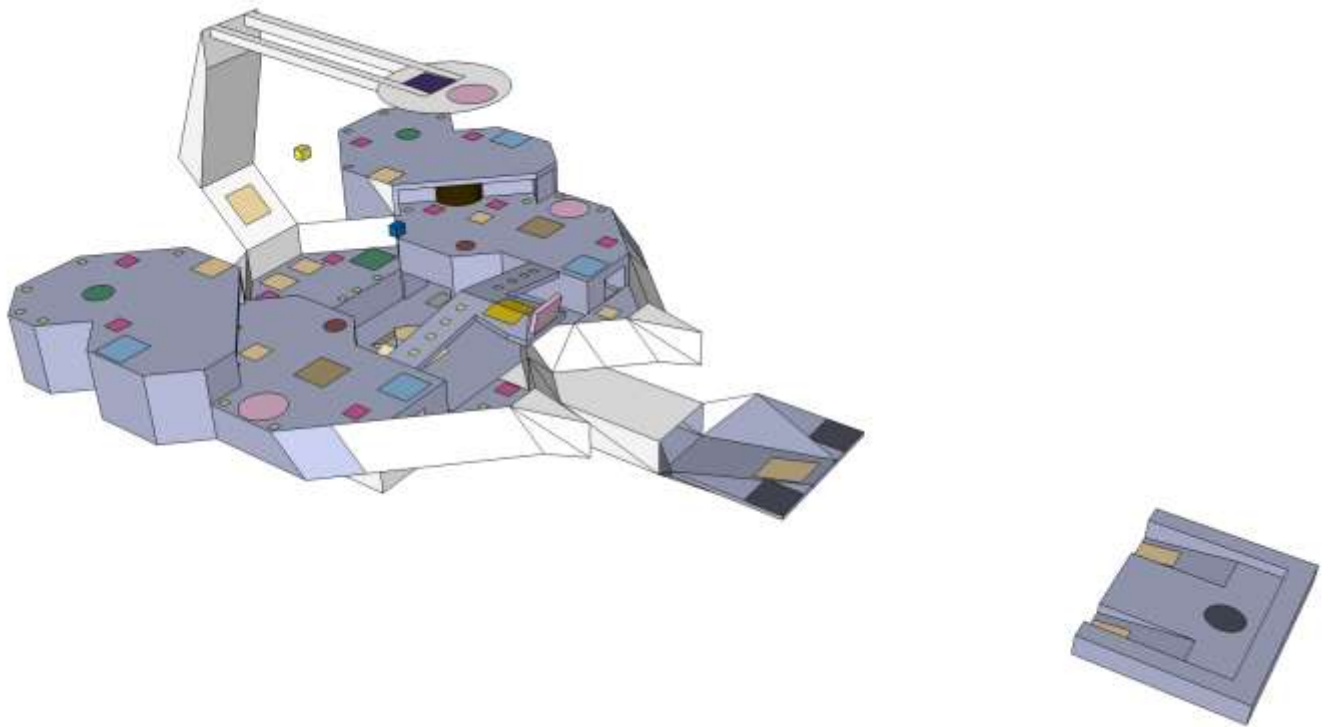


# Red Cliff Redux

## *Unreal Tournament III*

*Document Date: February 12, 2010*



**Designer: Chris McCrimmons**

**Intended Level Delivery Date: February 26, 2010**

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## Document Revisions Table

VERSION	DESCRIPTION	UPDATED BY	DATE
1.0	Initial version of document	CLM	2/12/10

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## Quick Summary

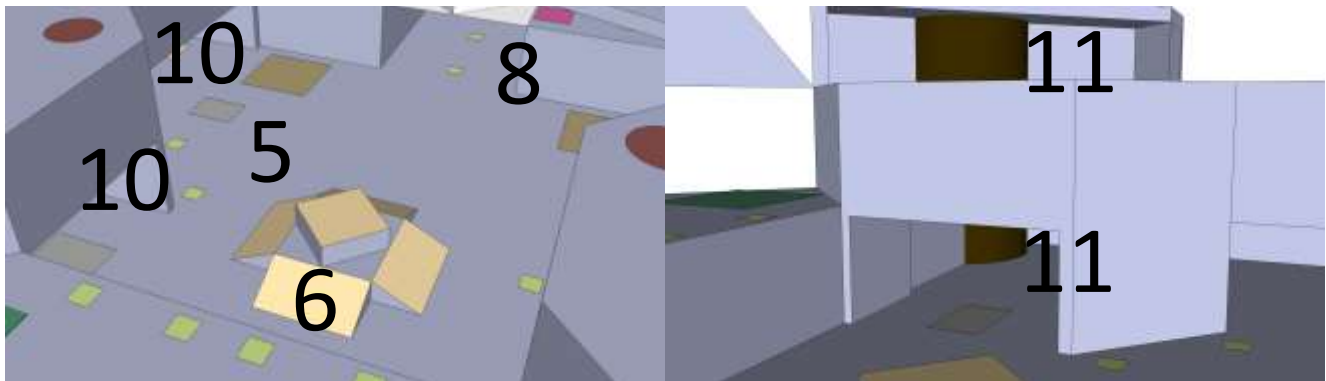
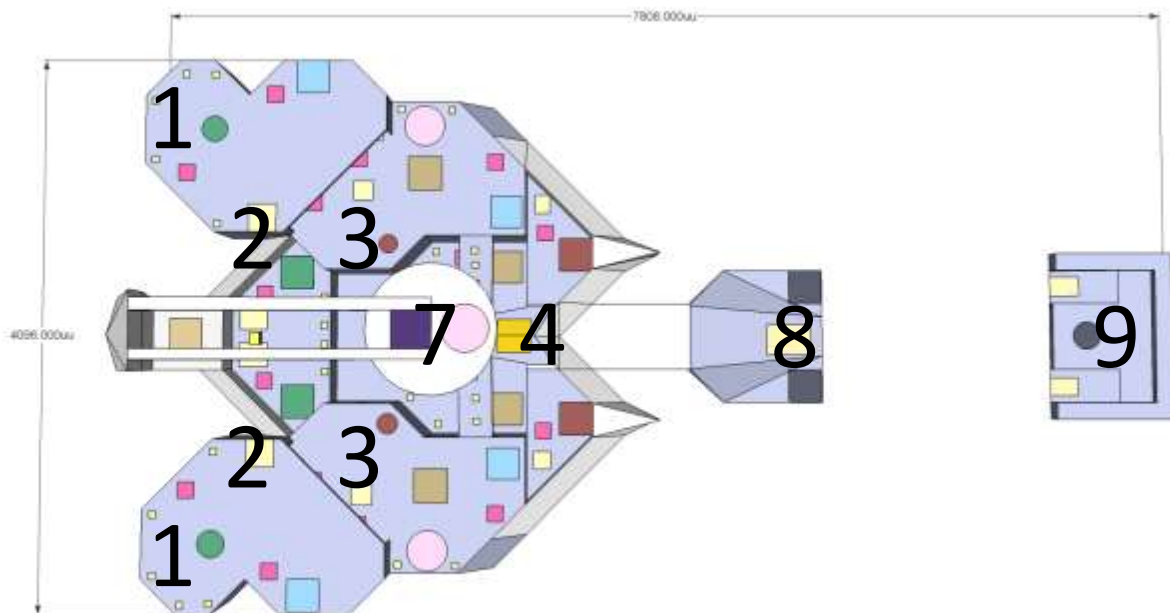
Red Cliff Redux is a 16-player Deathmatch map for *Unreal Tournament III* that takes place on the royal barge of warlord Jiun Bhaio as it approaches New Chibi City. Players drop into a vicious battle for supremacy and the glory of leading Bhaio's forces in the assault on the city. Taking inspiration from the classic Quake map, DM17, Red Cliff Redux frames the familiar layout with a massive invasion fleet sailing down the Yangtze River.



Figure 1: Cliffs Along the Yangtze River

## Gameplay Overview

### General Game Flow



1. Players spawn on top have immediate access to the Link Gun that they can use to shoot at opponents below
2. Two Jump Pads allow quick access across the center for players up top
3. Players in the middle have access to the Rocket Launcher and can try for the bridge
4. The bridge connects the middle levels and lets players attempt to pick up armor while putting them at great risk of being sniped
5. Players in the lower level can use the jump pads to access other areas of the map
6. The jump pad facing the rear of the ship launches players towards another jump pad that sends them flying to the uppermost platform
7. The uppermost platform contains UDamage and a portal that transports players back to the bridge in the middle level to rejoin the fray
8. Players can use the tunnel in the lower level to try to cross to the sniper rifle. They must survive the jump across from the extended prow of the barge
9. From the Sniper Rifle, Players can jump back to the upper level of the barge using the two jump pads
10. The Bottom Area extends underneath the Mid-Level
11. Lifts on either side connect the mid-level areas to the bottom areas, increasing flow options

## Major Elements

- Hook – As the battle progresses, the ship sails down the Yangtze River. Glimpses of New Chibi City peek out between the towering craggy cliffs
- Jump pads and varying heights provide players with opportunities for aerial combat
- The sniper rifle in the location gives snipers a great view of the battle while leaving them exposed to enemy fire
- The central jump pads give players quick exits from the lower level and keep the action flowing smoothly
- The open central area leaves players with little opportunities to camp, forcing quick action (and more killing!)

## Major Objectives

Deathmatch means a “no-holds-barred” fight to the death. Be the first to reach the kill limit or have the most kills when time runs out to win (Defaults: 20 kills or 20 minutes). Successful players use their surroundings to their advantage. Try to rain death from above but remember to watch your back, as death comes fast and furious on this map.

