

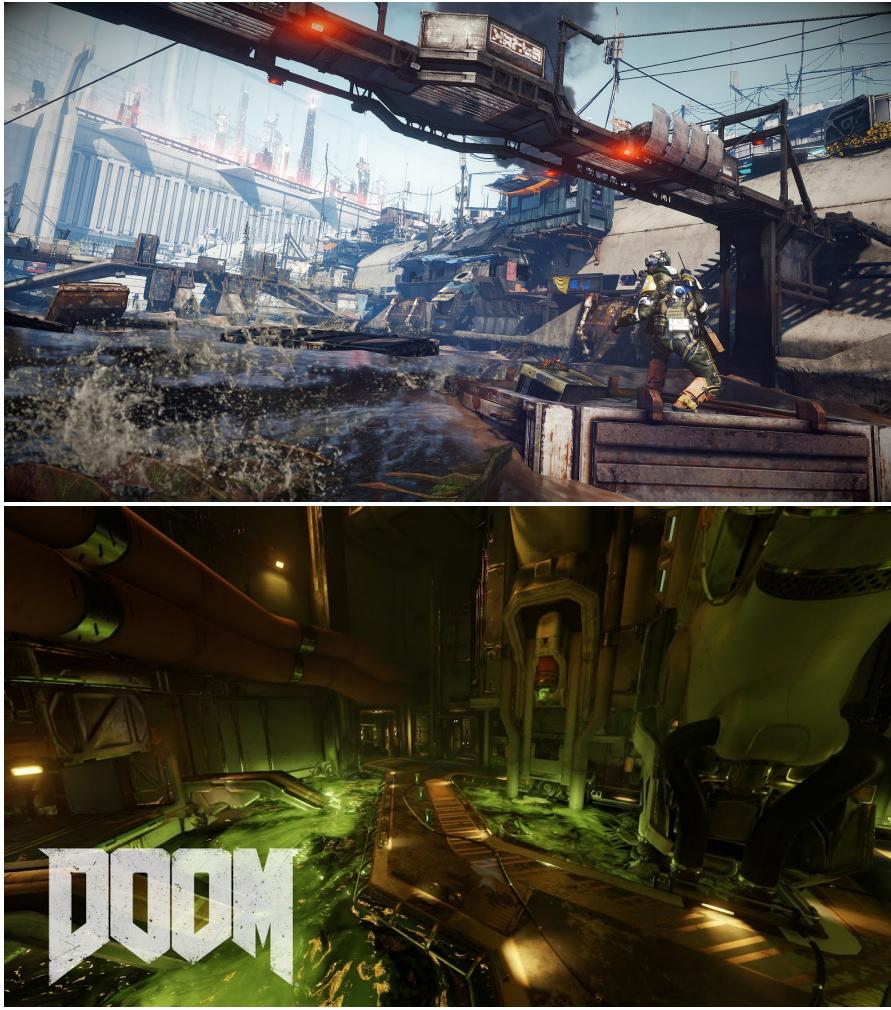
s1800644- CTF-Factory - Morgan Ellis

Visual Theme

Industrial Theme

- Many industrial aspects such as furnaces, molten liquids, pipes, vents, etc.
- The size of the map will be medium to large size due to it being a CTF map.
- The overall mood of the map should be gloomy and dank. The player should get the overall feel this is not a nice place to work.
- The map shape will be octagonally allowing for multiple paths across the map along with multiple levels. This will allow for multiple routes for the player to capture the flag.
- As seen from the below examples we have multiple examples across previous generations.
 1. The first example is from Quake3, this is a custom made map called Scrap Metal, it is set in a scrap metal refinery and the gameplay flows into one big room with smaller rooms branching off from the main room.
 2. The second map is a DLC map from the original Gears of War called Tyro Station. The gameplay flow of this map consists of tight and narrow corridors making it a change of pace from the series as it did not include any sniper rifles and the only grenades are located in the centre of the map.
 3. This third example is from the PS4 launch exclusive Killzone: Shadow Fall. Released as a DLC map, Stormgracht is based in a toxic treatment plant filled with a wide-open central arena where the flood gates can be opened and tight corridors to loop around the outside.
 4. Fourth and finally we have a map from Doom's 2016 remake called Disposal, set in a mixture of the underworld and a UAC facility this sees the player jumping over toxic rivers while also worrying about the possibility of falling in to lava and if you aren't doing either of these two then standing still is the next sure-fire way to get you killed.



