



THE SIMPSONS – CTF MAP

LEVEL DESIGN DOCUMENT

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Story

It was an ordinary day for Homer and other citizens of the Springfield. He was at work in **Springfield Nuclear Power Plant** and sleeping on the T-437 Safety Console as usual. However, his inattention caused a nuclear explosion in the nuclear plant that turns Mr. Burns to an energy source. Homer and his coworkers decided to keep him in the **Facility Building** ([Error! Reference source not found.](#)) This source drew the aliens' attention and these aliens landed on Springfield. After the landing, they destroyed most of the facility, and found a temporary base close to the **Cooling Towers** ([Figure 11 Cooling Towers \(Red Base\)](#)).

Now, **Team D'Oh!** (Blue Team/Homer, Carl Carlson, Lenny Leonard) must protect their facility (or what is left from that) from **Team RedHorns** (Red Team/Aliens).

Reference

Environment



Figure 1 Site Map of the Nuclear Plant

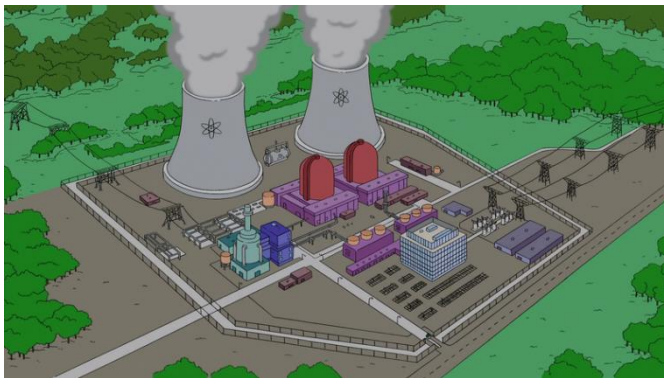


Figure 2 General Layout of the Nuclear Plant (in earlier seasons)

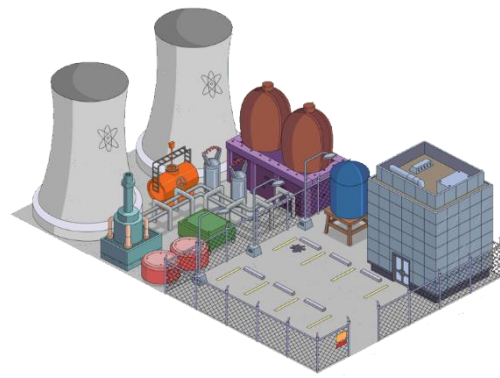


Figure 3 General Layout of The Nuclear Plant (Tapped Out)

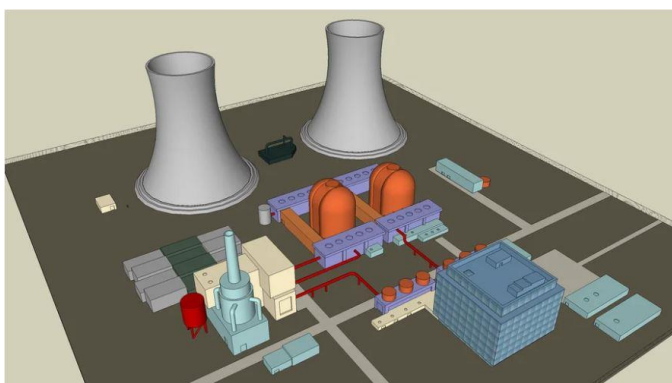


Figure 4 3D Model of the Nuclear Plant (Old Version)



Figure 5 In Game Scene of the Nuclear Plant (Tapped Out)

Setting

Major Details



Figure 6 Interior of the Plant (Hit and Run)



Figure 7 Entrance



Figure 8 T-437 Safety Console (Iconic Interior Elements)



Figure 9 Plant Operations Center Interior (Machine Props, Consoles, Screens etc.)



Figure 10 Old, Dirty Environment (Also Destroyed after the alien attack)

Cooling Towers (Red Base)

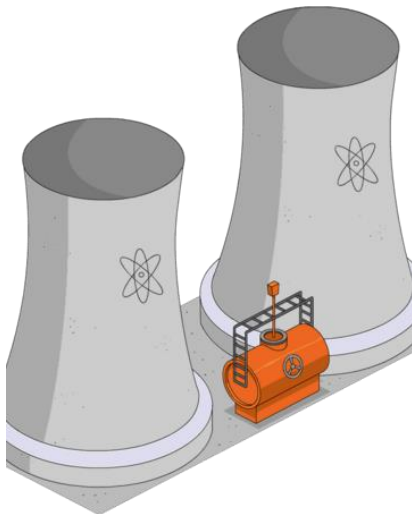


Figure 11 Cooling Towers (Red Base)



