First Person Shooter

# Tito Temple

# Level Overview

The Capture the flag map that is laid out to be asymmetrical with Tito’s Temple being the central conflict position. The temple itself will have three essential levels with top third being separated into steps referencing more Mesoamerican temple architecture. The second and third half will take place inside the temple where there will be a central pillar housing the grenade launcher weapon that can be dropped down too and the square based room around it that has to main entrances and four staircases leading to the basement. the basement leads to the outside courtyard which is littered with ruins building s and pillars that act as cover the northwest corner and southwest comer have symmetrical buildings that have a no windows but are two stories the second story housing a sniper and has a balcony for sniping from that is opposite a watchtower that also has a sniper but is a lot higher and unguarded

# Art Style References

A picture containing text, outdoor

Description automatically generated

# Level 2D map

# Interaction Map

# Level changes