

LEVEL DESIGN

GENERIC MULTIPLAYER FIRST PERSON SHOOTER GAME

GENRE

FPS Multiplayer

REFERENCES

BATTLEFIELD 4



CALL OF DUTY: BLACK OPS 3



SETTING

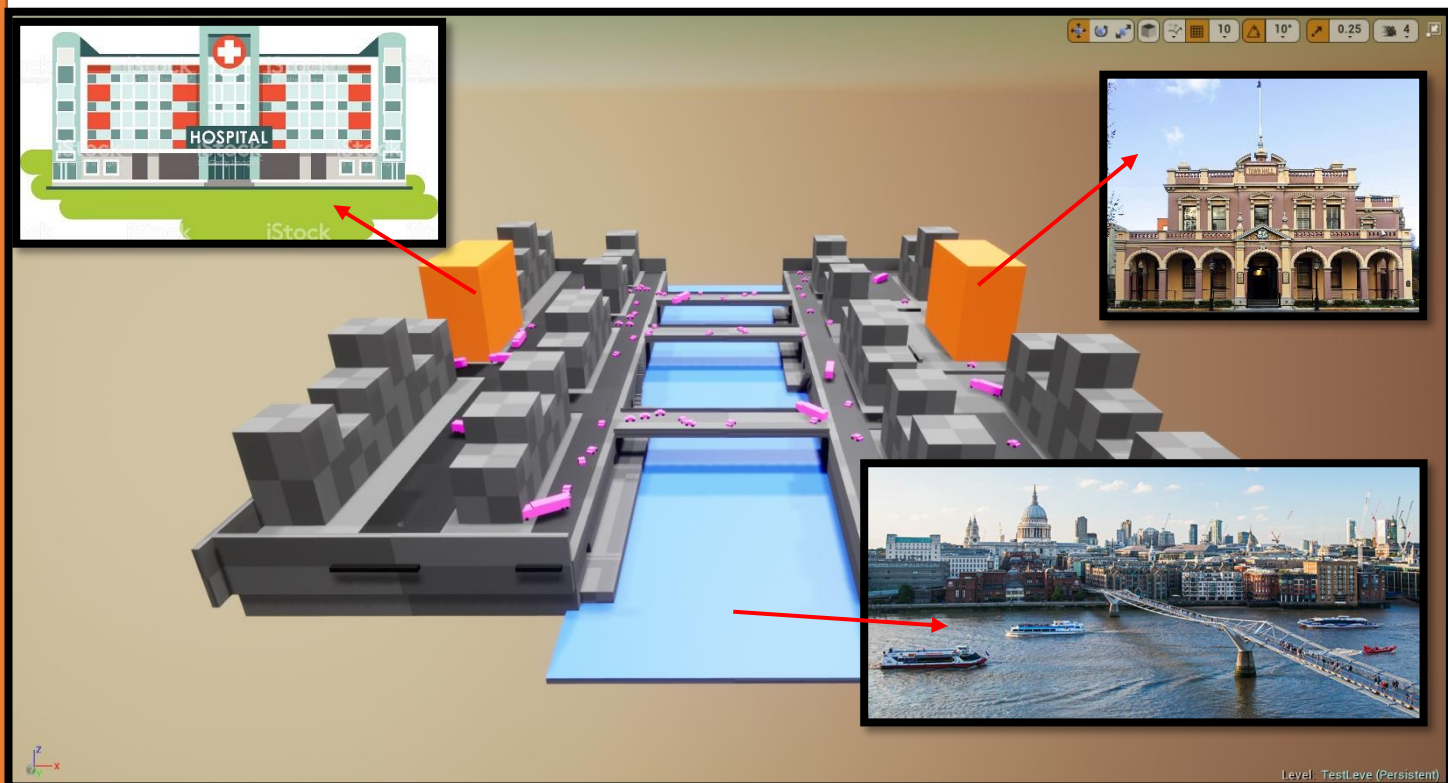
Generic city / urban area

MODE

Capture de flag: In this mode the players must capture the enemy flag and bring it to their base to gain points, if the play time is over or one team reaches the maximum limit of points it will win.



