ChaosUT Mapping Contest | 2017
UT99.org community

Full reviews by Terraniux, the Dutch mapper.

Preface & Notes

I'm not a native English speaker, sorry about errors in speaking and writing.

The reviews I made are truly my honest opinion and are <u>purely objective.</u> I do not look at the person history or at the person itself, for I only judge the work presented on my screen. I may be harsh and critical at some points, but not take any of it personal. If there are points written as in "personal" it will be in a different context and meaning. Your opinion may differ and your ideas may not be shown as in here, but I'll try to make the spots that could have been more worked out, very obvious and glorify your wins in the map.

I DID NOT CHECK OR DO NOT CHECK THE MAP'S CORRECTNESS ACCORDING TO THE RULES, FOR THIS IS THE RESPONSILBILITY OF THE UT99 / CONTEST ORGANISATORS. FOR I AM A PARTICIPANT, I WRITE THIS REVIEW IN MY OWN TIME WITH BIG TIME EFFORT. THERE IS MUCH TIME SPEND ON THIS.

<u>I will not say you did things WRONG,</u> only saying, it could have been better & could have used a bit more attention in my point of view, which may be also be in a general POV. Keep that in mind.

We all have been under pressure of time, so therefore I will not punish you for "mistakes" , just marking them, and highlighting your good work.

Also, since I am reviewing, I excluded my own map from reviewing.
But if it's ok, I do include my map, and show what I'm proud of and less proud of, in the map.

For my reviews I use a default UT GOTY v436 installation, with stock renderer and Windows 7 as OS. Windows is up-to-date . I have a pretty good gaming rig, so performance is no issue.

Feel free to comment and share your thoughts on this. Please enjoy!

- Terraniux

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1   Chaoskeep - *Back to the Dark Ages*

First impressions
Wow..... - that sky.... - nice castle - realistic - nice architecture
These are my first impressions when I first opened the map.

Intro
The keep of chaos is a really nice castle / fort themed map that is really defined and worked out well. Although it is not really chaos, it makes you feel a little creepy at some points. This map makes you feel play UT as it presented. Tiny spaces, mixed with open outdoor areas, mixes a sauce of truly "living in the castle" - If you know where to go that is.

Build

+   Well build ; Sets a good castle build
+   Use of trimming on windows, doors and walkways
+   Plenty of ways to explore; you keep on going
+   Every room is different; it keeps you focused.
         It has many small corridors and fun places to hide; to catch your enemy off
         guard.

-        Could use more decoration: Like tapestry, flags, shields, -- castle stuff.
-        Outside of walls are pretty plain, some more trimming would do the eye
         really good.
-        Some walking ledges requires a jump; blockade for normal walking.
- / +   The map is way too complex for DM. **Note :** Others may find this
different.

Visuals and gameplay

+ Good use of castle textures
+ Several scenes and not autonomous with lights
+ Nice sky(box), can watch it for hours
+ Bots work
+ Good scattering of weapons and pickups
+ The 'Bloodpool' underneath is really cool!

- Lights could be more bright have more effect (flares, smoke etc)
  Also, make the light more like they 'light' make orange -->ORANGE and not half orange / brownish. Create the feeling the light is coming truly of the torches ; to name an example.
- / + Some places are barely visible, but maybe that is intended to have the lights and room have their effect? Neutral point.
- Not having a Chaos feeling, or anything special, just fine UT that keeps you exited for the whole match.
  Note: Except having the Crossbow in your hands makes you feel like a knight defending a castle! :D
- The sticker is not working, it's black. (import error?)
- The doors are very confusing ; I hurt my nose occasionally when trying get trough doors, when I think they open, they do not. Would be nice have some doors triggered.
- / + Pickups not correctly placed, but thats ChaosUT referring issues.

Pictures next page

Really cool room! - Lights could be more dramatic here.

Same here.

Lovely setup, walkways over water and healthvials. Nice.

Love the lift - pickups are floating.

Conclusion and Rating.

Memsys created a very solid map, in a well defined castle theme. Bots work and the map is reliable to play without crashes or bugs. (AFAIK).
Going around and exploring is fun to do and there is plenty build to do that. Although the map is a little complex for DM ; remembering the map would be better for another gametype in my opinion, like assault or DOM. But maybe other players find this very pleasing.

The map is pretty to look at, but it could use so more makeup and decorations. Lights are everywhere, but not very special. Castles makes such special environmental places, they need certain pretty things everywhere!

8 outta 10 points!   Grade : 8

Lovely immersive view!

The Mansion of Chaos - *What is going on?*

Waiting for ready signals.
(Use your fire button to toggle ready!)
You are NOT READY!

First impressions

Dark..... - cold.... - nice castle - wtf - huh?

These are my first impressions when I first opened the map.

Intro

The Mansion of chaos is a pretty dull yet awkward themed map that is really asks you to play. Although the looks are not very appealing to play, It makes you feel a little shocked and scared. This map keeps you questioning. Open hallways, corridors up and down, with eyes in every wall, gives you true Halloween and Chaos feeling. But how playable is it?

Build

+   Well build Mansion, stable build.
+   Custom scripts and original stuff everywhere
+   Plenty of ways to explore; you keep on going
+   Gives a good scare if you, if you're interesting in exploring / exploiting
+   Every room is different; it keeps you focused.
+   The rooms CHANGE. Or is my mind that is getting ....
What is going on? I could swear that room was like that..... now it is changed?

-    Could use more different texture, it too dull looking.
     For up - down and sideways are the same stone texture used.
-    Outside and inside of walls are pretty plain, some more trimming would do
     the eye really good. Or some paintings, buckets, etc.....
- / + Very confusing. But maybe that is a good thing in terms of Halloween?
-    There is not much variety in architecture. There is pillars and standing
     things everywhere, but the rooms are still square, and pillars are still round.
     Give me a room what unique architectural properties! (Ok, maybe the roof
     has it's thing) I don't want to be too salty on the creating, as original the
     placed pillars, stairs and boxes are... it's too repeating.
- / + Wooden stairs give you a jump? Why...? I find it highly annoying...
     Maybe I did not explore the map well enough to find the meaning of that,
     but it annoyed me every time... - neutral point.

? Uhm....

?uhm... yes what uhm? Ok, I will fire around.

Visuals and gameplay

+   Lot of things to "do"
+   Creepy, cold dark castle feeling.
+   Nice sky(box), changing
+   Original idea
+   Pickups and weapons are random
+   Much custom / (re)scripted stuff.
+   The music is great! Love it!

-       Lights are very poor and clearly did not have much attention.
- / +   Some places are barely visible, but maybe that is intended to have the lights and room have their effect? Neutral point.
-       Textures are too repeating.....
-       Bots do not work , so the map is only played by you! For this   reason the whole Deathmatch falls apart :(!!!
-       The stairs and corridors are very confusing, and have been duplicated too easy.
- / +   Random ammo boxes and weapons, I hates I loves it.

Ok, I admit - I'm constantly thinking there is something down there!

Main hall, fuck this shit I'm out. I am so scared to touch anything.

Oh noo....... these pictures...... to afraid to look at them. ... It is creeping me out

Very creative.

Conclusion and Rating.

Paper and Jack were clearly under pressure of time. They spend much time on making the map original and giving it lots of custom stuff. They succeeded big time. But that made the actual build and visuals suffer severely. Simple lighting, simple textures and no working cpu team is the result of that. I think if they switched the creating of both the map would have been much better received by players. First the gameplay, then custom stuff. The map is chaos ,the map is creepy and changing, and rewards the player for checking out stuff. But do not expect more. That means the actual Deathmatch gameplay is dead as dead itself, and the ChaosUT mod barely affects the map.

If they had more time, it would be a whole better map – I am definitely sure of that. My advice: Wait for the final product, it can only get better from here!

Note : Since I love the music added, and your efforts, I'm adding 0.5 bonus.

6 outta 10 points!   Grade : 6,5

Second grade(if they had more time) Grade : 8,5 or higher. Since they would have more time to spend on visuals.

