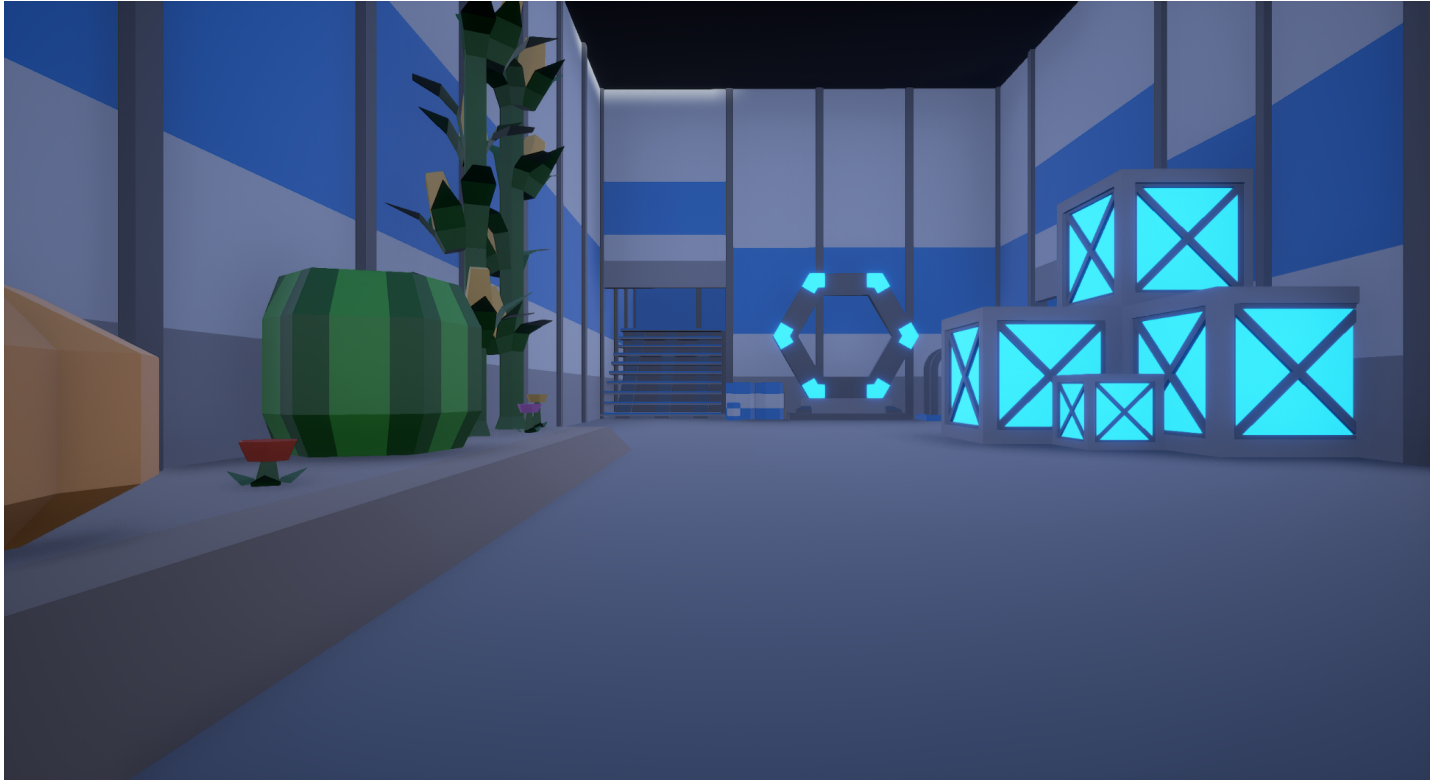


Frontier: Space Station Alpha-17



CTF Map
Unreal Tournament
By Dawson Pelquin

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Story

The current year is 2104 as the intersolar technological advancement has begun. Earth has become overpopulated, forcing the planet to start growing massive amounts of food from orbit. During this time, travel between the planets has just begun. As a result of increased travel and accessibility between the planets, Space Pirates have begun infiltrating these space stations to steal food to sell on black markets.

