



Overstream User Testing Document

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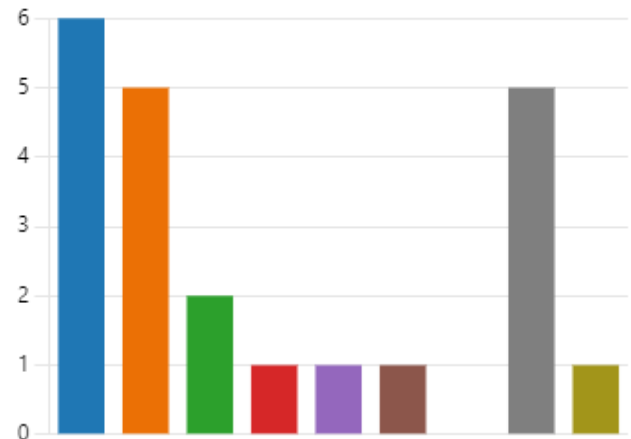
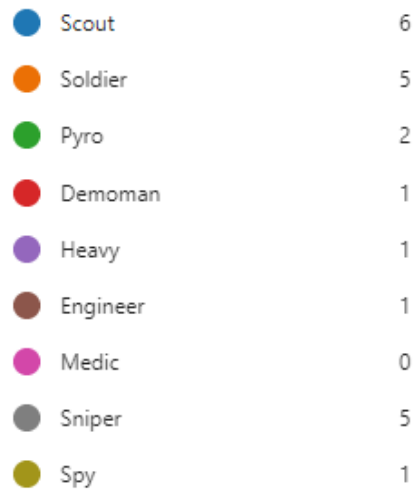
Playtesting

Testing Plan

The plan for playtesting the level is to play the level with a group of people, spending some time playing in the level against player as well as spectating the match itself, taking feedback from the players using a questionnaire. Playtesting with bots will also be performed, but it won't be used for any formal testing information or influencing the design of the level.

Testing Feedback – Playtest 1

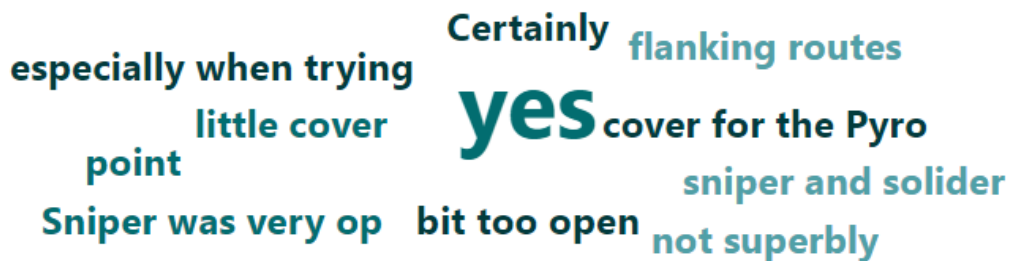
1. What classes did you play?



During the playtesting, the classes people picked trended towards the offensive classes, with *Scout* and *Soldier* being the most dominant.

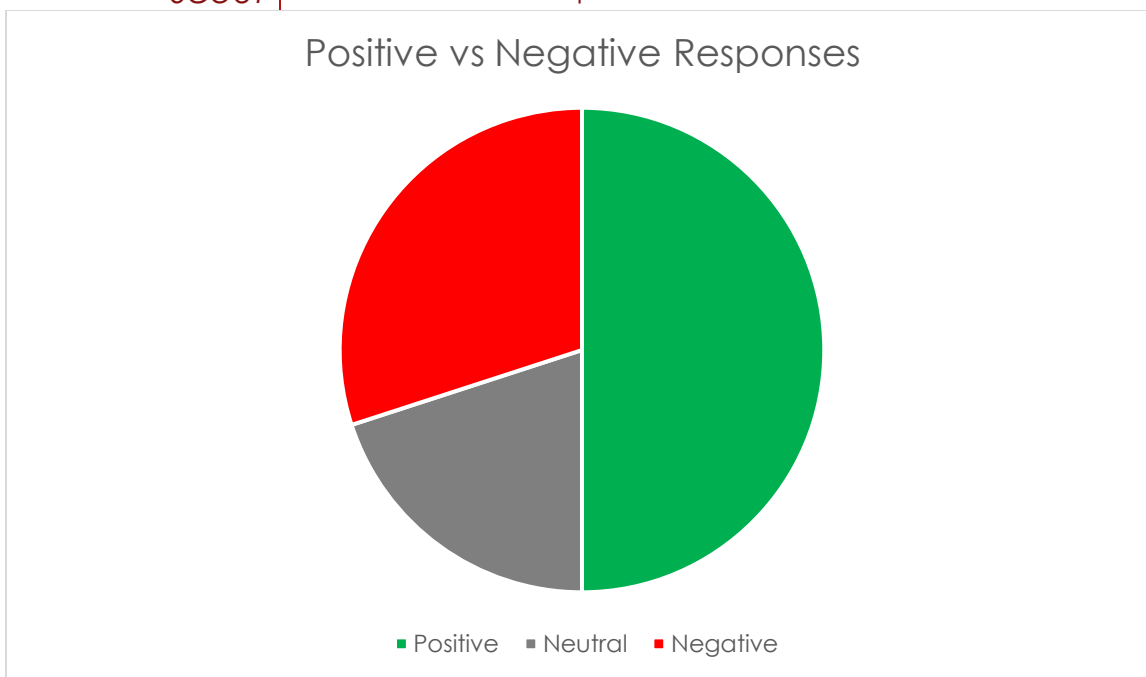
2. Did the map feel suited to the class?

4 respondents (40%) answered **yes** for this question.



Class(es) Played	Response
Scout, Spy, Sniper	Yes
Heavy	Not superbly

Soldier	Yes
Scout	Not really there were many flanking routes
Pyro, Soldier, Sniper	For the sniper and soldier yes, I felt there was very little cover for the Pyro especially when trying to capture the point.
Soldier	Yes
Soldier	Certainly
Sniper	Yes
Soldier, Sniper	Sniper was very OP
Scout	No. It felt a bit too open.



3. Did one of the paths to the point seem better than the others?

6 respondents (46%) answered **path** for this question.

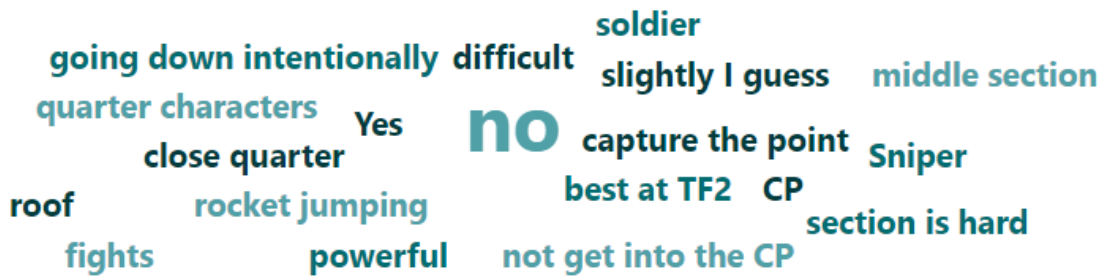


Class(es) Played Response

Scout	The right-hand side path as the left-hand side one took longer to travel as you had to go around.
Scout, Spy, Sniper	No
Heavy	They felt the same
Scout, Demoman	No
Sniper, Scout, Engineer	Up the ramp to the sniper point and jumping out the windows
Soldier, Sniper	The one on the left as you could go onto the roof and cover spawn
Scout	The centre point seems to be the best path
Pyro, Soldier, Sniper	I felt very drawn to the central path
Soldier	Didn't notice too much
Soldier	Yes, the right path seemed almost pointless.
Pyro	The roof aside, one of the paths from spawn goes on for ~10 seconds
Sniper	No
Scout	The side paths seemed better

4. Did you feel like you were being killed more than usual?

5 respondents (36%) answered **no** for this question.



Class(es) Played	Response
Scout	Yes, as the close quarter characters could not get into the control point easily.
Scout, Spy, Sniper	No
Heavy	Yes, the middle section is hard to get it after losing it
Scout, Demoman	No

Sniper, Scout, Engineer	No, as Sniper ended up being VERY powerful.
Soldier	No
Scout	Yes, from Soldier
Pyro, Soldier, Sniper	No, only when trying to capture the point which is expected
Soldier	While being on the roof from rocket jumping it was very difficult to die without going down intentionally
Soldier	I'm not the best at Team Fortress 2 but slightly I guess.
Pyro	Very much so
Sniper	Yes, mainly within the fights happening before the capture point
Soldier, Sniper	Yes
Scout	Yes

5. Did the map feel too open or too closed in?

● Too open	8
● Too closed in	1
● Neither	5

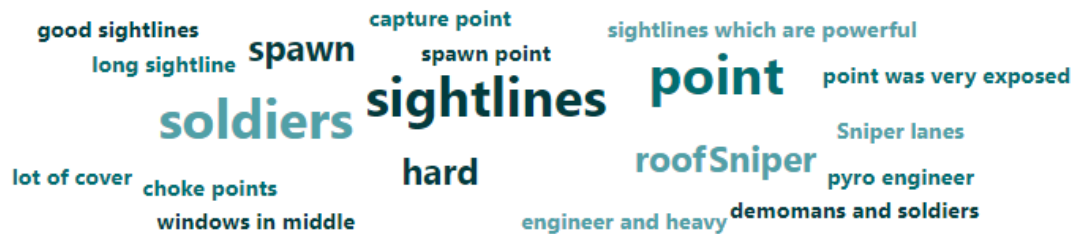


Class(es) Played	Response
Scout	Too open
Scout, Spy, Sniper	Neither
Heavy	Too closed in
Scout, Demoman	Neither
Sniper, Scout, Engineer	Too open
Soldier	Too open
Scout	Neither
Pyro, Soldier, Sniper	Neither
Soldier	Too open
Soldier	Neither
Pyro	Too open
Sniper	Too open

Soldier, Sniper | Too open
Scout | Too open

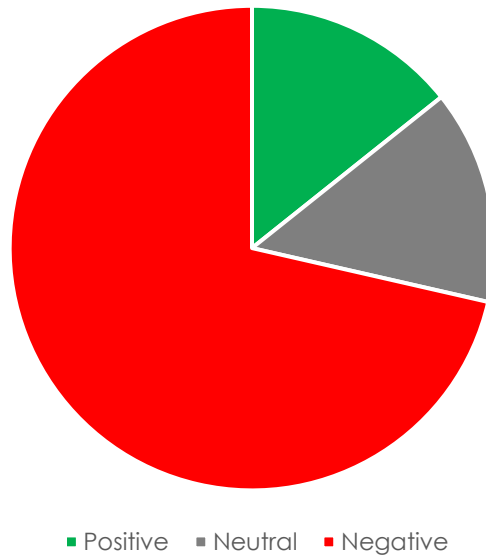
6. Do you think the sightlines were balanced on the map?

3 respondents (21%) answered **sightlines** for this question.



Class(es) Played	Response
Scout	Yes
Scout, Spy, Sniper	Yes
Heavy	No, the map in itself was too small for 8v8 and sightlines were more for Pyro, Heavy and Engineer, and some guy climbed on the roof with a Soldier which was effective
Scout, Demoman	Yes but the Demomen and Soldiers get on top of buildings then they have very good sightlines which are powerful.
Sniper, Scout, Engineer	Sniper lanes need a nerf, being able to see over the fence was very strong.
Soldier	No
Scout	Yes although Snipers have a very long sightline in the centre
Pyro, Soldier, Sniper	There was quite a bad exploit where the soldiers could get above the other spawn point, making it hard for other team to escape
Soldier	There were many places where Soldier could camp enemy choke points from the roof and still see the capture point.
Soldier	No
Pyro	The point was very exposed
Sniper	Some angles felt a little unfair, mainly from the windows in the middle facing out towards the spawns, there isn't a lot of cover so it is rather hard to push
Soldier, Sniper	No
Scout	No

Positive vs Negative Responses



7. What map element did you like?

5 respondents (38%) answered **water** for this question.

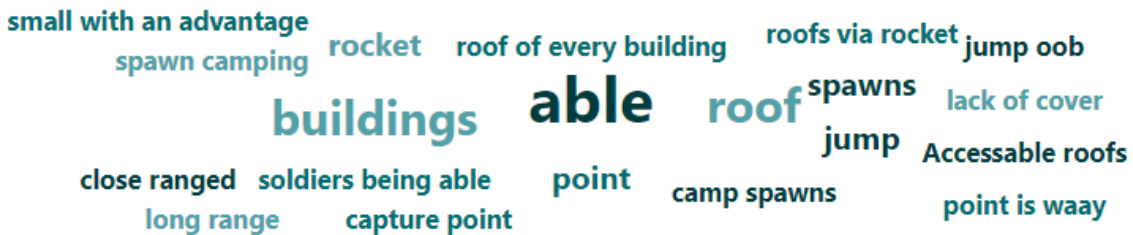
central point point was interesting river was really cool
 space - being able cool **water point** window in the buildings
 routes to the point able capture point cool addition

Class(es) Played	Response
Scout	I liked being able to fall off the control point into the water to mitigate damage.
Scout, Spy, Sniper	The water
Heavy	The water and how it wasn't just linear was cool
Scout, Demoman	The open space – being able to move around is really nice because it doesn't feel like a maze.
Sniper, Scout, Engineer	The raised point was interesting, keep that in.
Soldier	Being able to kill people from the roof
Scout	The windows in the buildings

Pyro, Soldier, Sniper	I liked the elevated central point
Soldier	The water was a fun feature
Soldier	The openness
Pyro	The river was really cool.
Sniper	The water beneath the capture point was a pretty cool addition, but didn't feel impactful.
Scout	The different routes to the point

8. Was there an element that you didn't like?

4 respondents (29%) answered **able** for this question.



