Quake Multiplayer Process Journal

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Feedback

- Map is too open
- Center area is dominated by the rocket launcher

Changes

- In the center area, I added some basic cover for the player to hid behind or play angles with.
- I also lowered the windows area so that player can jump through the windows.
- Added a grenade launcher above the rocket room so player can't camp the rocket launcher room.

Final Product

- I wanted the texturing on the map to have a more metallic and stone feel to it.
- Added cover that can be seen in the center of the map.
- Adjusted windows area height.