

"Warehouse" by Roy Lu (3/25/2025)

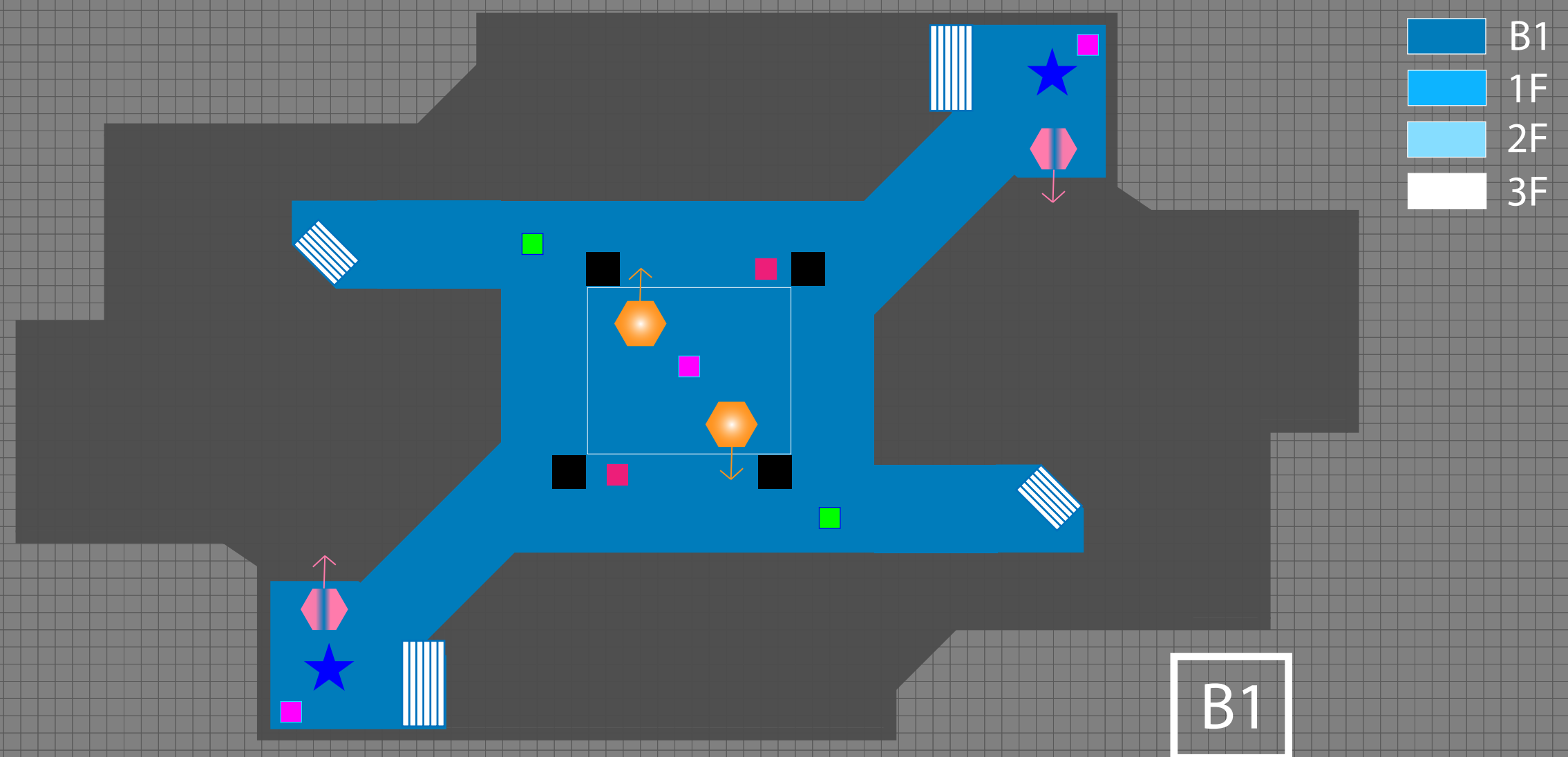
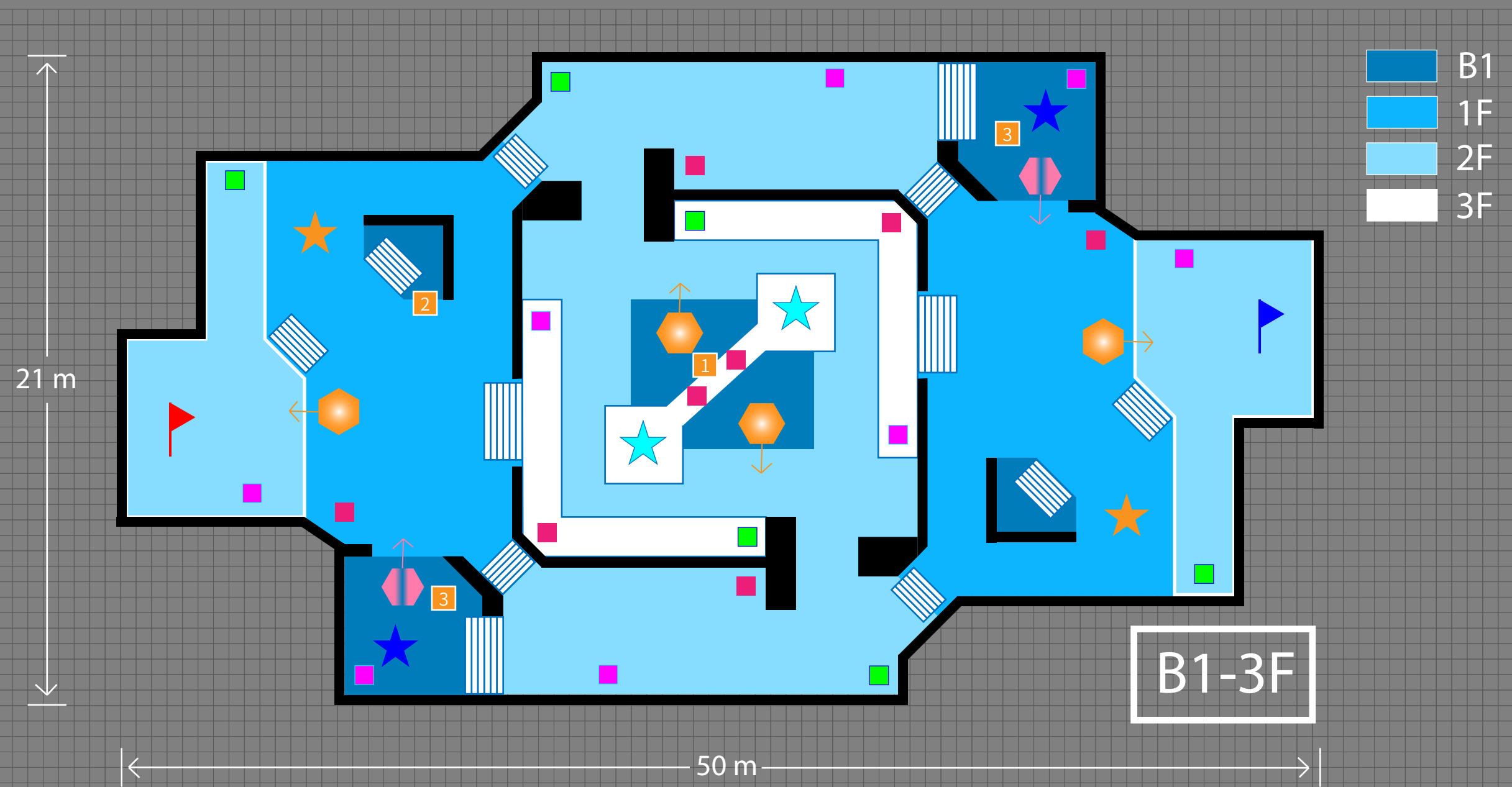