Environment

- Large symmetrical map with large open areas and tight corridors

Settings

- Space station in Earth's orbit, tasked with producing food for the general population

Characters

- The 2 teams, Space Station Operators vs Space Pirate Infiltrators (Blue vs Red)

Features

- The map will have several corridors providing different lanes of play with different lines of sight to promote different play styles

Themes

- Sci-fi greenhouse

Reference

Environment



Figure 1-2. Nepal - Overwatch: Example of an interior and exterior of a mountain side building



Figure 3. Halo Infinite greenhouse concept art, example central space



Figure 4. Sci-Fi greenhouse concept art

Setting

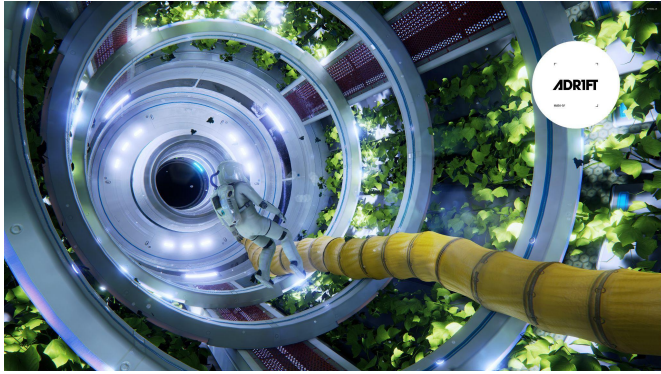


Figure 5. Space station greenhouse tube

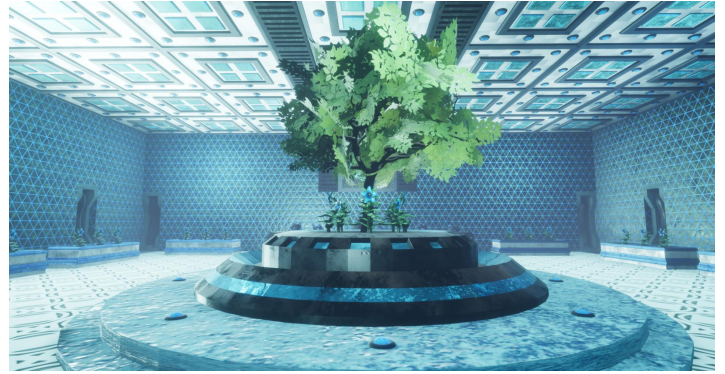


Figure 6. Sci-Fi greenhouse room

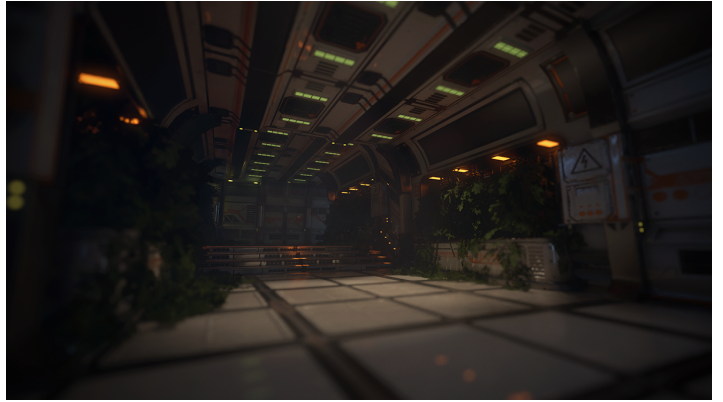


Figure 7-8. Sci-Fi space station room reference with vegetation

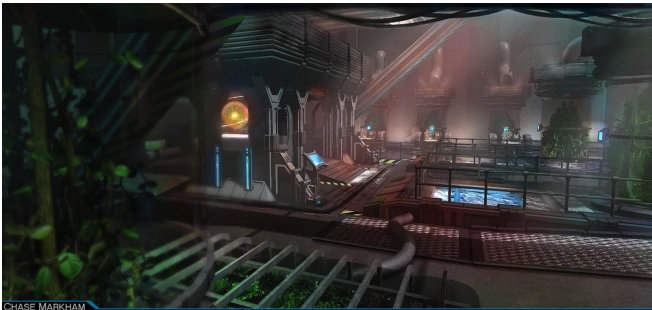


Figure 9. Earth from space



Figure 10. Sci-Fi Space station orbiting earth

Characters



Figure 11-12. Space Station Operator (Blue Team) (Examples from The Turing Test and Prey)



Figure 13-14. Space Pirate Infiltrators (Red Team)

