SK.AI.TER

Game Design Documentation

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Table Of Contents

Project Purpose

SK.AI.TER will be a complete fully playable gameplay demo created for our "Final Year Project" module at Teesside University. The goal for this project is to create a short fun gameplay experience with a simple yet engaging gameplay loop that draws players in with its interesting mechanics and unique artwork. We intend to create this project but also showcase it at Teesside University's annual showcase event ExpoTees.

Game Unique Selling Point

SK.AI.TER is a thrilling cyberpunk skating shooter that immerses players in a sprawling, lore-rich world to skate and explore, all while battling hordes of Corpo-controlled drones. At its core is a captivating game experience with a rich narrative that seamlessly intertwines with exhilarating gameplay, welding fluid movement with dynamic combat mechanics.

Project Goals & Scope

In terms of development time, we have a total of twelve weeks to complete this project. With this in mind, the game scope will have to be fairly small for us to complete it within that short time. The game will feature an arcade gameplay feel with the primary gameplay loop featuring a ten-minute play period where players must set the highest score possible within that time frame.

Project Requirements & MVP

Due to the nature of the game concept, there are a lot of things that I would love to include within the game's general design however with the game's development time only being twelve weeks I have included all of the elements that are part of SK.AI.TER's MVP that are a must-have for the project.

- Character controller functionality (hoverboarding & shooting mechanics).
- One fully built level with all environment assets included.
- High score and points system
- Character and enemy assets
- Prop assets (Hoverboard, Weapons Etc)
- Full UI implementation
- Full sound implementation
- Functional character and game systems
- Functional enemies
- At least one functional player weapon

World Narrative

Once a tranquil haven, Lexington City bloomed as a thriving metropolis, celebrated for its remarkable progress in business development and urban expansion. It drew awe from visitors, and its residents united to foster prosperity and growth across the city. However, as the corporate influence increased, so did the ambitions of its wealthier inhabitants. They forged ahead, erecting the opulent Corpo Plaza—an advanced district reserved exclusively for the elite of the corporate world.

As the city flourished, the Corpo's began to perceive themselves as superior, establishing a rigid classification system. Those residing outside the Corpo Plaza were deemed "class two citizens," while the destitute became labelled as "class three citizens." This divisive measure shook the very foundations of the city, as the Corpo's resorted to deceit, exploitation, and theft to expand their empire, displacing the class two citizens from their homes.

Amidst this turmoil, a beacon of hope emerged—the Anti-Corpo Freedom Rebellion (ACFR), founded by a group of fed-up class two citizens. Leading this uprising was Samantha Graves, a former Architect who once aided the Corpo's in their development endeavours until their cruel eviction from her class two neighbourhood. ACFR steadily grew in strength, initiating protests, riots, and raids on Corpo properties, striking fear into the hearts of the wealthy elite.

Desperate to maintain control, the most influential Corpo leaders convened the Corpo Council. Among its members were esteemed figures like David Abbot, the visionary behind Abbot Systems Limited; Nelly Blake, renowned for her architectural prowess in Blake Industries; Mitchell Holton, head of the vast trades and supply company Holton Worldwide; Sebastian Reeson, the mastermind behind S.R Corp's transport and vehicle manufacturing; and the Council's leader, the former war general and founder of NashCorp, Jackwell Nash. In their bid to quell the rebellion, the Council devised a formidable defence—the L.T.R.A robotics unit, a joint venture between NashCorp and Abbot Systems Limited, designed to crush any resistance.

For a relentless year, the conflict raged on, as the Corpo's expanded their dominion, deploying colossal machines that trapped the rebels in a seemingly hopeless situation. The L.T.R.A. drones, initially created for warfare, now proliferated throughout the city, taking over jobs formerly held by the rebels. This further fuelled the animosity between the factions.

ACFR's final stand against the Corpo's was met with overwhelming force, leading to a decisive and crushing defeat. The rebels lost all territory, and the war ended abruptly.

Yet, post-war life brought even greater hardship. The city became divided with barriers segregating class two citizens from their privileged counterparts. Oppressive home inspections and raids aimed to quash any remnants of rebellion, while L.T.R.A drones monopolised jobs once held by the class two citizens.