Figure 12 Cooling Towers With the Nuclear Reactor (RedBase + Mid)



Figure 13 Scale of the Cooling Towers with Homer



Figure 14 Destroyed Cooling Towers (Consider the Cartoon Theme)

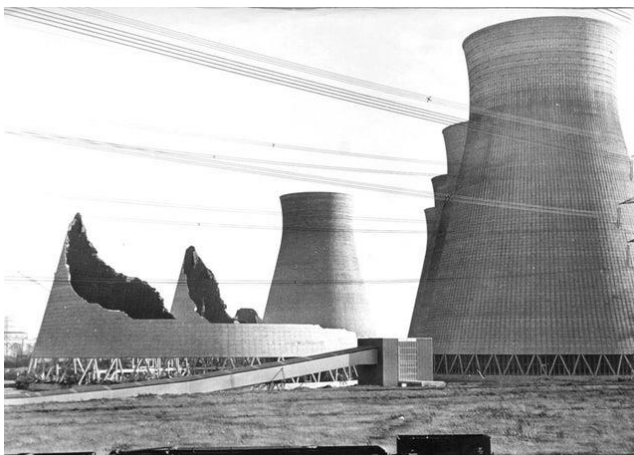


Figure 15 One of the Cooling Towers will be destroyed like in this picture (Red Base will be in it)



Figure 16 The Alien Spaceship will be landed in the Destroyed Cooling Tower

Facility Building (Blue Base)



Figure 17 Facility Building (Blue Base)



Figure 18 Building Interior(Destroyed Environment)



Figure 19 Opening to Outside (Parking Area in the map)

Nuclear Reactor Zone (Mid)

