

SHERIDAN CAPTURE THE FLAG MAP

Level Design 1 - Final Assignment



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Course: Level Design I

Program: Game Level Design

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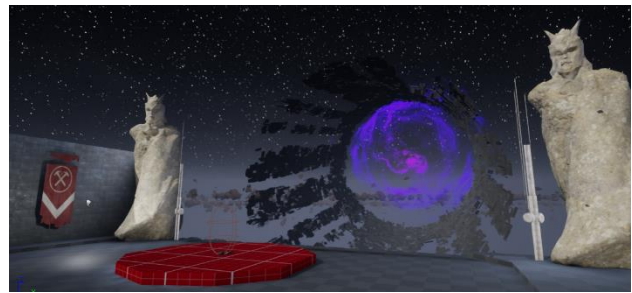
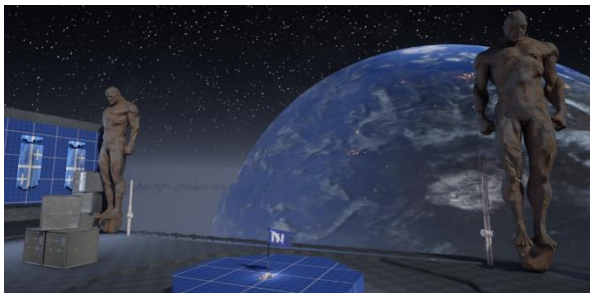
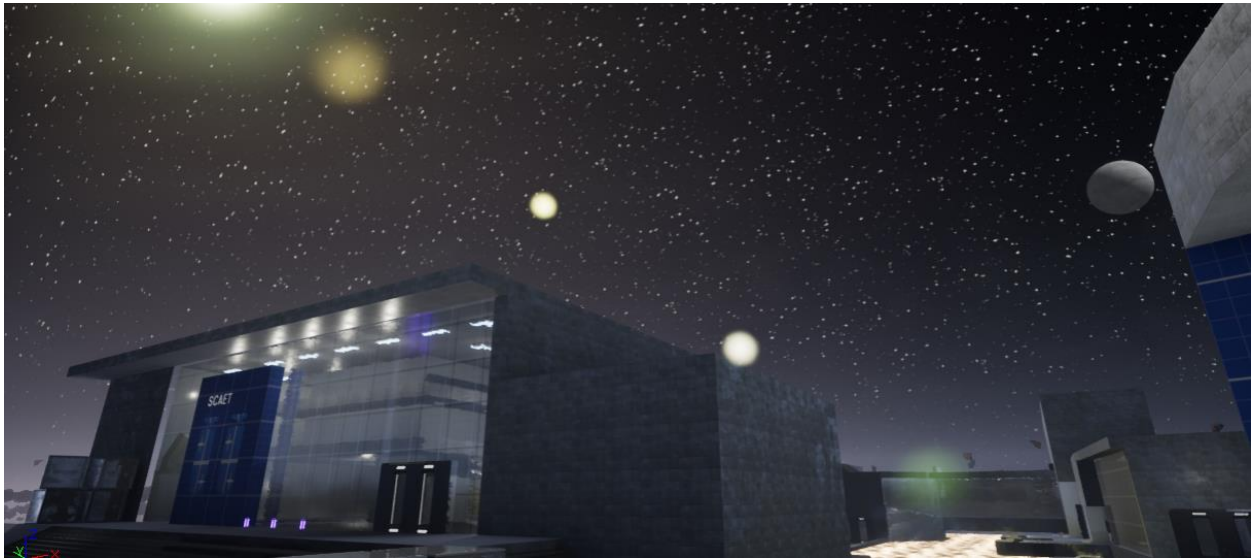
Outline

This project has the Unreal Tournament Editor contents to create an original Capture the Flag map inspired in the following areas of the Sheridan – Trafalgar Campus.

Story

Aliens have invaded Sheridan! The campus has been torn apart and taken out from the Earth, and now is orbiting around the planet. You must participate in a deadly Capture the Flag encounter against the aliens in order to claim back your freedom.

The aliens are controlling the red base, while humans are – still – controlling the blue base.