3   Constantine – Smoothly chaotic
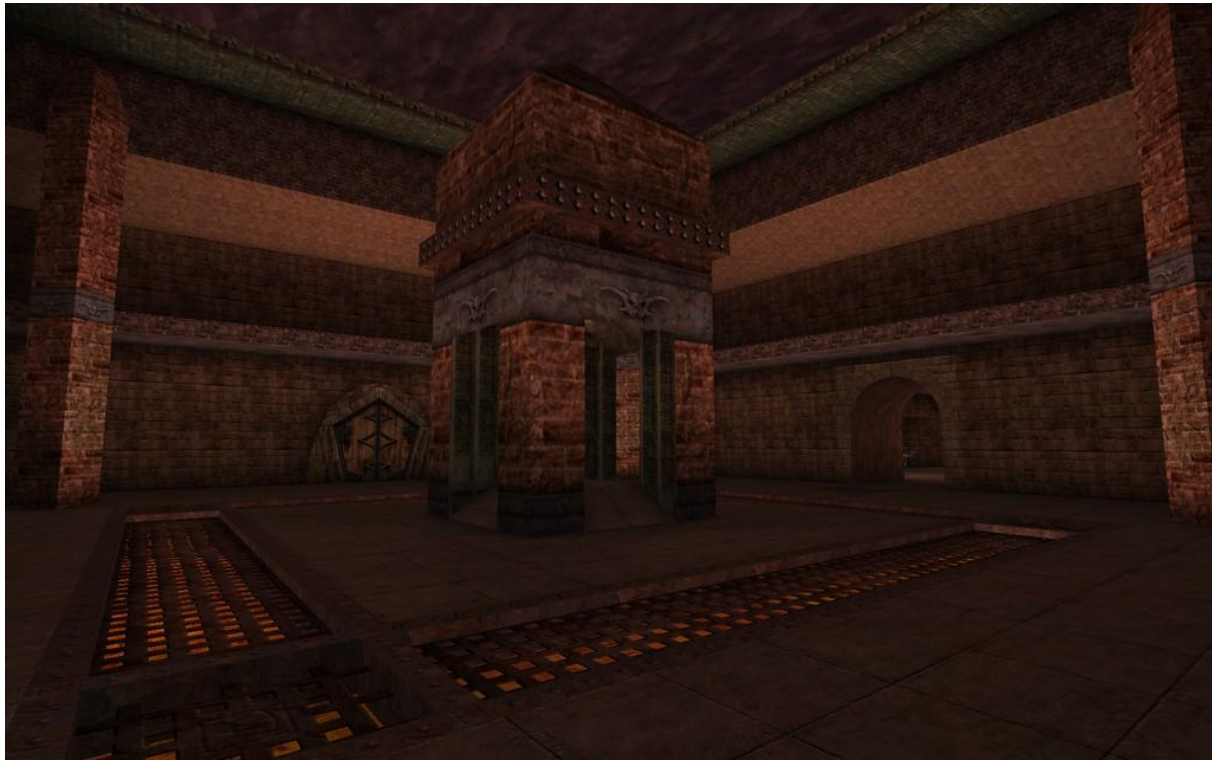
First impressions
warm..... - nice.... – well done – very defined
These are my first impressions when I first opened the map.

Intro
I remember Constantine being a angel, or something heavenly.
Wondering why it's called that. The map gives a fine UT deathmatch in
a crypt environment that looks calming and warm to the eye. Very
promising map with nice looks.

Build

+   Nicely made map – stable and 'fault' less as far as I know.
+   Flowing gameplay – gives a perfect and smooth match
+   Well defined theme
+   Calming and relaxing to the eye
+   Bots work very good
+   Easy to remember (Mind pathing)

-     Could use more Z axis – levels. There is much on the same floor
- / + Looks of walls are pretty plain, coulde use a little more brushwork but in deathmatch you focus on the play, not staring at the stones. Some truns o or wall structuring will make the mansion more alive in its skin.
-     There is not much variety in architecture on the walkways – tunnels and floors. Some pools, "rivers" - jumping 'action' , more lifts, some elements that make your more concentrated on every move you do.
  For example DM-Deck16 – or DM-Turbine.
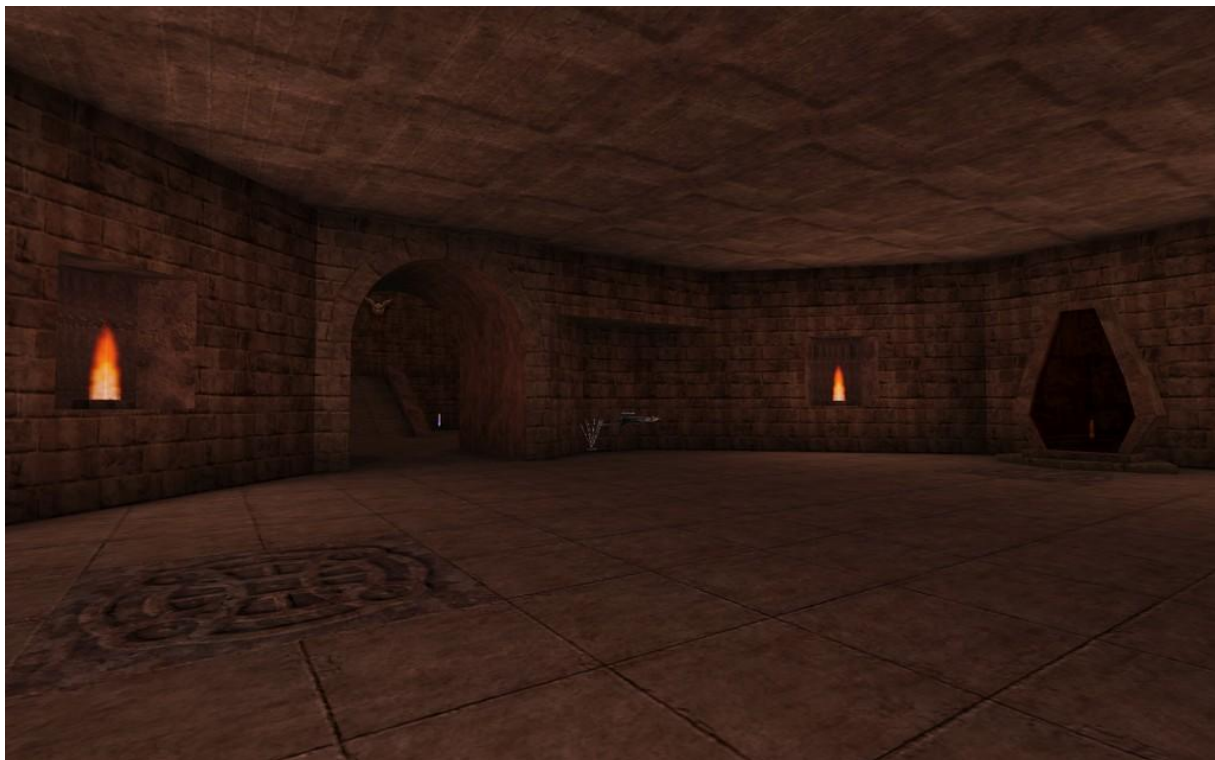
Visuals and gameplay

+   Nice warm environmental feeling

+   Lightning, perfectly balanced everywhere

+   Defined krypt / castle / old-weird textured theme.

+   Pickups and weapons are scattered everywhere

+   Runs smoothly and stable

-       Lights could be more 'light'. Let me explain this.
        Everything is well visible and the maps comes out most natural as it
        should be. Though – the map could be so more pretty with flares, lightning
        effects. Fire gives a warm yellow to orange bright light. It's a bit too
        brownish to me. A bit more contrast would make the map much better.

- / +   Textures are too repeating, but that's actually pretty comforting as   a
        pure fast deathmatch gameplay isn't about visuals. A too complex texturing
        is giving your brains to much 'info' to process. It's fragging and be swift
        on your feet is what DM is all about. Neutral point.

-       Missing some fun elements that will increase the map's expierence,
        like: A place to fall in the lava, jumpers(or more lifts), special rooms, or
        key features that will test your area awareness.

