

Left n Right Twix Factory

But there's also aliens

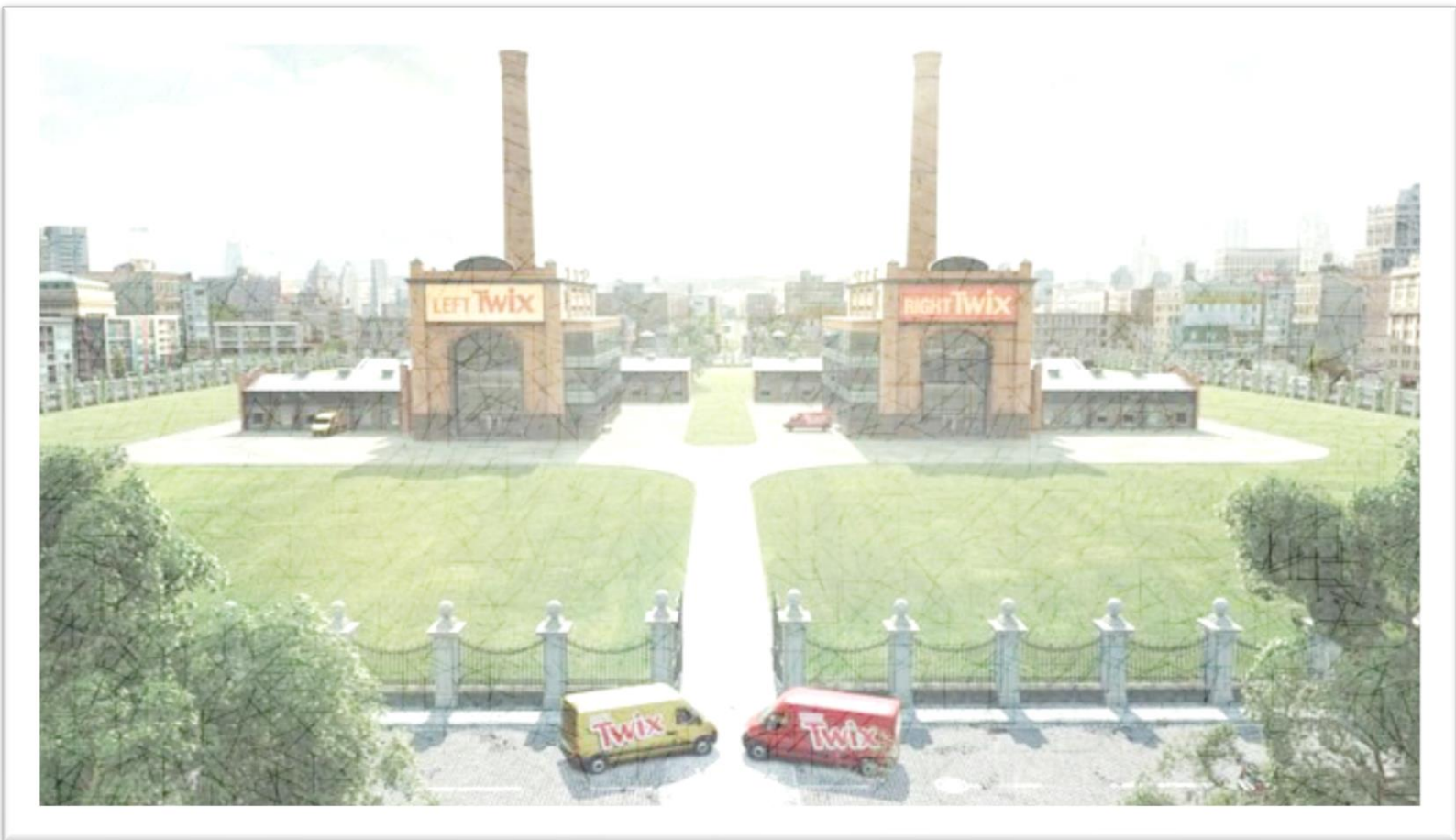


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Story

Environment

1900-1910's Classy Steampunk Industrialization

Setting

Two factories sharing the same lot, symmetrical in every way but the window dressing. The factory on the left is for making chocolate and caramel coated cookies. The factory on the right also makes chocolate and caramel coated cookies. The difference is literally in the fine print, with the change of synonyms.

The one cookie from each factory is then, somehow, put in the same wrapper and sold in stores. How and why this happens is currently unknown.

Nonetheless, this is how business was for a while. But something happened. These strange combination cookies started to gain traction. Soon, just about everyone on earth knew about these cookies, including those not earth. It wasn't long before aliens from the planet TW-1X came knocking the factories doors, demanding that they give them the recipe to their cookies. However, CEOs weren't going to let any intergalactic competition happened, but they're sure as heck not going to team up. If anything, this was the perfect time to take down competition, and take their recipe for their cookies. A war now rages between both companies and the aliens, too see who will claim ownership of the others cookie recipes.

Characters

We have the left Twix and right Twix. Their CEO's, Shamus and Earl, with their irrational hatred of each other but noble stature, lead their companies in competition with each other. Today though, it's not a business competition, it's warfare competition. (cuz I'm making a capture the flag map)

'Corse when the matins are equally steam punky and ludicrous. Think, the War of the World's tripod. (Those would likely be added as background dressing and an excuse for broken walls and sci-fi weapons)

Features

Maybe one factory has a device that stirs the caramel to keep it viscosity consistently smooth. The other might have a device that blends the flavor of the caramel to a silk smoothness. They both look ridiculously large for a stirring device but one of them is more ridiculous.

And sure, there's a string of hot air balloons caring the briskets over flame valves in both buildings when an oven is more logical. But their purpose is different.

(But since I can't add assets or codes, I don't think I can make moving devices like these, so a stationary wheels and convey belt will do.)

I swear, these cookies are totally different.

Themes

Victorian Romantic Science Fiction. Symmetry. ?

Reference

Coincidentally, the stuff from the Twix commercials is well documented.

http://www.banzai-pipeline.com/gallery/twix_factory_tour/index.html

http://www.banzai-pipeline.com/gallery/twix_ideologies/index.html

<https://www.jaguarlee.com/new-page>

Environment

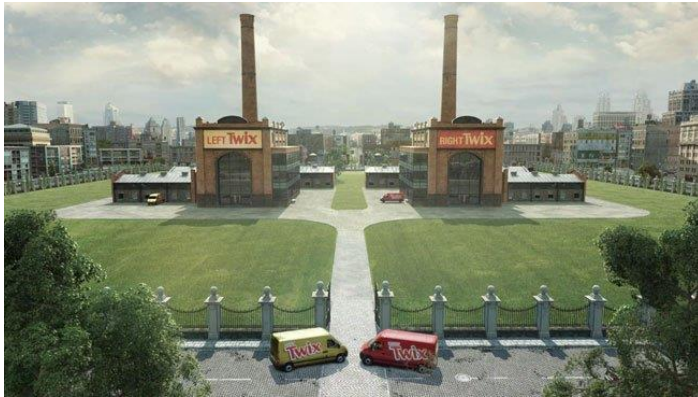


Figure 1 Overhead view of Twix Factories



FIGURE 2 DIGITAL MODEL OF OLD FACTORY



FIGURE 3 A REASONABLE LOOKING FACTORY FLOOR



FIGURE 4 OVERCOMPLICATED BALLOON CONVEYOR BELT BAKING SYSTEM



FIGURE 5 A LUDICROUS CARAMEL WATERMILL CONTRAPTION. A CARA-MILL?

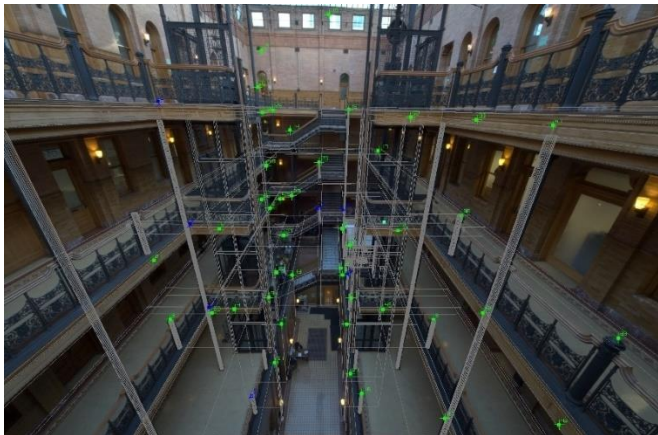


FIGURE 6 DIGITAL VERSION OF THE ABOVE SCENE, MINUS THE CARA-MILL



FIGURE 7 BREAK ROOM



Figure 8 The CEO office



FIGURE 9 WOW, A COINCIDENTAL VIEW



Figure 10 Team Fortress 2's 2Fort_Invasion. (It's two color coded building owned by two waring brothers, symmetrical in every way but the dressing, and is an alien invasion themed reskin. It's perfect inspiration)

Character



FIGURE 12 MODERN WORKER

FIGURE 11 DAPPER LOOKING FOUNDERS, SHAMUS AND EARL TWIX



Features

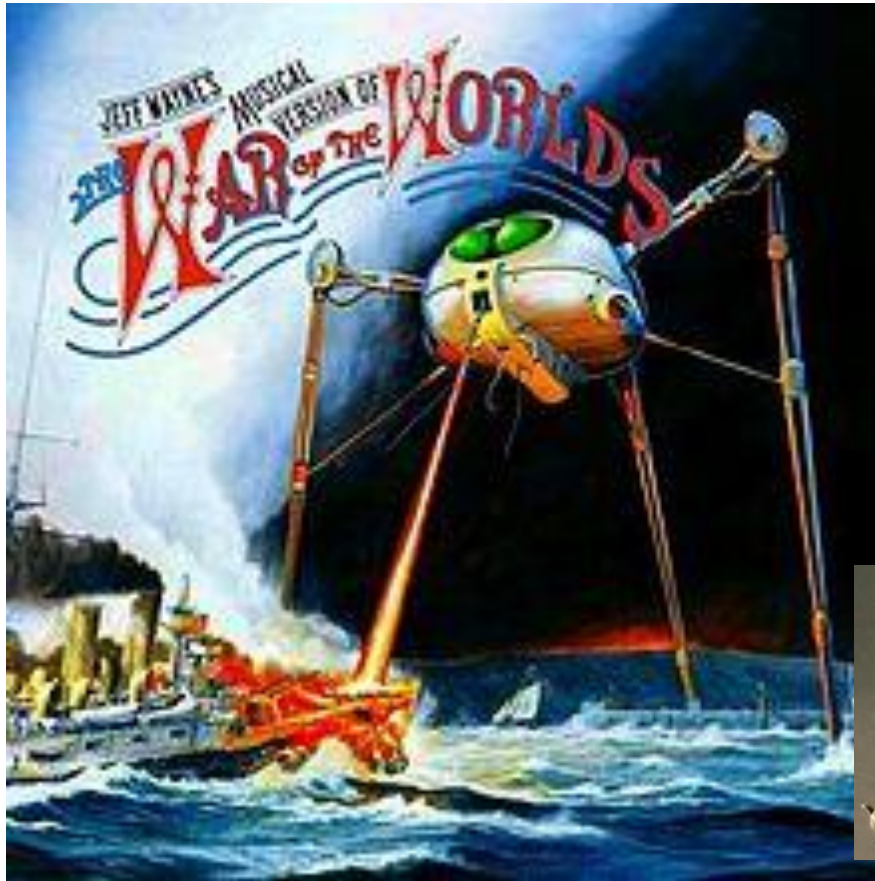


FIGURE 13 WAR OF THE WORLD ALIEN TRIPODS AND R.A.L.P.H. FROM SPY KIDS (FOCUS TESTING MADE THAT CONNECTION)

Requirements

From the Twix References

- Two Factories – Completely Symmetrical, one red (for the red team) , one yellow (for the blue team)
- The Cara-mill – A five spooks wheel with glass cups on each that scoops the caramel underneath
- The caramel troth – A river of water recolored to tan and increased viscosity
- Balloon Conveyer belt – A row of baking pans attached to balloons, hover over open blowtorches
- Scaffolding – Overhead platform bridge for observing factory floor
- Breakroom – A room secluded from work (and fight) area to recharge
- CEO Office – A room with a window to spy on the other factory's office
- The delivery vans – Two vans cramming their way into the gate, can't take turns.

From War of the World References

- Tripod body – A huge ovular sphere with “green eyes”
- Tripod legs – Long cylinders with one bend part and cone “feet”
- Tripod claws – Same as legs but with crescent shapes replacing the cone
- Tripod interior – Alien looking rooms
- Notable damage – The tripods need to wreck some damage.

For Gameplay

- Spawn points – Two areas for three players for each team to respawn after death. Need to be far from each other and relatively close and visible to their representative flag.
- Flags – The goal that each team need to steal from each other. Needs multiple clear paths to reach.
- Area of Engagement – Place for where players can freely fight, low / medium aggregation
- Chokepoints – Areas where players must fight each other to path, for high aggregation
- Enforcer – A reliable but under welling pistol, grab two to dual wield. One/two spawn locations per team. Place near low aggregation areas.
- Shock Rifle – A medium damaging weapon. One spawn location per team in each base.
- Rocket Launcher – A powerful weapon. Only one spawn location, put it in high aggregation area
- Health packs – Heal 5 / 25 health. Placed off the main path.
- Keg o heal – Heal 100 health. Placed in a distant low aggregation area for inconvenience.
- Ammo – Used to restock weapons. Places them near low aggregation areas.
- Shields – Replenish 25 shields. Place in a neat place as a reward.

