SNOWSLIDE
DESIGN DOCUMENTATION

(Akhilesh Hariramani)
22019088

Contents

High Level Overview

Level Goals
Designer Goals

No.	Goal
1.	The control point should be in the center and be accessible to both sides.
2.	The point should support offensive and defensive pushes
3.	The point needs to have clear visibility and accessible routes for all players
4.	The area above the control point will act as subsidiary to the control point for additional team fights.
5.	Spawn rooms should feature multiple exits to prevent spawn camping.

Player Goals

No.	Goal
1.	Players should Secure high ground and chokepoints that offer strategic advantages.
2.	The player should hold control over point eventually warding off attackers.
3.	Players should Use flank routes or stealth tactics to attack enemy backlines.
4.	Managing resources such as health packs and ammo should be vital to securing point effectively.
5.	Swapping to certain roles should be in mind to suit the teams composition.

Design Considerations

- **Objective**: Teams fight for control over the point eventually holding it for 3 minutes until the timer runs out.
- **Control Point**: The point is locked for no team to capture until it gets unlocked. Once obtained only the team which holds point can reduce the timer
- **Overtime**: Is triggered once the losing team contests point when the timer is out.
- **Spawn**: spawn points remain the same in KOTH maps
- **Characters**:

SCOUT

Health: 125
Speed: 133%
Type: Offensive

Weapons:
•Scattergun
•Pistol
•Bat
•Ability to double jump.

demoman

Health: 175
Speed: 93%
Type: Defensive

Weapons:
•Grenade Launcher
•Sticky bomb Launcher
•Bottle

•Ability to deploy and later detonate sticky bombs.

SNIPER

Health: 125
Speed: 100%
Type: Support
Weapons:
•Sniper Rifle
•SMG
•Kukri
 Shots charge in power when scoped.

HEAVY

Health: 300
Speed: 77%
Type: Defensive

Weapons:
•Minigun
•Shotgun
•Fists
Ability: To fire consistently

soldier

Health: 200
Speed: 80%
Type: Offensive
Weapons:
•Rocket Launcher
•Shotgun
•Shovel
•Can rocket jump by firing the rocket launcher at his feet.

ENGINEER

Health: 125
Speed: 100%
Type: Defensive

Weapons:
•Shotgun
•Pistol
•Wrench
•Ability to deploy buildings: Sentry Guns, Dispensers, and Teleporters.

SPY

Health: 125
Speed: 107%
Type: Support
Weapons:
•Revolver
•Knife
•Disguise Kit allows the Spy to appear as another player, ally, or enemy.

Key elements

- **Gameplay**: Ensure the control point is in a neutral accessible area with multiple ways to approach and is balanced for all classes. Avoid unnecessary obstacles to provide better map flow.
- **Verticality**: Include high and low grounds to split team fights which can introduce more tactical play.
- **Spawn Rooms**: Design spawn rooms which prevent spawn camping. This means designing multiple spawn exits.
- **Affordances**: Use simplified aesthetic, clear team color coding, and landmarks for clear directions.
- **Pickups**: Strategic placements of health and ammo pickups. Placing them at points which detour players away from the control point.

- **Thematic Design**: Choose a memorable theme for the map as it can provide some environmental storytelling.
- **Player Testing**: Always playtest for balance, identify power creeping positions and underutilized areas for better player flow.

Level Design

- **Verticality:** The level contains 3 layers the first is the high level above point which has a view on the entire point, the mid level containing flank routes and the low level which gets you to the higher levels.
- **Flank routes:** The level contains flank routes over point, inside of point, through tunnels and beside point with bridges.
- **High Level:** At the most top is the high level which contains a direct line of sight on point, players will have to gain control over the high level to get point but will still need to engage against the players in tunnels.
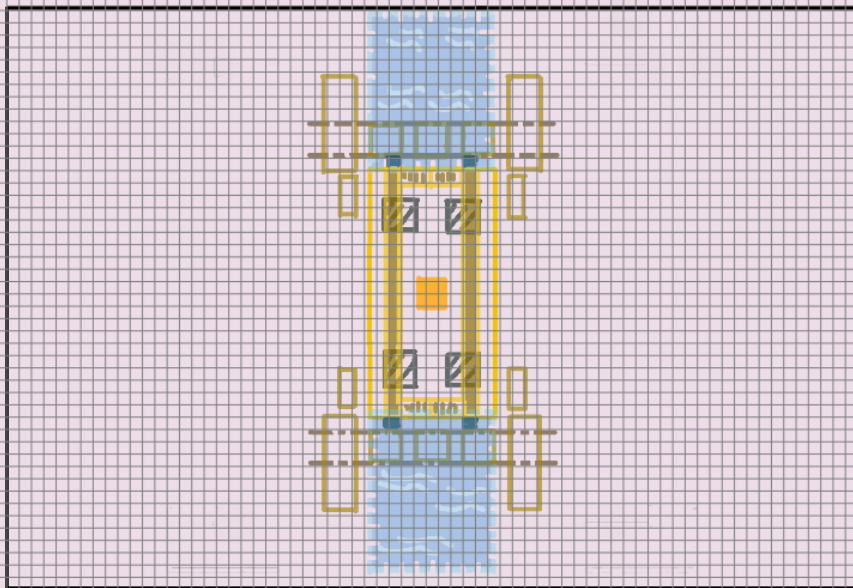
Map Overview

