

# Level Design Document

GDS212

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**Map Name :**

Labor Town

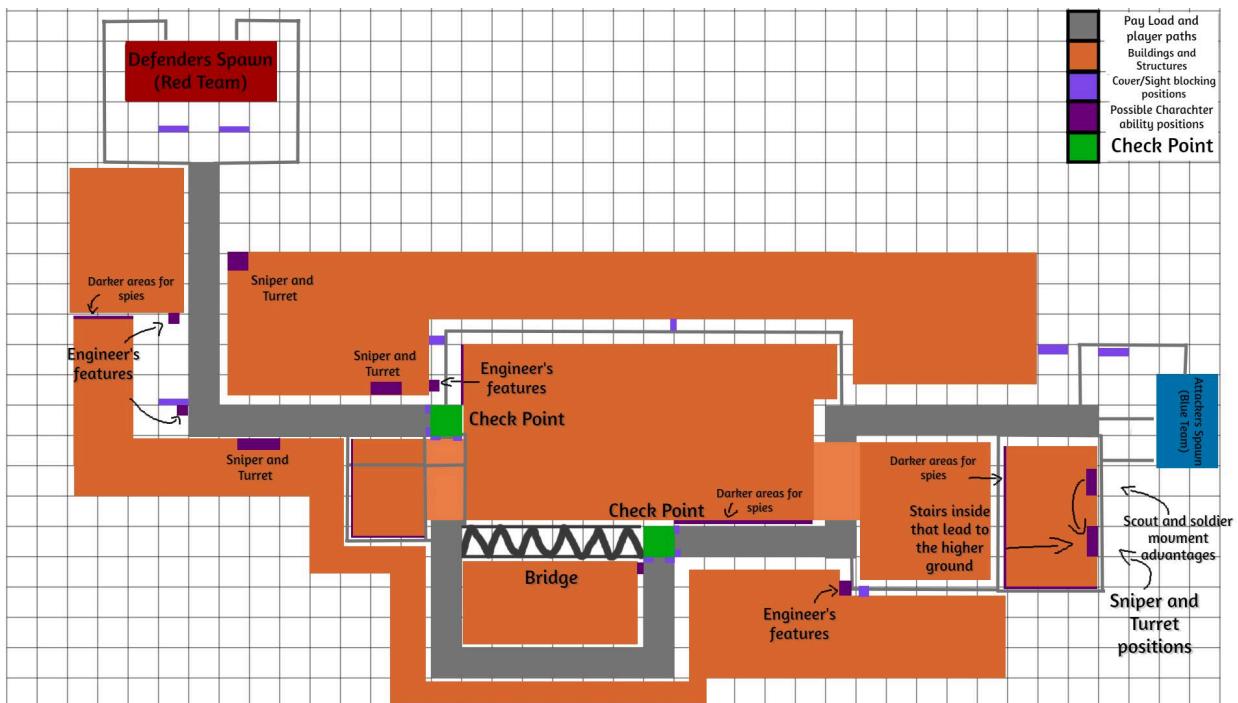


## Executive Summary

This document is for designers to have an understanding of the process and decisions of a level or levels developed. This level is designed for Team Fortress 2 and the game mode serving is payload, where one team assists a train filled with explosives to the base of the other team bypassing checkpoints. The objective is to either make sure the blue team assists the payload till the red base or red base defend and stop the other team from reaching their base. All this comes with a time constraint which applies pressure to both teams

## Layout & Structure

The design theme is outdoors but restricted in a certain area where players can move around to their preference and advantage. The level consists of certain buildings that players can use to get verticality against other players for convenience and cover from other players. The level is balanced in the sense of movement giving this level multiple areas of interaction.



## Molecule Design

The level consists of two points or bases namely red base and blue base where the players start their game from. The red base are the ones defending their base and the blue base are pushing the payload towards red. The route of the payload goes through the level but interaction zones are at multiple areas to make sure either team can strategize and attack/defend.

