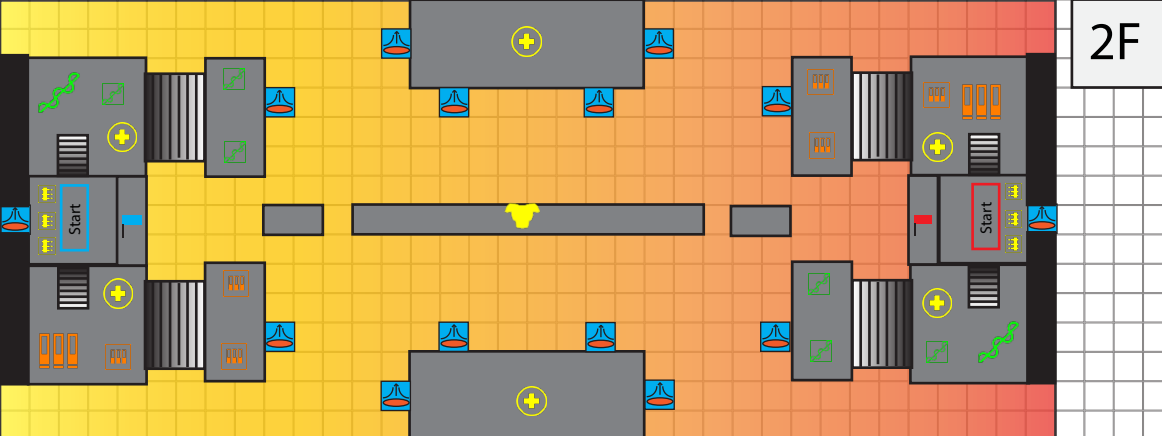
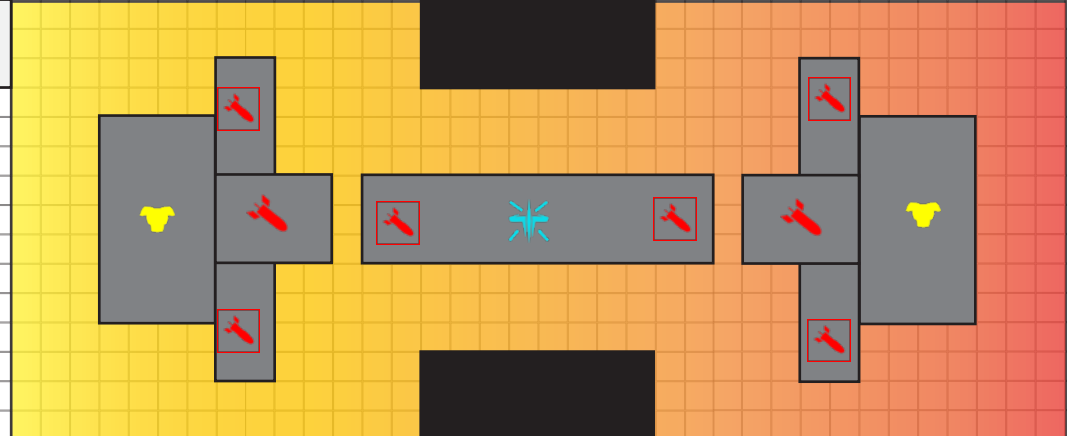




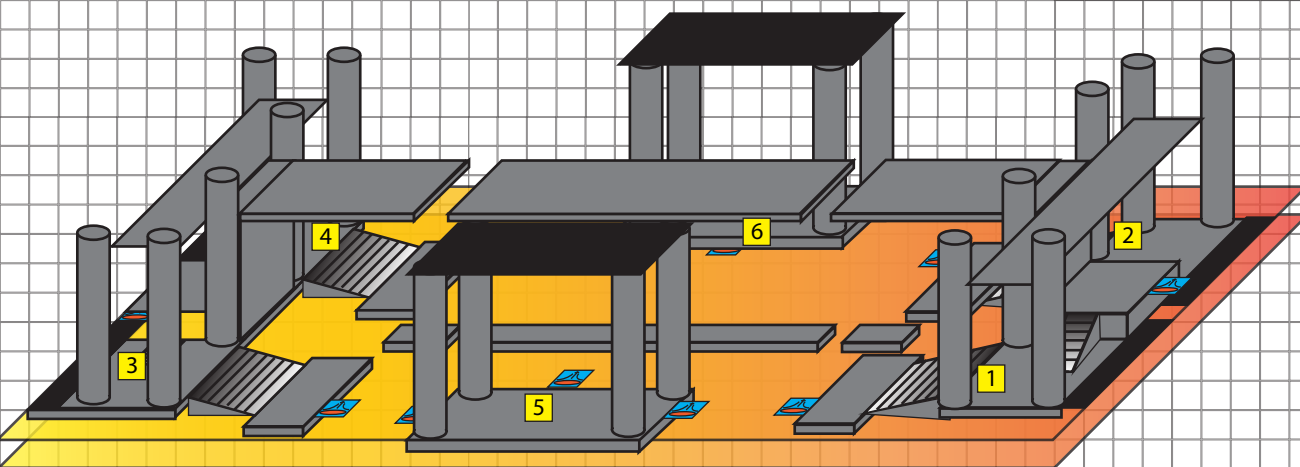
2F



"Broken Bridge" by Isaac Hu (3/31/2026)

1F

1grid= 128Radiant units



Aesthetics

The Broken Bridge map is set within the ruins of a human structure, evoking the feeling of an abandoned city. Symmetrical staircases and elevated platforms surround the central broken bridge, creating clear sightlines that enable intense crossfire from multiple angles. The floor and sky should present a blood-red tone, while tall, cathedral-like structures on both sides mirror each other, providing opportunities for long-range combat.



Figure 1: post-apocalyptic

Legend



Game Settings

Mode: Catch The Flag (CTF)
Player Count: 10 (1 Player + 9 AI)
Time Limit: 30 minutes
Win Condition: The first team get 8 flags win

Callout



Lighting

Lighting uses a strong red ambient wash that saturates the entire scene, creating a hellish, oppressive atmosphere. Shadows are soft but pervasive, with minimal contrast, giving the space a flat yet ominous readability. (Afternoon)

Figure 2: Gothic-style lighting

