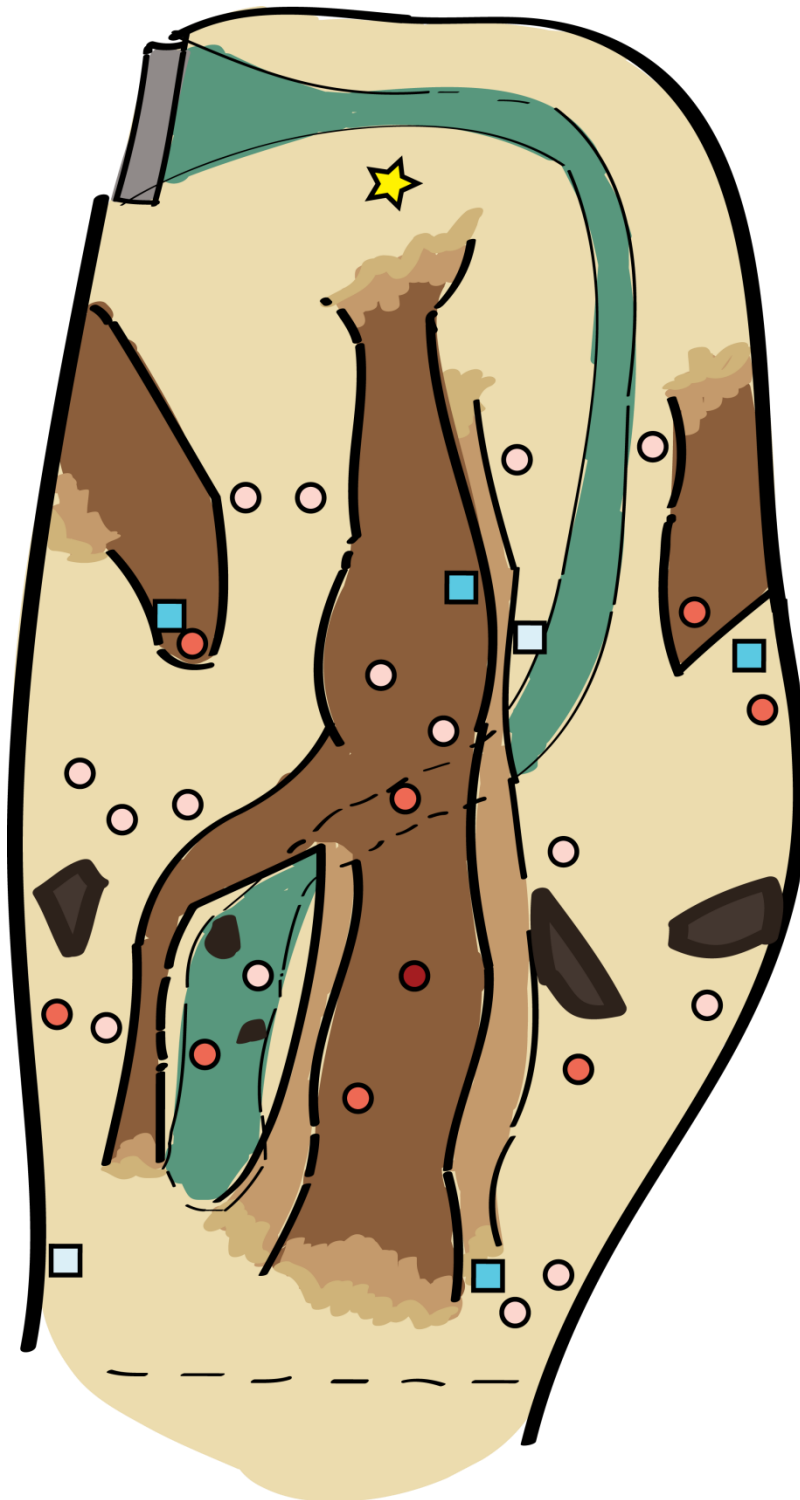


FPS Map – Crooker Canyon, Campaign Level

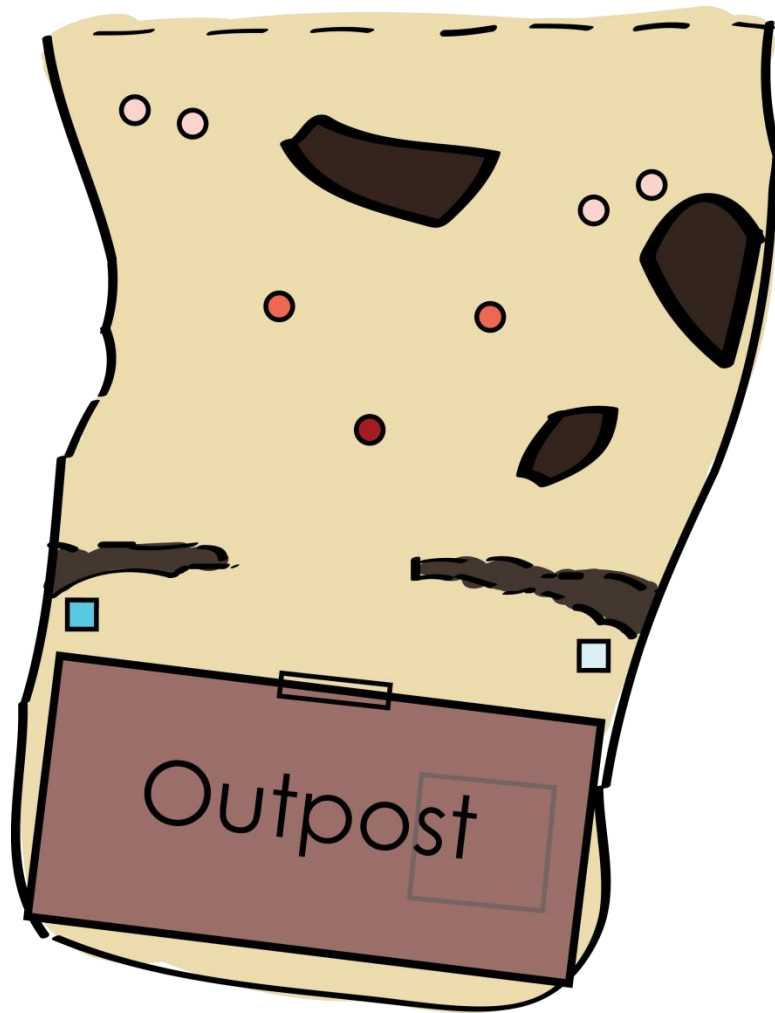
Alicia Yeargin

[PART 1]



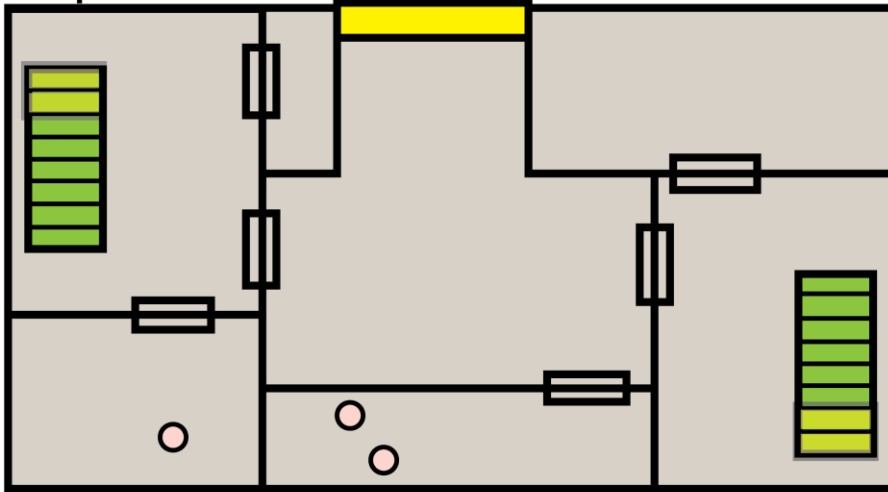
-  Start
-  Ammo
-  Health
-  Tier 3 Enemy
-  Tier 2 Enemy
-  Tier 1 Enemy
-  Water
-  Rock (Cover)
-  Level 4 Terrain
-  Level 3 Terrain
-  Level 2 Terrain
-  Level 1 Terrain

[PART 2]

