



THE SHATTERED PLAINS

AN UNREAL TOURNAMENT MAP BY CHRIS DECHAMPLAIN

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Story

The cracked, dangerous landscape of the plains stretches out for hundreds of kilometers. All of it is a warzone. The human empires seek the gem hearts that beat within the massive creatures that inhabit the region, known as Chasmfiends. The denizens of this realm want the humans out. And so it has gone, for generations. Until the strange, alien creatures spilled forth from the Oathgates, and laid waste to both sides. You're one of the leftovers, and there's still a war to fight.



Figure 1: A Highstorm hits the shattered plains.

Reference

Environment



Figure 1a: Bleak, stark and hazardous without any illusion of safety. The huge gaps are foreboding.



Figure 1b: Navigating takes finesse, lets you fall to certain death.

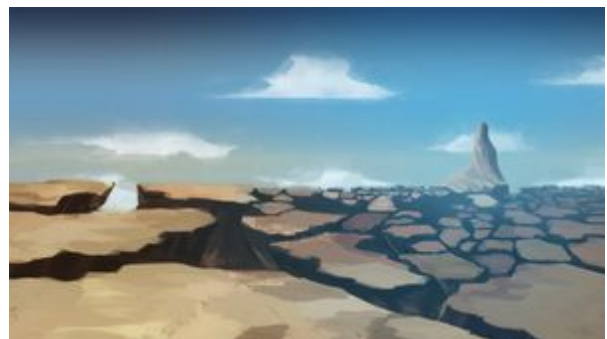


Figure 1c: The palette is primarily browns, oranges and blues.

Setting



Figure 2a: A chasmfiend emerges from the chasm below.



Figure 2b: In some areas, crossing by bridge is essential on the upper levels.



Figure 2c: The sky is pale and overcast.

Objects and Features



Figure 3a: The terrain here is rough, and largely impassable save for the routes set by previous visitors.

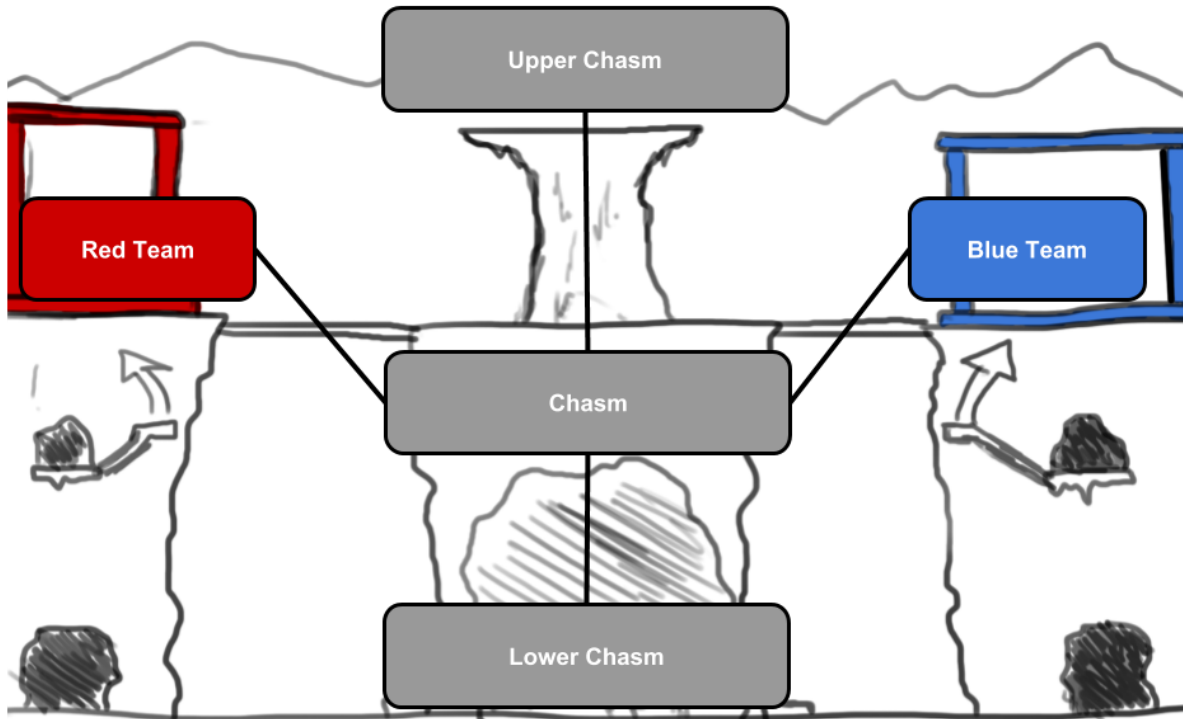


Figure 3b: lower chasms. Riddled with bones, and traversable upwards only at stairs and ladders.



Figure 3c: Highstorms can form without warning, devastating the unwary with hurricane winds and rain so hard it can eviscerate flesh and armor.

Program



Upper Chasm

Rocket Launcher x1
Tower x2

Chasm

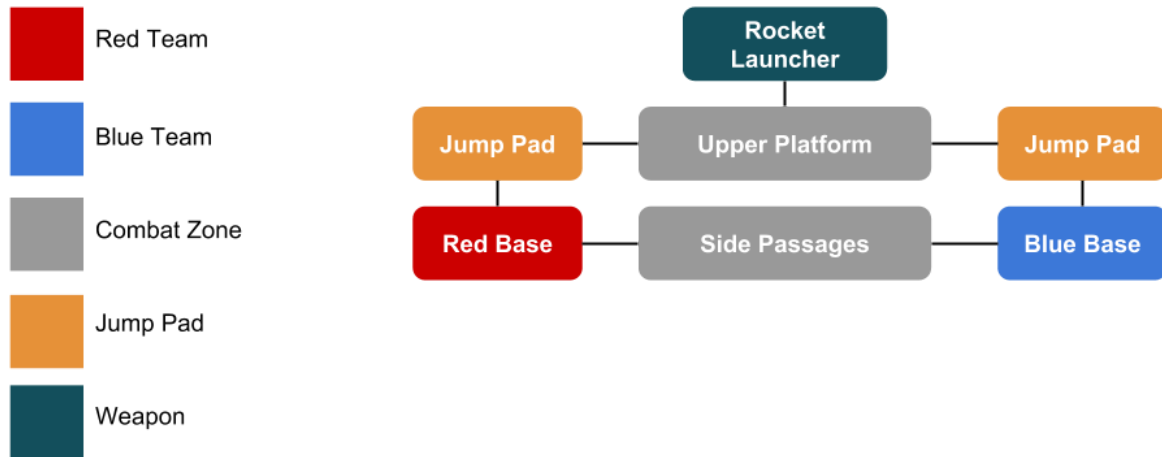
Armor
Health
Side Passages
Jump Pads
Shock Rifles x2
Enforcers x2
Tower x4

Lower Chasm

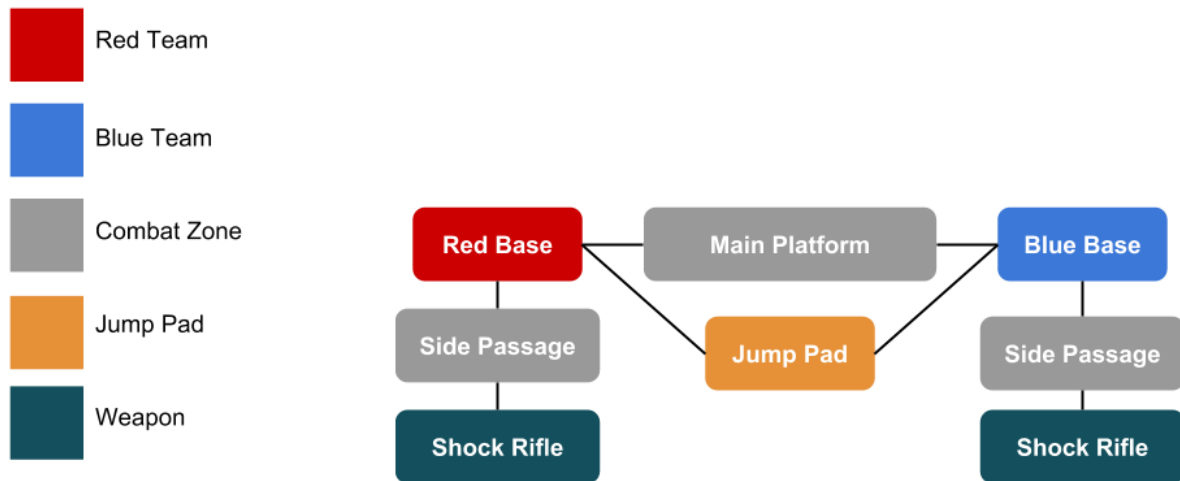
Cave
Rocket Launcher x1
Jump Pads
Armor
Health

Diagrams

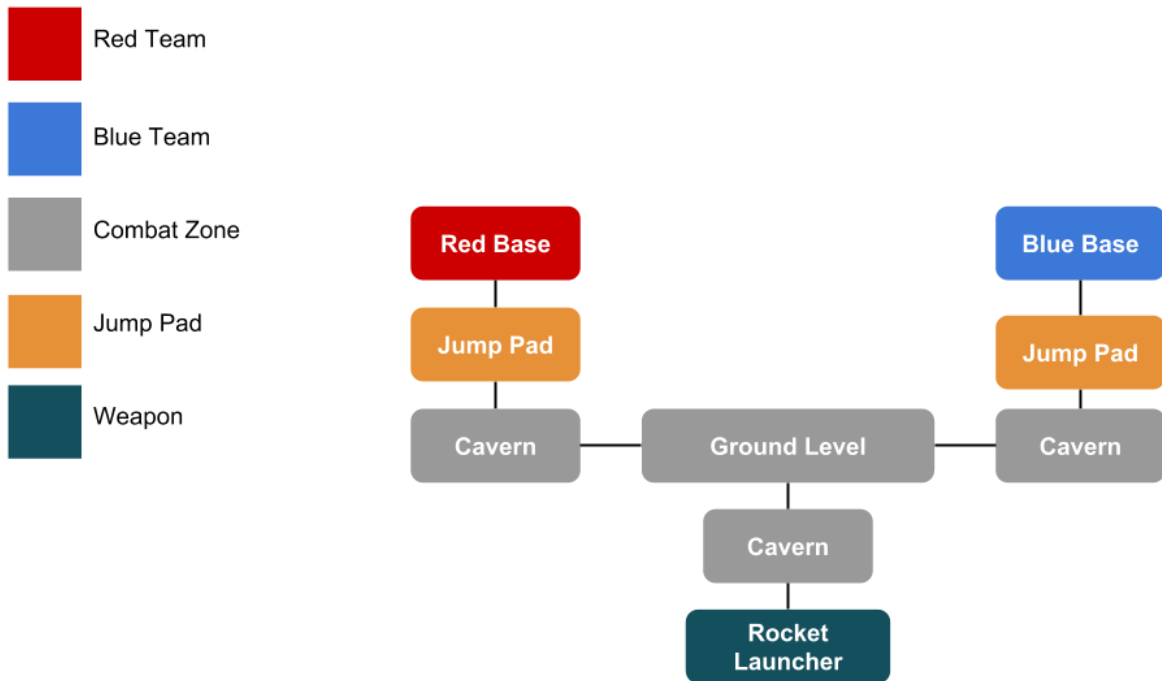
Bubble Diagram - Upper Chasm



Bubble Diagram - Chasm



Bubble Diagram - Lower Chasm



Metrics

All character metrics are based on centimeters(cm) rather than meters(m) in this iteration of Unreal Tournament. This simplifies measurement compared to previous entries in the series.

All presented data in metrics is taken from game files wherever possible.

Character Metrics

Metric	Value (cm)
Height	184
Width	92
Jump Height	123.7
Dodge Length	658

Object Metrics

Metric	Value(cm)
Stair Steps	18.75cm (4 steps = 75cm)
Jump Over Object (Stand/Run/Sideways)	30 to 50/ 50-100 / 120 to 150
Hiding Height (standing)	Less than 120
Hiding Height (crouching)	120

Movement Metrics

All values are measured as uu/s (Unreal Units per Second) unless specified (see *Gravity values*) except for Air Control, which is based on a % of movement speed.

1 Unreal Unit (uu) = 1cm

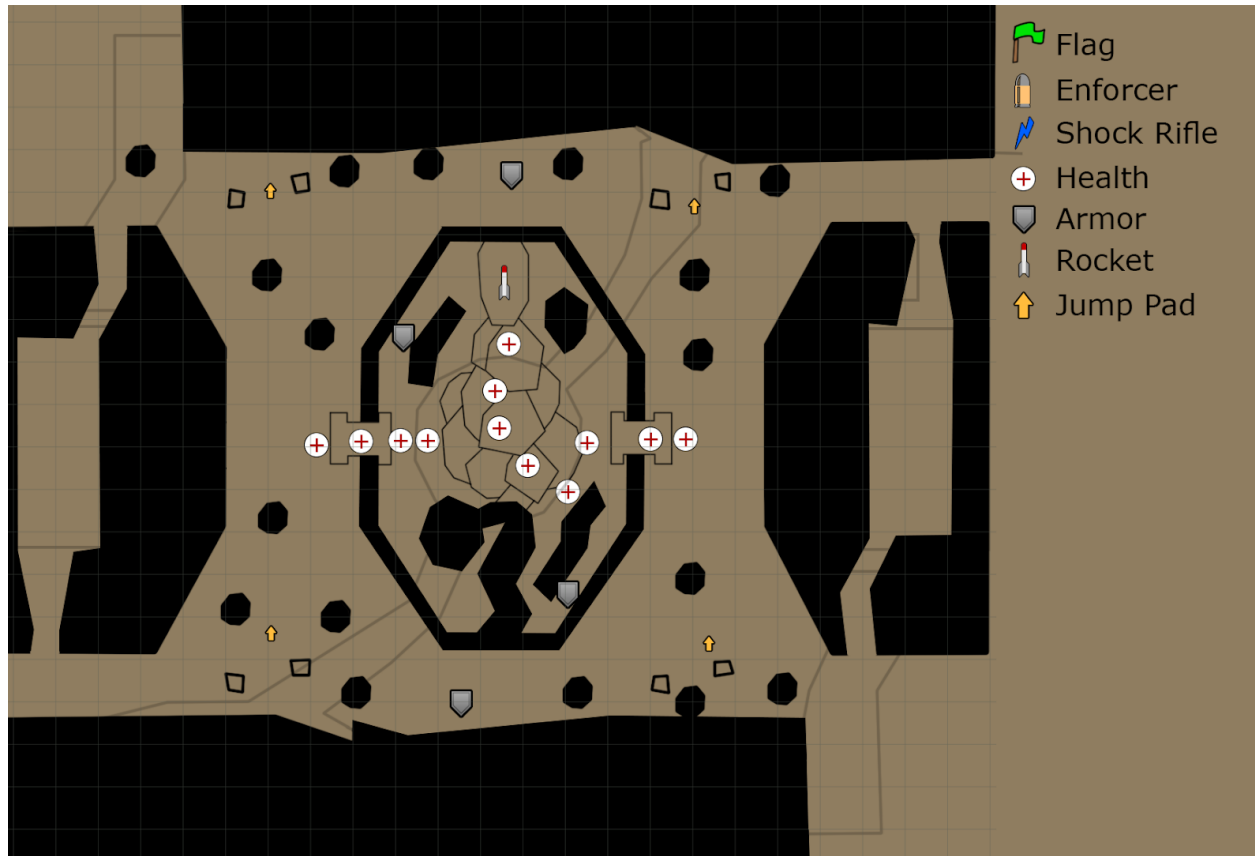
Metric	Value (uu/s)
Run Speed	940
Crouch Speed	315
Swim Speed	450
Jump Speed	730
Dodge Speed	1410
Dodge Speed (Upwards)	502.5
Gravity (uu/s/s)	2154
Gravity, Low (uu/s/s)	525
Air Control	40%
Injury Speed, Falling	2400
Dodge Speed, Wall	1350
Dodge Speed, Wall, Upwards	470
Sprint Speed	1230
Step Height	50