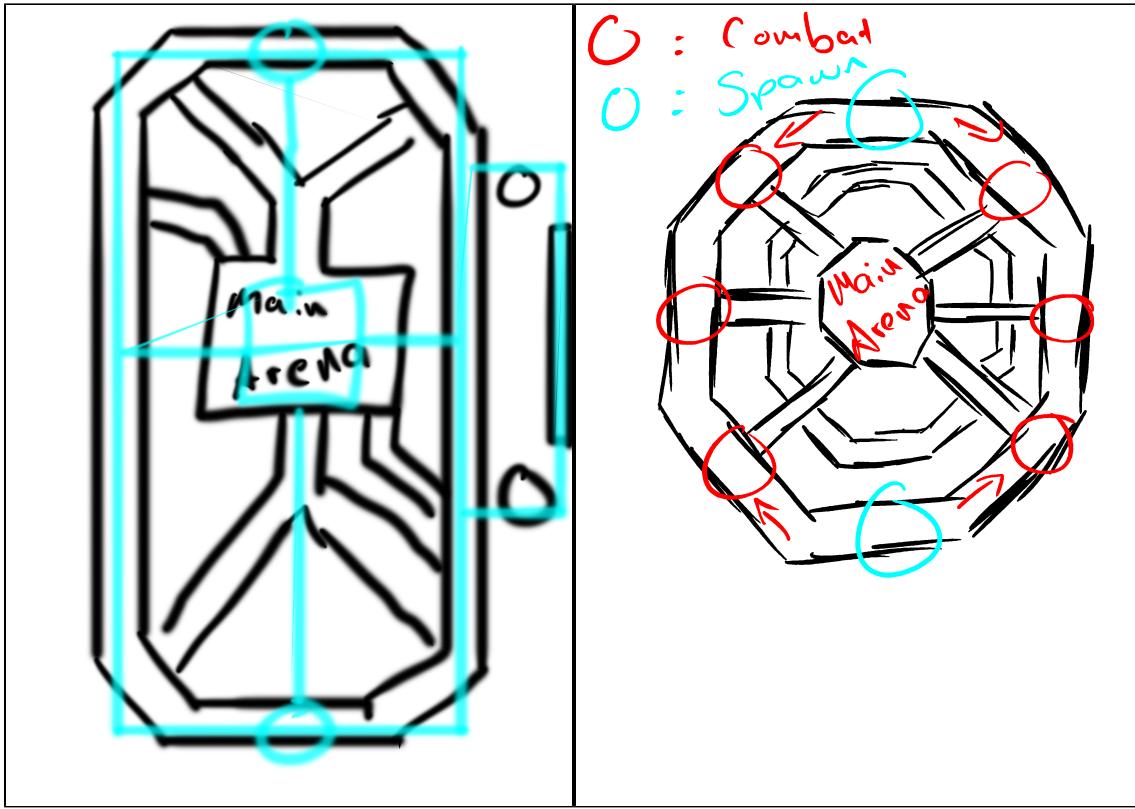


Gameplay Theme

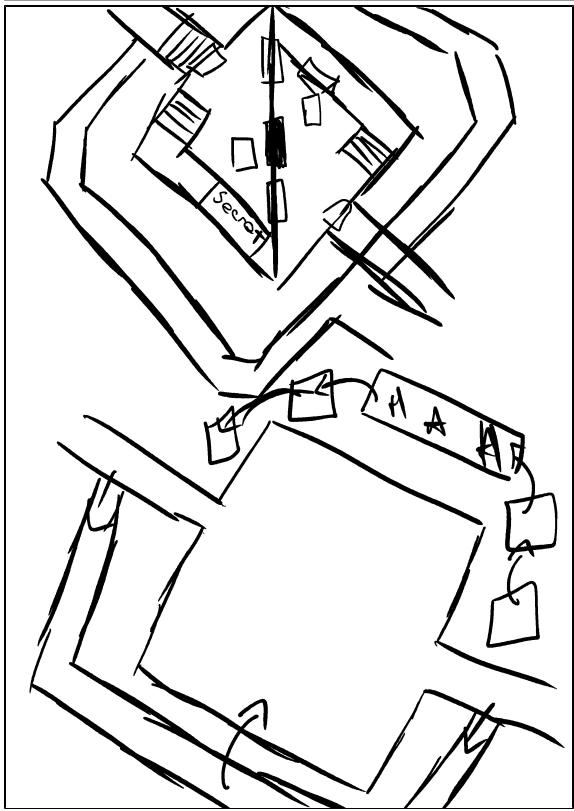
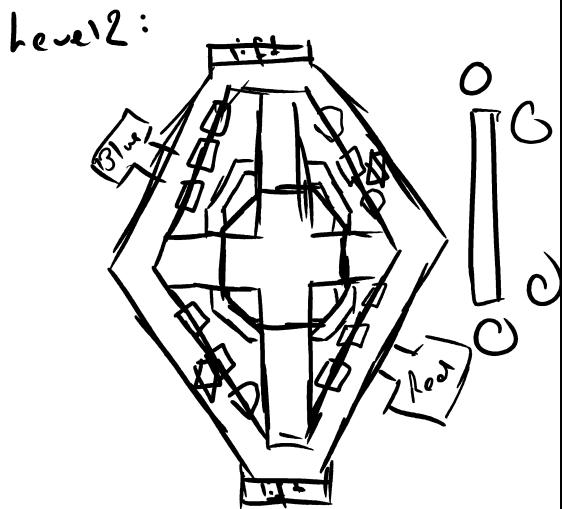
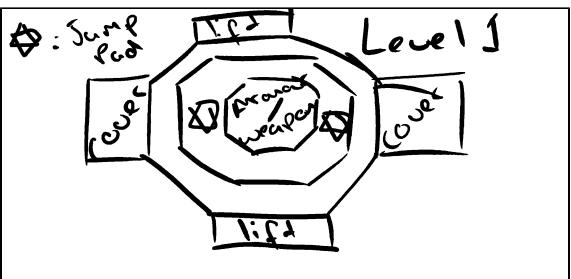
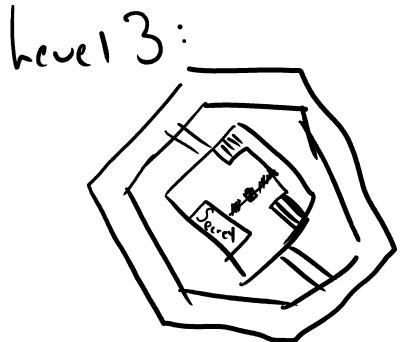
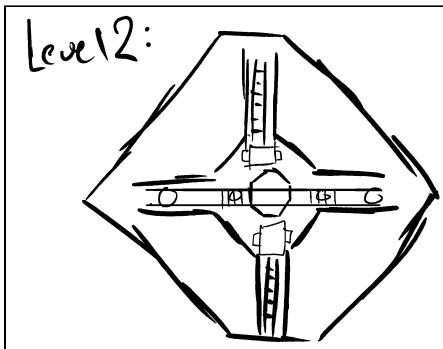
CTF-Factory

My map is going to be a capture the flag map meaning I am going to focus my combat and movement around this aspect. For example, I want the player to be constantly on the move, so I am trying to implement this by having a lot of ways to move around the map and a lot of pickups to incentivise the play to continuously move for more health or different weapons. I want the combat to be fun but fast to match the movement mechanics, I wish to implement this by having a large variety of weapons that allows for all ranges of combat.

