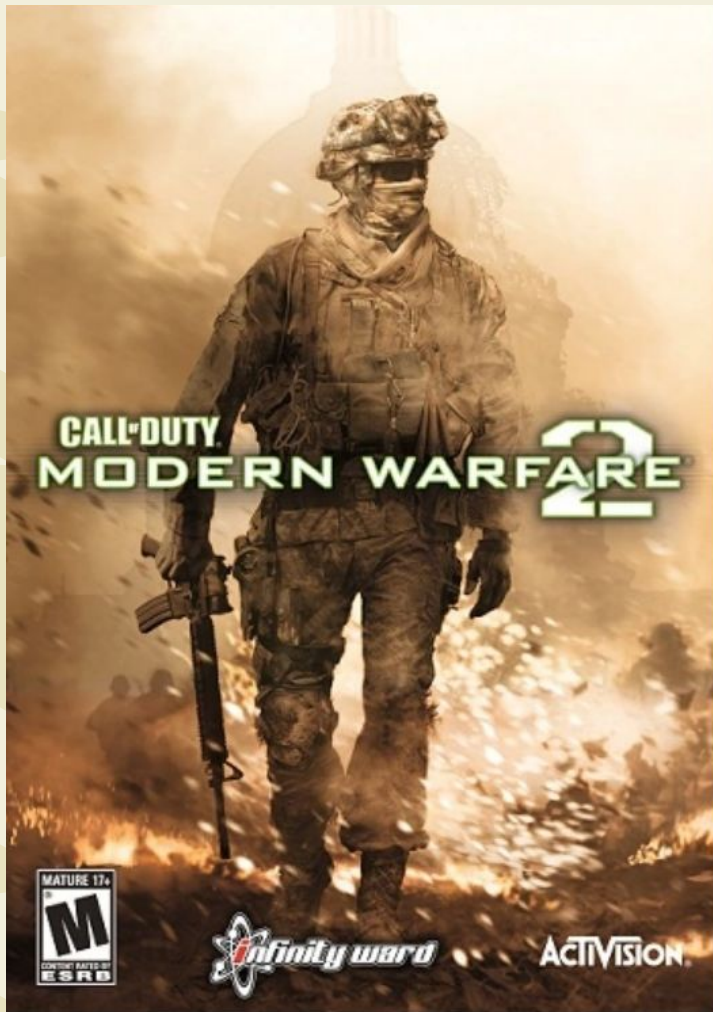




Terminal

Modern Warfare II – Combat Map Analysis

Guillem Álava Burgueño



• Developer:



• Publisher:



• Release date: November 10th, 2009

• Console: PC /  XBOX 360 / PS3

• Genre: First-Person Shooter




• Director: Jason West

• Producer: Mark Rubin

• Main Designers:

- Todd Alderman
- Steve Fukuda
- Mackey McCandlish
- Zied Rieke

Game overview

- Codename: mp_terminal, mp_skyway
- Designer: Alexander Roycewicz
 - LinkedIn:
<https://www.linkedin.com/in/alex-roycewicz-38972b15/>
- Teams:
 -  U.S. Army Rangers
 -  Delta Force
 - VS
 -  Spetsnaz
- Location:
 - Zakhaev International Airport, Moscow, Russia



Map Overview - Gameplay

- Gamemodes:
 - **Deathmatch**
 - Free-for-all
 - Team vs Team
 - **Search & Destroy (Bomb)**
 - Tactical gamemode
 - Defenders vs Attackers, rotating
 - **Domination**
 - Control 3 points to win points
 - Demolition
 - Sabotage
 - Headquarters (KotH)
 - Capture the Flag
 - Mosh Pit
 - (Campaign/Singleplayer)





