

Infection Maps To-do List

Note: Sharp Edges = 2012 Terraforming that looks unprofessional and needs to be fixed without ruining games

Map: Aurelis

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : Yes and removing some invis blocks

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: YES

Map: Cherokee

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : Yes, simple edits to builds

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: YES

Map: 1688

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : Yes

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : Boost spots needs to be blocked

Notes:

Complete: YES

Map: Caves

Op Spots Need Fixing? : No

Block glitch spots need fixing? : No

Do they need more than just invis blocks? :

Sharp Edges? : Yes

Colour pallet need updating? : Yes

Gameplay Broken? : Yes

5Else? : Could do with 2 or 3 more simple spots, the map is won or lost on luck.

Notes:

Complete: YES

Map: Mineshaft

Op Spots Need Fixing? : No

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : No

Sharp Edges? : Yes

Colour pallet need updating? : Yes

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: No

Map: Overgrowth

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : Yes

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : Yes

Anything Else? : 1.14 vines need to be removed.

Notes:

Complete: Yes

Map: Nether

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : Yes, simple building fix

Sharp Edges? : Yes

Colour pallet need updating? : Yes

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: YES

Map: Carnival

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : Yes

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : Yes

Anything Else? : Move map away from old lobby, then add 5 more blocks around the sides for better gameplay.

Easy Fix.

Notes:

Complete: YES

Map: Dragonland

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : Yes, building would look alot better than invis blocks

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: Yes

Map: Azteca

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : Yes, builders will need to tweak the map abit.

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: YES

Map: Winter

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : Yes, simply adding more ways onto the trees instead of adding invis blocks would mean people can still use the trees but have a harder time surviving due to having to defend from multiple angles.

Sharp Edges? : No

Colour pallet need updating? : Yes, in the tunnels

Gameplay Broken? : No

Anything Else? : There was a hole in the fence when there was iron block barriers, it's now filled with glass.

Notes:

Complete: No

Map: Towers

Op Spots Need Fixing? : No

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : Yes, simple builder fix

Sharp Edges? : Yes

Colour pallet need updating? : No

Gameplay Broken? : No

N12Anything Else? : No

Notes:

Complete: YES

Map: Rust

Op Spots Need Fixing? : No

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : No

Sharp Edges? : No

Colour pallet need updating? : Yes, all built with the same block.

Gameplay Broken? : No

Anything Else? : Remove the bedrock from spawn

Notes:

Complete: YES

Map: Nuketown

Op Spots Need Fixing? : No

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : No

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: YES

Map: Desert

Op Spots Need Fixing? : No

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : No

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : Boost spot needs to be blocked.

Notes:

Complete: YES

Map: Coastal cliff

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : Yes

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : Boost spot needs to be blocked, maybe re-work the sails.

Notes: New sails are subject to testing and may be changed

Complete: YES

Map: Argentan

18Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : Yes

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : Yes

Anything Else? : Map needs a total re-work.

Notes:

Complete: No

Map: Outbreak

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : Yes

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? :

Notes:

Complete: YES

Map: Biomes

Op Spots Need Fixing? : No

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : No

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: YES

Map: Metropolis

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : No

Do they need more than just invis blocks? : Yes

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : No

Anything Else? : Spawn needs to be moved.

Notes: Fixed some spots, still needs spawn moved

Complete: No

Map: Cliff

Op Spots Need Fixing? : Yes

Block glitch spots need fixing? : Yes

Do they need more than just invis blocks? : Yes

Sharp Edges? : No

Colour pallet need updating? : No

Gameplay Broken? : Yes

Anything Else? : Allow alternate access to roof to make a new spot/less op

Notes:

Complete: YES

Map: Hijacked

Op Spots Need Fixing? : Yes, Op water spots
Block glitch spots need fixing? : Yes, the whole boat
Do they need more than just invis blocks? : Yes
Sharp Edges? : no
Colour pallet need updating? : no
Gameplay Broken? : kinda
Anything Else? : no
Notes:
Complete: YES

Map: Area 51
Op Spots Need Fixing? : invis block parkour
Block glitch spots need fixing? : Yes, whole outer map
Do they need more than just invis blocks? : not sure yet
Sharp Edges? : no
Colour pallet need updating? : no
Gameplay Broken? : no
Anything Else? : no
Notes:
Complete: YES

Map: Airforce
Op Spots Need Fixing? :
Block glitch spots need fixing? : Yes
Do they need more than just invis blocks? : No
Sharp Edges? : No
Colour pallet need updating? : No
Gameplay Broken? : No
Anything Else? : No
Notes:
Complete: YES

Map: Mountain View
Op Spots Need Fixing? : No
Block glitch spots need fixing? : Yes
Do they need more than just invis blocks? : Yes
Sharp Edges? : No
Colour pallet need updating? : No
Gameplay Broken? : No
Anything Else? : Boost spot needs to be fixed
Notes:
Complete: YES

Map: The Vault

Op Spots Need Fixing? : Yes
Block glitch spots need fixing? : No
Do they need more than just invis blocks? : No
Sharp Edges? : No
Colour pallet need updating? : No
Gameplay Broken? : No
Anything Else? : No
2Notes: Noobcrew fixed when the mapped was added.
Complete: **YES**

Map: Cavern
Op Spots Need Fixing? : No
Block glitch spots need fixing? : No
Do they need more than just invis blocks? : No
Sharp Edges? : No
2Colour pallet need updating? : No
Gameplay Broken? : No
Anything Else? : Janice is talking to Alex about possible barrier problems
Notes:
Complete: **YES**

Map: Tropics
Op Spots Need Fixing? : Yes
Block glitch spots need fixing? : No
Do they need more than just invis blocks? : No
Sharp Edges? : No
Colour pallet need updating? : No
Gameplay Broken? : No
Anything Else? : Zombies glitch on top of spawn tree, not a big problem, i'll talk to the map builder about moving the tree backwards - doesnt want it moved
Notes:
Complete: **YES**

Map: Track
Op Spots Need Fixing? : No
Block glitch spots need fixing? : No
Do they need more than just invis blocks? : No
Sharp Edges? : No
Colour pallet need updating? : No
Gameplay Broken? : No
Anything Else? : No
Notes:
Complete: **YES**

Map: Temple
Op Spots Need Fixing? : No
Block glitch spots need fixing? : No
Do they need more than just invis blocks? : No
Sharp Edges? : No

Colour pallet need updating? : Yes

Gameplay Broken? : No

Anything Else? : No

Notes:

Complete: YES