



Alien Capture the flag map, Based off Alien



Contents

Story.....	3
Reference.....	4
Apartment 19.....	4
Hallway	5
Apartment 20.....	Error! Bookmark not defined.
Program / Requirements	6
Reference Requirements	6
Gameplay Requirements	7
Diagrams	8
Map.....	9
METRICS.....	10
Schedule / Estimates	Error! Bookmark not defined.

Story

The Weyland Yutani laboratory is under attack, and as a result has had a containment breach, letting the many aliens in captivity free! The aliens are attempting to take control of the facility, while security must do what they can to hold the aliens back.

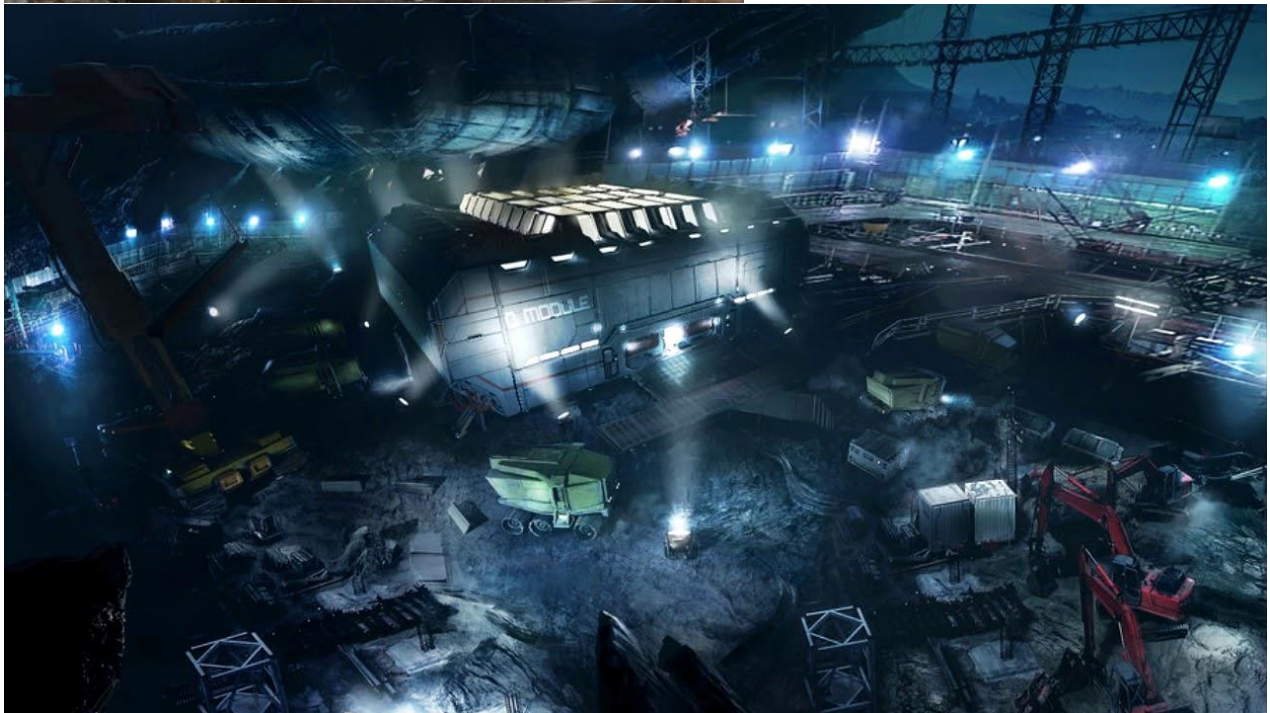
The facility is split into two segments, the above ground and underground segments. The map will provide a tense atmosphere, with many narrow corridors and air ducts the aliens can crawl through, or that the guards could use to their advantage.

The map is built for Three versus three capture the flag, and provides narrow hallways and rooms for close combat, as well as more open areas for long range combat.

Will the Aliens break free? Will the guards contain the breach? It all comes down to the battle of the Weyland Yutani laboratory.

