

TEAM FORTRESS TWO

BY ARSALAN SYED



CONTENTS

High Level Overview	5
Level Goals	5
Goals for characters.....	5
Goals for Map.....	5
Design Considerations	6
Spawn Design.....	6
Capture Point.....	6
High ground.....	6
Flank	6
Supplies	6
Buildings.....	6
Expected Player Experience	7
Character Overview.....	8
Character Details	8
Scout.....	8
SPY	9
Sniper.....	10
Medic.....	11
Heavy	12
Soldier.....	13
Pyro.....	14
DEMOMAN	15
Engineer	16
Characters Playstyle.....	18
Sniper.....	18
Heavy & Medic.....	19
Engineer.....	22
Spy	24
Pickups.....	25
Map Research.....	26

Team Fortress 2.....	26
Viaduct map.....	26
Badlands.....	28
Nucleus	31
Overwatch.....	34
Ilios - Ruins.....	34
Oasis – University.....	36
Valorant	38
Bind.....	38
Overall Overview	40
Pickup Research.....	41
Keys	41
Team Fortress Two.....	41
Badlands.....	41
Viaduct	42
Overwatch.....	42
Oasis - University.....	42
My Map Overview.....	43
Callouts.....	43
all Paths To Point.....	43
Character Paths	44
Keys.....	44
Demoman & Pyro.....	44
Soldier.....	45
Sniper.....	46
Scout & Spy.....	47
Engineer.....	48
Heavy & Medic.....	49
Flank Routes	50
Lane Structure	50
Reflective Symmetry.....	51
Gameplay Elements.....	51

Conflict Points.....	52
Choke points.....	52
Cover.....	53
High Ground.....	53
Sightlines.....	54
Level Structures.....	54
Zoning Table.....	55
Points of Interest.....	56
Pickups.....	56
Aesthetics (Look and Feel).....	57
Setting.....	57
Visual Development.....	57
Affordance.....	58
Arrows.....	58
Capture point Highlight.....	58
Map Texture.....	59
Pickup Marker.....	59
Balance.....	60
Considerations	60
Spawn.....	60
Capture point.....	60
High ground.....	61
Flank	62
Pickups	62
Rooms/Buildings	62
Map Structure	63
Defend & Attack.....	63
Expected Issues.....	63

HIGH LEVEL OVERVIEW

LEVEL GOALS

#	GOALS FOR CHARACTERS
1	Have reasonable space for engineer to place its tools. (Turret for sniper against flankers or placing it on high ground)
2	Have a high ground for sniper
3	Have a flank path to sniper position for scout and spy
4	Have buildings for pyro, Demoman and soldier to shine
5	Have cover for heavy and medic

#	GOALS FOR MAP
1	Make the map feel chaotic
2	Have some cover around the point
3	At least have one flank in the map
4	Have a high ground away from point
5	Spawn with three exits

DESIGN CONSIDERATIONS

SPAWN DESIGN

- Set three exits to prevent spawn camping.
- Add buildings or walls covering the spawn to prevent random spam from multiple directions.
- Have multiple spread out paths to the point.

CAPTURE POINT

- Provide some cover against high ground positioned enemies.
- Allow multiple ways to capture the point such as taking control of high ground to attack the point then just walking to the point.

HIGH GROUND

- Allow players to jump off without causing damage.
- Have some cover.
- Have a way for enemy flankers to get to high ground easily as well.

FLANK

- Have some sort of counter to flank.
- Must allow player to get behind enemy backline.

SUPPLIES

- Should be well spread out away from point to force players to back away.
- Should not be far away from where player will regular fight to keep the fight going.

BUILDINGS

- Add cover inside to allow some room to breathe and can provide cover for heavy and medic against Demoman or solder.

Expected Player Experience

- Maps should feel small to encourage constant fighting.
- Demoman and Soldier have spots they can get to with their weapons.
- Gameplay should feel chaotic.
- Capturing point should feel rewarding by allowing players to position themselves better to gain further advantage, such as having high ground around point.
- There should be a small room for pyro and Demoman to shine and have easier time taking control of.
- High ground for Sniper to have clear sight on the point so that their role plays a part in defending or attacking.
- Flank routes to allow Scout and Spy to flank on backline or Sniper.
- Cover should be provided for Heavy and medic to push the point or control a spot.
- Engineer should be able to have good or useful spot to place its kit, such as turret on high ground or to cover flanks, or placing repair kit next to Scout so they don't have to move away to recover.

CHARACTER OVERVIEW

CHARACTER DETAILS

SCOUT

Type: Offensive

Health Stat:

- Health: 125
- Over Heal Health: 185

Speed Stat:

- Forward Speed: 400
- Backwards Speed: 360
- Underwater Speed: 320

Unique Skills:

- Double Jump
- Capture point and push cart 2x faster

How is he played?

- Constant moving around with fast mobility and double jump to avoid damage.
- Close range play style with Scattergun.
- Has Pistol for mid-range.
- Flank to enemy backline.
- Capture point when you can.
- Avoid frontline fights due to low health.



Likes

- Flank route
- Open space
- Close Range Combat
- Backline

Dislikes

- Engineer Sentry - it can easily track Scout and land shots.
- Heavy - he can sustain the damage and kill faster.

Base Weapons stats:

WEAPON	IMAGE	AMMO LOADED	AMMO CARRIED	DAMAGE	FEATURE
Scattergun		6	32	Base 60 Critical 180 [6 damage x10 pellets]	Close range
Pistol		12	36	Base 15 Critical 45 [6 rounds / sec]	Mid range
Bat		N/A	N/A	N/A	Close range

SPY



Type: Support

Health Stat:

- Health: 125
- Over Heal Health: 185

Speed Stat:

- Forward Speed: 320
- Backwards Speed: 288
- Underwater Speed: 256

Unique Skills:

- Go Invisible
- Disguise himself as one of the enemy team players

How is he played?

- Stab enemy from behind using knife for instant kill.
- Disguise yourself as an enemy but be aware of enemy damage as it will reveal you.
- Flank to enemy backline by becoming invisible, note you can still take damage and can use it for escape.
- Be careful when attacking as it reveals you first.
- Deny Engineer buildings by placing electro sappers on them - does not reveal you.
- Avoid frontline fights.
- Kill Enemy medic by baiting as injured teammate.

Likes

- Flank route
- Close Range Combat
- Backline

Dislikes

- Pyro - as they can reveal spy easily.

Base Weapons stats:

WEAPON	IMAGE	AMMO LOADED	AMMO CARRIED	DAMAGE	FEATURE
Revolver		6	24	Base 40, Critical 120	Mid-range
Knife		N/A	N/A	Base 40, Backstab 6x victim's health	Close range
Sapper		N/A	N/A	N/A	Disable and slowly destroy Engineer buildings.
Disguise Kit		N/A	N/A	N/A	Allow the Spy to disguise himself as enemy player

SNIPER

Type: Support

Health Stat:

- Health: 125
- Over Heal Health: 185

Speed Stat:

- Forward Speed: 300
- Backwards Speed: 270
- Underwater Speed: 240

Unique Skills:

- Critical hit head shot.

How is he played?

- Plays at distance especially high ground for clear shots.
- Damage when zoomed in is increased depending on how long the sniper is zoomed in for.
- Hitting headshot causes guarantee critical damage.
- Use SMG weapon when close to an enemy.



Likes

- Long range fights
- High ground

Dislikes

- Flankers - Scout, Spy
- Frontline combat

Base Weapons stats:

WEAPON	IMAGES	AMMO LOADED	AMMO CARRIED	DAMAGE	FEATURE
Sniper Rifle		25	N/A	Base 50 - 150, Headshot 150 - 450	Long range
SMG		25	75	Base 8, Critical 24	Mid range
Kukri		N/A	N/A	Base 65, Critical 195	Close range

MEDIC

Type: Support

Health Stat:

- Health: 150
- Over Heal Health: 255

Speed Stat:

- Forward: 320
- Backwards: 288
- Underwater: 256
- Scoped forward: 80
- Scoped backward: 80
- Scoped Underwater: 64

Unique Skills:

- Heal allies.
- Over heal.
- UberCharge – making you and Medi gun target invulnerable.

How is he played?

- Healing is mostly the main job.
- Play around your team to protect you from enemies.
- Try Keep your heavy alive.
- Use UberCharge to engage and play aggressively, to contest the point.
- Look out for teammate call out for heals.
- Can not contest objectives when UberCharge is active.
- Be aware of enemy Spy disguising as teammate and asking for heal as they can bait you to move away from team and kill you.



Likes

- Play with team.
- Partner with Heavy
- Play Backline
- Have Cover

Dislikes

- Spy as they can bait and blend.
- Being alone
- Duel

Base Weapons stats:

WEAPON	IMAGES	AMMO LOADED	AMMO CARRIED	DAMAGE	FEATURE
Syringe Gun		40	150	Base 10, Critical 30 110 syringes / sec	Mid range
Medi Gun		N/A	N/A	N/A	UberCharge grants 8 sec invulnerability. Match the speed of any faster target that is being healed Can not capture point when UberCharge is active
Bonesaw		N/A	N/A	Base 65, Critical 195	Close range

HEAVY

Type: Defensive

Health Stat:

- Health: 300
- Over Heal Health: 450

Speed Stat:

- Forward: 230
- Backward: 201
- Underwater: 184
- Spun up Forward: 110
- Spun up Backward: 99
- Spun up Underwater: 64

Unique Skills:

- 50% less knock back from most damage source - excluding Engineer's Sentry Gun

How is he played?

- Hold RMB to spin your minigun in advance before approaching an enemy.
- Minigun consumes ammo quick so keep track of it and pick up any ammo packs you find.
- Stick with your medic, keep him alive to stay alive.
- When you are low on health or have no medic, play around cover - especially against snipers.



Likes

- Likes to play frontline.
- Medic heals.
- Have Cover

Dislikes

- Open space
- Long distance fight
- Sniper as they can easily one-shot

Base Weapons stats:

WEAPON	IMAGES	AMMO LOADED	AMMO CARRIED	DAMAGE	FEATURE
Minigun		200	N/A	Base 9, Critical 27 [40 rounds / sec]	Secondary fire starts the spin up. Fires 4 bullets per unit of ammo used.
Shotgun		6	32	Base 60, Critical 180 [6 damage x 10 pellets]	Close range
Fists		N/A	N/A	Base 65, Critical 195	RMB will throw a right-handed punch (makes no difference)

SOLDIER

Type: Offensive

Health Stat:

- Health: 200
- Over Heal Health: 300

Speed Stat:

- Forward: 240
- Backward: 216
- Underwater: 192

Unique Skills:

- Perform rocket jump.

How is he played?

- You can rocket jump by shooting the rocket below you while jumping, helps you get to places.
- Crouching and jumping while shooting below yourself will propel you further but you will take more damage.
- Aim at players feet when on even ground with rocket to ensure damage.
- Try to always play from high ground where possible for easier hits.
- Be aware of your health before performing rocket jump as you can kill yourself.



Likes

- Close - Mid range combat
- Narrow space for splash damage
- Front line fights
- High ground to land easy shots or splash damage.

Dislikes

- Scout - He has easier time dodging the rockets.
- Pyro - can deflect the rocket.

Base Weapons stats:

WEAPON	IMAGES	AMMO LOADED	AMMO CARRIED	DAMAGE	FEATURE
Rocket Launcher		4	20	Base 90, Critical 270	Perform rocket jump
Shotgun		6	32	Base 60, Critical 180 [6 damage x 10 pellets]	Close range
Shovel		N/A	N/A	Base 65, Critical 195	Close range

PYRO



Type: Offensive

Health Stat:

- Health: 175
- Over Heal Health: 260

Speed Stat:

- Forward: 300
- Backward: 270
- Underwater: 240

Unique Skills:

- Redirect rockets using secondary fire.
- Apply burn effect.
- Remove fire on teammates.

How is he played?

- Play around cover and ambush enemies.
- Avoid chasing enemies if they are out of your range.
- Flanking from behind is effective to ambush enemies.
- A lot of ammo is consumed when using flame thrower, especially when using the secondary fire. therefor look out for ammo pack.
- You can leave enemy on fire and retreat, if timed well they will burn to death.
- Best counter for Spy

Likes

- Close Combat
- Cover
- Narrow Space

Dislikes

- Enemy Pyro - He can stop the burning.

Base Weapons stats:

Weapon	Images	Ammo Loaded	Ammo Carried	Damage	Feature
Flame Thrower		200	N/A	Base (Max) 153.5 / sec , Critical (Max) 460.5 / sec , Afterburn 8 / sec x 10 secs	Ignite enemy on hit. Reduce Medi Gun healing and shield resist by 20%. Secondary fire blast performs compressed air which redirect enemy projectile, and extinguishes flames on teammates, uses 20 bullets.
Shotgun		6	32	Base 60, Critical 180 [6 damage x 10 pellets]	Close range
Fire Axe		N/A	N/A	Base 65, Critical 195	Close range

DEMOMAN



Type: Defensive

Health Stat:

- Health: 175
- Over Heal Health: 260

Speed Stat:

- Forward: 280
- Backward: 252
- Underwater: 224

Unique Skills:

- Sticky bomb jump.
- Bouncing grenade.

How is he played?

- Place sticky bomb around the entrance to detonate them all at once and get an easy kill or two.
- Perform sticky bomb jump by place it below you and blowing it up - you will take damage.
- Try attack from cover with Grenade launcher to perform bounce damage, without being exposed.

Likes

- Close Combat
- Narrow Space

Dislikes

- Pyro - He can deflect the grenades.
- Scout - He can easily dodge.

Base Weapons stats:

WEAPON	IMAGES	AMMO LOADED	AMMO CARRIED	DAMAGE	FEATURE
Grenade Launcher		4 / 6	16 / 30	On Direct Hit: Base 100 Critical 300 After bounce: Base 22 - 64 Critical 190	Zero range fall off on direct hit. Grenade Grenade explode on contact with an enemy player or building, if they have not bounced first.
Stickybomb Launcher		8	24	Base 103 - 138, Critical 353	Primary fire fires sticky bomb, secondary fire explodes the sticky bomb. Lay 8 sticky bombs at once. Enemy can destroy the sticky bombs.
Bottle		N/A	N/A	Base 65, Critical 195	Close range

ENGINEER

Type: Defensive

Health Stat:

- Health: 125
- Over Heal Health: 185

Speed Stat:

- Forward: 300
- Backward: 270
- Underwater: 240

Unique Skills:

- Building.
 - Provide heal and ammo - Dispenser.
 - Teleport team to places - Teleporter
 - Turret providing lots of damage - Sentry Gun

How is he played?

- Construct buildings from spawn and then carry them to where needed, this is because the spawn has an infinite supply.
- Metals are needed to be able to build or repair, you can also just gather ammo from the map.
- Build teleport to allow your team to get to object or fight quickly after respawning.
- Build supply station for your team to provide heal and ammo, can be good for scout in high ground so they don't have to get down for ammo.
- Spy can destroy your buildings and bait you in to fix it and then kill you, so be aware.



Likes

- Building next to spawn
- Stay away from combat.

Dislikes

- Spy - can easily destroy buildings.
- Flankers - Scout and spy can kill him when he is collecting supply or building in spawn all alone.

