

# Sunken Harbor

## Table of Contents

Story.....	1
Art .....	1
Overview Map.....	3
Outpost POI Map .....	4
Design .....	5
Outpost Map.....	6
Ambient NPC heat map .....	7

## Story

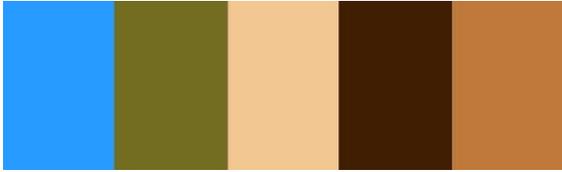
Surviving citizens rebuild a harbor, destroyed from the tsunami created by the Arclight's crash. With humanity always in imminent danger it was built into a "Las Vegas" of New Eden for people to help keep themselves distracted. An arena was built to host games around a destroyed galleon ship.

## Art

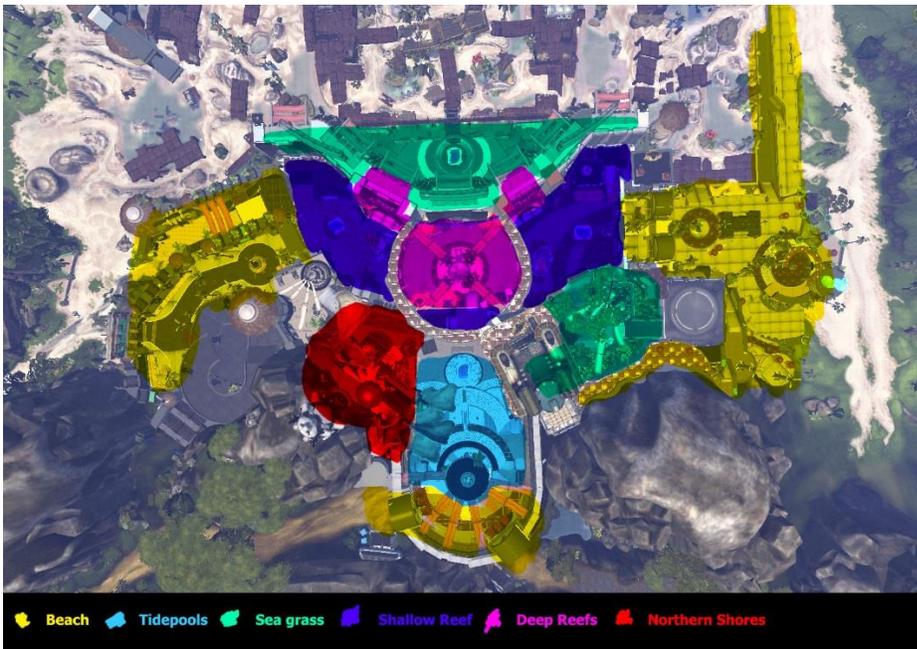
Instead of going with a more modern stadium I wanted to push a gladiatorial arena look. I took elements from the Colosseum like brick, cloth banners, archways, and colors.