Map Overview - Gameplay


Screenshots



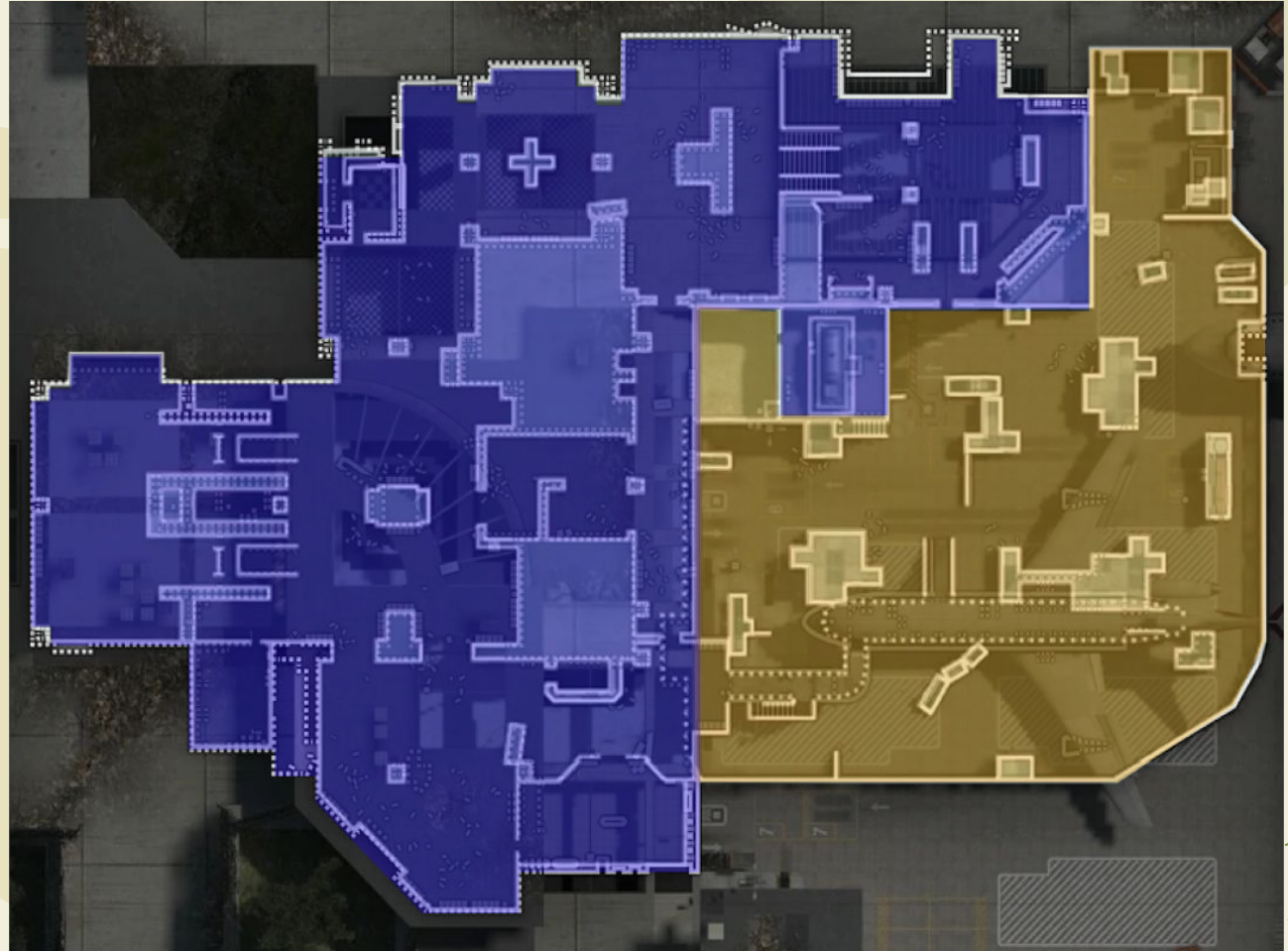
Area overview

 Interior (With glass ceilings)

 Exterior


 Interior Walls

 Exterior Walls



Spawn Points

Domination // Search & Destroy:

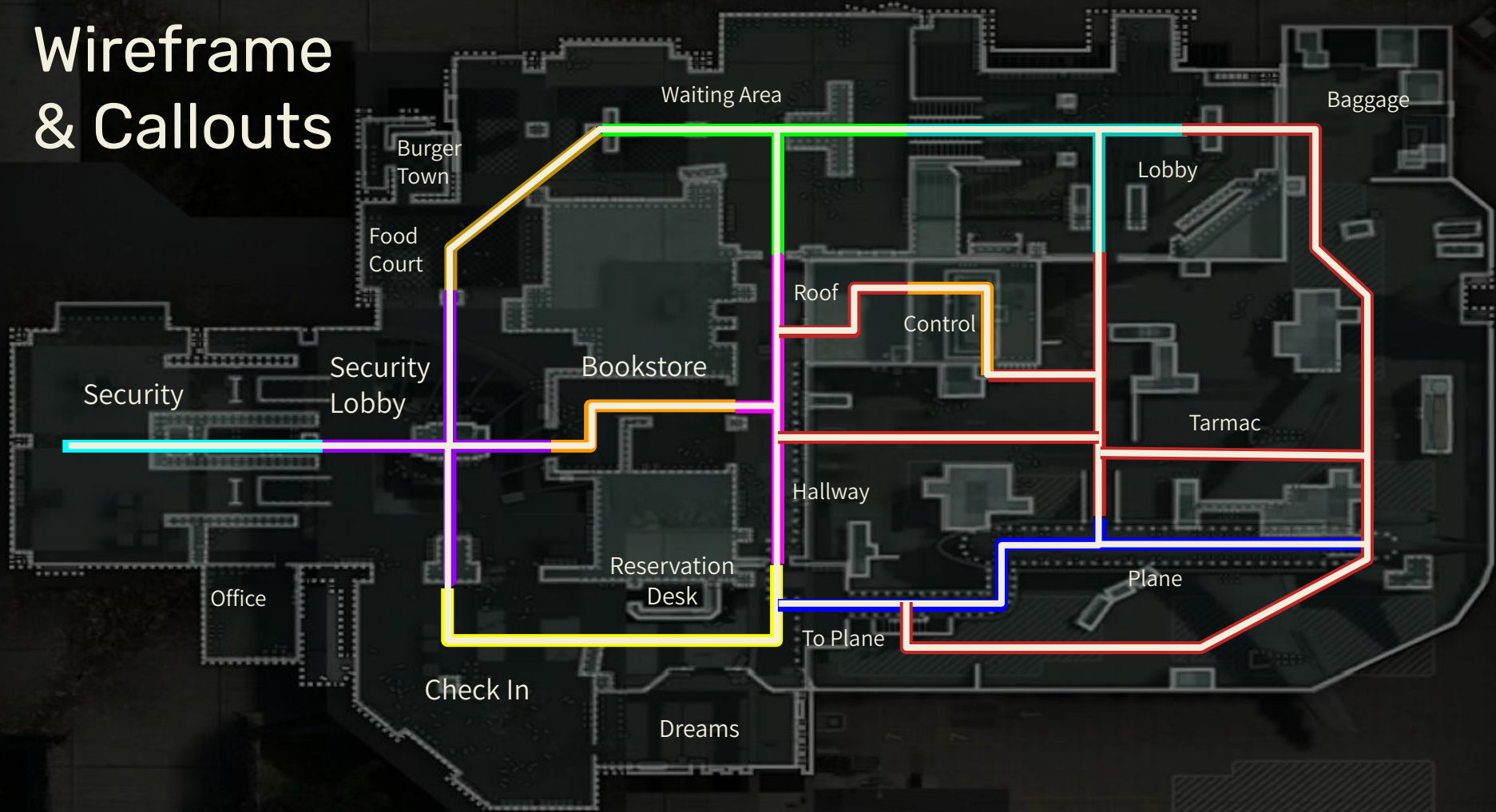
 U.S. Army Rangers

 Spetsnaz

Deathmatch:   