Node Based Design and Level Sketches Before Playtest #1 (23/10/2019)

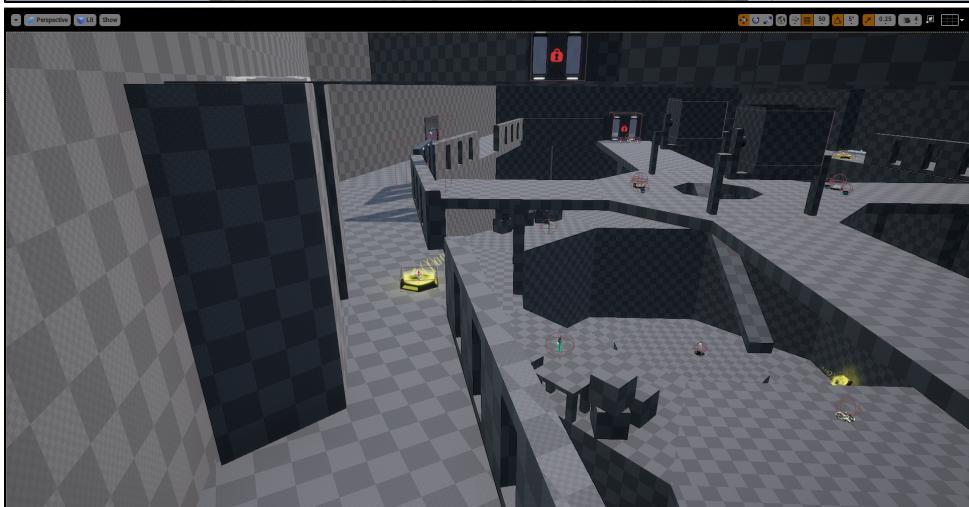


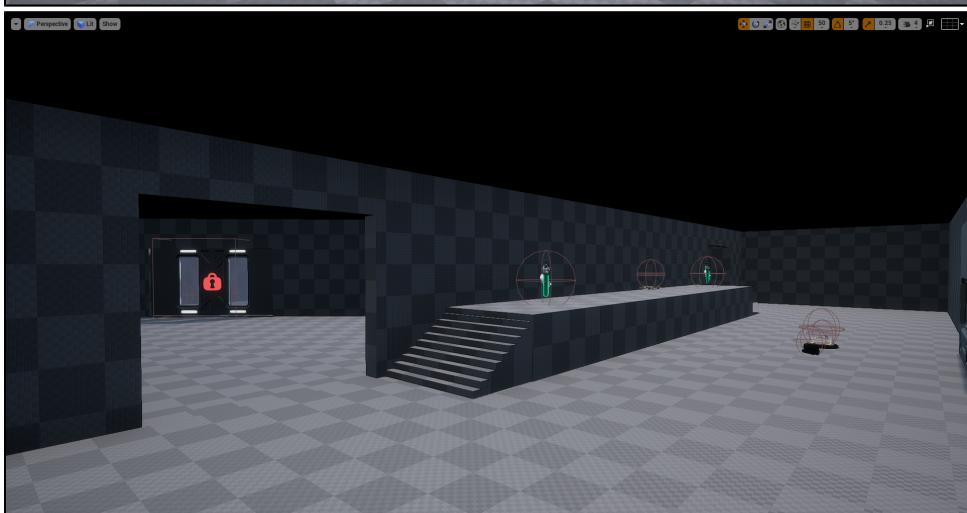
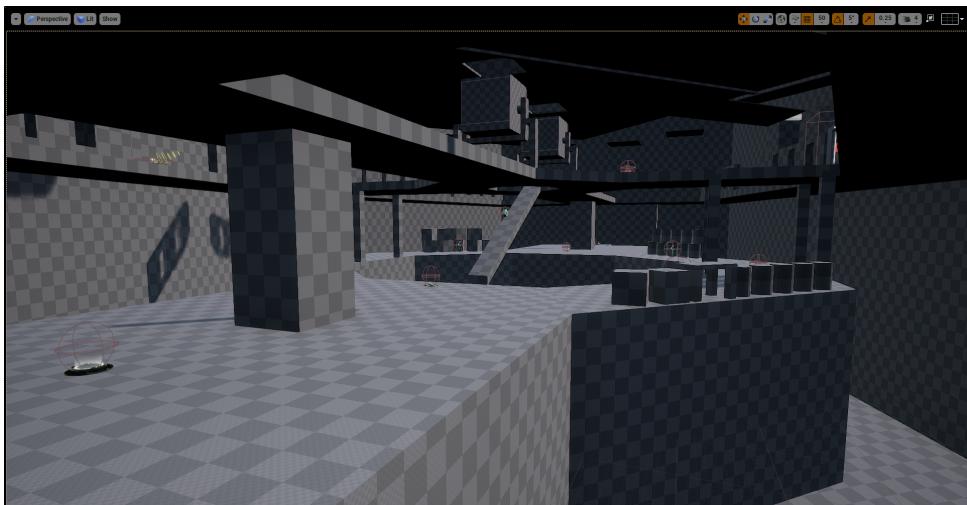
These drawings were my initial thoughts on my level with nodes included. After trying to implement the designs I realised I need to change my design to fit CTF better.

