

UT4 Tutorial Map

Deconstruction

Categories:

Gameplay:

- Weapons
 - Minigun
 - Rocket launcher
 - Sniper rifle
 - Bio rifle
 - Shock rifle
 - Bio launcher
 - Redeemer
 - Flak cannon
 - Link gun
- Power-ups
 - Thigh ads
 - Berserk
 - Helmet
 - U damage
 - Armor
 - Jump boots
 - Shield belt
 - Invisibility
- Health
 - Super health
 - Health pack
 - Health vial

Doors

- Door actor
 - Interactive door
 - Automatic door

Movement

- Movement actors
 - Jump pad
 - Elevator

Interactive

- Interactive actors
 - Button
 - Trap rooms

Global Visual Actors

- Not visible in game
 - Post process volume
 - Skylight
 - directional light
 - atmospheric fog

Local visuals actors

- lighting
 - sphere reflection capture
 - point light (static)
 - point light (stationary)
 - spot light (stationary)

Metrics

grid size x1 for units by 100s

grid size x10 for units by 1s

Height: Z, Width: Y, Length: X

- Walls/building
 - wall run angle
 - 1/2 ratio or 100/200 ratio
 - Wall dodge distance
 - 1000 units
 - Stairs/ramps
 - ½ ratio
 - 5.00 length
 - 2.50 height
 - 2.5 step height
 - 5.0 step length
 - Openings
 - Window
 - 3.00 height
 - 1.50 width
 - Single person door
 - 4.00 height
 - 2.50 width
 - Wide/ double person door
 - 4.00 height
 - 5.00 width

- Story
 - 1 story
 - 5.00 height
 - Column
 - 5.00 height
 - 2.50 width
 - 2.50 length
- Floors
 - walk way
 - standard
 - 5.00 width
 - Half
 - 2.50 width
 - Basic platform
 - Thickness
 - 0.50 height
- Jumps
 - Jump boot height
 - 1.000 height
 - Basic jump height
 - 1.00 height
 - Jump and mantle height
 - 1.50 height
 - Crouch jump height
 - 2.00 height
 - Standard ledge height cant jump onto
 - 2.50 height
 - Crate
 - Support to jump onto
 - 150 units
- Crouch
 - Max crouch height
 - 1.50 height
 - 2.50 width
 - Min crouch height/slide
 - 1.25 units
 - 2.50 width
- Dodge
 - Distance
 - 750 units



