Elliot’s Level – Notes

# Asset List:

* Metallic walls (grey)
* Bridge chain
* Boulders
* Awnings/balconies
* Weapons from UT4
* Gravel texture
* Zipline
* Wasteland skybox

# Scenario:

The constant advance towards the forts on each side of the chasm makes this bridge a hotspot for warfare. Insurgents from all camps fight for control over this important strategic location.

# Map Notes

The map consists on two levels, one taking place on a bridge spanning a small chasm, and one on the chasm itself. Players spawn on the bottom floor, seperated via large boulders. This prevents players from spawn killing. In front of the spawn points are two small rocks for cover from players spawning on the opposite side. In addition there are two large boulders under the bridge at opposite sides, to provide cover and prevent long sightlines on the lower level, plus it forces the players into a CQB scenario under the bridge, to contrast with the higher level’s sniper focus.

On the bottom floor, there are two link gun spawns, placed directly under the bridge on opposite sides. The automatic nature of the weapon’s fire arm, and continuous alt-fire make it the perfect weapon for the close quarters found under the bridge.

The players can get to the upper level via a stack of crates, placed at the upper and lower portions on the floor plan. Placed before these crates is a rocket launcher, which will allow players to usurp control from those camping out on the upper level using the large explosive radius.

On the bridge itself there is little cover, to encourage frequent swapping of control on the upper level. There are protective metal plates protecting players from the lower level, but there are breaks for sniping. There is one sniper rifle spawn on the bridge, which will allow any player managing to keep control of the bridge to assert dominance over the map. As well as this, there are two towers on either side of the bridge, with storm rifles, allowing skilled players to use the alt-fire to cause chaos on the upper and lower levels.

Finally, there are ziplines on either side of the bridge to allow quick escape from the upper to the lower level, should players feel that a retreat is necessary.