Map Structure

- The map is designed with 3 layers in mind. Each layer is placed above each other, the top most layer has a direct line of sight on point and the layer underground is right under point.
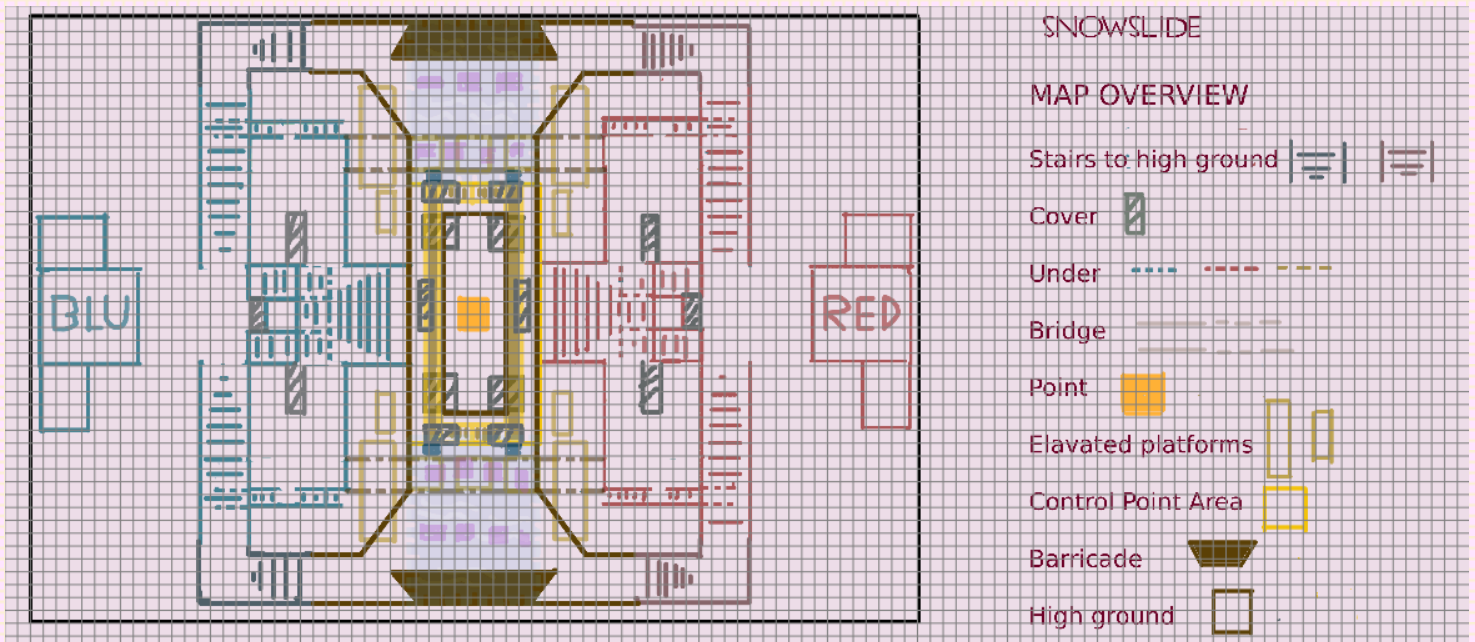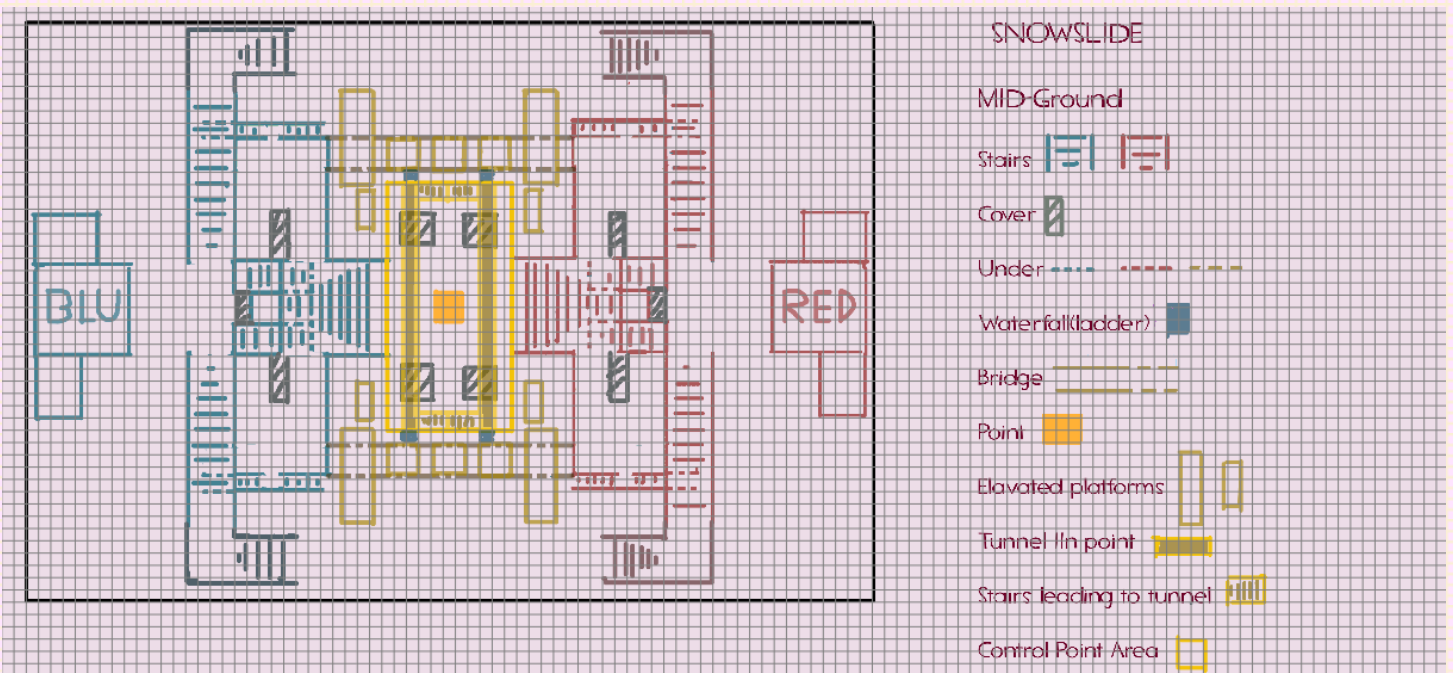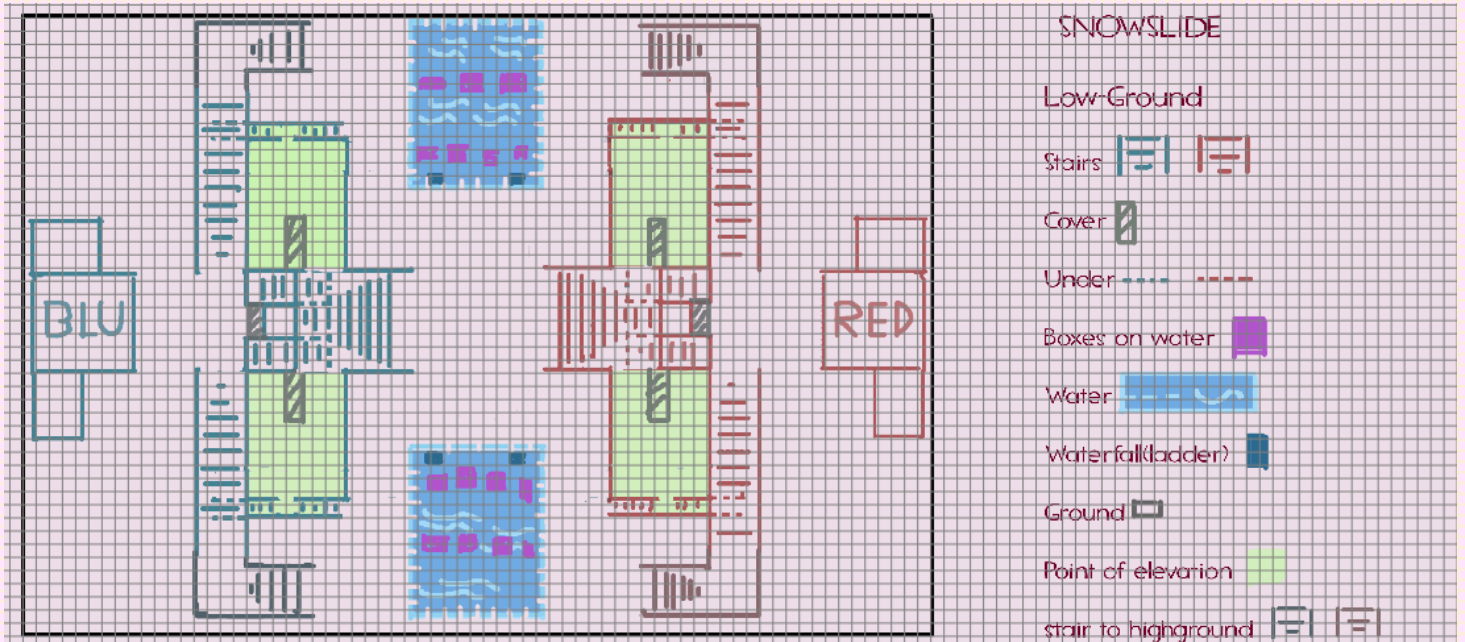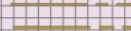

SNOWSLIDE

MAP OVERVIEW

Stairs to high ground	
Cover	
Under	
Bridge	
Point	
Elavated platforms	
Control Point Area	
Barricade	
High ground	

SNOWSLIDE

Low-Ground

Stairs

Cover

Under - - - - - - - -

Boxes on water

Water

Waterfall(ladder)

Ground

Point of elevation

stair to highground

SNOWSLIDE

MID-Ground

Stairs

Cover

Under - - - - - - - -

Waterfall(ladder)

Bridge

Point

Elevated platforms

Tunnel Iln point

Stairs leading to tunnel

Control Point Area

SNOWSLIDE

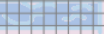MID-Ground
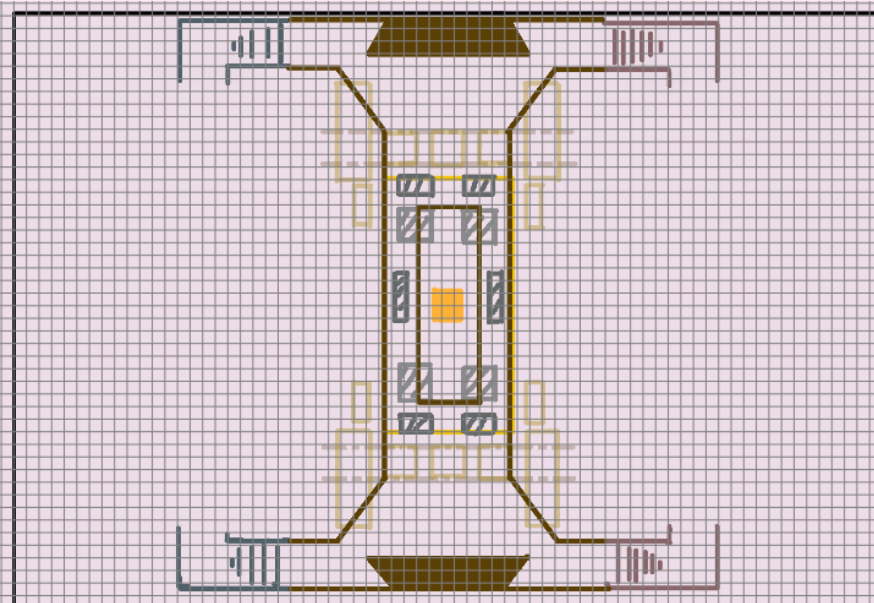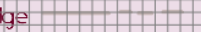
Stairs

Cover

Under

Waterfall(ladder)

