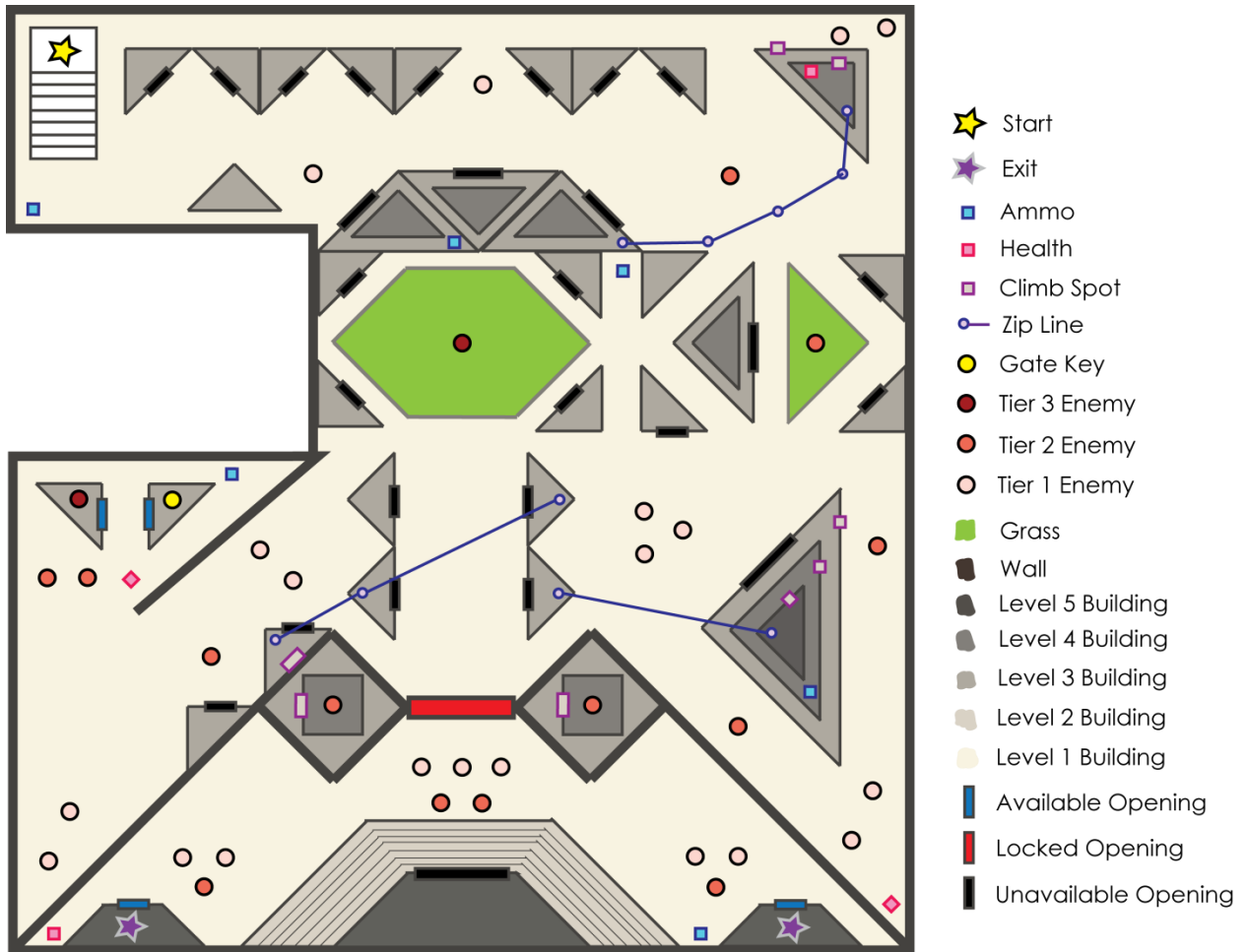
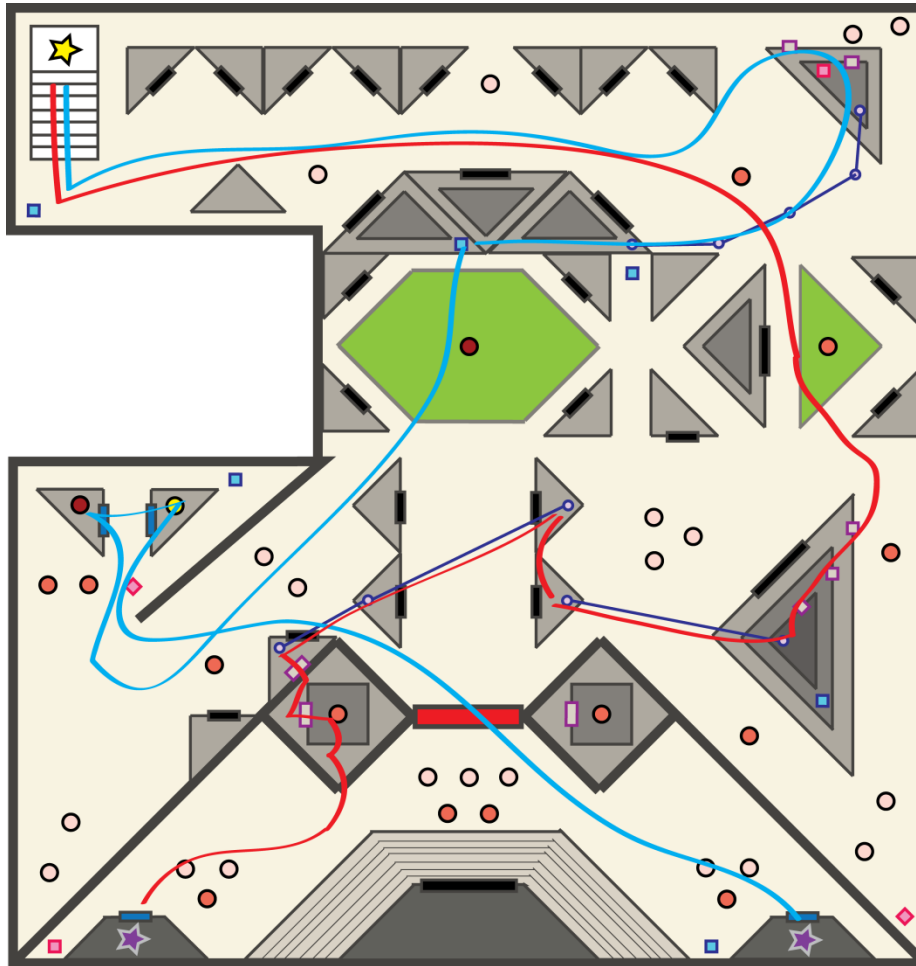


# 3rd Person Action Campaign Map – The Forbidden Capital

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## Major Paths



- ★ Start
- ☆ Exit
- Ammo
- Health
- Climb Spot
- Zip Line
- Gate Key
- Tier 3 Enemy
- Tier 2 Enemy
- Tier 1 Enemy
- Grass
- Wall
- Level 5 Building
- Level 4 Building
- Level 3 Building
- Level 2 Building
- Level 1 Building
- Available Opening
- Locked Opening
- Unavailable Opening

## About The Forbidden Capital

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### Overall

- ◆ The setting is in a walled, forbidden capital city filled with guards of varying difficulties.
- ◆ The entire level would most likely take 10 minutes to get through, depending on how much the player vests into exploration.
- ◆ 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, and/or zip lining.
- ◆ The player starts at the steps coming from an underground subway tunnel.
- ◆ The player's goal is to get inside either of the two smaller doors that lead into the citadel, which is behind a wall and locked gate.

### Major Paths

- ◆ The player could take the blue path wherein he or she finds the gate key and goes through the gate to get into the citadel.
- ◆ The player could also take the red path wherein he or she uses zip lines, jumping, and climbing to get over the citadel wall.