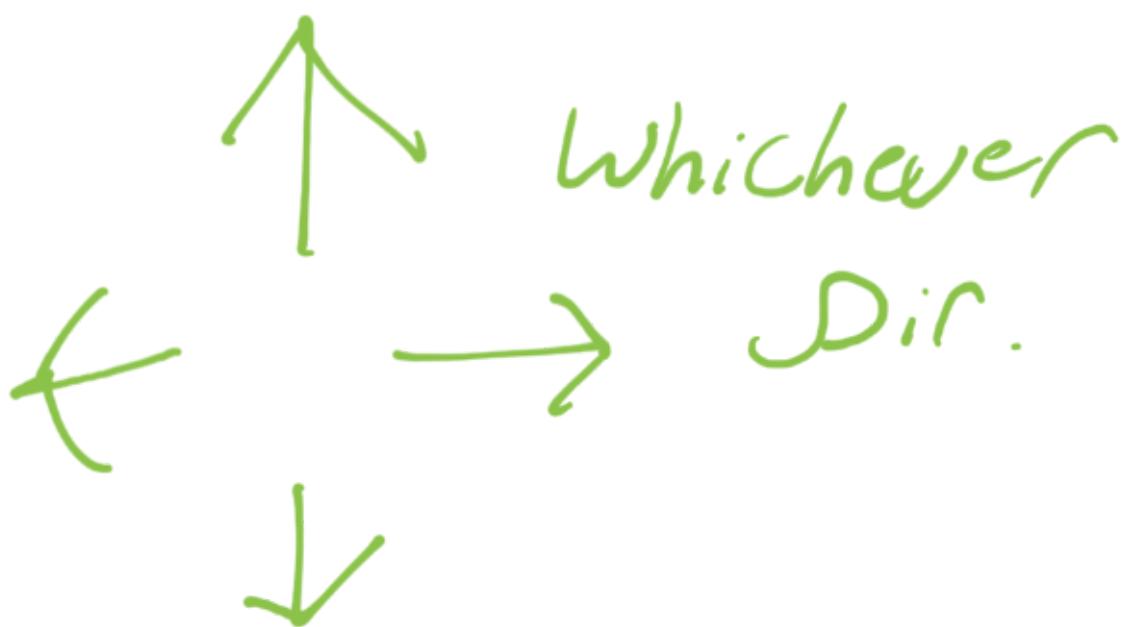


SIEGE 2019

Door: Not walk thru
Not shoot thru

Open: Move, occupied
Space now free



SIEEC: Location

having no player,
not entity inside
until open

Timer: opens

front, side, Siege

front door

Siege door

Side door

Breakable door

Technical Goal:

Wire to work
with concept

and fix exploit
don't cysT past
front,

no cysT in machine
side

Simple Design
for first

test map

have timer val
on door itself?

Test Map:



— | | — Hour

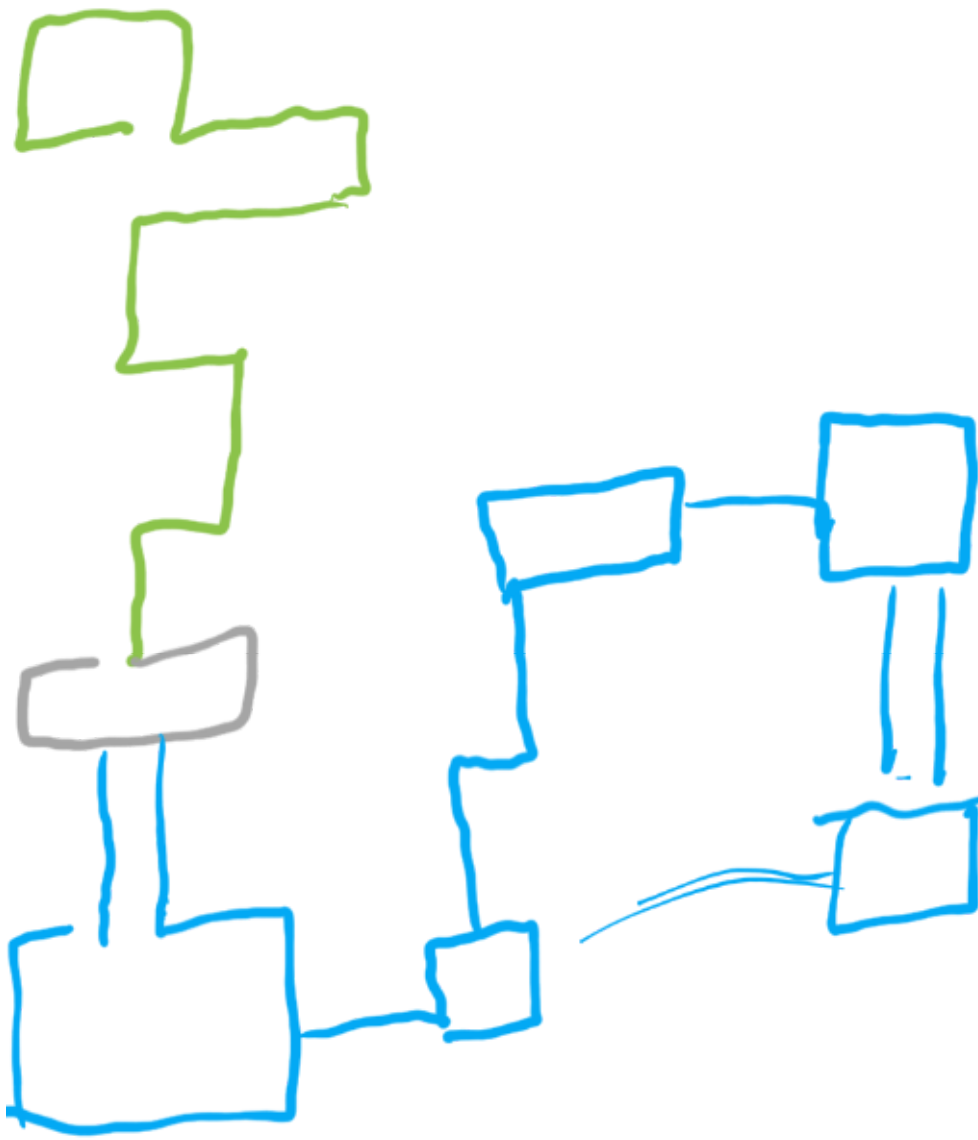
0 — P2

Simple fix can
be done by destroying
nearby cyst

Mapstags

Director

Exploit Fix



Dark Siege
Rough hand
Not Aligned

Last modified: Apr 30, 2018