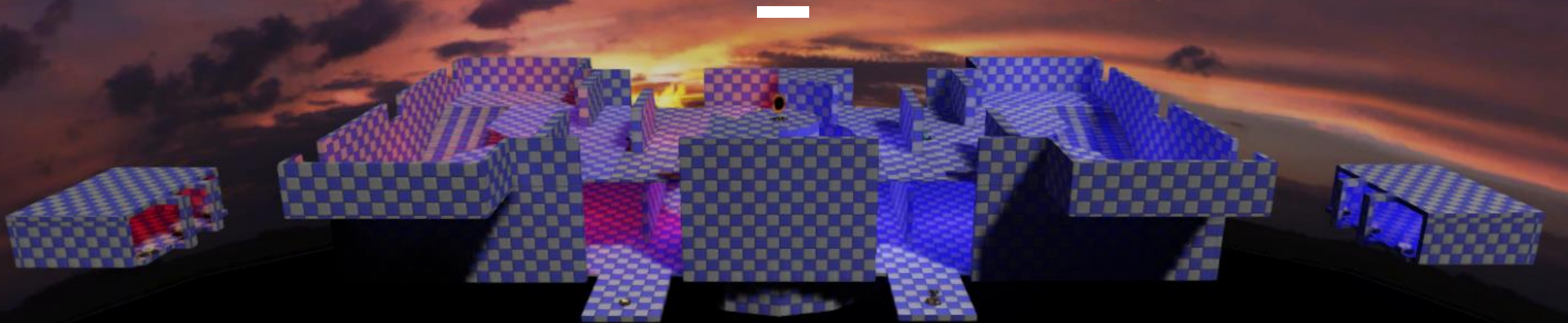
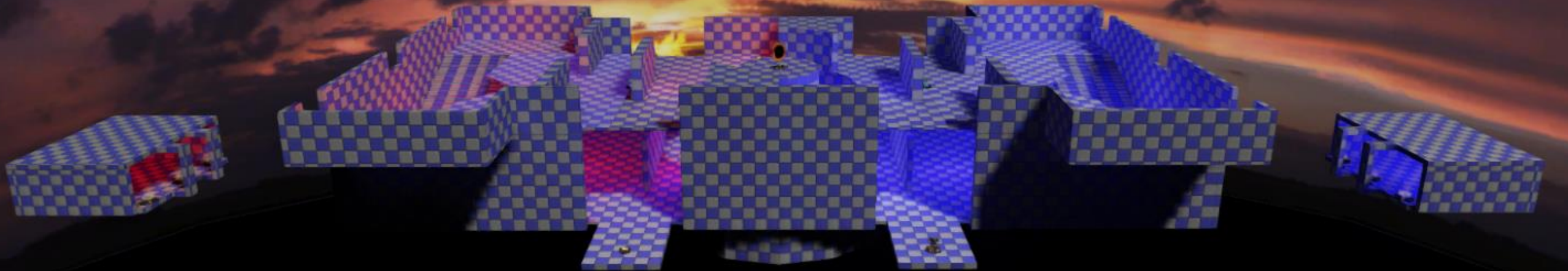


Présentation Map



Rapport Playtests

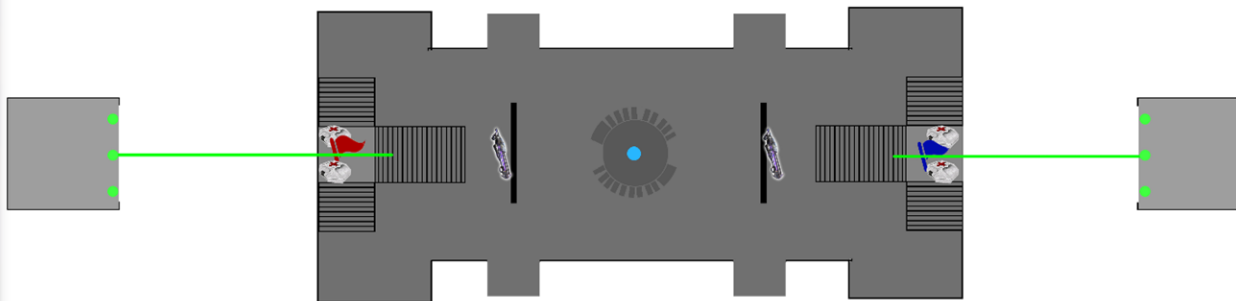
- Stratégique
- Grande mobilité
- Retournements de situations



