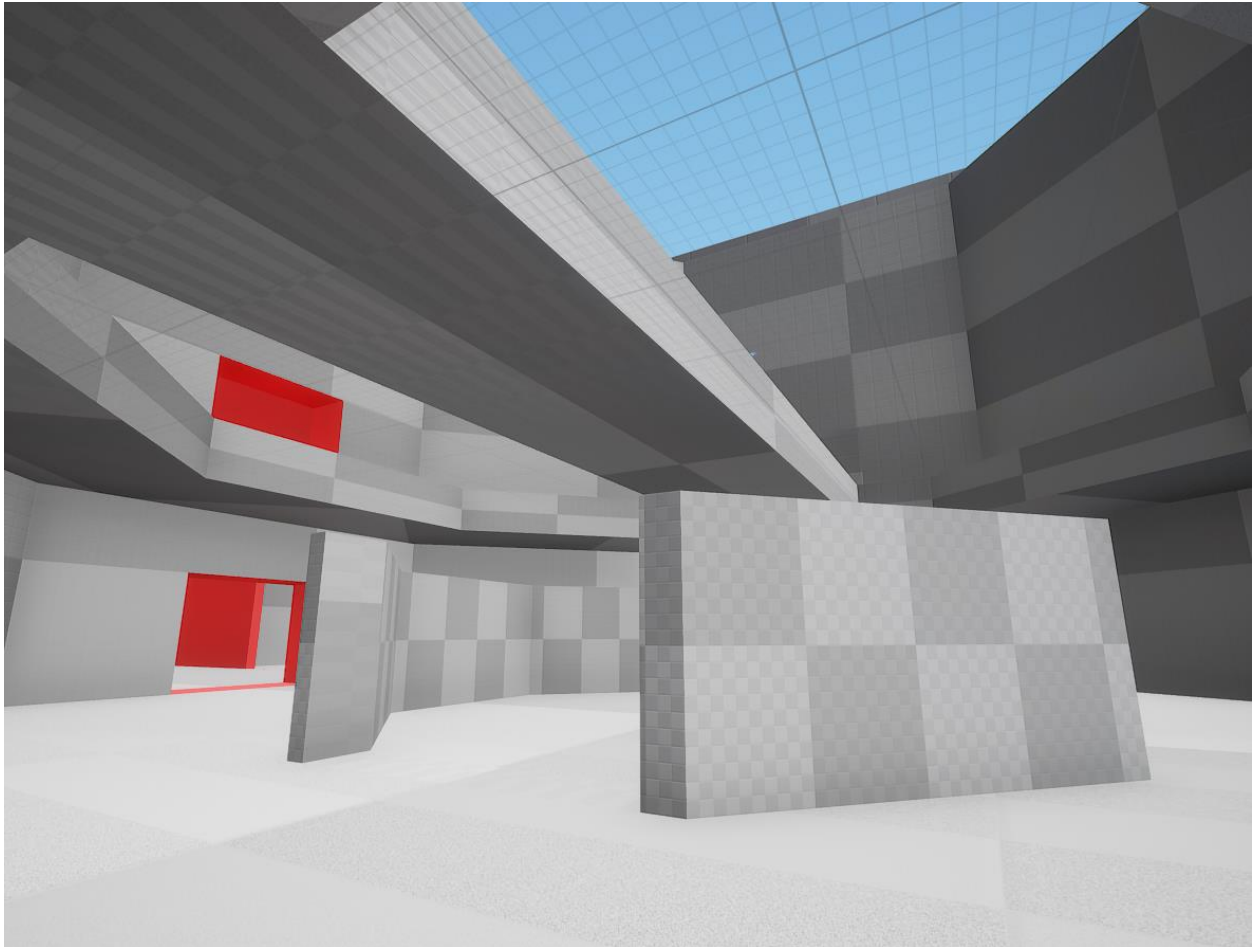


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Story

Machines have taken over the earth. Highly advanced robotic soldiers have wiped all of humanity leaving and eliminating all life on earth, turning the planet into a barren waste land and leaving only the ashes of those who oppose them. The last of the human population have formed a small resistance to counter the robotic overlords. Guide your way through the battle field and invade the enemy team's base. The key to victory is to retrieve as many power cells from the enemy base to sustain humanity and to plant the seeds of future rebellions.



