

sb_PrisonBreak

Multiplayer Control Map for Lyra

Level Design Document

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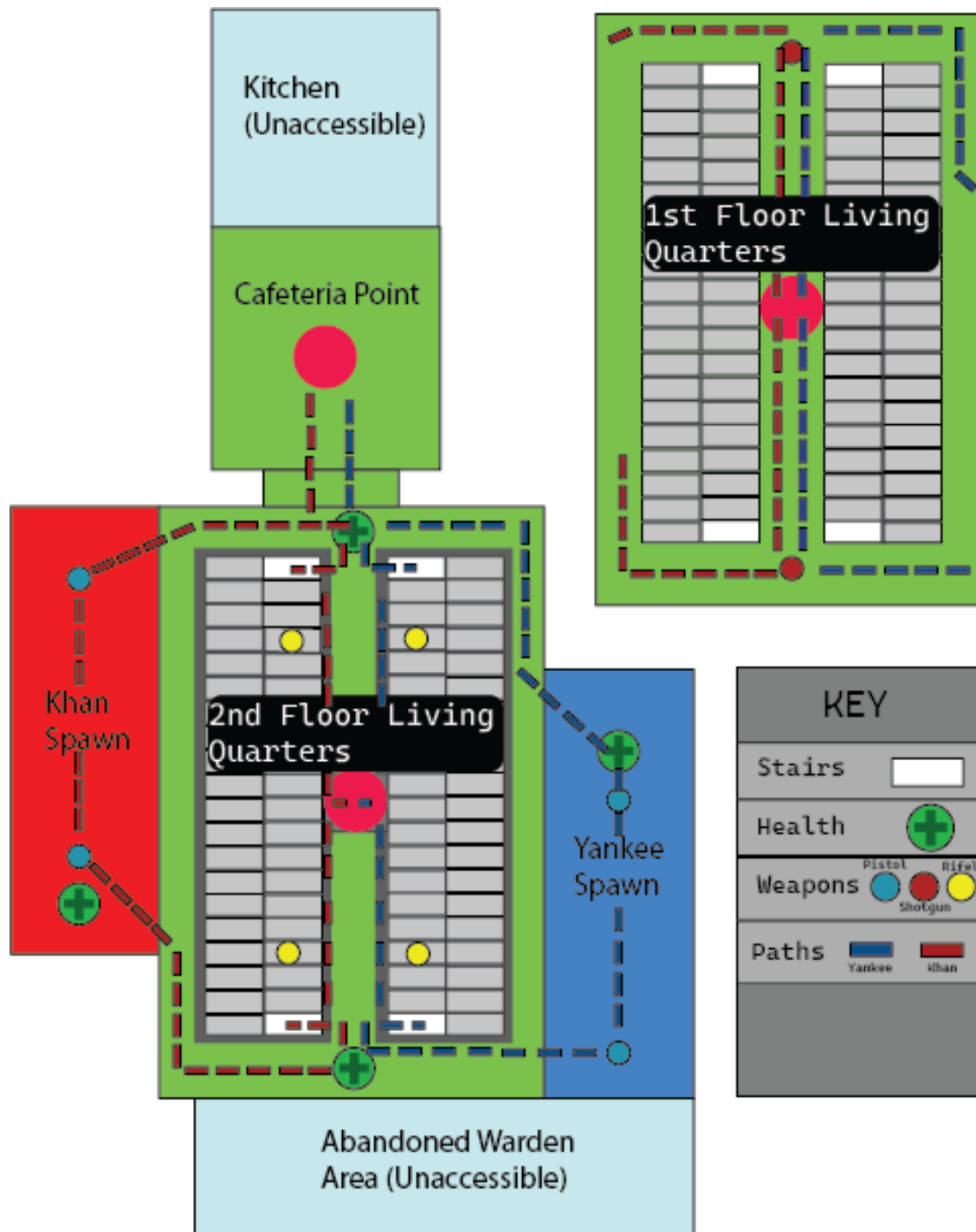
Overview

sb_PrisonBreak is a Control map built for multiplayer gameplay. The gamemode is built utilizing Lyra's first-person control mode. The map will consist of 3 main points which the two teams fight over for control. The team that dominates the control wins.

