GAME DESIGN DOCUMENT: Slurp Raid



Figure 1. Final map layout and combat planning. Left: two-floor top-down view showing bomb sites, spawns, and rotation paths. **Right**: annotated blockout of a key combat zone with sightlines and vertical flow.

1. Map Name

Slurp Raid

2. Platform

Fortnite (UE5.6 / UEFN)

Supported Devices:

- PC (Windows)
- PlayStation 4
- PlayStation 5
- Xbox One
- Xbox Series X|S
- Nintendo Switch
- Android
- iOS
- GeForce NOW

3. Genre

PvP, Competitive Shooter, Bomb Plant/Defuse, 5v5, Round-based, First-Person View

4. Short Description

A competitive tactical map designed for Fortnite's Ballistic mode. Two teams of five players face off in a bomb scenario: one team plants the bomb, the other tries to defuse it. Inspired by classics like CS and Valorant, the map features two bomb sites, tight corridors, control zones, and rotational lanes. The gameplay is fully first-person.



Figure 2. **Competitive layout references – CS vs. Fortnite.** Classic Counter-Strike maps (left) were analyzed for pacing, rotation depth, and bombsite access patterns. Fortnite Ballistic (right) was studied to understand how these principles translate into UEFN's spatial scale and mechanics.

5. Narrative Background

Set in a compact industrial facility where Slurp is manufactured and stored, the map includes an active construction site. A secret vault filled with gold bars is discovered within the compound. The attacking team aims to either detonate transport trucks loaded with gold or sabotage the construction zone. The action unfolds at night in a densely packed area with containers, scaffolding, machinery, and security patrols.

6. Core Mechanics and Features

- 2 teams of 5 players
- One team plants the bomb, the other defuses
- Match format: up to 13 rounds
- Each round lasts 2 minutes
- Weapon selection/purchase system before each round
- Team swap after halftime
- Tactical layout: two bomb sites, narrow choke points, open areas
- Spawns located at opposite ends of the map
- Timers for bomb planting and defusing
- Win condition: eliminate all enemies or complete the objective
- Gameplay in first-person perspective (FPS)

7. Visual Style and Theme

- Theme: industrial zone / construction site / night raid
- Style inspirations: CS2 (Nuke, Cache), Valorant (Split, Bind)
- Lighting: neon contrast, focused nighttime spotlights, clean navigation cues
- Designed for fast-paced, readable, and competitive PvP

8. UEFN Features Used

- Verse scripting: bomb logic, round system, side-switch
- Custom UI indicators: bomb status, win/loss
- Custom HUD layout
- Trigger zones and Blueprint-based logic
- Prefabs: cover objects, elevation, passageways
- Grid-based modular map construction (no landscape used)

9. Map Goal

To deliver a compact, tactical, and visually clear arena in the spirit of CS and Valorant — tailored for Fortnite's Ballistic mode. The focus is on dynamic movement, strategic control, clean layout, and replayability.

10. Playtesting and Balance

- Playtested in full 5v5 matches
- Entry timings for both A and B sites verified
- Sightlines, crossfire angles, and rotation routes tested
- Collision bugs and edge cases resolved
- Optional adaptation for 3v3 and 4v4



Test	Fast	Slow
Just running	4	7
Running low obstacles	6	10
Running high obstacles	9	9
Running lifting	5	8
Zigzag running	5	8
Zigzag running with low obstacles	7	9
Zigzag running with high obstacles	10	10





Figure 3. Movement and traversal testing across obstacle setups to verify rotation timing and bombsite access pacing.

11. Contact Information

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12. Version

v0.9 (Playtest Ready)

13. Date

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14. Appendix: References



Figure 4. **Visual reference board. Left** – *Prop Reference Library:* modular assets, surface types, decals, and lighting elements used during environment production in UEFN. **Right** – *Environment Style Reference:* mood boards and scene compositions used to define lighting direction, urban scale, and industrial storytelling elements.