-       The map has some warp teleporters, which are very cool, but are too small
        for me. Often hit my legs to the borders.
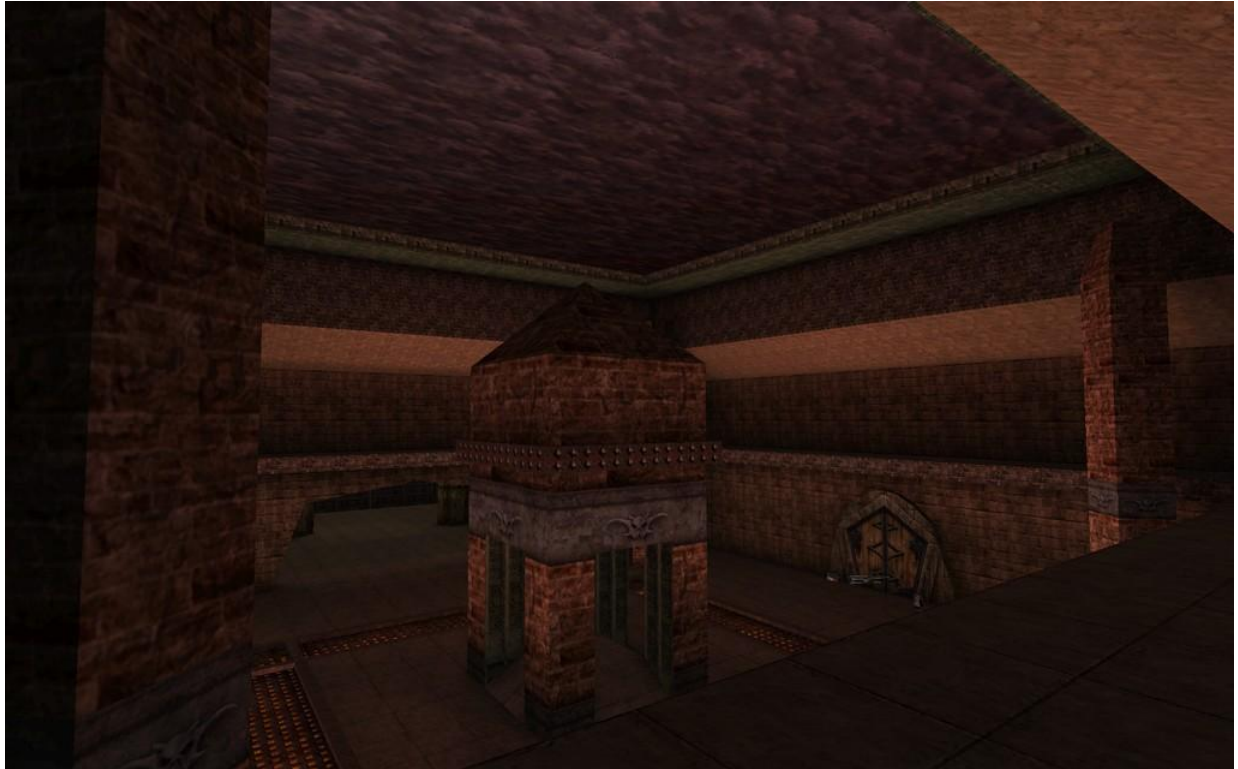
Queens or kings throne? What happened?

Very nice roof

Love this view...

Trimming of the sloped stair would be better closed without a gap.

Conclusion and Rating.

Constantine is a nice, solid, working map. There is not really much to say about it, either wrong or very good. That is exactly what the map is, in the middle. For the map is a must have in DM server and bots do their work. Yet the map could be so much more pretty in the 'cryptic' / castle theme. Lighting can have much more contrast. The warp teleporter are a nice added feature, but too small to go quickly in. The ceilings clearly had the most attention in the map, yet the skybox too. A little extra excitement in the map, like working lava to fall in and more ' obstacles ' to observe, will give the map a big boost.

Solid good map, but could be so much more prettier. It's a rough diamond that needs to be polished.

7 outta 10 points!   Grade : 7

# <mark>4</mark>　　Letitia - *A break from all Chaos*
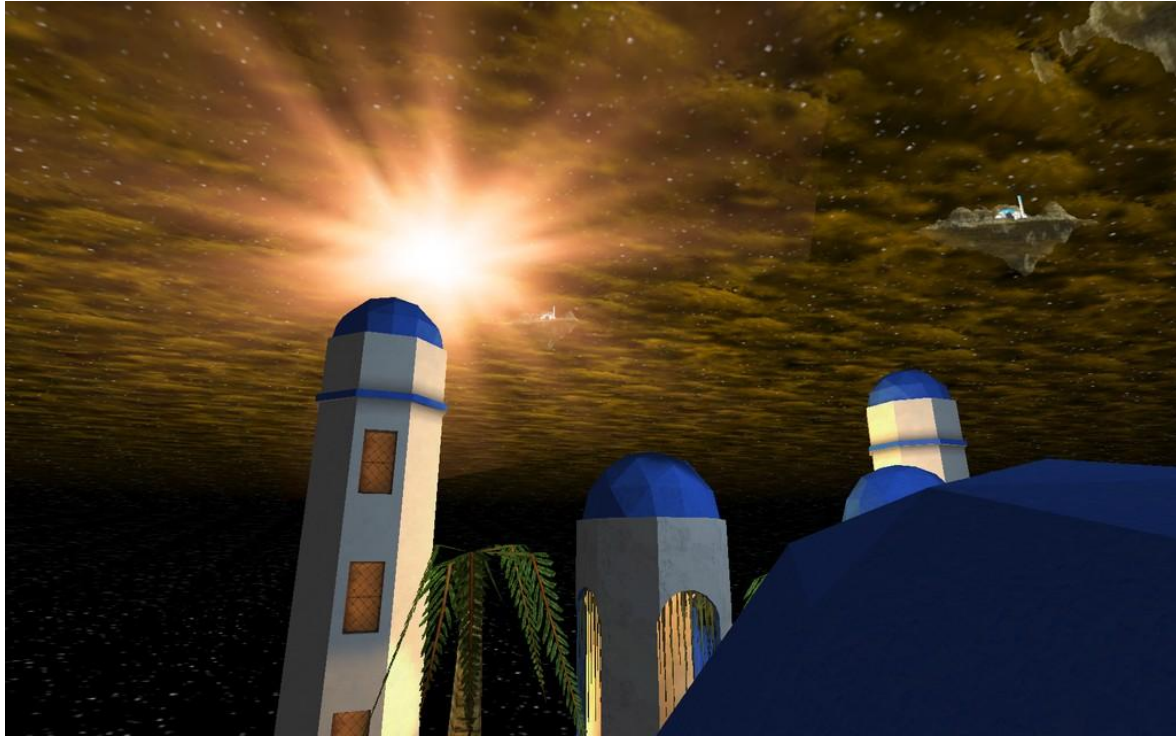
First impressions

Wow..... - wow again.... - nice - oh yes- nice.........- I want to literally swim there. These are my first impressions when I first opened the map.

Intro

The mapper clearly did not understand the theme of CMC2017, or participated for fun, or went for the challenge to have the most pretty map of all. I don't know what the reason was for the map, but pretty it is. Time for custom skins and have some swimsuit models play instead of wearing armor all day!

Build

+ Nicely made map – most defined architecture of all contestants
+ Extremely defined theme
+ Calming and relaxing to the eye
+ Bots work
+ Original build

