Quake SP - COOP - DM --------------- rj7_coce
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* Specifications

Title	Work is a nightmare
Original release date	2nd of April, 2022
Filenames	rj7_coce.bsp
	rj7_coce.lit
	rj7_coce.map
	rj7_cocerello.pdf
	rj7_cocerello.jpg
Author	Cocerello, aka ''Coce''
Feedback	cocerellon@gmail.com
Tested in	Quakespasm 0.91.0

* Map Information

Game	Quake single player and cooperative (3 spawn points)
Requirements	increased limits, coloured lighting
Version	0.d
Texture wads used	idbase.wad, solids3.wad, htic2.wad, handoria.wad, hswamp.wad, rj7_koohoo.wad. All defullbrighted.
Mapping time	around 23 hours
Qbsp time	30 sec
Vis time	24min 5 seg
Rad time	18 min 53 sec
Compiling parameters	-level4 -extra4 -soft
Editor/s used	Worldcraft 3.3 with Qadapter, Texmex
Compilers used	txqbsp_xt, wvis_xt, light_xt

* Deathmatch Information

Spawn points	7
Recommended number of players	6
Recommended number of bots	5-7
Weapons	SSG, 2x NG, SNG, 2x GL, RL, LG
Power-ups	GA, RA

* 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 shorcut to it with this part added (omit the ''):

   ''+map rj7_coce -skill x'' (where x is 0, 1, 2 or 3)

- Enjoy the map.
* Tricks, tips, and known issues (minor spoilers ahead)

 - This is a turtlemap: for those that are new to the concept, turtlemaps are the slower and longer cousins of speed-maps, which are maps done in a few hours, so they focus on gameplay over looks, are prone to errors/bugs and have no betatesters. That's the fun of them. Keep that in mind when playing. The difference with speedmaps is that turt-lemaps are done over a week so they are longer, but not much more polished.
 - The map is not half as random or replayable as my previous ones, but offers some in bigger diferences than most custom maps between skill levels and a bit of freedom in the order to clear each part and get each key.
- Skill levels are treated more as such rather than as difficulty levels, hence there is gameplay differences between them. Expect higher skill levels to ask more things of you, like for example using each weapon to its strenghts, con-sider ammo management or to plan ahead the encounters, or the gameplay style to change. Simple run and gun style is covered by skill 0.
 - Differences in difficulty between skill levels come from other ways besides bigger number of enemies per encounter, and from several sources.
 - 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.
 - There is enough ammo, even if the player intends to kill everything, with just shells and nails in all three skill levels. If cannot find enough search further in the map and if it is really missing please report it.
 - All items are reachable without trickjumps (i am awful at those), rocketjumps or knowledge of Quake physics, but several are not easy jumps. The jump over the boxes to enter that way in does not require any of the above either.
 - I have tried to reduce the annoyance of the brushwork in the middle of the rooms, but if you find them to be insu-feareable, first, see how they work and where each parts are before unleashing an encounter on you, and second, try to jump a lot while moving as it helps a lot.
 - Do not ask for the DBS in SP, as it is not there on purpose. Over the years testing things and after watching a lot of first run demos of many Quake maps of mine i have found out that most players find themselves in more trouble if i add it to these kind of Quake maps.

* Story behind the map (big spoilers)

The idea for this map comes from a map made for sm172, but as usual in my case, haha, i missed the deadline so i used the scraps for map jam 2. As i was still not much experienced at timed events back then and the map would take lots of hours to compile, i had to discard the idea if i wanted to meet the deadline so i settled for a building floating in the sky which fortunately let me play with lighting to make some interesting effects.
It came to my mind as i did not see a single Quake underwater map, only flooded ones, and i think that after all the-se years and the jam that had that theme where all the mappers went for flooded ones, this could still be the first underwater Quake SP map.

For good or for bad i also wanted to use more of my knowledge in architecture and design on a map and also add a twist to the map, so i used the architect Frank Lloyd Wright buildings as reference, and more exactly two of his buil-dings to use as offices, eldritch offices with summoning rituals hidden in their furthest parts.
Frank Lloyd Wright's design bases i applied to this were the function defines the shape which i usually like to use in my maps, horizontality, use of natural light, and breaking the box.
- The brown building is based on the Larking building in its layout and general shape and on the Ennis house for the brushwork. From there i tried to adapt it for Quake gameplay while being wary of Vis, but while keeping the feeling and layout of the office. Unfortunately the part about function defines the shape was not much applied in terms of gameplay. The building ended better than i thought and being so open did not hurt Vis as much as I expected, but r_speeds skyrocketed due to the furniture and it being func_detail and it is my map with the biggest ones, even on the underground floor.
- The green building is based on the flatter part of the Johnson & Son building and more exactly the lobby and the big room after it. Here i took the actual reference a lot more loosey, reduced the office parts, and added more verticality to enhance the experience as Quake base enemies tend to provide dull and repetitive encounters. For the looks i went with different textures as i found the brown cubes lacking without some extra textures. I think it turned out a

lot better than the other one.

- The caves was supposed to have a building inside underwater based on the Storer House after the gold keycard bars, but the map was getting out of the turtlemap bounds and the deadline was approaching so i settled for that small part with the base enemies.

As it is my first map since the Discord servers pretty much deleted Func so i have been without mapping for timed events for long, i made the same mistake as years ago with my first released map (sm170, latter renamed for sm176) and went overboard in scope, it is over the limits of a turtlemap even thought it keeps the polishing and testing turtlemap like, so i could not meet the deadline, hence i finished it later in almost turtlemap limits and waited for release. Wrote this document and added deathmatch gameplay when i noticed the release at Func and, here you have it. Enjoy.

Depending on the demos players provide and what they show, this will get more work on, forget the turtlemap objectives and make it a jamp or a normal map. Future plans involve make more of the gameplay on the underwater parts, add a whole area after the gold keycard bars, and rework the brown building so it is more varied in layout and lesss dependant on the furniture and have lower r_speeds as curently it gets close to stuttering on my computer. I am worried the community has changed so much, almost all of the people i knew are not around, and many traditions have been lost, like helping others by providing with first run demos of the releases but let's see.
The map also seems that it can work well for Capture the Flag, so that would come too.

* Thanks

 - ID software for Quake
 - Ben Morris for Worldcraft
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 - Baker for the Qadapter
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 - 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 wrote at Func that a brush or an entity could be cloned in Worldcraft by using the shift key. It saves tons of time.
 - Danz for proposing the jam session.

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