Diagrams

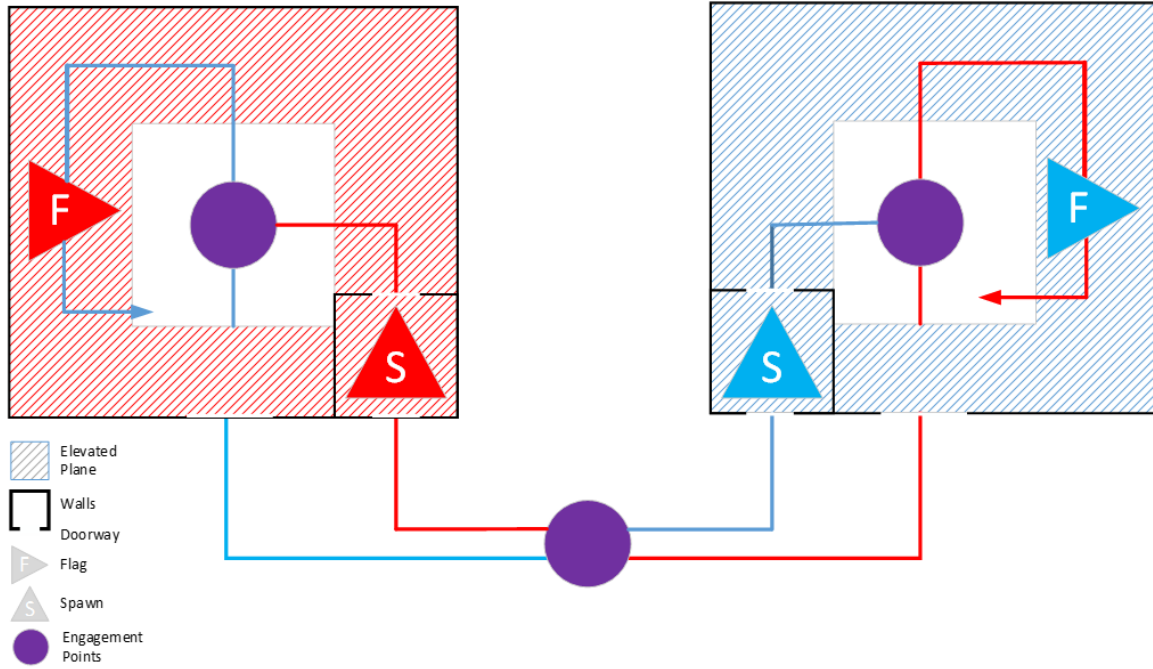
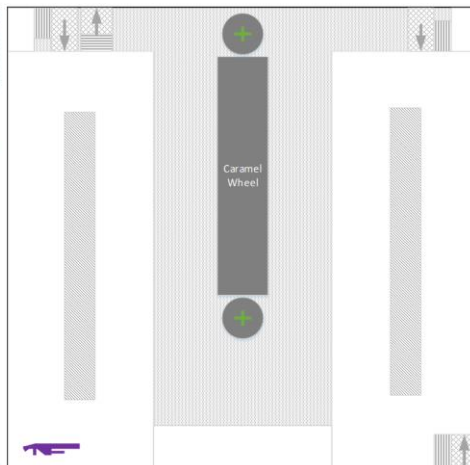
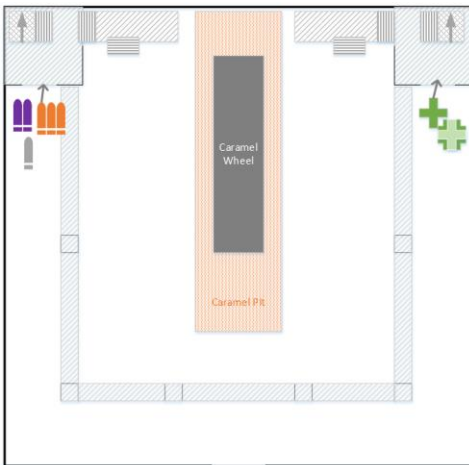


FIGURE 14 FIRST DRAFT OF FLOOR PLAN

FIGURE 15 FACTORY FIRST FLOOR

FIGURE 16 FACTORY SECOND FLOOR

FIGURE 17 FACTORY THIRD FLOOR



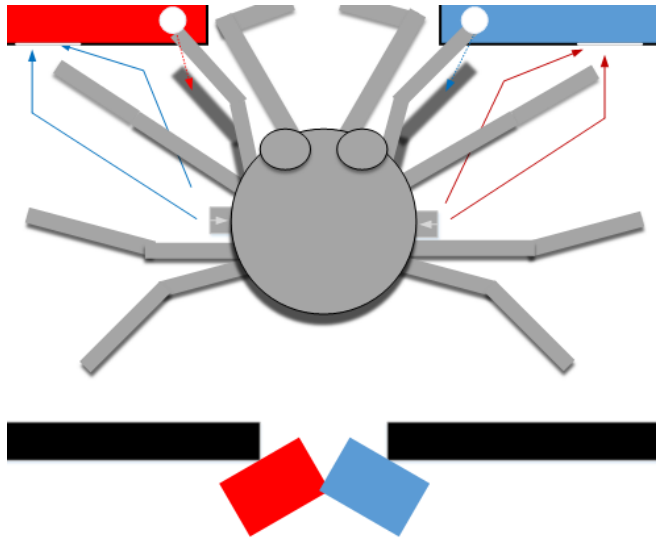
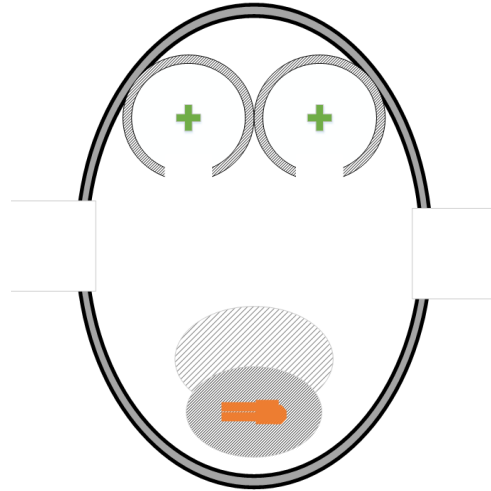


FIGURE 18 OUTDOOR FLOOR PLAN

FIGURE 19 TRIPOD INTERIOR FLOOR PLAN



Metric

- 100uu = 1 m approx.
- Player Height – 1.9m
- Jumping
 - Height – 1-1.5m ideal, 2m challenge, 3m clearly not reachable
 - Distance – 4m, 6m running
 - Fall Damage – 5m min damage, approx. 5 damage per 1m after
- Pickups, Flags, etc... -1m
- Player Ideals
 - Doors – 2m wide x 3m height
 - Corridor – 4m wide x 4m height
 - Steps – 30cm dept x 15cm height
 - Story – 5 m