Wireframe & Callouts



Middle part Descriptions

Food Court: Short - Mid range, mostly Soft & Half cover, Good light with some shadows



Hallway: Mid - Long range, Soft - Half Cover, good light



Roof & Control: Short Range & CQB, Full cover, good & dark light respectively



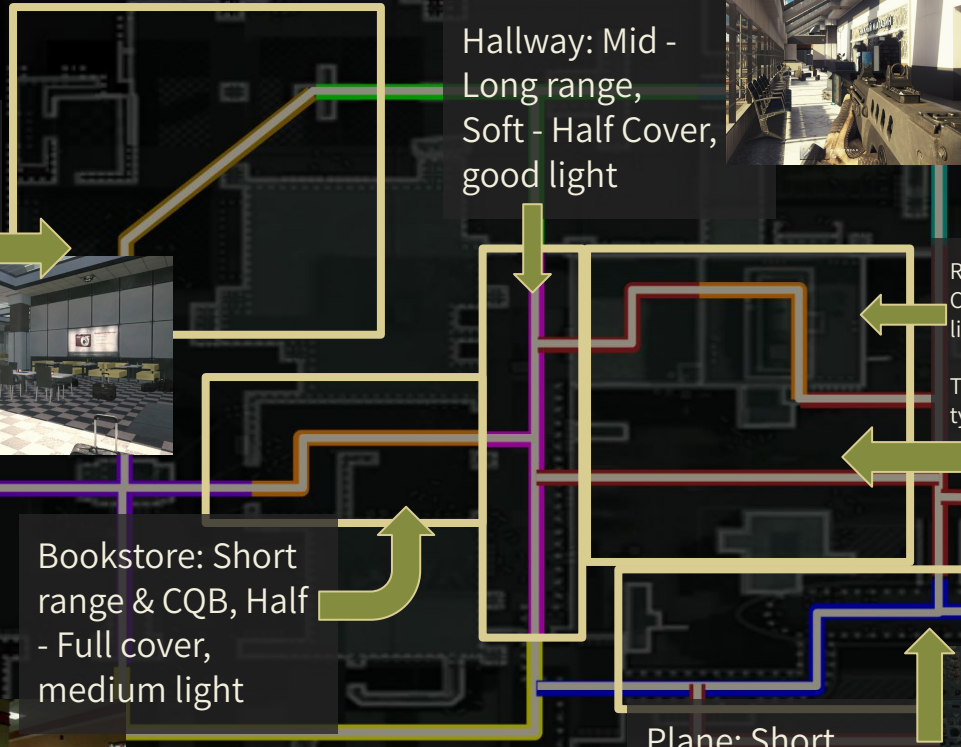
Tarmac: Mid - Long range, All types of covers, good light