PrisonBreak takes place inside an overrun prison similar to that of Alcatraz. The map takes place around 1934, the year Alcatraz was built. This prison was meant to be a secret project that was hidden from the public eye. It was designed to house the most dangerous criminals in remote locations where they were to never be seen again. Little did the guards know, but the prison had divided into two factions. The Yankee Doodles and the General Khans. Each side was waiting for a moment to take out the other, and one day they were given their opportunity to strike. A rookie guard had left out his baton while he went to the bathroom, and that was all they needed. The guards evacuated the prison leaving nothing, but the war between the Yaknees and Khans to take place.

The map itself will be very bleak, full of stone and metal halls and railings. There will be different communal areas in which the control points will be held. Two of the control points will be held in each of the teams dormitories, and then the greatest battlefield of them all, the cafeteria. The living quarters will have more cover to work around, but the cafeteria will be big and open with little cover.

Level Design



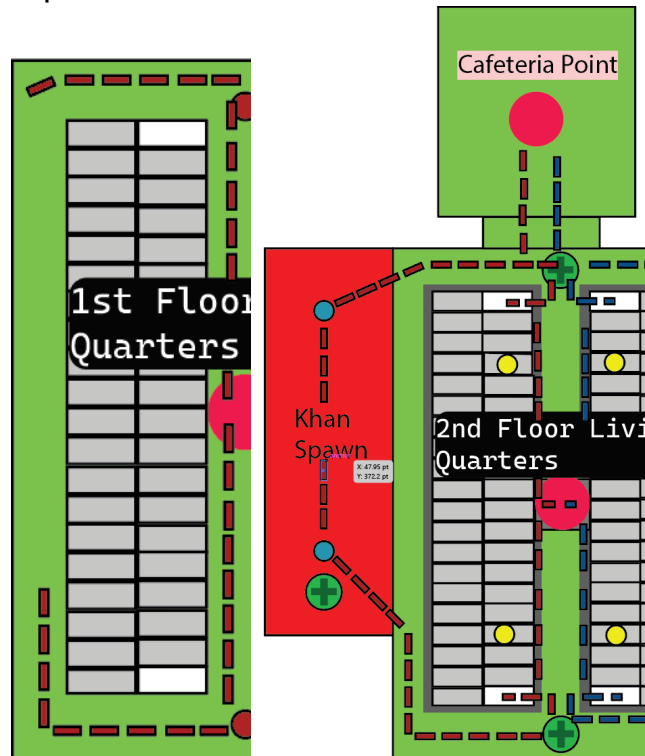
Routes

Each team is separated on different sides of the prison with access to the floor above which can provide them with a better view of their opponents. These spawns allow the teams to have their own little safe zones while being far enough away that one team cannot dominate a specific capture zone.

Khan Team:

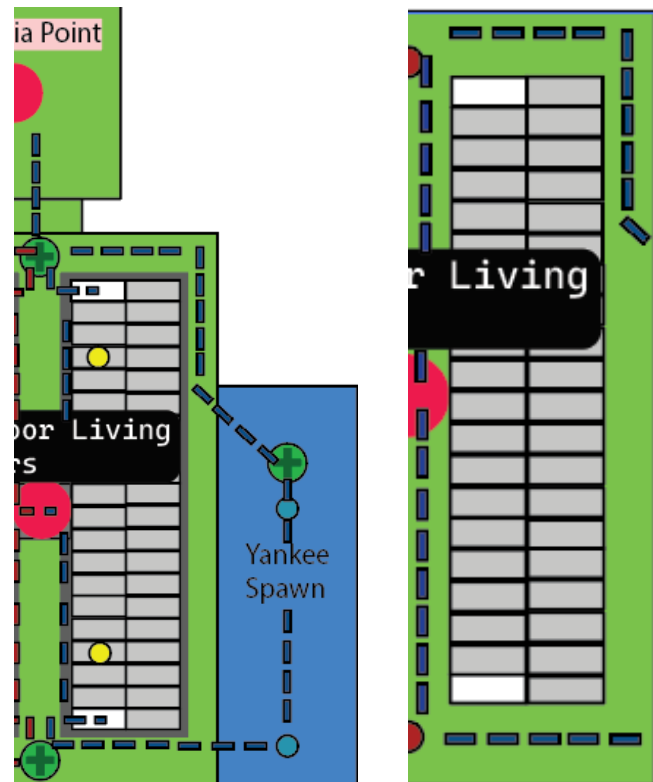
The Khan team has five routes which they can take. When they spawn they can choose to approach from the top or bottom.

