TECity Takeover (TF2 King of the Hill Grey Box)

Contents

Story

In the not-so-distant future, a relatively new city, still in its infancy but advanced in technology, has its people divided more than ever before. The two most notorious gangs have decided to engage in an all-out war for total control of the city's crime scene. Each side has equal strength and sufficient resources to make sure their side wins, so neither team is pulling their punches. Virtually the same in every way, the two gangs and their territories can only be differentiated by their striking colours, which also happen to be their names. The 2 gangs in question are: Blu and Red.

These colourful creatives fight their way through the city streets and onto the main bridge which separates them. It is known that whoever takes control of the bridge, will take control of TECity itself. It will be a bloody and glorious battle to see who will come out on top when the smoke settles.

Reference
Environment

Figure 1 Cyberpunk themed city scape that boasts cloud piercing skyscrapers that light the city in the night. These tall buildings are the backdrops to the game's level.
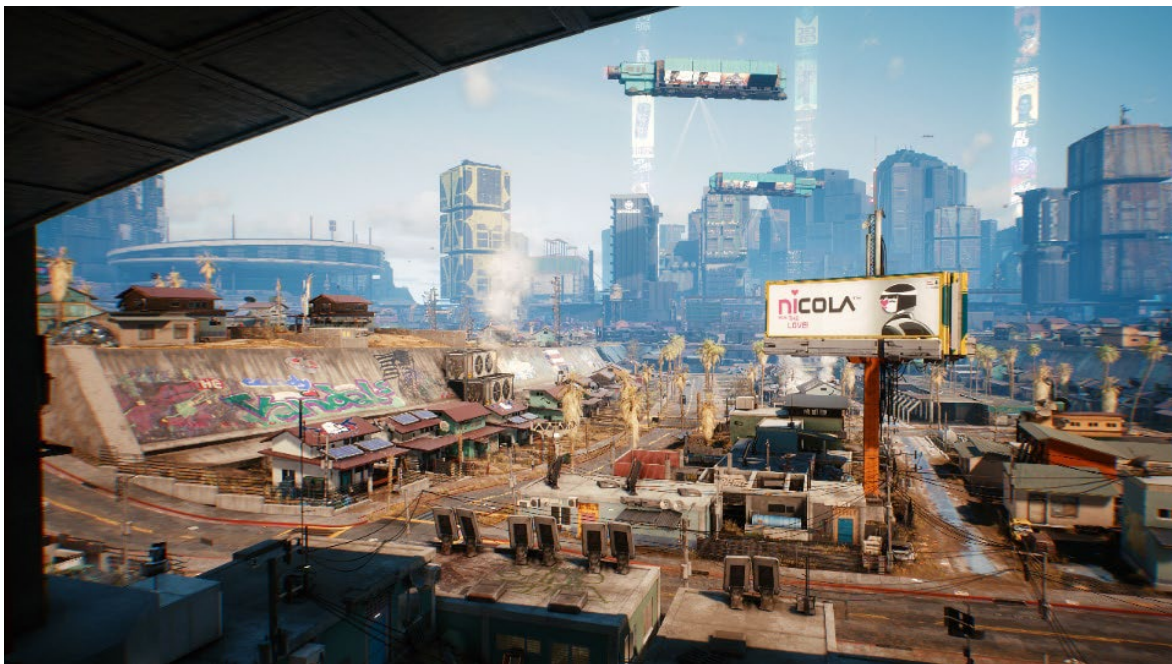

Figure 2 Same Cyberpunk city as Figure 1 but shows the smaller buildings which allow for ease of access from ground to top floor, with plenty of additional routes for gaining height. These buildings are the ones found within the level.

