

Well, I am about to explain how the key mechanics have been implemented in this game level.

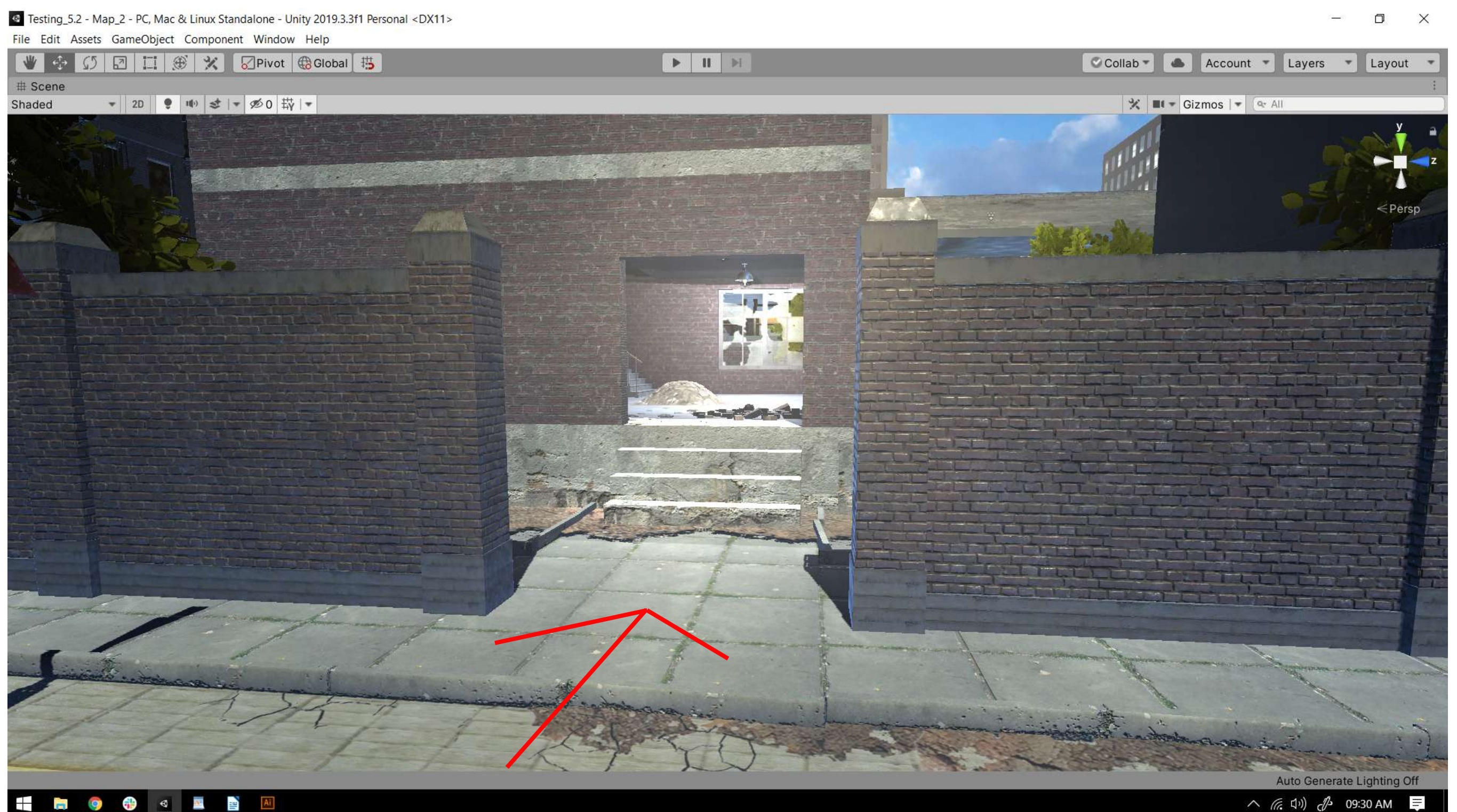
Let's talk about the good pace, flow and balance..and let see how interesting it is that makes easy to remember.

As I said Always engaging users in explore so they can plan tactics to attack on enemy team, will be great opportunity for our game map.

