

# Broken Inn

## Structural Submission Changelist

Entrant ID #1314



## Changes Made So Far

### A. Map scaling

The grid unit of 1 meter was changed to 2 meters to account for the distortion of the first-person camera making everything seem smaller. As a result, everything in the map is twice the size, and it feels right from the player's perspective.

### B. Scale Compensation

After scaling everything up by 2, the furniture in the inn felt too large. The chairs, couches and coffee tables were tweaked and shrunk to fit the provided metrics, but also to feel believable.

The posts supporting the second floor of the inn were also scaled down to maintain the spirit of the Fogo Island Inn which inspired it.

### C. Cover

Since the original maps did not show much of the surrounding area around the inn, the area was initially left barren. But in testing, players found themselves feeling very exposed, and unable to take a stealth approach. To increase stealth potential and allow players to observe the inn safely at a medium distance, cover grass and additional rocks were added in the empty space around the inn.

As for the interior, the chairs north of the gallery were rearranged to be more useful as cover. The gallery itself now has a piece of rubble in it to allow for an additional stealth approach from the south-westernmost window, and to help fill up the empty space.

### D. Elevation

Although not indicated, having varied terrain elevation was always intended to make the coastline feel natural. The hills also serve as light cover when circling around the inn from the south-west towards the ocean shore.

Elevation also forms a small bridge between the mainland and the tower island, highlighting to the player that they can go there.

There is also some lumpy terrain near the north edge of the inn, meant to represent rubble from the destruction of the missing north wing.

### E. Alarm and Ammo Placement

Removed the alarm from the first-floor office because it was not within easy reach of any of the enemy NPCs, and it seemed out-of-place. The ammo that was once behind the front desk is now in the office instead so players are not disappointed when walking in there.

Plus, now the second-floor balcony alarm acts as a risk-reward option if approaching from the zipline, because players can turn off the alarm to prevent reinforcements, in doing so, they have to give up their excellent position on the roof.

### F. Window Supports

Replaced the single support beam on the south-west wall of the gallery with two smaller ones, and widened the window to give the turret more to shoot at, including the other turret. This makes it a bigger threat when the enemy has it, but a bigger reward when the player has it.

## G. Back Balcony Adjustments

The breakable window in the second-floor lobby initially required the player to jump at a slight angle to reach the very edge of the adjacent balcony. This left too much room for error with players jumping out, so the balcony was simply extended to comfortably surround the outside of the window so any players jumping through are guaranteed to land on the balcony.

Furthermore, the back balconies have been extended to be 3 meters wide to make them easier to see from the roof, and easier to jump down onto.

## H. Elevator Shaft Roof Raised

The elevator shaft roof has been raised to be on the same plane as the rest of the roof. This is to avoid players climbing up to the roof from the front balcony.

## I. Zipline Placement

The zipline ending was moved west to accommodate the metrics of having 6 meters clearance pre-landing and post-landing.

## J. Roof Holes

The northernmost hole in the roof was extended to be 8 meters from west to east, as per the metrics for sprint-jump stumble-climbing.

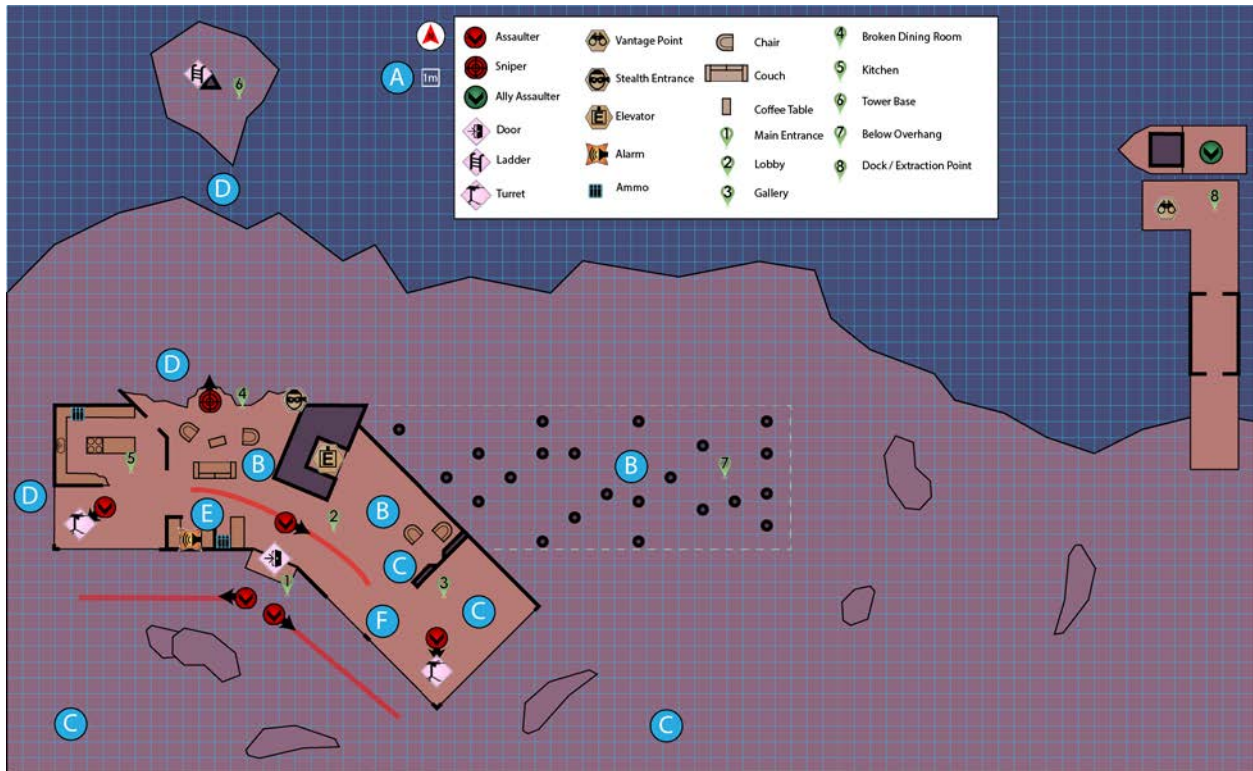
The southwest hole in the roof was expanded to accommodate for jumping metrics. The narrowest part of the gap is 3 meters, and the widest is 5 meters.