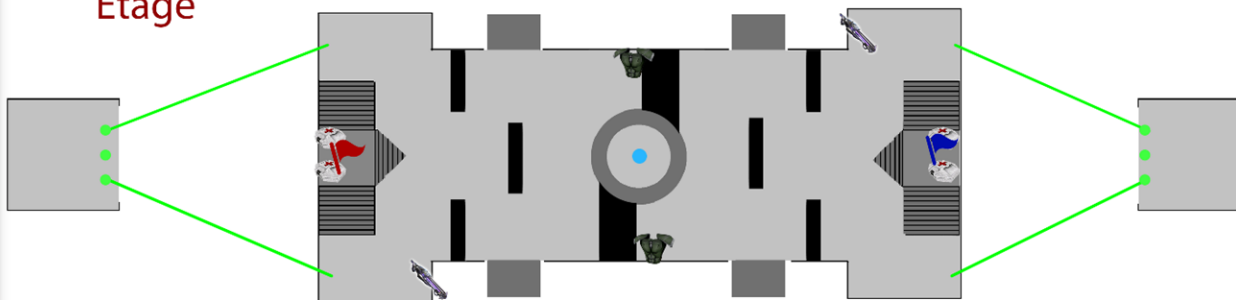
Plans N°1

● = Téléporteur

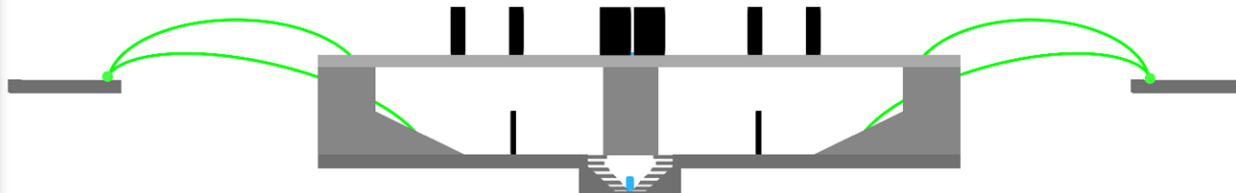
RDC



Étage



Côté



BLUE 0

