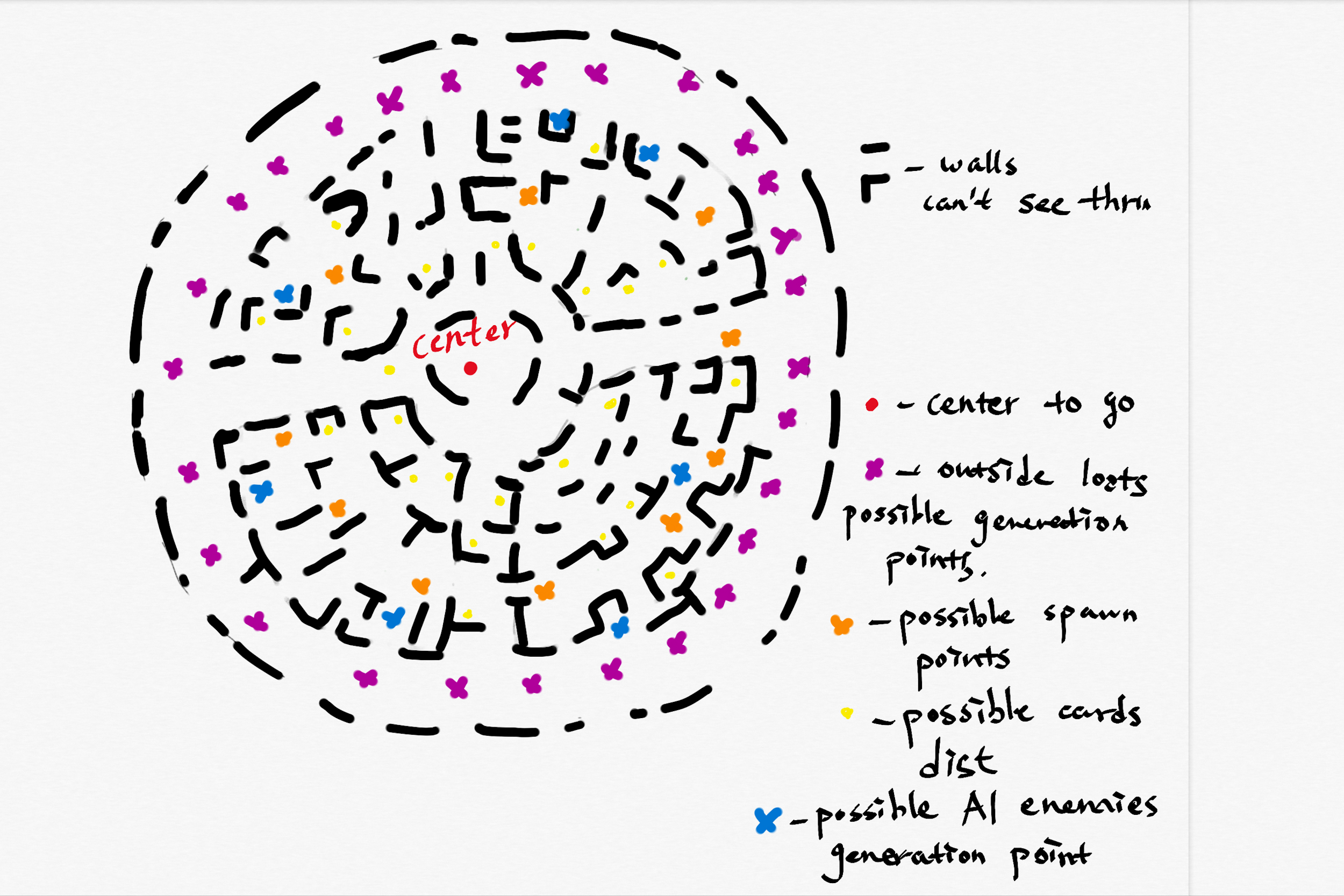
**Map**

* General Map Details:
  + Maps should be circular, with most of the map being maze-like and full of sharp turns and narrow corridors. There should also be a small open circle area in the center of the map. (See example below)
* Map Generation:
  + Cards
    - Cards are scattered procedurally throughout the map, with card density increasing towards the center of the map
  + Hazards
    - Traps are spread procedurally throughout the map
      * Traps either damage or apply negative status effects on players who trigger them. Usually moderately damaging, more aimed at making players unlikely to survive a subsequent encounter with another player than to kill them outright.
  + Spawn Points
    - Players are spawned procedurally in a ring near the outer edge of the map, all roughly equidistant from the center of the map and from each other
* Fog of war system:
  + **See spec [Fog of War system]**
* Bloodhound system:
  + As time goes on, an outer circle of the map will become covered with a red fog that grows towards the center of the map
  + In this fog, players can be attacked by AI enemies that are spawned on the outer edge of the map, for more details **[See AI System/Bloodhounds]**

**Conceptual Example:**

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