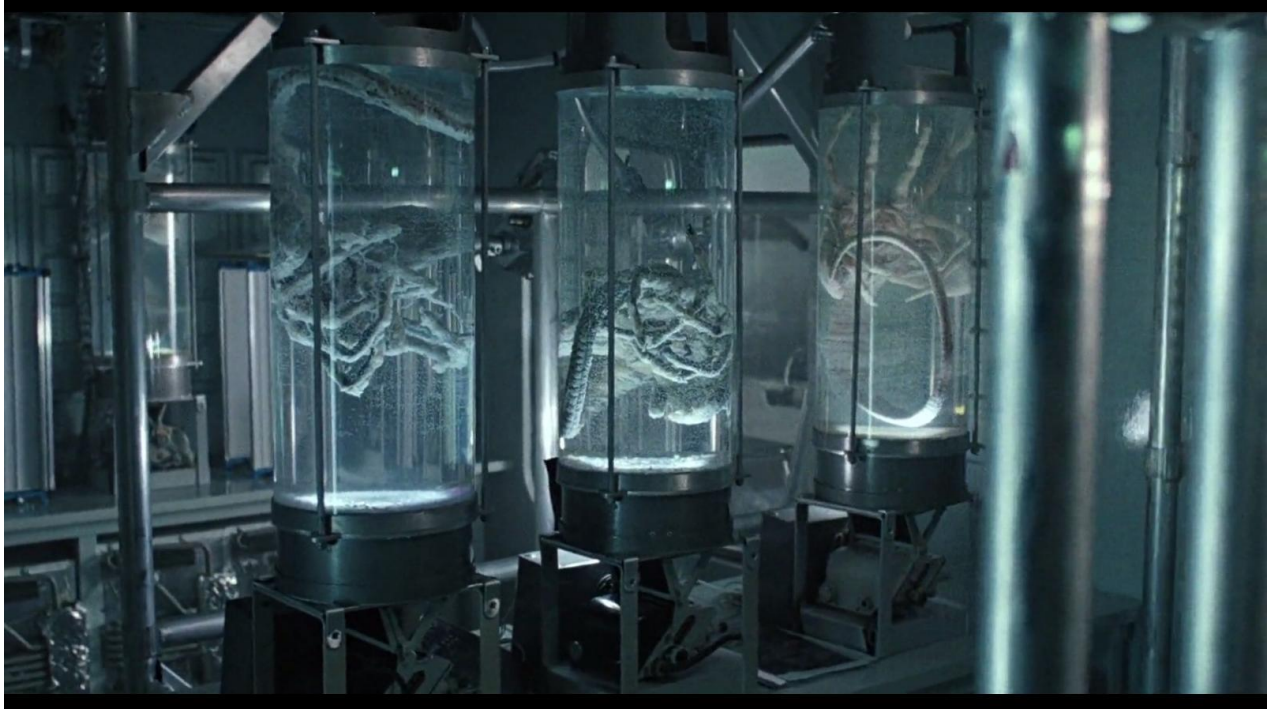
Reference

Upper Area



Laboratories





Program / Requirements

Reference Requirements

Upper Area – (Generator Area)

- Lobby
- Left Wing
- Stairwells
- Right Wing
- Equipment Room
- Balcony
- Arms Room
- Generator Room

Lower Area – (Laboratories)

