

The Battle Between Gryffindor and Slytherin



Mini Modularity LDD By: Martin Gallagher

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Story

Long ago, there was a battle of Hogwarts, a grand battle between the forces of good and evil. Many years have now past since then but now a new power threatens to bring to life the greatest battle ever known to these grounds. Suddenly, two alien races land on Hogwarts grounds. And although they originally came in peace, their deminer shifted after meeting the students belonging to Gryffindor and Slytherin. The aliens divide themselves amongst the living quarters of the two houses.

The Gryffindor House has always been home to those who are courageous, daring and filled with nerve and chivalry. Their dorm reflects this fiery passion and spirit with the colours being red and gold to match their house crest. The common room is not only a place for study, reflection and in-house meetings but is also home to their most prestigious position, the house flag, which is often under attack from the rival alien race.

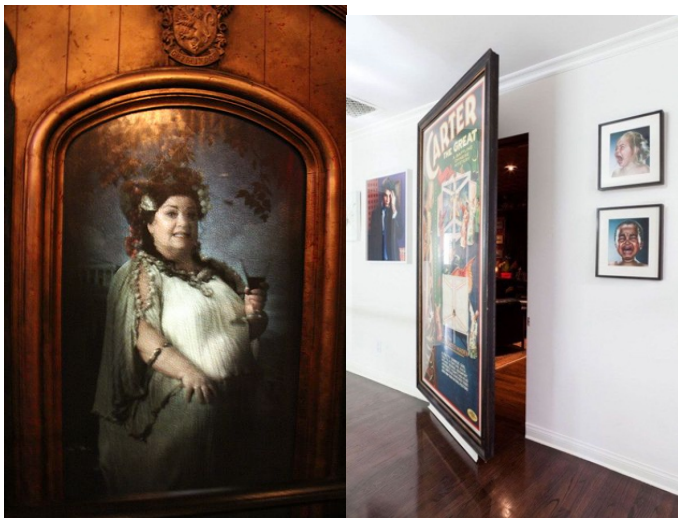


Reference

Gryffindor Commons



Example of furniture (used as cover) and layout in the Gryffindor Common Room. Players will use the shapes of the couches, chairs and other common room furniture to block themselves from incoming fire.



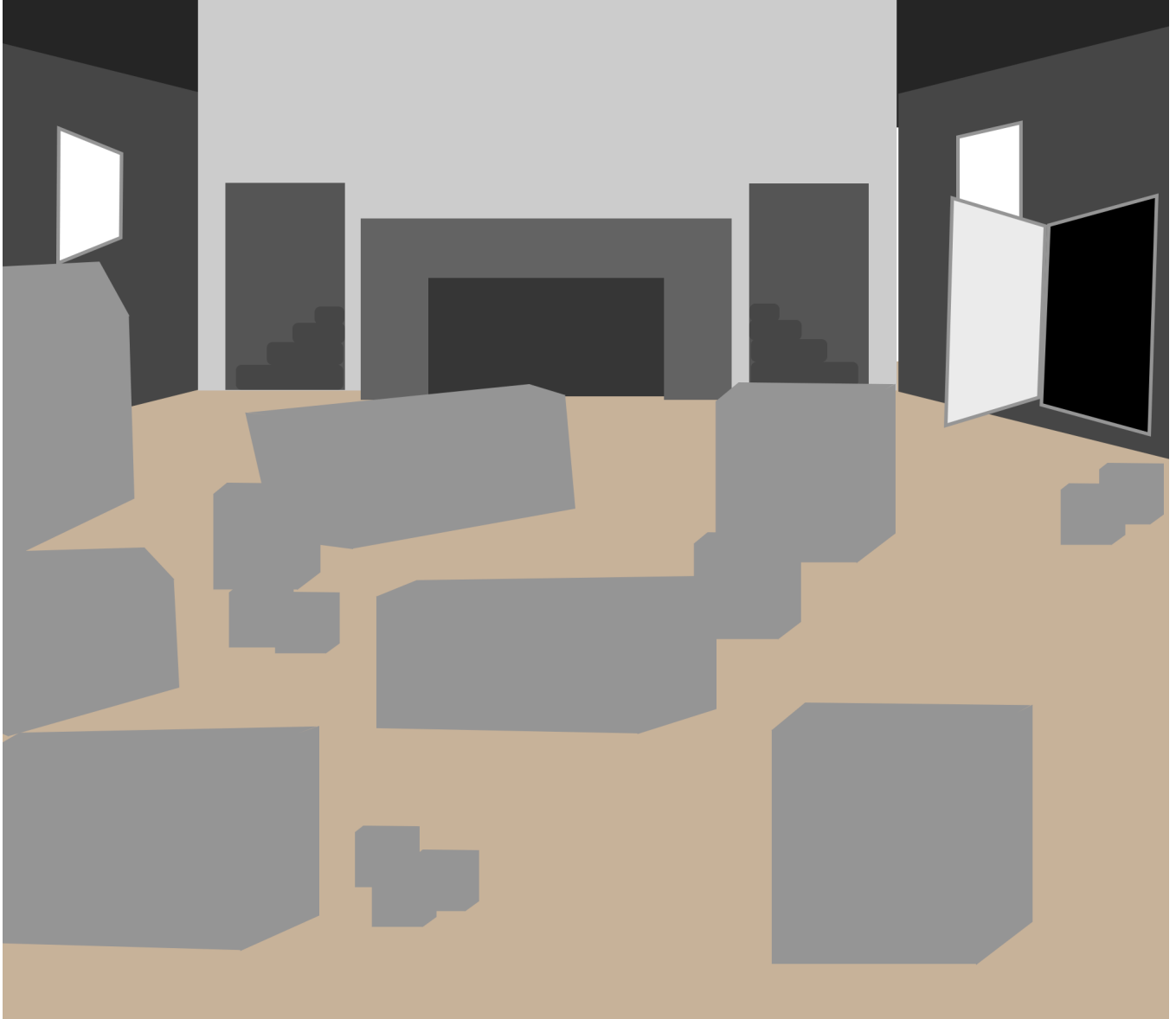
The Iconic Fat-Lady Portrait door. Players will have this as one of the main/straight entrances/ exits to the red base.