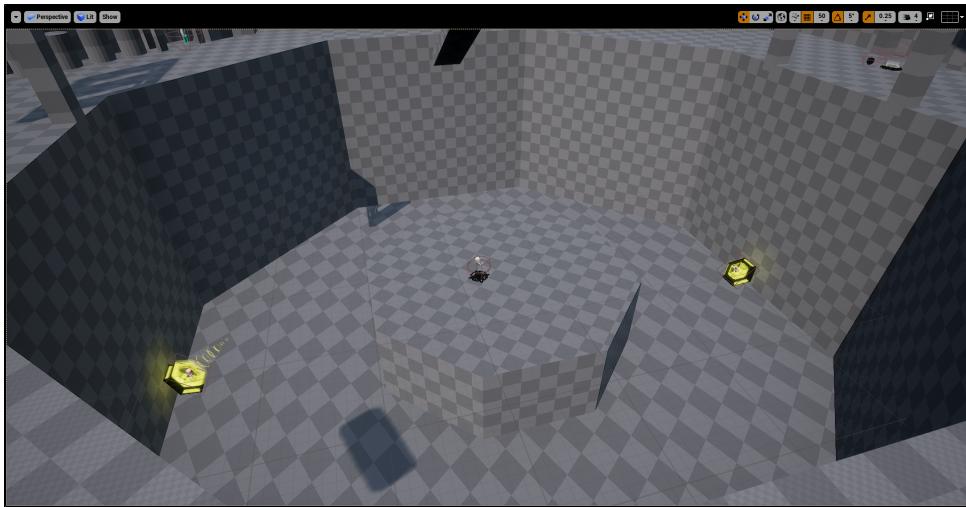


After reworking my initial designs I can up with these ideas and took these into my first iterations.

Map before 1st playtest







Feedback after 1st Playtest (23/10/19)

Q: What was your first impressions of the theme?

A: There was an industrial element

Q: Was there anything you found frustrating?

A: there wasn't enough space between the jump pads and the walls

Q: Did the level feel too large, too short, or about right?

A: Too small

Q: If you could change one thing what would it be?

A: The distance between the flags and the difficulty of capturing them

Q: Were there particular aspects that you found satisfying?

A: Map transitioning

Q: Did you find any parts of the map too low / high paced?

A: The outer sections of the map were too slow paced

Q: Did you find enough cover in the level?

A: only in the spawns

Q: What was your first impressions of the theme?

A: Sci-fi, Futuristic

Q: Was there anything you found frustrating?

A: Falling into the middle pit -> but mainly my own fault

Q: Did the level feel too large, too short, or about right?

A: Just right for the amount of bots/players

Q: If you could change one thing what would it be?

A: More cover around the outside of the map -> may reduce width

Q: Did you find any parts of the map too low / high paced?

A: outside of the map again -> nothing really went there -> too slow paced

Q: Did you find enough cover in the level?

A: No, don't think the middle needs as much cover but everywhere else needs some more

Q: What was your first impressions of the theme?

A: Enjoyed the close combat + long range parts with multiple cover and movement systems.

Q: Was there anything you found frustrating?

A: Sometimes moving from the bottom of the map upwards

Q: Did the level feel too large, too short, or about right?

A: about right, however, would have more bots because there is a lot of open space at the top that sometimes isn't used

Q: If you could change one thing what would it be?

A: put more obvious ways to show where things are e.g. the main room at the top or the bottom of the map.

Q: Did you find any parts of the map too low / high paced?

A: bottom + top

Q: Did you find enough cover in the level?