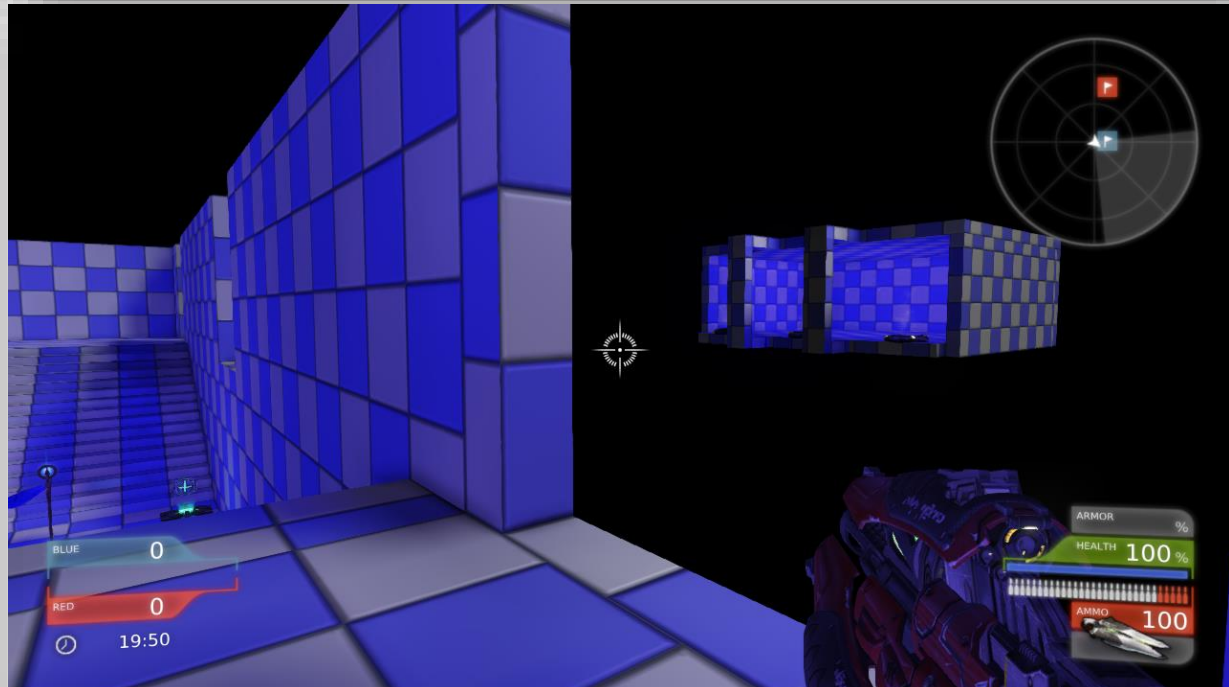
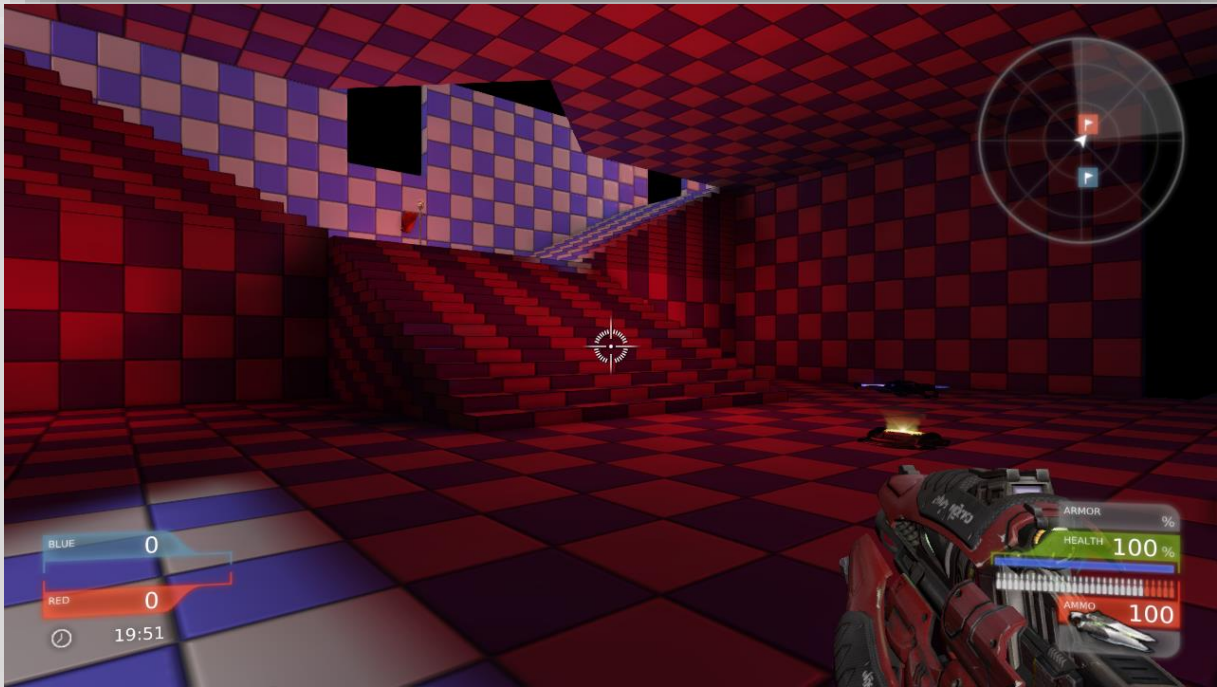
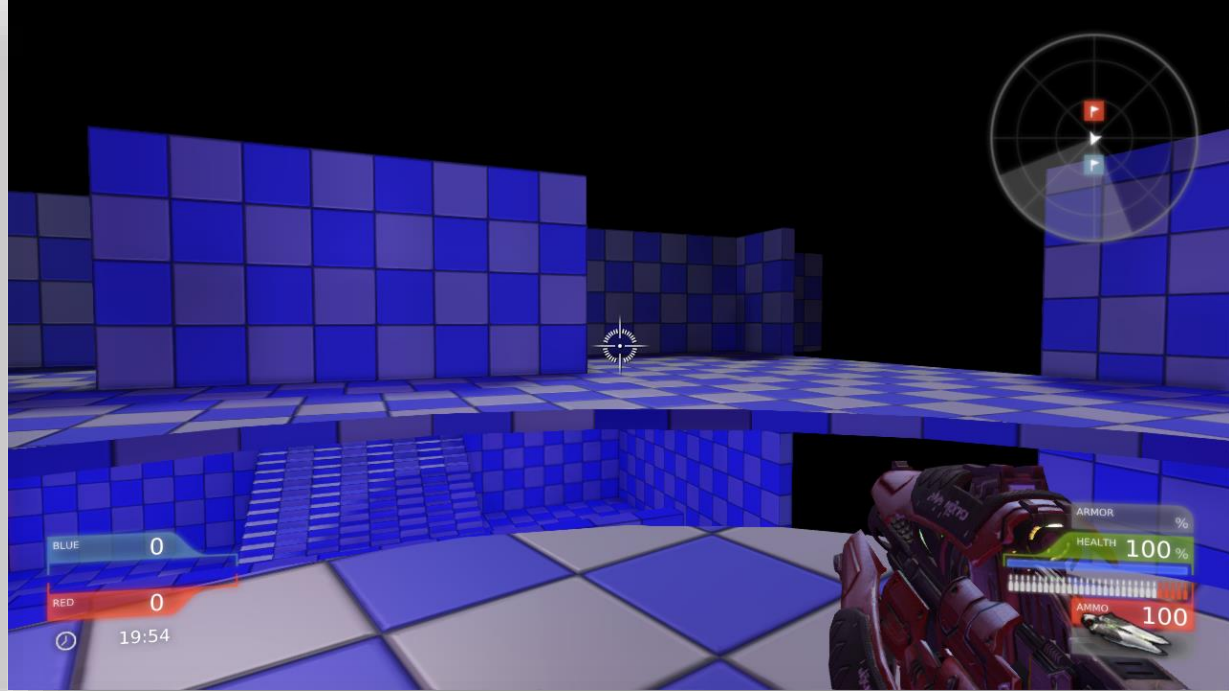
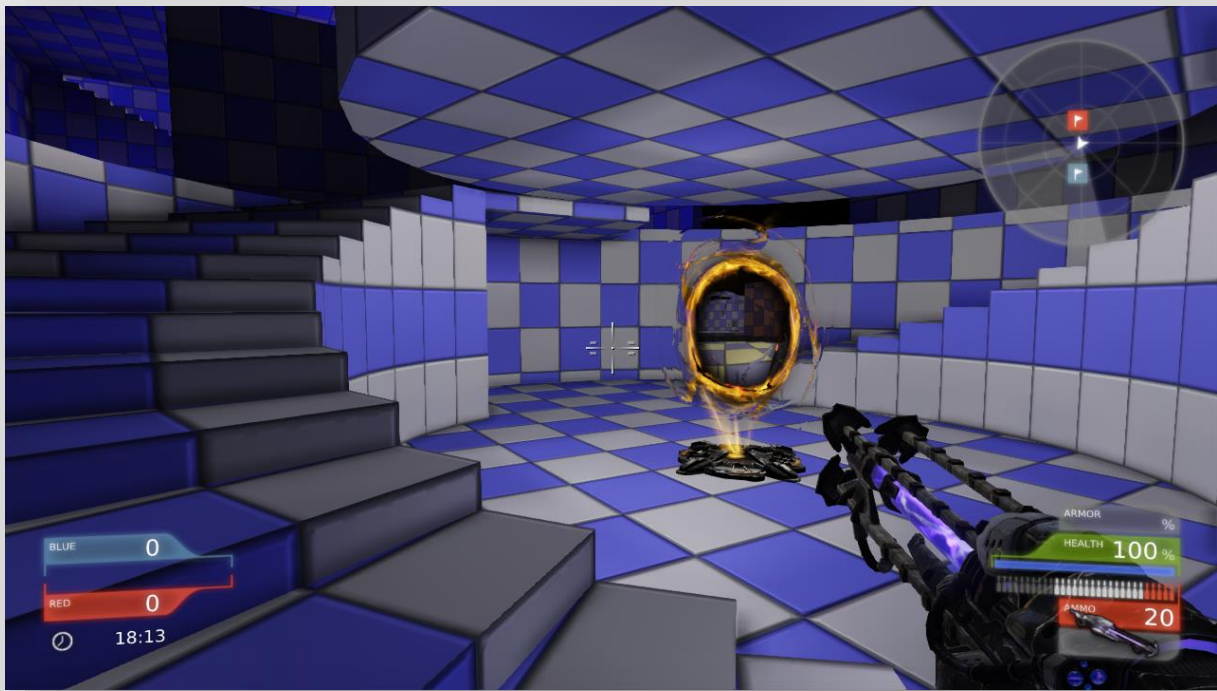
RED 0

19:51

ARMOR %

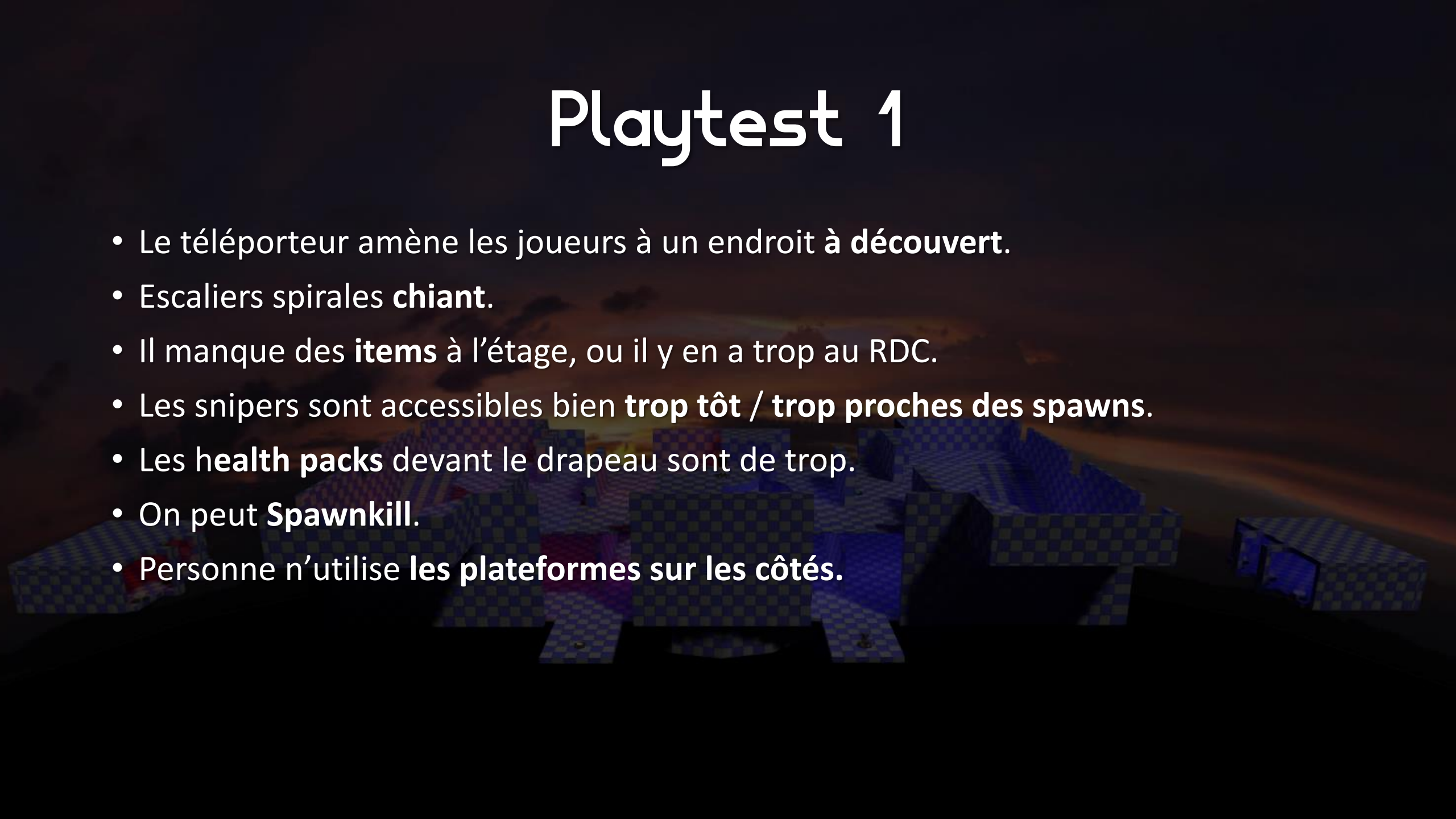
HEALTH 100 %

AMMO 100



Playtest 1

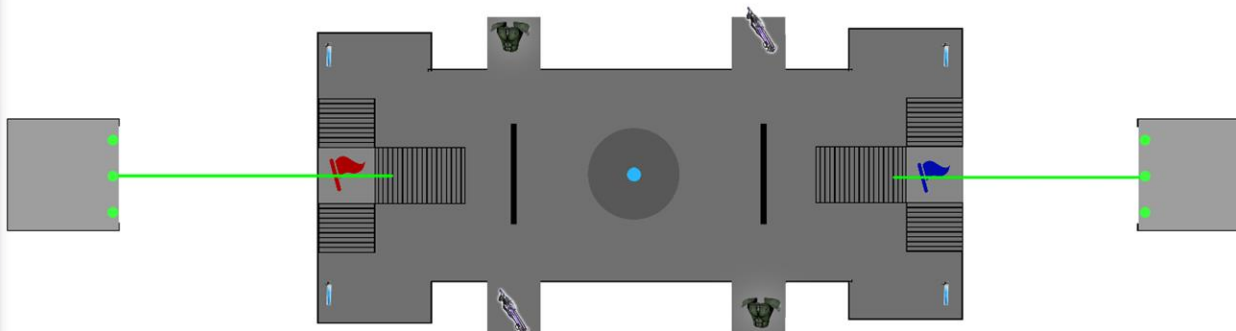
- Le téléporteur amène les joueurs à un endroit à **découvert**.
- Escaliers spirales **chiant**.
- Il manque des **items** à l'étage, ou il y en a trop au RDC.
- Les snipers sont accessibles bien **trop tôt / trop proches des spawns**.
- Les **health packs** devant le drapeau sont de trop.
- On peut **Spawnkill**.
- Personne n'utilise **les plateformes sur les côtés**.