Bridge

Point

Elevated platforms

Tunnel IIn point

Stairs leading to tunnel

Control Point Area

Body of water under point


SNOWSLIDE

HIGH-Ground

Stairs to high ground

Cover
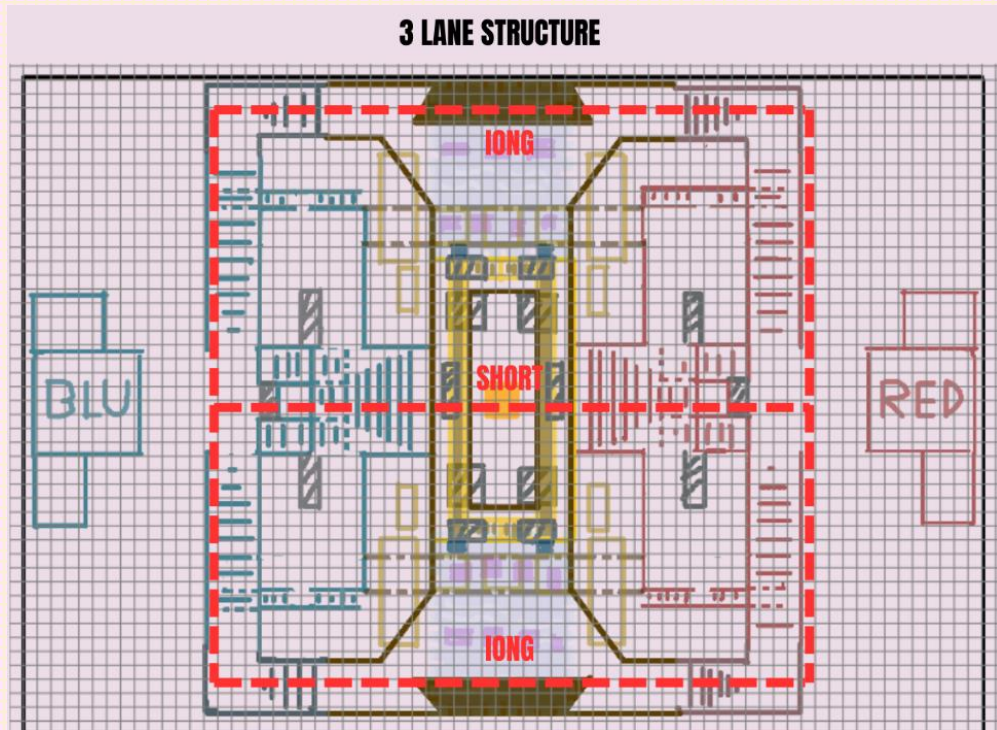
Under

Bridge

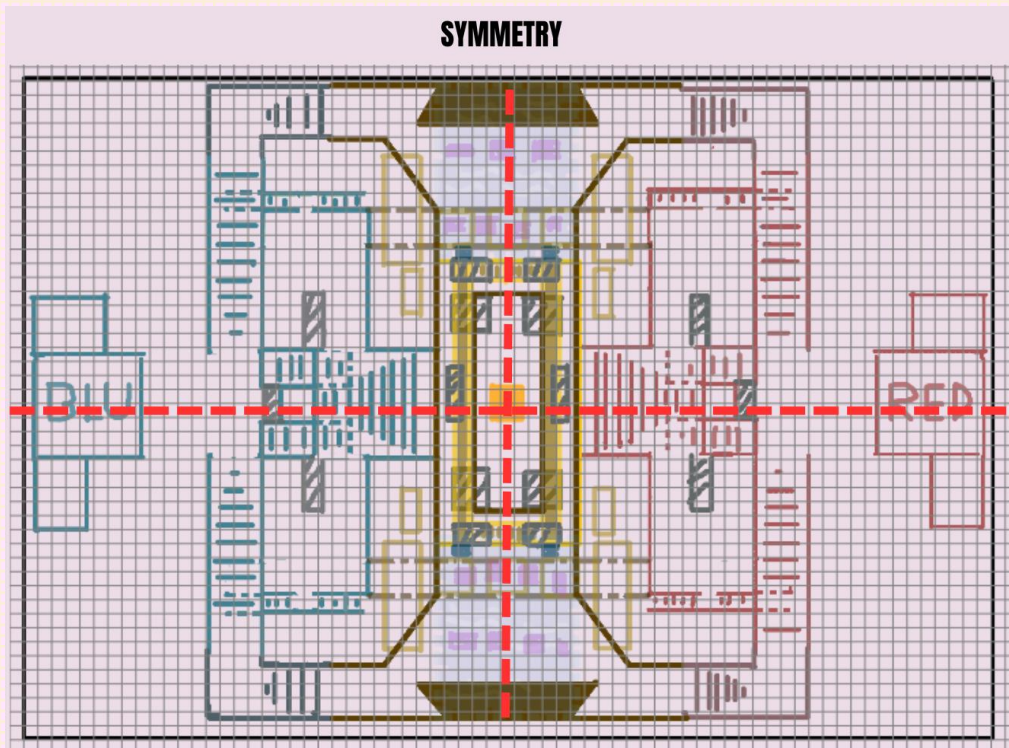Point

Elevated platforms

Control Point Area

Barricade

High ground

- The map uses a 3 lane structure With the slower classes following the shorter path and the faster and longer range classes following the longer path.
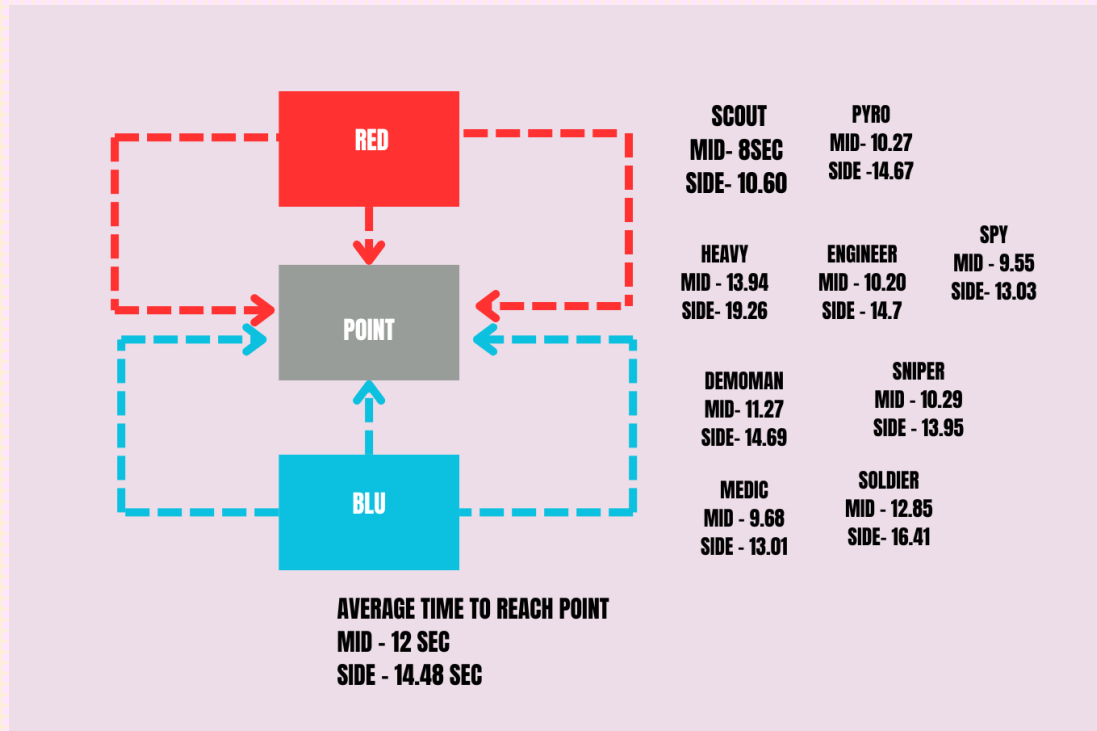
3 LANE STRUCTURE

IONG

SHORT

IONG

BLU

RED

The map is symmetrical both vertically and horizontally

SYMMETRY

BLU

RED

Map Flow

- In this map there are multiple layers to get in the control point for this reason the map flow is diverted into 3 lanes for both blu and red teams.


SCOUT
MID- 8SEC
SIDE- 10.60

PYRO
MID- 10.27
SIDE -14.67

HEAVY
MID - 13.94
SIDE- 19.26

ENGINEER
MID - 10.20
SIDE - 14.7

SPY
MID - 9.55
SIDE- 13.03

DEMOMAN
MID- 11.27
SIDE- 14.69

SNIPER
MID - 10.29
SIDE - 13.95

MEDIC
MID - 9.68
SIDE - 13.01

SOLDIER
MID - 12.85
SIDE- 16.41

AVERAGE TIME TO REACH POINT
MID - 12 SEC
SIDE - 14.48 SEC

- Players Will start fast since the point to get to is at an height and there are no conflicts, once at the mid ground every route which is accessible is really close but will contain conflict so the tempo slows down.
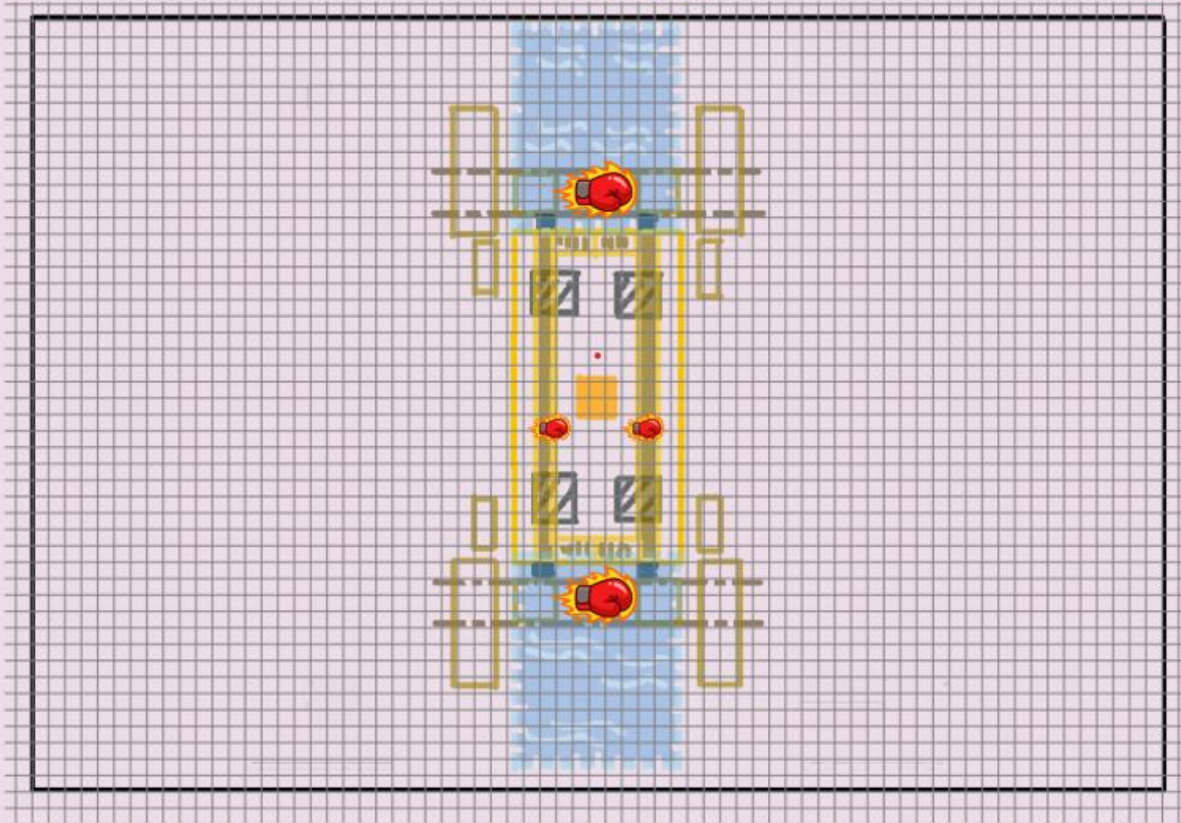