Approaching the bottom will lead them closer to the enemy side, but going to the top will lead them closer to the cafeteria if they desire to capture it. Keeping in mind that the cafe will be more open. If they choose to go up top then they will have a height advantage, but depending on their path an enemy may get to it before they do.



Yankee Team:

Much like the Khan's side, the Yankees are faced with five different routes to take. Depending on which side they take will determine the speed in which they arrive at specific points. Going down immediately is beneficial because it may get them upstairs just before the Khan side. Meanwhile they have to be aware of the Khan's taking advantage of the cafeteria point. Meanwhile, they have access and resources to try their best to survive and capture their points.



Intended Playstyle:

My intent for sb_PrisonBreak is to have a series of long range gun fights in the prison as the players fight to capture points. Each side is balanced with each having a point that is slightly closer. My intent is that players from both sides will acknowledge this advantage and try to eliminate the enemies before they can capture their point. The first floor control point is meant to be slightly more difficult than the second floor to control simply because the enemies above will have a better view of the enemies below. However, that does not stop the players from getting their shots above.

Asset List

The following list is intended to describe the endgame results of the map. However, this is subjected to change following the discovery, or lack thereof of needed/desired assets.

Textures:

- Bricks
- Stone
- Scuffed Metal
- Broken Up Stone
- Damaged Stone
- Damaged Brick
- Tinted Windows

Models:

- Bed
- Prison Cell Bars
- Prison Cell Door
- Stone Pillars

- Stinks
- Stone Walls
- Cracked Stairs
- Toilets
- Blackout Lights
- Windows
- Window Cages

Sounds:

- Walking on Stone
- Walking on Brick
- Stone/Brick being Shot
- Metal being Shot
- Clanging of Metal

Reference Images



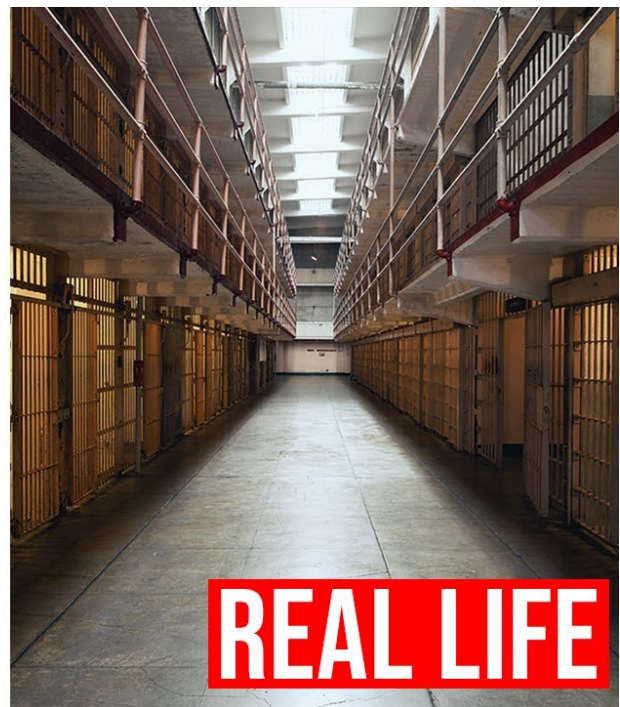
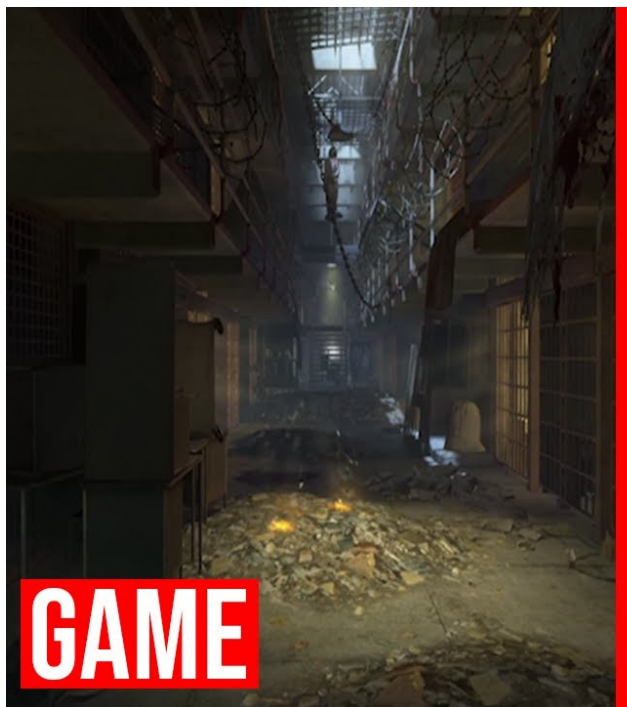
1. The hallways and dormitories of alcatraz.