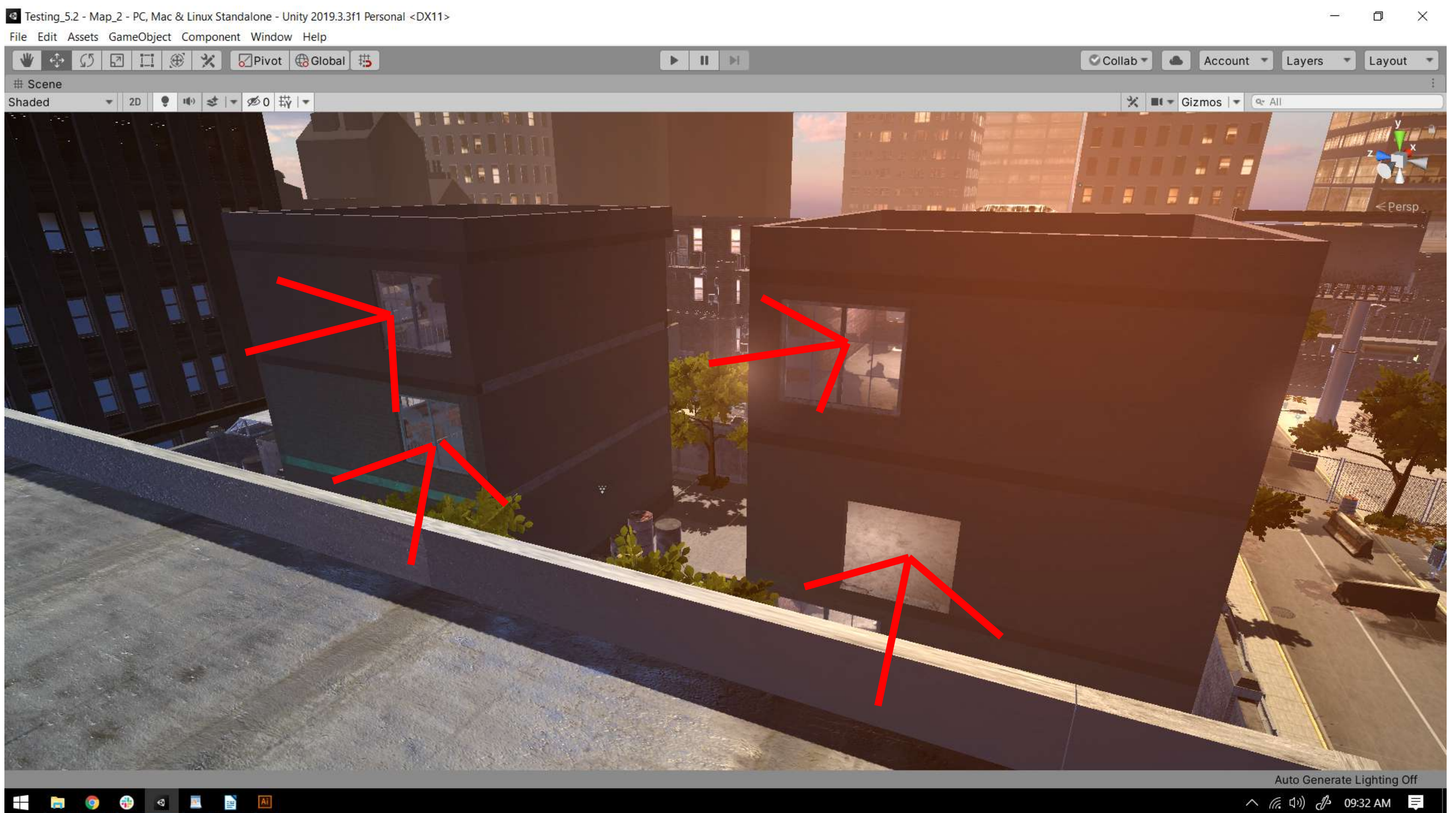
Have look at the picture below, It shows the arrows and section B,



