

Quarry

a Team Fortress 2 Map

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Story

A dusty, old, and abandoned quarry sits empty... Due to a cultural obsession with limestone, it was once the most popular quarry in the region. It fell into obscurity many decades ago after the trend ended, and limestone fell out of the limelight. It did see some use during the time it was shut down. A ring of smugglers used it as a hiding spot for their large stashes of illegal weaponry and ammunition. Unfortunately for the gang of smugglers, the weapons they brought fell out of fashion with local criminals. Thus, the guns met the same fate as the limestone before them. Now, however, it is the perfect treasure trove for anyone looking to make a lot of cash selling weapons. The Mercs have been called in to fight and see who will get to claim the weapon stash as their own!

Concept

Quarry is a KOTH (King of the Hill) map. The central concept behind it is the different layers. There are three layers, each at different elevations. The capture point is at the very bottom of the pit, while both teams start up above it. Each layer is designed around certain types of interactions between the different classes. Players will have to understand how each layer is built, and take advantage of it to help hold the capture point.

Layer 1 is made up of a group of buildings. And fences. This makes it full of tighter rooms and corridors. Here, combat is more difficult for most classes, due to reduced space. Classes like spy and sniper can take advantage of this reduced space, using it as cover to avoid being seen by other classes. Of course, other classes can use it in a similar way. It is designed to be tough to push through for players that are not certain of what might be ahead of them, whether they be on the attacking side or the defending side. The goal is to give players that are closest to their spawn an advantage, while also making it possible for the other team to push forward. Ideally, this prevents one team from extending too far, and the buildings serve as a defensive “base” of sorts for the other team to hide in and take advantage of. This area is mostly designed to be used in long ranged fights.

Layer 2 is where the map begins to open up, but there is now more open space to work with. It has several more open areas, with some buildings and walls acting as blockades or cover. This is the ideal spot for players that want to defend from afar, while still being close enough to hop into the combat.

For aggressive teams, pushing the enemy back to their side of Layer 2 is ideal. While the defensive team may have the high ground, the aggressive team has more room to avoid attacks.

Layer 3 is open, and consequentially the riskiest to fight on. Being where the capture point is, this layer is where most of the combat will typically be happening. Players will have to make sure they are able to stop the enemy team from reaching this point, while also being able to push up themselves. Long ranged attacks are particularly useful for keeping the point clear. Teams will need a good combination of skills to keep and maintain the fight in this area.

