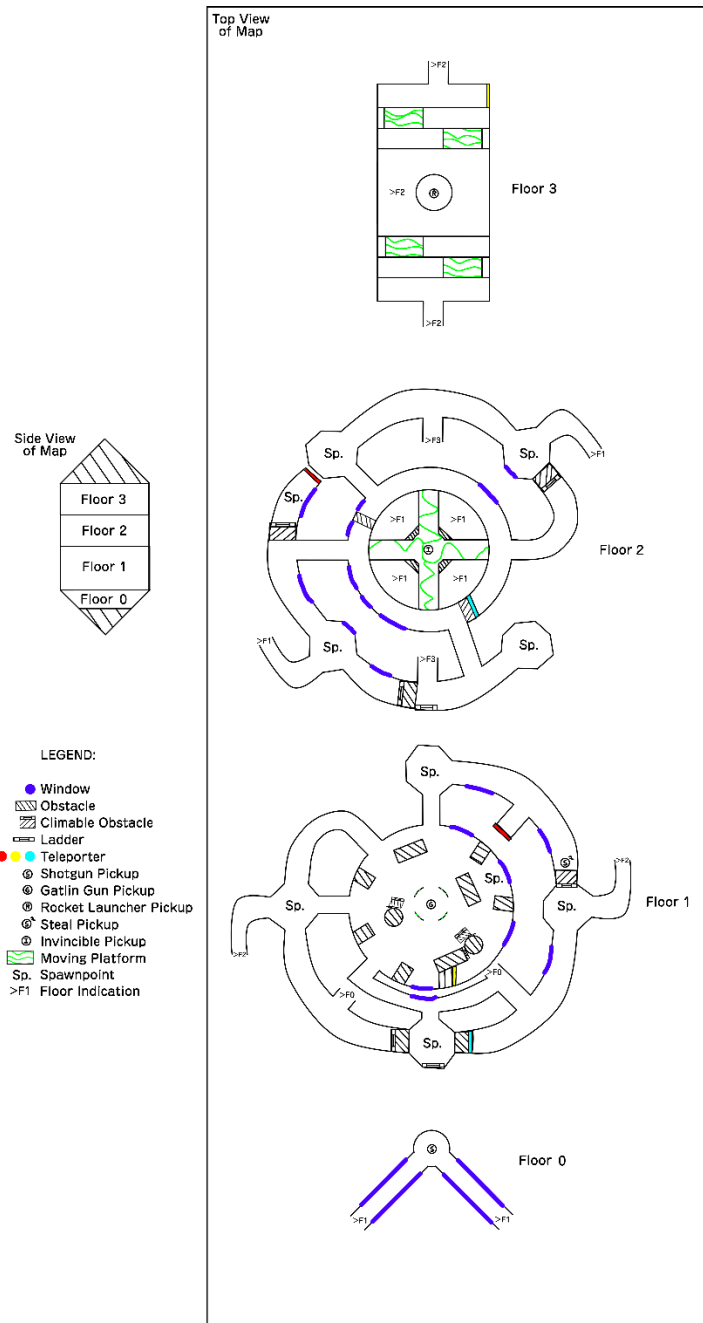
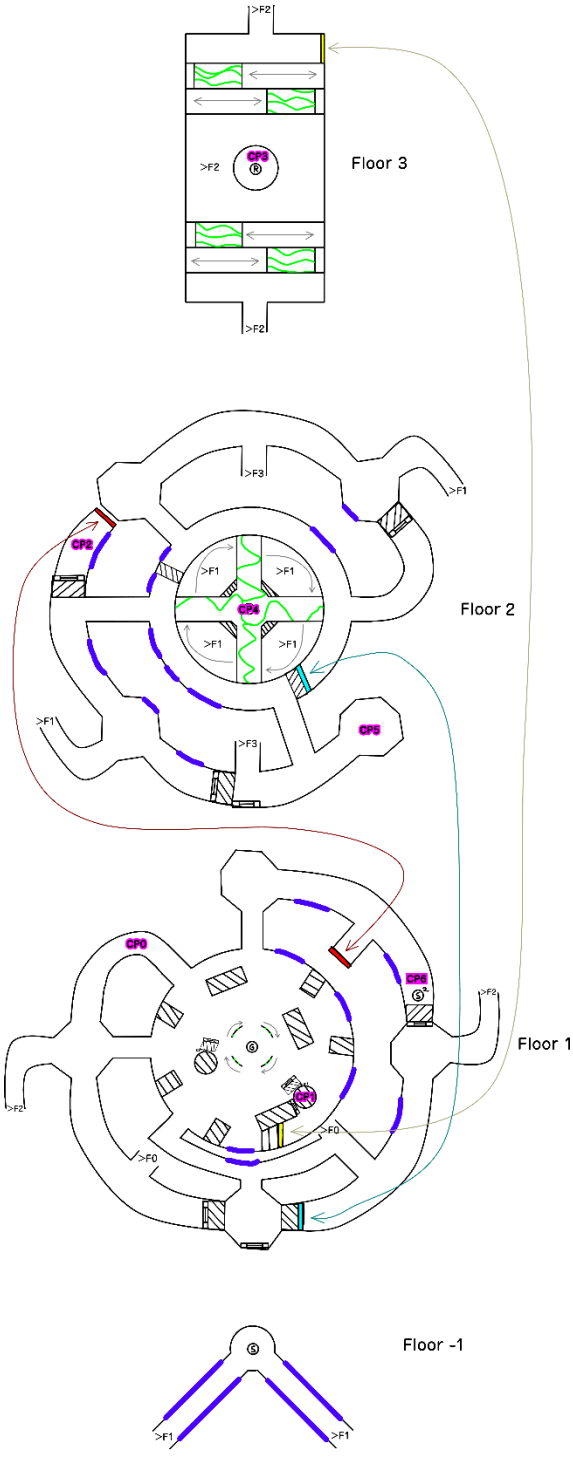


