

# DIVINE INTERVENTION

## **Map: Heaven**

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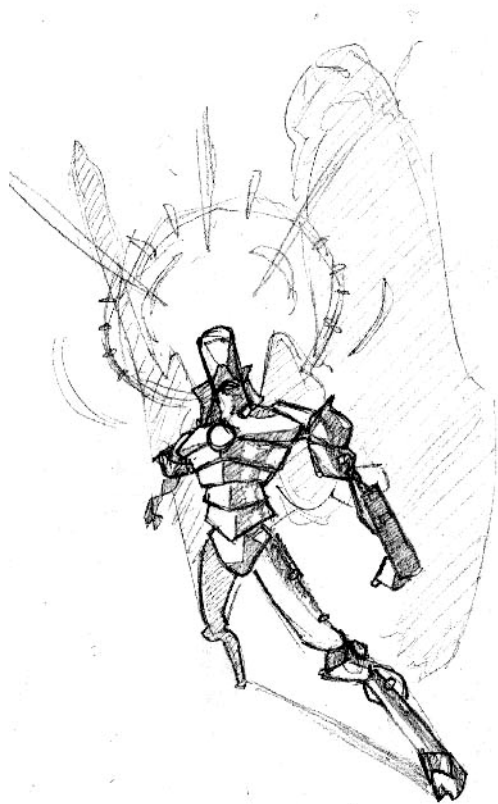
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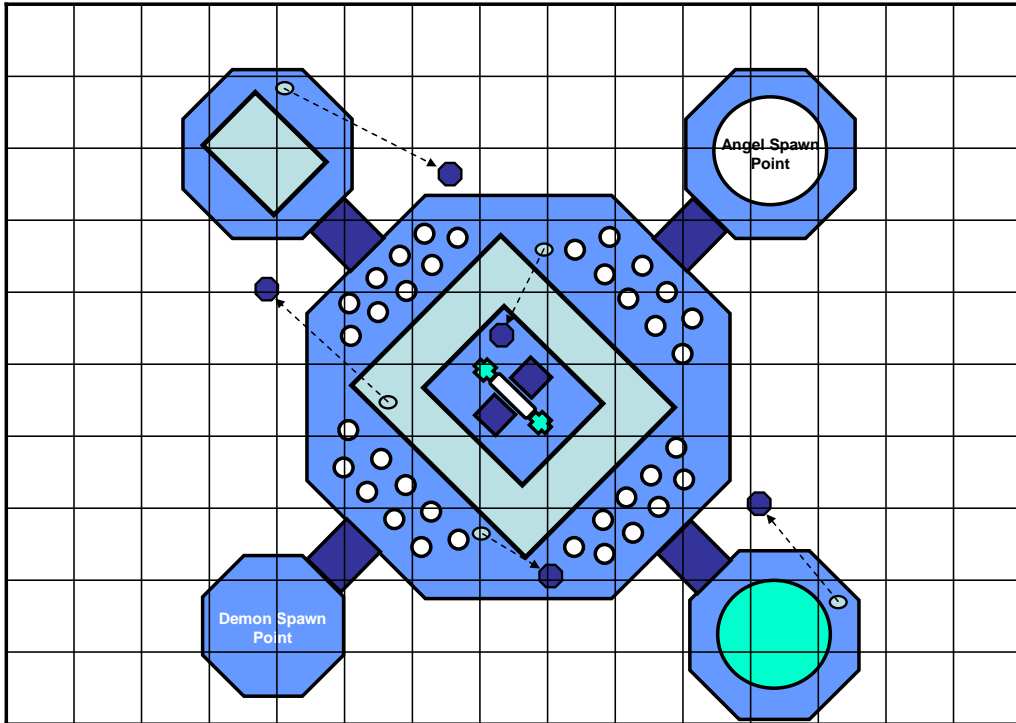
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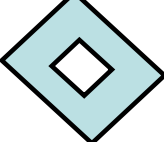


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## Map Layout for Heaven

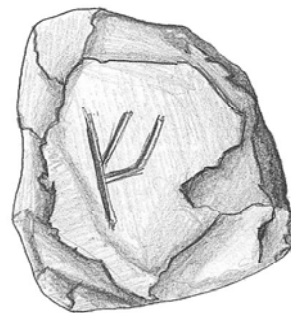


### Legend

- Platform 
- Stairs 
- Elevated Platform 
- Column 
- Jump Pad 
- Angel Statues & Gate 
- Temple 
- Cathedral 
- Romanesque Structure 

### Scale

1 grid square equals 1024 X 1024 pixels.



