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.