Setting

Figure 3 Center point in the King of the Hill map will be a bridge that connects the 2 opposing sides

Figure 4 The buildings are sleek, covered in neon lights

Figure 5 Beneath the bridge is grungy and littered with scrap

Figure 6 The center of the bridge and surrounding area are loosely barricaded

Features

Figure 7 Backdrop will feature tall buildings brandished with the trademark lights and imagery (if found in the provided assets in TF2)

Figure 8 The playable section for the city sections (non bridge) will feature paved streets and sidewalks with smaller fluorescent lights/signs on buildings

Figure 9 Center stage of the map will be suspended over shallow water that players can pass under
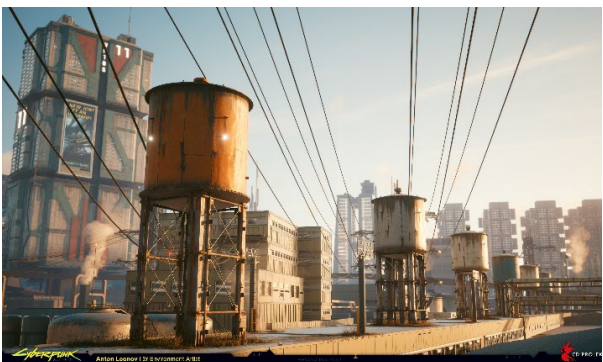

Figure 10 Backdrop could additionally feature water towers for tall landmarks along with visible wires to add some variation
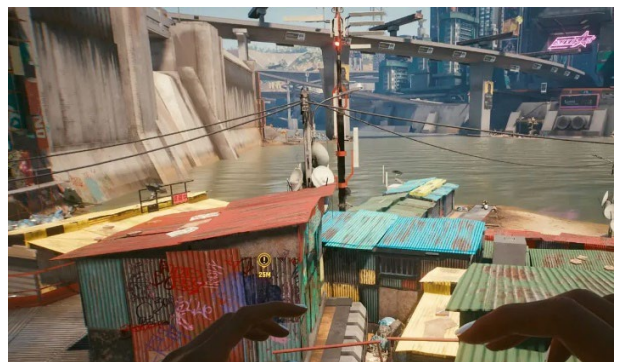

Figure 11 Figure 10 The playable section near the bridge feature scrap metal sheds which players can jumps between rooftops, with dirt ground and trash below

Theme

Figure 12 Tall buildings and streets without clutter provides a reflection of the people living within

Figure 13 Clusters of small sheds and trash littered across the ground echoes the way the poorer people there live

Figure 14 The bright lights of signs and ads found on every building is a perfect representation of the capitalist-controlled city

Figure 15 Lack of fluorescent lit signs or holograms and towering buildings for the potentially added variation can provide TECity with a narrative dichotomy
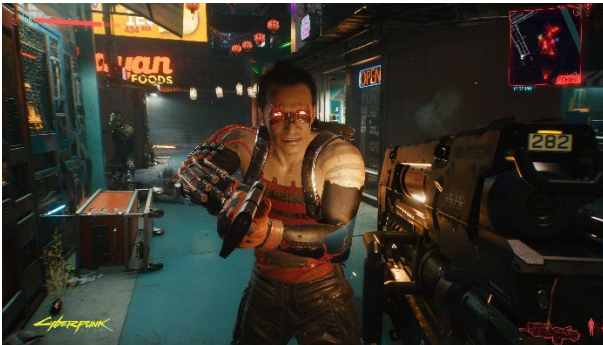

Figure 16 The condensed city streets can only be lit from the bright and colourful signs as little-to-no natural light can be found in the busy pathways

Figure 17 The openness allows for the engagement areas to be properly lit with natural light while being supported by few smaller light fixtures

Programmatic Gameplay – Paths and Pickups

Red & Blu Side

Spawn

- 3 Exits
    - 1 leading to the Main level
    - 1 leading to the Upper level
    - 1 leading to the Lower level

Point of Interest Structure

- 1 Small Health at the backside of the POI Structure
- 1 Large Health inside the POI Structure
- 1 Large Ammo inside the POI Structure

Center Bridge (Objective Point)

Above

- 3 Pathways of entry for both Red & Blu side
- 2 Small Ammos in one of the paths (1 on each side)
- Slope going below the Bridge

Below

- 1 Large Pathway that provides access to opposing sides
- 1 Large Health underneath the Bridge on a raised platform

3 Core Pillars

Verticality

- Height variation in the level that players can traverse for different opportunities of play as well as height variation in the level's backdrop

Lighting

- The level's lighting will hopefully succeed at adding visual interest and association with the cyberpunk theme, while also practically lighting the level for visibility