References

Center

For the Center of the map where the main action takes place I based it off on Bane's Sewer lair in the Dark Knight Rises



Figure 1 – Lower bottom level of the sewer



Figure 2 – more detailed view of the sewer

Overall shape and platforms were used as inspiration



Figure 3 – close-up of the runway and size comparison with the performers



Figure 4 - Outside view of the shape of the sewer lair

Ledge:

My Other References for the center was the planet Utapau from Star wars, specifically the hole in which the separatists where hiding. The ring planforms that spiral and stuck out from the crevasses



Figure 5 – Platforms that lets ships land on them. To the far right the ledge leads to a separatist base



Figure 6 – top view of the sinkhole on the surface of Utapau

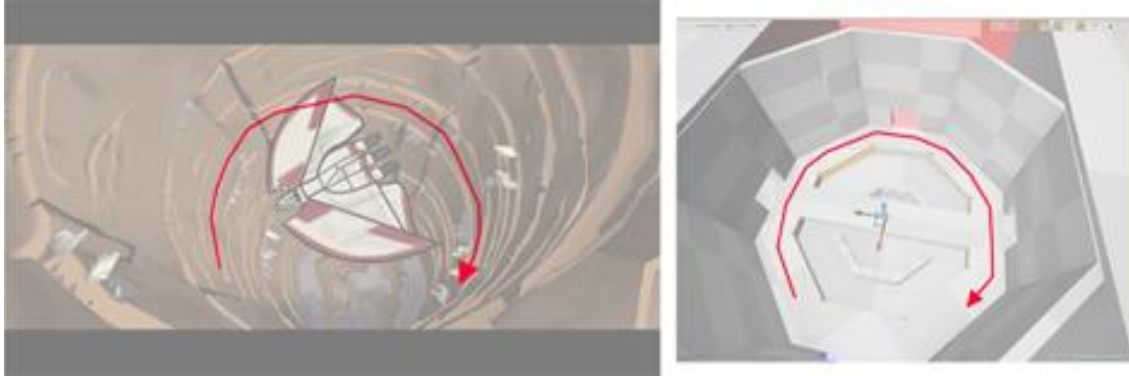


Figure 7 – The similarities of the spiral ledges and the center ledge of the map.

Base:

Military Bases from Star wars the clone where used as influence for the blue and red team bases.



Figure 9 – Concept art of the Clone Military base view from a distance



Figure 10 – The Clone Base at night

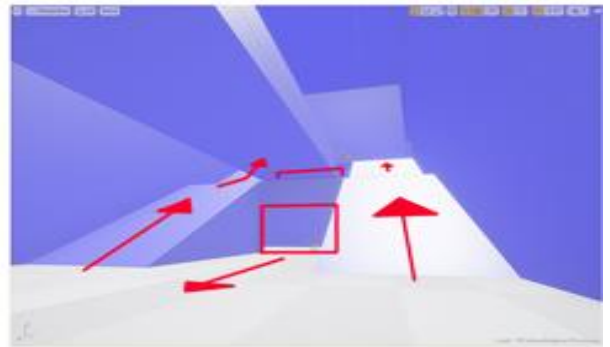
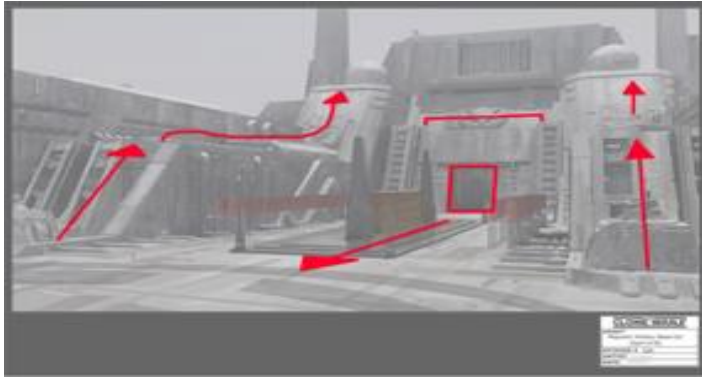