Color swatch



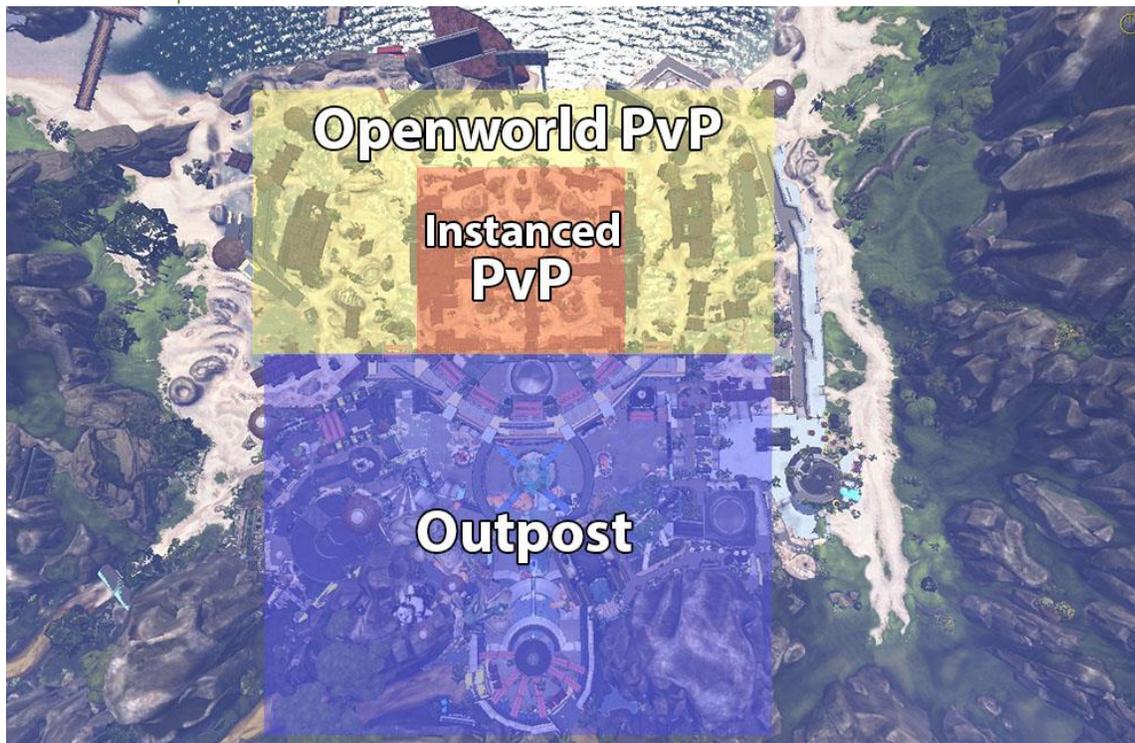
Sunken Harbor also tries to make the player feel like he's going deeper and deeper underwater the closer they are to the center of town. This created a Las Vegas atmosphere, sells the story that it's a "Sunken Harbor" (even though it's risen), easy for players to identify where they are, and allows the use of a lot of assets we already had. Thanks to this we were able to get the art pass done in five weeks.



It was done quickly so a lot of props are still BSP.



Overview Map



## Outpost POI Map



- A. Parking Garage
- B. Armory –
  - a. Made to look like a gladiatorial armory with stations for players to outfit and manufacture new frames and weapons.
- C. Western Entrance
  - a. Ticket stand
  - b. Mustang's statue on display
  - c. Roundabout for people to be dropped off or picked up at.
- D. Mechanical
  - a. All the maintenance and janitorial offices
  - b. AA turret above for protection against the chosen.
- E. Omnidyne Store
- F. Stadium
  - a. Made to feel like the colosseum's stadium
  - b. Torches light it up at night
  - c. Built for the purpose of viz blocking the city from the arena for performance in PvP.
- G. SIN tower
  - a. The SIN tower is what players must interact with to unlock quests and push back the fog of war in the area. Due to its importance of priority it is made easy to find from all entrances. From this area all secondary priority content is seen from here.
  - b. Bookies are here for ambient NPCs to come and place bets on up coming matches.
- H. LGV showcase

