The map I made is one of warehouse parts from my game.

The map will show the door and mark the turret that is in the room it will also mark an area that the player can use as cover. What it doesn’t show is the control panel the player has to interact with to open the laser fence to get to the vent so the player can move though the room without dying.

The first set of small boxes is the cover the player must use to destroy the turret before the laser fence. Once the turret is gone the player can then use the control panel to lower the 1st fence.

Once the fence is gone the player can get to the vent opening which will take the player under the rest of the laser fences and to the other door leading out of the room.

The player can pick up health after entering the vent

The game idea is about a defective robot that has to make his way out of the warehouse where he was built before the robots from Quality Clean Up come to take you back to be re-programed.