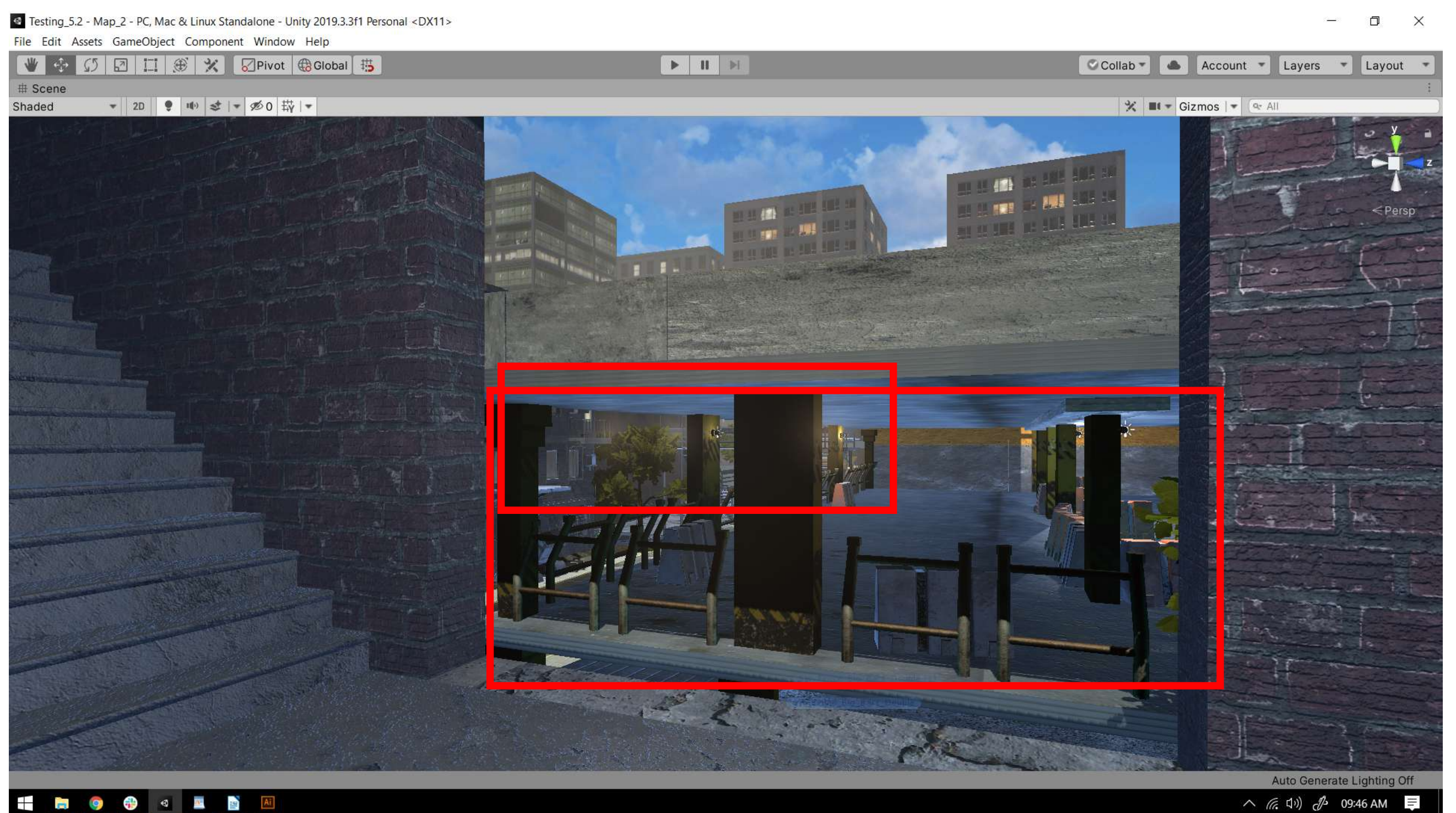
Have look at the picture below, If any user turn in side of wall to go in that means he is about to explore more hidden ways to attack and may be he is planning to achieve height for sniping.



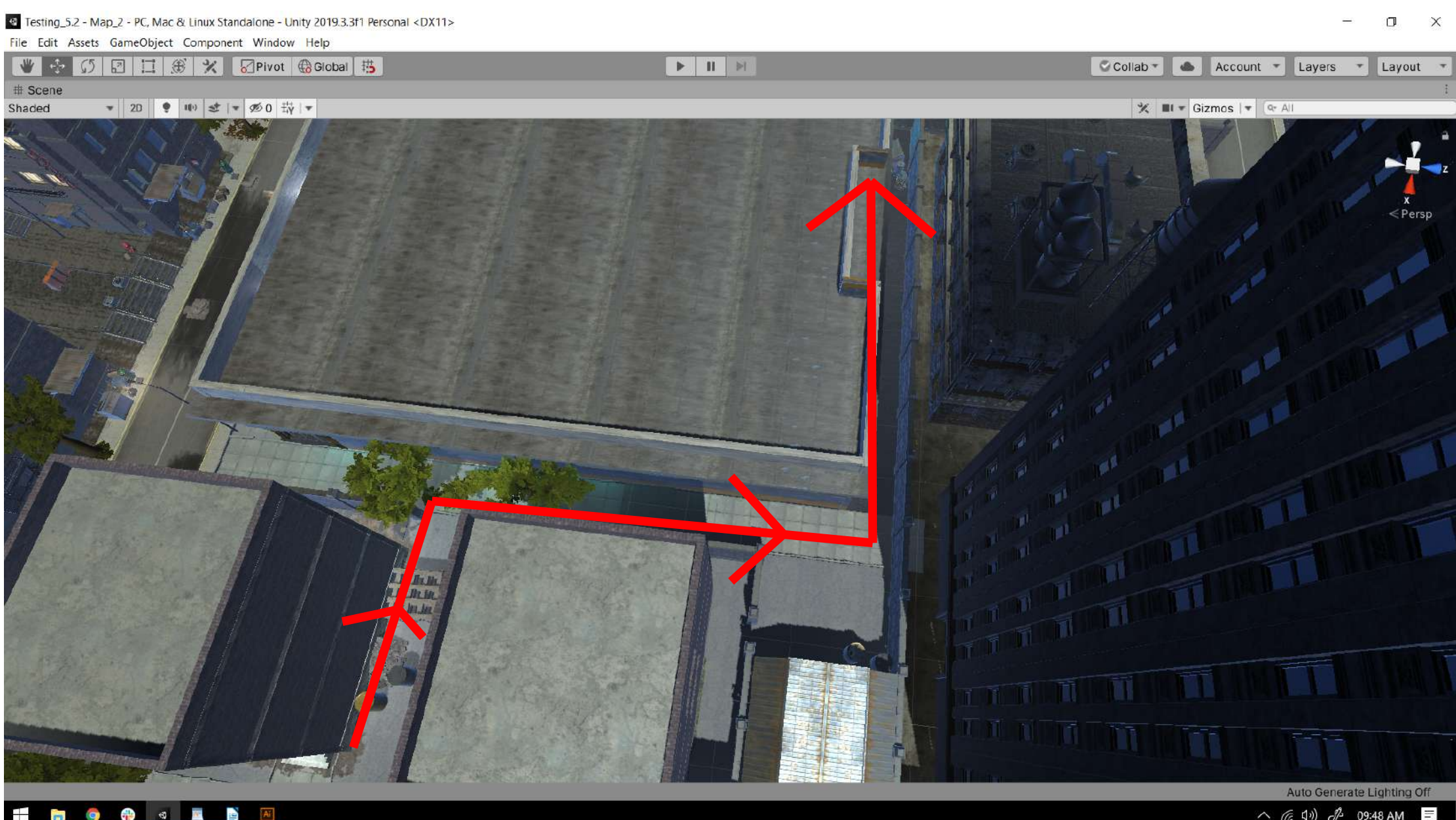
Once User will have access to the heights he will be able to plan sniping or throwables... Or may be keeping eye on main straight front road.



