

U-LAND TESTING DOCUMENT

(ARSALAN SYED)



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PLAYTESTING 1

TESTING PLAN

Overview

Plan is to create a survey using Microsoft Forms and use it to gather feedback regarding my map. The questions will be more general as I want players to give their opinion about each part of the map and how they felt about it. This will help me improve those section of the maps and then later focus more on specific things in each part of the map.

Plan

I wanted to know who played, what to understand from what character perspective am I receiving my feedback from. This will help me understand and do my own playtesting to see if the changes I will make will have the impact on the right character.

Multiplayer Level Design Playtest1

This data will be used to improve my level

1. What class did you play as? *

- Heavy
- Demoman
- Engineer
- Pyro
- Soldier
- Spy
- Scout
- Medic
- Sniper

For all the key areas of the map, I asked questions such as rating for that specific area and why that rating was given. This was to see if players liked that area or not and why, to help me understand how I can improve that part of the map.

2. How good was the Red Room for your chosen class? *



3. Why did you give the Red Room that rating? :::

Enter your answer

4. How good was the Blue Room for your chosen class?



5. Why did you give the Blue Room that rating?

Enter your answer

6. How good was the Point Area for your chosen class? *



7. Why did you give Point Area that rating?

Enter your answer

8. How good were the flank routes (Under point flank & Blue Room side flank)? *



9. Why did you give the flank routes that rating?

Enter your answer

10. How would you rate the spawn exit? *



11. Why did you give spawn exit that rating?

Enter your answer

12. How would you rate the Tower? *



13. Why did you give the Tower that rating?

Enter your answer

I then asked more general questions to get overview of the map regarding bugs, balance issue and overal imrpovement that can be made.

14. Any exploits or issues found?

Enter your answer

15. Did the Map feel balanced?

⋮

- Yes
- No
- Maybe

16. If No or Maybe, please tell me why you chose those options?

Enter your answer

17. Overall what changes does the map need? *

Enter your answer

TESTING RESULTS

7 Responses 10:03 Average time to complete Active Status

[View results](#) [Open in Excel](#) ...

1. What class did you play as?

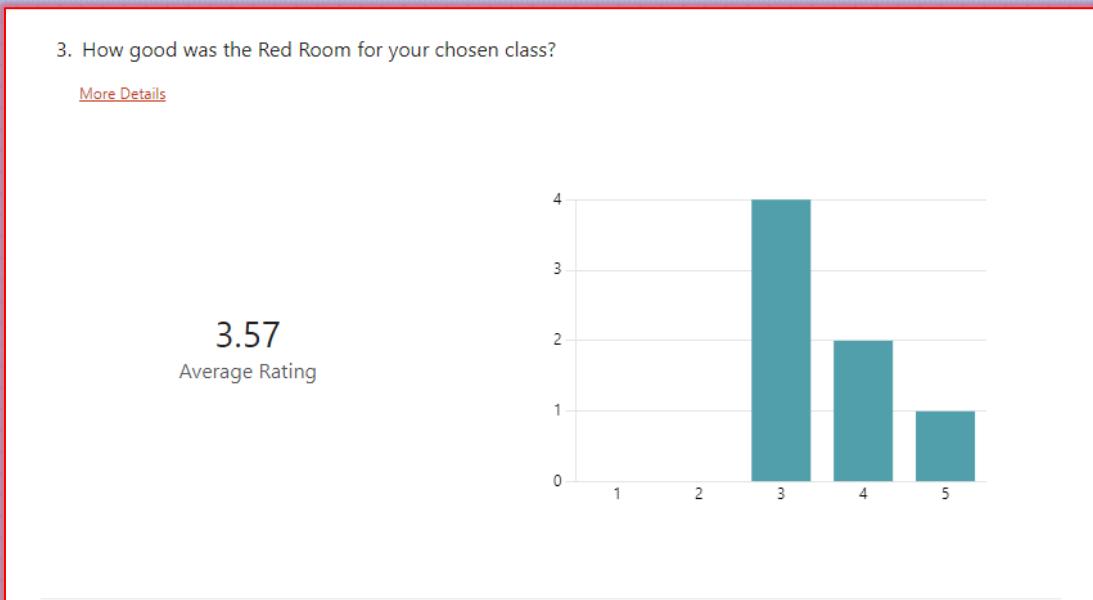
[More Details](#)

Class	Count
Heavy	3
Demoman	0
Engineer	1
Pyro	1
Soldier	1
Spy	0
Scout	3
Medic	0
Sniper	1

3. How good was the Red Room for your chosen class?

[More Details](#)

3.57 Average Rating



4. Why did you give the Red Room that rating?

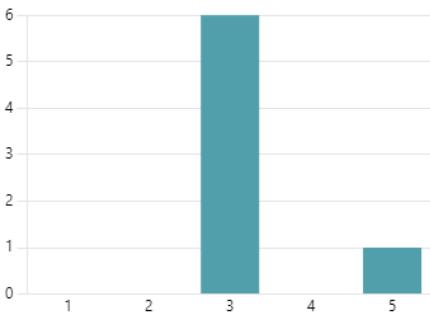
7 Responses

ID ↑	Name	Responses
1	Damian TYMINSKI	Good fore close combat easy access to the capture point.
2	Damian TYMINSKI	I would end up taking damage from my own shots, which made it hard for me to play in that room but it was still playable. However, as Pyro I felt powerful as I was in range of my opponents all the time and did not have to chase them from my cover.
3	Bilal PATEL	For sniper it was really bad as I had no space to snipe or contest the room and playing inside it was out of the equation. As heavy I didn't have much cover but I had an easier time hitting enemies in small areas, however, it was hard for me to take cover from multiple-direction attacks, there for I was dying quickly.
4	Bilal PATEL	I think it was pretty great, multiple ways to go out of the spawn and straight into the action! This is why I gave it a 5-star
5	Rose TYLER	idk i just went to the point
6	Tom MEERE	Red room was an interesting design, made for some fun gameplay
7	Antonijs JEMELJANOVS	Just a regular room, cover haven't been utilised

5. How good was the Blue Room for your chosen class?

[More Details](#)

3.29
Average Rating



6. Why did you give the Blue Room that rating?

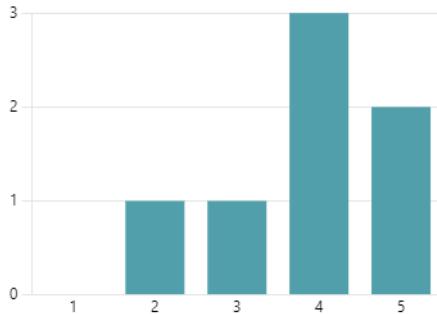
6 Responses

ID ↑	Name	Responses
1	Damian TYMINSKI	Good use of verticality and cover.
2	Damian TYMINSKI	I had a lot of cover for me to shoot from, while also being able to take advantage of my splash damage as soldier. However, room felt too empty and open at the same time, maybe adding some elevation could make the room feel more diverse.
3	Bilal PATEL	This time around I had some space as a sniper but even then I would not choose to be there. As Heavy I liked the cover I had in the middle and I found it easy to take control of the area.
4	Bilal PATEL	Same with the blue spawn room, I thought it was pretty great, multiple ways to go out of the spawn and straight into the action!
5	Rose TYLER	idk i just went to the point
6	Antonijs JEMELJANOVS	Just a regular room, cover haven't been utilised

7. How good was the Point Area for your chosen class?

[More Details](#)

3.86
Average Rating



8. Why did you give Point Area that rating?

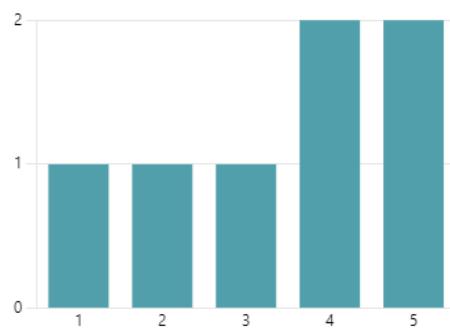
7 Responses

ID ↑	Name	Responses
1	Damian TYMINSKI	Ferly open hover smart use of cover could prevent snipers form hitting you.
2	Damian TYMINSKI	The point was too open or wide with a lot of not needed space, maybe shrink it a little to make contesting it more fun.
3	Bilal PATEL	As a Sniper shooting at enemies from the tower felt too easy as I had clear shots, however, the tower felt a little too far away from the point, although I still had an easier time landing my shots. Since there was no cover on the point from my line of sight.
4	Bilal PATEL	I think the point area is fantastic, especially having both a way to go underneath and also having multiple rooms going towards the points is done well. Also having covers helped when defending the point. Which is why I gave it a 5 star!
5	Rose TYLER	too easy to hold and very difficult to retake
6	Tom MEERE	Point was hard to capture with the heavy characters. Once set up as engineer gameplay was great and it was easy to control
7	Antonijus JEMELJANOVS	2 heavies dominated entire enemy team

9. How good were the flank routes (Under point flank & Blue Room side flank)?

[More Details](#)

3.43
Average Rating



10. Why did you give the flank routes that rating?

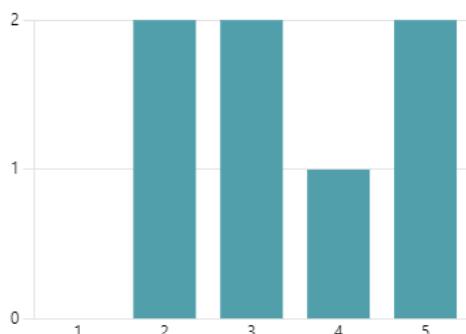
7 Responses

ID ↑	Name	Responses
1	Damian TYMINSKI	Fast and ascensive flank routs allow for quick stab in the back by spy.
2	Damian TYMINSKI	The flank routs were great as there were multiple of them allowing players to play as scout or spy and flank from different places. I would suggest that the flank rout next to the blue room have some cover as it is well exposed.
3	Bilal PATEL	I did not really get to use it as Heavy but as a sniper, I liked the idea of having a clear and straight line of sight on the flank routes as there was no cover on both flank routes. This allowed me to kill players as they were going across and flankers before they could reach me.
4	Bilal PATEL	These were great flank routes as they got me places where players wouldn't expect and these flank routes, especially the one underneath the point did very well. This gave me a great experience especially playing with Scout! Which is why I gave it a 5 star.
5	Rose TYLER	unsure as I played heavy and only went to the point
6	Tom MEERE	didn't really use the flank routes but when I played spy they were appreciated
7	Antonijjs JEMELJANOVS	Haven't used them

11. How would you rate the spawn exit?

[More Details](#)

3.43
Average Rating



12. Why did you give spawn exit that rating?

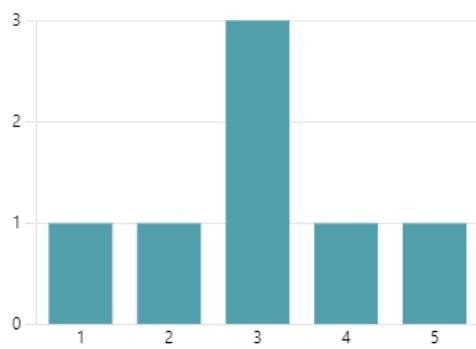
7 Responses

ID ↑	Name	Responses
1	Damian TYMINSKI	I like many routs you can take witch prevents spawn camping.
2	Damian TYMINSKI	It is a bit oversized would recommend shrinking it, beside from that I like how there are many exist from spawn.
3	Bilal PATEL	I liked the idea of having multiple entrances to Red Room but as heavy I would have a hard time surviving in there especially as I would always be the last to enter, the main route to the point felt really slow and long, maybe try moving the spawn room closer to the point, so that players can get to the point faster.
4	Bilal PATEL	I gave the spawn exit room also a 5-star because it kept clear from spawn camping and had plenty of space. It also gave way towards the capture point and this made it easy to navigate!
5	Rose TYLER	confusing, not sure where i was supposed to go
6	Tom MEERE	Had some interesting exits more than the standard, it made it feel less generic than some maps, the spawns that exited upon each other could maybe use some more cover or space to them however
7	Antonijjs JEMELJANOVS	Little bit confusing at the beginning

13. How would you rate the Tower?

[More Details](#)

3.00
Average Rating



14. Why did you give the Tower that rating?

7 Responses

ID ↑	Name	Responses
1	Damian TYMINSKI	Towers could be a bit taller and could provide more cover.
2	Damian TYMINSKI	It is a good spot for sniper and even a good place for turret to be placed. However, it felt a little too far away from the point, maybe move it close?
3	Bilal PATEL	As a Sniper it felt really good, even though the tower was too far away from the point, not only that but I think the tower could use some cover as I felt too exposed as a sniper and could easily get out sniped by another sniper without being given the option to avoid the sniper or outsmart them from a different angle.
4	Bilal PATEL	I gave the tower a 5-Star also because it allowed Snipers to use this at an advantage for them but also the tower was made so it cannot exploit anything. This made it fair because the tower is quite open so it makes it easier to intervene!
5	Rose TYLER	idk i didnt go there i just went to the point
6	Tom MEERE	Didnt really use the tower but if I was playing on point, people would be shooting at my as they were playing sniper
7	Antonijs JEMELJANOVS	Haven't used it

15. Any exploits or issues found?

7 Responses

ID ↑	Name	Responses
1	Damian TYMINSKI	No entry sign appear for everyone.
2	Damian TYMINSKI	None
3	Bilal PATEL	None
4	Bilal PATEL	I did not come across any exploits or issues.
5	Rose TYLER	right next to the point there is a big health pickup, i think it should be changed to a medium one
6	Tom MEERE	No all good
7	Antonijs JEMELJANOVS	no

16. Did the Map feel balanced?

[More Details](#)

- | | |
|--|---|
| ● Yes | 3 |
| ● No | 1 |
| ● Maybe | 3 |



17. If No or Maybe, please tell me why you chose those options?

3 Responses

ID ↑	Name	Responses
1	Bilal PATEL	Can't really tell as again the map was just too large with a lot of open and empty or not needed space. I really think it needs to be downscaled.
2	Rose TYLER	the pickup thing i mentioned earlier and the fact it was too hard to retake point
3	Antonijs JEMELJANOVS	heavies dominated point

18. Overall what changes does the map need?

7 Responses

ID ↑	Name	Responses
1	Damian TYMINSKI	You could play a little bit more with verticality and in some places and more cover e.g tunnel below capture point.
2	Damian TYMINSKI	Overall, I would suggest shrinking the map as it feels too open.
3	Bilal PATEL	I really think the map needs to be shrunk and you should try to get rid of a lot of not needed space.
4	Bilal PATEL	On the tower, when playing as a scout, I kept on falling off easily when moving towards the edge of the tower. I would expect some sort of blockage. I also think that from the tower, there were a lot of sightlines, so you could make the covers much bigger!
5	Rose TYLER	right next to the point there is a big health pickup, i think it should be changed to a medium one
6	Tom MEERE	Maybe some more height in the rooms, IE ramps and dips in the map. A tad bit more cover on the point would be good aswell
7	Antonijs JEMELJANOVS	Make directions more clear.

