Arabic Warzone level design document

Overview

This level is a first person shooter combat map with an Arabic style. The players will be placed in 2 teams of 5 and will have to kill each other. The first team to kill the enemy team wins.

Gameplay summary

As we had said before this is a map for a 5vs5 online game. The players will be using the different mechanics & dynamics we have planned for this level (shooting, wallbang & climbing).

Goals

Intrinsic goals

Introduction of a new mechanic: Shooting and jumping, which are the essential mechanics and the ones that the player will use the most in this map.
Introduction of a new dynamic: Wallbang (shooting through weak walls) or destroying environment assets to create new shortcuts.

Extrinsic goals

Creation of strategies: The players can gain the ability to create strategies on how to win in this map by playing it several times.
Aiming: As in all shooter games and combat maps, the goal is to make our players improve their aim.

Map

A

B

Map Creation

The priority when creating this map was punishing camping behavior. Advantage points have weak spots behind, and interiors have windows that make no corner completely safe. The terrain allows snipers to aim from mid to long distances, while also adding routes for more close-combat oriented people.
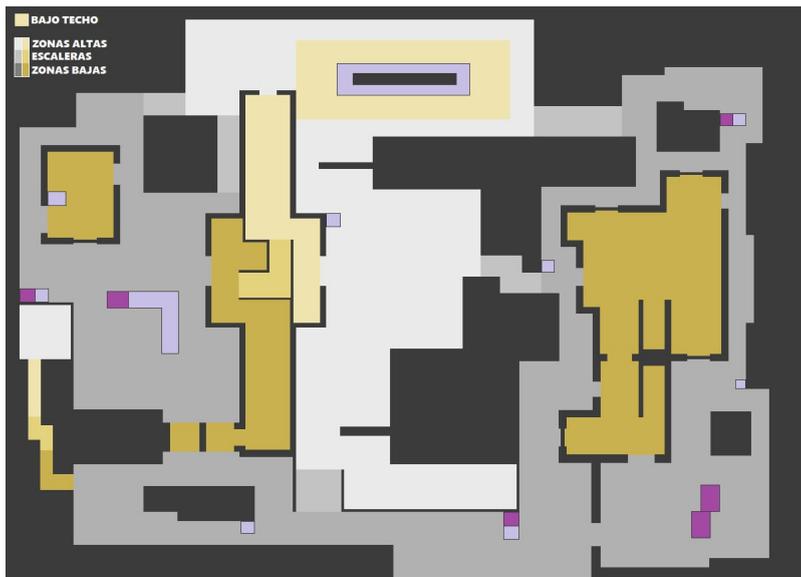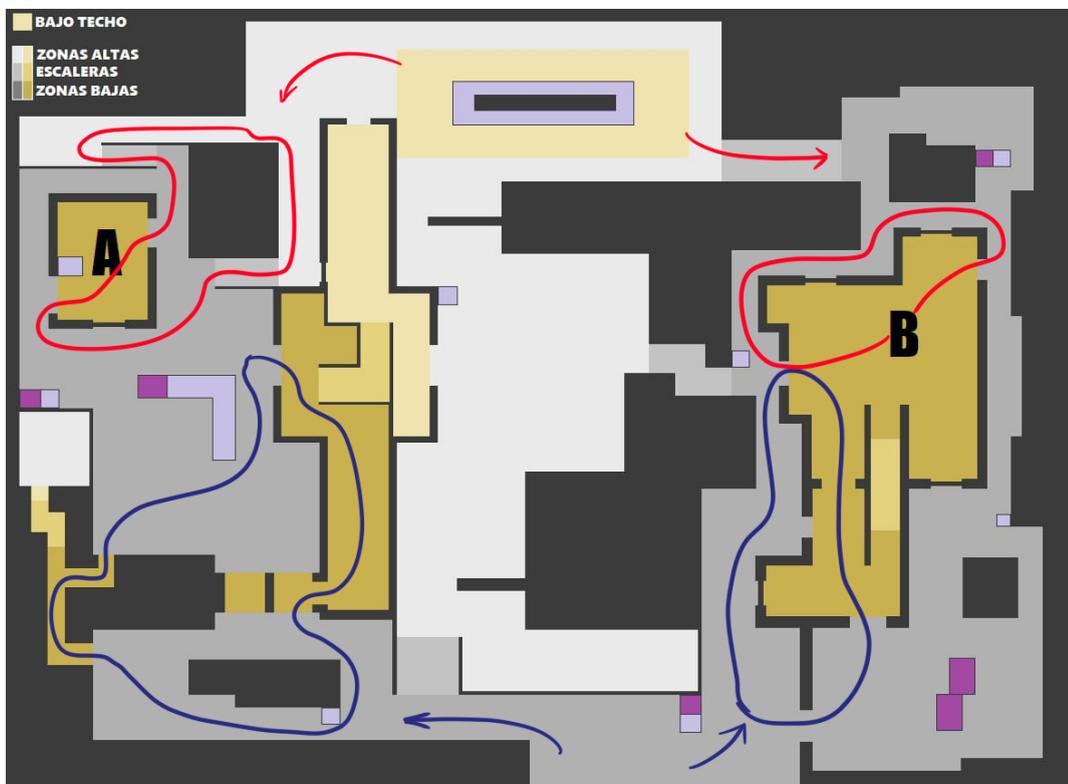
Older iteration of the map. There wasn't a set game mode for it, some corners were too safe and stairs were used as corridors instead of making them interesting.