# DIVINE INTERVENTION

## Preliminary Level Design

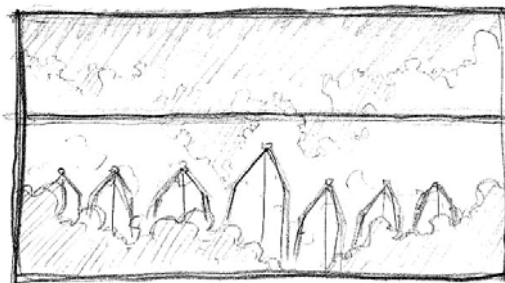
### Game Level Setup

Heaven's Gates is not meant to be a battle ground, but if it must be there are plenty of cover and points of advantage that will keep the player constantly on the run. Sun light bleaches the clouds and steps to provide for a well lit level of godliness and cleanliness. The goal of this level is to acquire the most kills in hopes to end the game in a victory for the Demons. Heaven's Gates is designed to always ascend. Clouds hover over the battleground and give the player a wide view of the action. Demons spawn on the lowest platform and progress upwards to conform the Angels. Angels spawn from the highest platform inside a cathedral and descend into the battlefield.

### Look and feel of the Level

#### Heaven's Gates

Glorious beams of sunlight bear down on a bed of clouds in the battle of Heaven. The architectural style is extremely defined with a resemblance to classic Romanesque architecture. Sharp white columns and majestic buildings are built in a uniform fashion signifying order and stability, projecting a sense of bliss and clarity. Due to the scale of this level pacing will be quick to keep the player interested and involved in the confrontation.



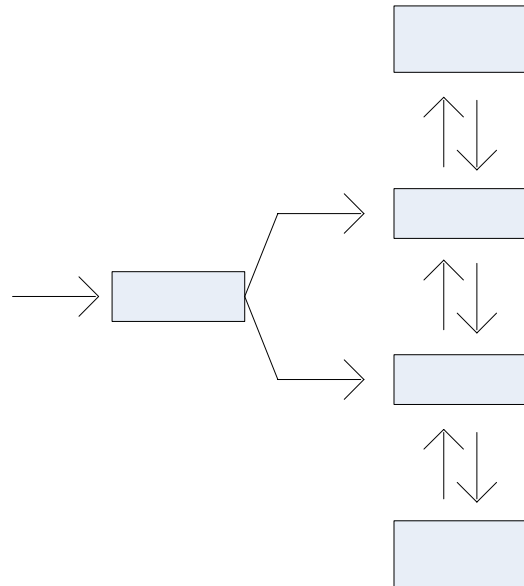
### Brief Gameplay Walkthrough

The player begins this map after progressing from the previous level Earth. The primary objective for either team is to end with the most kills after a limited time of gameplay. The team that reaches the kill limit first or the team with the most kills at the end of the time limit wins the game. Columns provide for cover and elevated platforms hidden in the clouds give the player an advantage over their prey. The difficulty level is moderate compared to the other maps in *Divine Intervention*. The best strategy is to stay elevated in the clouds and keep leverage over your foes, however, due to the small scale of these platforms it'll be hard to keep them camped because your character will be exposed from most positions. Jumping pads are placed throughout the level to aid the player in accessing these cloud platforms.

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## Gameplay Progression Flow Chart

*Divine Intervention* is team-based deathmatch game which uses a campaign system where each team's objective is to drive the opposing force back to its home base. Defeating the competing team in a particular arena will slowly drive the enemy combatants closer to their place of origin.



In any given map, the objective is to obtain more kills than the opposing team. Angels and Demons alike can fly for a limited amount of time to reach otherwise inaccessible regions or to gain higher ground on the enemy. The guiding hands of Heaven and Hell have placed Divine Powers throughout each level that any player can use to devastate a large number of enemies. Relics are also scattered about the levels that confer continuous bonuses to whoever picks one up.

### Level Objective

At this point the Demons are in the lead and must dominate over the Angels. Once that is achieved the Demons will win the game. However if the Angels prevail, the tides turn and the players find themselves battling it out in Earth in the hopes of pushing back the Demons to their home base.

# DIVINE INTERVENTION

## Naming Convention of Map Elements

### Element List

Heaven's Gates	HVN_Gate
Cathedral	HVN_Cathedral
Roman Temple	HVN_Temple
Roman Structures	HVN_Structure
Column	HVN_Column
Earth Buildings	HVN_Building01
Stained Glass	HVN_StainedGlass
Jump Pad	HVN_JumpPad

## List and Explanation of Map Elements

There are various abilities and upgrades that the player can acquire throughout the level that could greatly influence the outcome of the battle.