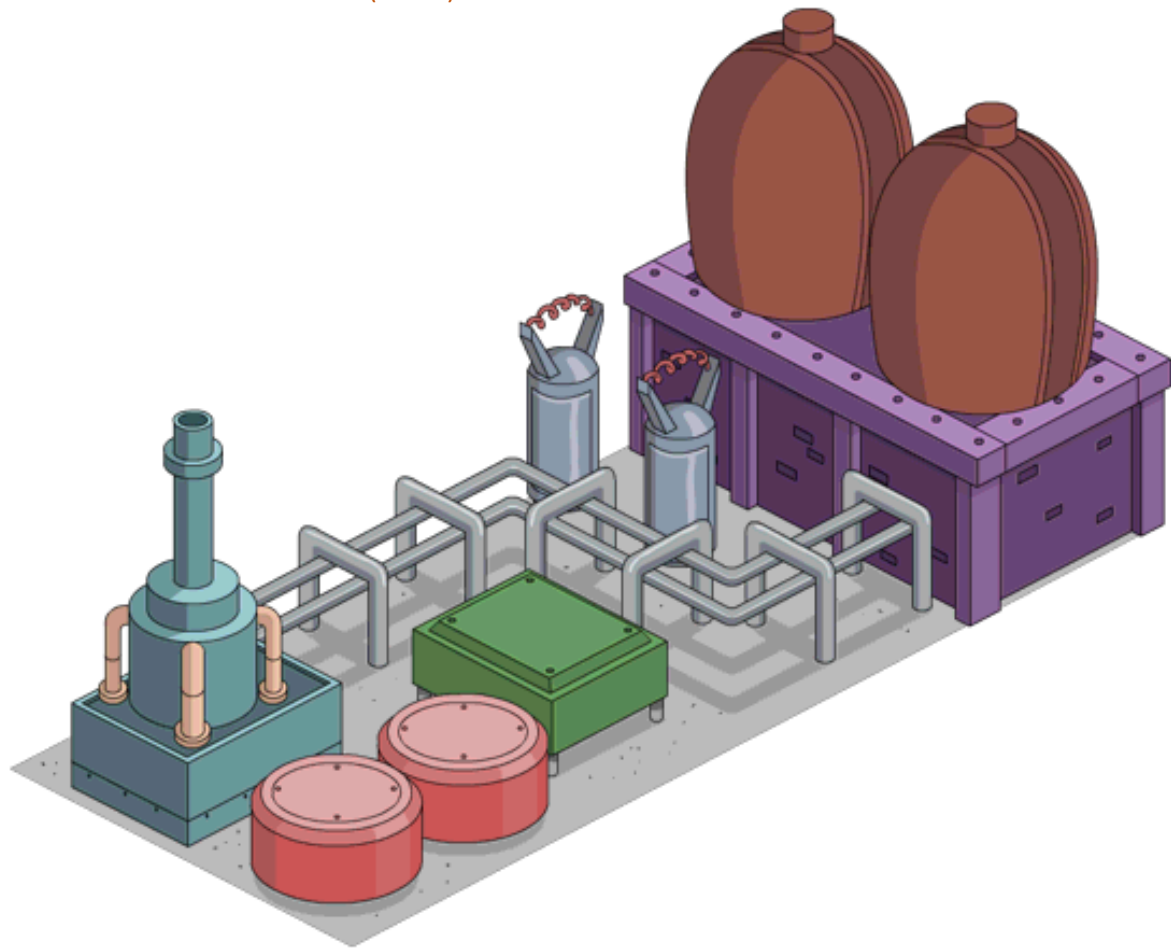


Figure 10 Nuclear Reactor Core (Mid)



Figure 11 Interior of the Core (Consider the Cartoonish Theme)

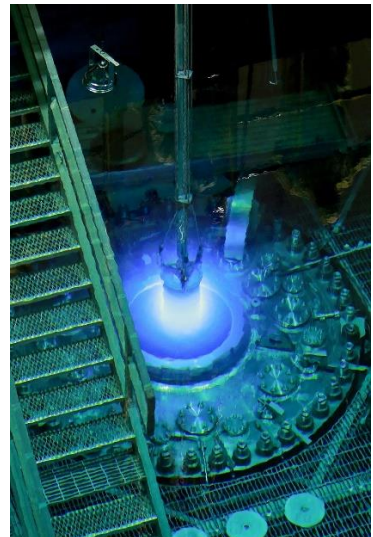


Figure 12 Vertical Circulation Paths will be included

Characters

Team D'Oh! (Blue Team)



Figure 23 Break Room



Figure 24 Carl Carlson



Figure 25 Homer Simpson



Figure 26 Lenny Leonard

Team RedHorns (Red Team)



Figure 27 Enemy Armor (Disregard the Human Head)



Figure 28 The Head of the Aliens



Figure 29 Height of the Aliens (compared to a human)

Features



Figure 30 Iconic Nuclear Reactor (Disregard the condition. It will be destroyed)

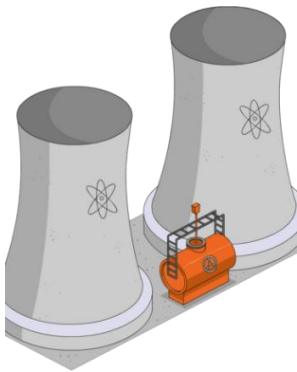


Figure 31 Cooling Towers (Red Base Landmark)

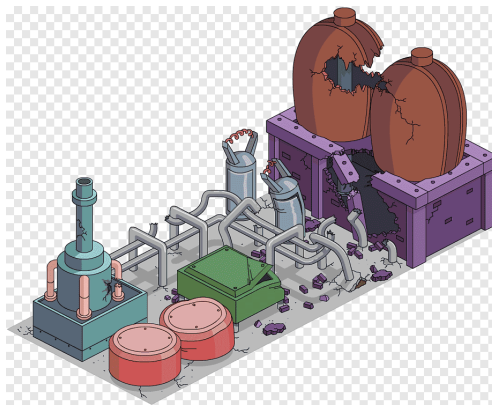


Figure 32 Broken Version of the Nuclear Reactor
(The Node of Mid,
A closed space will be included)



Figure 33 Interior Lights, connection and Ambience (The connection will be similar with this)

Themes



Figure 34 Dark, Desaturated Tones, Cartoony Style (but with the same color palette of the TV Show)



