



JACKHAMMER

Unreal Tournament Capture the Flag Level

By James. P

Table of Contents

Table of Contents	1
Story	2
Reference	3
Program/ Requirements/ Features / Gameplay	5
<i>Blue base (J-wing)</i>	5
<i>Red base (H-wing)</i>	5
<i>Neutral Areas (Marque Patio, below the bridge)</i>	5
Diagrams	6
Metrics	8
<i>Character</i>	8
<i>Environmental</i>	8
Layouts / Plans / Maps	9
<i>Initial rough draft of map</i>	9
<i>Final draft of map</i>	9

Story

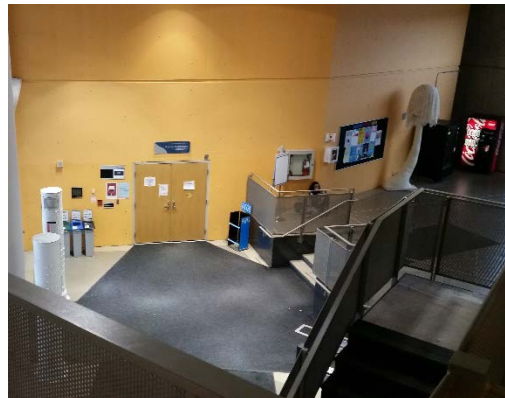
Students at Sheridan's Graphic Design program and Performing Arts program all received cancelled classes that week, that wasn't weird. What was weird was the email stating why; It read "Due to the disappearance of the entire J-wing and H-wing, class has been cancelled indefinitely. Please use this time to study or reflect on your life." Nobody knew what happened to the wings that are now massive craters on campus, but light years away, out in the vacuum of space, two intergalactic forces are waging war on the now floating, segmented chunk of Sheridan's J-wing and H-wing. These forces fight to rebuild their broken home planets, so they take pieces from existing planets and stitch it onto theirs. Players partake in this war, for domination of the chunk of Earth.



Reference



I used ctf_sawmill from Team Fortress 2 as inspiration. The level is built with open areas and a large enclosed area in the middle where most of the fighting happens



Blue base starts in J-Wing with the flag on the lower section



The display stage at J-wing makes a great defensive bunker



H wing will be red team's base, including the outdoor patio area to allow good defensive options



Marque patio is a perfect spot for players to fight. It's location and size would make a great conflict zone.

Program/ Requirements/ Features / Gameplay

Blue base (J-wing)

1x Flag Base (Blue)

2x Blue spawn points

3x Armor spawn bases (1x Helmet, 1x Chest, 1x Thigh Piece)

4x small health vials

2x Enforcer spawn bases

2x Shock Rifle spawn bases

Red base (H-wing)

1x Red Flag Base

2x Red Spawn Points

3x Armor spawn bases (1x Helmet, 1x Chest, 1x Thigh Piece)

4x Small health vials

2x Enforcer spawn bases

2x Shock Rifle spawn bases

Neutral Areas (Marque Patio, below the bridge)