Class(es) Played	Response
Scout	I did not like the lack of cover, it favoured long range characters more.
Scout, Spy, Sniper	Soldiers being able to rocket jump out of bounds
Heavy	Like I said, it's too small and the capture point is way too small with an advantage to Red I think
Scout, Demoman	Soldiers and Demomen being able to jump on top of buildings and camp spawns.
Sniper, Scout, Engineer	Only issue was the water has a missing texture if you go inside it.
Soldier	Feeling bad for being able to kill people from the roof
Scout	Soldier can get on top of the buildings too much
Pyro, Soldier, Sniper	Very exposed and little cover around the point, making it harder for close ranged players to influence the game
Soldier	Being able to camp on top of the roof of every building
Soldier	Accessible roofs via rocket or sticky jumping
Pyro	It felt very exposed
Sniper	The spawns lacked an extended wall above the door. This leads to very easy spawn camping, which isn't fun.
Soldier, Sniper	Long sightlines

Scout | How open it was

Summary

One of the major issues that was highlighted in the playtest was the map ceiling height being higher than the building roofs, which *Soldier* was able to abuse to spawn camp very easily.

There also was a general consensus of the map feeling too open (outside of a couple of outsiders saying the map felt too small, which it was intentionally built to be on the smaller side), which likely is in part due to the unbalanced *Sniper* sightlines that are present on the map. Particularly the closer range offensive classes found it very hard to attack the point, with *Scout*, *Heavy* and *Pyro* players feeling the map didn't feel very suited to their class because of the openness.

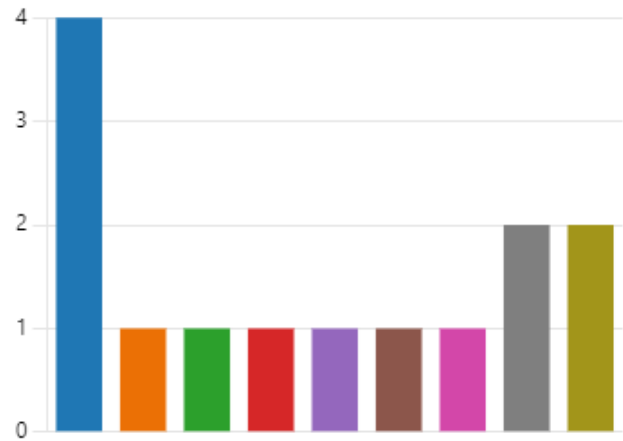
This trend continues into how balanced the different paths felt, as players noted the right path (directly in a *Sniper* sightline) was the worst and needed some reworking. Plus, the "3-path" structure the map was following was more of just a 2-path, as 2 of the paths converge in the *Sniper* sightline before the centre of the map.

On the positive side, the playtesters liked the water element that was put in the map, so the idea of having it as a unique, memorable part of the map seems to have worked well.

Testing Feedback – Playtest 2

1. What classes did you play?

Scout	4
Soldier	1
Pyro	1
Demoman	1
Heavy	1
Engineer	1
Medic	1
Sniper	2
Spy	2



2. How experienced are you with Team Fortress 2?

0-20 Hours	2
20-50 Hours	3
50-200 Hours	2
200-1000 Hours	3
1000+ Hours	0



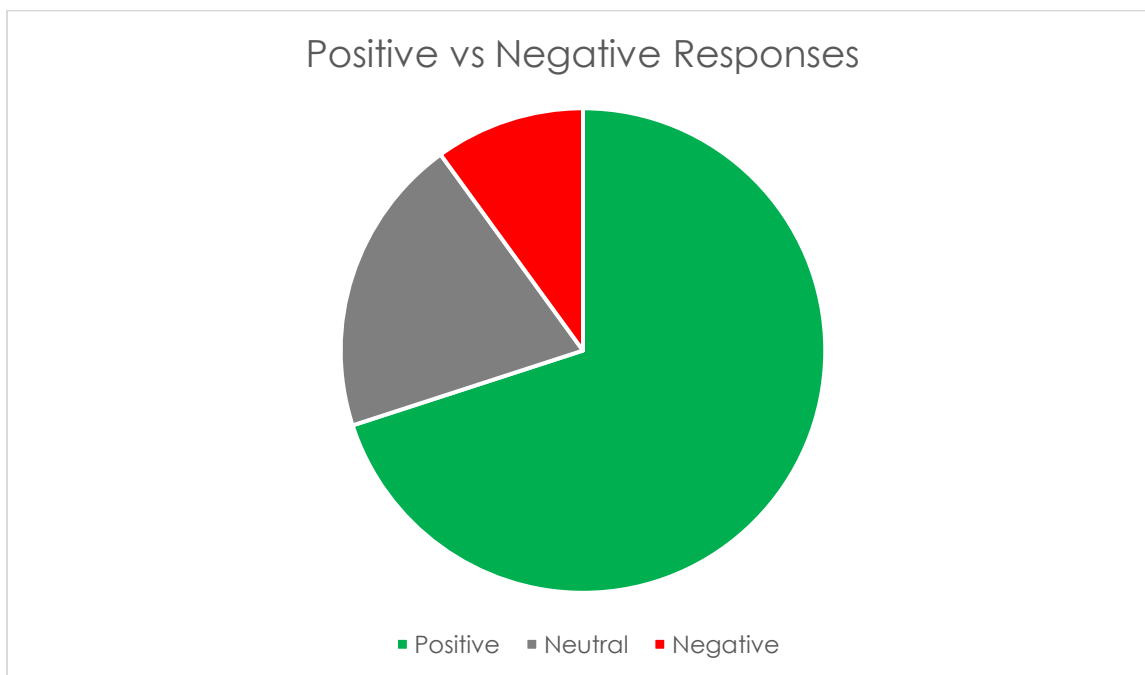
3. How powerful did the class feel on the map?

2 respondents (20%) answered **good sightlines** for this question.



Class(es) Played	Hours	Response
Scout	20-50	Not powerful
Scout, Heavy	50-200	Heavy was alright, Scout felt weak
Demoman, Scout	200-1k	Demoman felt REALLY strong as you could just endlessly put stickies on the point

Engineer	200-1k	Not too OP, some sentry spots, nice teleporter spots
Spy	200-1k	It felt very good, but not too good.
Sniper	20-50	Sniper felt rather strong, as there are good sightlines across certain sections of the map
Soldier	0-20	It felt fairly balanced
Pyro	20-50	Very useable
Sniper	50-200	Sniper did feel balanced as there were good sightlines that could be used by him. I used the right most from spawn (blue team)
Spy, Scout, Medic	0-20	It was, although the flanking routes were not that covered and clear. I always had to be invisible.



4. What class do you think was the most dominant on the map?

4 respondents (40%) answered **sniper** for this question.



Class(es) Played	Hours	Response
Scout	20-50	Engineer, turret spots too strong
Scout, Heavy	50-200	Soldier just rocketing the control point
Demoman, Scout	200-1k	Demoman and Sniper by a wide margin
Engineer	200-1k	Sniper, sightlines are immense
Spy	200-1k	I would say Spy but the enemy team didn't have many Pyros
Sniper	20-50	I was killed most by Spy, but none felt most dominant
Soldier	0-20	Not sure
Pyro	20-50	Sniper
Sniper	50-200	There was no class that felt "dominant" although Sniper did have semi-strong sightlines
Spy, Scout, Medic	0-20	Heavy was good and maybe Soldier

5. How open did the map feel?

● Too Open	2
● Too Closed In	0
● About Right	8



Class(es) Played	Hours	Response
Scout	20-50	Too Open
Scout, Heavy	50-200	About Right
Demoman, Scout	200-1k	Too Open
Engineer	200-1k	About Right
Spy	200-1k	About Right
Sniper	20-50	About Right
Soldier	0-20	About Right
Pyro	20-50	About Right
Sniper	50-200	About Right
Spy, Scout, Medic	0-20	About Right

6. Were there any particular sightlines on the map that felt unbalanced?

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3 respondents (30%) answered **right** for this question.

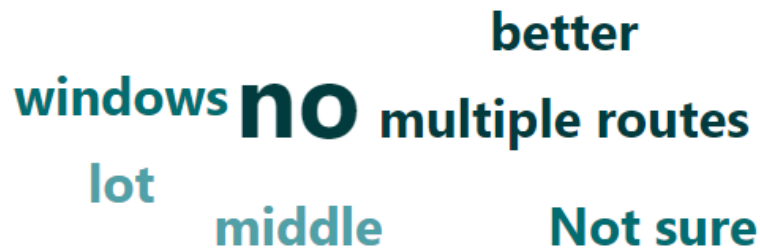


Class(es) Played	Hours	Response
Scout	20-50	No, just overall
Scout, Heavy	50-200	The middle
Demoman, Scout	200-1k	The sniper battlements had views across the entire map, which isn't great
Engineer	200-1k	There's a spot to the side with the Sniper and he can see so far
Spy	200-1k	Not really, there were some sightlines that didn't really lead anywhere though
Sniper	20-50	None within gameplay
Soldier	0-20	There was a window right next to the point and it's just impossible to take the point
Pyro	20-50	There was a sightline on the right path that felt slightly too strong
Sniper	50-200	Blue team – right spot after the initial building that allows you to see the opposite team right building
Spy, Scout, Medic	0-20	You have a long sightline around the centre of the map

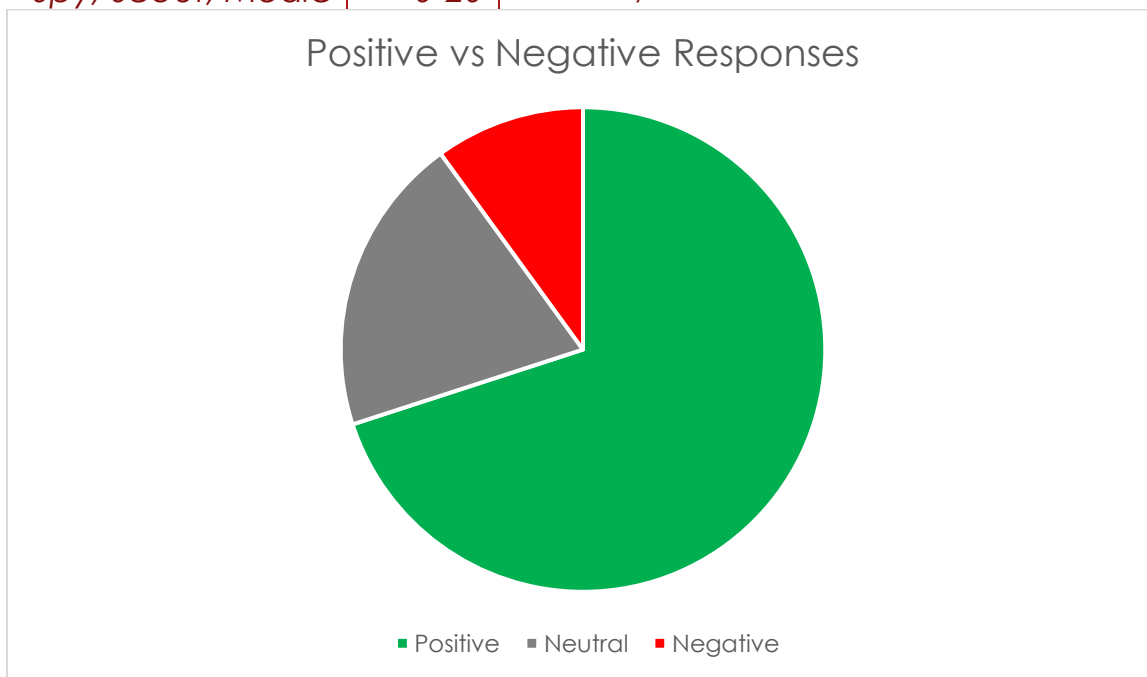
7. Did one path to the point seem to be better than the others?

...

2 respondents (20%) answered **no** for this question.



Class(es) Played	Hours	Response
Scout	20-50	No
Scout, Heavy	50-200	Not really
Demoman, Scout	200-1k	Not really
Engineer	200-1k	Not really, I found myself taking multiple routes
Spy	200-1k	None that come to mind!
Sniper	20-50	I stuck a lot to the windows, but none felt better than the others
Soldier	0-20	Not sure
Pyro	20-50	Yeah – the middle
Sniper	50-200	No, not really
Spy, Scout, Medic	0-20	Not really



8. Did the right path from spawn feel balanced towards attacking the point?

4 respondents (40%) answered **Yes** for this question.

good as other routes
 lot of cover
 not a lot
Yes
 yeah
 no aight

Class(es) Played	Hours	Response
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Scout	20-50	No, not a lot of cover
Scout, Heavy	50-200	It was alright
Demoman, Scout	200-1k	Yeah
Engineer	200-1k	It felt as good as the other routes
Spy	200-1k	Yes
Sniper	20-50	Yes
Soldier	0-20	No
Pyro	20-50	Yes
Sniper	50-200	Yes
Spy, Scout, Medic	0-20	Yeah, I do not remember it

9. What did you like about the map?

3 respondents (30%) answered **sightlines** for this question.

