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2009-04-24

PL-VanishingPoint

Table of contents

Summary	2
Setting	2
Location	2
High- and low level concept icons.....	2
High level concept	3
Low level concept.....	4
Ground floor.....	4
Bottom floor.....	6
Top floor	8
Dependencies	9
Art	9
Sound	9
Design	9
Risks.....	10
Appendix.....	10

Summary

PL-VanishingPoint is a ten to thirty player *Team Fortress 2* Payload map. The objective for the blue team is to transport and deliver a bomb into the red team's base within a specified time. The bomb travels on a train track throughout the level and the train only moves if a player of the blue team is within close proximity of the bomb. The map has got three checkpoints for the bomb and the blue team gets extra time for each checkpoint they reach. The gameplay changes according to what checkpoints the bomb has traveled through.

The red team's main priority is to stop the bomb from reaching their base.

Setting

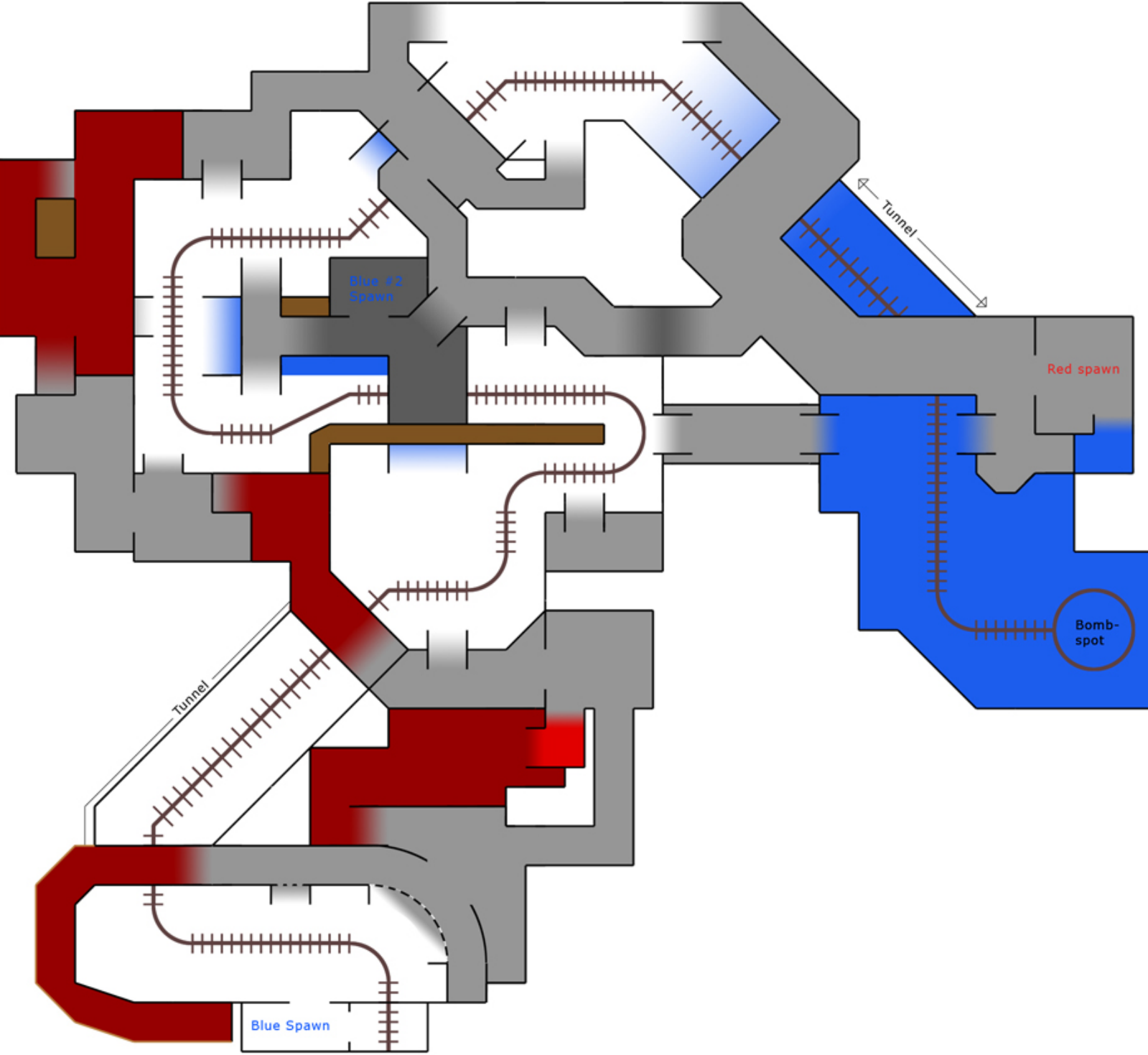
Location

Vanishing Point is located on a mountainside. It's an abandoned, dusty Midwestern mining town. With a lot of industry buildings and mining facilities. It's got the typical *Team Fortress 2* look, but it still got a unique style.