CHANGELOG 1

LEVEL ITERATIONS

Overview

On my first mini-playtesting, I received responses regarding how my map had a lot of empty spaces and how it needed to be downscaled. Having a large map also made the game feel slow and this was bad considering TF2 is all about chaotic and constant fighting.

Iteration #1 - Shrinking point & Extra space

[Characters played]

2	Damian TYMINSKI	["Soldier", "Scout", "Pyro"]
3	Bilal PATEL	["Sniper", "Heavy"]

[Feedback given]

2	Damian TYMINSKI	The point was too open or wide with a lot of not needed space, maybe shrink it a little to make contesting it more fun.
1	Bilal PATEL	Can't really tell as again the map was just too large with a lot of open and empty or not needed space. I really think it needs to be downscaled.
2	Damian TYMINSKI	Overall, I would suggest shrinking the map as it feels too open.
3	Bilal PATEL	I really think the map needs to be shrunk and you should try to get rid of a lot of not needed space.

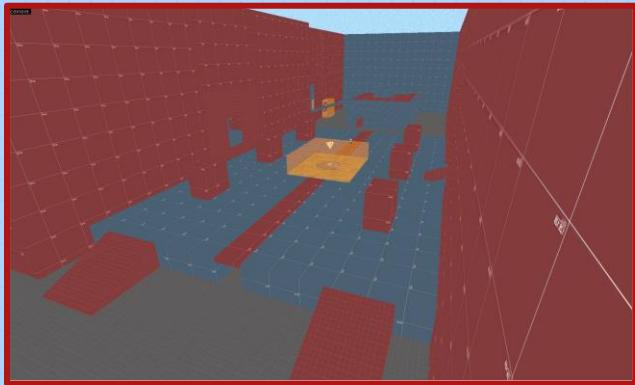
[Feedback Overview]

The response suggests that the map did not meet the standard size of TF2 maps, as the map is too large, with a lot of empty spaces that will not be used.

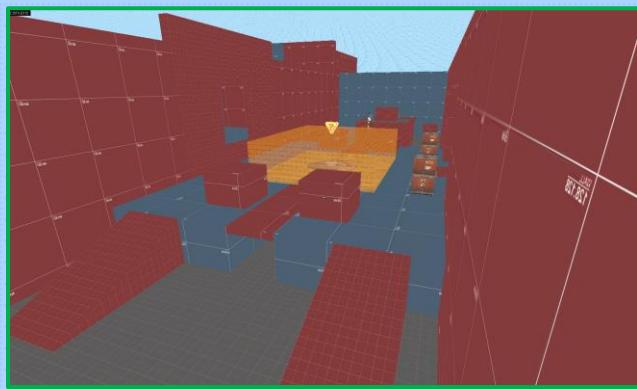
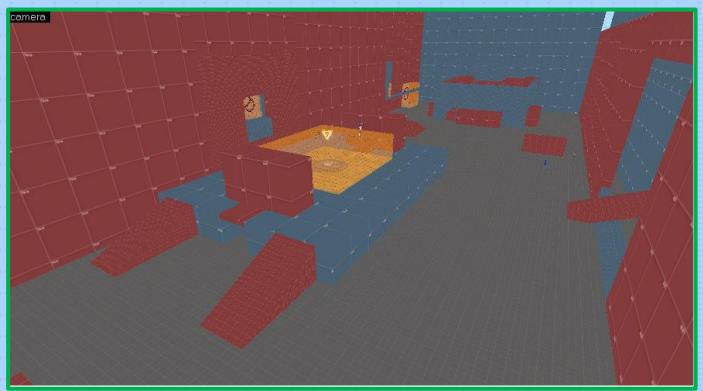
[Feedback Consideration]

I decided to shrink the map, starting with the point area as that is the center area. This resulted in moving the Blue room closer to the spawn allowing players quick access to Blue Room, it also shrunk the point and I tried to use my research on TF2 maps to take into consideration how big the point area should be, when shrinking it.

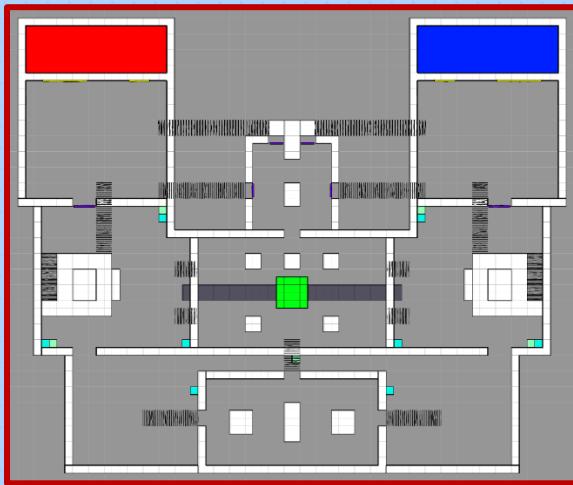
[Original]



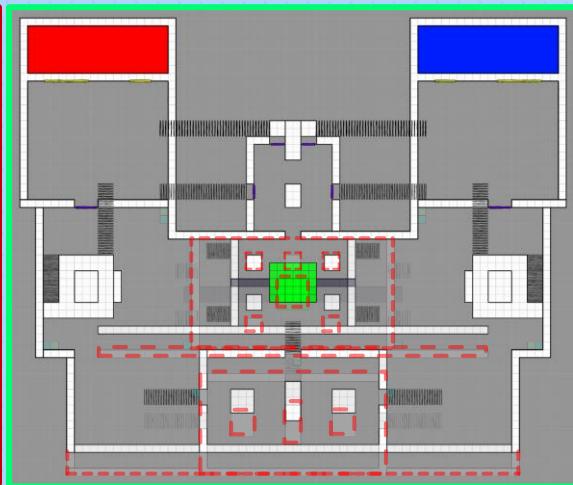
[Change] Point Shrink



[Original]

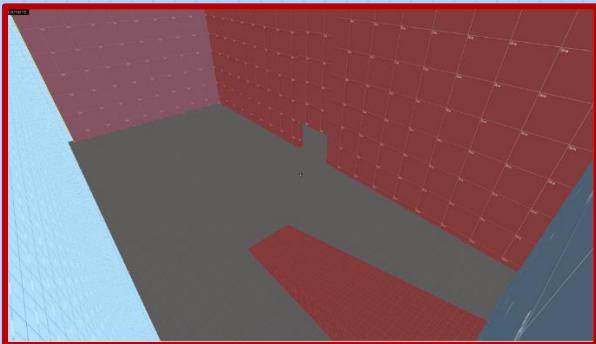


[Change]

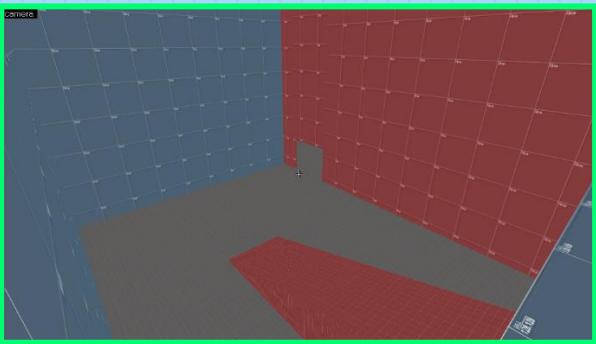


[Feedback Consideration] The feedback also suggested that there were a lot of empty spaces that were not being used, so I decided to get rid of that extra space by moving the walls closer to the Blue Room.

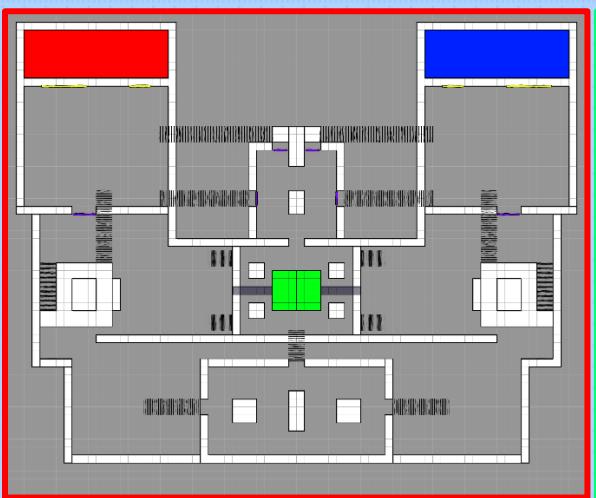
[Original]



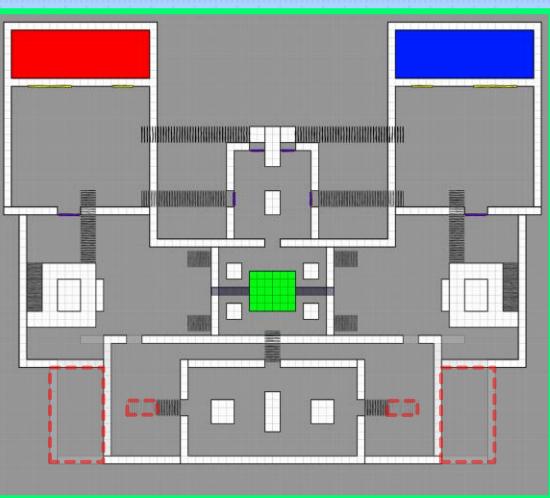
[Change]



[Original]



[Change]



Iteration #2 – Resizing & Adjusting the Tower position.

[Characters played]

2	Damian TYMINSKI	["Soldier", "Scout", "Pyro"]
3	Bilal PATEL	["Sniper", "Heavy"]

[Feedback given]

2	Damian TYMINSKI	It is a good spot for sniper and even a good place for turret to be placed. However, it felt a little too far away from the point, maybe move it close?
3	Bilal PATEL	As a Sniper it felt really good, even though the tower was too far away from the point, not only that but I think the tower could use some cover as I felt too exposed as a sniper and could easily get out sniped by another sniper without being given the option to avoid the sniper or outsmart them from a different angle.

[Feedback Overview]

The feedback suggests that the tower is a nice safe spot for the sniper, which is how I intended for the tower to be, however, it seems like the spot is too good for the sniper. One of the reasons is that the tower is far away from the point making it hard to spam it and takes flankers longer to reach the sniper.

The feedback also gave hint for it being good place to put a sentry, however, I can see that due to tower being far away from the point, the sentry will not provide as much value as it should.

[Feedback Consideration]

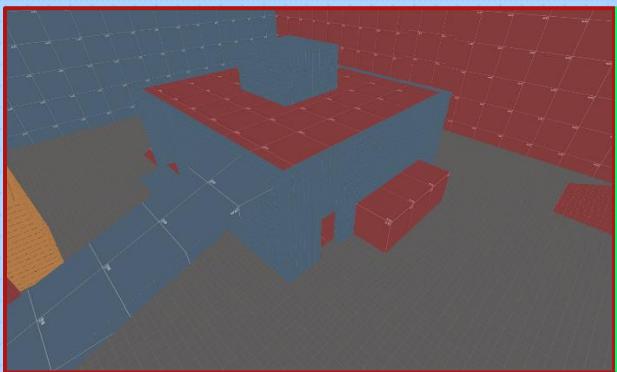
I decided to move the Tower closer and make its size half the size of what it originally was. It is now called a Mini-Tower. This will result in Sniper not feeling too safe, as opposing team flankers can get to the Mini-Tower faster as well as enemy team can spam the Mini-Tower.

To balance things out, I also added some cover for the sniper, however this would not be enough as characters like soldier can apply splash damage to the sniper, which is why I allowed the center cover on top of the tower to remain, as Sniper can re-position behind it, which will reduce the line of sights, but it will provide more safer positioning. This will provide sniper with some flexibility.

