

/vr/ Two Days in the Hinterland

You have monday and tuesday to create your maps. I will compile the maps together, do a quick check for any issues, share it with you guys, then release it on idgames. Maps can be in any format as long as they run in Zdoom, though Boom format is much preferred. Maps will not be included if they break the theme, don't confine to the time limit, or lack an exit.

The theme is Woodlands, Ruins and Crypts. Some things you may want to look up and into:

- >abandoned buildings in the forest
- >ancient castles lost for centuries
- >long-decayed early modern architecture consumed by the wilderness
- >Lovecraftian New England

Textures and Resources:

There are three custom texture sets you may choose from: Celtic Shrine, Mansion Plantation, and the Gothic Textures. Additionally the tech column, evil eye, and floating skull decorations will be replaced with the first prop from the following sets on Realm667:

Tech column: Dead/Swamp Trees

Evil eye: Marble Brazier

Floating skull: Bushes

Monsters:

The WolfSS will be replaced with the chainsaw zombie from Realm667, and the dead lost soul will be replaced with an arrow shooting trap. Prohibited monsters are the Arachnotron and Spider Mastermind. Use of the MBF dog as an enemy is encouraged.

Textures can be found here: <https://www.doomworld.com/afterglow/textures.shtml>

The enemy pack is here: <https://mega.nz/#!OstkxLDI!8RKZn4Nt1zL4vr1C5zZqPJap66q5uiw-xWcPvUVJ9iY>