

Map – The Facility

Overview

The Facility is my second zone control map made with Shadowgun Deadzone Game kit using a modular art asset pack. My first goal with this map was to make a cyclic zone control map with no base for opposing two teams. My second goal was to make use of a modular asset pack to compose the level art and have unique landmarks for each room of the map.

Workflow

Paper Design



STAIRS

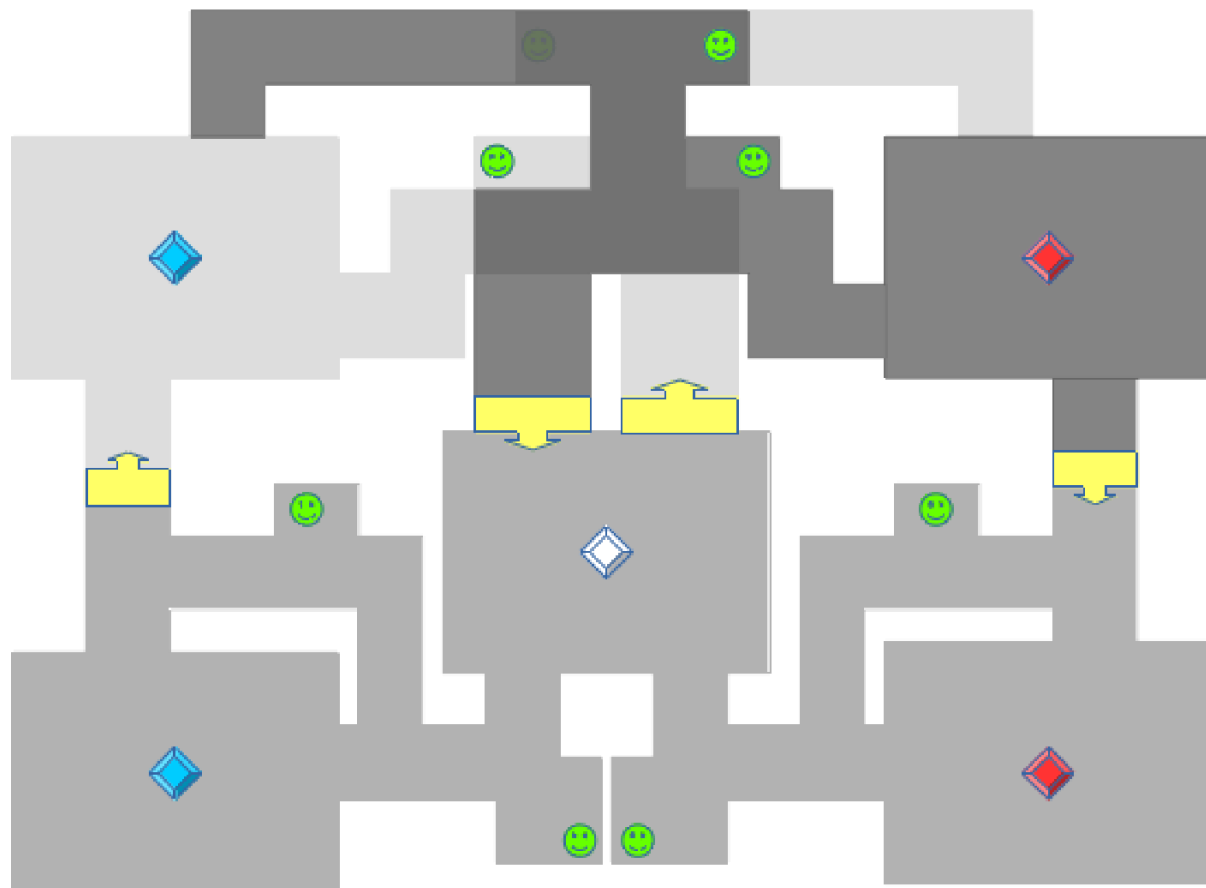
DOWN



CAPTURE POINT

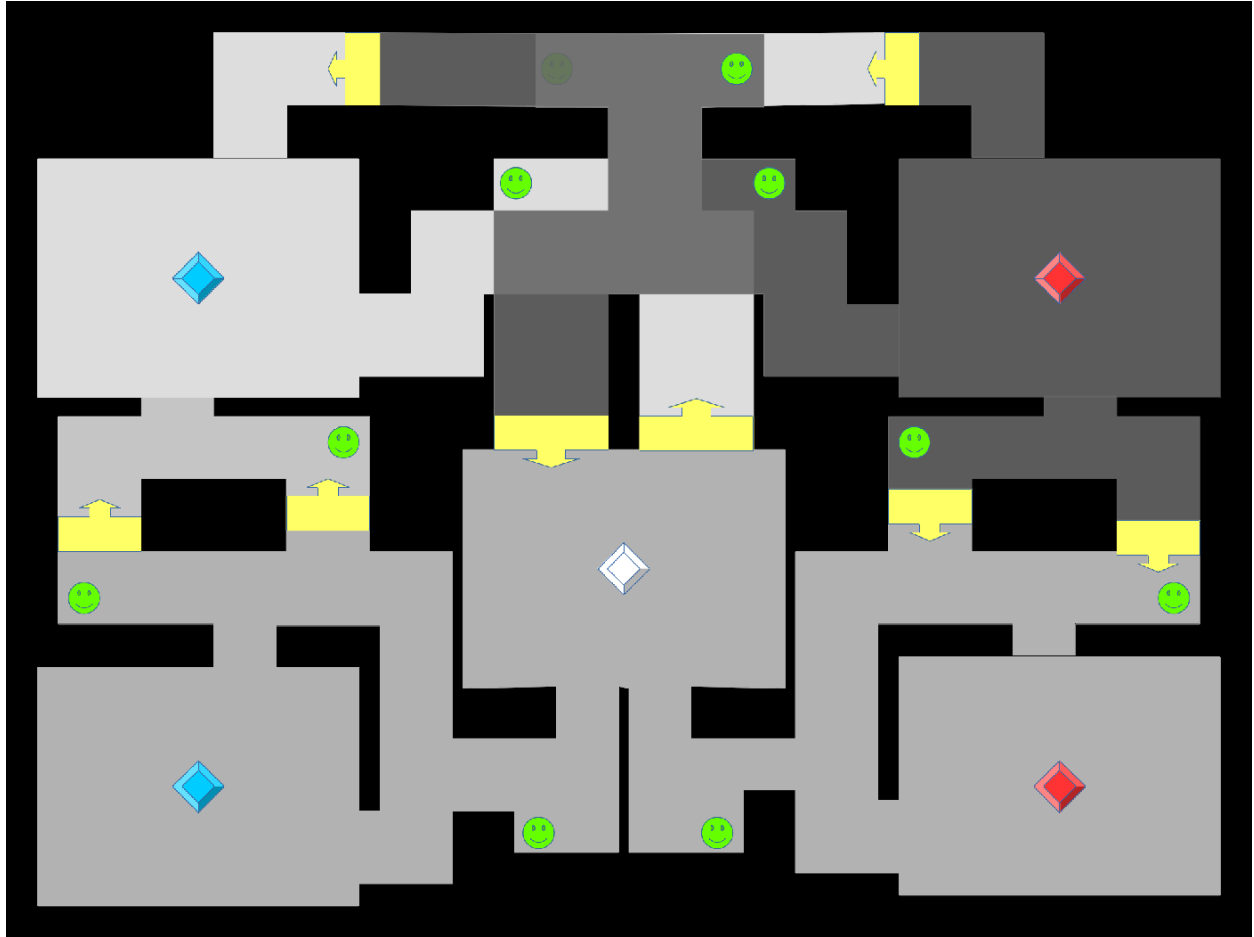


