

## **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....

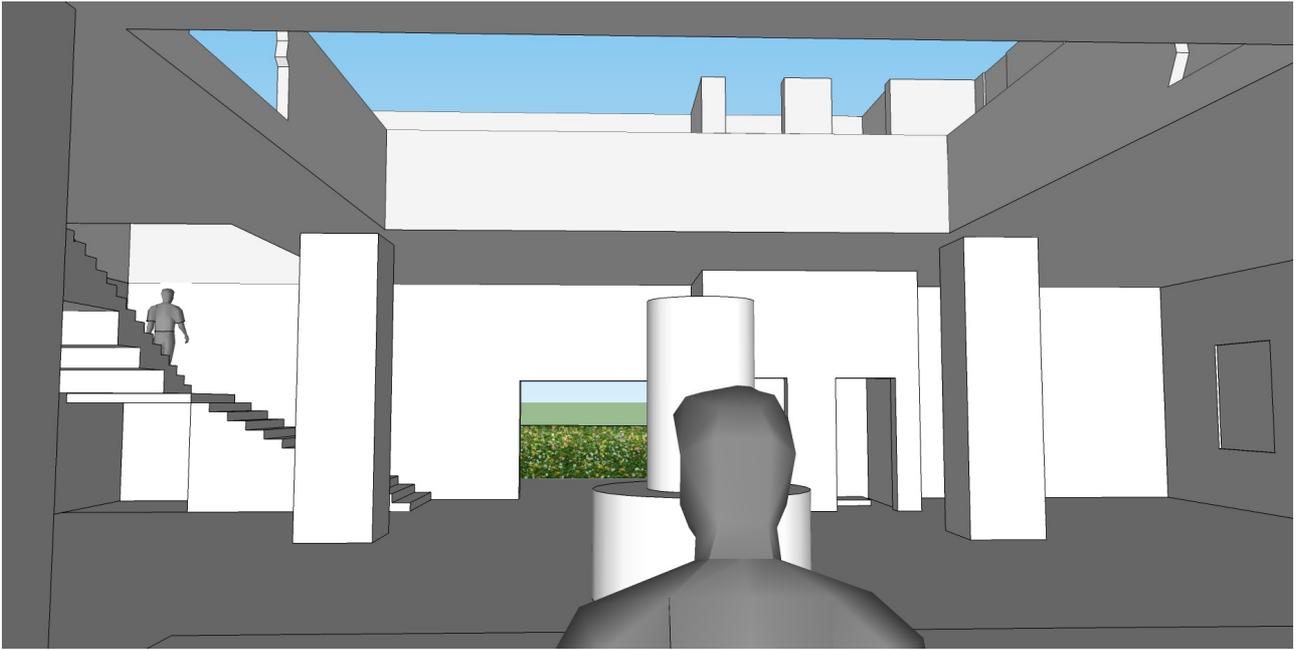
Every side of each area with a square shape looks very different to help with orientation.



*Top floor, opposite angle*



*lobby, opposing angle*



*lobby, player pov from behind the counter*



*parking lot, player pov from behind a car*