MAP TEMPO

PLAYER SPEED

BLU   RED
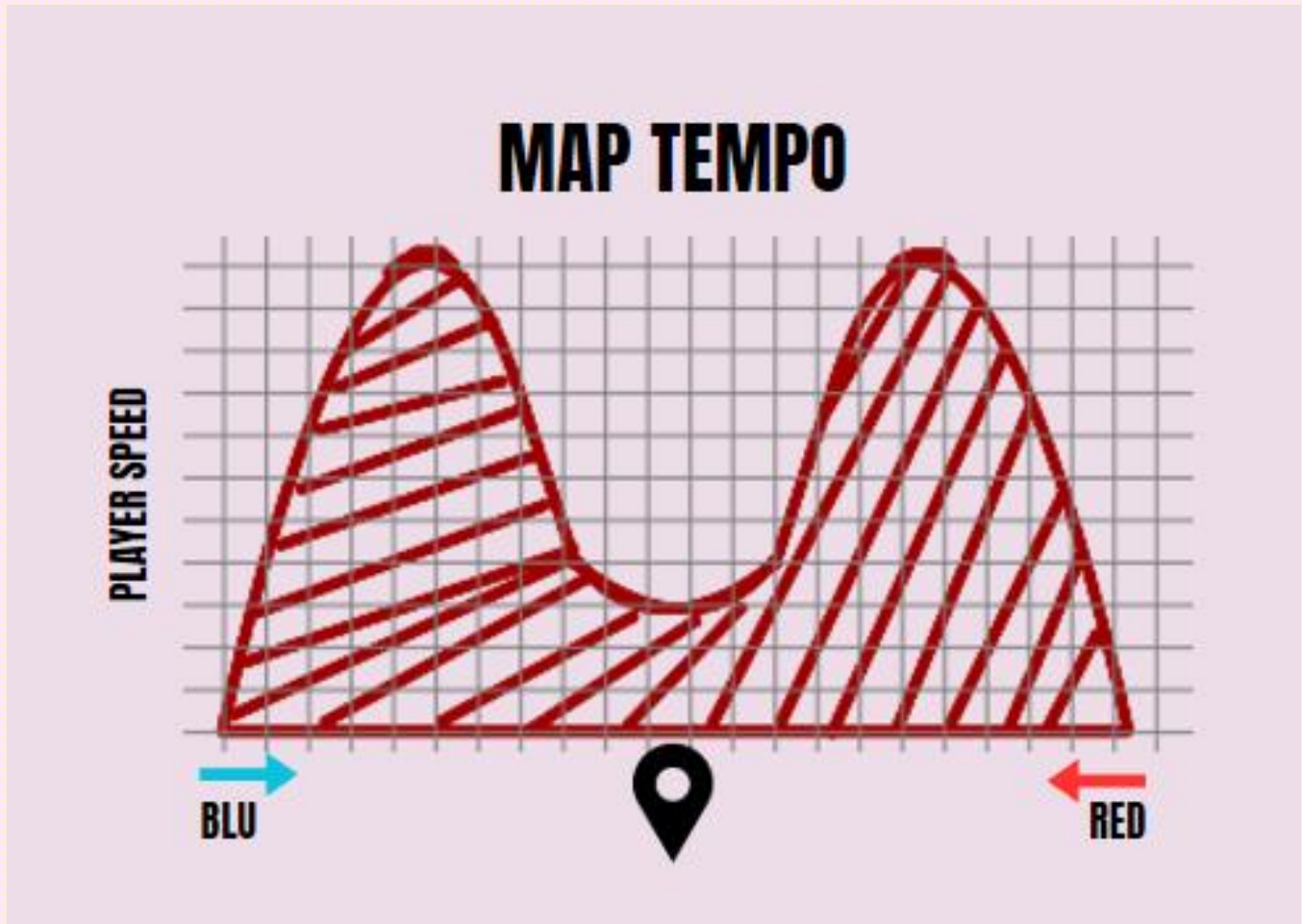
- The conflicts take place at different layers of the map which splits up where team fights take place. The biggest conflicts take place at the high ground and around the control point. The lesser conflicts take place under point and the main stairs leading up to point.
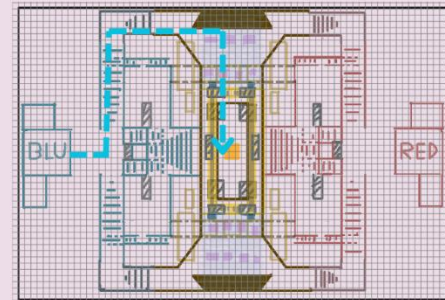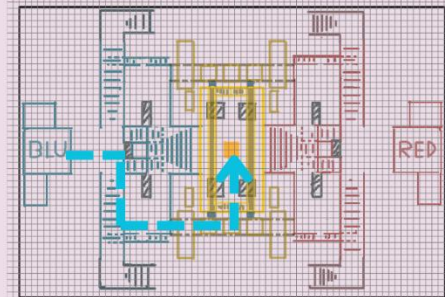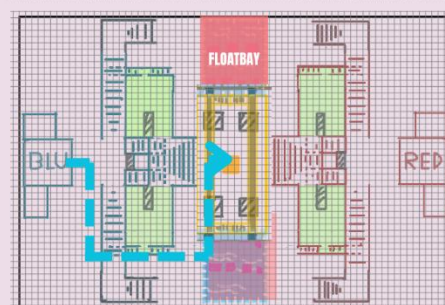

CONFLICT POINTS
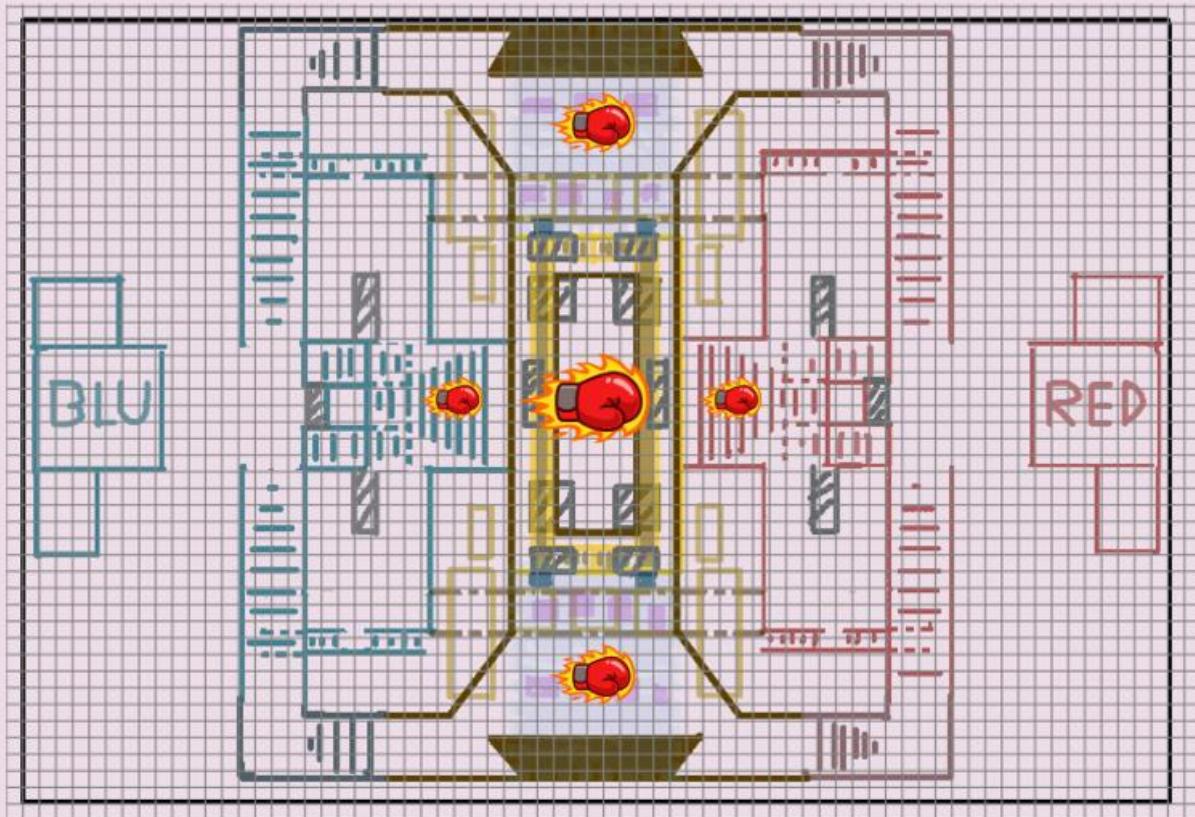
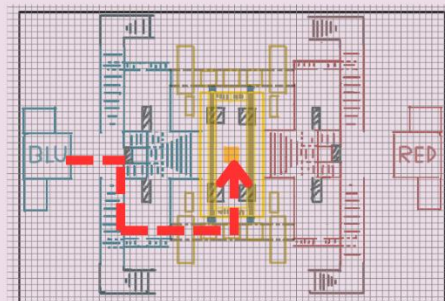# CONFLICT POINTS

