

# The Dam Map

A white boxed and implemented CTF map

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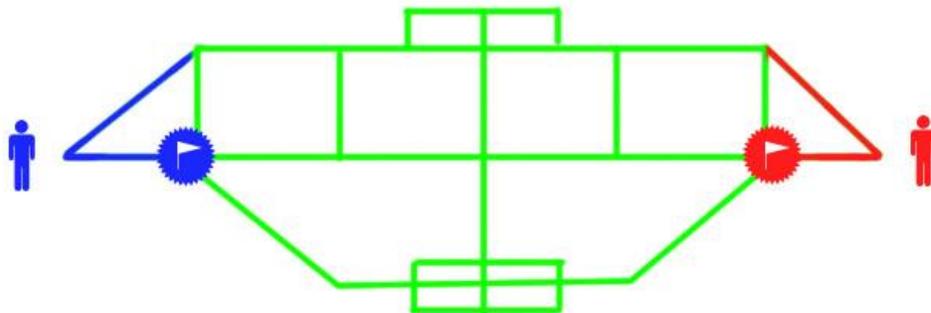
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## Story

A Dam in the open world turned into a Capture the flag arena.

## Design

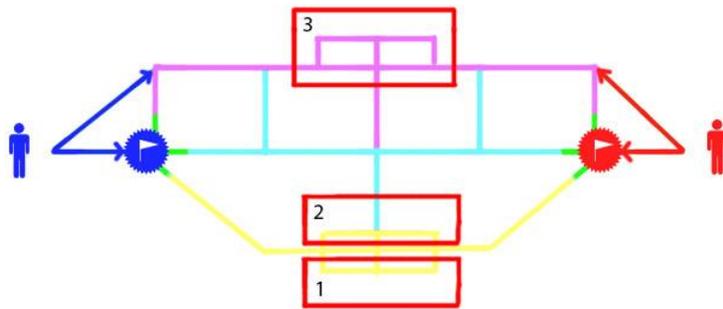
Flow map



**Green:** Flow

**Blue** and **Red:** Protected flow from spawn points

## Detailed flow map



CQC = Close Quarter Combat

**Purple:** Interior Dam, short to CQC, Lots of cover, darker lighting

This is the stealth path through the interior of the dam. A hydroplant is inside collecting power from the running water. Lots of moving parts, generators and loud background sound to muffle footsteps. This path is the slowest but gives the most amount of cover. Engineers can build a forward base here unnoticed.

**Light Blue:** Platforms/Water, long range combat, little cover, very bright lighting

This is the shortest and quickest path but easiest to defend. Players must jetpack from platform to platform along the side of the dam. If they fall into the fast moving water below they are quickly thrown over the side of the dam to their deaths. There is a very dangerous double damage pickup right above water level in the very center. This path is susceptible to gunfire from every other path and people are easier to shoot while jetpacking. Assault with afterburners will be the most dangerous since they can blaze through most of this path. Sniper battles are most likely to occur here where they can overlook most of the map from here.

**Yellow:** Edge of Dam, Mid to long range combat, some cover, bright lighting

Where most players tend to go since it is the fastest path with cover and well lit. Players can be launched off the side of the map or thrown into the fast rushing water which will also have the same result.

**Green:** Concrete tower, CQC on the interior and mid to long range on exterior, lots of cover, bright lighting

Very vertical with access from the ground and roof. The flag and capture point is in the middle of the tower. Nooks for engineers to build turrets.

**Blue and Red:** Spawn point bases, protected by shields

1. Jetpack area over cliff edge. Dangerous but a great way to get around enemies who have a great hold of the center point.
2. Dam Operations, CQC, here is a button that players can press that retracts the bridges on **yellow** path and two of the platforms on **blue's** path.
3. The second floor can be accessed by **blue** path, an elevator from the first floor, and two ramps from either side.

#### Whitebox