Bookstore: Short range & CQB, Half - Full cover, medium light

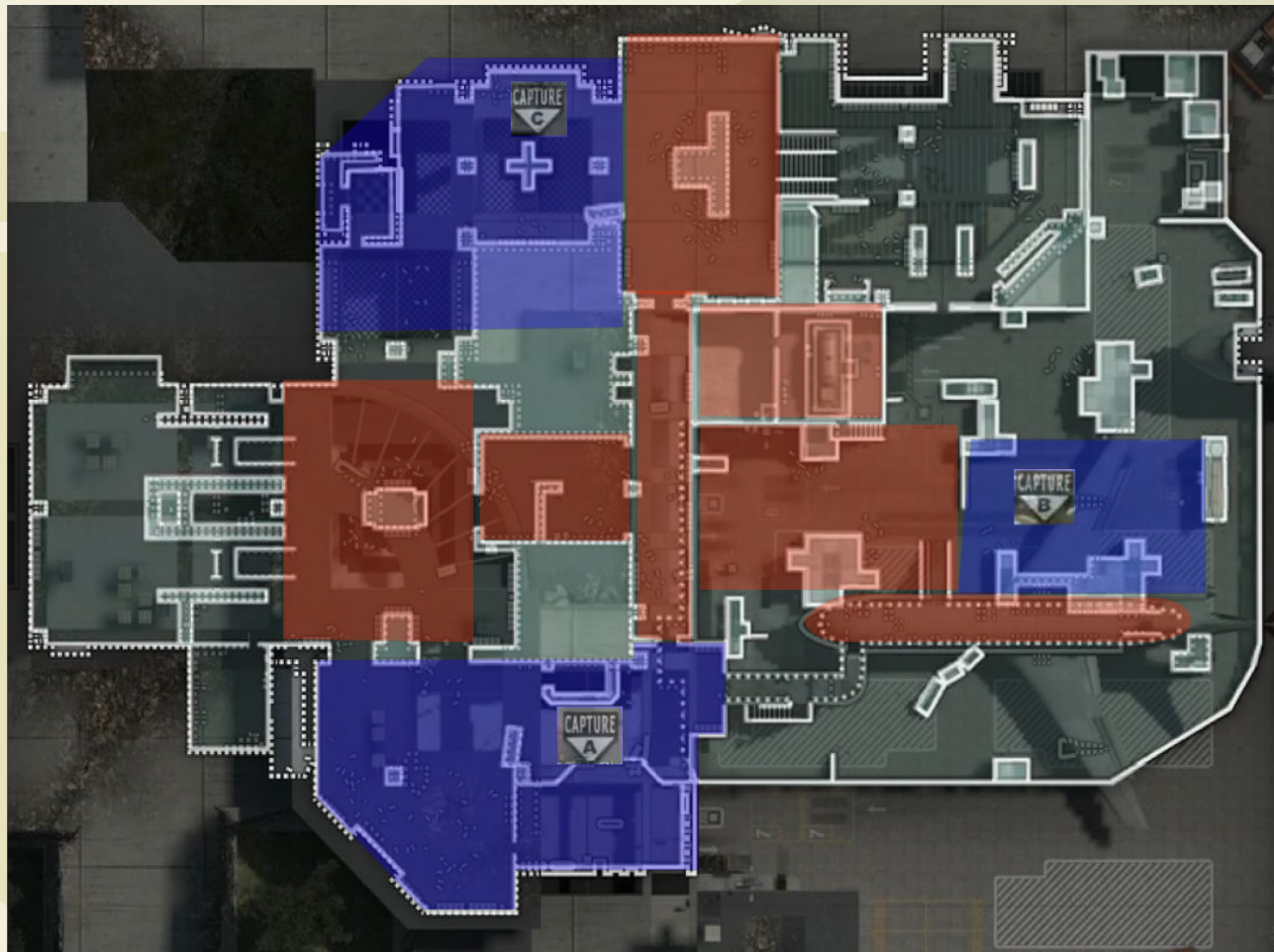


Plane: Short range & CQB, Half cover, dark - medium light



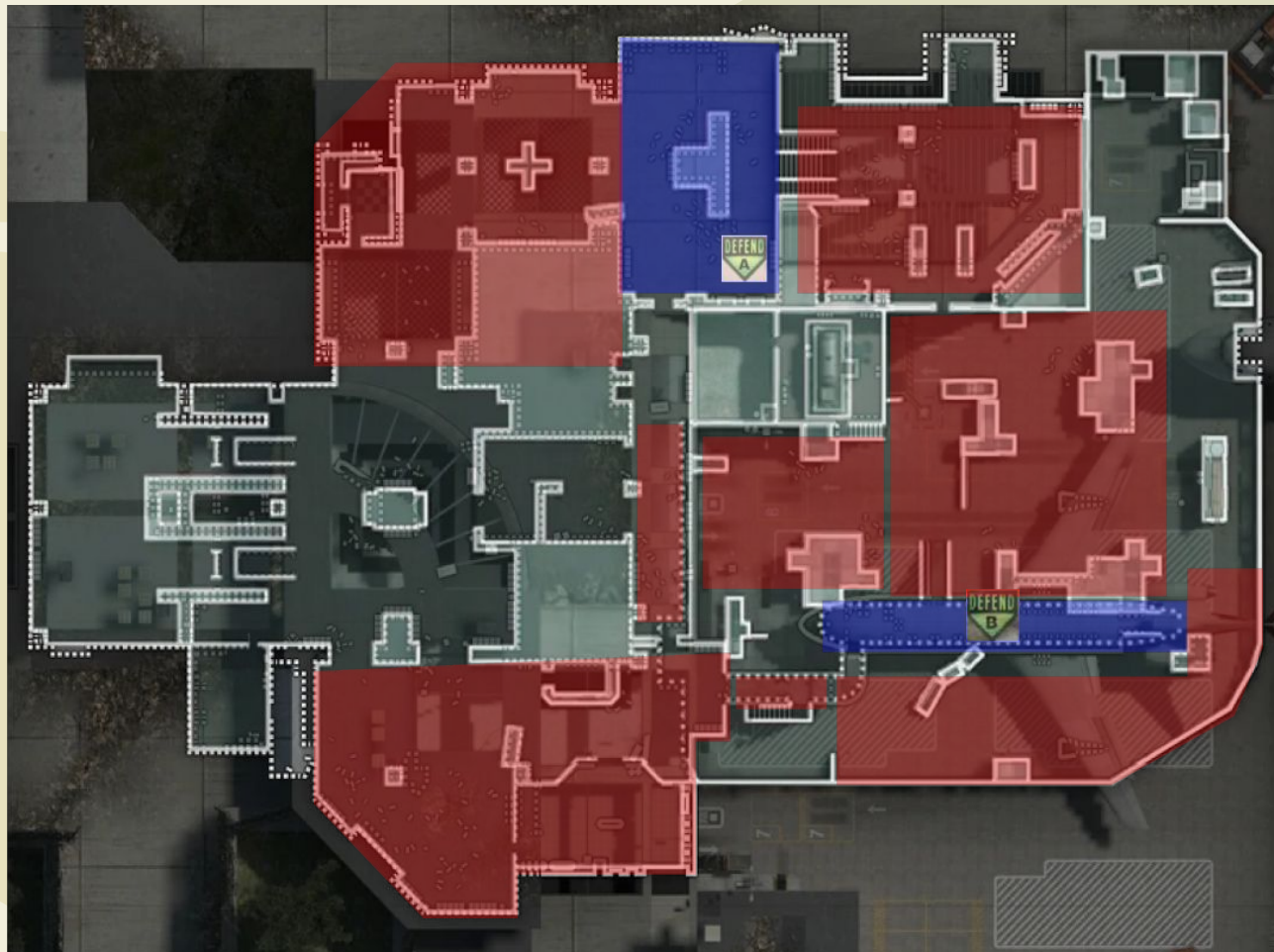
Interaction Areas (Dom)