Figure 11 – Comparison of the Clone Base to the blue base. Only the front entrance of the base was used for the flag point and the player spawning position

Floor 1

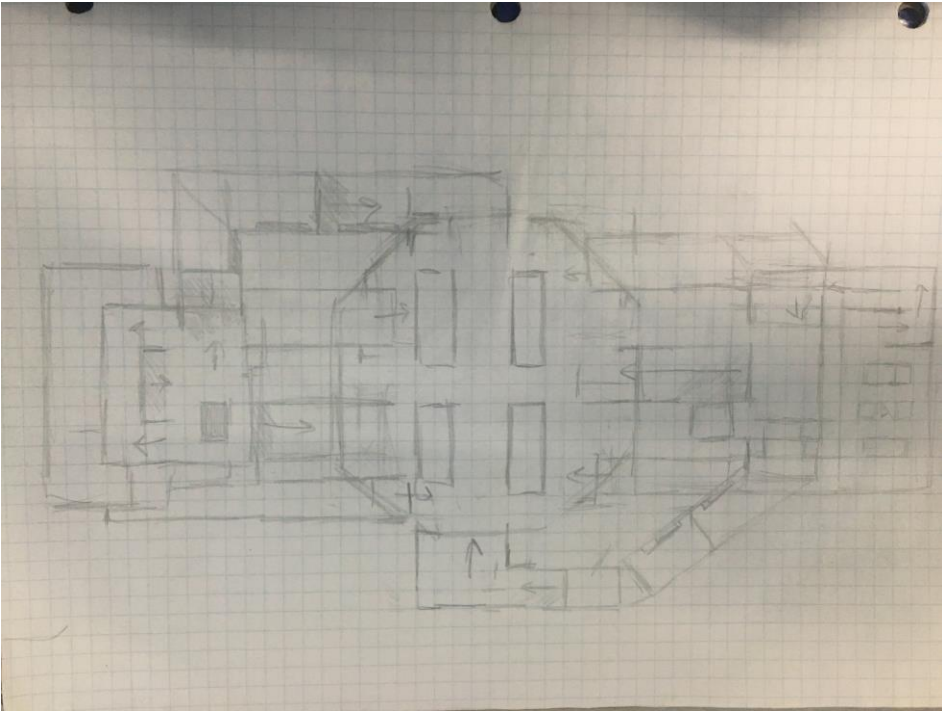
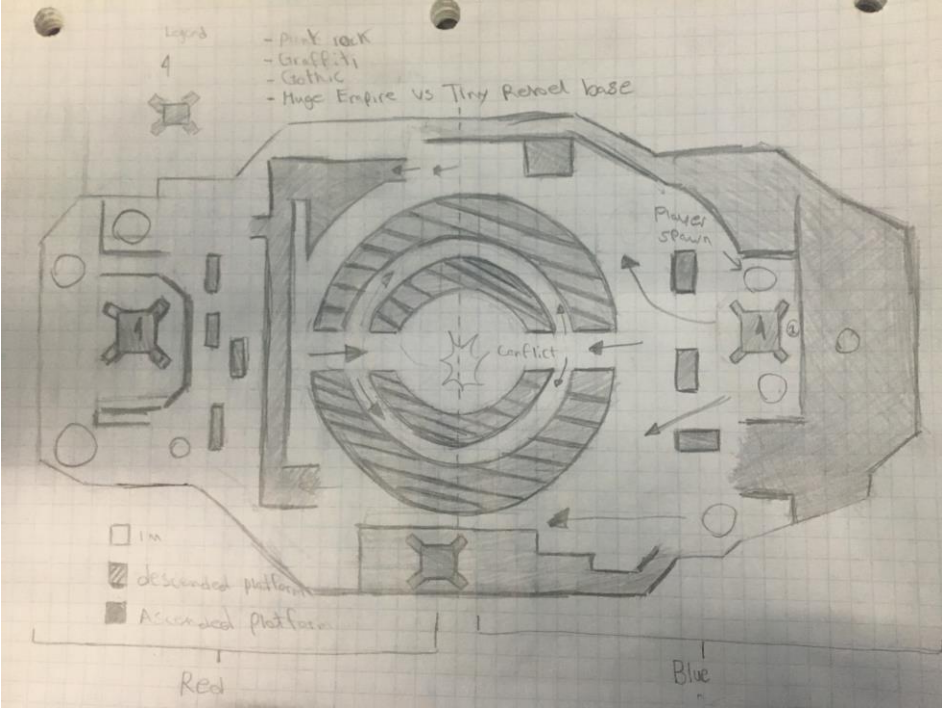
- Base
- Player Spawn
- 4 Small Armor packs
- 3 Medium health packs
- 2 small health packs (Per each base)
- 2 enforcer Weapon Spawns
- 2 shock rifle Weapon Spawns