SPAWN POINT



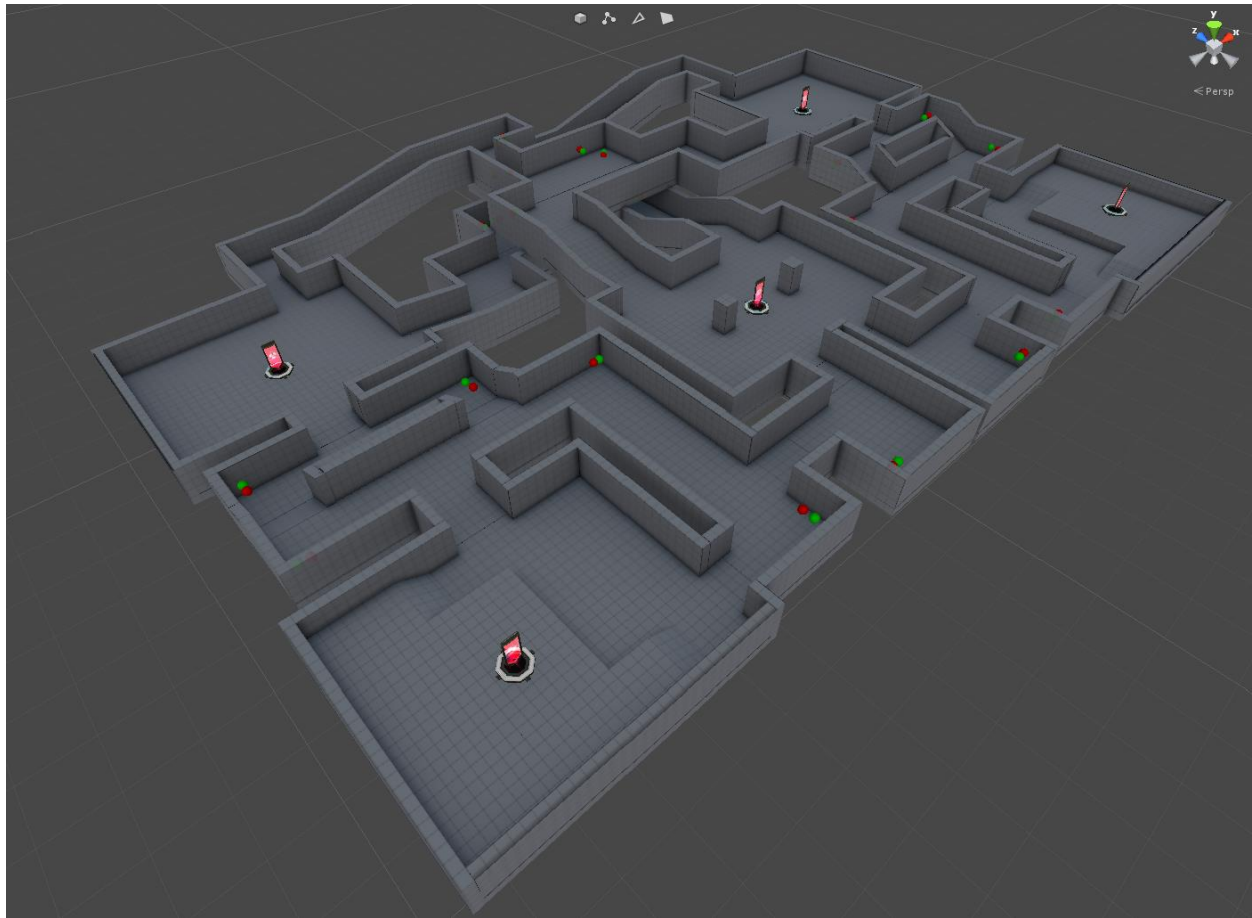
With this map instead of using my usual pen and paper design method, I used OpenOffice's Draw to design the initial layout of the level. The map is designed with a circular flow.

