

# DM\_CAULDRON

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**Genre:** FPS multiplayer game.

**Type:** Deathmatch varieties (Team, FFA, Duel).

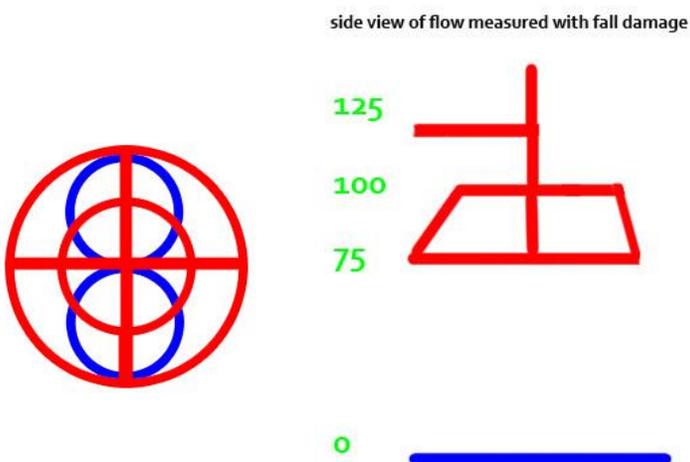
**Engine:** Unreal 3

**Webpage:** [http://www.bobbyross.com/gallery/dm\\_cauldron/cauldron\\_index.html](http://www.bobbyross.com/gallery/dm_cauldron/cauldron_index.html)

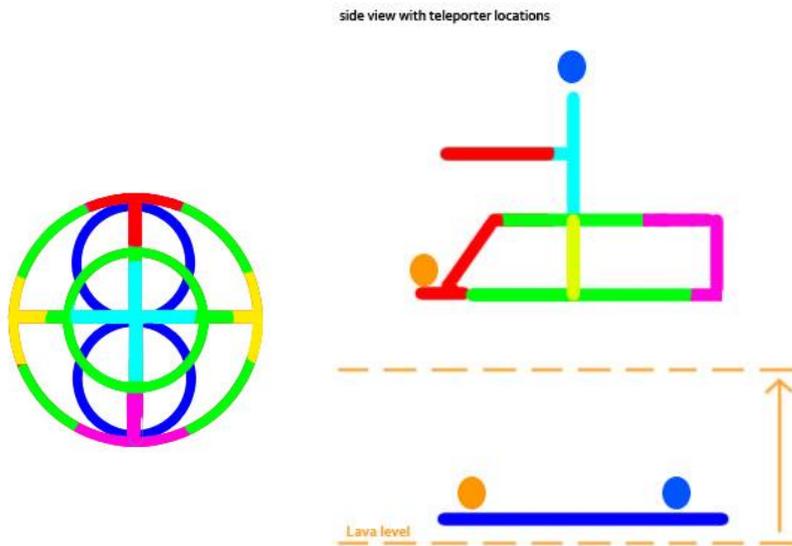
**Overview:** Dm\_Cauldron is a deathmatch multiplayer map for Unreal 3. The environment is a fire temple built inside a volcano. Players are motivated to scale up and down the map to collect items with constant danger from lava below and lava falls from above. Players have an offensive advantage the higher they are but health is only on the lower levels. Orange based color palette from below and blue higher up to clue players how high they are.

**Raising lava Event:** Every few minutes the lava will temporarily rise closing off the bottom section/teleporters, pushing players together to speed up gameplay. It starts off with explosion sound and camera shake. The speed of lava increases and after 20 seconds it begins to ascend till it encapsulates the bottom part of the map. The player spawners here are turned off to keep players from spawning in the lava. High amounts of steam go through the upper part of the map to remind people the event is ongoing. 20 seconds after it reaches its peak the lava descends, slows down, and the steam goes away.

**Flow map:**



## Flow Concept



**Blue:** Brick/lava, mid range combat, little cover, bright orange lighting

Near the base lava level this area is linked to the top and center of the map by teleporters. This route is wide open to sniping from above but has health and a shield belt. It's also a good path to circumvent players who are camping at the top. This area can also catch players who fall from above but will penalize with heavy fall damage.

**Purple:** Wood/Castle, short to close quarter combat, lots of cover, orange lighting on 1<sup>st</sup> floor, blue lighting on 2<sup>nd</sup> floor

Rocket launcher and some health. This area will slow down the players and give cover.

**Light Blue:** Tower, mid to close quarter combat, medium cover, bright blue lighting

Tower in the center with sniper rifle, teleporter, and a good jump point to nearby ledges.

**Yellow:** Brick/tower, close quarter combat, medium cover

These towers have a lift to connect it to the ramps above and below. Players can also restock here and evade long range combat.

**Green:** Metal, mid to long range combat, little cover, mix of orange and blue lighting

Connecting all the hanging architecture are ramps that leave players wide open and speeds up flow. Players can see through the ramps to be able to spot players running around the **blue** section.

**Red:** Temple/Lava falls, mid range combat, some cover

Uber on the upper platform inside the mouth of a giant skull. Teleporter and shock rifle on the lower platform.