- Pressing heavy on engine - low end systems may not run it well
- It is not ChaosUT, not even a bit of dust, sand, or smell is CUT
- Small map, and squeezed-in walkways
- Bsp errors in the map, and not stable. Had to restart UT several times
- CMC sticker is visible, but cropped in a small barely visible place
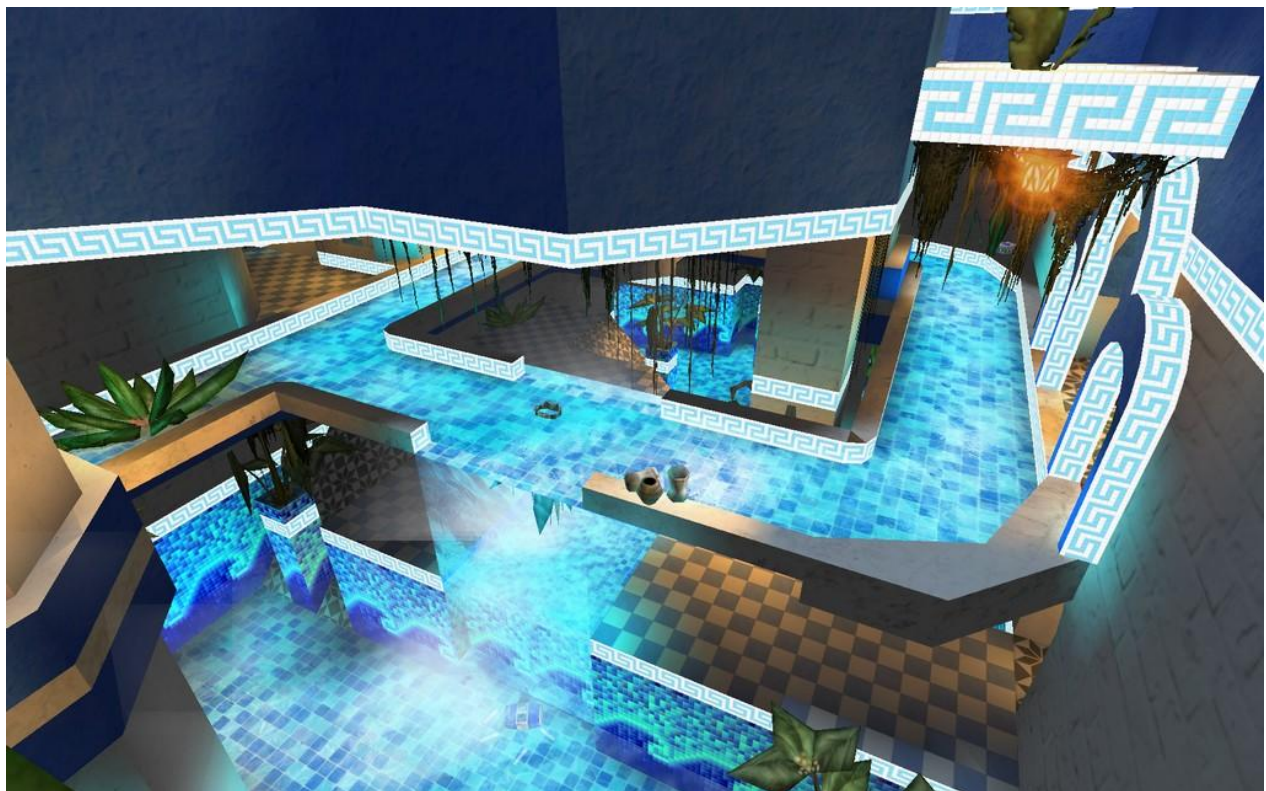
Visuals and gameplay

+   Nice warm(?) yet cool environmental feeling

+   Lightning, perfectly balanced everywhere

+   Very good use of any kind of visuals enhancement

+   Pickups and weapons are scattered everywhere

+   Water and sound effects make the map feel complete

+   Nice skybox

-    There is no music (bad umx?)

-    The fog and smoke effective are too excessive - without it, I think it would
     clear things more up, and press less on the engine.

-    Deathmatch is not very playable here. Small corridors, complex
     mindpathing since everything is BLUE and not very much open areas.
     Searching for everything again, and respawning in the map makes me less
     play....

-    The water is very annoying, it lets you not play or walk for a bit. Falling in
     the water and swimming again gets on your nerves eventually.

- / + The aim of perfection is slightly off . Since flares at pointy brushes are not
     aligned correct. These swinging fire / crispy burners have black
     sheets....horrible for people with OCD. Some textures are not aligned
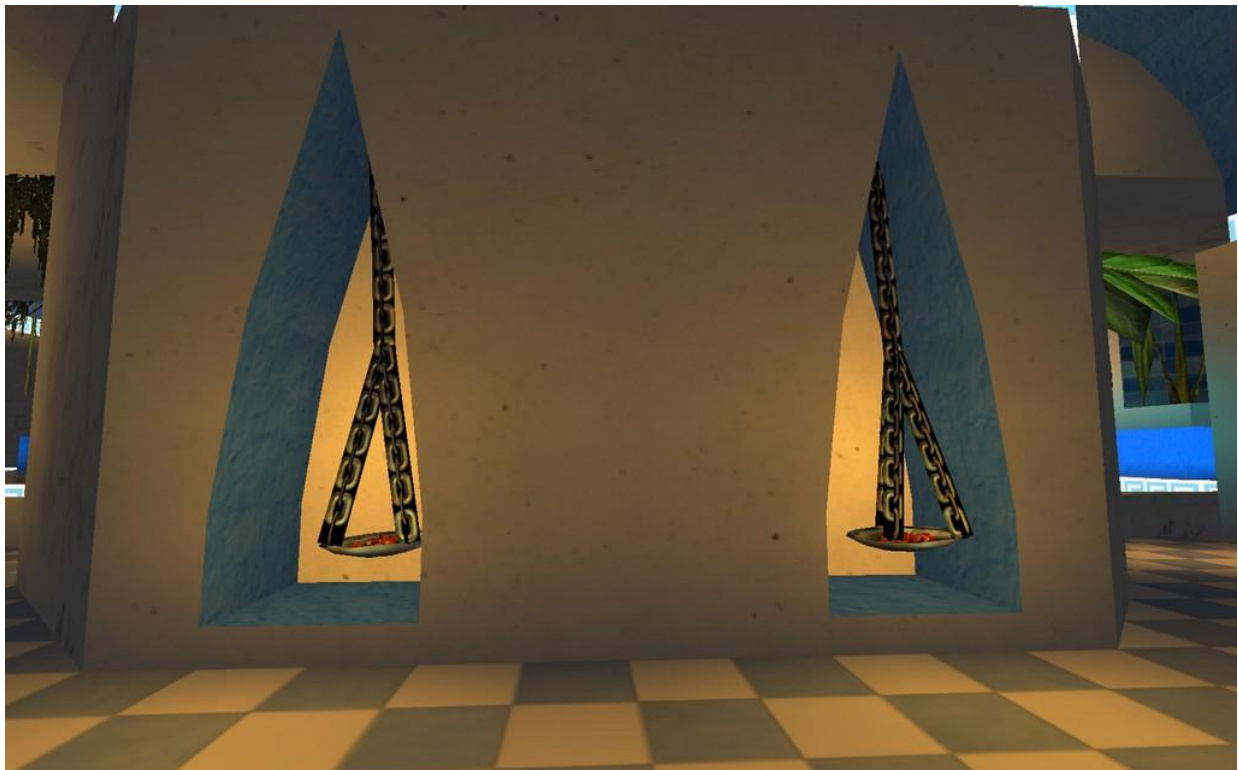   parallel with the rest of the trimming / wall textures. Neutral point.

Truly beautiful

WHY?
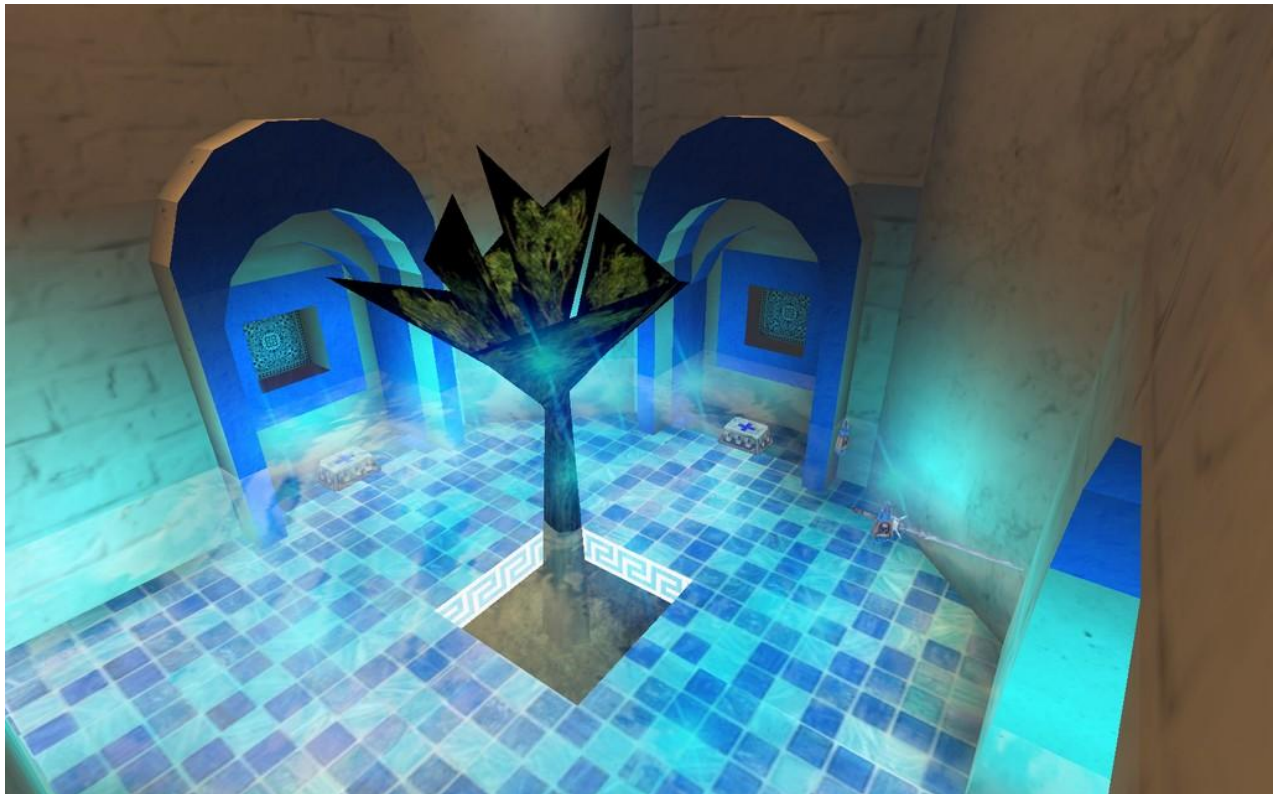
OCD HORRORS - the map is so perfect..... Q_____Q

Example 2:

Conclusion and Rating.