Features



Figure 15. Summoner's Rift: defined lanes of play



Figure 16. TF2-2Fort: Symmetrical multiplayer map

Themes



Figure 17. The Martian: humanity is forced to grow crops off planet



Figure 17. Plants will be seen throughout the map

Program

Red Team

- 3 Spawn points
- 3 Small Shields
- 2 Medium Shields
- 3 Small Healing
- 2 Medium Healing
- Shock Rifle
- Enforcer
- 1 Flag
- Defensive Space

Blue Team

- 3 Spawn points
- 3 Small Shields
- 2 Medium Shields
- 3 Small Healing
- 2 Medium Healing
- Shock Rifle
- Enforcer
- 1 Flag
- Defensive Space

Combat Area (common space)

- Rocket Launcher
- Shield Belt
- Ammo
- Offensive Space

Flanking Spaces

- Ammo

Contextual Requirements

Kit 1 – Nature:

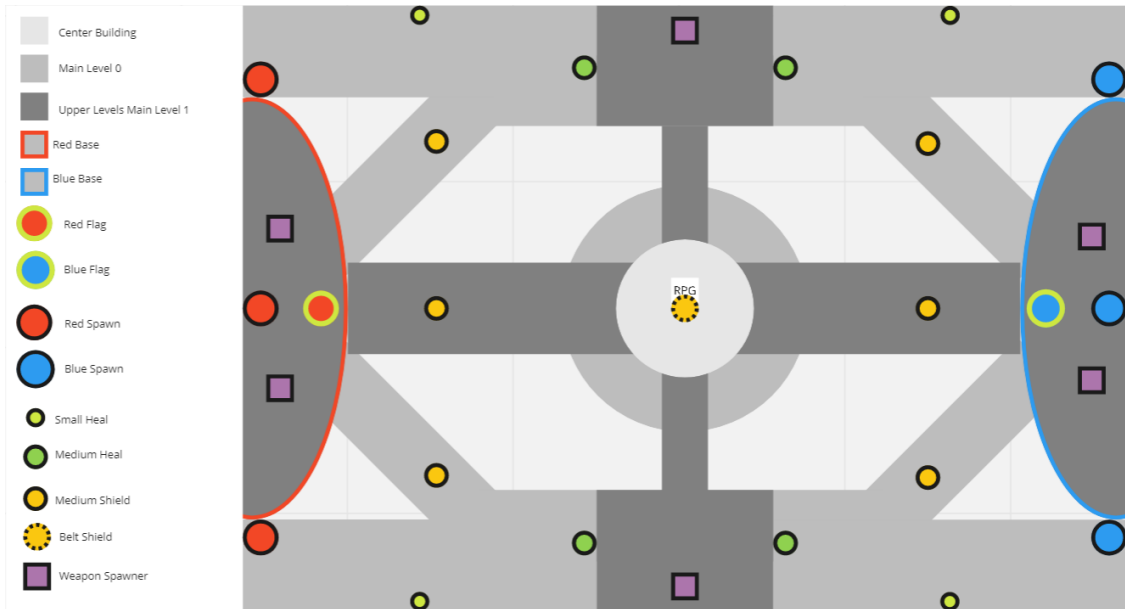
- Base
 - Dirt ground
 - Soil
 - Rocks
 - Patches of Grass
- Detail
 - Trees
 - Plants and Vegetation
 - Boxes
- Hero
 - Large Grow Beds
 - Grow Tower
 - Large Tree

Kit 2 – Space:

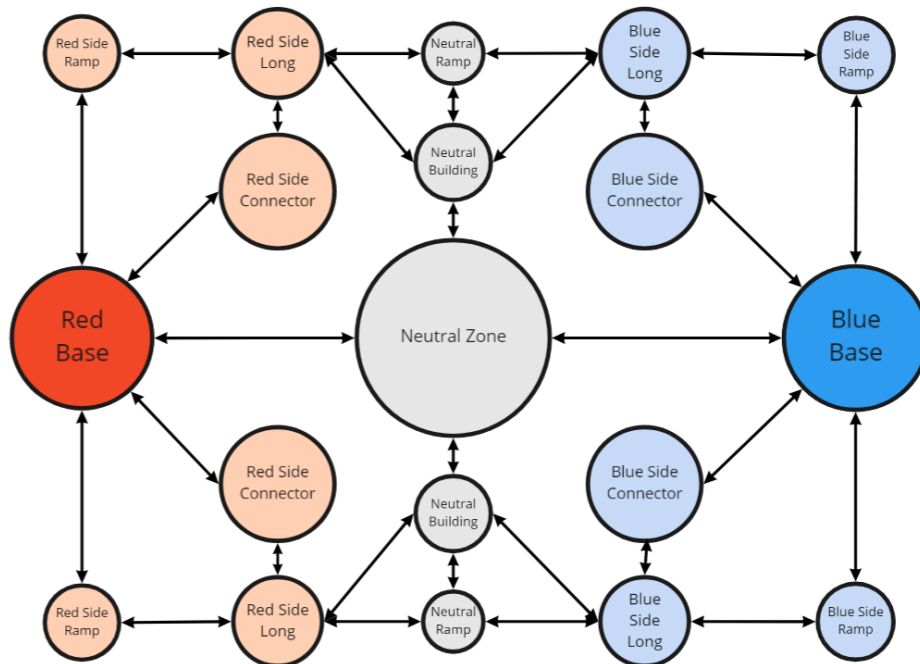
- Base
 - Metal Panels – Floor
 - Metal Panels – Roof
 - Metal Panels – Walls
 - Metal Panels – Ramps
 - Metal Stairs
- Detail
 - Round Engines
 - Small Generators
 - Clutter
- Hero
 - Rovers
 - Large Generator
 - Portal Frame