Figure 1: Level Layout

LEGEND

- Jump Pad to 2F
- Jump Pad to 1F
- Solid Wall
- Flag (Red/Blue)
- Rocket Launcher
- Machine Gun
- Sniper Rifle
- Stairs
- Health Pickup
- Ammo Pickup
- Shield Pickup

CALLOUTS

- 1 Sky Bridge
- 2 Basement Entrance
- 3 Basement Exit

SCALE

- 50cm*50cm
- 200cm*200cm

Each floor is 350cm high

AESTHETICS

The "warehouse" consists of some military styled kits and is an enclosed space, it has a ceiling and in the middle of the ceiling has collapsed, forming a skylight.

Figure 2: Warehouse Interior [1]

LIGHTING

The environment of 1F, 2F and 3F is bright with cool-toned lighting, while the lighting in B1 is dim. In the middle of the map, there is a skylight that lets in warm-toned natural light.

Figure 3: Lighting Theme [2]

Figure 4: Skylight [2]

GAME SETTINGS

Mode: CTF
 Player Count: 2-12
 Time Limit: 15 minutes
 Goal Score: 5 Flags

REFERENCES

[1]"[Re-light] Safe House, Stuart Huang Ji," ArtStation. Accessed: Mar. 25, 2025. [Online]. Available: <https://www.artstation.com/artwork/EaWzP0>

[2]"3D Sci-fi Warehouse, Heuibeom," ArtStation. Accessed: Mar. 25, 2025. [Online]. Available: <https://www.artstation.com/artwork/WKz2OJ>