

## **Level Title**

Sunken Bio-Dome

## **Description**

This partially submerged facility was once used to house aquatic biological experiments in an attempt to create the ultimate underwater killing machine. The last experiment destroyed most of the facility, but the main chamber remains intact and is now an excellent battleground for the Tournament.

## **Overview**

The level is a multi-layered circular deathmatch (or team deathmatch) designed for 2-8 players and/or AI controlled bots.

## **Layout and Object Placements**

The main level (designated floor 1) surrounds a pool of water in the center. There are 4 small beams connecting to a small platform in the center of the pool of water. The small platform shall have a Double Damage sitting on top of it. On the inside of floor 1, there will be 20 Adrenaline Pills spaced evenly around the pool of water. On the outside of floor 1, there will be 8 Health Items spaced evenly about the walls, but not in front of the elevators. On floor 1, in front of the north and south elevators will be a Shock Rifle with 2 Shock Rifle ammo. On floor 1, in front of the east and west elevators will be a Minigun with 2 Minigun ammo. There are 16 columns supporting the inside edge of the upper level spaced evenly about the room. There are four elevators located beside every fourth column that take you to the upper level.

The basement level (designated floor 0) includes the pool of water and the tunnels at the bottom connecting to it. The four tunnels are located in north, south, east, and west positions and the elevators return you to floor 1. It is not possible to jump out of the pool of water; the only way to return to floor 1 is to use the elevators. In the bottom center of the pool of water, there is a 50 point shield. The north and south tunnels contain a Rocket Launcher and 2 Rocket Launcher ammo. The east and west tunnels contain a Flak Cannon and 2 Flak Cannon ammo.

The upper level (designated floor 2) is a walkway that follows the outside wall. There is a railing that prevents you from running off around the inside of the walkway. This railing can be jumped. Players on floor 2 can see the inside of floor 1 and the pool of water. There are 8 Health items and 8 Adrenaline Pills spaced evenly around the walkway, alternating.

Spawn Points: 8 spawn points

Upper Level (Floor 2): 4 spawn points in the north, south, east, and west positions.

Main Level (Floor 1): 4 spawn points in the NW, NE, SW, SE positions.

## **Materials**

Main Level (Floor 1):

Floor: Concrete

Walls: Concrete

Columns: Steel, rusted on the bottoms

Pool of Water Beams: Rusted Steel

Pool of Water Platform: Grated Steel, rusted

Elevators: Partially rusted steel

Upper Level (Floor 2):

Walls: Concrete

Walkway: Grated Steel

Railing: Steel, partially rusted on top

Ceiling: Glass with steel beams supporting it in a crossing pattern

Basement Level (Floor 0):

Walls: Molding concrete

Pool of Water Floor: Grated Steel, rusted (darkness below it)

Tunnel Floors: Molding concrete

Tunnel Ceilings: Molding concrete

Elevators: Rusted Steel

### **Lighting**

Skylight: Light coming through the glass dome up top.

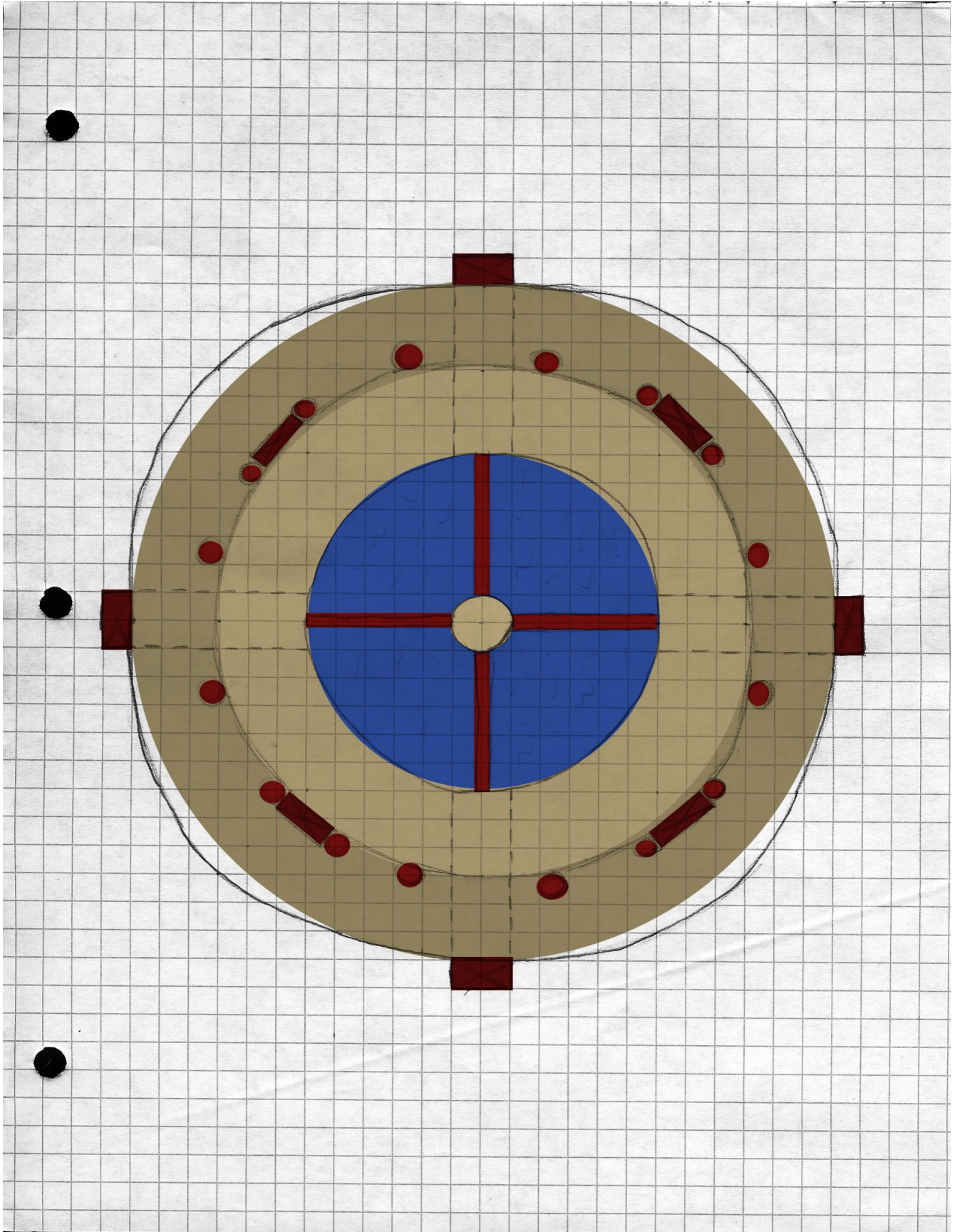
Upper Level (Floor 2): 4 lights, one on the wall across from each elevator.

Main Level (Floor 1): 4 lights, one the bottom of floor 2 in front of each floor 0 elevator.

Basement Level (Floor 0): 5 lights, one of the bottom of the center platform and one on the floor of each tunnel.

### **Color Palette**

Dark Gray, Dark Brown, Dark Green, Dark Blue, Dark Red, Black



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