1x Rocket Spawn

1x Shield Belt

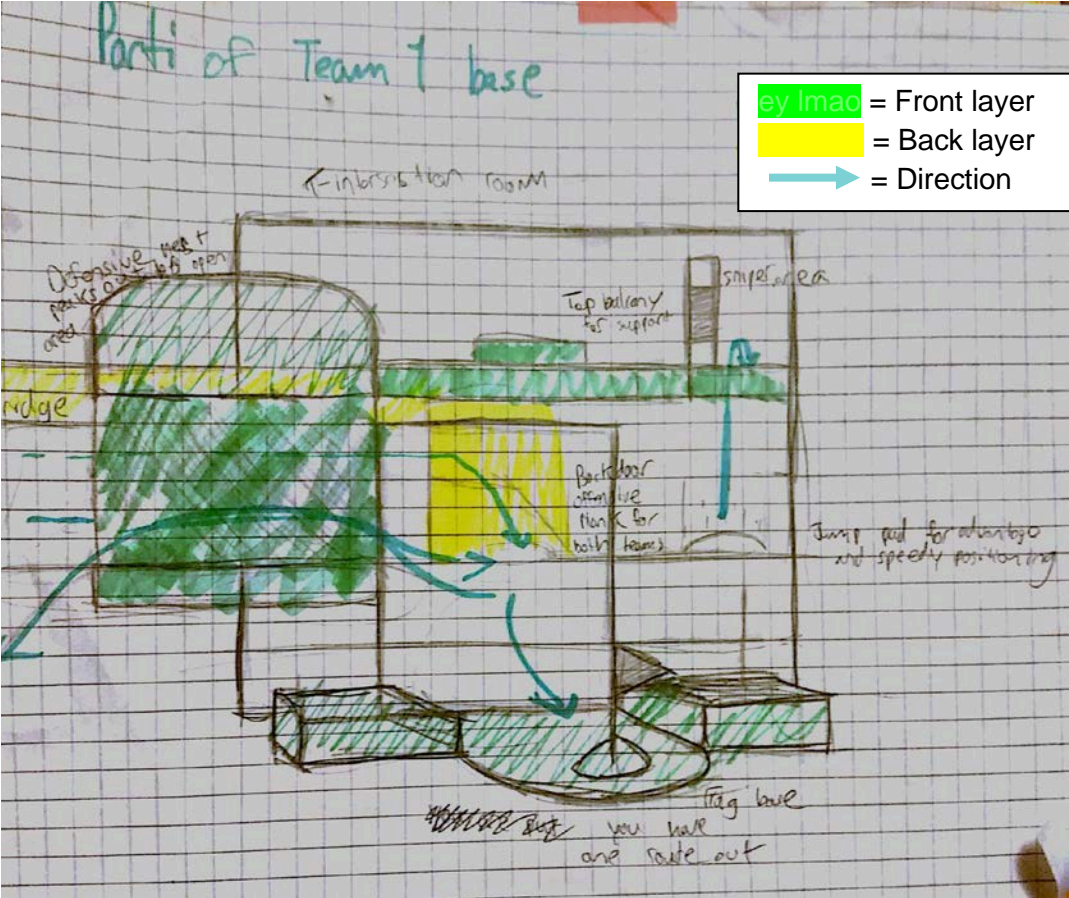
1x Shock Rifle spawn base

1x Enforcer spawn base

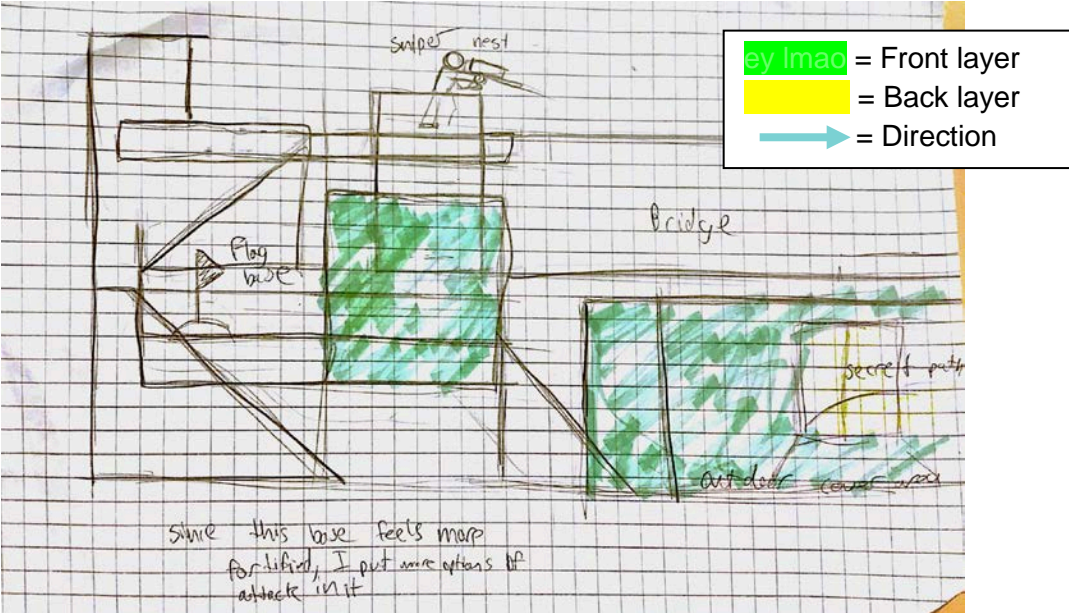
2x Medium health packs

Diagrams

