STAR WARS

THE LAST ASSAULT

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Story

During the Jedi Civil War, a group of rebels was sent on a mission already given as a one-way mission, a final assault to prevent Darth Revan's Sith Empire from dominating the planet Taris.

However, the brave rebels who accept the burden of this mission already know their destiny, even in smaller numbers and without the hope of any reinforcement, the brave rebels extend combat to its limit, seeking shelter in the far reaches of Undercity, a dark wild area inhabited by the Outcasts — people whose ancestors were eternally banished from the surface as a form of criminal punishment.

However, that would never be enough to prevent Darth Revan's Sith Empire's thirst for destruction, which pursues the rebels without hesitation to the lawless land aiming for the final conquer of the planet.

With both factions fighting each other on the unknown ground, it remains to be seen who will win the battle.

Program

Gameplay

Neutral Area

- **Rocket Launcher [1x]**
- **Enforcers [x4]**
- **Health**
  - Small **[x2]**
  - Medium **[x2]**
- **Amour**
  - Shield Belt

Sith's Base

- **Spawn Points [x3]**
- **Weapons**
  - Enforcer **[x2]**
  - Shock Rifle **[x1]**
- **Armour**
  - Helmet
  - Arm
  - Leg

Rebel's Base

- **Spawn Points [x3]**
- **Weapons**
  - Enforcer **[x2]**
  - Shock Rifle **[x1]**
- **Armour**
  - Helmet
  - Arm
  - Leg

Setting and Landmarks

Neutral Area

- **Large open area between local stores**
- **Local stores around the middle open area**

Sith's Base

- **Troop deployment field**
- **The lower part of Undercity**

Rebel's Base

- **Rebels Shelter Restaurant**
- **Shops at the top of Undercity**

References

Local ambience

Figure 1 – Local stores at the center of Undercity

Figure 2 – Large plaza in the middle of the stores

Team red (Sith)

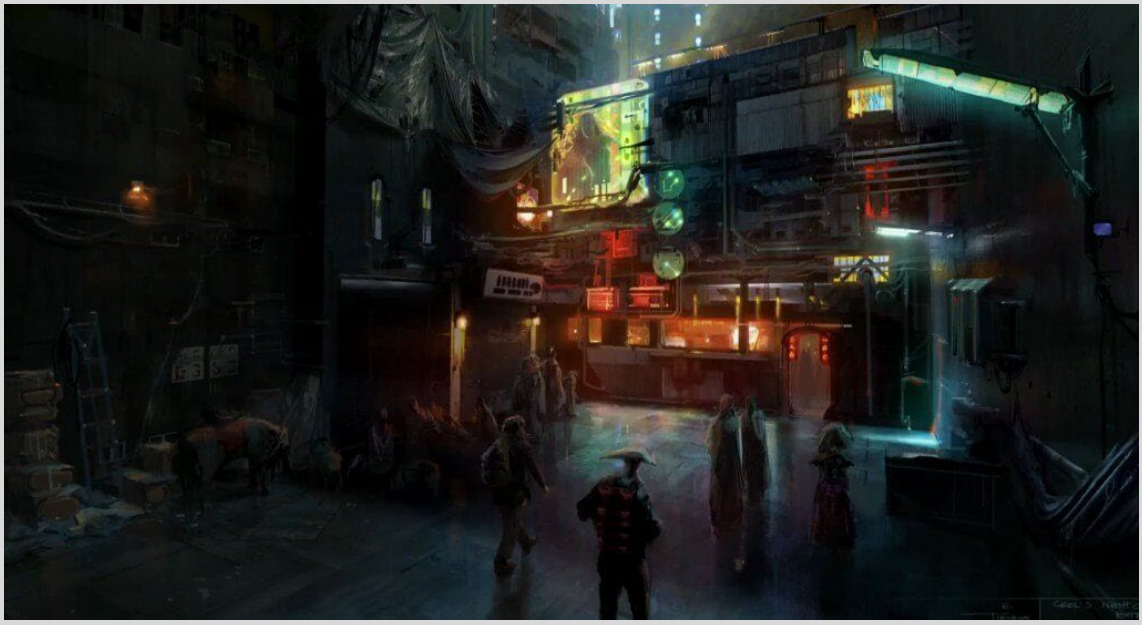


Figure 3 – Stores at the low level of Undercity

Figure 4 – Deploying area

Team blue (Rebels)