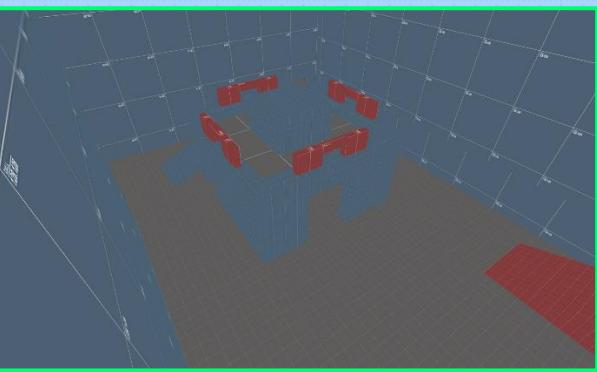
Additionally, engineers can also place their turret on the tower as it can attack players on the point, making their turret more useful now.

Finally, the platform in front of the tower has been removed, originally it was there to allow the player to jump down without taking damage, however now that I have shrunk the Tower, it is no longer needed.

[Original]

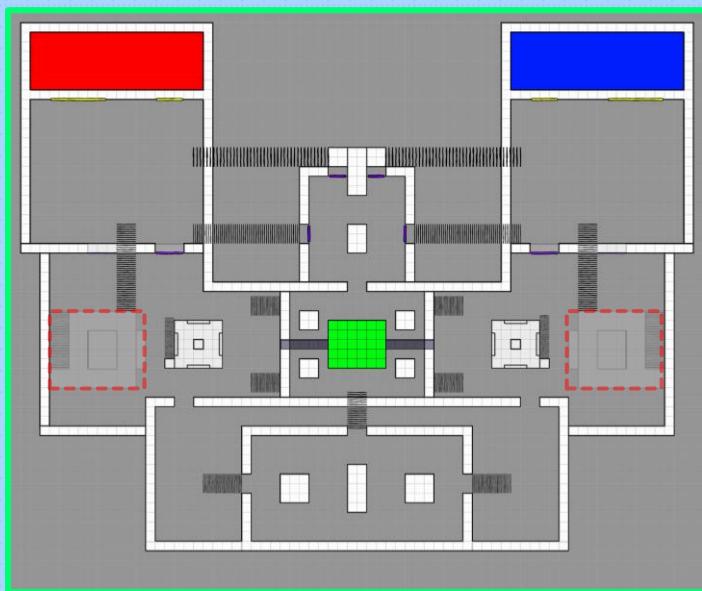


[Change]



[Changes] :

- Moved closer.
- Provided cover.
- Shrunk the Size of the tower.
- The platform in front of the tower was removed.

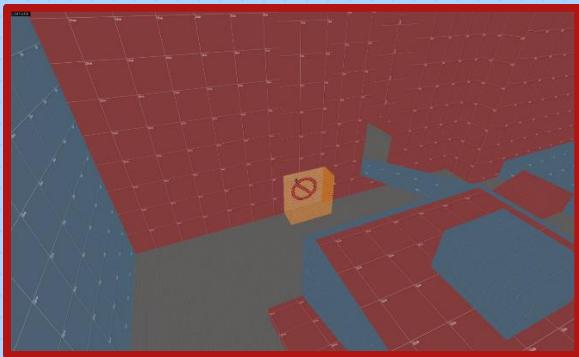


Iteration #3 – Removing Stairs to the tower from spawn.

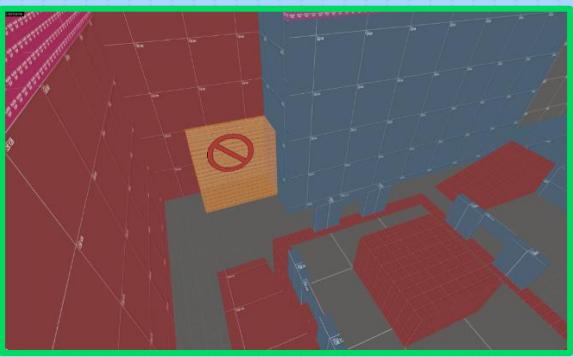
[My Consideration]

Moving the tower closer and removing the extra space at the back resulted in my original design structure not fitting well, so I had to remove the stairs that took the player straight to the top of the tower. This change was needed as keeping the stairs could have made the area feel more cramped.

[Original]

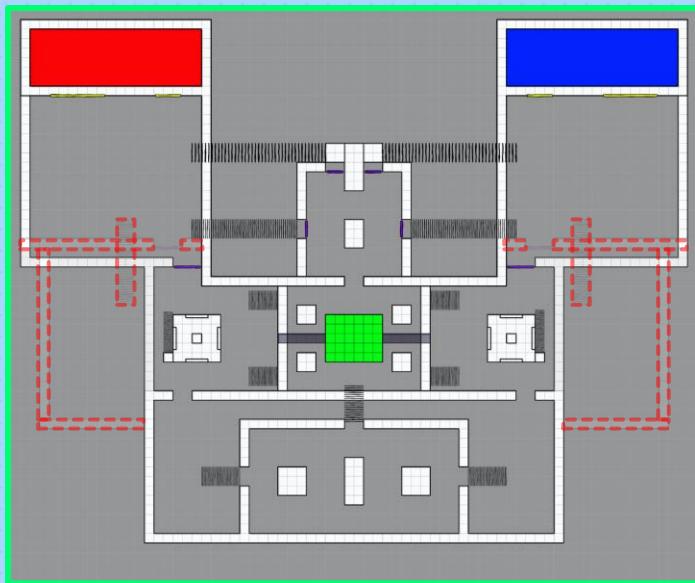


[Changes]



[Changed]:

- Moved the side wall closer.
- Stairs to the top of the tower are removed.
- The Exit Door moved closer to the tower.

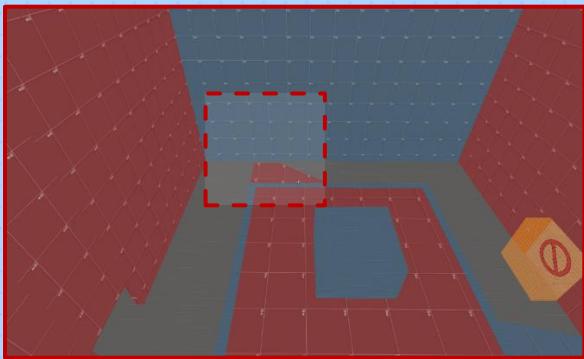


Iteration #4 - Adding Another exit.

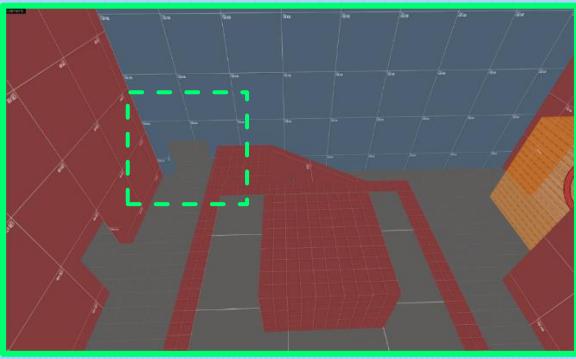
[My Consideration]

After removing the stairs, I decided to create a clear and safer path towards the Blue Room. This is to make sure that players that are trying to get to the other side don't get spammed at by the opposing team when crossing across to get to Blue Room. It also prevents spawn camping and players finding it hard to get out of that cramped area.

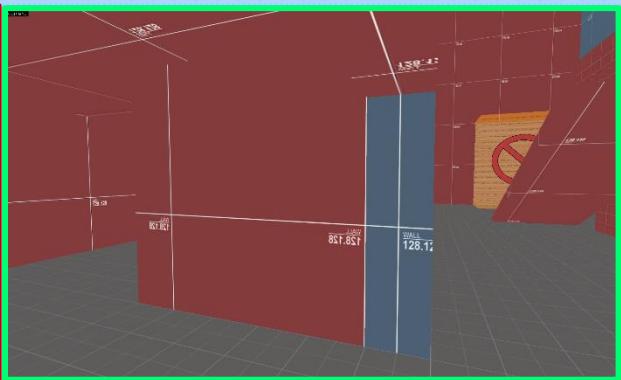
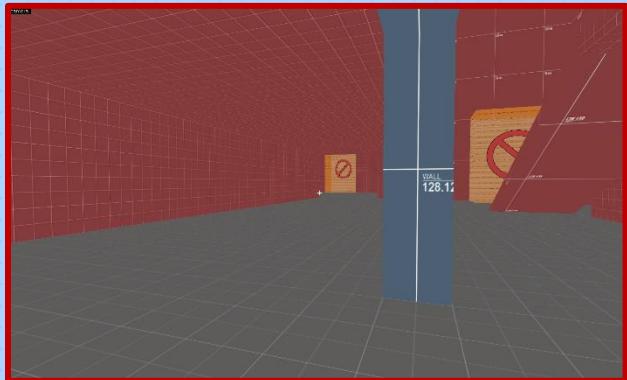
[Original]



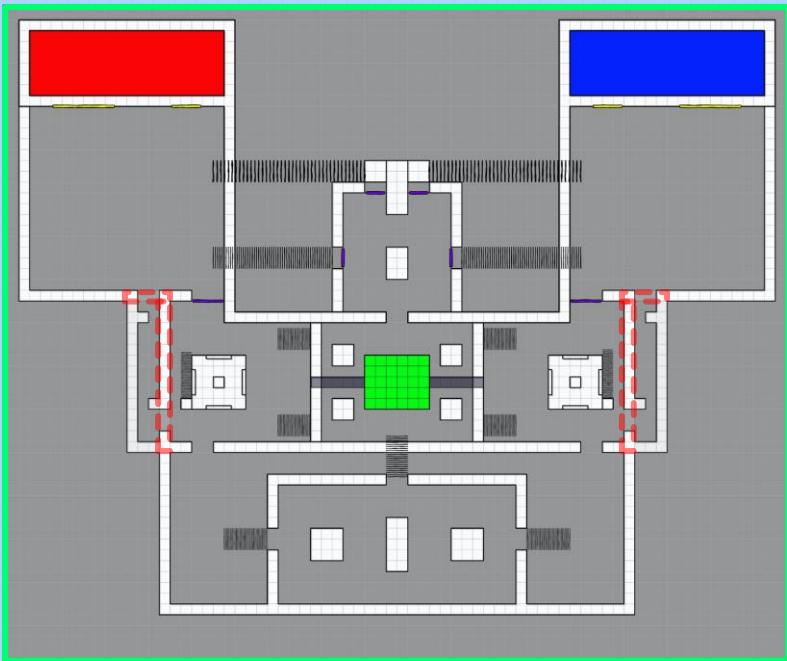
[Change]



[Additional Change]



This was added to prevent a clear long line of sight towards the spawn, although likely hood of Sniper peaking from there is very slim, I still think it is a good idea to just eliminate that opportunity, even for other characters like Soldier.



Iteration #5 – Adjusting Spawn Room size and position.

[Characters played]

2	Damian TYMINSKI	["Soldier", "Scout", "Pyro"]
---	-----------------	------------------------------

3	Bilal PATEL	["Sniper", "Heavy"]
---	-------------	---------------------

[Feedback given]

2	Damian TYMINSKI	It is a bit oversized would recommend shrinking it, beside from that I like how there are many exist from spawn.
3	Bilal PATEL	I liked the idea of having multiple entrances to Red Room but as heavy I would have a hard time surviving in there especially as I would always be the last to enter, the main route to the point felt really slow and long, maybe try moving the spawn room closer to the point, so that players can get to the point faster.

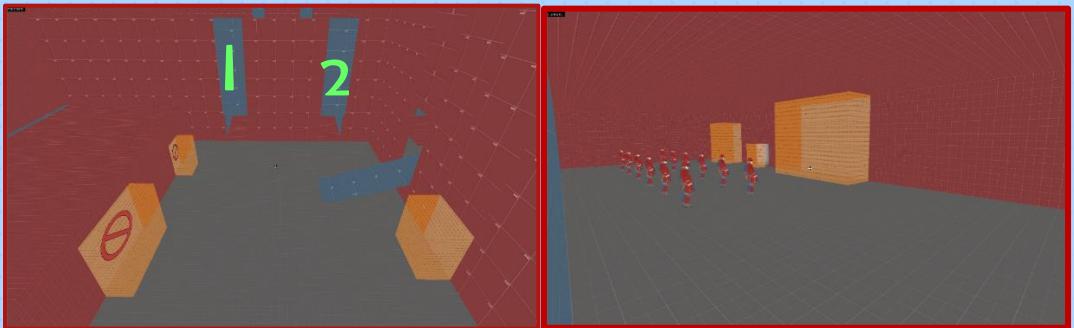
[Feedback Overview]

For the spawn I think the size is not the issue as much as the fact that there is a lot of empty space as you get out of the spawn which makes the spawn room itself feel big. It also seems like the time it takes to get to the point is a lot longer than I would like it to be.