Rushers

They would mostly go B, as it has a shorter route. They wouldn't go near mid, as it would take too much time.

Roamers

Those are some of the routes that roamers could take to look for enemies. The first image portrays more safer routes, whereas the second route shows more creative combinations of the many connections that the map offers.

Stealth Players

Site A offers dark corridors and places to hide behind and wait for unaware enemies. Site B doesn't allow attackers (portrayed in blue) many options, but the stairs inside B house create nice angles from where stealth players can surprise opponents.

Defenders (portrayed in red) can wait behind B windows or behind A building. The North-East part of the map has many covers from which stealth players can surprise their prey.

Snipers
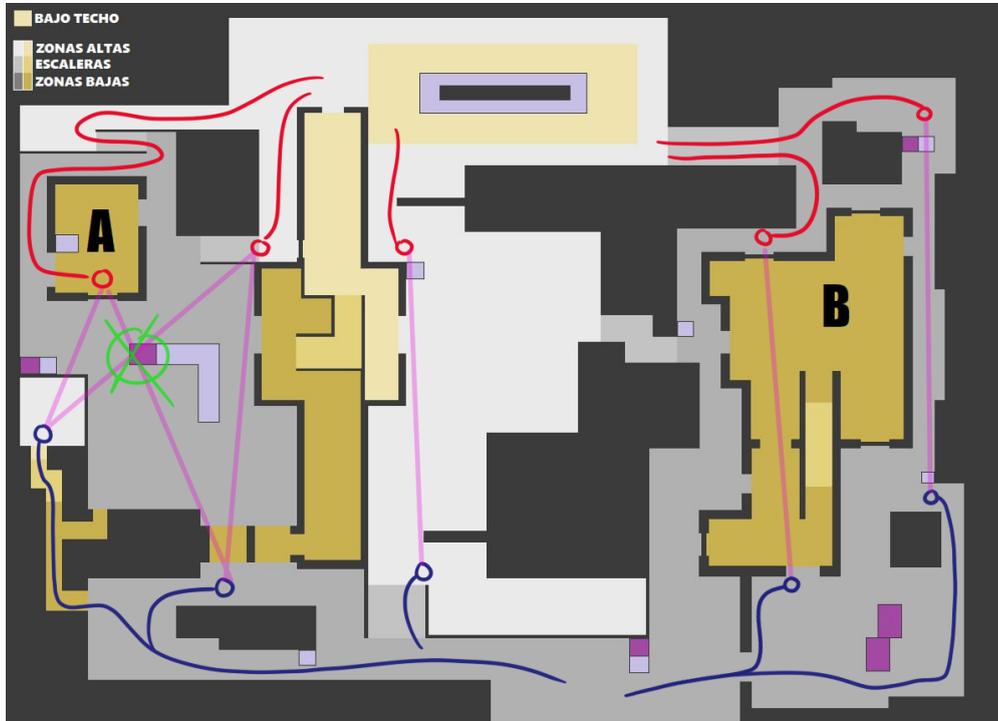
Both sites have a couple snipe points that don't interfere with each other (notice that the L-shaped cover portrayed as purple boxes near A site block the snipers at the left from shooting the snipers at the right). Also, a good thing to notice is that all sniping points have their backs more or less exposed, encouraging other kinds of players to flank them.