Letitia is a very pretty - awesome map. Calming and relaxing it is. You can just stand still, float, idle , swim and sit down, it is all very enjoyable. But this is UT, the gametype is DEATHMATCH. Holding weapons in your hand, seeing gibs, blood and flying human parts splatting around, in this ever-relaxing SPA GOD WORLD OF BUBBLEBATHS....... is hurting the eyes. YES IT MAKES PEOPLE CRY. They're here for a swim, not to drown in blood. The map is absolutely horrible for people with OCD. I checked this with a real person with OCD. Luckily I don't have it. ':) pheewww.

The map is not stable, and doesn't have music -- is a real bummer.

I'd say wait for the final product. Start UT, install custom lady bath suit skins, and enjoy the map, as a relaxing afternoon or evening chilling lounge. I think camper snipers would be pleased for this map!

Buggy, no chaos, and not very playable is the map. To many stairs, too much water, and cropped spaces to walk. Use the map for FLY BY SCENES, intro maps, or sniper campers or something else.
Nothing for fast-paced-action. Everything else is A+ , for that I added a 0,5 bonuspoint.

8 outta 10 points!   Grade : 8,5

Lovely picture....

Lords of the Void - *An ancient tale*

First impressions
Wow..... - that sky.... - nice castle - dark - moody - Chaos.
These are my first impressions when I first opened the map.

Intro
If there is one map that stands out with a unique idea of telling a good story and presenting it, it is LOTV. Not LOTR. (joke). A very interesting map with a special approach presenting itself. How does it play? Will I be punished for being a bad player in front of these big men? Let's find out.

Build

+ Nicely made map – stable and 'fault' less as far as I know.
+ Well defined theme
+ Chaos
+ Original idea - awesome skybox
+ Bots work
+ Easy to remember (Mind pathing)

- Could use more Z axis – levels. There is much on the same floor
- Architecture could use more variation. The side alleys and corridors would be much nicer to see, if the roof of the big hall was repeated there to.
- A bit too simple in ways of DM, more walk ways, up, down , left right, crosses etc.... will boost the map.
- Not much room for any quick cover, while there is plenty open space. Some big boxes, or extruded walls, or side pillars would be good.

Visuals and gameplay

+ Dark, cold, spooky feeling
+ Chaos
+ Broken pillar and broken walls + floating stuff in void
+ Pickups and weapons are scattered around
+ Nicely themed + skybox

- The brown brickwall texture is very pixelated.
- Lighting is medium. No flares, no bright things and slim to none shininess. Map will be more spectacular if the contrast between light and dark is farther pushed. For example, the big green glass windows are not emmiting bright green light, while the skybox is projecting a LOT of light. The lanterns   could be replaced with fire, or keep them as they are, and make them LIGHT. I WANT LIGHT, **LIGHT!!!** Not something that poorly gives light.
  Make the lights from the skybox more blue, make the green more green, and orange more orange! (note: there one stairway you did this good)
- Deathmatch is playable, but could much more variation in terms of rooms, areas and walkways.
- Skybox is showing borders..... so irritating. The skybox is THE THING, the sexy appeal, the hot girl, THE THING what makes you want to see, touch and feel and be immersed of. Try making the borders disappear!
- Buttons of lifts are barely visible, yet a bit unnecessary in this type of map. Waiting for the lift, even though it is fast moving, could get you killed.

Nice broken pillar - room could use more contrast -

Here you did it almost correct. Just make the light more fierce, with lower radii.

Nice trimming there

This stone texture looks like taken from doom 1.

Conclusion and Rating.

LOTV is certainly an interesting map. Unique idea, and story. Defined theme and very cool space void, kicking ass skybox. The bots work and gives a fun match. Stable and reliable is the map. The Lords did not spank me, or will they later? No idea. The only real ' criticism ' I have on this work is that it has the same missing things as Constantine. A bit more variation, and contrast of lighting would make the map SPARKLE like the stars in the skybox. No traps and no secrets or working fluids are a bit of a bummer. As this would be a nice recall for the Lords of the Void. For a example to shoot at the skybox, and you die? or for touching a holy statue you get extra health? Just ideas. Map has much potential, but is not showing it at the moment for me.

A bit more lighting and variation of architecture and elemental stuff will boost the map so high, it even reaches into The Void.

7 outta 10 points!   Grade : 7

wow...

6 Psyence - Ancient Domination

First impressions

CRYSTALS....:D.. - unreal - napali - scary - wow -
These are my first impressions when I first opened the map.

Intro

To be fully honest, I did not expect much from this map. Yet I was interested to the core, for I have not seen pictures . There was no official topic and low count posting from the author. But don't judge too quickly, when this beauty of a map opens in your UT game.
IT IS GOOD. Lets dominate.

Build

+   Nicely made map – stable and 'fault' less as far as I know.
+   Well defined theme, very nice ancient / temple feeling.
+   Crystal Lightning
+   Original temple layout
+   Bots work
+   Teleporters
+   Architecture and trimming.

-       Could use more Z axis in the architecture and floors / areas.
        There is much on the same floor
-       A bit complex layout to remember (mindpathing) due the teleporters.
- / +   Not much room for any quick cover, while there is plenty open space.
        But this is DOM, defending in the wide open your point is what the
        gameplay is. Not camping like a bi...tch...
-       Not Chaos.
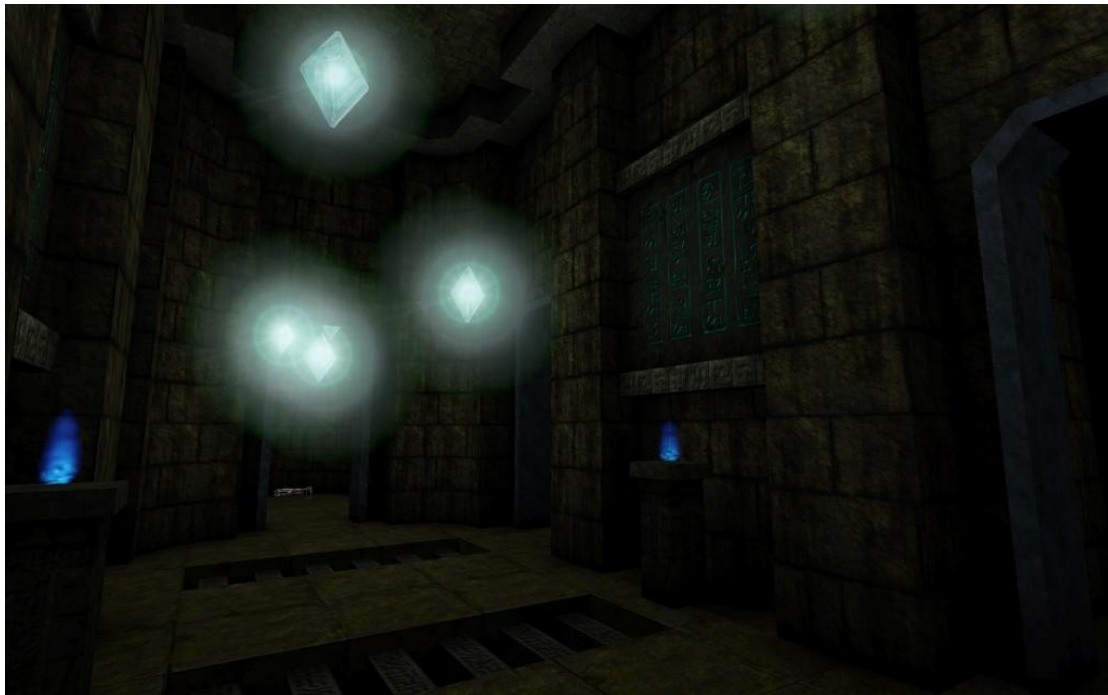
Visuals and gameplay

+   Cold spooky old temple eerie feeling - yet not Chaos. More like UT.
+   Lighting balanced perfectly
+   Unrealism
+   Fog
+   Pickups and weapons are scattered around
+   Well textured
+   Lovely music

-      Blue fire flames do not emit blue light.
-      Flares a little too bright at some angles.
-      Confusing gameplay due different map play from the teleporters
-      No skybox
-      No lifts or spectacular stuff. Give me a triggered door, a trap, a river, a lift to move up or down.
-      Not much vegetation.