Player Paths

- Every character has distinct features, depending on each one the player will take the most valuable path. At times players change their approach with the best result to outplay opponents.
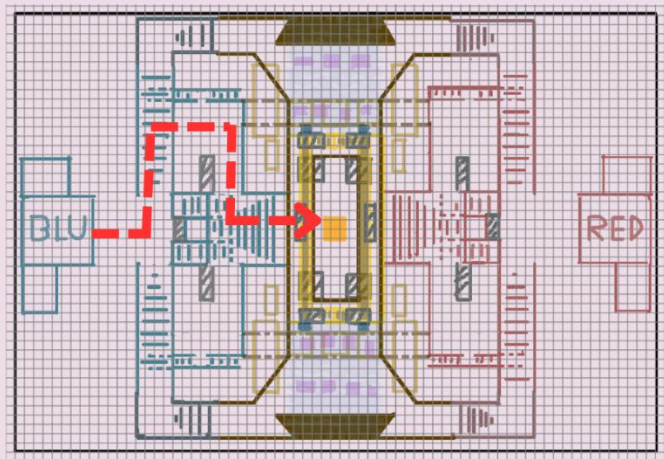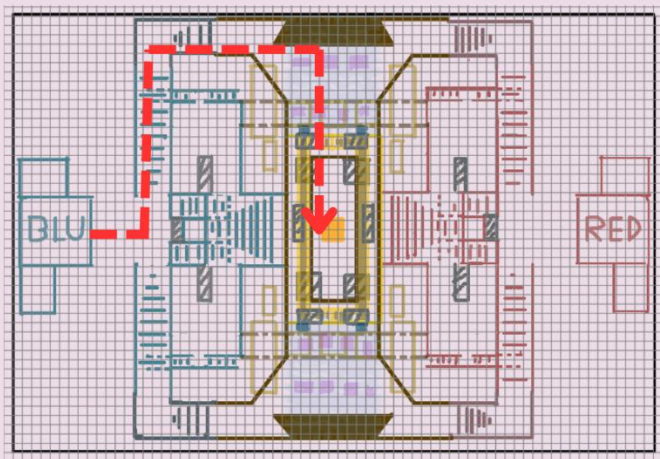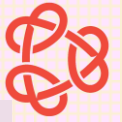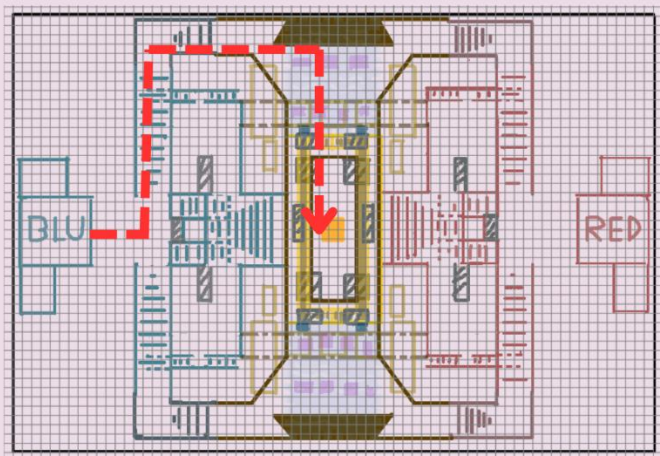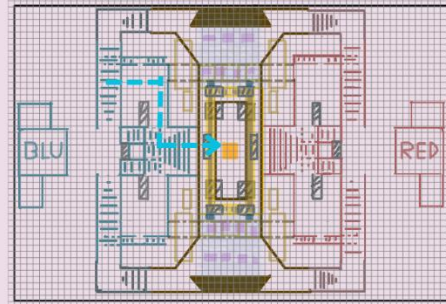

SECONDARY ➔
PRIMARY ➔

HEAVY
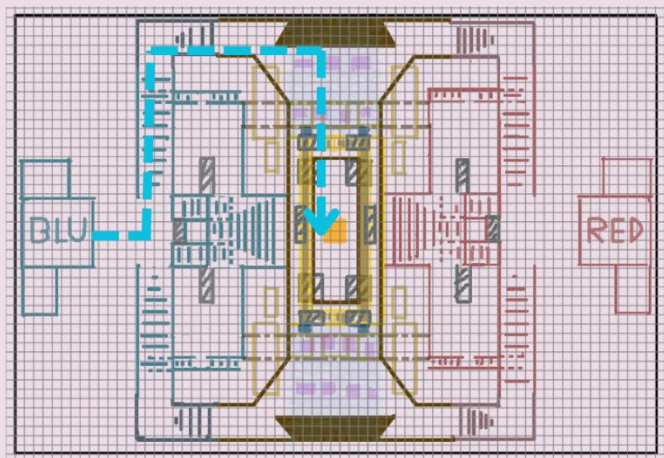
SECONDARY ➔
PRIMARY ➔

SPY

SECONDARY ⇢
PRIMARY ⇢

ENGINEER
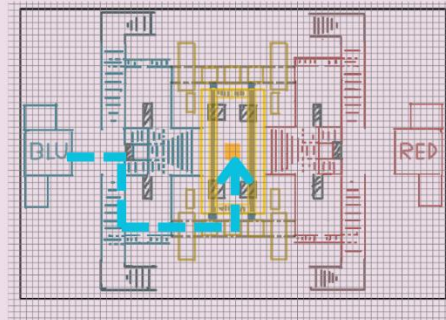
SECONDARY ⇢
PRIMARY ⇢

SNIPER
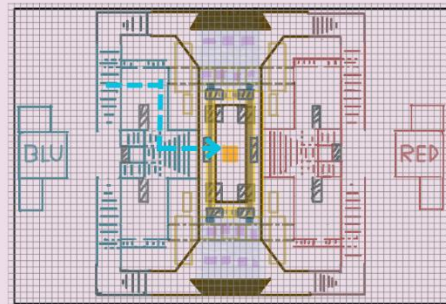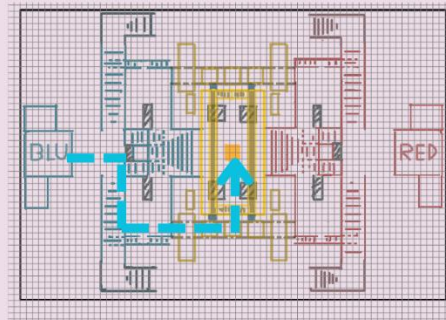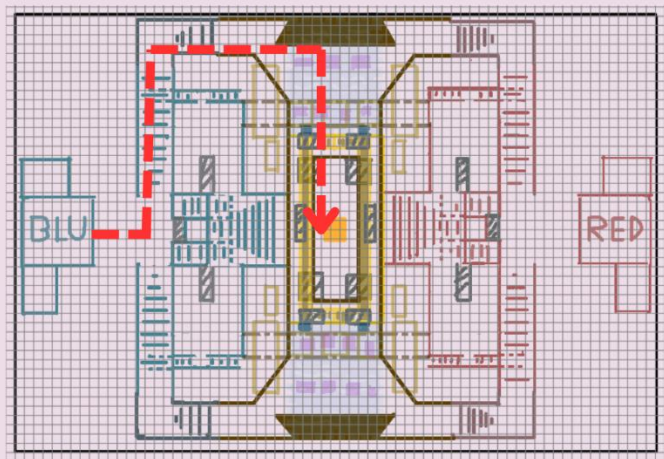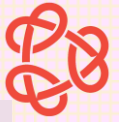
SECONDARY ➔
PRIMARY ➔

DEMOMAN
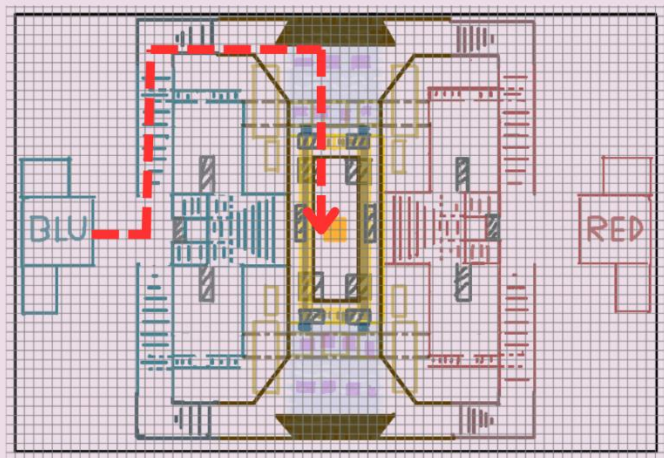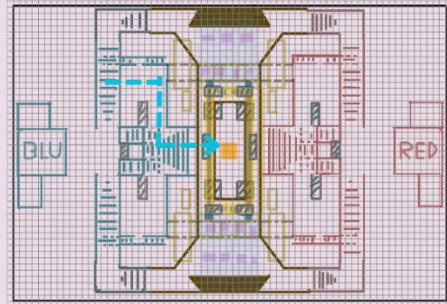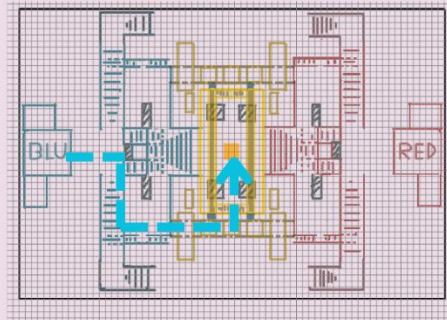
SECONDARY ➔
PRIMARY ➔

SOLDIER

FLOATBAY
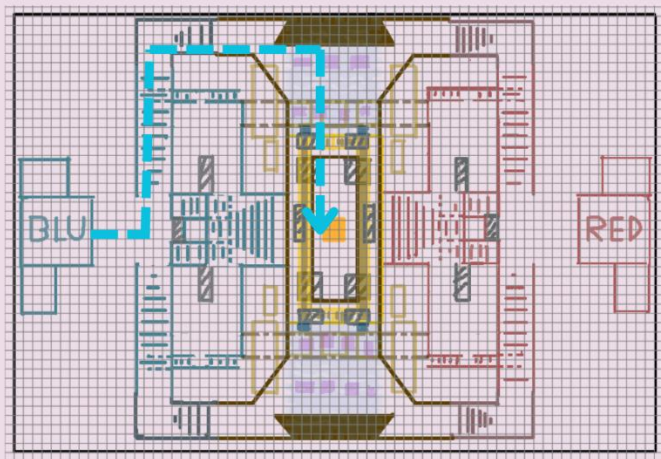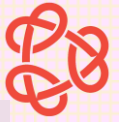
SECONDARY ----→
PRIMARY ----→

