

Area 51: Warehouse

Unreal Tournament 2004

7/4/08



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Revision Notes

7/4/08 – Preliminary concept developed

7/4/08 – Basic work on the LDD

7/5/08 – Added more detail across the whole document

7/5/08 – Added level layout

7/6/08 – Document completed

Quick Summary

Back on Planet Earth, a certain secret military base, dubbed Area 51, was thought to be lost forever. Recently, an excavation team uncovered what was thought to be just another warehouse filled with ancient nonsense... that is until they saw the large 51s painted on its walls.

General Overview

- Players can roam around on top of the crates or in between them on the ground. Some crates have collapsed or tipped over thus providing ramps to use.
- Players can reach the beams that run along the ceiling via teleporters.

Objectives

- DM - Win the match by reaching the frag limit or having the most frags at the time limit
- TDM – A team wins the match by reaching the frag limit or having the most frags at the time limit.

Technical Overview

Game Types

- Deathmatch / Team Deathmatch – This rather small warehouse is only suitable for deathmatch or team deathmatch games types.

Location

- Warehouse in the long since defunct Area 51.

Metrics

- 4096 (l) x 4096 (w) x 2048 (h)

Details

Theme / Mood

This old warehouse located in the long since defunct Area 51 is in surprisingly good shape considering how long it has been buried beneath the desert sands. Some of the walls and beams are a bit rusty and some of the crates have collapsed or tipped over. Few of the original lights still work, but a few new lights have been installed and power has been restored to the facility. The addition of jump-pads and teleporters will make fighting here more interesting.

Suggested Number of Players

- 8-10

Background Story

Back on Planet Earth, a certain secret military base, dubbed Area 51, was thought to be lost forever. Recently, an excavation team uncovered what was thought to be just another warehouse filled with ancient nonsense... that is until they saw the large 51s painted on its walls. Inspection of the crates stored there proved that the technology that once existed has long since been surpassed. Control was turned over to the Tournament and plans were immediately underway to add this Area 51 warehouse to the ranks.

Major Areas

On the Ground



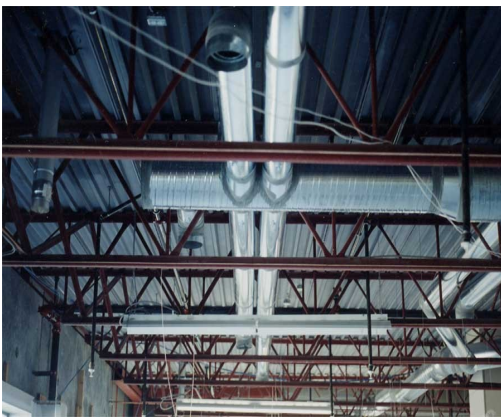
Players running around in between the stacks of crates are fairly protected from their sides, but not from above. Eyes to the skies as players may try to attack them from the tops of the crates.

On top of the Crates



The top of the crates offer little protection from attackers, but give a slight advantage over players on the ground and a relatively clear shot at the support beams.

On the support beams



Reachable via teleporters on the ground level, these rather narrow support beams run along the ceiling. While they are the highest point on the level, there is little space to evade enemy attacks without falling off to the top of the crates or the ground.

Key Assets

Static Meshes

Warehouse crates, Support beams, jump-pads, teleporters, Debris

Particle Effects

Dust, Smoke

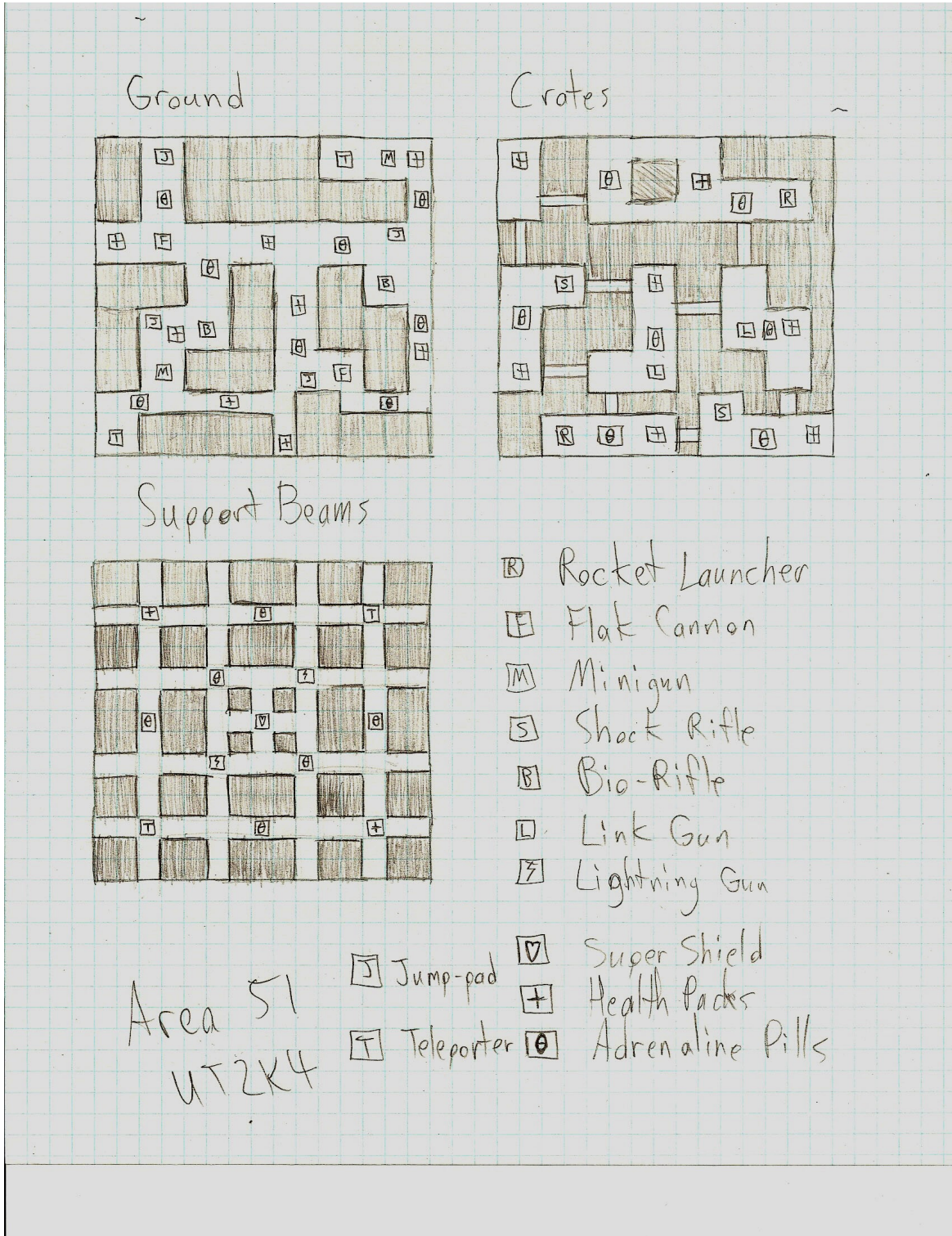
Weapons

- Rocket Launcher – Crates
- Flak Cannon – Ground
- Minigun – Ground
- Shock Rifle – Crates
- Bio-Rifle – Ground
- Link Gun - Crates
- Lightning Gun – Support Beams

Items

- Super Shield – Support Beams
- Health Packs – Ground / Crates
- Adrenaline Pills – Ground / Crates / Support Beams

Level Layout



Other Reference Material