Exercise 3 – RLD

MAP – LAYOUT



MAP – RLD



EXPLANATION

General Idea / Distance / Position

This map is made for 6 players (FFA) where there are 5 re/spawn points (SP. in Map-Layout) on Floor 1 and Floor 2 (10 re/spawn points total). Every player is approximately the same distance away from each other and to get a pickup, except for 2 spawn points where the player won't spawn in the octagonal room and will spawn at a different location of the respective floor. This way, there is a small window for these players to be hidden and analyze the movement of the players to make things interesting and not too repetitive.

The game will mostly be played on floor 1 & 2, but players can go out of their way and go to different floors to give themselves an advantage for their nearest floor (Floor 0 for Floor 1 and Floor 3 for Floor 2 or 1).

Grey Arrows

The grey arrows (in Map-RLD) represent the direction of the spinning/moving platforms.

Colorful Arrows

The colorful arrows (in Map-RLD) represent how the teleporters are connected and where they lead to.

Important Spots (in Map-RLD)

CP0: One of the only spots in the map where a player has a view of the corridor with the re/spawn point and its stairs, and the open area with the Gatling Gun pickup. This spot allows the player to have a clear open view of its surroundings and if they see another player, they can decide whether they want to hide by going the opposite direction or launch a surprise attack at them.

CP1: A good view on the whole open area (Floor 1 & 2), giving the player an advantage at spotting other players, and if in danger, the quickest way to escape by dropping down and going inside the teleporter to go to Floor 3.

CP2: The only “safest” spot in the whole map. Players can analyze the open area of Floor 2 and decide whether they want to engage in the fight, take the teleporter to immediately go to a different floor or just hide and rest from the other players; while also staying exposed from the other side.

CP3: Place to get the rocket launcher (the most damaging weapon) and the highest spot of the map, meaning players can decide whether they want to drop and shoot on Floor 2 or Floor 1, surprising other players from above.

CP4: The most exposed spot on Floor 2 but also having surrounding walls and the invincibility pickup to be protected. This is the location that’s considered a double-edged sword, because either you’re exposed and can be shot from any direction, but you also are protected by the walls and the pickup, which makes it a high risk, high reward spot if you stay there.

CP5: Also considered a double-edged sword, as you have no choice and many choices at the same time. Upon spawn, there’s only one way you need to go (which is forward), but the corridor is connected to Floor 1, 2 and 3, which gives you an opportunity where you want to go immediately and players will not initially know where you went to.

CP6: Apart from CP5, the second dead end, but containing a potential advantage, which is the steal pickup. As you can steal weapons from other players, an ability like that is put in a spot where you have nowhere to go and if you’re backed into a corner, can steal your opponents special weapon, turning the tables in that instance.