Figure 5 – Stores at the top of Undercity with tight access

Figure 6 – Rebel's shelter restaurant

Objects, Nodes, Networks, Features and Edges

Figure 7 – A lot of small business on Undercity

Figure 8 – Plates and neon

Figure 9 – A lot of verticality

Figure 10 – Mix of tight corridors and wide areas

Figure 11 – Objects of the envirement

Figure 14 – A lot of steam and fog

Diagrams

Initial Layout Concept

Bubble Diagram

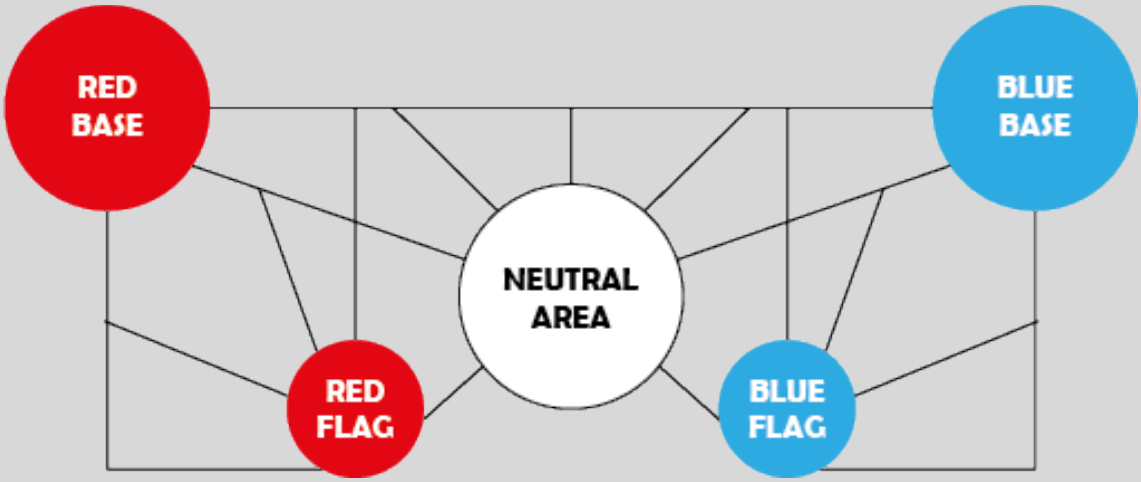


Figure 15 – A bubble diagram showing the initial idea of the map layout and its different access points

Gameplay Diagram

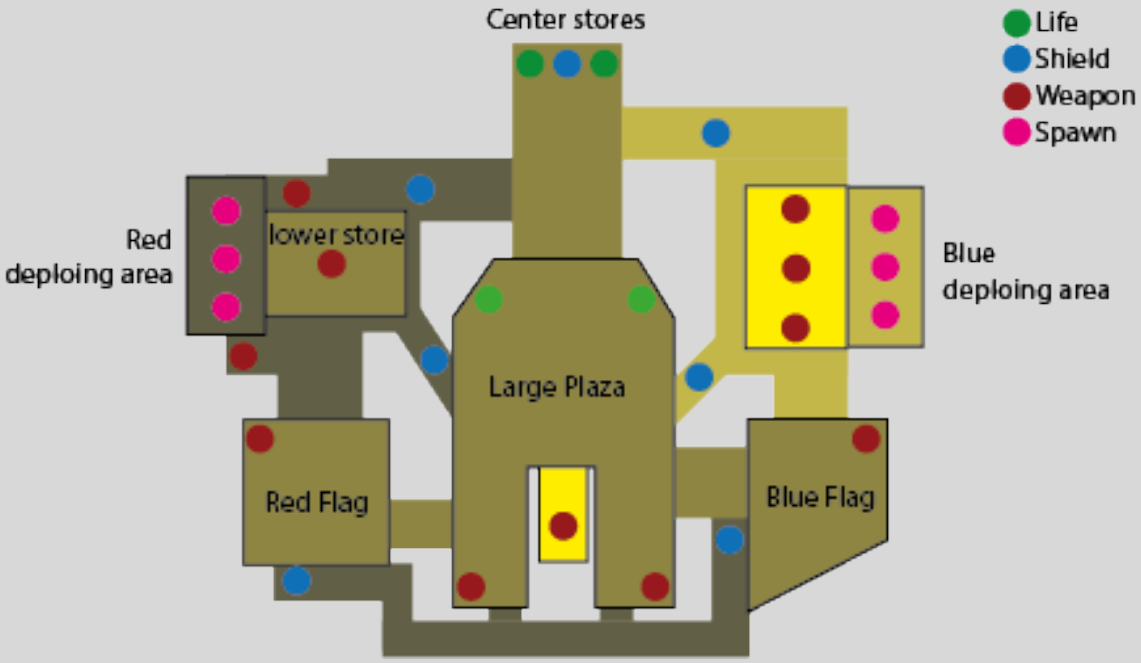


Figure 16 – The initial concept of the gameplay's map layout shows where spawns, flags, hit points, shield points, and weapons would be positioned