LEVEL FLOW



Made with UNREAL ENGINE 4

The level is divided by two areas of a chaotic urban city:

- **Team A: left side of the river, Hospital area.**
- **Team B: right side of the river, Town Hall area.**

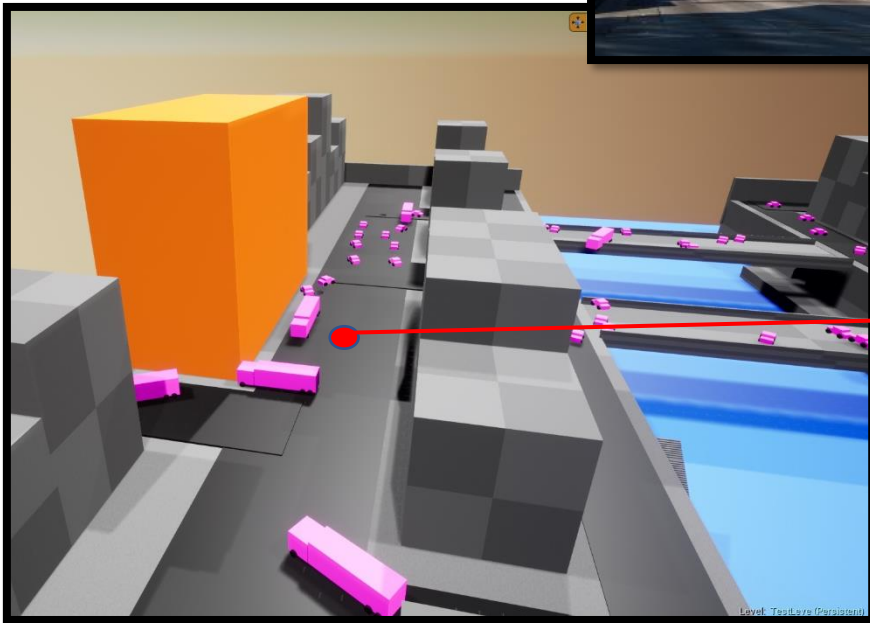