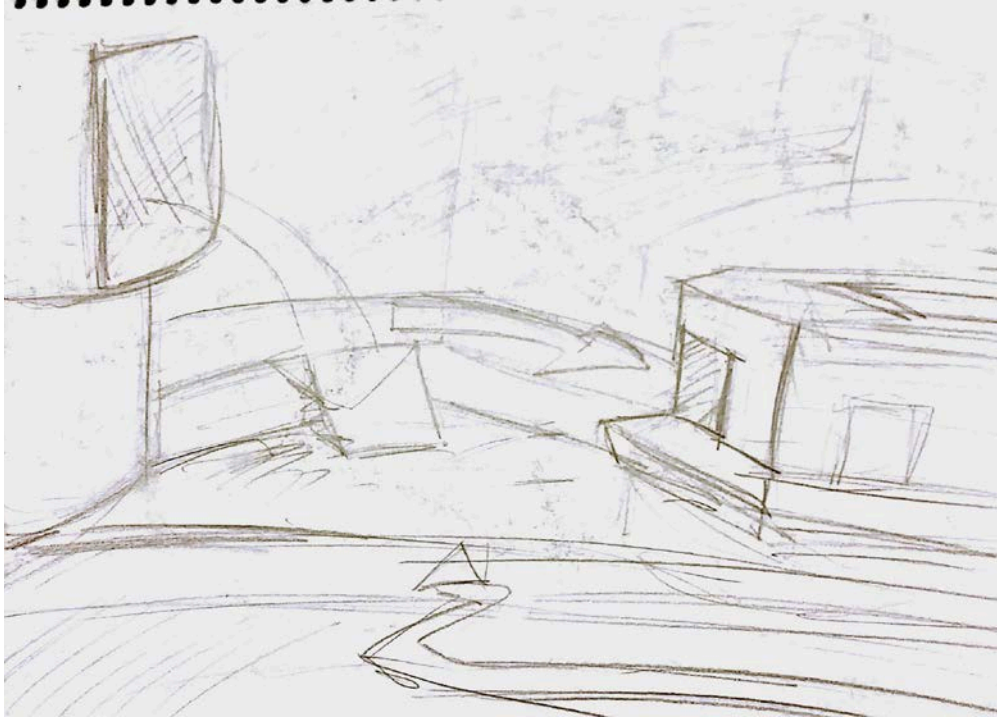
Parti diagram showing paths and form of blue's base



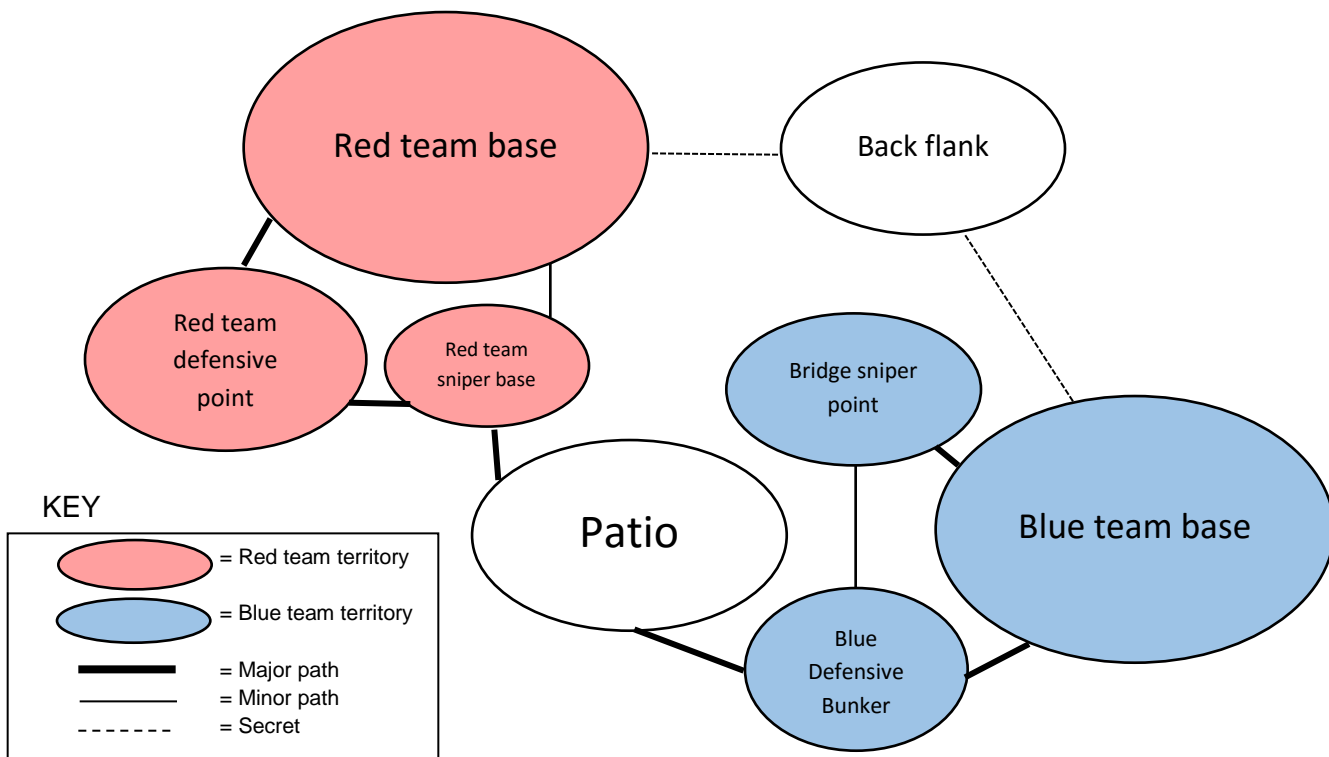
Parti diagram showing paths and form of red's base



