Ransacked!
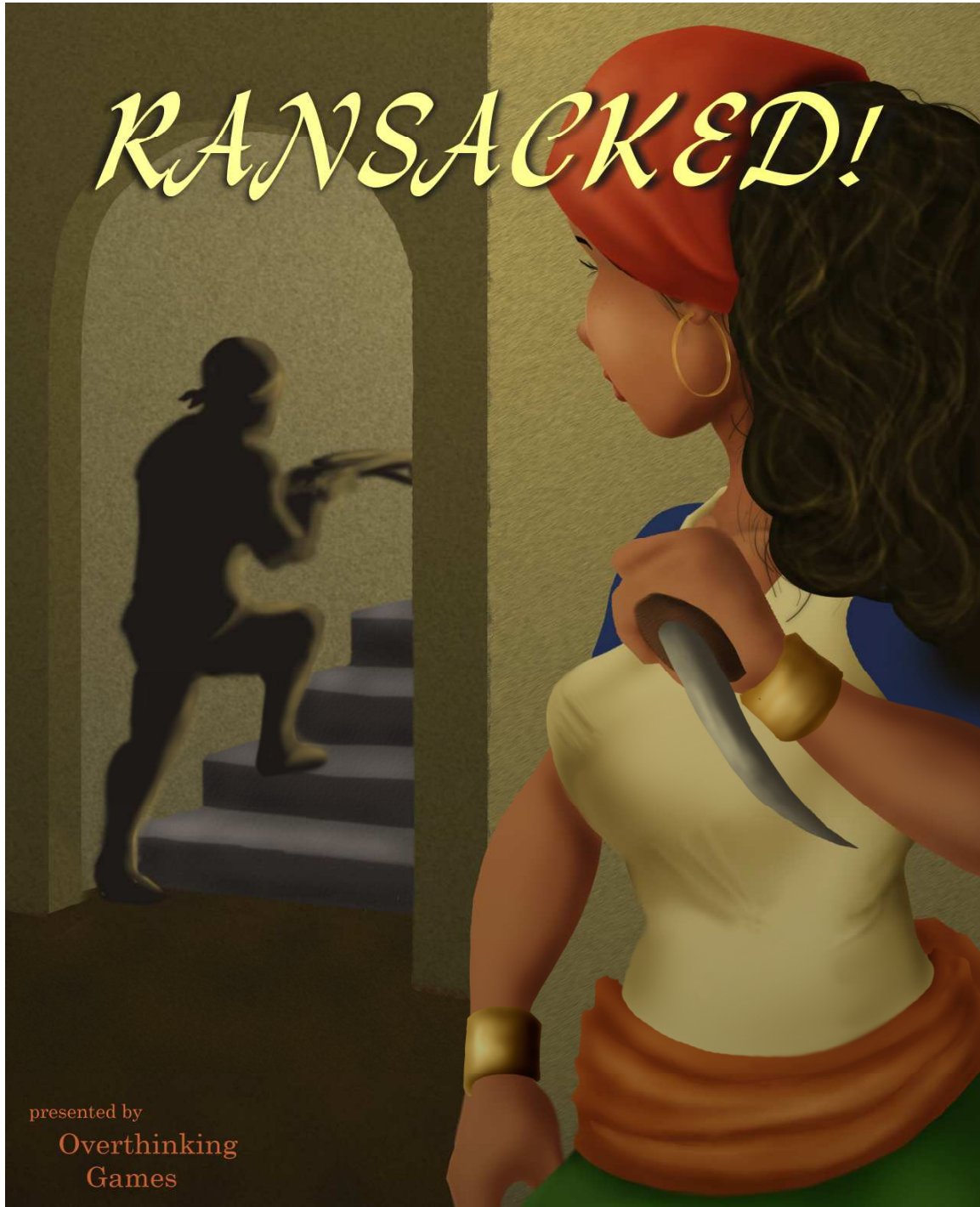# Game Design Document
Overthinking Games
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Revisions

1/16/06 – Changed the dagger's alt. fire to lock pick and removed section 3.2.5 Thieves Tools because it was no longer needed (3.2.3 Daggers).
1/16/06 – Added an alternate fire to the Gypsy Curse (3.2.4 Gypsy Curse).
2/06/06 – Changed the way information about a players teammates is displayed to the player (1.4.4 Controls, 4.1.2 In Game Information).
2/10/06 – Changed controls for crouching. "C" is toggle crouch and "Ctrl" is hold crouch (1.4.4 Controls).
2/20/06 – Reworked the HUD section to match the current HUD (4.2 HUD).
2/22/06 – Cleared up wording on gypsy's invisibility (3.5.2 Invisibility),
2/22/06 – Changed the characters base speed and added crouching speed (1.4.2 Game world Mechanics).
2/24/06 – Updated the friendly rum to include the splash heal (3.2.2 Rum).
2/24/06 – Changed the way teammates health is displayed to the play (1.4.4 Controls, 4.1.2 Controls).
3/13/06 – Updated the game world mechanics and controls sections to match the updated weapons (1.4.2 Game World Mechanics, 1.4.4 Controls).
3/13/06 – Updated the menu section to reflect the current menu. Took out the community option and added the instant action option (1.6.1 Menu Screen).
3/13/06 – Updated the crossbow to reflect the current in game crossbow (3.2.1 Crossbow).
3/14/06 – Updated the Tavern Terrors LDD (Appendix B)
3/15/06 – Updated the Puerto Del Ron LDD (Appendix A)
3/15/06 – Updated the Los Galeones LDD (Appendix C)
3/16/06 – Changed the name of Tavern Terrors to El Puerto (Appendix B)
3/16/06 – Removed the instant action option from the menu (1.6.1 Menu Screen)

Chapter 1: Overall Game Design/ Gameplay

1.1 Focus

Ransacked! is a capture the flag style Unreal Tournament 2004 mod that pits two teams comprised of Swashbucklers and Gypsies against one another in a hide and snipe atmosphere. Featuring swashbucklers, who utilize their mastery of ranged weapons to take out opponents from great distances, and gypsies, artisans of stealth and dark magic that excel in close combat, *Ransacked!* offers a unique gameplay variant to the Unreal universe, in that it presents multiple scoring opportunities. Unlike the simple flag system, players have the option of either infiltrating the enemy base to capture their guild seal, or pillaging one of their safe houses to steal a satchel of gold. Combining these gameplay additions along with the class systems creates a unique and fun game that offers great replay value.

1.2 Story

Set in the 17th century, *Ransacked!* takes place in the Spanish town of Puerto Del Ron, where feuding guilds have claimed stake of the town. In addition to a single seal that represents their guild, each guild possesses a large amount of treasure, hidden amongst their bases throughout the city. In an ongoing quest to drive one another out of town, the guilds have waged an ongoing thievery match to rob one another of their treasures.

The first assault begins well into the night. The opposing guilds set foot through the slumbering city. As the first rays of sunlight bathed the stucco walls of the town, the battle crept into the dilapidated port, where the pillaging ensued amongst the docks. From there, the thieves carried their feud aboard and across two galleons in a final assault at sea.

1.3 High-Level Description

The gameplay of *Ransacked!* mixes the intensity of capture the flag with the elements of hiding and sniping. The game reinforces teamwork, as players have to rely on each other's abilities – be it the swashbuckler's ability to snipe targets, or the gypsies waiting to ambush someone from behind- to infiltrate the enemy's base and steal their gold and guild seal. The environment will play a crucial role in their success, as players will have to play to their strengths by finding unseen paths, clever hiding spots, and keen sniping points to score points for their team and become the dominant guild.

The art style of *Ransacked!* combines historical Spanish references with a colorful and playfully stylized cartoon feeling. This helps establish a unique and entertaining experience for the players.

The first level of *Ransacked!* finds the players in the center of the town Puerto Del Ron, as they try and steal the opposing guilds' seal for bragging rights and dominance. The players will have to maneuver through the empty city streets and past the enemy forces to secure the other guilds' property. At all times, players will have to be wary of cloaked gypsies waiting in the shadows, or a swashbuckler waiting for that opportune shot. Through stealth, patience, and a bit of luck, players can safely sneak into the other teams' base on their quest to become the dominant guild of Puerto Del Ron.

The second level of *Ransacked!* brings the fight from the city to the busy docks, as the city springs to life with the dawning of the sun. Players will have to make their way through docks, avoiding fire from the dangerous swashbucklers and quickly move across open areas while taking care to avoid the gypsies lurking in the dark allies throughout the city outskirts. Whereas the first level has a heavier emphasis on hiding in the shadows, this level features more open spaces, so that players will have to rely on their knowledge of the level and its safe areas to succeed.

The final level of *Ransacked!* takes place on the high sea, as the guilds retreat from the docks of Puerto Del Ron and continue their battle on their galleons. The smallest and most action-packed level of the game, players will dodge and hide through the intricacies of the ships to avoid the enemy. In order to bridge across ships, players will have to cross planks and use nets and sneak around in large galleons to steal the opposing teams' guild seal and make their mark as kings of Puerto Del Ron!

1.4 Gameplay Mechanics

1.4.1 Player's Objective

Ransacked! is a variant on the classic Capture the Flag game type. Each team possesses a guild seal, and the primary goal of the players is to steal the opposing guild's seal while defending their own. As a secondary objective, the players can steal bags of gold they find lying around their opponents' base and return this treasure to their own treasure chest.

Each player has the choice to play as a daring swashbuckler or a mysterious gypsy. Swashbucklers are ideal for ranged combat and especially sniping, but they are also important on thieving runs for their healing rum. Gypsies are masters of stealth and sneak attacks and serve well as thieves, but their skillful use of curses makes them highly capable as guards of their own seal.

1.4.2 Game World Mechanics

Ransacked! has a somewhat slower pace than classic CTF due to the stealth and sniping aspects. The basic controls are standard first-person shooter fare (directional movement, mouse aiming, etc.), although movement speed will be somewhat less frenetic than UT2K4.

The swashbuckler carries two weapons at all times. His primary weapon is a crossbow, effective for long-range suppression fire and precision sniping. The Primary fire on the crossbow charges up the shot and when released, fires a crossbow bolt. The alt fire for the crossbow zooms in the longer the button is held. As the crossbow is zoomed in, the player's FOV is narrowed, so that at full zoom, the player has a close, sniper zoom-type view. Both fire modes for this weapon use up one arrow from the swashbuckler's ammo.

The swashbuckler's secondary weapon is a bottle from his stash of rum. The primary fire is a lit bottle thrown as a Molotov cocktail. It explodes on contact doing splash damage. The damage done by this weapon is weaker than the swashbuckler's arrows, and the rum should be used as a fallback for mid- to close-range combat against one or more opponents, or when the swashbuckler has run out of ammo. He has no limit to rum ammo, but there is a 2-second refire rate. The alt fire on the rum is used to heal teammates. This fire tosses a bottle of delicious rum to a friend or himself, which refills their health to maximum. As with the primary fire, there is no limit to ammo, but the healing effect has a 10-second refire rate.

The gypsy's weapons are a dagger and a pack of thieves' tools. The dagger is her primary weapon, and it may only be used at close-range. The primary fire on the dagger is a melee-range stab that can only hit enemies close by the gypsy. The stab's damage is tripled if the gypsy strikes her opponent from behind. The dagger's alt fire is intended picking locks on locked doors. The gypsy must hold down the alt fire button for 3 seconds while by a locked door to unlock it.

The gypsy's secondary weapon is her curse. The primary fire for the gypsy curse is a grenade like weapon that explodes on contact with anything and she has unlimited ammo. The alt fire for the gypsy curse is a proximity mine like weapon. When she throws the mine, it sticks on the ground and emits yellow or silver smoke, depending on the team, and explodes when an enemy moves near it or another player strikes it with a weapon.