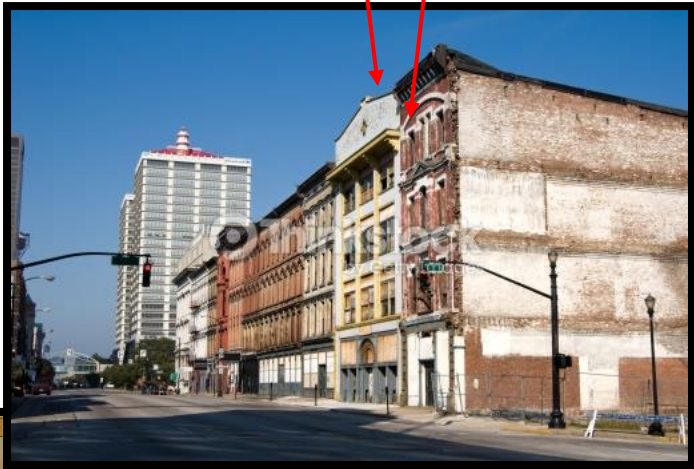
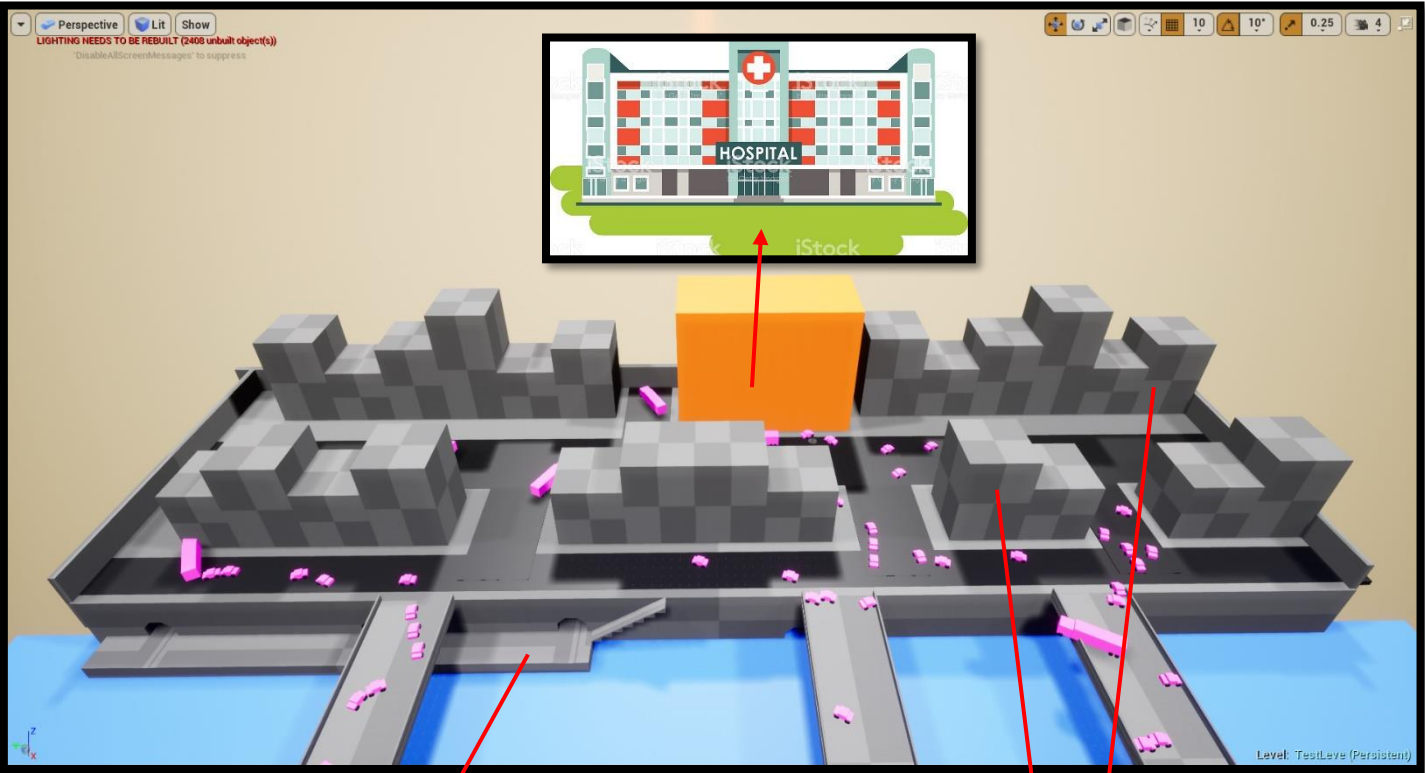
The principal buildings of both sides are de orange ones, to make the player know the difference, the left building is a Hospital, and the right building is the Town Hall.