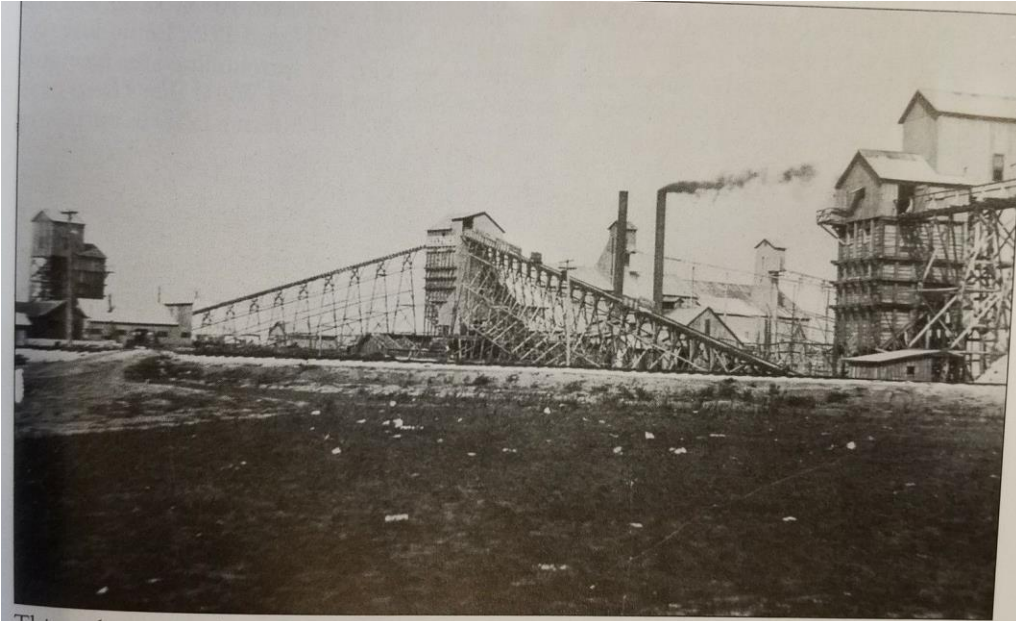
Reference Images

Environment





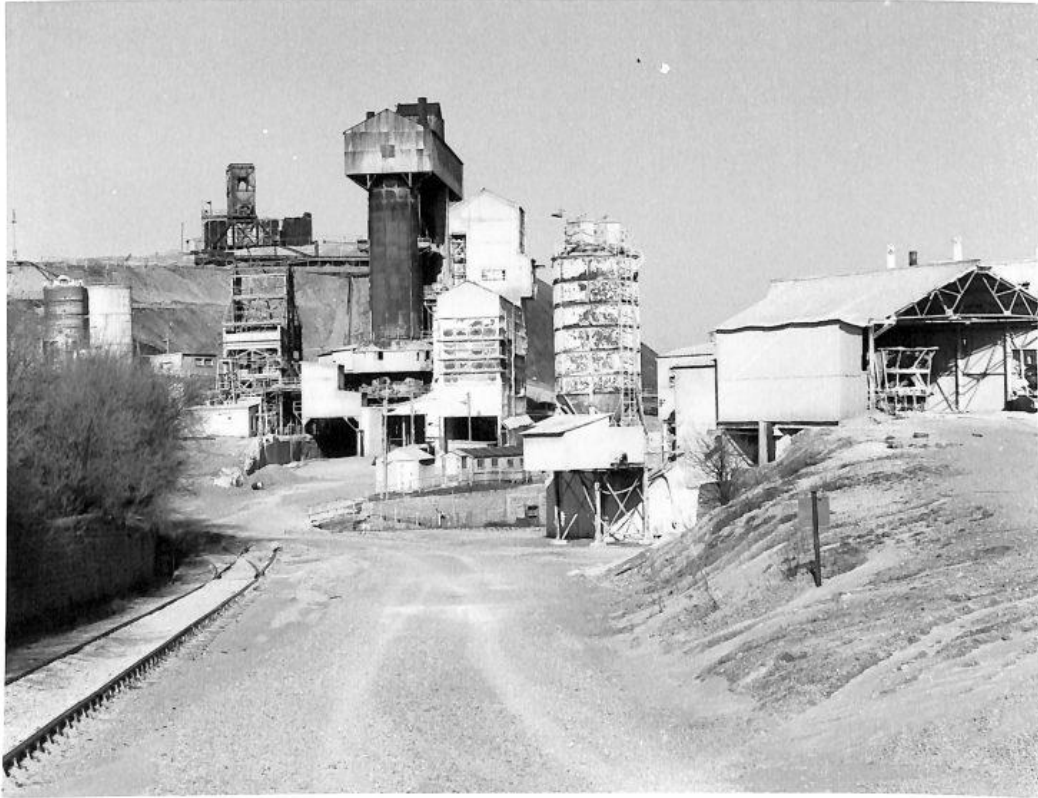
Buildings (Exterior)



This early picture shows the Lawrence quarry in full operation. The men are working hard to meet their quota. The manual labor was very extensive. Loading the limestone rock into the two-wheel carts pulled by mules to the crusher to be shipped to the plant by train was certainly for the strong and hearty. (Courtesy of Gary Haney.)

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Buildings (Interior)