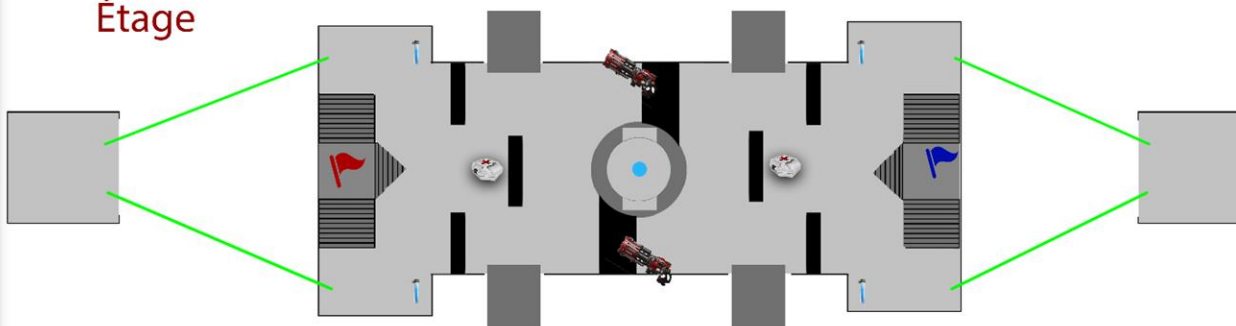
Plans N°2

● = Téléporteur

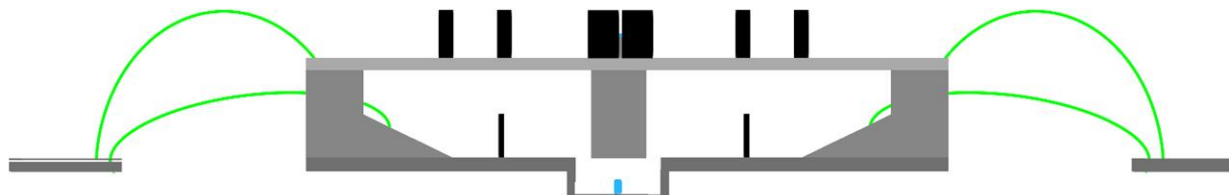
RDC



Étage



Côté



BLUE 0

RED 0

19:51

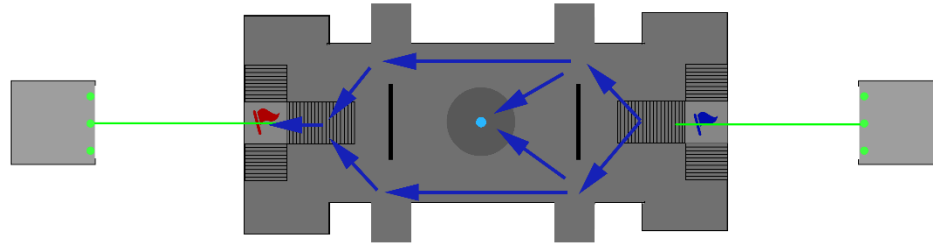
ARMOR %

HEALTH 100 %

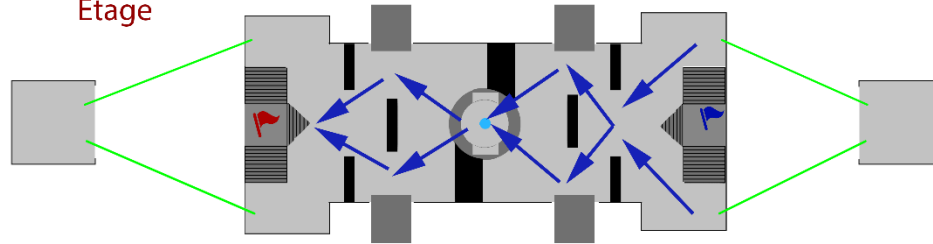
AMMO 100

Plans N°2 Circulations