Layout

Bubble Diagram

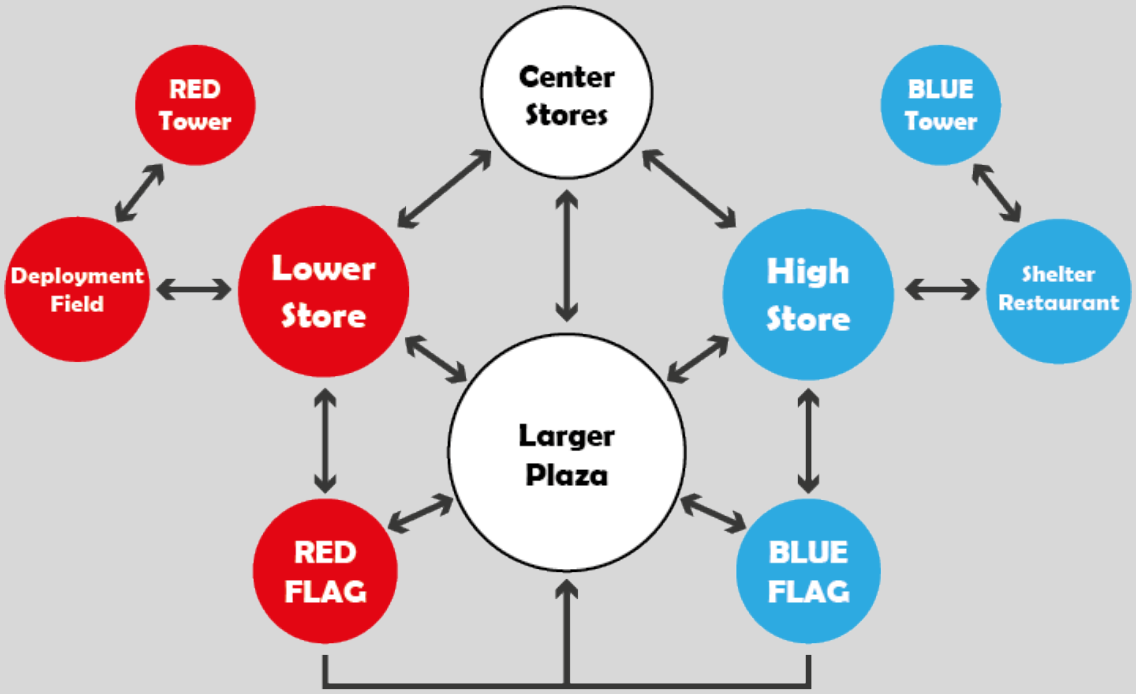


Figure 17 – A bubble diagram showing the layout of the map and its different accesses between different areas

