

# Those Who Remain Map Creation Documentation

It is expected that upon submission, your map abides by the rules listed below. If any of the following rules are not adhered to your map submission will be ignored.

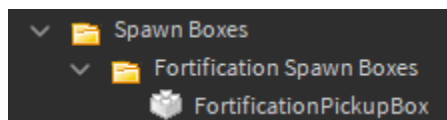
## **Basic Rules:**

1. Your map must follow TWR organization and naming conventions.
2. All assets used must embody TWR's art style.
3. Your map must be optimized.
  - a. If your standalone map has poor performance, it will have even worse performance in the game.
4. Your map cannot contain any Item Pickup objects.
5. Your map cannot contain any Objective objects (Unless your map is intended for Endless Mode).
6. Your map must use pre-2022 Materials.

Please consider that you are able to use this asset pack exclusively for Those Who Remain related fan art and for creating community made maps for Those Who Remain. Those Who Remain assets may not be used by any third party for commercial purposes. Any use of these assets outside of their intended purpose is strictly prohibited.

## **TWR Organization and Naming Conventions**

We use CamelCase for all TWR related objects. It is expected that your objects and maps use CamelCase so that no errors occur when importing the map into the game. For folders, we use traditional naming conventions. See the example below.



(The Part (Object) is in CamelCase, while the Folders are more traditional)

## **Part Count Targets:**

Obviously, the lower you can get the Part count the better. The higher the concentration of Parts in a game, the more the performance suffers. Typically the more urban the map, the higher the concentration of Parts.

You can see this through all of the official maps' Part counts.

Bypass: 10,772

Cabin: 6,710

Cargo: 7,559

District: 19,749

Expressway: 14,984

Laboratory: 36,254

Manor: 22,611

Market: 6,179

Mill: 10,819

Prison: 20,432

Ranch: 7,658

Skyscraper: 19,822

## **Object Whitelist:**

Keep in mind that any Objects excluded from the whitelist will be automatically deleted.

- Part
- TrussPart
- WedgePart
- CornerWedgePart
- Union
- Model
- MeshPart

### Avatar

- Shirt
- Pants

### Lights

- PointLight

- SpotLight
- SurfaceLight

### 3D Interfaces

- Decal
- Texture

### Environment

- Atmosphere
- Clouds
- Sky

### Meshes

- BlockMesh
- SpecialMesh

### Post Processing Effects

- BloomEffect
- ColorCorrectionEffect
- SunRaysEffect

Exceptions (If specified upon submission):

- ParticleEmitter
- Sound
- SoundEffects

## **Invisible Walls**

It is important to consider where and how Infected will traverse your map. Those Who Remain uses default Roblox pathfinding, meaning the collisions of our maps have to be as air-tight as possible. Infected often struggle fitting through tight spaces. Oftentimes, the pathfinding doesn't work as smoothly as you anticipate it to.

To control the unpredictability of Roblox pathfinding, we use a set of walls to withhold Players and Infected where they should be.

Server Walls: Effect both the Infected and the Player.

Infected Walls: Effect only the Infected.

Client Walls: Effect only the Player.



(This is an example from Bypass.)

### **Tips:**

- Don't make a school map.
- Look at the "Read Me" exclamation marks in the asset pack, they offer insightful tips.
- Feel free to make your own assets for your map! Not a single Those Who Remain map has been made without the need for new and unique assets.
- To make glass breakable, name the Part "BreakableGlass".
- You can change any Terrain properties you like, so long as they use pre-2022 materials.
- You can change any Lighting properties you like, so long as they use ShadowMap lighting technology.