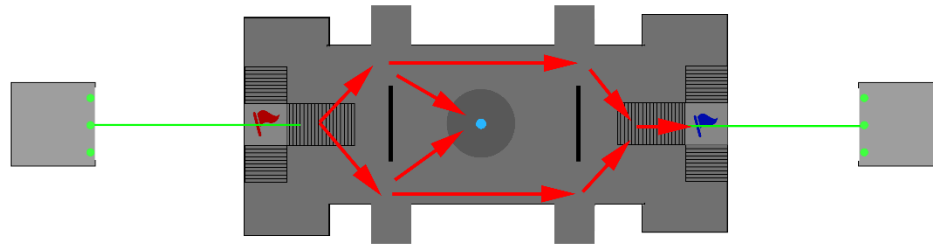
RDC



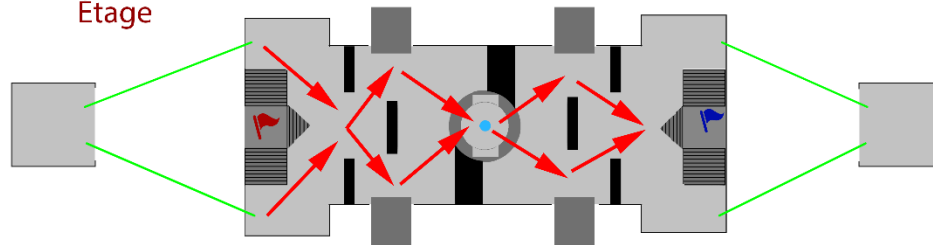
Étage



RDC



Étage



BLUE 0

RED 0

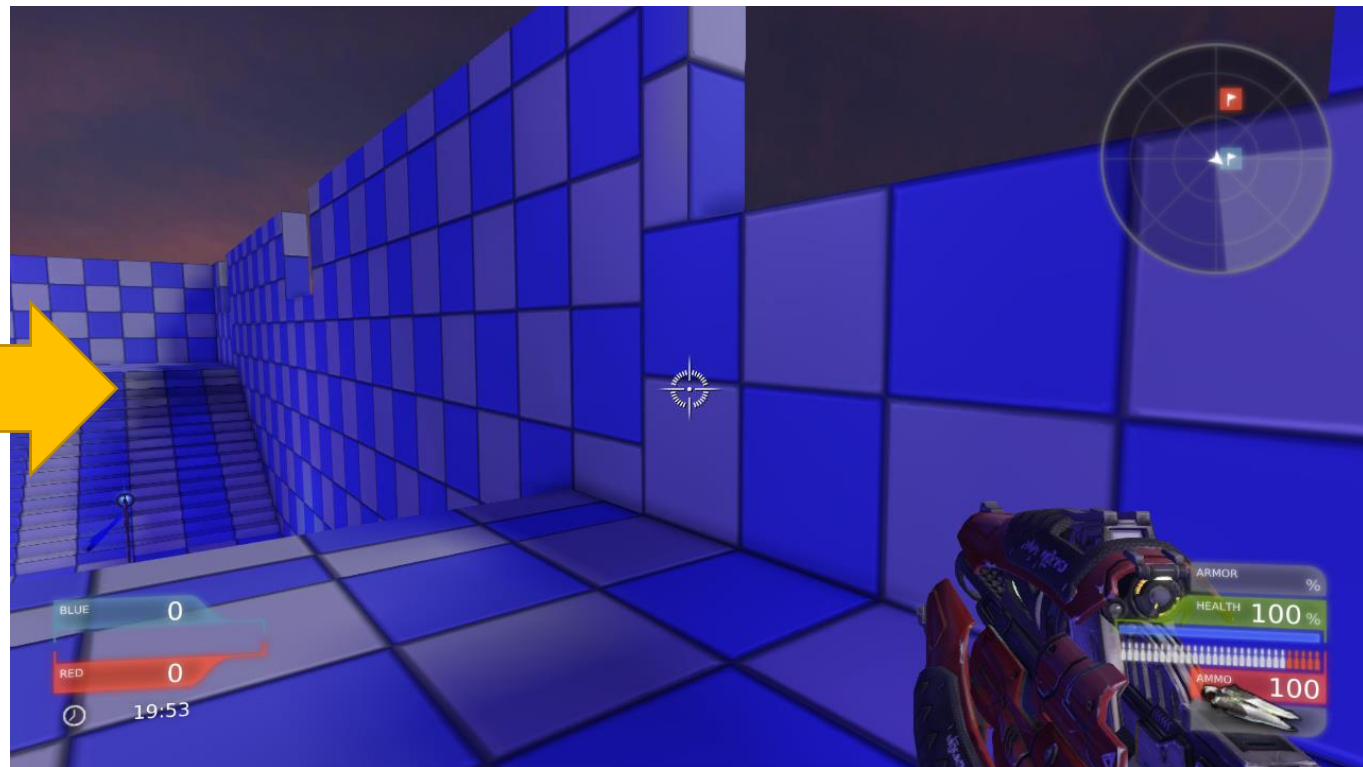
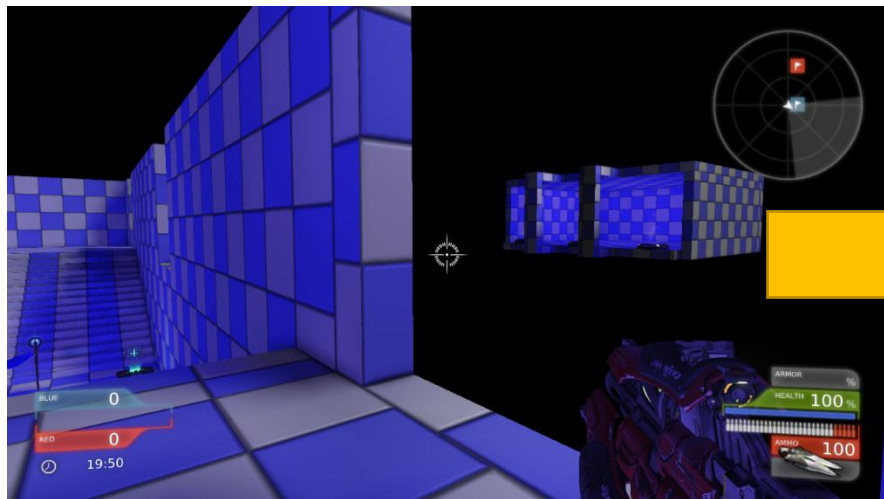
19:51

ARMOR %

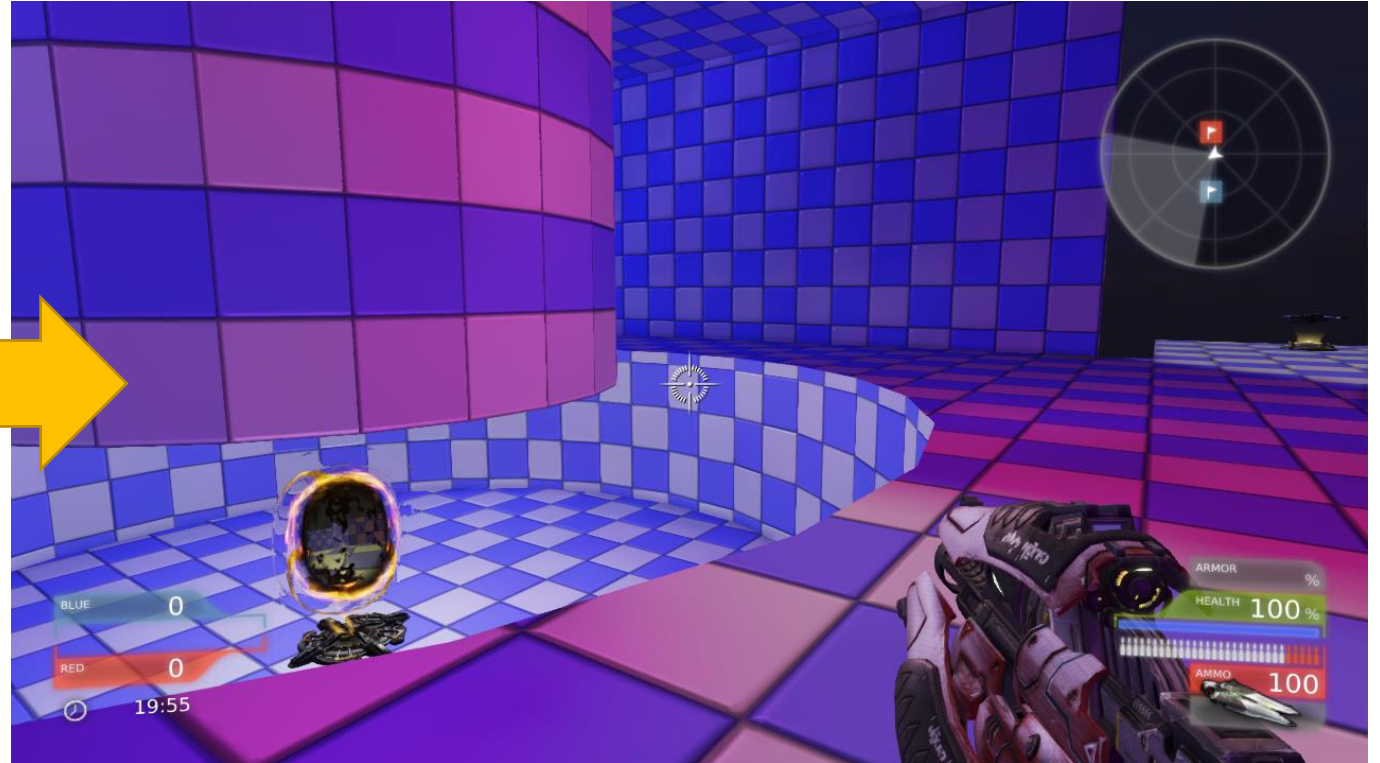
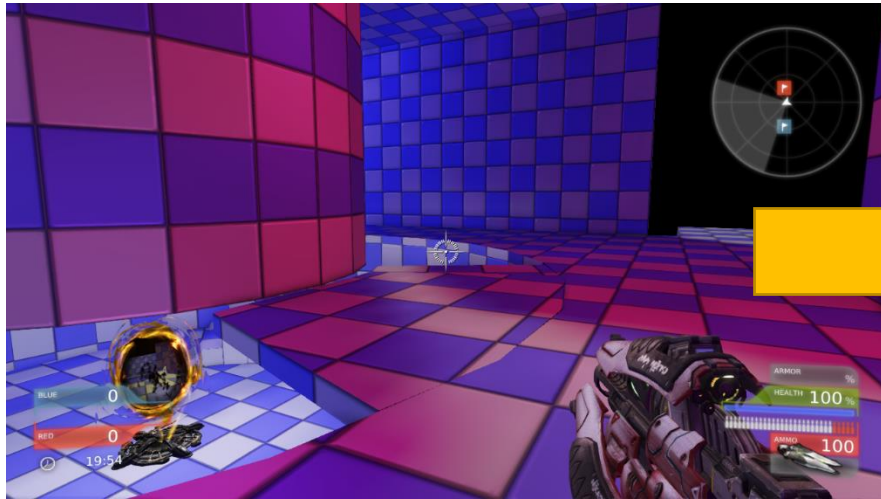
HEALTH 100 %