Base Weapons stats:

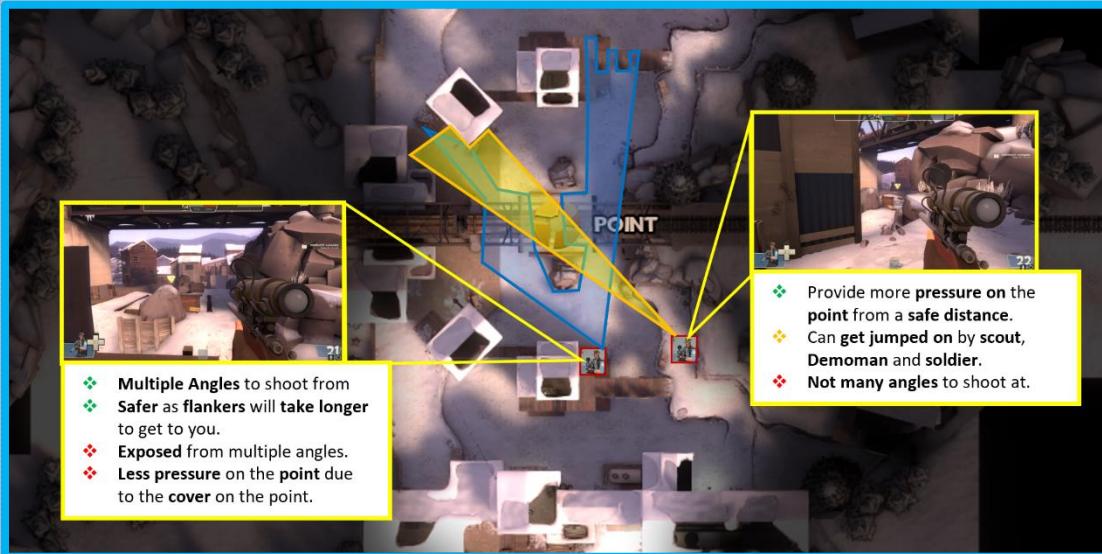
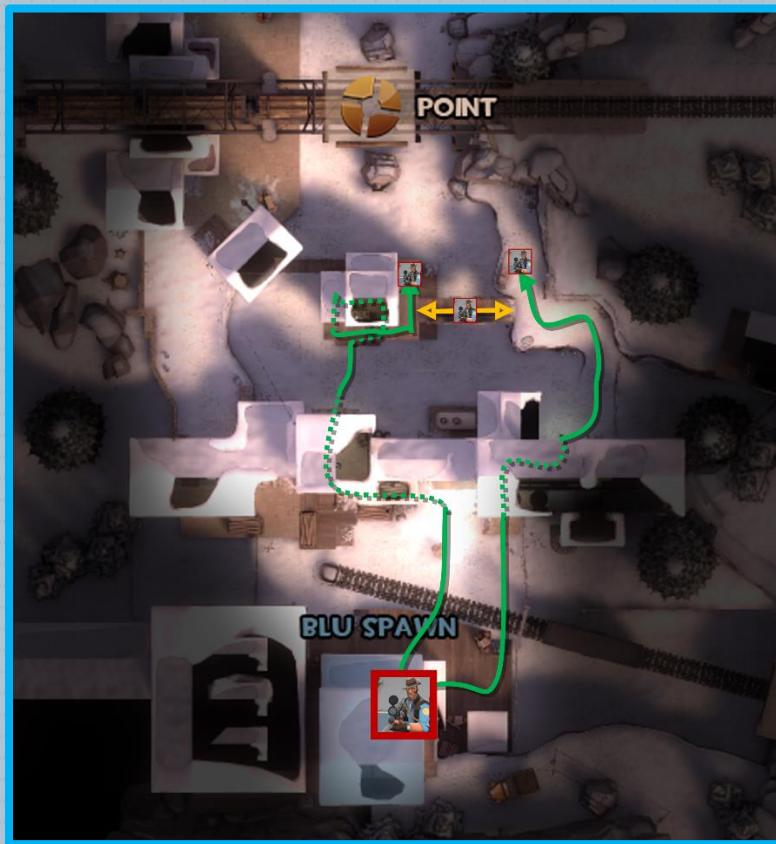
Weapon	Images	Ammo Loaded	Ammo Carried	Damage	Feature
Shotgun		6	32	Base 60, Critical 180 [6 damage x 10 pellets]	Close range
Pistol		12	200	Base 15 Critical 45 [6 rounds / sec]	Mid range
Wrench		N/A	N/A	Base 65, Critical 195	Can also be used to repair and upgrade buildings.
Construction (PDA)		N/A	N/A	N/A	Allows class to place sentry, Dispenser and teleporters
Destruction (PDA)		N/A	N/A	N/A	Allows class to destroy sentry, dispenser and teleporters.

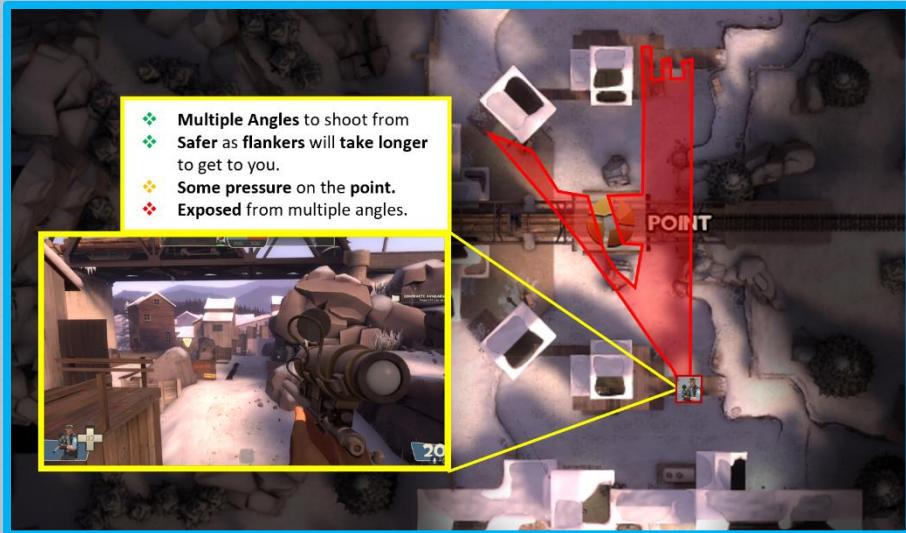
Engineer Buildings Stats:

Building	Images	Level	Cost	Health	Damage per second (DPS) / Replenish / Recharge
Sentry Gun		1	130	150	DPS 71 - 84 (no rocket)
		2	330	180	DPS 119 - 141 (no rocket)
		3	530	216	DPS 119 - 141 Rocket damage per salvo: 53 - 150
Dispenser		1	100	150	Health 10/sec Ammo 20% / sec Metal 40/5 sec
		2	300	180	Health 15/sec Ammo 30% / sec Metal 50/5 sec
		3	500	216	Health 20/sec Ammo 40% / sec Metal 60/5 sec
Teleporter		1	50	150	Recharge 10 sec
		2	250	180	Recharge 5 sec
		3	450	216	Recharge 3 sec

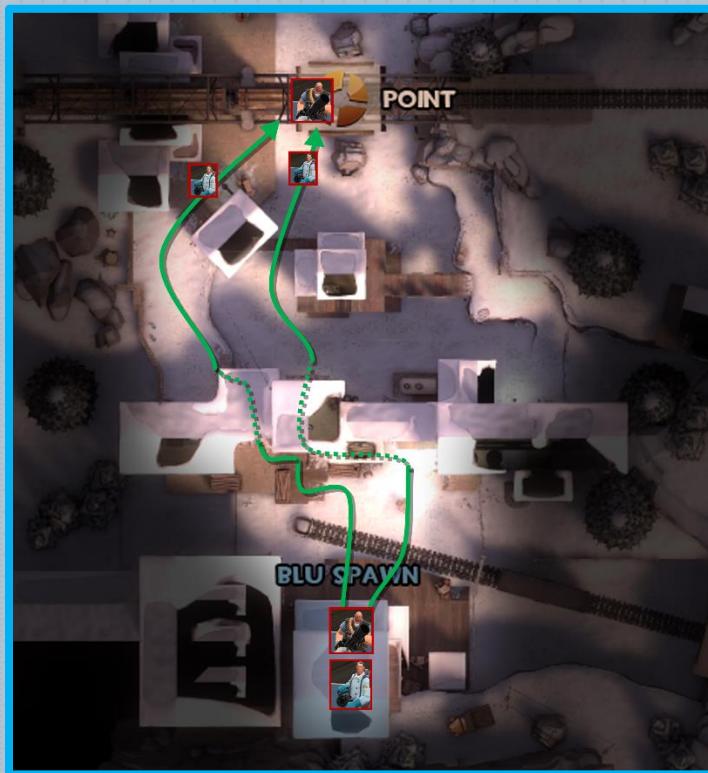
CHARACTERS PLAYSTYLE

SNIPER

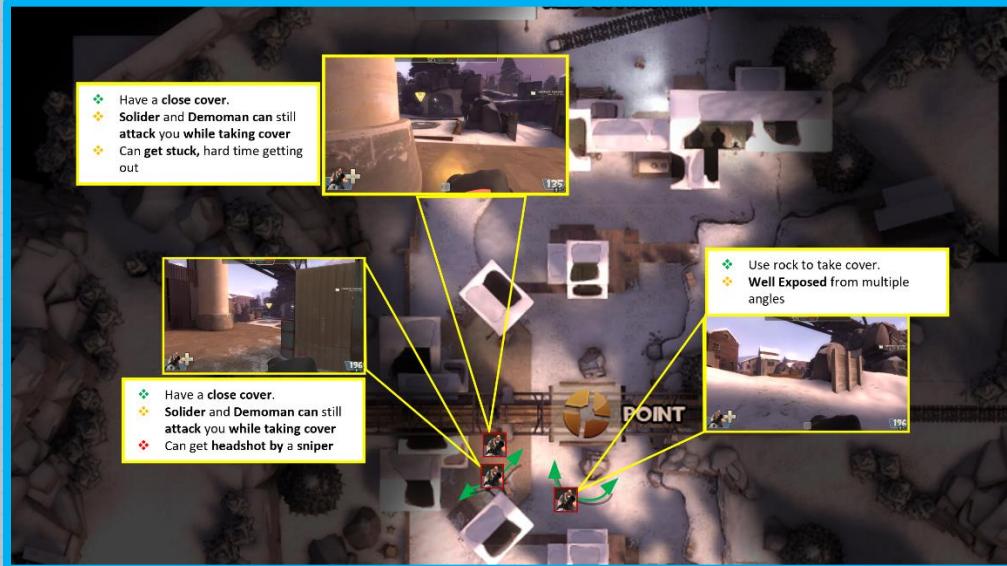
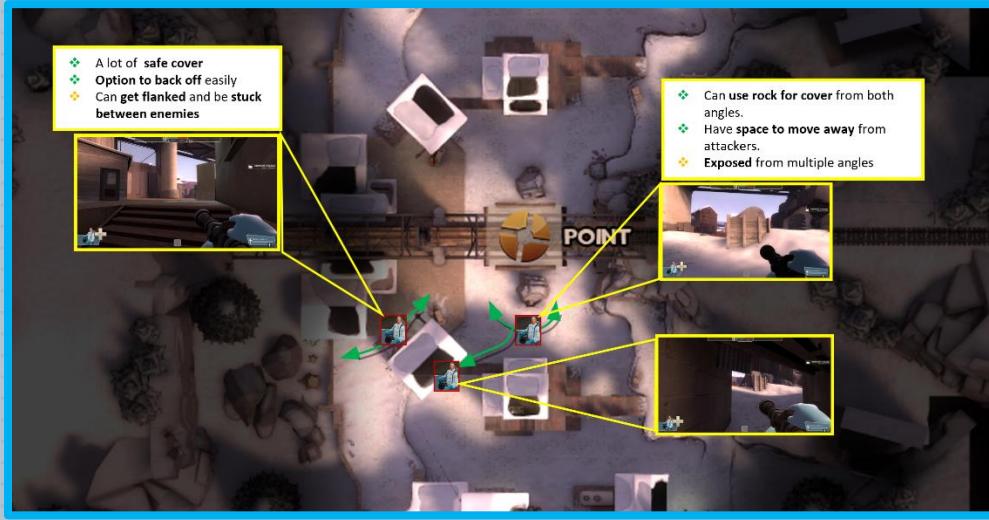




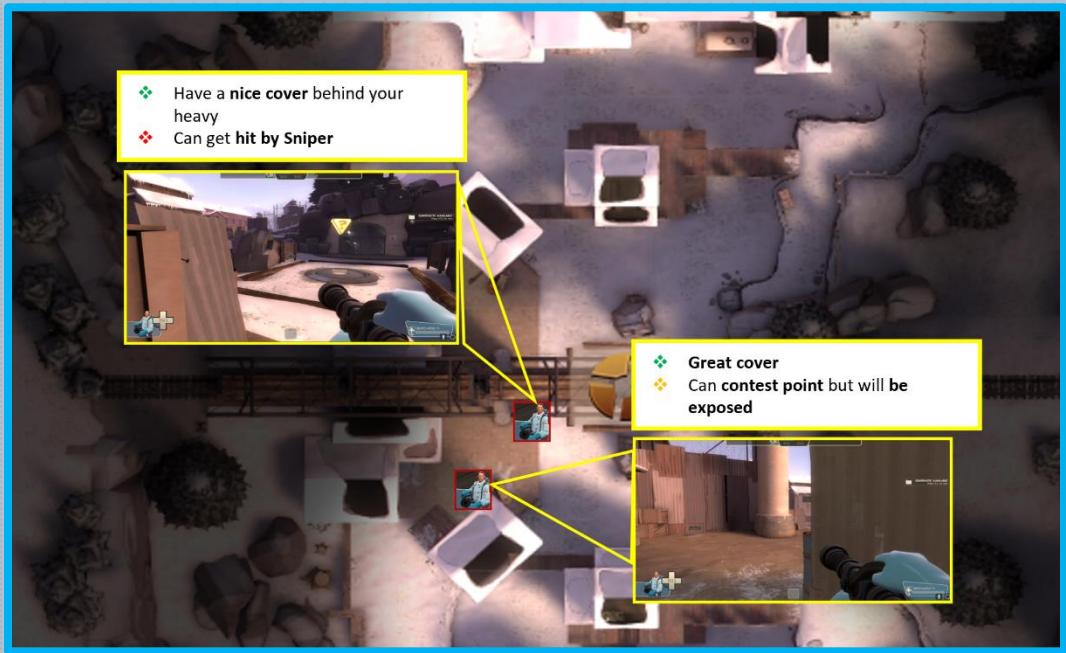
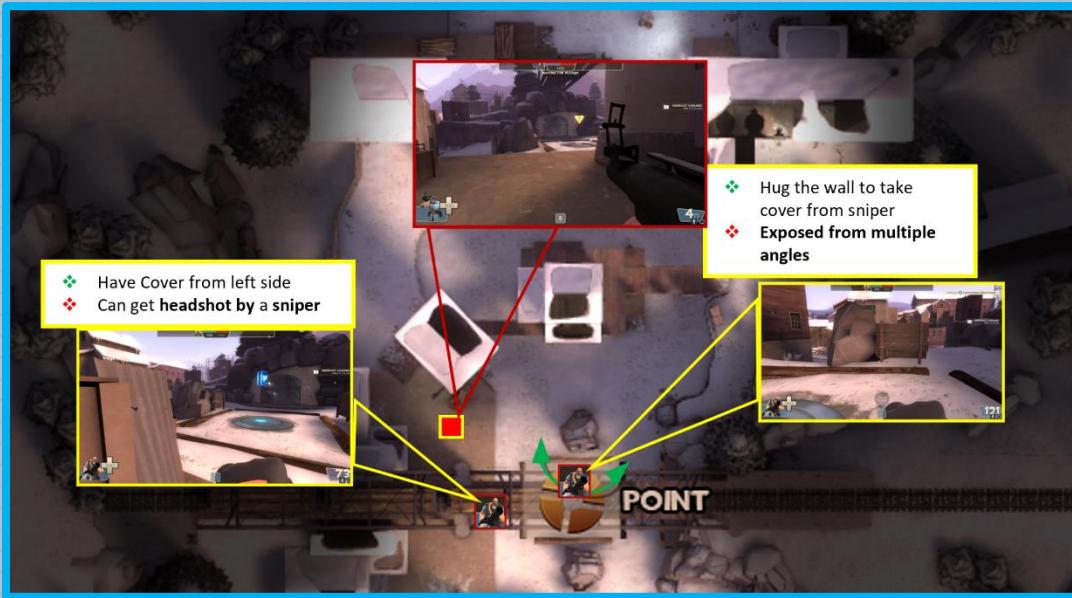
HEAVY & MEDIC