A: Yes, prefect balance, possibly some in the middle of the map

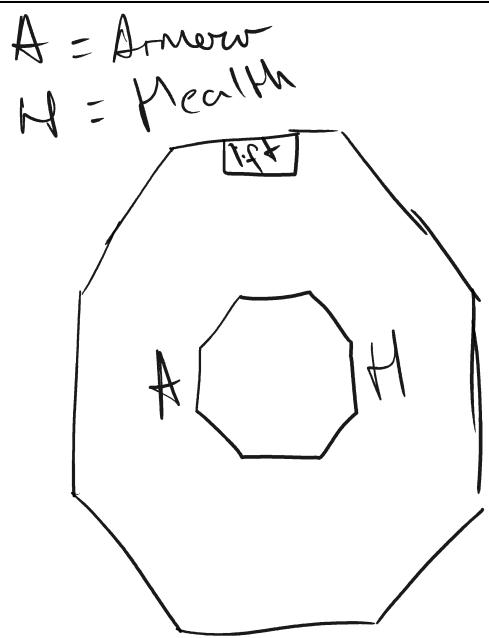
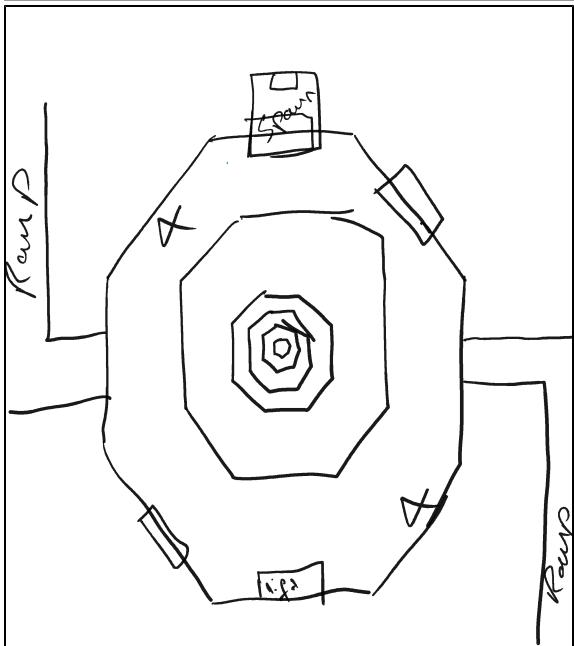
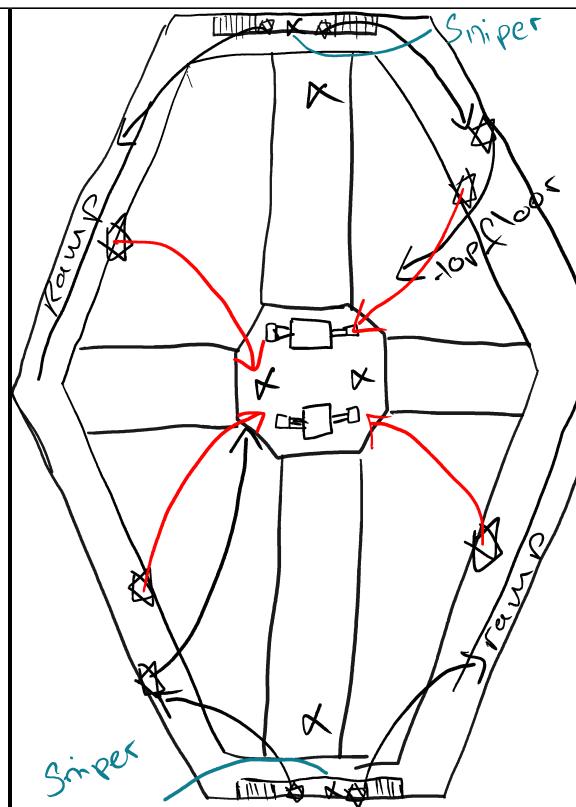
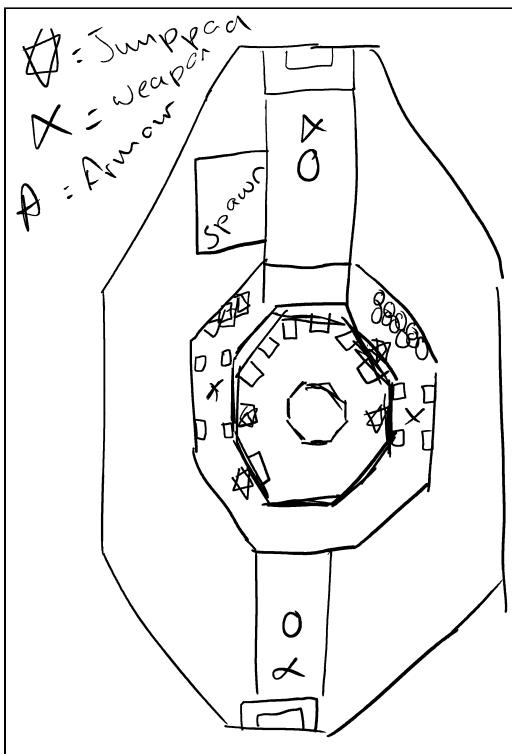
<p>Q: What was your first impressions of the theme?</p> <p>A: The theme isn't immediately clear</p> <p>Q: Was there anything you found frustrating?</p> <p>A: Trying to find ways to get back to the top</p> <p>Q: Did the level feel too large, too short, or about right?</p> <p>A: The level feels about right, having the z levels work really well</p> <p>Q: If you could change one thing what would it be?</p> <p>A: Have multiple ways to get back to the top level</p> <p>Q: Did you find any parts of the map too low / high paced?</p> <p>A: Once in the middle of the map it was high paced</p> <p>Q: Did you find enough cover in the level?</p> <p>A: Yes, to an extent. There could have been more cover near to the lifts</p>	<p>Q: What was your first impressions of the theme?</p> <p>A: Good, wide range of variety</p> <p>Q: Was there anything you found frustrating?</p> <p>A: line of sight to enemy spawn</p> <p>Q: Did the level feel too large, too short, or about right?</p> <p>A: about right</p> <p>Q: If you could change one thing what would it be?</p> <p>A: rocket launcher in the weapon vault</p> <p>Q: Did you find any parts of the map too low / high paced?</p> <p>A: not really</p> <p>Q: Did you find enough cover in the level?</p> <p>A: yes but could be abused</p>
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By looking at the feedback from my first playtest we can gather some idea on what was good and what needs to be improved about the map.

1. If we look at the answers from the first question we can see the theme of a factory of an industrial element was not immediately clear which is something I will need to work on in the next iteration.
2. Moving onto the second question it seems that the main problem found was getting back up the levels of the map meaning in the next iteration I need to make it easier to traverse up the map, one point raised from this question was that both spawns faced each other which lead to spawn killing.
3. The third question saw most people agreeing that the map was the appropriate size which is positive as it means the changes for the next iteration will not be as drastic.
4. The fourth question saw two players suggesting more ways to move up the map, this is the not the first time it was mentioned in the playtest meaning this is something I must change in the next iteration, someone else suggested that more cover would be a good feature and other player suggested moving the flags further apart making it more difficult to capture the flag, I feel this change would complement the previous feedback on question two of changing the line of sights between spawn.
5. On question five all but one of the players agreed that the map was very slow around the edges as there was nothing there meaning there was no reason to go to it but when players entered the main arena it was action-packed.
6. The response to the final question was very mixed, some players found there was enough cover throughout the map while others thought there could be more cover and one player thought there was enough cover but it could be abused.
7. An additional piece of feedback was from my lecturer, he suggested that I move one spawn to the top floor and one to the bottom to make it more balanced and so the players use all the floors.

Node Based Design and Level Sketches Before Playtest #2 (27/11/2019)

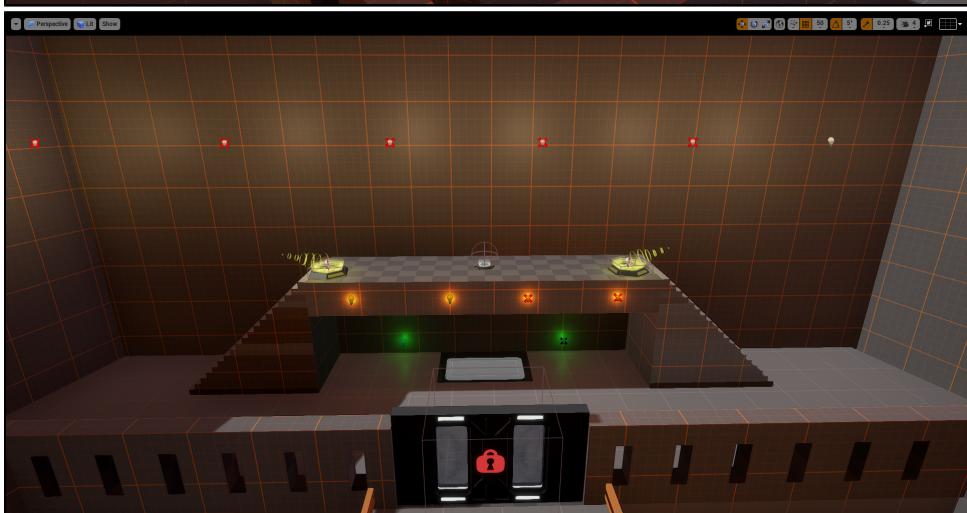
After the feedback from the first playtest, I took a look at my initial designs and came up with some new sketches on how to work on the feedback.