Very wel detailed and worked out. +100000

Now this is really cool, makes you wonder every time.

Well trimmed, decorated and mysteriously made.

Wow.....!!!!

Conclusion and Rating.

Psyence is well balanced, well lit, and fun to play. The temple really has gotten much attention, and everything ancient is present. Well aligned textures, gameplay is smooth and stable it is for sure. The map is complex to remember and teleporters are very important. The map provides a very nice temple feeling and barely shows anything chaos. Even though there is not ' spectacular ' stuff, the most epic thing is the well worked map is itself. The big teleporters are a must see. Very cool. If you know how to play, know how to shoot, and to choose your path wisely you have a very fun match. The map is too big for a 3 -3 which is adviced , 5 - 5 or 6 -6 is more exiting. Advisable for Multiplayer.

The temple is beautiful, stable and reliable. Gives true unreal feeling. Could use a little a polishing and detail stuff -- for this is only minor commentary.

Very well done.

9 outta 10 points!   Grade : 9

PartyCrashers - Die Bitch!

This is my own map:

I will show and present my map, as I will be a critic too.

Some things are copied from the official topic.

Intro

This normally quiet town in purgatory with Nali and human civilians…. celebrating and having a wonderful Halloween. It got interrupted and changed as real monsters have take over and changed all the decoration to their own style.

Even Proxy is turned into some evil pumpkin!

Build

The build is from my existing Purgatorium map.
I thought mixing the chaotic theme with the chaotic mod, plus my existing MH
Purgatory map, would be an excellent blend.

Normally I create large to HUGE maps, so this was a real challenge for me.
I Hated and hated the 4096 limit, but I wanted it. To practice small mapping and
using every bit of space you have . To get better and learn, and challenge myself.

Personally I find I did a very good job at it. The town is realistic enough to call it a
town and terrain was blending with it just fine.

The map is stable as far as I know, and works offline perfectly.

The map has some issues for online play, so that is what I should do better,
research better next time. Check your map online and offline time after time.

Visuals and gameplay

I tried to lead the player trough the town as much as I could. So he will not get lost. The bots do their thing, and help you killing monsters.

The ChaosUT mod was an actual cockblocker in terms of basic mapping and pickup placement. Many users researched this. I didn't.

So that's what I'm less proud of. MonsterHunt is my main skill, and people like my work (sometimes not). The ChaosUT mod was new for me and should have gotten more attention and research from me.

Hope everything has its contrast and is well lit. The destroyer of worlds was very fun project / idea to develop. Hope you like the kitty as well.

Now die already -- meow! :D

Conclusion and looking back

I had some real fun in this contest. The time was pressing like walls closing in. The 4096 uu limit was BITING ME , I could not chain the monstrous limit. But I felt making a short map, and using every uu well, would give me a good challenge yet a good teach. The ChaosUT was not the most good idea for MH- but it works(sometimes).

It has some minor errors and may not be everyone's favorite. I squeezed this bitch to the max in every aspect.

I hope you all like the map, and play the map often. It will updated later in time for a working online version.

Grade: ? Your call haha. Now die bitch!.

Kullrena - *Blinded by the light*

First impressions

Wow..... - nice - wow - so tight- it's a warm bbq with the nicest meat - chaos - wow again - BUT HOW ? - respect - WTF -
These are my first impressions when I first opened the map.

Intro

Get ready to be amazed. It is a planet? Is it a star? Could it be the electricity bill's ink shining over $ 10000000 to pay? No, it is the ---
I don't know, can barely see with sunglasses on using the pc.
The kullrena is ready to sharpen your eyes.

Build

+ Well defined theme, most CHAOS THERE IS in CMC.

+ Original layout

+ Bots work (barely)?

+ Architecture and trimming.

+ Skybox and rain effects.

- BSP errors

- Unstable build

- / + Most things are repeated / duplicated. As symtrical this is, and perfectly balanced it is, a little twist , a little difference on at least one side of the room(s) would be nice. I mean the arena is GREAT, just getting too perfect on all 4 sides -- often calls for a twist, a point to remember I'm east or west, or north or south. Hard to call.

Visuals and gameplay

+ Lightning is ACE.
+ Lava and fog effects
+ UT feel - UT / UE1 pushed to the max.
+ Graphics , shininess and texturing
+ Details
+ Decoration

- Lagging and frame dropping, UE1 is pushed to the limit.
- The greatest aspect of this map is the looks, but also its biggest downfall -- the game is trying be at its best. But it's so much in your face.
  The lighting is great, but TOO MUCH. Lower down the amount of flares! Lower down the amount of smokes, and really lower down the amount of lights. I am wearing sunglasses!
- Blue and red base should be more obvious, cause I'm running circles all the time, cause I'm blinded by the light. Confusing gameplay.

Note : As this map is still in alpha version I will not split hairs . As many errors I want to point out, the map is barely at the 50% (?) amount of progress. So I will stop here. The looks and feelings are quite obvious. Big, Shiny, glowing, amazing map it is. There are errors, and bugs in it, but It's not even called finished by a long shot.

Wow, just look at it. EYEGASMN. Truly porn to eye.

Conclusion and Rating.

The Kullrena is still in alpha version. For not only me, the map is a pearl.
It is growing and being developed as we speak. The looks are absolutely amazing
and I can hardly imagine how much time it has already got spend to get this result.
For the results, if this map reached the deadline, he'd won. No absolute doubt.
End of line. So far the biggest negative commentary is also it's trophy -- the looks.
Tweak it down a little and it might run smoothly. It's hard capturing the flag with
framedrops and 100.000.000.000.000.000.000.000.000 lights surrounding you.
The Symmetrical base is yet satisfying as it is confusing. There is no telling left
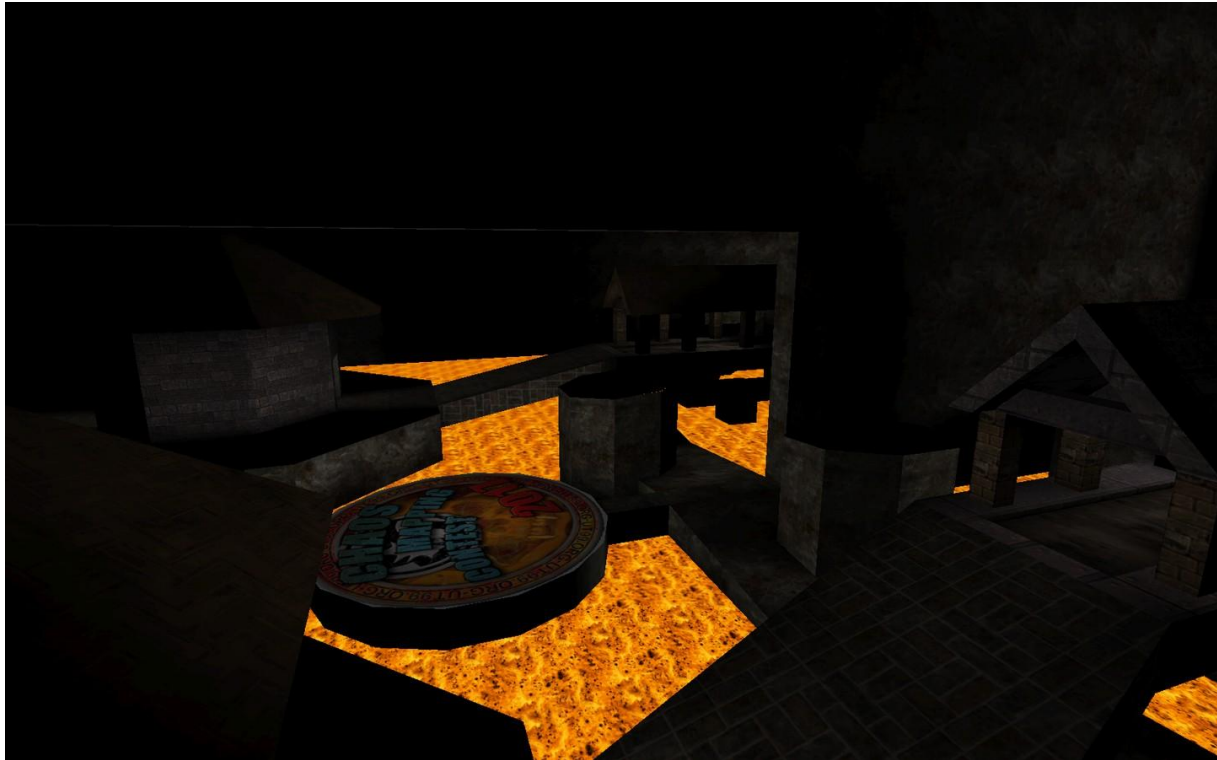right front or back for me. This should be more obvious. Not only pictures on
the ground.