Floor 2

- 2 Medium Armor packs
- 2 Medium Health Packs (Per each base)
- 2 small health packs
- 1 Rocket Launcher weapon spawn
- 2 Flag spawns (Per team)

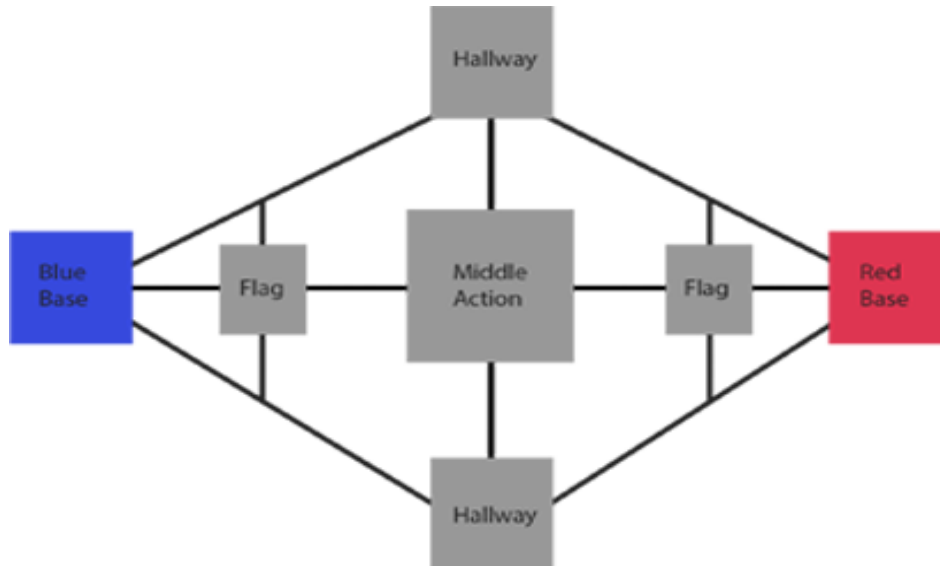
Diagrams

Rough Diagrams