In Front of both buildings are the flags the players must take to score points.

At the same time, this level is structured to have to different Height of gameplay:

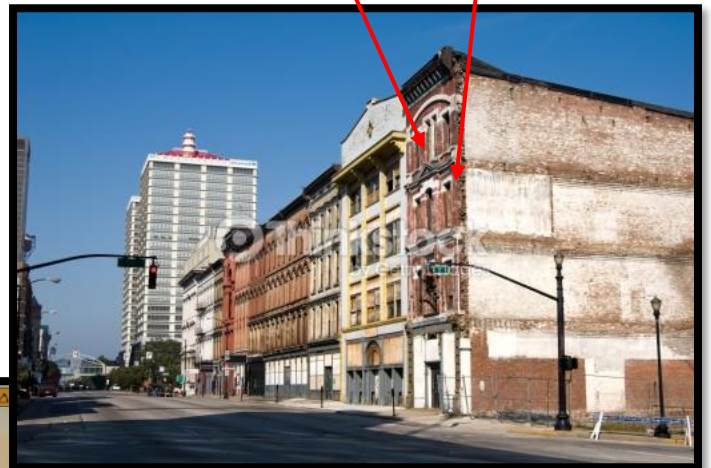
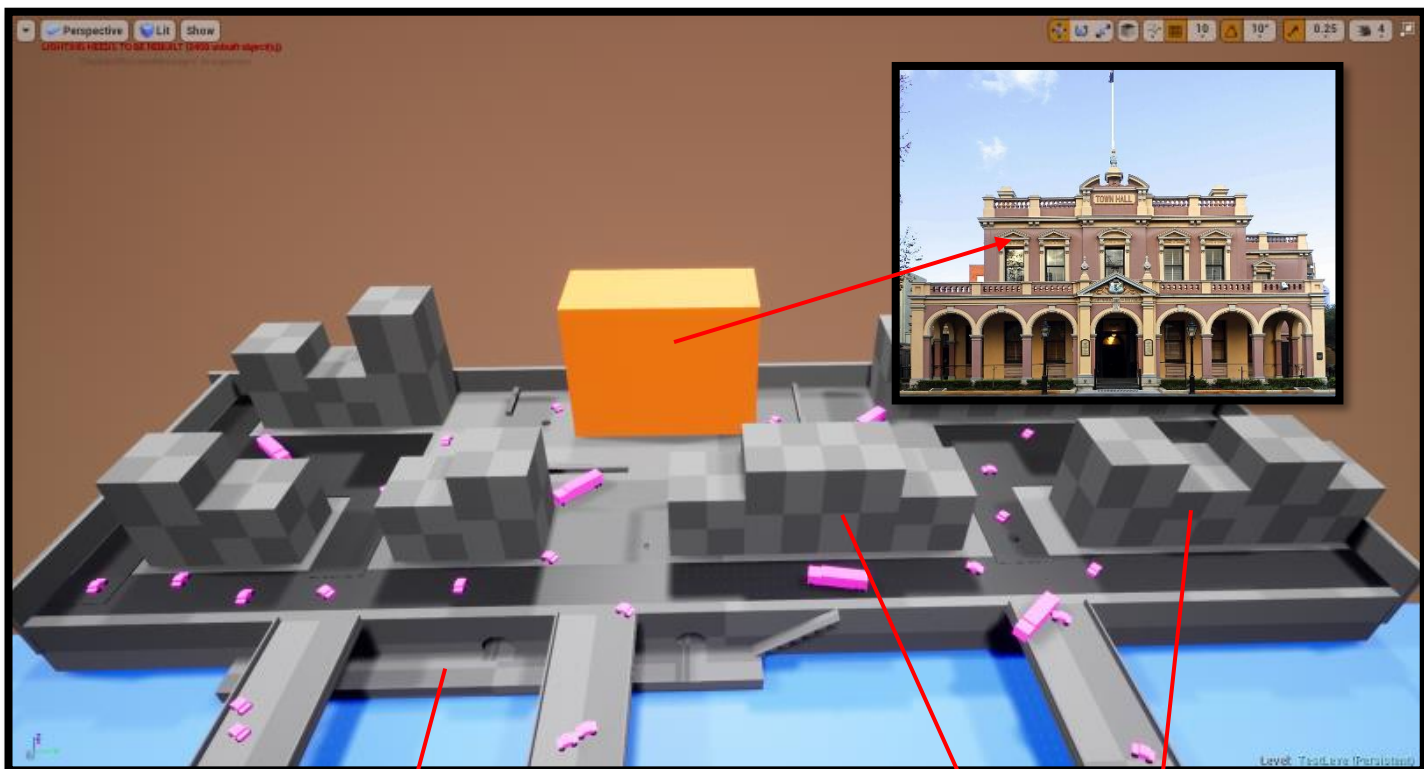
- **Streets: principal gameplay area, considered to be for Medium/Long distance combat**
- **Sewers: considered to be for Short/Medium distance combat**