Figure 35 Color Palette of the Nuclear Power Plant

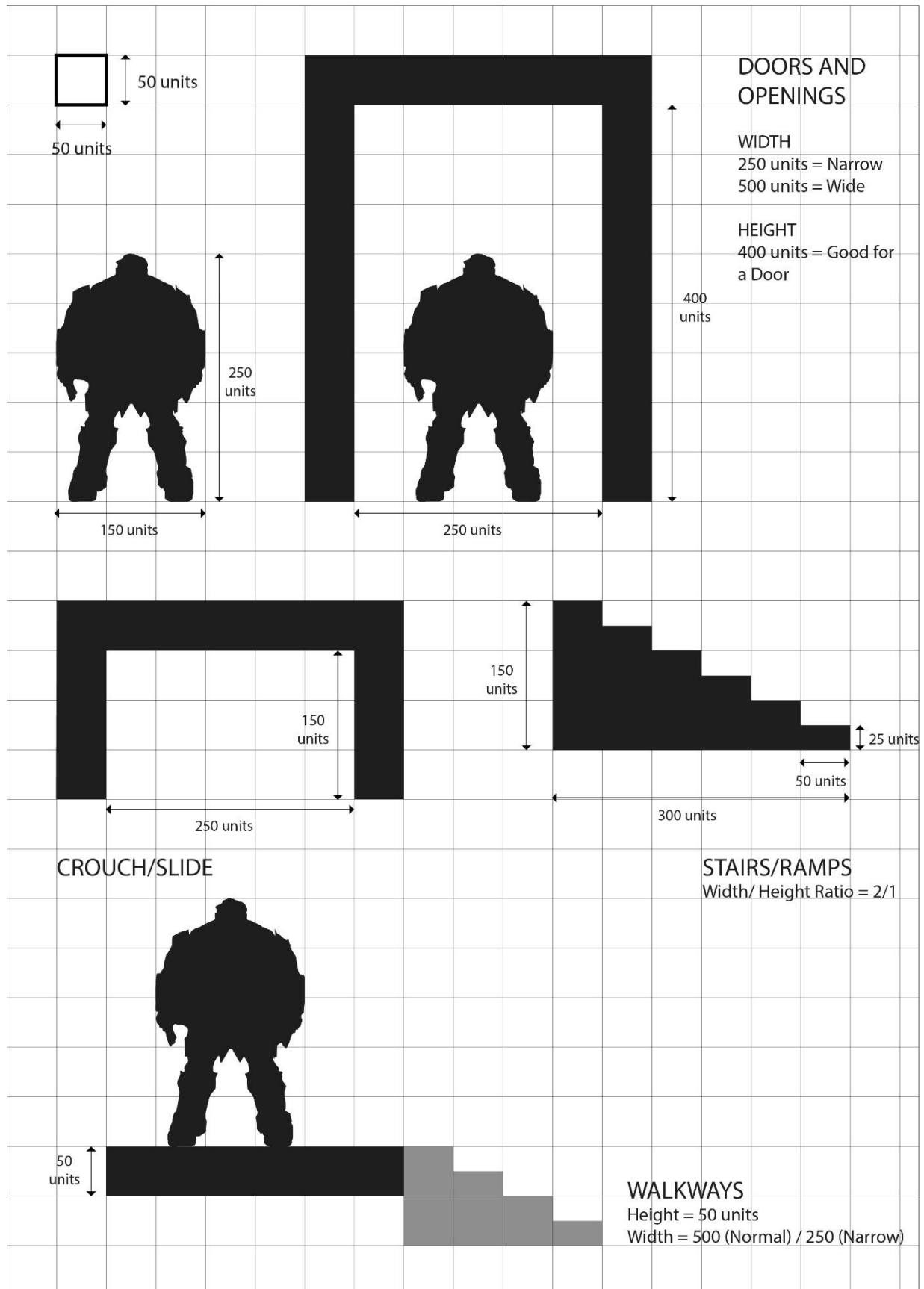


Figure 36 Iconic Color Palette