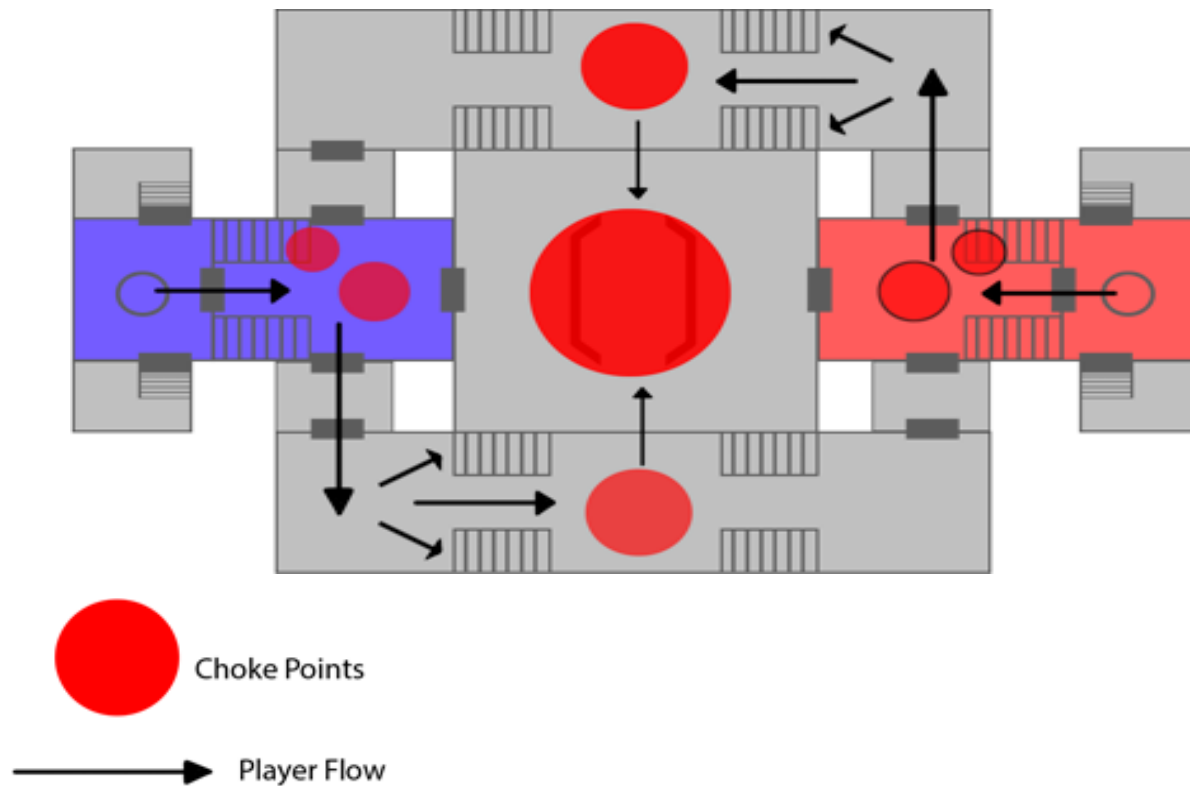
Bubble Diagram

A diagram showing the basic layout of the rooms and how each are connected.

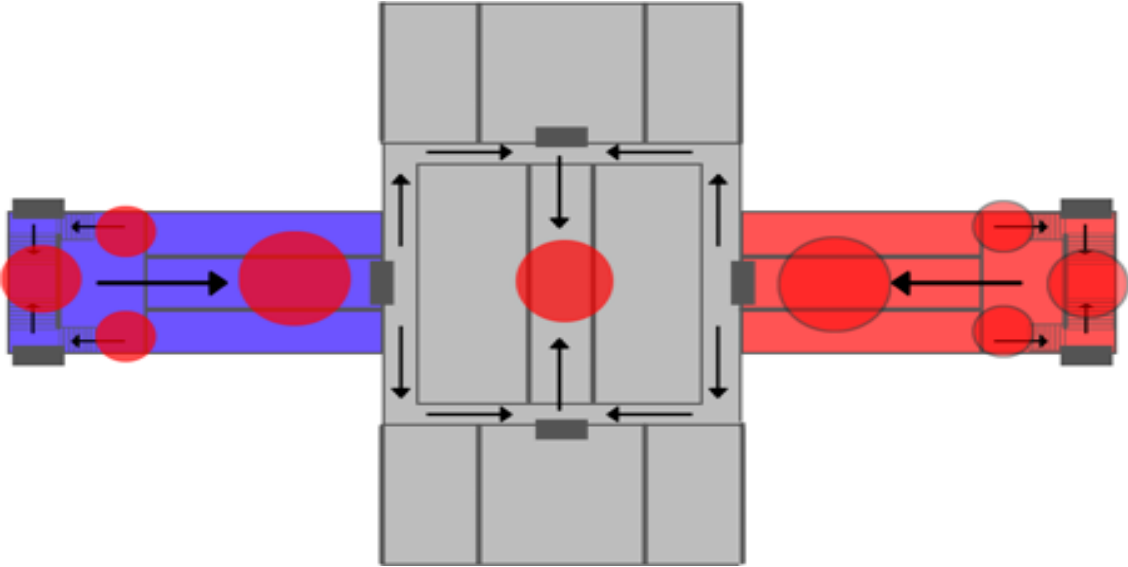


Choke Points and Player Flow

First Floor:

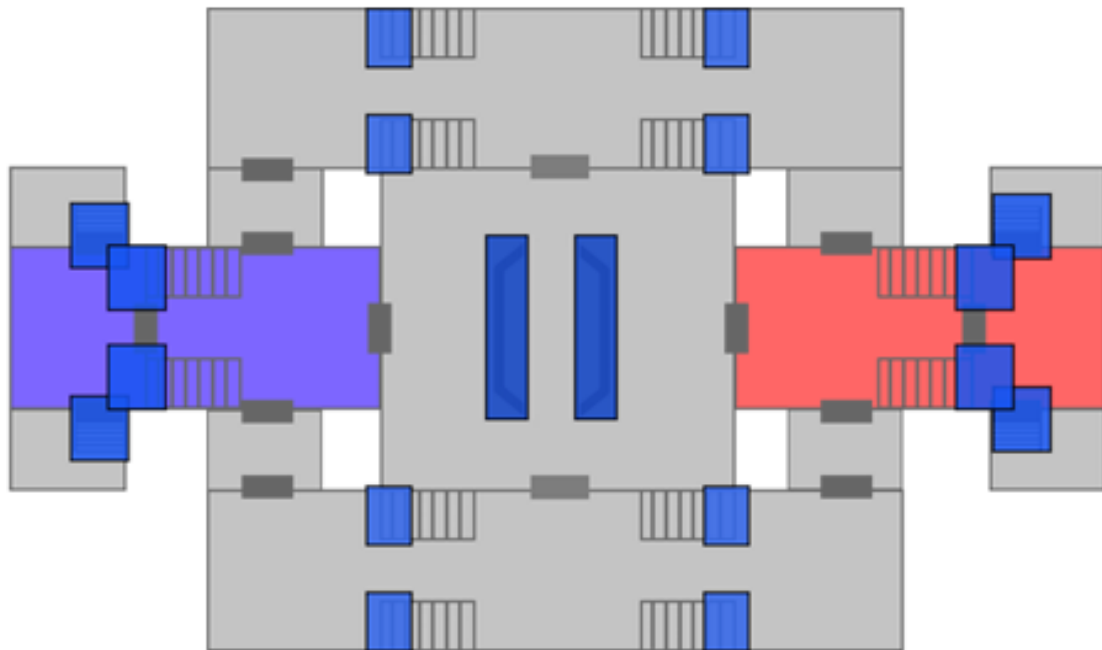


Second Floor:

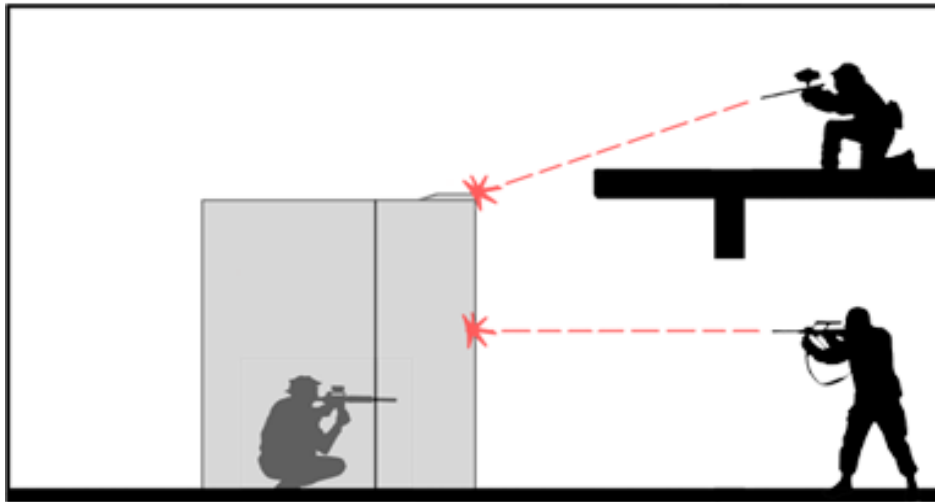


Defensive Spaces

First Floor:

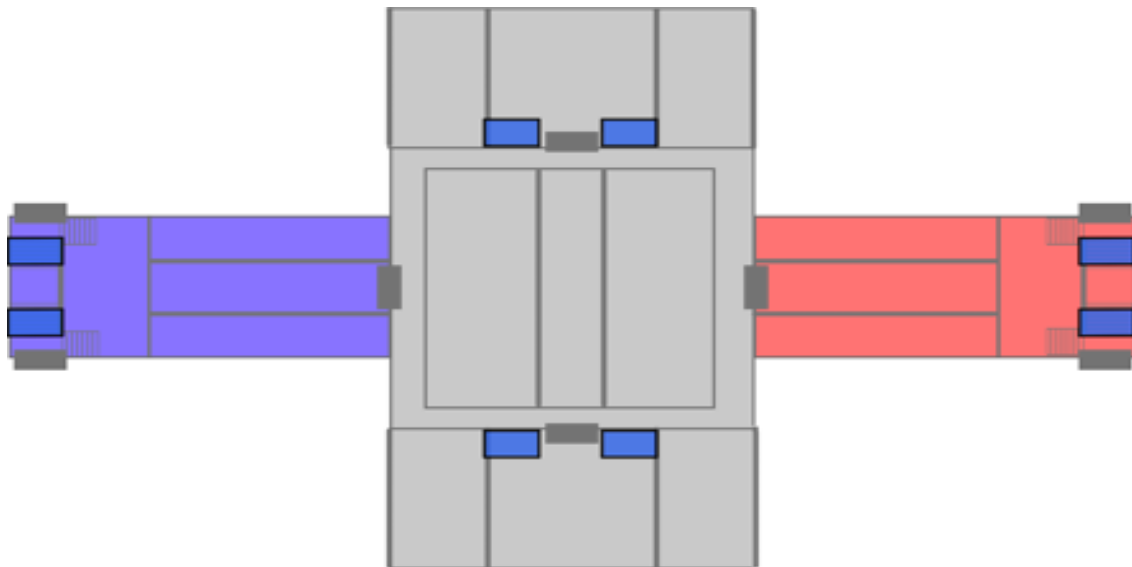


Center Walls



Center Walls provide Cover from snipers in the top floor and bottom Floor

Second Floor:

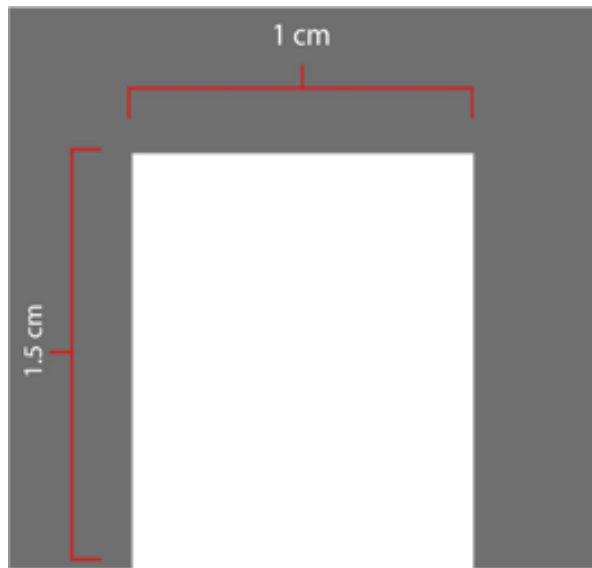


Metrics

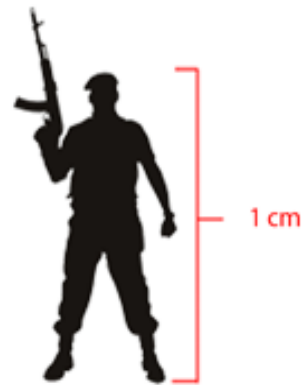
Character Metrics

Rough Metrics of the character and Doors

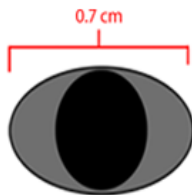
Doors:



Character Height:



Character Width:

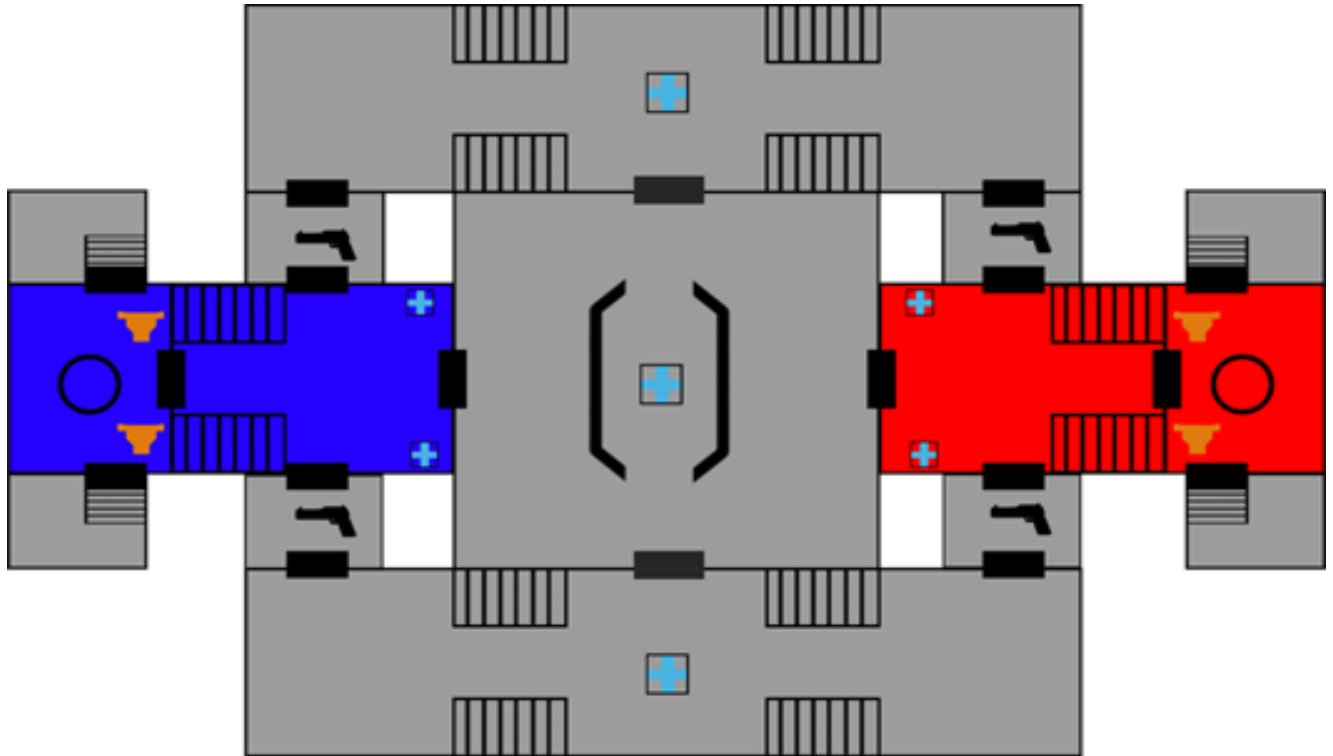


Environment Metrics








	W	L	H
Doors	2.25 cm	3.0 cm	2.25 cm
Large Doors	4.5 cm	1.75 cm	3.25 cm
Ramps	7.0 cm	3.25 cm	0.5 cm
Large Ramps	6.5 cm	2 cm	0.5 cm
Platforms	17 cm	3 cm	1 cm
Center Walls	1.75 cm	1.75 cm	2.0 cm

Layout / Maps / Plans

First Floor:



Legends:

 Door	 Weapon Pickups
 Stairs/Ramps	 Armor
 Flag	 Health
 Player Spawn	

Second Floor:

