Overview

This is a map made for 4 players death match using the Unreal Tournament Editor. It is a first person shooting game that focuses on winning by getting the highest number of kills. This map consists of three levels: the underground tunnel, 1st floor, and 2nd floor. The map is to be set in the ruin of a futuristic secret site located inside the desert.

Version 1

[screenshot ver 1]

This is the first version of the map in which I started off as a basic white block game design. This version of map includes two towers located at the top left and right bottom in which I deleted for my later versions. The towers both include teleporters that allows players to go to the upper level of the tower. They also both have powerful weapons that will encourge players to try to go up despite the danger they may encounter. The initial reason was to make something that stands out as special landmarks and was meant to house powerful weapons for the player to grab considering the danger they may face while trying to grab it during the game play. However, since the danger outweights its reward, I removed these towers and instead focusing on building a underground location inside the center island.

Version 2

[screen shot ver 2]

Through my first round of testing, the underground unker was too narrow for player to safely travel in and out of it, so change must be make to it. I also find that although I tried to make a second level for my map, it is still laking. So I add a additional bridge between the building at the top right and the platform on the cut out wall. I also made a few holes on my first tunnel to allow players to go through it from multiple entrances.

Version 3

[screen shot ver 3]

I made my underground tunnel inside the middle island and removed the two tallest tower. I instead made an additional small tower on the bottom as a siniping site for the player. An additional platform is also raised for the sniper to sniper from. Along with the wall raised next to it, It will allow player to avoid being sniped so easily. An additional wall next to the outer elevation is of the same purpose. I also reduced the space on the the second level of my center building to prevent players from remaining at one location only during the gameplay. The previous deign was too spacious and resourceful, making less reasonm for player to come out of it.

Version 4

[screen shot ver 3]

The center island is moved more towards the top to make room for the player to travel through. The undergroun tunnel is also complete, connecting the center island to the center building. I have also add a wall to make the player crouch down when passing through, making more variety of game flow. The second level balcony is also added to make the previously easy to get sniped location morehideout, making sniping more difficult to do.The same reason goes with the higher balcony on the first floor. I removed the previously rased platform next to the door since it is too unnatural when testing. Player may have a hard time trying to get on it due to the angle of the platform.