The ACFR is a resilient band of rebels, embodying resourcefulness in their struggle for survival. Confronted by the relentless pursuit of the L.T.RA drone, they ingeniously devised makeshift vehicles to navigate the urban landscape, carving out hidden pathways beyond the drone's reach. While CORPOS Technology boasts advanced prowess, the ACFR thrives on their scrappy ingenuity, adeptly finding means to match the pace, be it through cunningly acquiring Corpo weaponry or skilfully crafting their hovercraft vehicles.

Though ACFR persists in the shadows, its members must evade the Corpo's' relentless pursuit. Their hopes lie in reclaiming their homes, but the odds appear insurmountable. Who can come to their rescue, and how can they possibly overturn this seemingly hopeless state of affairs?

Player Character Narrative

In a futuristic city dominated by the oppressive Corpo's, players will step into the shoes of Rex Edwards, a young and skilled hoverboarder who tragically lost his home and parents to the Corpo's' tyranny. Taken in by the ACFR, a resistance group, Rex has been on the run alongside them ever since.

Rex is a young rebellious member of the ACFR who doesn't take life seriously. He spends his time mostly disobeying orders and recklessly causing trouble out in the city destroying Corpo property and targeting L.T.R.A Drones. He spends a lot of time listening to his music through his headphones and doesn't tend to take them off much. His behaviour infuriates ACFR leadership as they feel he endangers their cause every time he goes out into the city.

Rebellion runs deep in Rex's veins, and he refuses to passively flee from the problem. Fuelled by anger and a thirst for justice for his parents, Rex courageously takes on the menacing drone threat head-on. His relentless determination leads him to clear drone-infested areas for the ACFR, despite the risks involved. While his disobedience may raise some eyebrows within the group, Rex's actions prove invaluable as he gains ground for the cause and empowers the rebellion.

Character Controller

The central gameplay element in SK.AI.TER is the hoverboard mechanic, acting as the primary character controller and movement system. Players will experience a fast and smooth ride as they navigate through the city effortlessly.

We aim to create an authentic but fun feel for the hoverboard, carefully blending it with animations to enhance the player's immersion. The hoverboard will react realistically during idle moments, sharp turns, and jumps, delivering responsive and engaging gameplay. Our objective is to offer players a learning curve, challenging them to master the hoverboards every time they play.

The hoverboard mechanic will also be intertwined with the shooting element of the game. The goal is to design a game that seamlessly blends these primary mechanics to create a fun challenge for players and evoke positive player emotions as they hoverboard through the city at high speeds blasting drones.

Character Controller Stat Breakdown

The character controller will be controlled by numerous different stats for both the hoverboard and the character when off their board. The stats on the hoverboard will be slightly different than when on the board but some of the controller stats examples are as follows.

- Player Character Speed
- Player Character Steering Sensitivity
- Player Character Acceleration
- Player Character Jump Height
- Player Character Jump Distance
- Player Character Gravity Scale
- Player Character Grind Speed
- Player Character Grind Launch Velocity (Jump Off Grind)
- Player Character Grind Exit Velocity (Natural Grind End)
- Capsule Half Height
- Capsule Radius

Character Control Stat Breakdown (Tables)

These tables showcase the in-game stats that the player controller works from both on board and off. These will be tweaked and edited throughout development and stored in these tables for the developers to read and develop from.

Player Character Stat Table

Player Character Stat	Stat Value	Value Changes	Change Cause	Value Changed To?
Movement Speed	2000 m/s	No	N/A	N/A
Steering Sensitivity	0.00125	Yes	Player Change (Through Settings)	Player Choice
Max Ollie Height	400.0	Yes	Movement	550
Max Ollie Count	2	No	N/A	N/A
Air Control	0.75	No	N/A	N/A
Braking Deceleration	750.0	Yes	Player Change (Through Settings)	Player Choice
Ground Friction	2.0	No	N/A	N/A
Gravity Scale	1.25	Yes	Grinding	0.0
Grind Launch Velocity	0.01 + 550 (Jump)	No	N/A	N/A
Grind Exit Velocity	2000.0	No	N/A	N/A
Grind Speed	Player Current Speed	Yes	Player Speed	Current Player Speed Value
Capsule Half Height	90.0	No	N/A	N/A
Capsule Radius	34.0	No	N/A	N/A

