

Trans Hub

Accord Forward Command Center

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Story

Forward Military Accord base built after the Arclight crashed six months earlier. The base is still in the middle of construction and reinforcement. Admiral Nostromo, the lead commander, is here and shipping in supplies from the Arclight, for taking the fight to the chosen and pushing back the melding.

Art

The Accord have a white and green color scheme, with a lot of metal plating with bulky curved surfaces. Some areas are still under construction.

Overview Map

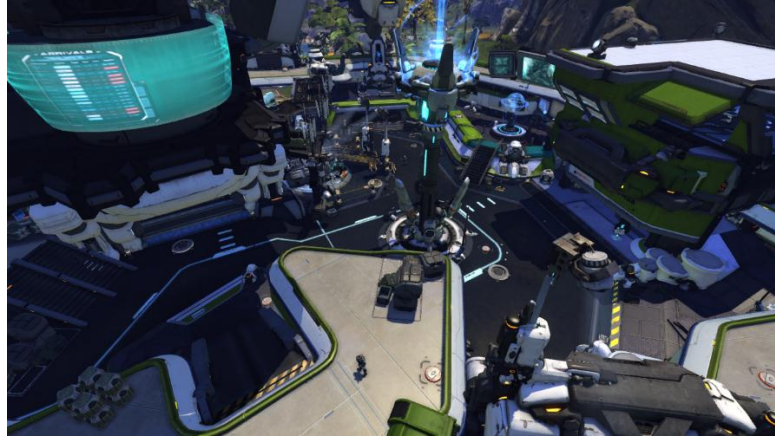


- A) To make an easy path to Copa and not destroy some good gameplay space a tunnel was built from Broken Shores to here. A place where civilians have set up camp to collect business at such a heavily trafficked area and to be near military protection from bandits and chosen. The marketplace is to transition people coming from a broken city before they make it to the much bigger and permanent Transhub.



a.

- B) First priority is bringing players to the SIN tower so it must be the easiest to spot and inviting. From there players can see the command room, where the quest giver Nostromo is.



- a.
- b. Whenever we got night/daytime behavior Nostromo will go up to his office so I put that above the barracks.



i.

- C) ARES mission
 - a. An accord bunker that has been overrun
- D) Flight tower and medical facility



a.



b.

E) Center market, chowline, armory, vendors



a.

F) Dropship pads for player transport

G) Truck stop area for unloading and shipping goods to other outposts.

H) Newbie Lake, easy hunting and learning area for new players.



a.

Design

NPE

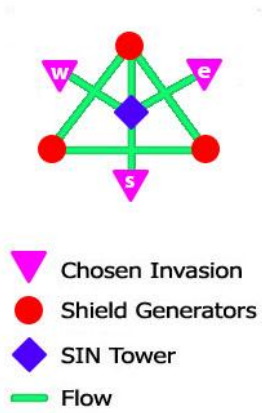
Transhub was at one point changed to the New Player Experience. To make the area easy for designers, multiple POI areas were built and left open so they could move things around to fit how they wanted to feed it to players fresh off the dropship.



Invasion

Transhub is designed for massive invasions from the Chosen. That encounter spawns enemies from S,E,W and sends them to destroy 3 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 chose to go with a 12 second travel time between each generator giving me the scale of the city. Only 3 directions were used for this encounter instead of 4 because this place is meant to be easier to defend.

Invasion Flow Chart





I wanted to give Trans Hub a “defend the fort” feel so I placed heavy choke points at the base to give a strong defense to the Accord at the beginning of the invasion. Over time though Chosen will start sending drop pods to the upper deck of Trans Hub giving them a big height advantage over the defenses. Spawn room is directly in the center at the bottom of the comm tower giving players equal travel time to reinforce any generator.

South

Dropship pads, long to mid-range combat, little cover, bright lighting

Chosen have the height advantage when they spawn here but players can set up base up here and attack eastern attackers from above.

East

Fort walls/town square, mid-range combat, little cover, bright lighting

Two entrances for the chosen to get in but each are easy to defend.

West

Fort Walls/food court, mid to short range combat, some cover, bright lighting transitioning to red lighting

Two entrances, one easily defended and the other is a ramp leading up and gives access to the top of the walls.