AMMO 100

Avant / Après



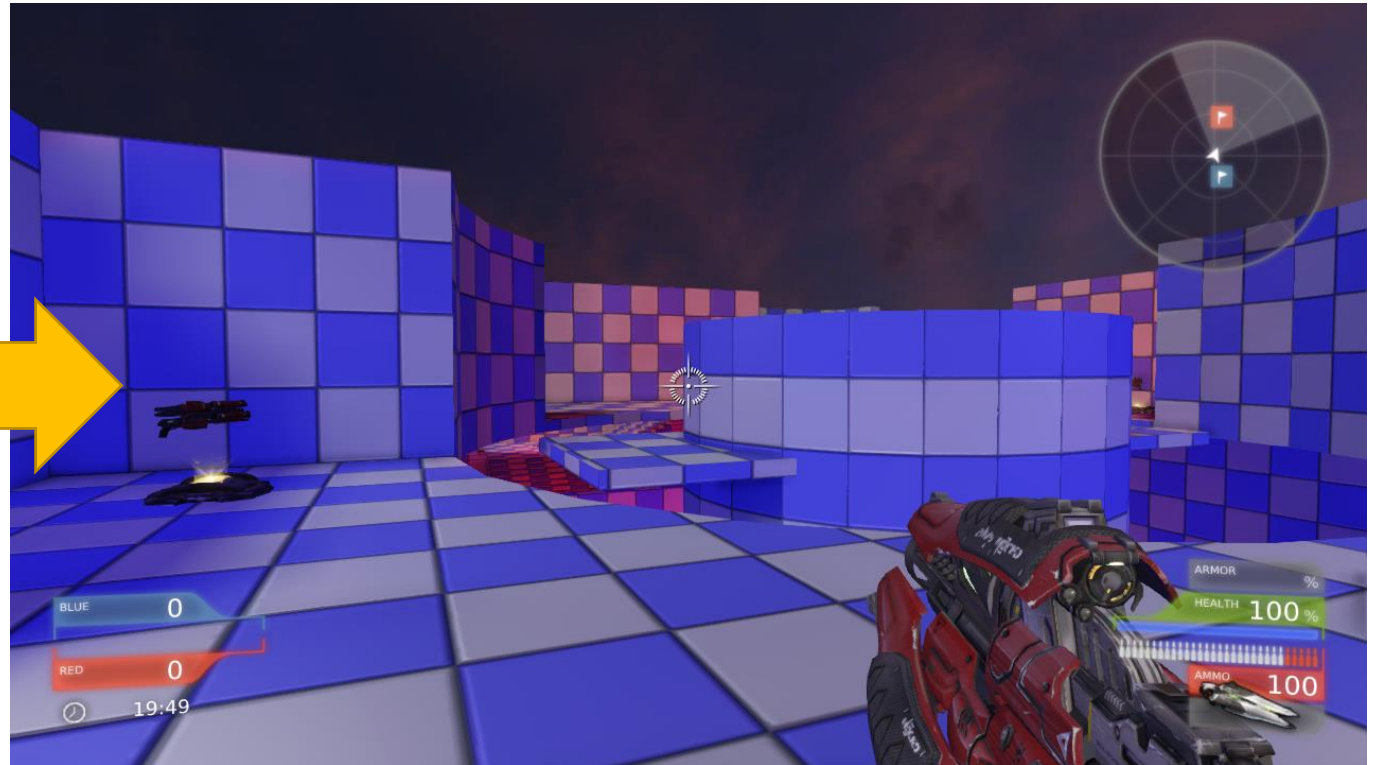
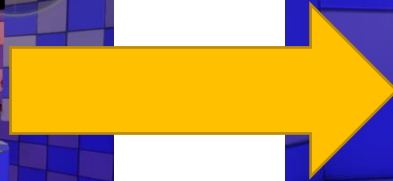
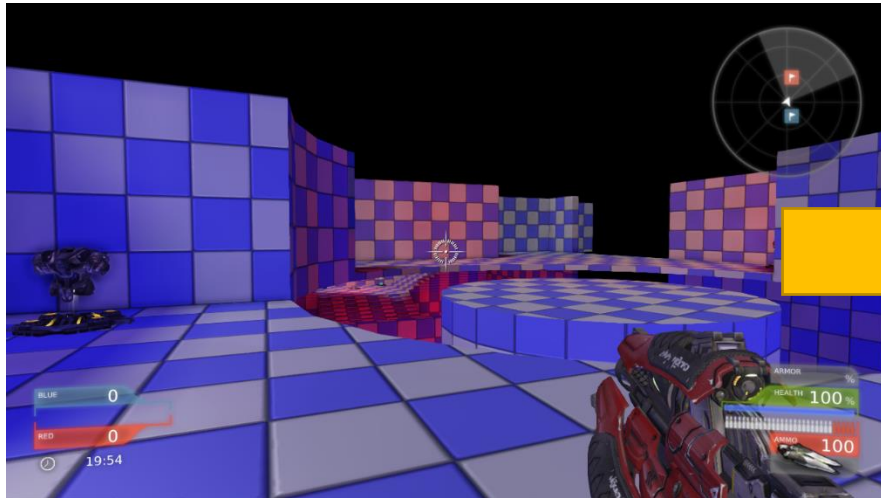
Avant / Après