The gypsy also has the blessing of stealth to enable her to enter the opposing base undetected. Stealth mode (partial invisibility) is enabled by crouching. When the gypsy stands still and crouches, she is 2% visible. When she crouches and walks, she is 7% visible. This effect is only visible to the opposing team--her own teammates can always see her clearly.

The player classes have unique stats in addition to their disparate weaponry. The swashbucklers, being hardened fighters, have more health and armor than their gypsy counterparts. The gypsies, being smaller and less encumbered, are swifter.

	Max Health	Max Armor	Movement Rate	When Crouching
Swashbuckler	80	100	1.00	0.60
Gypsy	60	50	1.25	0.75

The objective of *Ransacked!,* as stated above, is to steal the seal of the opposing guild and whatever treasure can be found as well. There will be three game items used to support this design. Each team has its seal (akin to the flag in CTF), multiple bags of gold, and a treasure chest.

1.4.3 Scoring System

There are two ways to score points in *Ransacked!*. A player can steal the opposing team's seal and return it to his own seal for 3 points, or he may steal a bag of gold from the opposing team's base and return it to his treasure chest for 1 point.

Scoring with seals is more difficult because a team's own seal must be present in order to score (as with the flags in classic CTF). This requires defensive play as well as offensive. Scoring with treasure is somewhat easier but worth fewer points because no defensive play is required to make the score.

A seal or bag of gold may be dropped, either manually (by pressing a key) or automatically (by the player's death). When a seal is dropped, it behaves like a flag in classic CTF. The seal remains on the ground where the player fell, and it may be picked up by a teammate of the carrier or returned to its home instantly by being touched by a member of its team. When a bag of gold is dropped, it cannot be picked up again. It is immediately returned to its home.

A player may only carry one scoring item (a seal or a bag of gold) at any given time. If a player wishes, he may drop the item he is carrying by pushing a button, allowing him to pick up a different scoring item. As defined above, a flag which is dropped will remain for another player to pick up or return, while a bag of gold will immediately return to its home.

The seal is located at the heart of a team's base. It is the most difficult scoring item to retrieve. The other treasure is scattered at various locations throughout a team's side of the map. It may be in plain sight or hidden in storerooms behind locked doors. It is not always easy to retrieve, but it is not as difficult to reach as a team's seal. A team's treasure chest is always located in the same room as their seal. Its only function is a return point for stolen treasure.

1.4.4 Controls

The basic controls of *Ransacked!* are identical to UT2K4. This includes movement, aiming, crouching, jumping, and firing. Movement speeds and jump heights will be slightly slower and more realistic than UT2K4, but otherwise will feel basically the same. As defined above, crouching is also used to enable stealth mode for gypsies. The players will be able to press "c" to toggle crouch and hold down "Ctrl" to crouch or stand up as normal.

Most of the weapons in *Ransacked!* have basic projectile controls, but a couple bear special note. The primary fire on the crossbow is a charged shot-- the longer the player holds the button (up to 2 seconds), the more damage the

shot does. (This is used as an alternative to an artificial-feeling slow refire rate on the sniper shot.) As mentioned above, the gypsy's melee attack is triply effective if executed from behind the target (specifically, anywhere with the target's rear 180 degree range).

As a helpful tool (and primarily in order to assist the swashbuckler in his healing efforts), any player may see state of their teammates health. Players may see their teammates health in a health bar that fades from red to green over their head.

1.5 Game Progression

When a player first joins the game, they will be prompted to join a team. If they choose a team that has too many players, they will be asked to pick again to keep the team sized balanced. After the player has chosen their team, they will then be asked to choose a class. Presently, no class balance system exists.

After the match begins, the player can then choose one of three strategies to play the game: protector, explorer, or attacker. While the job may vary, the basic concept remains the same. At any time, a player can freely switch between these basic strategies, or even create new strategies.

In the role of the protector, a player will spend their time protecting the flag. Swashbucklers will find it to their advantage to find a sniping point near ammo and free from ambush. Gypsies will typically want to find a dark corner to hide and wait for an unsuspecting victim to walk past. This player role doesn't provide the team with points, but prevents the other team from scoring.

The explorer strategy involves a game of cat mouse through the levels. Snipers will quickly move through the open areas, taking out enemies at range whenever possible. Gypsies will take advantage of corners and other obstacles to hide behind and slowly traverse the map. This type of player will likely find the treasures hidden at various points throughout the map, and slowly bring it back to their base, giving the team a constant flow of points.

As the attacker, the player tries to infiltrate the enemy base by any means possible to steal the guild seal or take the treasure. This is the most action based play type, and most likely the role most players will undertake. While this type of play doesn't provide much defense for the team, it offers great point rewards.

Having a balance of these play types will determine the success of a team and balance gameplay the best. If one team decides to go all defender, explorer, or attacker, they will lack the essential tools to function well against the enemy.

1.6 System Menus

1.6.1 Menu Screen

The menu screen will have four options for the player to choose from: join game, host game, settings, and exit. Join game will let the player join games by internet and LAN that another person is already running. Host game will let a player host a *Ransacked!* game or any other Unreal Real Tournament 2004. From there, the menus will act exactly as the UT2K4 menus do. Both the

community and setting choices will function exactly as the UT2K4 menus function.

1.6.2 Choosing a Team

When the players join a *Ransacked!* game, they will be prompted by an in-game menu asking them to choose the light or dark team. If they try to join an already full team or a team that has too many players, the player will be prompted to choose again.

1.6.3 Choosing a Class

The class menu acts just as the team menu does. The players are prompted with an in-game menu before they start the match that asks them what class they want to be. Currently, there is no class balance in place.

1.6.4 Post-game Screen

After each match, the players are shown a screen showing their team score and the match count. Below that, the players are put into lists split by team and the player can see how many times each player died and how many kills they made.

Chapter 2: Game World

2.1 Game Layout

2.1.1 Architecture Style

Ransacked! takes place in the Spanish town Puerto Del Ron the 17th century. The architectural style is consistent with architecture from that era, but the game also uses bright colors and has a playful feeling.

The first level takes place inside the town walls of Puerto Del Ron and has the players attacking opposing guilds and their safe houses. The buildings and houses are consistent with 17th century architecture, and the church is a stone church that would also be found in that era. The second level takes place on the docs of Puerto Del Ron and uses many of the city assets of the first level. The last level takes place on two Spanish galleons of the time period.

A more detailed description of each of the levels can be found in appendixes A, B and C.

2.1.2 Environment

The city of Puerto Del Ron is a small port city comprised mainly of dirt and stone. The upper level of the city will be mainly stone, stucco, and clean buildings, while the buildings on the lower level will be mainly made of stone with some wood, and placed by dirt roads and grass.

The docks are almost completely wooden, with stone buildings and streets around them. There will be two large galleons moored at the docks that will be the setting of the third level. The galleon will be a typical 17th century Spanish ship, complete with sails and ropes.

2.1.3 Mood

While the art style of *Ransacked!* is light and playful, the mood is more serious. Players will have to take their time and carefully move across the environment to successfully make it to the guild seal or bag of treasure and back. Patience is truly a virtue in *Ransacked!*.

While walking through the city, the player is supposed to get a feeling that they are in a busy city by day, but by night (which the level is set in) the mood is still and quiet. The only lights come from the moon above and the fire from the lanterns and inside of the taverns. The city almost feels creepy at night while the player is carefully maneuvering their way through the level.

The mood of the docks is much like the city in that it's supposed to feel like it's a busy port. At daybreak, the port feels even dirtier than it already looks, and shadows play an important role in creating an atmospheric ambience.

The galleon fight takes place during the day, and being on the ship is supposed to give the player the sense of being in the open sea. With the vast sky the openness of the deck, the level should inspire a good feeling freedom. Inside of the ship, it will be much darker and feel much more constricting and gloomy.

2.1.4 Lighting

The lighting of the city level is dark, with blue ambient light and orange light coming from torches in the street and fires from the inside of buildings. While in the main walkways of the city, the player can easily see around them and make out details, but in the alleys and between the larger buildings, the light is much dimmer and the darkness engulfs the player.

Taking place at sunrise, the dock level will have a more saturated tone, applying warmer hues to the city to represent the city coming alive. The building interiors will be warmer and more festive in tone.

The galleon level, which takes place during the day, has the brightest lighting, employing a typical sunny atmosphere. Conversely, the inside of the ships will be damp and muted, with the main light source emanating from lanterns, portholes, and other windows.

Chapter 3: Game Characters and Weapons

3.1 Classes

3.1.1 Swashbucklers

The swashbucklers are the master of ranged attacks and have a healthy appetite for the drink. They prefer to use their crossbow to attack opponents from far away and can fire shots quickly or take the time to aim to inflict more damage. When they are forced to fight at close range, they also keep a steady supply of rum handy and toss lit bottles of rum at any enemy foolish enough to get close to them. Swashbucklers aren't all mean though, they will share their drink to brighten their spirits if they see any friend feeling hurt.

3.1.2 Gypsies

The gypsies are masters of stealth, and have been said to dabble in the dark arts. Using their cunning and special abilities, they blend into the shadows, so that people can barely even tell that they're present and can sneak up on enemies to deal a deadly strike. Because of its elegance, and size, the dagger is the gypsy's weapon of choice. While not typically seen as a powerful weapon, when wielded from behind an attacker, the dagger proves a lethal instrument.

Gypsies also use their knowledge of the dark arts to make magical tablets that detonate whenever an enemy draws near them. Additionally, the ability to pick locks rounds out the gypsy's lists of accolades. Using her lock picking set, gypsies can quickly open doors for her teammates to access otherwise secure areas.

3.2 Weapons

3.2.1 Crossbow

As the weapon of choice for swashbucklers, the crossbow offers two methods of fire. The primary fire, activated by the left mouse click, can fire quickly, through inaccurately, for those tense, close- quartered battles and does more damage the longer the player holds the button to a max of 2 seconds. The secondary fire, operated by holding down the right mouse button, features a longer shot that must be cranked back, for an especially powerful aimed shot; the accuracy and strength of the shot increases with the tautness of the bow, until it reaches its max, though players can release the button at any time to fire the crossbow bolt. One must consider their finite supply of bolts when firing the crossbow.
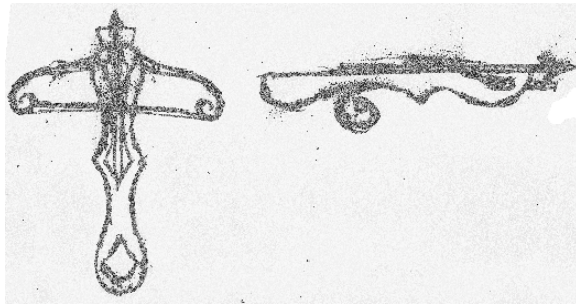
3.2.2 Rum

There's an old saying in Puerto Del Ron, "What's a pirate without his rum?" The swashbucklers of Puerto Del Ron live by this saying, and never venture into the dangerous streets without a generous supply of rum handy. Some think rope is handy to have in all situations; the swashbuckler would rather have rum. Swashbucklers always have rum and never need to restock.

The primary function of rum in *Ransacked!* is to create a makeshift explosive. While it's not the strongest weapon in the game, it definitely has its uses. The primary fire (left mouse click) lights the tip of the bottle of rum on fire and hurls it an enemy, exploding on contact. The swashbuckler can only throw the rum explosive a small distance, but it will make anybody think twice before approaching a swashbuckler with rum in his hand.

The secondary fire (right mouse button) tosses a bottle of rum at a friendly player or even himself. The rum instantly heals any teammate to full health that's in the splash of the rum.

3.2.3 Daggers

The dagger is the weapon of choice for the gypsies because of its lethality and the fact that is can be easily hidden. The dagger is a good melee weapon and can be used as a makeshift lock pick when the need arises.

The primary attack (left mouse button) for the dagger is a decent strength melee attack. If the gypsy happens to position herself behind an enemy, she can do triple damage by striking them in the back. The gypsy will often spend much of her time circling opponents trying to land in the perfect blow.