Player Character Level Metrics

Player Character Stat	Stat Value
Max Height of Standing Ollie	2M
Max Height of Moving Ollie	2.5M
Max Height of Standing Ollie x2	3M
Max Height of Moving Ollie x2	3.5M
Max Standing Ollie Distance (Gap Between Jumps)	5M
Max Moving Ollie Distance (Gap Between Jumps)	30M
Max Standing Ollie x2 Distance (Gap Between Jumps) (Double Jump Straight Away)	15M
Max Moving Ollie x2 Distance (Gap Between Jumps) (Double Jump Straight Away)	45M
50M Speed	3.04 Seconds
(On-Board) 100M Speed	5.51 Secs
(On-Board) 200M Speed	10.63 Secs

Camera Perspective

Responsive Third-Person Perspective: The game will boast a dynamic third-person camera perspective, always focusing on the character's movements. The camera will seamlessly adjust to various actions, such as performing tricks or aiming ensuring a smooth and immersive experience for players.

Auto-Rotating Camera: To enhance gameplay convenience, the camera will automatically rotate, eliminating the need for players to manually adjust it. This feature will prove especially valuable during corner turns and hoverboard repositioning, simplifying navigation and maintaining a seamless experience.

Smooth Zoom on Collision: Acknowledging that players may encounter collisions and crashes during the fast-paced gameplay, the camera will respond intelligently by smoothly zooming to minimise wall clipping and visual disruptions. By doing so, the camera will consistently keep players immersed in the game without causing jarring disruptions to the gameplay flow.

Movement-Responsive Camera: The camera's behaviour will be closely tied to the player's movement speed. When moving fast, the camera will dynamically adjust to provide a thrilling sense of speed and action. Conversely, during slower movements, the camera will adopt a more measured approach to ensure players have clear visibility and precision control.

Adaptive Camera on Elevation Changes: Given the game's diverse environments, featuring various heights and slopes, the camera will adapt to the player's movement when traversing uphill or downhill. On uphill sections, the camera will appropriately reflect the slower pace, while downhill sections will showcase a heightened sense of speed, enhancing the overall experience.

Weapon-Specific Aim Functionality: During gunplay sequences, the camera will offer unique functionalities tailored to each weapon. Different aiming styles will be supported, optimising precision and control based on the player's arsenal.

Lock-On Aiming System: To provide players with additional support in combat scenarios, a lock-on aiming system will be implemented. This feature enables easier targeting of enemies, allowing players to focus on strategic decision-making and action-packed battles.

Camera Perspective Reference

Skate 3 Camera Gameplay Reference: https://www.youtube.com/watch?v=berxVf1ZbDc

Tony Hawk's Pro Skater Camera Gameplay Reference: https://www.youtube.com/watch?v=IpHvpxXGI5s

Camera Perspective Stats

Camera Stat	Value	Value Change	Change Cause	New Value
Target Arm Length	250	No	N/A	N/A
Socket Offset X	50.0	No	N/A	N/A
Socket Offset Y	129.0	Yes	Swap Shoulder	-129.0
Socket Offset Z	0.0	No	N/A	N/A
Target Offset X	0.0	No	N/A	N/A
Target Offset Y	0.0	No	N/A	N/A
Target Offset Z	0.0	No	N/A	N/A
Camera Lag Speed	15.0	No	N/A	N/A
Camera Rotation Lag Speed	1.0	No	N/A	N/A
Camera Lag Max Distance	500.0	No	N/A	N/A
Camera Rotation Yaw	False	Yes	When Idle	True

Controls (Part One: Player Traversal Mechanics)

Targeted Controls

SK.AI.TER will be targeted for release on Itch.io with full gamepad mouse and keyboard support. The controls will vary depending on the control type but the inputs themselves will be fully mappable for the player.

Mechanics

The game's mechanics are broken down into two categories, those being traversal mechanics and combat mechanics of the game.

Player Traversal Mechanics	Hoverboard Mechanics
Movement	Hoverboard Movement
Jump	Dismount Board
Crouch	Ollie (Can Double Ollie)
Interact	Jump/ Airtime
Mount Board	Grind

Basic Flip Tricks	Basic Spin Tricks
Kickflip	180 Spin
Heelflip	360 Spin
FS Pop Shove It	Revert
BS Pop Shove It	

How Tricks Work

To perform a trick the player must hold down the trick modifier input and then perform the trick from there. Air-based tricks like flip tricks, shoves and spins require the player to ollie first. This also applies to the grind spots around the world the player must ollie onto the grind spot to perform the grind.

