



## Capture the Flag: Sheridan Ravine

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## Contents

Story .....	3
Reference .....	4
Program.....	6
Metrics .....	7
Diagrams .....	8
Layout.....	10

## Story

On what seemed to be a normal day school day at Sheridan, students went to and from classes, learning their respective trades, socializing with their friends, and working hard. It was all interrupted when aliens suddenly came down from the skies and began to attack the school. Its infrastructure stood no chance against the hostile space beings as all manner of bombs were dropped on Sheridan.

Few survivors remained once the dust all settled. They thought they were in the clear, that perhaps the aliens had moved on to terrorize another part of Oakville or just simply left Earth all together, but they were wrong.

As they emerged from the rubble, they realized the aliens were still there. The survivors were divided into two teams on opposite ends of the ravine while small ships carrying crowds of cheering aliens hovered above the ruins of their former college. They were told that the team who won the deadly capture the flag game would be allowed to live, while the losing team would die.

Players must cross the map to capture the other team's flag while avoiding getting killed by enemy fire and also defend their flag from being stolen. Team that steals the most flags wins the game.

## Reference



Figure 1 Map showing play space in circle



Figure 2-5 Reference photos of the ravine, the area this map is based on



*Figure 3 References for alternate paths in the game.*



*Figure 4 References for blue base(left) and red base(right)*

## Program

### Rooms:

- Ravine
  - Right down the center of the map, dividing it into two. Most open area of the map.
- Destroyed SCAET building
  - Missing the upper levels and classrooms. Part of the red team's side of the map.
- Merged C and E wings
  - Merged by the aliens after the school was destroyed to make up part of the deadly arena. This is also part of the red team's side of the map
- G wing
  - What remains of the G wing after the invasion serves as the red team's base.
- Student Union Building
  - The remains of the Student Union Building serve as the base for the blue team.
- The B wing
  - Makes up part of the blue team's side of the map. The hollowed out corridor provides an alternate route for players.
- Cafeteria
  - Also part of the blue team's side of the ravine. It is now a shell of what it used to be thanks to the aliens.

### Gameplay:

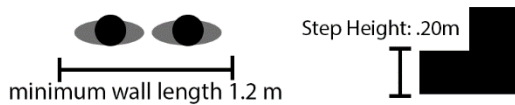
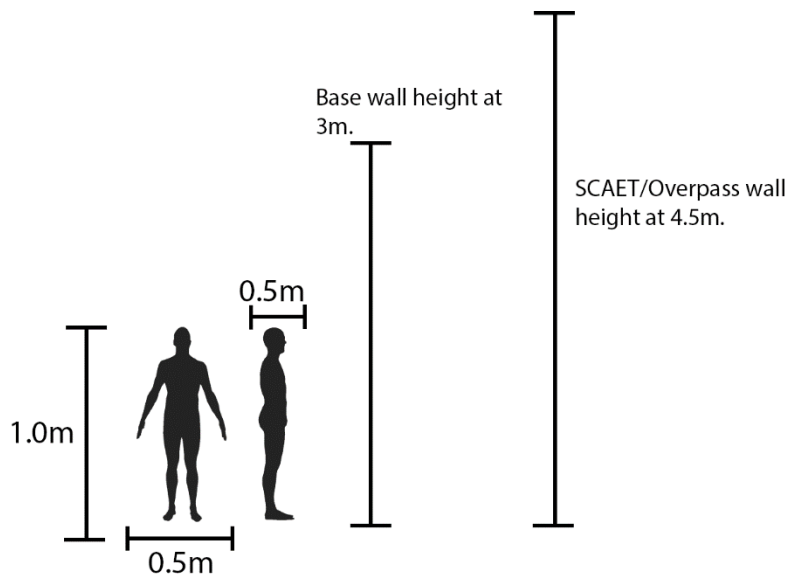
- Players spawn as either the blue team or the red team, equipped with weapons.
- Players attempt to grab each other's flags while defending theirs.