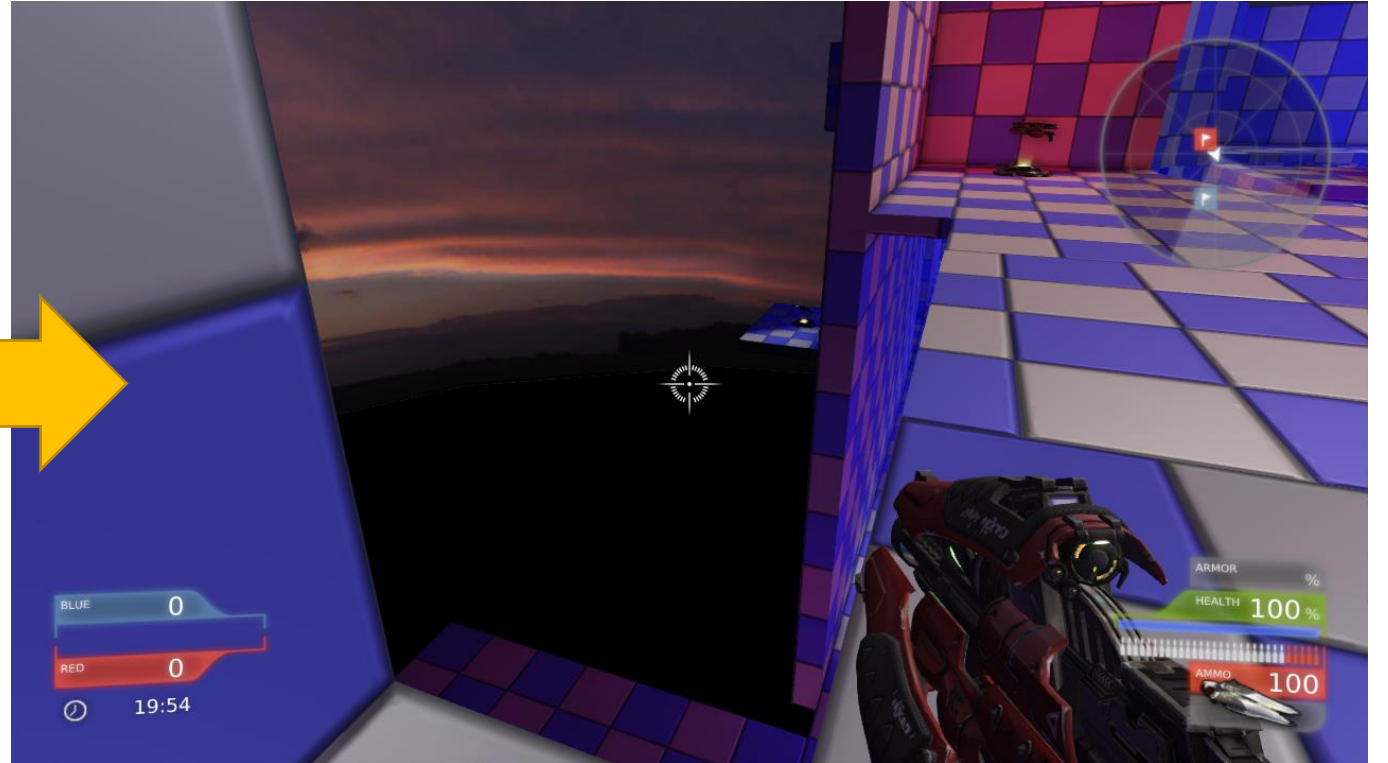
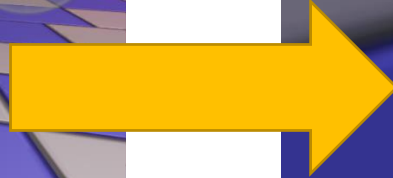
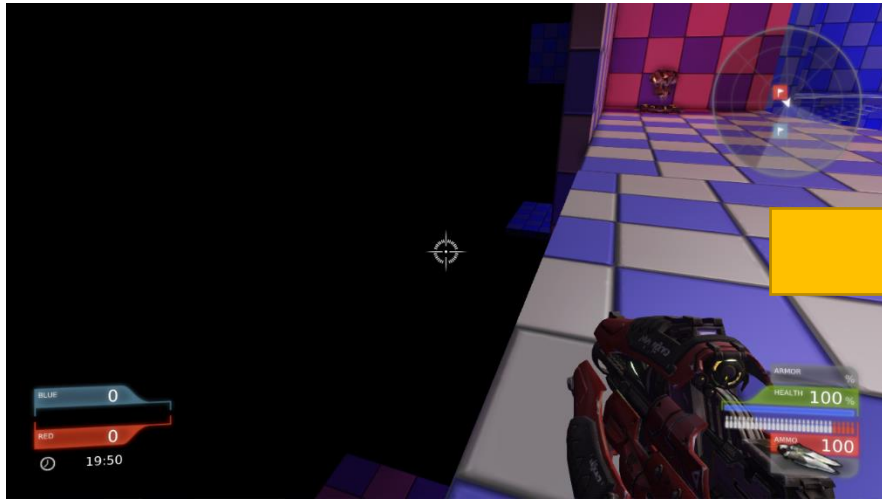
Avant / Après



Avant / Après



Avant / Après



Ce qu'il reste à faire

- Des playtests -> Améliorations
- Texturing / crédibilisation
- Meilleurs lights
- Des playtests -> Améliorations

