



Unreal Tournament 4: Echoworks

Version 1.0

Designer: Larry Shen
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Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Jon Skinner	11/22/2016

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Level Design Document

Level Information

Quick Summary

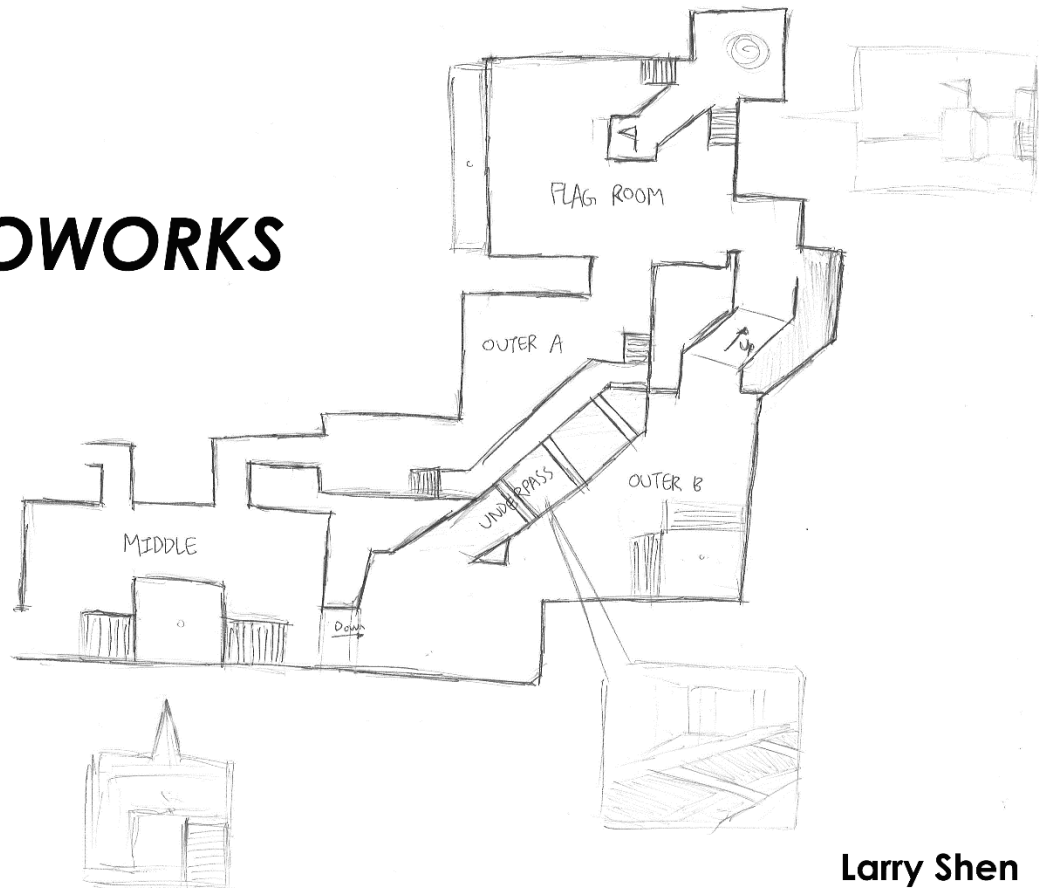
In the resource-rich Chimera Canyons, the skeletal infrastructure of the Genericom Echoworks facility lies dormant, halted mid-construction after a catastrophic event wiped everyone out. The site has now become a battleground in a conflict waged by rival interests looking to gain control of the once-promising, long-cursed facility.

“Echoworks” is a fast-paced multiplayer Capture-The-Flag map designed for 5v5 CTF gameplay in *Unreal Tournament 4*. The level features a U-shaped layout and seven room sections: 2 Flag Rooms (one per team), 4 Outer positions (two per team), and 1 Middle room.