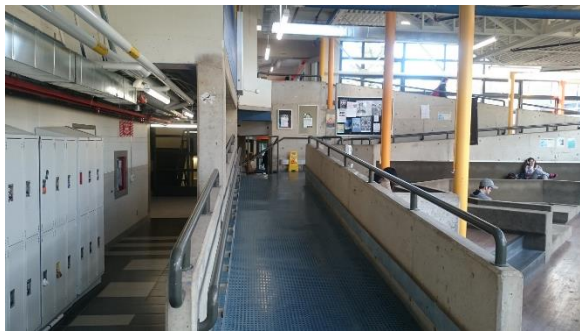
References

The following spaces from the actual campus have been taken as inspiration to create the engagement areas in the map:

- SCAET Building
- Hallway btw Learning Commons, Library and SCAET
- Learning Commons
- Side hallways in Learning Commons
- Bridge between B-Wing and Learning Commons
- Main Entrance
- Student Union Building

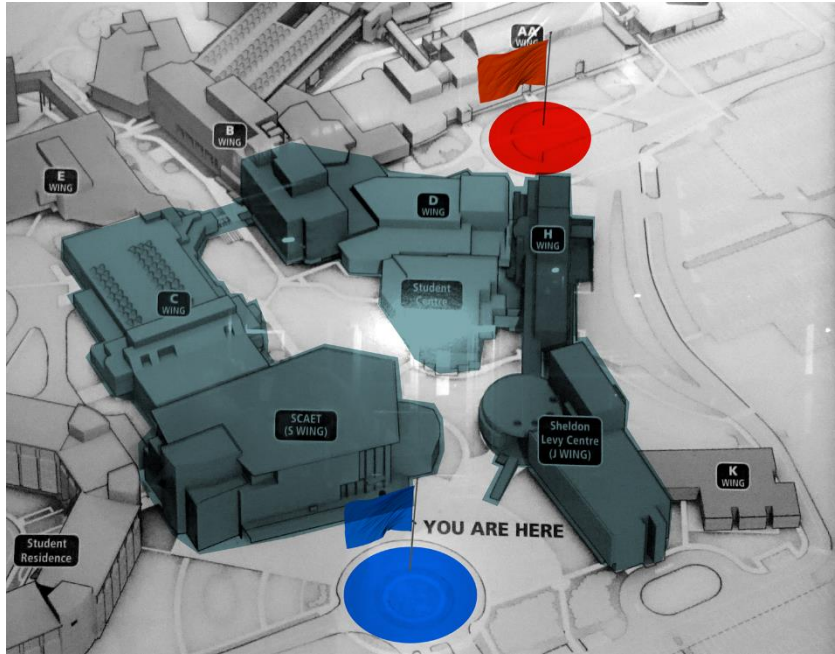
Some other elements areas are also included as part of the environment design, however those are not relevant for the gameplay:

- J-Building
- Bridge in J-Building



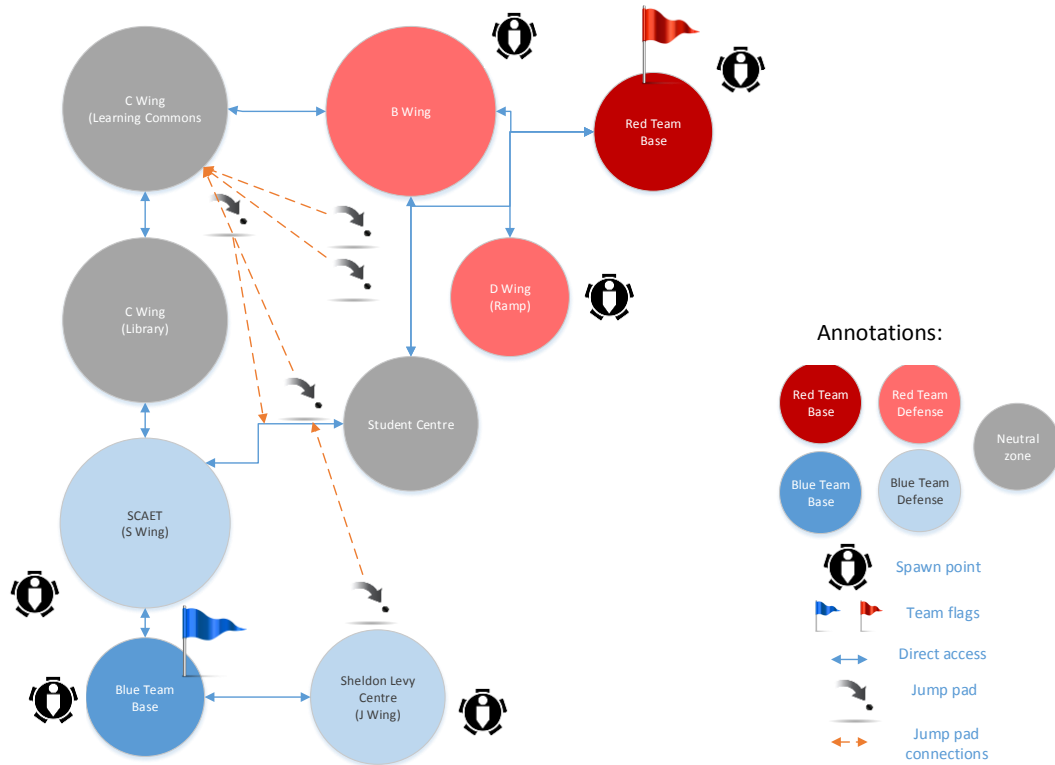
Diagrams

Areas of the campus used in the CTF map.