SCOUT
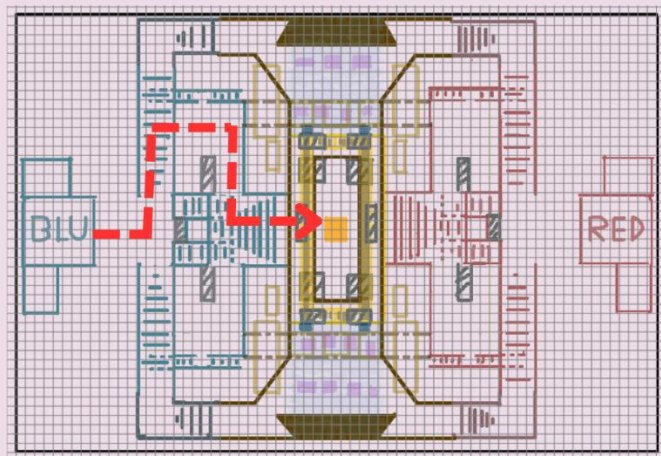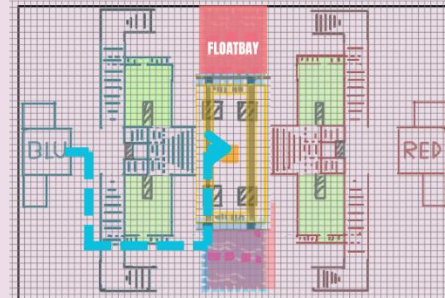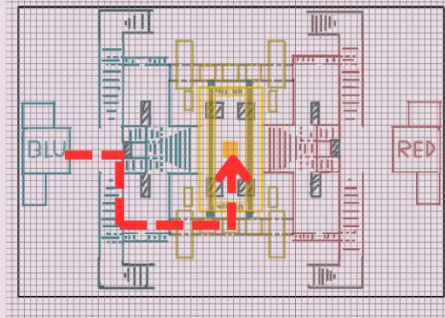
SECONDARY ----→
PRIMARY ----→

MEDIC
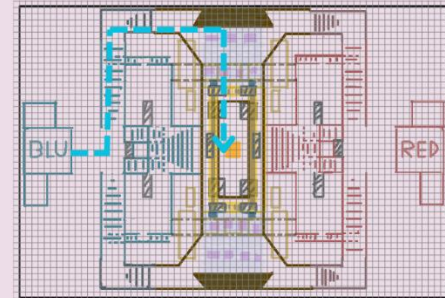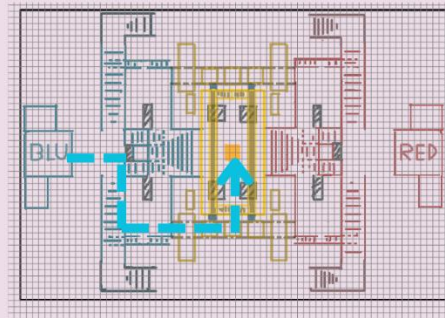
Zoning Tables

- Every class has different strengths and weaknesses and different areas the zoning tables showcase which areas they perform well and areas they dont

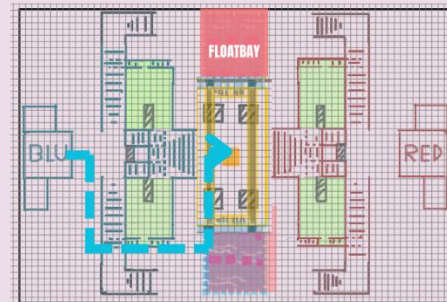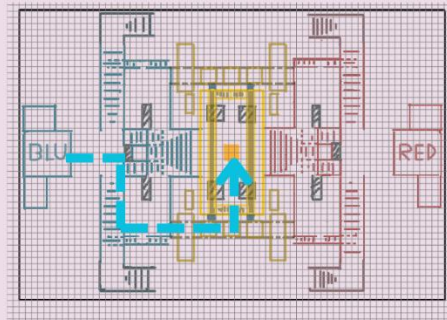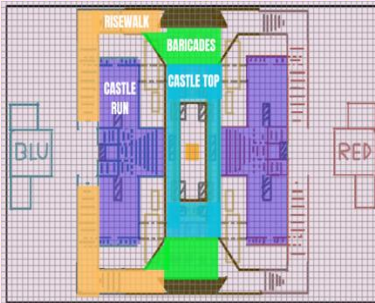|	RiseWalk	Baricades	Castle Top	Castle Run	Bridge	Castle Hill/Tunnel	Float Bay	Sum
Scout	1	2	2	3	1	2	1	12
Soldier	1	1	2	3	2	2	2	13
Heavy	2	1	1	2	3	2	3	14
Medic	1	1	3	2	2	3	2	14
Sniper	2	2	2	1	2	3	3	15
Spy	1	3	2	2	1	1	2	12
Engineer	2	2	1	2	3	2	2	14
Pyro	2	2	2	3	1	1	3	14
Demoman	2	1	2	3	2	1	3	14
Sum	14	15	17	21	17	17	21	
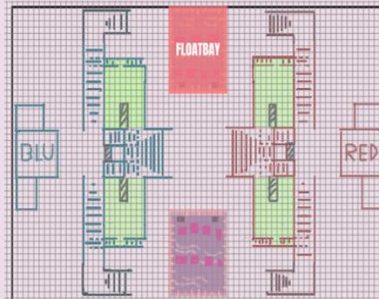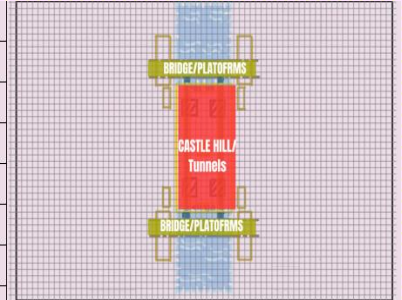
SIGHT LINES
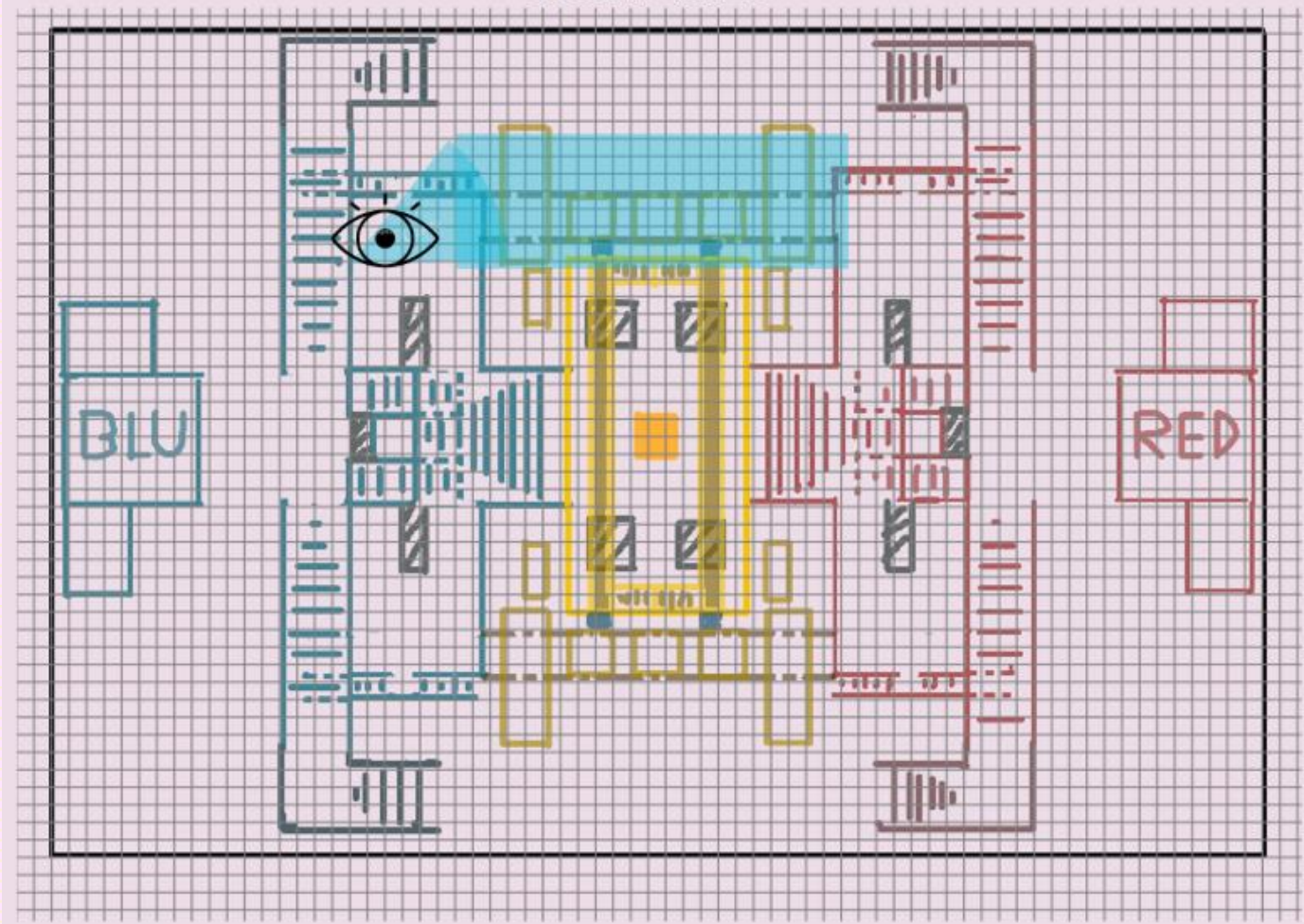
SIGHT LINES
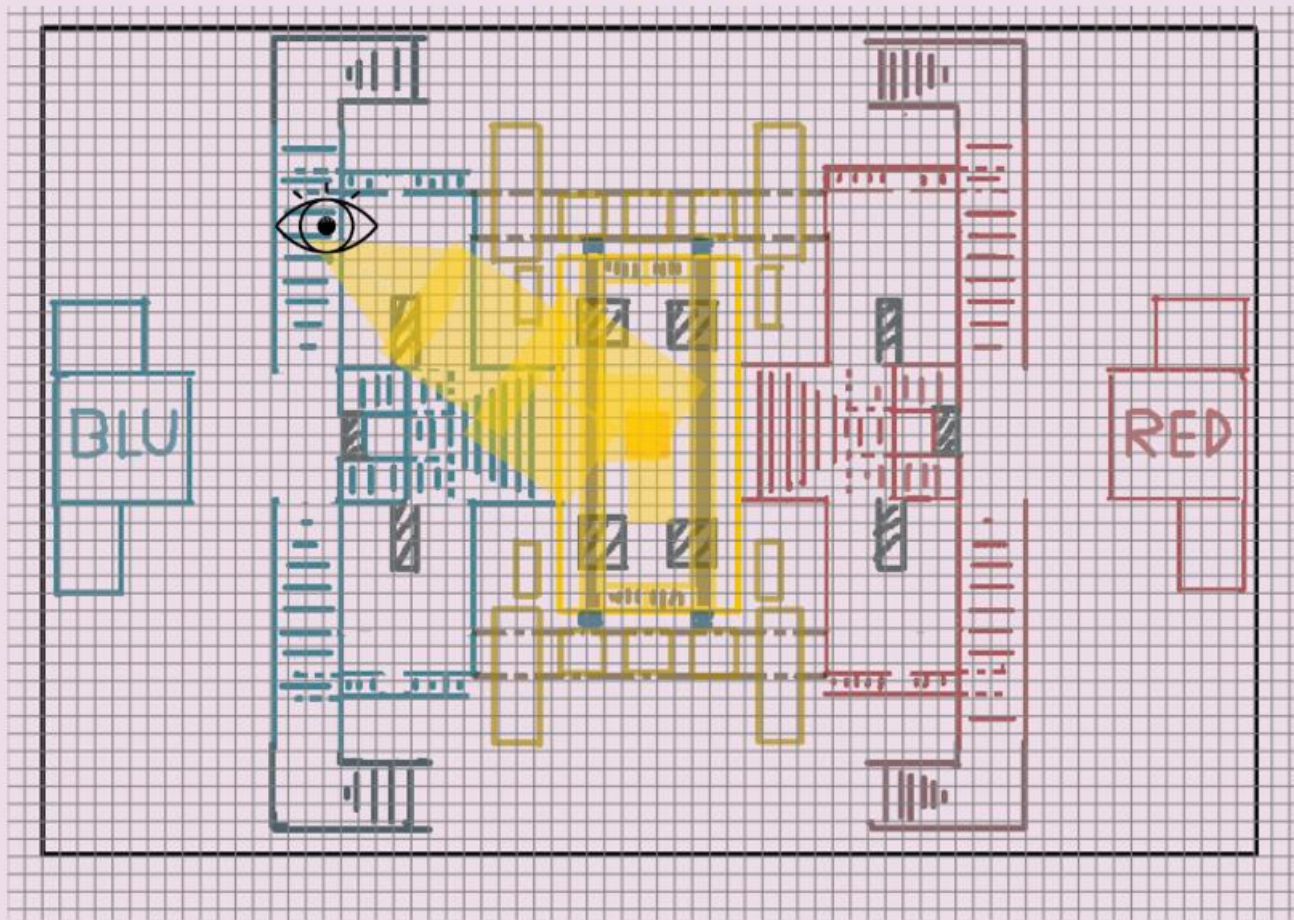
SIGHT LINES