Path Blockout and Walkthrough



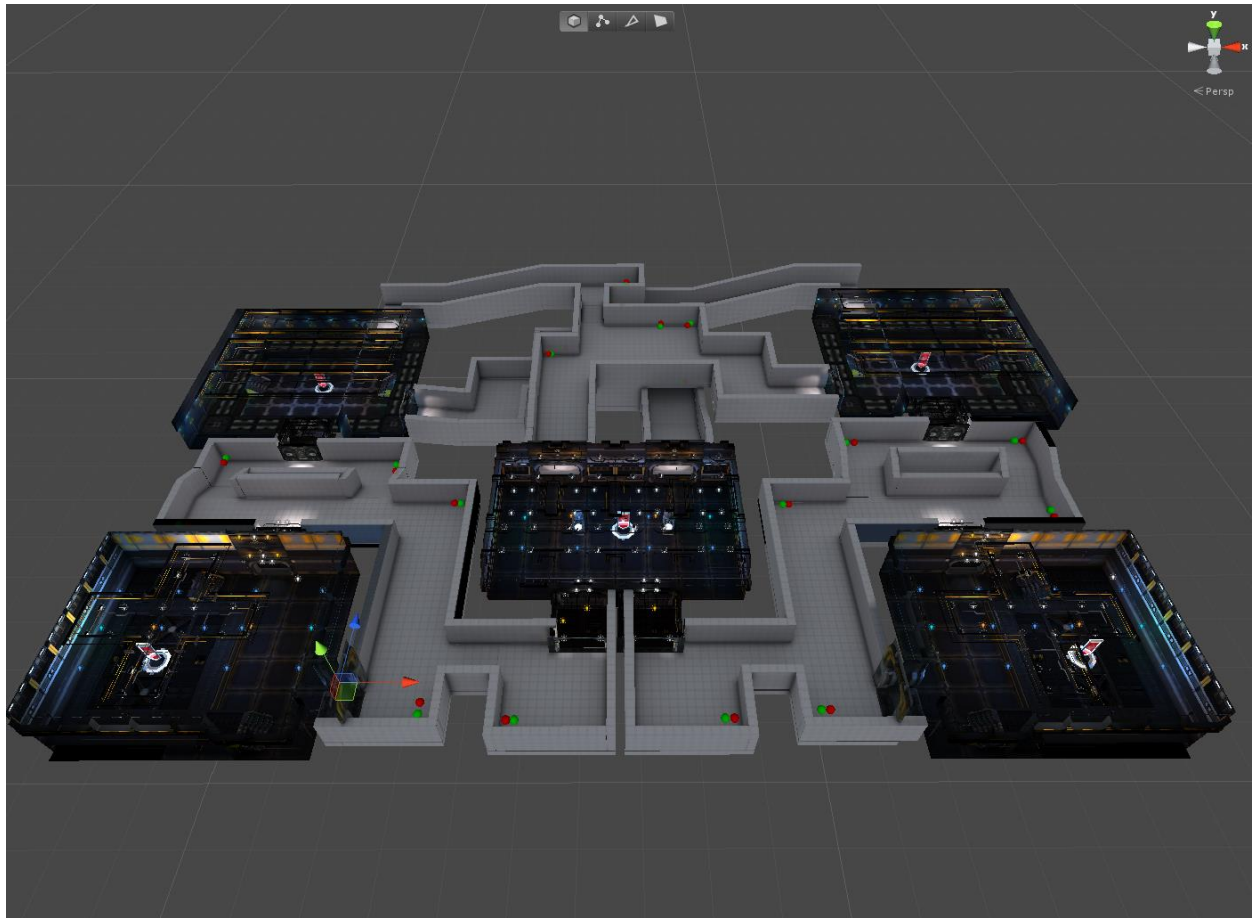
Initially I only blocked out the pathway in the Unit editor to validate the scale and flow of the map. No walls were blocked out. In the initial design the corridors connecting the different rooms had little game space to create any interesting gameplay later on. The connector corridors were extended to accommodate more player choice for path selection. For blocking out the map I used ProBuilder Basic plugin from the unity asset store. It allowed me to do quick iterations on the map and to get the size and flow of the map right.