At the time when user achieve and advantage of height, same time there is a risk to hold that advantage. Have a look at the possibilities for enemy to come. That balances the sides.



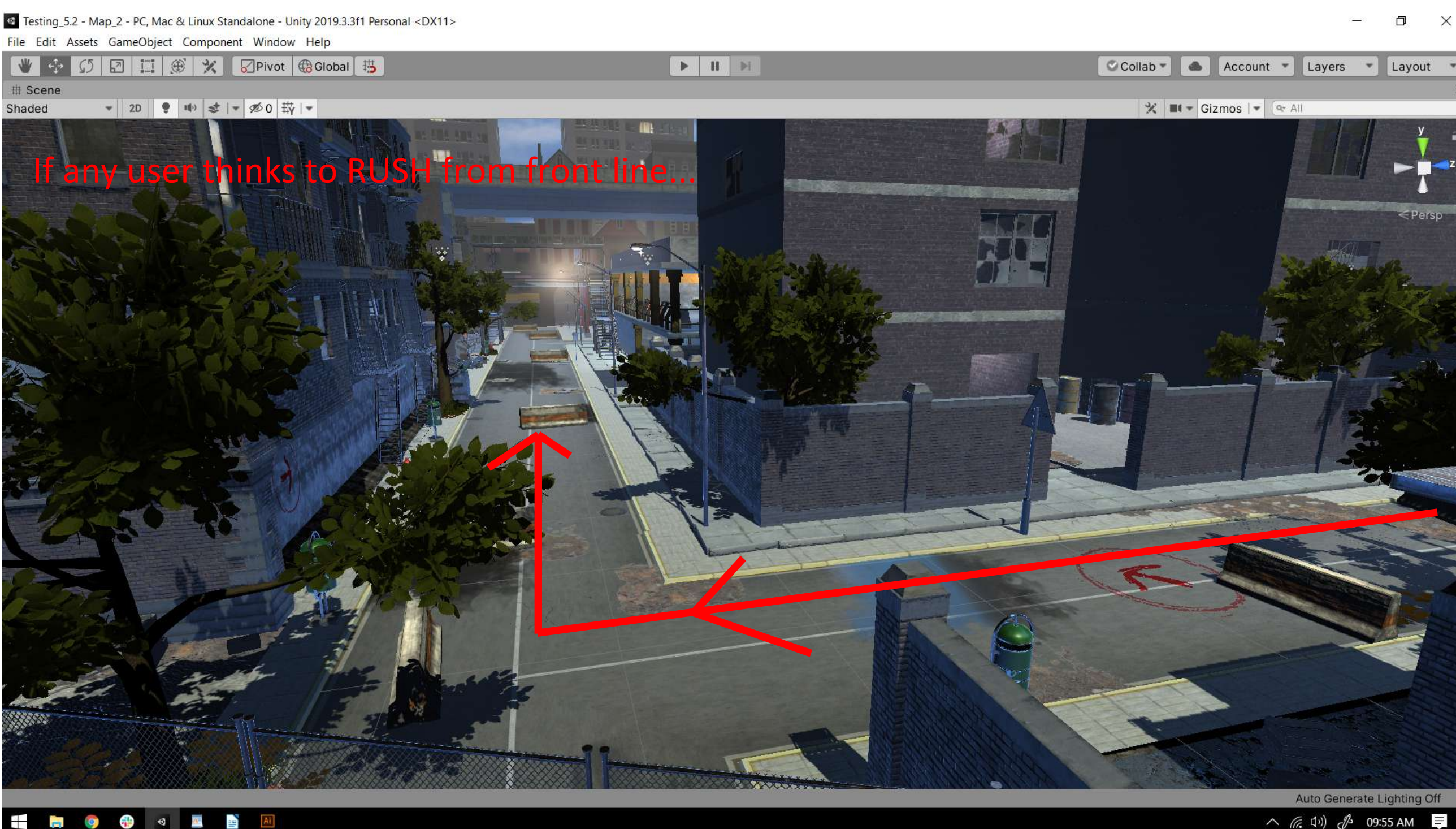
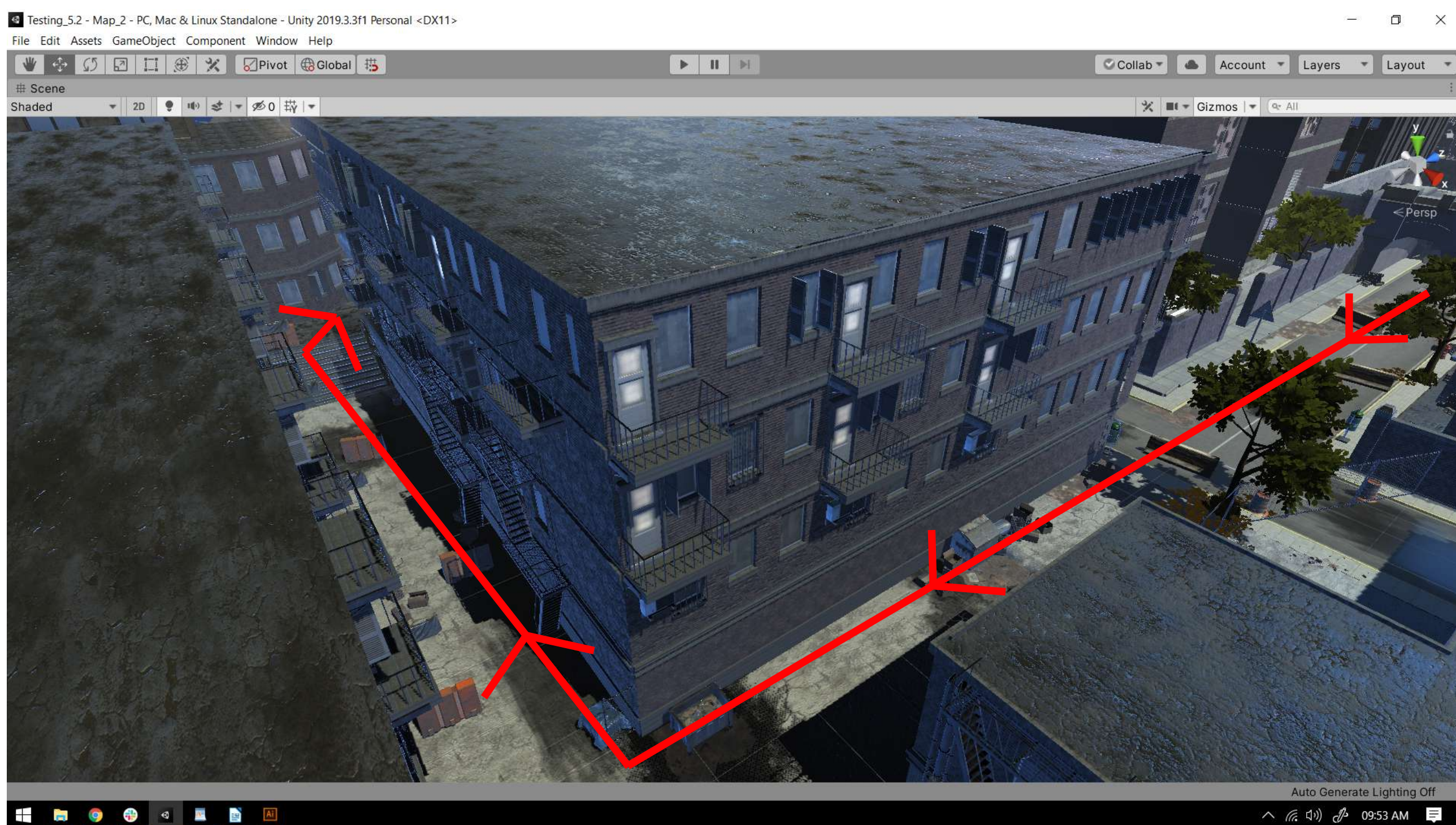
It's not done yet.. Here is the complete hidden way... If user can try hard to explore will have better reward. See, below for hidden way for team "B" to enter in parking lot.