CQB
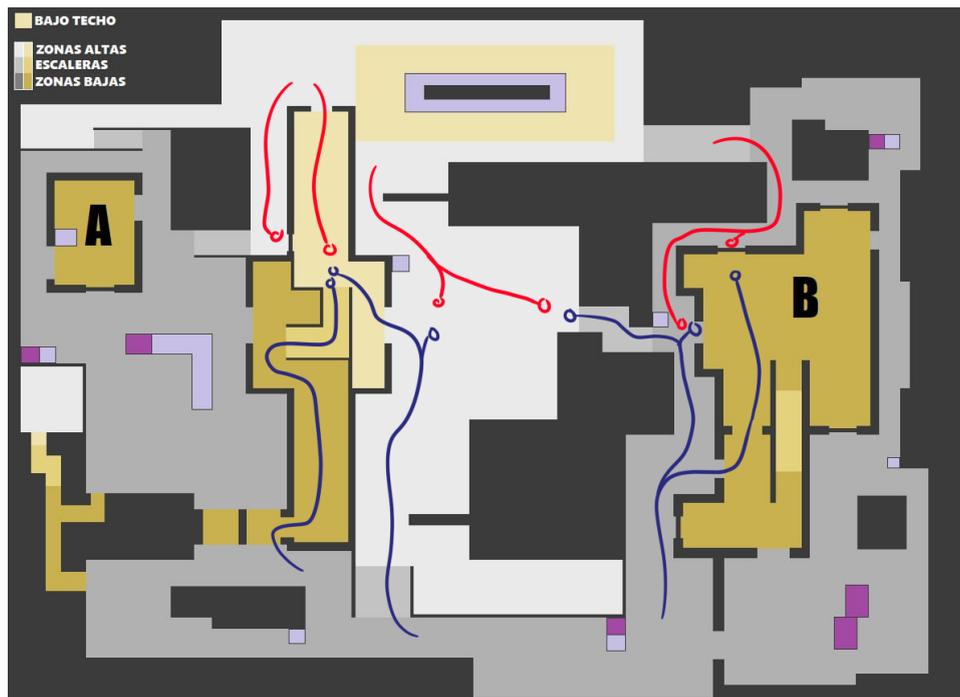
As the diagram shows, CQB players would like to go mainly to mid building, as it offers short range combat. Another nice place with lots of turns and corners is the alleyways west of site B, filled with windows which could be used as cover by them. If it is clear of more enemies, they could even fight in the middle of the plaza.

Pipeline & workflow

For the development of the level we designed a pipeline which we are expected to follow in order to develop the level as best as possible.

LDD -> 2D map drawing -> Iterate 2D drawing -> 3D map creation -> Iterate 3D map creation -> Release.

LDD: Defining what the main mechanics of the level are going to be, the theme and the genre of it.

Map drawing: First representation of the level. Used to have an initial idea on how to construct the level and to check for the first time if the mechanics are going to work on it.

3D level creation: Representation in 3D of the map drawn in the previous steps (after iterations) which is going to be used to playtest and iterate until the result is good enough to be released.

Release: Executable containing the final result of the level, ready to be played.

Postmortem

This was the first time we designed a combat map. We found it both interesting and challenging, because we felt like combat maps are quite different than a usual story game level when talking about cadence, skill theme, playground, player guidance…

We think we need to improve more on actually following the pipeline we defined in the first place. Sticking to it and not skipping steps.

References

Mirage, from CSGO, served as a theme reference for our level.

CSGO served as an inspiration to create the mechanics, considering its main mechanics are shooting and jumping.