### Pick-ups:

- 2 helmets
- 2 thigh pads
- 2 chest armors
- 1 shield belt
- 3 shock rifles
- 5 enforcers
- 1 rocket launcher
- 4 small health packs
- 2 large health packs

## Metrics

Metrics for the walls vary from building to building. Base walls are 3 meters high, SCAET, C/E wing, overpass walls are 4.5 meters high, Cafeteria walls are roughly 6 meters high and the b wing walls vary from 4.5 meters high to 10.5 meters.



## Diagrams

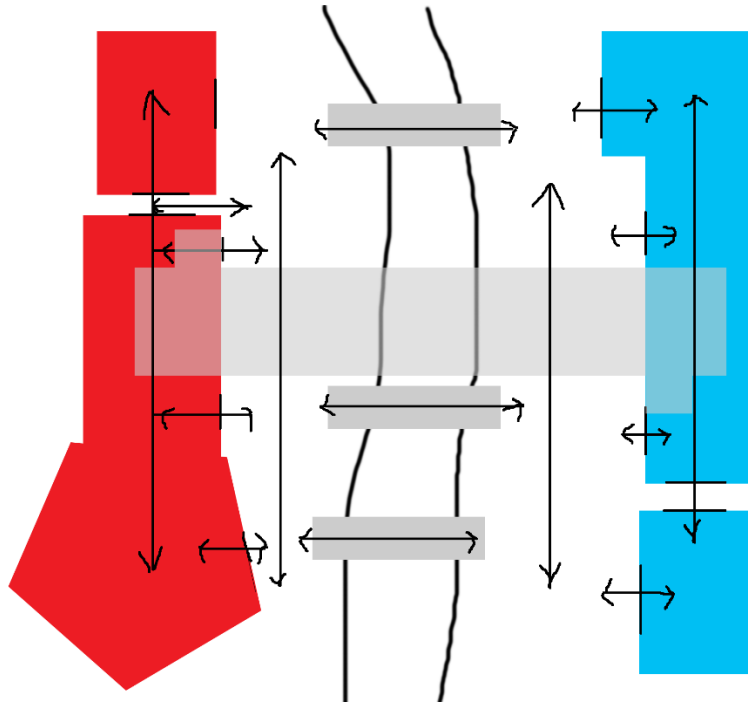


Figure 5 Parti Diagram for ground level gameplay

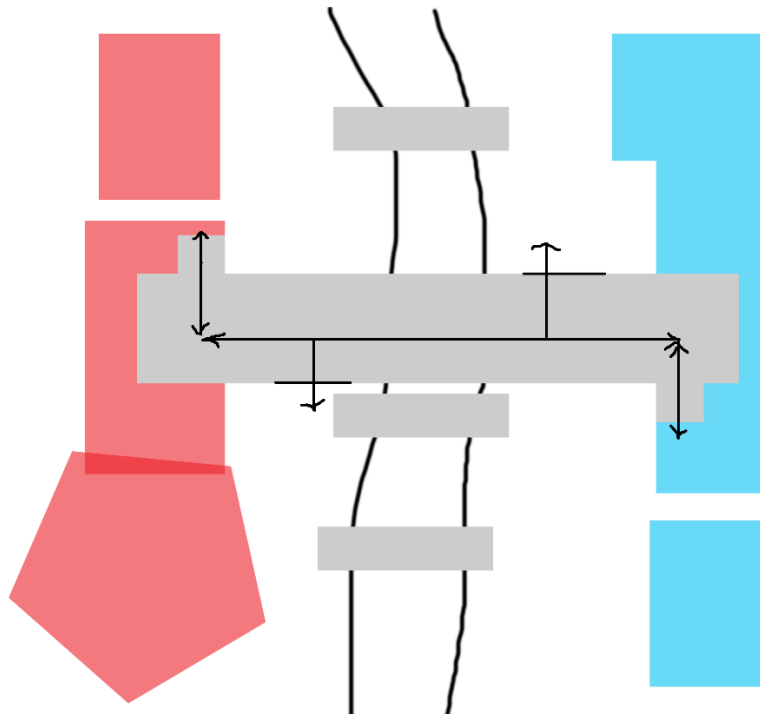