Bottom-up view of Common Room Set. To showcase the octagonal shape of the room and reference of size. Players must traverse this area to obtain or defend the red flag.

Diagrams

Grey Box



*Made in Photoshop due to lack of access to Unreal



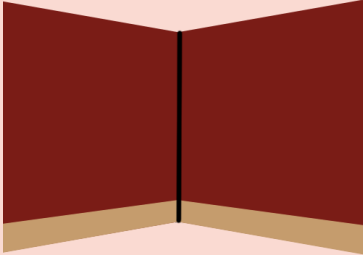
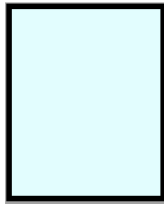
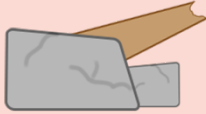
Vignette/Concept Art

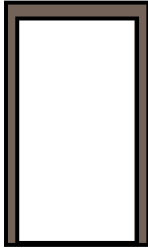





Due to the angle of the camera not all of the objects from the schedule are in view but are to be assumed as part of this room

Schedule/Estimates

Base

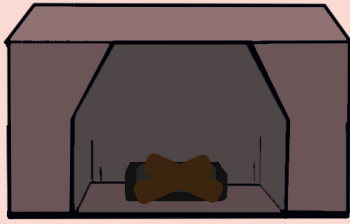


REGION	SUB	OBJECT	USE	IMAGE
RED BASE	ROOM	FLOOR	1	
		WALL	6	
		CORNER	6	
		WINDOW	4	
		RUBBLE	6	

		DOORWAYS	6	
		CEILING	1	
		RUGS	3	
		DOORS	3	
TOTAL	9	TOTAL OBJECTS	28	

Detail

REGION	SUB	OBJECT	USE	IMAGE
RED BASE	ROOM	TABLE (LARGE)	4	
		TABLE (SMALL)	3	
		COUCH	2	
		CHAIR	3	
		SPIRAL STAIRCASE	2	
		BOOKCASE	3	
TOTAL	6	TOTAL OBJECTS	17	

Hero

REGION	SUB	OBJECT	USE	IMAGE
RED BASE	ROOM	FIREPLACE	1	
		GRYFFINDOR CREST	1	
		FAT LADY PORTRAIT DOOR	1	
		QUIDDITCH GEAR	1	
TOTAL	4	TOTAL OBJECTS	4	