Diagram

Sketch of Map



Bubble Diagram of Map



metrics

Standard Unreal Tournament Metrics

1 uu (Unreal Unit) = 1 cm

Character/Player

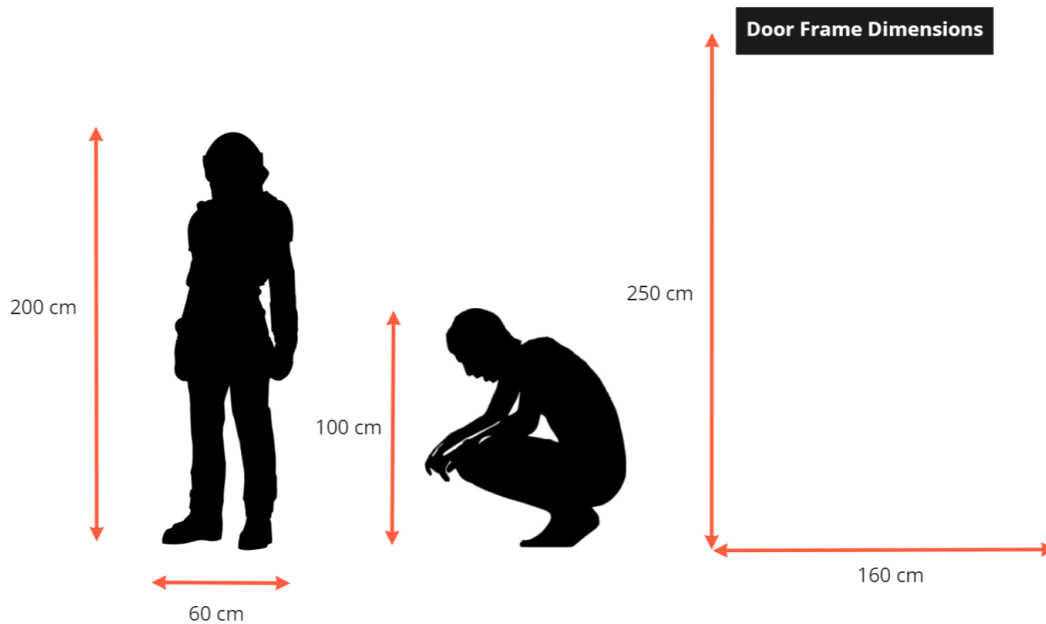


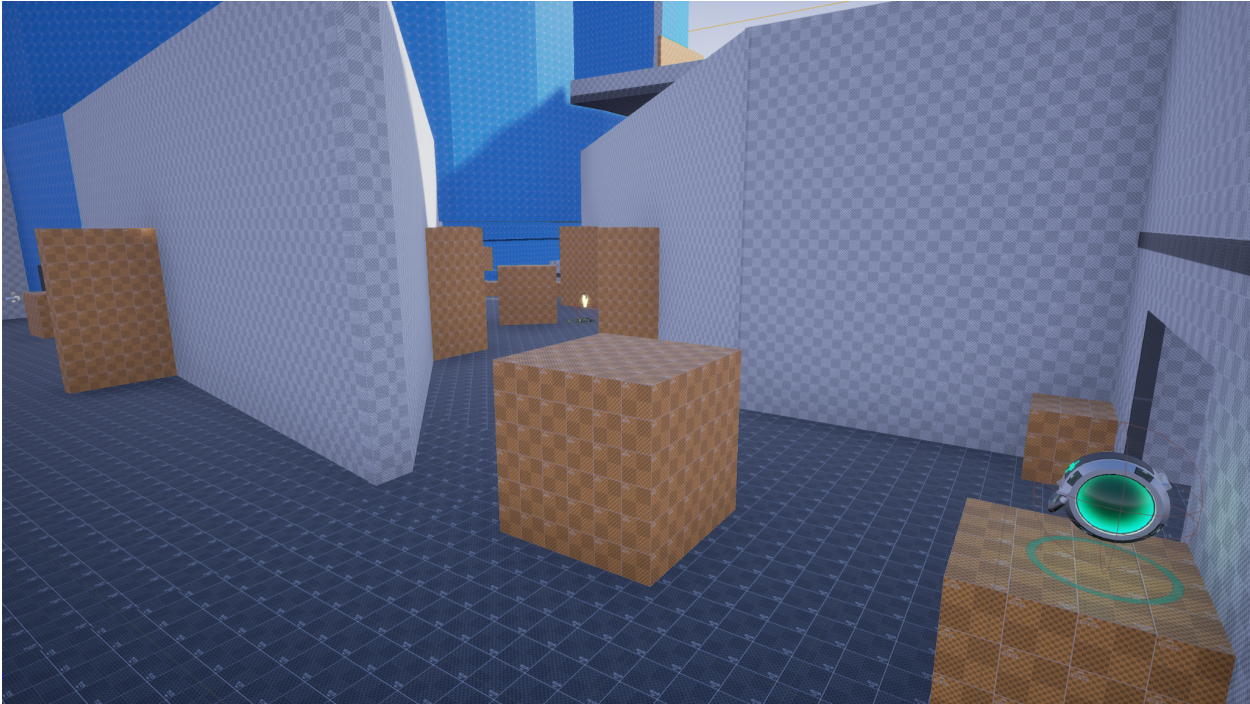
