# Gametype

* Single Player or Multiplayer?

This will be a single player map.

* What game is this map for? (UDK, Starcraft II, COD, etc)

This will be based in the CryEngine 3.

# Story

* Story behind your map. Why are the players there? Why is the place/environment there? Write the history of your environment. What happened to the place before the player entered the environment?

The player has gone through multiple levels against an opposing faction that is after them. The player has made it this far and is almost to their goal of catching the head leader.

* What is this map about?

Following the path which leads to where the enemy faction’s leader is.

* Every player at every map/level has a goal/desire/object and it is either fulfilled or denied/blocked/obstacle. Do you have this? Does it rise? This is especially important in Single Player maps.

The player will be come across guards and patrols that block them from progressing further in the level.

# Gameplay

* How would the level play out? Gameplay wise?

The player will use a recon stealth style to get through the level. The player will later on fight through hordes of enemies in the next level.

* How big is the map?

The map is only the path portion which acts as a transition level to the leader’s headquarters.

# Visuals

* Is the map original? What is everyone else doing? Don't make another "everyone" map. Be original and different. How will you achieve this?

The map will start out in a recon and kill mission sense, however later on the level will play out hectic and warlike.

* What is the time of day of the map? Season? Color? Reference.

The time is set at dusk as it’s just getting dark. The season is summer so there will be lots of cool colors.

* Feel and Atmosphere. Describe what you want to portray in terms of the feel of the map and atmosphere.

The color scheme will be green and floral in a dark and foggy setting.

* Will exploration be rewarded? If so what will it be and in what way?

The player will be rewarded different weapons for exploring the map or different ways to engage patrols.

* How will you direct the player? What methods will you use? Color? Noise and Sound? Guide the player without telling them where to go. Smart design.

The player will be directed by sound and the placement of the patrols.

* What are you going to concentrate on? What do you want to learn when you are finished? What aspect of design, gameplay, fun, crazy, atmosphere?

The aspect of the gameplay and fun of scene’s dark atmosphere.