Grayboxing



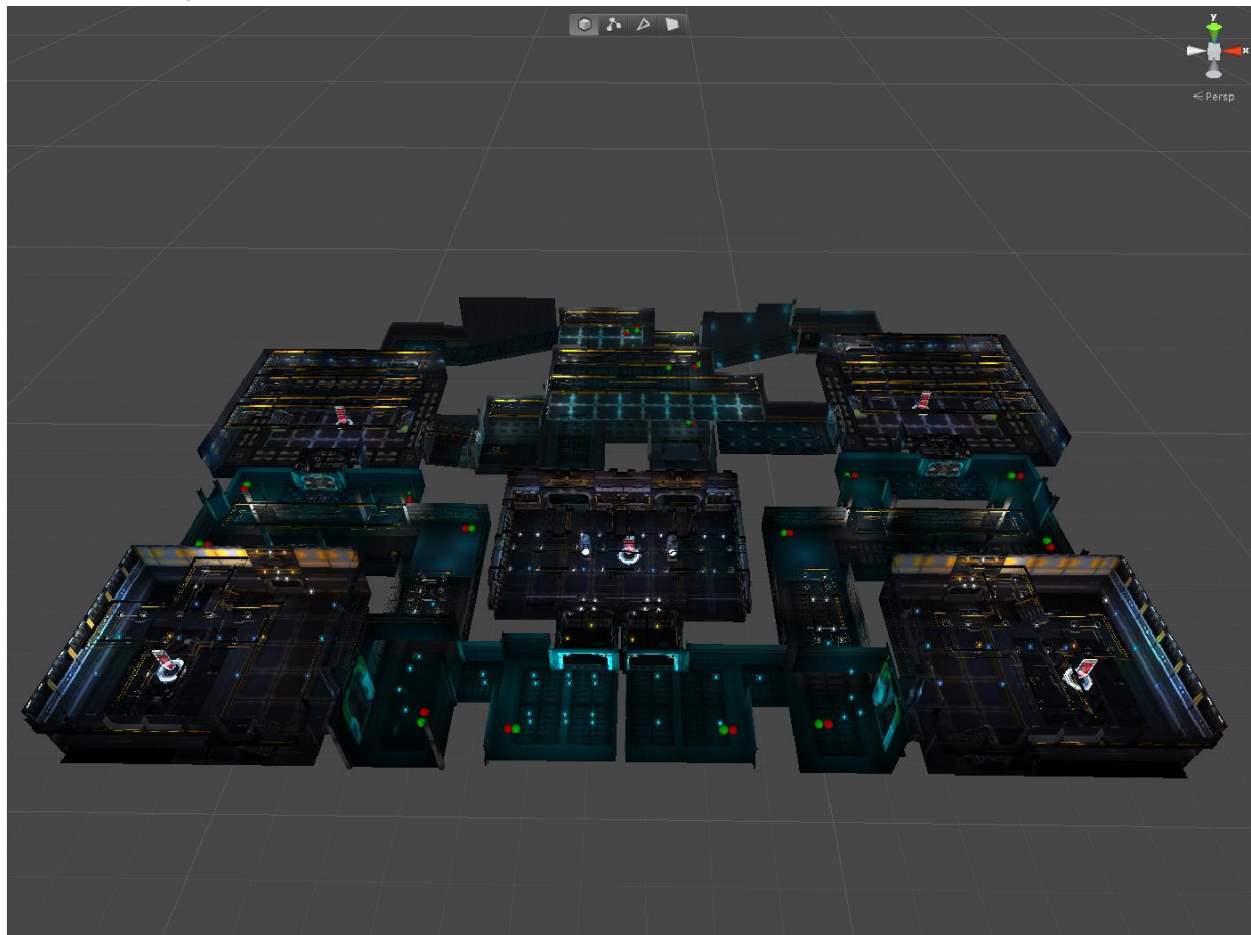
Once I was satisfied with the scale and flow, I did the final blockout including walls. I also added little verticality to couple of rooms. Since this was designed for a mobile game, I decided to keep the verticality to minimum.