The secondary attack (right mouse button) is the lock picking tool. Whenever a Gypsy comes to a locked door, they may hold down the Alt. fire button for 3 seconds to unlock any door for a short amount of time.

3.2.4 Gypsy curse

The gypsies' only strength isn't her ability to sneak and lie in wait in corners; she also has a small amount of skill in the dark arts. She can use her limited powers to make dark seals that explode whenever an enemy steps near. By pressing the primary fire button (left mouse button), she throws a table with the incantation etched on it that will explode whenever an enemy approaches it, a weapon is fired at it, or another tablet explodes near it. She can also use these curses as a grenade type weapon by pressing the alt fire button, though the range is limited and the grenade is significantly weaker than the main fire.

3.3 Pickups

3.3.1 Guild Seals

Each guild has their own seal they jealously protect. To own your own seal means power; to have your seal stolen, humiliation. To possess your seal and your enemies seal means dominance. Whenever a player brings the opposing teams seal to their altar with their own seal still there, they will score three (3) points for their team and further prove their dominance over the opposing guild.

Whenever a player is carrying a seal, they may not steal any treasure, and they will be marked with a symbol that both teams can see.

3.3.2 Treasure

Though the guilds' treasure isn't as coveted as the guilds' seal, it is still highly valuable. Often a guild will try to steal bags of treasure from warring guilds to cripple them. If a player brings a bag of the opposing team's treasure back to their base, and throw it in the treasure chest behind the seal alter, they score a point for their team and show that their guild is the top guild of Puerto Del Ron.

A player may only carry one bag of treasure at a time, and may not pick up a guild seal or pick up a bag of treasure when they are carrying a guild seal. When the player picks up a bag of treasure, they will be marked with a symbol that both teams can see.

3.3.3 Armor

Armor is essential for any warring guild member. Without its protection, a player is more vulnerable to even the weakest attacks. Picking up a suit of armor will give the player plus twenty (+20) armor.

3.3.4 Bolt Case

Bolt cases hold one of the most important pieces of equipment for any swashbuckler: crossbow bolts. While their crossbow can hold a considerable amount of ammo, even the best swashbucklers need to refill their ammo every now and then. By picking up a bolt case, the swashbuckler receives forty (40) crossbow bolts.

3.3.5 Tablet Pile

The gypsy curse is a powerful tool, but it's not worth anything if the gypsy has nothing to write on. When the gypsy runs over a pile of tables, she gains two more gypsy curses.

3.4 Obstacles

3.4.1 Locked Doors

Locked doors provide quick and easy access to important areas that only members of that guild may normally pass though. Any time a member of that doors team walks up to the door, the door opens for them for two (2) seconds and then quickly closing so that enemies may not enter. If a gypsy unlocks the door with her thieving tools, the door remains open for ten (10) seconds before it closes and locks again so that she may let her teammates through.

3.5 Special Abilities

3.5.1 Sneak Attack

The gypsy sneak attack is a powerful ability that lets the gypsy land devastating blows to enemies that she is able to approach from behind. When the gypsy has her dagger out and makes a melee attack against the back of her enemy, she does triple damage by exploiting her knowledge of weak points in the human body and armor. Whenever a player is sneak attacked, the player is thrown back a small distance to keep the gypsy from doing two quick sneak attacks and killing the player too quickly.

3.5.2 Invisibility

Gypsies are naturally used to people chasing them and trying to spot them in crowds, so the gypsies of Puerto Del Ron have developed an extremely useful method for blending into the shadows. The gypsy can conceal herself to become partially invisible so that she can better sneak up and retreat from deadly opponents.

When the gypsy presses the crouches and is moving, she is 50% invisible, making it easier to sneak up on opponents. When the gypsy is pressing the crouch button and standing still, she becomes 75% invisible, making it even harder for enemies to detect her.

Chapter 4: User Interface and HUD

4.1 User Interface

4.1.1 Pre-game Information

Information shown to the players before the game begins is done by the Unreal Tournament 2004 loading screen. Players will receive helpful hints on how to use various abilities in the game and will be given helpful strategies.

4.1.2 In-game Information

In-game, there is a variety of ways the player is given information. Since there are so many new abilities and strategies in *Ransacked!*, the player needs as much information as possible without giving too much away and without cluttering up the screen.

One of the new features of the game will be the locked doors. There will be some doors that the gypsies can open, as well as others that the gypsies cannot open. In order to differentiate these doors, players will see an icon that looks like a lock to symbolize that the doors may be unlocked. If the door cannot be unlocked, or if the door is open, the lock will disappear until the door and is closed and locked again.

The second piece of in-game information the player will receive is friendly player's name, health, and shield amount; players will not be able to see any information about enemy players. For friendly players, the player will see their name on one line and their health in a health bar that fades from green to red as the player is injured.

4.1.3 Post-game Information

After each match, the player is shown a screen that displays the current match score, a list of players split by team, and each players kill count and death count.

4.2 HUD

Ransacked! offers a large amount of content without adding too much to the game, and the HUD follows this trend. The HUD for the game shows as little as possible without showing too little information. It sticks close to the original Unreal Tournament 2004, but takes away the information that isn't needed. Since each class only has two weapons, the weapon selection has been removed to provide more viewing space. The armor and health are still shown in the bottom left corner but the weapon selection and ammo sections have some changes made to them. Swashbucklers and gypsy's are shown small icons on the bottom right hand side of the screen for both of their weapons and the icon becomes highlighted when the weapon is selection.

When the swashbuckler has the crossbow selected, an arrow appears above his ammo. When the player zooms in, the arrow starts to fill in the further the player zooms in. When the gypsy has her dagger selected, there is a key

above her weapon selection area. When she's picking locks, the key fills in to show her progress.

When the player is a gypsy, there is a small icon in the middle of the screen to show the gypsy's invisibility status. When the gypsy is 100% visible, the icon is a yellow shining sun. If the gypsy is crouching and moving, the symbol changes to a dim yellow sun. If the player is still and crouching, the sun is grayed out.

The top of the screen is very close to the original UT2K4 HUD, the only difference being that the adrenaline counter has been removed. In the upper left corner, there is a timer counting down the match time; the match score for both teams is shown in the middle.

Figure 4.2.1: The Swashbuckler HUD

Figure 4.2.2: The Gypsy HUD

Chapter 5: Sound Effects and Music

5.1 Character Sound Effects

5.1.1 Swashbuckler Sound Effects

Swashbuckler Sound Effect		
Name	**Iterations**	**Description**
LandGruntSwasMale	1	Swashbuckler male grunt sound
ms_hit_xx	4	Swashbuckler male sound when she's hit
ms_death_xx	4	Swashbuckler male sound when she dies

5.1.2 Gypsy Sound Effects

Gypsy Sound Effect		
Name	**Iterations**	**Description**
LandGruntGypsyFemale	1	Gypsy female grunt sound
fg_hit_xx	4	gypsy female sound when she's hit
fg_death_xx	4	gypsy female sound when she dies

5.2 Weapon and Special Ability Sound Effects

5.2.1 Crossbow Sound Effects

Crossbow Sound Effect		
Name	**Iterations**	**Description**
CBowSelect	1	Sound played when the crossbow is selected
CBowFire	1	Sound played when the crossbow is fire (same for main and alternate fire).
CBowCrank	1	Sound played when the player cranks the string of the crossbow back.
CBowReload	1	Sound played when the crossbow is reloaded.
CBowAmmoPickup	1	Sound played when the player picks up a case of crossbow bolts.

5.2.2 Dagger Sound Effect

Dagger Sound Effects		
Name	Iterations	Description
DaggerSelect	1	Sound played when the dagger is selected
DaggerSwing	1	Sound played when the primary fire (melee) for the dagger is used and misses the player.
DaggerHit	1	Sound made when the primary fire (melee) of the dagger hits another player.
DaggerSA	1	Sound played when the player successfully makes a sneak attack.
DaggerThrow	1	Sound made when the alternate fire (thrown) is used.

5.2.3 Gypsy curse Sound Effects

Gypsy Curse/ Thief's Tools Sound Effects		
Name	Iterations	Description
CurseSelect	1	Sound played when the Gypsy Curse is selected
CurseUse	1	Sound played when the player uses the Gypsy Curse
CurseExplode	1	Sound made when the Gypsy curse explodes
ToolsUse	1	Sound made while using the thief's tools
ToolsUnlock	1	Sound made when a door is unlocked.

5.3 Level Sound Effects

5.3.1 City Sound Effects

City Sound Effects		
Name	Iterations	Description
Tavern Noise	2	Chatter coming from the inside of a tavern
Water	1	running water sound
Wind	3	Wind blowing through alleys

5.3.2 Docks Sound Effects

Docks Sound Effects		
Name	**Iterations**	**Description**
Water	2	Sounds coming from the ocean
Seagulls	1	Sound of seagulls around the docks
Rope	1	Rope creaking

5.3.3 Galleon Sound Effects

Galleon Sound Effects		
Name	**Iterations**	**Description**
Ocean	1	Sound of the ocean
Ship creaking	1	Sound of the galleon creaking.

5.4 Music

The music for *Ransacked!* will be a light Spanish guitar melody that blends into the background of the game.   The same music will be playing throughout all three levels.

Chapter 6: Target Audience and Marketability

6.1 Target Audience

Ransacked!'s target audience is teen to adult players. The game has a light and playful feeling with historic references, yet still has lifelike violence that is no suitable for younger players.

This game is a modification of the Capture the Flag gameplay from Unreal Tournament 2004, and emphasizes hiding and sniping. The game keeps the spirit of CTF, but modifies it by adding the treasure element to attract players that enjoy the CTF style of play. The hide and snipe style of play is meant to lure players that enjoy a slower game style than the normal CTF or death match styles but that still have plenty of action. The added abilities, such as invisibility, sneak attacking, and using rum, are meant to keep players' interest in the game and add new elements that any player can enjoy.

6.2 Marketability

The purpose of *Ransacked!* is to bring a new style of play to an old game. By modifying the capture the flag style of play, *Ransacked!* will bring new and old players to an already popular game. One of the major aspects of the game is that if the player already owns Unreal Tournament 2004, and may play *Ransacked!* for free.

The purpose of the game is to create a game that players will enjoy and want to play again with their friends and people they meet online. By supplying players with three unique levels that all have a feel of their own, players will have a well rounded experience and have a favorite level amongst their group of friends. By giving the players meaningful gameplay, polished content, and new and inventive weapons and classes, *Ransacked!* provides an entertaining and innovative game to the UT2K4 community.

Chapter 7: Technical Specifications

7.1 Technical Specifications

To play *Ransacked!,* the player will have to have Unreal Tournament 2004 installed on their system, have an active internet or LAN connection, and at least meet the minimum system requirements.

Minimum Requirements
- Pentium III or AMD Athlon 1.0 GHz processor
- 128MB RAM
- 5.5GB HDD space REQUIRED
- 8X CD-ROM or DVD
- Windows® compatible sound card
- 32 MB video card required
- DirectX® version 9.0b (included on game disc)

Recommended System Requirements
- Pentium® or AMD 1.2GHz or greater
- 256MB RAM
- 64 MB NVIDIA or ATI hardware T&L card

7.2 About Unreal Tournament 2004

Unreal Tournament 2004 is a multiplayer first person shooter that combines the kill-or-be-killed experience of gladiatorial combat with cutting-edge technology. Ten game modes - both team-based and "every man for himself" -- provide even the most hardcore gamer with palm-sweating challenges through unbelievably detailed indoor arenas and vast outdoor environments. As the ultimate techno-gladiator of the future, players will take their fates into their hands, battling against up to 32 other players online in action-packed, frag-filled arenas.