Trick Points

Performing tricks adds to the player's "Trick Points" tally which adds towards a multiplier within the game. If the player gets hit by an enemy attack or falls off their hoverboard that tally will reset.

Controls (Part Two: Player Combat Mechanics)

Player Combat Mechanics

The game's combat mechanics will have a few differences based on whether you're on your hoverboard or not mostly due to the speed the player is travelling other than that however the mechanics work the same. The weapon mechanics may slightly differ depending on the weapon being used but the combat mechanics are as follows.

- Aim
- Shoot
- Reload
- Swap Shoulders

Aiming

Aiming will be different for each weapon but it will work similarly to most TPS games. The camera will slightly zoom to the shoulder of the player character and their reticule will shorten allowing for more precise aiming.

Shoot

Standard shoot mechanic that will alter based on the weapon the player is using. (For a further breakdown of the weapon system check page ?)
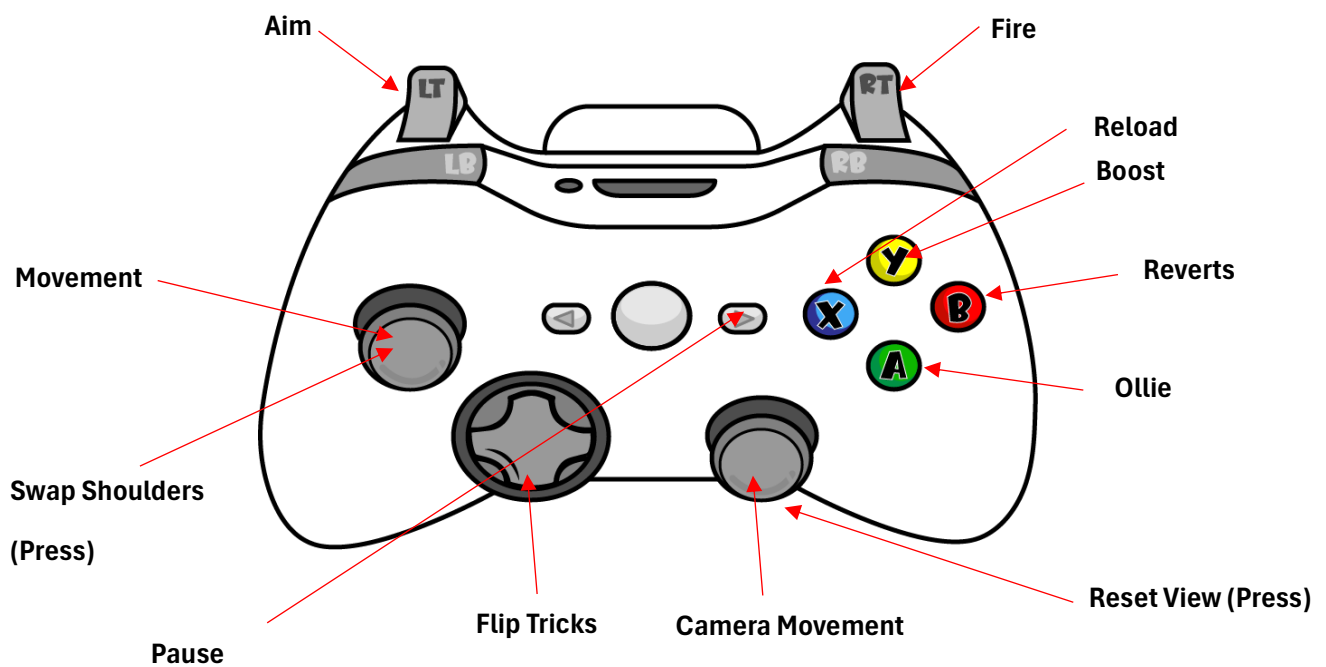
Reload

Simple reload mechanic like seen in many shooter games. Reload speed, ammo count, and max ammo amount will all depend on the weapon used (Check page ? for more details on the weapons system)