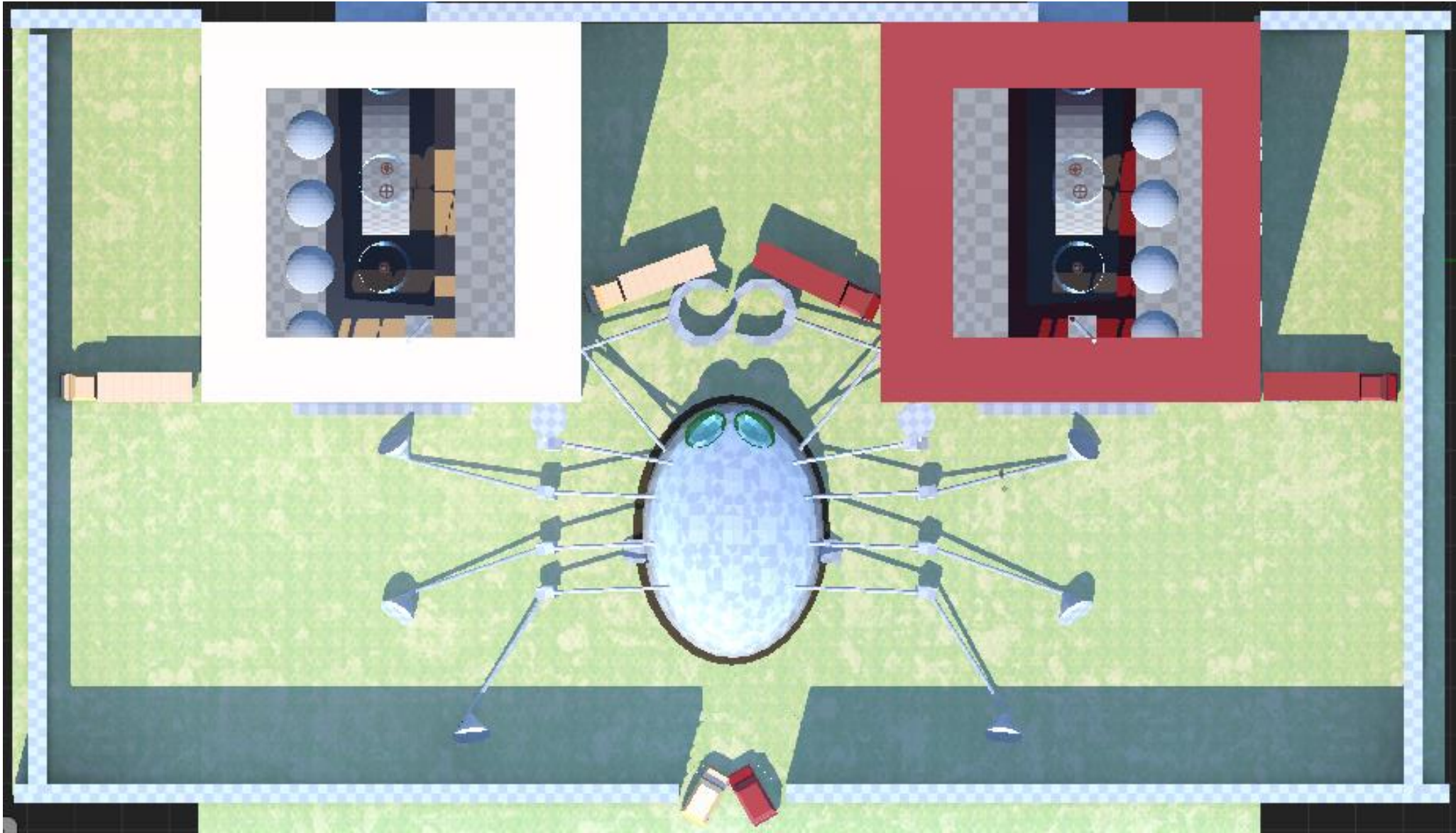


FIGURE 20 OVERHEAD VIEW OF MAP

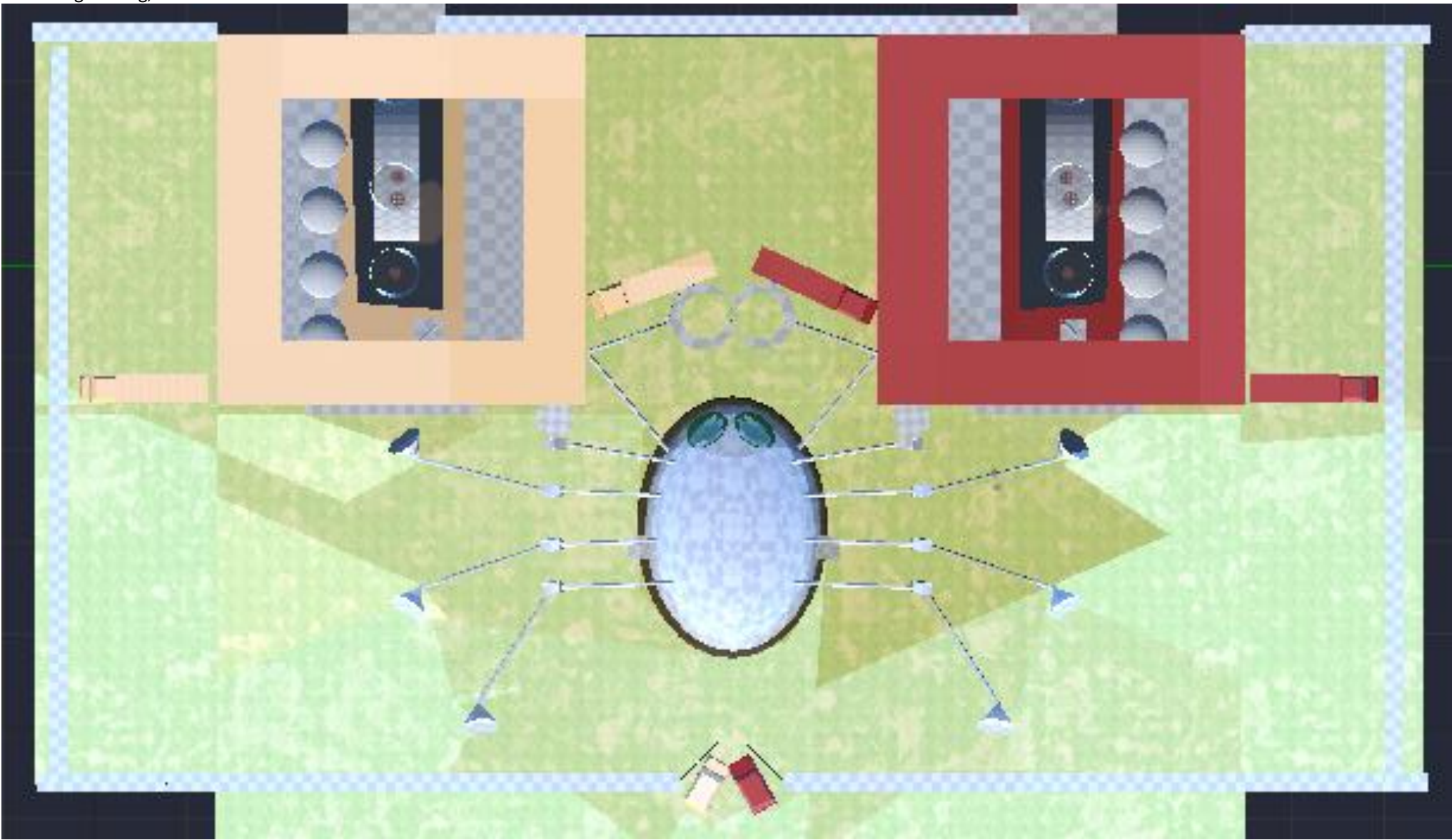


FIGURE 21 OVERHEAD VIEW OF MAP, NO SHADOWS

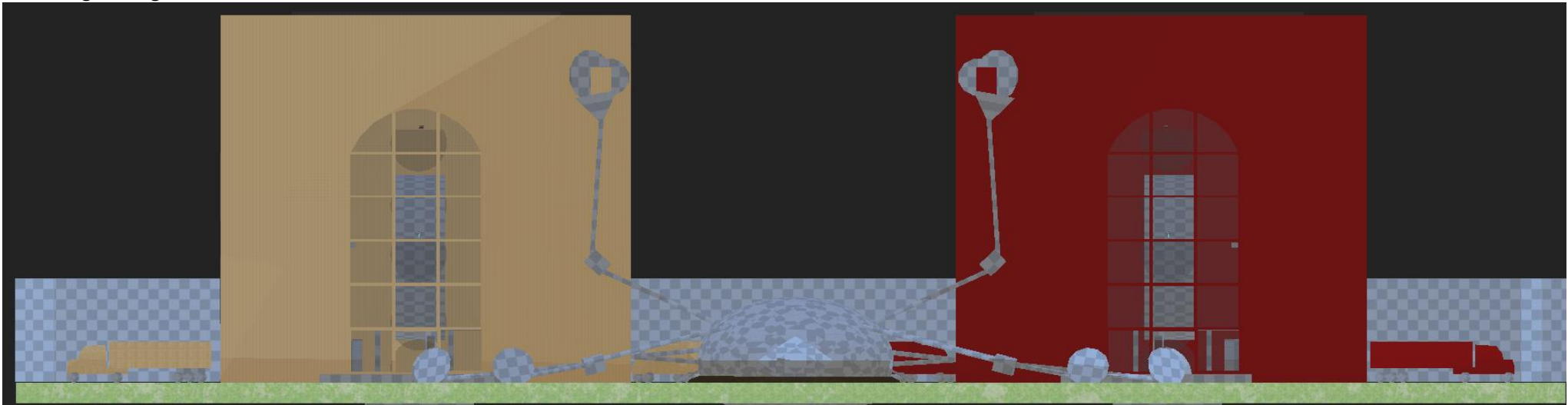


FIGURE 22 FRONT OVERVIEW OF MAP, NO LIGHTING

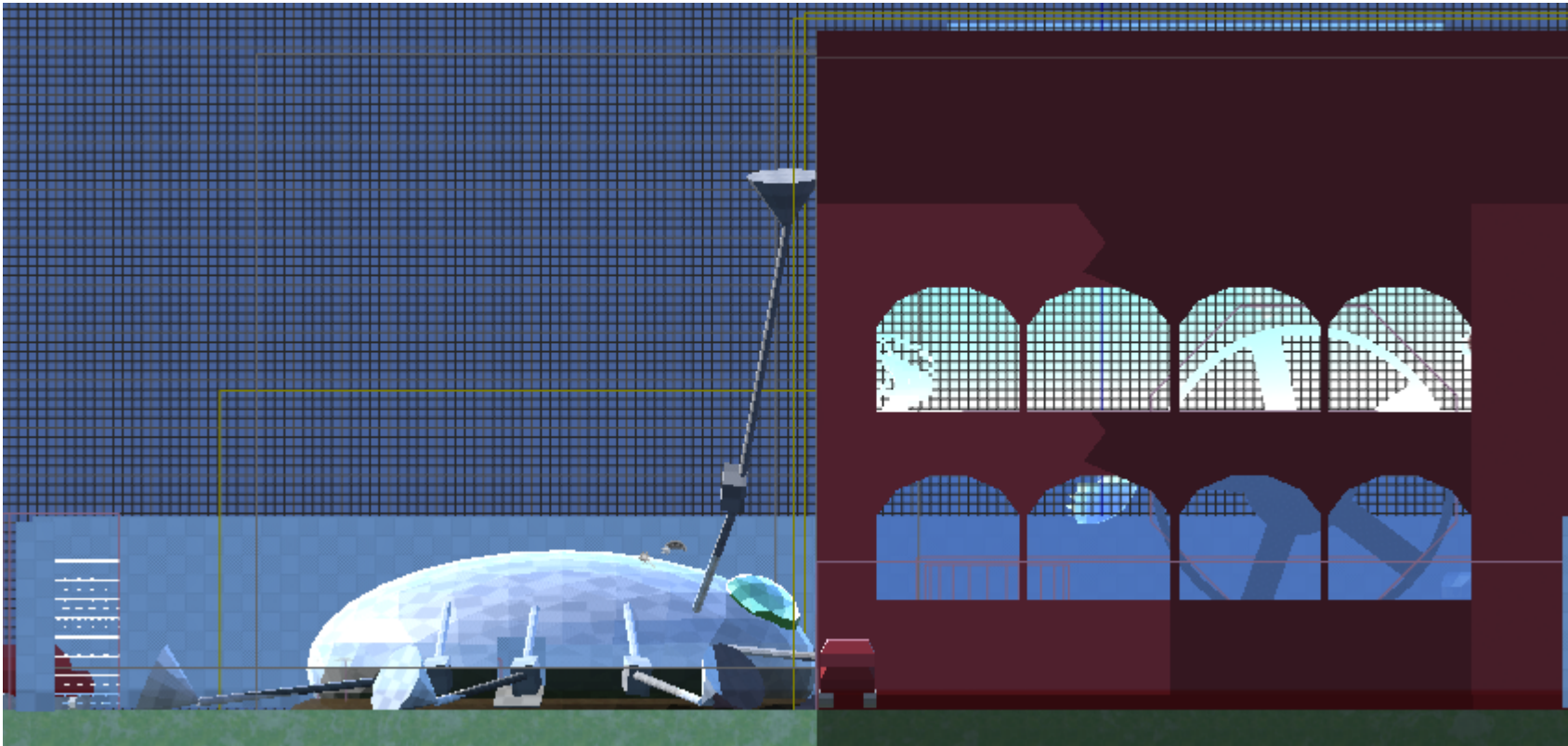


FIGURE 23 SIDE OVERVIEW OF MAP, NO LIGHTING

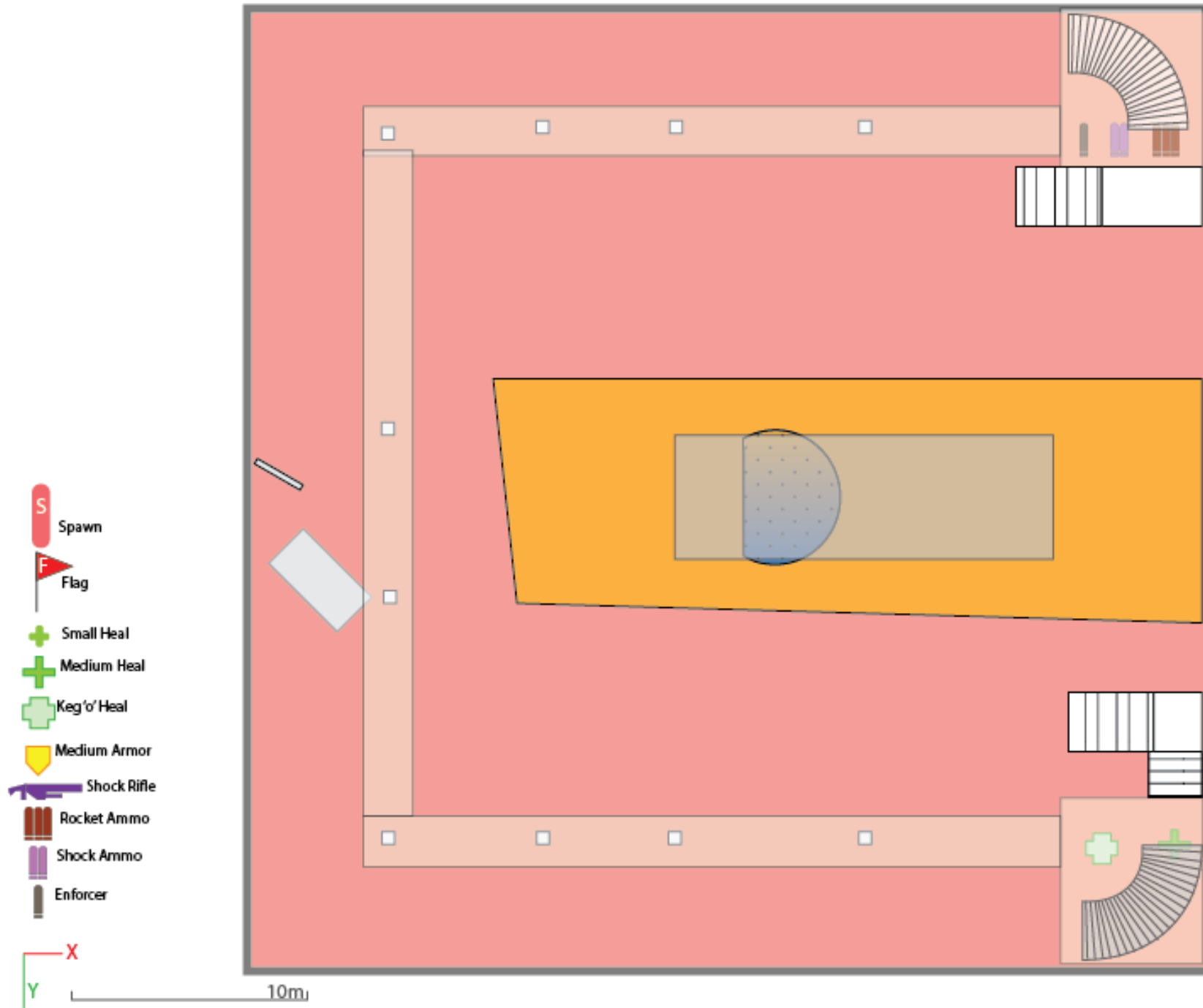


FIGURE 24 TOP VIEW OF FIRST FLOOR OF RED BASE (BLUE BASE IS MIRRORED)

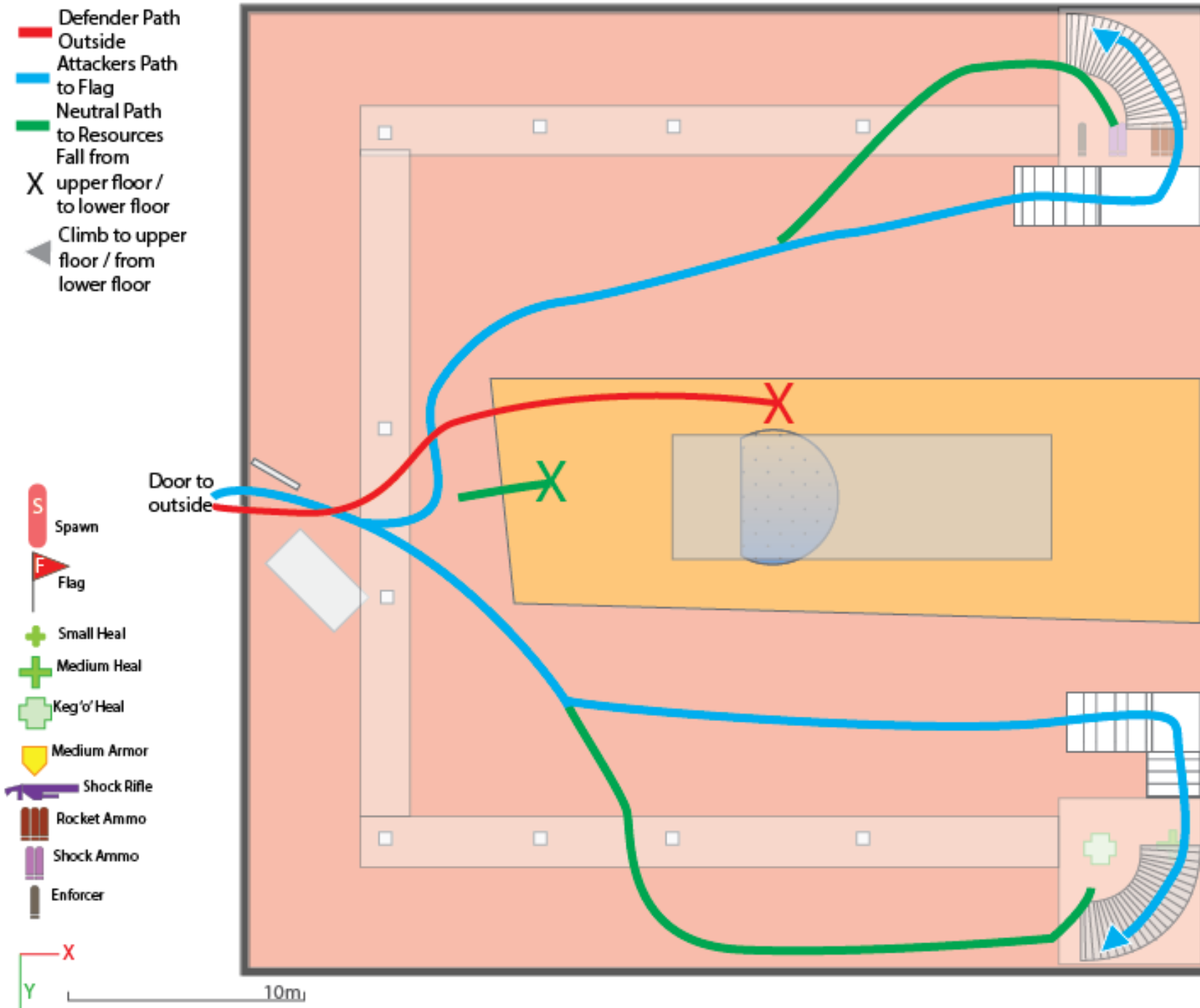


FIGURE 25 TOP VIEW OF FIRST FLOOR OF RED BASE PATHS (BLUE BASE IS MIRRORED)

