GA 3331 – Week 7 – Lab

First, playtest a CTF game within UDK (you can use bots or multiplayer). Then in groups of 3-4, design and implement a new pickup, trap, interaction, or level to improve the UDK CTF experience.

# Example

* A moving goal for you to capture the flag in
* The flag respawns at random locations after being captured.

# Deliverable

* A map that contains your new feature to improve CTF.
* The map must still support the CTF game type (I recommend using the existing map and making a copy of it)