

Concept & Design Goals

Map Idea: a hotel, damaged by a recent natural catastrophe or armed conflict
Game Modes: DeathMatch and Team DeathMatch
Map Size: 4-8 players

Design Priorities: Gameplay first, narrative and realism second
Points of Interest: Contrast between fancy hotel holiday feeling and ground zero, fountain in lobby, pool

Design Guidelines, things to keep in mind/an eye on...

(a quick brainstorming before I start designing)

- rooms should have several entrances/exits, careful with the deadends
- allow for advanced movement actions to reward skilled players
- watch the lines of sight and "lines of shooting" (not necessarily the same)
- provide opportunities for the various weapons to be particularly effective (corners, tight spaces for flak, longer corridors for sniper rifle, shock rifle etc.)
- clear visual communication of where the player can and cannot go
- no perfect camping spots, or none that can be used indefinitely (e.g. Limit available ammo)

- risk/reward of power-up placement!
- use audio to give additional clues about player position etc (e.g. Patches of water, power-ups that make a sound, when picked up)
- to avoid respawn desorientation -> spawn points should face landmarks (lighting, geometry, powerups)
- powerful power-ups should be far from each other (calculate round-trip/respawn time).

- Metrics: player dimensions & movement;
weapon behaviour;
power-up respawn times;

Basic Flow Concept:

There are four main areas:

a) The lobby

like a real lobby, it is the central hub of the map; good place for shield belt, but it's hard to reach, e.g. on the top of a fountain. Semi-tight spaces

b) Top Floor

Everyone wants to get to the top floor because it's where you get access to weapons like the sniper rifle and get a chance at grabbing the shield belt on the fountain. But there's little ammo, and to get the good stuff, you have to jump down from up there. Tighter spaces

c) Parking Lot

oriented towards the big lobby entrance. Good place for shock rifle; maybe more spawn points here (analogy to where tourists arrive). Open spaces

d) Pool Area

smaller than parking lot; big keg o' health at the bottom of the pool (risk/reward). Rocket launcher?

Gameplay Flow: like a chimney, players are sucked in from the parking lot and the pool area towards the lobby, in order to get up on the top floor, jump down again.

Hotel Level 3d sketch

Purpose:

To get a quick 3d feel for the concept: size, lines of sight, paths, possible issues

Procedure:

built it in google sketch-up, using simple geometry and downloaded assets from the google warehouse (e.g. cars, furniture)

Results:



level overview with top floor

There are three routes to reach the top floor (stairs; elevator jump pads; ventilation pipes on the left), maybe a fourth involving a trick jump (e.g. shield jump) from the front entrance roof. It's not possible to have all 3 routes in sight.

Creative movement opportunities might be limited; something to keep an eye on....

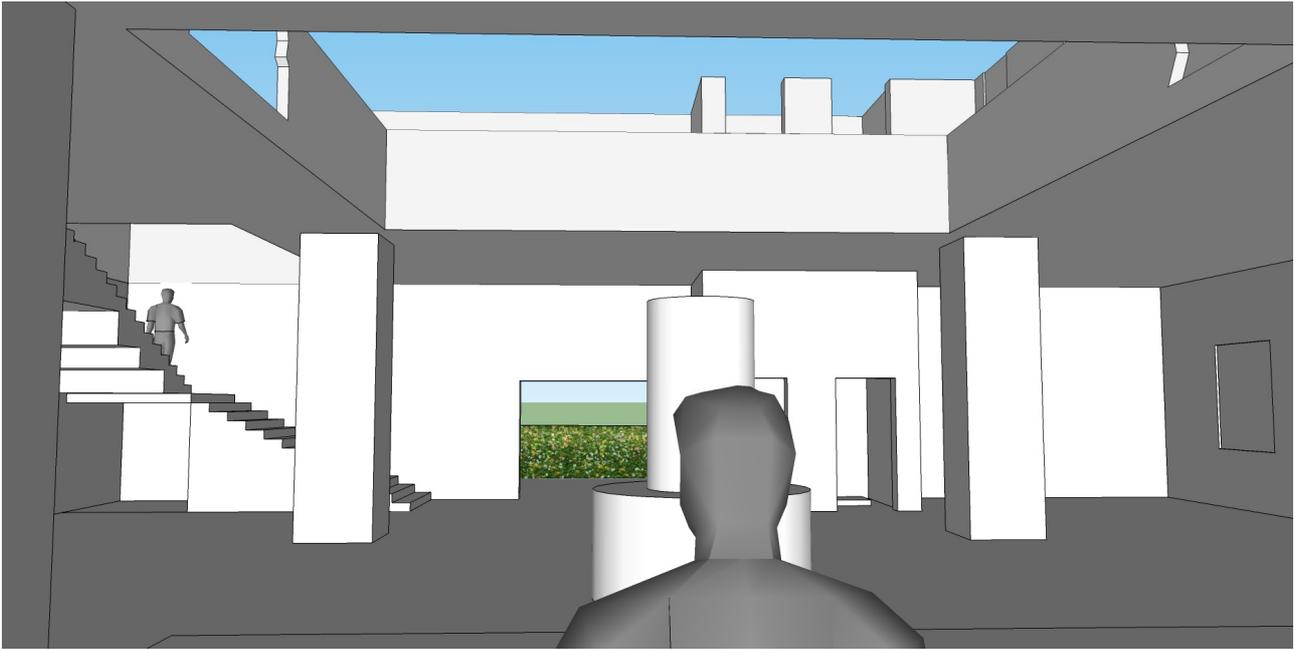
Every side of each area with a square shape looks very different to help with orientation.



Top floor, opposite angle



lobby, opposing angle



lobby, player pov from behind the counter



parking lot, player pov from behind a car