**Urantia.bsp (map made by Chuma)**

This will be a description document of the map.

**General description**

Urantia is a map I started as a way to practice Trenchbroom for fun and a bit for Godot, because I am interested in creating projects with the engine. In short, the map was going to be a backrooms level but the more I try to make a Backrooms map and explore what has been done, I prefer to distance myself from the concept.

Urantia takes place in a water purifier facility, where the god (Shambler) Urantia is leading the water experiments behind it, guarded by her knights. The map was always aimed to be short and I decided to split away from the Sandy Petersen formula of putting traps and tricking the player, altho it has “some” of it (this is because i did this in my first 3 maps and i was new into making Quake maps).

**Content of the map**

This will detail in general what the map contains, without too many technical aspects.

The map contains:

* 19 Monsters
* 5 Secrets ( 2 weapons, 1 item, and 2 “easter eggs”)
* 1 custom music named track13.ogg (or MP3)

(this map is intended to be played with this song)

About the easter eggs:

* The first easter egg is a reference to a game I worked on called “Chop Goblins”, made by David Szymanski.
* The second was going to be a healing fountain, it was going to say “Secret Sandy’s heal fountain found”, the method of doing this in Quake was a bit of a chore (not impossible tho), so i left it as a “secret” secret joke.

**Author thoughts**

As a self analysis i think i did well, coming from 3 maps on JACK and uncompleted map project in Trenchbroom, i feel i did amazing:

* I did more geometry and architecture.
* Made exploration and the level feel like a place.
* Improved a bit of my texture work.
* Improved on cutting and scaling textures.

I’m proud of my work so far… I hope you enjoy it.

**Facts about the map**

* This is the second map i’ve made with Trenchbroom, but the first one to be completed, the first one was called “Freyja.bsp” and it was a short mockup i’ve made in 4 hours a monday afternoon i came back from college, back when in the day when i was studying.
* Originally the Lightning gun secret had a “ceiled” door, but it opened weirdly, it was a func\_secret\_door but i changed it to a func\_door, it still opened weirdly so i threw in the trash this concept and worked with the classic Big doors of Quake.
* The Super Nailgun secret originally was lava, but due to feedback I changed it and added an elevator .
* I was almost not including the grenade launcher as a secret, but I decided to do so (it’s personally my least favorite weapon in Quake, of all of the franchise), so I put it in there where the secret is… Fun fact is that i’ve learned a lot from my QA study to do my own test cases, the fun fact is that i never cared in the Test runs to grab the grenade launcher.
* The first secret easter egg was just a joke. I came up with last minute “production” of the map. I was not gonna put anything in that hallway but I was tempted to do so, so i’ve put the secret fiend encounter there… What's funny is that I took a bit to do it because Trenchbroom did some shenanigans (s custom value in a trigger, some active fields that contained nothing that caused overflow, etc).
* The exit zone was made right after the entrance, the challenge for me in this map was to make a map that had a defined Exit to challenge myself to connect the map through.
* Urantia is a song by Deftones.
* The custom song is “Secret from the river” By Repulsive, the fact is that i found this song on a random creepy ambient music playlist on youtube, and the idea of the water purifier theme map was “incentivated” by the song, but it was the idea along the way, so an oddly good fitting.
* Added a Sky in the Lightning gun secret since there was a great beam of light and I wanted to justify it with a small window, any window I tried to make was not satisfactory to me so I decided to leave it simple.
* I added some details to the LG secret to make it more “bright”, since it was a more simplistic room.
* I added another joke secret, it was meant to be a health fountain of some sort but I went with the simple way, this was a last moment addition that I thought was fun.
* I was suffering going through tough times when I started making the map, as i’ve been in treatment and improving myself, I realized a couple of messages in the trigger\_once(s) were “too violent” so I modified them to be a little less dark (keeping the essence).
* You can actually complete the map without grabbing the rocket launcher, I'm ok with that.

**CREDITS**

**Main credits**

* Chuma (mapper and author)

**Co-credits**

* Makkon’s textures , Makkon (i don’t remember where i used them but they compiled with the map)
* Repulsive for the music (Secret from the river).

**Special thanks**

* My friends Yuyi and Dominus for motivating me to get back on IT and videogame development.
* David Szymanski, my mentor and great friend for always being there. (and the Szymanski bros Evan and Ducky for being awesome)
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* Jasper, for teaching me videogame QA and always encouraging me to study and keep going in gamedev.
* The Quake mapping community (Discord and quaddicted), you are the best!
* The US Doom & Quake community, you are also the best! Best MP Quake matches!
* My friends Nicko and Necron.
* All my friends and family who have supported me and will always support me.

**EXCELSIOR!**