## Environmental Hazards

- Falling from the top platform into the lowered central area imparts slight damage
- Falling over the side of the ship into the waters below is an instant death



Figure 2: Massive Fleet Sent to the Battle of Red Cliff

## Technical Overview

### Mission Location

- Setting – A large towed barge; future naval invasion force sailing down the Yangtze River
- Time of Day: Mid-Afternoon
- Season: Spring
- Weather: Clear, sunny skies

### Gametype(s)

- Primary
  - Deathmatch
    - Min Players: 8
    - Ideal Players: 16
    - Max Players: 16
- Secondary
  - Team Deathmatch
  - Greed
  - Titan

### Items/Powerups

- Default Weapons
  - Impact Hammer
  - Enforcer (four Ammo Spawns located in map)
- Weapon Spawns (and two Ammo Spawns for each)
  - One Sniper Rifle
  - Two Link Guns
  - Two Rocket Launchers
  - Two Flak Cannons
- Health
  - Four Health Packs
  - 40 Health Vials
  - One Keg 'O' Health
- Armor
  - One Thighpads
  - One Vest
- Power-Up
  - One U-Damage

### Difficulty

4 out of 5 – The open nature of the map leaves players with little to no hiding places, forcing players to constantly move to survive. Players also must stay aware of falling overboard. Death can arrive at any time.



## Mission Metrics

- Play Time: Variable
- Physical Area: 7808 Unreal Units by 4096 Unreal Units
- Visual Themes
  - Jun Bhaio's Barge
    - Large, imposing physical structure
    - Richly decorated, fitting Bhaio's status
  - Yangtze River
    - Jagged Cliffs
    - Winding river passage
  - New Chibi City
    - Nestled between the cliff faces
    - Futuristic/Asian Fusion



Figure 3: Ancient Chinese War Ship

## Level Details

### Theme/Mood

Jun Bhaio's martial forces sail in force down the Yangtze River to annihilate his rivals in New Chibi City. Bhaio's overwhelming might aims to crush the opposition beneath their heels. Bhaio's marines fill the decks of nearby ships, ready to bring death and destruction to his enemies. Overhead, airships fly in formation, providing air cover to the immense fleet. The winding canyons of the lower Yangtze impress even more, imparting their majesty and power to Jun Bhaio's forces.

- Background Environment
  - Wide River filled with Ships displays the power that Jun Bhaio commands
  - The cliffs of the Yangtze hem the ships in and impose upon the players
  - The open sky provides a clear view of the surrounding natural environment contrasting with the fleet
- Fleet
  - The size of the fleet overwhelms the senses and provides a clear sense of power
  - The fleet mixes new war technology with a classic Asian sensibility to impart a sense of the massive wars of ancient China
  - Cheering soldiers on passing ships bring life to the battle and make players feel as if they have a reason to fight. They bring a gladiatorial flair to the battle
- Barge
  - The barge mixes war technology with ostentatious flashes of decorations taken from Chinese history revealing the wealth and glory of Jun Bhaio
  - The very massiveness of the barge itself provides a sense of glory to players as they are a part of something that could harness this much power
  - The wooden fixtures provide an architectural contrast to the modern technology driving the massive machine of war
  - The gun fixtures located across the ship belie the true nature of the barge even with the decorous environs

### Special Character/Vehicle Needs

- Standard Multiplayer Characters
- Vehicles used as only as non-interactive background (flying vehicles provide escort to the ships)

### Gameplay Mechanics

- Prerequisite Skills
  - Movement, aiming and shooting basics
- Skills Learned
  - Height Advantages
  - Successful Shoot and Scoot tactics (specifically with the sniper rifle)
  - Weapon Placement
  - Situational Weapon Use
  - Map Layout
  - Combat on Multiple Levels
  - Use of Cover
  - Use of Portals
  - Using Jump Pads to Navigate

## Backstory/History

30<sup>th</sup> century China has seen better days. After the massive population explosions of the 21<sup>st</sup> century, the Communist government could no longer contain the swelling masses of people yearning to be free of the yoke of one-party rule. As the country began to slip from the fingers of the government, new centers of power coalesced, centering on former industrial centers. Power vacuums formed and were filled by industrialists, party leaders, and others with the foresight to recognize the power structure beginning to take shape. Soon, modern China began to look like China of old, a land divided and ruled by feuding warlords.

By the turn of the 30<sup>th</sup> century, the country had settled into relative stability. United under an Emperor wont to let local authorities rule freely in their lands, the new age of peace seemed as if it would have no ending. The arrival of Jun Bhaio changed the balance of power. Rising in the north like a phoenix, Bhaio subjugated rival lands until his power rivaled that of the Emperor. Rather than attack the Emperor head-on and risk losing all, Bhaio courted the emperor's favor, ostensibly, leaving the Emperor in charge, while wielding the Empire's true power. Now, proving the cyclical nature of history, Jun Bhaio has turned his eye to the southern lands, seeking to unite all of China under his boot. He has launched a massive naval force to overwhelm and destroy the southern provinces. As the fleet approaches, Jun Bhaio sets his own generals against one another, to prove themselves worthy of the glory and honor of crushing his enemies.

Jun Bhaio's Imperial War Barge is a testament to his power and prestige. The Emperor constructed the barge according to Bhaio's specifications as a gift for Bhaio's years of service and dedication to the Empire (though there are those who are of the mind that the Emperor had little choice in the matter). Bhaio wanted a craft that would reflect his status as one of the most important men in all of China. In that regard, the craft's opulent decorations reveal Bhaio's reverence for the grand designs of Chinese antiquity. Beneath the shimmery exterior, Bhaio made sure to construct a vessel that made the best of modern technology and weaponry. Peeking through the immaculate exterior are weapons reflecting the power of the man. The lower decks reveal the massive engines and machinery that are at the heart of Bhaio's military strength.



Figure 4: Fleet Arrayed for Invasion

## Visual References

### Terrain/Vegetation



Figure 5: Possible Site of the Actual Battle of Red Cliff



Figure 6: The River Follows a Naturally Winding Path



Figure 7: Wide Gorge Lined with Cliff Faces





Figure 8: Steep Cliffs Line the Banks

## Models/Architecture



Figure 9: Industrial Center Built into the Cliffsides



Figure 10: Chibi City Built Directly Up to the Steep Banks





Figure 11: Massive Fleet of Ships, Inspiration for Jun Bhaio's Fleet



Figure 12: Historical Basis for the Ships



## Textures/Lighting



Figure 13: Fleet Setting Sail in the Day



S\_ASC\_Light\_SM\_Freelight03\_01  
876 Tris, 990 Verts

Figure 14: Standing Light Used on the Ships



Figure 15: Wall Light Hanging on the Side of the Ship



Figure 16: Lights Strung on the Ship as Decoration

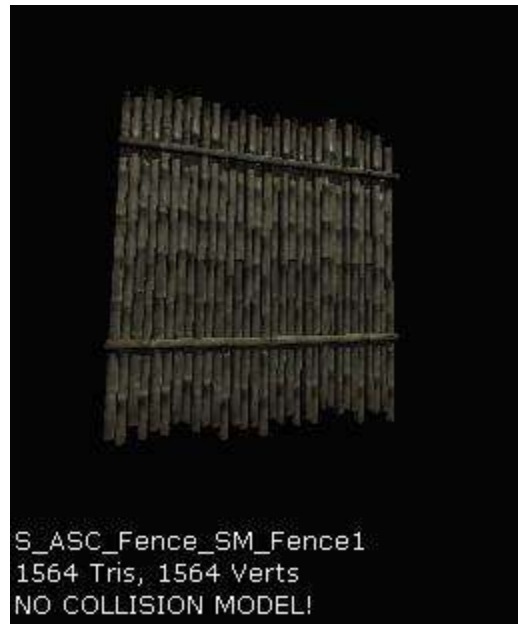


Figure 17: Wood Used on the Barge for Elegance

## Characters/Vehicles



Figure 18: Flying Vehicles Overhead



Figure 19: Providing Air Support to the Fleet Below

## Maps

Including a legend and map scale. Several maps are required, an overall map showing shape and layout of the world, then individual detailed maps of all areas within the world. 2D should be used for the overall maps, 3D perspective/isometric should be used for individual area designs.

## Legend

Legend	
Player Starts: 	<b>Weapons</b>
UDamage: 	Enforcer Ammo: 
<b>Armor</b>	Sniper Rifle: 
Thighpads: 	Sniper Ammo: 
Vest: 	Link Gun: 
<b>Health</b>	Link Ammo: 
Vial: 	Rocket Launcher: 
Pack: 	Rocket Ammo: 
Keg: 	Flak Cannon: 
	Flak Ammo: 
	Jump Pads: 
	Portal: 
	Portal Dest 

