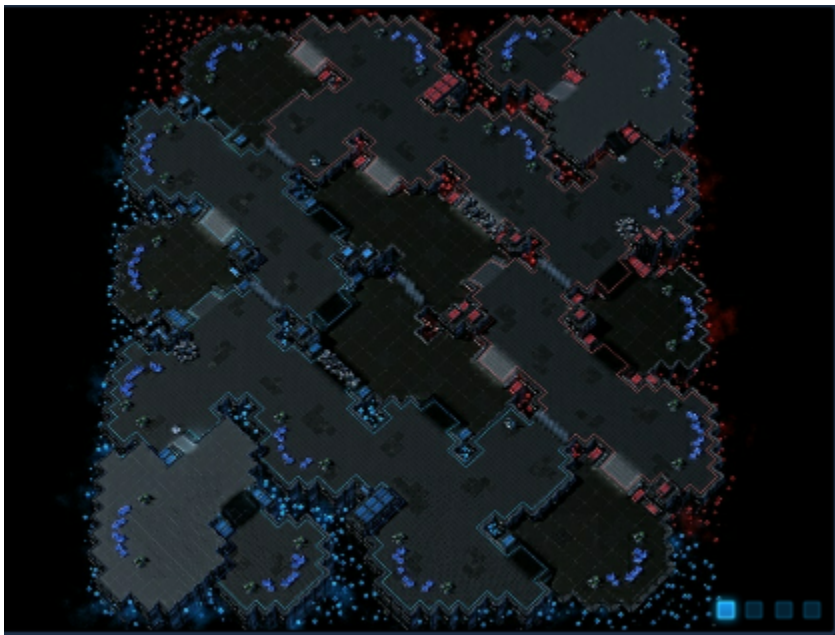


Map Design Notes:

The goal for designing maps for Worlds Collide is to create moderate-sized levels to provide casual, yet dynamic gameplay in a reasonable amount of time. Typical matches should last at an average of 20 minutes max when played casually.

After playing Starcraft 2 for many hours (against A.I.) in various different maps and looked through many reviews, I have come to a few conclusions:

One of the most interesting maps I would take inspiration from Starcraft is 16-bit. It is the highest-rated 1 v 1 map in Starcraft 2 with its pleasing aesthetic and simple design. Our variation would be called 8-bit.



- Great map with great opportunities.

- Iconic design and straightforward
- Retro map style

On top of playing a few more maps, there are a few conclusions I figured as I played:

- Starting base territories are on average 32 x 32 (1024) squares, while the range is between 28 x 28 and 35 x 35 (576-1225) squares total.
- Starcraft 2 maps are typically 60 blocks diagonally across from one base to the next.

There are a few objectives when I consider trying to design the map:

- Is the starting area large enough?
- Can there be a mini pocket action to include some buildings?
- 2-3 pathways from an elevated position to
- There would be 1 worship (capture) point decently close to the player, and it would have destructible obstacles closer to the player
 - Like the letter **U**; the capture point would be inside.
 - Either go around or destroy the U
- The center point would be slightly larger but also more difficult to capture

- Significantly more durable obstacles surround a bit around the point
- Multiple pathways/open area that lead to
- Currently, I have no plans for troops to fall into the void. It is a very risky and difficult mechanic to implement early on this stage until there is more confidence.

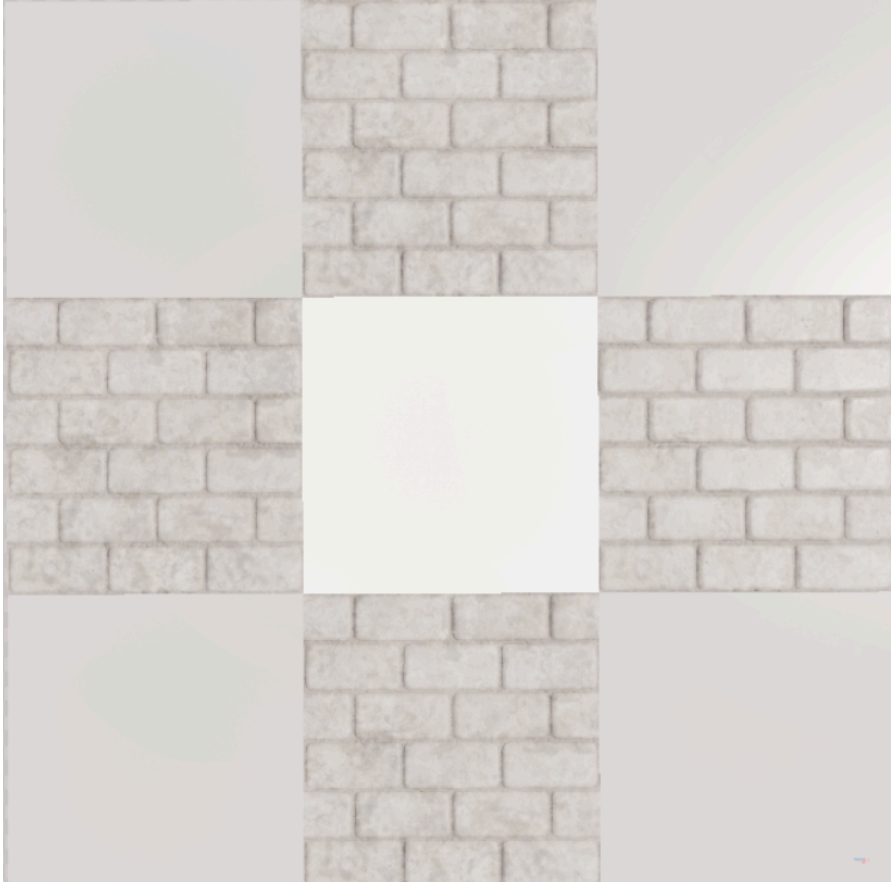
I tried to figure out what would be the best layout for the first map. After multiple paper sketches, I decided to try the StarCraft 2 editor to attempt map creation for the first time. Below is a small draft of the map design I created in StarCraft 2 map editor.



