

Quake Multiplayer level - 02

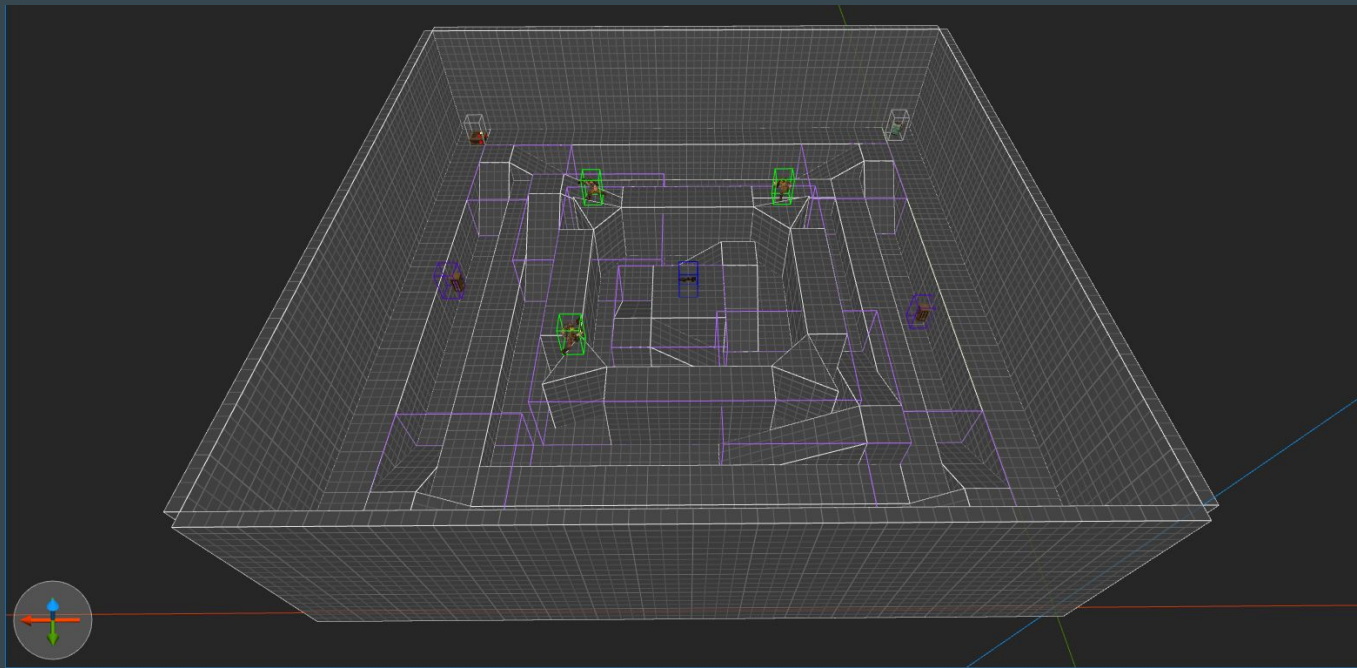
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By Austin Derrickson

