

SIEGE 2019

Observations of
most recent director
Cam footage of
24 players, Salt,
Sand Castle
are archived.
To be determined.

If players
may alter
balance by
a list of

in game Voting
options, Input, output
from various
files. Loaded Every
matchchange.

Abstract Concept.

Servername:

SIEGE 2019 -

- Open Mic Night -

< n i .

Server Admins:

Managed by
Team - Tiers, Rotating
manager of users.
Handwritten Cmp
Written by Request

Maps:

Close Communion
With technical Requirement
Handwritten per
request
AS unique as

Required.
objects of any
Specification.

Doors



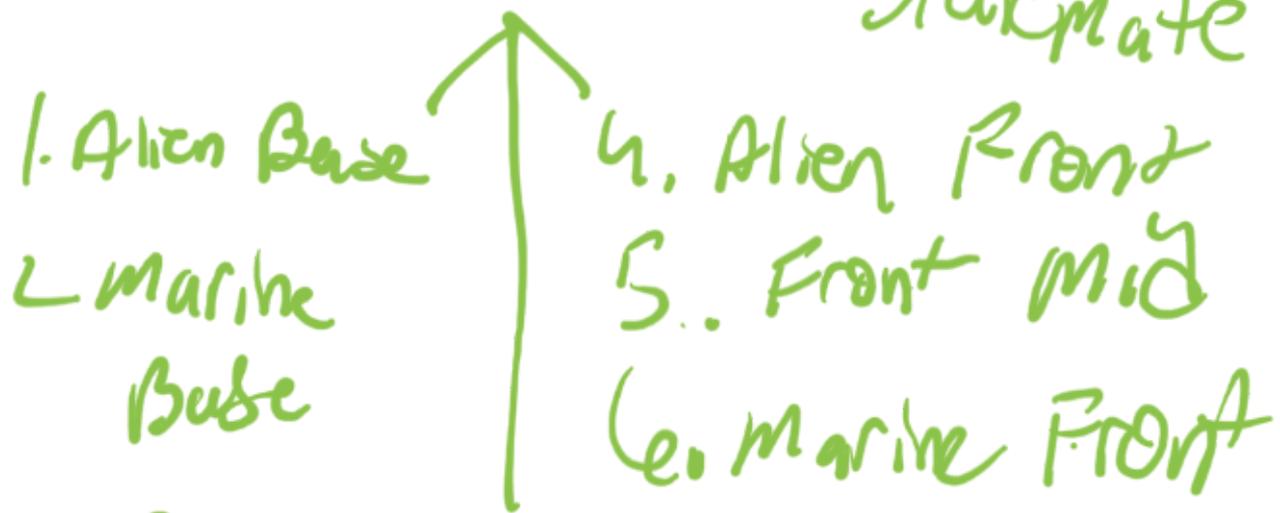
Front,
STEEL,
SLIDE,
Breakable



Trigger?



C
Shape
Half ci.



Beemers Edge
Roughhand Layout

Basis: on AVG
Every UPG Avail.

NSI Strat for
Marine & UG Front

...matters, Mottly dump
hive Bush

My WS2 Med:
Breakable door
between room.
Perhaps a bit
excessive more
than Siege.

Examine - 00.5





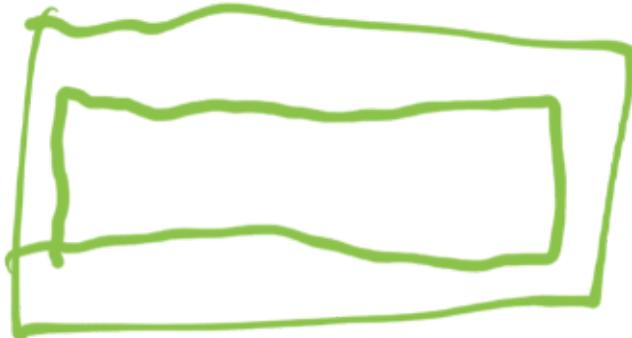
Built for definition
of SIEBE

I'm afraid I'm
not versed in

NS2 New minimal
build.