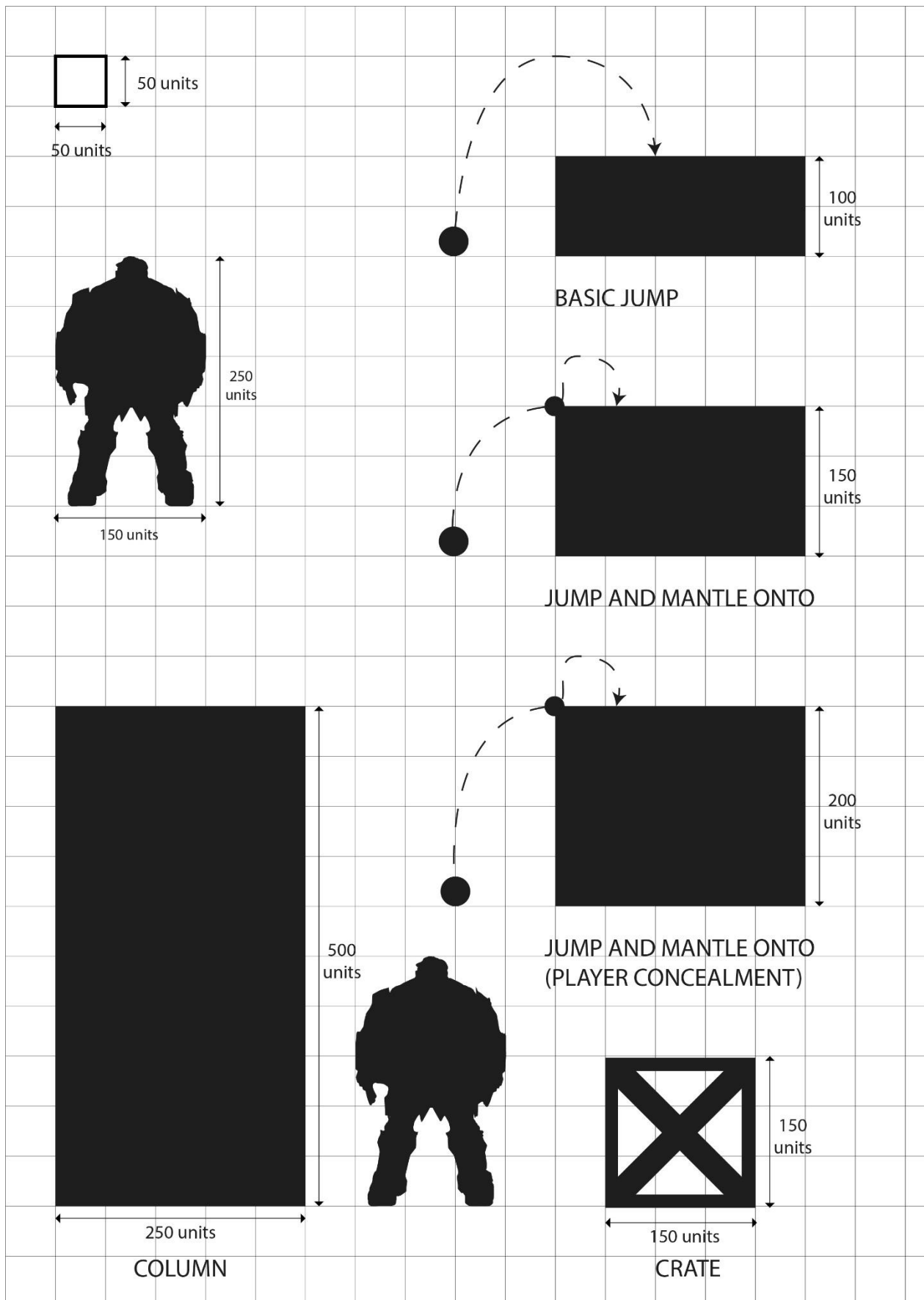
Diagrams

Metrics

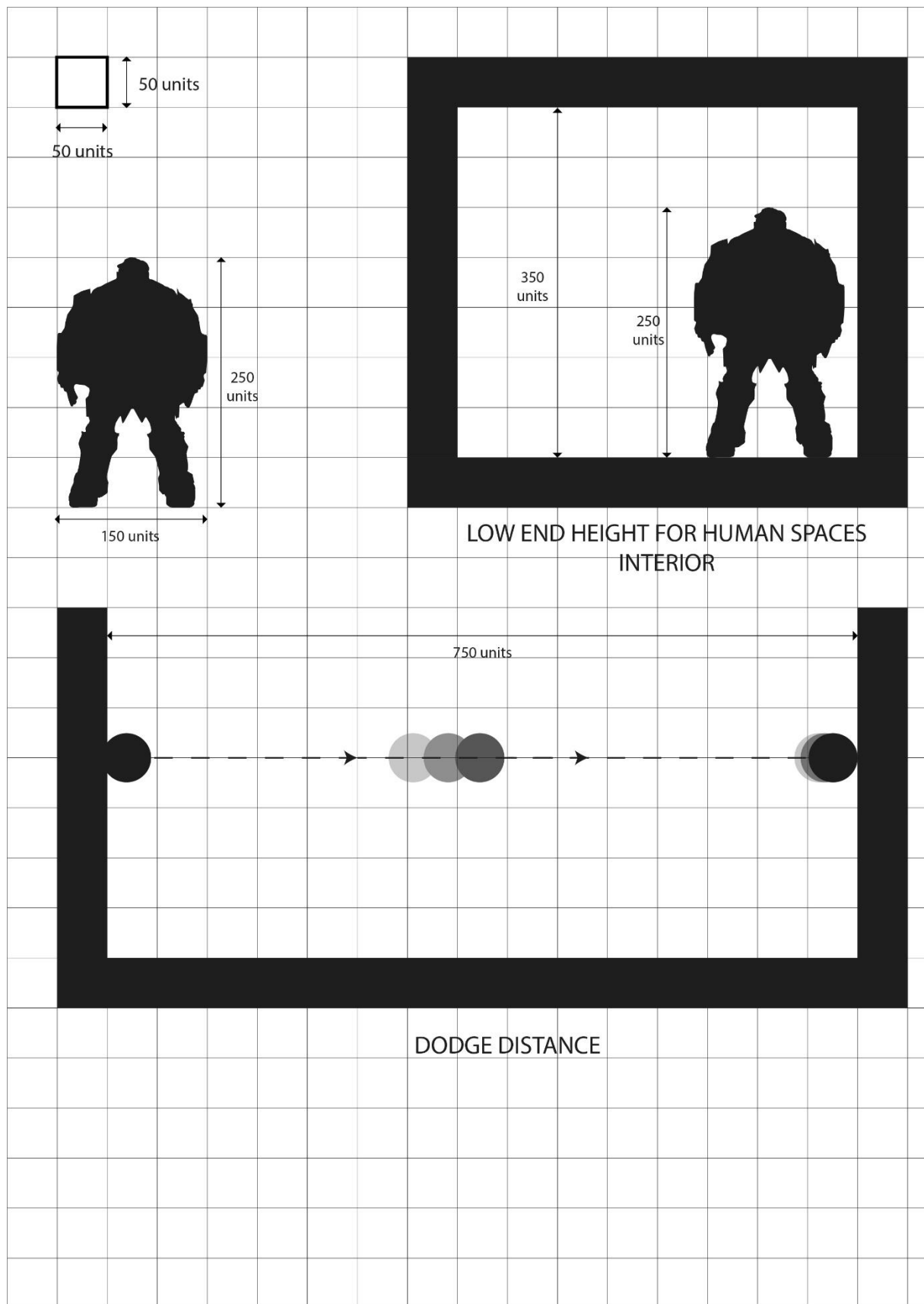