Overview Map

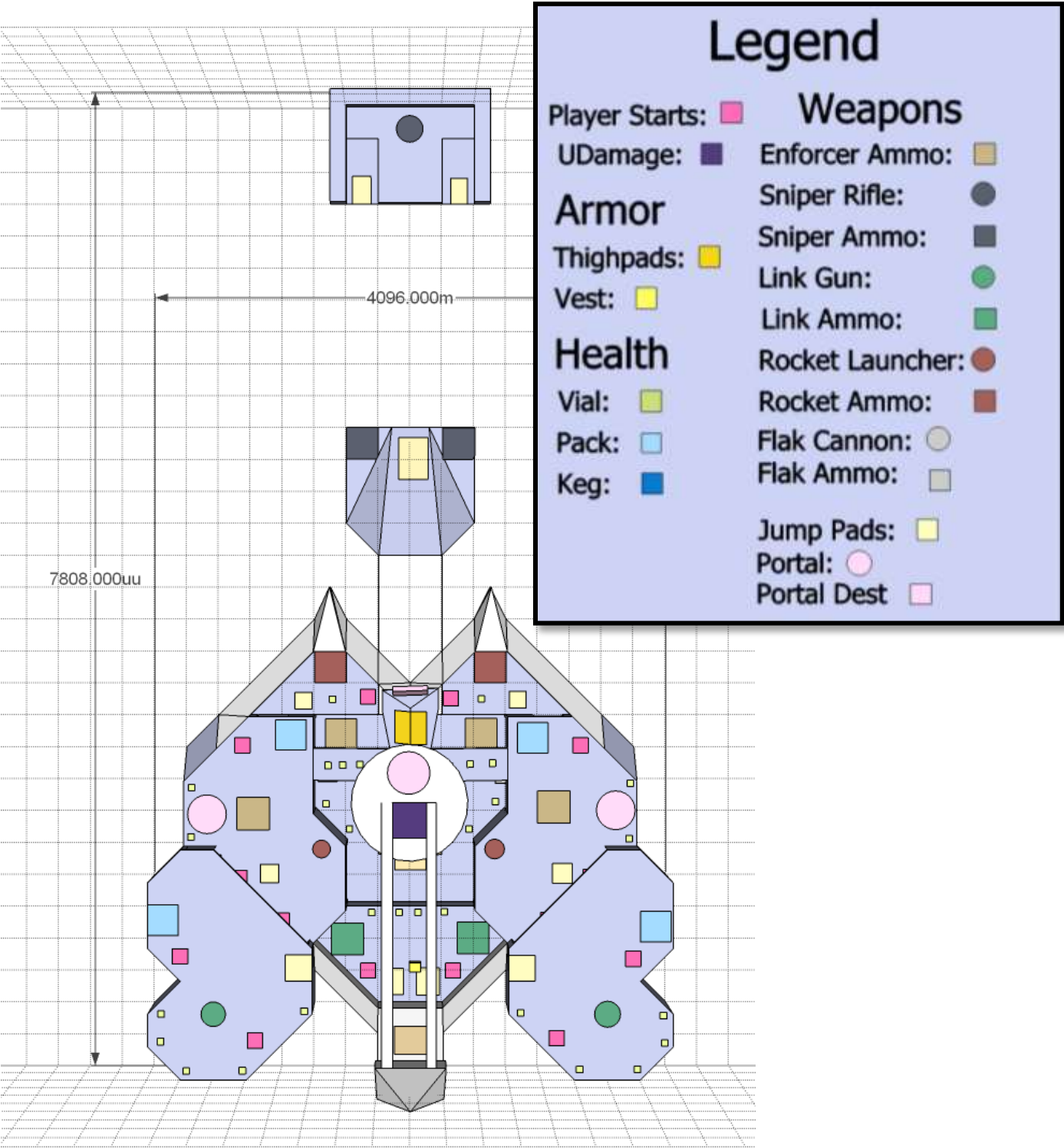


Figure 20: Topdown Overview



## Jump Pad Destinations

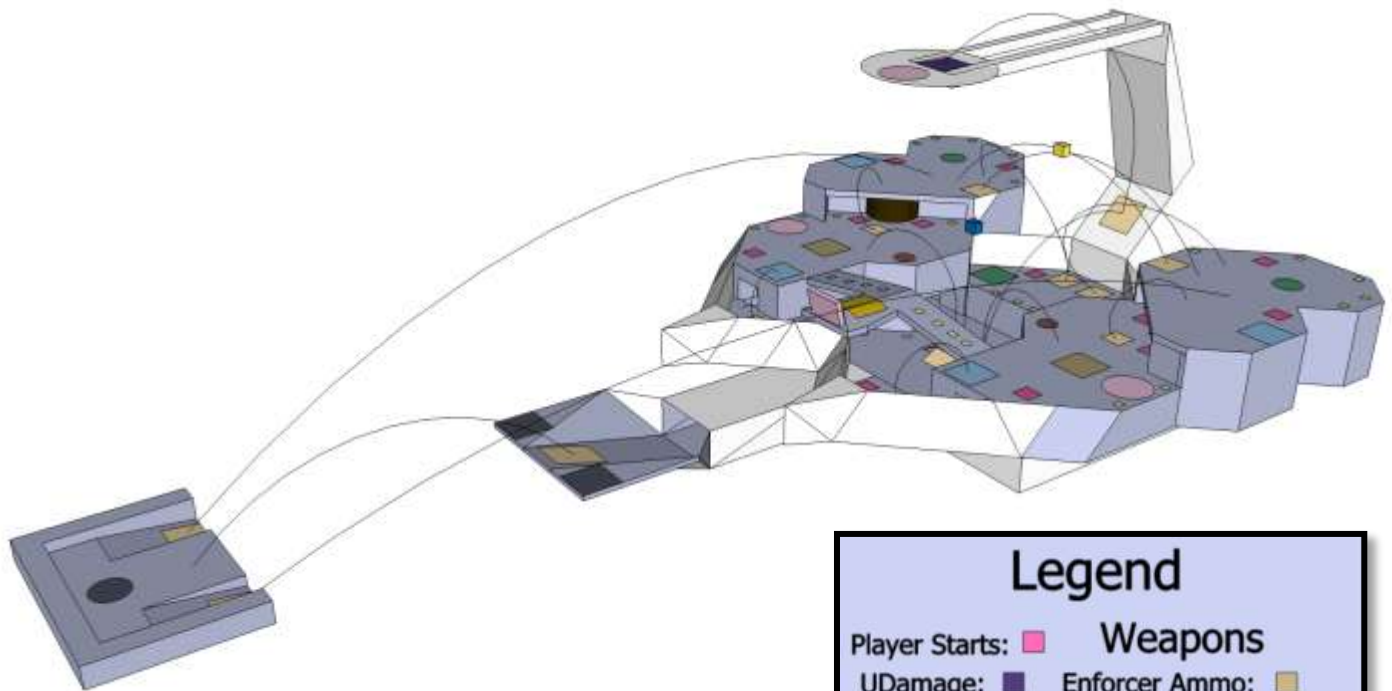


Figure 21: Jump Pad Overview 1

Legend	
Player Starts:	Weapons
UDamage:	Enforcer Ammo:
<b>Armor</b>	
Thighpads:	Sniper Rifle:
Vest:	Sniper Ammo:
<b>Health</b>	
Vial:	Link Gun:
Pack:	Link Ammo:
Keg:	Rocket Launcher:
	Rocket Ammo:
	Flak Cannon:
	Flak Ammo:
	Jump Pads:
	Portal:
	Portal Dest