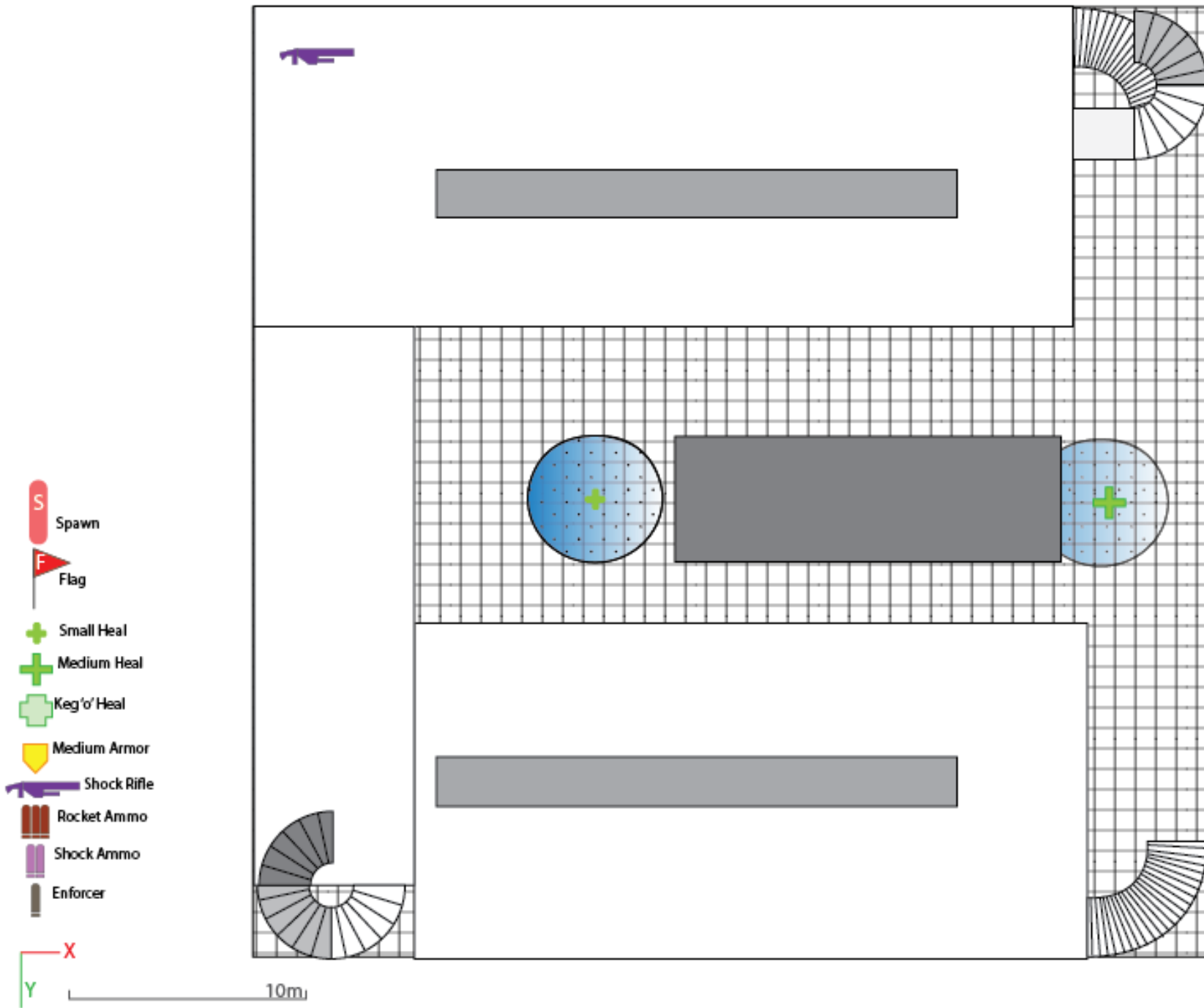


FIGURE 26 TOP VIEW OF SECOND FLOOR OF RED BASE (BLUE BASE IS MIRRORED)

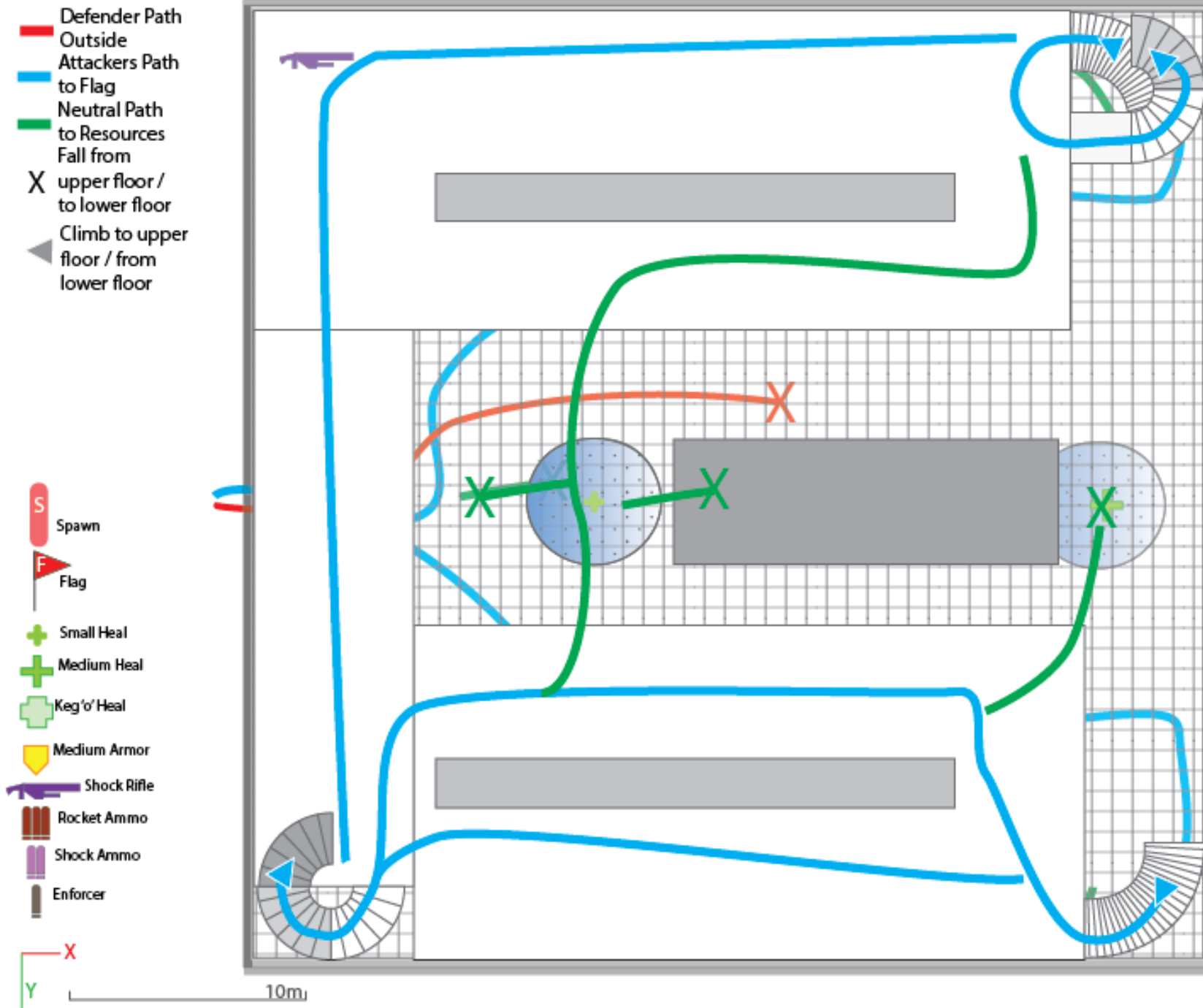


FIGURE 27 TOP VIEW OF SECOND FLOOR OF RED BASE PATHWAYS (BLUE BASE IS MIRRORED)

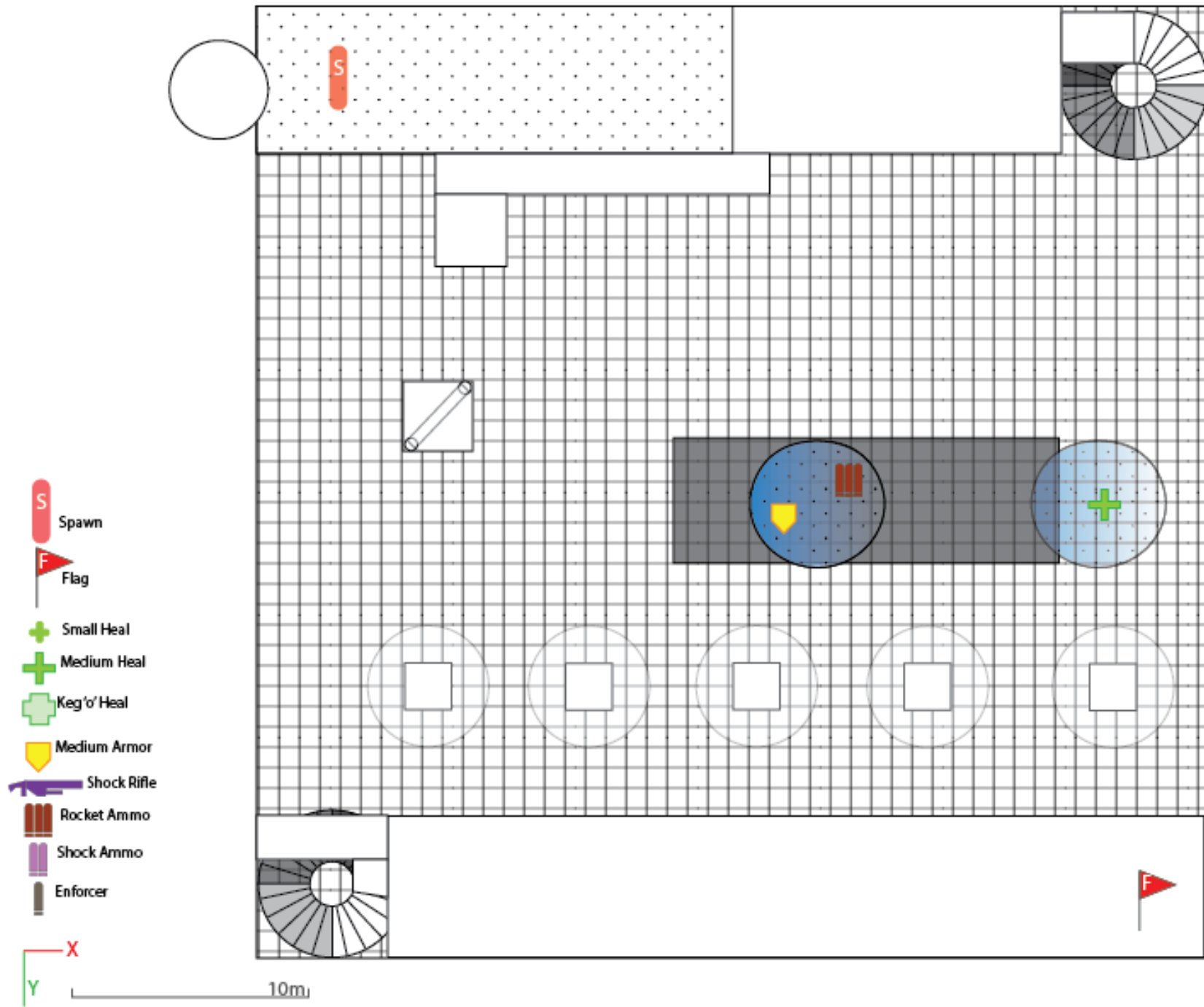


FIGURE 28 TOP VIEW OF THIRD FLOOR OF RED BASE (BLUE BASE IS MIRRORED)