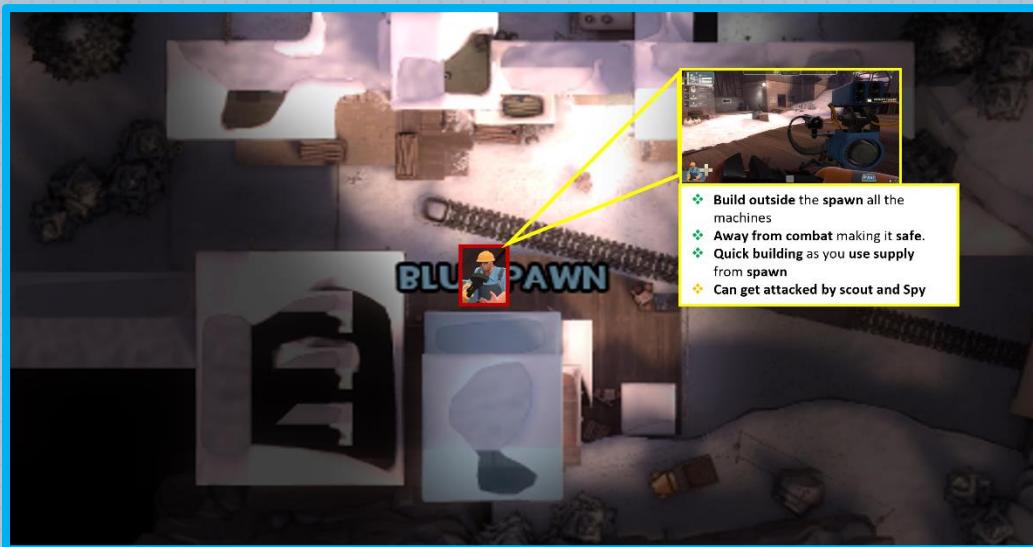
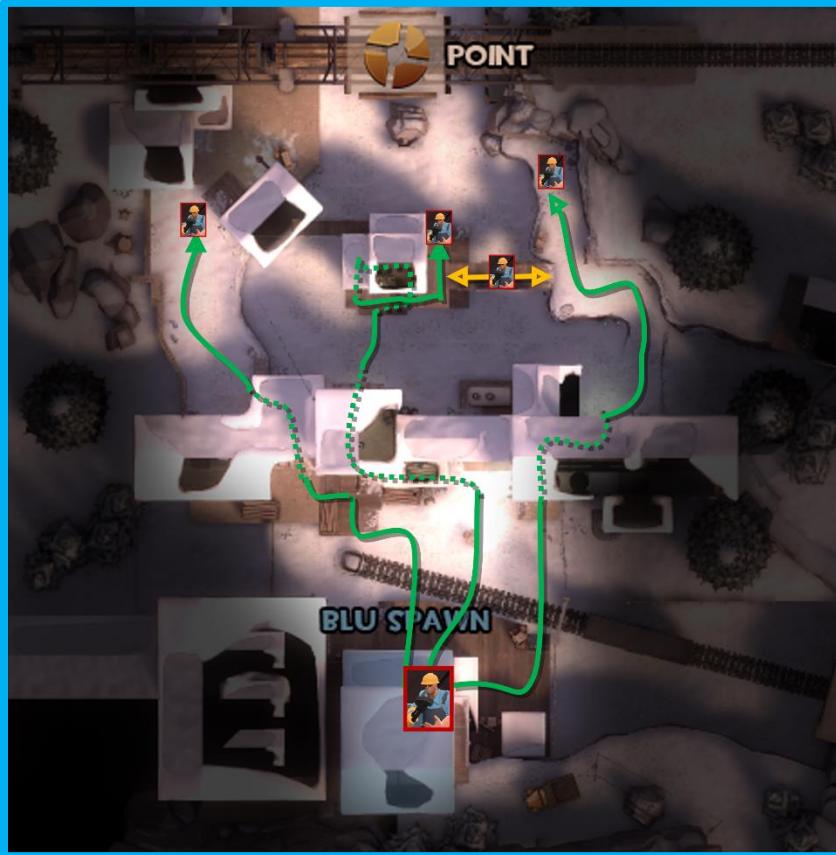
Attack

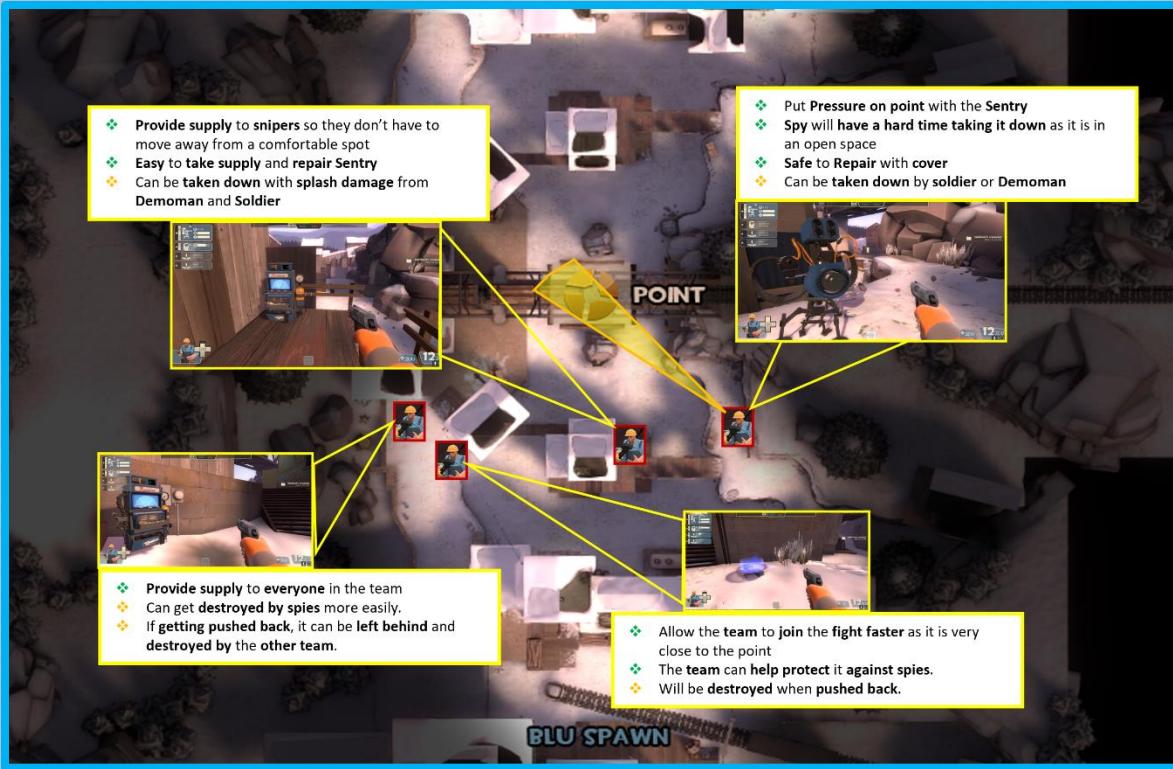


Defend

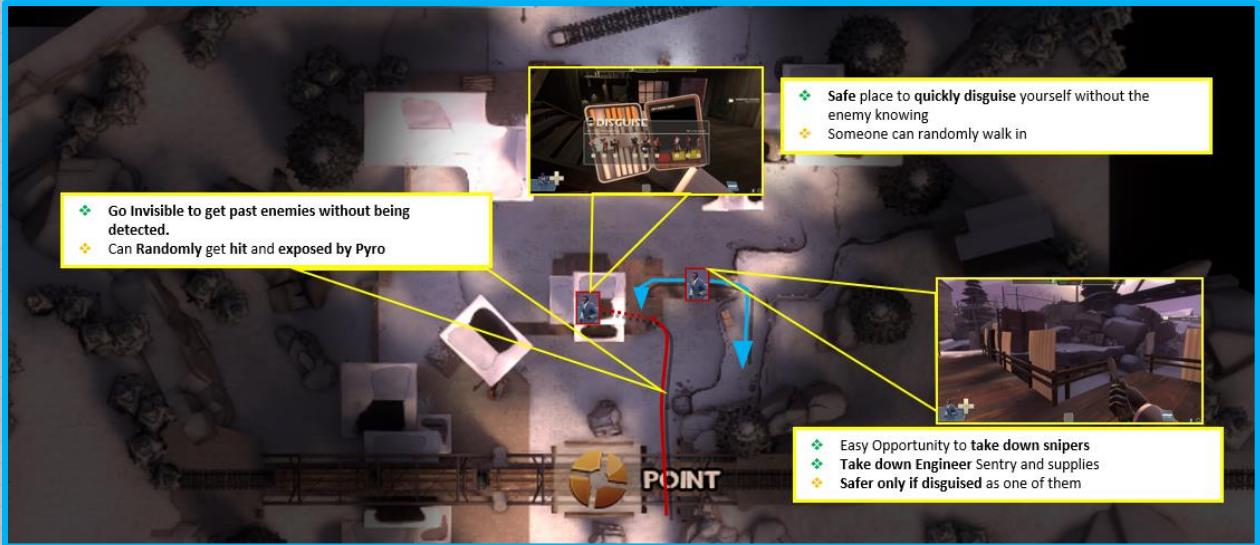
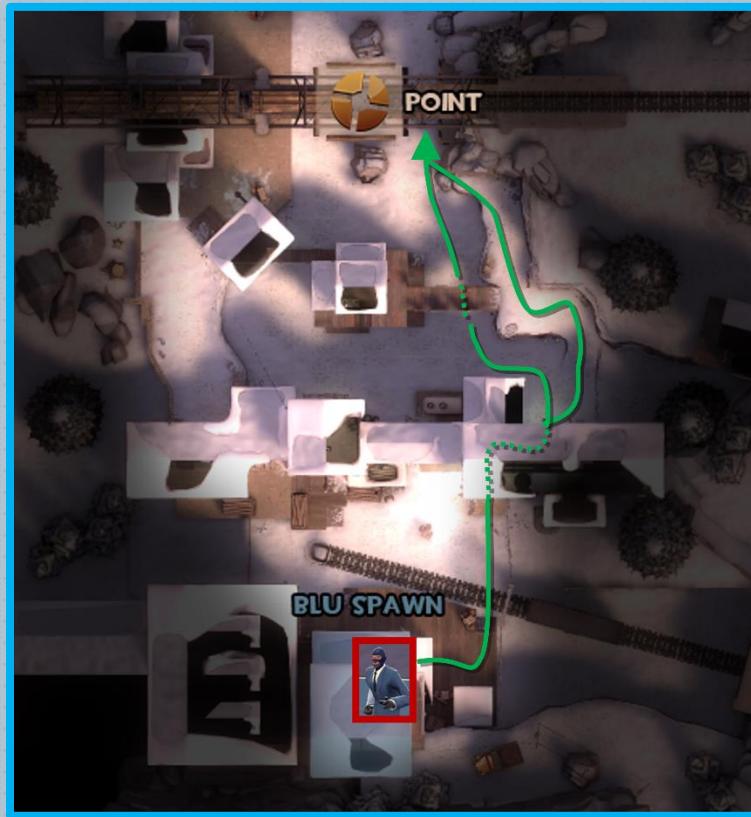


ENGINEER





SPY



PICKUPS

Pickup Type	Small Refills	Medium Refills	Large Refills
Health Kit			
Ammo pack			
	20.5%	50%	100%
	20%	50%	100%

MAP RESEARCH

TEAM FORTRESS 2



VIADUCT MAP

Info about the Map

- No flank area
- Fight only focused on the point making it chaotic.
- Has two high ground each side
- Very small making it faster to get to point.
- Has two exist but the spawn is covered by buildings making it somewhat hard to spawn camp.
- Has 5 paths towards the point
- Map focus is also to contest the point.
- Every part of the map has somewhat cover or tight space.



1. Spawn Yard
2. Transition Building
3. Valley
4. Scullery (House)
5. Stairs
6. Hills
7. Control Point summit

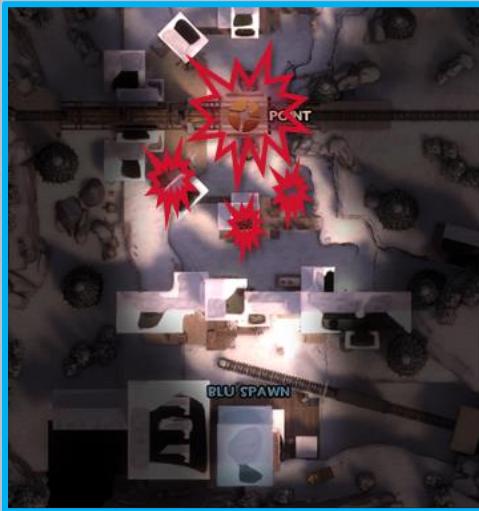
4. Sculley - A good spot for the sniper to be in as there is a lot of cover for the sniper And is high ground with room around the bridge for the sniper to adjust his position when getting attacked.

7. Control point - It is well exposed allowing players to contest the point without really being on it, there is also a giant rock on both sides to provide cover from specific angles depending on where you position yourself, this helps against snipers and turrets.

6. Hills - Provides small cover and good high ground angle for characters like soldier and Demoman to attack the point at safe distance. Additional, engineer can also use this spot to place turret which is really effective at attacking enemies in the point.

No flank area - Making characters like scout and spy hard to player although spy can still have easier time due to going invisible, allowing him to counter sniper or get behind enemies.

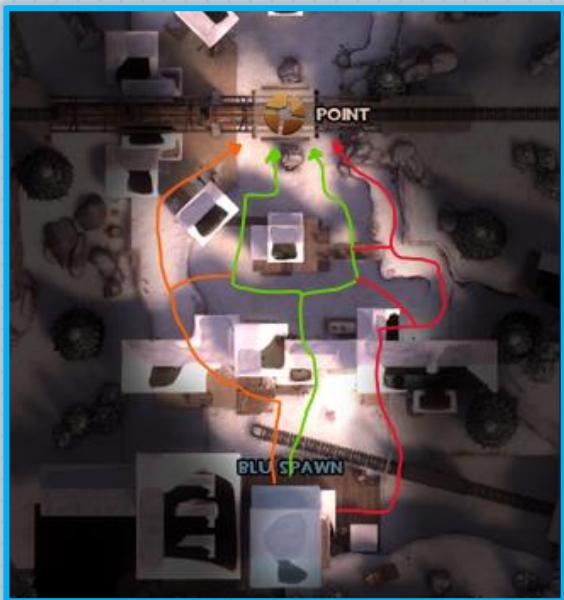
Conflict point



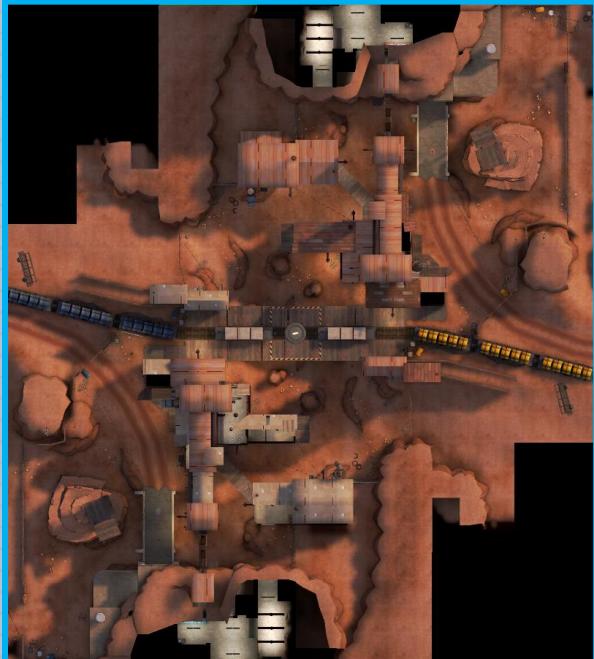
Lane Structure



Paths



BADLANDS



Info about the Map

- Three exits making it harder to spawn camp.
- Multiple paths towards the point that can also be mixed matched.
- Has good cover such as the buildings and Rail crates.
- Also has exposed areas such as the bridge or point and the underbridge flank as you can see the enemy side valley, and the valley as it has zero cover.
- Has at least 3 flank areas, underbridge flank being the long route, meanwhile side flank and Rocky Pillars being the quick flank routes.



- 1. Rail Carts
- 2. Rocky Pillars
- 3. Balcony
- 4. Valley
- 5. Underbridge Flank
- 6. Side Flank
- 7. Small Building

3. Balcony & Valley- Unlike Viaduct this map does not really have a good sniper spot as even though balcony has cover and window for sniper to shoot from, the space is too small and narrow allowing characters like soldier or Demoman to kill or force sniper to move.

1. Rail Carts - It is well evenly placed and also great way to provide cover for the players especially for character like heavy.

2. Rocky Pillars - A great small cover against flankers coming from Underbridge and players on the objective. Additionally, you can jump on the pillars to get to Balcony, all characters except from heavy can get there. They can be used to perform a quick flank to the side of Balcony by jumping on them. Characters like Demoman, soldier and scout can have a lot easier time getting there and do massive damage.

