

NOTE: Additional changes may take place in further versions of the level/project. As of this current version, there may also be issues with certain meshes and collisions, this will likely be resolved in the next update as additional meshes for lights will likely be added at that time and any remaining issues will be addressed then as well.

`r.Streaming.PoolSize 0` can be used if meshes are not displaying properly.

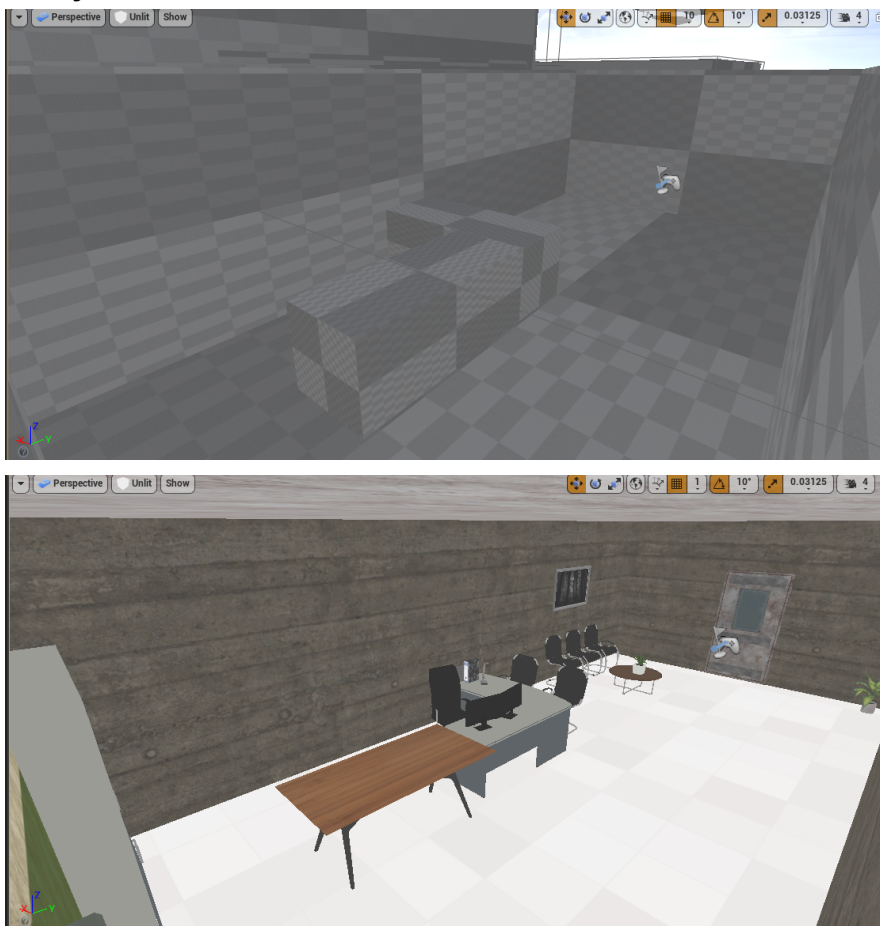
Goal

When replacing most of the BSP brushes, I attempted to retain most of the original layout and vision for the level, I believe that this was achieved.

However, because the meshes were from the Unreal Marketplace and not created to fully work with simply dropping them into a level, the level itself has lost some of it's previous refinement. The level does look much better and more interesting than before, but certain meshes/textures were not able to be found easily and ones that would have fit the original theme more required the need to be purchased.

The level does still fit the original theme I had of a secret bunker/factory which also housed some kind of rocket, but certain meshes like the rocket were not able to be found, therefore it looks more like a silo of some sort, but it does not look too out of place in the entire level.

Lobby



Additional items added in order to make the lobby feel more like a lobby.

Security Room



Removed the table/desk object that was to go on top of the platform, this area felt too small and I was not able to find any meshes that I felt accurately represented the computer/desk I wanted to go there.

Tunnel



The tunnel had 2 blocks added to the left and right side of the stairs in order to prevent the player from being able to look outside of the map due to the cylinder shape of the tunnel.