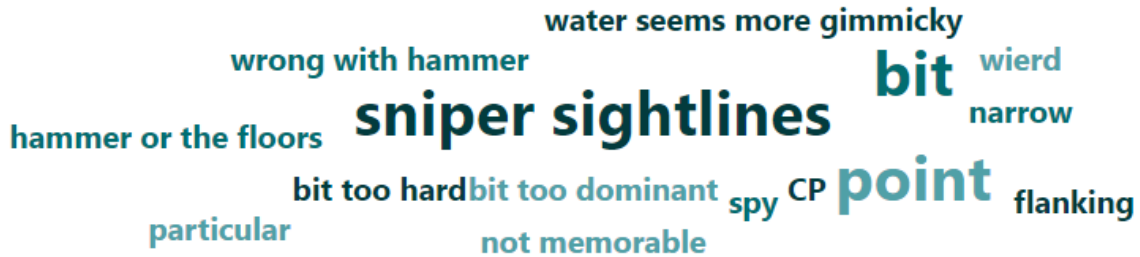


Class(es) Played	Hours	Response
Scout	20-50	Liked the buildings
Scout, Heavy	50-200	It's being a few degrees off then being linear
Demoman, Scout	200-1k	The missing texture water was funny lol
Engineer	200-1k	Really balanced except for the sightlines for Sniper
Spy	200-1k	Picks are well balanced, the 2 rounds we played were super fun.
Sniper	20-50	The capture point felt rather balanced
Soldier	0-20	It has good flanking routes
Pyro	20-50	The variety of elevation
Sniper	50-200	The open space, sightlines, good pickup spots
Spy, Scout, Medic	0-20	The sightline although around the capture point the sightlines are quite too long

10. What did you dislike about the map?

...

2 respondents (20%) answered **sniper sightlines** for this question.

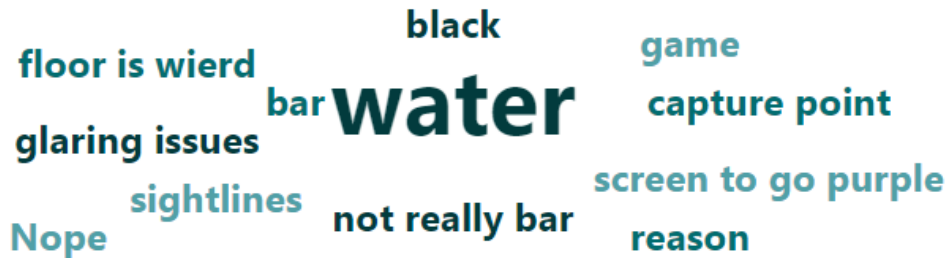


Class(es) Played	Hours	Response
Scout	20-50	How narrow the control point is
Scout, Heavy	50-200	Didn't find anything special about it, not very memorable
Demoman, Scout	200-1k	The sniper sightlines are a bit too dominant
Engineer	200-1k	The sniper sightlines
Spy	200-1k	Nothing in particular honestly
Sniper	20-50	The water seems more gimmicky than anything else
Soldier	0-20	It is very difficult to take the point
Pyro	20-50	Felt a bit too hard to actually get to the point
Sniper	50-200	Crouching felt really weird – something wrong with Hammer or the floors?
Spy, Scout, Medic	0-20	The flanking because I was using Spy

11. Were there any glaring issues with the map design? And if so, what were they?

...

4 respondents (40%) answered **water** for this question.



Class(es) Played	Hours	Response
Scout	20-50	Going into the water caused the screen to go purple and black

Scout, Heavy	50-200	The capture point is busted, once you capture it then it's game over for the other team
Demoman, Scout	200-1k	Not really barring said sightlines
Engineer	200-1k	The floor is weird, it glitches when you crouch and you can't taunt for whatever reason
Spy	200-1k	Nope
Sniper	20-50	None that I noticed
Soldier	0-20	Water
Pyro	20-50	The water is confusing
Sniper	50-200	There were no "glaring issues" apart from the water breaking and crouching
Spy, Scout, Medic	0-20	Not really

12. Do you have any suggestions to improve the map?

3 respondents (43%) answered **sightlines** for this question.



Class(es) Played	Hours	Response
Scout, Heavy	50-200	I would make the sightlines bigger
Demoman, Scout	200-1k	I'd say make less of a sightline but that's a hard and complicated fix. Maybe more cover on / leading to the point?
Engineer	200-1k	Check the floor, then have a look at the sniper sightlines
Soldier	0-20	Make it a lot easier to capture the point as the other team can just bomb the crap out of it.
Pyro	20-50	Nothing other than what I've already said
Sniper	50-200	I feel like the capture point could be bigger as it felt too small?
Spy, Scout, Medic	0-20	The lane structure was fine and there was a good amount of elevation changes, not too many. It has got good conflict points around the outside of the map.

Summary

This time around, the classes the playtesters played were more split and balanced, not as many people trended towards *Sniper* which is a good indication the sightlines have

at least been improved and the class isn't as dominant. The results also generally were not split between players of different experience levels, which means that the map isn't alienating newer players and still providing an overall good gameplay experience for more experienced ones.

Sniper sightlines were still one of the most complained about issues, although they weren't listed as being as dominant as they were in the first playtest, likely in part to the extra attacking options the *Sniper* nest now has. With the current battlement setup, *Snipers* seem to have too many options for sightlines from the one nest, so removing some and adding a separate battlements position is an option to be explored.

Part of the issue seems to be a general lack of cover around the point, as other classes that could set up to defend the point like *Engineer* and *Demoman* were also highlighted. A potential solution to address the issue is to replace some of the upper floor windows with a more exposed balcony, making it more of a risk to defend the point. Adding more cover around the point is also something that will be done to alleviate the problem and make the point balanced towards the attackers rather than the defenders.

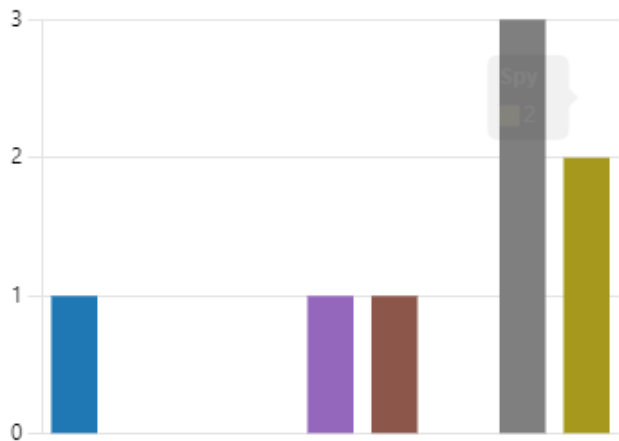
The feedback for how playable classes felt was a lot more positive too, so the dominance of certain classes isn't as overbearing as it originally was. The playtesters also agree that the extra path options have made the different paths much more balanced.

The most egregious issues were the missing texture on the water and players not being able to crouch, these are both top priority things that need to be addressed.

Testing Feedback – Playtest 3

1. What classes did you play?

● Scout	1
● Soldier	0
● Pyro	0
● Demoman	0
● Heavy	1
● Engineer	1
● Medic	0
● Sniper	3
● Spy	2



2. How experienced are you with *Team Fortress 2*?

● 0-20 Hours	2
● 20-50 Hours	5
● 50-200 Hours	1
● 200-1000 Hours	0
● 1000+ Hours	0

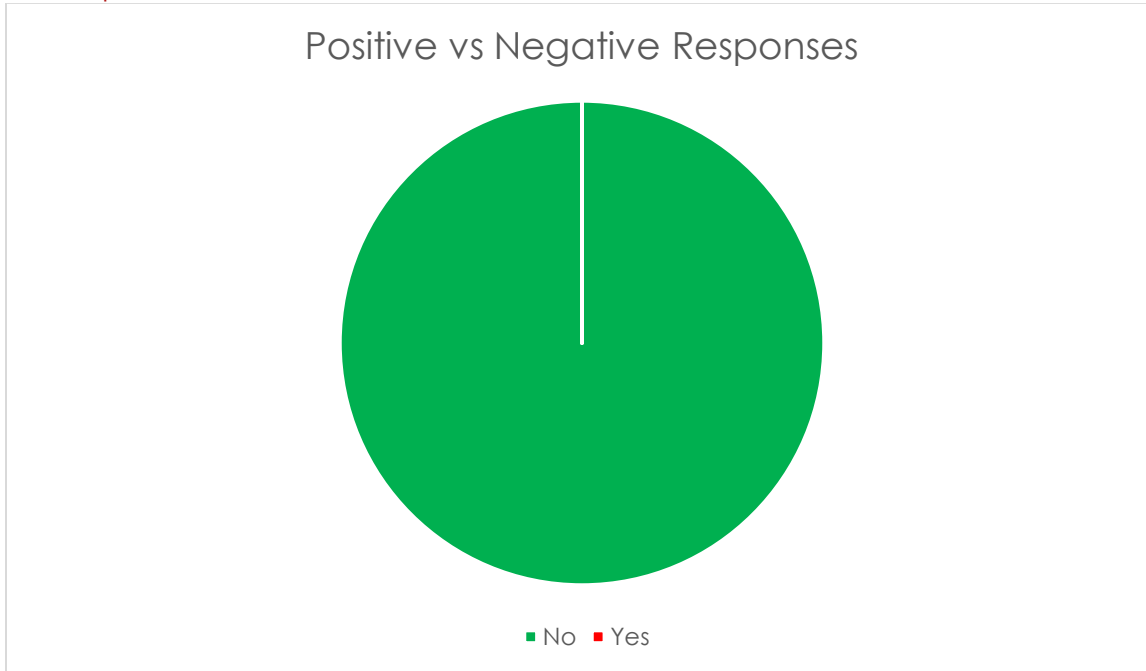


3. Did you have a broken texture cover the screen when entering the water?

● Yes	0
● No	8
● Didn't go in	0



4. Did you experience any problems with crouching or taunting not working at any point?



5. Did your class feel balanced on the map?

Class Played	Hours	Response
Sniper	20-50	Yes
Sniper	20-50	Yes
Spy	0-20	Yes
Scout	20-50	Yes
Spy	50-200	Nope, Spies are really bad
Sniper	20-50	It did feel balanced but I feel there was too much cover for me to get some good snipes. The diagonal sightlines from the side entry stairs to capture point feels a bit strong
Heavy	0-20	Yes, maybe Pyro is not the best because there is not much cover

6. Was there a class that felt too powerful to play against?

Class Played	Hours	Response
Sniper	20-50	No
Sniper	20-50	No
Spy	0-20	Snipers
Scout	20-50	No
Spy	50-200	Heavy / Pyro
Sniper	20-50	No class felt too powerful.
Heavy	0-20	Nah

7. How did the map scale feel?

Class Played	Hours	Response
Sniper	20-50	About Right
Sniper	20-50	About Right
Spy	0-20	About Right
Scout	20-50	About Right
Spy	50-200	Too Closed In
Sniper	20-50	About Right
Heavy	0-20	About Right

8. Was there any path to the control point that felt more powerful than the others?

Class Played	Hours	Response
Sniper	20-50	Nope
Sniper	20-50	Not sure
Spy	0-20	No
Scout	20-50	No
Spy	50-200	No
Sniper	20-50	I mainly used the far right pathway as it gave me quick high ground
Heavy	0-20	Nah

9. Were there any specific elements of the map you liked?

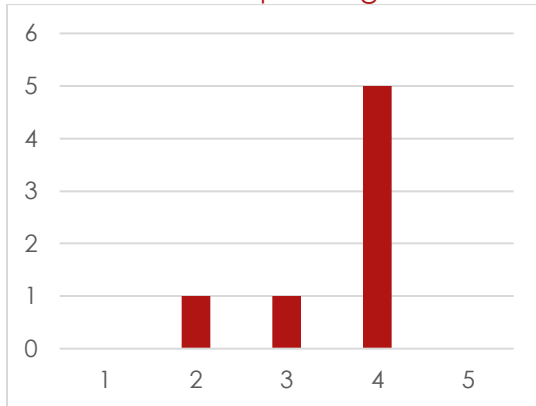
Class(es) Played	Hours	Response
Sniper	20-50	The angles feel quite balanced on the map
Sniper	20-50	Not sure
Spy	0-20	The water and path
Scout	20-50	The elevation of the control point
Spy	50-200	Nope
Sniper	20-50	I like the open areas and there were a couple of good sightlines as a Sniper
Heavy	0-20	The elevation changes and the side of the maps

10. What part of the map did you dislike?

Class(es) Played	Hours	Response
Sniper	20-50	The water feels quite gimmicky
Sniper	20-50	Not sure
Spy	0-20	The sniper zones
Scout	20-50	There was no real scout/spy specific flanking routes
Spy	50-200	Too short, boring and still not textured

<i>Sniper</i>	20-50	I feel like there was too much cover and for me to get some kills – I have to get close which I don't want to do as a Sniper.
<i>Heavy</i>	0-20	From the capture point you have a long sightline

11. Overall Map Rating



Class Played	Hours	Response
<i>Sniper</i>	20-50	3
<i>Sniper</i>	20-50	4
<i>Spy</i>	0-20	4
<i>Scout</i>	20-50	4
<i>Spy</i>	50-200	2
<i>Sniper</i>	20-50	4
<i>Heavy</i>	0-20	4

Average Rating: 3.57

12. Any suggestions for improvement?

Class(es) Played	Hours	Response
<i>Spy</i>	0-20	Add some textures
<i>Sniper</i>	20-50	Reduce some covers but remove the diagonal sightline from entry stairs to capture point to the enemy entry stairs