4. Valley - Bad position to stay in however a great position to have multiple path option. As you can get to the point straight from the side or go underbridge to flank and even towards the small building (7).

5. Underbridge Flank - This is a massive area on its own connected to Valley, anyone can easily flank not just scout or spy and a fight could be taking place here as well.

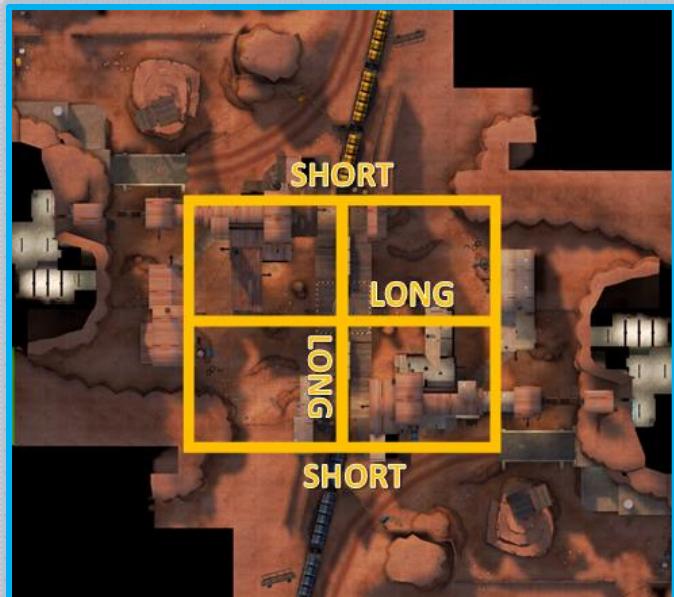
6. Side Flank - Another flank that will mostly be used by spy and scout to get behind enemy lines and take down medics or any other backlines. This is also where the engineer can place turret to cover the flank.

7. Small House - This spot is great for pyro and Demoman as they can do damage at really close range without being exposed.

Conflict point



Lane Structure



Paths



USAGE:

- ↑ HIGH
- MID
- ← LOW

PATH SPEED:

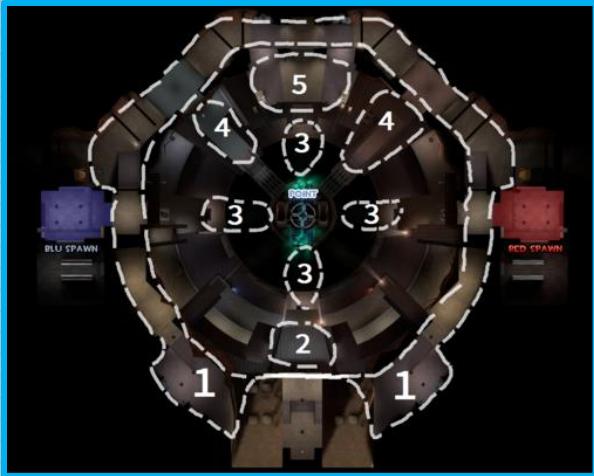
- ↑ FAST
- MID
- ← SLOW

NUCLEUS



Info about the Map

- Large map with a lot of space to fight.
- Really exposed even though the point has cover it still feels exposed.
- Has two flank routes but multiple flank opportunities from anywhere.
- Has Three exists from spawn.
- There are two layers to the map, one below layer and one normal layer.



1. Perimeter
2. Roof
3. Bridges (Not shown here as they have not yet appeared)
4. Flank Buildings
5. Access Buildings

3. Bridges - They connect to the point when the point is unlocked, multiple entrance means anyone can get to the point from anywhere.

Point - The point is not a great place to be in, it should be captured and left alone as you could be getting bombard from everywhere. You can usually jump down to Flank buildings (4) area.

2. Roof - A great spot for sniper to be as they can have clear shot to the point. Pyro and Demoman also shines here due close space.

4. Flank Building - Both flank points connect with one another under the point. Anyone can flank from there.

Under Layer - There is a lower floor that goes around the point, it can also be used as a way to flank and go towards Perimeter (1) or the Flank Building (4). You can also jump to under layer from almost any side of the map.

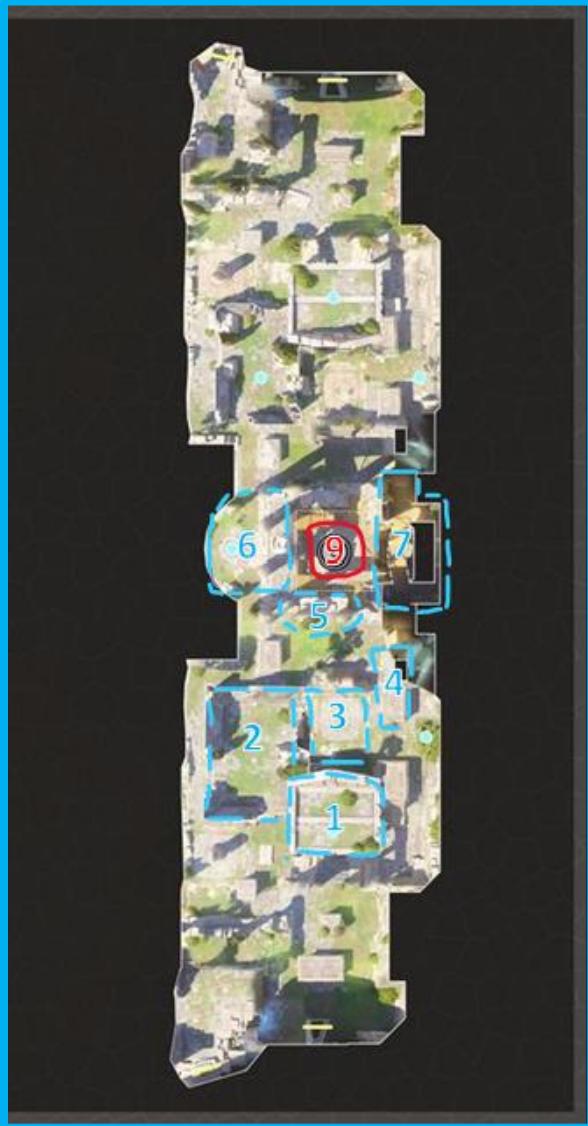
5. Access buildings - This spot has a lot more open space comparing to the roof, it also has two covers each side, making it good for heavy and any AOE damaging character such as soldier as the space is still somewhat tight

Conflict point



OVERWATCH

ILIOS - RUINS



Info about the Map

- Great number of covers
- A lot of roofs
- Multiple angles to attack from.
- One flank area (Catwalk (7))
- Wide point area to contest
- Two Exit point from spawn

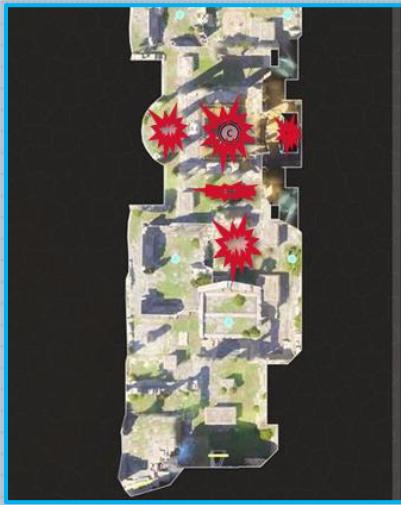
1. Theatre
2. Theatre Roof
3. Lighthouse
4. Lighthouse roof
5. Courtyard
6. Bush
7. Bench
8. Statue
9. Catwalk
10. Point

Overview

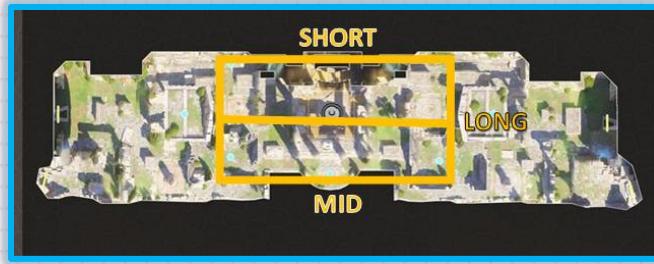
This is a well design map with lots of roof or high ground positions such as Theatre Roof (1,1), Lighthouse Roof (2,1) and Bush (4). These are great spot for characters like widowmaker and Junkrat to take position and cover. However, in tf2 this will not work as many characters cannot get to high ground without a straight path or stairs leading them to it.

The point (9) has a lot of space and angles players can poke from. I really like this idea of having a large point area that can be contested without being on the point such as attacking from statue (6) or Bench (5) and Catwalk (7), I think this can make a great design for tf2 as it could make the map feel chaotic as contesting point will be hard for both teams, but that is what tf2 is all about.

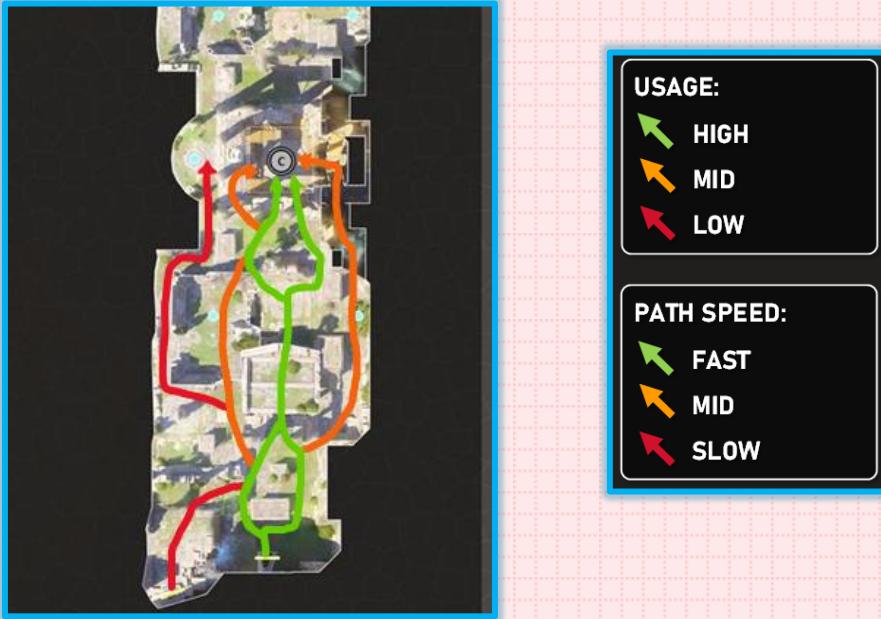
Conflict point



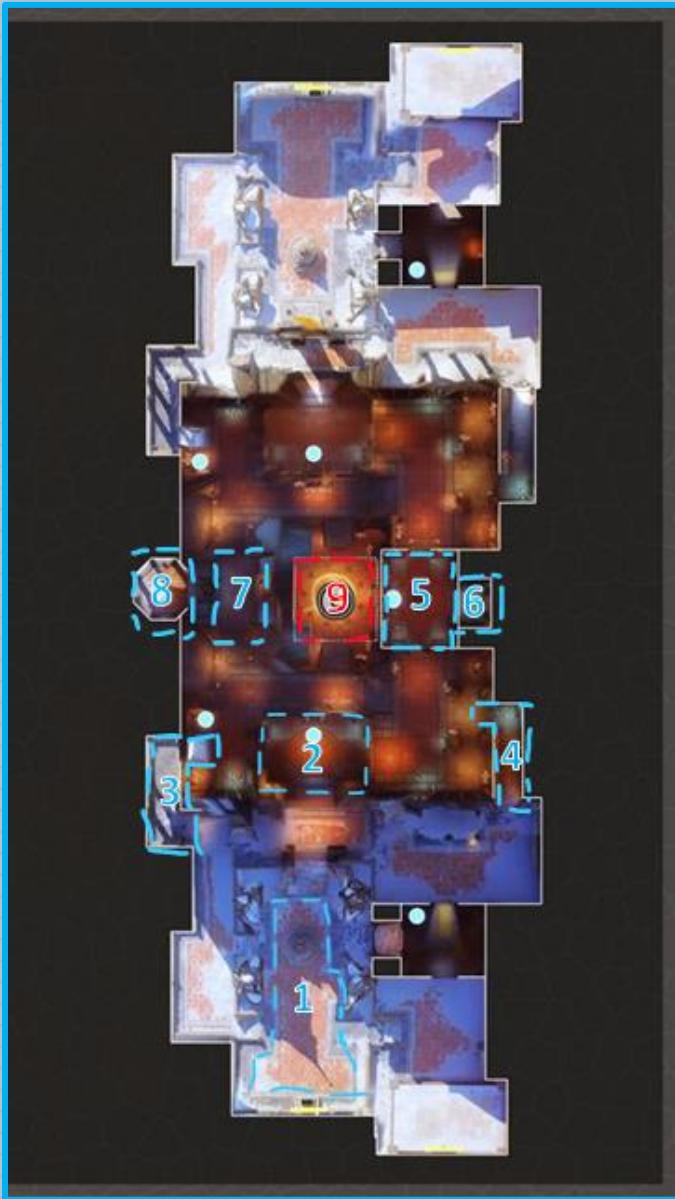
Lane Structure



Paths



OASIS - UNIVERSITY



Info about the Map

- A lot of flank paths (Cliff Flank (3), Long Flank (4), Outside Med (8) and Gap (6))
- Two Exit point from spawn
- Small point area with cliff next to the Ledge (7)
- Heavy Indoor map

1. Spawn Area
2. Main
3. Cliff Flank
4. Long flank
5. Back room
6. Above Back room gap
7. Ledge
8. Outside Med
9. Point

Overview

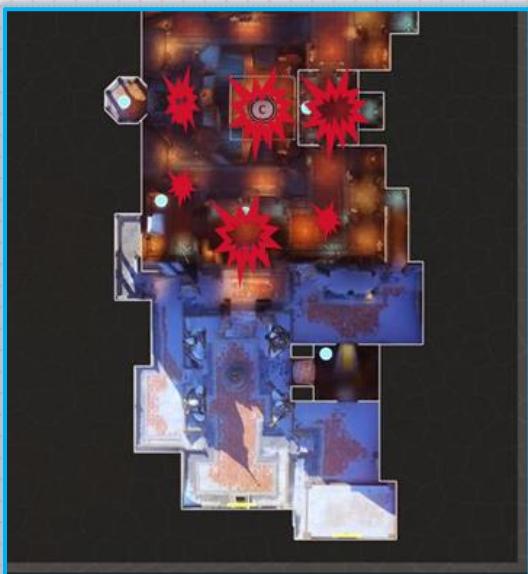
The map has a lot of flank areas such as the Cliff Flank (3) and Long Flank (4) which can be used by anyone and is mainly used when main is being contested by enemy team.

Outside Med is also a place some character can flank to such as Genji, Junkrat, widowmaker and so on.

Players can also easily get behind enemies by going through Above Back Room (5.) or jumping through Gap (6) and getting behind them in Back Room (5).

I really like this map as it has a lot of flank routes and opportunity, I might take them in to consideration when making flank routes for my map. However, the map is well designed for 5 v 5 and it will not work for tf2 as tf2 has.