Figure 6 Parti Diagram for upper level gameplay

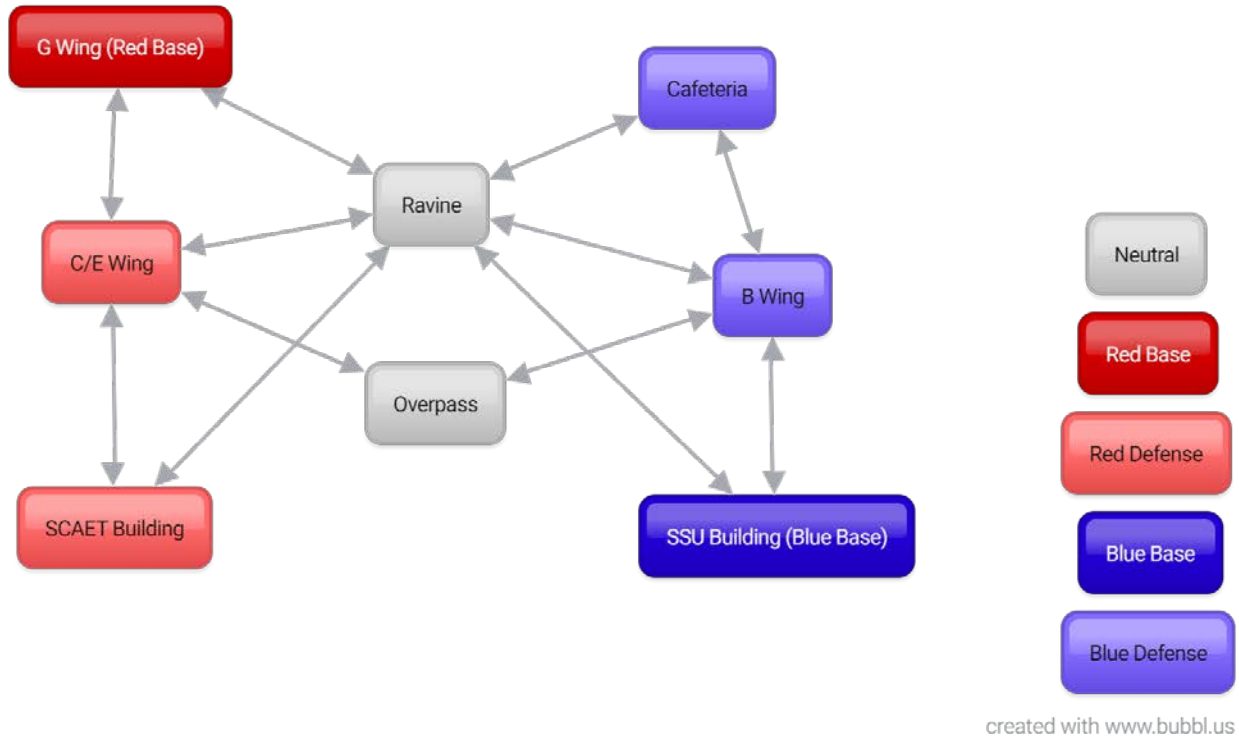


Figure 7 Bubble Diagram demonstrating the flow from building to building and their locations in relation to each other

	G Wing	C/E Wing	SCAET Building	Ravine	Overpass	Cafeteria	B Wing	SSU Building			
G Wing		1	3	1	2	2	3	3			
C/E Wing	1		1	1	1	3	2	3			
SCAET Building	3	1		1	2	3	3	2			
Ravine	1	1	1		1	1	1	1			
Overpass	2	1	2	1		2	1	2		Adjacency	
Cafeteria	2	3	3	1	2		1	3		1	Major
B Wing	3	2	3	1	1	1		1		2	Minor
SSU Building	3	3	2	1	2	3	1			3	None

Figure 8 Adjacency Matrix showing the buildings' locations in relation to each other