Level Map(s)

Echoworks

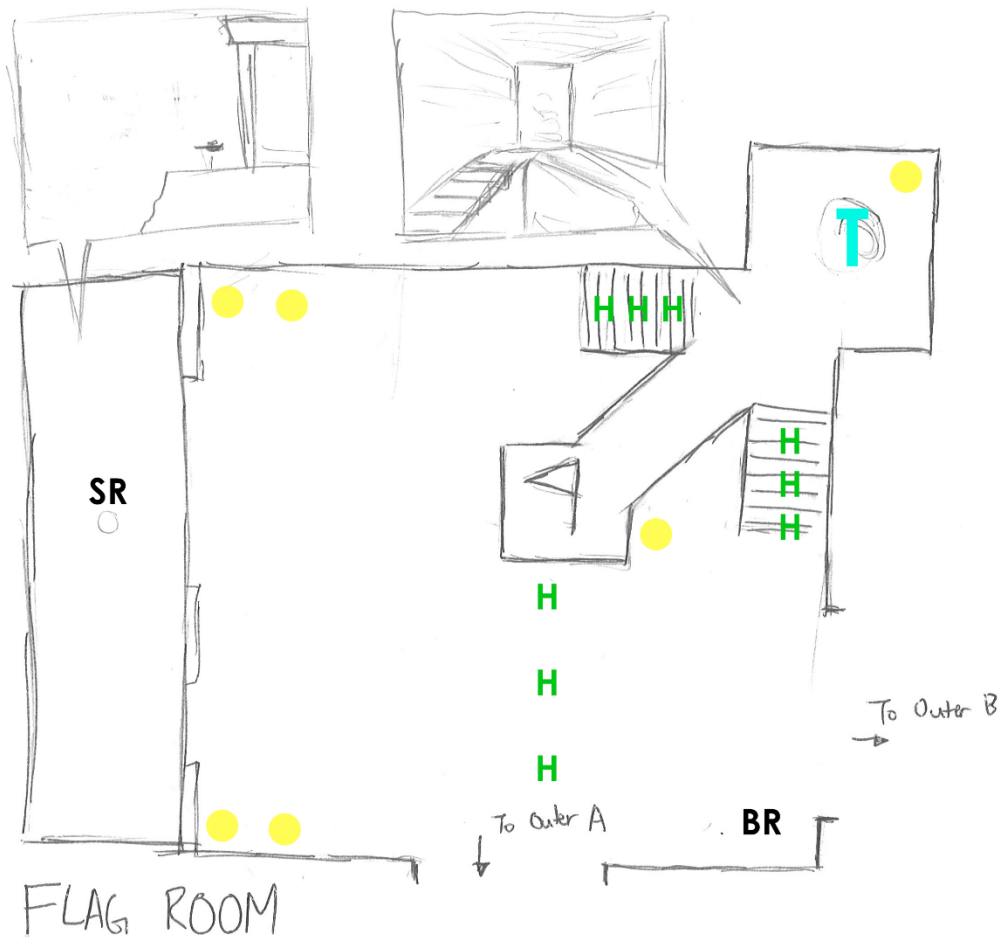
ECHOWORKS



Larry Shen

Figure 1: Map Overview (Blue half)