## Game Grammar

Level consists of:

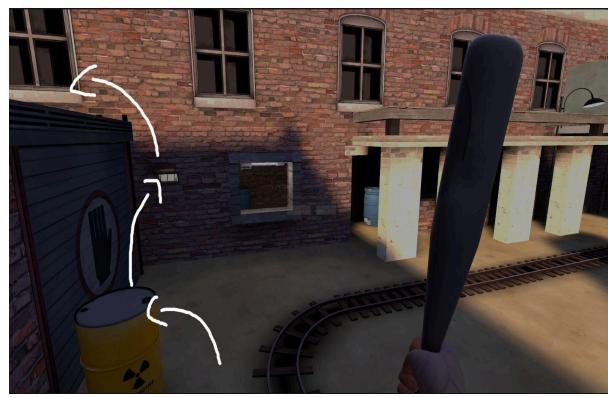
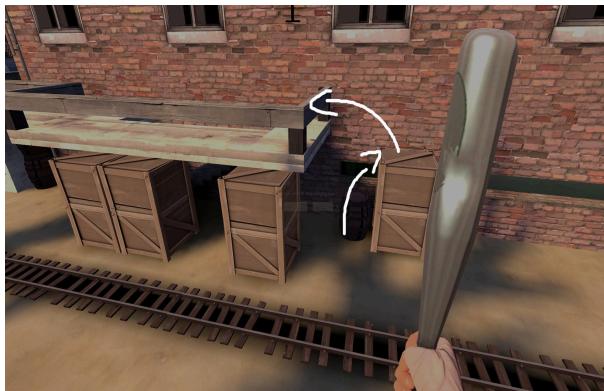
- Two bases (Blue and Red)
- Two checkpoints
- A Bridge
- Four accessible building with bridges
- Two health packs in each building
- Two ammo packs in each building
- One semi accessible building for limited movement

## Unique Character Class Implementation

The Map and its layout is Designed in a way where it can cater multiple Character classes of Team Fortress 2. In every section you can find areas that can be utilized by different class abilities, some examples can be seen here for various classes.

### Scouts and Soldiers –



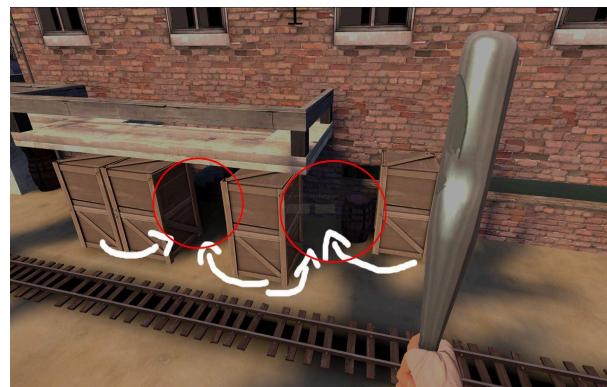


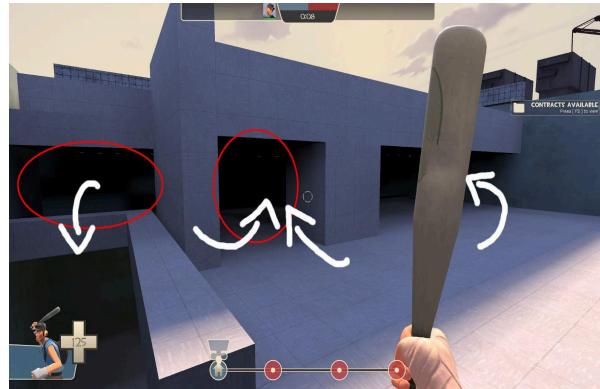
## Snipers and Engineer Turrets -





## Pyros and Spy Dark Hiding Corners –





## Unique Design Intent

### Bridge -

The Map Consists of 2 Checkpoints for the Payload between checkpoint 1 and 2 there can be seen a Bridge that Connects both creating a shortcut route to save time and to add on to the map dynamics.