Flow

Parti Diagram

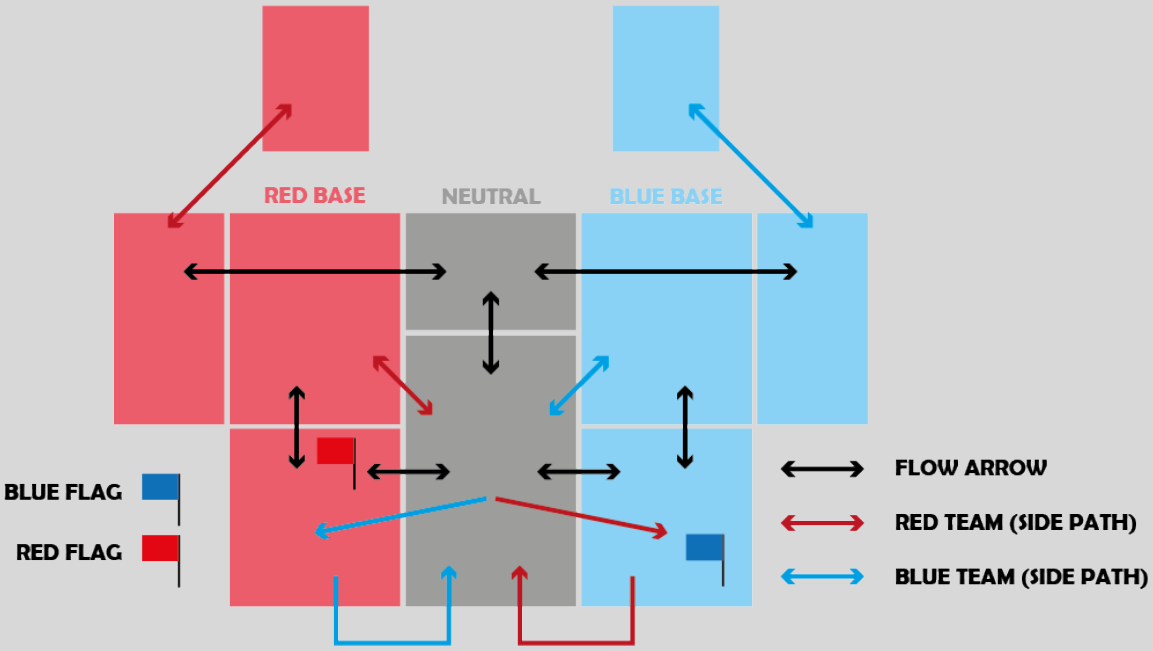


Figure 18 – A Parti diagram showing the movement between the areas of the map. It also highlights the optional routes for each team.

Gameplay Diagram

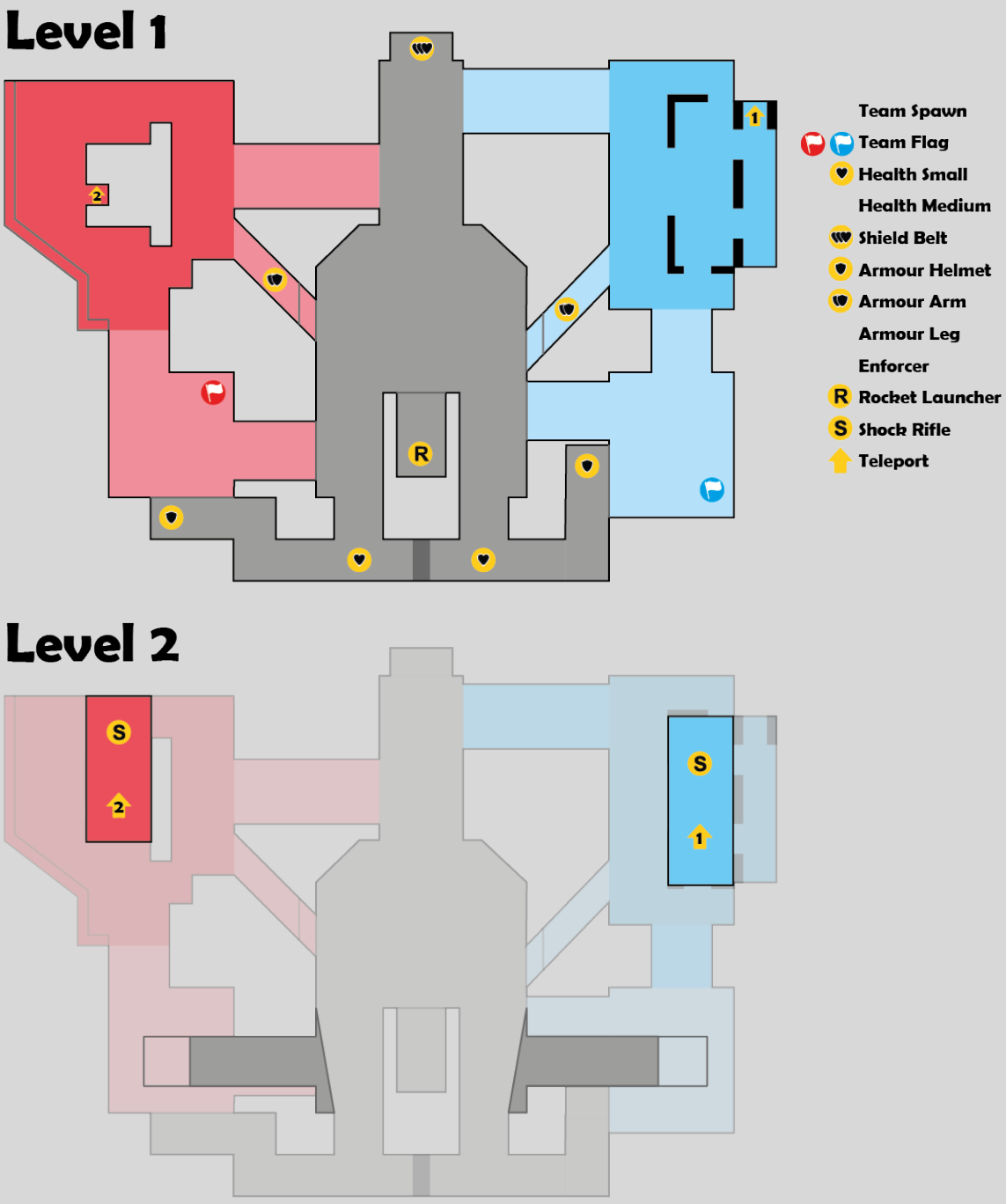


Figure 19 – A gameplay diagram showing the layout of the map and where spawns, flags, hit points, shield points and weapons are located.