-  Mission Areas
-  Battle Areas






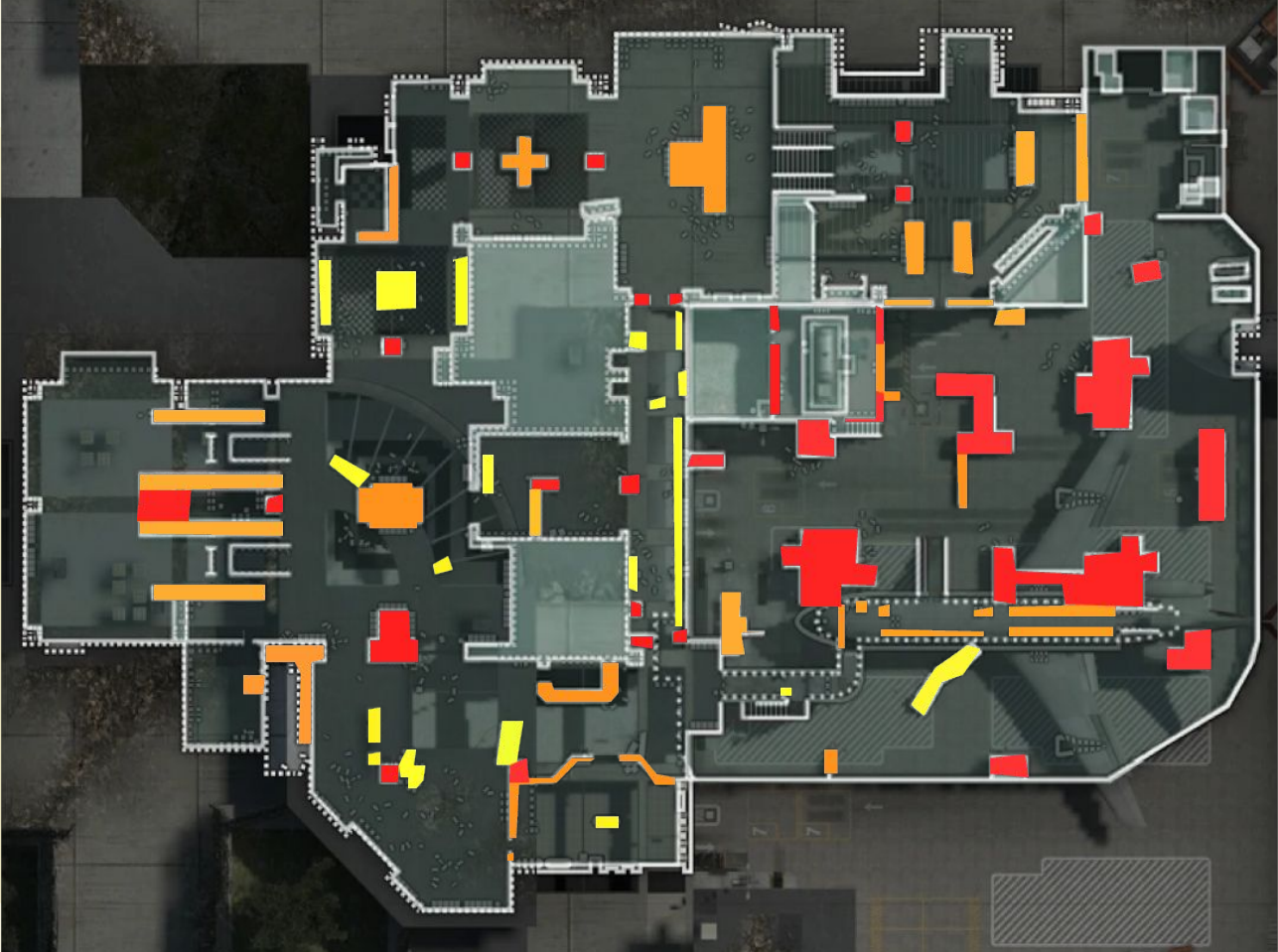
Interaction Areas (S&D)