Bubble Diagram

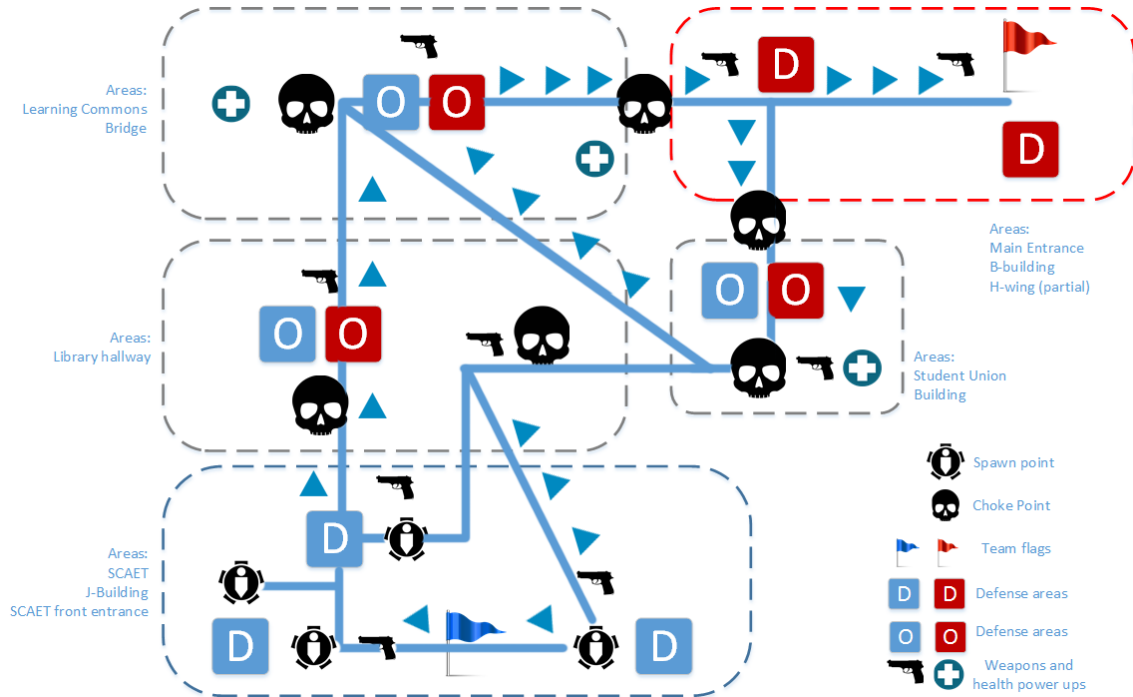
General layout



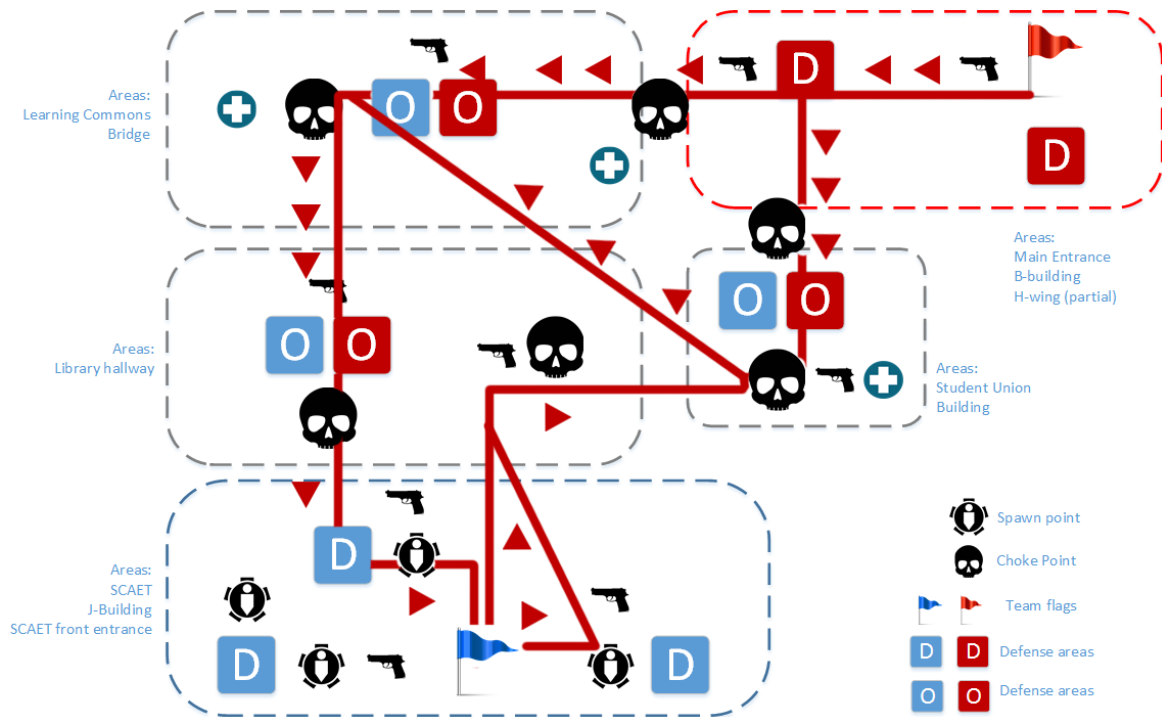
Flow Diagrams

Specific locations of offense and Defense Spaces, Choke points, paths, weapons and power ups.

Blue Team Flow



Red Team Flow



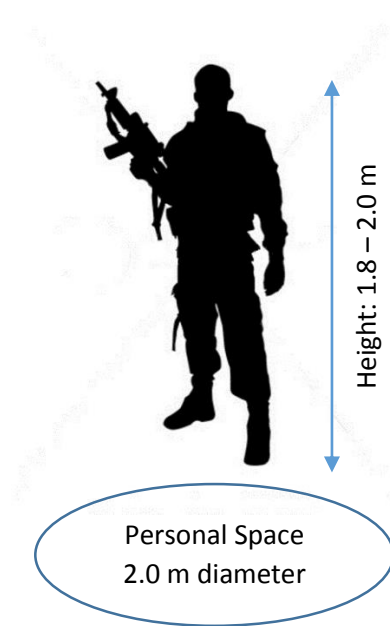
Program / Requirements / Features / Gameplay