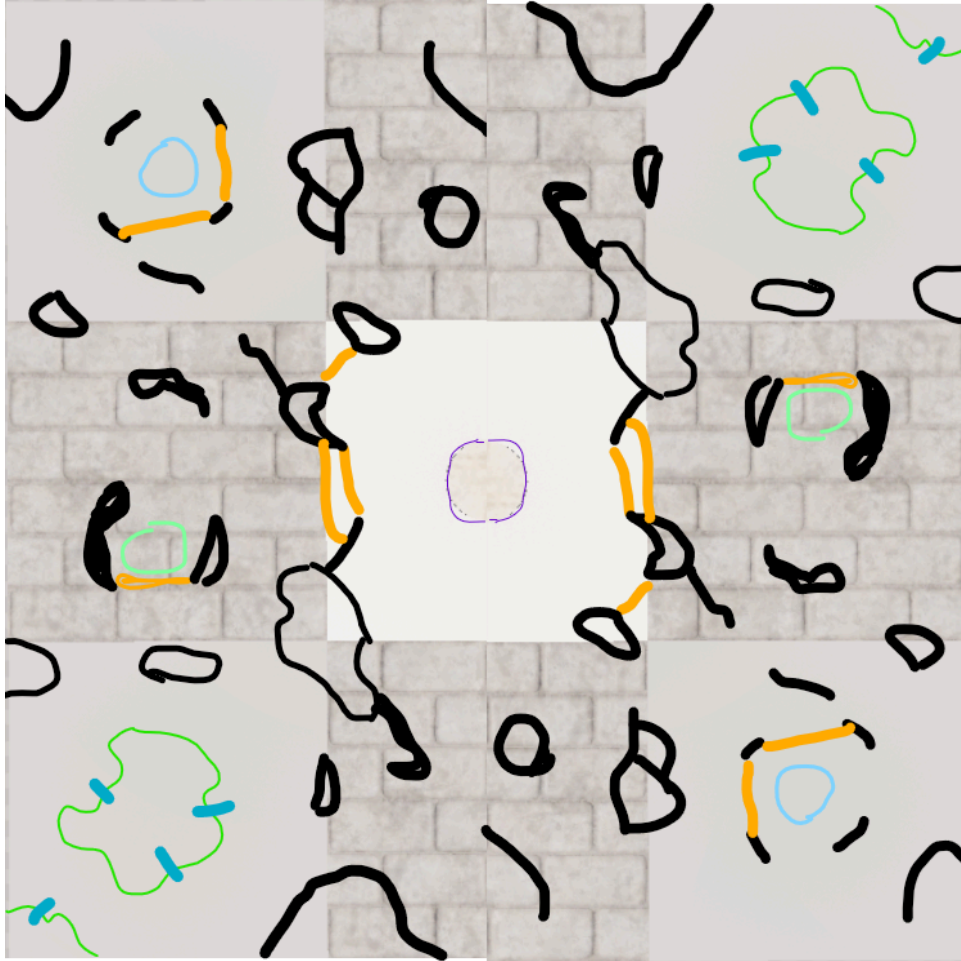
This is a rough sketch of the idea the level would be created.

- Proportions are significantly off, size and level layout.
- The green patch is the area where the player would spawn.
- The purple circles are the capture points.
- Highly elevated mountains (unless marked differently) are **non-destructible** and **non-modifiable** (ramps)

After considering the map size to be about 60 x 60 spaces, I have divided the spaces into a 3 by 3 grid to simplify the designing process.



The first level draft consists of the general layout. This layout excludes elevation modifiers to range and speed of units.



- Black: Indestructible walls/mountains/hills/etc.
- Orange: Destructible walls
- Purple Circle: Capture point with significant resource boost
- Blue Circle: Capture point with moderate resource boost
- Green Circle: Capture point with small resource boost
- Green Convex: Player base spawn point
- Aqua Lines: Ramp