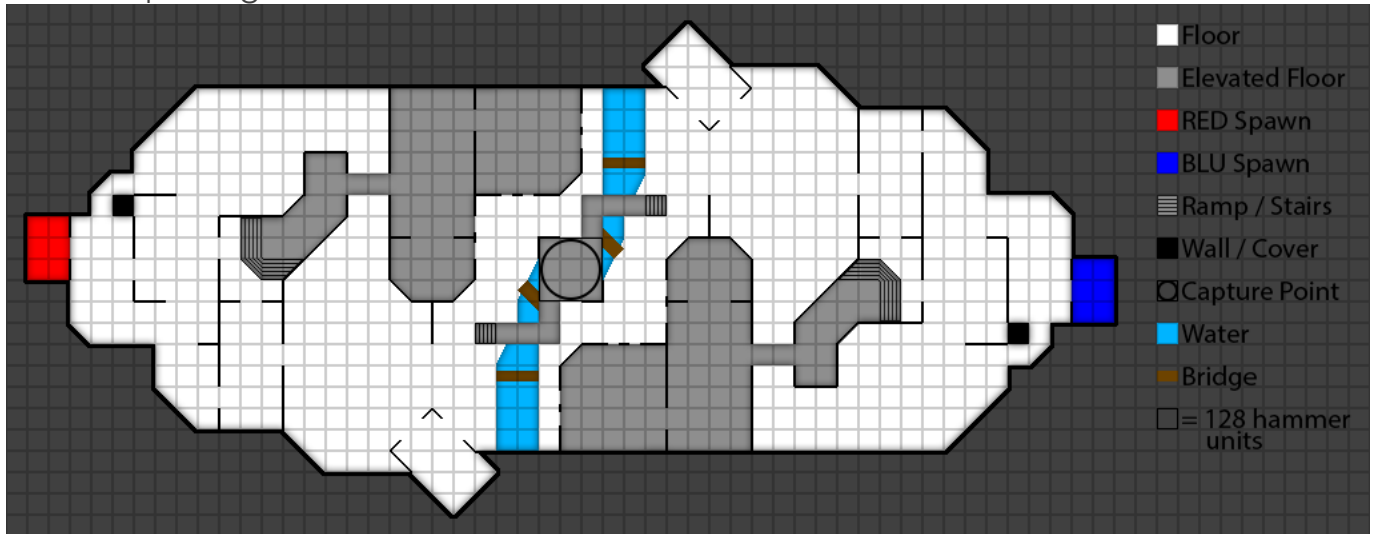
Summary

After a third iteration of playtesting, most of the feedback is now focused on any little design tweaks that might need to be made. The overall response to the map is very good now, with most players giving it a high rating. The extra elements that have been added to the control point seemed to have gone over well, with multiple mentions that it feels quite balanced to attack now.

A noticeable outlier in the positive feedback is a more experienced player that feels *Spy* is very bad on the map. Making major changes at this stage is something to be avoided, but what smaller tweaks can be made to support better flanking options will be considered to improve the experience. It is worth noting that there was also another *Spy* player who didn't find the class to be underpowered, albeit with less experience in the game. There are still some minor issues brought up the *Sniper* sightlines, but now opinions are split on whether there needs to be more or less cover, it can be put down to personal player preferences. They're worth looking into, but only minor tweaks are going to be made to address anything.

Changelog

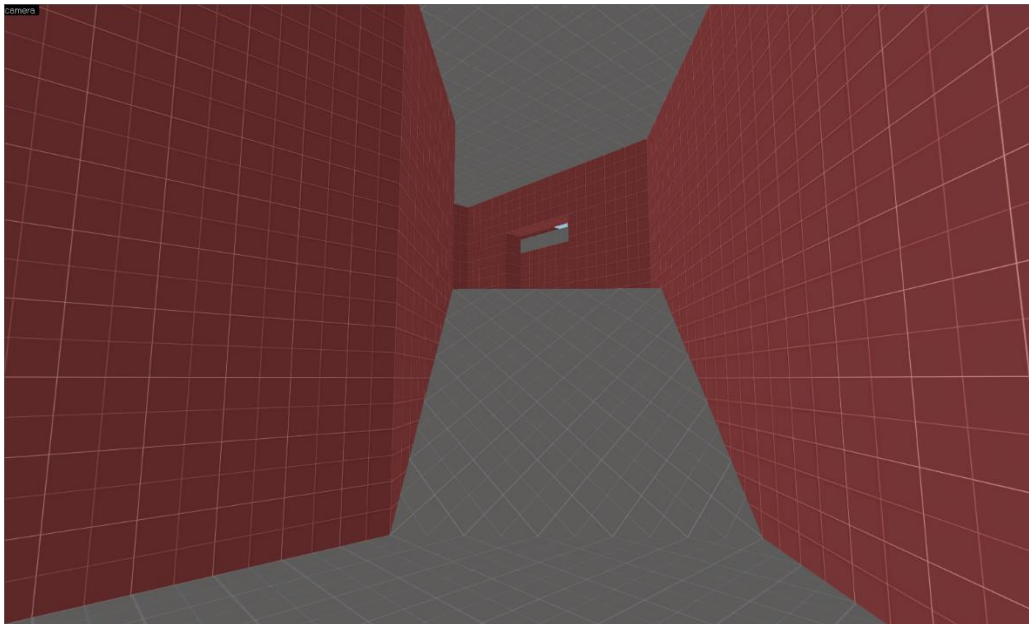
Initial Map Design



Blockout Changes

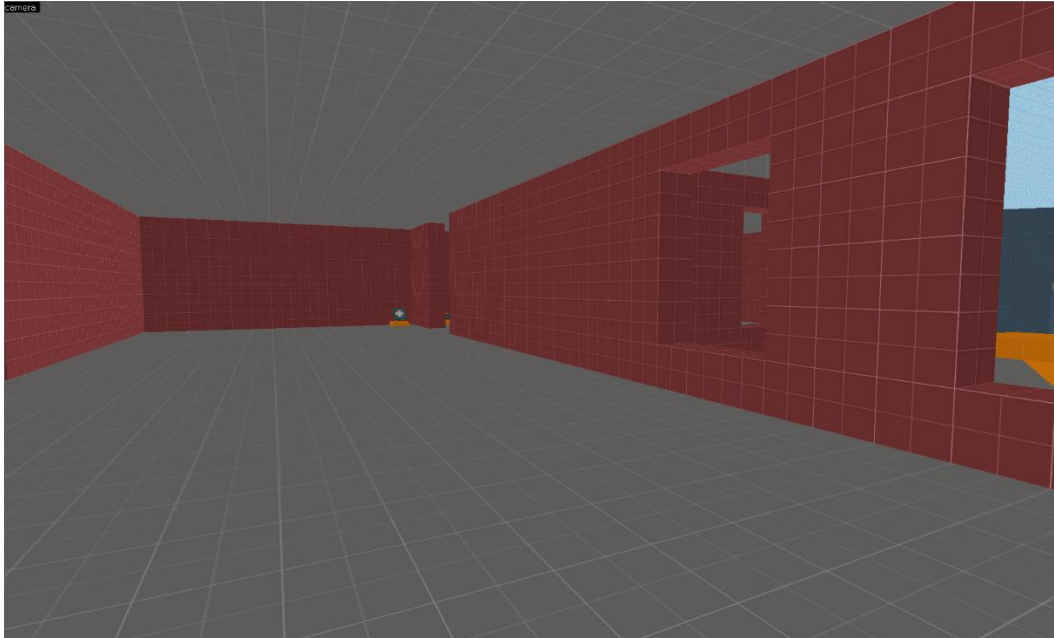
Some minor elements of the map design were changed when the initial design idea was taken from a 2D map to an in-engine blockout.

The shape of the slope up to the higher elevation level was changed. This was caused by issues with *Hammer* not representing the map as intended when the vertices were moved (due to the change in shape on an angle in the original design).



The cover wall elements in the upper level of the point buildings were removed from the blockout. They broke up the room in the 2D design, but after being represented in 3D

they were omitted so that the room could act as a conflict point instead.



Post-Playtest 1 Changes

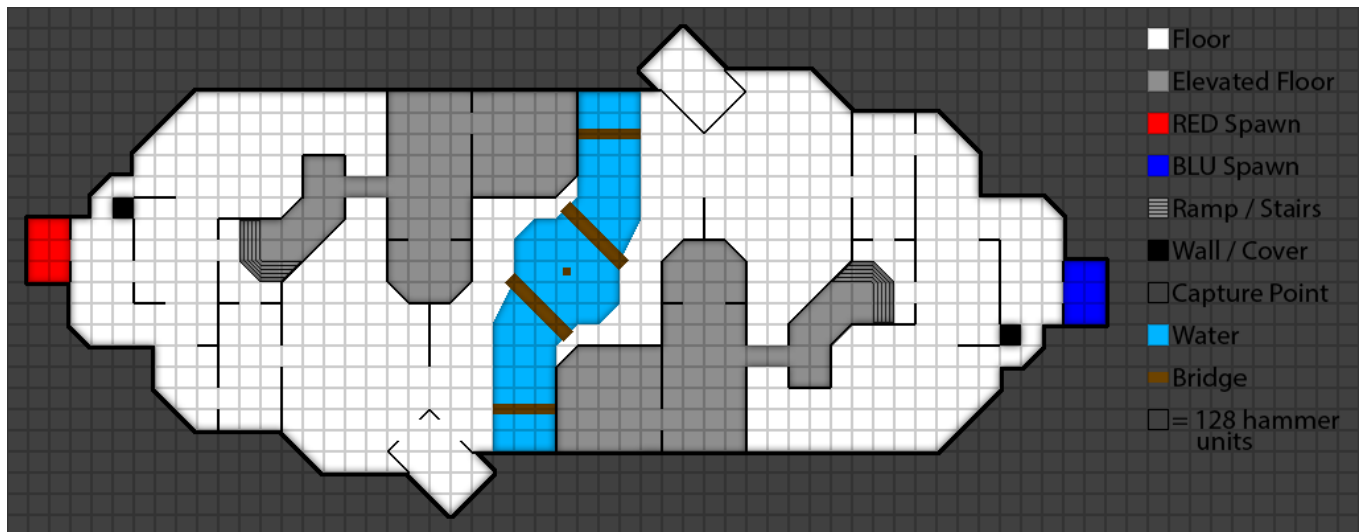
River Size Increase

Some of the feedback received from the playtest was that the use of water under the point was interesting but didn't feel very relevant to the actual gameplay flow of the map. To combat that, the size of the river was increased to have more impact on the gameplay.

- The river was made wider on both ends of the map so that it reaches right to the point building
- In the centre, it now completely surrounds the capture point
 - Makes the health pickup more challenging to get
 - Adds extra gameplay options like escaping enemy fire using the water
- Health kit in the centre of the river changed to a large one
- Changed water type to expensive water
 - Allows for underwater players to actually be seen from above, making it a real hazard on the map
 - Should help fix the missing texture overlay appearing for some people when they went underwater in testing

There was an issue with the changes causing a skybox leak, but rest of the implementation went by smoothly.

Updated 2D River Design



River Changes In-Game



Extended Roofs

One of the oversights in the level blockout was the roofs of the buildings not going up to the skybox, meaning that *Soldier* could get above the main playable area and massively negatively impacting the player experience.

- Extended the roofs of the buildings so they extend to the skybox
- Removes rocketjump areas for *Soldier*

- Stops teams from being easily spawn camped and not being able to fight back
- Interior ceilings remain at the same height, only the exterior height has been changed



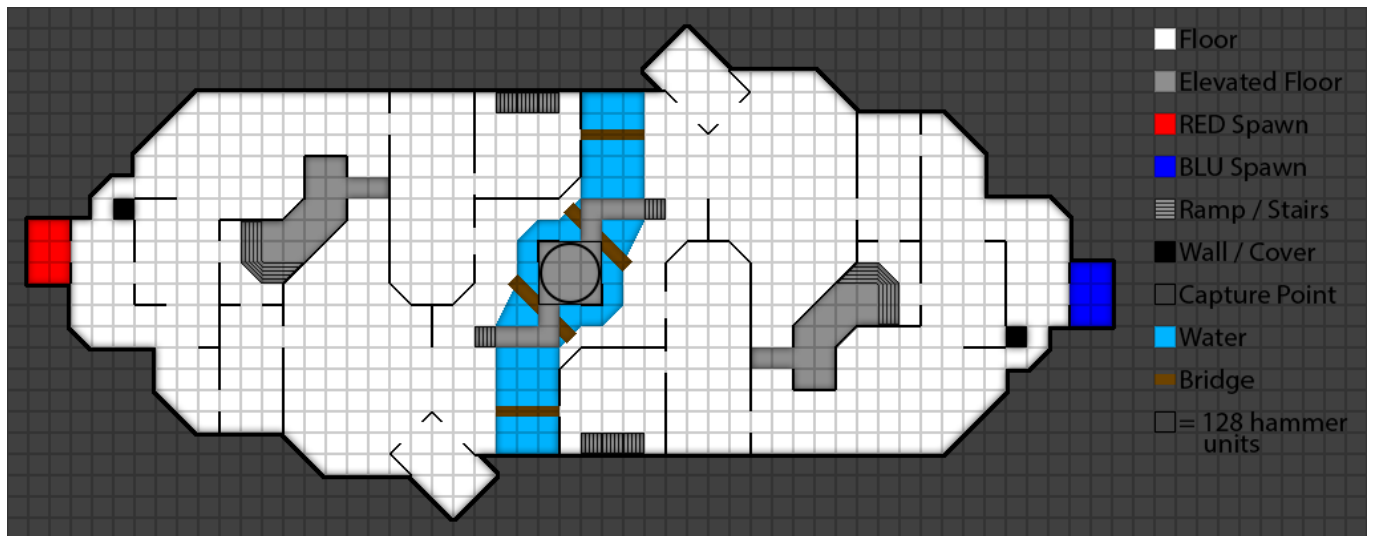
Ideas for keeping sections of them in to add a *Soldier*-exclusive map feature (like a quicker route to the control point) were thrown around, but they ended up being very hard to balance because of the map's more open design so it wasn't followed through on.