Swap Shoulders

The player can swap the shoulder they are aiming at if they are uncomfortable with the character's placement when aiming. This may prove particularly useful when aiming around corners. They can do this by reverting to the opposite stance.
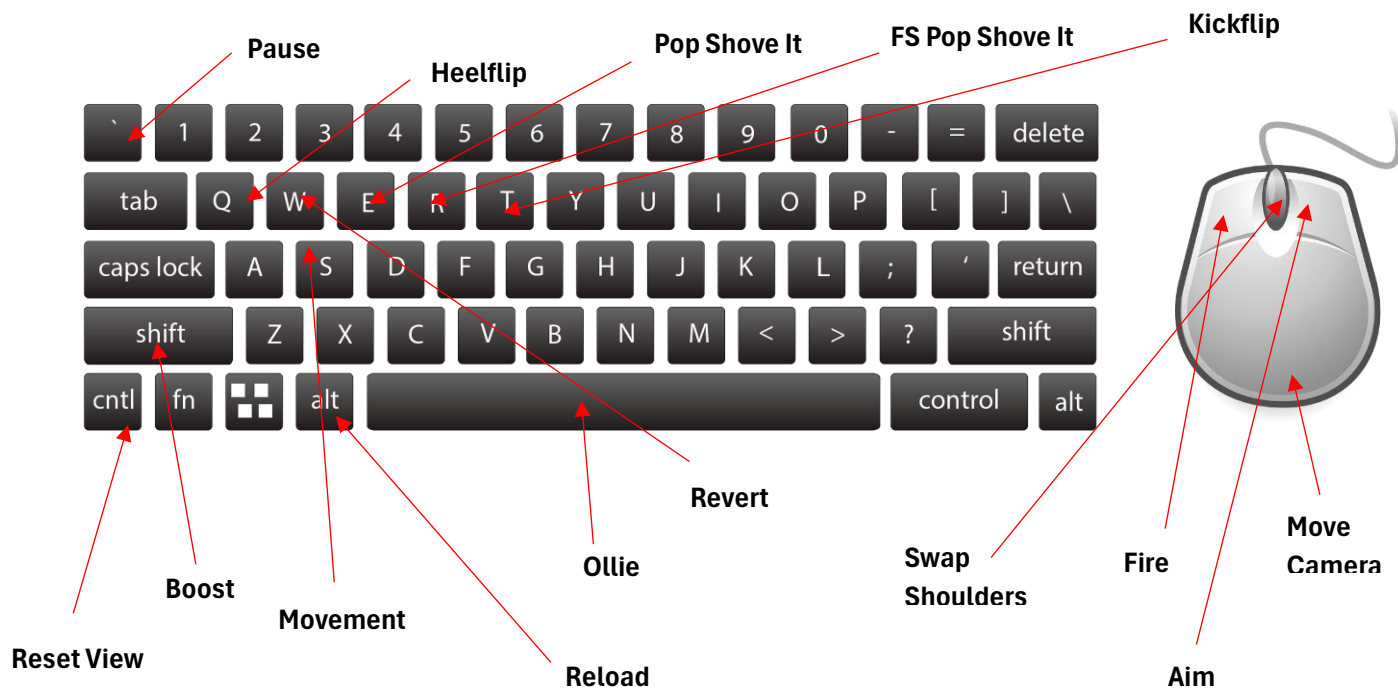
Controls (Part Three: Controls Scheme)

Gamepad (Example Xbox 360 Controller. Developed on Dual sense)

Mechanic	Input	Input Type
Move Character	Left Thumbstick	Move
Move Camera	Right Thumbstick	Move
Ollie	A	Press
Double Ollie	A	Press X2
Kickflip	A +Right D-Pad	Press
Heelflip	A+ Left D-Pad	Press
Pop Shove It	A+ Down D-Pad	Press
FS Pop Shove It	A+ Up D-Pad	Press
Revert	B	Press
Aim	LT	Hold
Fire	RT	Press
Reload	X	Press
Swap Shoulders	LS	Press
Reset View	RS	Press
Boost	LB	Press
Pause Game	Start	Press

12

Controls (Part Three: Controls Scheme)