Symmetry

- Balancing the level so both sides have equal chances of winning is paramount for having a good balanced level, and having a symmetrical map in block out is a certain method in achieving this (making both sides distinct is its own added challenge)
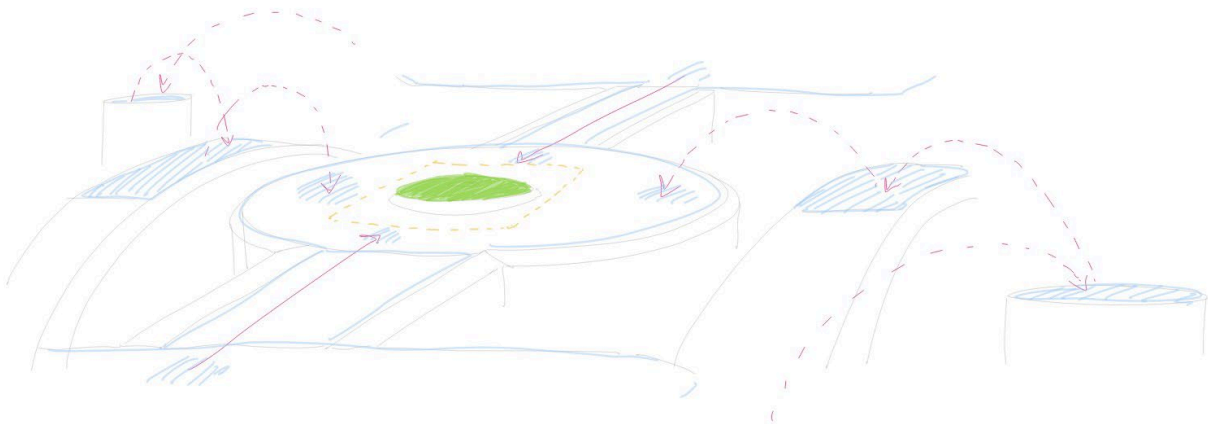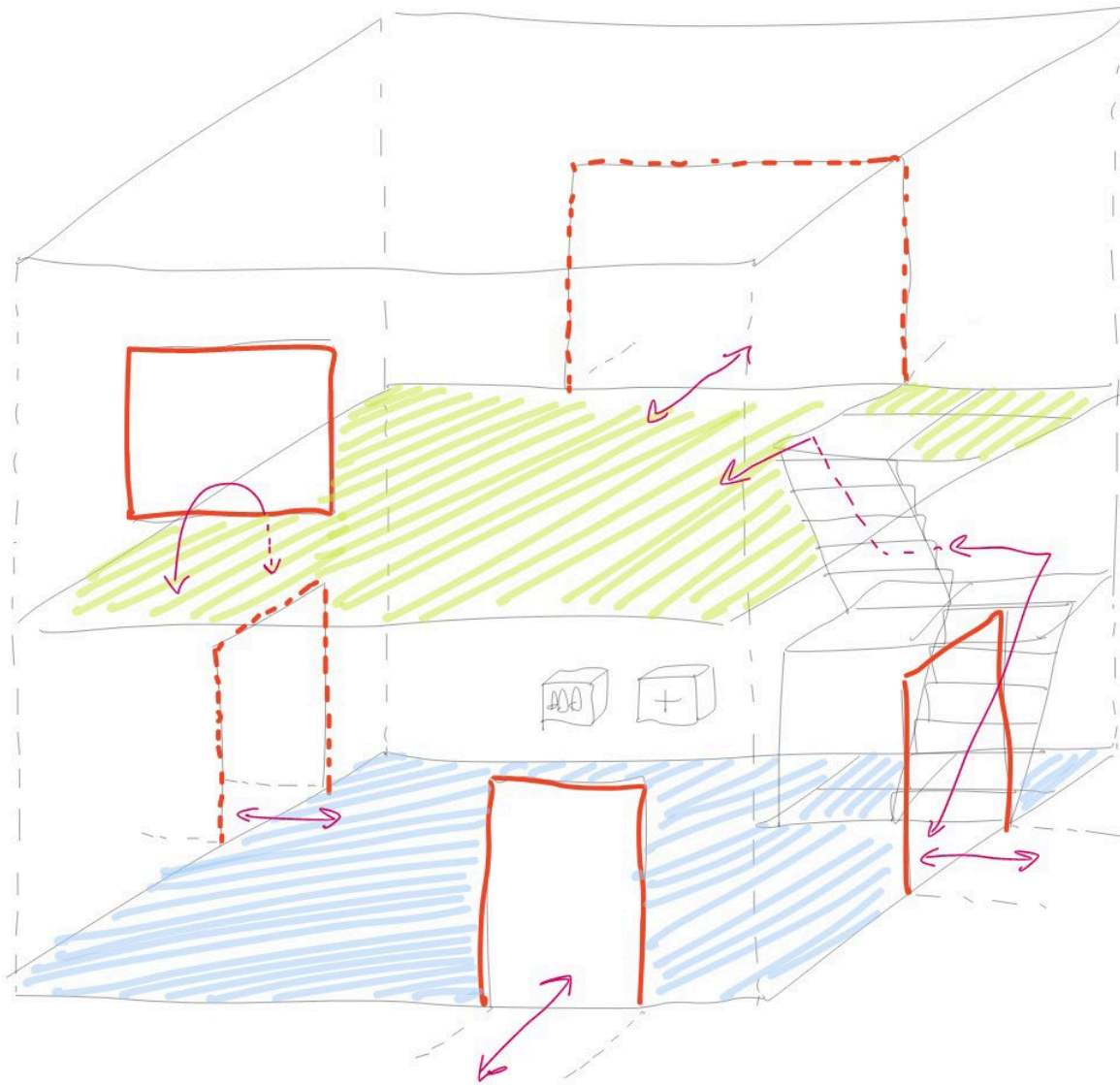
Diagrams