Topographic Diagram

Figure 20 – A topographic diagram showing the different levels of height and verticalization found on the map and their respective units. (Standard Unreal Tournament Units)

Metrics

Standard Unreal Tournament Metrics (uu)

Character

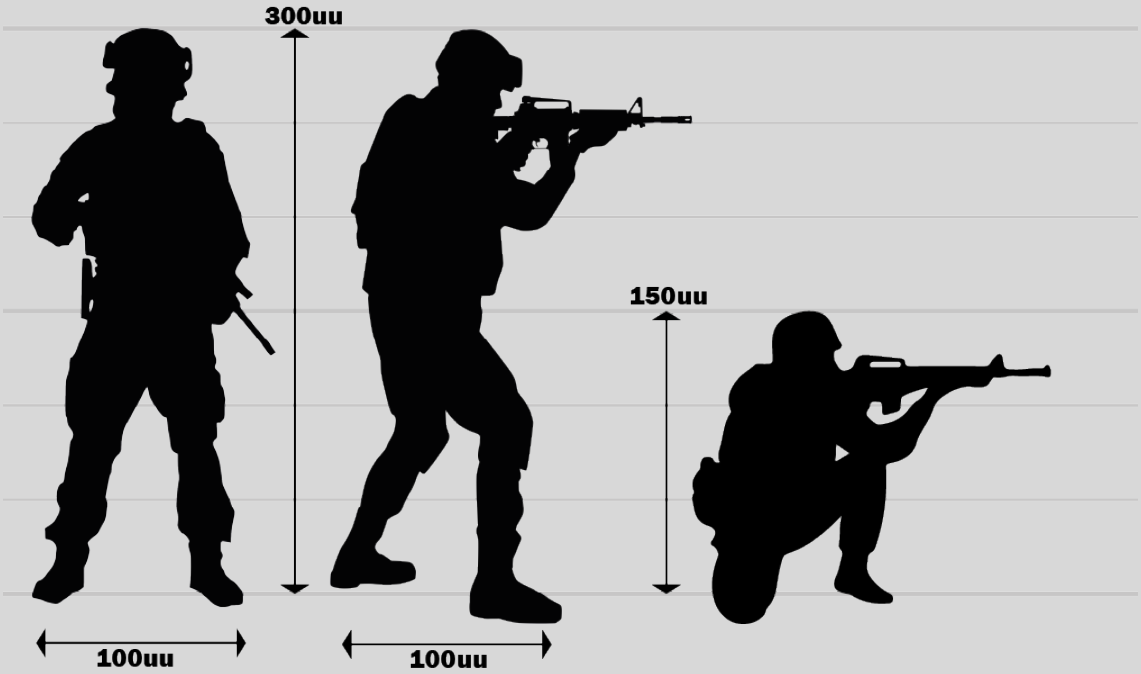


Figure 21 – A diagram showcasing the character metrics.

Movement and Gameplay

Jump, Crouch and Slide

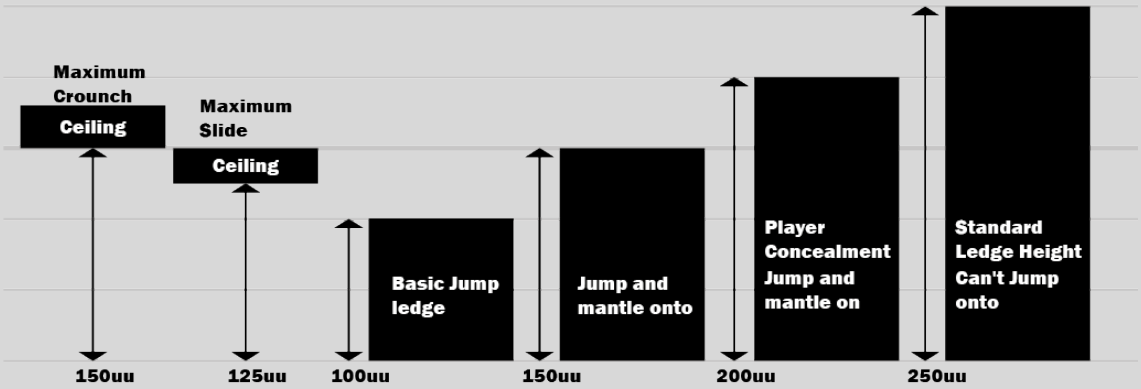


Figure 22 – A diagram showcasing the jump, crouch, and slide metrics.