Mouse & Keyboard

Mechanic	Input	Input Type
Move Character	W, A, S, D	Hold
Move Camera	Mouse	Move
Ollie	Spacebar	Press
Double Ollie	Spacebar	Press X2
Kickflip	T	Press
Heelflip	Q	Press
Pop Shove It	E	Press
FS Pop Shove It	R	Press
Revert	W	Press x2
Aim	Right Mouse Click	Hold
Fire	Left Mouse Click	Press
Reload	Alt	Press
Swap Shoulders	Middle Mouse	Press
Reset View	Cntl	Press
Boost	Shift	Press
Pause Game	ESC	Press

Weapons & Combat

Weapon Type	Damage Type	Max Ammo	Mag Size (BPM)	Damage Amount (DPB)	Rate Of Fire (RPM)	Damage Per Second (DPS)	Weapon Range	Reload Speed (Sec)	Weapon Recoil
Pistol	Hit scan	48	16 BPM	40 HP	300 RPM	175 DPS	70 M	2 Sec	25
Submachine Gun	Hit scan	120	40 BPM	35 HP	850 RPM	465 DPS	130 M	3 Sec	75
Assault Rifle	Hit scan	90	30 BPM	40 HP	600 RPM	400 DPS	300 M	3 Sec	50
Shotgun	Hit scan	18	6 BPM	70 HP	100 RPM	117 DPS	50 M	3 Sec	70

Pistol: The pistol is the standard starting weapon of the game and will always be available to you throughout your run. The pistol is most effective when being used to pick off enemies from a distance away and make sure Drones can't get close to you. It's a great weapon to start the game with to rack up early points.

SMG: The SMG is an available weapon that can be picked up on the map. It's a great weapon for drone crowd control and farming kills to rack up points. It's the most useful and close range as it features recoil and low damage that make it less efficient from further away.
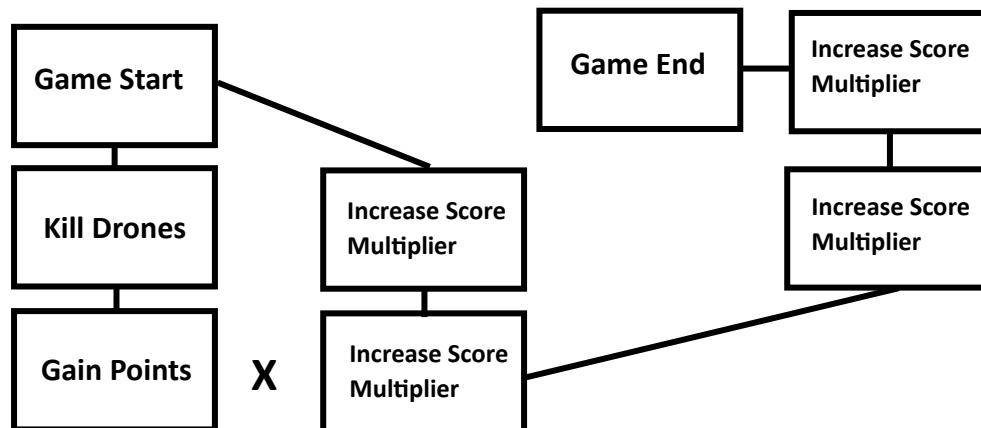
Shotgun: The shotgun is available as an item-spawned weapon. It's incredibly efficient at close range with it being able to blast multiple enemies in one shot due to its bullet spread. It's great for crowd control and training Drones together. Its biggest drawback is its low ammo count and range.

Assault Rifle: The assault rifle is the longest-range weapon in the game and very effective in ranged engagement when the player is trying to keep their distance. The fire rate is slower than the SMG but with higher power and range it makes it a formidable weapon.

Rules Of Play & Points Break down

Description: The player must kill enemy drones around the level to gain a score. If the player performs tricks on their hoverboard they will add to a multiplier that will increase the total point output from destroyed drones. If the player takes damage from a drone they will lose their multiplier and if their total health reaches zero they will die, and the game will end.