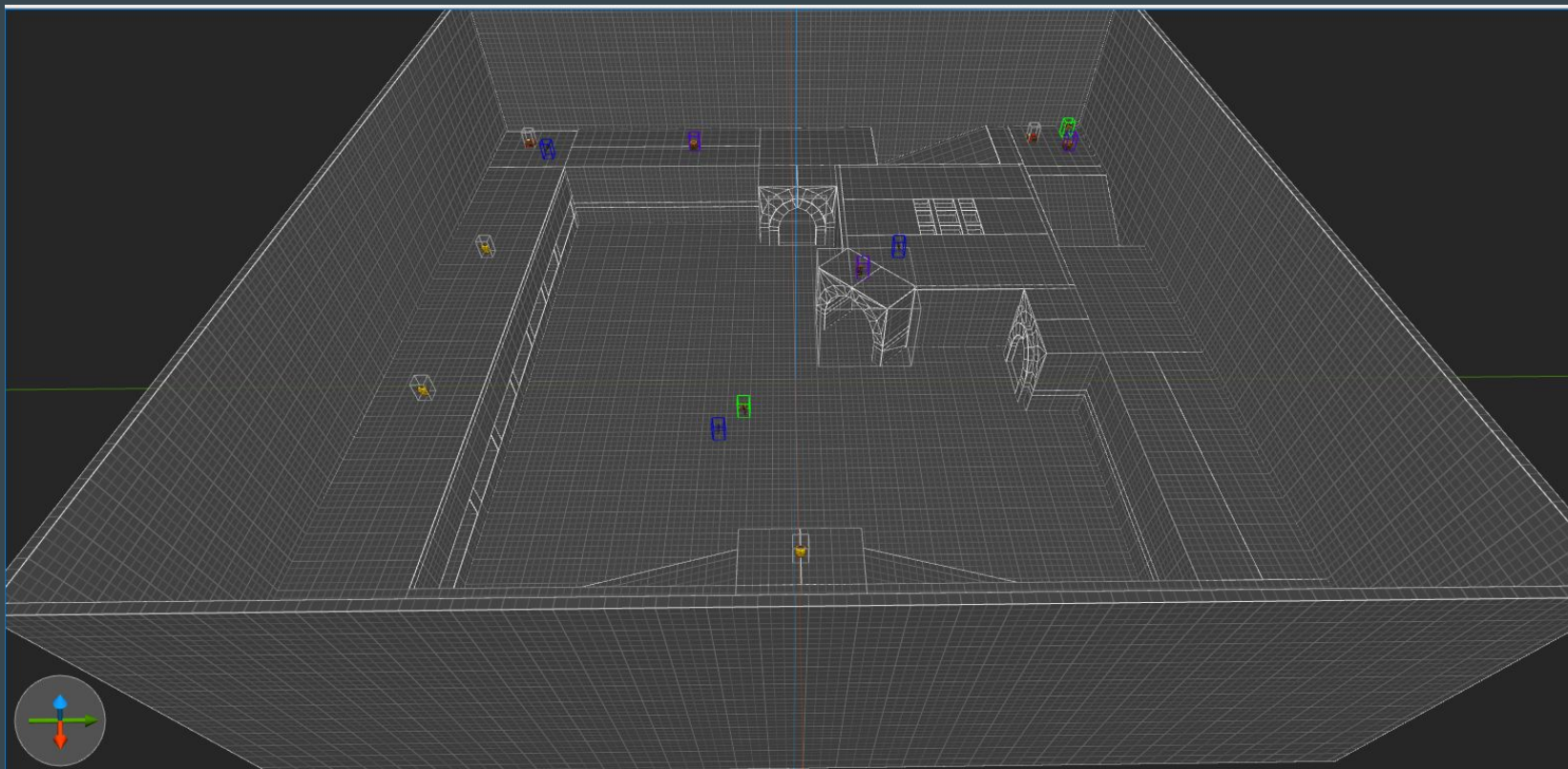
Feedback - 10/15/2020

- Since my map was not able to load during class, I asked my 3 roommates to look at my map and provide feedback:
 - Too small. They did not like the close quarterness of the map.
 - Middle area was cool but was easy to get stuck.
 - Ramps and hallways were too cramped.
- Key takeaways:
 - My level was too small in order to reap the benefits of quakes quick playstyle.
 - I need to work on both scale and geometry to ensure the player does not get stuck.

Before - 10/15/2020

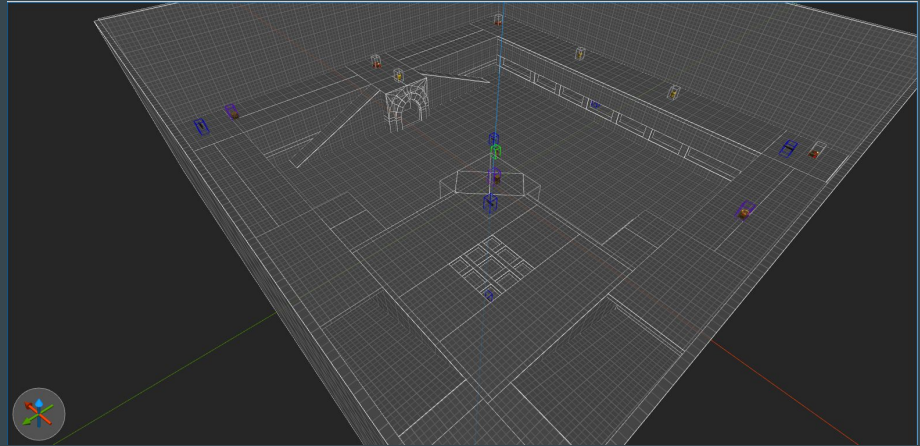


After - 10/21/2020



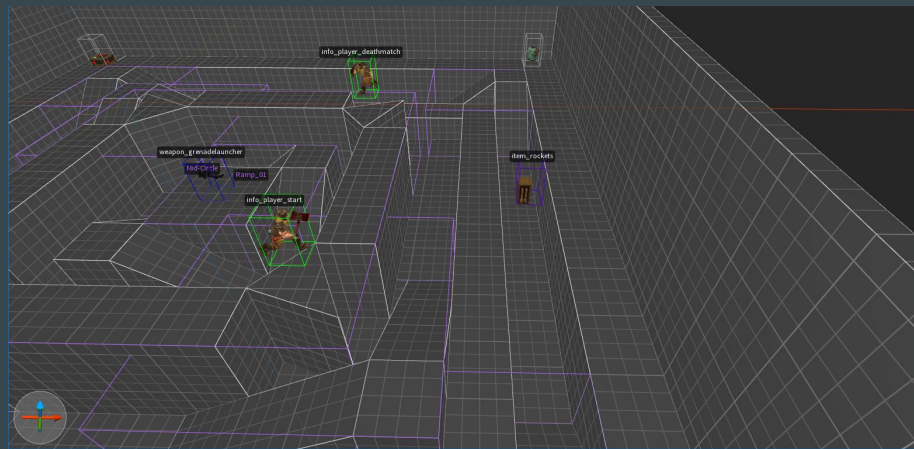
Changes - 10/21/2020

- Changes:
 - 6 x map size
 - Added more vertical areas
 - Added separate corridors
 - Worked on asymmetry



10/21/2020

- Before:
 - Too small
 - Wanted separate walkways for the player
 - Too restricted



10/21/2020

- After:
 - Made separate corridors that are longer and go around the length of the map.
 - Will help free more player movement.