High- and low level concept icons

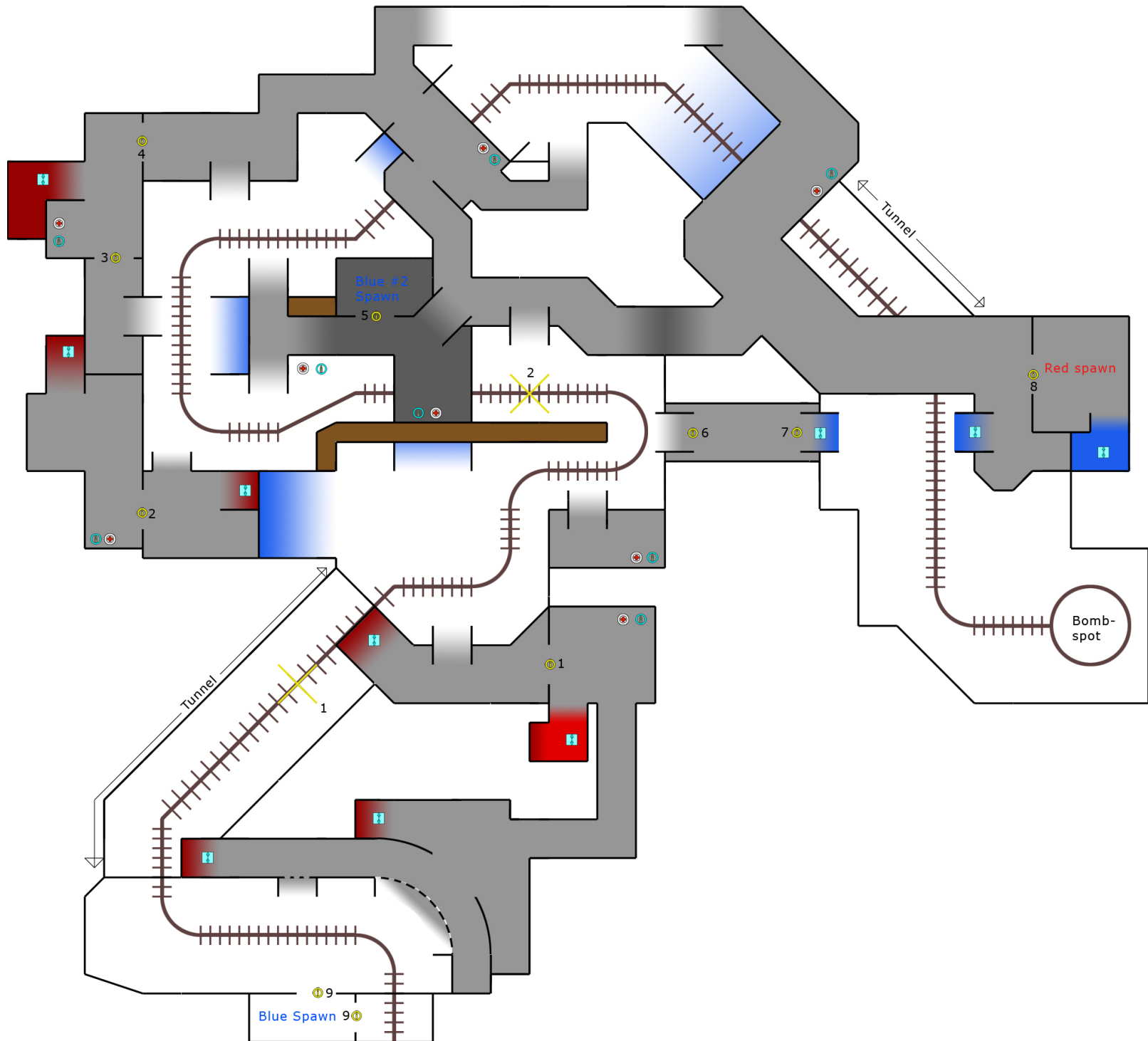


High level concept



Low level concept

Ground floor



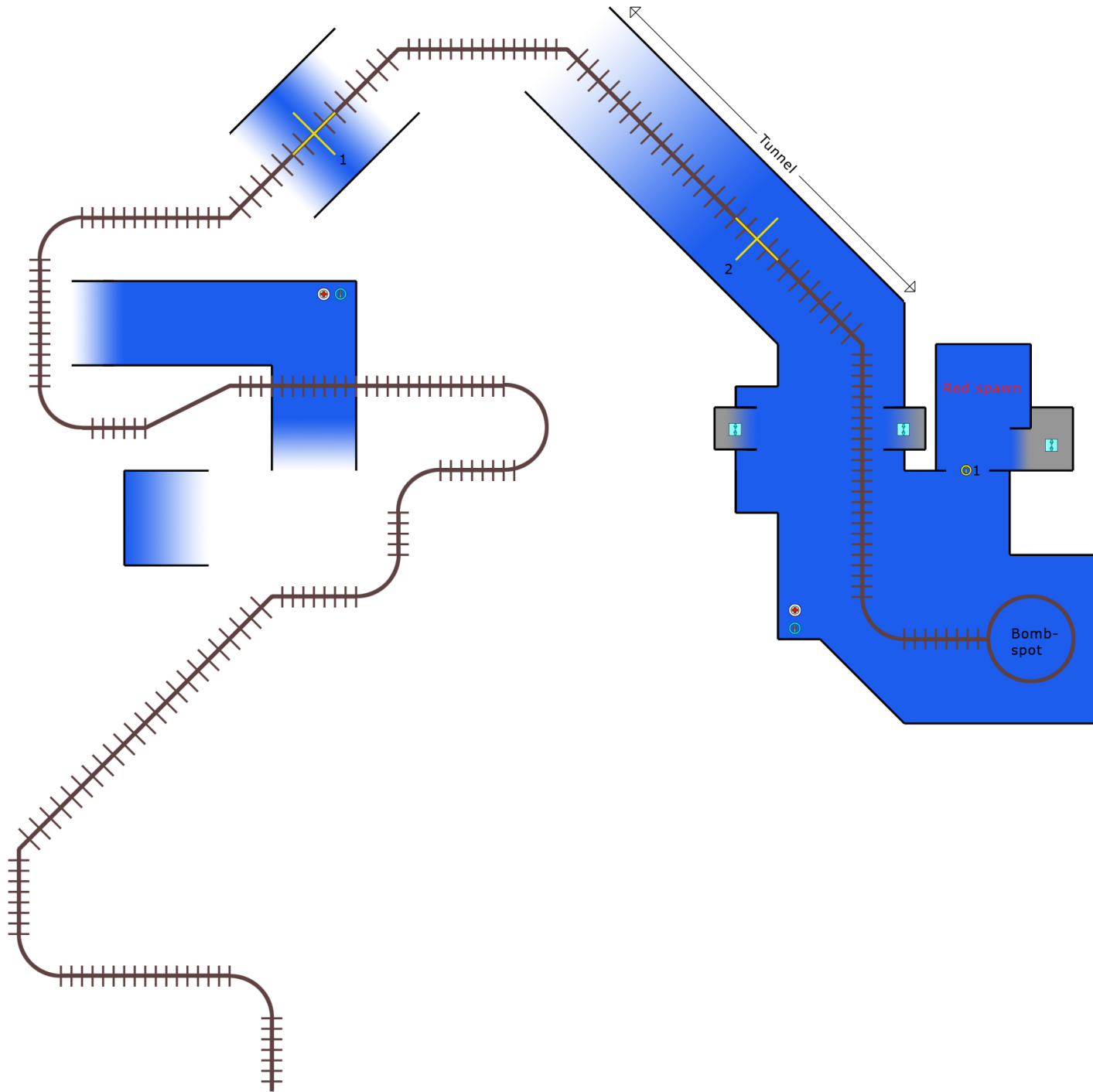
Interactables

1. Retractable door.
2. Retractable door.
3. Retractable door.
4. Retractable door.
5. Locked retractable door. Only opens when the bomb reaches the maps third control point (Visible on the bottom floor's LLC, Control Point #1).
6. Retractable door. Is disabled when the bomb reaches the third control point.
7. Retractable door. Is disabled when the bomb reaches the third control point.
8. Retractable door. Is only accessible by the *Red team*.
9. Retractable door. Is only accessible by the *Blue Team*.

Control points

1. Control point #1 is located at the end of a medium sized tunnel.
2. Control point #2 is located in front of a walkway, between two narrow buildings.
3. Control point #3 is located underneath a walkway/house north of the *Blue #2 Spawn*.