For the player to be successful they must survive the ten-minute game time and kill as many drones as they all whilst skating through the city performing tricks and stunts through the level.
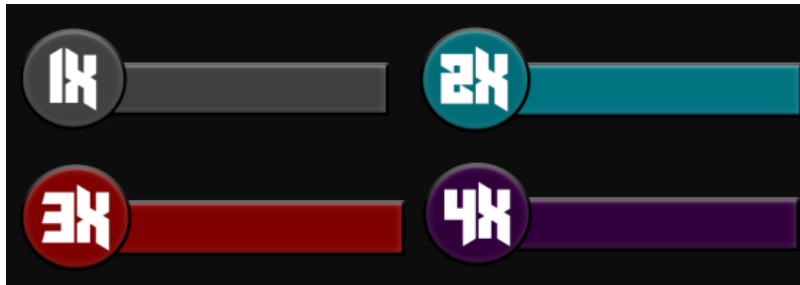

Tricks

When the player performs tricks they will earn "trick points" that add to a tally that adds towards a multiplier that appears on the HUD. The points you earn will add towards a threshold and when that threshold is reached the multiplier will enter the next state. The states are 1X, 2X, 3X and 4X below. I have put a table that showcases the threshold limit for each state. If the player gets hit by an attack, falls off their board or doesn't perform any tricks for a set period the multiplier will reset.

Multiplier State	Trick Point State Threshold
1X	0
2X	500
3X	2500
4X	10000

Visual Example of Trick Multiplier

The table below showcases the amount of points the player gets per each trick they perform.

Trick Type	1X	2X	3X	4X
Ollie	25 Points	50 Points	75 Points	100 Points
Jump/Air	25 Points	50 Points	75 Points	100 Points
Kickflip	50 Points	100 Points	150 Points	200 Points
Heelflip	50 Points	100 Points	150 Points	200 Points
BS Pop Shove It	50 Points	100 Points	150 Points	200 Points
FS Pop Shove It	50 Points	100 Points	150 Points	200 Points
Grind	25 Points	50 Points	75 Points	100 Points
180 Spin	25 Points	50 Points	75 Points	100 Points
360 Spin	50 Points	100 Points	150 Points	200 Points
180 Revert	25 Points	50 Points	75 Points	100 Points
360 Revert	50 Points	100 Points	150 Points	200 Points

Kill Points

Kill points correlate the player's total point counter. These points are gained from killing drones and are multiplied when the player earns a multiply state when they go over a set trick point threshold.

Kill Point Distribution

Below is a table that showcases the kill point distribution per enemy type and how they are affected by the multiplier states of the player.

Enemy Type	1X	2X	3X	4X
L.T.R.A Turret	150 Points	300 Points	450 Points	600 Points
L.T.R.A Exploder	100 Points	200 Points	300 Points	400 Points
L.T.R.A Mine	75 Points	150 Points	225 Points	300 Points

Enemy Breakdowns

LT.R.A Turret

Description

The L.T.R.A Turret was the original drone created by Abbot Systems LTD its primary function was for aggressive gunfire engagements and its purpose was to act as a counter to the ACFR's Infantry. Since the end of the initial conflict, the L.T.R.A Turret acts as law enforcers protecting class one citizens from harm but their secondary function is to search for known ACFR members and kill them.

Strengths

L.T.R.A Turrets have excellent speed and range and will be able to track the player and shoot at them from a distance which requires the player to weave in and out to avoid their shots.

Weaknesses

L.T.R.A Turrets have slow rotation when the player is trying to get behind them. This is paired with a weak spot on their back. If the player can manoeuvre around them they can exploit their weakness for the kill. Another weakness to exploit could be the drone reload period whether they are no longer shooting the player. The player can use this time to either reposition or punish the drone.

AI Behaviour

L.T.R.A Turret will search for the player and when they see them chase and shoot at them. If the player loses sight they will check their last known location and revert to searching if they can't find them again. If the player stops moving they will move a distance back and shoot the player from a comfortable range. And start the chase again if the player moves a certain distance away.

L.T.R.A Turret Stats

Drone Type	Drone Health	Drone Speed	Drone Damage Amount	Drone Fire Rate (RPM)	Drone DPS	Drone Damage Range	Drone Reload Speed
L.T.R.A Turret	150 HP	500	10 HP	150 RPM	25 DPS	200 M	3 Secs

LT.R.A Exploder

Enemy Visualisation

Description

L.T.RA Exploders are highly explosive speedy kamikaze-like drones that were used on a seek-and-destroy basis. In the initial conflict, these drones would search and observe for enemies, enemy vehicles or enemy structures charge at them and explode. These drones caused a lot of harm and injury amongst the ranks of the ACFR and are highly feared. After the conflict, L.T.R.A Exploders are used as camera drones that search for issues and report them to a nearby Turret Unit. However, if they detect an ACFR member they revert to their original programming.