Dodge

Figure 23 – A diagram showcasing the dodge metrics

Environment

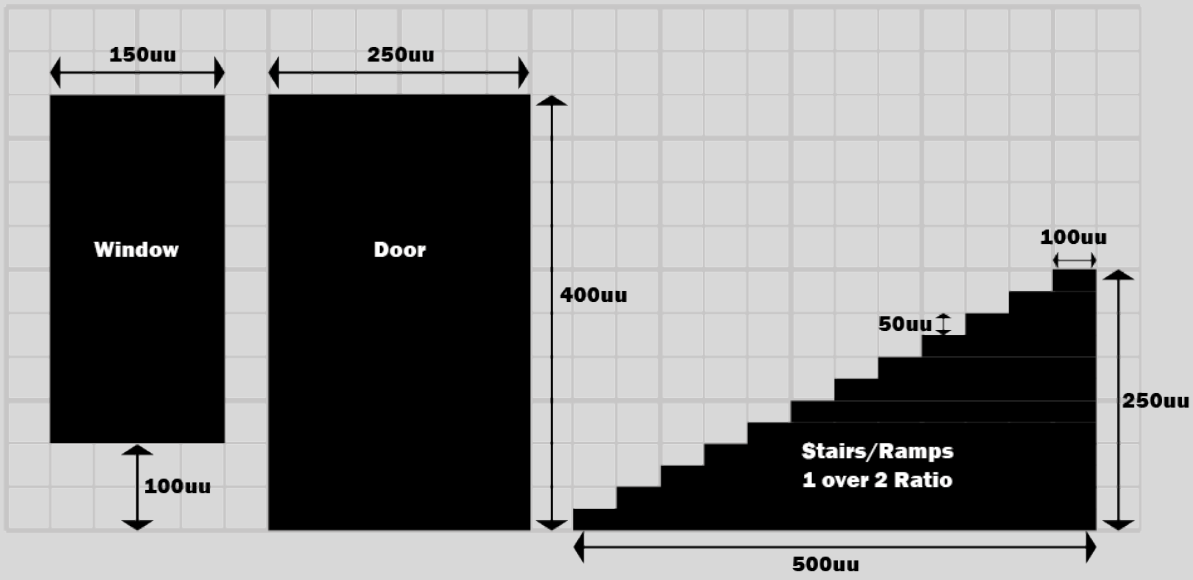


Figure 24 – A diagram showcasing the environment metrics

Screen Shots

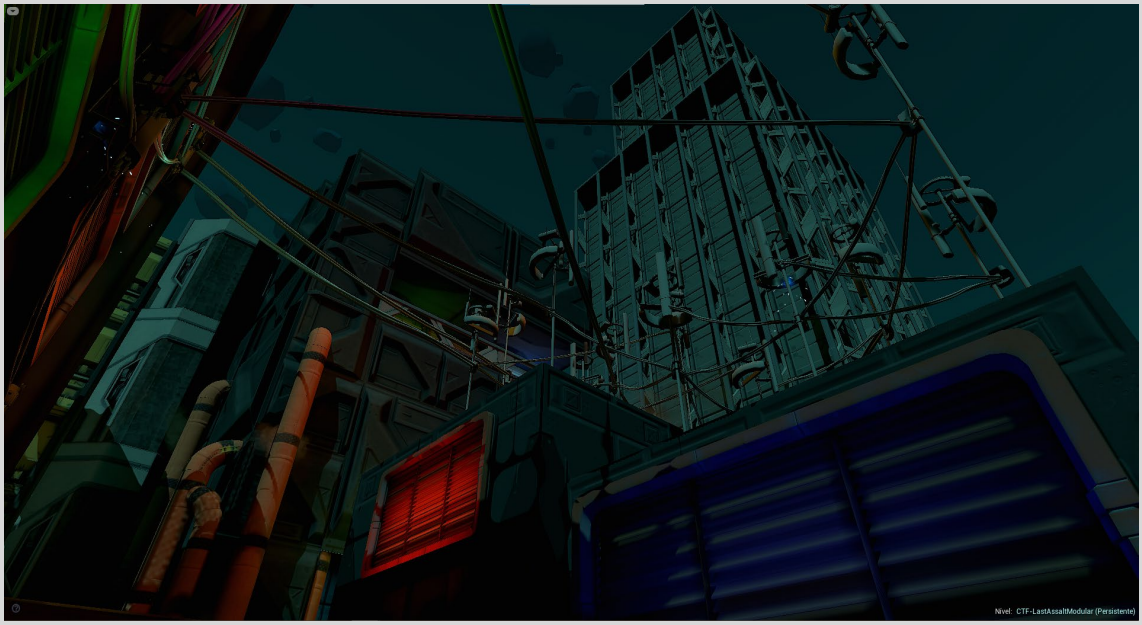


Figure 25 – Blue Team base architecture overview on The Last Assault map (Blue Base, High Store, Blue Flag Tower, Blue Tower)