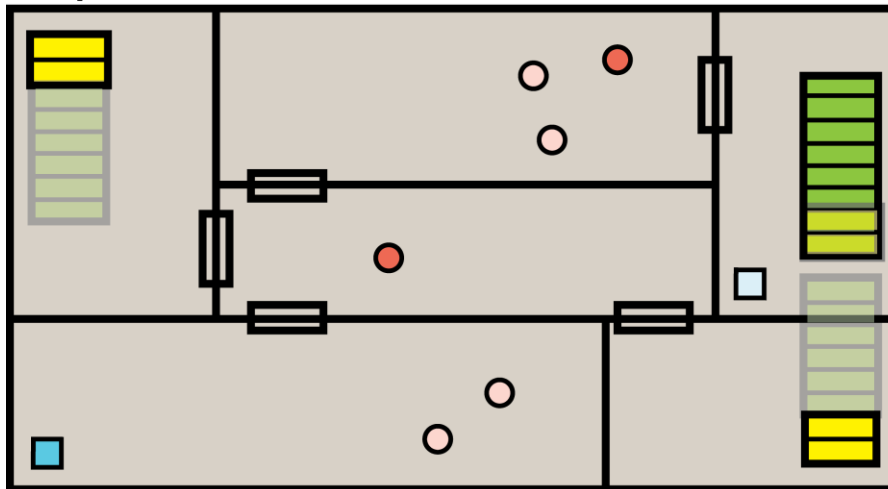


- Ammo
- Health
- Tier 3 Enemy
- Tier 2 Enemy
- Tier 1 Enemy
- Rock/Broken Wall
- Level 1 Terrain