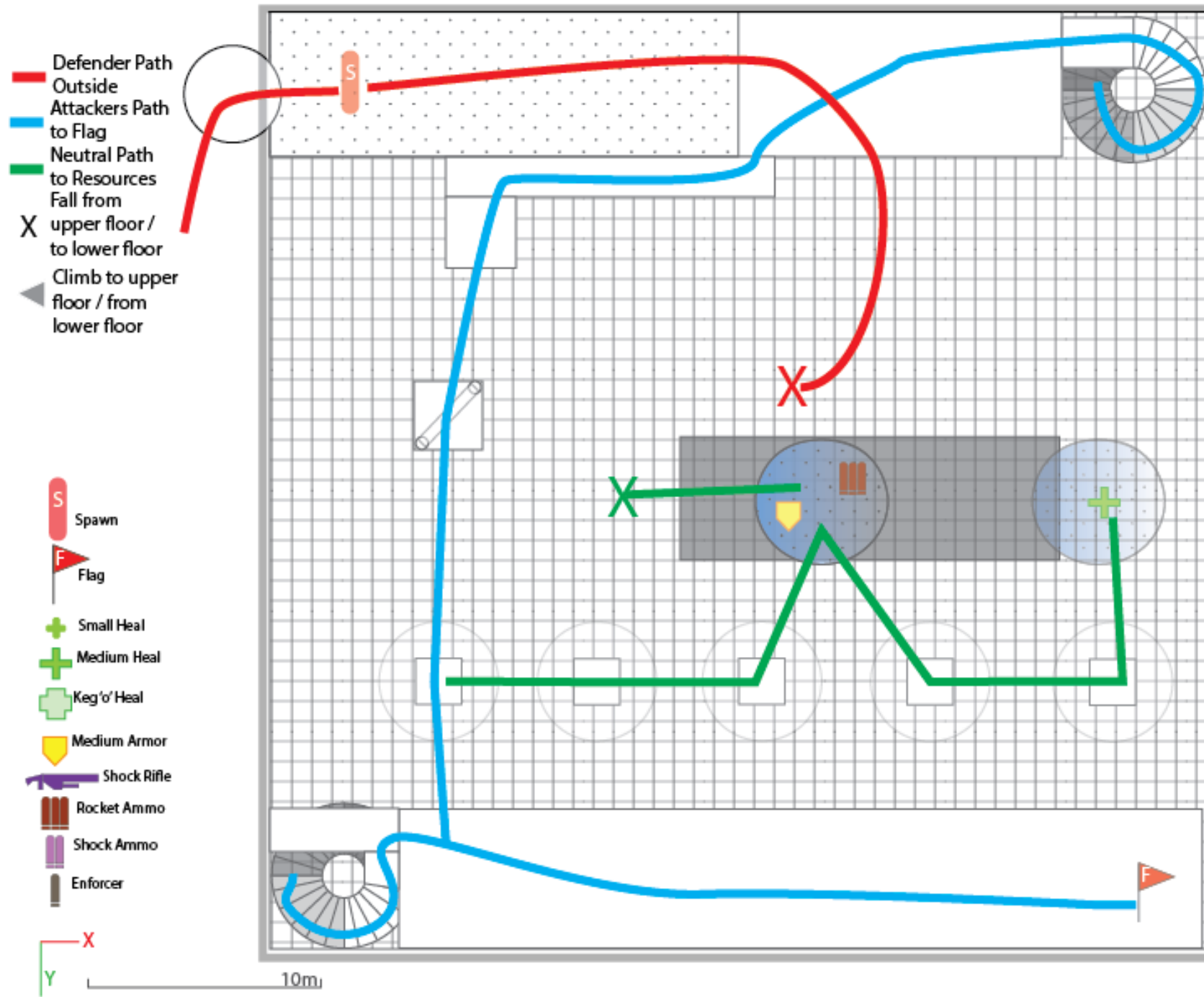


FIGURE 29 TOP VIEW OF THIRD FLOOR OF RED BASE PATHWAYS (BLUE BASE IS MIRRORED)

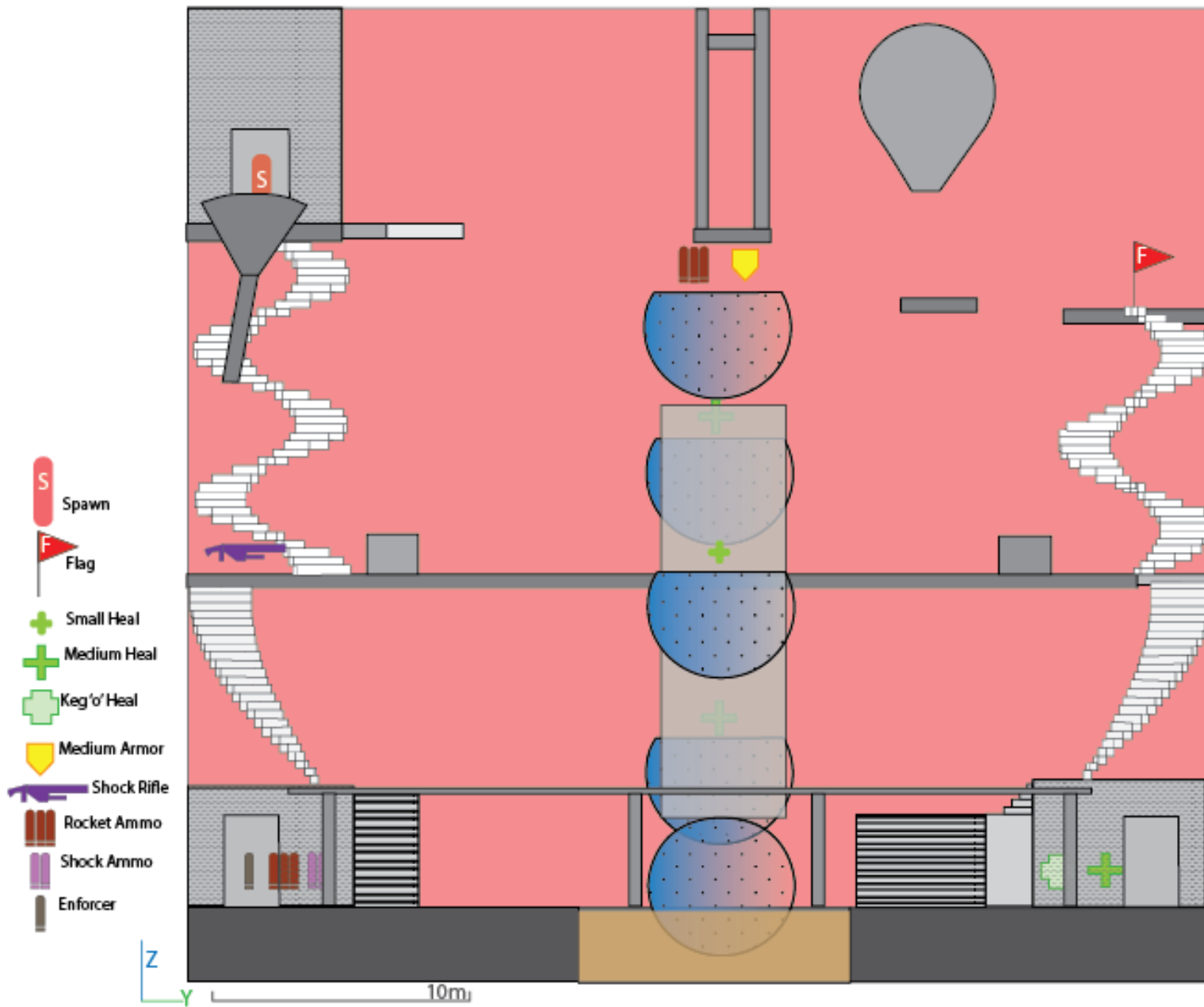


FIGURE 30 FRONT VIEW OF RED BASE (BLUE BASE IS MIRRORED)

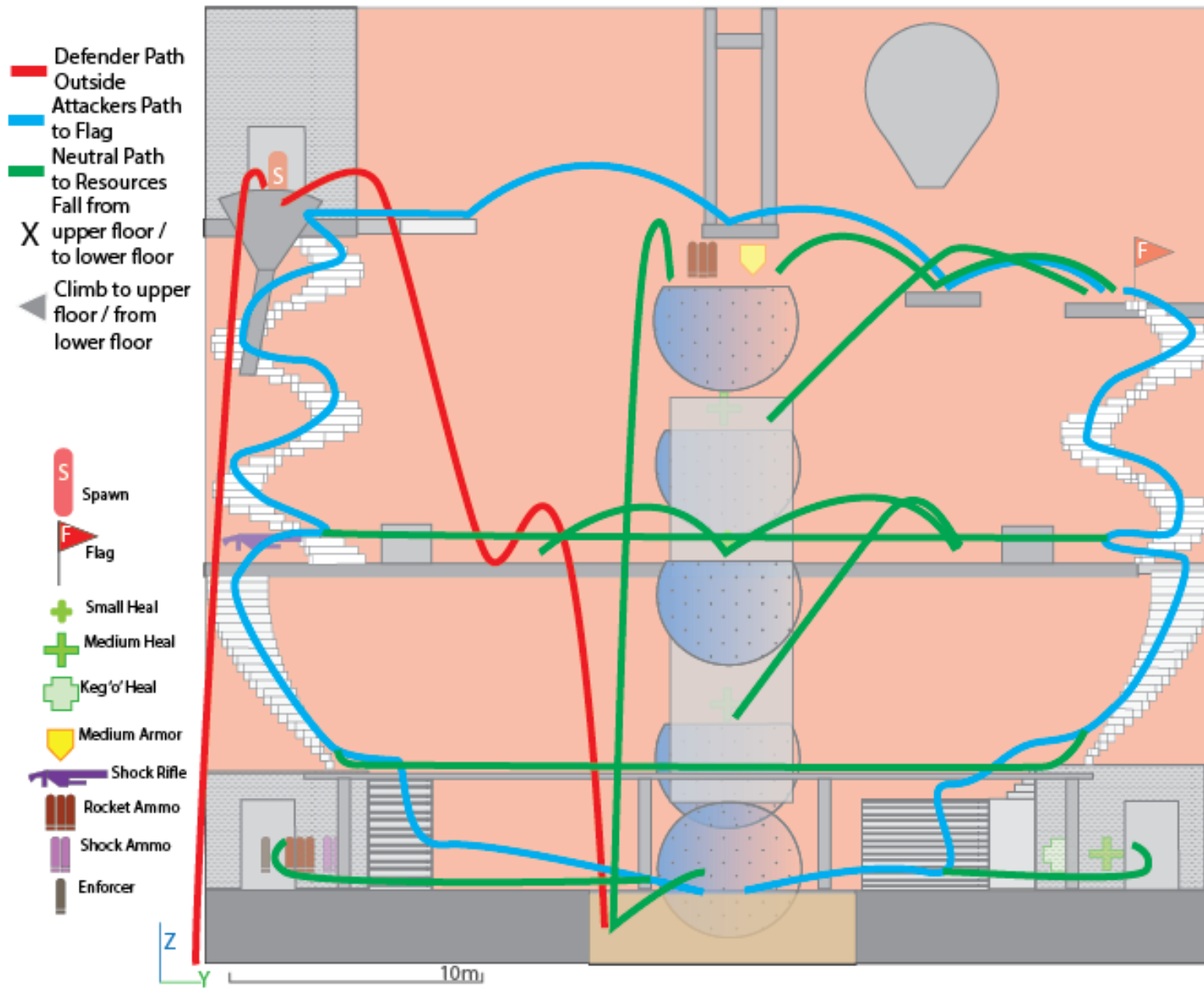


FIGURE 31 FRONT VIEW OF RED BASE (BLUE BASE IS MIRRORED)