Figure 26 – Overview of map composition with focus on the Vent Block (HERO) and the High Store area

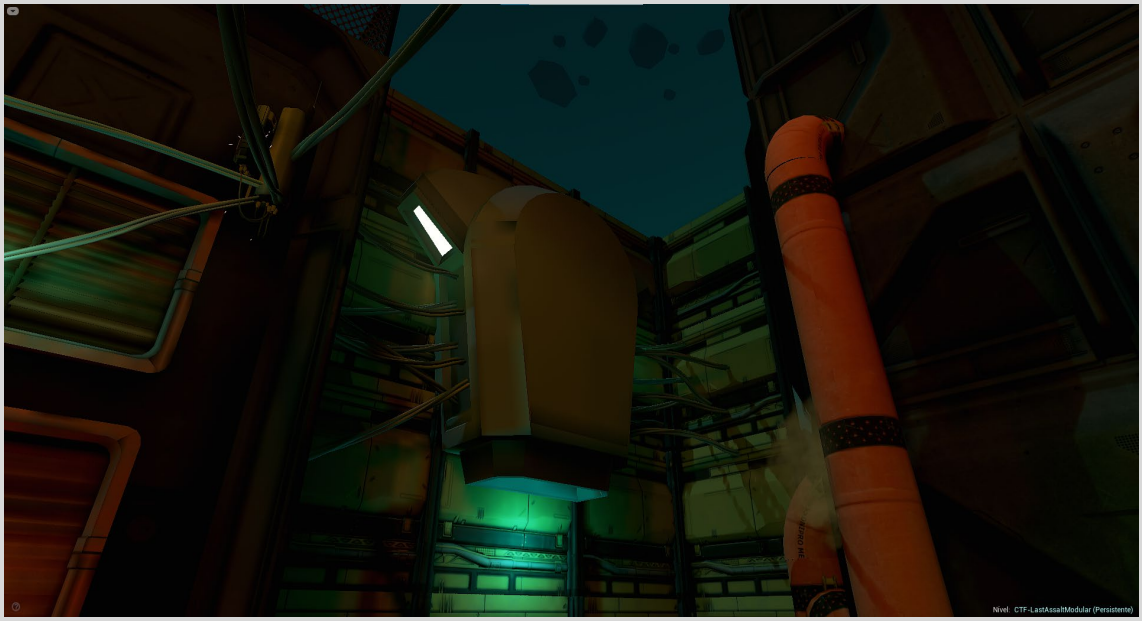


Figure 27 – Overview of the external part where the Wall Generator (HERO) is located