Control Point Building, Bottom Floor

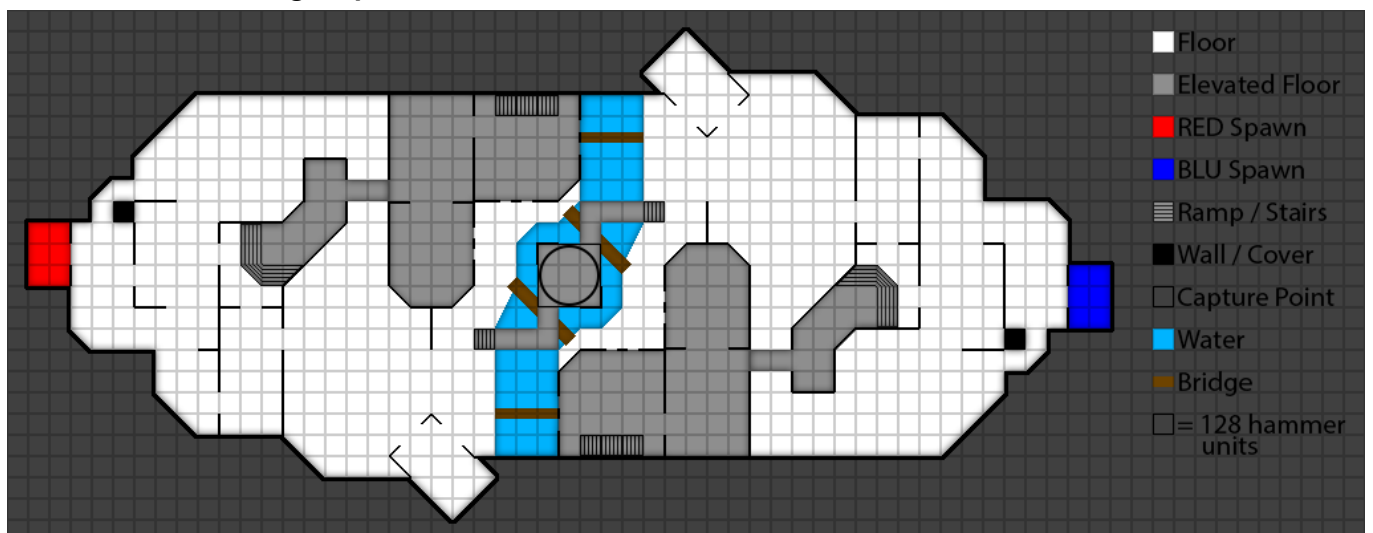
To give more movement options to players, an extra floor is being added to the control point buildings.

- Adds extra playable area to the map
 - More movement paths should improve how players move through the map
 - Makes the *Sniper* nest battlements more attackable by adding an extra exit to point that also acts as a flank
 - Makes the conflict points surrounding the outer parts of the map more accessible
 - Slightly dilutes the 3-path structure but should be an overall improvement to the map design

Control Point Building, Bottom Floor



Control Point Building, Top Floor

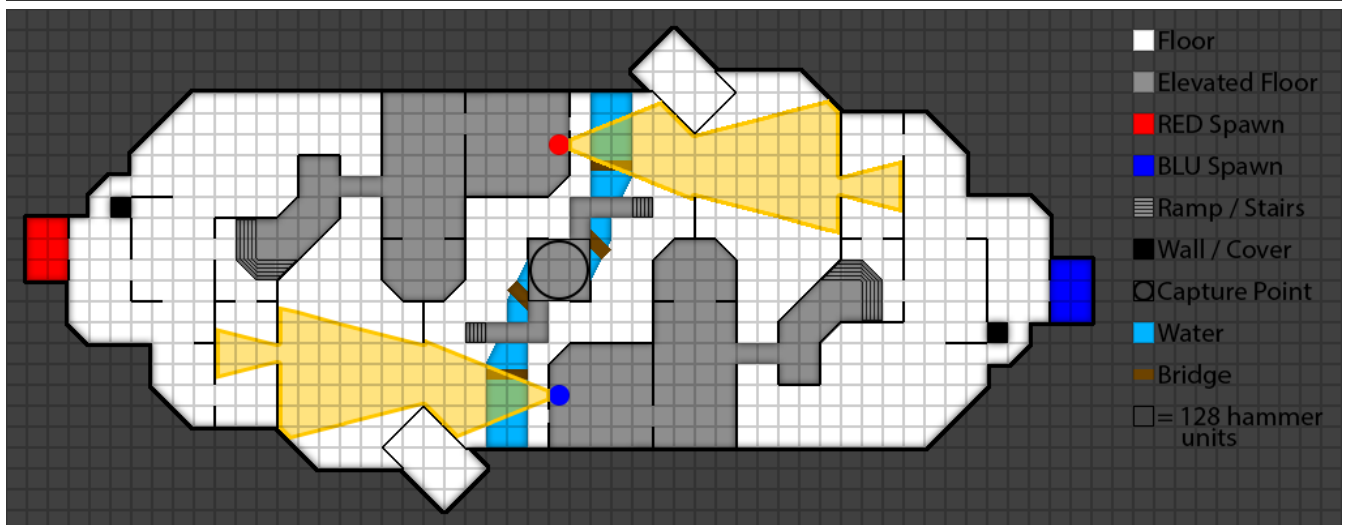
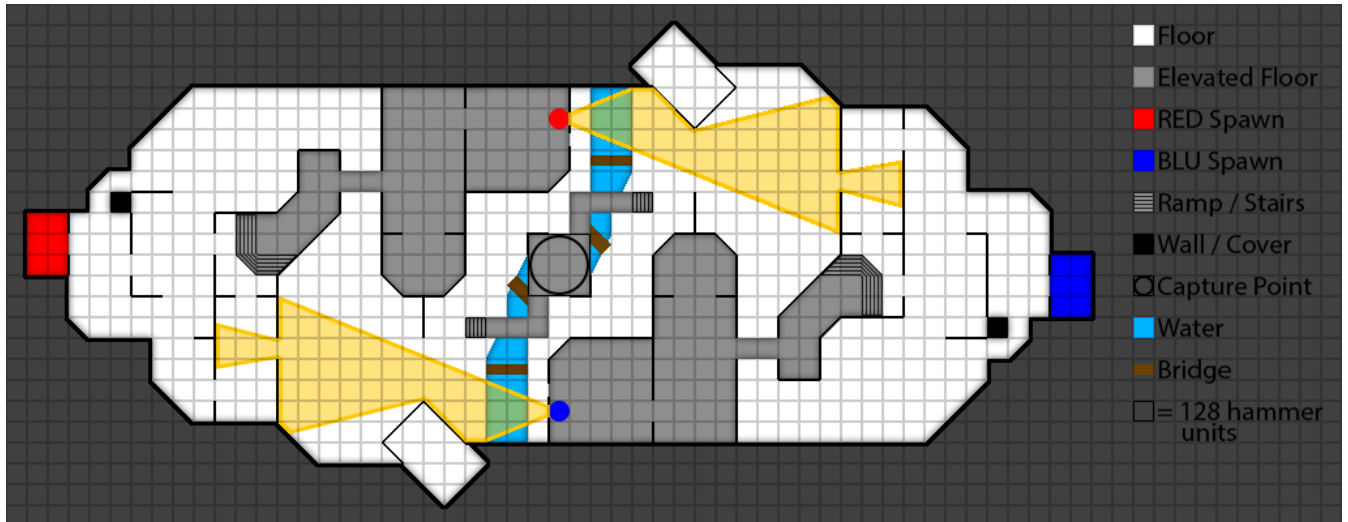


- Wall dividers for the top floor have been re-added into the map design
- More of a purpose now the conflict area is more accessible, gives necessary cover to help make the building more defensible

Sniper Sightline Analysis

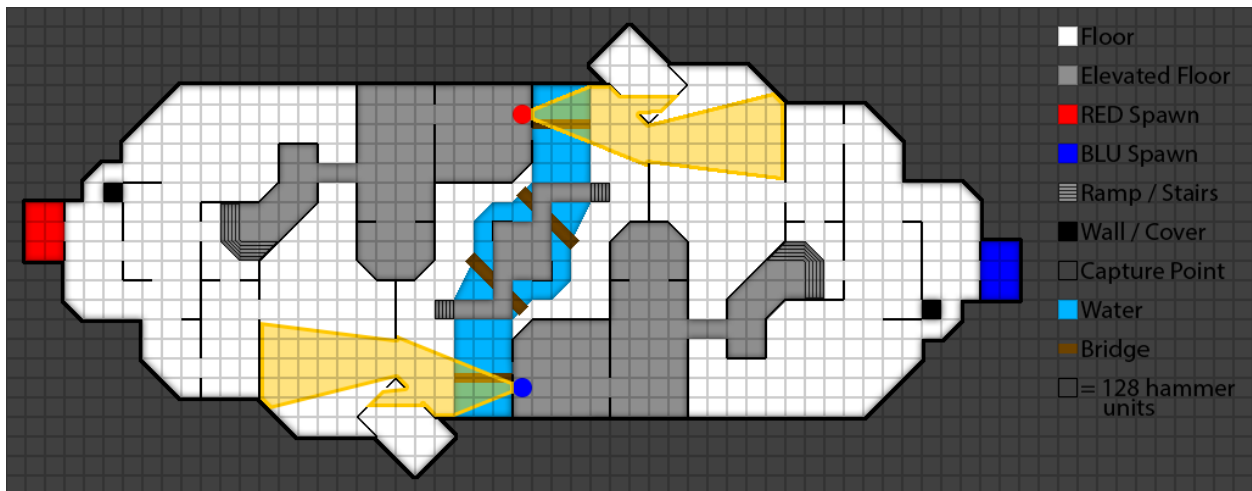
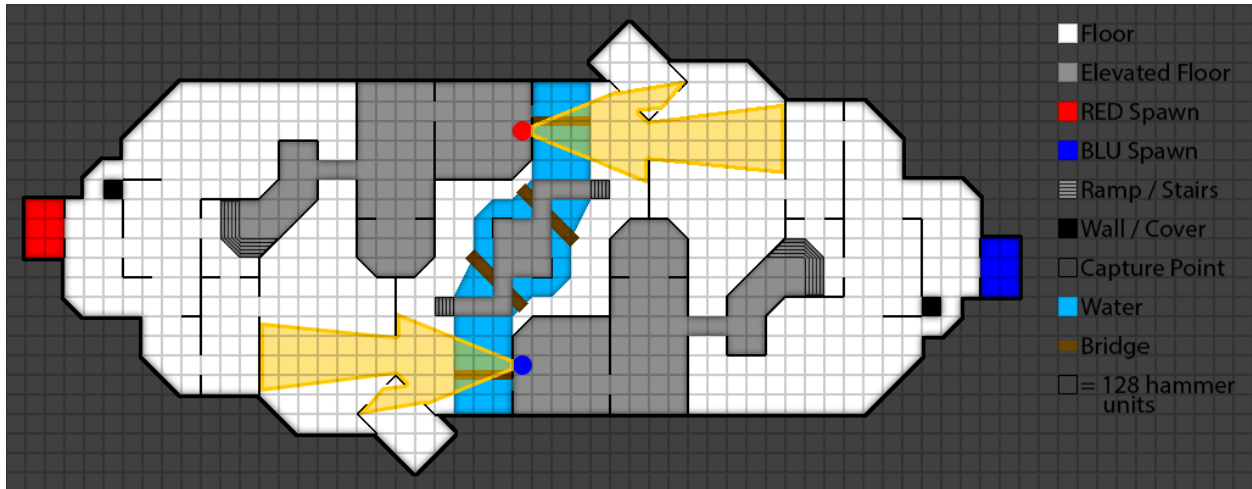
One of the most prevalent issues with the map design was the sightlines, particularly for *Sniper*, being overpowered. The main problem sightline is the one overlooking the approach to the control point.

Visualised Sniper Sightlines



To make the point more engaging and accessible, more cover is being added to make it more balanced towards attackers.