STREETS: HOSPITAL



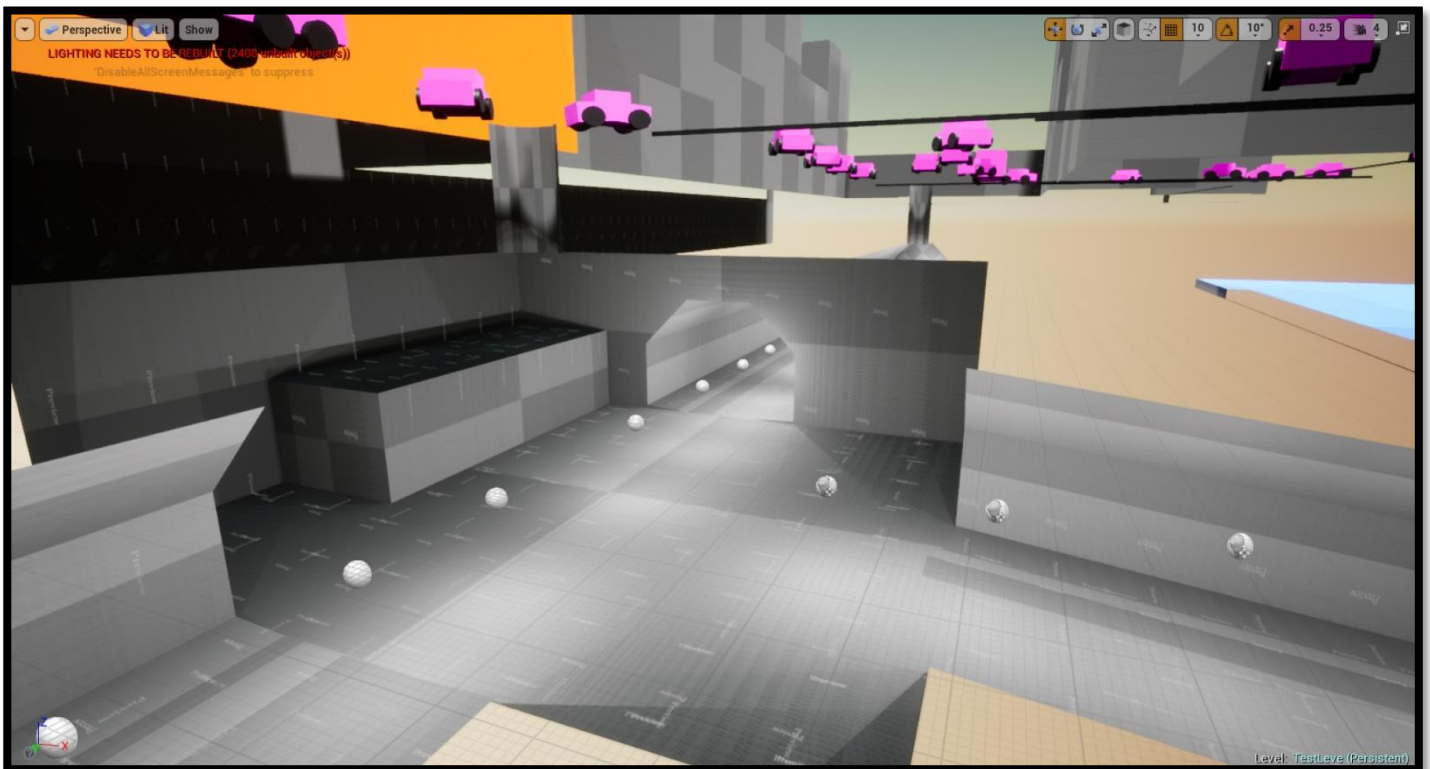