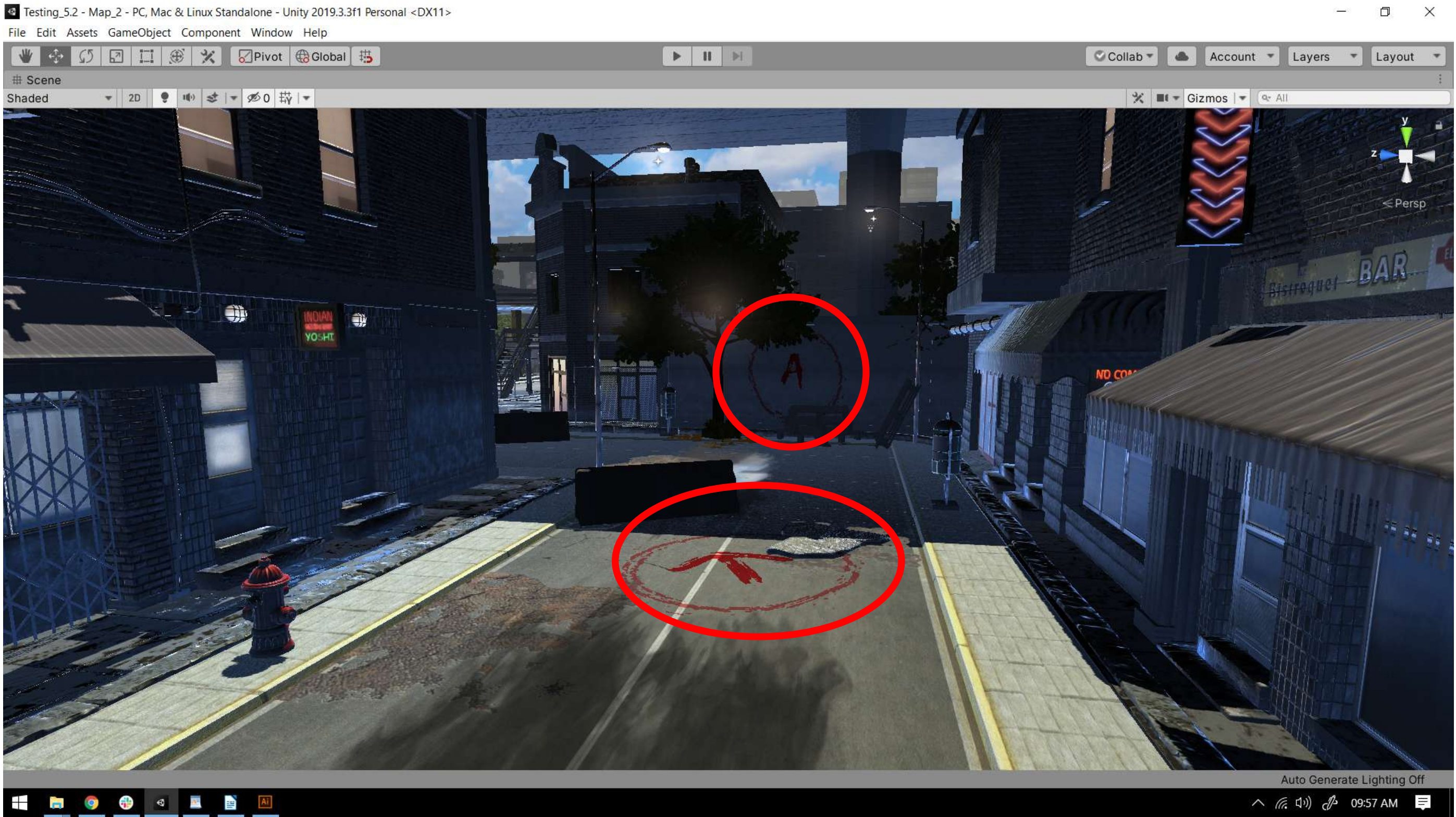
That hidden way gives access to whole parking lot. Ground floor, upper floor.



