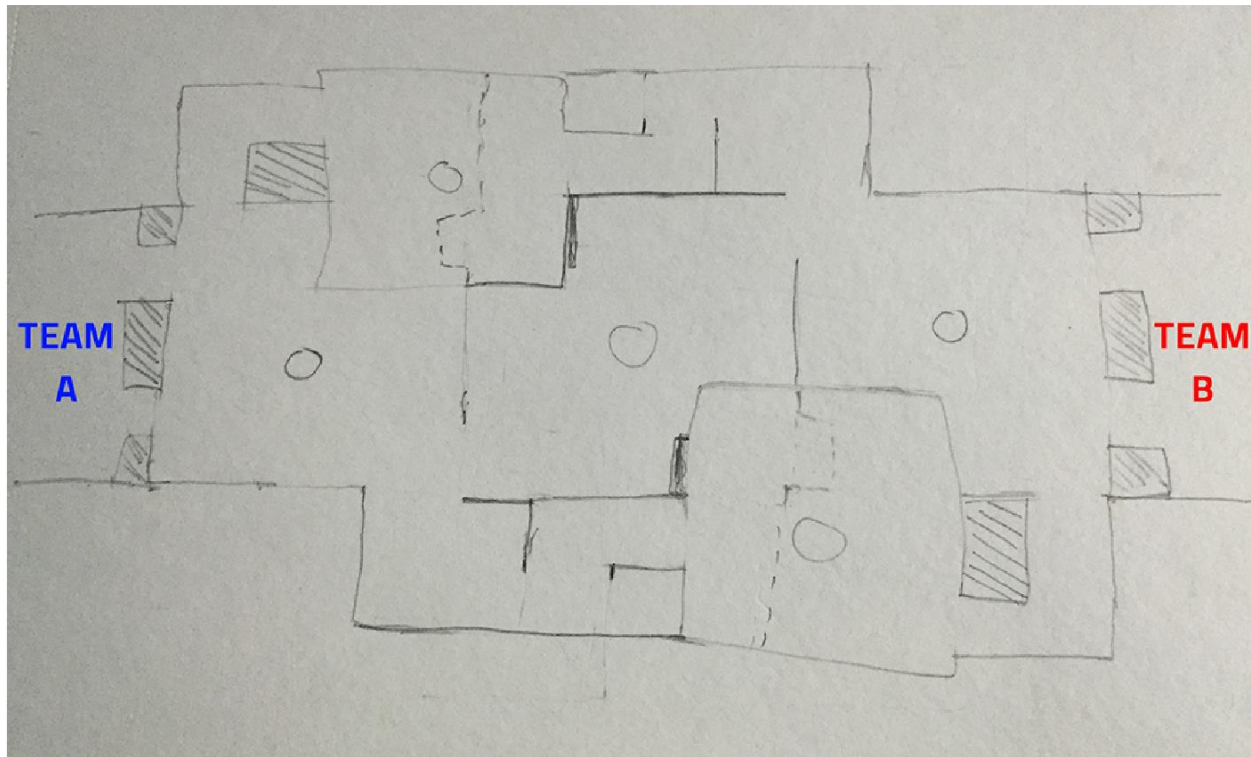# Map – The HQ

Overview

The HQ is a capture point multiplayer map designed for 6v6 matches. The map is created using the art assets shipped with the development kit for the game Shadowgun Deadzone. The focus of map was designing a good symmetrical layout with opposite team bases.
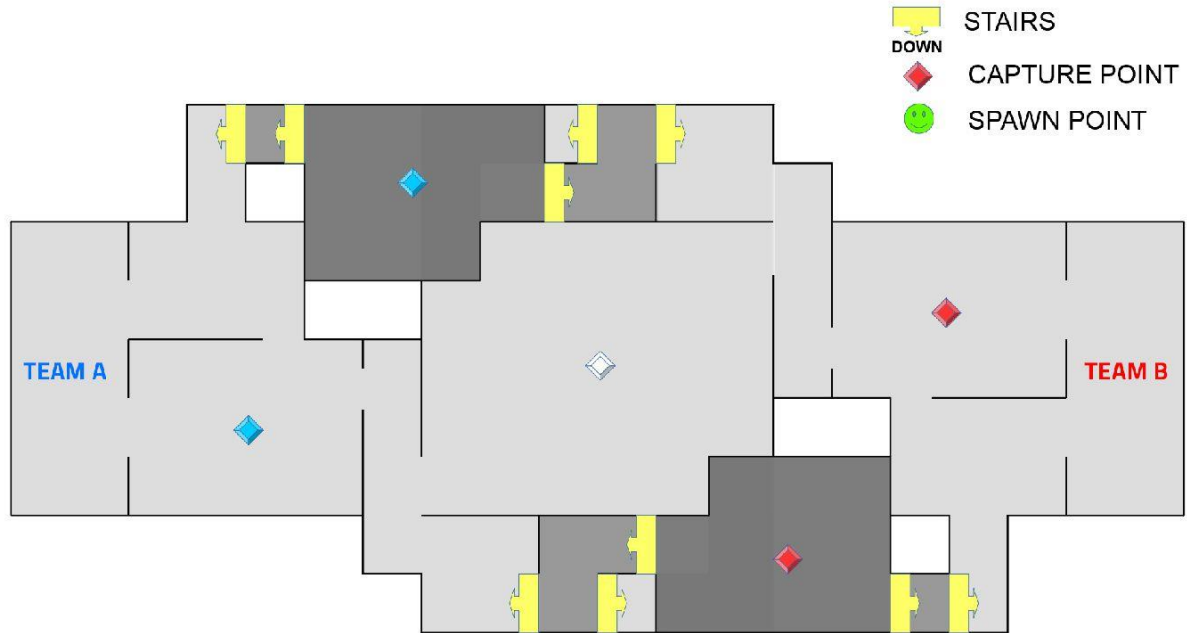
Workflow