For further reference, please refer to the following website: http://www.unrealtournament.com/ut2004/

Credits

Faculty Lead Producer	Jonathan Skinner
Team Lead	Jared Banks
Game Designer	David Pittman
Art Lead	Mark Flieg Jr.
Level Design Lead	Andres Gonzalez
Software Development Lead	David Pittman
Art Team	Louise Jennings
Software Development Team	Mike Atchison
Level Design Team	Chris Long Ben Lewis Bill Adams Jared Banks Brandon Souders Tommy Westerman

Appendix A: Puerto Del Ron LDD

Puerto Del Ron
Ransacked!
Document Date: 1/13/06
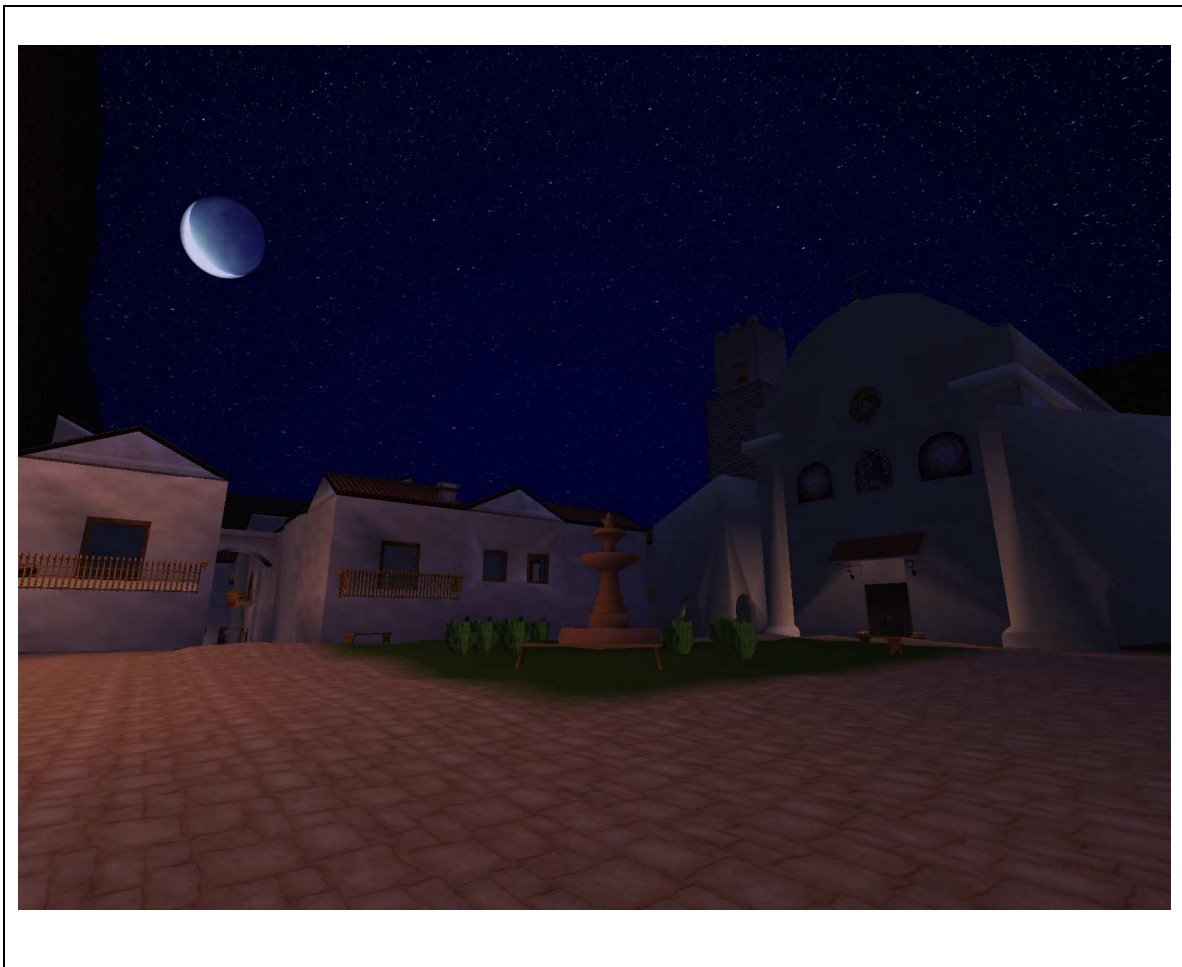
Designers: Bill Adams
And Tommy Westerman
Intended Level Delivery Date: 3/6/06

Table of Contents

Revision Notes

1/14/06 – Initial version of document
3/15/06 – Fixed grammar and spelling errors
3/15/06 – Changed the physical length and physical area
3/15/06 – Updated the visual themes
3/15/06 – Updated the maps

Quick Summary

Overview

Campaign

- Puerto Del Ron: A two team game occurring in a Spanish style village.
- This level is the first of three levels in the story line.

Mission Location

- Setting: Spanish village
- Time: 17th century
- Season: Summer
- Weather: Clear nighttime

Mission Metrics

- Play Time: The playtime will differ for each server. The default value is 20 minutes.
- Physical Length: 8,000 units
- Physical Area: Roughly 32,000 Unreal Units
- Max Visual Themes: 17th century Spanish town

Details

Major Areas/Visual Themes

Area 1: The Buildings in General

- The buildings are modeled after 17th century Spanish buildings with cobblestone roads connecting them.
- Visual References
    - Terrain/Vegetation – The majority of the city is covered in slightly hilly cobblestone with a few small park areas by the church.
    - Models/Architecture – 17th century Spanish architecture with stucco walls
    - Textures/Lighting – Orange light from lanterns and fireplaces coming from inside some of the windows and blue light coming from the sky

Area 2: The Alleyways

- The dark areas between the buildings.
- Visual References
    - Models/Architecture – Cramped places with crates and rum barrels.
    - Textures/Lighting – Very little light and lot of shadows

Area 3: The Church

- A large church in the center of town that is the main focal point of Puerto Del Ron.
- Visual References
    - Terrain/Vegetation – Gardens surrounding it
    - Models/Architecture – 17th century large Spanish church with stucco walls
    - Textures/Lighting – Well lit with street lights and lanterns.

Map Objectives

- Primary – steal the opposing teams seal
- Secondary – steal the opposing teams gold

Challenge Highlights

- Combat – Using key sniping points
- Stealth – Sneaking between buildings and allies

WOW Moments

- The church
- Tightly knit buildings

Actors

Player

- The models will be that of a swashbuckler or gypsy from one of the guilds. All the players in the game will assume one of these roles in a multiplayer environment.
- The inventory will consist of health, weapons, and ammo.
- There are spawn locations on each side of the map where the players will start.
- The player is a member of one of the guilds and he must try and loot the seal and treasure belonging to the opposing guild, while guarding his own.

Key Actors

Locked Doors

- Model – Wooden doors
- Motives/Objectives – Secure quick access to important areas

Gameplay

Gameplay Mechanics
- Prerequisite Skills – Gypsy camouflage

Level Progression Chart

The Player can use a defending strategy and keep the other teams players from taking his guild seal or bags of gold.

The player can use an offensive strategy and use the abilities of his class to attack and steal the other teams guild seal or a bag of gold and return it to his own base.

The player can use an explorative strategy to find the best routes to and from his base and relay this information to his teammates. This strategy also allows the player to find all the hidden powerups within the level.

Map

Legend

- ⬒ Stairs (pointing up)
- ▸ Top of Stairs
- Door
- Locked Door
- Market booth
- Steps
- Balcony
- Archway
- Roof peaks
- G gold bag
- C crossbow bolts
- T gypsy traps
- S great seal
- B Treasure chest
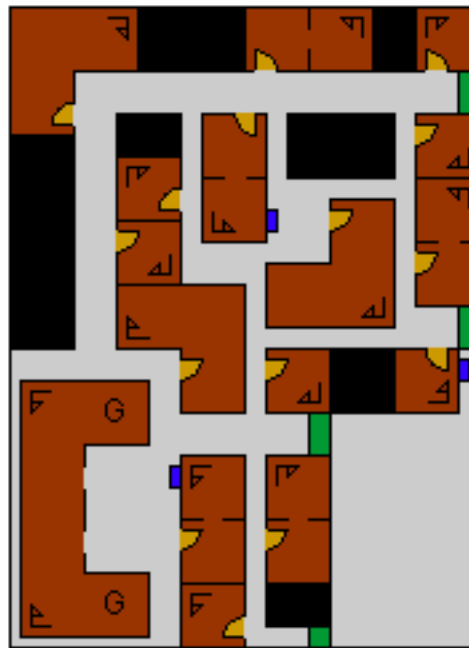
1st floor/ground
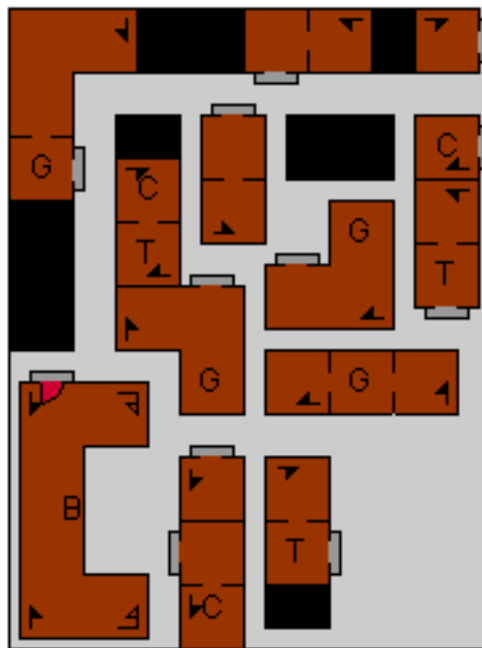
2nd floor
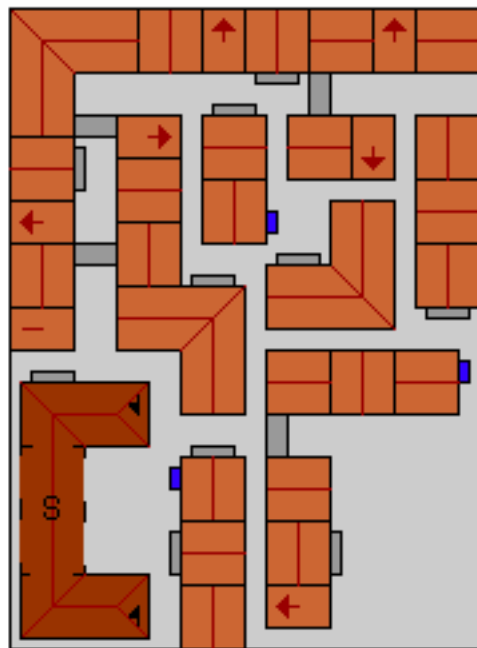
3rd floor/roof
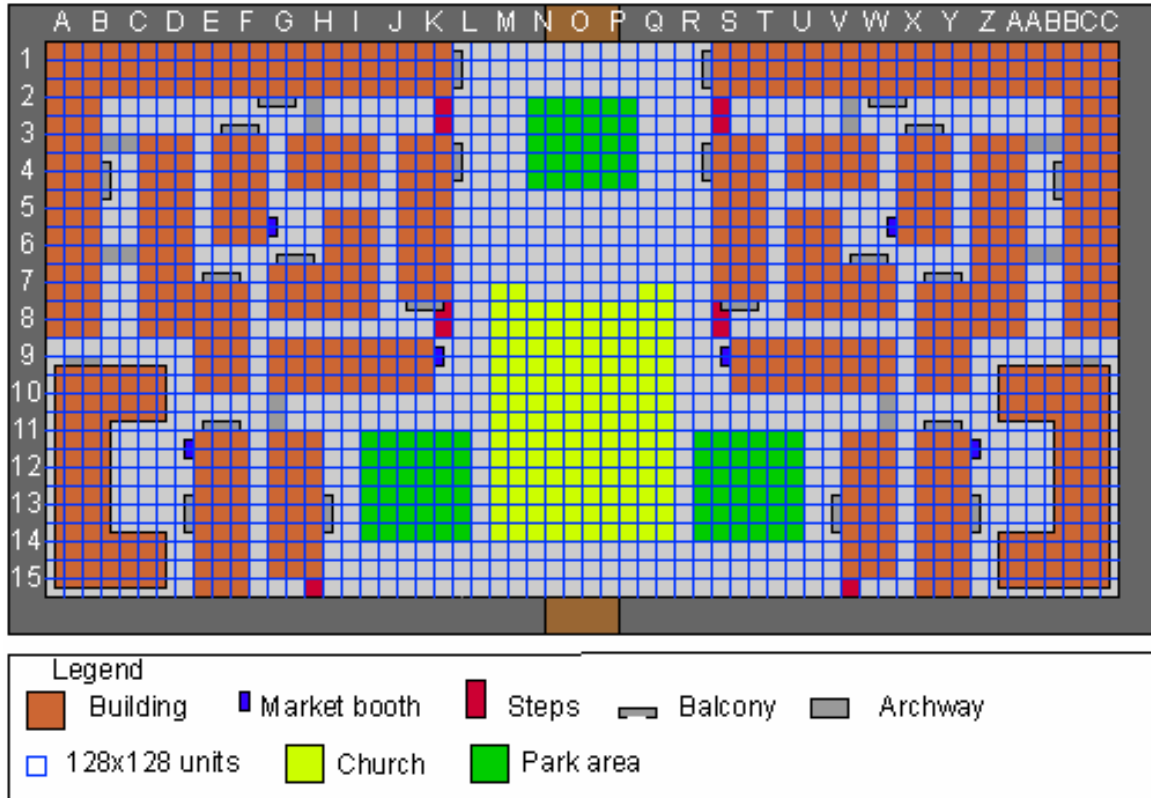
Detailed Map Description