## Layout

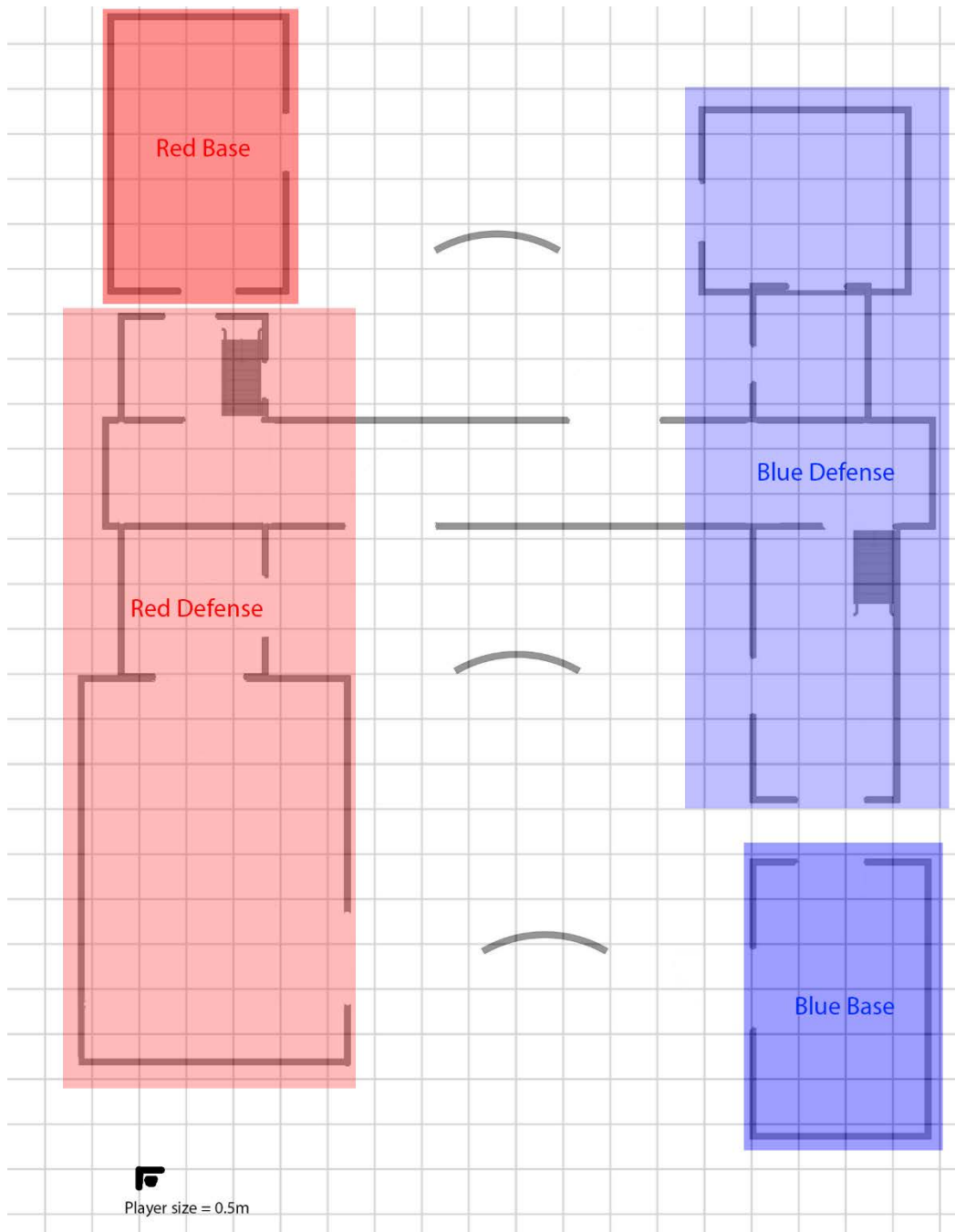


Figure 9 Layout of map, showing the bases and defenses of each team