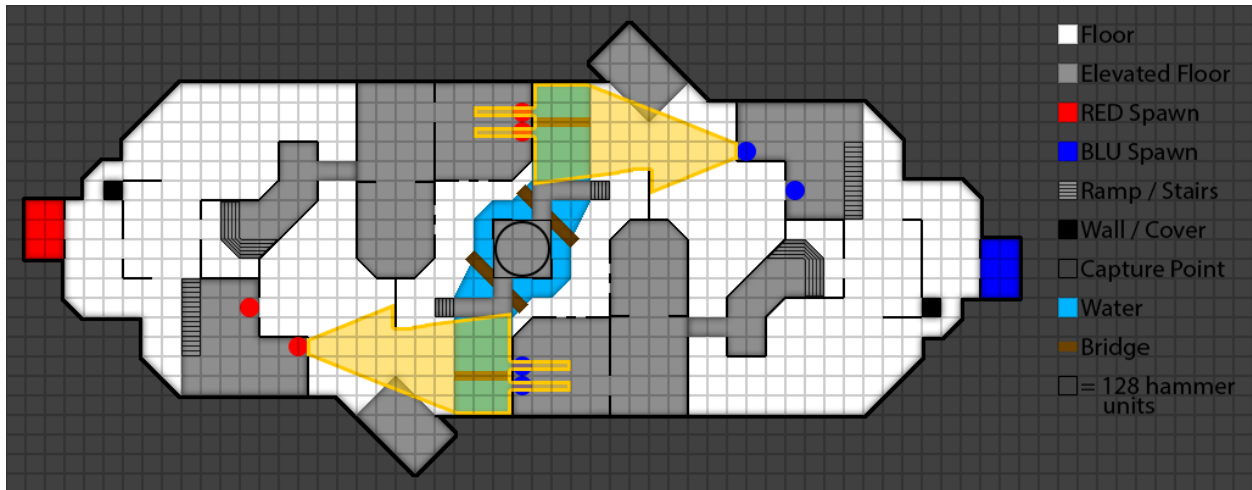
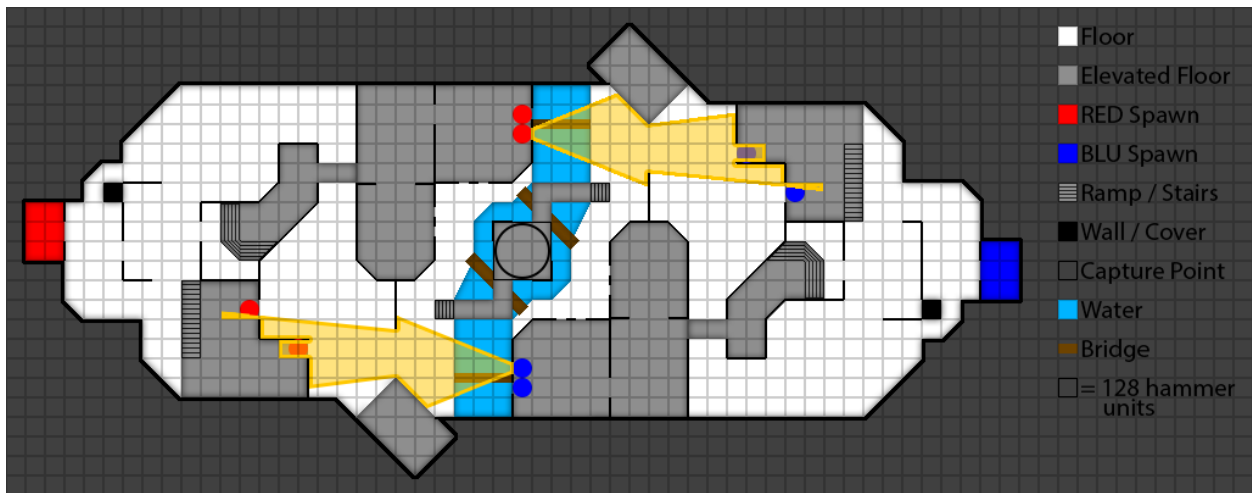
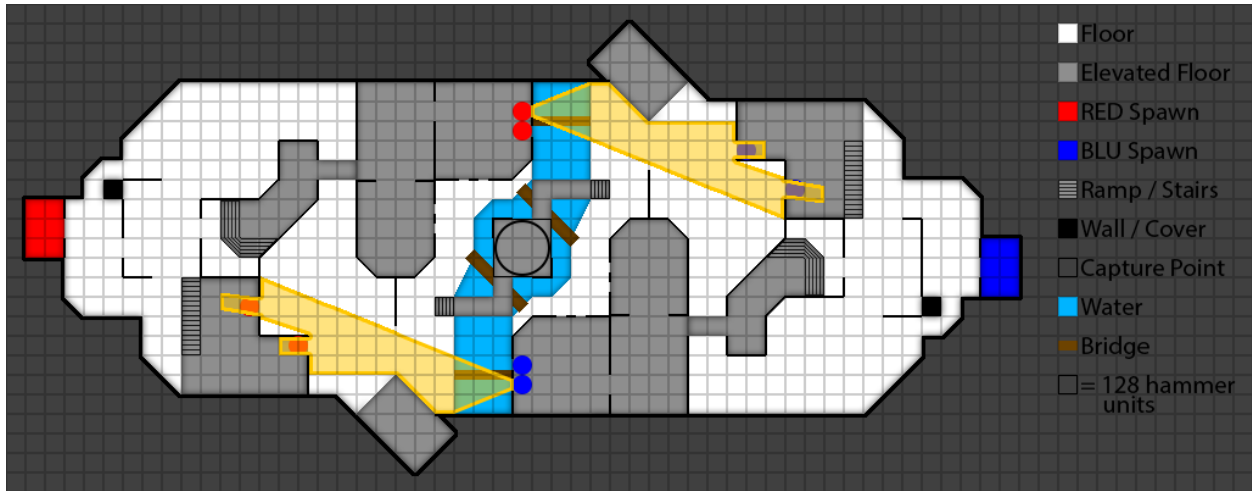
New Cover

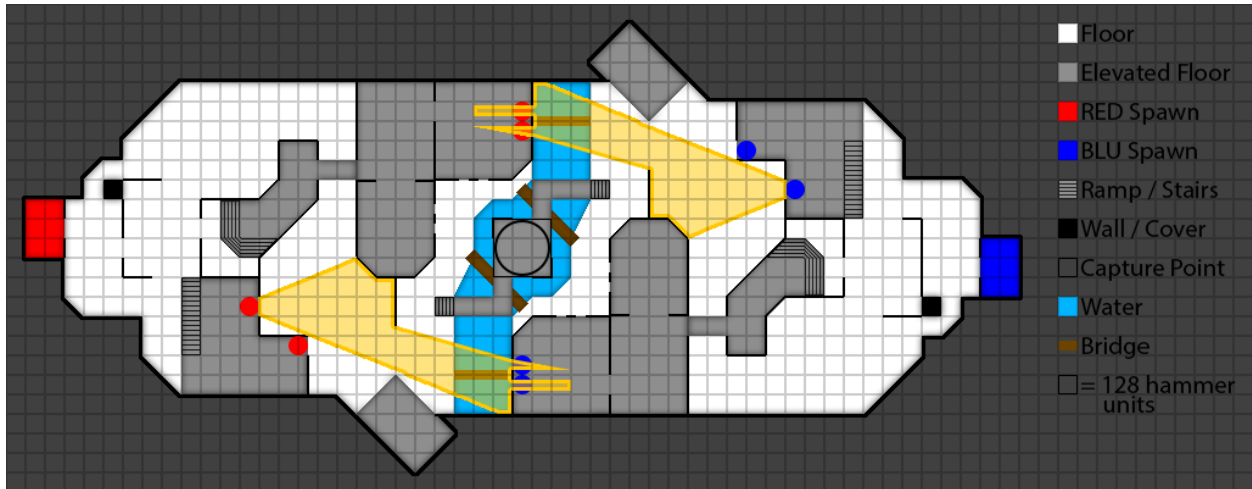


This didn't translate as intended into game, so a second design idea was introduced. The second design idea was to rework the area to be more of an area for *Sniper* duels, by adding an extra battlements area on top of the spawn cover building to counter the other sightline.

- Extended the size of the main point building
- Added an extra raised platform battlements area to the top of the raised spawn building

New Sniper Sightlines





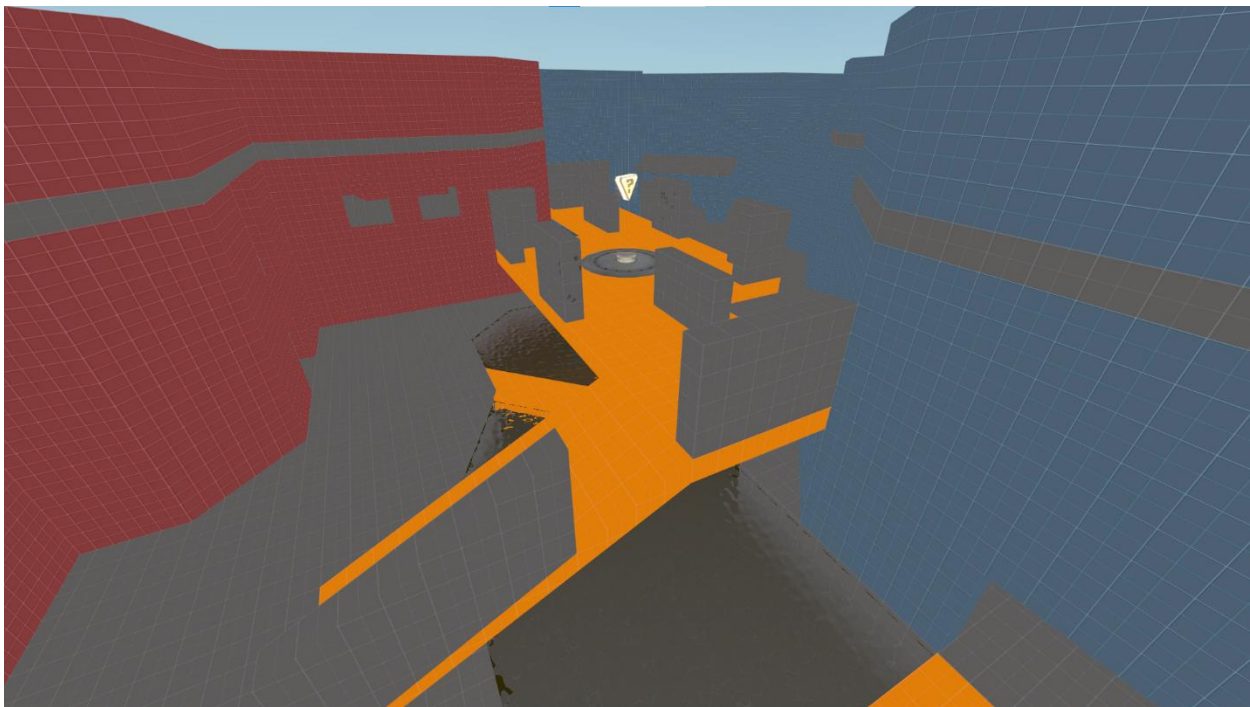
If issues still persist with the sightline in the second playtest, the *Sniper* windows in the battlements will be removed from the building entirely.

Post-Playtest 2 Changes

Control Point Change

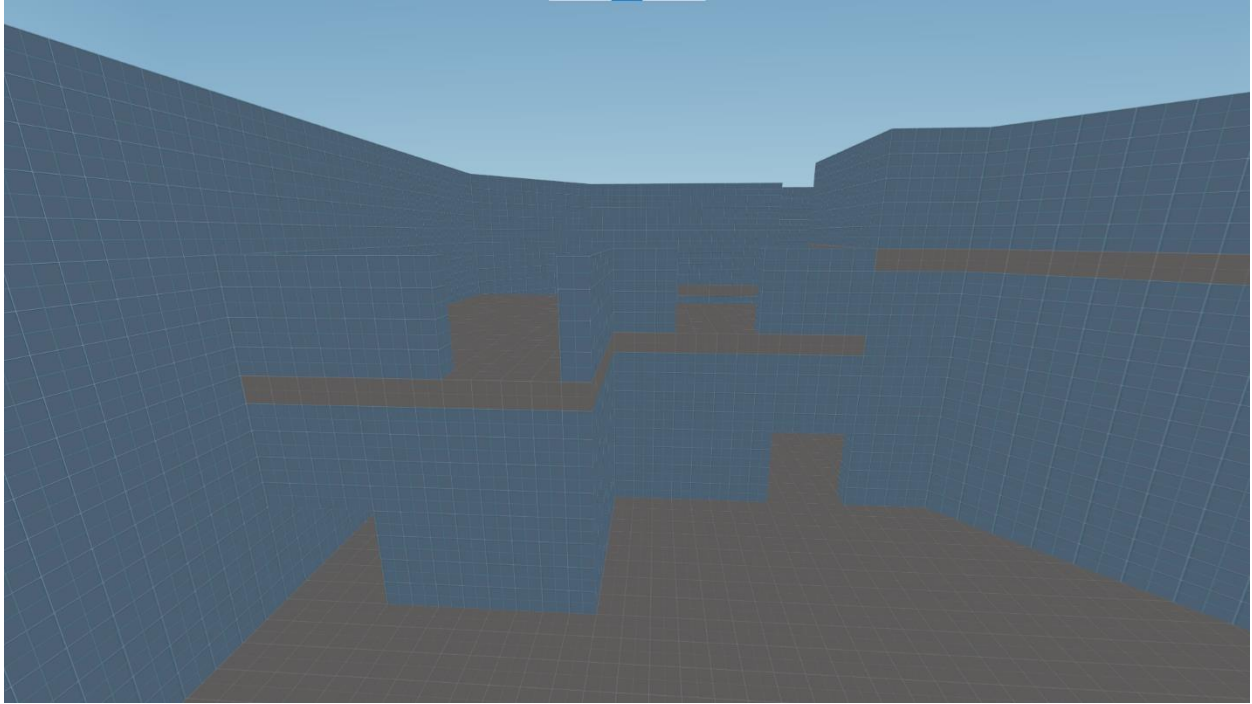
Firstly, the control point needed to have more cover added to it. The control point itself was also increased in size after it was brought up that it might be too small in size. The cover was placed so that it broke up the sightlines, so that a player wouldn't be able to see across the entirety of the point from one angle.

New Control Point



Spawn Battlements

The sniper battlements outside of spawn were also increased in size, partly to add more cover onto the approach towards the control point but also to slightly change what sightlines players had from the battlements so they would act more as a defensive line to stop the enemies pushing beyond the point. The cover wall was also tweaked so that *Snipers* couldn't see onto the point from here.