- **Game space type:** network.
- **Speed:** The average time to score (return the flag from one base to the other) should be approx. 1 minute, depending on the player's ability and knowledge of the map.
- **Team Bases (Red and Blue).** The team bases are located opposite one from each other. In spite the lack of symmetry in the map, they are placed in a reasonable point in order to give a certain balance and adequate flow. Also each base has three exit/entry points, those are intended to force the player go to the main choke point, which is the C-Wing, however they also provides access to alternative paths so as to be able to escape or intercept other players.
- **Team Spawning Points.** Four spawning points are placed for each team, either inside the base or in the defense areas, in a way to provide players with time reaction and avoid to being killed at spawning by the opposite players.
- **Design and aesthetics.** The level will be designed only using grey boxing. Environment details can be placed in a further design stage, such as static meshes, particle effects, ambient effects, etc.
- **Enclosure.** The open areas of the map are surrounded by a force field, preventing players to fall into the void. Also blocking volumes have been placed in the rooftops, preventing players to take advantage of them and avoid engagement. In the open-central area, there has been placed a damage volume, so the players are forced to cross between buildings using the jump pads.
- **Weapons:** Enforcers, Shock Rifles and Rocket Launchers
- **Power Ups:** Invisibility, Berserk
- **Armor:** Helmet, Chest, Thigh Pads

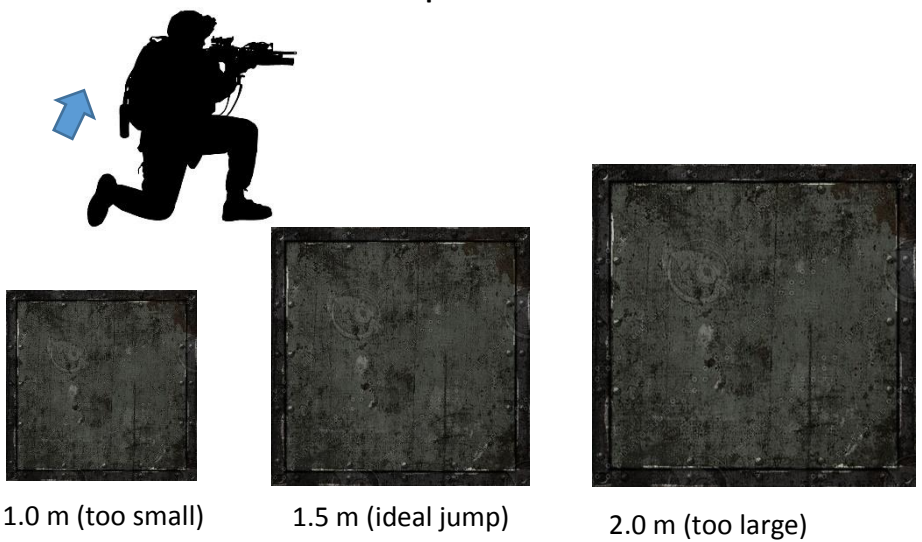
Metrics

The maximum unit used to build the gray box map is 1.0 m. It is highly recommended to use the snap option to the world grid so as to avoid manual positioning and alignment of BSPs.

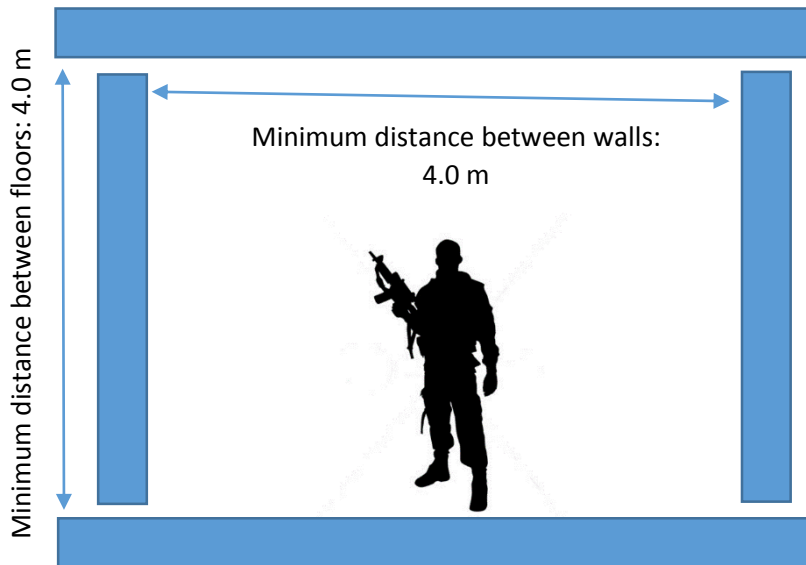
Character:



Jump:



Spaces:



Doors:

