Exterior Models

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| Model: | Description: |
| Temple Pyramid | * Level Centerpiece * 9 Sections Tall * From Bottom to Top, each section should be smaller than the previous one under it by an equal amount. * Staircase form the ground to the top on all four sides * Pyramid should be wide yet give more of an impression of how tall it is. * Stairs should look steep but be easy enough for a character to walk up. * Box like structure on top the 9th section to act as Temple Entrance. Taller than other sections, does not need to have its width or length smaller by an equal amount compared to other sections * The Box like structure should have one doorway |
| Small Houses | * Buildings are single rooms with a door way, and maybe a window or two. * Made of Straw, and have straw rooftops that overhang on all sides a bit |
| Stacked, Sorted Landings | * Mayans built a majority of their structures on raised up ground. * Steep Stairs going up to higher levels of group that would have more housing or stone buildings. * This does not need to include the stone buildings * 3-4 different looks for these. |
| Stone Buildings | * Some should be intact, some should look like walls and the rooftops have collapsed (Entirely or Partially) * 3-5 different appearances of these |
| Amphitheatre | * An Amphitheatre is like a staging ground of sorts. * Half or 2/3 of the Amphitheatre should be intact. The rest is floating debris. * Spots at different heights among the seats/steps for Statue placements. 6 Spots. * Specific size is difficult to grasp. * The Player Model is about 6feet tall in Unreal by default however. This may help give an idea for what feels wide or large enough to have fit several people. * Should not be square shaped. * There should be a pedestal that could appear out of the ground near the center of the amphitheatre as if the entire structure were still intact. |
| Rubble | * Piles of Bricks * Could just be stacked slightly differently in a couple versions * Why not just a single brick? Because we don’t want too many little things laying around as single models. Unreal can start to lag for it. |
| Towers | * Just a few 3 section towers. * Some may be ruined * Some may be intact |
| Single Landings | * This is essentially like the Stairs, stone walls, hills thing, but it’s just one without stairs. * Note that these appear as stone walls around a hill so that it looks like a box shape but the top is all grass. |
| Stone Stairs | * Tall enough to go up one landing. This is independent so that it may be placed anywhere around a single landing as needed. |