Area 1: the buildings in general

- Gameplay: players can open doors and emerge on top of the buildings to snipe from
- Visual References

Area 2: The Alleyways

- Gameplay: players can open doors and emerge on top of the buildings to snipe from
- Visual References

Area 3: the church

- Visual References

<u>Appendix B: El Puerto LDD</u>

El Puerto
Ransacked!
Document Date: 1/14/06
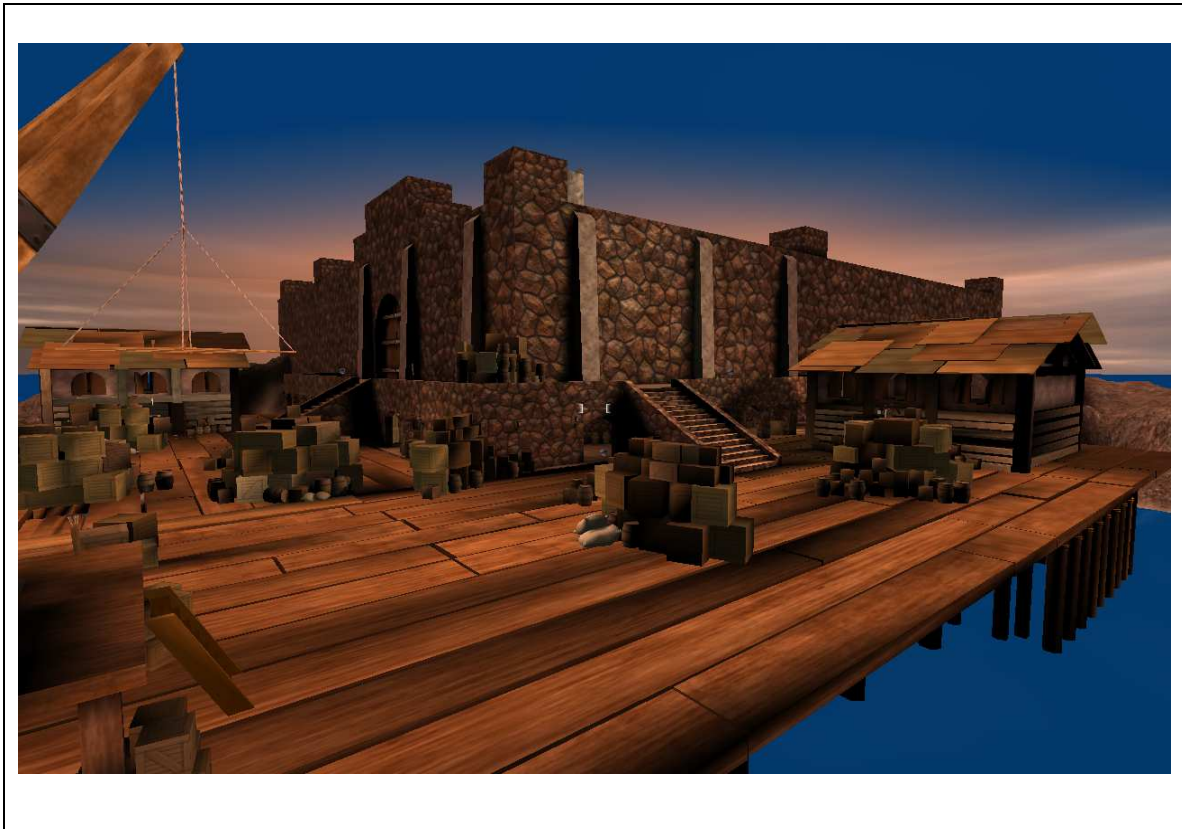
Designer: Jared Banks
Intended Level Delivery Date: 3/6/06

Table of Contents

Revision Notes

1/14/06 – Initial version of document
3/14/06 – Updated maps to reflect changes to gameplay
3/16/06 – Changed the name of the level from *Tavern Terrors* to *El Puerto*

Quick Summary

Overview

Campaign

- Name: This is the docks level of the game. In this level players will play the mod in a dock like setting. Two taverns will oppose each other as the guild bases. It's during sunrise.
- Level Position in Campaign – doest not apply

Mission Location – The Docks

- Setting – The docks of Puerto del Ron
- Time - Sunrise
- Season - Summer
- Weather – Clear sunny day, 40% chance of rain, 32% humidity, 33.862 degrees C, NNW wind at 8 knots

Mission Difficulty

This will be a skill based difficulty. The difficulty will rise and fall based upon player skill

Mission Metrics

- Play Time – server default, 20 minutes
- Physical Length – 20,000 Unreal Units
- Physical Area – 32,000 square Unreal units
- Max Visual Themes – 17th century port

Details

Level Atmosphere/Mood

Story

- The two warring guilds have moved from the city out onto the docks area. Using their respective taverns as bases they try and steal gold and the opposing guilds seal. The mood of this particular level is more light hearted in nature since each base is a tavern filled with rum barrels and crates of beer.

Major Areas/Visual Themes

Area 1

- This is a 17th century dock area right at sunrise. There are crates of rum everywhere, empty and full nets of fish. The left over work from yesterday litters the area. The two guild taverns oppose each other across a good expanse of this dock.
- Visual References
    - Models/Architecture – 17th century Spanish architecture
    - Textures/Lighting – torches and ambient light
    - Characters/Vehicles – swashbuckler and gypsy characters

Map Objectives

- Primary – steal the opposing teams seal
- Secondary – steal the opposing teams gold
- Bonus – kill the other team

Challenge Highlights

- Combat – combat in this level is class based. The swashbucklers will have crossbows while the gypsy's have a dagger.
- Stealth – the gypsy's will have limited stealth while crouched.

WOW Moments

- Area 1 – when the players first exit the tavern they will be able to see a ship(s) moored in the dock area.

Actors

Player

- Model(s) – the swashbuckler and the gypsy
- Inventory – swashbuckler will have bottles of rum and a crossbow. The gypsy's will have a dagger and item curses.

- Start Location – each team will start in their respective taverns
- Motives/Objectives – steal the other teams seal as well as their gold, and kill as many of the other team as possible

User Interface

- Pre-Game Information
    - o Briefing – loading screens will give helpful hints for playing
- In-Game Information
    - o Introduction – shows icons for locked doors
    - o Conclusion – when door is picked it will take the locked icon away
    - o Etc..
- Post Game Information
    - o Stats – has a score screen
- HUD Elements
    - o Normal Elements Used – health, armor, ammo, score
    - o Special Elements Required – Stealth indicator for rogues

Gameplay

Gameplay Mechanics

- Prerequisite Skills – knowledge of how to play default UT2004
- Skills Learned – how to use stealth to the players advantage as well as how to use the rum bottles of health

Level Progression Chart

The Player can use a defending strategy and keep the other teams players from taking his guild seal or bags of gold.

The player can use an offensive strategy and use the abilities of his class to attack and steal the other teams guild seal or a bag of gold and return it to his own base.

The player can use an explorative strategy to find the best routes to and from his base and relay this information to his teammates. This strategy also allows the player to find all the hidden powerups within the level.

Map(s)

Key

$\longleftrightarrow$ = Two way door

●   = Flag Placement on that level
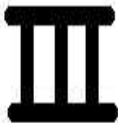
Ⅲ   = ladder/stairway