Initial Map Design – Bubble Diagram

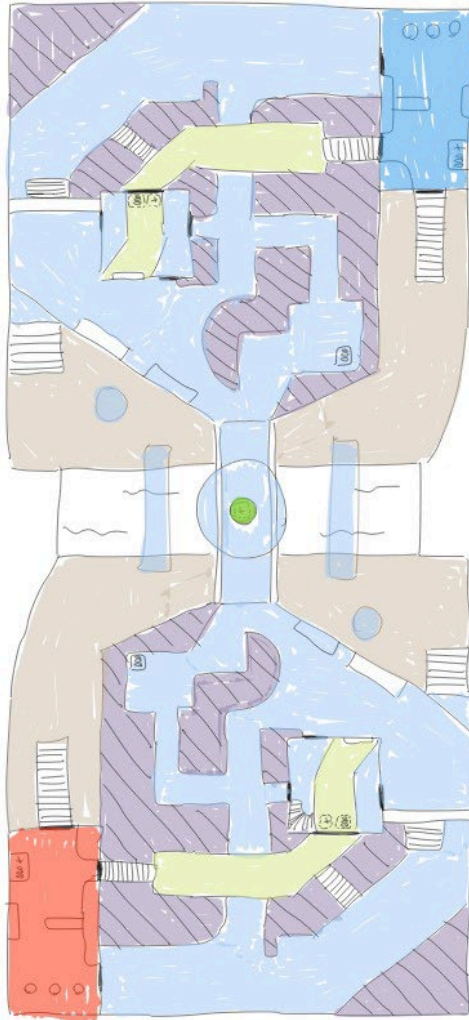## Initial Map Design – Bridge and Platforms on Main Floor

Initial Map Design – POI Structure Layout (Building)

Maps

Initial Map Design – Top Down

TOP VIEW OF LEVEL (FIRST PASS)

LEGEND (COLOURS)
- GROUND LEVEL
- ELEVATED LEVEL
- NON ACCESSIBLE ZONES
- CAPTURE POINT
- RED & BLU BASES

INITIAL OBSERVATIONS

- NEED MORE HEIGHT VARIATION
- CONSIDER COVER & SIGHT-LINES
- LARGE SPACES OF NOTHING
  - ↳ EITHER REMOVE THEM OR THINK OF WAYS TO ADD INTEREST

Finalized Map Design – Top Down of Each Floor

Top Floor

Dotted Outlines are geo that is on a separate Floor

Main Floor

◆ ◇ Large Pickups

◆ ◇ Small Pickups

● Objective

Bottom Floor

Solid Outlines are geo that is on on the same Floor