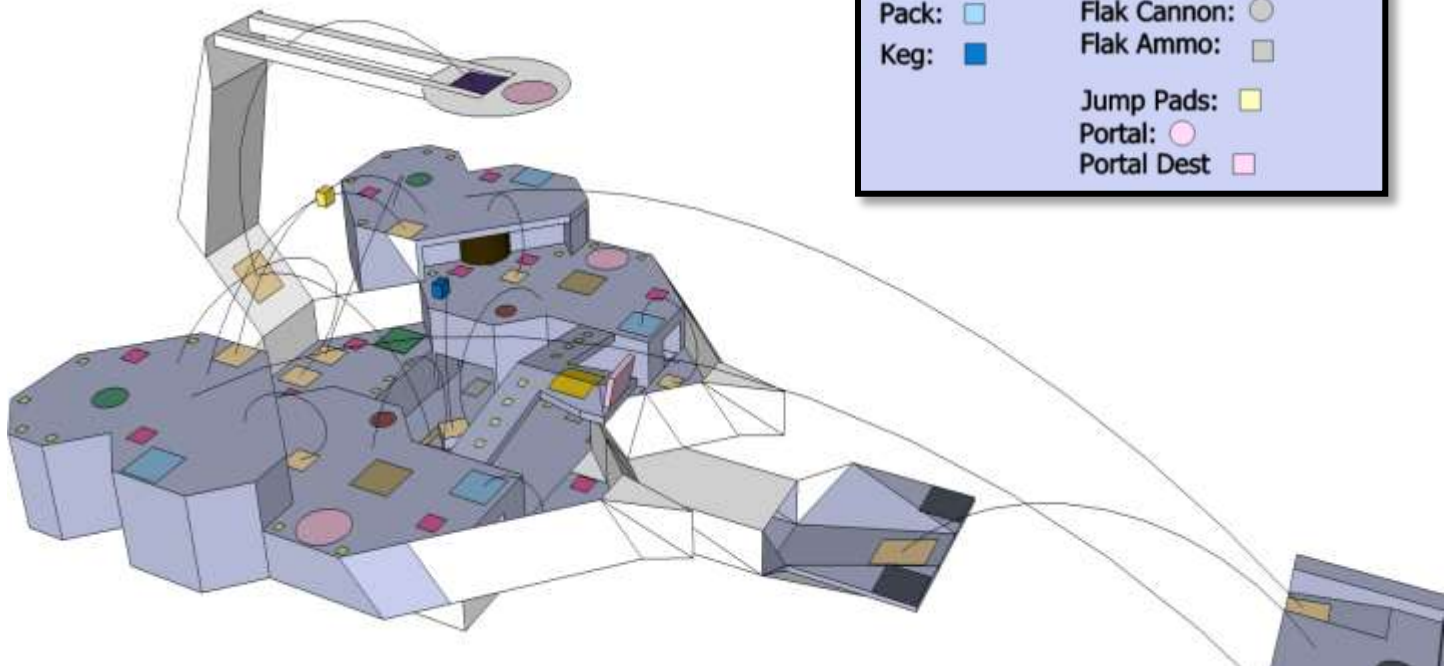


Figure 22: Jump Pad Overview 2

## Top Platform

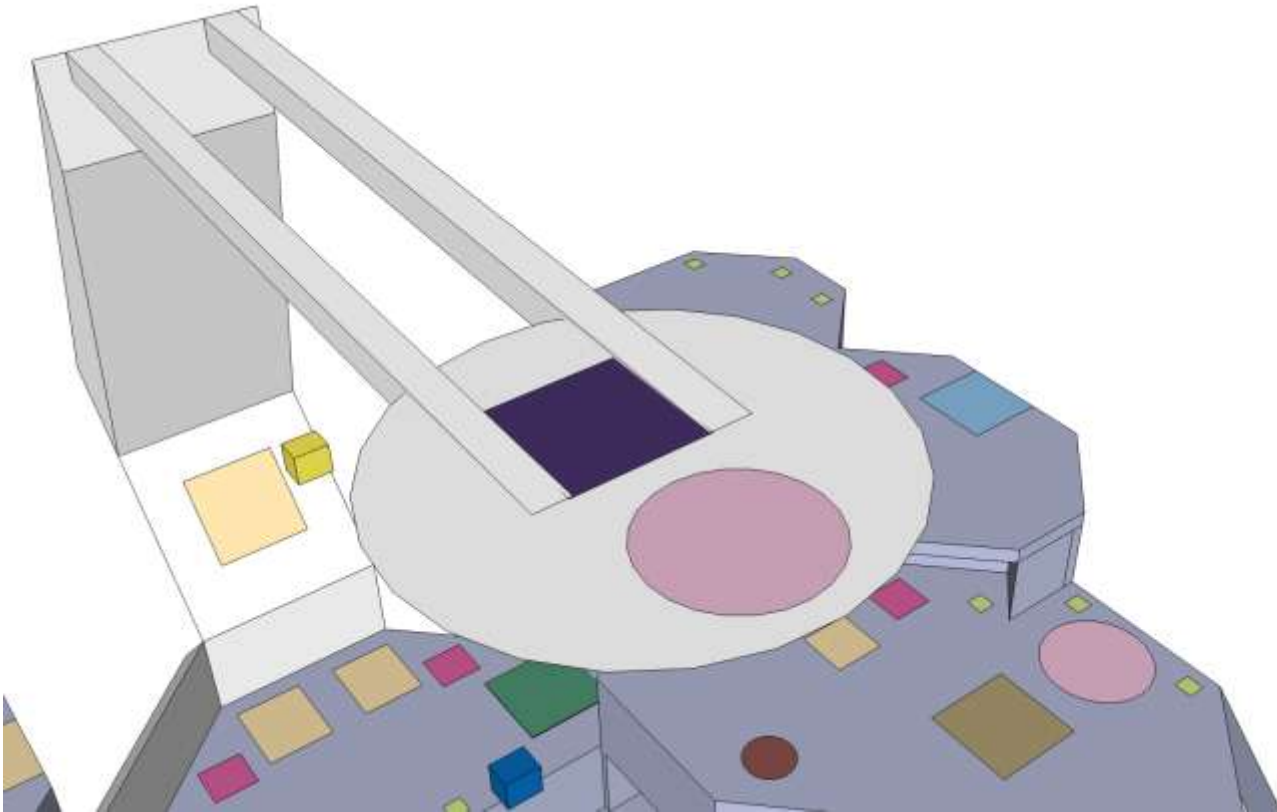


Figure 23: Top Platform

Legend	
Player Starts: <span style="color: pink;">■</span>	<b>Weapons</b>
UDamage: <span style="color: purple;">■</span>	Enforcer Ammo: <span style="color: brown;">■</span>
<b>Armor</b>	Sniper Rifle: <span style="color: grey;">●</span>
Thighpads: <span style="color: yellow;">■</span>	Sniper Ammo: <span style="color: grey;">■</span>
Vest: <span style="color: yellow;">■</span>	Link Gun: <span style="color: green;">●</span>
<b>Health</b>	Link Ammo: <span style="color: green;">■</span>
Vial: <span style="color: lightgreen;">■</span>	Rocket Launcher: <span style="color: brown;">●</span>
Pack: <span style="color: lightblue;">■</span>	Rocket Ammo: <span style="color: brown;">■</span>
Keg: <span style="color: blue;">■</span>	Flak Cannon: <span style="color: grey;">●</span>
	Flak Ammo: <span style="color: grey;">■</span>
	Jump Pads: <span style="color: yellow;">■</span>
	Portal: <span style="color: pink;">●</span>
	Portal Dest <span style="color: pink;">■</span>



