

June 2019

# Yellus

By Brent Abe-Titcomb

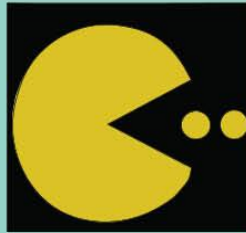
# Map design

## 1 Basics of Map/Design

Video game design is important because it allows and promotes freedom of expression. It helps the mappers learn the ins and outs on how to make and master the program they are using. More less the creator must immerse themselves in the player's shoes and alter the map so that it can be played in various difficulties. Through time the mapper learns discipline of map production and continues to grow.

## 2 Challenges and Problems

When brainstorming and designing the actual map, there are lots of flaws and challenges that emerge when producing the map such as bugs and glitches. The programs that the creator uses are able to capture the those errors and alter them. These types of errors can range from leaks, coding issues, bugs, and glitches.



## 3 Strategies and Exploits

Upon developing the map, players to come up with certain strategies to master the map and beat the level. When mastering such maps this allows the players to also come up with exploits and glitches and that the developer had missed.

## 4 updates and Patches

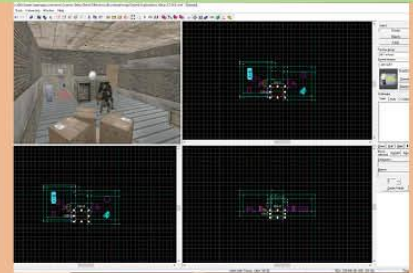
Through out the maps existence the there were will be constant change and updates to further improve the quality of the map itself. These will most likely be found by the creators and the players.



## 5 What I Produced

Counter Strike Global Offensive is first person shooter, which is a skilled based game. Within the game there are several skill-based mechanics. One of which being spending wisely on buy rounds, Aiming for the head, mastering spray patterns, and following strategies in game to win rounds. In order to produce such a map I used Valve's program called Hammer. When working in the program, I noticed that the program had lots of similarities with programs like illustrator and Photoshop. One of the key similarities is that hammer has a similar system in which in all programs rely on a layer-based system to produce the map. You also had to use textures in order to produce the map.

The map by itself has no real meaning. If anything the map is supposed portray and underground theme, however there is no symbolism in the map. The sole purpose is supposed to allow the player to improve their game play and game sense. Ex: Pre-firing angles, throwing nades in order give the enemy play a disadvantage. Working on headshots. That also explains when in the map, there crates, barrels, and cars in order to making killing the enemy and encourages the player to hit head shots. Regarding vibes and what not it really mixes in the with the first question, it's just a map built in order for players to have fun and improve their aim.

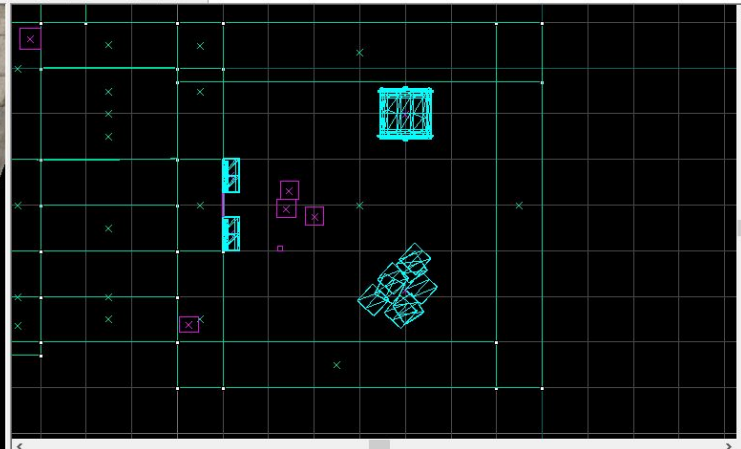


What I used:



# Problems and errors

What I learned:



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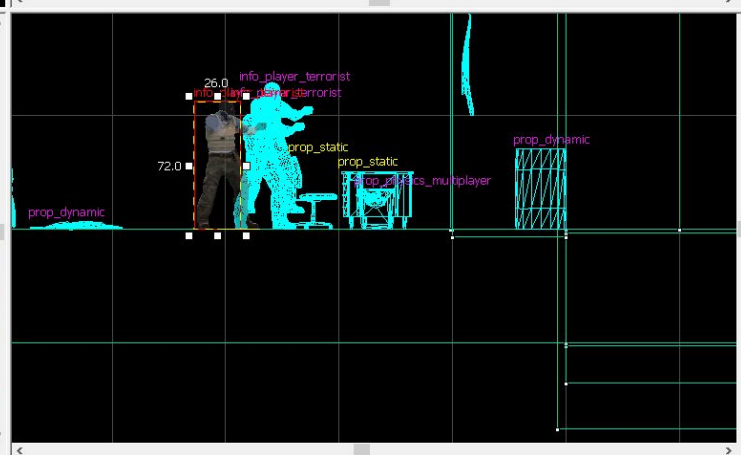
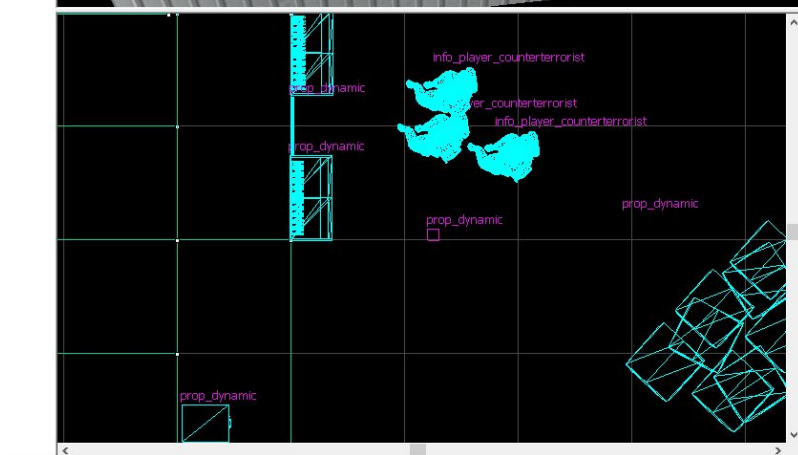
Texture group: All Textures

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1024x1024

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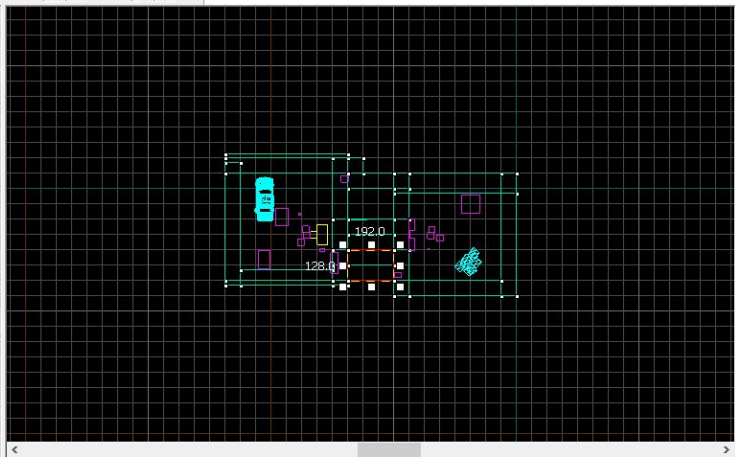
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Create Prefab



Select:

Groups

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Texture group:

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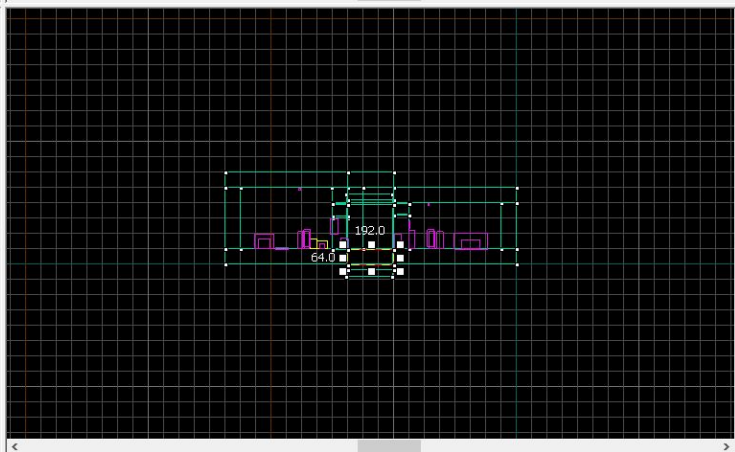
512x512

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Create Prefab

