

Map 1: "Autumn Duel Grounds" (Ancient Japanese Theme)

Environment & Atmosphere

- **Location:** A **secluded dueling ground** near a tranquil lake, surrounded by ancient trees.
- **Season:** **Autumn**, with red maple leaves scattered across the ground, gently falling from the trees.
- **Lighting:** **Soft sunlight filtering through trees**, creating cinematic shadows and reflections on the ground.
- **Weather:** Dynamic—can shift from **clear, misty mornings** to **rainy afternoons** for variety.
- **Backdrop:** A **serene lake** in the distance, reflecting the sky and trees, with misty mountains beyond.

Architectural & Natural Details

- **Duel Arena:**
 - A **flat stone courtyard** covered in fallen leaves, ideal for intense 1v1 battles.
 - Traditional **wooden fences** and **stone lanterns** placed around the edges.
 - Small **bamboo groves** swaying in the wind.
- **Surrounding Nature:**
 - Cherry blossom trees (some in bloom, others shedding petals).
 - Moss-covered **rock formations** and ancient **stone pathways**.
 - A **wooden bridge** leading to the battleground.
- **Interactive Elements:**
 - Leaves get **disturbed by movement** (Unreal Engine's Niagara system for dynamic leaf scattering).
 - **Sword clashes can slice bamboo stalks** or leave marks on wooden fences.
 - Water **splashes if players get too close to the lake's edge**.

Sound & Immersion

- **Ambient sounds:**
 - **Soft wind rustling leaves** and distant bird calls.
 - **Gentle water waves** against the shore.

- Occasional **bamboo creaking** in the breeze.
- **Combat Sound Design:**
 - **Footsteps crunching leaves** for realistic movement.
 - **Blade clashes echoing** across the open duel ground.
 - If it rains, **thunder and raindrop impact on the ground** add tension.