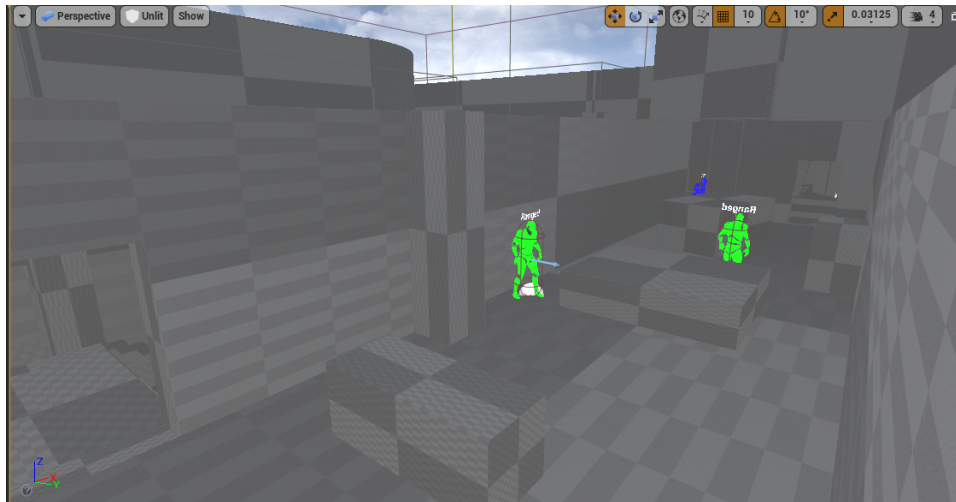
Stairs



Tunnel doorway was raised, in the future I may revisit this area as I think it might be interesting to have the tunnel and Storage Room wall be flush with each other, as well as having the tunnel not having a doorway but simply leading to the Storage Room.

The window near the north wall was adjusted slightly to better account for the ceiling being in place.

Hallway



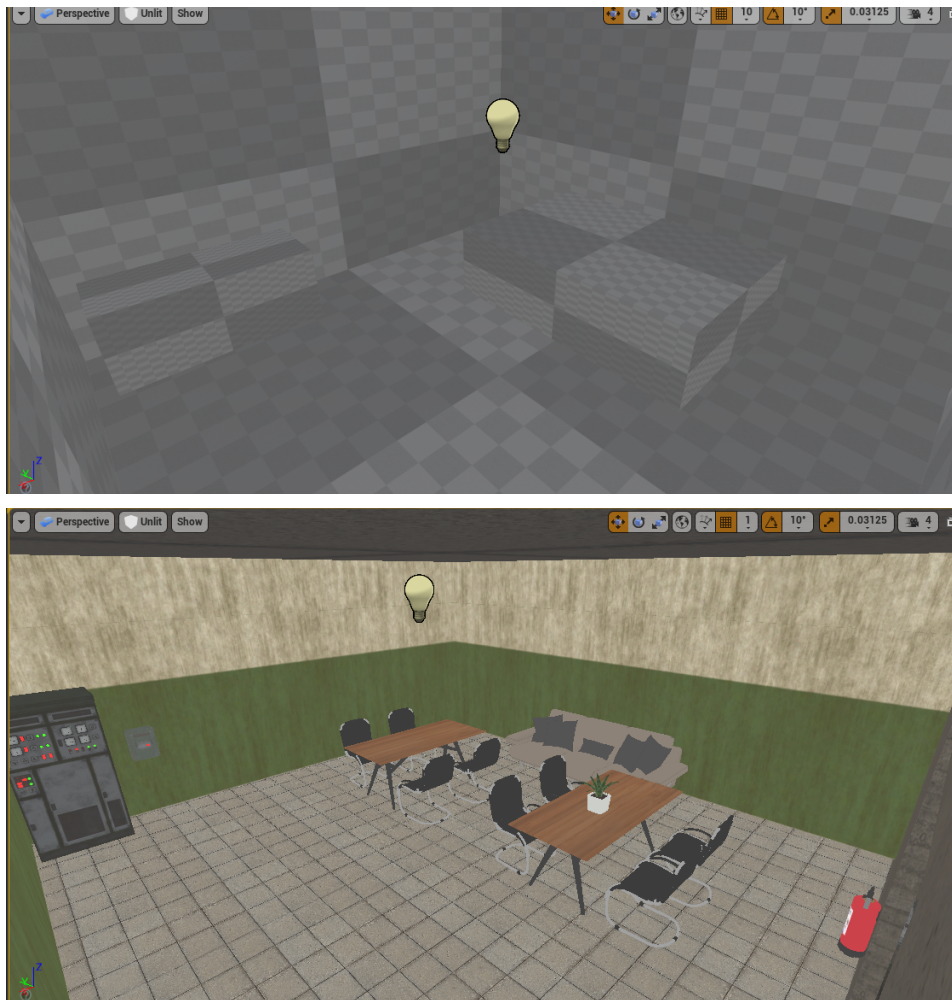
Ranged enemies were removed upon suggestion in order to help the player better learn the Sniper enemy. This area may be tweaked in the future to better fit the gameplay since the player now only has to worry about the Sniper enemy.

Rocket Room



Due to some kind of terminal/computer table mesh not being found, I changed the layout of this room slightly. With the theme in mind it didn't make sense to have a table/computer in front of the window, so it was replaced by two water tanks that potentially hold some sort of liquid needed for the development of the rocket-like object.

Rocket Room - Maintenance Room



The “Maintenance” Room was a placeholder name and is still the name for now, but this room feels more like a break/staff room now. The key interactable object is still in the room and other objects were placed in this room in order to make it feel like some kind of break/staff room.