Object List

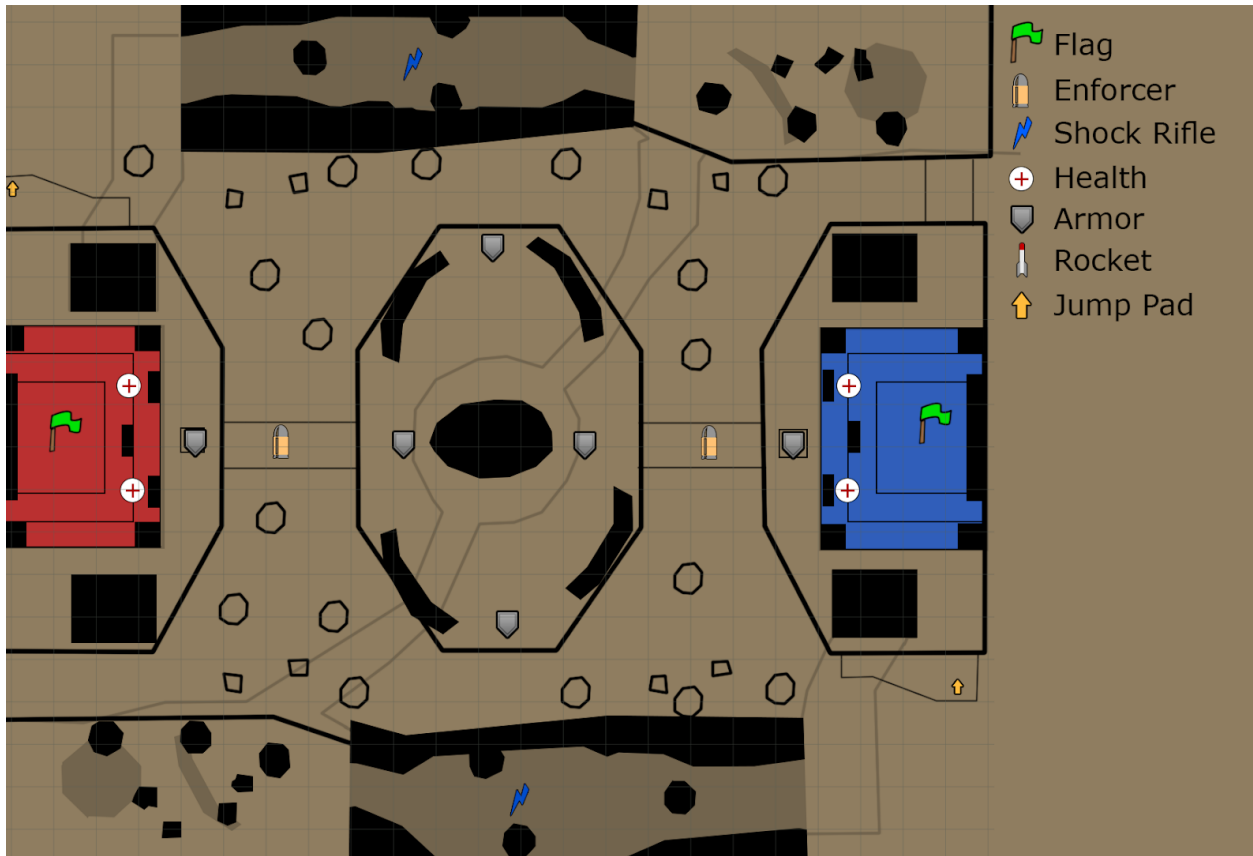
Object Name	Lower Chasm	Chasm	Upper Chasm	Total
Health Pickup	12	4		16
Armor Pickup	4	4		8
Enforcer		2		2
Shock Rifle		2		2
Rocket Launcher	1		1	2
Jump Pad	4	2	8	14
Tower Type 1		4		4
Tower Type 2			2	2

Layout

Lower Chasm



Main Chasm



Upper Chasm