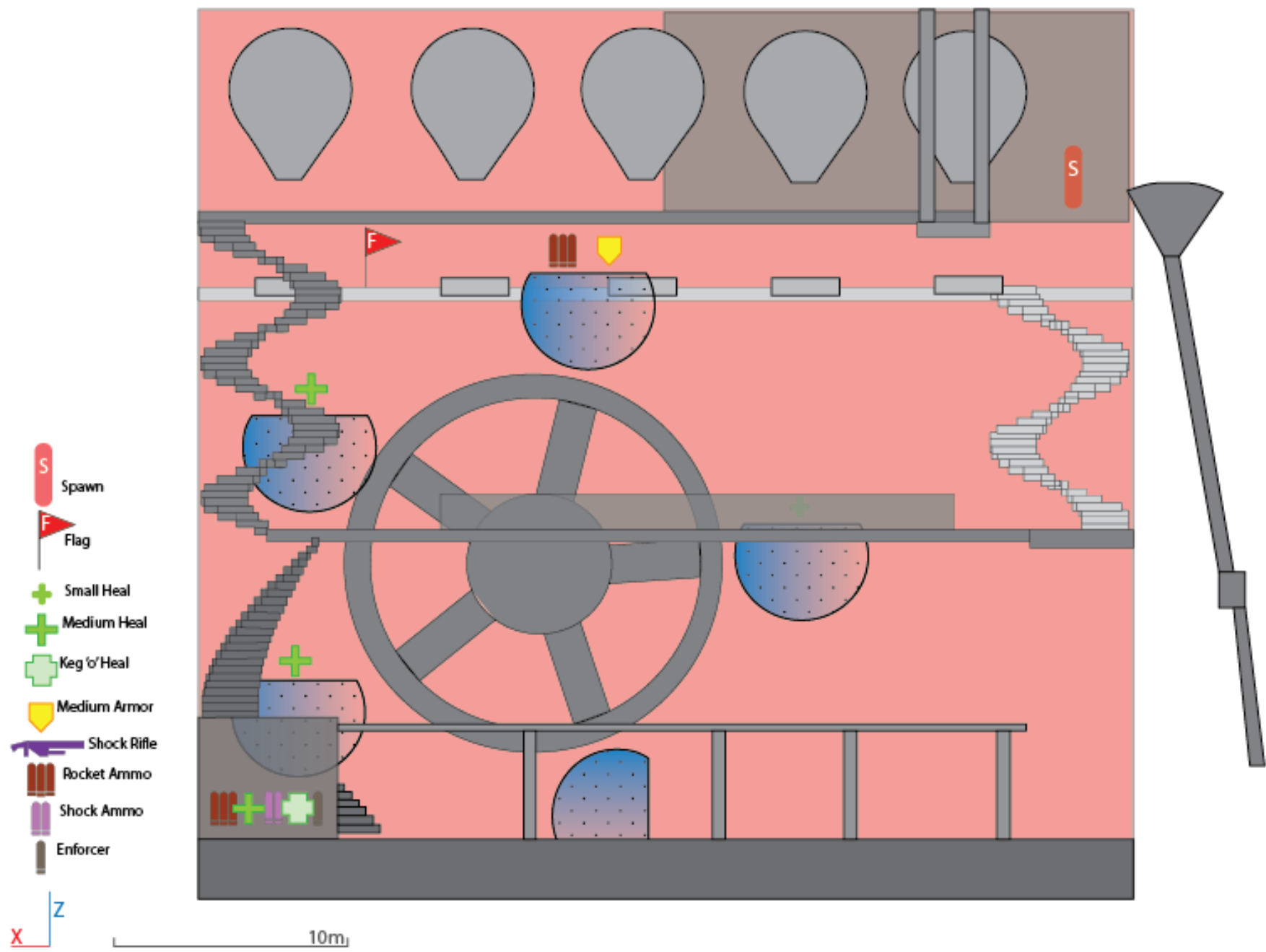


FIGURE 32 SIDE VIEW OF RED BASE (BLUE BASE IS MIRRORED)

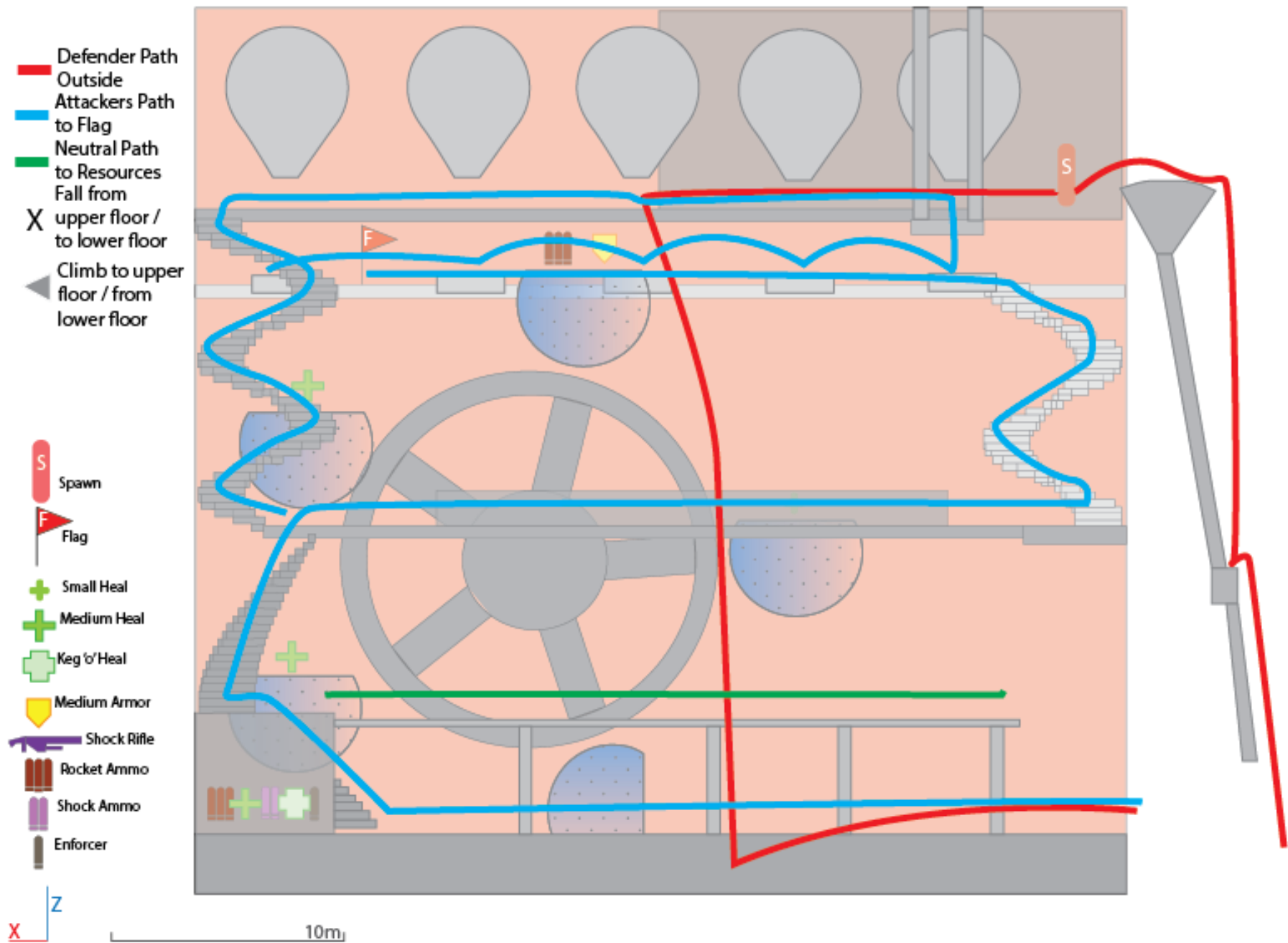


FIGURE 33 SIDE VIEW OF RED BASE PATHWAYS (BLUE BASE IS MIRRORED)