When the bomb reaches this control point (It's visible on the bottom floor's LLC, Control Point #1), the first *Blue Spawn* area is disabled and the *Blue #2 Spawn* area activates.
And the #6 & #7 interactable doors disables.

Bottom floor



Interactables

1. Retractable door. Is only accessible by the *Red team*.

Control points

1. Control point #1 is located underneath a walkway/house north of the *Blue #2 Spawn*.
When the bomb reaches this control point, the first *Blue Spawn* area is disabled and the *Blue #2 Spawn* area activates. And the #6 & #7 interactable doors disables.
2. Control point #2 is located inside a medium sized tunnel and right above the control point the tunnel is broken up, so you can see down from the ground floor.

Top floor

Dependencies

Art

- Architecture
 - Industry buildings and mining facilities.
- Objects
 - Rusty walls, worn town wood, plaster & concrete walls, plants, trees, vines, grass & sand.
- Guidance objects
 - Colored arrows guiding the player to the control points and to the bases.
 - Blocked and accessible doors will be clearly defined and visible to the player.
 - Pickups have mostly been placed in the outer areas to draw the player around the entire map. And in specific areas where the engineers are mostly probable to place their dispensers and turrets.

Sound

- Effects
 - Opening sound for the retractable doors.
 - Exploding sound, when the bomb reaches the final destination.
- Ambience
 - Blowing wind.
 - Birds.
 - Forest sounds.
 - Industrial sounds.
- Music
 - Fitting sound-track.

Design

- Pickups
 - Ammo
 - Generic ammunition to all weapons and classes.
 - Small.
 - Medium.
 - Full.
 - Health
 - Small.
 - Medium.
 - Full.
 - Intractable
 - Train with bomb.
 - Multiple doors.
 - Control points.

Risks

The map might be too big and I might miss my deadline because of it.

Appendix