2. An outside shot of the remote island of Alcatraz.



3. A good example of how wide to roughly create the hallways for the gunplay to take place.



4. Comparison between Call of Duty Black Ops II level Mob of the Dead and Alcatraz. This image highlights the dynamic change in scenery which can be done via lighting and other objects.



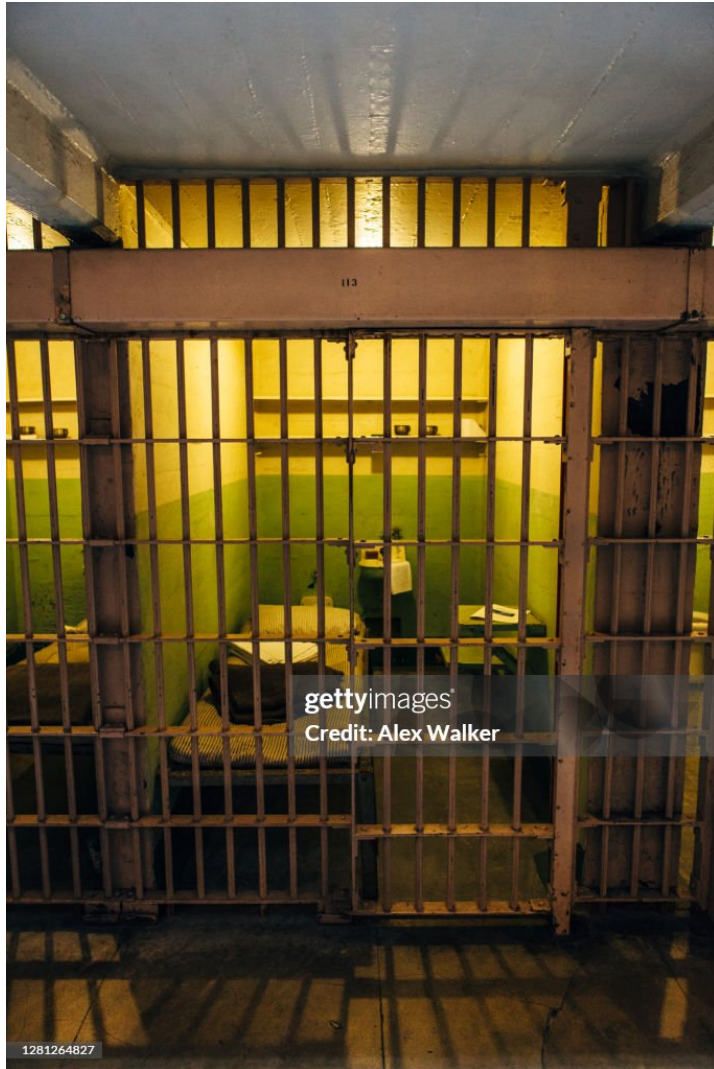
5. This is an image of the cafeteria in Alcatraz. The desolate feeling is something that I want to emphasize as the war between the two sides has cleared everything out. I want this open area to be fair, but challenging to conquer.



7. This image encapsulates the lighting that I want to incorporate into the map. It is very bright with a tint of orange that shows a new horizon. This horizon is for the winning side.



8. This image is inspiration for what the insides of the cells may look like. The primary thing to include is a bed in each.



9. This image is a perfect example of the lighting I wish to use especially for these cells. It feels realistic and bright.



10. This image is perfect for demonstrating the scuffed worn down look of the prison. The bars are old and dirty, the wood looks rough, the walls are not consistent. Great for showing age.