Process Journal

**[03/05/2020]**

I don’t have too much of a strict goal upon starting this map creation. I recently rewatched a favorite movie of mine, Red 3. I think I’m going to draw inspiration from the Kremlin location of that movie and incorporate it into my level design. Symmetrical, stonework, future technology, etc.

**[03/05/2020]**

<https://github.com/Bashakj49/QuakeMapJDB/blob/master/2D%20TopDown%20Map.png>

I created the 2D top down map today. I didn’t really have much of an idea on what I wanted to do before I started. I essentially just started blocking out the floor of the level with the idea of verticality and symmetry in the back of my mind and let the theme sort of form as I went. Eventually I got about one half of the map down, and I liked where it was at and so I duplicated and flipped it on itself to create the second half. I then tried to evenly distribute powerups, cover, spawns, and made sure it could be connected back to the centerpiece after reaching the farthest depth of verticality (the bottom floor where the best weapons are).

**[03/12/2020]**

I deviated from my original 2D top down view map. My first graybox iteration is for the most part complete. I think I want to change it up a bit more before the next stage, maybe more cover and 2 more levels to add more verticality.

**[5/18/20]**

Reviewed my graybox and moved onto texturing. For sake of getting the project in, I didn’t end up going with the 4 levels of verticality and just stuck with my original graybox. I added lighting and texturing. Compiler doesn’t work for me, doesn’t give me errors yet still fails to load the map, so I’ll be doing my walkthroughs in the editor.

**[5/19/20]**

I completed my graybox for the single player map and will soon move onto texturing and lighting.

**[5/20/20]**

I’ve completed lighting and implementing enemies. I ran into an issue with the main boss spawning so I used some placeholder enemies for the time being. Aside from that, the map is complete and looks good! I did two walkthroughs, one in-game and one in the editor.