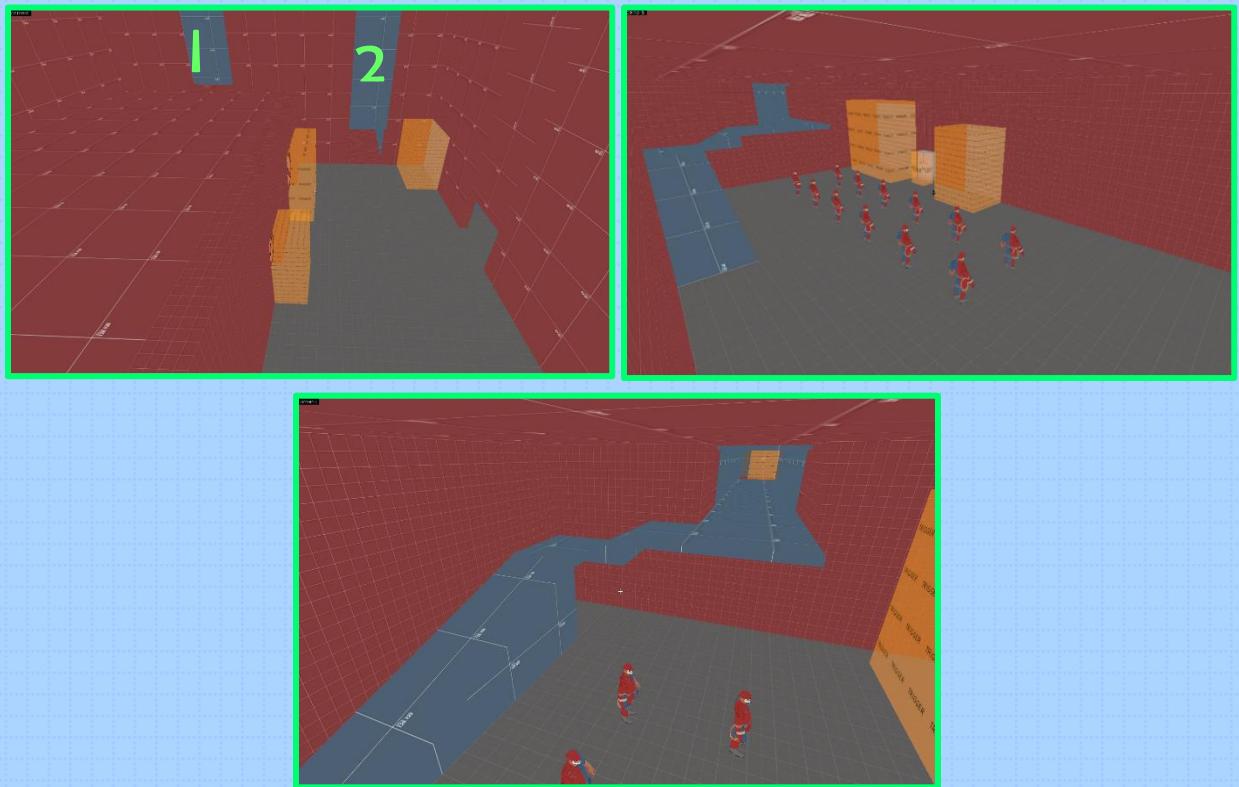
[Feedback Consideration]

One of the things that I did not take into consideration was the time that it takes to travel to the point. I did some play testing on the official TF2 map and found out that on average it takes about 15 - 18 seconds for heavy to reach the point, with that in mind I moved the spawn room closer and now on average it takes about 12 - 15 seconds for heavy to reach the point. I made it a little faster because I wanted my map to feel chaotic and more engaging.

[Original]

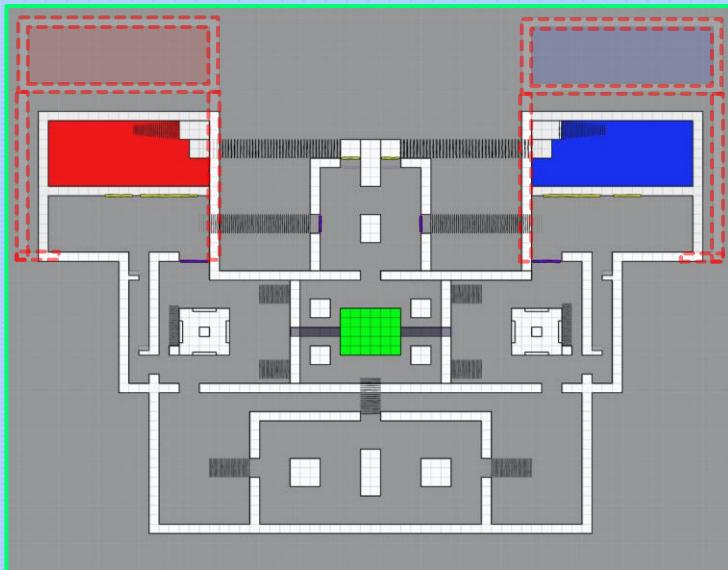


[Change]



[Changes]:

- Moved the spawn closer.
- Moved Exit one within the spawn room.



Iteration #6 – Adding Levitation to Blue Room

[Characters played]

2	Damian TYMINSKI	["Soldier", "Scout", "Pyro"]
3	Bilal PATEL	["Sniper", "Heavy"]

[Feedback given]

2	Damian TYMINSKI	I had a lot of cover for me to shoot from, while also being able to take advantage of my splash damage as soldier. However, room felt too empty and open at the same time, maybe adding some elevation could make the room feel more diverse.
3	Bilal PATEL	This time around I had some space as a sniper but even then I would not choose to be there. As Heavy I liked the cover I had in the middle and I found it easy to take control of the area.

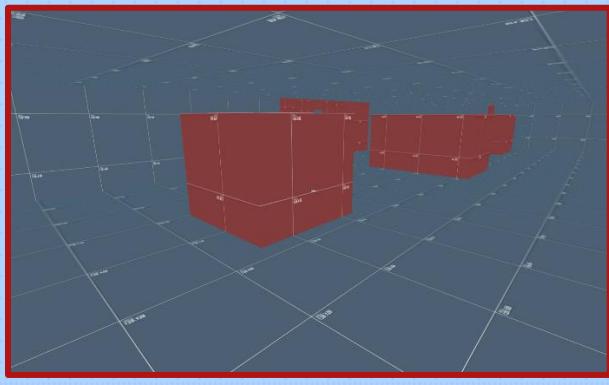
[Feedback Overview]

It seems like the size is not the issue with the room but instead it is the simple and cubic structure of the room that is. The feedback suggests adding elevation and unique layout.

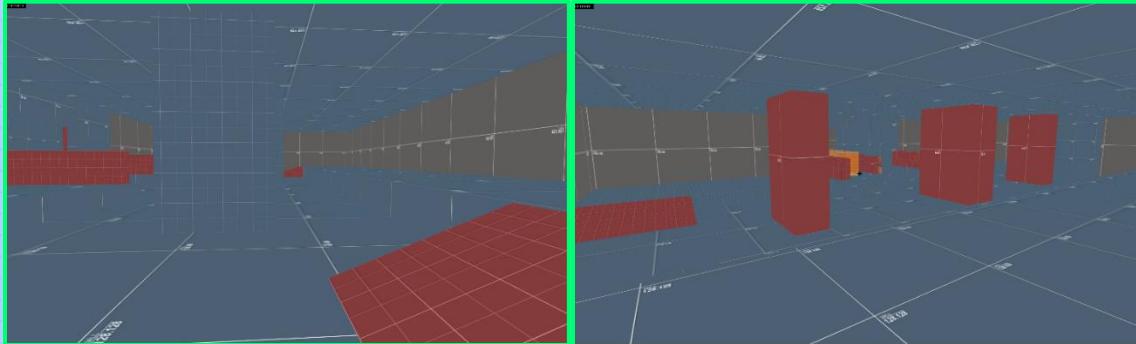
[Feedback Consideration]

I added elevation to both sides of the room that players can get to, which should allow a little more interesting combat angles. I also added cover in the center for players that are trying to get inside the room, this should encourage the players to leave the point and contest Blue Room. I want players to do that as I don't want to just stand on the point which can get boring.

[Original]

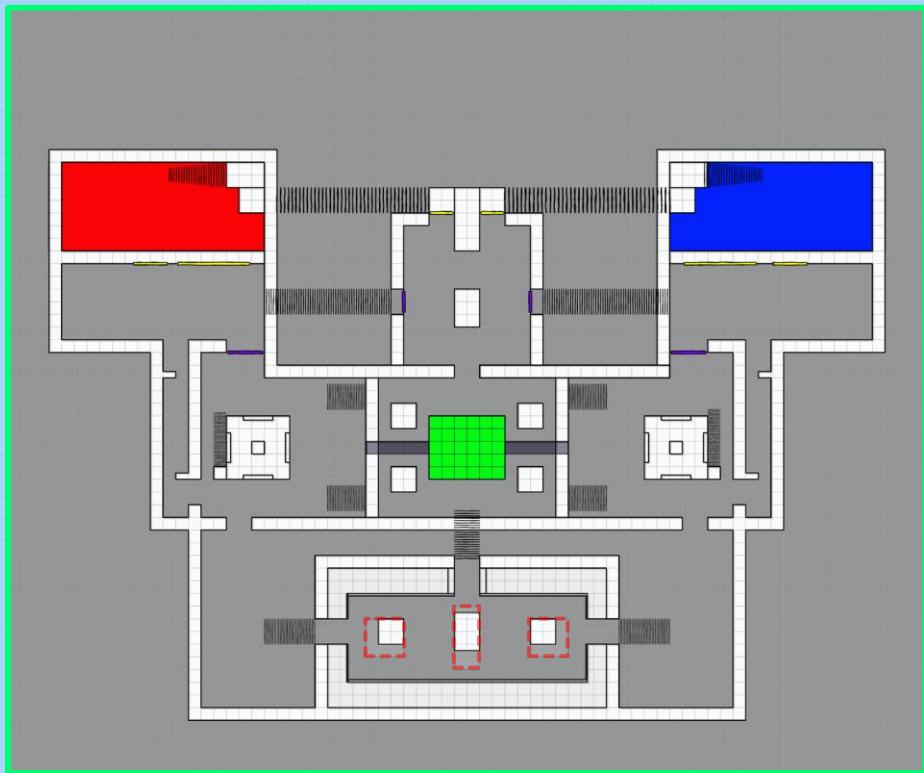


[Change]



[Changes]:

- Elevation added.
- Covers in the middle of the room are now smaller.
- Added mini cover on the left side, for players entering the room from the center.



Iteration #7 - Adding cover for Blue Flank area.

[Characters played]

2	Damian TYMINSKI	["Soldier", "Scout", "Pyro"]
3	Bilal PATEL	["Sniper", "Heavy"]

[Feedback given]

2	Damian TYMINSKI	The flank routs were great as there were multiple of them allowing players to play as scout or spy and flank from different places. I would suggest that the flank rout next to the blue room have some cover as it is well exposed.
3	Bilal PATEL	I did not really get to use it as Heavy but as a sniper, I liked the idea of having a clear and straight line of sight on the flank routes as there was no cover on both flank routes. This allowed me to kill players as they were going across and flankers before they could reach me.

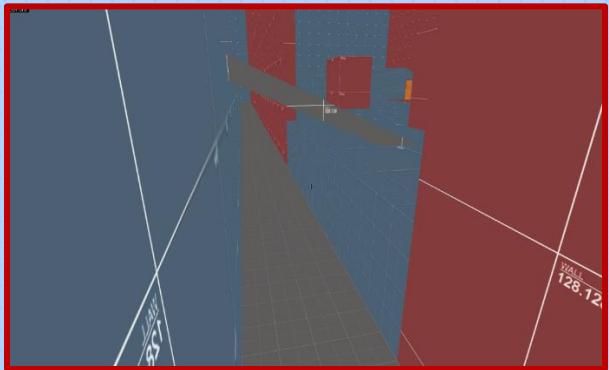
[Feedback Overview]

The feedback mostly suggested change for the Blue Flank, which is between the point and the Blue Room. It suggested adding some sort of cover for flankers. The sniper also suggested that the flank routes were nicely exposed for them to shoot at players before they can get to the Sniper. Characters like Scout can have hard time using space like this as they prefer more open space, although Spy would not have much of a problem, since they can go invisible. Other problem can be against a skillful Sniper who can shoot at enemies, while they are trying to get to Blue Room.

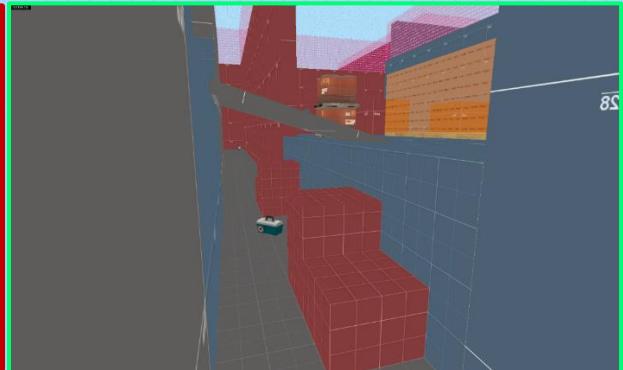
[Feedback Consideration]

I felt that it was unfair to get shot across the map but at the same time, I did not want to take that opportunity away from sniper completely. So, I added some cover, this cover will make it harder for a sniper to time their shot when enemies across the map are trying to get into Blue Room. Additionally, the flankers can have some cover while flanking. Furthermore, this cover will also allow the players to climb to the point, allowing players that jump down accidentally to get back up and allow flankers to have multiple routes. Overall, this mini change has opened many possibilities.