Level Art Composition – Rooms



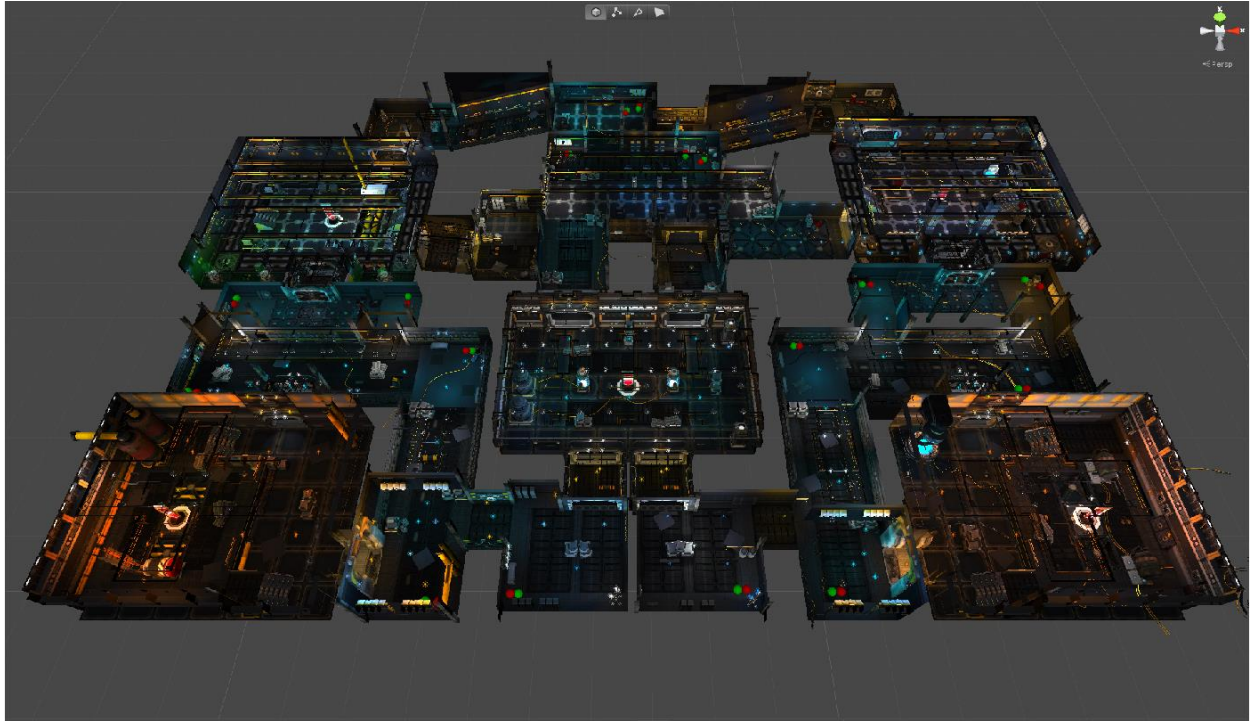
I started composing the level art first by only doing the main control point rooms. For the level art I used a modular asset pack available on the unity asset store which had all the required building blocks to construct my level. To maintain structural consistency, I used same walls and floors between similar rooms.

Level Art Composition – Corridors



Once the rooms were done, I composed the level art for the corridors. I also did basic lighting to set the mood of each room.

Level Art Composition - Props



Finally, I added props to each room and corridor. Props were added for both, adding cover in each section to create interesting moment to moment gameplay and for aesthetics of the map. Each room was given a unique identity with a combination of unique landmark props and generic props. This allows the player to orient themselves around the map and also to differentiate between two similar rooms.

Lighting Polish



Since I was lighting the map during the level art composition phase itself, I did a final lighting pass to highlight the doorways and key sections of the map. This makes it easier to guide the player across the map.