- Labs
- Hallways
- Ventilation Chambers
- Vents

Holding Cells
Docks
Shipping Dock

Gameplay Requirements

Team Capture the Flag gameplay Blue Base

3 Spawn Points
Base (weapon pickups)
Flag Spawn
Defensive Spaces

Red Base

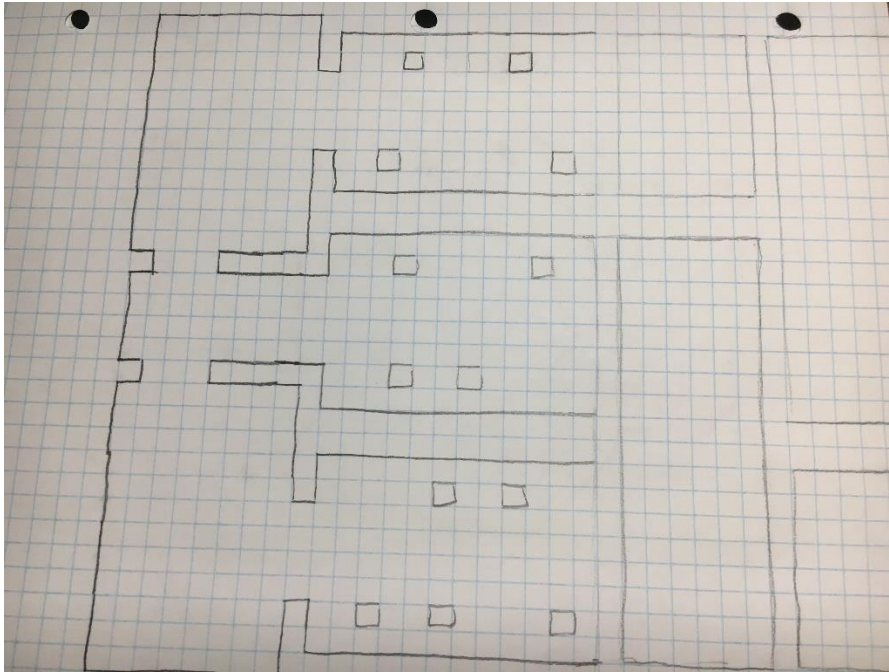
3 Spawn Points
Base (weapon pickups)
Flag Spawn
Defensive Spaces

Common

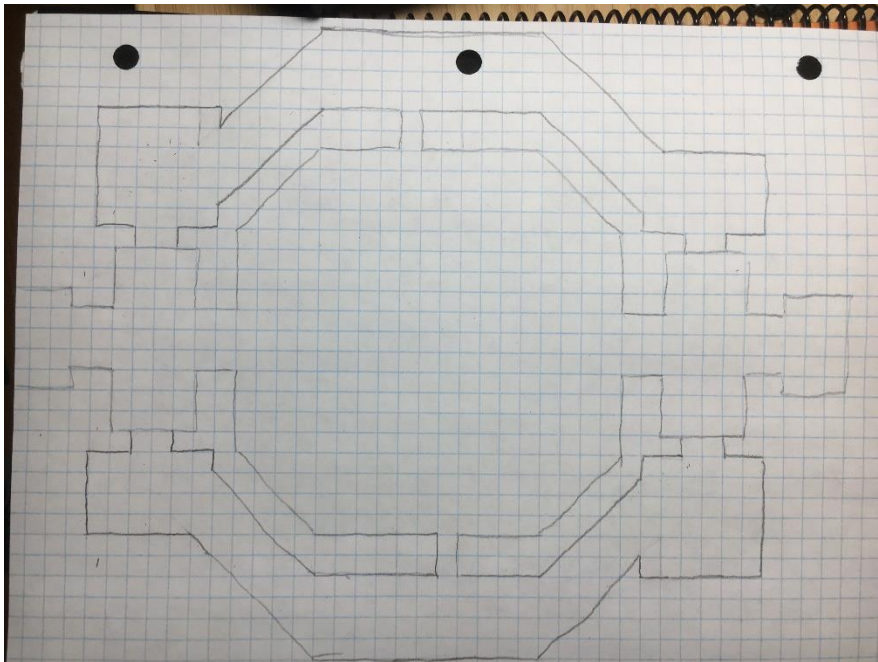
Area of Engagement
High value weapons and ammo pickups

