



The Silver Sun



TTT Design Contest 2021

Submission By:

India

Map

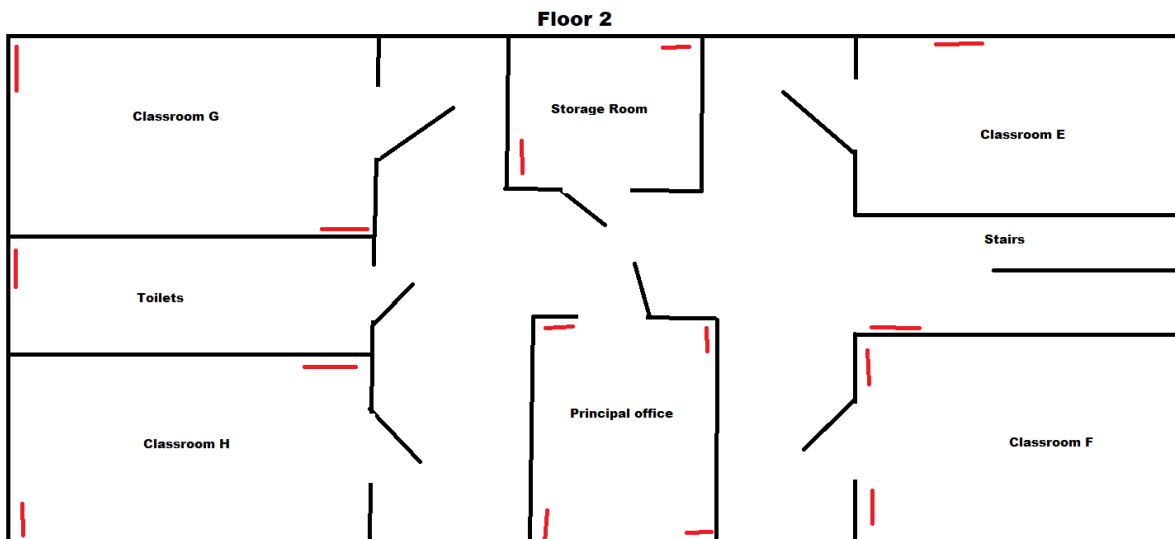
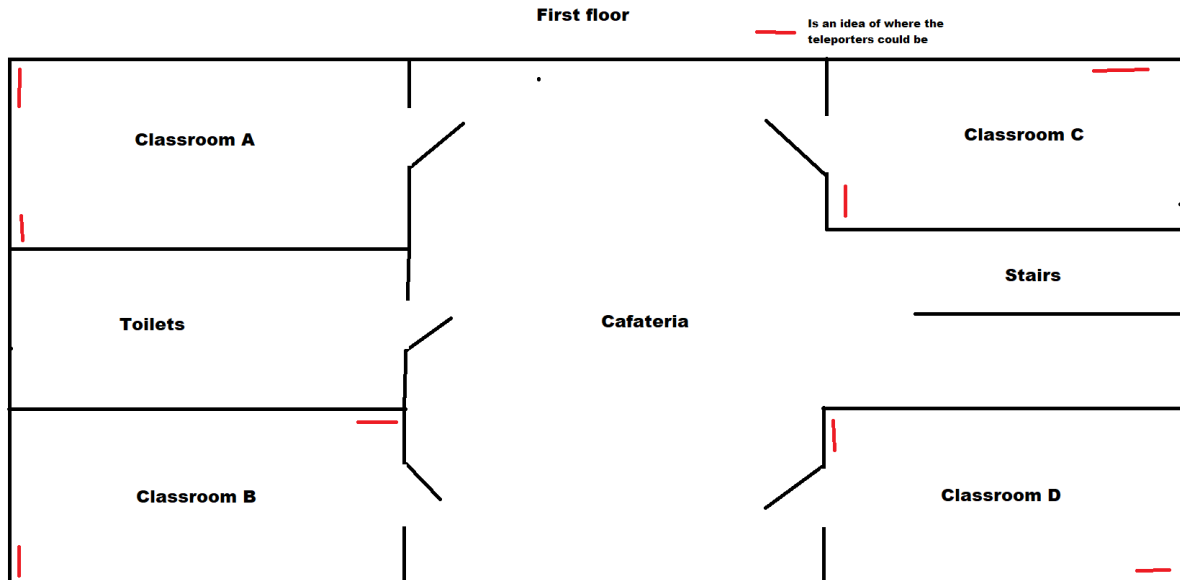
Details

Map Name:	ttt_Hi_School
Map Size:	A medium sized map

Map Description
<p>Hi School would be a load of small classrooms with a couple classrooms that have lockers in them.</p> <p>Hi School sounds boring at first read but the special thing about it is the lockers. These lockers would have teleporters at random in them(not too many teleporters)</p> <p>The main purpose of the teleporters in the classrooms lockers would be a great way to run from being hunted/ being a sneaky little traitor who announces they are the traitor and decides to make the game a fun hide and seek situation.</p> <p>It basically is a fun idea for a weird map that could change the game of ttt a little bit if everyone gets a bit bored of normal ttt</p> <p>(This is a very rough idea)</p>

Map Picture 1 - Birds Eye View

A drawing of the birds eye view of the map layout (Like a CSGO Radar image or the radar map on summoners rift)



Map Picture 2 - Extras

Drawings of any extra detail you'd like to give. Could be a picture of the main gimmick or an important area, or just of whatever else you want to include.

(Include them in the white space below on this page)

Item / Weapon / Passive

Details

Item Name:	Hello
Team:	Traitors
Type	Utility Item

Item Description
<p>THIS IS A WEAPON THAT WILL ONLY APPEAR IN THE SHOP NO SUBMISSIONS FOR FLOOR ITEMS / WEAPONS</p> <p>Hello is an item that you aim in any wall direction and reveals people who are in that line of site for about 2 seconds (time is changeable)</p> <p>Hello would be useful for if you're wanting to plant c4 without someone seeing you/see where everyone is on the map to see where c4 would be good to plant. It could also be useful to hunt people.</p> <p>It's not something that would be hard to use but maybe it makes a loud af noise to signal the Innocent someone has used it that could make it more balanced</p> <p>Radar is already a thing in the shop for Tratiors but thinking about it it just feels funner and more clear/ more like a challenge. Maybe could even think about replacing radar with it and it becomes a gun with unlimited charges but you can only use it once every 30 seconds - 1 minute</p> <p>P.S. To be honest this Item feels like it would be more fun for the innocent to have for that time when you are the last Innocent and you have no idea how many traitors are left but i'm not sure if that's possible.</p>

Item Pictures

Drawings of how this item might work or playout

(Only give me pictures of what it will look like in game if you can provide the assets or if they are already included with HL2 or CSS)

(Include them in the white space below on this page)