In order to prevent players from attempting to run along the wall to the south of the hole, the entire wall was blown away, which actually helps with visibility from the ground. But it posed the problem of players potentially trying to jump through it and onto the gallery roof. This is undesirable because players are more likely to notice the roof when returning with the VIP, and jumping down would separate them. It also would just lead to an empty roof and disappointment at the negative possibility space. To prevent this, an additional hole was added in the gallery roof, wide enough that players can tell that they cannot reach the roof by jumping through the hole in the wall.

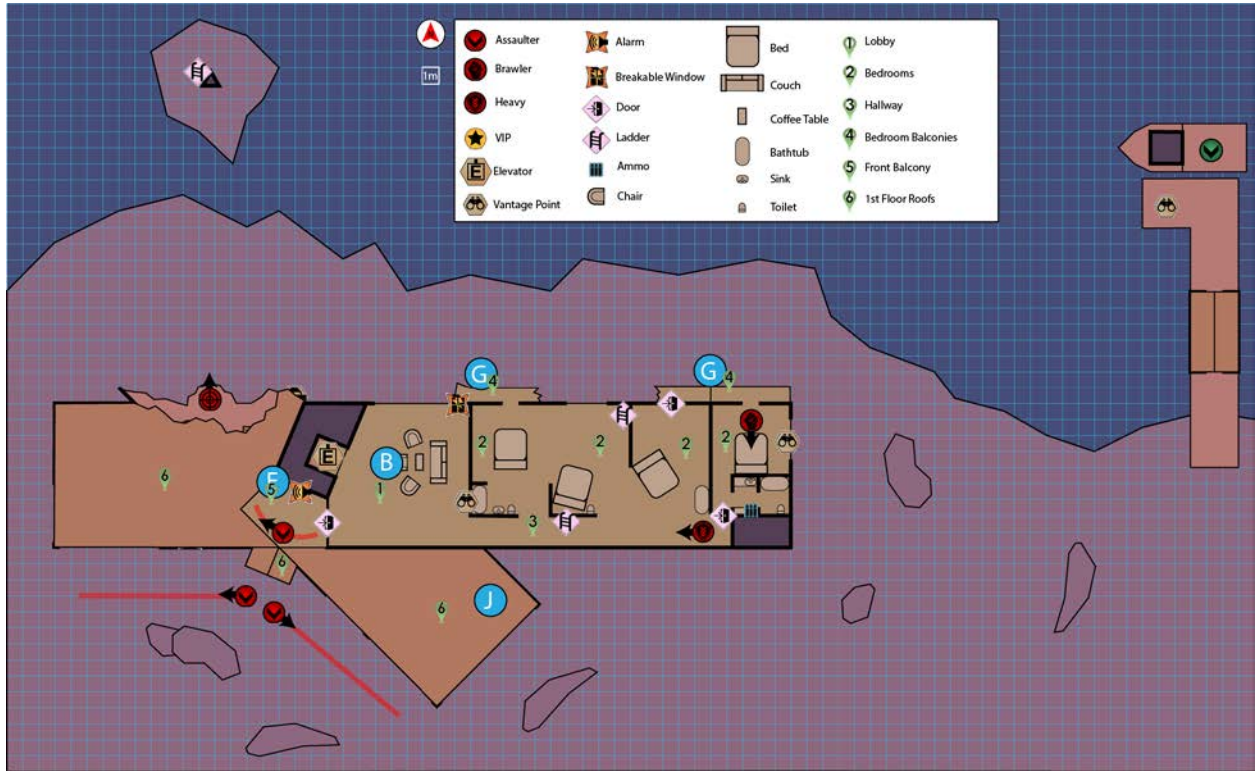
## Locations of Changes

Please note that the maps pictured here are currently unchanged from the original submission, as the updated maps are a work in progress and will likely change more. The maps here are merely to illustrate where the changes have been made. The final updated maps will be included with the final submission.

### Floor 1



# Floor 2



# Floor 3