Diagrams

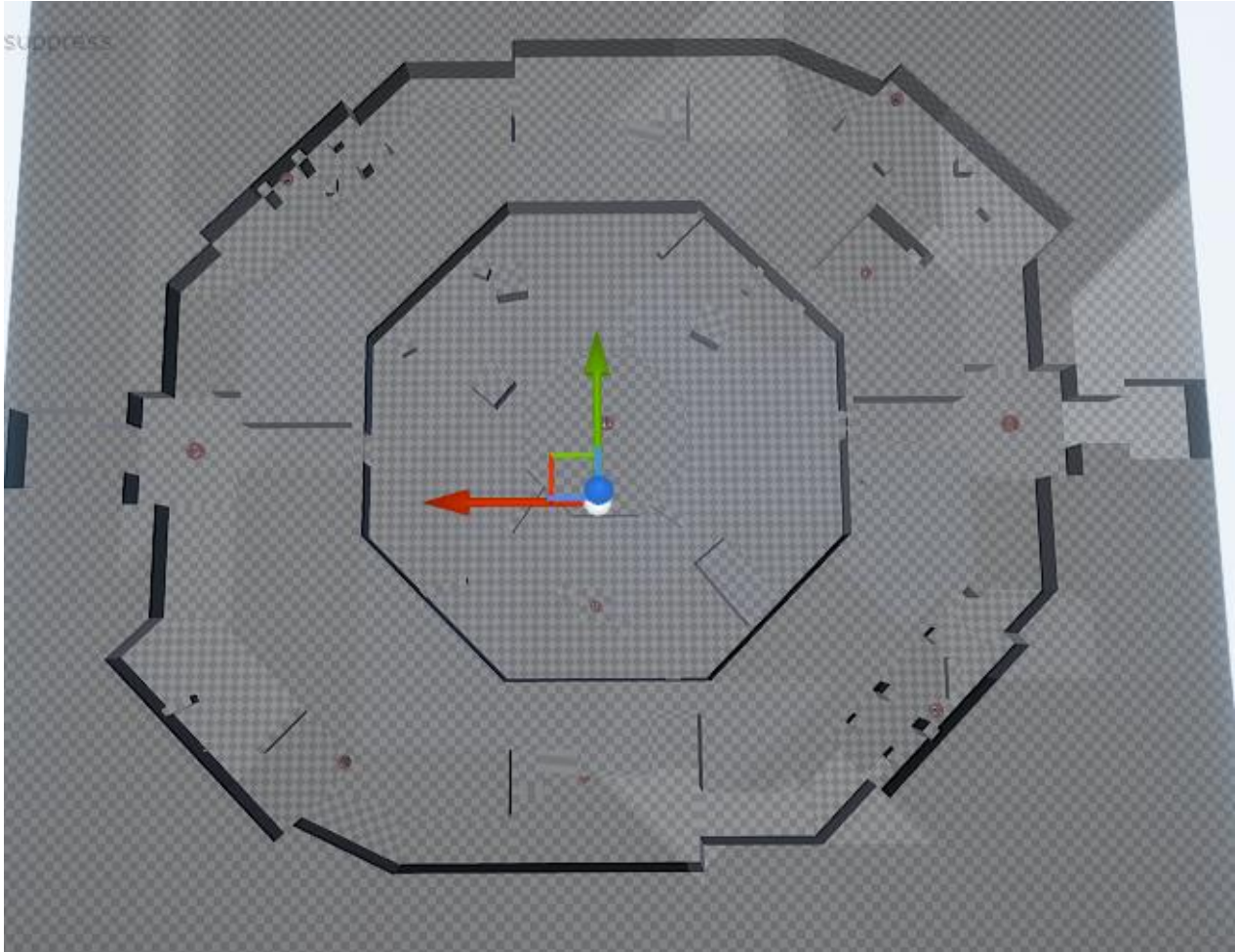
Alpha Design:



Beta Design:



Map



METRICS

(X,Y,Z)

Doors: 200, 400, 400

Hallways: 1400, 600, 500

Vent: 200, 200, 200

Room (Average):1100, 1400, 800

Walkway: 100, 300, 50

Crate: 200, 200, 200

Large Crate: 400, 400, 400

Barricade: 100, 800, 170