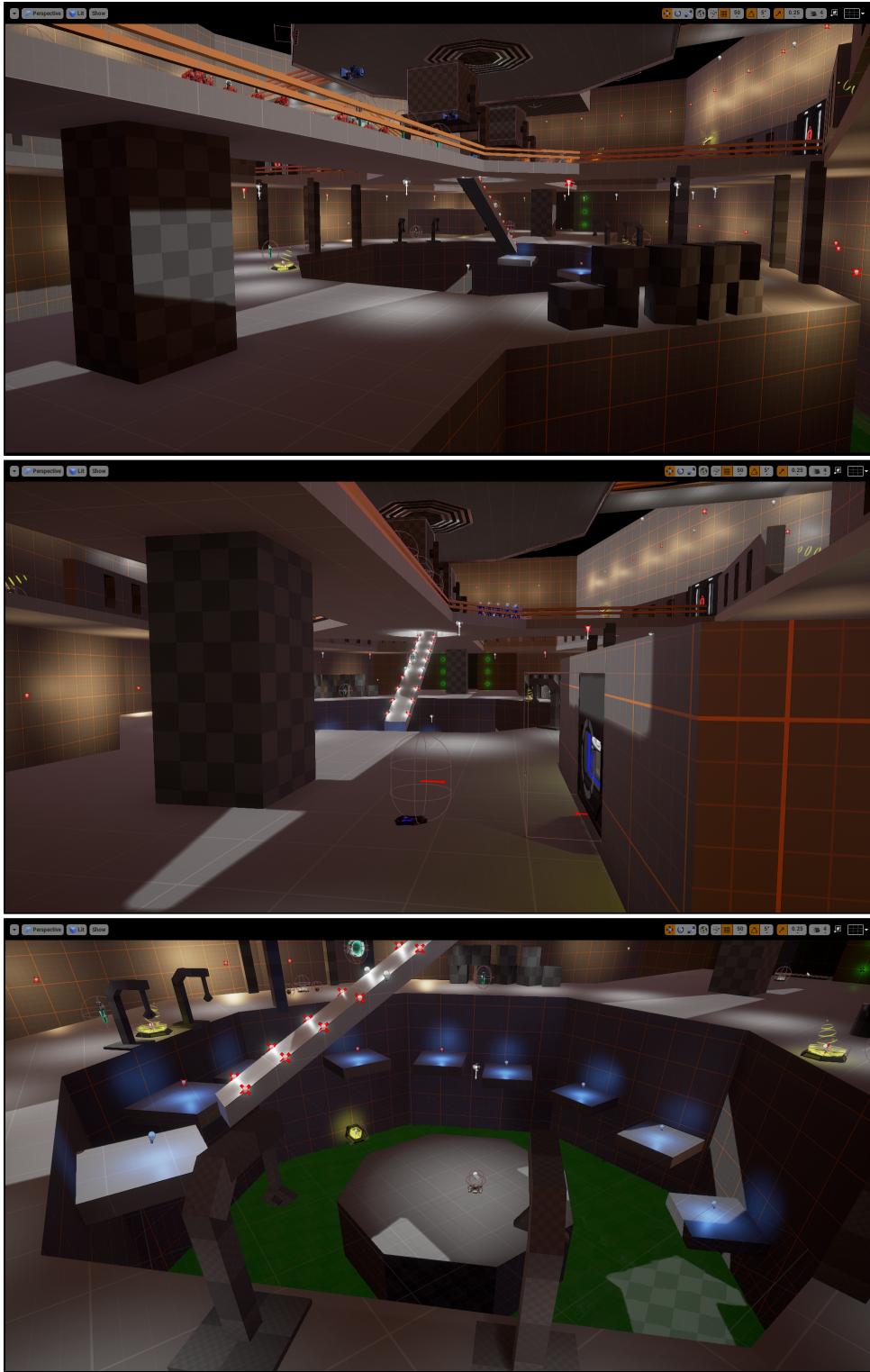


As you can see from the sketches above I have made some changes to my map. The first change is a big one, I have decided to completely change the top floor, while originally it was a box with two lifts leading up to it and a jumping route one side and a path the other side that has all changed, now the room is octagonal, there is a spawn, two ramps each side leading into the room and two doors that will open from the outside but not open to the opposing team when in the room, this is done to keep the map balanced as it forces the team capturing the flag to run down the ramp. I have also put in a fourth floor, this is directly above the third floor and can be accessed through a lift or the lift in the spawn. The second change is moving one spawn to the bottom floor and the other one to the third floor. Another addition is two sniper locations, I have put these on top of the lifts leading from the first floor to the second, also next to the sniper pickup are two bounce pads, one bounce pad will take the player to another bounce pad which will launch the player into the third floor, the other bounce pad will launch the player onto the ramp which takes you to the third floor. Some minor changes are more bounce pads the lead into the centre of the map and some more windows on the north and south walls by the sniper spots.

Map before 2nd Playtest







As you can see, I have taken the feedback from the first playtest and made some major changes to the map.

