

* Specifications

Title	Cova dos mouros
Original release date	6th of January, 2018
Filenames	sm181_coce1.bsp sm181_coce1.map sm181_cocerello1.txt sm181_cocerello1.pdf
Author	Cocerello, aka "Coce"
Feedback	cocerellon@gmail.com
Tested in	Quakespasm 0.91.0

* Map Information

Game	Quake single player and cooperative
Requirements	an engine with increased limits
Version	0.b
Texture wads used	idbase.wad
Mapping time	less than 10 hours
Qbsp time	37 sec
Vis time	4 h 32 min
Rad time	24 sec
Compiling parameters	-level4 -extra4 -soft -gate 5
Editor/s used	Worldcraft 3.3 with Qadapter
Tools used	txqbsp_xt, wvis_xt, light_xt

* Tricks, tips, and known issues

- This is an speedmap: for those that are new to the concept, speedmaps are maps done in a few hours, so they focus on gameplay over looks, are usually small, prone to errors/bugs and done without betatesters. That's the fun of them. Keep that in mind when playing.

- As usual lately, the brushwork on speedmaps was an experiment on what i could achieve with a few setpieces or modules to speed the map building and use the time on other parts.

- This map revolves around replayability and radomness on the later stages of the map.

- The encounters can change between each play, on different number of enemies, which kind, their timing or other ways, so if you find them too difficulty or easy, reload and play in a different way and the encounters will change too.

- Differences in difficulty come more from other ways besides bigger number of enemies. This is specially true for skill 2, which has only a few more than skill 1 but bigger differences in other areas.

- Due to the way the map its done there is an slight possibility of the player unleashing a nightmare of enemies at once. This has been tested but its not within the limits of an speedmap to make this possibility dissapear.

- As usual in my maps, i don't consider skill 2 as the default skill level and i prefer to create skill levels that are really different so each person has a skill for himself, so skill 2, as its name implies is hard, but not something outrageous. Only people that don't mind saving or a challenge should attempt it.

- Don't try to kill all of the enemies: It is possible, but the map wasn't intended for the player to do that.

- The fight around the buttons is way easier if the brushwork shape of the area is taken advantage off, and way harder if the player flees from the area.
- This map features a kind of secrets i am fond of, but that no one have found till now in any of my maps as far as i know. Let's see what happens this time.

*** Story of the map**

This was done to begin with for sm179, theme Wizard but certain issues with the deadline prevented me from releasing it, so i modified to match the theme and released it, as traditional in these cases.

It is based on two ideas, a painting i saw on Deviantart, and in the legends there is around here, where dark skinned people called "Mouros" live in cities underground and can use magic, who are usually featured playing tricks on the protagonists.

It is also an experiment on brushwork, with those round setpieces with stairs and a prototype of a slipgate, which i plan to use later for a DM map or some small SP-COOP one.

Apart from this all in the map was done as it came, without planning at all, so it is a bit simple in layout and gave me lots of problems with visibility.

The result? A bit of a failure: due to not minding vis at all and wanting to hint the exit at the beginning the map is too open and has a high amount of brushes on the setpieces, which makes the map take very long on a full compile, even after swarming the map with func_detail on more than half the brushes. It also does some strange things at compiling, telling me that several func_details touch the void even after sealing them double fold or taking a full vis up to 50 hours while the fast vis took just 2 minutes before i changed into func_details. Even after using details the fullvis takes a lot more than expected.

On the other side, i am quite satisfied with the gameplay and looks, and how the last half of the encounters goes.

*** Installation**

- Copy the files to the id1\maps folder inside your Quake installation directory
- Add the following to the command line to run your Quake engine or create a shortcut to it with this part added (omit the "):

`''+map sm181_coce1 -skill x'' (where x is 0, 1, 2 or 3)`

- Enjoy the map.

*** Thanks**

- ID software for Quake
- Ben Morris for Worldcraft
- Valve for Worldcraft 3.3
- Baker for the Qadapter
- Id, Bengt Jardrup, MH, Baker Willem and whoever i could have forgotten for the compilers
- Mike Jackman for TexMex
- Necros for the CompilingGUI
- All the people at Func_msgboard for their help. <http://www.celephais.net/board/>
- All the people at Quake 2 cafe for their help. <http://leray.proboards.com/>
- The people that manage Quaddicted for all their work. <https://www.quaddicted.com/>
- My eternal gratitude to whoever said at Func that you could clone a brush or an entity in Worldcraft by using the shift key. It saves tons of time.
- Naitelveni for proposing the speedmap session.

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