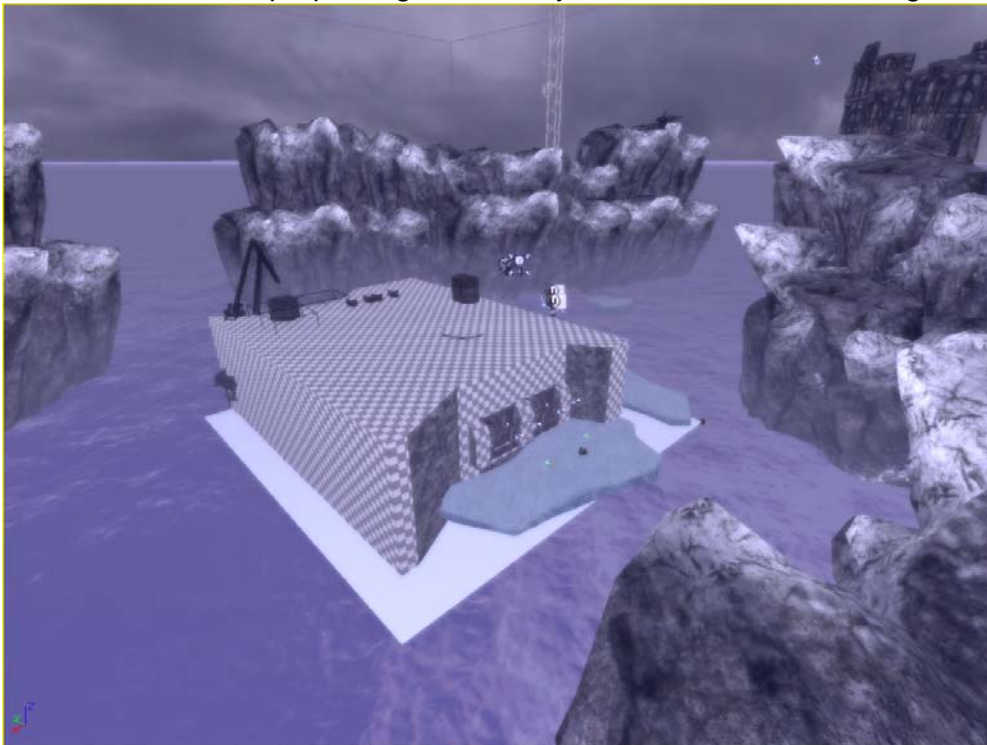


Description of Interactive Features of a Level Biohazard

The game space for Biohazard is a small one compared to most other maps, where the ideal number of players is 2-4. It's an all indoor compact research lab/prison like sector where close combat weapons have the greatest advantage – discussed later. The map consists of two levels, an upper level holding most of the action due to object placement and the bottom level offering most cover to players to hide (either a defence strategy or sneak attacks). There are two jump pads and a set of stairs to move between levels, although the upper level offers plenty of opportunity to jump into the lower one, again for strategic gain.

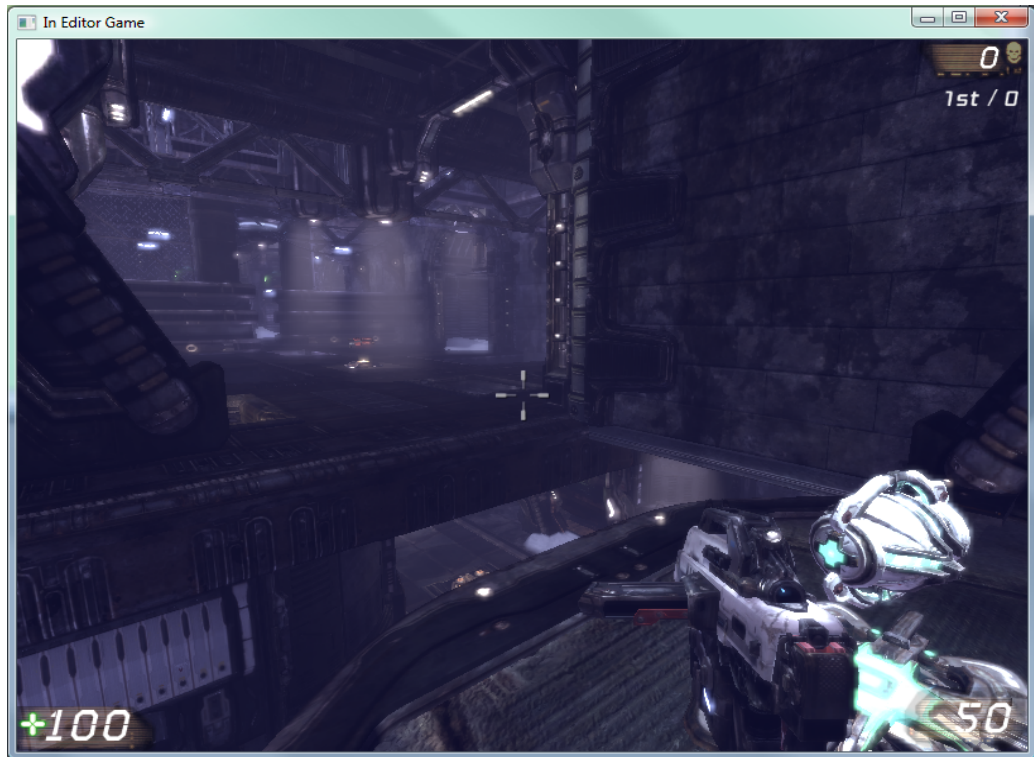
As seen from the image, the outside world is also populated with static meshes which are seen through the few windows and fences, where directional light plays a major part in setting the scene. The lights are typically tinted with blue and purple to give a cloudy overcast, with a lack of light.