Outer: Layer 1

Inner: Layer 2



Height Differentiation
and pathing do
not communicate
well. Same for
Comm view.

Anyway, AS for
payload concept.

A map with
one for both teams?

Res? Bases? cups?
Rewrite

1. Include: P1 - ABBR ✓

• payload - arc

• payload - Aliensomething
" " " " " " #

• PL_Waypoint -

- ATTR, Last #

Reached by PL - == game
end

PL is more flexible
design or no?

Hives

Marine



Badwater from
TF2 Frechard
Layout Conflicts

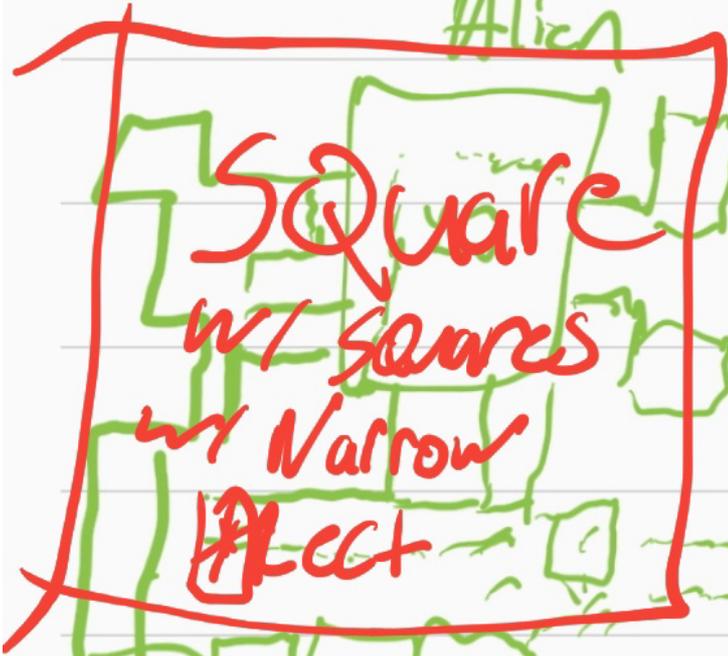
I'm intrigued
by Shaped.

That is all.