For now we can only wait till this pearl comes out of the shell full grown.

0,5 bonus for it standing head and shoulders as a winner for the entire
community.

8 outta 10 points!   Grade : 8,5
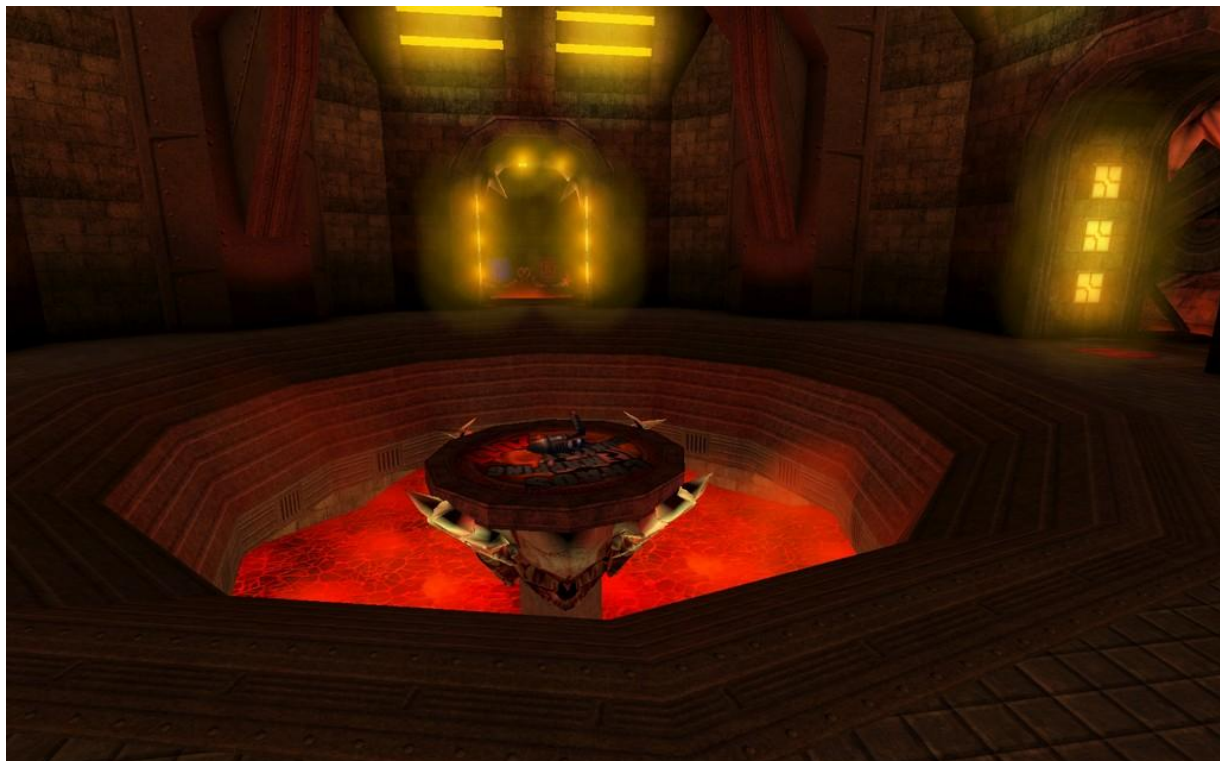
Hellscapes - *Watch your step!*

First impressions
Oh yes..... - ACTION.... - I want to play! - fierce - let's get those bitches.
These are my first impressions when I first opened the map.

Intro
The hellscapes is a very dark, energizing - team pumping map. From the moment you start the map, hear the music, float through the map, you want to play and start capturing the flag. For the author this his is first work, and I really - really like to see more work of him in the future.

Build

+   Good CTF build
+   Stable
+   Original layout
+   Architecture
+   Symmetrical.

-    No skybox
-    Could use a litle more trimming and different shapes in the architecure
- / +   Not much decoration / things that make the bridges / building more pretty.
     But it is hardcore CTF, you won't focus on that while playing. Neutral
point.
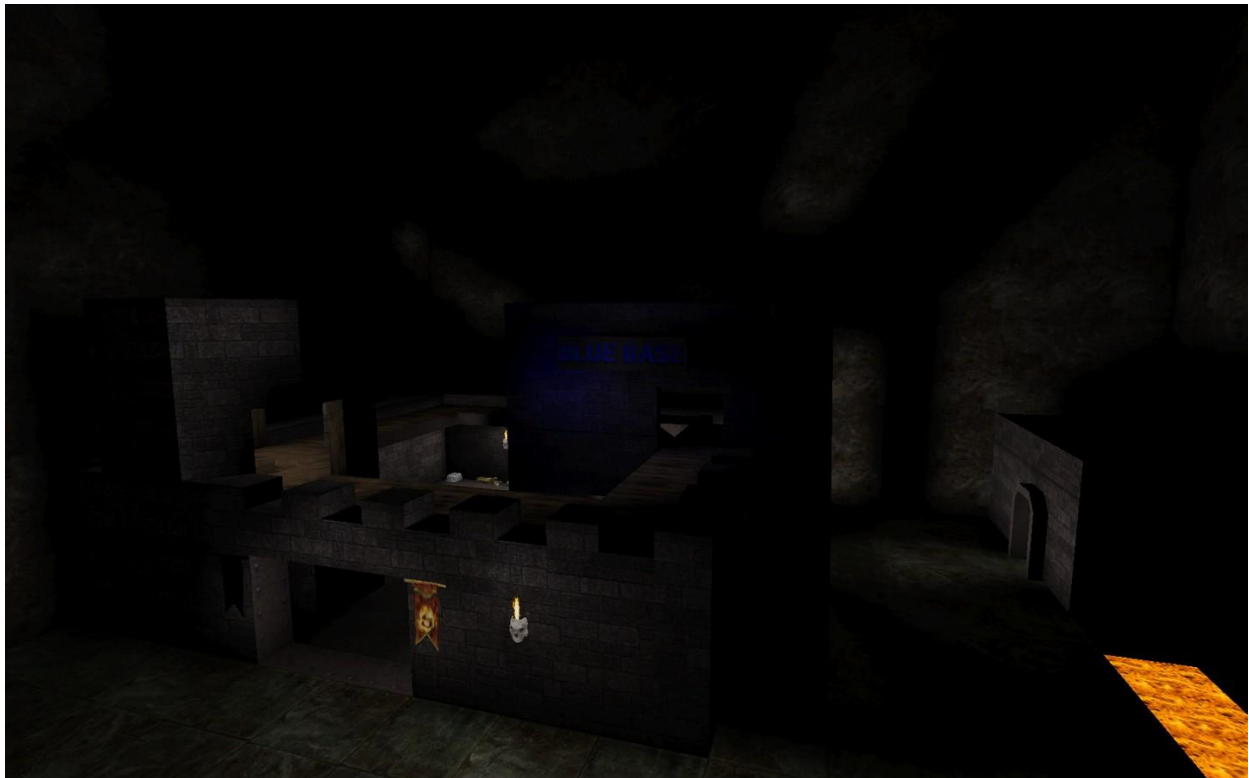
Visuals and gameplay

+   Dark, strong - - fierce theme
+   UT feel - UT pushed to the max
+   Very fun playing, solid CTF gameplay!
+   Big sticker
+   Exiting and intense

