☀ The Silver Sun ☀

TTT Design Contest
2021

Submission By:

Jake

Map

Details

Map Name:	ttt_windmill
Map Size:	Small

Map Description
Small map with 5 islands. 1 big, 4 small. Small islands each have 2 thin paths leading to them and glass walls on 3 sides. Should be able to see what anyone is doing on the small islands but only be able to shoot them from the middle island.

Small islands have buttons anyone can use that temporarily disable the thin paths to them so you can isolate yourself from everyone else but still be shootable from the right angle.
Corner walls in the middle are to stop people getting killed by traitors that isolate themselves without a way of killing them back.
Possibly raised building with flat accessible roof in middle to give advantage over people camping small islands.
Only guns on small islands to force people to not just camp the middle.
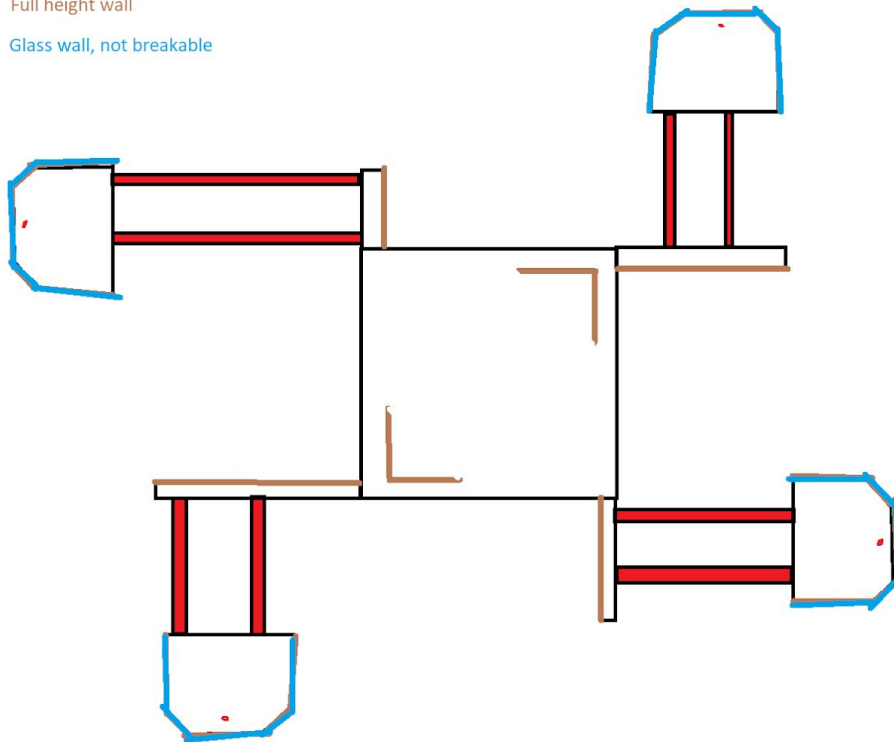
Map Picture 1 - Birds Eye View

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

Full height wall

Glass wall, not breakable

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:	Pinger
Team:	Detectives (maybe also traitors tho?)
Type	Utility Item

Item Description
Gun. Perfect accuracy if you're not a spaz. Doesn't deal any damage. You only get 1 bullet. When bullet hits a target they emit a PING noise every 5-10 seconds alerting everyone nearby of their location. Lasts for 60 seconds. Detective can use on sus but not proven people so everyone else doesn't get caught off guard by their skulking shenanigans. IMPORTANT: The ping noise should be my voice saying PING loudly or I'll ree. Could also be used by traitors so they can shoot people that are sus of them or the detective?

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)