Figure 17. Player Metrics

Movement and Gameplay

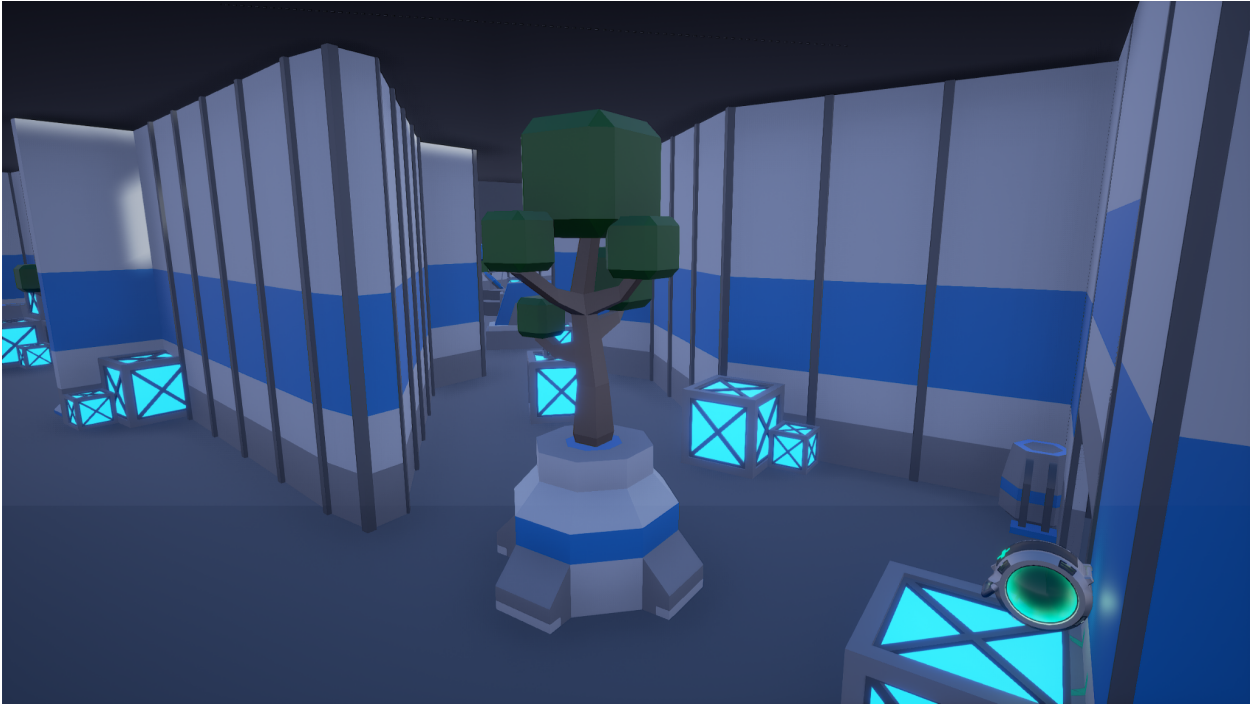
- Jumping
 - Basic Jump (175)
 - Jump Limit (Cannot Climb/Jump 200 cm)
- Dashing
 - Space Required (750 cm)
- Dodging
 - Space Required (1000 cm)

