

LDD predesign

# CSGO Japan shrine map

By: Yixing Zhang

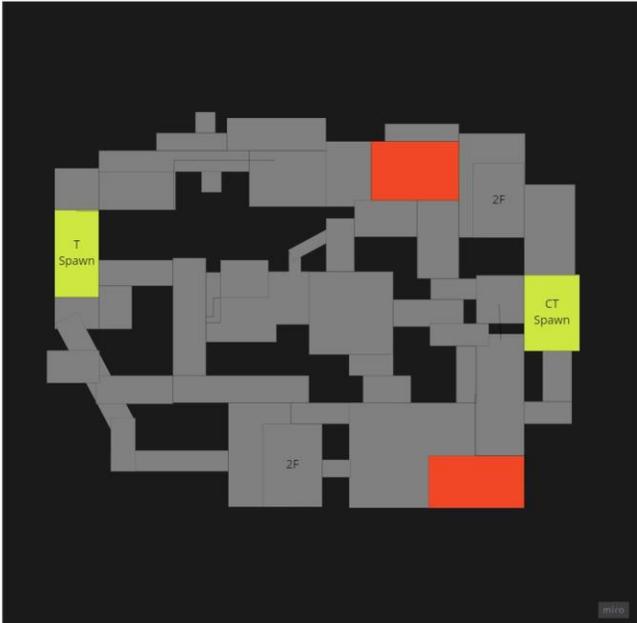


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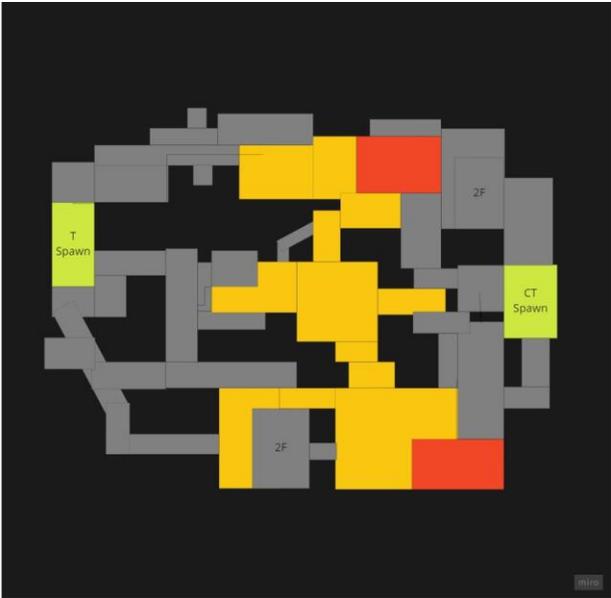
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# Map\Diagram

Attack\Defend Routes



Bomb Point



Combat Area

# Story

- 2014 Terrorist is Attacking Kanzaki Shrine located in Nagano Japan, their target is the two main temple that's in the garden that represents the entire city. As the Counter-Terrorist you need to stop them.



# Setting\Environment



# Features



# Characters



# Themes

- Japan shrine
- Terrorist vs Counter-Terrorist



# References\Environment



# Program/Requirements /Gameplay

## Tools Hammer Editor

- Attack route - As T side Players have multiple attack routes, players can decide their own tactics to attack A or B sites. For example, let one-person fake B and other 4 people wait and go A, or smoke all significant spot for cross to attack a or B...etc.
- Covers (Defend) - At start of the round CT needs to defend the objective from T site to prevent them take the objectives, so the covers and utilities will be super useful to use for defending, when T took the object and they will turn Attack to defend to prevent CT to retake and defuse their bomb.
- Utility - The point of utility is combine with the tactics to make the game more diversity in both attack and defend, so in order to let player to find the best utility spot, level designer needs to remind themselves how the utility will be like when players are actually playing the map, for example when setting the map collider, and make some of the wall flat to let utilities bouncing easily on the surface.
- Retake - Retake is the most important feature that only exists in CT site, when T side took the objective CT needs to consider the route to retake just like how T side's attack route, mostly when B site where lost, most CT that is in A side will go through mid to banana or go back to CT spawn to retake. • And the T side will be aware of their flank and turn themselves to a completely surrounded situation, and they will have to find a way to take more map control in order to have more advantage.