[Original]

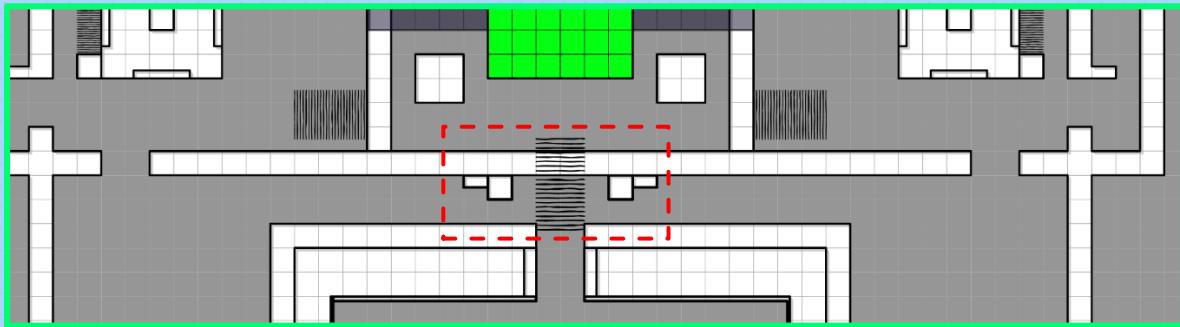


[Change]



[Changes] :

- Added Boxes

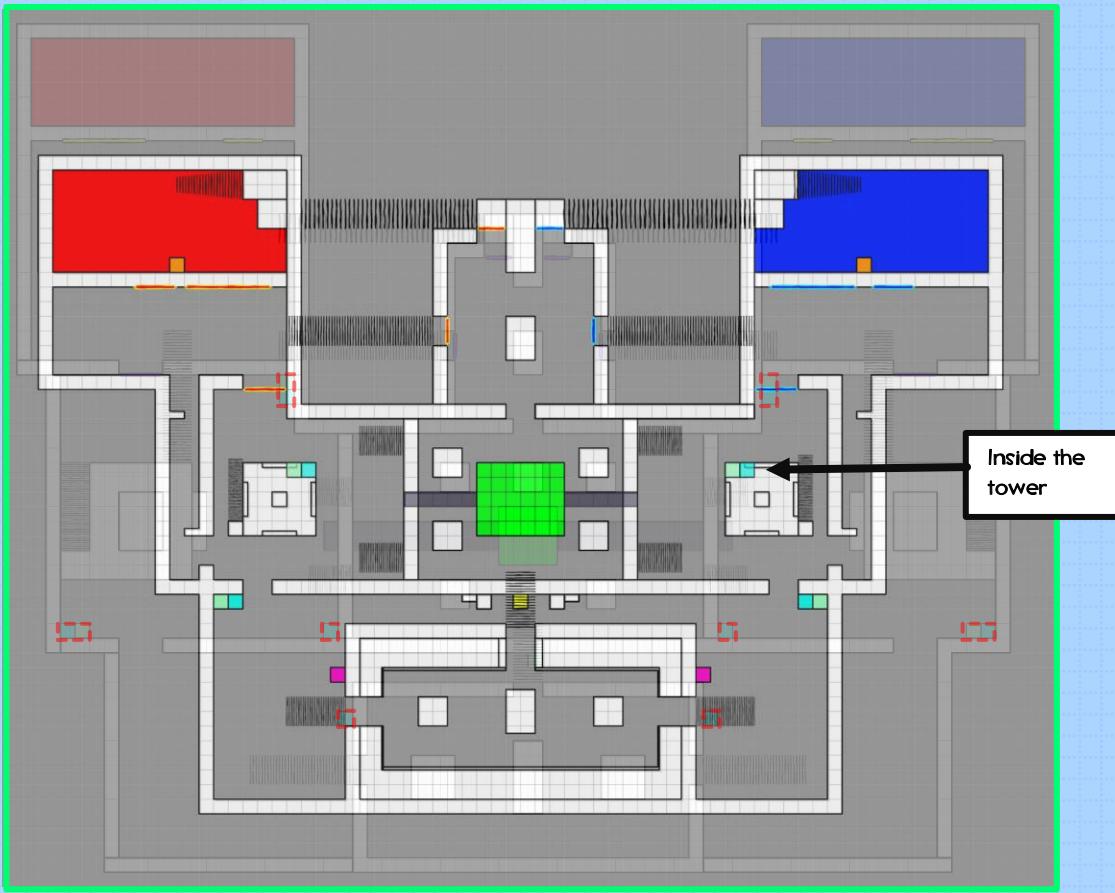


Iteration #8 – Adjusting Pickup Position

[My Consideration]

Finally, after making the final adjustment I changed the pickups position slightly, although I still tried to keep them between the point and the spawns. Additionally, I got rid of two small ammo packs next to the point, as when comparing my number of pickups with existing maps, I realized that I had too many pickups.

- Large Health kit
- Medium Ammo
- Medium Health kit
- Small Ammo
- Spawn Supply

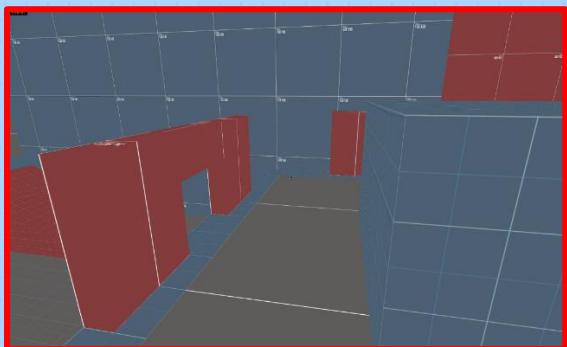


Iteration #9 – Adding Blockage to the edge of Mini-Tower

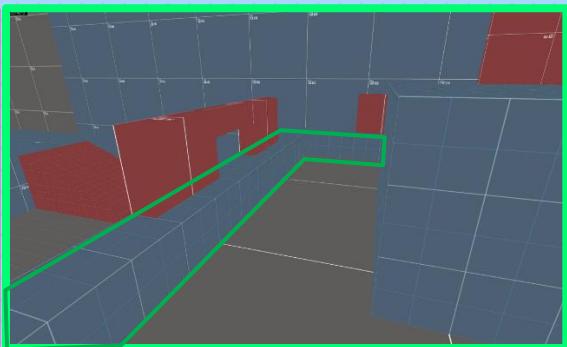
[My Consideration]

After playtesting as Sniper, I found it a little annoying that I kept on falling from the Mini-Tower because there was no blockage or anything to stop the Sniper from accidentally falling off and getting into a bad position. To prevent that from happening I added small blockage, that will still allow the sniper to jump off the Mini-Tower when needed to.

[Original]



[Change] Added Blockage



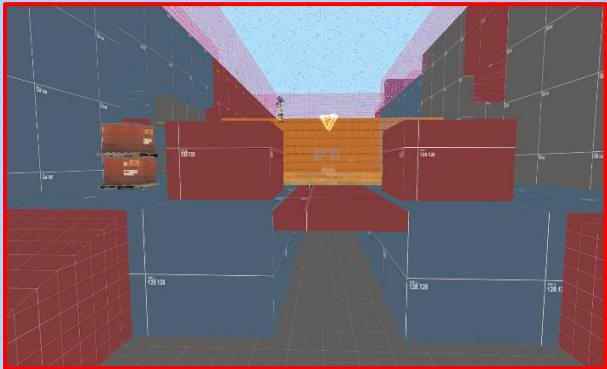
Iteration #10 – Adjusting Point Cover

[My Consideration]

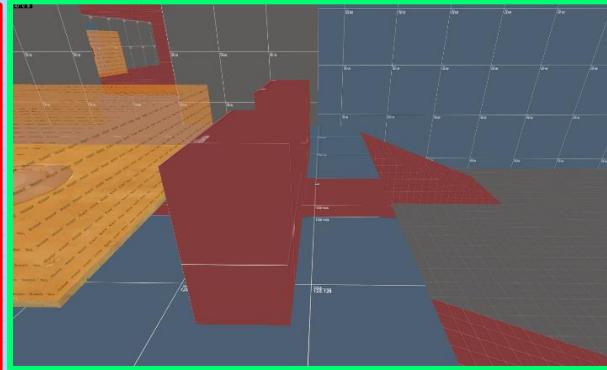
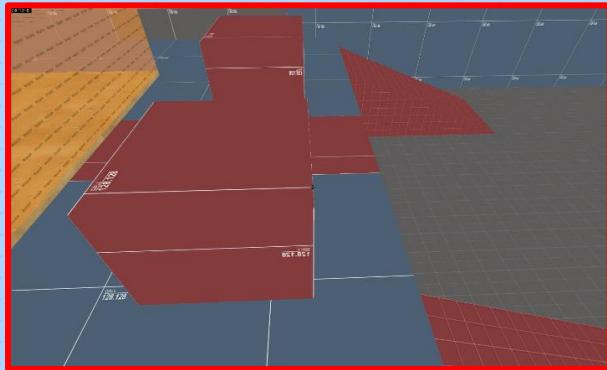
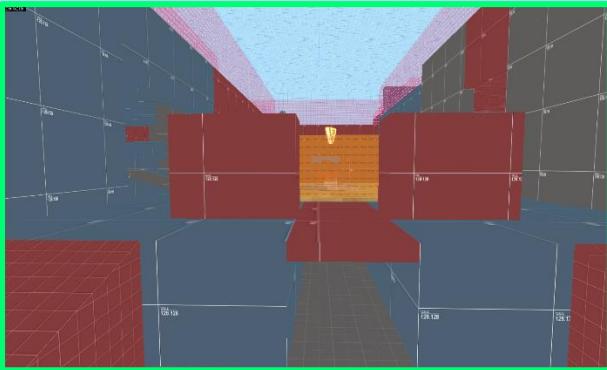
Further problem I found was being able to see enemies head even if they were behind the cover, I found it to be unfair, as I wanted Sniper to have impact on the point but at the same time, I did not want the players on the point to continuously worry about sniper and perfectly position themselves, since that did not meet the TF2 play style.

Fixing it was simple as I just made the cover larger and little wider, this provided some comfort for the players on the point, however it did not eliminate the idea of players having to be careful with their position, I am fine with that as I still want Sniper to have opportunity to hit enemies.

[Original]



[Change]



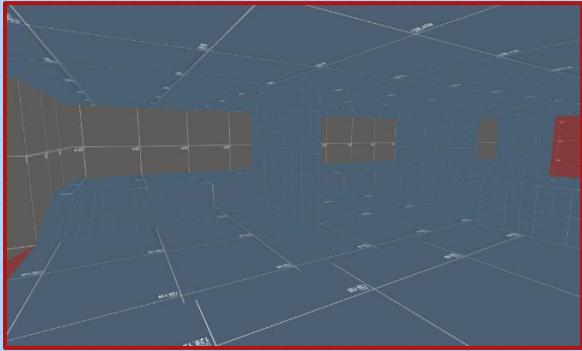
Iteration #II - Blue Room Adjustment

[My Consideration]

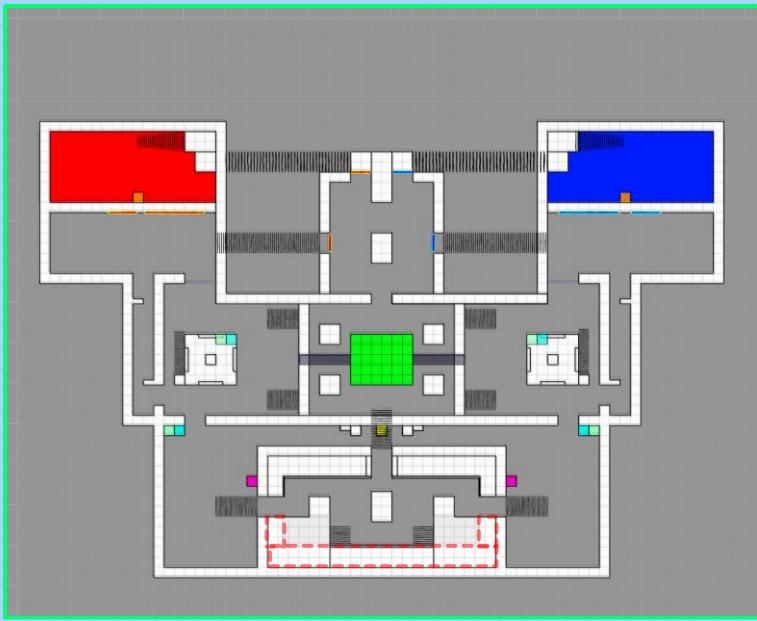
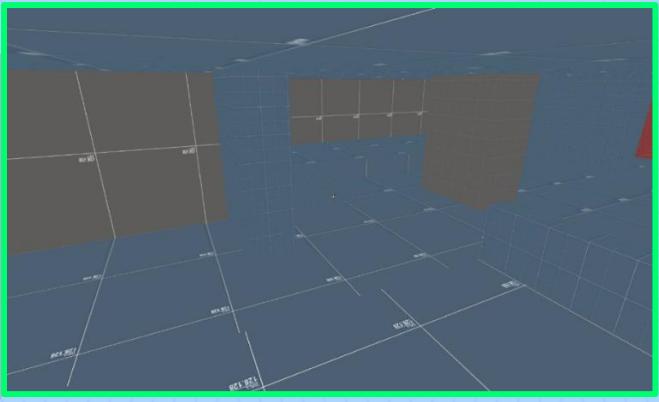
During play testing I noticed that a lot of blue room space was not being used, that was because players were focusing on the point a lot more, and this also made the back side of the room feel long and empty.

To make the room better I decided to shrink the back side of the room. This will not change anything regarding how the room was being used before since I only got rid of the extra space that was not being used. Additionally, the room structure now allows player to mainly focus on the point, and that is what the game mode is about.