As starters the Bridge is to be closed as default as it is also under construction, however classes that are swift and can really jump such as Scouts, Soldier and Demo man have the advantage to cross it while it is closed. However the logic behind the bridge is that once the first checkpoint is triggered its doors open up until the next is triggered.



So basically the bridge is open when the payload is between the 2 checkpoints to make it easier for the blue team to catch up to it after respawn.

### Factory -

The building block behind interactable building 1 is called factory and the logic behind it is that it has a transparent glass on two corner side walls of the building so that the players pushing the payload can have some information about the people or the situation on the other side of the factory. And the same vice versa for the other players on the opposite side.

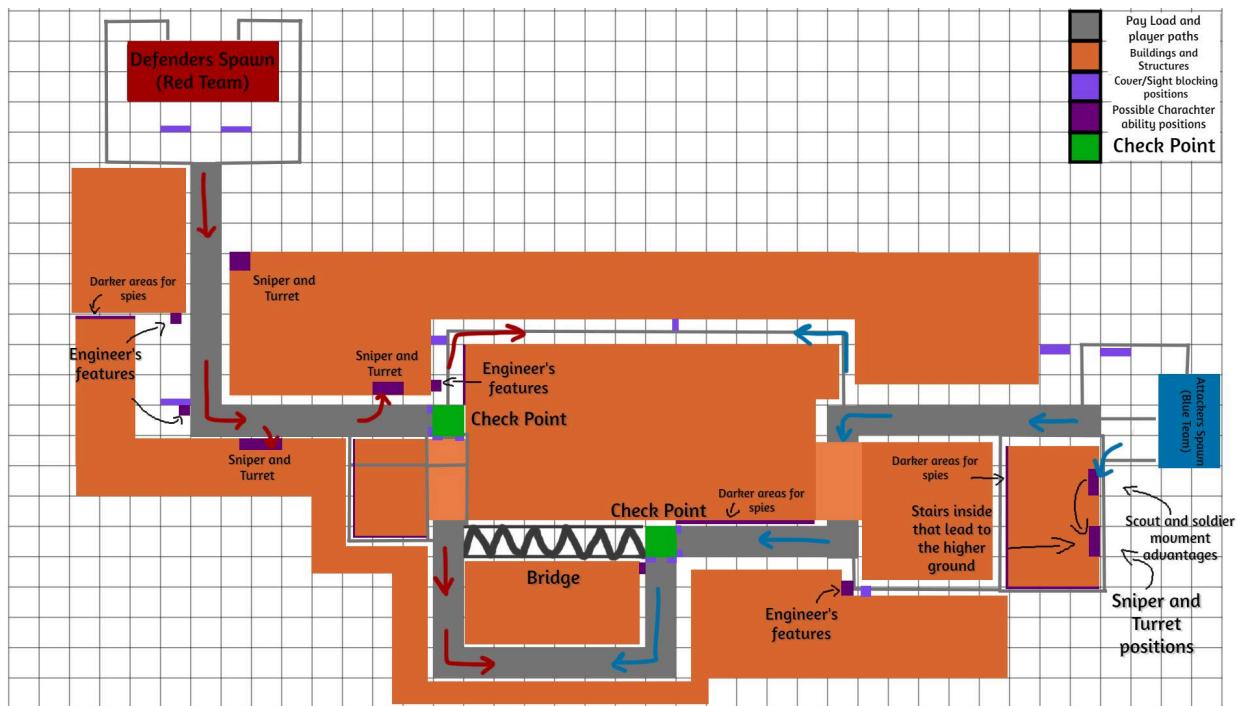


The factory has some story telling interior that goes along with the story/aesthetics of the map.



## Flow of Player Progression

The level consists of various routes for the players to move through. First being the main route of the payload track which is slightly open for the players to interact with the enemies, the other being through the building bridges where the player can cross from one building to another and lastly the alleyways near the checkpoints and the main bridge that lies in the center of the level for player to move and progress faster instead of a longer route. This gives the players an opportunity to strategize and move around accordingly to their advantage.



**MAP URL:**

[Labor town | TF2Maps.net](http://Labor%20town%20%7C%20TF2Maps.net)