-  Mission Areas
-  Battle Areas



Covers

-  Full
-  Mid
-  Short

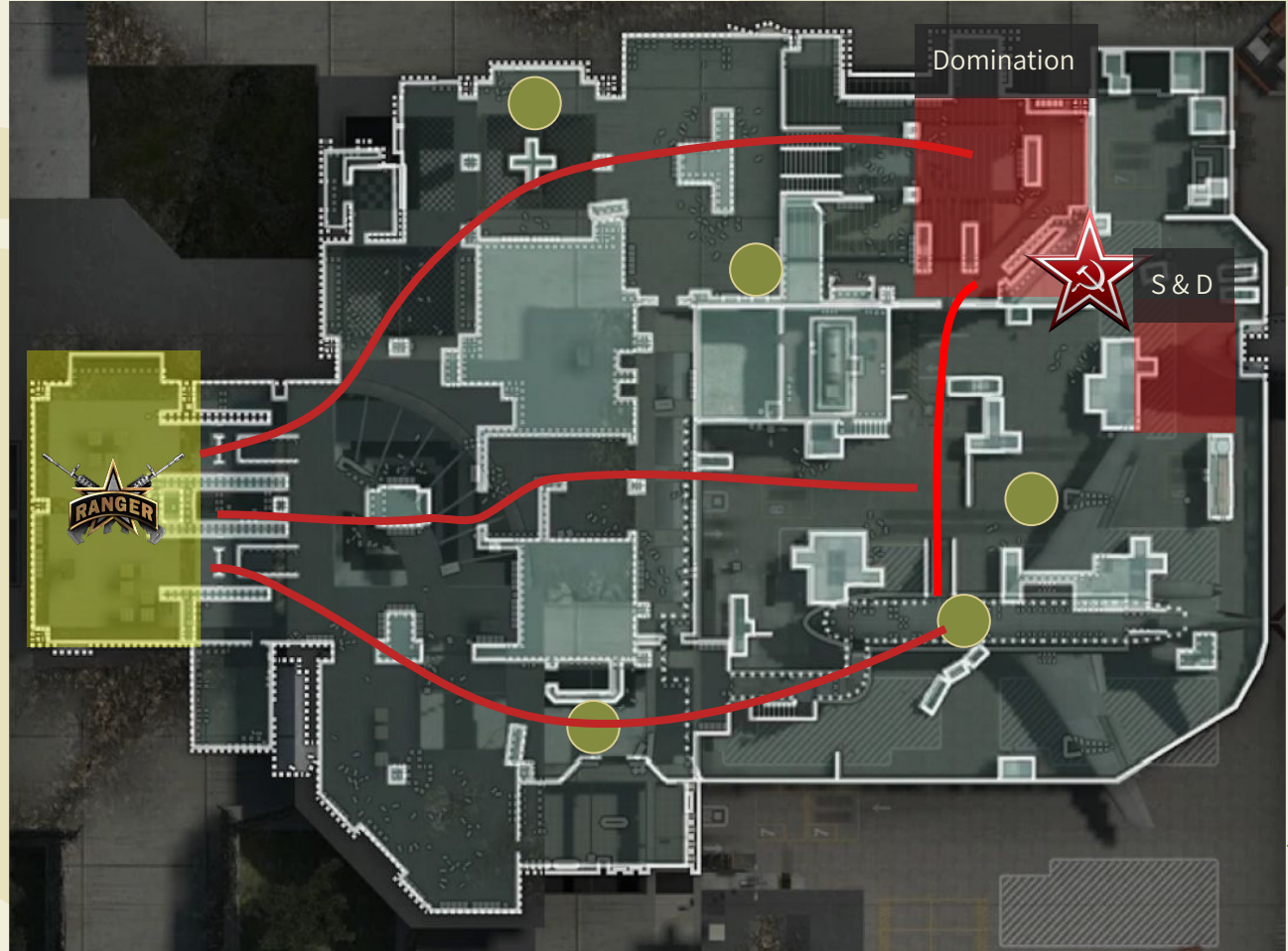


Pathings



Rushers

- Favoured playstyle
- Map is fast paced and without a lot of closed roadways

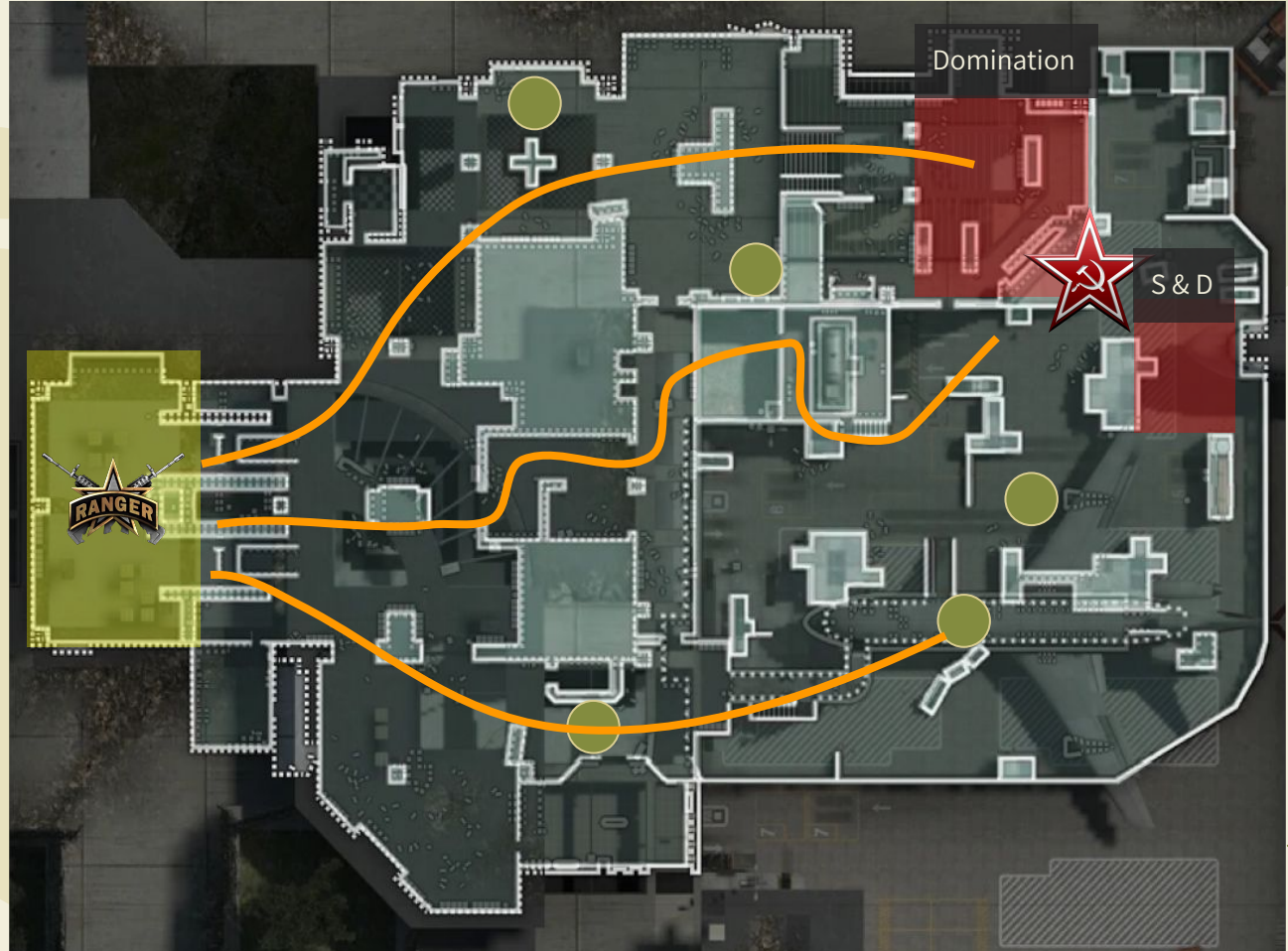


Pathings



CQB

- Favoured playstyle
- Paths are similar to Rusher; but they may take risks/more closed off roads