[Original]



[Change]

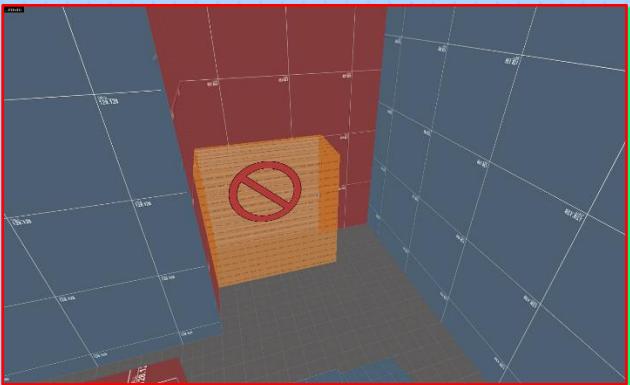


Iteration #I2 – Removed the Main Entrance Door

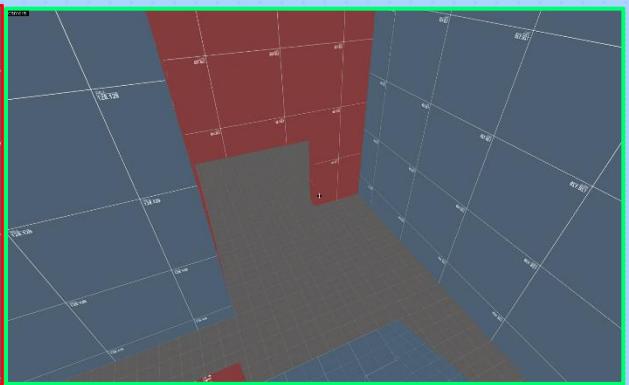
[My Consideration]

I got rid of the door as it was not needed, the opposing team never managed to get close enough to spam the spawn exit, even if they could there are still multiple exits for players to take to prevent spawn camping.

[Original]



[Change]

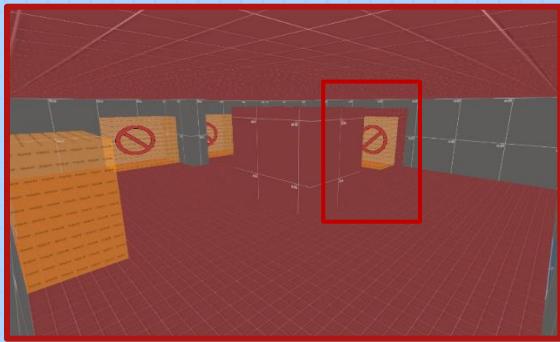


Iteration #I3 - Making Red Room Smaller

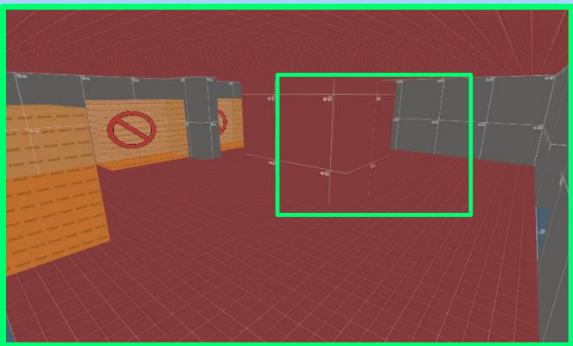
[My Consideration]

After making the blue room smaller by getting rid of not needed space, I realized that the red room did not feel as small as it should be, it is also the room that I did not scale down compared to all the other area of my map. I decided to bring down its length and make it a perfect square. This will also make the characters like Pyro and Demoman priorities the red room over blue room, just like it was intended.

[Original]

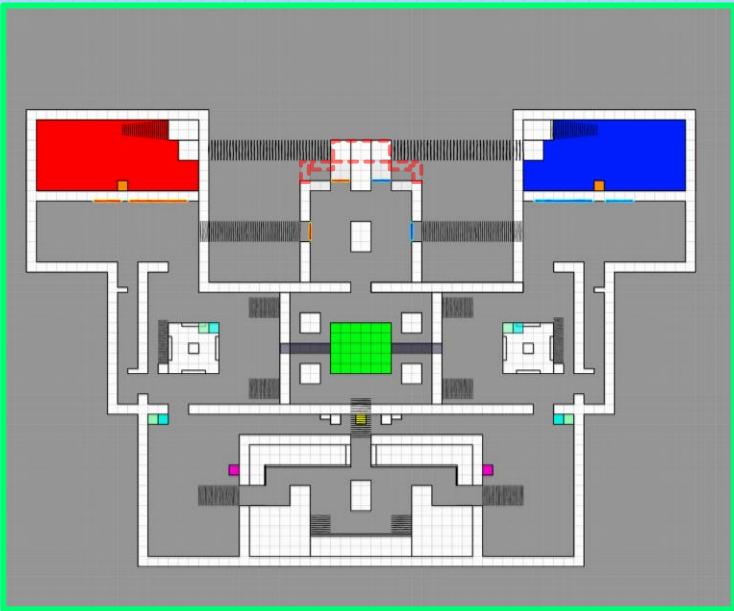


[Change]



[Changes] :

- Red Room Size reduced.

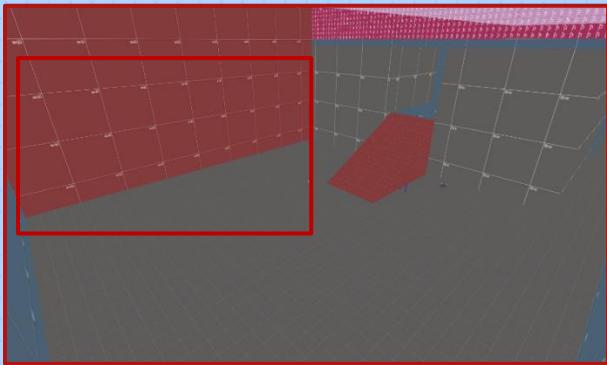


Iteration #I4 – Filling Empty Spaces

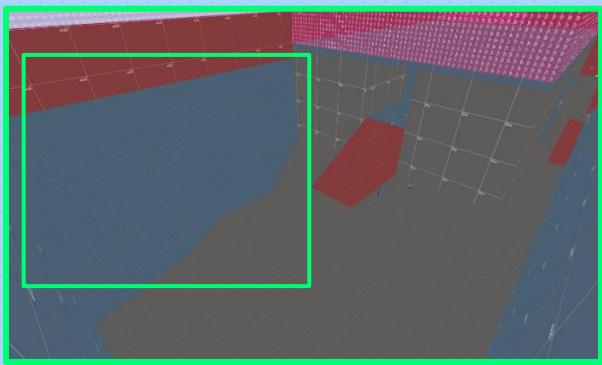
[My Consideration]

Some part of my map felt too open with space that was not needed, during play testing I noticed that no one would go there and overall, those empty spaces made the map feel too bulky or square. To get rid of the extra space I simply added walls with somewhat unique shape. I may change these later and replace them with nice meshes that represent things such as mountain.

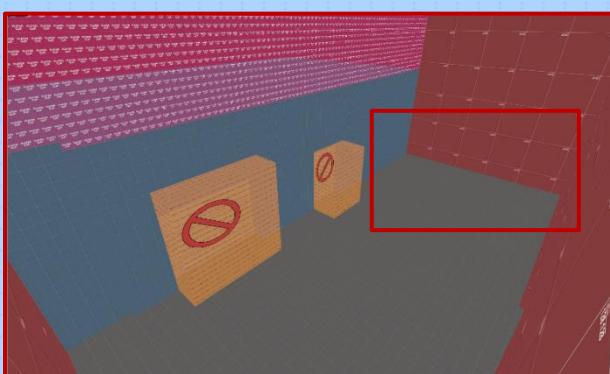
[Original]



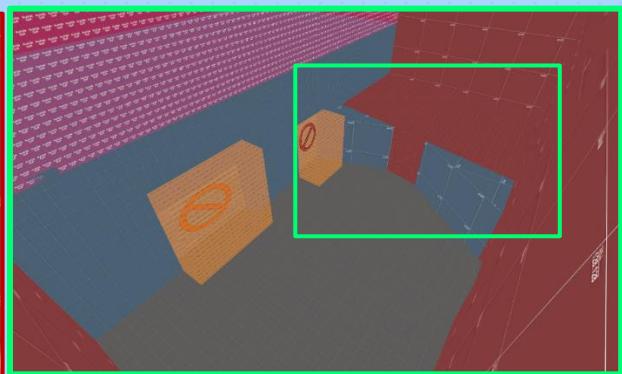
[Changes]



[Original]

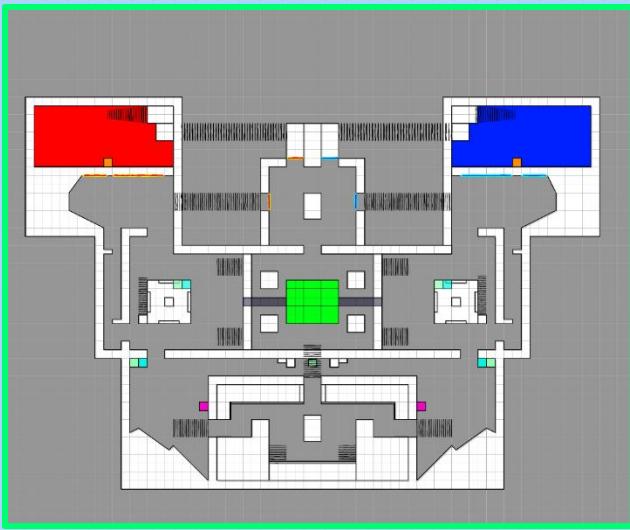


[Changes]



[Change]:

- Spawn room area covered.
- Empty space next to blue room covered.



Iteration #15 – Changing the Full Health kit to Medium.

[Characters played]

5	Rose TYLER	["Heavy"]
---	------------	-----------

[Feedback given]

5	Rose TYLER	right next to the point there is a big health pickup, i think it should be changed to a medium one
---	------------	--

[Feedback Overview]

The feedback suggests that the Full Health Kit to be changed to medium, considering this player was playing Heavy and the other feedback I have received suggest that I should change it to medium such as:

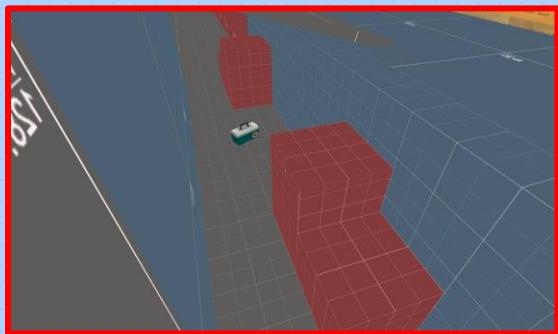
7	Antonjjs JEMELJANOVS	2 heavies dominated entire enemy team
---	----------------------	---------------------------------------

There were no medic and even then, the Heavy were able to hold their ground, without having to go to spawn or leave the point to get other pickups.

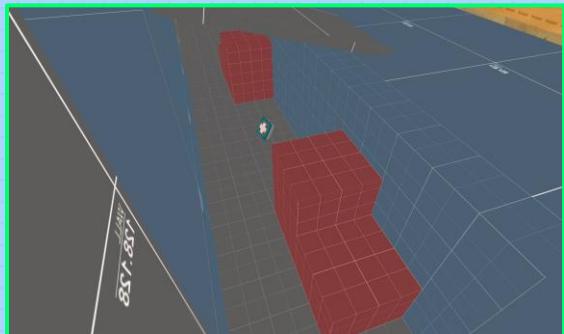
[Feedback Consideration]

I did further test and realized that the Full Health Kit Spawns every 10 seconds. Which made them really overpowered, so I decided to replace it with Medium Health Kit. Especially since it is right next to the point.

[Original]



[Change]



Iteration #16 – Added Direction Signs.

[Characters played]

7	Antonijs JEMELJANOVS	["Heavy"]
---	----------------------	-----------

[Feedback given]

7	Antonijs JEMELJANOVS	Make directions more clear.
---	----------------------	-----------------------------

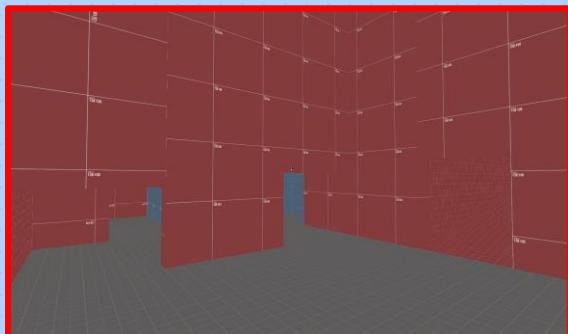
[Feedback Overview]

After watching the play test and seeing players feedback, I can see that players were a little confused about where they were heading or needed to go.

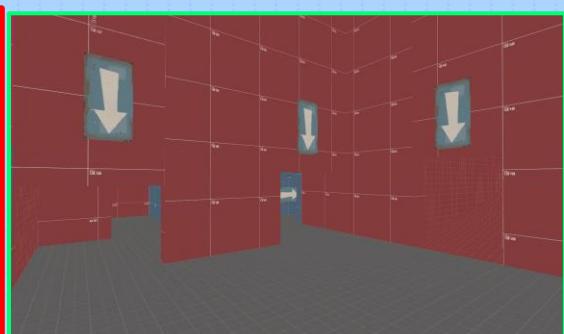
[Feedback Consideration]

I decided to Add signs that will help guide the players towards the point, this will help reduce confusion, especially since I have too many routes that players can take from spawn.