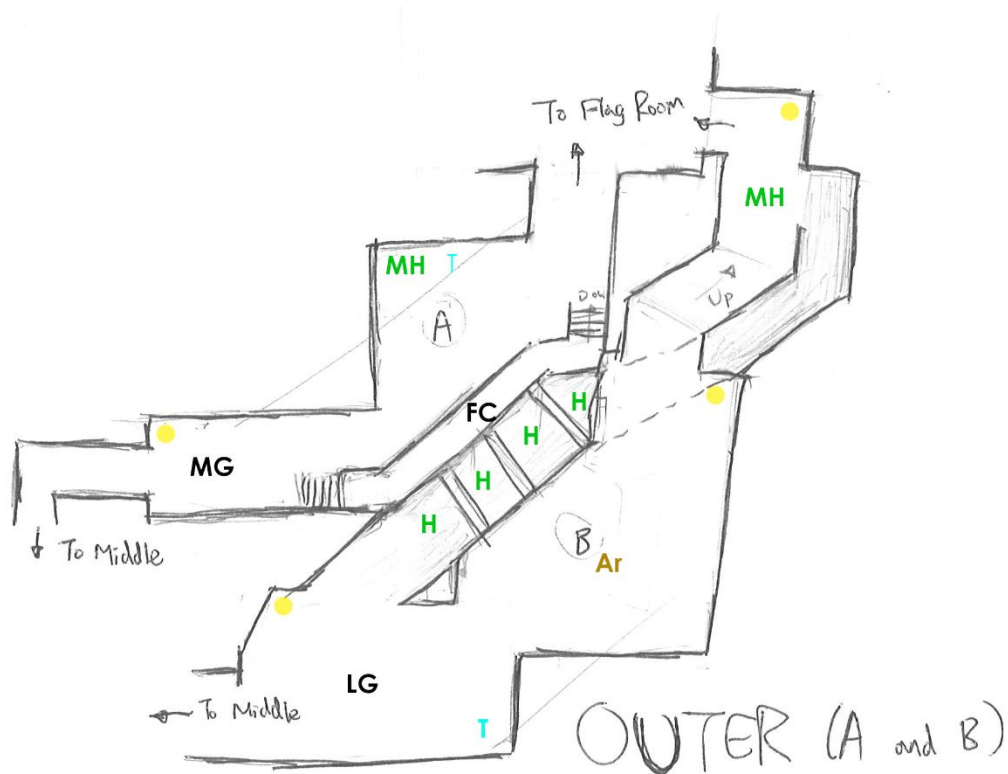
Flag Room



- H** = +5 Health
- = Spawn Point
- SR** = Sniper Rifle
- BR** = Bio Rifle
- T** = Teleporter Exit

Figure 2: Flag Room Layout Details

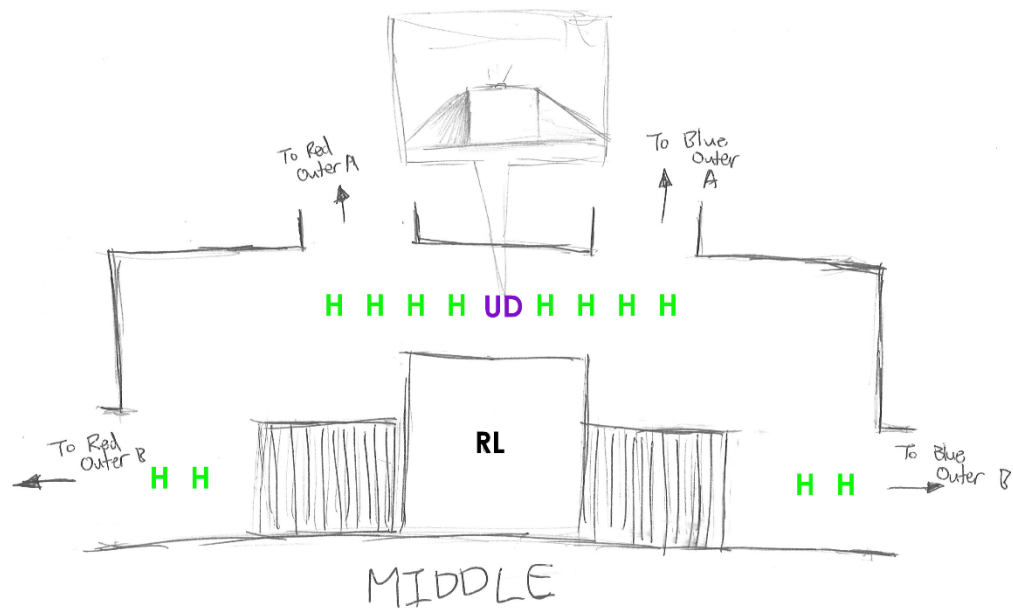
Outer



- MH = +25 Health
- H = +5 Health
- FC = Flak Cannon
- Ar = Armor Pickup
- LG = Link Gun
- MG = Minigun
- = Spawn Point
- T = Teleporter Entrance

Figure 3: Outer Layout Details

Middle



RL = Rocket Launcher

UD = U-Damage

H = +5 Health

Figure 4: Middle Layout Details

Objective(s)

- Capture the enemy team's flag!
- Prevent the enemy team from capturing your team's flag!
- Team with most flag captures at end of match wins!