-       Bots are not working good, they are not capturing.
-       No skybox, the map could certainly use that.
-       The lava is way too simple.
-       Lighting is simple, yet it fits this way in the map perfectly. It goes with the lava, the music, and the texturing. But a little more prettiness, some effects or defined contract would give a bit more needed makeup.
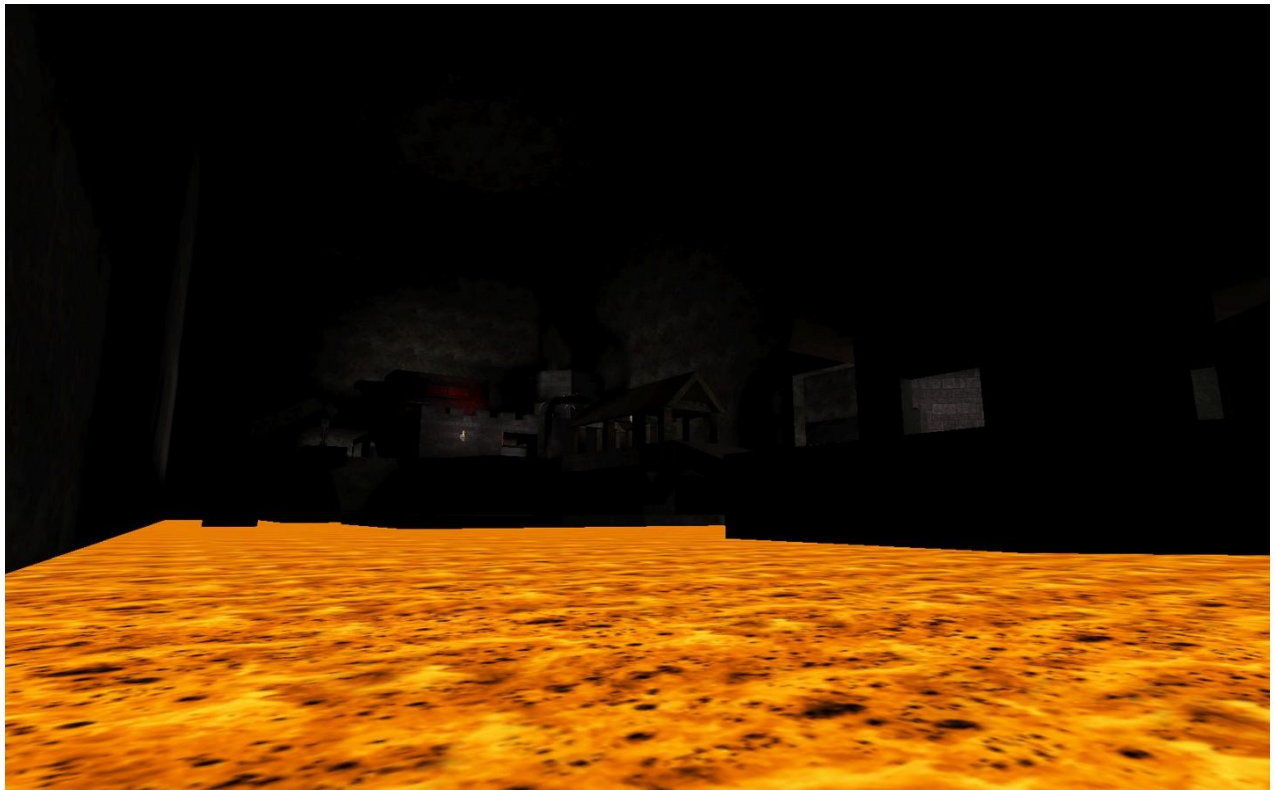-   Spawn point, you get spawnkilled too easy on a certain spot.

Note : As this map is the first work of the author I will not split hairs or be too much of a nitpicker(or am I ?).
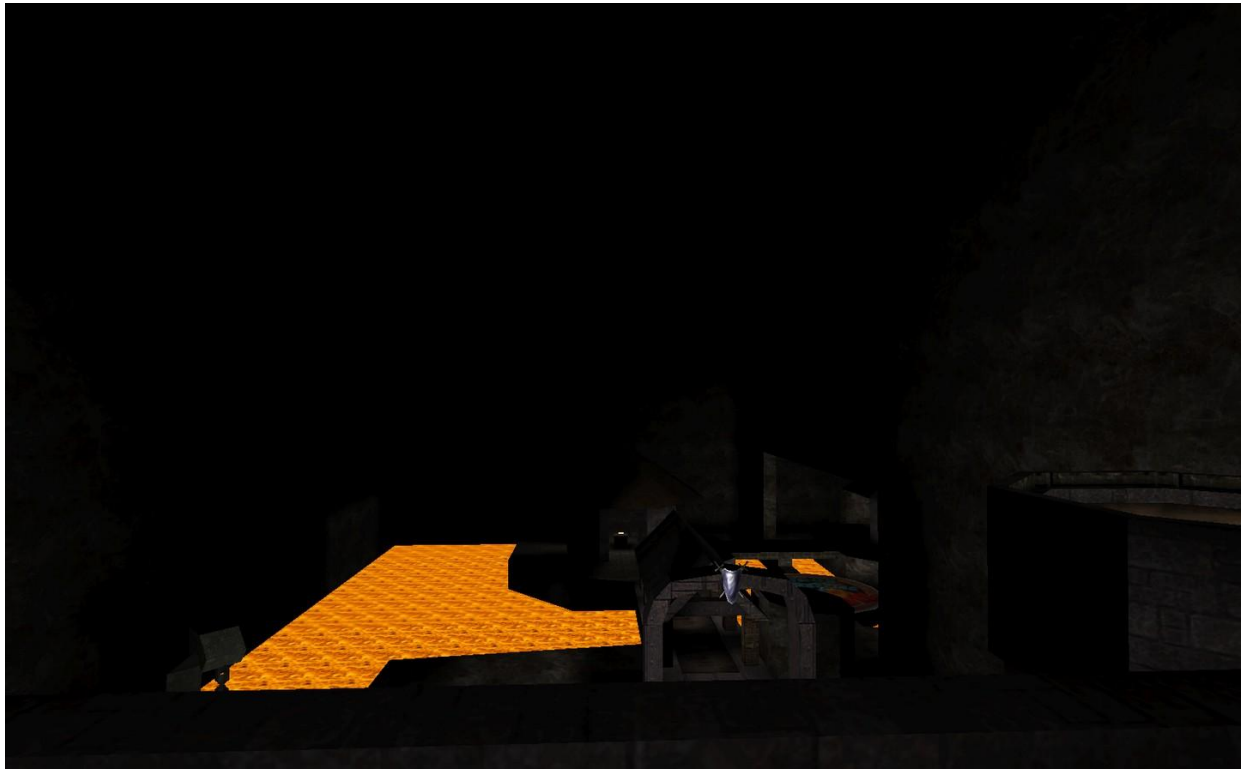
Spawnpoint area, very easy spawnkill your opponents....

Dark... isn't it? Or is the lava's heat cramping your eyes?

Conclusion and Rating.

The Hellscapes is a must have for CTF servers and players. Though the bots aren't working well, the map certainly does. Wait for this to get fixed. The map is not very chaos, but the theme is taking so much over in a good way. The music, the dark theme and relentless lava everywhere makes the gameplay complete. Remembering the map as a pro should be not too hard, just remember you can fall of your path while dodging, or making a wrong jump. There is place for campers, defenders and attackers, and capturing feels very rewarding.
Try instagib in this map, you will love it!

The lightning and decoration and special things, are slim to none. Yet it is not really necessary here, although some brushing, polishing and adding some contrast is very pleasing.

0,5 bonus point for releasing a kickass map, for this is your first.

7 outta 10 points!   Grade : 7,5

Overview of scoring

Scoring:

DM-CMC-ChaosKeep	8
DM-CMC-MansionofChaos	6,5
DM-CMC-Letitia	8,5
DM-CMC-LordsoftheVoid	7
DOM-CMC-NaliPsyence	9
MH-CMC-PartyCrashers	?(mymap)
CTF-CMC-KullRena	8,5
CTF-CMC-Hellscapes	7,5

All maps were fantastic. Well build and truly put the test. We all suffered from the time. Blood, tears and sweat were reality. Hope I was not too much of a negative critic, but more like a fair and honest one.

I am curious on your commentary and tips on it. Improvements are welcome.

- Regards Terraniux.

End of File

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http://UT99.org.