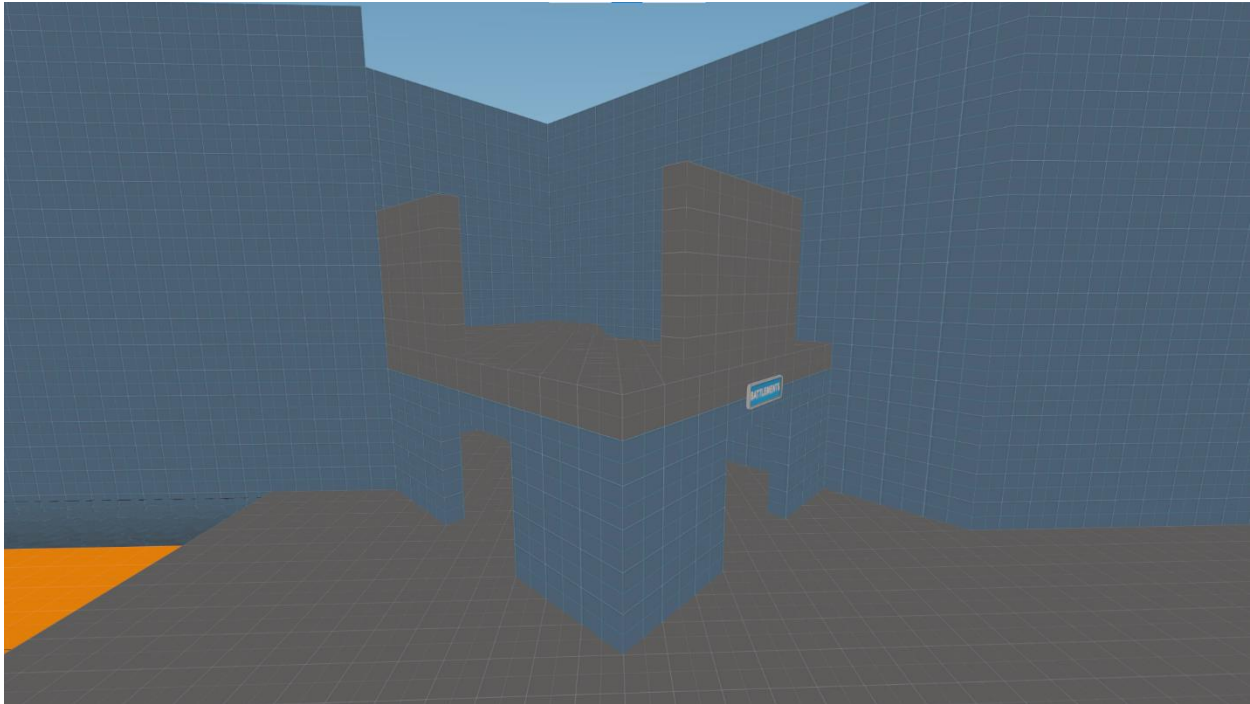


New Side Battlements / Sightline Removal

With their still being issues with some of the longer *Sniper* sightlines, the decision was made to cut the windows that are adjacent to the enemy spawn building. To replace it, the side building (which until this point was simply some cover and a health pickup) would be transformed into a proper *Sniper* battlements nest to look onto the point, with changes being made to the point buildings so that it would be less desirable for *Snipers*.

There is still a small sightline that could potentially be used a small *Sniper* duel area on an offensive push towards the enemy spawn battlements, but it is mostly meant for covering the point. The cover around the point was also slightly changed to make sure that there were no sightlines from a new angle that would go across the point.

New Battlements



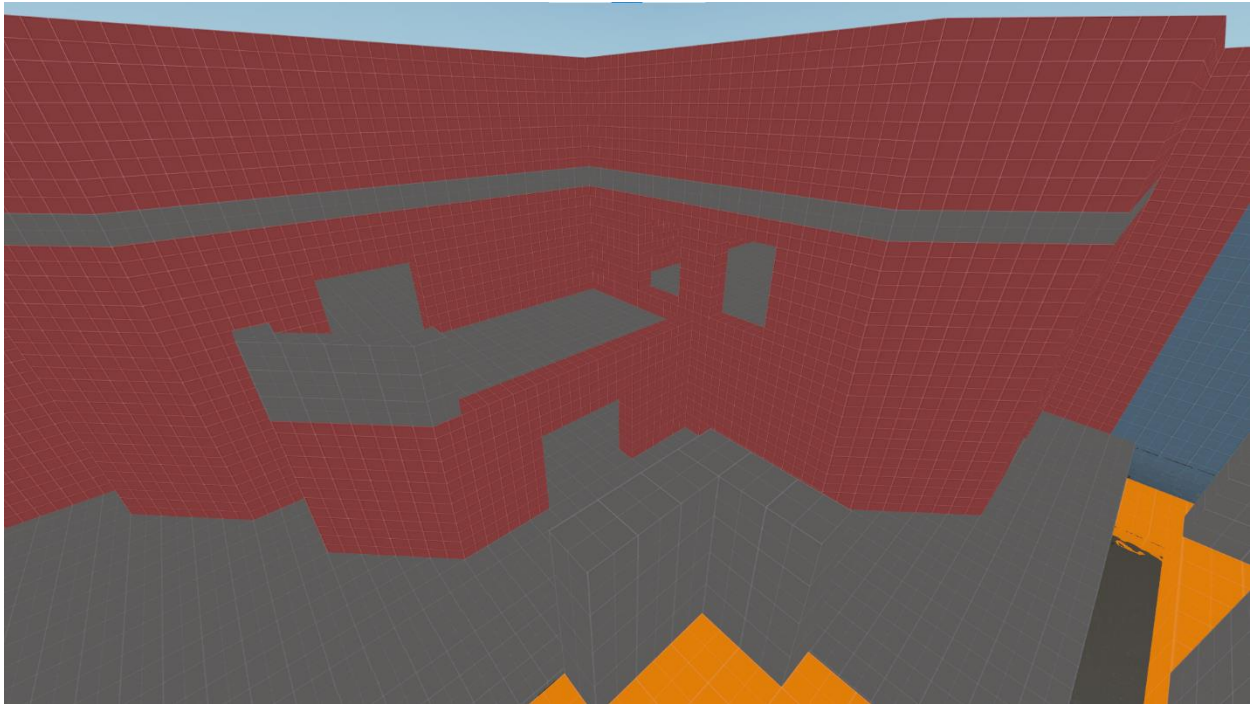
Because the building is still close to the central point, it is not entirely out of the way of the action and unattackable but is still a defensible position that *Snipers* can use as a nest area.

Point Building Changes

To compliment the other changes that have been made, the point building windows have been altered. Both the spawn building and point building have had their shapes tweaked to trim off unnecessary areas, and move them slightly further away from the point so that it can't be controlled as easily from the sides.

The main change is that the windows parallel to the point have been replaced with an exposed balcony area, leaving defending players much more open to attacks. This, along with the point changes, should help to counter the overbearing sentry and *Demoman* positions some playtesters were complaining about.

New Point Building Design



Post-Playtest 3 Changes

The feedback at this stage is mostly just little tweaks that can be made to the map design before proper texturing and meshing phases began. One of the only complaints about the map design that wasn't going to already be improved upon was the diagonal sniper sightlines that is now much more noticeable with the extra cover added to the point, going between the two entry stairs.

Problem Sightline:



To address this issue, I decided to move the cover on the path upwards to the other side of the ramp, blocking this particular sightline. Because the long sightline from the point building is gone, there isn't as much need for cover on that side. It also will act as a little bit of extra cover when attacking the control point.



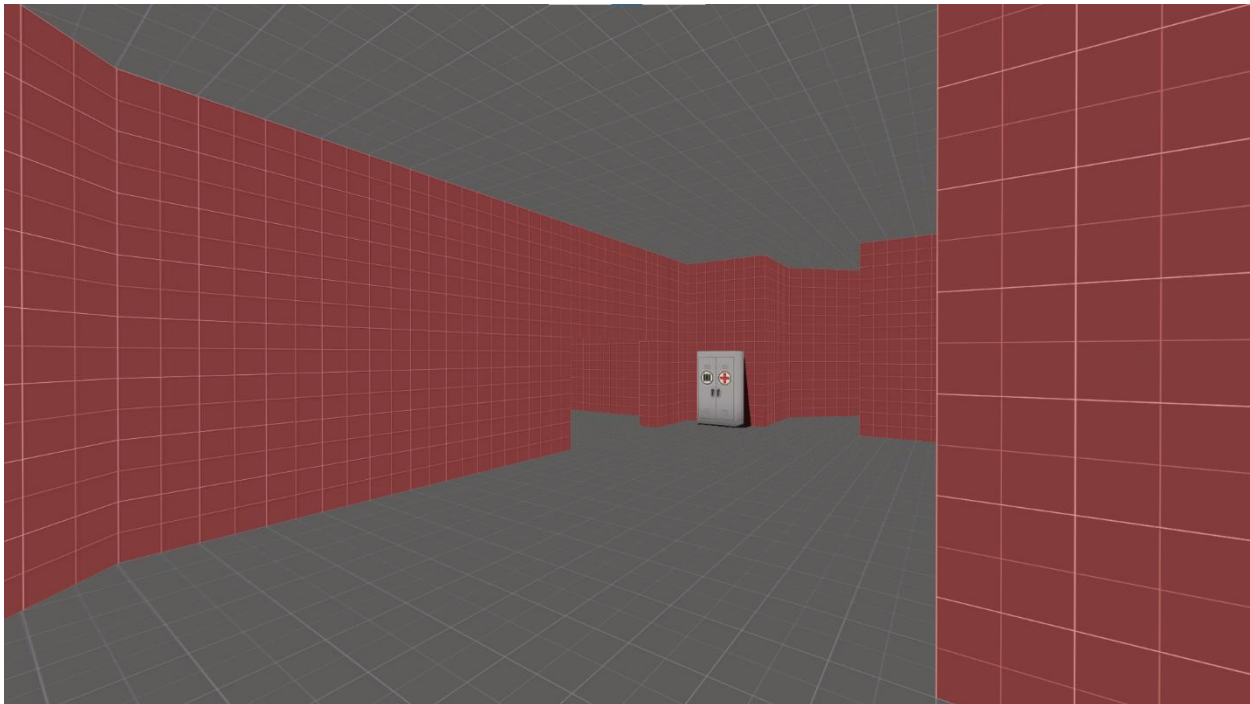
This change also helps to alleviate some of the issues that were raised with the flanking options for *Scout* and *Spy*. The map follows the flanking options of the *Team Fortress 2* maps *Harvest*, *Kong King* and *Viaduct* where the different paths all converge onto the central section of the map. Now though, with the change in the point cover it blocks off more of the sightline to players running into the enemy's point building to flank them.

Texturing: Before and After

With the final changes added from the playtesting, the map could be textured. First, a basic texturing pass was performed to get an idea for the visuals of the map.