View of Blue Long Side and Connector

Before

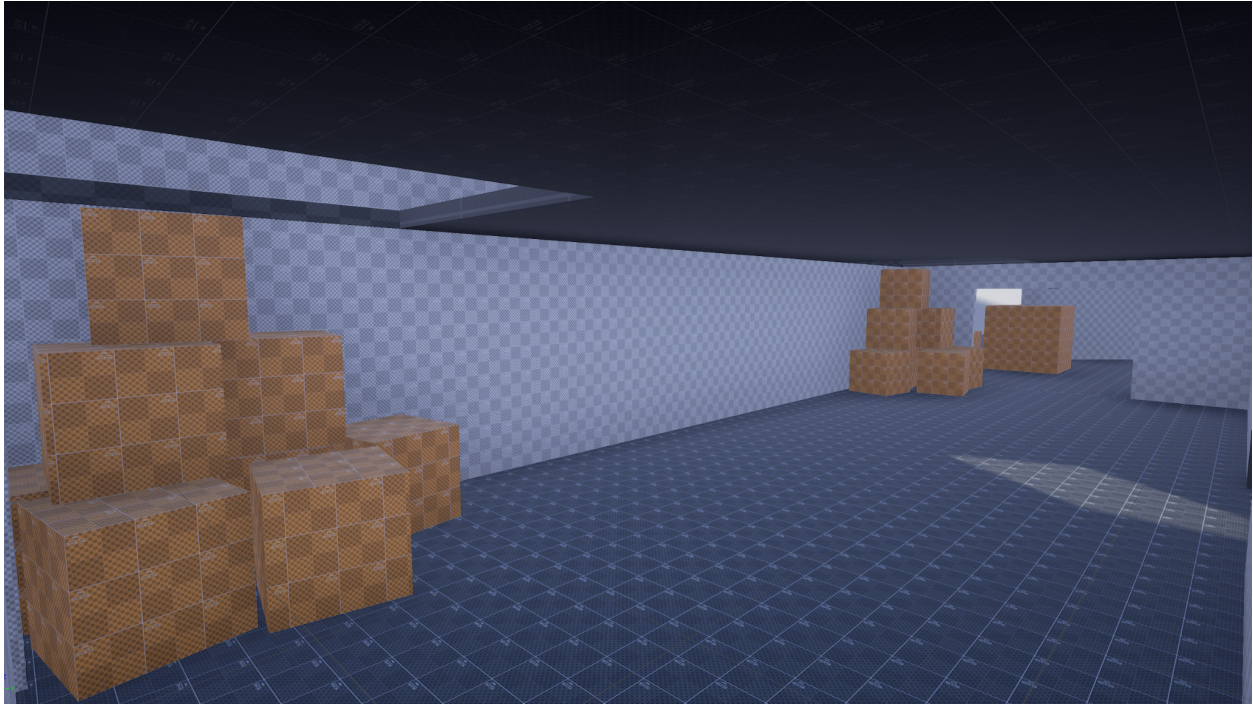


After

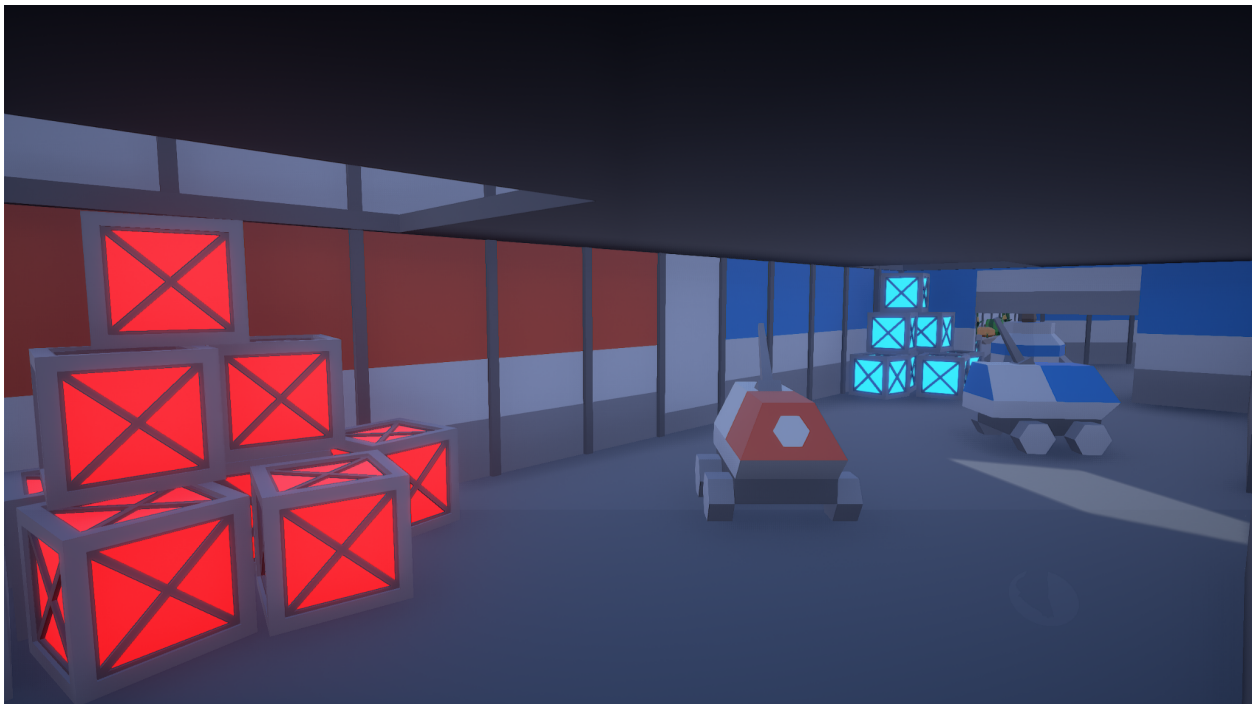


Inside Neutral Building

Before

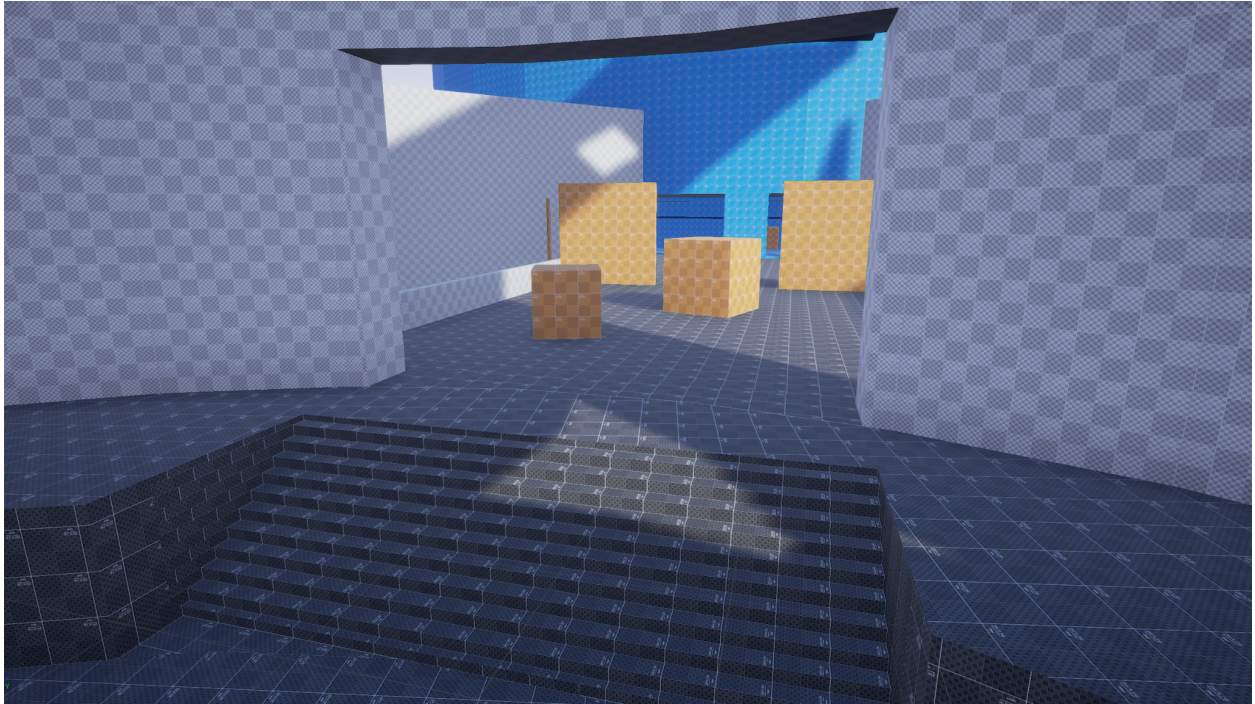


After