Walkable Places, Doors and Openings



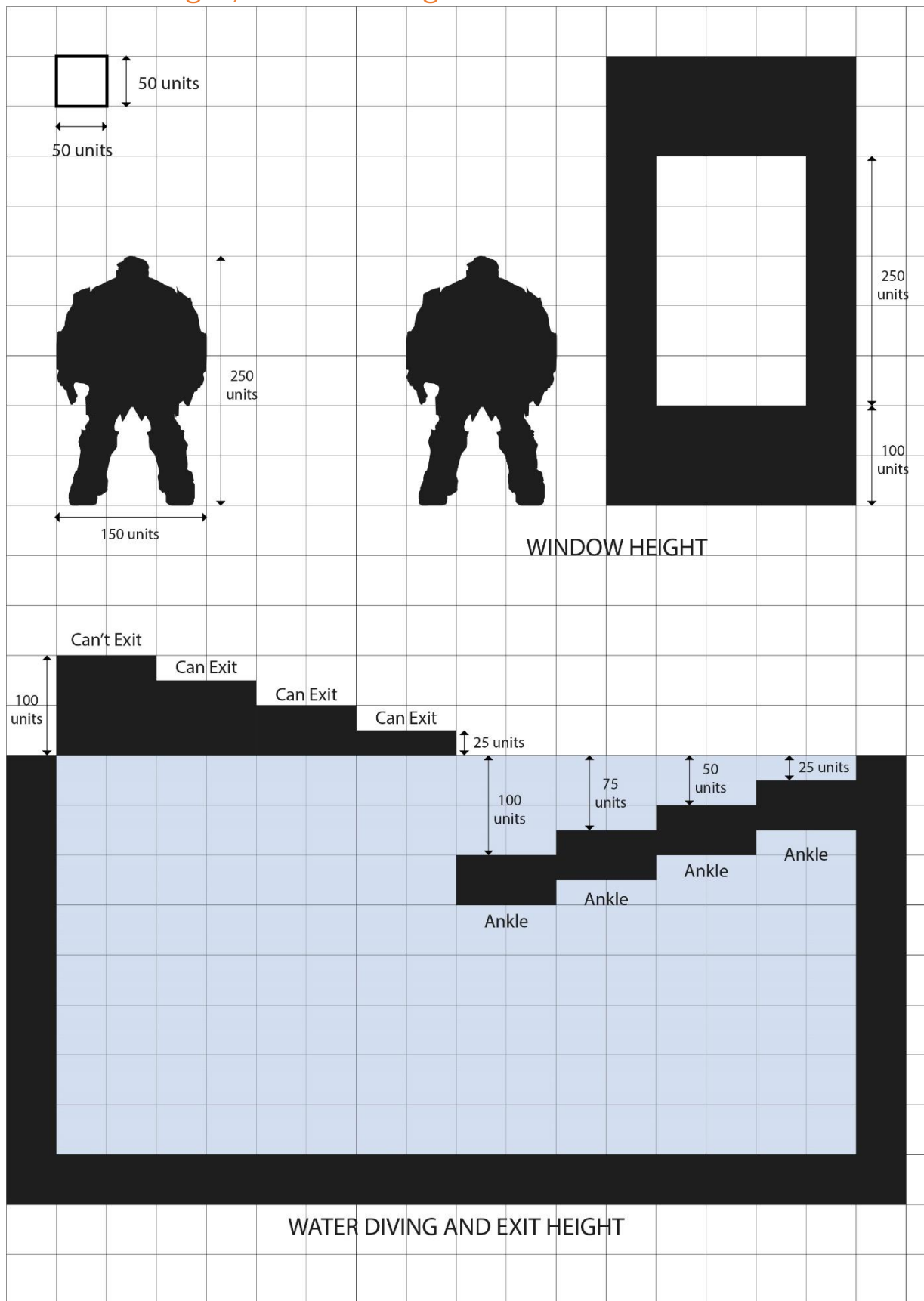
Jumping, Column and Crates