## Upper Areas

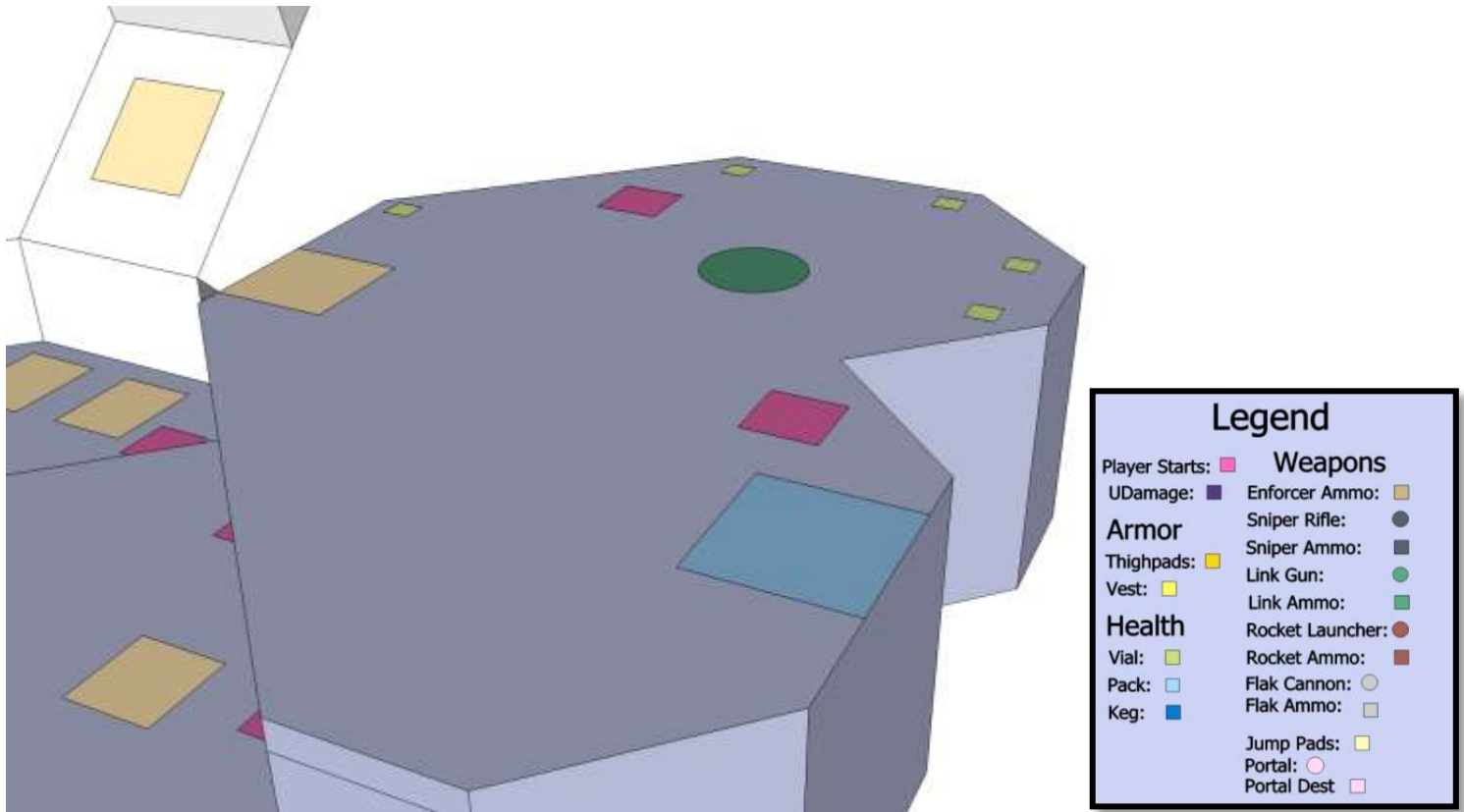


Figure 24: Upper Right

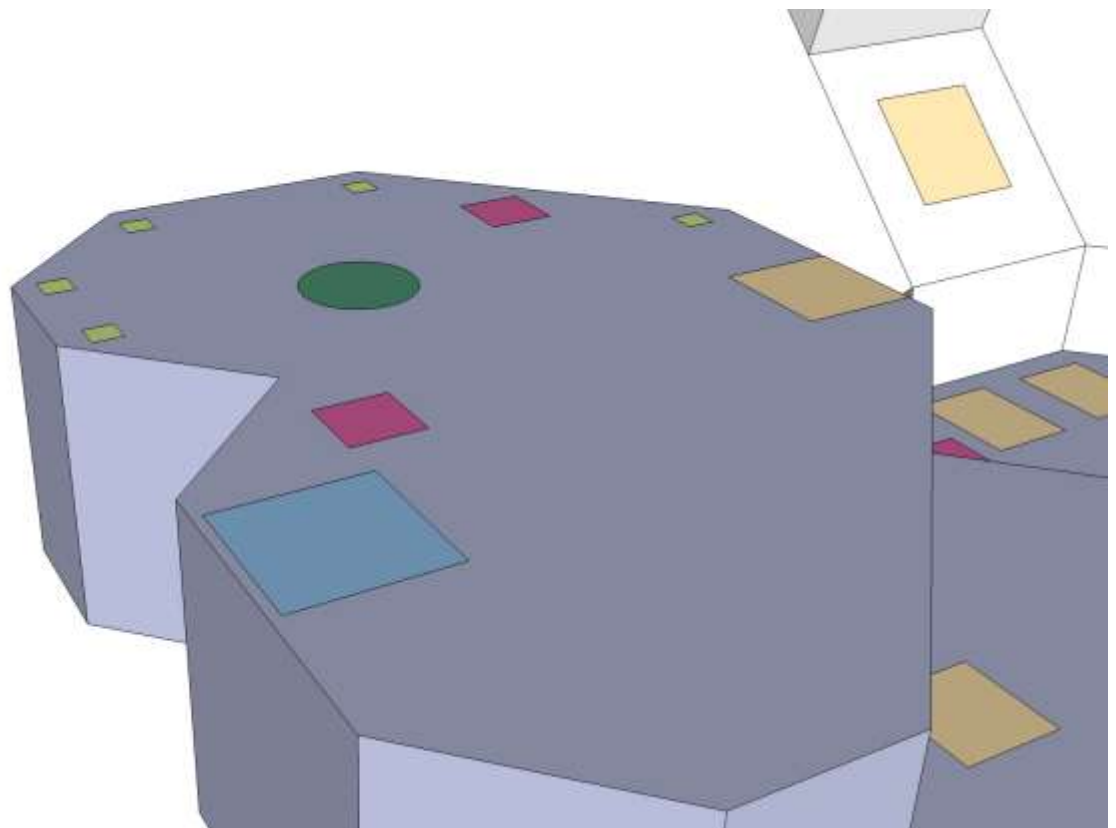


Figure 25: Upper Left

## Mid-Level Areas

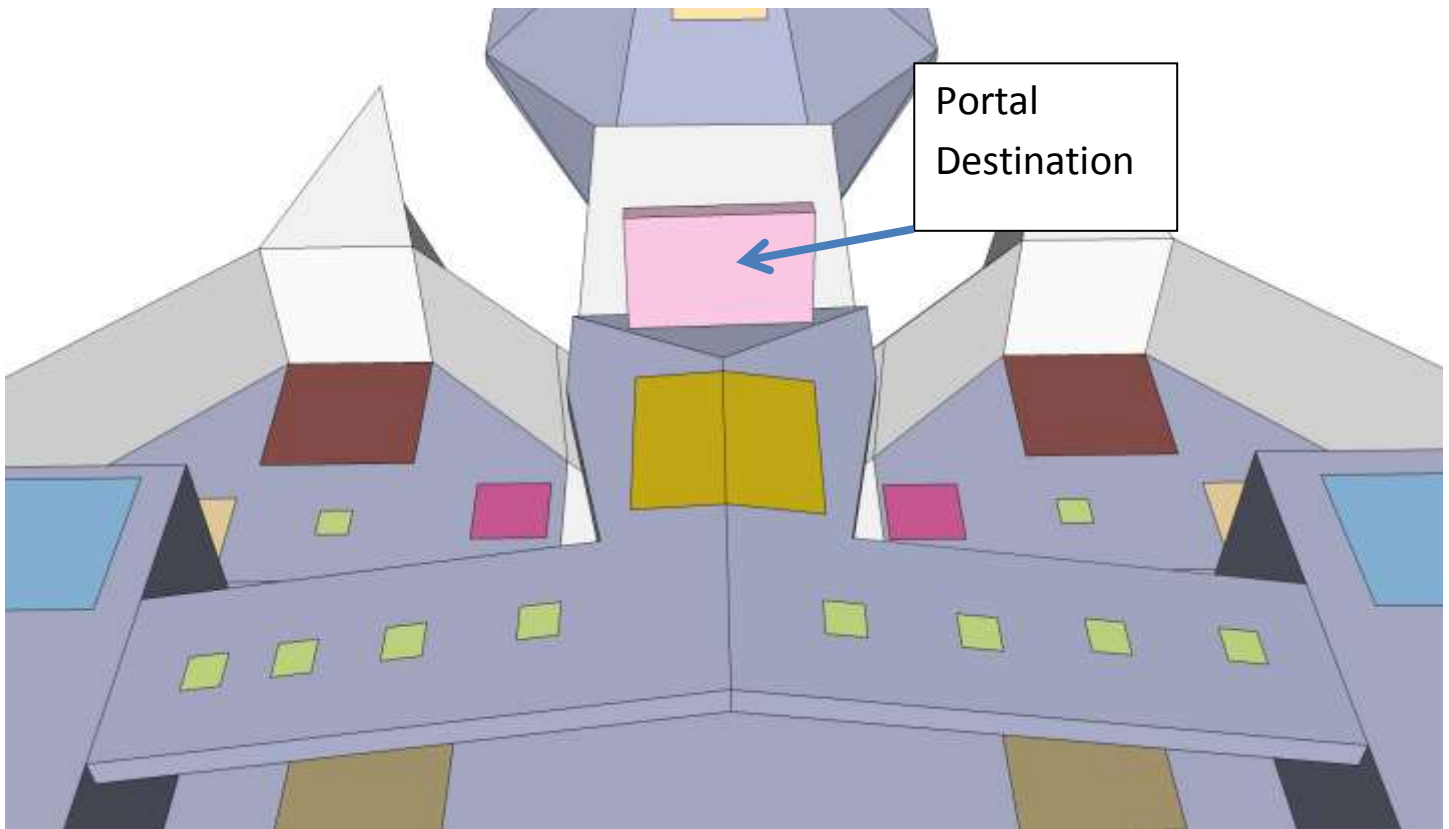


Figure 26: Mid-Level Center

Legend	
Player Starts: <span style="color: pink;">■</span>	<b>Weapons</b>
UDamage: <span style="color: purple;">■</span>	Enforcer Ammo: <span style="color: brown;">■</span>
<b>Armor</b>	Sniper Rifle: <span style="color: black;">●</span>
Thighpads: <span style="color: yellow;">■</span>	Sniper Ammo: <span style="color: grey;">■</span>
Vest: <span style="color: yellow;">■</span>	Link Gun: <span style="color: green;">●</span>
<b>Health</b>	Link Ammo: <span style="color: green;">■</span>
Vial: <span style="color: lightgreen;">■</span>	Rocket Launcher: <span style="color: red;">●</span>
Pack: <span style="color: lightblue;">■</span>	Rocket Ammo: <span style="color: red;">■</span>
Keg: <span style="color: blue;">■</span>	Flak Cannon: <span style="color: grey;">●</span>
	Flak Ammo: <span style="color: grey;">■</span>
	Jump Pads: <span style="color: yellow;">■</span>
	Portal: <span style="color: pink;">○</span>
	Portal Dest: <span style="color: pink;">■</span>