●   = the Wow moment when a player exists the tavern and sees the docks

| = a Doorway

GB = gold bag spawn point

PS = player spawn

A = ammo supply

T1 = team one base
T2 = team two base

Top view of the upper level of the docks

Top view of the lower level of the docks
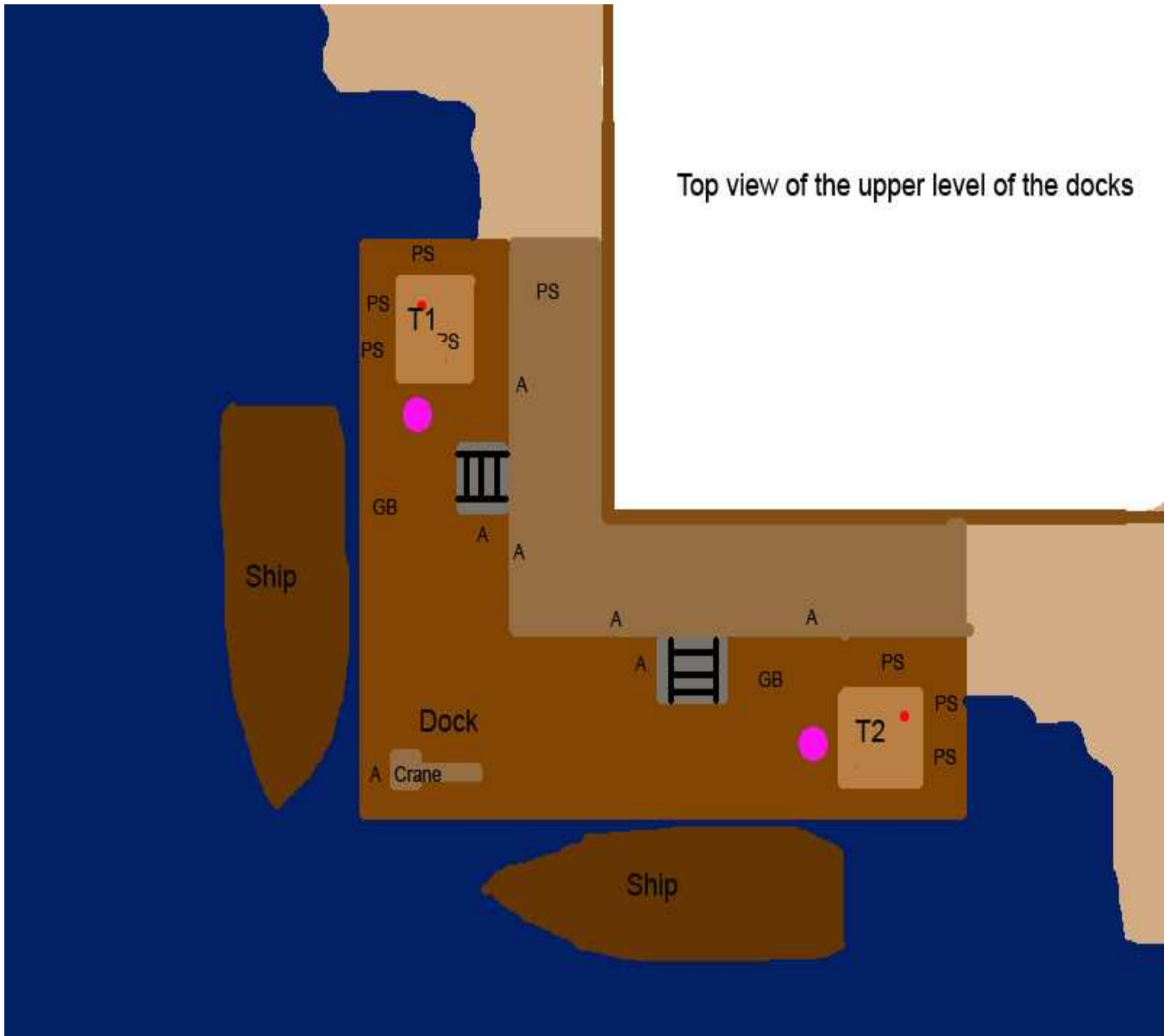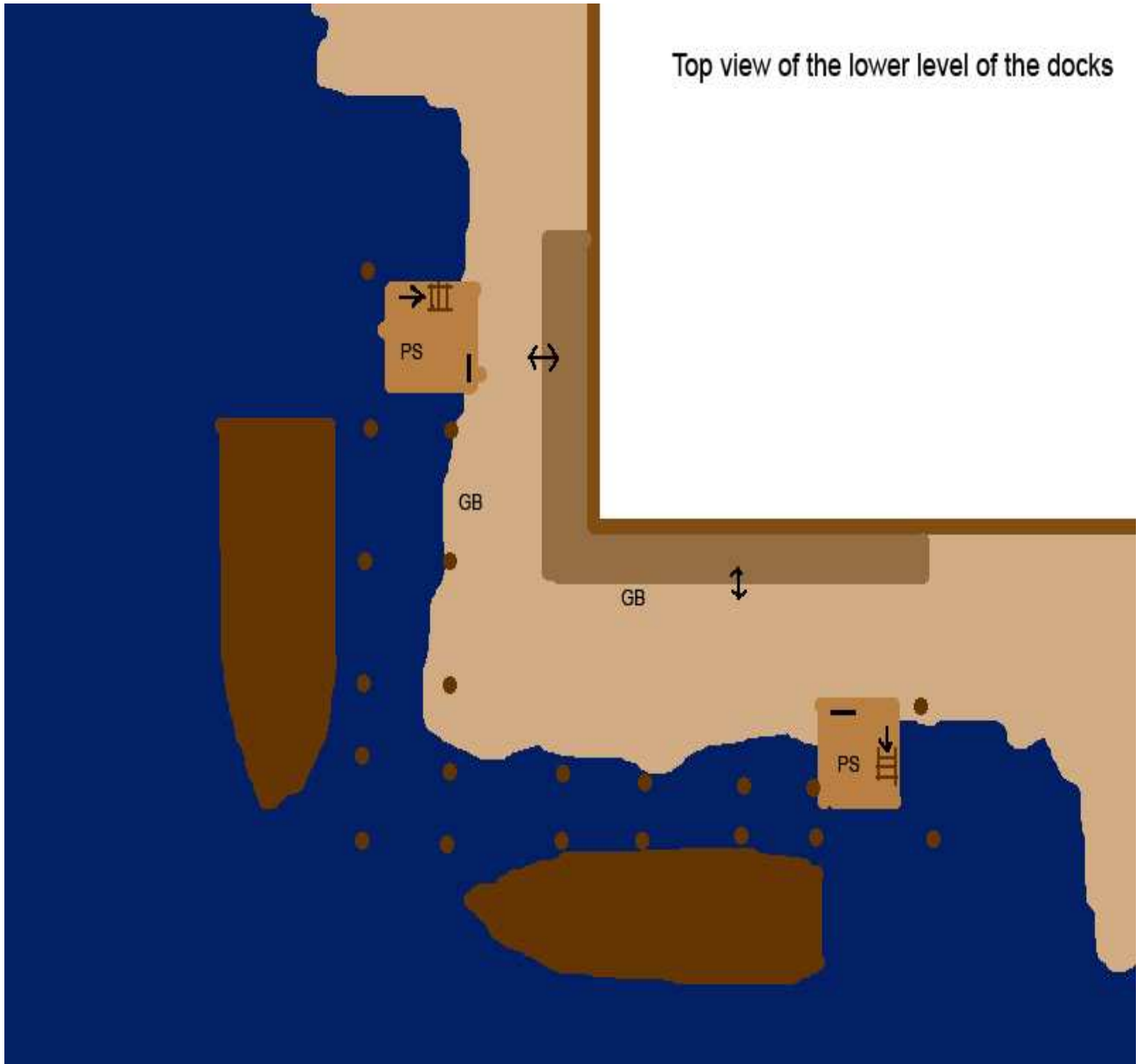
Side View of the Port, one boat is removed to show level
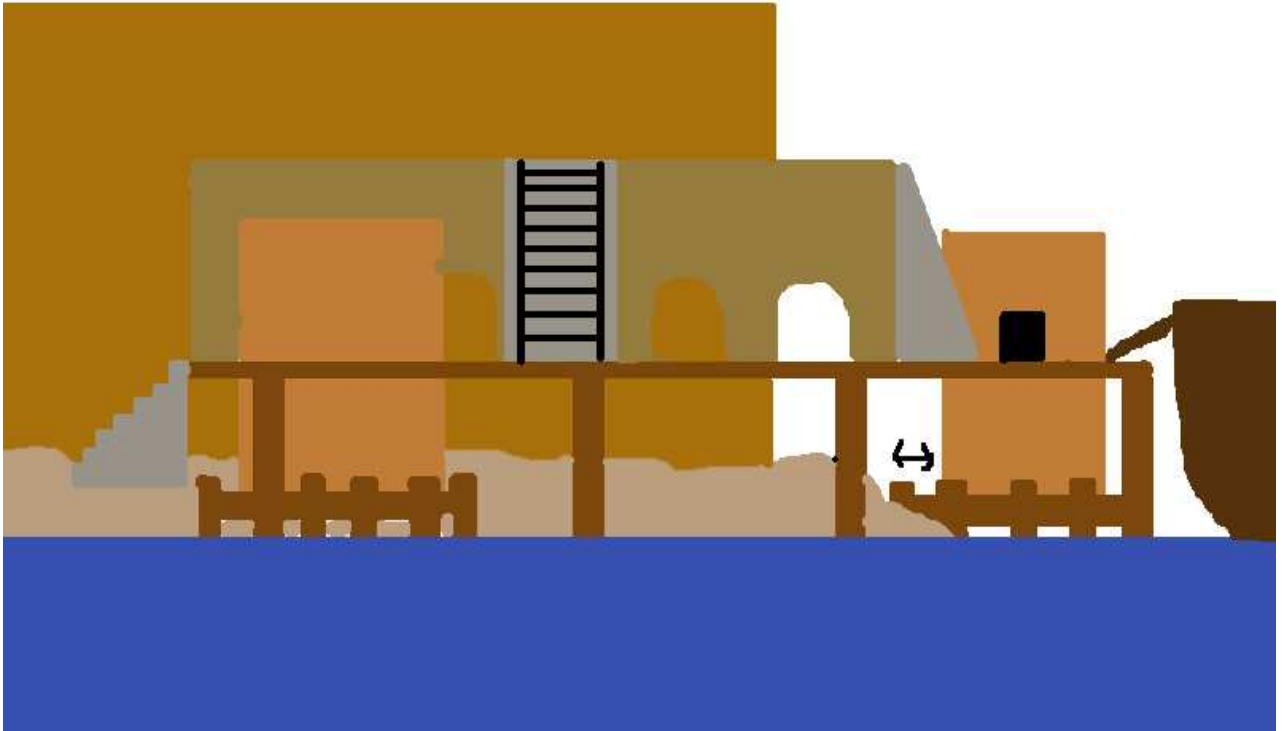
Sketch(s)

Detailed Map Description

Team 1 Tavern

- Gameplay – Team 1 can defend the flag or spawn in the tavern and run out to attack Team 2. Team 2 can assault the tavern to steal the flag or a bag of gold.
- Visual References – looks like a 17th century Spanish tavern.

The Docks

- Gameplay – This is where most of the confrontation takes place. People will die, sneak around, shoot and stab other players. Ammo and armor pickups will be available in this area.
- Visual References – looks like a 17th century Spanish port.

Team 2 Tavern

- Gameplay – Team 2 will spawn in this area. From here they can defend their guild seal and bags of gold. They can also launch assaults on Team 1 from this location.
- Visual References – looks like a 17th century Spanish tavern but different than Team 1's.

Appendix C: Los Galeones LDD

Los Galeones
Ransacked!
Document Date: January 14, 2006

Designer: Andres Gonzalez
Intended Level Delivery Date: March 17, 2006

Table of Contents

Revision Notes

1/14/06 – Initial version of document

3/15/06 – Alteration of all the images and maps in the document to contemplate layout revisions to the level including: sleeping quarters layout modification, pickup placements, spawn point placement, gold bag placement and planks connecting the ships.

Quick Summary

Overview

Campaign

- Los Galeones: The two guilds of Spanish swashbucklers and gypsies take their confrontation out to sea and wage their final battle between two Spanish Galleons, to determine which guild will reign in Puerto del Ron.
- This level is the last of three levels in the battle between the guilds.

Mission Location

- Setting: Between two Spanish Galleons fighting side by side out at sea, in an old naval style battle.
- Time: Midday
- Season: Summer
- Weather: A bright sunny summer day with semi clear skies.

Mission Difficulty

The difficulty depends on player skill and the amount of players in the level at a given time. The map is designed for a multiplayer experience given a CTF style gameplay. Both sides of the level will be balanced giving each guild an equal chance of success.

Mission Metrics

- Play Time: The playtime will differ for each server. The default value is 20 minutes.
- Physical Length: 4096 U (not including skybox)
- Physical Area: 16384 x 16384 x 16384U (not including skybox)
- Max New Characters: The number depends on the server; the level is designed for 16 players, 8 on each guild.
- Max Visual Themes: 17th century historical setting

Details

Level Atmosphere/Mood

Story

Ransacked! takes place in the 17th century Spanish town of Puerto Del Ron where two guilds of Spanish swashbucklers and gypsies are in constant conflict to try and gain dominance over one another. Each guild is represented by a seal which they guard jealously along with their amassed treasure. The conflict for dominance has increased and now the guilds have been trying to steal each others seal and treasure to humiliate their opponents in hopes of driving them out of town.

The conflict has now escalated and on the morning of what seemed a regular summer day, before the sun came up, the first attempts were made to steal the seals, and the guilds battled in a still sleeping town. The battle raged on until the sun started to rise and then the conflict moved to the docks of a now awakening town. Finally after a second battle, one of the guilds decides to board a Spanish galleon and is followed by their opponents to wage their final conflict out at sea in a traditional naval battle common in those times.

Major Areas/Visual Themes

Galleon 1

- The first area is the galleon belonging to one of the guilds. This massive three mast ship has a large deck where a lot of the fighting will take place. Below there are two stories, one is the sleeping quarters, and the second and lowest is the cargo area where the treasure and seal are kept.
- Visual References
  - The ship will be out at sea and surrounded by water. The weather is clear, typical of a summer day, and the water is calm.
  - The ship's design will be that of traditional Spanish galleons of the 17th century.
  - The ship will be primarily made of wood, and will have sails, ropes and nets. The icons and emblems used will be those of its guild.
  - The characters will be the members of each of the opposing guilds.

