

Level Editing

Contributed by Administrator
Tuesday, 07 February 2006
Last Updated Monday, 13 February 2006

Introduction

I first started level editing after enjoying the Half Life experience on the PC and I taught myself the basics using the World Craft level editor. Since then I have created several levels for Half Life, Half Life 2, Unreal 2 and Unreal Tournament 2004. As part of the Interactive Systems and Video Games Design module during my final year at university I was expected to create a fully functioning and immersive Unreal 2 level using "UnrealEd 3.0" the Unreal Editor. The level I created "Facility Escape" is available on the internet to freely download and has been reviewed by several community sites. You can download it here: [pshuttleworthlevelfinal.un2 1.51MB](#) Or you can visit [Map Raider](#) for further details and download mirrors here: [MapRaider](#) [Facility Escape](#) You must escape from the small mammal and botanical facility by making your way through the facility to your ship. The Skaarj however, have other ideas!

This is my first serious map and contains a few surprises. I am sure it is worth a download if you are bored on a Sunday afternoon, and at only 1.5MB it won't take long. I have only included the one download link as it is unlikely to have serious downtime. Enjoy.

Level Spoiler The level is fairly intuitive, but I will describe the path you must take in order to survive and complete the level: The level starts in a corridor with alarms sounding and red warning lights pulsating. You must walk to the end of the corridor where the door will slide open. Walk through the doorway onto an elevated platform within a large room. Keep walking forward and you will trip an earthquake trigger. Shortly after this brief but violent earthquake, there is a curved staircase on the left of the walk way leading down to the floor. Go down this staircase and onto a big rock platform and you will see some benign creatures milling about. Ignore them and carry on down another set of stairs onto the floor of the room. Walk towards the computer in front of you and pick up the Assault Rifle and Shotgun. Get back onto the walk way and go through the door to your left. Kill the Skaarj monster with either your Dispersion Pistol or Shotgun, and exit the corridor through the far door. Kill the monster waiting for you on this new platform and pick up his weapon (Energy Rifle). Then activate the button on the lift in front of you, to travel down to the floor of the generator room where you will find a Flamethrower and health and shield energy packs. Kill the Heavy Skaarj monster using the Assault Rifle you picked up earlier. Walk towards the very large and obvious blue three-way doors to trigger them to open. There you will find two rocket turrets. Destroy these by using the secondary fire function of your Energy Rifle (will take two shots per turret). Make your way through the three way doors at the end of the small corridor into the command room.