The affect this has on the atmosphere of the game gives a dark and gloomy mood, inducing a feeling of despair and a sense of being trapped for the player, by the claustrophobic environment and lack of colour/brightness. Players start with the default (enforcer, 100 health), the map is straight forward, with no confusing turns or trick jumps in order to reach certain objects. It is a very 'pick up and play' map, but those who have had time to roam it come into an advantage by knowing quickest routes to objects, and are able to mount sneak attacks from above.

Altogether there are 4 Medium health packs and 10 health vials on the map. The vials are group together in small groups to 'lead' the player in a certain

direction. (As seen from the image) Two of the medium health packs are located on window sills behind the rocket launcher, making players very vulnerable while trying to retrieve it. Players will not need to know how to double jump, a single jump is sufficient to reach the sill, again enforcing the ease of use of this map, which is ideal for complete beginners. The other two packs are located on the other side of the top level in close proximity to one another, again leading the player to behave in a certain manor.



This level offers a variety of weapons – Impact hammer (default), enforcer (default), Shock rifle (not very effective), Sniper (not very effective), Biorifle (most effective and even located twice) and the Rocket launcher (very effective).

Out of all weapons offered in UT3 the Flak cannon would be most effective in this level due to its close combat advantages and able to bounce projectiles around corners that opponents may be hiding. But due to circumstance it would be overpowered, and the designer of the level decided to not add such a great advantage.

That being said that is why the Biorifle is most effective, not only is it good to block opponents off but it can greatly aid in your escape. This weapon is supported with several ammo packs lying around too, and the locations of the weapon are out in the open and a popular weapon to 'fight' for, that is one of the reasons this level is called Biohazard.

The rocket launcher has a few useful functions in this confined space, the grenades launcher is an effective way to scare or scout around corners without exposure. The normal rockets also offer some good benefits to players, as it's easy to hit opponents with (requires a little practice) and has great damage. But there is a flaw with the rocket launcher and its enormous damage, the splash effect of the explosion in these narrow corridors is usually sufficient to damage the firer and even possible do more damage to

themselves than the target. Its spawn point is out in the open, and a regularly targeted area.

The sniper rifle has very limited use on this map, were fast passed running and jumping up and down levels makes it extremely hard to get a hit with. (As seen in the image) Although its spawn location is ideal in the map, where each way facing is a corridor the player is still required to have good skill in homing in on the target.



As far as the shock rifle goes it is the most ineffective weapon on this level, the lack of space and no dangers that getting shot by this weapon can push you into due to the momentum gain. There are only a few places on this level where it is even possible to detonate the shock rifles secondary fire due to space constraints, although effective if possible. And the lack of damage inflicted by this weapon it is usually used to blow opponents off their 'feet' into dangerous obstacles. The spawn location for this weapon is in a confined space, offering even less usability to it. However in the right hands with the right power up, this weapon can be devastating.

The default weapons can come in handy, especially the impact hammer due to the confined spaces and the auto fire ability making it useful even for complete beginners. Best use on the lower level where most of the close interaction is. Opponents do have one advantage over the impact hammer, they can hear is coming, a tell tail sign to run.

Only weapons are available to the player at all times, all other objects are set to a timer to respawn after collision (collection). A major feature of the map is the 'berserker' power up, which doubles the rate of fire of all weapons. It is in an isolated location which is easy to get to and in plain view to make the player a target of interest if seeking the power up. This invokes strategy in

order to get the power up without being seen or targeted; especially with the two most beneficial weapons are located close by and can be used by the opponent to their advantage. Not to mention the trapping system the designer put in place which seals off the room and poisons the player in it for a certain period of time. But the poison is not strong enough to kill a player if they are on full health.

(As seen from the images) In the room where Berserker is located, looking at the map in both UED and in game, it is quite obvious that some sort of trigger needs to be active to initiate the 'biohazard'.



Matinee/kismet was used to create a 'Biomist' trap in this room, where the trigger is a control panel on the side of the entrance activated by collision with any projectile. Once active the door shuts, the windows become active, alarm sound activates and the room fills with poison with a short delay. Anyone in the room becomes engulfed in a green particle system, which blurs vision and they take 5 damage per tick. The windows in place are non collusive with projectiles but are with player actors, which prevent them from escaping the - mist, putting them in a great disadvantage to opponents - being trapped in such a secluded space. After a certain period of time the room clear of the mist and the door reopens, sounds are cut and the windows shut off, allowing the player to escape. The name of the level is taken from this main feature. A camera actor is added to the room for the fly through stage to allow the players to see a cinematic feel of the level.

The level invokes a few non interactive meshes which give a more real feel to the name of the level. (As seen from the image).



With these effects spread around the level it gives players a greater feel that there has been a bio breach, making them more aware of events to follow.

There are a total of 15 player starts on this level, with most of them located in corners of rooms or in small openings of corridors. They are evenly distributed around the level with a few of them being right next to each other. None of the starts are located on top of a weapon, although some are closer than others - some navigation will need to be done in order to get a new weapon.

Biohazard has over 450 pointlight actors in place, most of which are of a white to grey to bluey colour, again portraying a gloomy overcast to the atmosphere.

To conclude this level has many interactive features which not only direct players to act a certain way but allows them to use initiative and experience to gain the upper hand on their opponents. The ease of use for this level allows even beginners to stand a good chance of winning, with its easy navigation and small variety of weapons so players don't get overwhelmed.