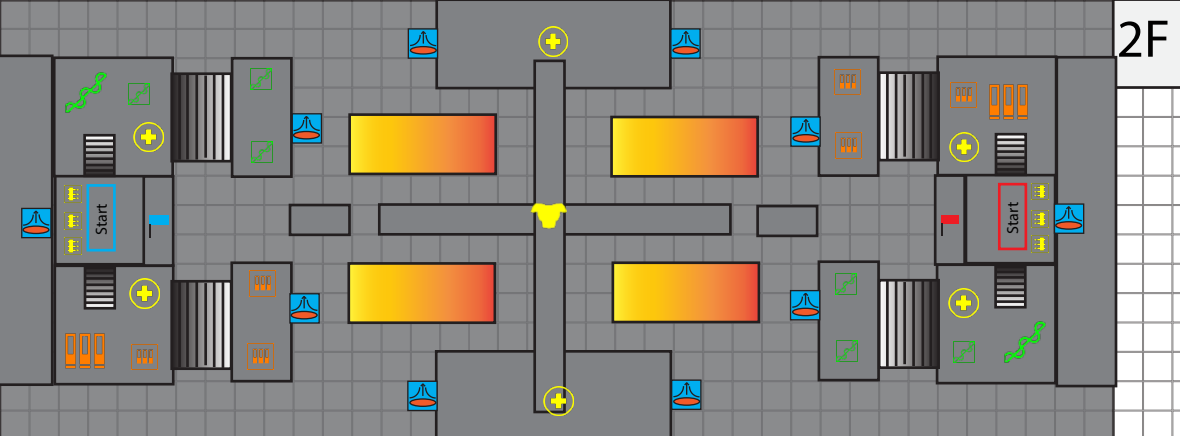
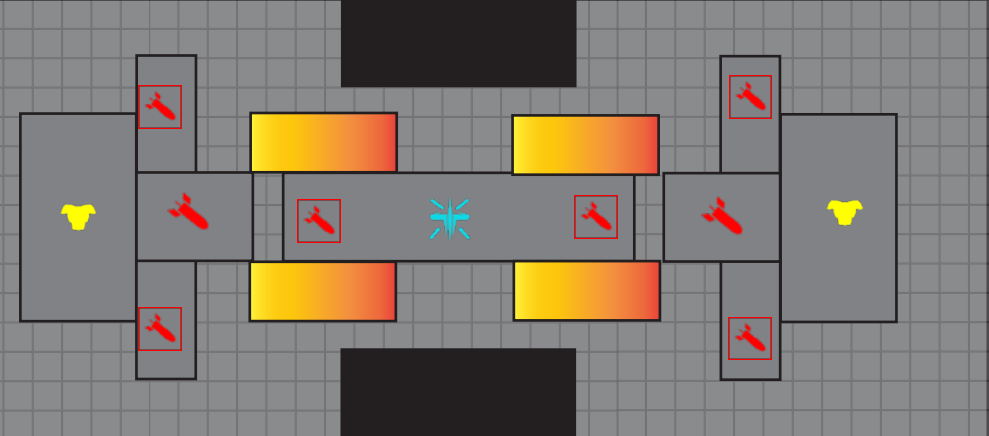


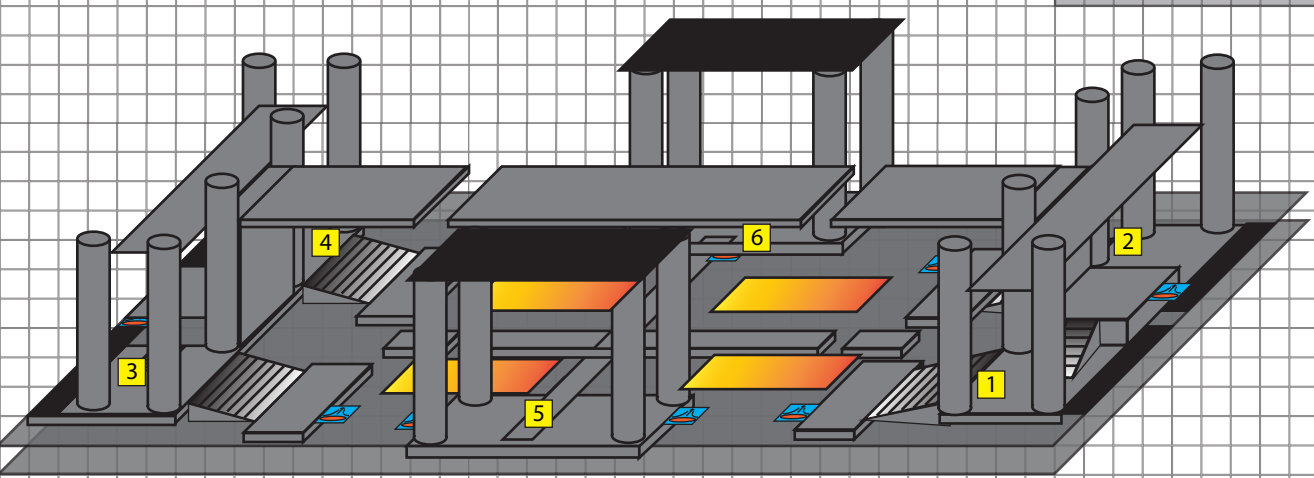


2F



"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

- | | | |
|----------------------|-----------------|-----------------------|
| Jump Pad | Lava Hazard | Quad Damage Power up |
| Railgun ammo | Railgun | Start Blue Team Start |
| Rocket Launcher ammo | Rocket Launcher | Start Red Team Start |
| Shotgun ammo | Shotgun | Block |
| Machinegun ammo | Stairs | Armor Yellow |
| Red Flag Base | Blue Flag Base | Health Pick up Yellow |

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

- | | | |
|------------------|------------------|-------------------|
| 1 Red Right Ramp | 3 Blue Left Ramp | 5 Left Lower Pit |
| 2 Red Left Ramp | 4 Blue Left Ramp | 6 Right Lower Pit |

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