Concept sketch of how players would interact with open zone in middle of map

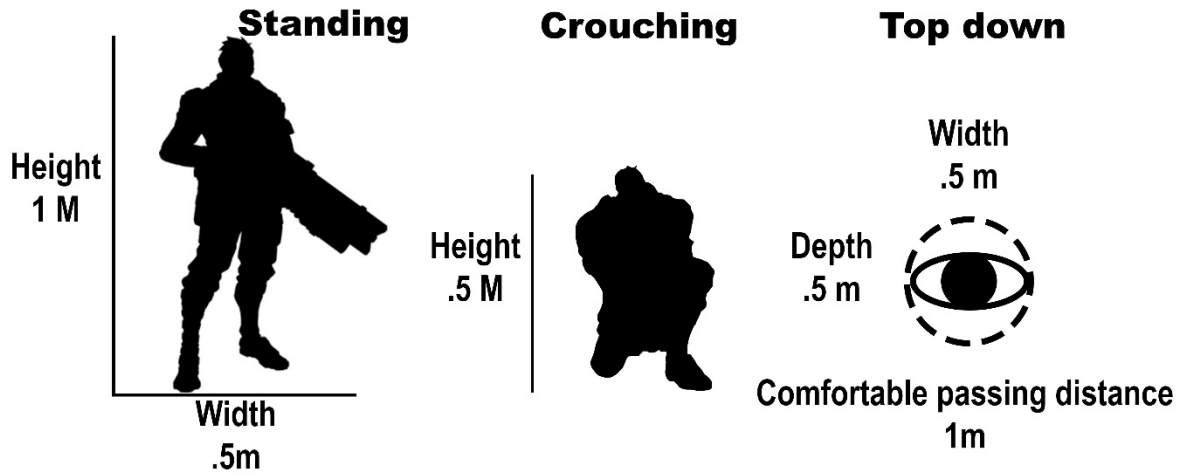


Bubble Diagram displaying general layout of map and path importance from each area



Metrics

Character

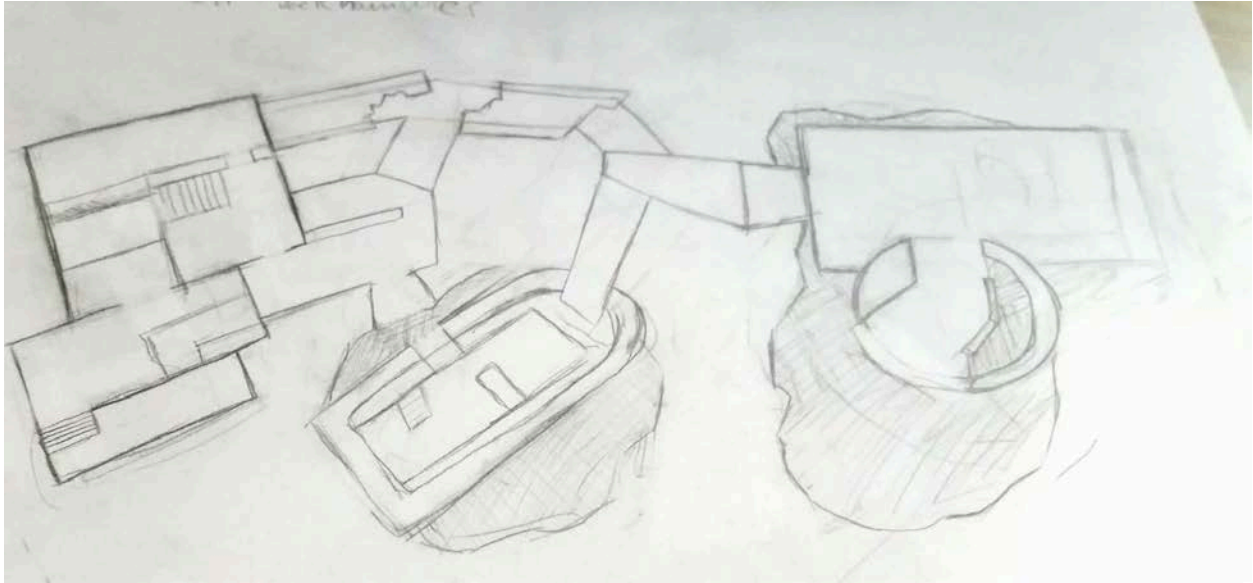


Environmental

Type	H	W	L
Walls	+5m	N/A	.25m
Windows	+2.5m	1m	0.75m
Crouching Cover	.75m	N/A	.5m
Standing Cover	1.5m	1.25m	.5m
Door	1.5m	1m	.25m
Double Door	1.5m	2m	.25m

Layouts / Plans / Maps

Initial rough draft of map



Final draft of map