Figure 28 – Overview of the Blue Team room

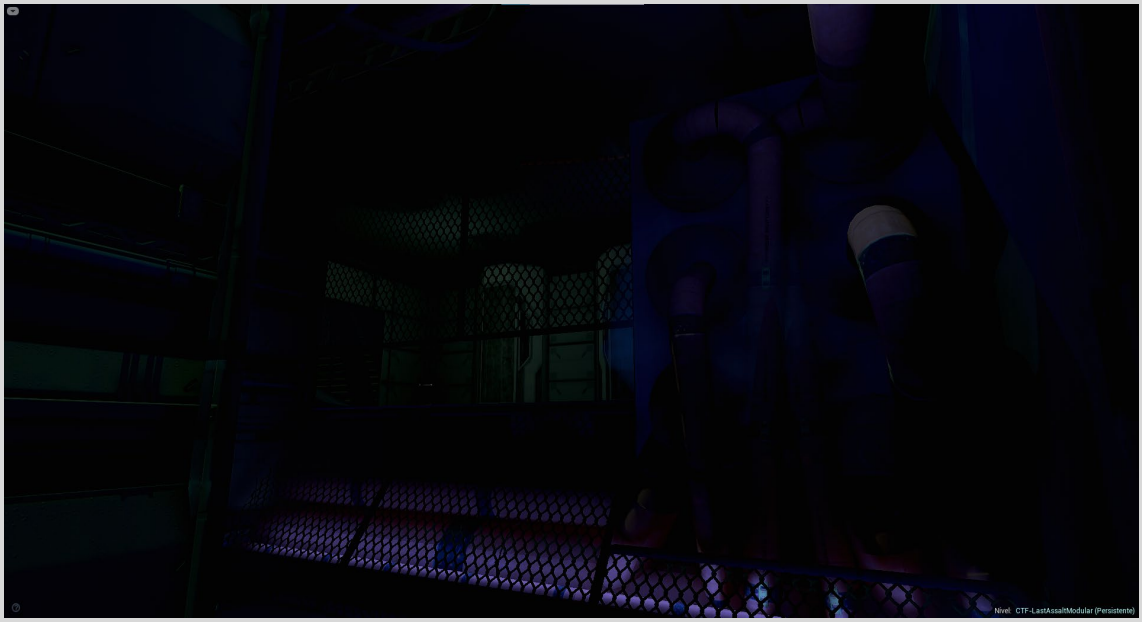


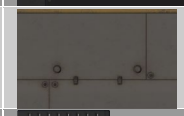
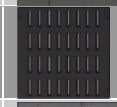
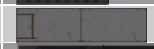
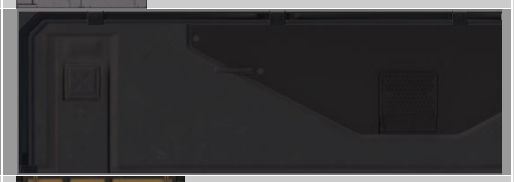
Figure 29 – Overview of the reconstruction of the sewer corridors at the exit of the blue flag room

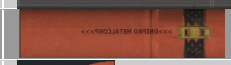
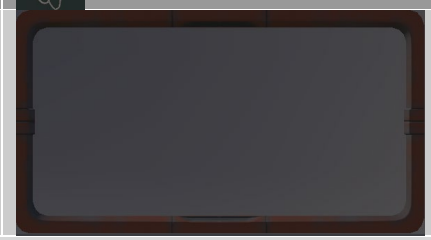
Schedule

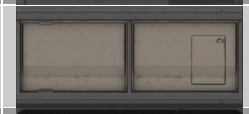
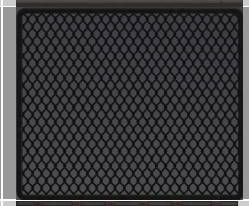
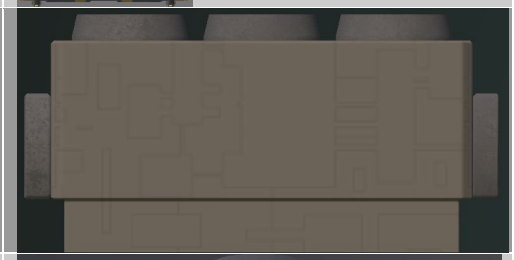
Agenda

Week 6	• Unreal Testing
Week 7	• Unreal Tornment Setup
READING WEEK	
Week 8	• Design Week
Week 9	• Play Testing
Week 10	• Network Setup
Week 11	• Network Focus Testing
Week 12	• Assingment Duo

Base

REGION	SUB	OBJECT	USE	IMAGE
BLUE BASE	BASE	SM_Scifi_Floor_01_Plateb_	43	
		SM_Scifi_Floor_02_Half_	51	
		SM_Scifi_Floor_03_	41	
		SM_Scifi_Floor_04_Small_	44	
		SM_Scifi_Hangar_Floor_	14	
		SM_Scifi_Wall_01_4m_	93	
		SM_Scifi_Wall_03_4m_	70	

		SM_Scifi_Wall_05_Plate4m_	**257**	
		SM_MetalVent_	**85**	
		SM_LI_TechPanelGirder_	**103**	
	DETAIL	**SM_Scifi_Pipe_01_4m_**	**184**	
		SM_Scifi_Pipe_01_BendSmall_	**48**	
		SM_Liandri_Wires_Twisted_	**64**	
		SM_Antenna_	**12**	
		SM_AntennaDeco_	**5**	
		SM_Scifi_Door_01_Frame_	**6**	

		SM_LI_CenterPiece_	**14**	
		SM_LI_TechPanel_	**28**	
		SM_Scifi_Fence_	**23**	
		SM_Scifi_Net_	**4**	
	HERO	**SM_Liandri_Flourescent_Light01_ Wires_**	**17**	
		SM_Crate_08_F_	**17**	
		SM_VentBlock_	**3**	
		SM_Wall_Generator_	**1**	

Sources

Pieces selected in the original Unreal Tournament Kit (Industrial and Liandri environments) and the free Spaceship Interior Environment Set (Unreal Store)