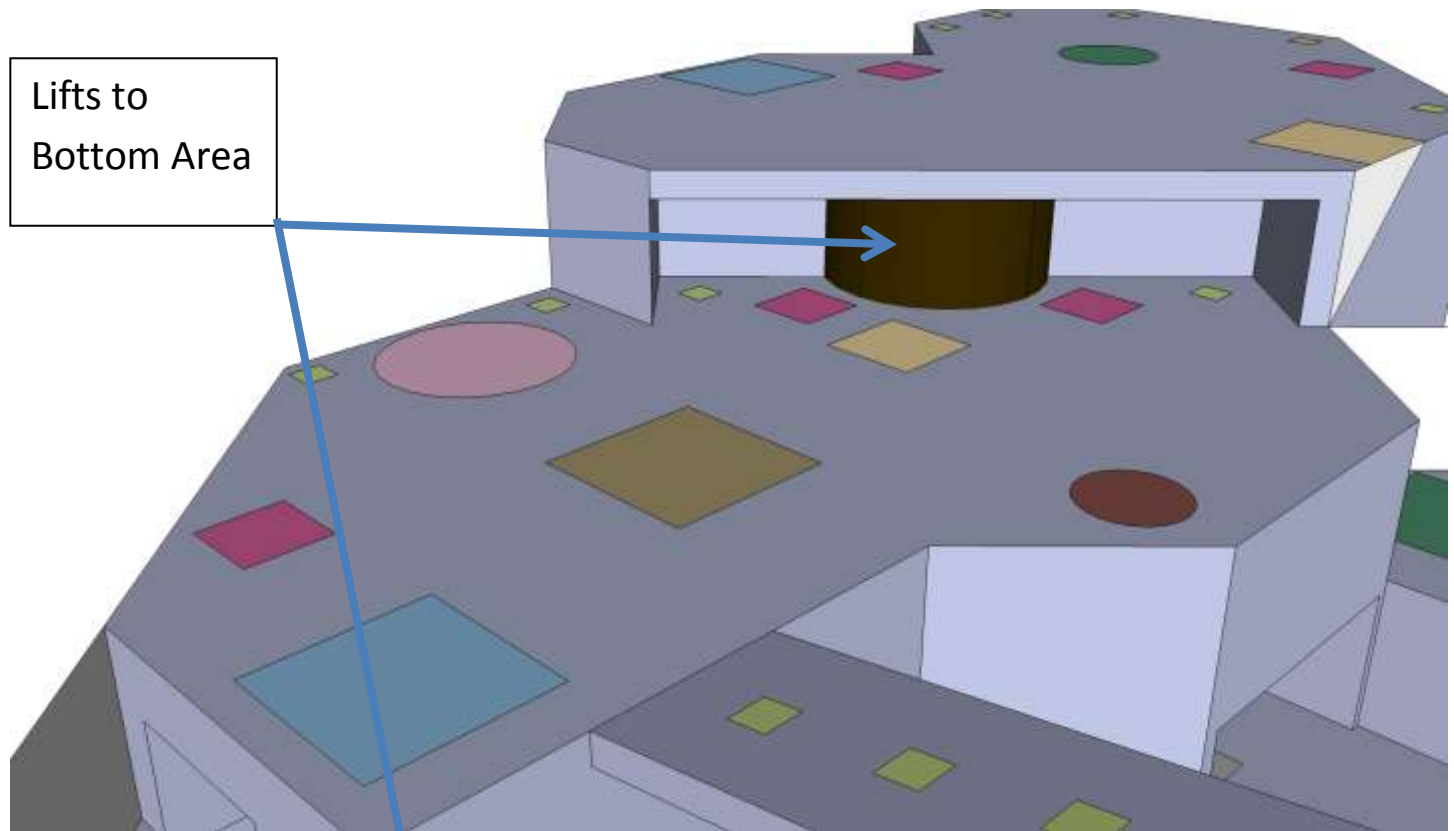


Figure 27: Mid-Level Left

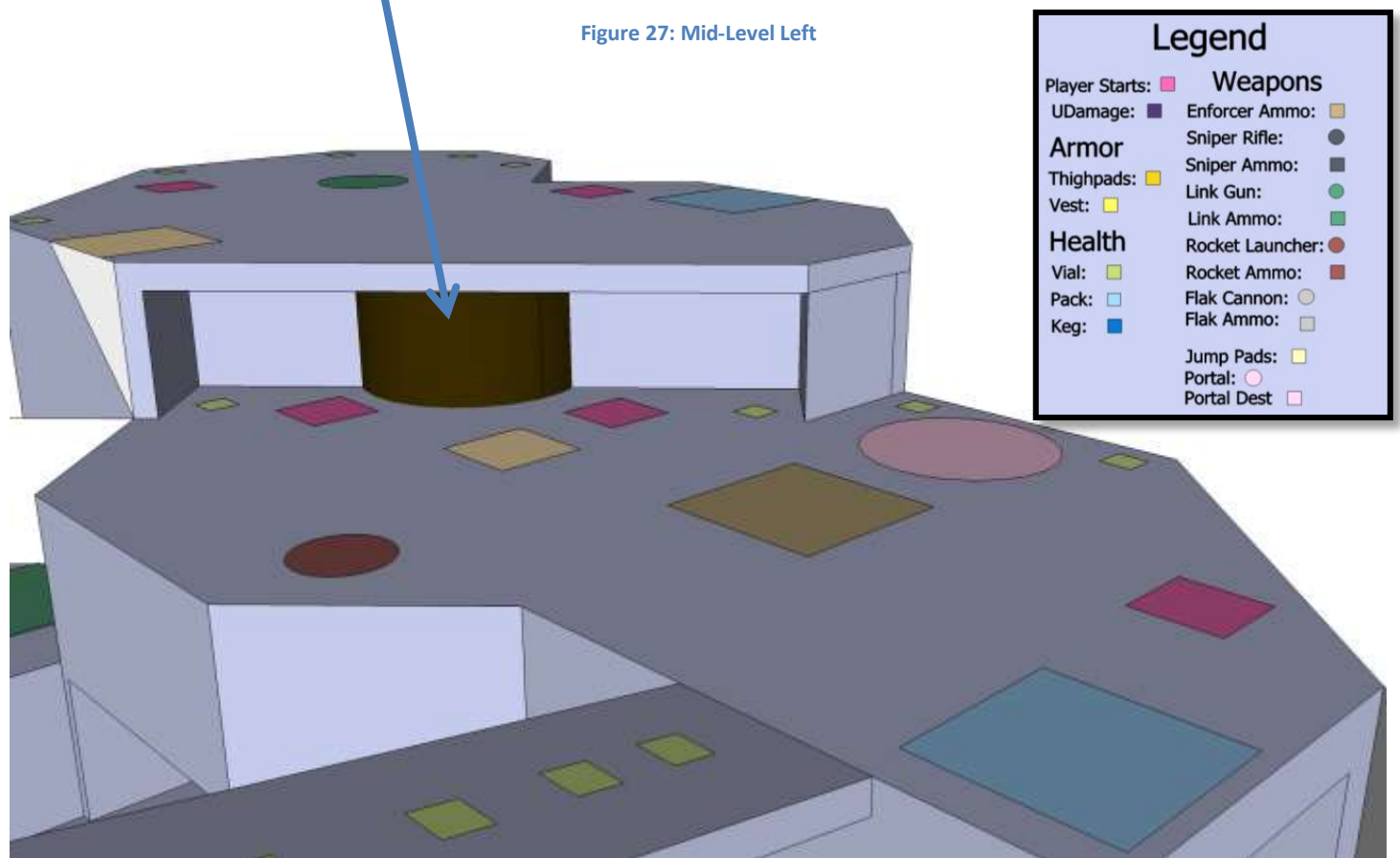


Figure 28: Mid-Level Right

## Bottom Areas

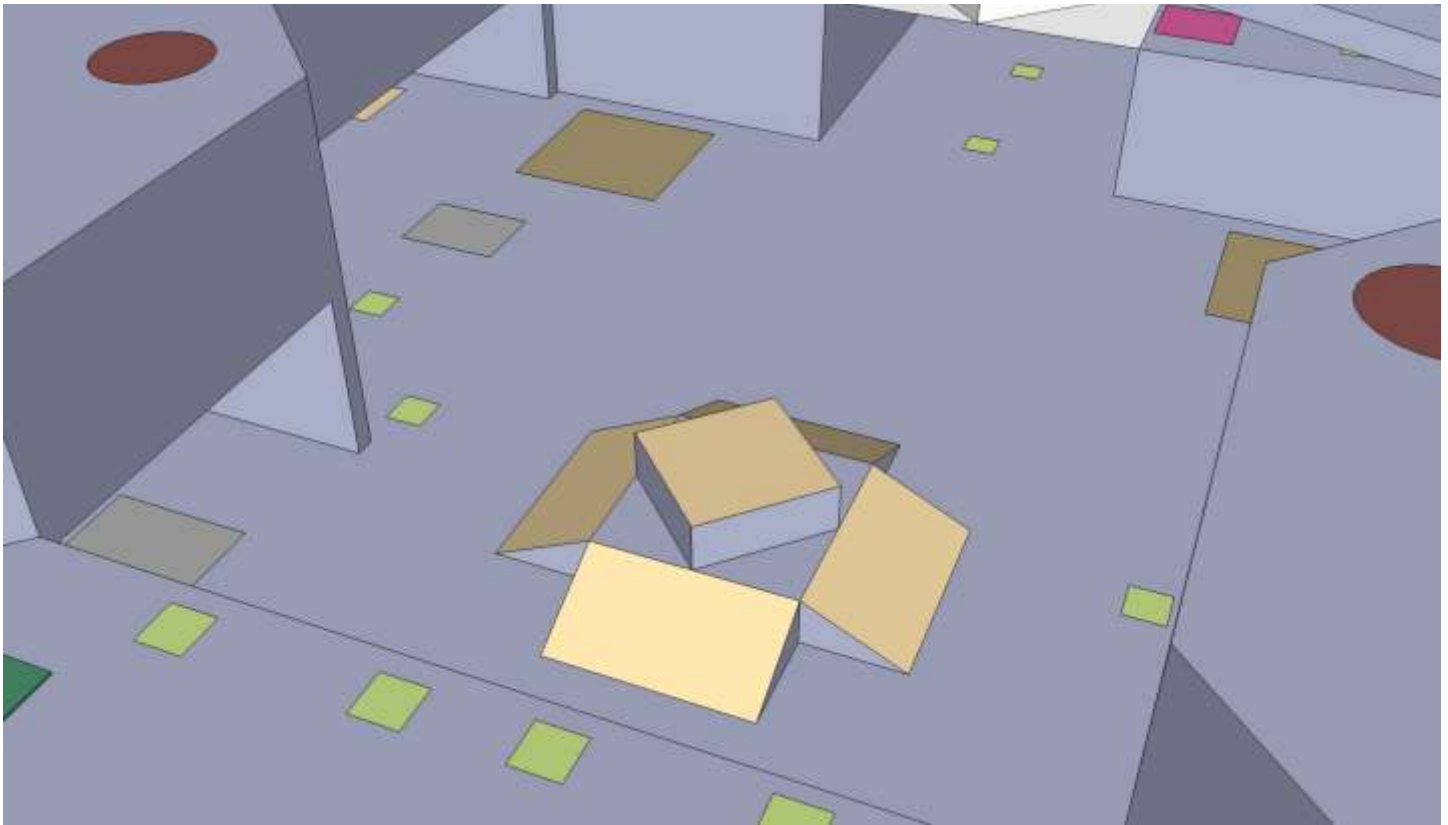


Figure 29: Bottom Center

Legend	
Player Starts: 	<b>Weapons</b>
UDamage: 	Enforcer Ammo: 
<b>Armor</b>	Sniper Rifle: 
Thighpads: 	Sniper Ammo: 
Vest: 	Link Gun: 
<b>Health</b>	Link Ammo: 
Vial: 	Rocket Launcher: 
Pack: 	Rocket Ammo: 
Keg: 	Flak Cannon: 
	Flak Ammo: 
	Jump Pads: 
	Portal: 
	Portal Dest 