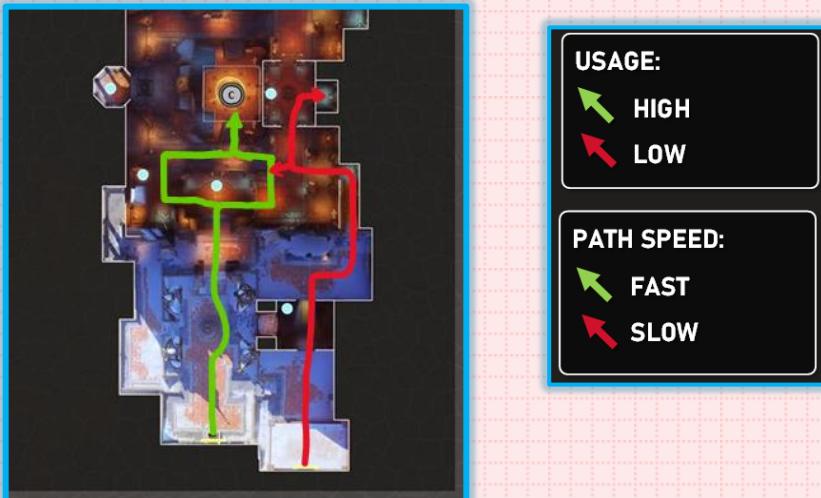
Conflict Point



Lane Structure

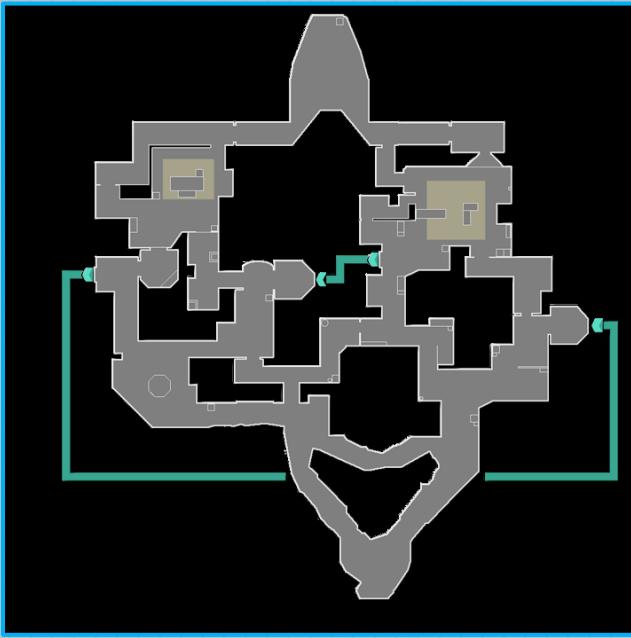


Paths



VALORANT

BIND



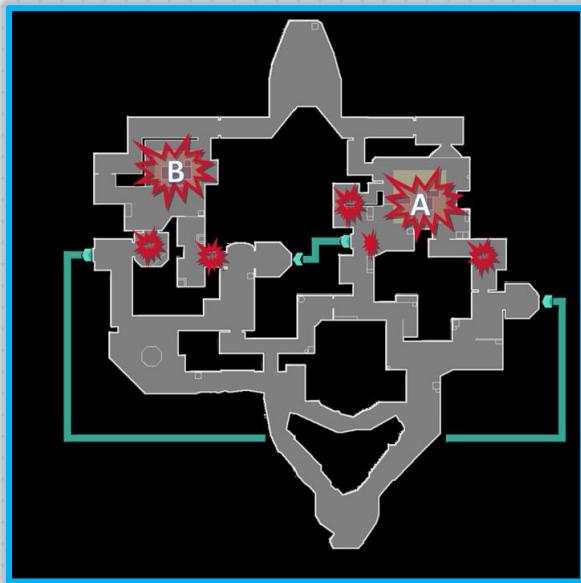
Overview

The Game is more of slow phase game and has different playstyle comparing to tf2. This layout will not work for my map design, since I want to make a Symmetrical map mean while this map is asymmetry. However, I can take rotating from one to another a consideration for my map.

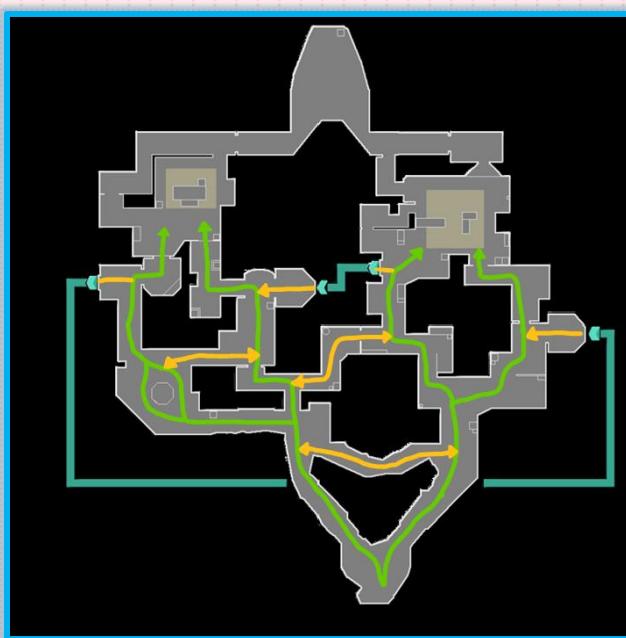
Info about the Map

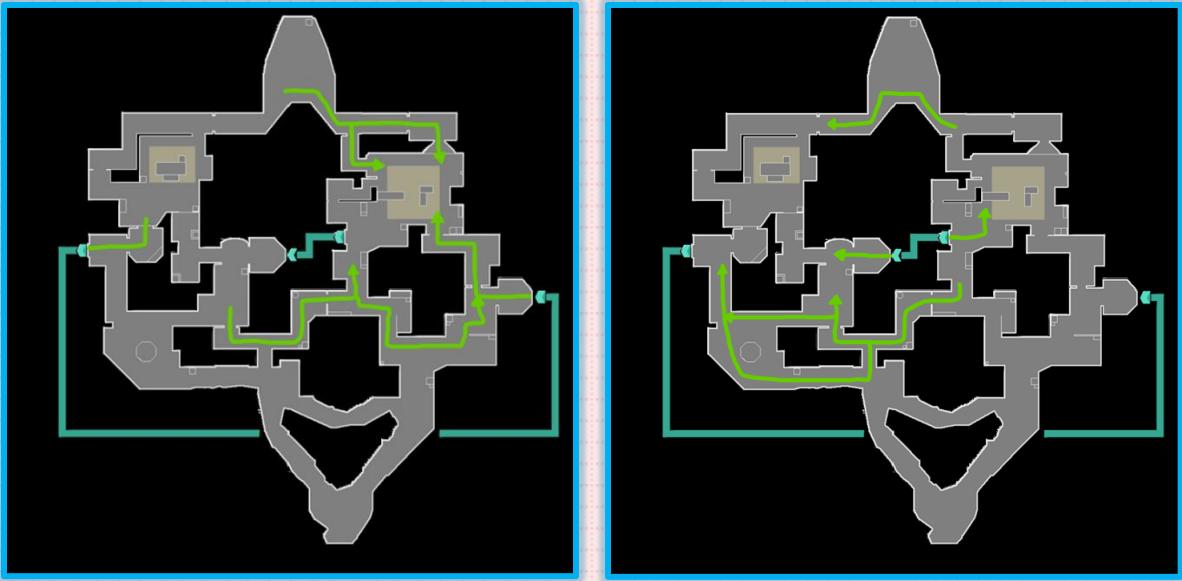
- The map has a lot of rotate (go from one point to another or path to another). These paths are only applied for attackers.
- There are no flanks towards the point as even taking teleport will lead to going to the point from attacker side.
- If the point is captured (spike planted) the defenders have a lot of paths they can take to get to the point, there is no such this as flank as it is all about taking different paths.
- Open space around the point with covers as that is where the fight will be taking place.

Conflict Point



Paths





OVERALL OVERVIEW

After analysing and searching three different games, two with same game mode and making small comparison, I think I have better idea of how tf2 map works and what makes a good KOTH map or multiplayer map. For example, having three spawn exits to prevent spawn camping. Adding flanks to allow attackers the opportunity to take the point back, which creates little strategy as scout could be trying to flank mean while engineer will place turrets to cover the flanks . Additionally, having multiple angles to attack the point can make the game feel chaotic to give the original tf2 feeling to the map. Finally, making sure that attackers and both have somewhat even chance to contest the point once the point has been taken.

PICKUP RESEARCH KEYS



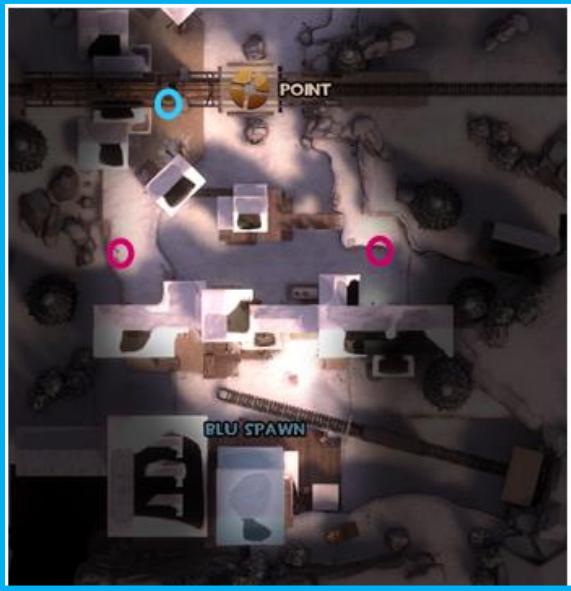
TEAM FORTRESS TWO BADLANDS



Info

- Four ammo packs and 3 health packs
- An ammo pack and health pack are too close to spawn
 - not good as players will need to go all the way back pretty much towards the spawn.

VIADUCT

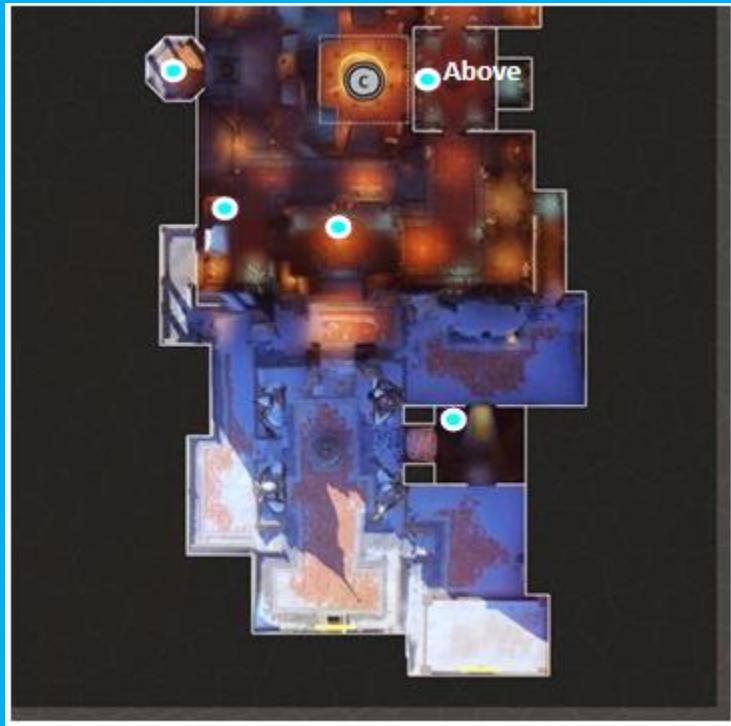


Info

- Three ammo pack and two health pack
- Nicely placed away from spawn and point
- One ammo is placed right next to the point.

OVERWATCH

OASIS - UNIVERSITY

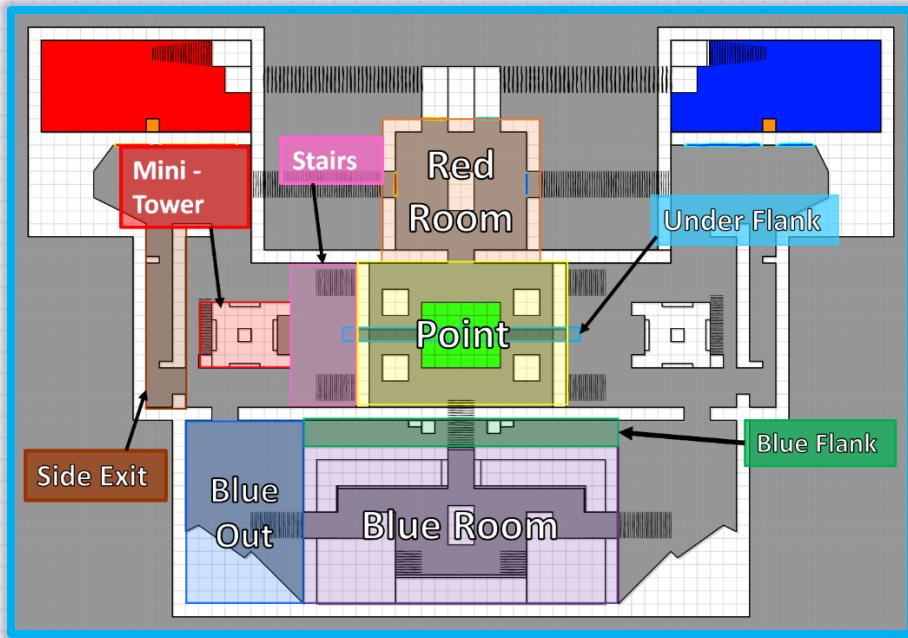


Info

- Four large and one mini med
- Well spread away from point and spawn
- Does not have Ammo packs since the game does not require any ammo to refill.

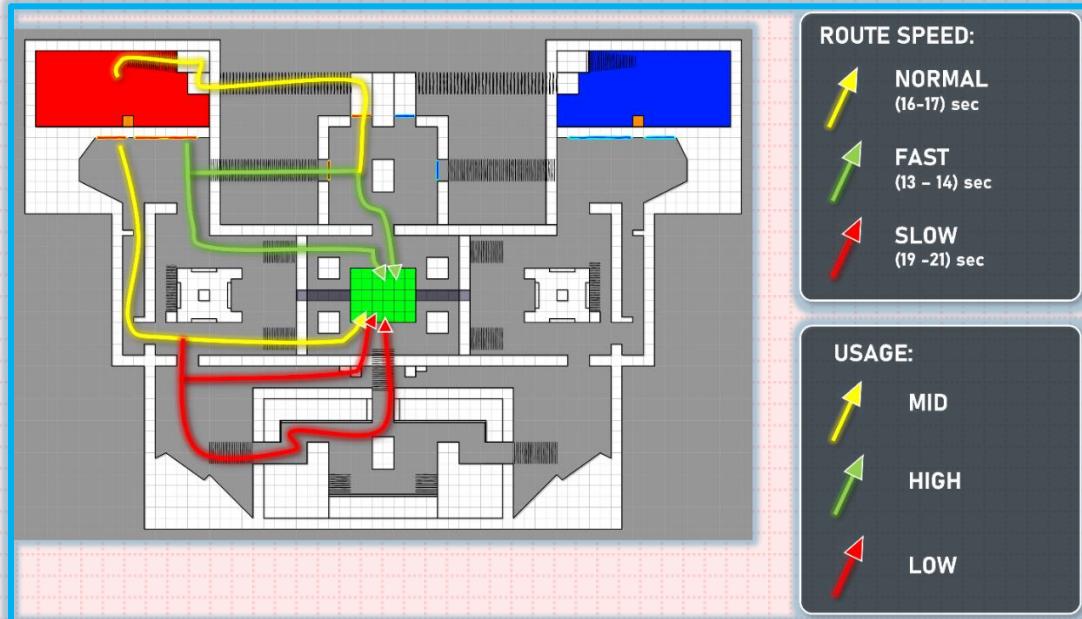
MY MAP OVERVIEW

CALLOUTS



ALL PATHS TO POINT

There are Multiple paths to the point, allowing players or attackers more options in the map.



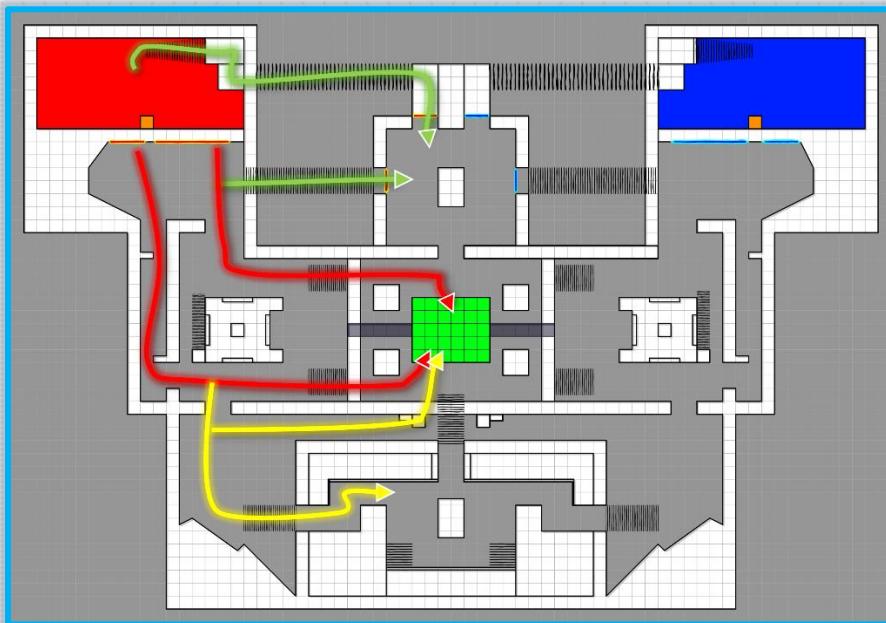
CHARACTER PATHS

Keys



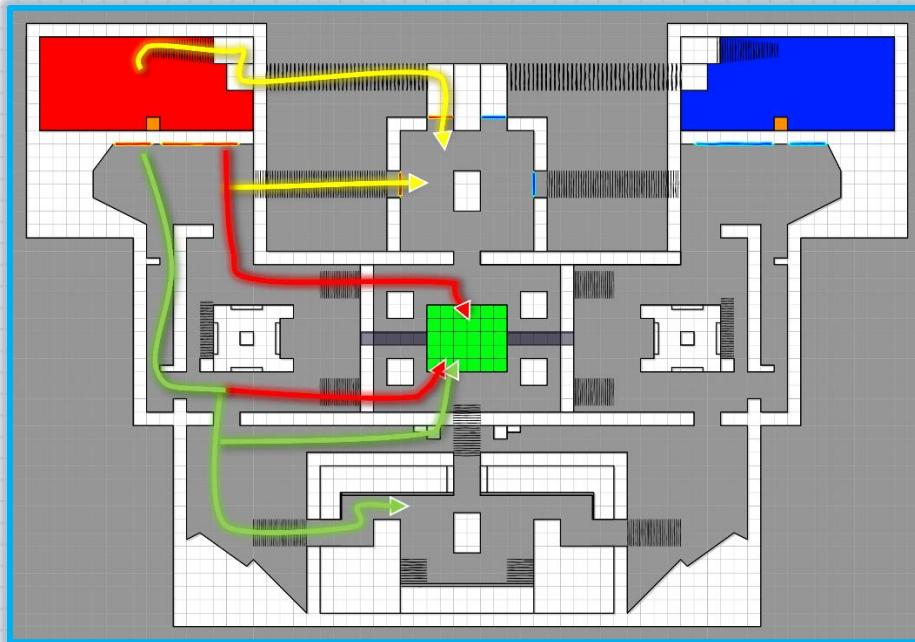
DEMOMAN & PYRO

- ❖ They will mainly prefer to go to Red Room since it is the smallest where they have the most advantage.
- ❖ They may also go to Yellow Room where they still have somewhat of an advantage if they play around the cover right.
- ❖ Going directly to the point is the lowest as they will be too exposed for it.



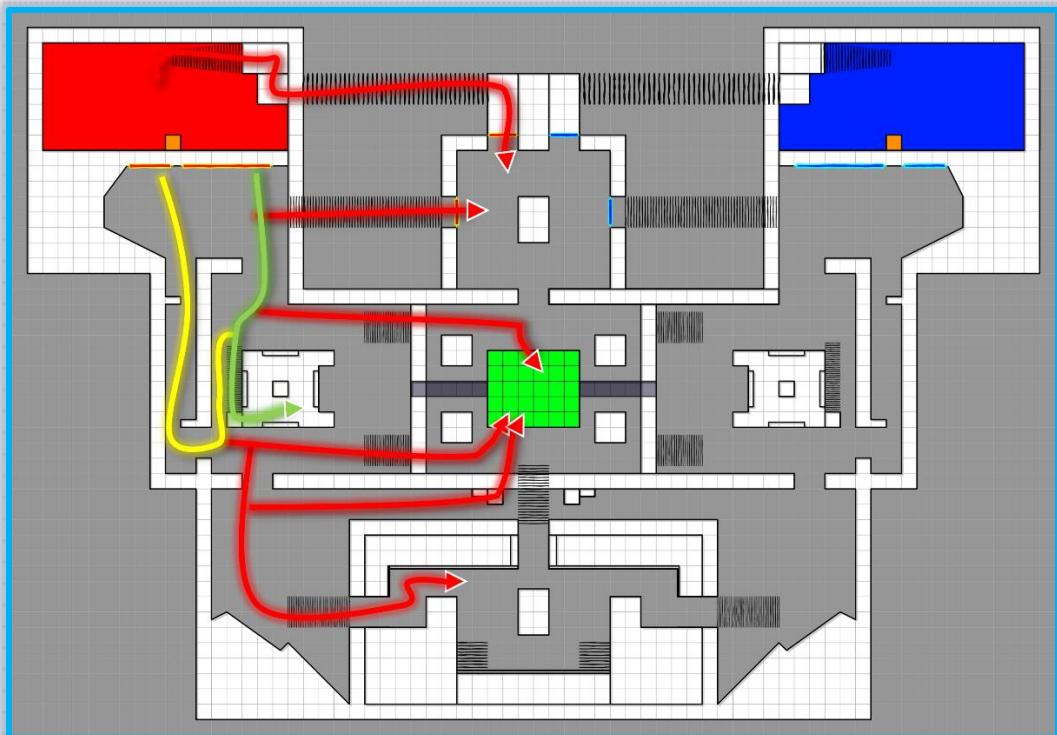
SOLDIER

- ❖ Mainly would go towards the Blue room as it is safer and provides him with angles to shoot from.
- ❖ May go to Red Room as the space is very narrow and his splash damage could be effective.
- ❖ Avoid going to point directly as he will be lower ground so he will need to land direct shots, which can be hard.



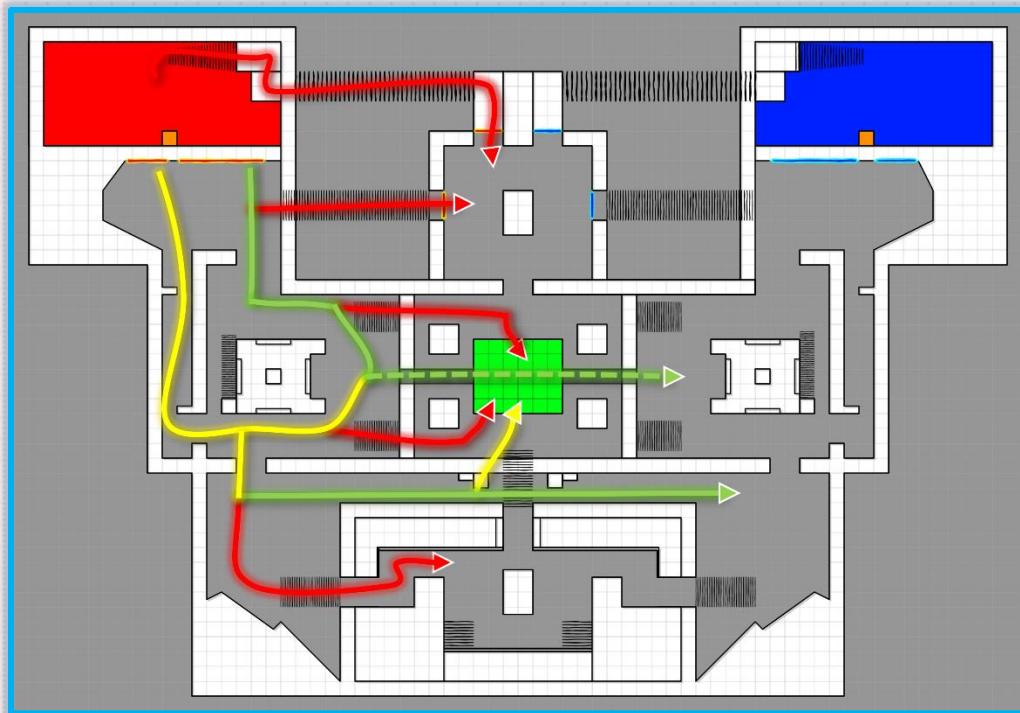
SNIPER

- ❖ Would always prefer to go towards the tower directly to position himself quickly.
- ❖ May take a long route to Mini-Tower if enemies are spamming the main exit.
- ❖ Avoid any other rooms as he will always have a disadvantage there.



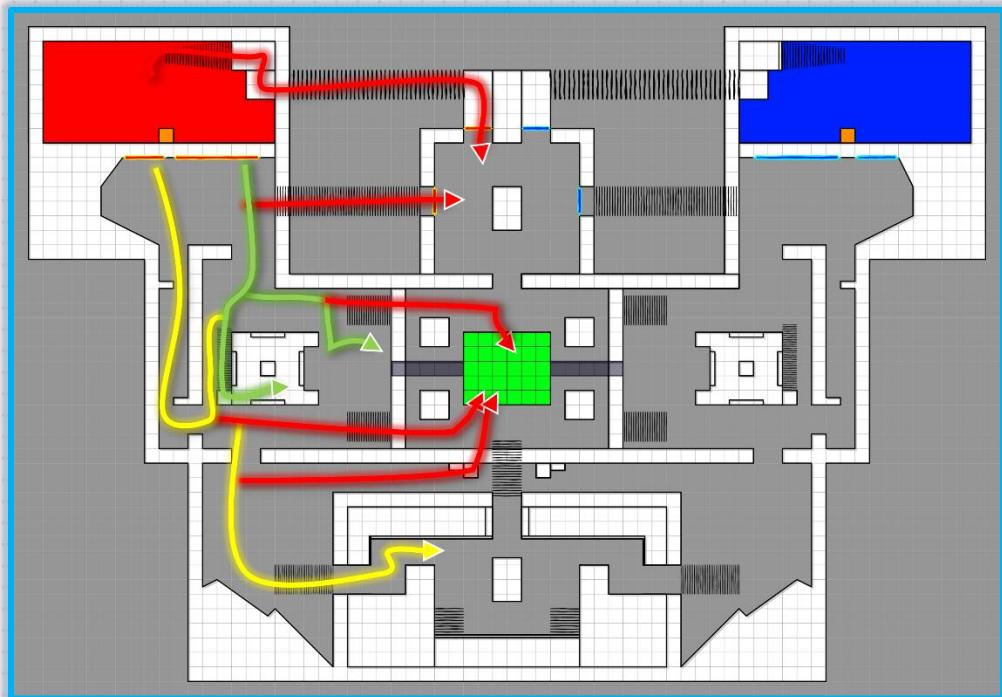
SCOUT & SPY

- ❖ They will mainly prefer to take the flank routes; the under-point flank is the quickest.
- ❖ They may choose to take a long blue flank route if the point area is heavily defended.
- ❖ Avoid going into the rooms as their first choice, as their playstyle is best suited for flank.



ENGINEER

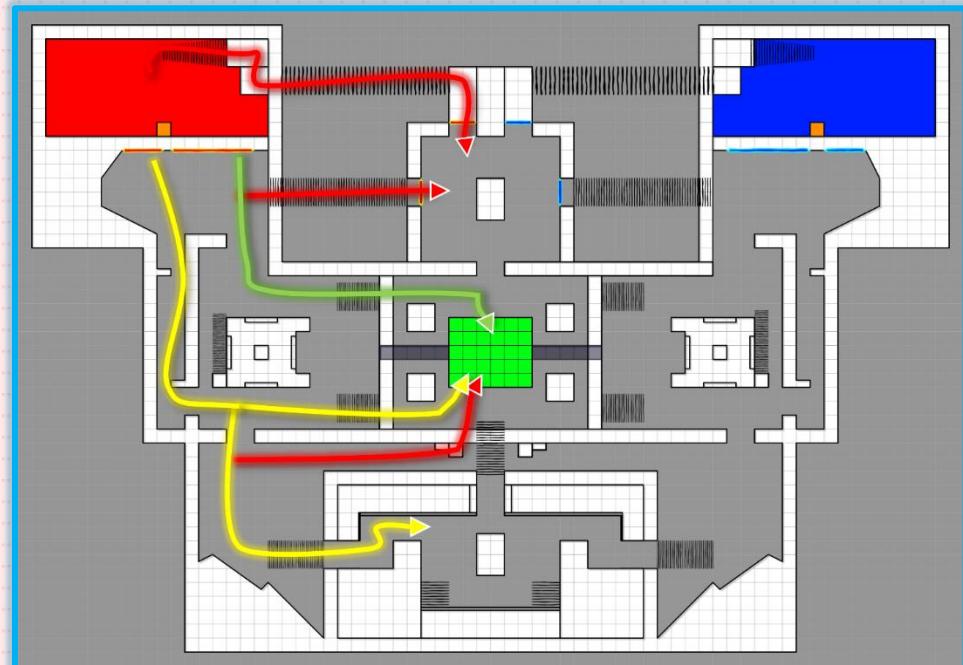
- ❖ Would mainly take routes that will be used to place his buildings, such as going to tower to place Sentry, and going to the side of the point to place the supplies.
- ❖ May go to blue room to contest as he can use shotgun with cover.
- ❖ Avoid going to red room as there isn't much cover, also avoid going to point as he isn't much of a fighter, unless he wants to contest the point.



HEAVY & MEDIC

They will usually play together so their paths will be similar.

- ❖ Will mainly go to point directly from main exit.
- ❖ May take a long route to the point of the main exit if it is going spammed at a lot.
May also choose to go to blue room first to have more cover.
- ❖ Avoid going to Red Room as there is less cover, the blue flank side also maybe avoided as it is very narrow.

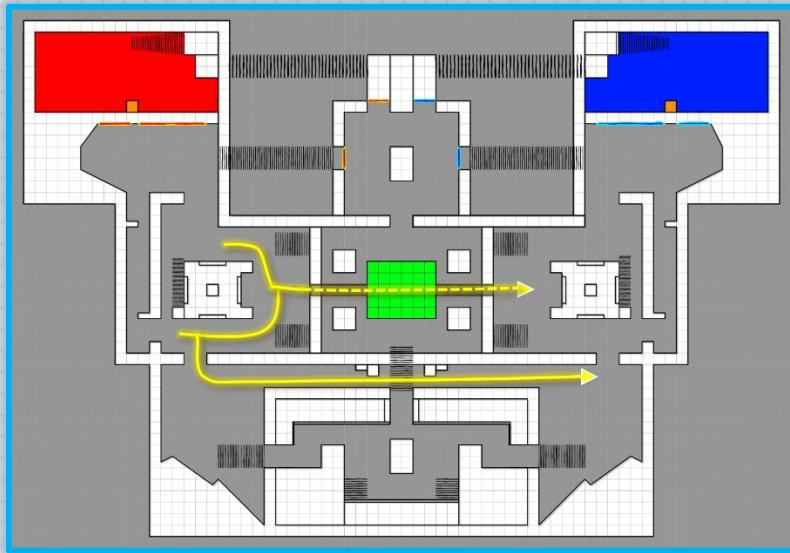


FLANK ROUTES

I have added two flank routes to encourage players to attack or defend from multiple angles.

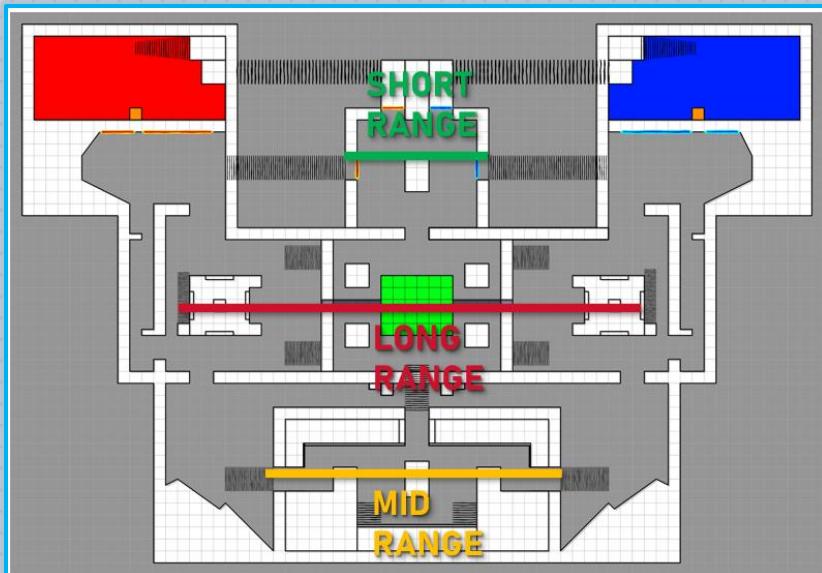
Flank routes:

- Under point
- Between point and Blue Room.