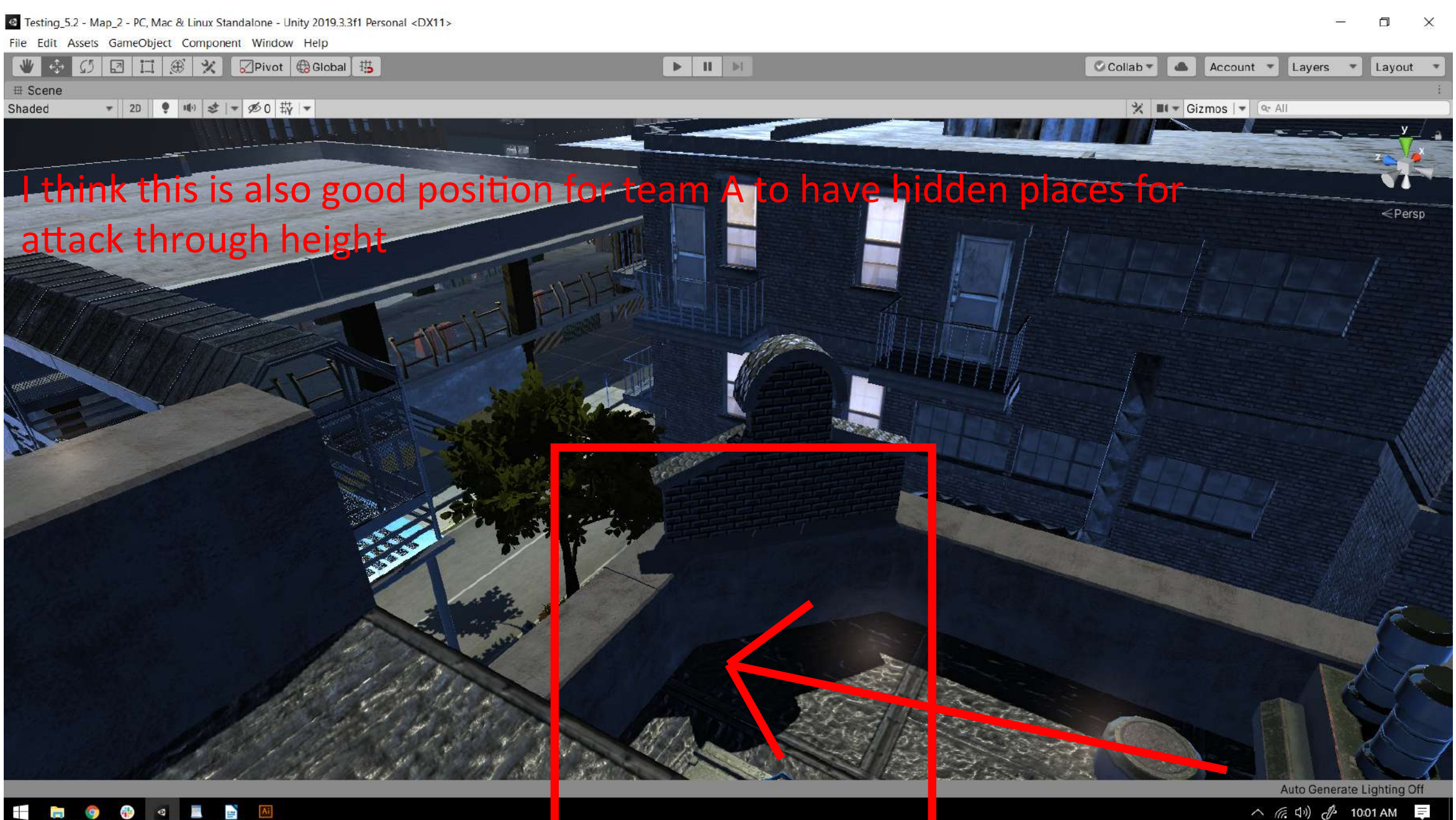
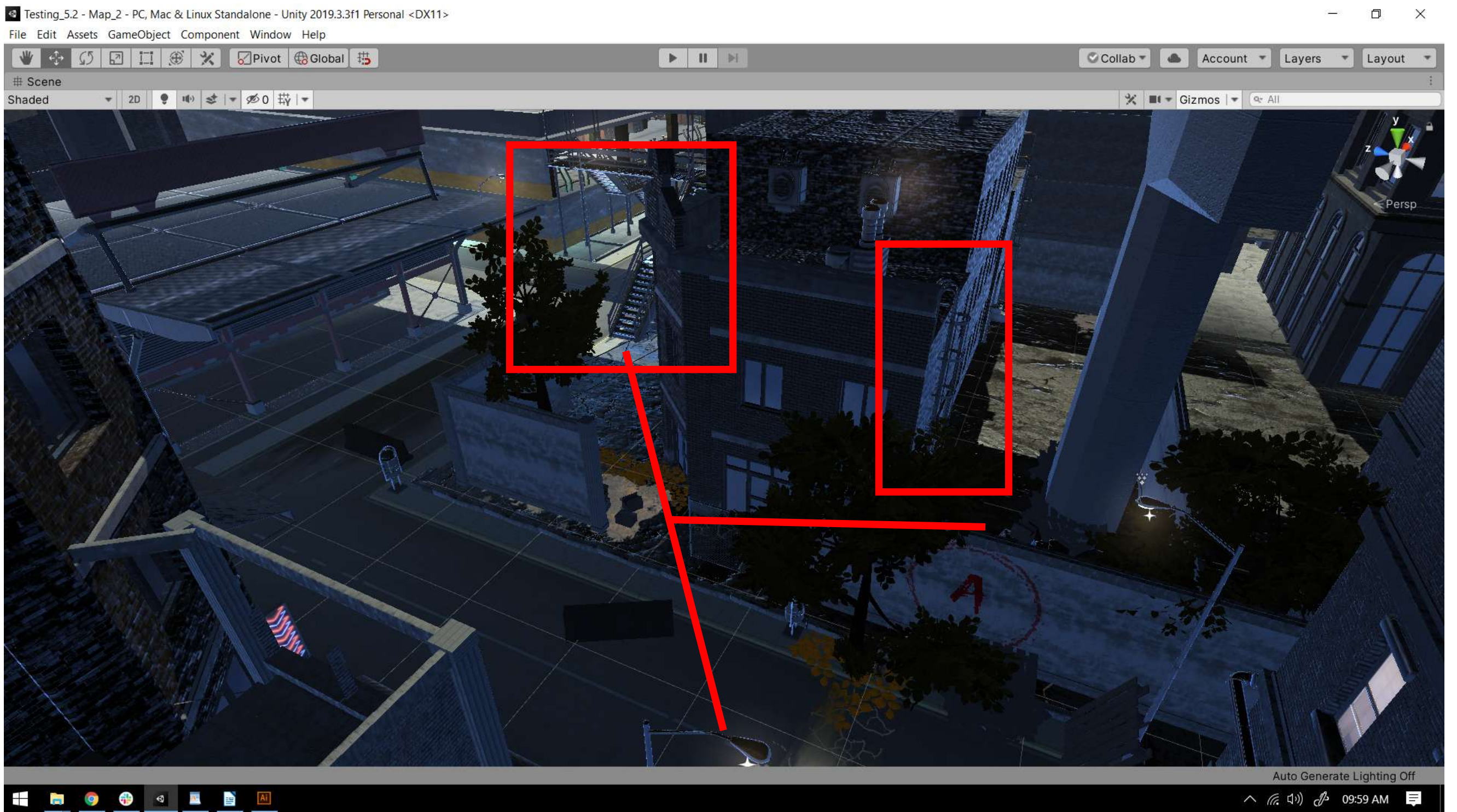
And still there is long way street which had blockers now, to cover and move forward as traditional way.