Figure 30: Bottom Left 1

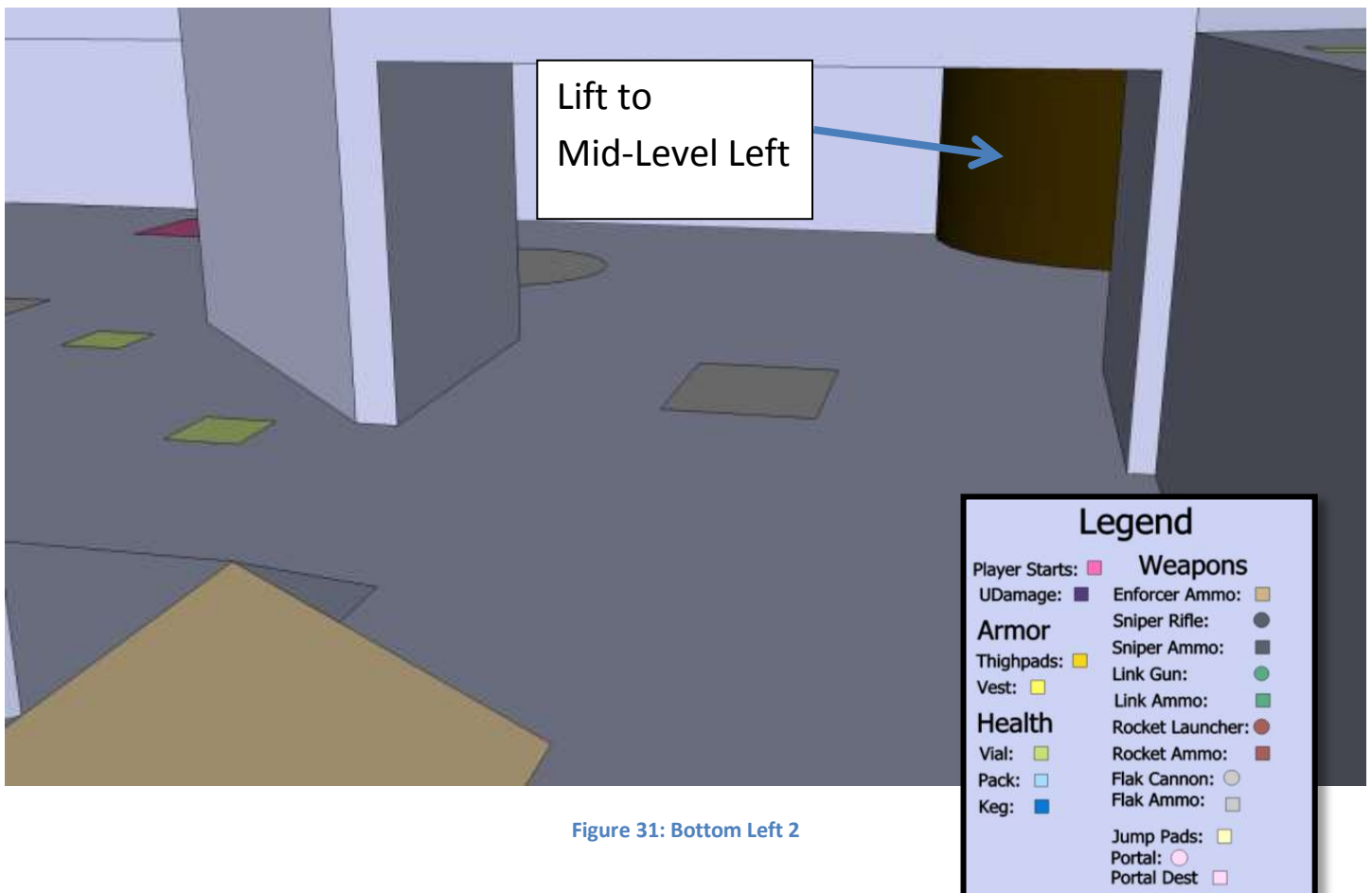


Figure 31: Bottom Left 2



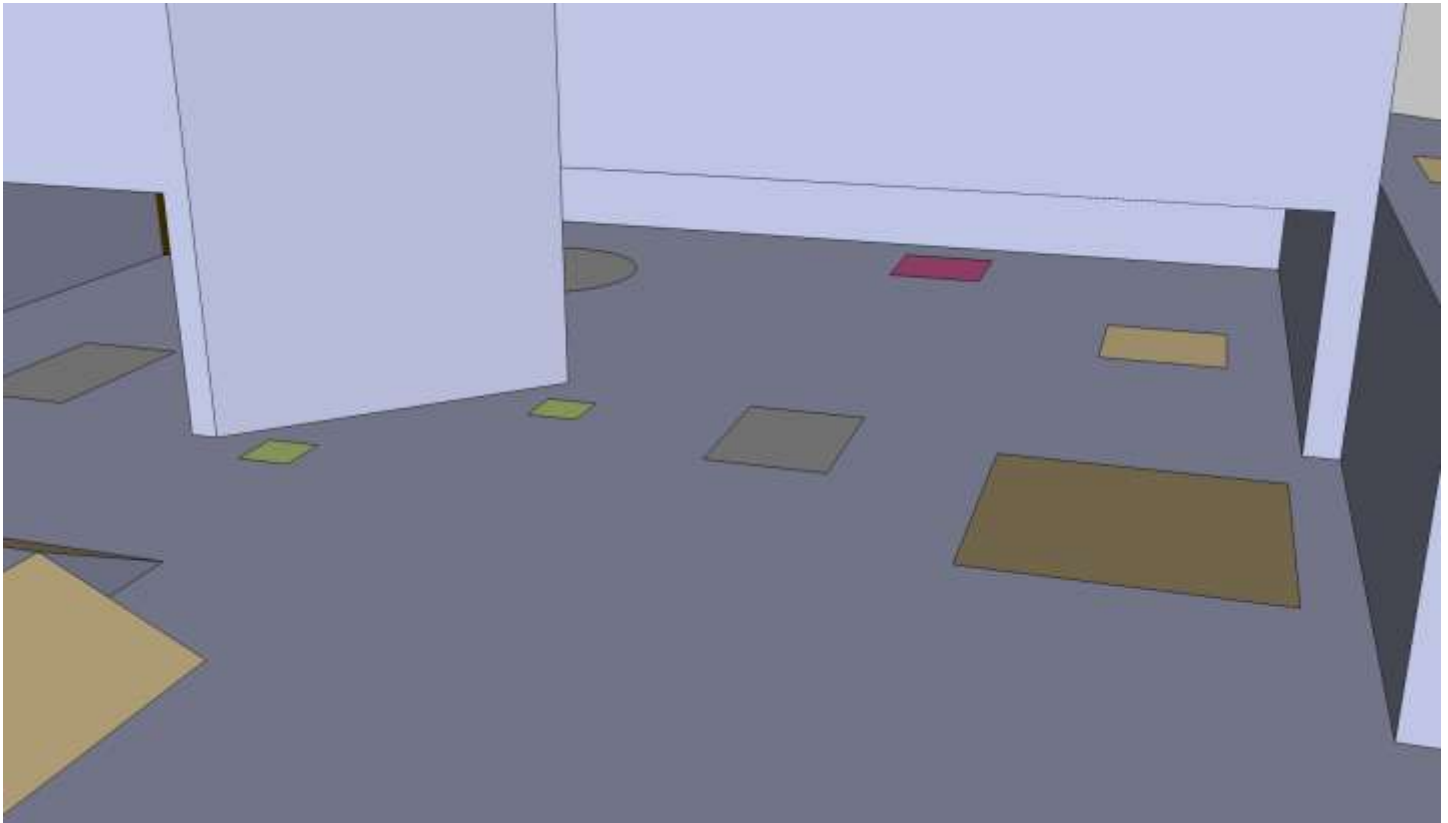


Figure 32: Bottom Right 1



Figure 33: Bottom Right 2

Tunnel

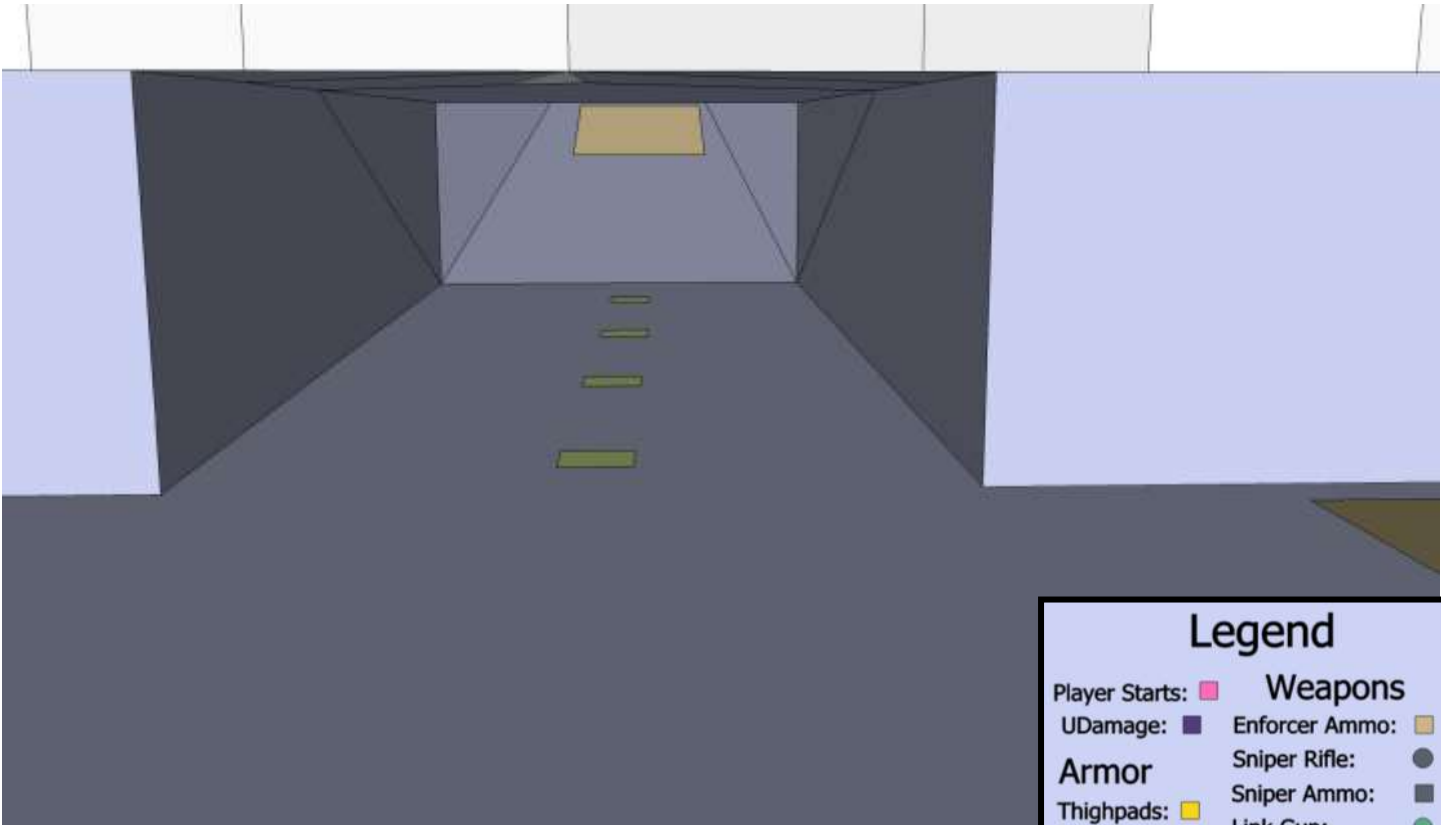


Figure 34: Tunnel - From Bottom Center

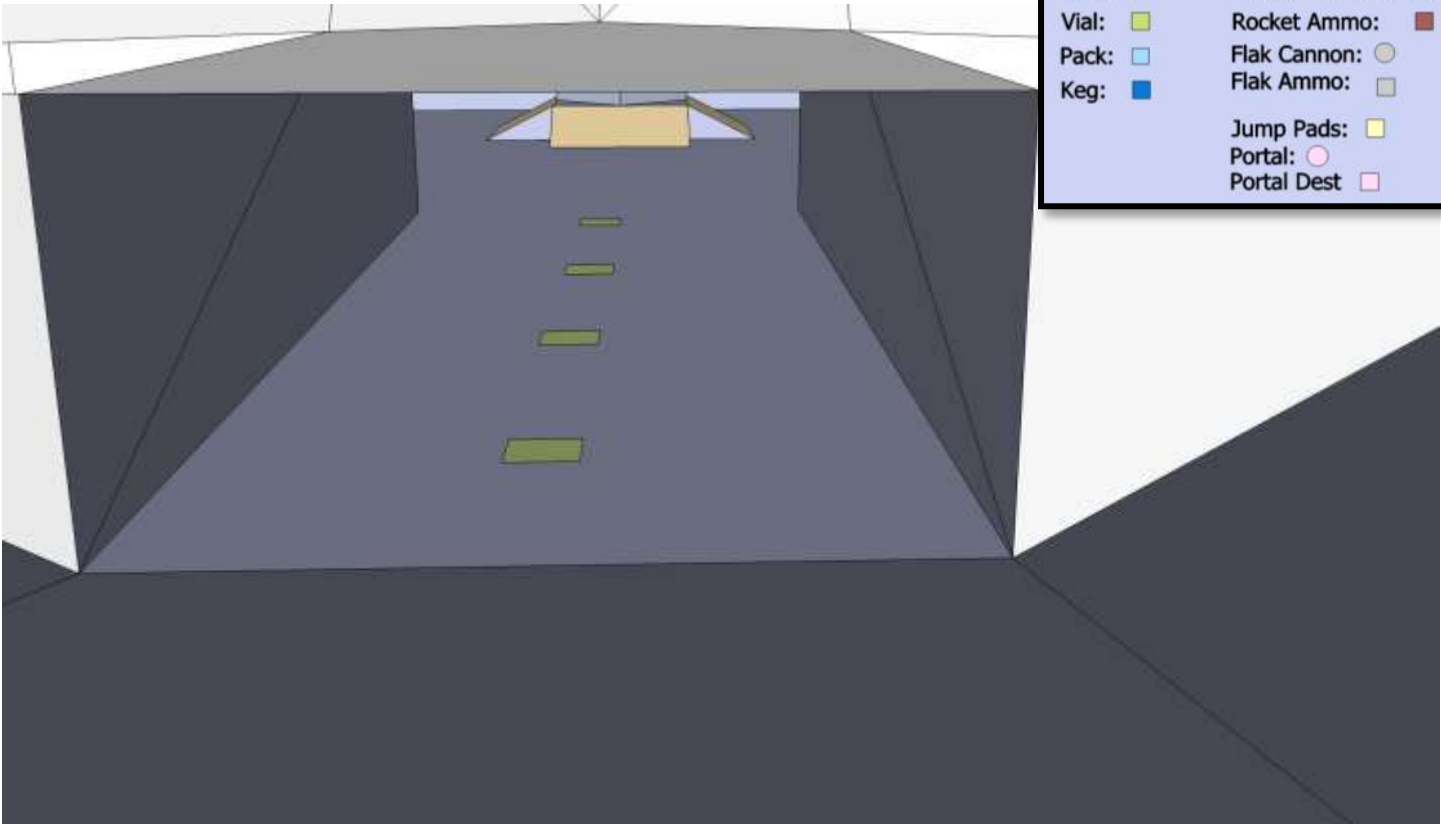


Figure 35: Tunnel - From Ships Prow

Legend

Player Starts: ■

UDamage: ■

**Armor**

Thighpads: ■

Vest: ■

**Health**

Vial: ■

Pack: ■

Keg: ■

**Weapons**

Enforcer Ammo: ■

Sniper Rifle: ●

Sniper Ammo: ■

Link Gun: ●

Link Ammo: ■

Rocket Launcher: ●

Rocket Ammo: ■