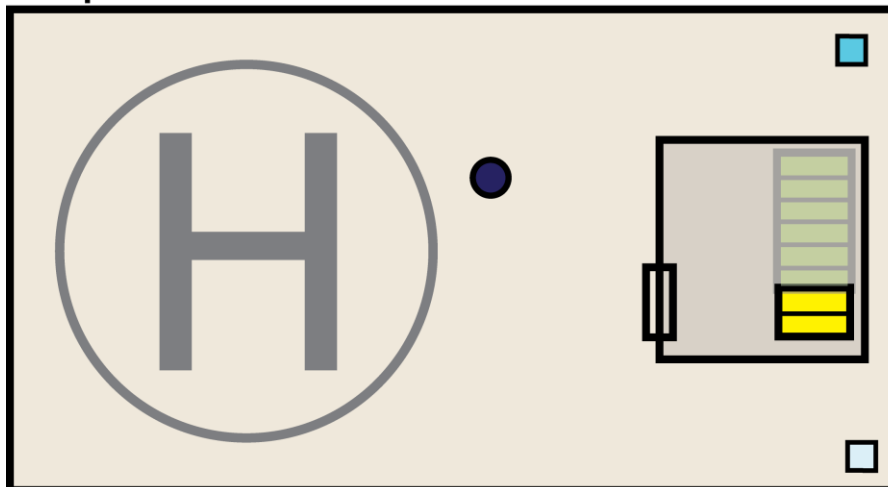
Outpost -- First Floor



Outpost -- Second Floor

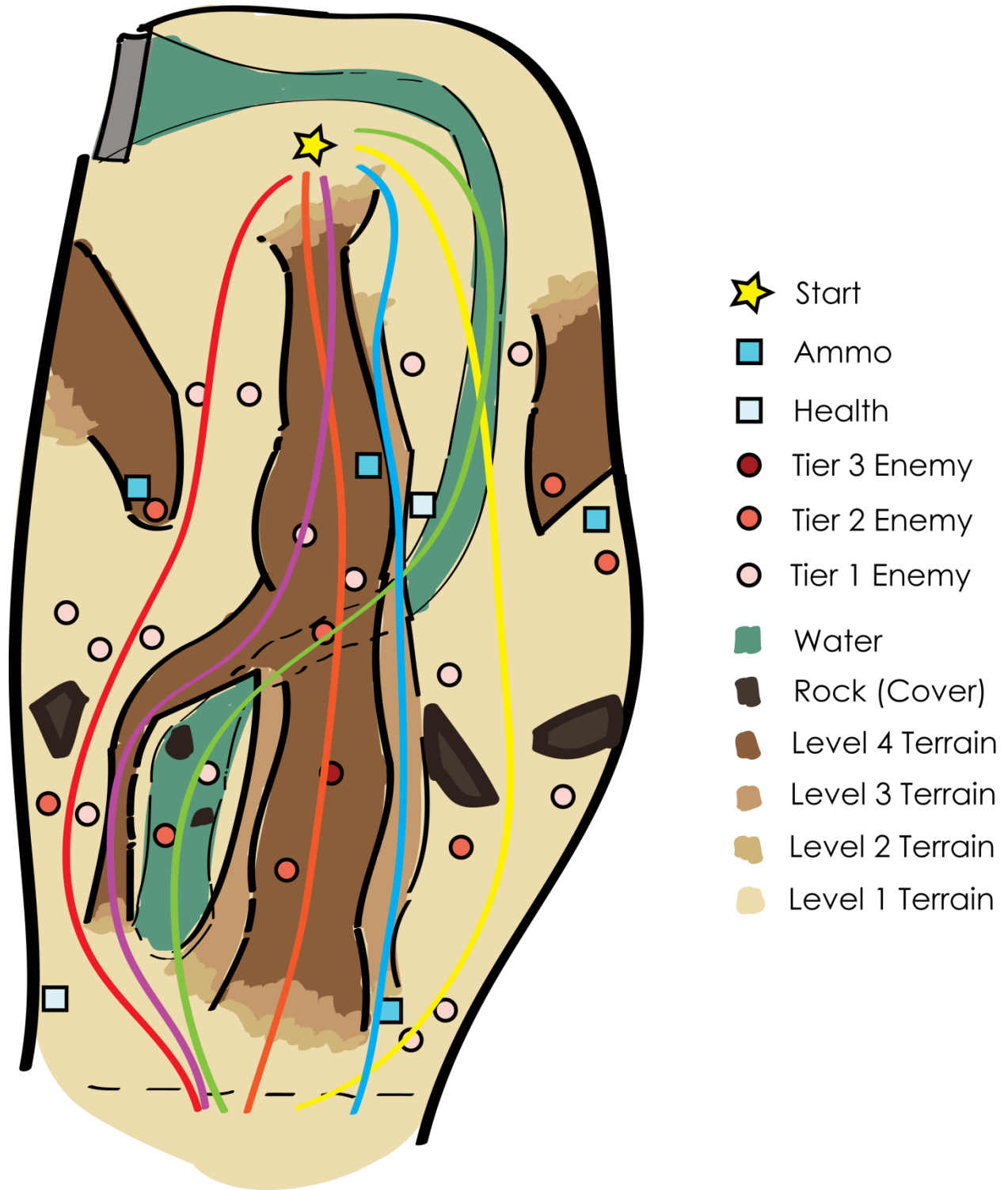


Outpost -- Roof



-  Exit
-  Entrance
-  Ammo
-  Health
-  Boss Enemy
-  Tier 2 Enemy
-  Tier 1 Enemy
-  Door

The Multiple Paths for Part I



About Crooker Canyon

Part 1

- ◆ Players start near the dammed river; they are dropped off by helicopter.
- ◆ The goal of the level is to get to the outpost and clear it out of enemies in order to retake it.
- ◆ Players can choose from a variety of paths to get across the level.
- ◆ The red and yellow paths are at the lowest point of the canyon. While it is low ground, there is a fair amount of cover available and more pick-ups.
- ◆ The green path goes along the river; it goes underneath the higher elevated area in the middle. It has some cover and some pick-ups.
- ◆ The blue path runs along a cliff. It has the advantage of higher ground but the disadvantage of having no cover and fewer pick-ups.
- ◆ The purple path goes up and over. There is no cover, but it avoids the tier 3 enemy.
- ◆ The orange path goes straight across. There is no cover, and there is a tier 3 enemy encounter. It is the most direct path, but it is also the most difficult path.
- ◆ This section would most likely take approximately 5-7 minutes.

Part 2

- ◆ This part is the highest climactic/intensity peak before the final boss battle in the level.
- ◆ It is a large, open battlefield with a variety of enemies.
- ◆ This section would most likely take approximately 2-3 minutes.

Outpost

- ◆ This first floor is a calmer place with few enemies to give the player a breather.
- ◆ The second floor should pose little difficulty and gets the player warmed up for the boss.
- ◆ The roof is where the boss battle takes place, and it is the climax of the level.
- ◆ When the boss is killed, the player is taken out of the level by helicopter.
- ◆ This section would most likely take approximately 5-7 minutes, including the boss fight.

Overall

- ◆ The entire level would most likely take 12-17 minutes.
- ◆ This level would be somewhere in the middle of the whole game.
- ◆ Tier 1 enemy is a grunt-level enemy.
- ◆ Tier 2 enemy is a lieutenant-level enemy.
- ◆ Tier 3 enemy is a captain-level enemy.
- ◆ Traversal through the level is done solely by running/walking/jumping. No vehicles.