Hook(s)/Gameplay Highlights

- Fast-paced CTF gameplay in a symmetric themed environment
- Immediate line-of-sight to opposing base

Development Schedule

Milestone	Date
LDD	11/24/2016
Gameplay	11/30/2016
Aesthetics	12/7/2016
RTM	12/12/2016

Key Theme References

Floors

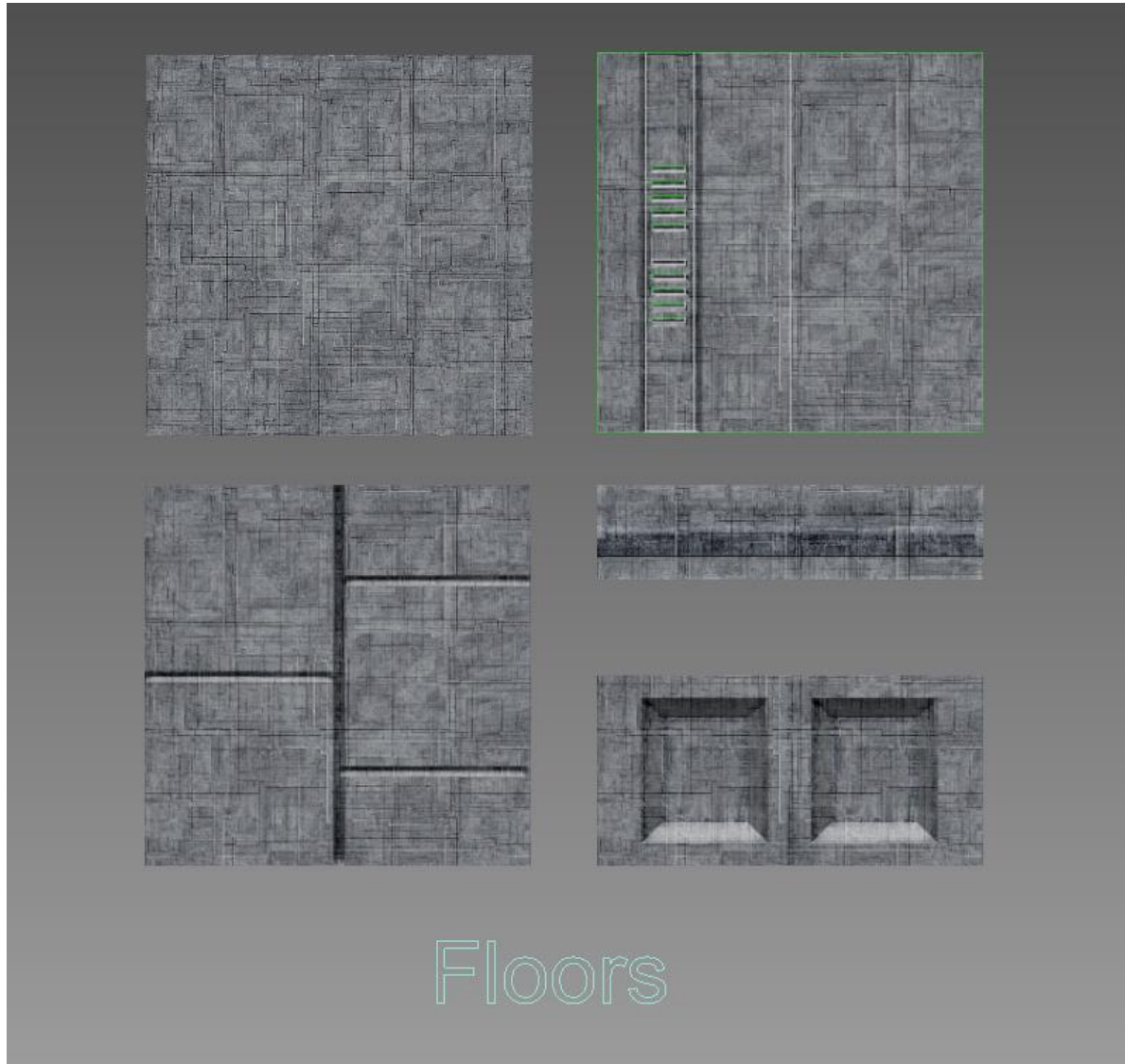


Figure 5: Contact Sheet for Floors

Walls

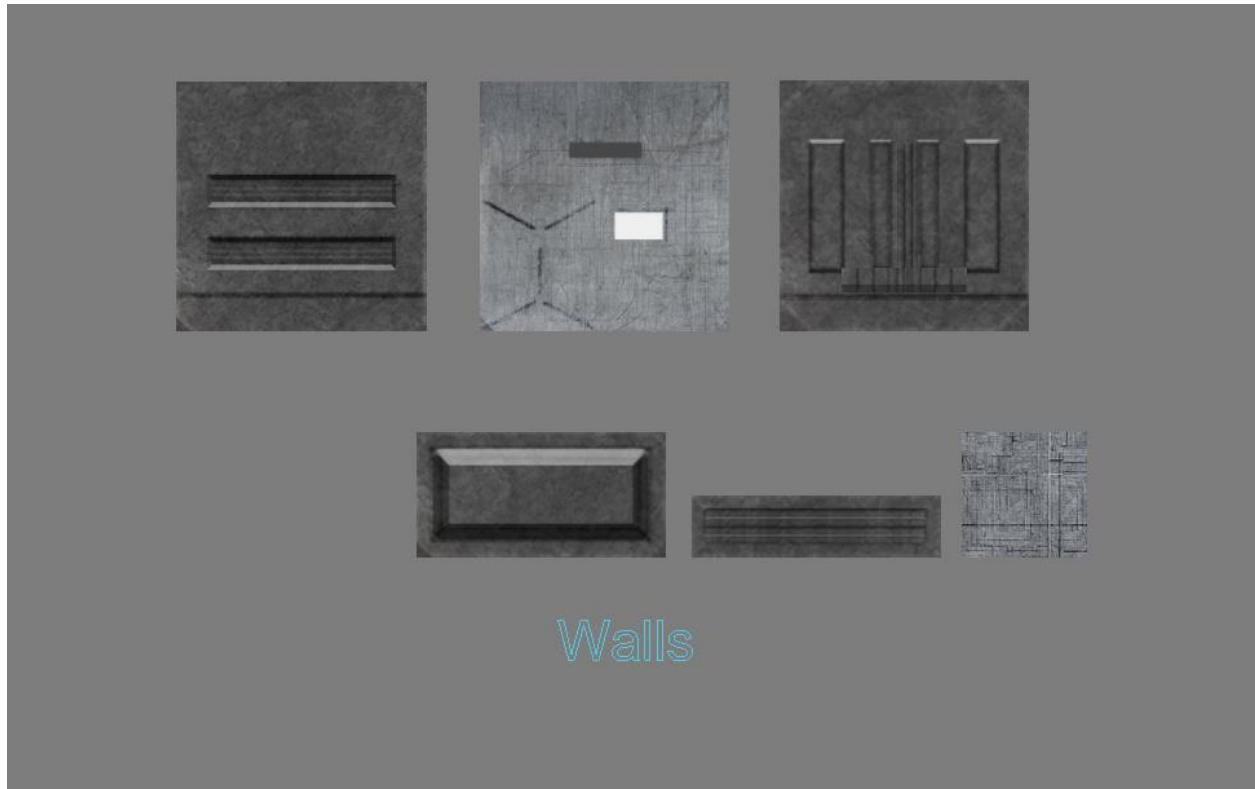


Figure 6: Contact Sheet for Walls

Doors/Trims/Decorations



Figure 7: Contact Sheet for Doors/Trims/Decorations

Lighting/Atmosphere



Figure 8: Contact Sheet for Lighting/Atmosphere

Required Assets

This level uses custom meshes created in 3DS Max as well as standard CTF assets from *Unreal Tournament 4* default content folders.

References

Cover image: <http://i.imgur.com/UGlpJmt.jpg>

http://img10.deviantart.net/8786/i/2011/263/d/0/scifi_environment_concept_art_by_alexdrummo-d4adtpe.jpg

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All Light/Atmosphere contact sheet images taken from Google Images.