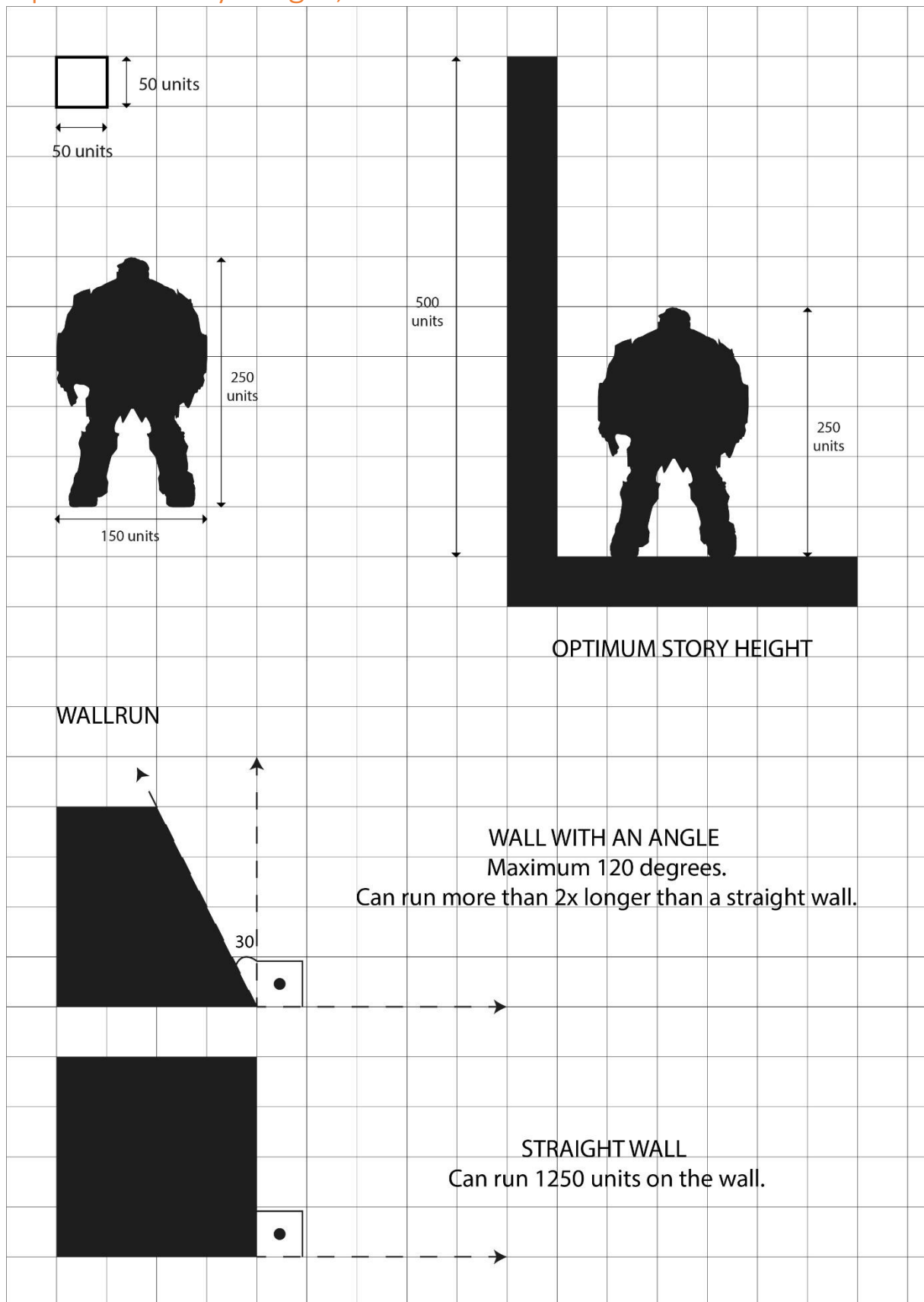
Dodge Distance, Interior Height



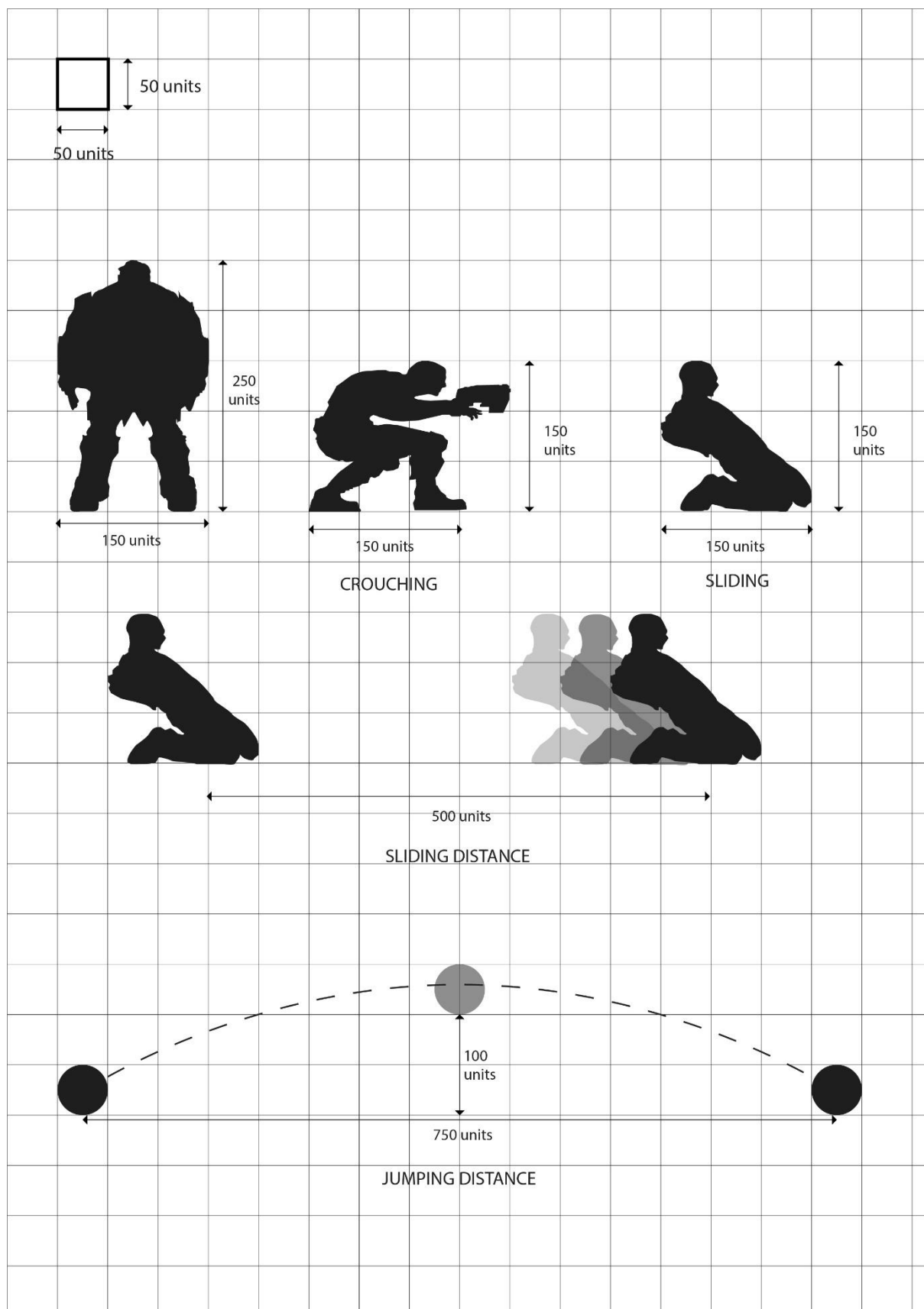
Window Height, Water Diving and Exit



Optimum Story Height, Wallrun



Crouching, Sliding and Jumping Distances



Schedule/Estimates