Reference Requirements

LAYER 1 – RED SIDE

- Garage
- Head Office
- Meeting Room
- Supply Room

LAYER 1 – BLU SIDE

- Break Room
- Carving Room
- Stone Storage Room
- Headframe

LAYER 2 – RED SIDE

- Balcony
- Open mine

Tunnel

Extraction room

LAYER 2 – BLU SIDE

Balcony

Open Mine

Tunnel

Crusher Room

LAYER 3 – RED SIDE

Open Pit

Digging Equipment

LAYER 3 – BLU SIDE

Open Pit

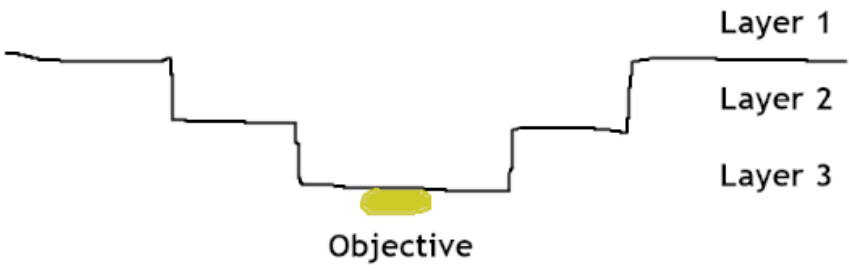
Digging Equipment

Gameplay Requirements

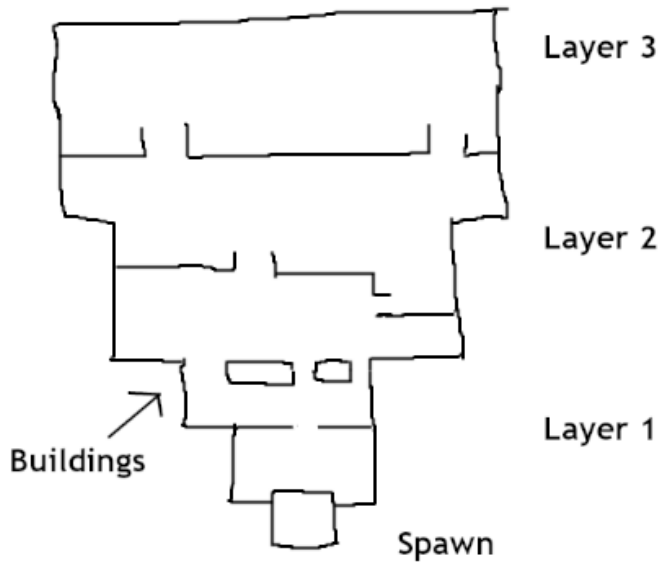
- Spawn Doors – Red/Blu
- Supply Cabinets – Red/Blue
- Spawn Rooms – Red/Blu
- Capture Point
- Ammo Boxes
- Health Kits

Diagrams

First Concept Sketches



Side View



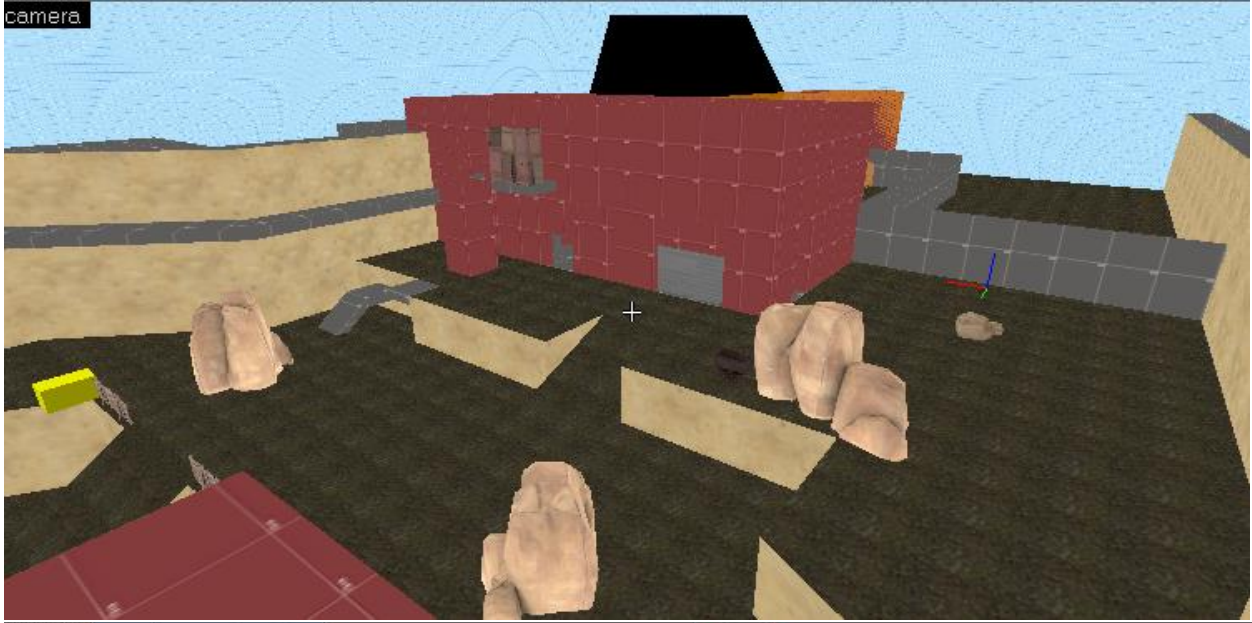
Top-Down Veiw

Map Rough Layout

Map Screenshots



camera



camera



In-Game Screenshots

