

## Overview and Theme

For my level, I would like to make it so it feels like a battle arena like in some sort of colosseum. The map would have an open ceiling with the background having a resemblance of a colosseum as if NPCs are watching the match unfold. The map will contain a maze-like structure that will have loops around the map and an open area that possesses a strong weapon at the cost of being in the wide open. This level will be packed with corners and ammo packs on the edges of the map while having some risk/reward in the middle. This promotes trying to find each other by running around and possibly defending the very strong weapon located in the open area in the middle.

## 2D Top Down Map