1. The first picture is a birds-eye view of my map and when compared to the same picture from the first iteration you realise how many changes have been made.
2. The second picture shows how I completely redesigned the third floor based on the drawings I made after the first playtest. As you can see I turned out nearly as I designed. I have included four exits, two are down the ramps you see in the third photo and the other two are through team doors, I have done this as this now means that all players can enter from the outside using the jump pads (seen on the right side of picture five) but the team that is attacking the third floor will need to leave via the ramps meaning they can't simply fall down to the flag.
3. This third picture is the aforementioned ramps in the second picture.
4. The fourth photo shows the changes made to the second floor, first of all, I've added railings to the centre arena so it is harder for the players to jump down, next I've added four jump pads which take the players into the centre arena, I've also added ramps at the north and south ends of the map with jump pads on them.

5. The Fifth picture is of the aforementioned ramp in picture four, on top of this ramp is a sniper rifle and two jump pads, the right jump pad will take the player towards the ramp and the left jump pad will take the player to another jump pad which will boost the player towards the third floor one way door.
6. The sixth photo shows the bottom floor shows that I've added some more cover and a couple of cranes to add to the aesthetic of the map theming.
7. The seventh photo shows the other side of the bottom floor that the blue team will be initially spawning on.
8. The eighth photo shows the centre of the bottom floor, I've added a platforming section as an alternative to the jump pads.

Feedback after 2nd Playtest (27/11/19)

What did you think the overall theme of the map was?

A Factory

How did you find the lighting of the level?

Good - Lots of visibility

What did you think of the overall size of the map?

Slightly Big

Did you find the map balanced?

Yes

Did you find it easy to navigate the map?

Yes

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

What changes would you make and why?

Downsize by a very small amount - move the flags into the middle of the room

What did you think the overall theme of the map was?

Warehouse?

How did you find the lighting of the level?

Was well lit nothing too noticeable

What did you think of the overall size of the map?

Very good size

Did you find the map balanced?

Sort of, blue team can sit in spawn guard flag

Did you find it easy to navigate the map?

surprisingly yes very easy

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

What changes would you make and why?

nerf blue team

What did you think the overall theme of the map was?

A factory

How did you find the lighting of the level?

Good

What did you think of the overall size of the map?

Good size

Did you find the map balanced?

Yes

Did you find it easy to navigate the map?

I fell out the doors on the top floor a couple times, but other than that it was fine

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

.....

What changes would you make and why?

.....

What did you think the overall theme of the map was?

I dont know....

How did you find the lighting of the level?

THe lighting was very well done.....

What did you think of the overall size of the map?

THe size was fine.....

Did you find the map balanced?

yes, its very symmetrical.....

Did you find it easy to navigate the map?

Fairly easily one i stopped dying :)

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

What changes would you make and why?

More health pickups.....

What did you think the overall theme of the map was?

dm-factory

How did you find the lighting of the level?

Nice. Everything was clear but there were still sections that were darker than others.

What did you think of the overall size of the map?

Good size.

Did you find the map balanced?

I have no way to tell. Because we won before switching teams, it could be imbalance or it could be a super good team.

Did you find it easy to navigate the map?

Yep. Once I picked a destination I could get there no trouble!

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

What changes would you make and why?

Possibly think about powerup and weapon locations. We want more powerful ones to be more out of the way and in more dangerous locations.

What did you think the overall theme of the map was?

Chaos

How did you find the lighting of the level?

I liked the shadows in places.

What did you think of the overall size of the map?

Very good size for the amount of players

Did you find the map balanced?

Yes

Did you find it easy to navigate the map?

Quite easy yes

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

What changes would you make and why?

I would move the flags a bit further away from spawn as they are too close

What did you think the overall theme of the map was?

Power plant

How did you find the lighting of the level?

Very good, no unlit parts and not blinding

What did you think of the overall size of the map?

Good size

Did you find the map balanced?

Blue team seemed to have a big advantage, since they could use translocator and jump pads to reach Red flag, where they could then drop down. But red team can't use translocator to get back up.

Did you find it easy to navigate the map?

Yes, having the translocater helps a lot

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

Map layout isn't intuitive early on. But this stops being an issue as the map is small enough to memorize

What changes would you make and why?

Remove Bio rifle as teams piled bile at their flags.

What did you think the overall theme of the map was?

Processing plant/Refinery

How did you find the lighting of the level?

Spot on

What did you think of the overall size of the map?

Spot on though some back areas of the map aren't used very much

Did you find the map balanced?

Yes, though you should move flags away from spawnzones, and create flag arenas.

Did you find it easy to navigate the map?

Yes thouh you can get locked in to certain routes - particularly routes from and to red spawn (upper spawn)

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

N/A

What changes would you make and why?

Themeing and lighting is spot on, work out a few balancing issues and this map is cracking! Adjust some of the routes to redspawn to be less restrictive, and move flags AWAY from spawn areas

What did you think the overall theme of the map was?

How did you find the lighting of the level?

What did you think of the overall size of the map?

Did you find the map balanced?

Team at bottom have a much easier time

Did you find it easy to navigate the map?

Took a while to find the enemy flag

Did you get lost at any points while playing?

Yes

No

If you answered 'yes' to the above question, why do you think you got lost?

Wasn't obvious where the bottom team was when starting

What changes would you make and why?