Galleon 2

- The second area is the galleon belonging to the opposing guild. This massive three mast ship is identical in design and size as its counterpart, but will have the representing icons and emblems of its guild. The galleon is identical and symmetrical to the opposing ship to maintain balance, and is facing in the opposite direction directly to the side of the opposing ship.
- Visual References
  - The ship will be out at sea and surrounded by water along side the opposing guild's galleon. Planks and nets will be used to travel

between the two. The weather is clear, typical of a summer day, and the water is calm.

- o The ship's design will be that of traditional Spanish galleons of the 17th century. The icons and emblems used will be those of its guild.
- o The ship will be primarily made of wood, and will have sails, ropes and nets.
- o The characters will be the members of each of the opposing guilds.

Map Objectives

- The primary objectives of the level are to take the seal and treasure of the opposing guild and bring it back to the cargo area on the guild's ship.
- The secondary objectives are to protect the seal and treasure from being looted. Also, there is a main door that will grant access to where the seal and treasure are kept which must be protected from being opened by a member of the opposing guild.
- The swashbucklers have an additional objective of curing their fellow guild members when they notice they are injured. Injuring and killing members of the opposing guild.

Challenge Highlights

The combat in the map is based on a CTF style gameplay with the differences that there are class based players, and more than one objective can be looted. The purpose is to take the seal and treasure from the other guild. If you are a swashbuckler you will have a ranged weapon that will allow for powerful long range shots. At close range they will be able to throw ignited rum bottles that will explode on contact. These rum bottles, when not ignited, can also be used to heal a member of the guild. The gypsies, on the other hand are avid close range fighters and they use their daggers to stab their opponents. When crouching they go into a stealth mode where they are slightly invisible. If they sneak up from behind, the hit of a dagger can be a lethal blow. They also carry gypsy curses that can either be thrown to explode on contact or can be placed anywhere to detonate when in proximity of a member of the opposing guild. They can also use their daggers to unlock doors.

WOW Moments

- The captain's deck is high on the back end of the ship over the gallery, and will allow a vantage point where the epic battle can be observed, with the vast ocean and clear sky in the background.
- The towers will provide good sniping points and compelling visual of the two ships in battle below, and the extensive ocean and sky as witnesses.

Actors

Player

- The models will be that of a swashbuckler or gypsy from one of the guilds. All the players in the game will assume one of these roles in a multiplayer environment.
- The inventory will consist of health, weapons, and ammo.
- There are eight spawn locations on each side of the map where the players will spawn.
- The player is a member of one of the guilds and he must try and loot the seal and treasure belonging to the opposing guild, while guarding his own.

Supporting Actors

Jumppad

- The model for this actor is a net on the side of the ship.
- This actor acts as a jumppad and is used to propel players from one ship to the next when the player slides down the net.
- To allow the players to jump from one ship to the other.

Elevator

- The model for this actor is a wooden platform.
- This actor acts as an elevator to allow the players to access the towers on the masts.
- They move the players form the deck to the mast towers.

Locked Doors

- The models for this actor will be wooden doors.
- The purpose is to secure the fastest route to the seal and treasure.

User Interface

- In-Game Information
  - In game, the players of each guild will receive information concerning the seals and the treasure. Each time a seal is taken, dropped or returned, the players in the match will be informed. Every time a score is made, it will be announced and the game will continue until the time for the level has elapsed.
- Post Game Information
  - Once the battle ends, the players are ranked along with their guild members, and their stats and points are shown for the result of that match.
- HUD Elements
  - The HUD elements used will be the traditional elements denoting health, weapons and ammo.

> ○ The player will see a health meter on top of the members of his guild, showing whether the player is healthy or injured.

Gameplay

Gameplay Mechanics

- The gameplay mechanics are those of Unreal Tournament 2004. The player will be required to know how to control the player and the different weapons provided in the level, which all have similar behaviors as weapons which are standard in the game and are consistent with gameplay mechanics already provided.
- New gameplay mechanics include using rum bottles to cure other members of the guild, a stealth mode for gypsies, and how to pick the locks of the main doors on the map.

Level Progression Chart

> The Player can use a defending strategy and keep the other teams players from taking his guild seal or bags of gold.

> The player can use an offensive strategy and use the abilities of his class to attack and steal the other team's guild seal or a bag of gold and return it to his own base.

> The player can use an explorative strategy to find the best routes to and from his base and relay this information to his teammates. This strategy also allows the player to find all the hidden powerups within the level.

Map(s)

Key

Sketch(s)

       The images below show the map layout for the level. Image 1 is a side view of one of the galleons showing the different levels in the map, and image 2 shows a top down view of each these levels with the location of the pickup items and spawn points. Image 3 shows a top down view of both of the ships side by side, and in images 4, 5, 6 the critical and alternate paths of the map are shown for each the levels. In images 7 and 8 jumppads and elevators are shown both in a top down view and a side view, respectively. Wow moments are also shown in image 8.
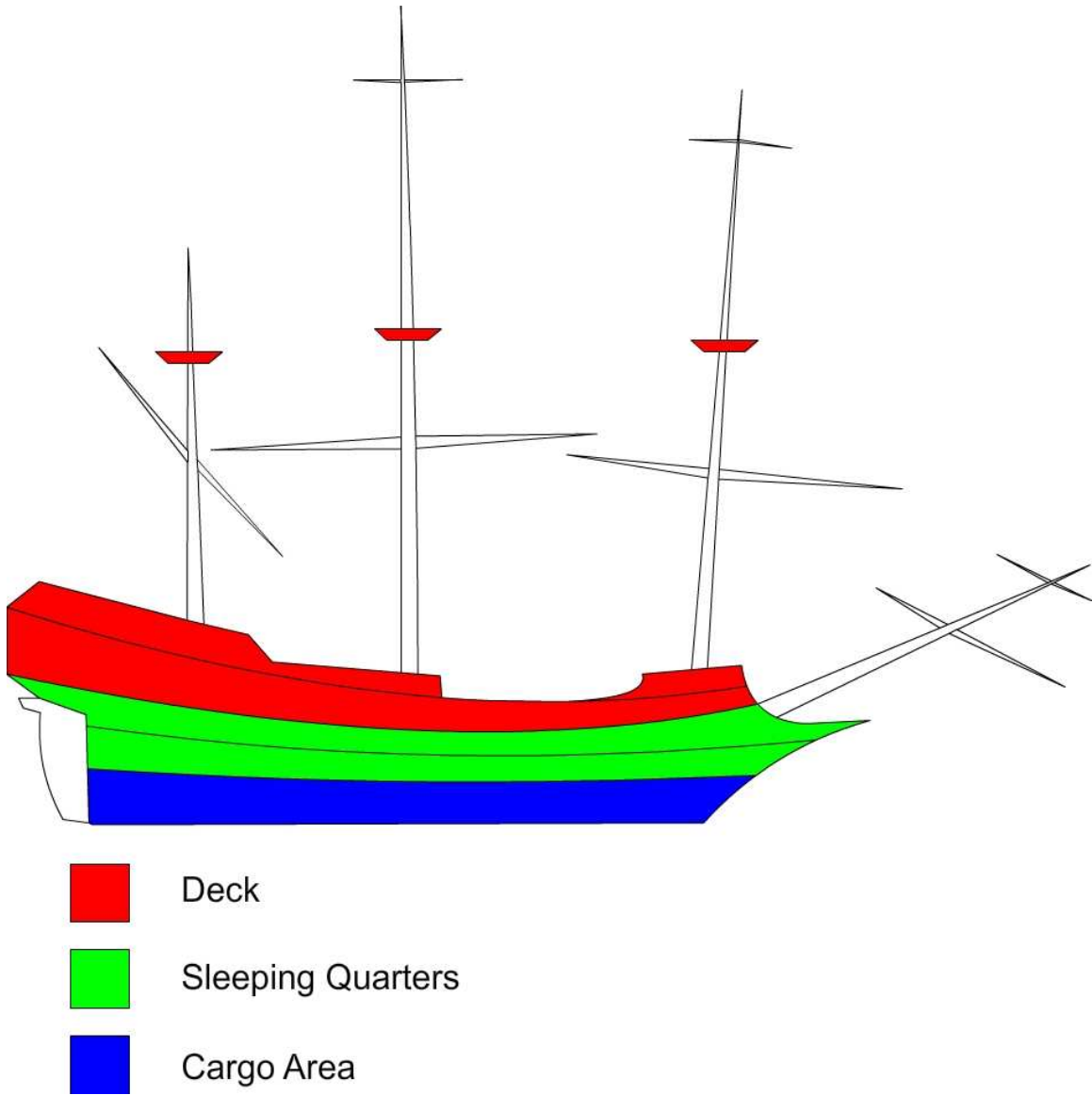
Image 1
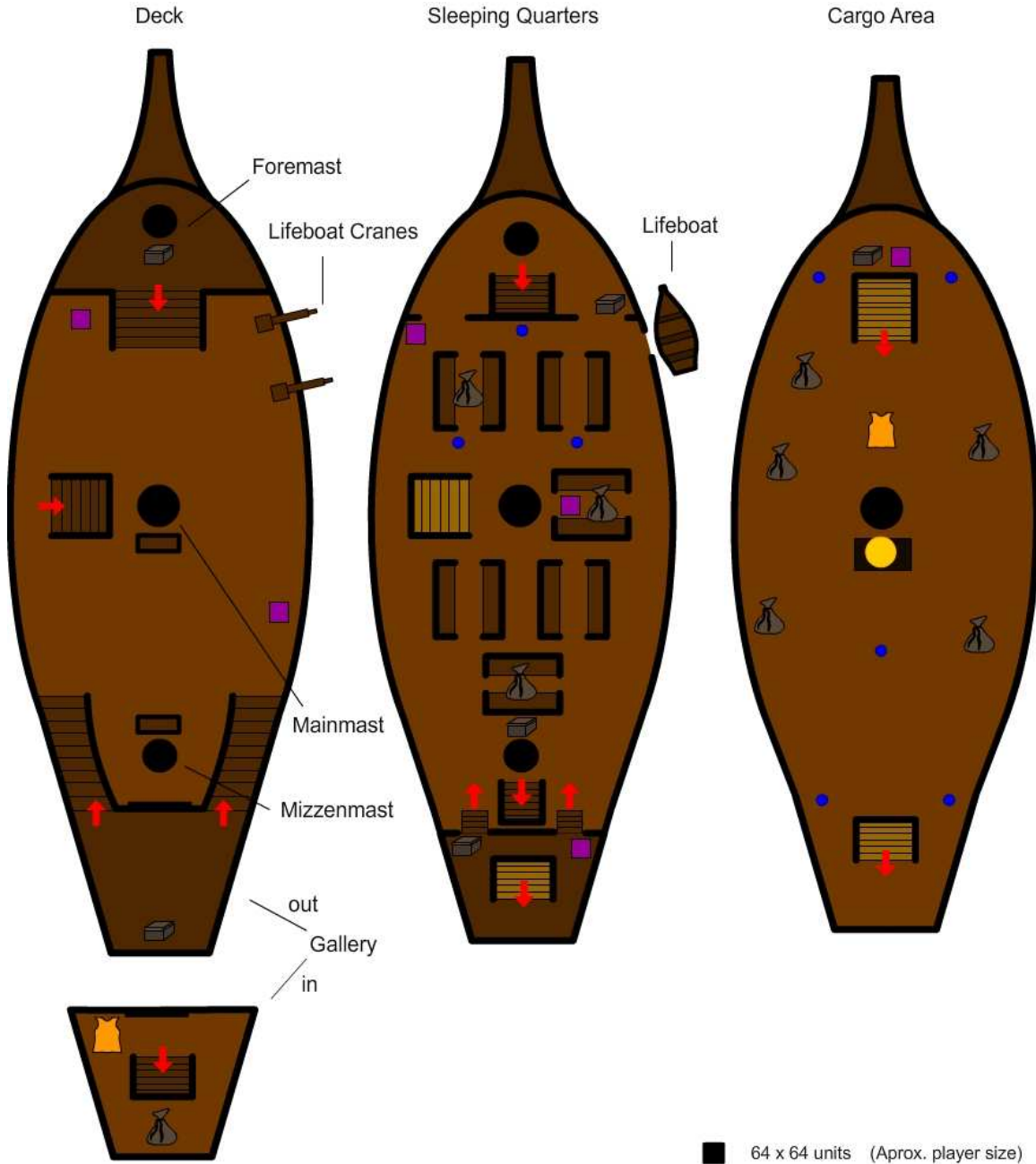
Image 2