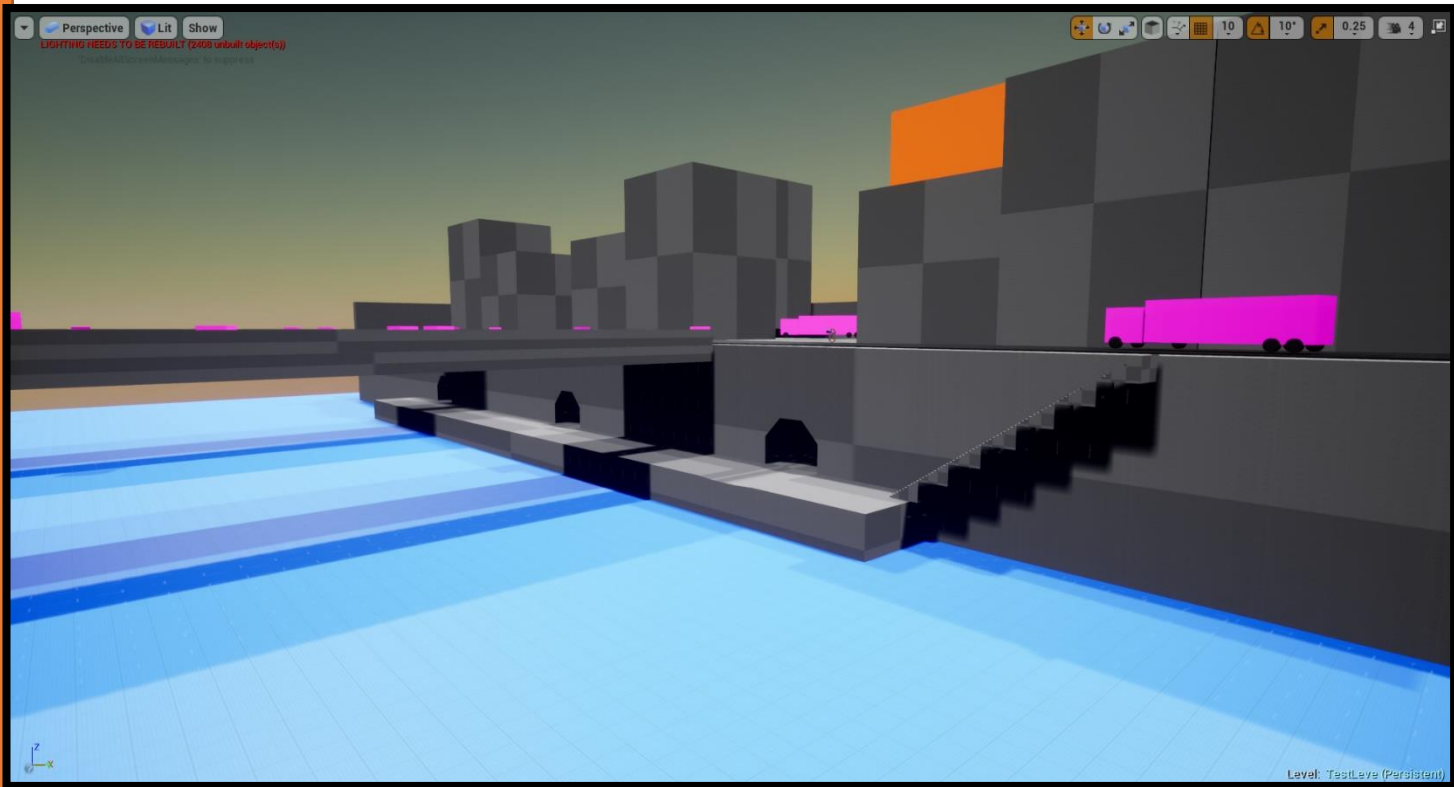
Flag Spawn Point Team A