[Original]



[Change]



ERRONEOUS DATA

Data # I

[Characters played]

5	Rose TYLER	["Heavy"]
7	Antonijs JEMELJANOVS	["Heavy"]

[Feedback given]

5	Rose TYLER	idk i just went to the point
6	Antonijs JEMELJANOVS	Just a regular room, cover haven't been utilised
7	Antonijs JEMELJANOVS	2 heavies dominated entire enemy team
5	Rose TYLER	too easy to hld and very difficult to retake

[Feedback Review]

This feedback suggest that Heavy characters were dominating the point and retaking the point was hard. That is to be expected if players are just going to the point and not utilizing the side rooms. The structure of the map is purposely made that way, so that players make use of other part of the map to capture the point.

The testing was also done as 3 vs 3, which does not provide a normal Tf2 gameplay, as the map is designed for 12 vs 12. However, I still took this feedback into consideration and made the rooms more point focus, my shrinking them changing their structure. (the work is shown in the iteration #B, #II)

ZONING TABLE 1

Keys - Areas Characters would use the most.



Go to Often



Go to Sometimes



Would rather not go to

[Expectation]

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

[Actual Result]

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

[Result Overview]

Turns out players were not making use of the rooms at all as they would just go straight to the point. This is not how I wanted my map to feel like, as I wanted my map to be split for the most part. For example, Pyro and Demoman having easier time taking control of the Red Room as that room is small, however, they would just go to the point and not utilize the rooms, although this makes sense since why be in Red Room or Blue Room when the point is where you need to be.

Although I am happy to see that Sniper did make use of the Tower as it indicates it was a useful spot for the Sniper to be in. The same goes for Spy and Scout as they also utilized the flank routes.

[Evidence]

3. Why did you give the Red Room that rating?

5	Rose TYLER	idk i just went to the point
---	------------	------------------------------

6	Antonijs JEMELJANOVS	Just a regular room, cover haven't been utilised
---	----------------------	--

5. Why did you give the Blue Room that rating?

5	Rose TYLER	idk i just went to the point
---	------------	------------------------------

6	Antonijs JEMELJANOVS	Just a regular room, cover haven't been utilised
---	----------------------	--

PLAYTESTING 2

TESTING PLAN

Overview

During this play testing I wanted to know more specific information such as if the rooms were being used, or if the point needed more cover. The idea was to ask questions about things that I was not sure if needed changes as well as confirm that the changes I have made had improved the gameplay.

Plan

Here I did the same as my first play test asked questions to see what characters were played to later see what characters the feedback were refereeing to.

MLD TF2 Playtest 2

This data will be used to improve my level

1. What class did you play as? (multiple choices) *

- Heavy
- Demoman
- Engineer
- Pyro
- Soldier
- Spy
- Scout
- Medic
- Sniper

Here I wanted to know if players were using the Red and Blue Rooms as during first playtest player did not use it much at all. I also wanted to know if the rooms felt balance or had any impact on the point.

2. Did you play in the Red Room? *

- Yes
- No

⋮

3. If YES, did the room feel balanced, for the character you were playing as? *

Enter your answer

4. Did you play in the Blue Room? *

- Yes
- No

5. If YES, was it useful to take control of the Blue room to contest the point? *

Enter your answer

6. Does the Point need more cover and why? *

Enter your answer

7. Does the Tower need any changes or improvement? *

Enter your answer

One of the things I was concerned about was the map travel time from spawn to point was little faster compared to other official maps, so I decided to ask players opinion to see if it felt fast or not.

8. How was the time to travel from spawn to point? *

- Too long
- Long
- Normal
- Fast
- Too Fast

Here I wanted to know if players were getting lost on the map, since during my first play test I received feedback indicating that players were getting lost on the map.

9. Did you get lost in the map? *

- Yes
- No

10. If YES, what part of the map did you get lost in? *

Enter your answer

I ended my questionnaire with general questions regarding the map.

11. Any exploits or issues found?

Enter your answer

12. Did the Map feel balanced?

- Yes
- No
- Maybe

13. If No or Maybe, please tell me why you chose that options?

Enter your answer

14. Overall what changes does the map need? *

Enter your answer

TESTING RESULTS

MLD TF2 Playtest 2

7
Responses

04:16
Average time to complete

Active
Status

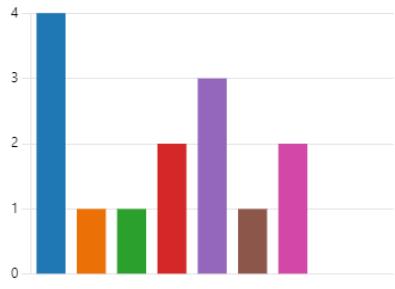
[View results](#)

[Open in Excel](#) ...

1. What class did you play as? (multiple choices)

[More Details](#)

- Heavy 4
- Demoman 1
- Engineer 1
- Pyro 2
- Soldier 3
- Spy 1
- Scout 2
- Medic 0
- Sniper 0



2. Did you play in the Red Room?

[More Details](#)

- Yes 5
- No 2



3. If YES, did the room feel balanced, for the character you were playing as?

7 Responses

ID ↑	Name	Responses
1	Rose TYLER	N/A
2	Michael CAPPER	I did not
3	Alexandra RIZZI	I don't think so, it felt a bit too open. But I also played just a bit in the red room.
4	Kai STEVENS	Yes, although I felt it was a strange choice to have the spawns next to one another
5	Alex MCKIE	The rooms were balanced for majority of classes but engineers could use with some more cover so they can place turrets
6	Brad CAMPBELL	yeah it was fine
7	Daniel HAGDOOST	there wasn't too much conflict but it seemed balanced

4. Did you play in the Blue Room?

[More Details](#)

● Yes
● No

5
2



5. If YES, was it useful to take control of the Blue room to contest the point?

7 Responses

ID ↑	Name	Responses
1	Rose TYLER	N/A
2	Michael CAPPER	I did not
3	Alexandra RIZZI	Yes
4	Kai STEVENS	No
5	Alex MCKIE	Blue had same level of importance as the red room
6	Brad CAMPBELL	yes i caught enemies of guard and got the control point
7	Daniel HAGDOOST	it was alright however i feel like there should be some form of item pickup

6. Does the Point need more cover and why?

7 Responses

ID ↑	Name	Responses
1	Rose TYLER	i do like how open it is
2	Michael CAPPER	I think the point had adequate cover
3	Alexandra RIZZI	Covers in the blue room were fine
4	Kai STEVENS	No the point is fine as is
5	Alex MCKIE	Point had good enough cover
6	Brad CAMPBELL	perhaps some extra small walls on the area, just to provide some protection if ur the last players standing on the point
7	Daniel HAGDOOST	No the cover is fine

7. Does the Tower need any changes or improvement?

7 Responses

ID ↑	Name	Responses
1	Rose TYLER	make a spot for engineer to place a turret, i didnt test it out but i dont think the turret can shoot from it (maybe im being dumb tho)
2	Michael CAPPER	I didn't notice a tower
3	Alexandra RIZZI	I haven't been in the Tower I think
4	Kai STEVENS	Could have some kind of attachment to the control point, maybe a bridge?
5	Alex MCKIE	not sure what the tower was
6	Brad CAMPBELL	never went there
7	Daniel HAGDOOST	maybe being a bit easier to use, i never managed to enter it

8. How was the time to travel from spawn to point?

[More Details](#)

Too long	0
Long	2
Normal	4
Fast	1
Too Fast	0



9. Did you get lost in the map?

[More Details](#)

Yes	0
No	7



10. If YES, what part of the map did you get lost in?

[More Details](#)

7
Responses

Latest Responses
"Choose No"
"navigation was fine"
"NA"

11. Any exploits or issues found?

[More Details](#)

4
Responses

Latest Responses
"no"
"no bugs"

12. Did the Map feel balanced?

[More Details](#)

Yes	6
No	0
Maybe	1



13. If No or Maybe, please tell me why you chose that options?

3 Responses

ID ↑	Name	Responses
1	Kai STEVENS	The spawns can cause the maps focus to change from a KOTH to more of a TDM
2	Alex MCKIE	NA
3	Brad CAMPBELL	it was balanced, taking back the zone was fair for both sides

14. Overall what changes does the map need?

7 Responses

ID ↑	Name	Responses
1	Rose TYLER	better turret spot for engineer
2	Michael CAPPER	I didn't feel it needed changing, from my playing as Soldier
3	Alexandra RIZZI	As a Heavy I found it a bit long to get there, it felt a bit too big but overall I think the map was balanced!
4	Kai STEVENS	Change the spawn layouts and add more detail between the point and the tower
5	Alex MCKIE	Needs bit more props as cover around the map.
6	Brad CAMPBELL	perhaps some small walls on the sides of the capture point
7	Daniel HAGDOOST	a change in items locations or making the map more accessible to other character like heavy

CHANGELOG 2

LEVEL ITERATIONS

Overview

Compared to my first play testing this one went well, and I only had to make few adjustments to the map. I think the map itself is ready to be finalized.

Iteration #1 -Pickups Position Adjusted

[Characters played]

7	Daniel HAGDOOST	["Heavy", "Soldier", "Pyro"]
---	-----------------	------------------------------

2	Michael CAPPER	["Soldier"]
---	----------------	-------------

[Feedback given]

7	Daniel HAGDOOST	it was alright however i feel like there should be some form of item pickup
---	-----------------	---

1	Michael CAPPER	I think it was hard to find health packs, but once I found them I think they were well placed
---	----------------	---

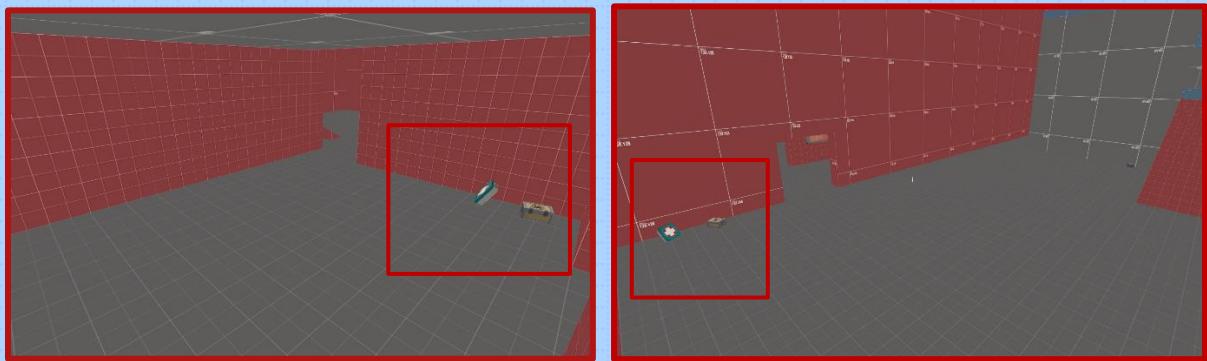
[Feedback Overview]

From the feedback I can see that although my pickups were placed well, they were kind of hidden from players, which resulted in players finding it hard to find the pickups. For example, Michael who played as soldier, found it hard to find pickups but once he did, he realized that they were 'well placed'.

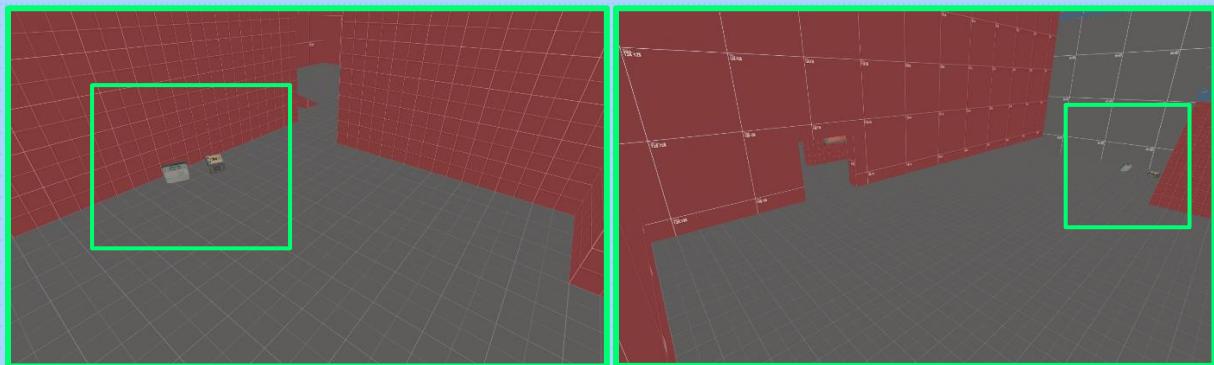
[Feedback Consideration]

I decided to adjust the pickup's positioning to make them easy to find as well as more accessible, such as moving pickups closer to blue room and moving the pickups under tower in more open space for players to easily see.

[Original]

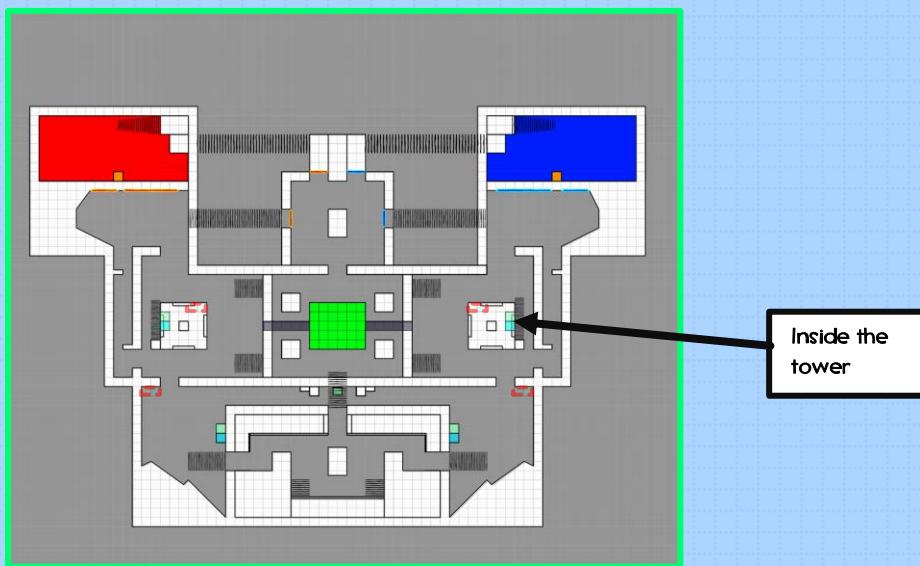


[Changes]



[Changes]:

- Adjusted the pickups position.
- Removed small Ammo packs.