Spawn

Before

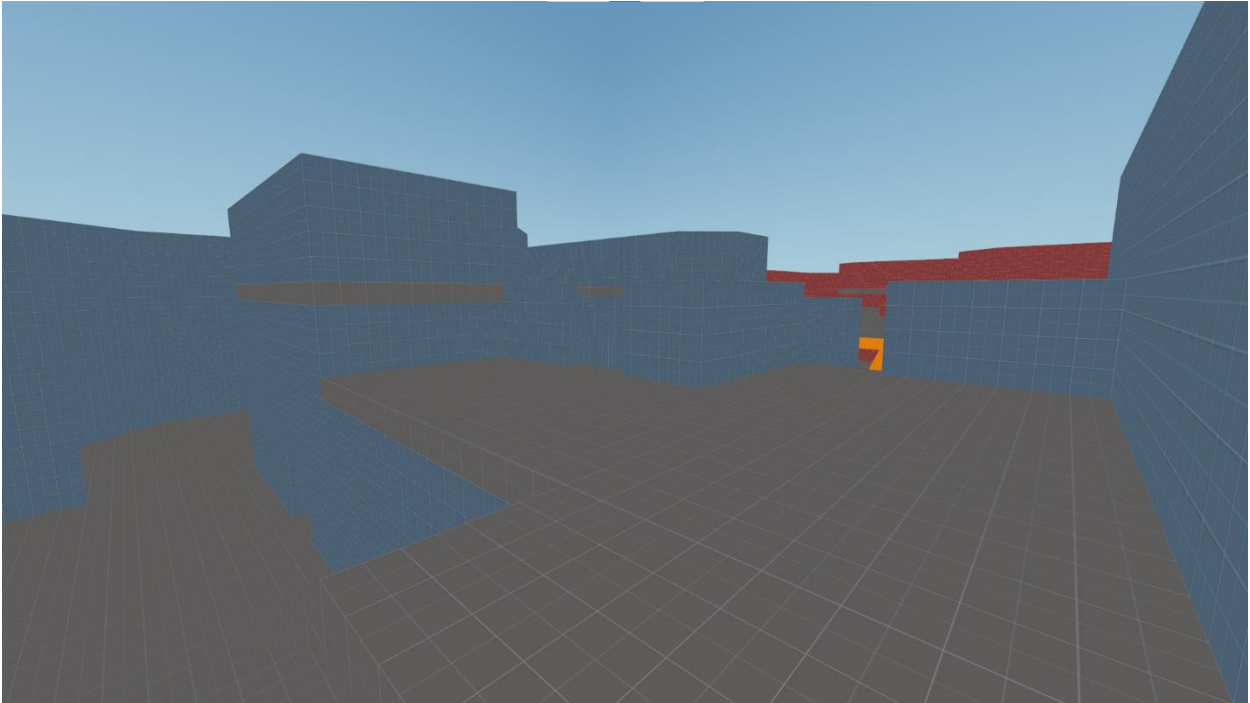


After

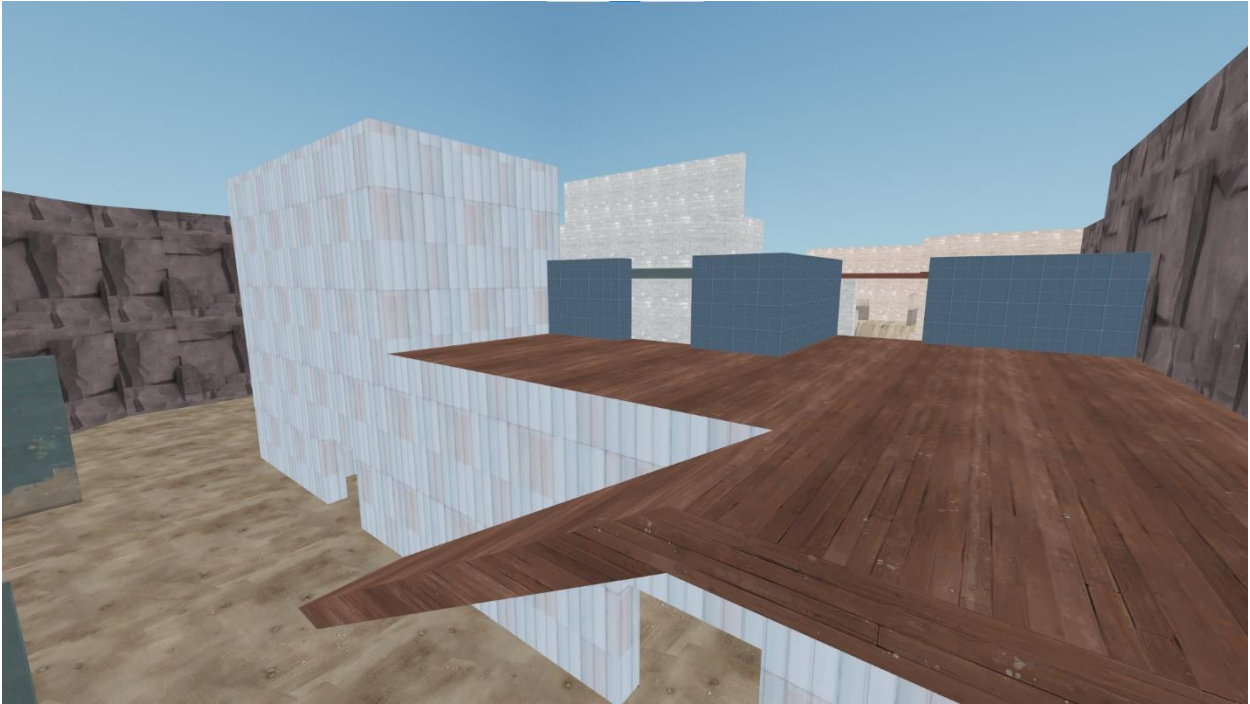


Spawn Battlements

Before

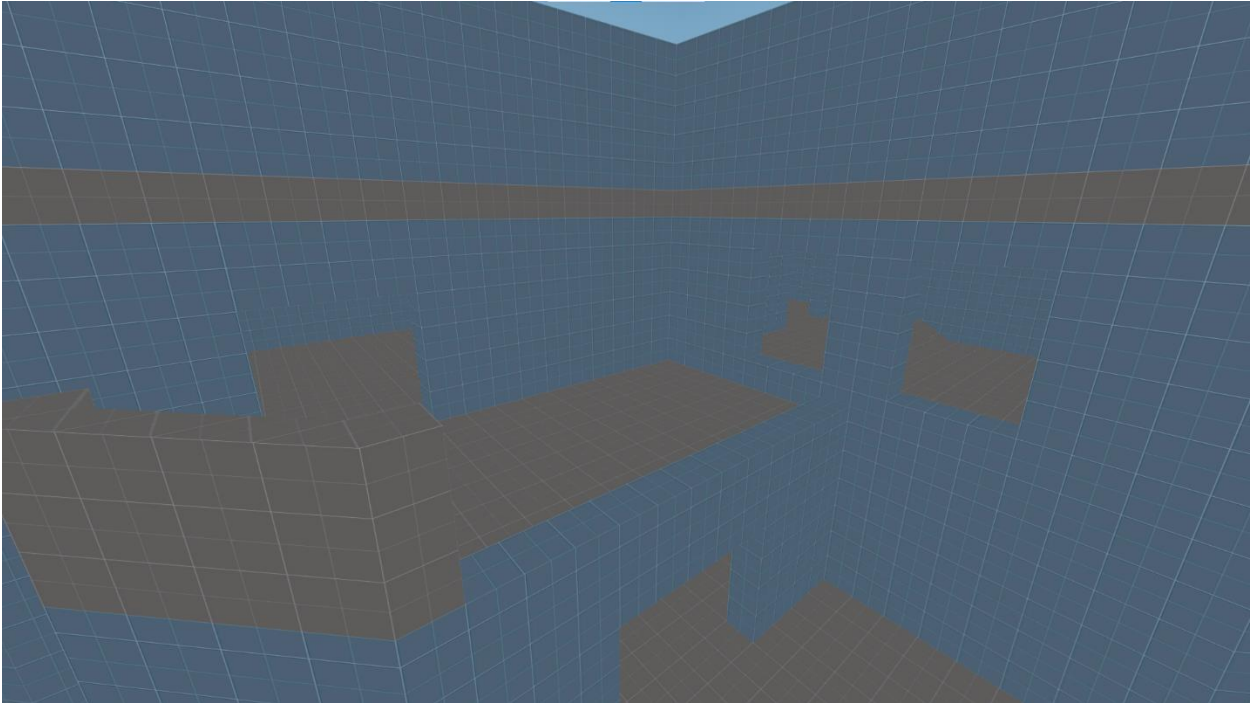


After



Point Building

Before

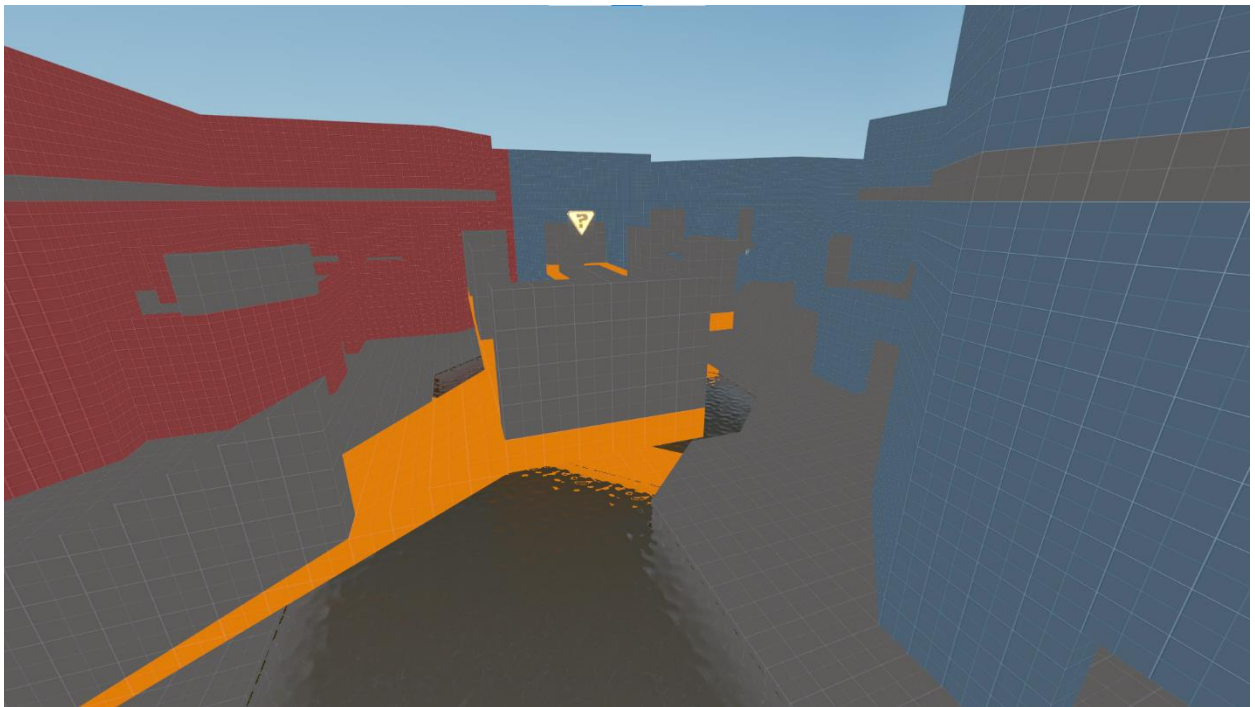


After



Control Point Area

Before



After



Lighting: Before and After

Once the first basic texture pass had been completed, the next step was to add lighting into the level.

Added Skybox

The first thing that was updated was the skybox, adding environmental light to the level and fitting more with the map theme.

New Lighting and Skybox in Central Area



Added Lighting Elements

The lighting elements added are mostly white fluorescent lighting, using meshes to make it look more believable. Spotlight elements were also used to give an outline to the circular lamps, improving the visuals and aesthetics of the map. They are also used to highlight some of the important doors/exits on the map, in both the exits to spawn and the different exits out of the main point buildings.

Point Building Lighting



Spawn Lighting



The max height of the map has been increased to stop *Soldier* from hitting the ceiling when rocketjumping. Extra player clip volumes will be put in place when detailing the different map elements to stop players from being able to access areas they shouldn't like on top of some of the roofs in *Harvest*.

Detailed Texturing / Meshing: Before and After

To not affect the geometry of the map, the trim details for the interiors of buildings were added as *func_illusionary* objects to disable their collision.

Final Spawn Interior



I extended the height of the spawn battlements to add a roof to the overall building.

Final Spawn Battlements Building



In place of the static cliff faces, the river was extended beyond the map area to accommodate the waterfall design. A grated wall was added to visually stop players going outside the map (with the collision of a *Player Clip* volume), a separation at the water line had to be added to stop the mesh intersecting the water and breaking the skybox.

Waterfall

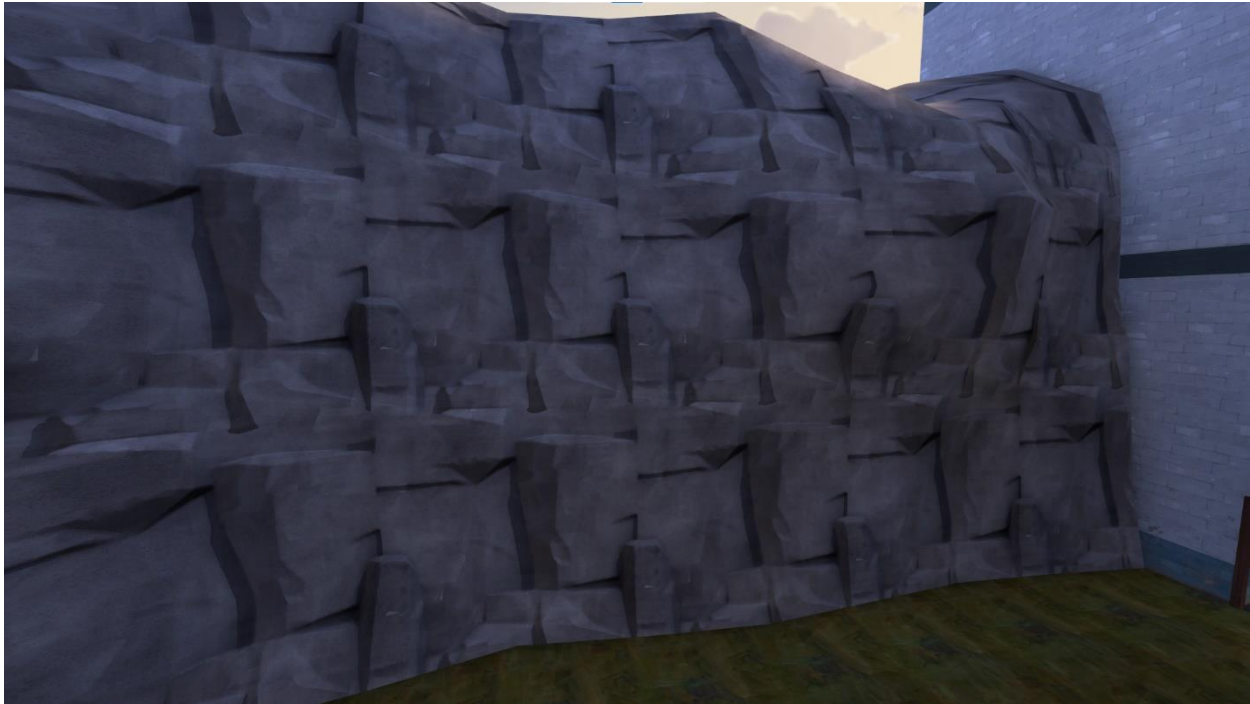


Nodraw textures were used on some of the non-visible faces so that the map was slightly more optimised, only drawing the geometry faces that were actually needed.

Terrain Vertex Displacement

The main place where the geometry of the level was changed in small ways is the vertex displacement used on the cliff walls. It makes the map feel slightly more interesting as not everything is completely flat, and it has the benefit of slightly changing the map between the two sides without affecting the map balance. The cliff walls were updated so they weren't just flat walls and instead looked more naturally shaped, without needing to use meshes.

Cliff Walls



It was also considered to apply it to the floor terrain, but because of the shape the outside ground would need to go around the buildings all at the same level, some of the ground piece shapes made it very awkward to do. It could be done by increasing the building height, but with all the elements already in the level and considering the stage of development, it was decided that it would be best to leave it as it is, and just replace the texture with a more fitting grass one.

Pickup decals have been added to replace the placeholder meshes that are currently being used, improving the visual cohesion of the map. The final thing that was added were some extra signpost meshes and decals just to make some paths on the map a little bit clearer for new players.

Pickup Decals



Final Side Battlement Building



Final Control Point Area