Strengths

L.T.R.A Exploders are incredibly fast and smaller than the rest of the L.T.R.A Drones so they are often harder to see and likely to come out of nowhere and surprise the player. Added to that is the hit amount of damage they do when they impact the player.

Weaknesses

The L.T.R.A Exploder's biggest weakness is its low health pool it is incredibly easy to kill compared to the rest of the drones in the game. It also has a weak spot on its head that if you manage to hit it will instantly kill the drone. The explosions when close to the player also hurt other drones around them so they can become a hindrance for other enemies trying to kill the player.

AI Behaviour

The L.T.R.A Exploders will search the area for the player and when they see the player chase them they are out of sight. When the Observer gets in a set range of the player they will explode. This explosion also hurts other drones, so they only tend to explode when close range to the player's location.

L.T.R.A Exploder Stats

Drone Type	Drone Health	Drone Speed	Drone Damage Amount	Drone Fire Rate (RPM)	Drone DPS	Drone Damage Range	Drone Reload Speed
L.T.R.A Exploder	50 HP	800	50 HP (Radial)	X	50 DPS	5 M Of Player Location	X

L.T.R.A Mine

Enemy Visualisation

Description

L.T.R.A Mines are sneaky hidden away drones that can be lethal if they go unnoticed. They acted as mobile mines during the initial conflict and caused a lot of harm. They roam in front of the player tracking their location before moving in front and when the player moves into them they explode. After the conflict, the L.T.R.A Drones became street sweepers cleaning up mess and rubble from the streets.

Strengths

They are low on the ground at all times giving them limited visibility to the player. This is matched with a high damage amount when the player is hit by their explosion.

Weakness

They are slow moving and will have a red-light beam from their eye as a tell as when they are about to move to the player's position and explode this gives the player some time to adjust. The red eye is also their weak spot that the player can exploit for big damage.

AI Behaviour

The L.T.R.A Mines will move around a set area and attempt to get the player. They won't search for the player but as soon as they detect their presence either in front or behind they will try and get in front or behind to explode and damage the player. If the player avoids their attack they will just stay in that area and try again when the player passes. After a set amount of time, the L.T.R.A. Mines will reposition to a new area.

L.T.R.A Mine Stats

Drone Type	Drone Health	Drone Speed	Drone Damage Amount	Drone Fire Rate (RPM)	Drone DPS	Drone Damage Range	Drone Reload Speed
L.T.R.A Mine	100 HP	400	60 HP (Radial)	X	60 DPS	5 M Of Player Location	X

Level Design

Due to the player riding a hoverboard, the level needs to cater to that. As well as this you must think about killing drones and avoiding being hit. The level needs to help the player skate around and provide enough opportunities to perform tricks and kill drones.

Within Call of Duty Zombies and other zombie shooter games there is a strategy called "training" This has the player gathering zombies and running in circles to bunch them up so they can be killed at once or grinded for headshots.

The level should be focused on keeping the drones clumped up so that the player can maximize their points. Designing the level in a loop fashion allows drone training to occur naturally without the players needing to group them up themselves.

Adding elements such as jumps; trick areas and grind rails allows the player to loop around the level gaining points while shooting the drone enemy's chasing behind.

However, if the player is only skating around the sides of the level they can miss out on huge portions of the level in the centre. I need to give the player a reason to want to go into the centre of the map. I can do this by spawning weapons, and ammo there or adding bigger jumps, trick areas and grind rails that can provide even more potential points that the areas on the side of the level can't. The level also needs to be designed to work well with the shooting mechanics of the game. The game should have a good number of sightlines and open space so that the player can comfortably aim and kill drones but also have a few claustrophobic areas to provide some challenge. Also providing areas of different heights can be incredibly useful to the player for either getting out of a situation or using the verticality to gain an advantage on the drones.

The image below shows the layout of the level we will create for SK.AI.TER. The level has three sectors that all offer different types of skating gameplay and traversal opportunities. These are

- Old City: Open moveable space with jumps and trick space to build big multiplier tallies
- Corpo Plaza: A very wide-open area for training drones and gaining lots of kills
- The Docks: Closed-spaced with interesting jumps and aggressive combat encounters

Expanded Scope Layout (4 Sections) (3 Upper Sections)