

* Specifications

Title	Sour taste
Original release date	6th of January, 2018
Filenames	sm181_coce2.bsp sm181_coce2.lit sm181_coce2.map sm181_cocerello2.txt sm181_cocerello2.pdf
Author	Cocerello, aka "Coce"
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Tested in	Quakespasm 0.91.0

* Map Information

Game	Quake singleplayer, cooperative and deathmatch
Requirements	an engine with increased limits
Version	0.c
Texture wads used	idbase.wad honey.wad
Mapping time	less than 24 hours
Qbsp time	14 sec
Vis time	15 min 57 sec
Rad time	43 sec
Compiling parameters	-level4 -extra4 -soft -gate 5
Editor/s used	Worldcraft 3.3 with Qadapter
Tools used	txqbsp_xt, wvis_xt, light_xt

* Deathmatch Information

Spawn points	16
Recommended number of players	4-8
Recommended number of bots	8-12
Weapons	SSG, 2x NG, SNG, GL, RL, LG
Power-ups	2x GA, Quad, 2x Ring, MH

* Tricks, tips, and known issues

- This map revolves around freedom of choices and differences between difficulties, going into adding differences far apart from just more enemies, like for example, different start points for each skill level (no different exits, maybe if i work forward on it latter), or different secrets. It was supposed to have even bigger differences, but some of the ideas were only possible on mods, if even doable.

- This kind of open layouts tend to have a big problem, lack of ammunition depending on route taken, so i have taken several countermeasures to prevent this and tested it a lot, but it is impossible to stop it completely besides

respawning ammunition or littering the map in ammunition and i hate both options, so the possibility still stands somewhere. Managing the ammunition, choosing the right weapon for the right time and deciding which combats begin and when let sleeping dogs lie helps even further in reducing this issue.

- 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. Due to this, skill 2, as its name implies is hard but nothing outrageous, which i'll probably leave to when i begin to add extra gameplay to skill 3 on my maps. Only people that don't mind saving a few times or a challenge should attempt it. Skill 0 on the other side, maybe its not easy enough, sorry, i still don't know how to make a good skill 0.

- Some of the secrets are as a test as i couldn't reach them, but i got very close to it so i think someone skilled will be able to get them.

- The layout has potential for DM, so i added gameplay for it. Definitely needs more work, as Omicron bots barely get out of each room for some unknown reason, and needs some more connections.

*** Story of the map**

This was done to begin with for map jam 1, but the deadline being moved back and some health problems on my own prevented me from releasing it, so I just modified the looks a bit to match the theme and released for this. So it is still more or less a speedmap, done in less than a day, and in speedmap style, focusing more on ideas and gameplay than in looks and polishment.

The idea of the map was to make nine rooms connected with corridors. This deranged as time passed and the corridor's parts became bigger and bigger, also due to the idea i had for the central room which required quite a bit of space. It was also again to work with modules, and second to make a layout with choices that could please Quake players, adding several guiding systems to it to prevent getting lost, without being obvious. This constrained the map a lot so it isn't like i wanted. Let's see if it was worth the effort.

And lastly, as an experiment with dogs. I think that they are highly unused enemies that deserve better. This was my first experiment with them, which later you'll see in some still unreleased maps and only released in sm177. This became less and less important but i am satisfied with the result.

The map initially was supposed to be half submerged to the player's waist most of the time and using the change in height to make waterfalls and change the water depth. This had to be taken down due to the impossibility of this working with the lighting and other issues.

*** 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_coce2 -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 Jarstrup, 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/>

- 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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