Change side one of the teams is on, so they are facing each other

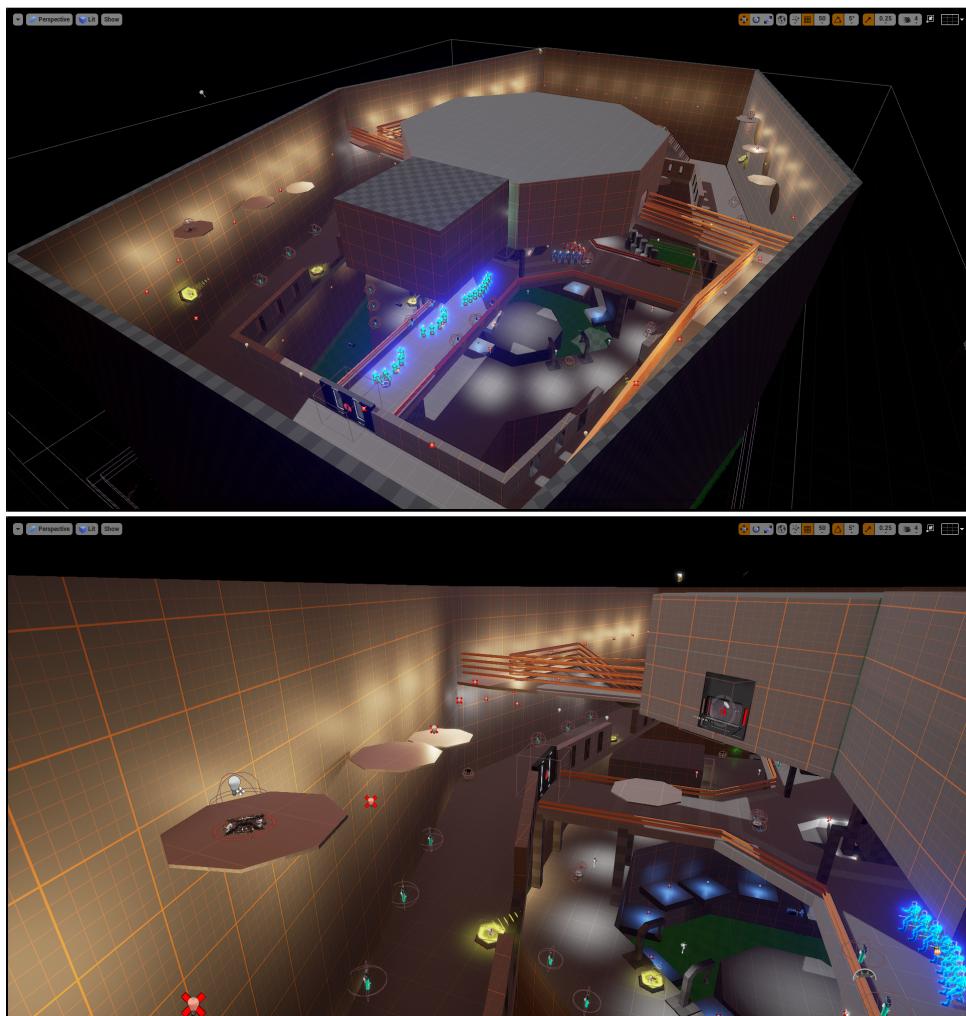
By looking at the feedback from my second playtest we can see the small improvements that need to be made to make the map near as perfect as it can get.

1. On the first question, most people answered saying they thought the theme was a factory/warehouse theme which is good as some of the feedback from the last playtest was to improve upon the theme to make it clearer and I think I have achieved this successfully.
2. From the second question, I can tell the lighting was very well received as all the responses thought the lighting was at least good, some thought it was spot on because it illuminated the map but was not blinding, one person thought the lighting was good but needed some more work as some areas still appeared dark. A final point on the lighting is some personal feedback, for the final iteration I need to add more lights to the bio area as this would amplify that the player does not want to fall off the edge into it.
3. All respondents agreed on question three apart from one, they all agreed that the map was a good size for the number of players and one person thought that it was slightly too big.
4. By looking at the feedback from question four I can see there may be some balancing issues. Players claimed that the blue side has the advantage as they can theoretically fall down the map while the red team had a hard way back up, however, this is not the case as although the blue team can get the flag back down quicker they also have a longer route to the flag and when they grab the flag they need to run down one of the two ramps. Additionally, I believe the blue team was a much stronger team than the red meaning they didn't have a chance to see that there are three paths up from the first floor to the second and then there are four ways to get from the second to the third floor. I believe the players thought this imbalance came from how quickly the blue team won the game, I was on this team and ran in five flags not realising it would win the

game, if I have known this I would have allowed for the teams to switch and then the players would have realised that the map is, in fact, more balanced than they first thought. Another factor was the number of players, we had nine players when the map is made to ideally run with twelve to sixteen players. Finally, I believe that I can say the map is more balanced than the feedback suggests as when I've tested it against bots with teams of six the games lasted for 10 minutes and were much more balanced.

5. Most players found it easy to navigate the map but thought it was easy to be trapped in the 3rd-floor spawn, I believe this is due to them not realising they can exit through two doors and two ramps will the other team are forced to go down the ramps. To make this more clear for the player I could put platforms by the leaving doors so the player has something to jump onto instead of falling all the way down or jumping to the second floor.
6. Question six saw only three people answering 'yes' meaning that they got lost at one point during the map.
7. Question seven expands on question six asking why player thought they got lost. One player said that they found it difficult to find the other teams spawn on entering the map, another player suggested that the map layout is not intuitive upon first playing but becomes very memorable once you've played for a couple of minutes, the final response did not expand on their original answer to question six.
8. From looking at the answers to the final question I can deduce the changes I need to make in my final iteration and they are as follows
 - a. Need to move the flags further away from the spawn doors into the centre of the room to make for better arenas.
 - b. Remove the bio rifle as this encouraged camping on the flag.
 - c. Include more health upgrades and more powerful upgrades in harder to reach locations.
 - d. Move the location of the initial blue spawn so it is further away from the red team and can face each other better.

Final Iteration after 2nd Playtest





As you can see, I have taken the feedback from the second playtest and made some minor changes to the map.

1. In the first photo, you can see the map hasn't changed apart from the platforms on the side.
2. In the second photo, you can see the map looks the same apart from some platforms on the side of the map. I decided to include these platforms as the player needs to include the translocator to get to the power-up which is either a damage upgrade or the beserk upgrade.
3. In the third photo, you can see I've changed the position of the blue spawn because the feedback suggested it and I've also moved the flag further away from the spawn so it is more of an arena, I have also removed the bio rifles as the feedback suggested.
4. In the final photo you can see I've changed the position of the flag to the centre of the room to make it more of an arena, I have also removed the bio rifles as the feedback suggested.