Quake Map - **“Chasm” |** Created by John Bashak

**“Chasm”** is a symmetrical level on the original Quake made with the unofficial Quake level editor. The objective of **“Chasm”** is to allow every player an equal chance at combat greatness. There are no advantages on either side, holding true with the common theme of Quake and most competitive games. Each team will spawn directly opposite each other on either side of the map at the start of the match, and continue to dynamically spawn in various areas equidistant to powerups and cover as the other team’s dynamic spawns.

**Centerpiece**

The **centerpiece** of the map is the gilded statue located in the center of the map. It will offer a room that encourages exciting open area firefights with little cover offered, only the statue in between the players will act as cover. There will be health pickups on opposite sides of the corridor surrounding the centerpiece, making these firefights often last longer than normal.

**Objective**

**“Chasm”** is optimized for both **team deathmatch** and **free for all** game modes. Dynamic spawns in addition to static spawns on opposite sides of the map will allow for everyone to spawn in safety without risk of spawn-killing.

**Setting, Theme**

The **setting** for **“Chasm”** is inspired by underground corridors in the Kremlin, drawing inspiration from **Red 3**. The **theme** is **secrecy, symmetry** and **order**, as well as futuristic technology that is believed to not exist; this is where the portals and weapons such as the electricity gun come in to play and support the theme.