**Directors**

* Colour: **PURPLE**
* Use Jennifer funnyname’s Zombie Bamfuslicator™ and object tools (Object-Autosummoner®) in order to spawn obstacles and drop zombies.
* They have a slightly lower movespeed and worse weapons, in order to balance this out.
* They’re intended to work together. In playtests we will need to emphasise this.
* Spawnpoints are selected using **info\_player\_start\_director** entities.

**Players**

* Colour: **ORANGE**
* Don’t have the ability to spawn zombies and object tools at will.
* They have better weapons and slightly higher movespeed so every game isn’t a 400-0 slaughterfest.
* They’re intended to work together. In playtests we will need to emphasise this.
* Spawnpoints are selected based on **info\_player\_start\_player** entities.

**Unassigned**

* Technical consideration to allow for pre-spawn rooms. Not a team, but uses **info\_player\_start** like a normal Q2/Goldsource

Teams are generally intended to spawn some distance away from each other to facilitate planning and also allow some breathing room. Control points?