

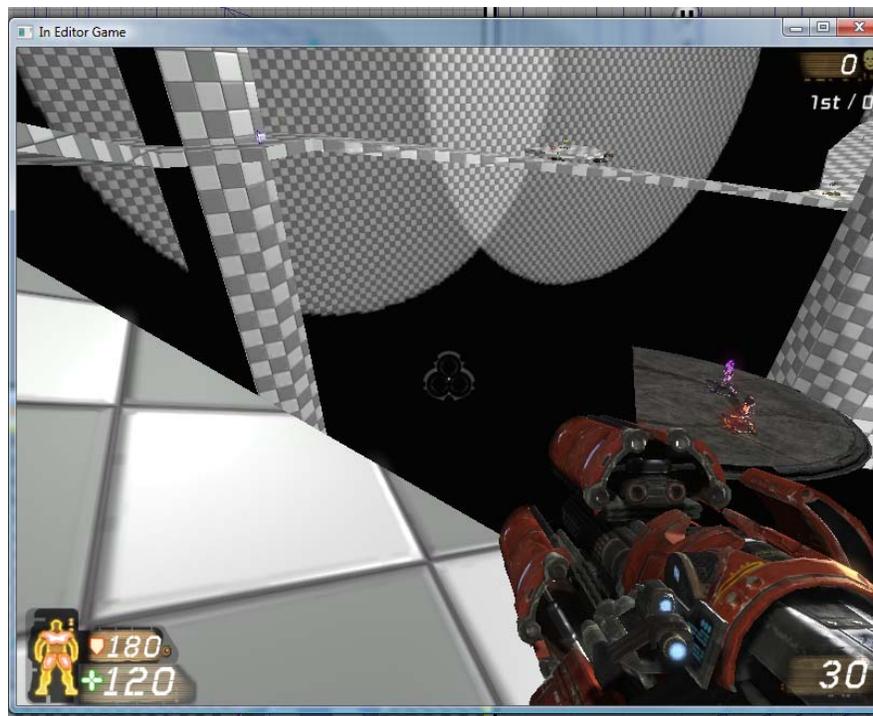
Strategy Guide DM-Jumper

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Assignment 2

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White Room design

Jumper is a large map with a preferred player number of 10-12 players. The ludic space is outdoor where an imminent attack from opponents can occur at any time, due to the open nature. Although it's a large map navigation and travelling around the level can be done quickly due to the many jump pads, providing advantage for those players who know the level well making this level fast paced. There are several height advantages where players can jump to other walkways for faster navigation or to sneak up on their enemy. A main hazard of this level is falling off or being shot off, with the open space, narrow walk ways and no railing players are much more likely to die from falling off rather than dieing due to enemy fire. A kill volume is located just below the map to make faster respawn time and to make certain players die from the fall.

A Matinee sequence at level start initiates a moving platform which only moves in the Z-axis. Onboard this platform are two major power-ups, U damage and Berserker (providing the player with the juggernaut event). With the juggernaut event players can mount a very strong offence having double damage and double rate of fire, not to mention the full ammo refill for all weapons in possession. This may sound too good to be true but in order to make it to this platform players will need advanced skill in double jumping. The only way to make it to the platform is to double jump (or impact hammer jump) from the heighest peak from a nearby walkway and have it timed for the platform to reach its minimal Z-axis descend to make it on the platform safely. Otherwise the player falls to their death, a common theme in this map. Also once acquired the player can either stay on the platform making them an easy target (open space) or attempt to jump off, the opposite to jumping on. Another double jump(or impact hammer jump) is required at maximum Z-axis lift onto a low walkway is required to survive successfully.



Jump pads are a major feature of this map, where navigating a massive open space like this only takes a few seconds. Players who know the level well will have the biggest advantage knowing which jump pads to take to which location. They can be used to easily find a better weapon, chase down an opponent or run away from an opponent. A hazard of taking the jump pads is the slim chance someone could shoot you in mid air and blow you off target or you could collide with another player mid air, but due to the small jump time targeting a flying player is really difficult. One set of jump pads cross a rocket launcher so not only can they be used for travel. Most jump pads have a back and forth, so players can return to their previous location without too much navigation. However there are some exceptions again giving an advantage to those players who study the map.

A small feature are the posts (Trees once textured) where players can use them as cover. Also behind each post is either a health pack, armour pickup, weapon, or ammo so exploring these sections can be worth while.

Weapon selection and placement plays a major roll in this map, because of the open nature. The map has all standard weapons except Redeemer & Avril longbow. The weapons included are – Impact hammer (default), Enforcer (default), Link gun (useful for knock back), Shock rifle (useful for long range and knock back), Biorifle (not very effective), Stinger (average), Rocket launcher (useful for knock back and homing in), Flak cannon (only useful for the close combat, which isn't a lot), Sniper (very useful in the right hands).