Iteration #2 – Sentry Position Added

[Characters played]

1	Rose TYLER	["Engineer", "Heavy"]
---	------------	-----------------------

[Feedback given]

1	Rose TYLER	make a spot for engineer to place a turret, i didnt test it out but i dont think the turret can shoot from it (maybe im being dumb tho)
---	------------	---

1	Rose TYLER	better turret spot for engineer
---	------------	---------------------------------

[Feedback Overview]

The feedback suggests creating a good turret spot for the engineer, one of the recommended spots is the tower. I decided to do a little play testing with a bot to see if the turret can reach the point from the tower.

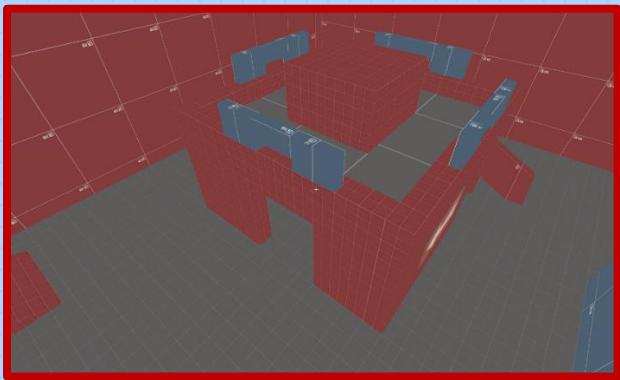
The Turret was able to reach the point but barely as it had no impact on the point, but it did make it hard for enemies to push deep into my team side as turret would stop them from overwhelming my team.

[Feedback Consideration]

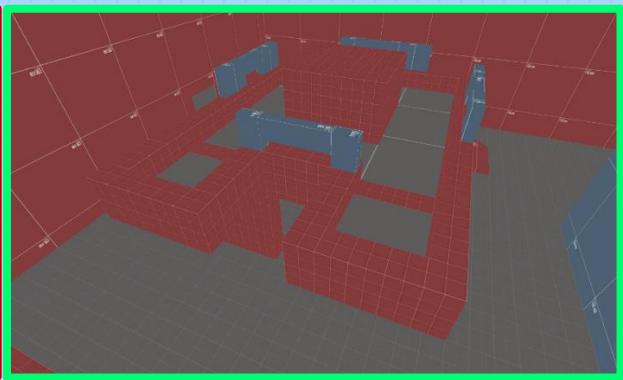
However, I felt like there wasn't enough impact, to fix that, I extended both side of the tower creating enough space for turret to be placed, and now the turret covers half of the point depending which tower or team placed the turret.

I played tested again and was concerned that this might be overpowering since the ammo pickups were right below the tower for Engineer to keep repairing. However, I took Engineer turret counter play into consideration and realized that not only can spy or scout take down the turret as well as engineer from behind, but sniper can also take them both down easily, especially the turret from across opposite tower.

[Original]

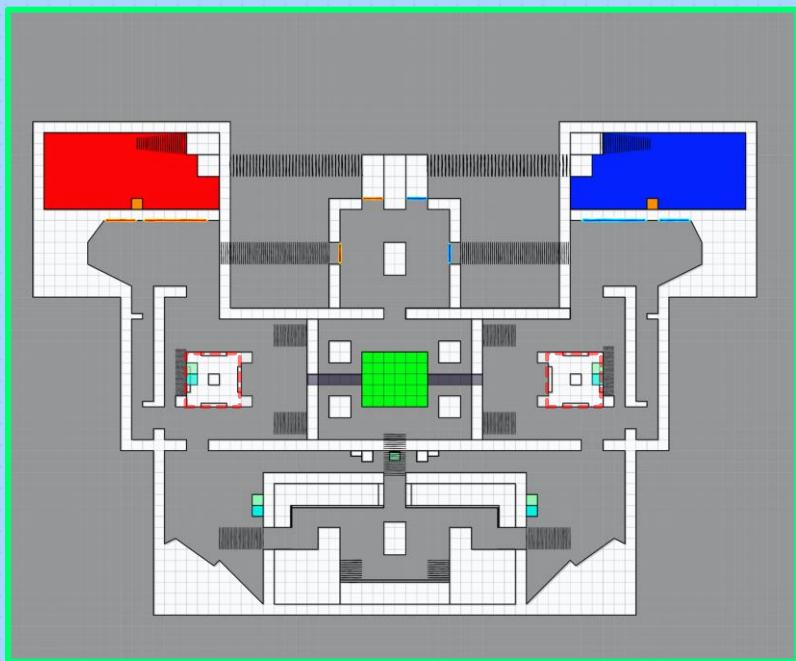


[Changes]



[Changes] :

- Added small space for Sentry on the Mini-Tower



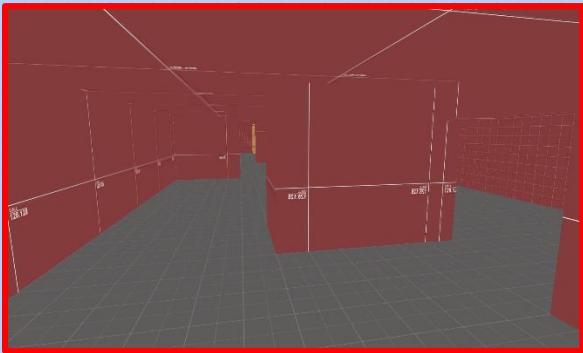
Iteration #3 – Side Exit Cover Change

[My Consideration]

When I watched play test of my game, I saw Scout and Spy hiding in this corner and taking down players just coming out of the spawn. Although I thought it was cool, I did not like the idea of players dying when they have just come out of the spawn.

So, I decided to change the cover to see through glass so players can see someone hiding behind it. Of course, the flankers can also see players coming towards them. This should at least give players coming from spawn a fighting chance without getting surprised.

[Original]



[Changes]



ERRONEOUS DATA

Data # 1

[Characters played]

7	Daniel HAGDOOST	["Heavy", "Soldier", "Pyro"]
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[Feedback given]

7	Daniel HAGDOOST	it was alright however i feel like there should be some form of item pickup
---	-----------------	---

[Feedback Review]

The item pickups were available, in fact there were small ammo pack right next to blue room and medium health pack as well. Although this feedback could be referring to player having hard time finding the pickups. If so then the adjustment has already been made, which should make it easier for players to find them. (Playtest 2 - Iteration # 1)

Data # 2

[Characters played]

6	Brad CAMPBELL	["Heavy"]
---	---------------	-----------

[Feedback given]

6	Brad CAMPBELL	perhaps some extra small walls on the area, just to provide some protection if ur the last players standing on the point
---	---------------	--

[Feedback Review]

If you are the last person alive, you are expected to get overwhelmed by the enemy team, especially if they are utilizing the rooms.

The other feedback also suggests that the point is fine and does not require any cover, three of them being players that also played Heavy.

6. Does the Point need more cover and why?

7 Responses

ID ↑	Name	Responses
1	Rose TYLER	i do like how open it is
2	Michael CAPPER	I think the point had adequate cover
3	Alexandra RIZZI	Covers in the blue room were fine
4	Kai STEVENS	No the point is fine as is
5	Alex MCKIE	Point had good enough cover
6	Brad CAMPBELL	perhaps some extra small walls on the area, just to provide some protection if ur the last players standing on the point
7	Daniel HAGDOOST	No the cover is fine

ID ↑	Name	Responses
1	Rose TYLER	["Engineer", "Heavy"]
2	Michael CAPPER	["Soldier"]
3	Alexandra RIZZI	["Heavy"]
4	Kai STEVENS	["Scout"]
5	Alex MCKIE	["Demoman", "Pyro", "Soldier", "Spy", "Scout"]
6	Brad CAMPBELL	["Heavy"]
7	Daniel HAGDOOST	["Heavy", "Soldier", "Pyro"]

Data # 3

[Characters played]

4	Kai STEVENS	["Scout"]
---	-------------	-----------

[Feedback given]

4	Kai STEVENS	Could have some kind of attachment to the control point, maybe a bridge?
---	-------------	--

[Feedback Review]

This is not a bad idea; however, the Mini-Tower is already too close to the point and can get spammed easily, creating a bridge will make it even harder for Sniper to play the game. Addition to that, this feedback was given by Scout player, which seems silly as Scout is fast and can easily get to the tower by taking the quick flank routes.

Data # 4

[Characters played]

3

Alexandra RIZZI

["Heavy"]

[Feedback given]

3

Alexandra RIZZI

As a Heavy I found it a bit long to get there, it felt a bit too big but overall I think the map was balanced!

[Feedback Review]

I find this information to be false, as I tested how long it takes for Heavy to travel to point using main route from other official TF2 maps and on average it takes about 15 -18 seconds. Meanwhile taking the main route from the spawn in my map takes around 12 - 14 seconds as Heavy. Which shows that it is faster and not slower.

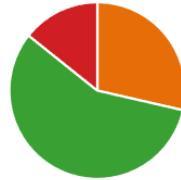
However, the lack of detail on the map could have made it feel as if it takes long to travel to the point. This will be taken into consideration when I am applying texture and adding meshes detail to the map.

Looking at the responses I can see that majority of the players found it normal.

8. How was the time to travel from spawn to point?

[More Details](#)

Too long	0
Long	2
Normal	4
Fast	1
Too Fast	0



ZONING TABLE 2

Keys - Areas Characters would use the most.



Go to Often



Go to Sometimes



Would rather not go to

[Expectation]

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

[Actual Result]

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

[Result Overview]

Overall, I am satisfied with the result as almost all the characters used the map the way I expected them to. This time the rooms were being used and it seems like the iteration I made worked.

[Evidence]



4. Did you play in the Blue Room?

[More Details](#)

Yes
 No

5
2



The only character I had to make changes for mainly was the Engineer as he did not seem to have good spot to place Sentry, I was expecting the Tower to be used but it seems like Sentry on the Tower did not have much impact.

[Evidence]

7. Does the Tower need any changes or improvement?

7 Responses

ID ↑	Name	Responses
1	Rose TYLER	make a spot for engineer to place a turret, i didnt test it out but i dont think the turret can shoot from it (maybe im being dumb tho)

COMPARING PLAYTESTS RESULT

WERE MY ITERATIONS A SUCCESS?

After my first play test I made a lot of changes in the level according to the feedback given and the changes I thought my map needed. During Second play test I saw that all my changes worked well as players did not complain about the same things again. I also asked questions to confirm it.

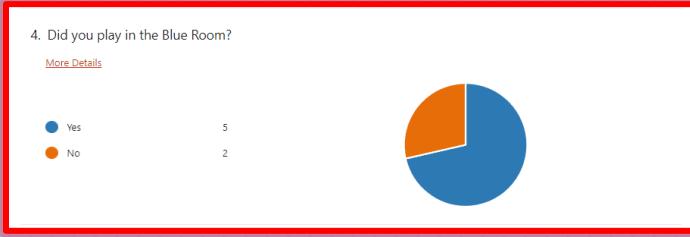
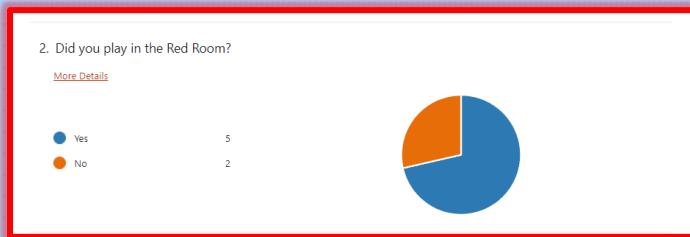
Example #1

Before blue and red room were not really being used in the game, this was a problem and I made couple of changes to fix it.

6	Antonijus JEMELJANOVS	Just a regular room, cover haven't been utilised
---	-----------------------	--

5	Rose TYLER	idk i just went to the point
---	------------	------------------------------

After the changes the only players that did not make use of red and blue room were the Heavy players, which made sense as they prioritized the point first.



Example #2

During Playtest one players were getting lost and confused about where the point was.

7	Antonijs JEMELJANOVS	Little bit confusing at the beginning
---	----------------------	---------------------------------------

7	Antonijs JEMELJANOVS	Make directions more clear.
---	----------------------	-----------------------------

However, during playtest two I asked if anyone got lost in the map, the result was no one did.

9. Did you get lost in the map?

[More Details](#)

- Yes
- No

0
7



Example #3

Before I asked if the map felt balanced and many players felt like it was not well balanced.

15. Did the Map feel balanced?

[More Details](#)

- Yes
- No
- Maybe

3
1
3



However, after my iteration almost everyone thought that the map was well balanced for both side during attack and defense.

12. Did the Map feel balanced?

[More Details](#)

Yes	6
No	0
Maybe	1



OVERALL CHANGES (GIF)

