# Titan Pass

## Deconstruction

## Description:

Titan Pass is a CTF based map which is designed to be symmetrically inverted. Titan pass is compatible with all of UT4's advanced movement mechanics and is spacious enough to support around 12 players (6v6). This map is balanced to allow for long range and short range encounters as well as strategic play for the more advanced teams. Multiple and complex path ways can be found at either of the two bases, whereas more open and vulnerable locations can be found around the center of the map. There are two versions of this map. A smaller, team death match version with simpler art- made entirely out of BSP's. and the fully decorated, larger CTF version. The CTF version of Titan Pass is the one I will be deconstructing.

## Paths:

Titan Pass's primary structure is linear. Players will be moving from one base to another via a bridge in the center of the map which has an upper and lower portion. If players do not use the bridge, they will find themselves blocked off by large structures and chunks of terrain. This forces them to take longer, yet less risky routes. Players need to make a choice between fast and risky or long and safe. That seems to be the design philosophy behind this map.



this can be better represented in the image below
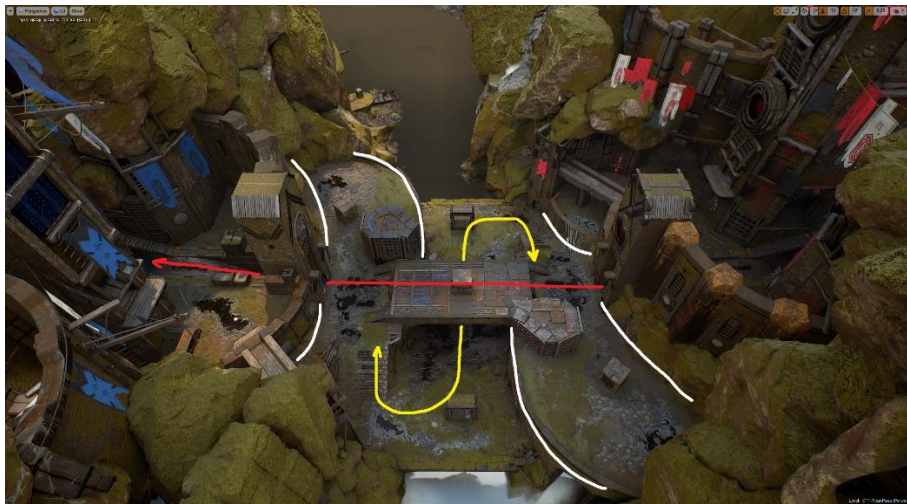


The red line is the riskiest route which will lead the player from one base to another in one straight line. The yellow line will take them from the lowest route of the map, providing them cover from snipers and other threats hiding in either of the bases. The white lines represent the paths being blocked from lower to higher levels.

Once players are on their way up to their opponent's base, they are presented with multiple pathways which will eventually lead to the flag. I have ranked these paths from least risky to most risky.



Path 1, is the safest route. It adheres to the maps design philosophy of long and safe, short and risky. By taking path 1, players will get into the more complicated intertwined portion of the base. Path 2 is fast from the bottom because players will be using an elevator to reach to the top of the tower. However, once they are out of the elevator they are instantly exposed to the sniper tower and anyone guarding the flag at the base. Finally path 3 is basically a death wish for any player. This narrow hallway leads straight to the flag however players will be exposed to every possible threat without room for evasion.

A top down view of the safe path can reveal the complex pathways players can take



The red line will lead players to the center of the map again where they will most likely not find an easy way out. The orange line will take players into a room which is the second shortest path however it is still extremely risky considering that they will be trapped in a room with only 2 exits. The yellow path is an extension of the orange path; however, it does lead outwards. Finally, the green path is the safest

and maybe the sneakiest path for players to take. One thing is still evident though, all these paths still stick to the core design philosophy. Long and safe, short and risky.

Sightlines:

The sightlines in Titan pass allow for significant damage to be done by an accurate sniper. However, the paths are balanced in such a way which will allow players to maneuver through the map without being spotted if they are careful enough. To start, I will show an in-game image to show the sightlines available to a player sniper from the sniper tower.



This is a list of the available sightlines from the sniper tower (the view is the same except inverted from blue base):

- Blue sniper
- Blue base entry
- Bridge
- Red elevator
- Blue platform

The sniper in Titan Pass is a very advantageous weapon to have in order to provide a strong defense for the flag. As you can see, snipers have a view of almost every portion of the map except the lower most section. However, this does not mean that snipers have view of everything. The large structure that is typically the entry/exit to the base also disrupts the sightline of the player. The sightline blockers are highlighted in yellow in the picture above.

There are smaller, more decorative parts of the map which also provide visual information about player whereabouts. These sections cannot be shot through whatsoever, their only purpose is to provide visual information. These assets are mainly gates and barred windows.

In the two images above, players can peak down below from above or vice versa through the mesh platform to be able to tell whether enemy players are near them.

**Verticality:**

Titan Pass encourages players to make use of its verticality by simplifying the path to get to higher or lower ground. Both teams start out on high ground and must defend their base at a downward slope. Attackers on the other hand will be attacking at an upward slope. This naturally means that the map will form a U shape from end to end.

Titan Pass caters to the arcade shooter archetype. The arcade shooter is defined by the ability to make players "feel like they are an unstoppable action hero. It places much of players focus on strategy during combat. These types of games encourage players to take big risks and do flash stunts." This archetype is defined by a level designer named Bobby Ross who discusses the nuances of making a map that caters to both the arcade and realistic shooter preferences of players. Since UT4 has puts a heavy emphasis on making players bullet sponges all while upping the movement capabilities, naturally the map must end up expanding both in size and verticality to make players feel more immersed when trying to attempt ridiculous stunts. Titan Pass has many "pro-jumps" and shortcuts to help players traverse its uniquely vertical layout. There is a total of 6 different heights. The peak of the height can be found at the base spawns and will gradually descend as you make your way to the center of the map.



As you can see in the image above. It is almost a second-hand reaction for players to want to jump off any one of those edges because it simply provides a faster more natural route for them to traverse the vertical nature of the map. This makes it so that defenders have an easier time leaving the base, creating scenarios that encourage people to attack their opponents.