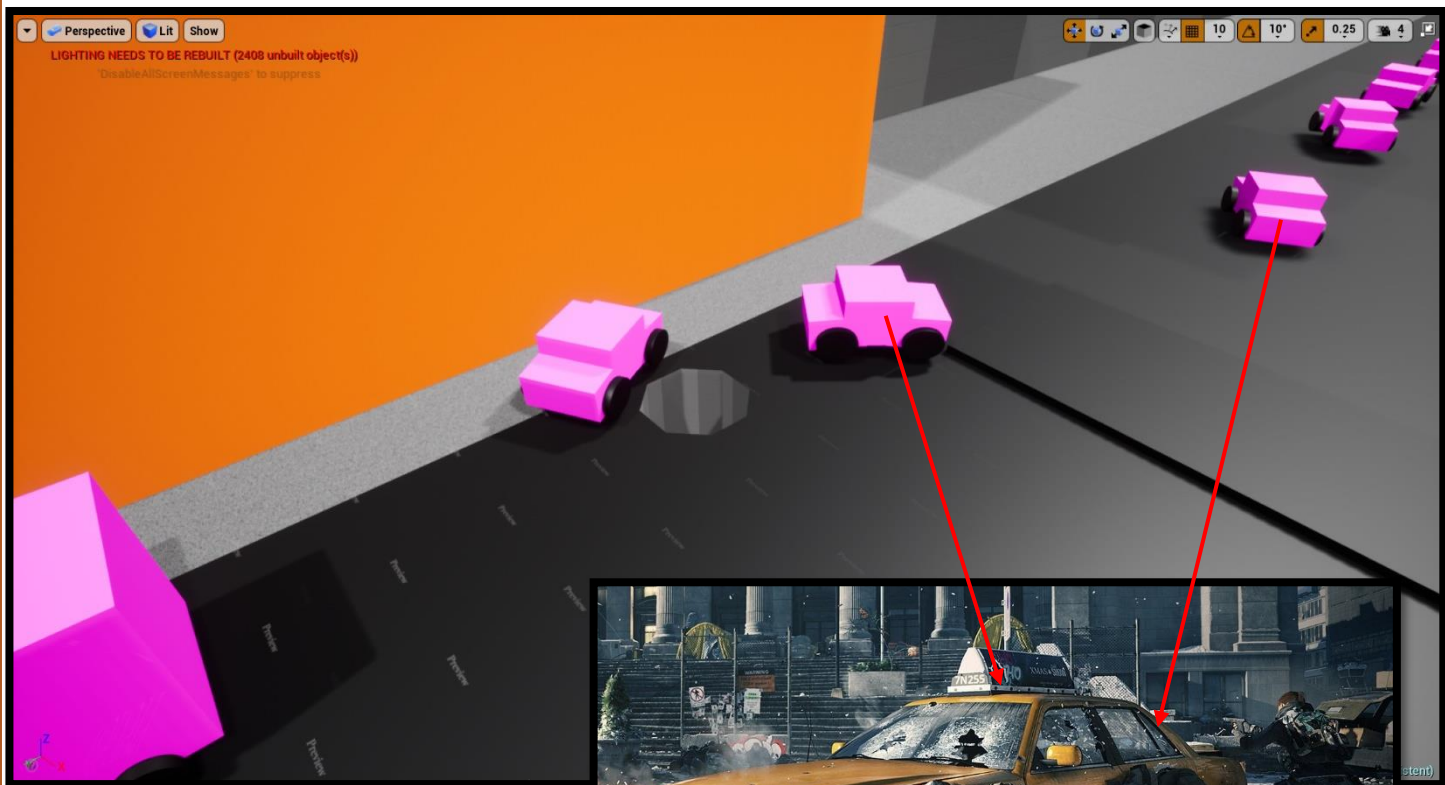
STREET: TOWN HALL



Flag Spawn Point Team B

SEWERS





Cars, tracks, urban objects, etc,
to use them as covers

