

# **Skyhook Spires**

Unreal Tournament 2004  
Capture the Flag

10/8/09

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## **Revision Notes**

8/27/09 – Preliminary concept developed

9/29/09 – Fleshing out details

10/5/09 – Drawing up layout

10/8/09 – Document finished

## Quick Summary

Suspended high above the surface of a planet in violent upheaval, the Skyhook Spires are observatory platforms used for monitoring the molten hot reshaping of the planet below.

## General Overview

- The Skyhook Spires is comprised of two floating observational platforms, acting as each teams' base. The flags are situated on the second floor of each platform.
- There are 2 methods to transverse the gap between the spires. Connecting the upper levels are two slow moving trams that alternate between the platforms. To transverse the gap from the lower levels, players must use jump pads to leap from small platforms scattered between the spires.

## Objectives

- Capture the Flag
  1. Win the match by reaching the flag capture limit or
  2. having the most flags captured when time runs out

## Technical Overview

### Game Types

- Capture the Flag – The twin observatory platforms or Skyhook Spires are best suited for the capture the flag game type.

### Location

- The Skyhook Spires are suspended high above the surface of a planet in violent upheaval. Used to monitor the planet below, these observatories are held steady above the molten lava by large dirigibles and thrusters situated below each of the platforms.

### Metrics

- 6144 (l) x 4096 (w) x 8192 (h)

## Details

### Theme / Mood

The molten lava below fills the sky with a bright orange-red glow while the white star, W121, radiates

high overhead, providing power to the twin observation platforms of Skyhook Spires. Fumes from the lava constantly bellow up, making it dangerous to stay outside for a long period of time.

### ***Suggested Number of Players***

- 10-14

## **Background Story**

Located around the star W121, the uninhabited planet of Kir'rok was recently knocked out of its close orbit by a comet. The Intergalactic Terra-forming Organization immediately took notice of this event and dispatched a survey team to the location of the planet. Initial observations determined that the planet was now a proper distance away from its star to support life on the surface once the world had reached stability.

The ITO commissioned the construction of a special observatory to float high above the surface of the planet and monitor its violent reshaping until it was ready for stage two of terra-forming. They named the observatory Skyhook Spires because of the more traditional method with which it would be suspended above the surface of the planet and it's unique design.

## **Major Areas**

### ***Spire Control (Flag Room / Second Floor)***

The control room of each of the spires is situated on the second floor. Every command for the spire is issued from here. Both the Red and the Blue team have set up their flag in this room. Directly connecting the control room on each of the spires is a slow moving tram. While using this may seem like a great idea to capture the flag, survival on it is tricky, as it provides little cover along with its slow speed.

### ***Planetary Monitoring (First Floor)***

The lower floor of each observation platform houses the various systems used to monitor the planet below. Thick windows around the room allow view of the cloudy skies while protecting those inside from the elements (and high speed projectiles). Stairs in the center of the room allow access to the upper floor.

### ***Outside***

In between each of the observational spires is a series of a small platforms held aloft by a series cables, balloons, and thrusters. Jumping from the center platforms and the spires is impossible without the help of jump pads. Once on the center platforms, players must navigate between them by jumping around on a series of small beams that hold them together.

## **Key Assets**

### ***Static Meshes***

Zeppelin, Balloons, Trams, Tram supports, Platforms thrusters, Platform beams, Jump pads, Windows, Window trim, Spire structure parts, Planetary monitoring equipment, computer monitors, hanging lights, wall lights

### ***Particle Effects***

Fire from thrusters under platforms, sparks from tram moving, smoke from planet, lava, clouds, sparkles from jump pads, water dripping from cooling units, glow from the white star, rust being blown away from platforms

### ***Weapons***

- Rocket Launcher – Outside on platforms between spires
- Flak Cannon – Inside on first floor behind stairs
- Minigun – Inside on first floor next to stairs
- Shock Rifle – Inside on first floor next to stairs
- Lightning Gun – Inside on second floor in front of tram

### ***Items***

- Super Shield – Outside on center platform between spires
- Health Packs – Various locations: second floor, first floor, outside
- Adrenaline Pills – Outside on platforms between spires

# Level Layout