Players converge to the middle of the high ground due to the barricades placed
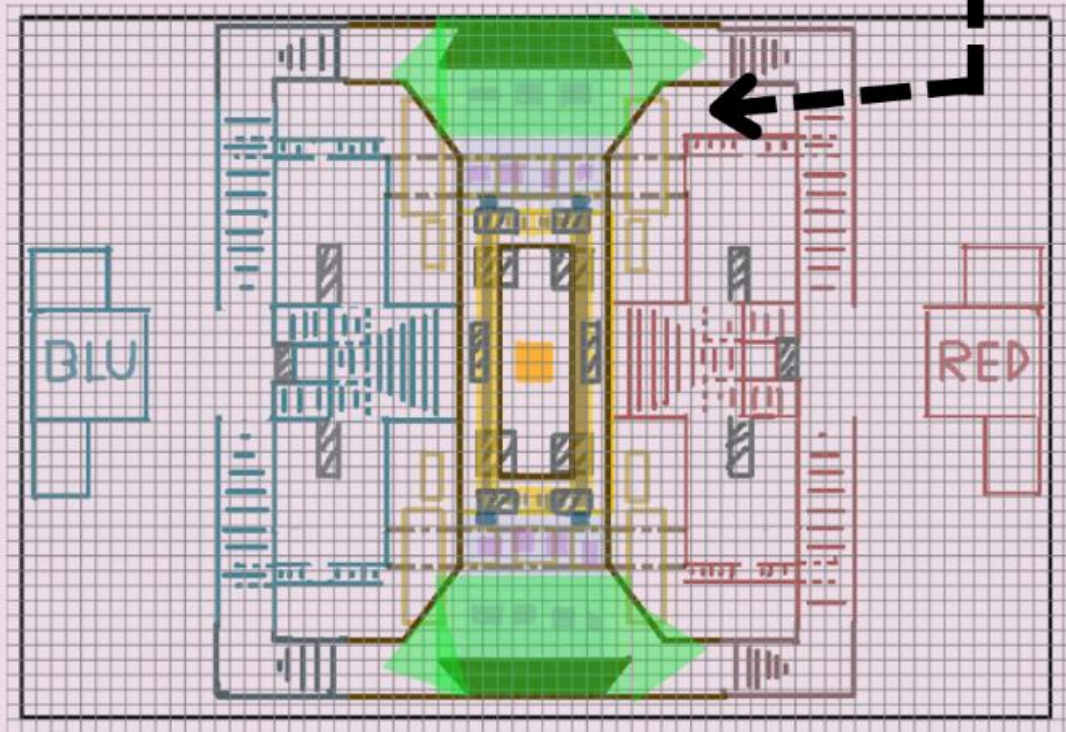
FUNNELING

- Cover is placed at the mid ground to prevent spawn peeking as well as on point to prevent team imbalance. On the high ground cover is placed to allow for better balance.
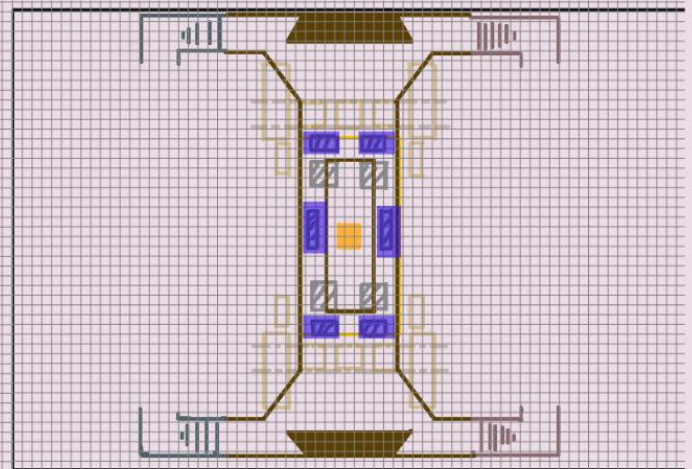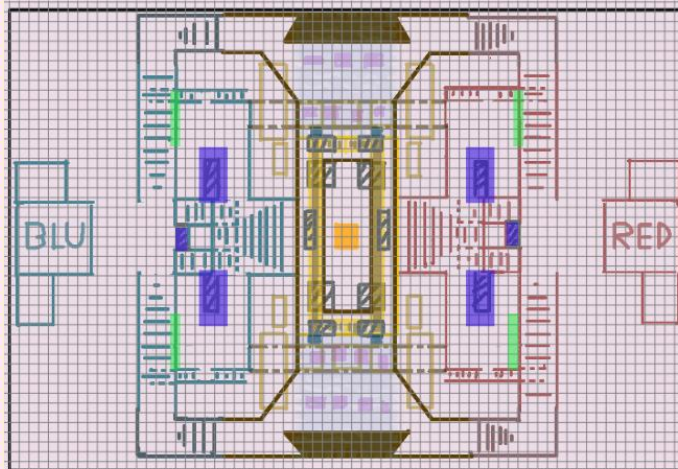
SOFT COVER
HARD COVER
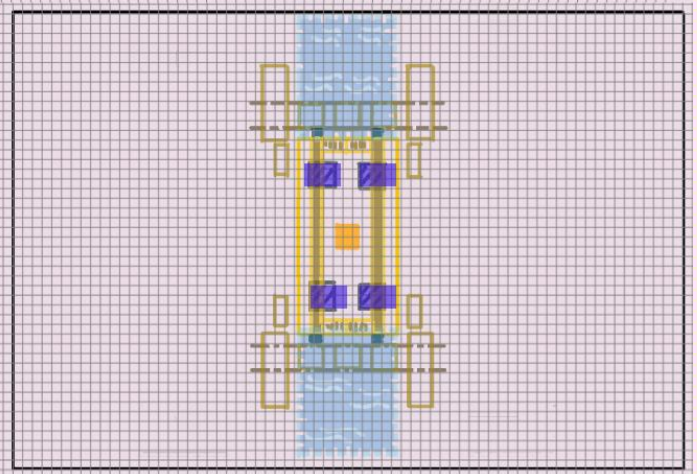
- Choke points are created at the high ground due to fights over control over high ground. There are choke points on the mid ground as well before entering point through main.

