

# Level Analysis

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## Existing Level Analysis

### Outpost 23



Outpost 23 is divided into 5 areas:

- The “landing area”(top left grey dot) with the sniper and the shield belt (top left yellow icon)
- The “drill room” (light blue dot) with the link gun and a minigun (blue dot) in the doorway, the drill room consists of a walkway connecting 3 “floors” each having their own door
- The “center arena” (between the red dot and the UDamage icon) with the Rocket Launcher, the center arena consists of a pit with a walkway around the top. This room also connects to a long hallway leading to a big health pack.
- The “dark room”(green and purple dot) with the Bio Launcher and Link Rifle, from here you can drop down into the hallway leading to the big health pack too.
- The “side arena” (yellow dot) with the Flak Cannon, this area also has 2 lifts leading to the center of the level and the shield belt

The UDamage pickup can be reached by doing a lift jump or boost jump from the center arena

Outpost 23 is a map where close combat and vertical movement are important to get through the level, by doing boost jumps you can reach shortcuts and travel around the level much faster

## Underland



Underland is basically divided into 5 areas:

- The side area (yellow dot on the left) with a Flak Cannon
- The “strand” (purple dot) with a Shock Rifle, a tiny island (white dot) with the Bio Launcher and the jump boots and the “upper strand” (light blue dot) with the link gun
- The “center tower” (yellow dot in the middle) with the armor and on top of the tower the redeemer
- The “plaza” (red dot) with the rocket launcher and a little room (green dot) with the Bio Launcher
- The “bridge” (blue dot) with the minigun, the bridge also gives access to the sniper rifle (purple dot inside tower), the UDamage pickup (on top of the tower the sniper is in) and a jump pad to get on top of the center tower

The UDamage pickup can be reached by doing a boost jump.

Underland is a very open map, the biggest obstacle is the tower in the middle which separates the 2 main fight areas (the strand and the plaza)

## Chill



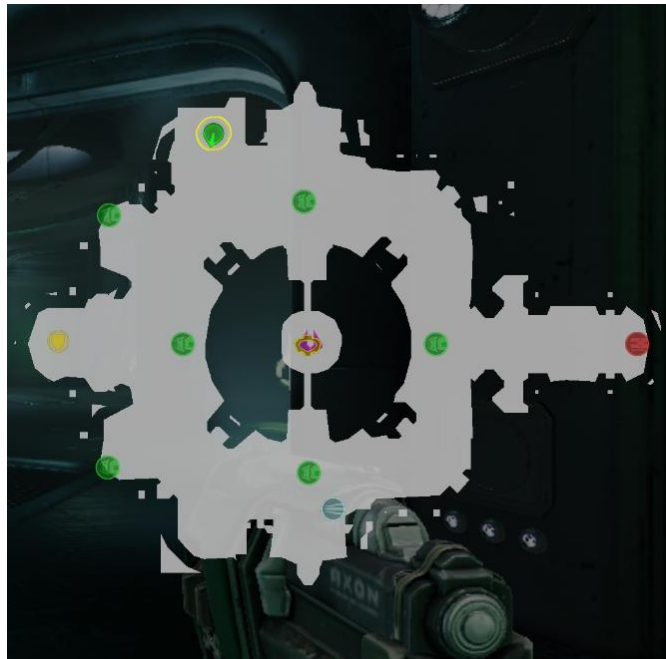
Chill has 6 areas for a change:

- The “plaza” (center area between the light blue dot and the UDamage icon) with the sniper rifle. This area is very large and has a sniper tower and multiple arches and statues to block line of sight. All the other areas are built around this and consists mainly of towers.
- “tower 1” (red dot) with the rocket launcher, by jumping out of a window here you can reach the shield belt
- The “side plaza 1” with the minigun, connecting tower 1 and 2 to each other as well as connecting to the plaza with a lift.
- “tower 2” (center yellow dot and the UDamage icon) with the Flak Cannon, this tower gives easy access to the UDamage pickup by walking out of the window leading to the plaza.
- “side plaza 2” (yellow and purple dot) with the shock rifle, another side area that you can reach with lift from the plaza, connecting tower 2 and 3. If you go into the tower in the corner here you can use a jump pad to reach the body armor
- “tower 3” (green dot) with the jump boots and bio rifle. There is a lift here which gives access to a balcony overlooking the plaza.

The UDamage pickup is unusually easy to pick up as you don’t need any movement skills to get it at all.

Chill is basically an open arena surrounded by towers, each tower however connects back to the plaza.

## DM-BioTower



BioTower is a strange map, consisting of 3 floors:

- The “main floor” having a lot of bio rifle’s and a little side area with the rocket launcher. The rocket launcher is protected by 2 machines dropping green goo (which does moderate damage to the player).
- The “top floor” which can be reached by taking an elevator up. It has the link gun and a walkway between the 2 elevators
- The “pit”, the pit has the UDamage pickup on a platform in the center of a pit. If you fall of you die. The only way out of the pit are 2 jump pads which will boost you back up to the main floor. There are also 2 machines hanging above the pit which periodically drop green goo which will kill the player.

I think this map is very weird, it focusses mainly on one weapon (the Bio Rifle) which will cover the whole level in green goo, and there is almost nowhere to run. I don’t understand this map.