

## **Delta CTF Level Design Document v.1.0p**

In order to maintain a professional feel and uniform look to this modification for the Quake 4 CTF game type, we are implementing the following standards for the design of the levels to be included in the mod pak.

Each level must have a base in which the flag model is located in. Each base must have defendable positions and at least 3 entrances. Around the base there must be a perimeter for players to gear up in. The middle section must have alternate routes for players. Such routes should be easily describable as high, low, water, or side. Examples of such maps are easily found in previous Quake 2 and 3 CTF.

### **Weapons:**

- Railgun
- Rocket launcher
- Nailgun
- Lightning gun
- Hyperblaster
- Grenade Launcher
- Super Shotgun \*place a shotgun here
- Shotgun \*starter weapon
- Guantlet/Grapple

### **Respawn Locations will be done in three phases per side.**

**Base** There should be 4 base respawn locations per base in the map. Base spawns are only in the base area around flag or in the general area surrounding it.

**Perimeter** There should be 3-4 Perimeter respawn locations per base in the map. Basically one spawn per exit, and depending on map layout 2 for main exit. Perimeter spawns are with in the outer areas of the base on the way to the middle section.

**Forward** There should be a total of 3 respawn locations per team in the center of the map. These spawns should be in the center areas only not committing towards any one base. One spawn per team should be on the enemy side of the middle area.

**The overall coloration** of the map should have a red side and a blue side. The middle can be a neutral colored area, but must have clear directions as to which way to go for each colored base. Well placed arrows and flag markers should be added to the perimeter areas and base entrances. Each base should be well marked and easily distinguishable as to which side you are on.

**IF USED IN THIS MOD:** Colored banners, logos, directional decals, and textures will be supplied for your use. You may only use these textures and items in the version of the map that is for Delta CTF. If your map is to be released in any other form you must

remove the Delta CTF made items. (You are free to use your map how you please, however please let us know if it is released in any form outside of this mod.)

### **Design Tips for Delta CTF Play style:**

Several items we have added in the game make for a different style of gameplay and more importantly to you, different movements throughout the map.

**The grapple** will be added and used on-hand, so many elements can be added to make this a necessary tool for flag runs and the like.

**3 Tiered armor and power shield.** There won't always be a center red armor, but more like in the q2 days, an armor set for each base. There will also be a power shield added into the mod, this can be added into each base. (Reference Quake 2 CTF for power shield and its uses.) Item placement is key for these items, so as not to let the flag carrier be completely stacked just running into base. Having to leave to an outer perimeter is a good idea for such items.

#### **Armors:**

- Red Armor
- Yellow Armor
- Green Armor
- Power Shield

**Weapon placement** is also done differently like in older CTFs. Not every weapon is spawned for both teams. Many of the high powered ones are only spawned in center so as not to over power the bases. Ammo is also shared for certain weapons and therefore not as much ammo is needed to be placed throughout the map.

**Power ups and Runes** will be in play as well. Only one rune set will drop randomly across the perimeter and middle of the map. With these additions to the player's abilities; design areas that they are most useful to utilize the powers. Power ups will be a middle spawn or in some cases a perimeter spawn for each team. These should be used sparingly due to the runes being in place. Megahealths in base are common, while it isn't always necessary to have a quad in center. Timers will be adjusted according to demo playability.

#### **Power-ups:**

- Quad Damage
- Invisibility

#### **Runes:**

- Strength
- Regeneration
- Haste
- Resistance

**Map Symmetry**

Map sides **MUST** be rotated and not reflected. If an exit is on the left for one team's base, the same exit must be on the left for the other. If you want to make an asymmetrical map, please run the idea by Lilie first. There will not be very many of these, if any at release.

**Map Naming:**

You will be able to name your map within reason and parameters of our mod. We respect your decisions and want you to have a say in the naming of your work, and will only change the name if it is unavailable or inappropriate. If it has been decided the name is unacceptable, you will have another opportunity to name your work. The file name for the map should be deltactf\_<mapname>.map. We will rename them in sequential order once we are ready for a beta release.

**Map Size:**

Maps should be big enough for a 4v4, 5v5, and 6v6.