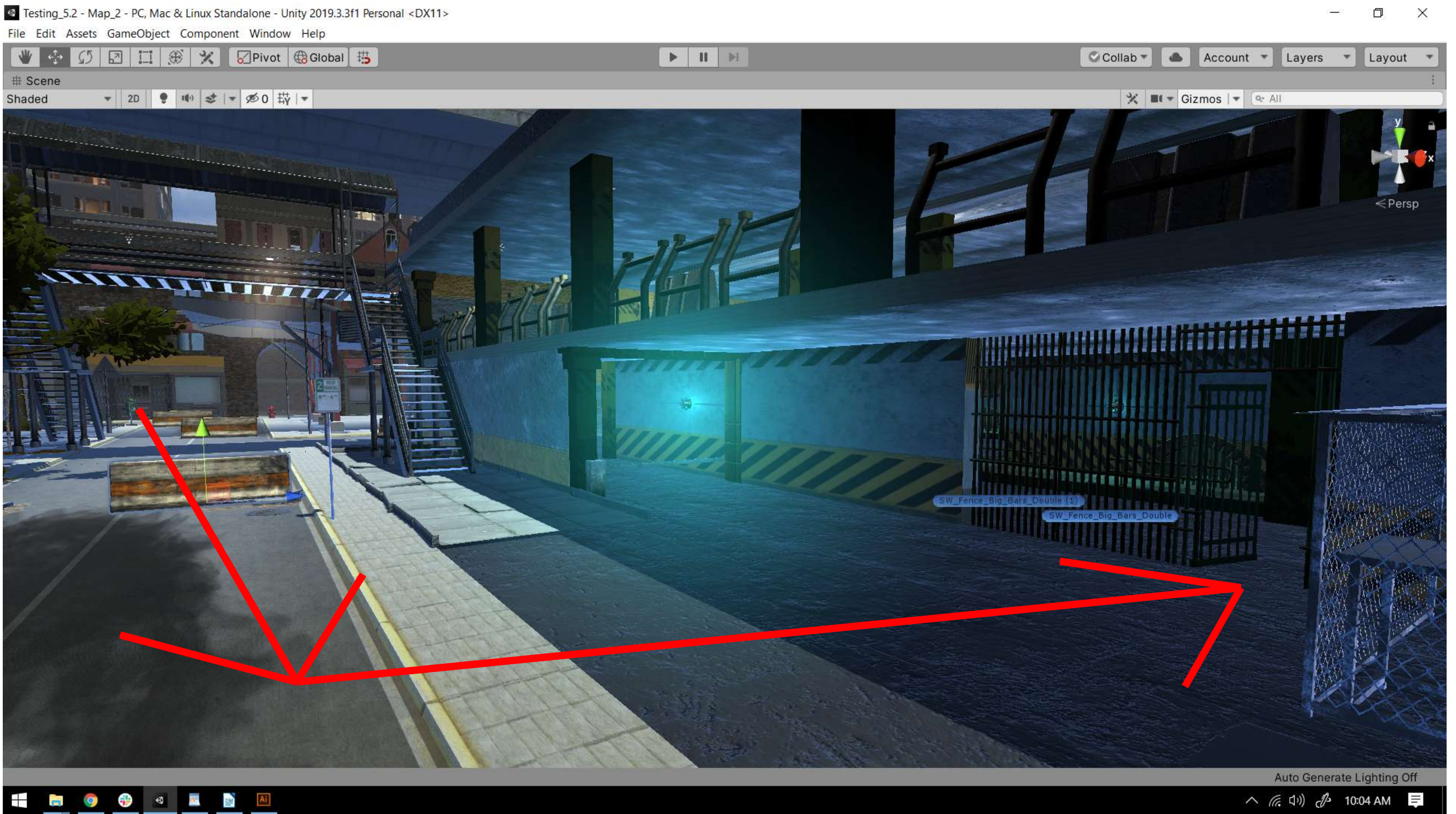
About the team A...Something similar to balance...



If you can see, places to achieve heights..







Entry for parking lot not so easy, not so hard..having back street infront of parking lot entry.



LETS SEE THE WHOLE MAP VIEW



-  Team A Path ways
-  Team B Path ways
-  Both team mashup area.
-  Height area