Hives

Marine

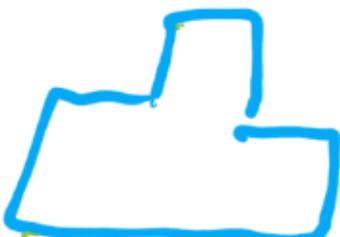
Alien

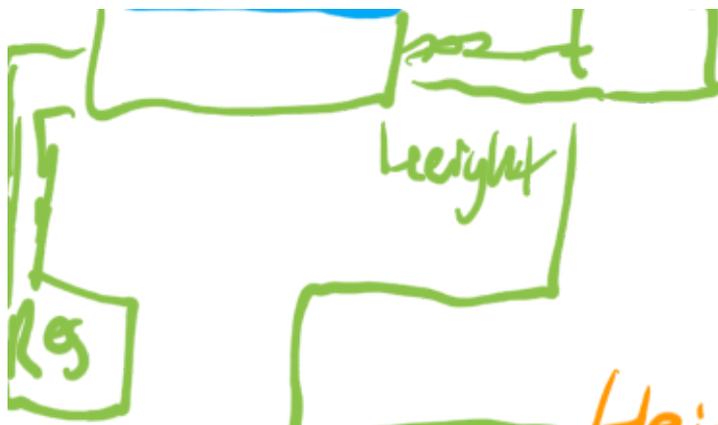


Height Difference

Dome SIEGE 2

Modified Incomplete

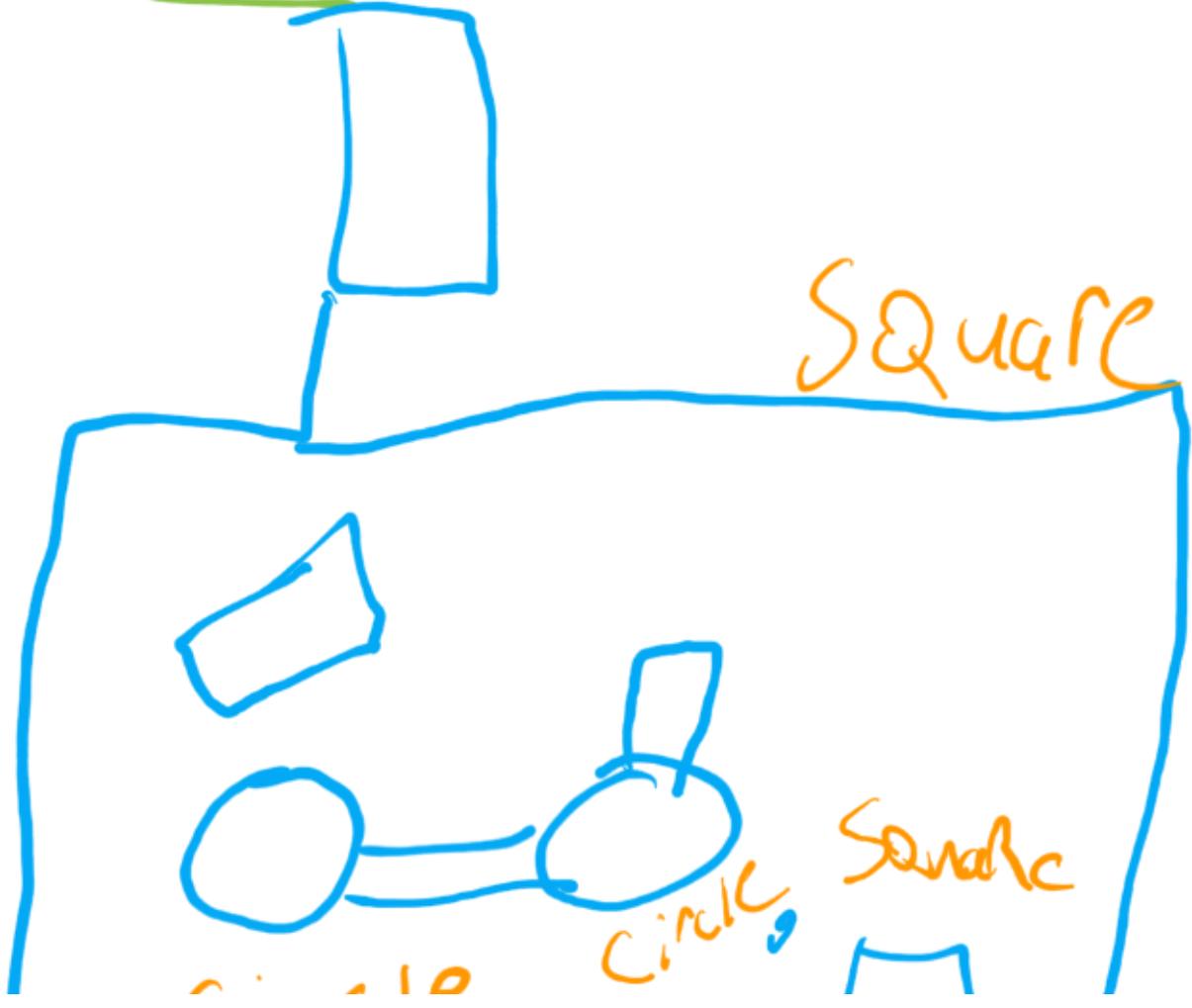




COMPOD
UPWARD



Square



Circle
Circle
Square

Circle



Syllabus:

Month of May

Mon: 1-3, + 80 min or more
Wed: printing

Likely off

Limit for me,

Perfect for my

Director.

TUES: possible
THURS: Writing
Days

FRID: one of
SAT: these an
SUN: update day

Proposal: Time
based game rule.
Score Computer

time. Eastern.
Daytime Rules
Nighttime Rules

European Attraction

Or any variant
gameplay for
all timezones



epic - Siege



Rough Layout

Not 100%
accurate map
for epics. Good enough.

Last modified: Apr 30, 2018