Flak Cannon: ●

Flak Ammo: ■

Jump Pads: ■

Portal: ○

Portal Dest: ■

Ships Prow

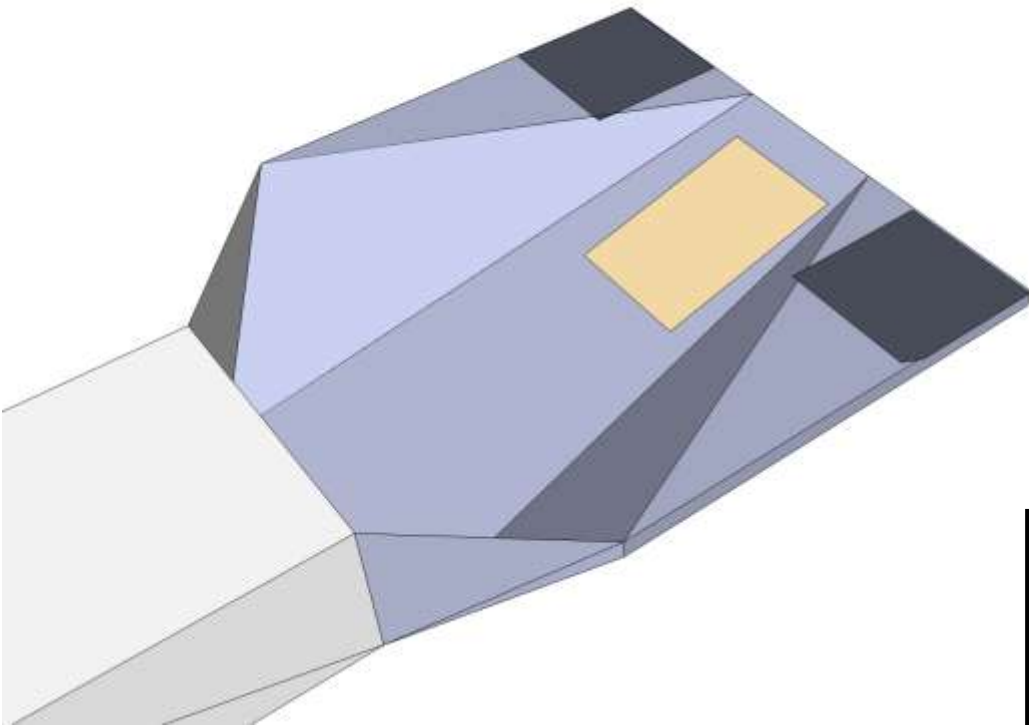


Figure 36: Ship's Prow – Jump Pad to Tug Boat

Tug Boat

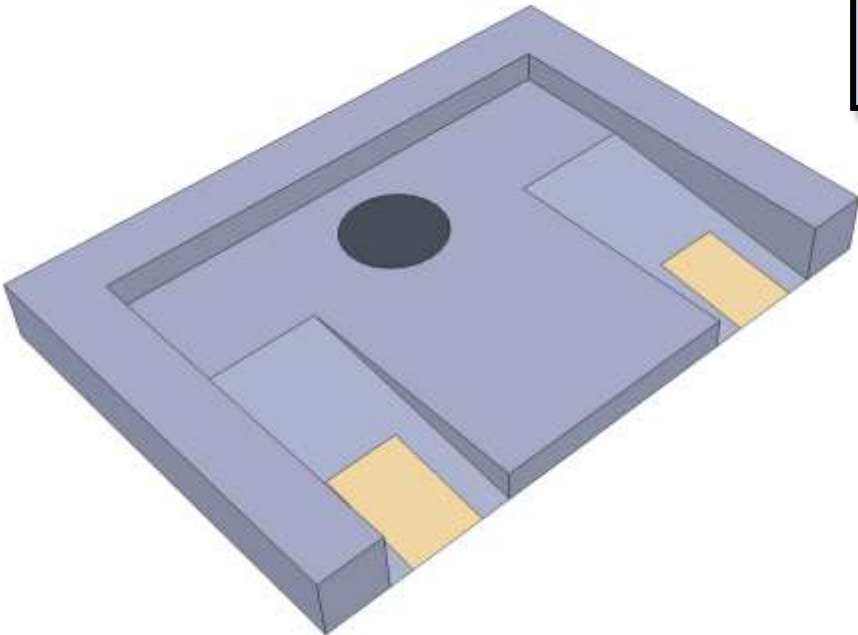


Figure 37: Tug Boat – Jump Pads to Upper Areas of Barge

Legend

Player Starts: ■

UDamage: ■

**Armor**

Thighpads: ■

Vest: ■

**Health**

Vial: ■

Pack: ■

Keg: ■

**Weapons**

Enforcer Ammo: ■

Sniper Rifle: ●

Sniper Ammo: ■

Link Gun: ●

Link Ammo: ■

Rocket Launcher: ●

Rocket Ammo: ■

Flak Cannon: ●

Flak Ammo: ■

Jump Pads: ■

Portal: ●

Portal Dest: ■