GETAWAY ROUTES

FLANK ROUTES

CHOKEPOINTS
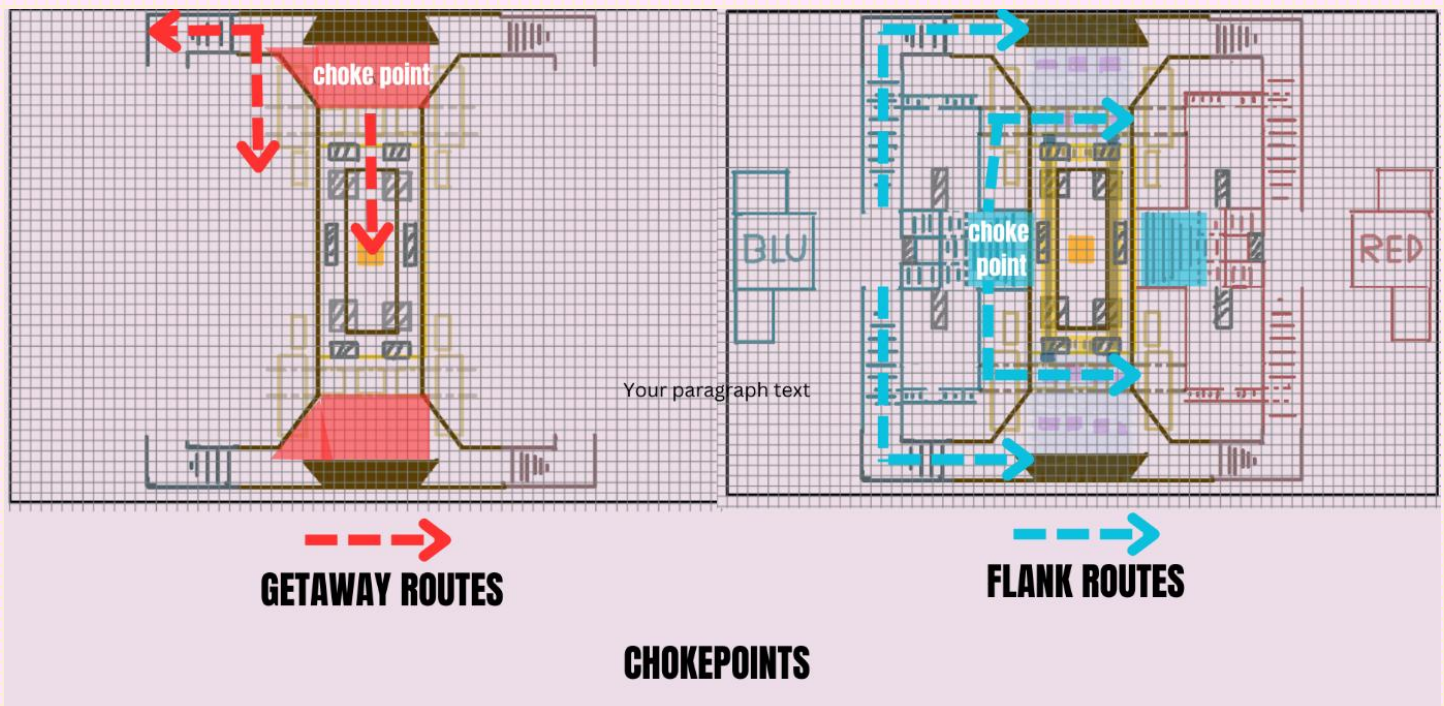
Balance
Balance considerations

- The map is symmetrical to prevent any imbalance from both teams. This allows both teams to perform fairly well from all sides of the map
- An equal amount of pickups are placed on each side of the map which ensures no power creeps
- The symmetry of the map is symmetrical both vertically and horizontally which simplifies options with how they want to approach point while making it balanced for both sides.

Visual Development
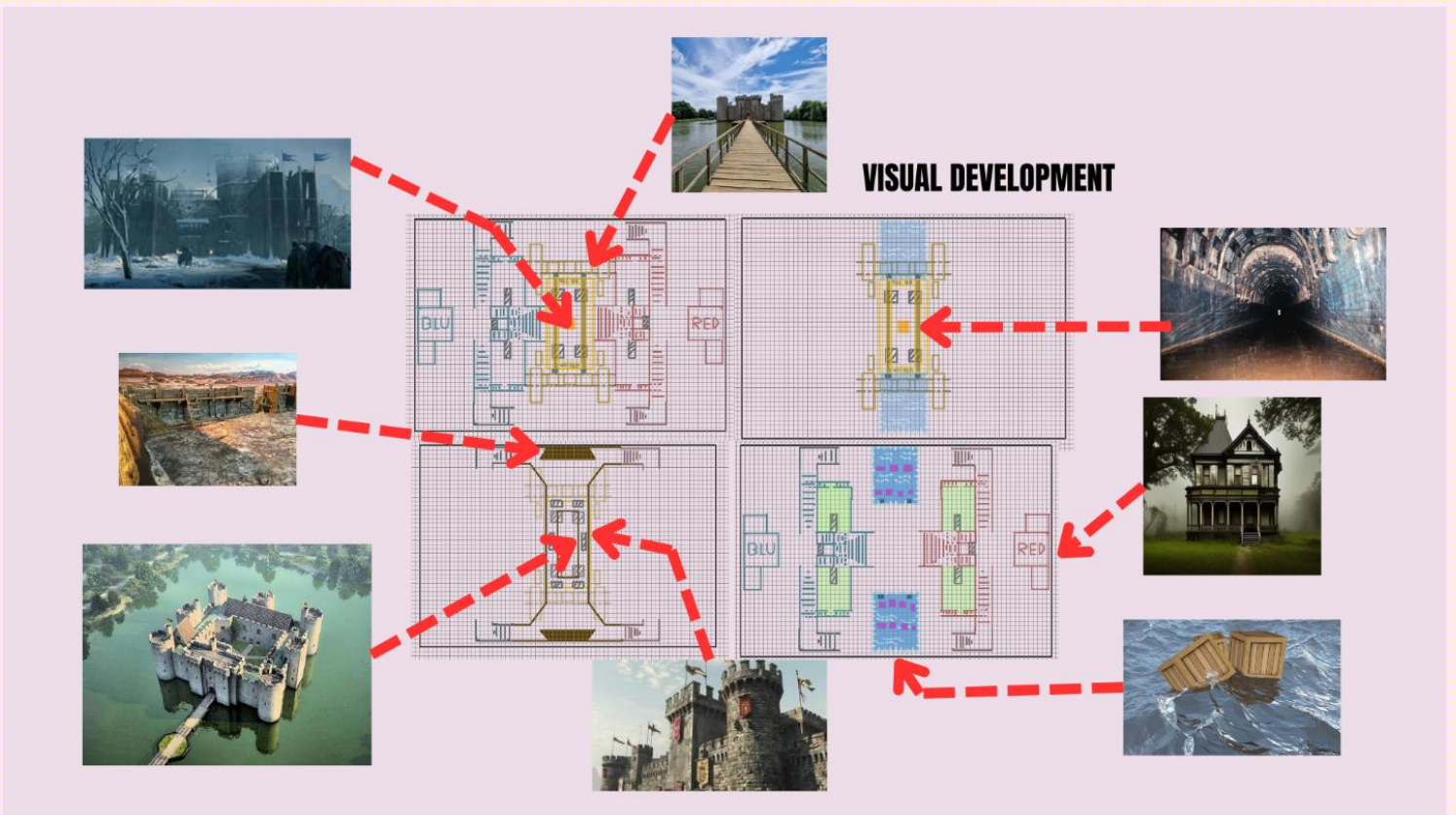
- The map is set in a snowy castle. The blue and red teams have a bit of variation with blue consisting of mostly stone materials and red consisting of wood. The point is in a castle with the higher ground having a direct line of sight on point the higher ground has flags for its aesthetic. There bridges branching out as flanks on the side of point going all the way to the other teams side. Under point has tunnels with water flowing outside all the way under the bridges. The water under the bridges contain boxes for teams to step on.

AFFORDANCE

Lighting on the bridge and tunnels give players a general idea of where they can go

AFFORDANCE

Arrows on boxes which give players and idea of the path they can take

AFFORDANCE
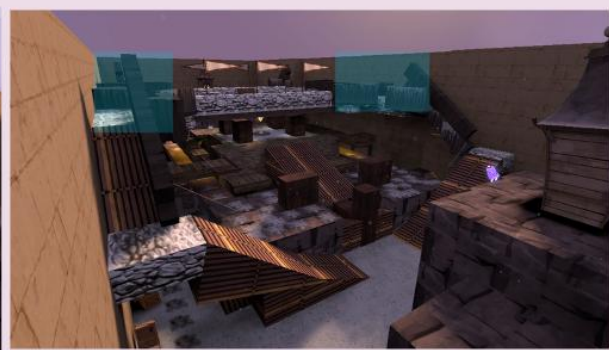
Barricades converging on the high ground can lead
players to the middle of the high ground

Flags on top of point are a big indication of where the
point would generally be

Breadcrum trail leading to a flank on point

This path leads to the boxes on water where players can use it to jump
on the waterfall

Testing

Testing plan

When it comes to testing the level there will be play sessions conducted which will contain around 10 people per session this will be enough to gain proper feedback for each iteration of the level.

No.	What to look out for
1.	How long does it take for players to reach point?
2.	Are all the routes used if not why?
3.	Can players take point back after they lost control?
4.	Are all classes viable and balanced?
5.	Do any parts of the map feel unnecessary or weak?

No.	Testing questions	Type of answer
1.	Thoughts on the number of pickups?	Rating
2.	What classes did you play?	Choice(all classes)
3.	Any bugs found	Choice (yes/no)
4.	Were there any operators you feel were unbalanced	Choice(all classes)
5.	Was the map fair?	Choice(yes/no)
6.	Was the map too big	Choice(yes/no)
7.	What were your favorite areas of the map	Text

Change logs

Version 1.0

- Added a new layer (high ground) which looks down upon point.
- Added two massive stairways right next to spawn leading up to the high ground.
- Added some cover on point for more tactical play.

- Removed the massive stairways leading to the enemy's side and converted it to the stair ways leading to the high ground.
- Added a window looking down on point where players can shoot from at the high ground to allow for more tactical play.

Version 2.0
- Changed the location of the massive stairways and connected it to the mid ground to make it more accessible for all roles and to shorten the time spent getting to high ground.
- Added some cover beneath the massive window looking down on point to prevent spawn peek and to allow players to descend from the high ground with no damage.
- Added cover on the stairs to prevent enemy fire to early on which acts as a buffer.

Version 3.0
- The stairs now lead to high ground from straight to diagonal to allow for better map flow and direction.
- Added cover when ascending to high ground to prevent early enemy fire and lead team fights right above point.
- Added further cover from mid ground to prevent spawn peek which allows for safer routes.
- Added a new layer under point which acts as tunnels. These tunnels can be used to flank, retreat from enemy fire and to act as a safety net from enemy fire from the high ground.
- Added some more cover near high ground to balance out the battles taking place there.
- Increased the amount of lighting for the map for better map direction and flow.
- Added some new pickups below mid ground.
- Made area at the sides underneath the point(low ground), a death pit now.