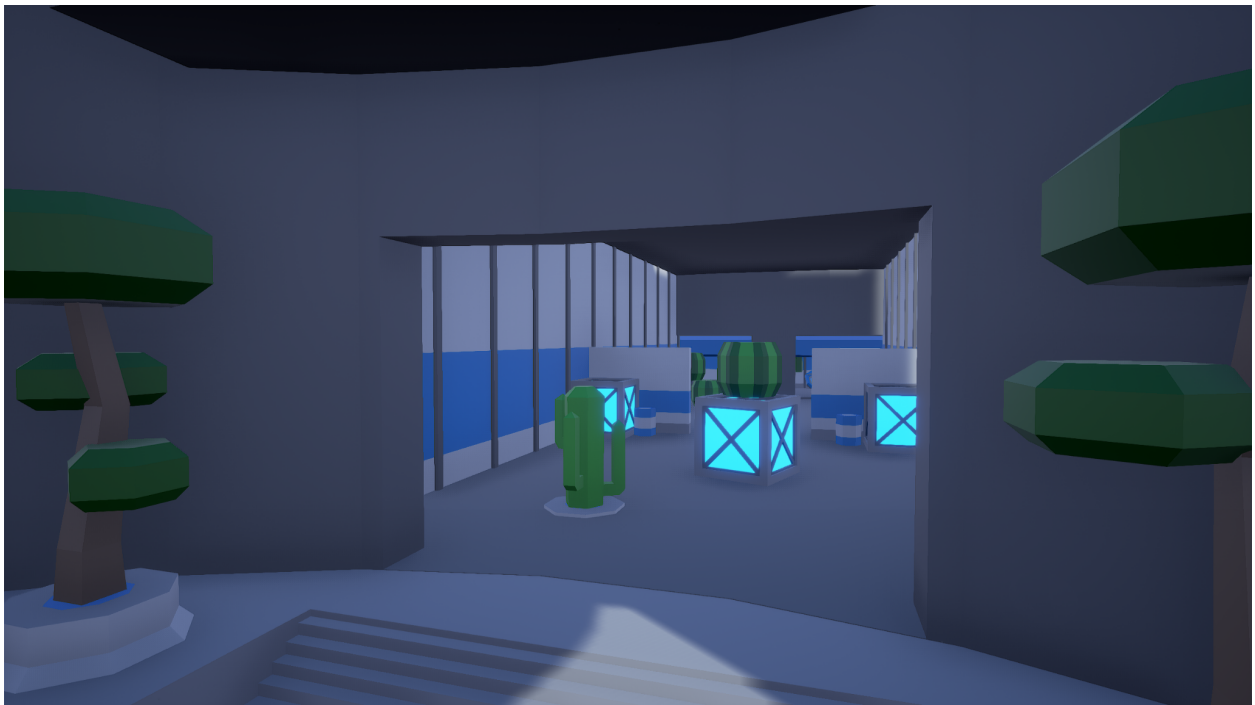


View of Blue Connector from Mid

Before



After



Schedule

Base

Tall Wall: 115

Short Wall: 3

Wall Connector: 115

Stairs: 3

Short Stairs: 3

Detail

Large Barrel: 6

Small Barrel: 2

Large Box: 30

Small Box: 5

Round Generator: 1

Motor: 2

Melon: 8

Pumpkin: 7

Corn: 4

Flowers: 6

Small Tree: 2

Hero

Satellite: 2

Rover: 2

Portal: 1

Tree: 2

Large Round Generator: 1

Cactus: 1