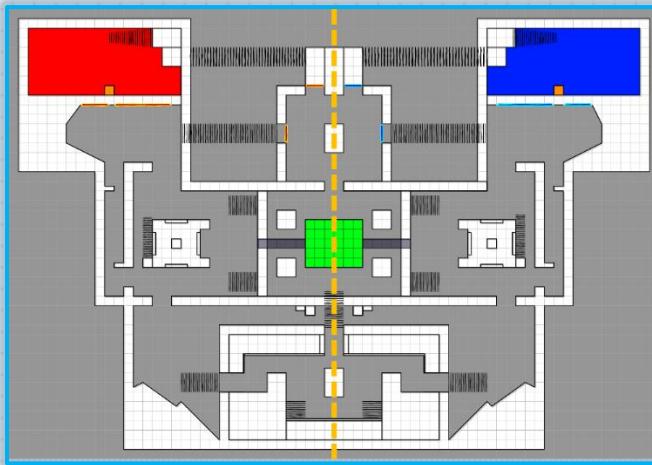
LANE STRUCTURE

The structure is split into rooms and the point, as the red room represents short range, Blue room represents medium range, and the point represents long range.



REFLECTIVE SYMMETRY

The map is a reflective symmetry as both sides of the map are the same and divided in half.

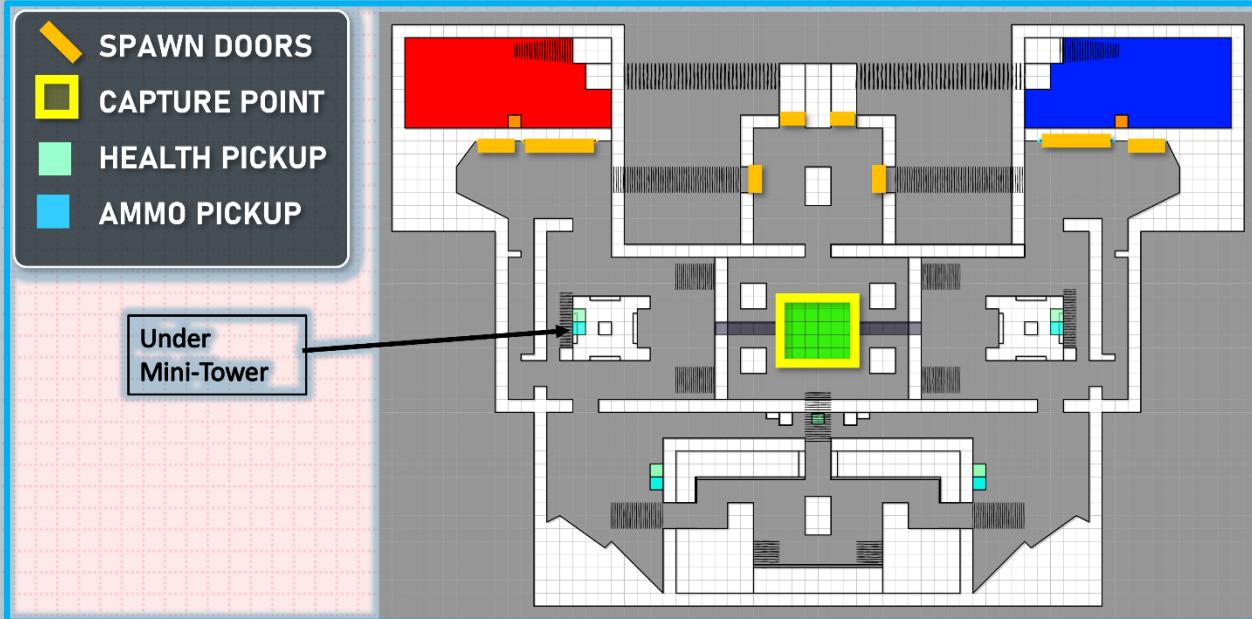


GAMEPLAY ELEMENTS

There are 4 spawn doors on each side of the map.

Total of Pickups:

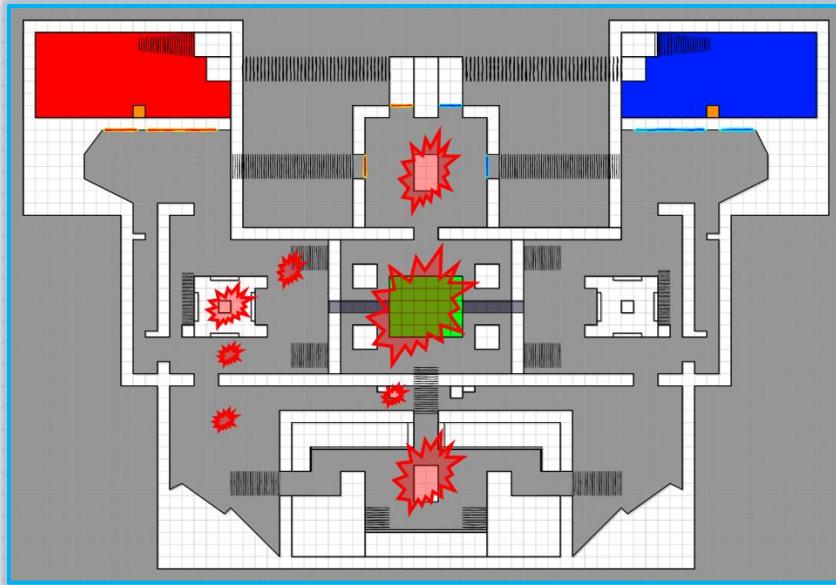
- Two ammo and health kit on each side
- One health kit in the middle



CONFLICT POINTS

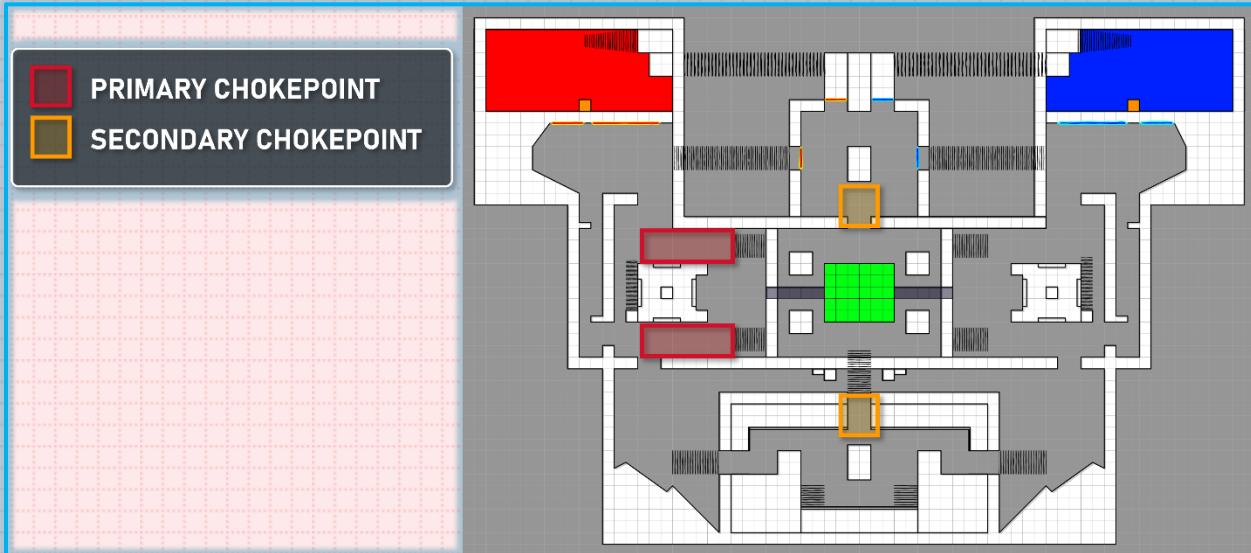
The key conflict spots are:

- Side rooms such as Red Room and Blue Room.
- Mini-Tower.
- Point.



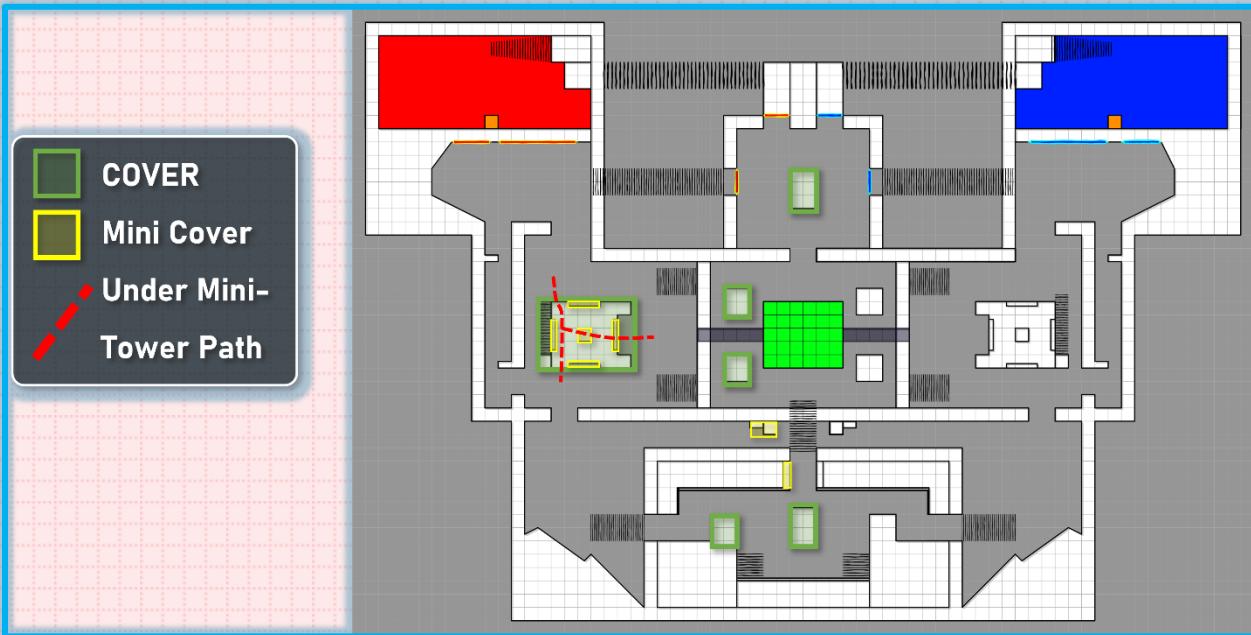
CHOKE POINTS

The side rooms are considered secondary as the primary chokepoint is the main entrance where most of the fights will be taking place.



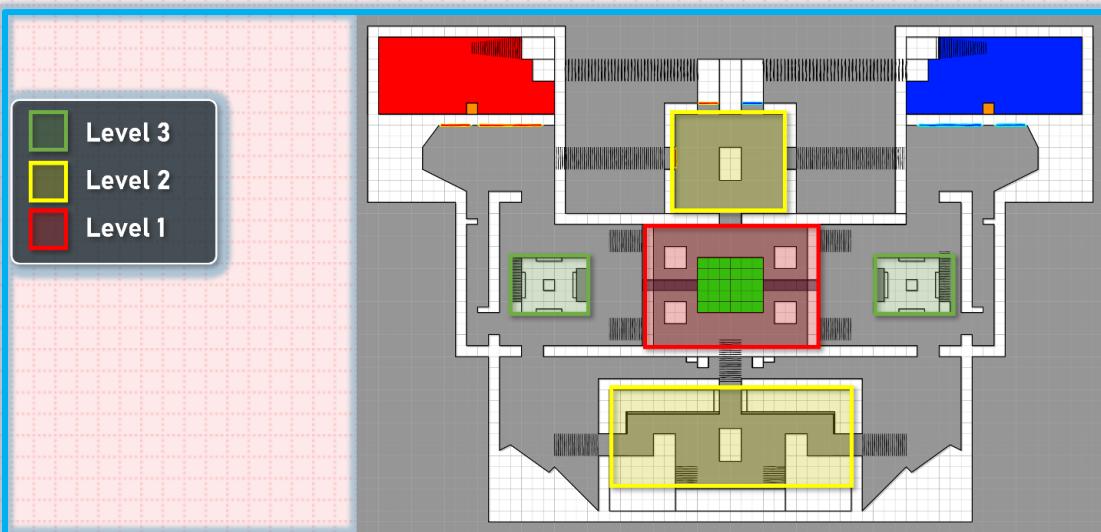
COVER

There aren't many covers when trying to attack the point from main entrance beside the mini tower. This is because I wanted players to use the side rooms to capture the point.



HIGH GROUND

There are three levels of high ground, Level 3 being the highest and Level 1 being the lowest. Level 3 is most likely going to be used by Sniper and Engineer, meanwhile Level 2 will be used by Demoman and Solider. However, any level from 2 to 1 and below can be used by any characters.

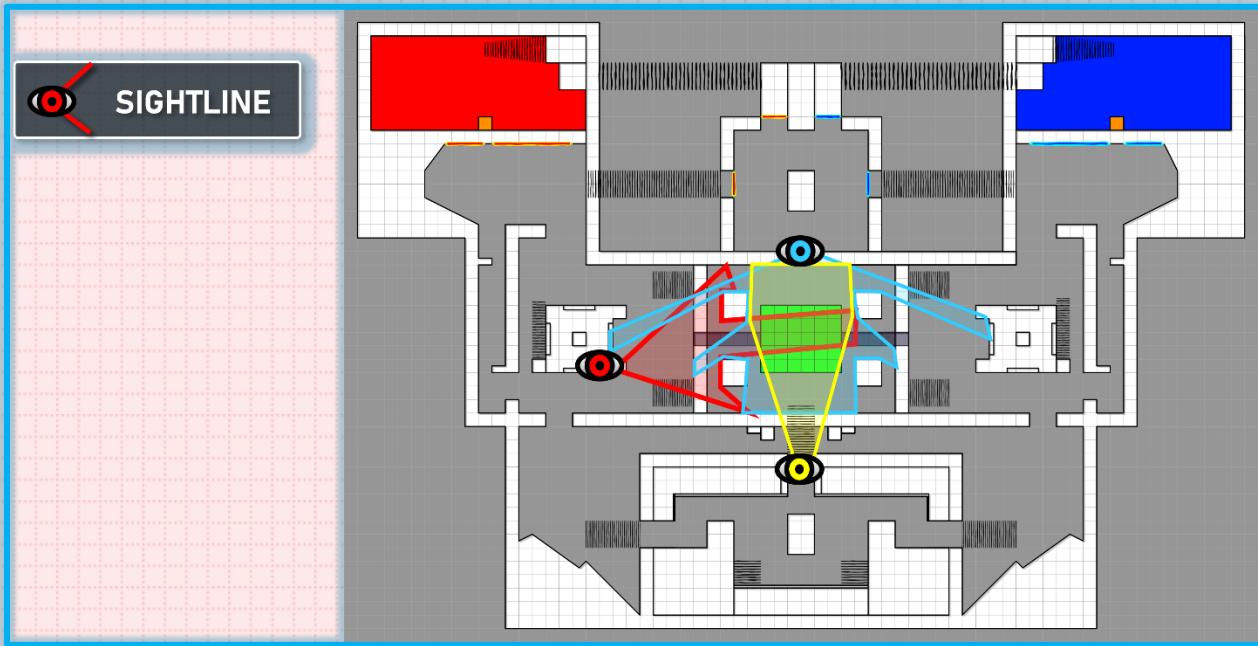


SIGHTLINES

These are the key sightlines that players can use:

- Red - Sightlines for Sniper and Engineer Sentry specifically.
- Yellow & Blue - For any characters.

The sightliness range and angle can vary depending on how far players are trying to peak, of course the further they peak, the more exposed they will be.



LEVEL STRUCTURES



The map is Network structure as every part of the map is connected and have impact on the point.