The impact hammer isn't effective at all on this large map, but does provide a functionality of assisted jumping between walkways to get away or chase opponents. The Link gun has a very usefully primary fire, with the massive knock back it provide blowing opponents off the stage with ease. Although trying to hit an opponent is fairly difficult to do the long range, good skill and timing needs to be applied. The secondary fire is pretty much useless do to the fast passed action and lack of close combat. The link gun is located in two area's one is located at the end of a jump pad and on the opposite side is of the level is the ammo. The second location is in the confined space of the map down under all the other levels, with an ammo pack on a walkway above which can be reached with a jump pad.

Amongst the more effective weapons is the Shock rifle, because of its massive range, knock back, and the heat scan fire. This weapon can really be devastating if properly used, the primary fire can knock people right of the ledge, same with the secondary fire but needs timing rather than aim. The Shock rifle has two locations, one in a very open spot, but below everything so making harder to hit opponents and making the player an open target. Although getting away from the location is simple due to the jump pads. The second location of the shock rifle is opposite, at the highest point at the opposite end of the level, getting to which requires a lot more navigating. The ammo located for the Shock rifle is in a far away corner, to force players to constantly move around in order to get any advantage.

The Biorifle is probably the most useless weapon on this map, is low range, slow rate of fire and open space make is very difficult to use this weapon to its full potential. Location is very easy to get to, and ammo isn't located too far off, but does require some navigating to get to.

The Stinger is a nice average weapon for Jumper, pretty decent for finishing opponents off when they on low health or defending. Although the lack of accuracy that the stinger provides when trying to shoot over large distances is fairly poor, but can be used to apply pressure to the opponent in target. There are two pickup locations one is a very easy to

get to platform, with 4 jump pad entries and 2 exits making it easy to get to and escape. The second is a little more tricky to find, being located behind 1 of the outer posts making it hard to see, a knowledge based decision for the player. The ammo is cluster around the level, with 2 ammo packs located next to the first location next to an entry jump pad, so getting the ammo before collecting the weapon is easier due to the exit jump pads not being able to jump back to the previous location. The other ammo pack is on the other side of the level to the two stingers, allowing plays who run out of ammo and do a lot of travel to replenish without needing to go all the way back.

The Rocket launcher is also amongst the more useful weapons, mainly to do the homing system. Players are easily able to home into their target due to open space, and the rockets will be able to home in on them without too much difficulty. Even if the impact of the rockets doesn't kill the opponent, the knock back of the explosion might be enough to blow them off the level. The location of the rocket launcher is dead centre of the map, and the way to get to it is to take any 4 of the jump pads which flies though it and jumping you across the map. The ammo cluster for the rocket launcher requires some navigation to get to, there are two jump pads which jump the player to the platform which contains two ammo packs. The third ammo pack is on one of the 4 centre hollow cylinders, making it easy to get to.

The Flak cannon has very limited efficiency in this map, the primary & secondary fire are fairly difficult to hit a target with, but with the secondary fire effective due to the knock back. The location is in one of the 4 centre trees, very easily to retrieve, with the ammo being only 1 jump away on the opposite centre tree.

The Sniper is amongst the more useful weapons. The zoom in of the weapon can assist players a great deal in order to hit opponents on the opposite side of the map, but requires a lot of skill. The pickup location is on the second level in one of the 4 centre tree's, a jump pad is located there which jumps players to the pickup. Although a very effective weapon the two ammo for the sniper is located on the opposite side of the map, making navigation to it a little difficult.

The main reason of the redeemer not being used in this map is due to its massive knock back radius, which can easily knock every player off the level at the one time, making it way over powered.

Health packs are scattered around the level, with vials sitting in between some walkways to encourage players to walk instead of taking the jump pad. Giving the player some use of initiative and strategy of their own. Medium health packs are usually clustered in two's, with two locations being on opposite sides of the map to one another. Although 1 such health pack is located around one of the outer posts, giving players another reason to go visit them.

One of each armour pickup is present in the map. The shield belt the most useful of armours is located with one of the health pick ups around one of the outer posts. It is the only location that is not reachable by jump pads, players will need to run in order to get to this post, but is it worth the risk? The armour vest is wedged between the two rocket pick ups, making a worthy platform to reach, but at the risk of being exposed to your opponent. The other two armour pickups are located behind the outer posts, giving players another reason to go to them.

There are 12 player starts, each one equally spread out and provide no disadvantage for players. Each player start is located next to a weapon and or a jump pad to a weapon or pickup, giving the level a fair play.