### Weapon Upgrades

*Veritas* – Forged in the heavens when swords and magic became obsolete in the battle against demons, the Veritas is affectionately named after the Honesty virtue. The Veritas is a lightweight weapon similar to a human's shotgun that allows full mobility while running or flying. Capable of firing a spread of high velocity bullets at a medium rate of fire, the Veritas is suitable for close to medium ranged combat.

*Aequitas* – The Aequitas was created following the need for a long ranged weapon to complement the Veritas. Taking its shape from an earthly machine gun, the Aequitas is slightly heavier and bulkier than the Veritas, but still allows a nearly full range of motion. When fired, the Aequitas sends a stream of highly accurate bullets at its target, effective even at long ranges.

*Sceleris* – The Sceleris is the demonic sister of the Veritas and is one of the first ballistic weapons forged from fire. Finding its properties in the wild demons who wield it, the Sceleris is highly inaccurate except at an extremely close range, but fires faster than the Veritas.

*MechaMortis* – The Mechamortis was originally created as a stationary machine gun due to its tremendous weight and recoil force. However, this is hardly a problem for Demons that possess near unlimited strength. Similar to the Sceleris, the Mechamortis has a higher rate of fire but is rather inaccurate, although it is still effective up to medium distances. Moreover, Demons are capable of carrying a pair of these weapons, one in each hand, in order to create death twice as fast.

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## Divine Powers

Divine Powers are one time use powers that are obtained by picking up an item as the player would a weapon.

*Redemption/Heresy* – Calling upon greater heavenly or hellish forces, a large explosion radiates from the summoner, indiscriminately incinerating nearby friends and foes alike.

*Salvation/Damnation* – By concentrating on a certain point, the caller of this power can summon light from above or darkness from below to banish any enemies within the area of effect.

*Blinding Light/Hellfire* - Hundreds of searing beams of light or fire emanate from the caller, creating a near unavoidable burning vortex that devastates enemies in its path.

## Relics

In Earth, Purgatory, Heaven, and Hell, there are four stone relics located within each level. Each relic provides a continuous bonus to the player that possesses it.

<b>Validus</b>	continuous health regeneration at a steady rate
<b>Incitare</b>	increased rate of fire
<b>Calamitas</b>	extra damage to the carrier's attacks
<b>Accelera</b>	provides a speed boost

If a player is killed while holding a relic, the relic drops to the ground and another player can pick it up.

In addition to the individual bonuses acquired, if all relics are possessed by one team, the entire team gets all of these abilities doubled. Once one team member is killed the abilities are lost and the relics reappear where they had originally stood.

## Jump Pads

Jump pad are placed strategically throughout the map and are intended to help the player reach a higher position.

# DIVINE INTERVENTION

## Assets Needed for Map

### All Textures Needed – All Textures Integrated by 11/20/04

Cobblestone	HVN_cobblestone
White Marble	HVN_whitemarble
White Stone	HVN_whitestone
Beige Stone	HVN_Beigestone
Skybox	HVN_skybox
Stained Glass	HVN_Stainedglass
Earth Building	EAR_dirtycement
Earth Building	EAR_finecement
Earth Building	EAR_redgranite
Earth Building	EAR_blackgranite

### All Static Meshes Needed – All Static Meshes Integrated by 11/09/04

Column	ALL_column
Statue	CAL_statue
Fountain	HVN_fountain
Portal/Gate	HVN_gate
Cathedral	HVN_cathedral
Temple	HVN_temple
Romanesque Structure #1	HVN_structure1
Romanesque Structure #2	HVN_structure2pt1
Romanesque Structure #2	HVN_structure2pt2
Romanesque Structure #2	HVN_structure2pt3
Window Light Beams	HVN_lightbeam
Earth Building 1	HVN_earbuild1
Earth Building 2	HVN_earbuild2
Earth Building 3	HVN_earbuild3
Earth Building 4	HVN_earbuild4
Earth Building 5	HVN_earbuild5
Earth Building 6	HVN_earbuild6

### **Projector**

Sun light shining through windows  
Sun light shining through stained glass windows

### **Scripts**

No scripting will be used in this Unreal Modification

### **Partial Emitters**

Sparkling stars for Jump pads  
A mist of clouds for elevated platforms and main platform

### **Bot Pathing**

No bots will be used in this Unreal Modification

# DIVINE INTERVENTION

## **Music/Sound Effects**

The music for Heaven will be Hardcore/Industrial. Fast and furious guitars fanning at breakneck speed with high octane. Choirs lift the spirits of the Angelic defenders. Drums pounding like the hearts of the Demons. No sound effects are needed for this level.

## **Cut Scenes/In Game Dialog**

There will be no cut scenes or dialog for this Unreal Modification.