The red arrows on the stairs indicate that they are used to descend from one area to another. The lighter colored stairs indicate those that are a continuation of a staircase from a superior level. All stairs are multidirectional, and the arrows depict only one direction for simplicity of the diagram.
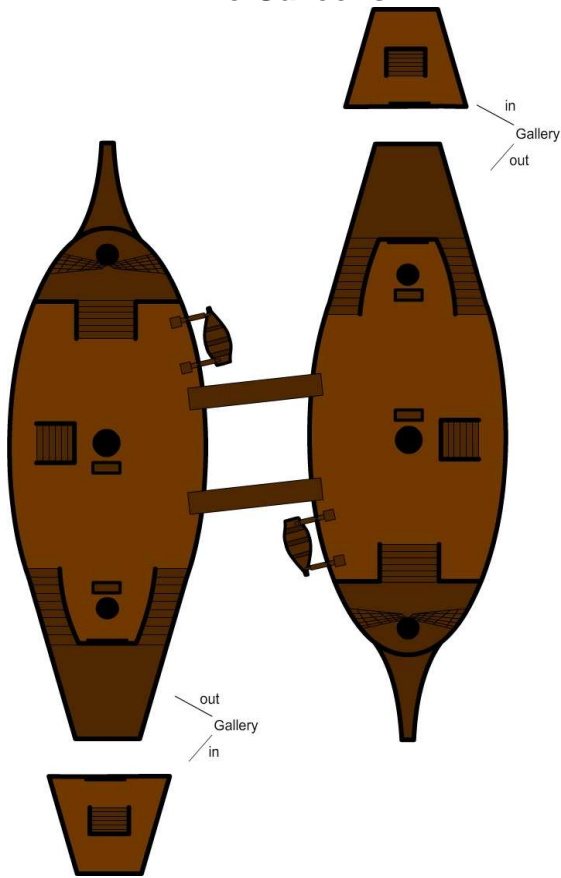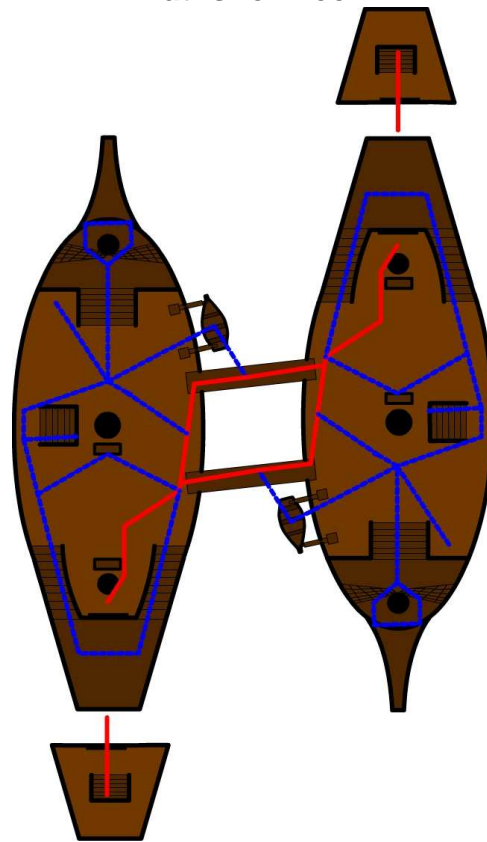
Two Galleons

Paths for Deck

in
Gallery
out

out
Gallery
in

Image 3

Image 4

Paths for Sleeping Quarters
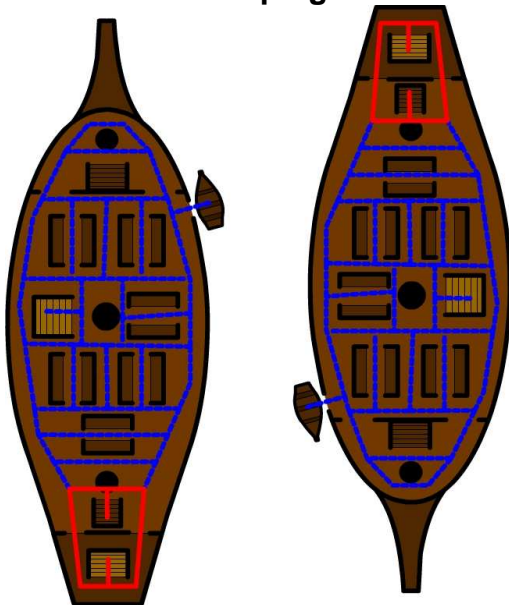
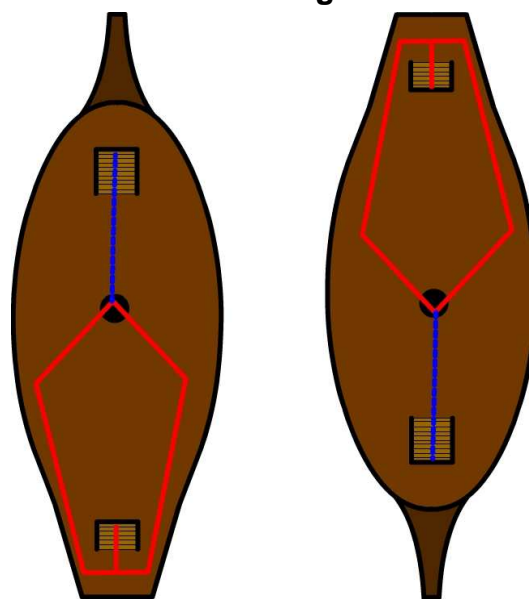**Paths for Cargo Area**
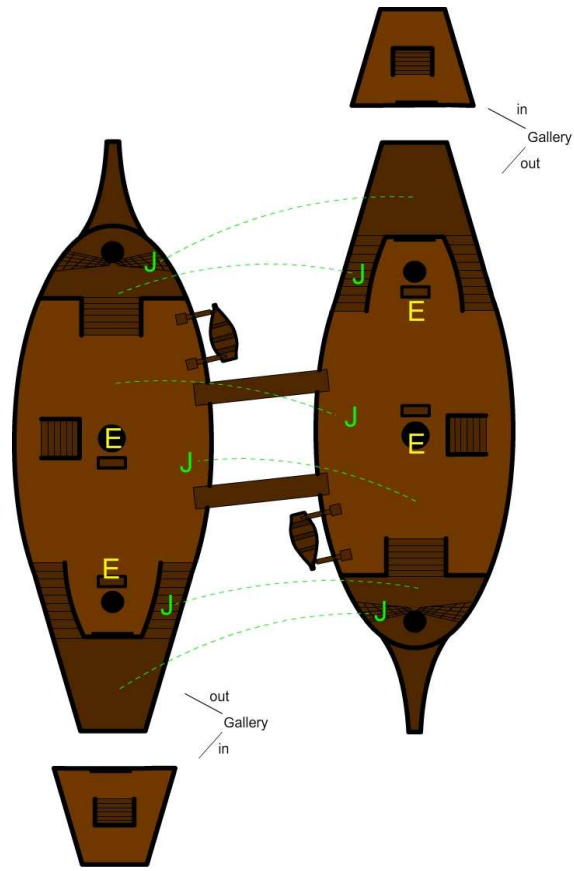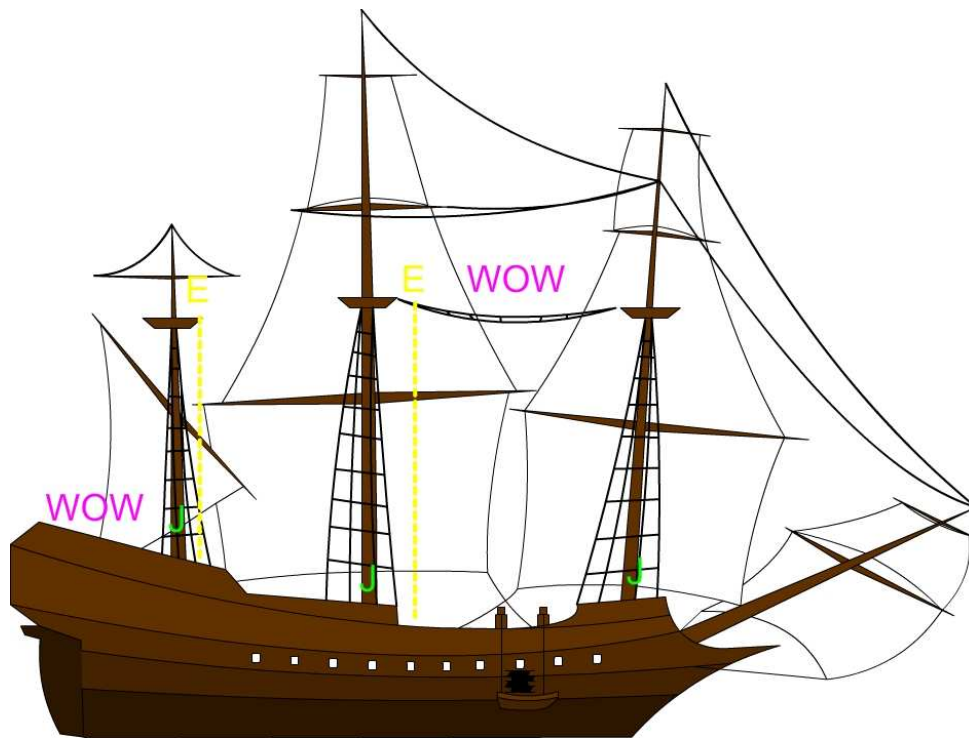
Image 5

Image 6

Image 7

Image 8

Detailed Map Description

The Deck

- The purpose is to defend the seal and treasure and to steal the seal and treasure of the opposing guild, bringing it back to the ship to score points. The deck has jumppads and planks that allow the players to cross over from one ship to the other and elevators to access that mast towers which provide good sniping points. There are stair cases on the deck that allow the players to gain access to the other levels of the ships. There is a gallery at the back of the ship with a locked door that can be picked to gain access to the shortest route to the cargo area where the seal and treasure are kept. Both ships are symmetrical, keeping the areas balanced.
- The icons, emblems and colors of this area on each of the ships will represent that of the guild to which it belongs.

The Sleeping Quarters

- The purpose is to defend the seal and treasure and to steal the seal and treasure of the opposing guild, bringing it back to the ship to score points. The sleeping quarters is full of narrow passages and corners to hide behind, making it ideal for sneaking around. There is a hole on the side of the ships where a lifeboat is hanging on the outside providing quick access to this area, but it acts as a one way path to come in because there is no way to go back up to the deck from the lifeboat. Both ships are symmetrical keeping the areas balanced.
- The icons, emblems and colors of this area on each of the ships will represent that of the guild to which it belongs.

The Cargo Area

- The purpose is to defend the seal and treasure and to steal the seal and treasure of the opposing guild, bringing it back to the ship to score points. The cargo area holds the seal and the treasure. There are eight spawn points in each of the cargo areas where the players will start. Both ships are symmetrical keeping the areas balanced.
- The icons, emblems and colors of this area on each of the ships will represent that of the guild to which it belongs.