Paper Design

The map is designed such that each team has two capture points assigned to them. One point is quickly accessible while the second point is moderately accessible. The fifth point is at the center of the map and marked as neutral. It also has the most entry points compared to the rest of the capture points.

Layout Refinement

I further refined the design to pace the flow of player path from one capture point to another, creating more combat areas. I used Photoshop to iterate on my initial paper design.

Grayboxing
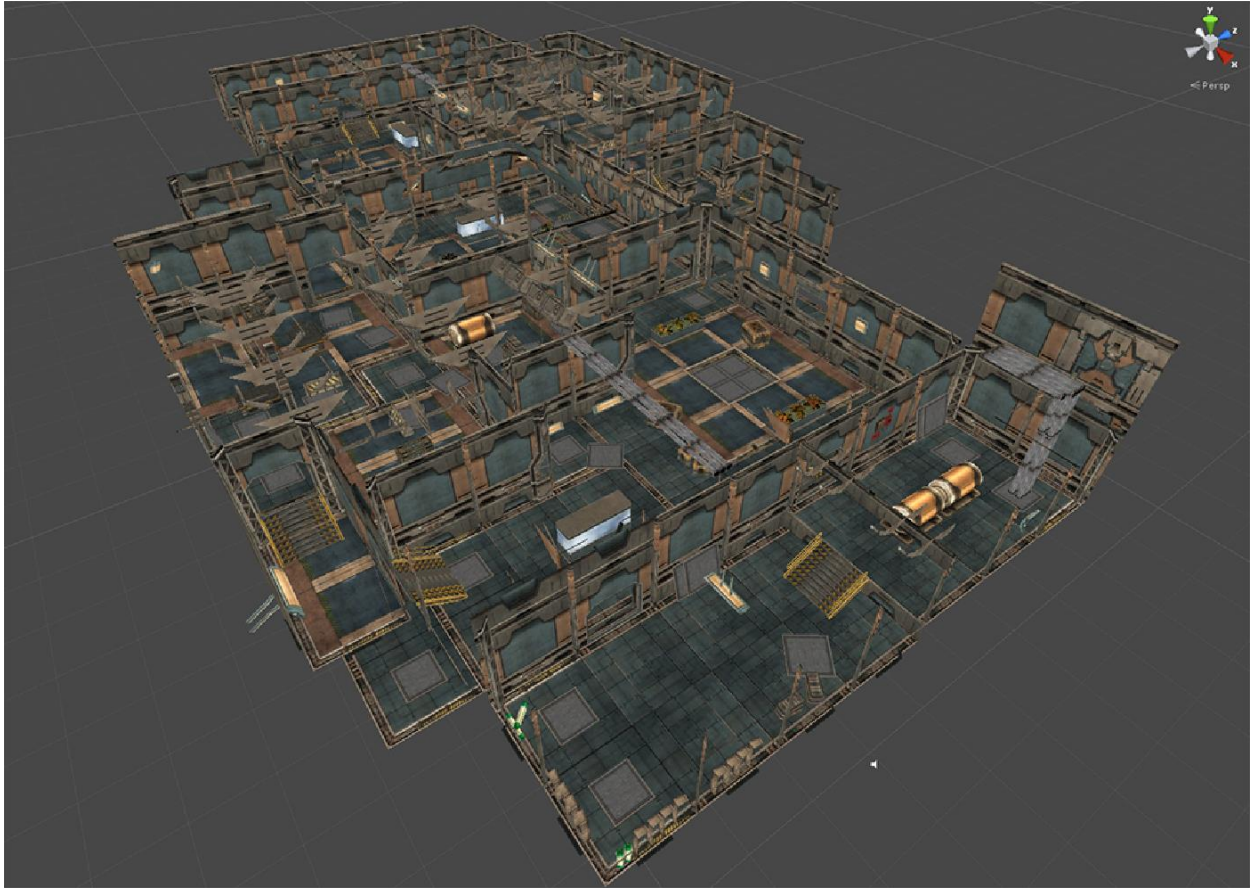
I blocked out the layout for the map in Unity using the modular art assets directly since Unity does not have built-in BSP tools and using the modular assets was more convenient to use than the primitives of Unity. Also, iterating with the modular assets was easy and fast. Basically I combined the grayboxing phase and the environment art phase in this step which I typically follow while creating a map.

Prop Placement and Lighting

Finally, I placed the props for the map and did the lighting to make it playable and to guide the player through the map. The goal was to use the shipped art assets with the game kit.