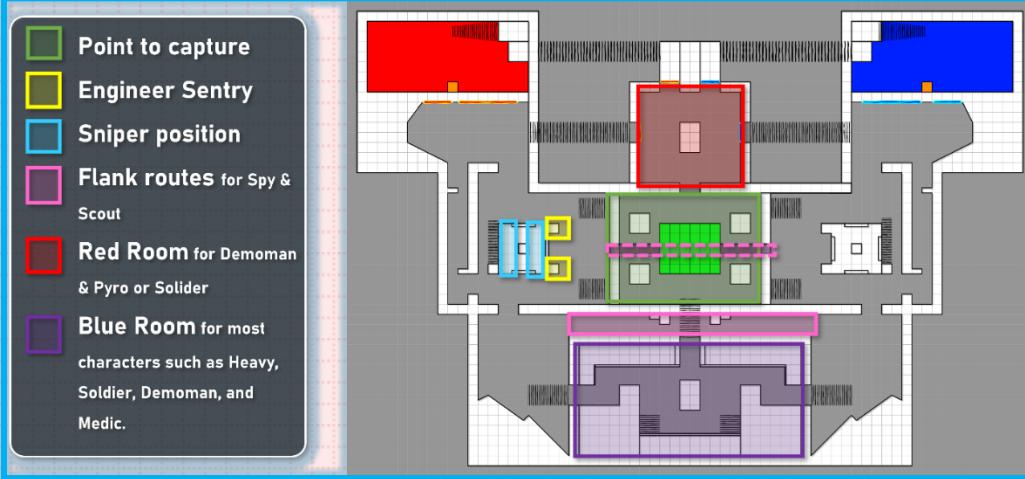
ZONING TABLE



The table shows which character is strong in what area or where they would prefer to fight the most.

Expectation	Red Room	Blue Room	Tower	Point	Flank Routes
Scout	Yellow	Yellow	Red	Yellow	Green
Spy	Red	Yellow	Red	Yellow	Green
Soldier	Green	Green	Red	Green	Yellow
Demoman	Green	Green	Red	Yellow	Red
Pyro	Green	Green	Red	Yellow	Red
Heavy	Yellow	Green	Red	Green	Red
Medic	Red	Green	Red	Green	Yellow
Sniper	Red	Red	Green	Red	Red
Engineer	Red	Yellow	Green	Yellow	Red

POINTS OF INTEREST

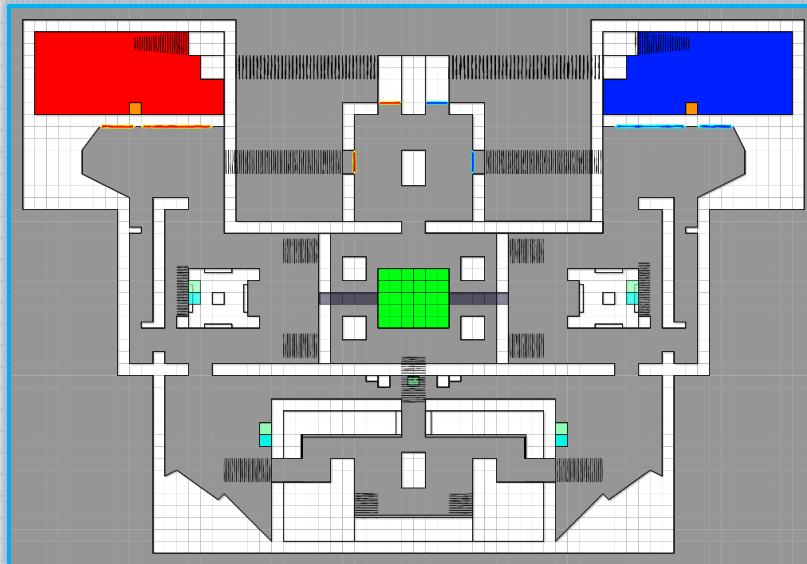


PICKUPS

All the pickups are medium size. They are placed away from spawn and the point:

- Outside blue room.
- Under Mini-Tower.
- Between point and the blue room.

I chose not to have full health kit, as I had it before between the blue room and the point. However, I received feedback that it was too overpowering and so I changed it to medium. Alternatively, I could have kept the full health kit but placed it further away from the point.



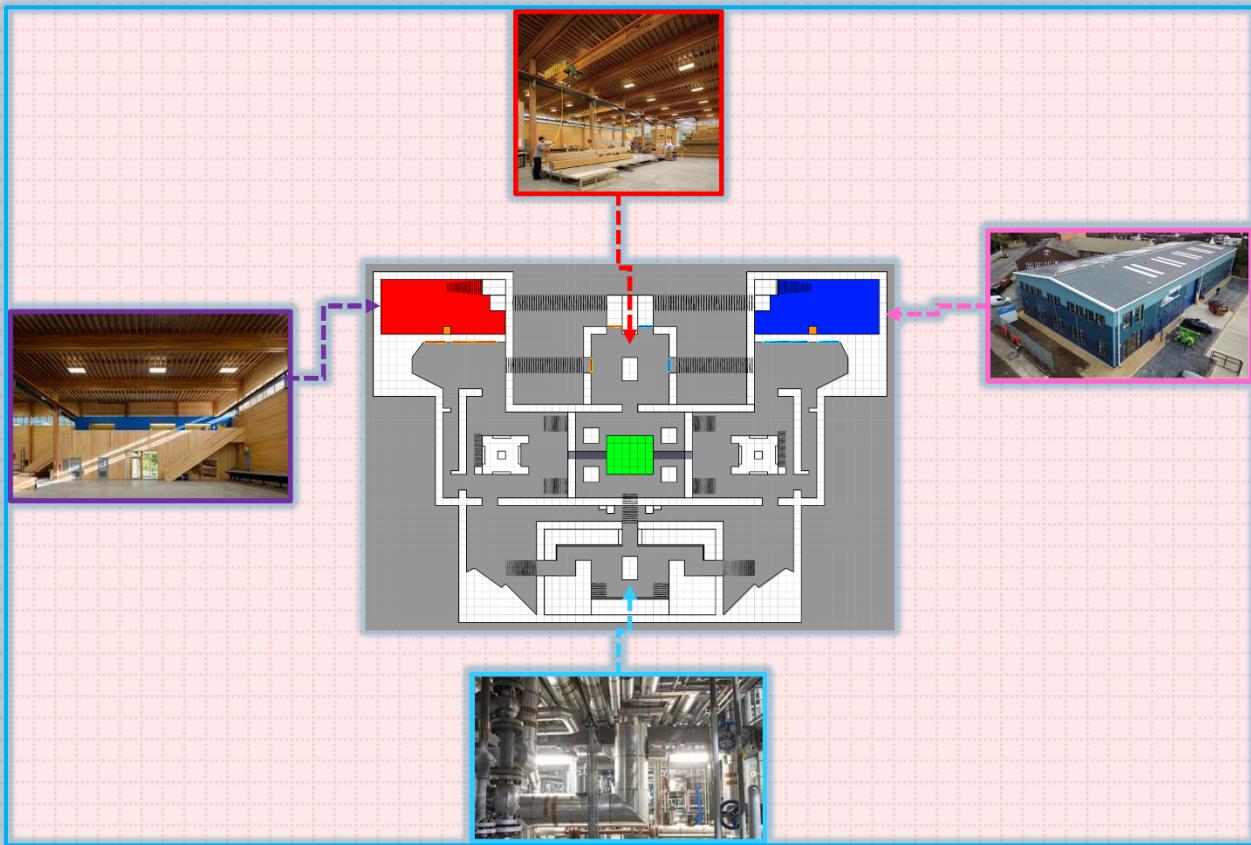
AESTHETICS (LOOK AND FEEL)

SETTING

The theme I am going for is more of cowboy style or desert theme such as the official badlands map.



VISUAL DEVELOPMENT



AFFORDANCE

Arrows

I added arrows to my game to help direct the players to the point, as without them during my play testing players were getting lost.



Capture point Highlight

I have added a little texture overlay on to the ground to allow players to see where they need to stand on to capture the point.



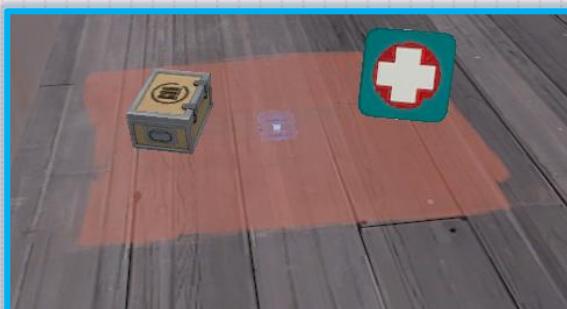
Map Texture

I textured the map to have split visual of half being blue side and half being red, not only does this fit the TF2 theme but it also helps the players know when they are going to the enemy side and give sense of danger.



Pickup Marker

I added little overlay under pickups location to allow players to know where the pickups will be spawning.



BALANCE CONSIDERATIONS

SPAWN

Multiple exits from spawn

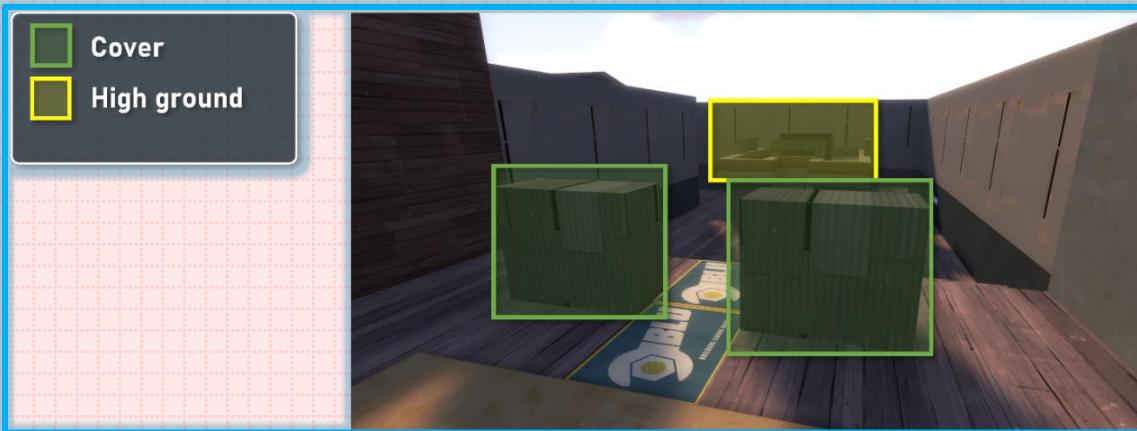
In my map there are 3 Exit from spawn however there are 4 different paths players can take after getting out of spawn. This is to prevent spawn camping as well as make the map more flexible with multiple different angles for players to choose from.



CAPTURE POINT

Sniper & Sentry Cover

Needed to make sure that players had some cover against players in high ground especially the Sniper, mean while also allowing Snipers the opportunity to kill players on the point.



HIGH GROUND

No Fall damages.

When jumping off the Mini-Tower I did not want a Sniper or players to take fall damage when jumping down, as this would be unfair and unfun. For example, Sniper trying to escape from Scout or Spy.

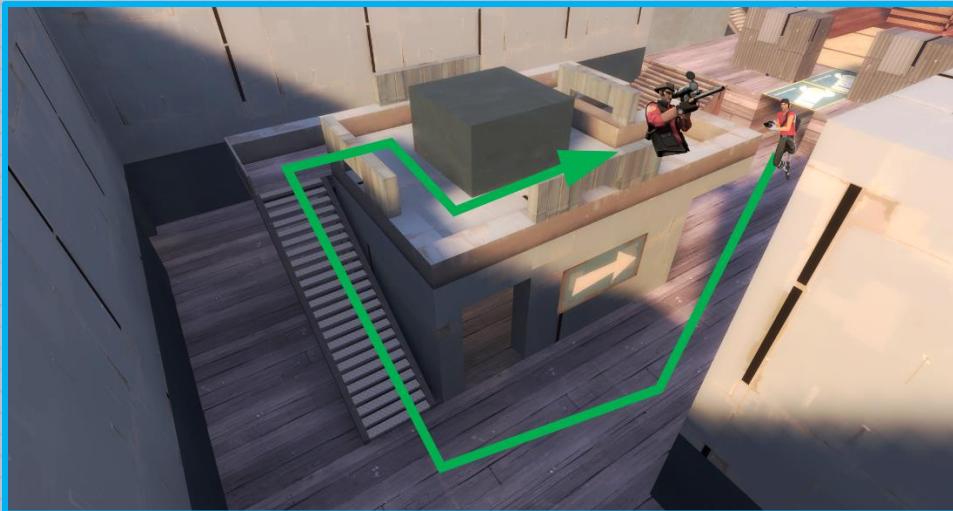


Cover

Both sides have high ground which means Sniper lvl is likely to happen, so providing cover could have things more interesting, it can also help protect the players or Sniper from getting spammed at from the point.

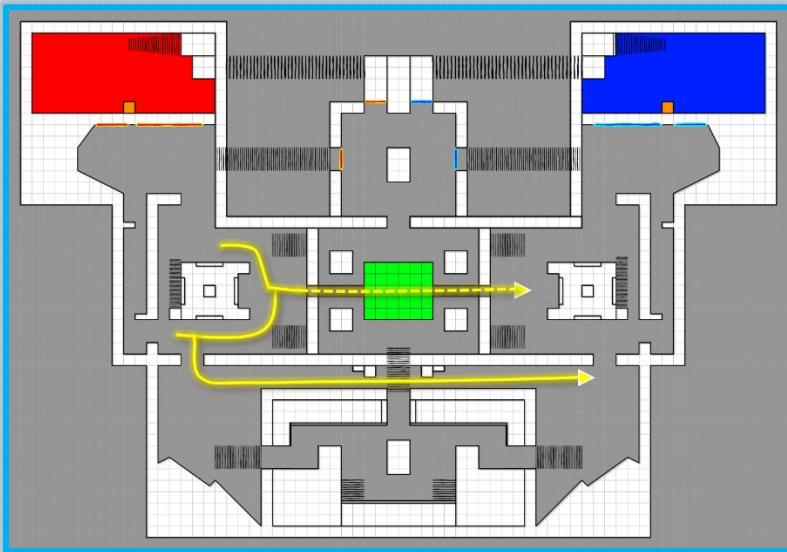
High ground entrance

I needed to make sure that flankers can get to the high ground such as the Mini-Tower which is why I decided to add stairs as it would be unfair to have no counter play to players in high ground.



FLANK

I made sure to have flank routes, I ended up adding two flank routes into the game to allow players more options when playing as Scout or Spy, not only that but the Blue Flank route can be used by any player, since you can jump down from point area or the blue room and make your way behind enemies.



PICKUPS

I made sure that most of the pickups are away from the point beside from one medium health kit which both teams can contest for but even then, players will need to jump down to pick it up and in doing so get away from point.

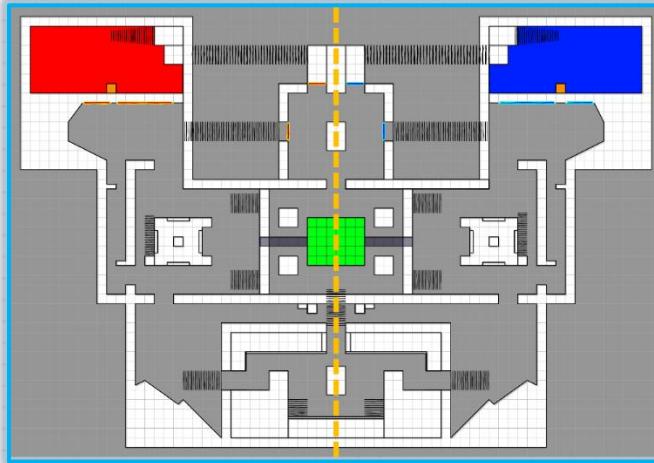
ROOMS/BUILDINGS

I need to make sure that all the buildings and rooms on the map had some sort of impact on the point or else there would be no point going there. Which is why the rooms have sightlines that allow players to shoot at the players on the point and even enter point.



MAP STRUCTURE

To make sure that both teams had even advantage on the map I made the map symmetrical. This also fits well with the Koth game mode standard and makes balancing the map much easier.



DEFEND & ATTACK

I needed to make sure that it is easy for players to retake the point(attack) as well as have fighting chance against attackers (defend). To do that I created side rooms next to the point that attackers will need to use to take back the point and split the defenders. The defenders will have their usual advantage of positioning themselves first before attackers come in.

EXPECTED ISSUES

One of the issues I am sort of expecting to take place is Red Room not being as easy to defend as it turns out to be, since once the players jump down to the point they cannot go back up to the Red Room.

However, some characters such as Scout double jump, Demoman, and Soldier rocket jump can help them get there, but even then, Scout isn't good in that room due to it being narrow and the rocket jump will cost players health. As for other characters such as Pyro they will just have to move to Blue Room or go all the way back towards the spawn to get to the Red Room. Although, Pyro is still good in the Blue Room due to the cover provided.