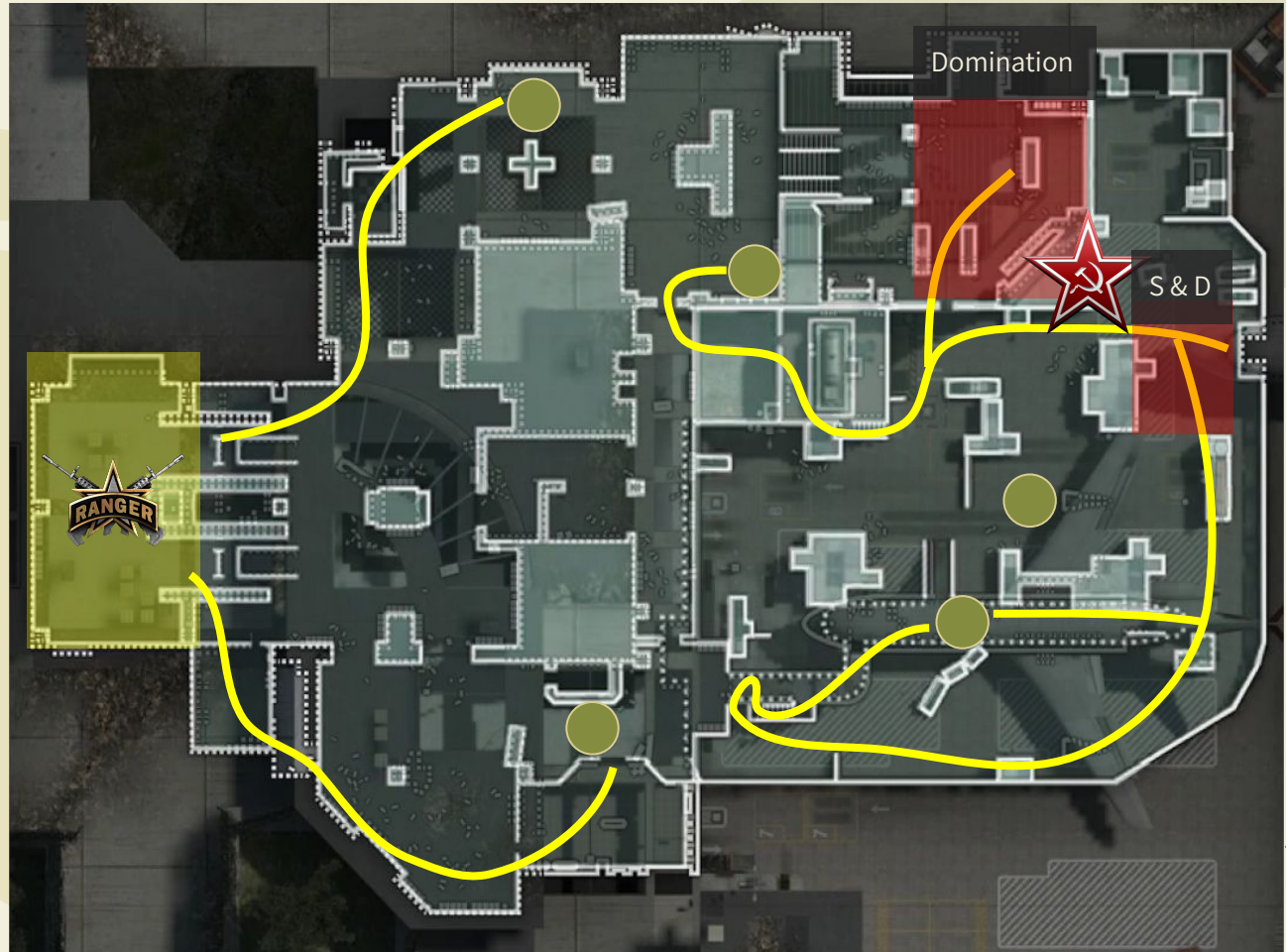


Pathings



Stealth

- Few paths available
- Most gameplay relies on flanking across the map borders

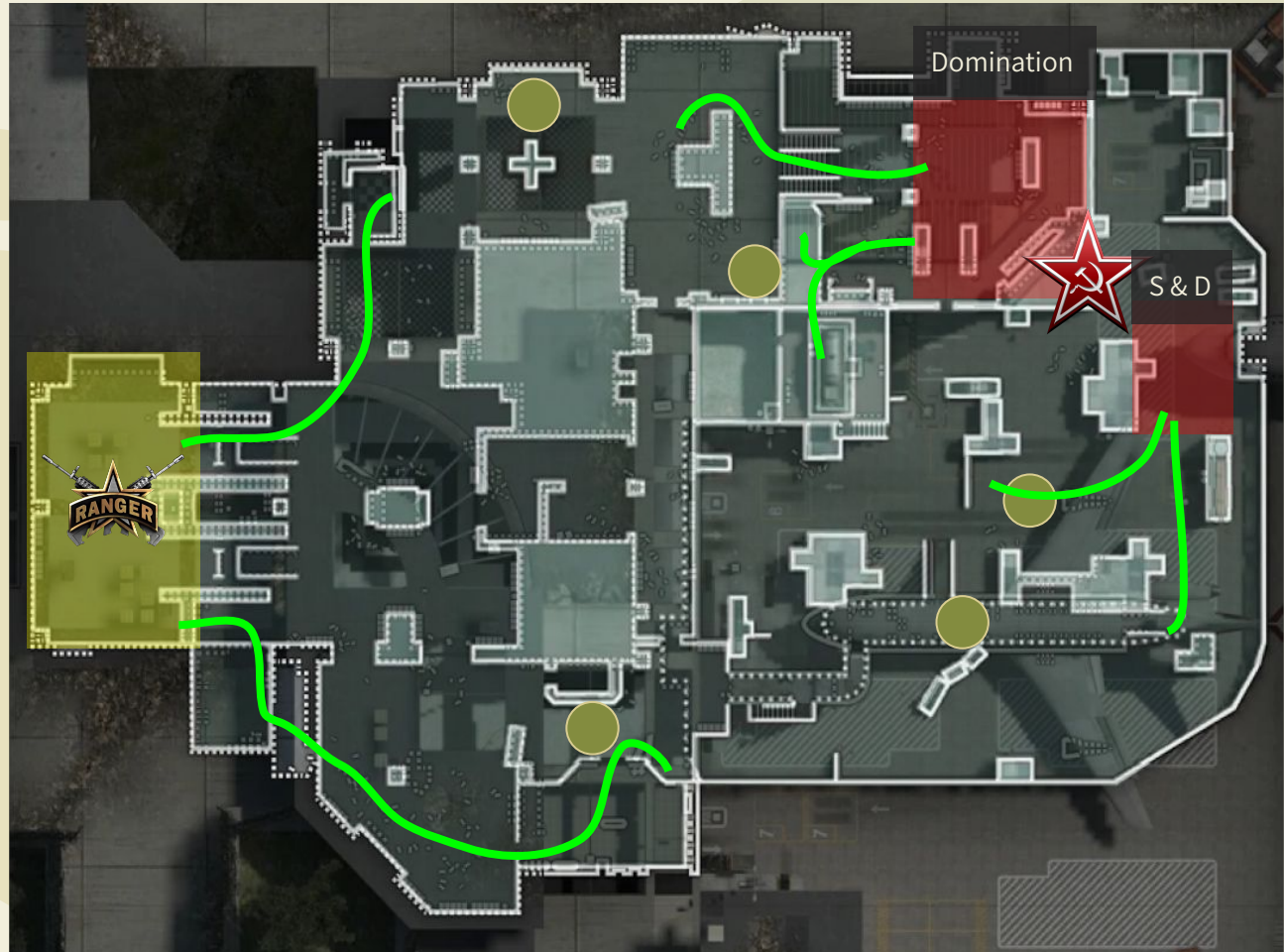


Pathings



Snipers

- Unfavoured playstyle