Screenshots

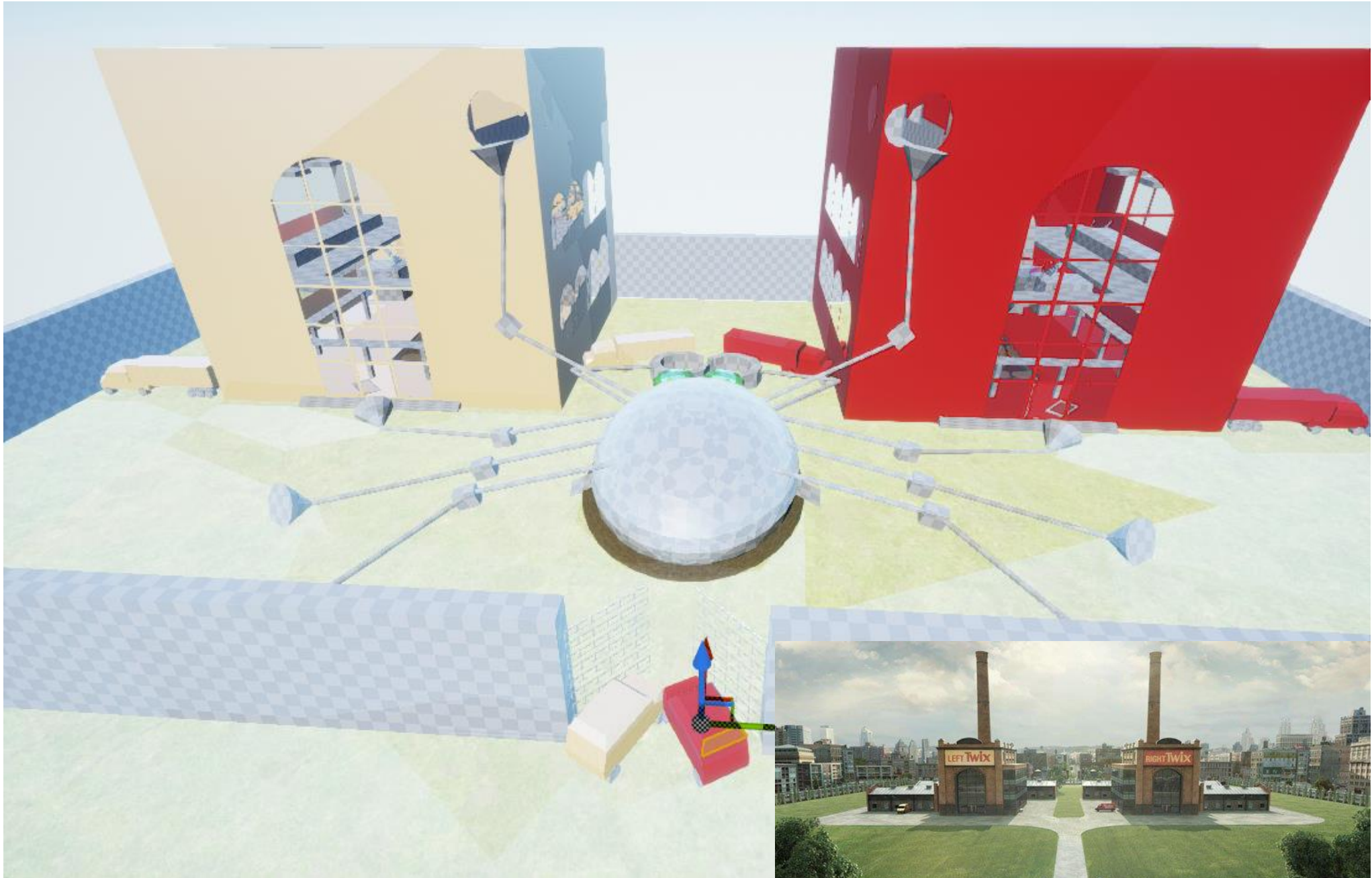


FIGURE 34 VIEW OF THE COURTYARD

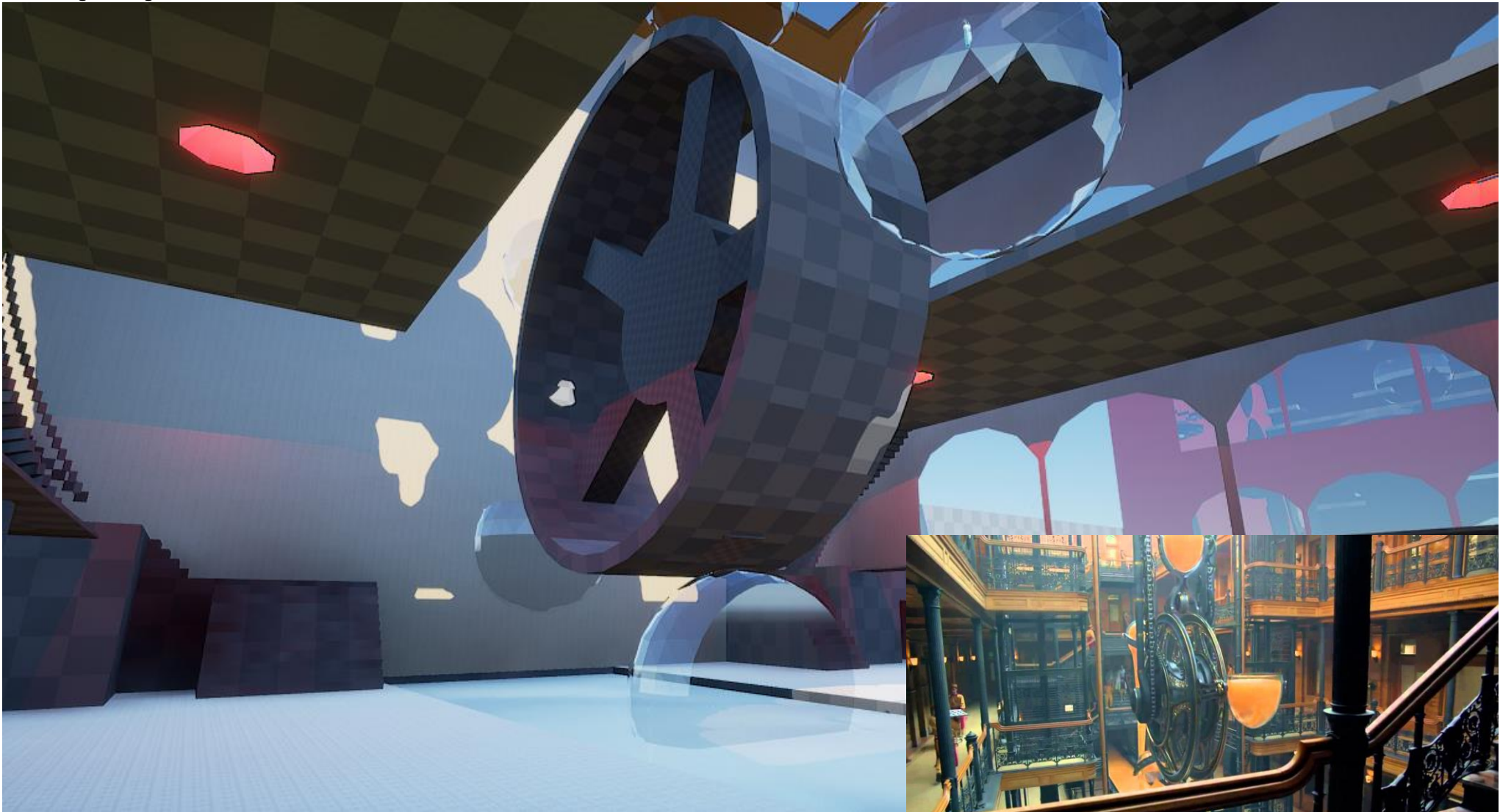


FIGURE 35 VIEW OF THE CARA-MILL



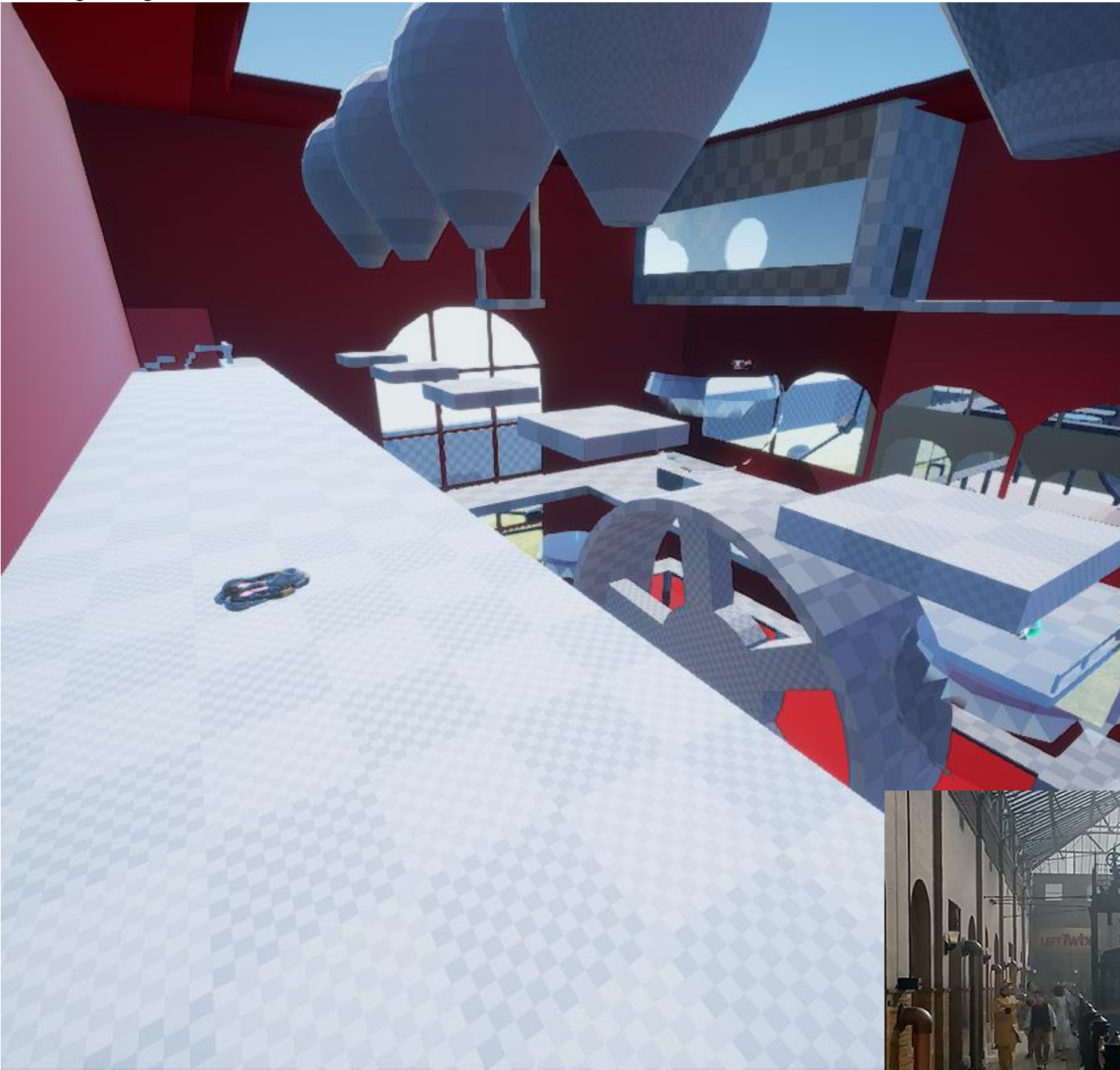


FIGURE 36 VIEW OF BALLOON CONVEYER BELT





FIGURE 37 VIEW OF BREAK ROOM





FIGURE 38 VIEW OF TRIPOD

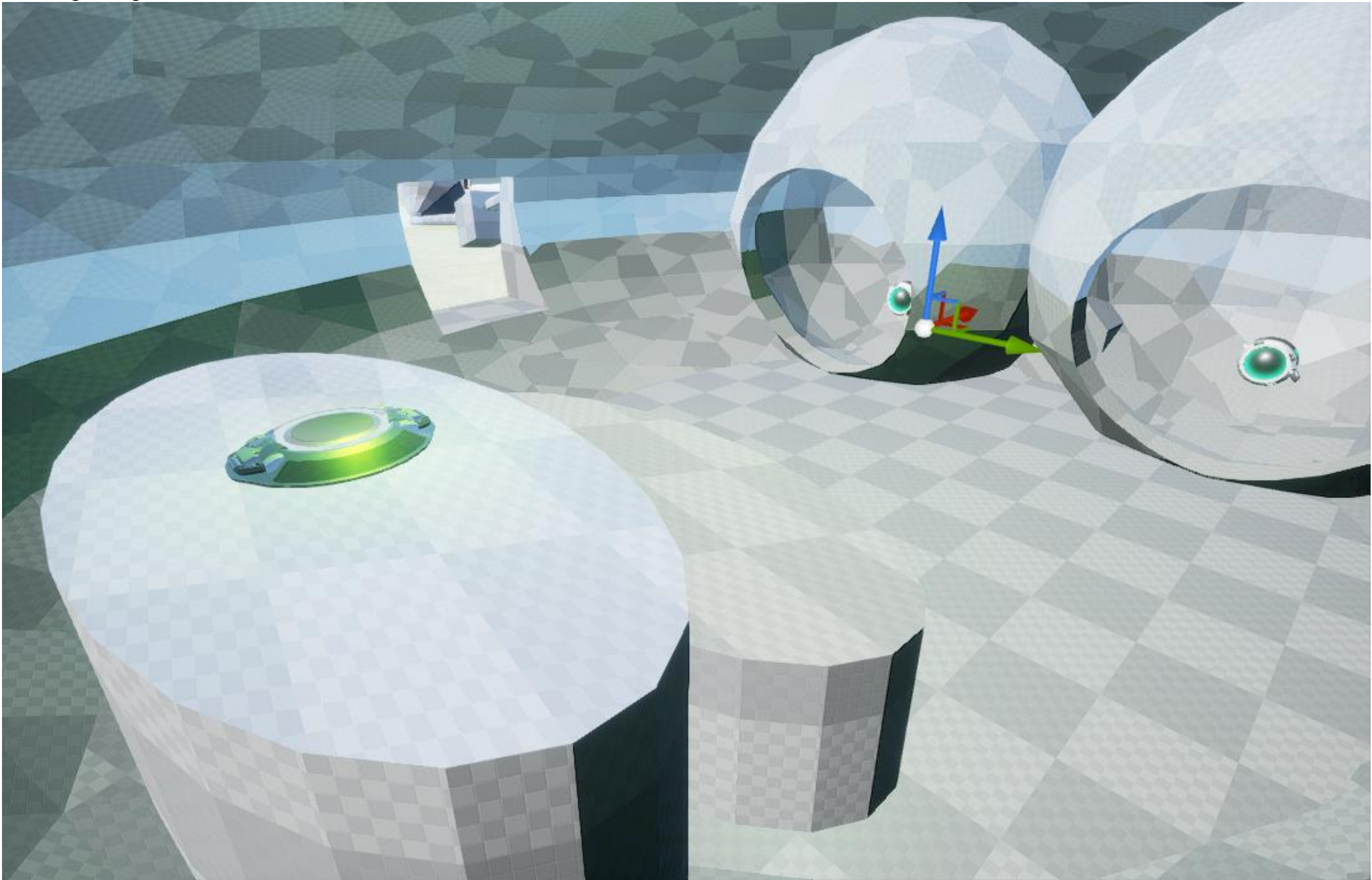


FIGURE 39 INTERIOR OF TRIPOD

First Art Pass



FIGURE 40 SECOND BALCONY OF FACTORY (FIRST ART PASS)



FIGURE 41 OVERHEAD SHOT OF FACTORY (FIRST ART PASS)

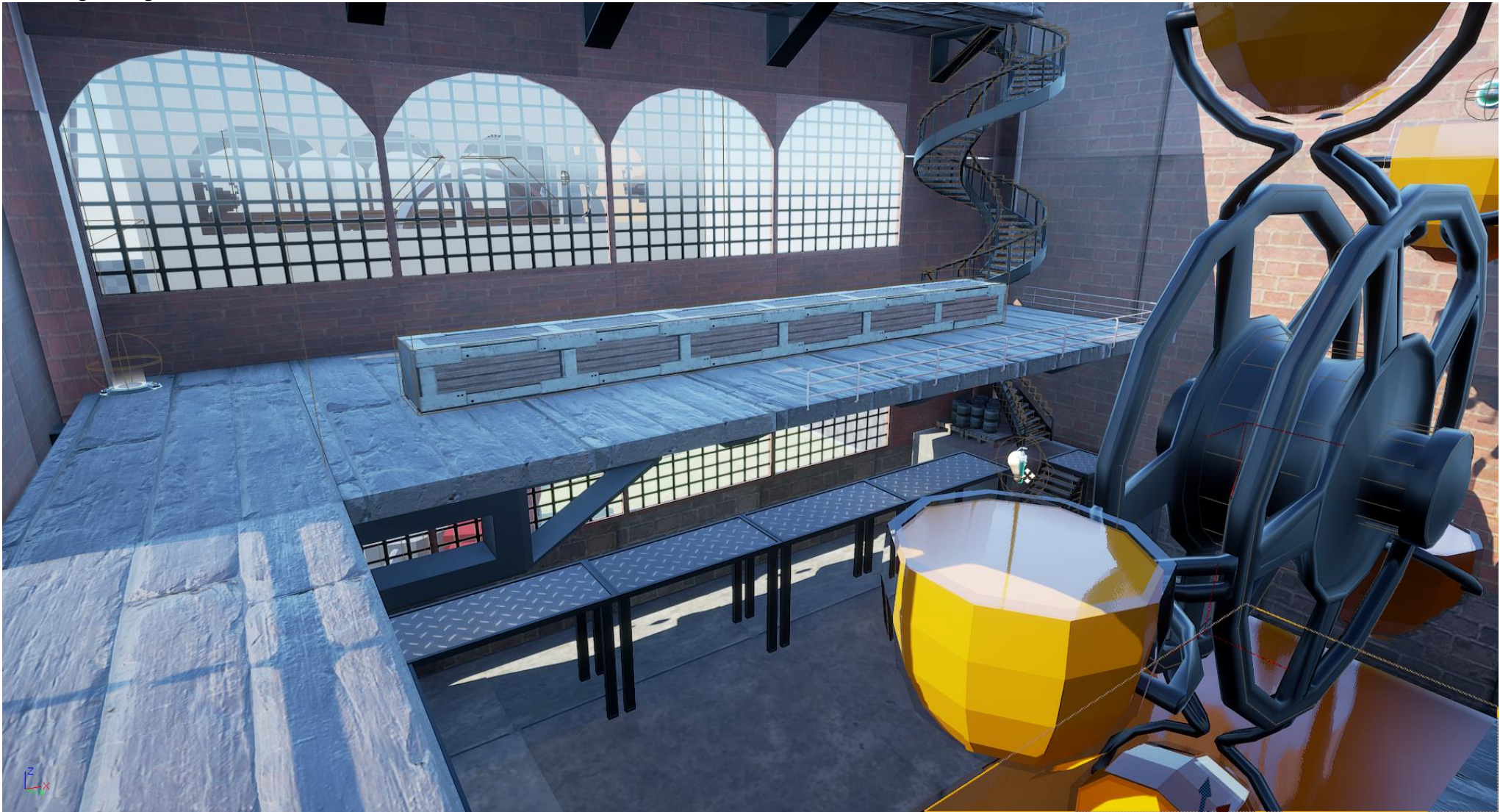


FIGURE 42 SECOND BALCONY OF FACTORY ALTERNATE ANGLE (FIRST ART PASS)

