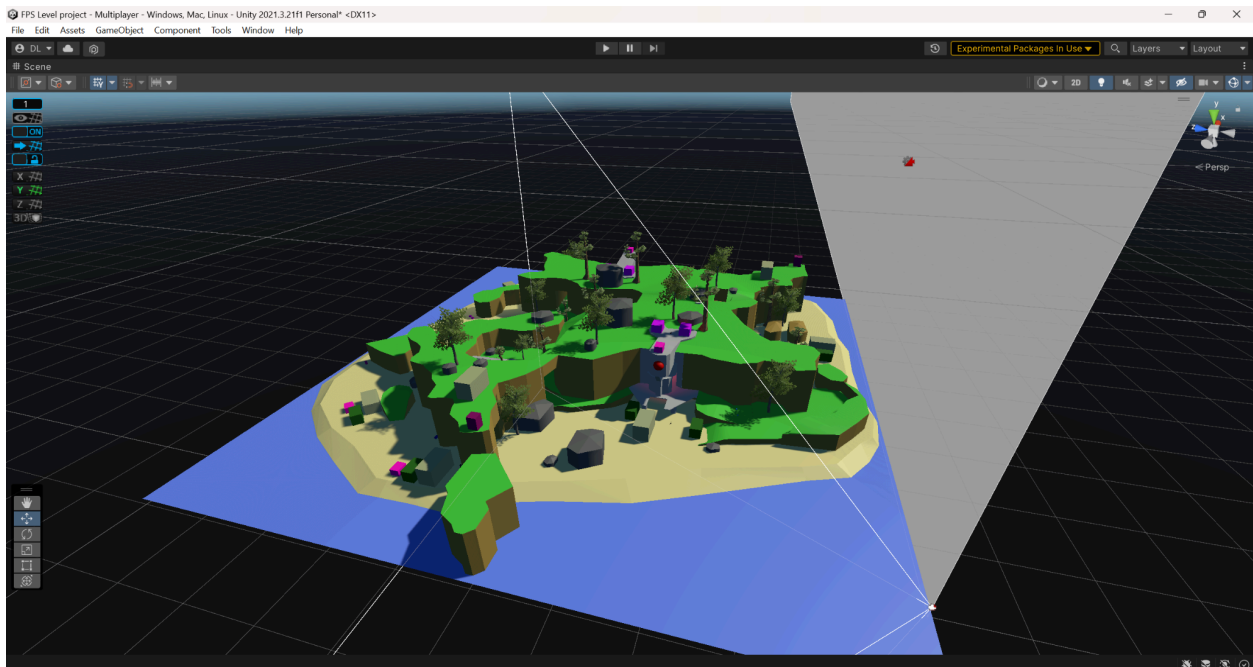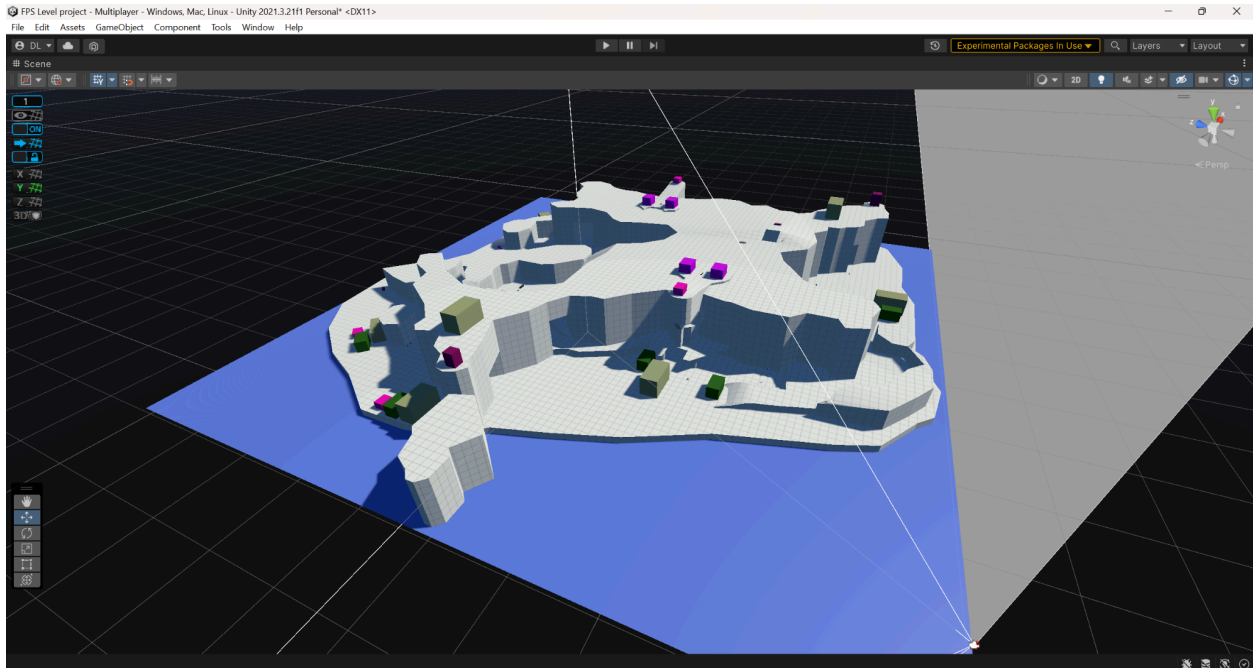Writeup

The changes I made to the level were adding textures to everything, adding rocks and

trees around the level, making the edges of the beach slope down, adding a detail to one of the

cliff faces, adding borders so players can't fall off the level forever, and adding lighting to the bases. The reason I added textures was due to the requirement to have everything textured as well as it looks a lot better to have it textured than not. Adding rocks and trees adds detail to the level, the rocks specifically add places for the players to hide behind. Creating the slopes for the beach adds more detail to the level and makes it so that players who walk into the ocean area don't have to jump to get up from the ocean. The detail in the cliff I added because I genuinely had not seen that detail in the level before, so I added the broken cliff face with a portion of stone detail. Adding the borders helps players not fall off the map as well as being a requirement of the project. Adding the lighting to the bases make them easier to see when they spawn in as well as denoting which base it is as they are color coded by base, I also added spheres above each base that are color coded so that players know which base is which.
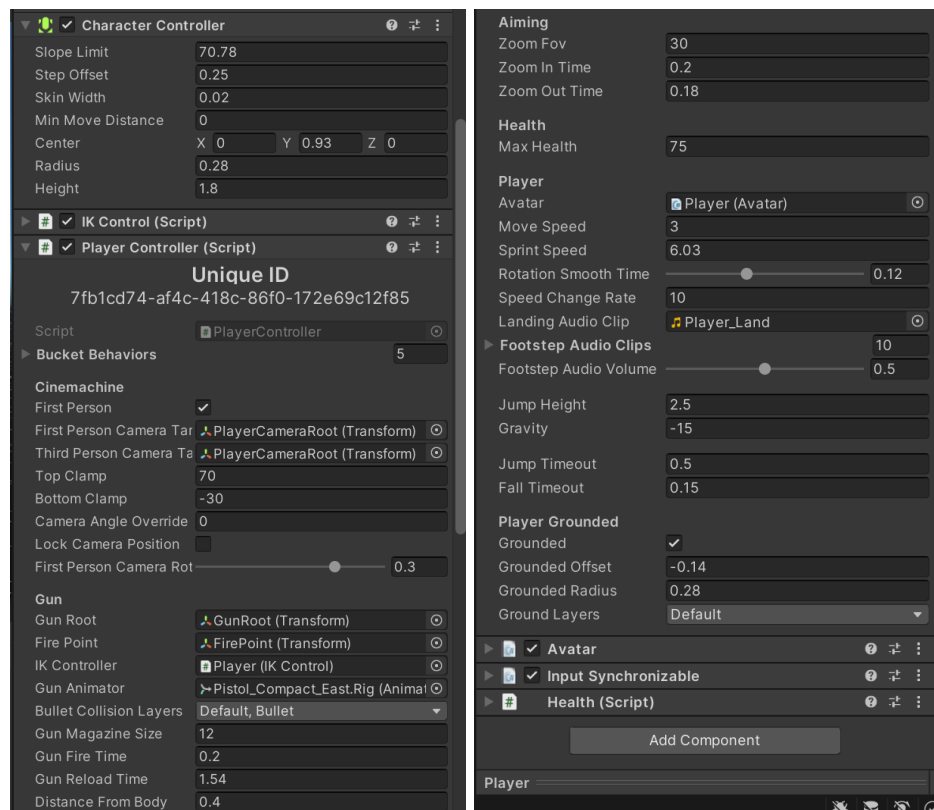
I changed the slope limit because players were having a hard time getting up inclines and ended up having to jump up what should have been walkable inclines. I changed the magazine size to 12 to reflect the same magazine size from the magnum the game the level is taken from as well as reducing the reload time and the FOV zoom to match it as well. What I also changed for the player was to reflect the type of character they are playing as, Spartans (futuristic super-soldiers), so I increased their max health, jump height, move speed, and sprint speed. I wanted the player to feel like they were playing as the Spartans from the game the level is based on.