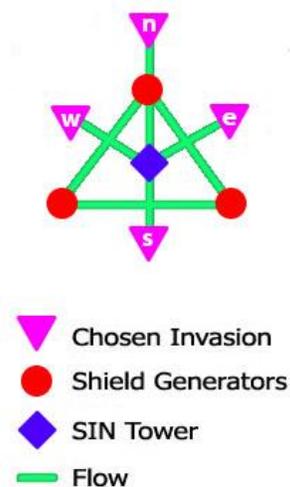
- a. This area showcases new vehicles being sold in the game. Earlier it was founder's pack themed with the chopper bike and now its Starter pack themed with the Omnidyne bike.
- I. "Crystabel" Aquarium
  - a. Big Kthulhu looking squid bobbing around in an aquarium
  - b. Spectators can't help but stop by and be mesmerized by his intense stare
- J. TV broadcasting tower
  - a. Broadcasts events and houses the announcer who can be heard over the loud speakers.
- K. Southern Entrance
  - a. Stairs made to look like tidepools.
  - b. Circular ticket stand and a couple entrances to a blocked underground parking garage.
- L. Player Sports Bar
  - a. Filled with PvP athletes waiting for their next match. Plus a couple groupies and wannabes.
- M. Mustang's BBQ
  - a. BBQ joint dedicated to the iconic top player, Mustang.
- N. Lagoon
  - a. Arcporter – teleports players to other melding bubbles
  - b. This area is seagrass themed since it is just when the stadium theme starts becoming underwater
- O. Bar
  - a. Built to give the feel of the beach overlooking the "underwater" stadium
  - b. This path was created for the chosen to bypass the Eastern's entrance bottleneck.
- P. Dropship pad
  - a. Dropships land here periodically and players can choose to wait and ride them when they land.
- Q. Red bean store and achievement's broadcast room
  - a. In game store and location for the NPC who keeps track and awards players for their Achievements.

## Design

Sunken Harbor is designed for massive invasions from the Chosen. That encounter spawns enemies from N,S,E,W and sends them to destroy three shield generators before going after the SIN tower. If the Chosen destroy the SIN tower within 8 minutes they take the city. Basic design for this is an equilateral triangle of generators and a SIN tower in the center. For this I went with a 12 second travel time between each generator giving me the scale of the town. I wanted to give some room for players to set up a defense and enough time to react in reinforcing another generator.

A room was created between each generator as a buffer and conflict area. In the front of each entrance another area was

## Invasion Flow Chart



placed for chosen to spawn at from drop pods. These areas were designed to give them some cover from initial spawn points but make them vulnerable before they reach the entrance.

### Outpost Map



### North

Destroyed Harbor/Brick Stadium, mid to short range combat, lots of cover, bright stadium lighting transitioning to dark torchlight

Accord is given the high ground and the chosen drop pods land in the PvP section of the harbor. This gives them lots of overhead cover from the stadium that watches overhead. The players have a lot of defensive points to hold off those invading from the north but very little visibility to attacks from the Western and Eastern Courtyard.

### South

Beach/Tide pools, long range combat, little cover, bright yellow lighting transitioning to bright cyan

The ticket stands provide a large amount of cover for chosen drop pods but once they walk past that they're easy pickings for snipers and engineer's turret bases. The chosen get a huge height advantage and their cannon blasts can reach really far and be difficult to dodge.

### East

Coral/Beach themed marketplace, long to mid-range combat, some cover, bright yellow lighting transitioning to bright blue

The entrance to the stadium is a heavy choke point for the players. The amphitheater and market give the chosen cover but two long sniper lanes as well. In these sniper lanes the chosen get half cover from dining tables. A ramp lets the chosen bypass the main entrance and give access the 'Generator C' room and the

'Second Floor' above it. Another possible landing spot for drop pods is in an outdoor bar by the Red Bean store giving them a spawn point that can bypass the entrance and give them a height advantage.

### West

Beach/Coral/Colosseum, long to mid-range combat, some cover, bright yellow lighting transitioning to bright blue

Accord have some good defense and sniper points, and the Chosen have 3 entry points

Chosen can go through the Western entrance, the mechanical room, and the parking garage. The parking garage acts like a ramp allowing Chosen to access the armory and get a height advantage. Players can also keep control of the garage and have a height advantage over the chosen. The chosen have the most places to get through at this side but players also spawn here so it is easier to reinforce. Mustang's statue and its base is the main cover for the chosen drop pods from the entrance's chokepoint.

### Ambient NPC heat map

Sunken Harbor has a big civilian area and needed many Accord NPCs to fill it with life.



Red = 3, Green = 1