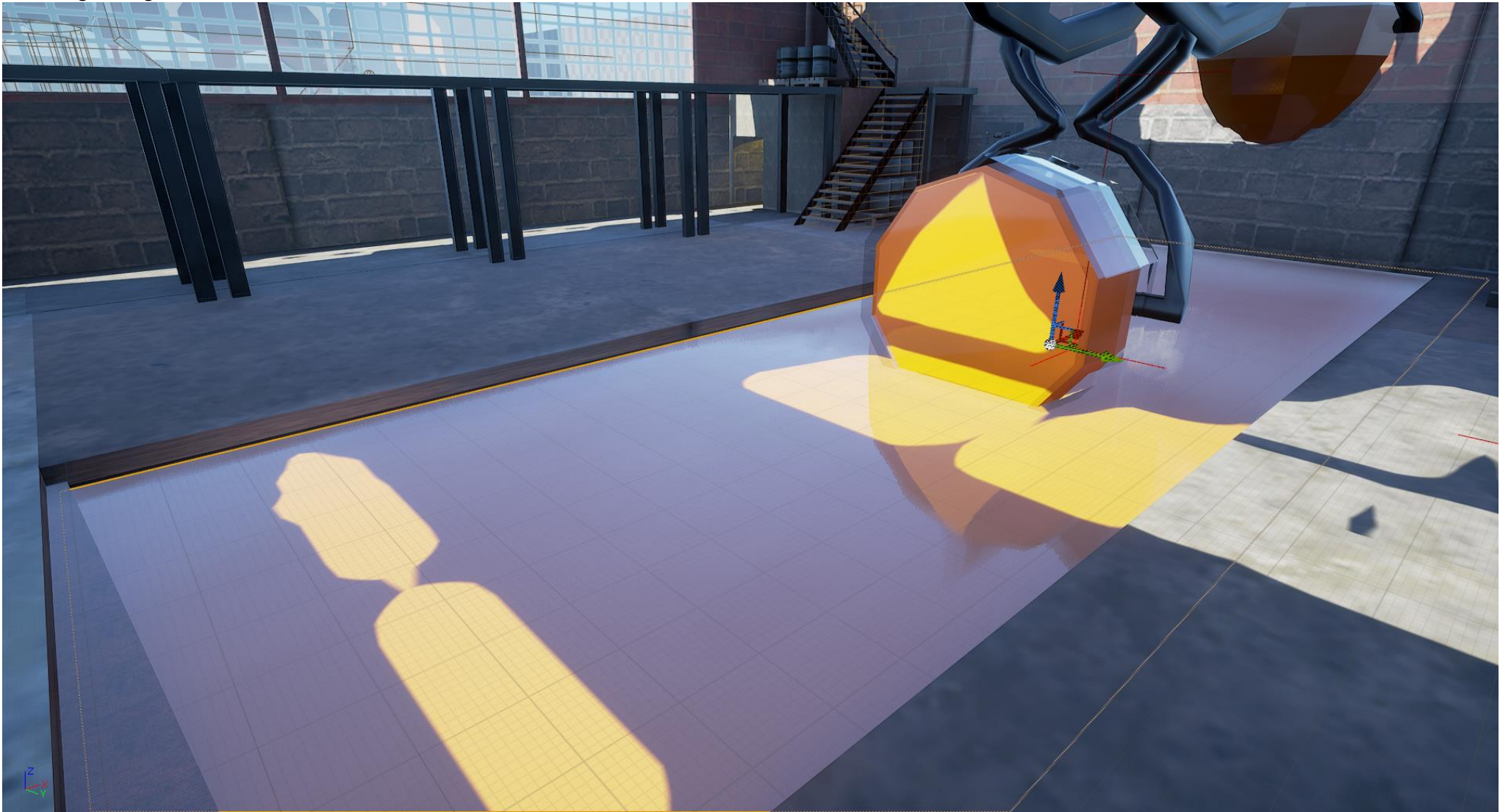


FIGURE 43 VIEW OF CARAMILL RIVER (FIRST ART PASS)

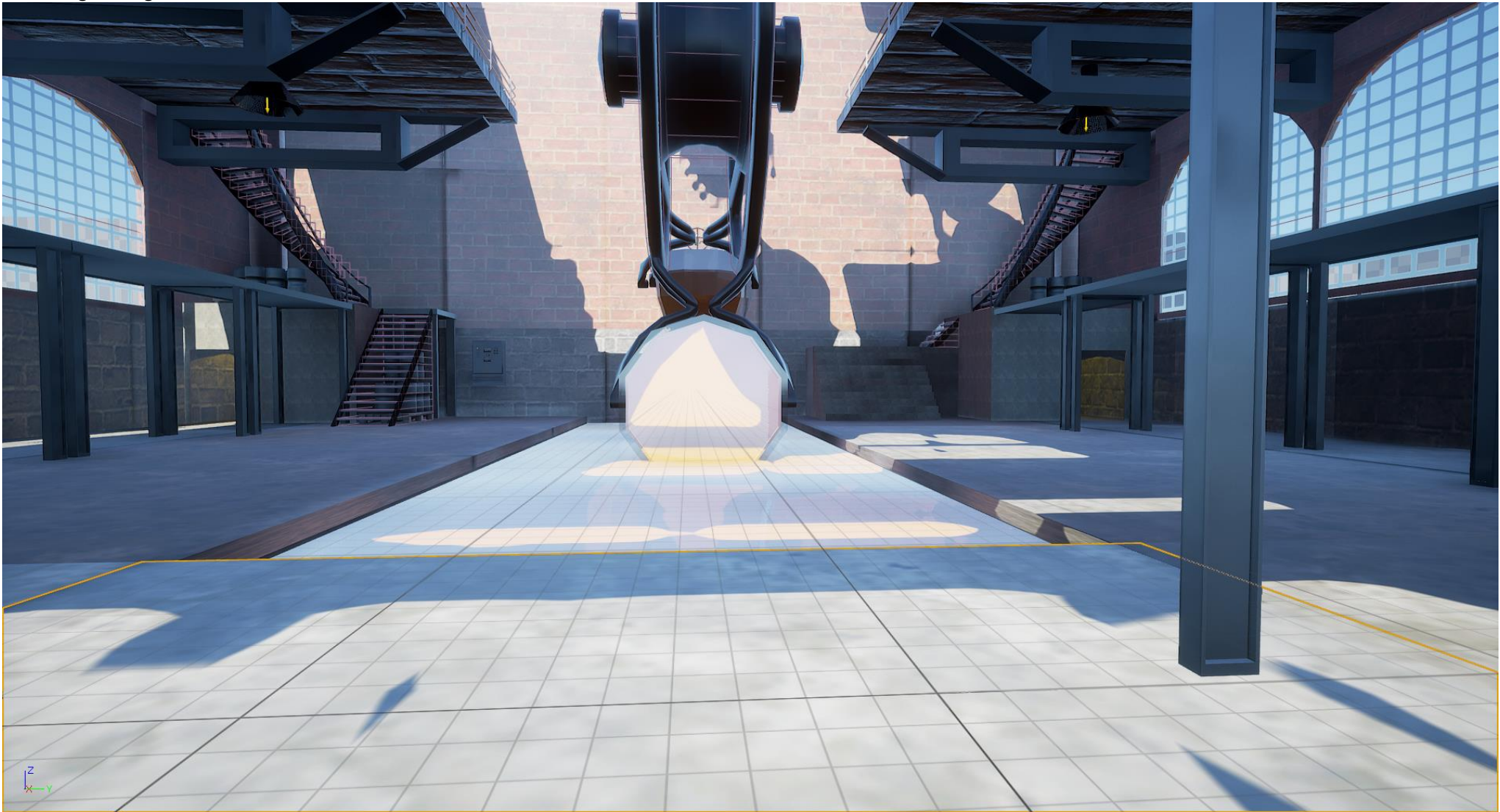


FIGURE 44 VIEW FROM FACTORY ENTRANCE (FIRST ART PASS)

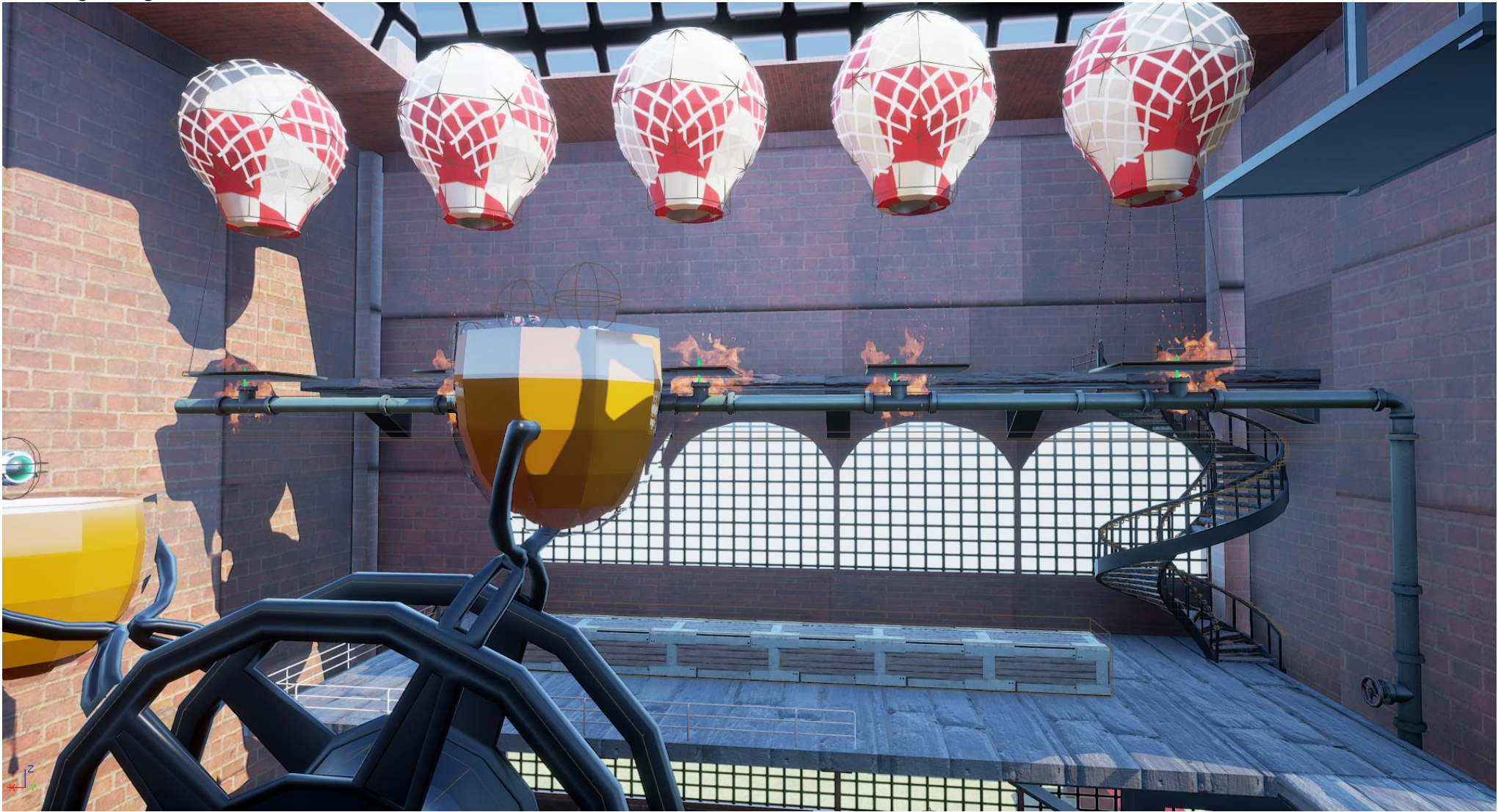


FIGURE 45 VIEW OF BALLOONS (FIRST ART PASS)

Schedule / Estimate

Sub	Asset	Uses	Status	Sub	Asset	Uses	Status
Base	Cement_L_Floor	9	Complete	Details	Pipe_Cap	1	Complete
Base	Cement_S_Floor	8	Complete	Details	Pipe_Corner	1	Complete
Base	ClayBrick_L_Wall	8	Complete	Details	Pipe_Long	9	Complete
Base	ClayBrick_M_Wall	45	Complete	Details	Pipe_Short	6	Complete
Base	ClayBrick_S_Wall	22	Complete	Details	Pipe_T	6	Complete
Base	Curved_Stair	2	Complete	Details	TallWoodenBox	12	Placeholder
Base	DoorFrame	1	Complete	Details	Wood_Tile	6	Complete
Base	Linear_S_Stair	4	Complete	Heroic	Balloon	5	Complete
Base	M_Window	16	Complete	Heroic	BrokenWall	1	Complete
Base	Roof_Corner	5	Complete	Heroic	CaramillCup	5	Complete
Base	Roof_RoofSide	16	Complete	Heroic	CaramillWheel	1	Complete
Base	S_Window	14	Complete	Heroic	ConvayorBells	2	Incomplete
Base	Scaffolding_IronPillar	61	Complete	Heroic	Skylight	1	Working
Base	Scaffolding_L_platform	12	Complete	Heroic	L_Window	1	Complete
Base	Scaffolding_Splatform	6	Complete	Heroic	R_Window	1	Complete
Base	SpiralStairEnd	2	Complete				
Base	SpiralStairQuater	9	Complete				
Base	SpiralStairStart	2	Complete				
Base	Stone_L_Wall	19	Complete				
Base	Stone_M_Wall	6	Complete				
Base	StonePillar	20	Complete				
Base	Wooden_Floor	35	Complete				
Details	Barrel_A	28	Complete				
Details	BracketBeam	10	Complete				
Details	BracketTriangle	10	Complete				
Details	Electric_Panel	1	Complete				
Details	FX_Fire	5	Complete				
Details	Liandri_Railing_Cap	8	Complete				
Details	Liandri_Railing_Conrer01	3	Complete				
Details	Liandri_Railing_Strait01	18	Complete				
Details	Liandri_Railing_Strait02	2	Complete				
Details	Light	5	Working				