

Level Iteration

Playtesting feedback summary

Players enjoyed the flow and pacing of the map as it created a 'race to get there first' feeling and made fighting for the capture point enjoyable.

However, feedback highlighted that more cover is needed around the capture point to ensure fairer fights and to limit sniper dominance. Additionally, multiple testers noted that the map was too big, and specifically with one tester mentioning the long distances between cover points.

This feedback will be considered for the next iteration of the level.

Changelog

General map changes:

- Map size: slightly reduced by shrinking the sides and moving the outer buildings inwards to minimise dead space.
- Blocking volumes: Added to the tops of certain buildings to prevent Soldiers and Demoman from gaining an unfair advantage by jumping onto the rooftops near the capture point.
- Increased building height to reduce sniper sightlines

Cover points:

- Changed size and position of cover boxes around arch (hillside) for map flow and to reduce openness
- Removed full cover boxes in two areas due to map size changes.

Pickups:

- Added a small health pickup to the outer buildings to support player recovery and movement during fights near the outer areas

Capture point:

- Added extra cover to the platform and surrounding areas to provide balanced opportunities for both attackers and defenders

Outer building:

- Angled the connecting bridge and added side wall to limit movement on/off the bridge.
- Reduced window size to limit sniper sightlines

Arches:

- Widened arches to reduce chokepoint effect
- Increased height to reduce sniper sightlines over the arches
- Added staggered boxes to create safer movement through the arches and reduce 50/50s when running towards the capture point.

Hillside:

- Added cover to reduce sightlines and benefit flankers moving up the ramp

Shed:

- Added cover next to the shed to reduce openness, aiding flankers and providing an additional vantage point to attack the capture point.

2Set building:

- Slightly reduced window size to minimise sniper sightlines

Level Iteration #2

Changelog

Capture point:

- Moved cover to be more centralised around the capture point, to make fighting for the point more engaging and easier
- Slightly reduced the length of ramp leading to underneath the capture point, making more space on the surrounding ground area. Previously it was difficult to fight around the capture point as the length of the undercut was too long, now the length is shortened so that scout can double-jump across the gap in the ground.

Arch (hillside) major changes:

- Pushed back the arch and angled the connecting walls so that it creates space in front, allowing space for more cover and creates an additional combat space.
- Added cover in the area created by this change, as feedback from playtesting indicates there was a lack of cover around the capture point. This aims to fix that issue.
- Additional cover also creates opportunities for engineers to place turrets.

Arch (building side):

- Added short wall of cover as the previous space was lacking cover for close-range combat and reduces length of sightlines (to protect player spawn area).

Outer Building:

- Change position of stairs to make door entrance more obvious for directing player movement and makes flank route more efficient. By moving the position of the stairs, also opens the space of the building more as players will be able to see more of the inside through the doors.
- Added small health pack into the building second floor to create an additional area of recovery for flankers or from players disengaging in battle from the capture point.

Hillside:

- Added additional cover so that snipers can have more range of sightlines along the bridge while having some cover to retreat to

Cover points:

- Added cover in front of the spawn entrance near the outer building to give players more space after running out of spawn and reduce spawn camp chances.

Level Iteration #3

Changelog

General changes:

Reduced map width slightly, adjusting hillside distance from centre buildings.

Adjusted hillside corner for better map geometry and to cater to adjusted map size

Adjusted side ramp width and positioning for better pathing between the shed and side of the map, as well as to remove awkwardness of needing to crouch-jump on to them from the side

Capture point

Reduced height/depth of the tunnel under the capture point to remove chance at fall damage and make gameplay around the point easier as the previous steepness made it difficult for players to take full advantage of the tunnel

Adjusted cover around capture point for balancing and to make attacking easier by opening the area around the point

Pickups

In response to feedback, increased height of pickups in certain areas to make them more convenient to run over

Added ammo pickups

Fixed error in pickup location (outer building) that had two small health-pickups in one building when there was only supposed to be one

Front building

Adjusted side box to create a tall platform next to the front building, enable jump landing locations for scout, soldier and demoman

Outer Building

Removed window that could see into opponent spawn due to potential spawn camping issues.

Level Iteration #4

Final changelog

General changes:

- Since last iteration, completed meshing (with what I could do in the timeframe)

Capture point:

- In the tunnel under the capture point, added two points of cover to make fighting for the healthpack more engaging, and also enables potential engineer spots
- Changed the position of cover slightly to adjust for sniper sightlines

Shed:

- Changed height of cover to make pickup/lighting more obvious
- Added more cover props to encourage more flanking through the area

Outer building arch:

- Added props to reduce the space in this area as snipers often camp in this spot, this can enable more classes to fight against them

Front building:

- Added boxes inside to reduce the combat space in the building because this area felt too empty

Bug fixes:

Spawn buildings

- Fixed bug that player would sometimes fall through the floor by adjusting spawn entities and fun_spawnroom block