- Only covers for long or unprotected elevated points

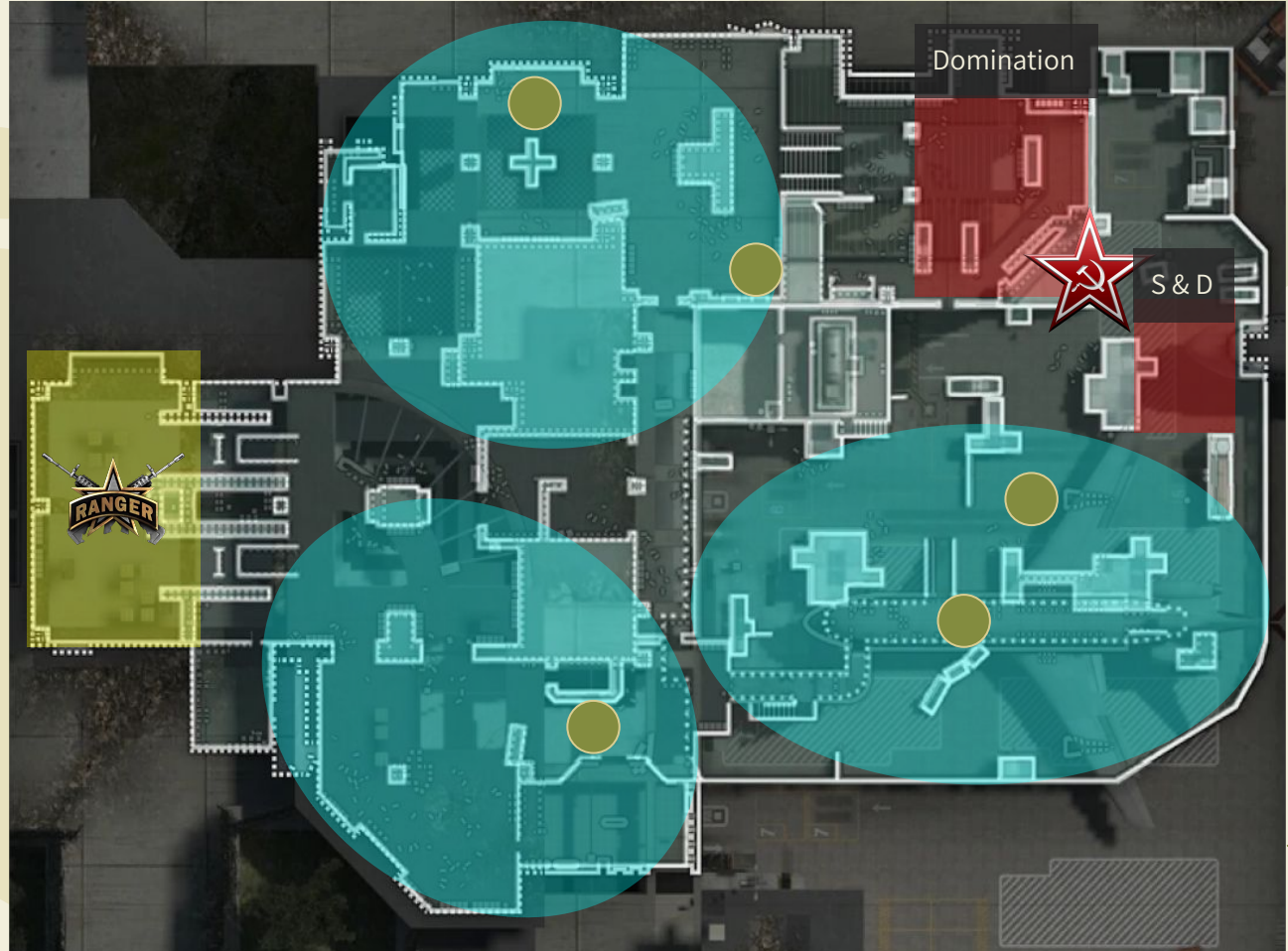


Pathings



Roamers

- Average playstyle
- 3 - 4 main areas (Around Battle & Mission areas)
- Spawn points are also possible roamer areas (Specially red zones)




Pathings

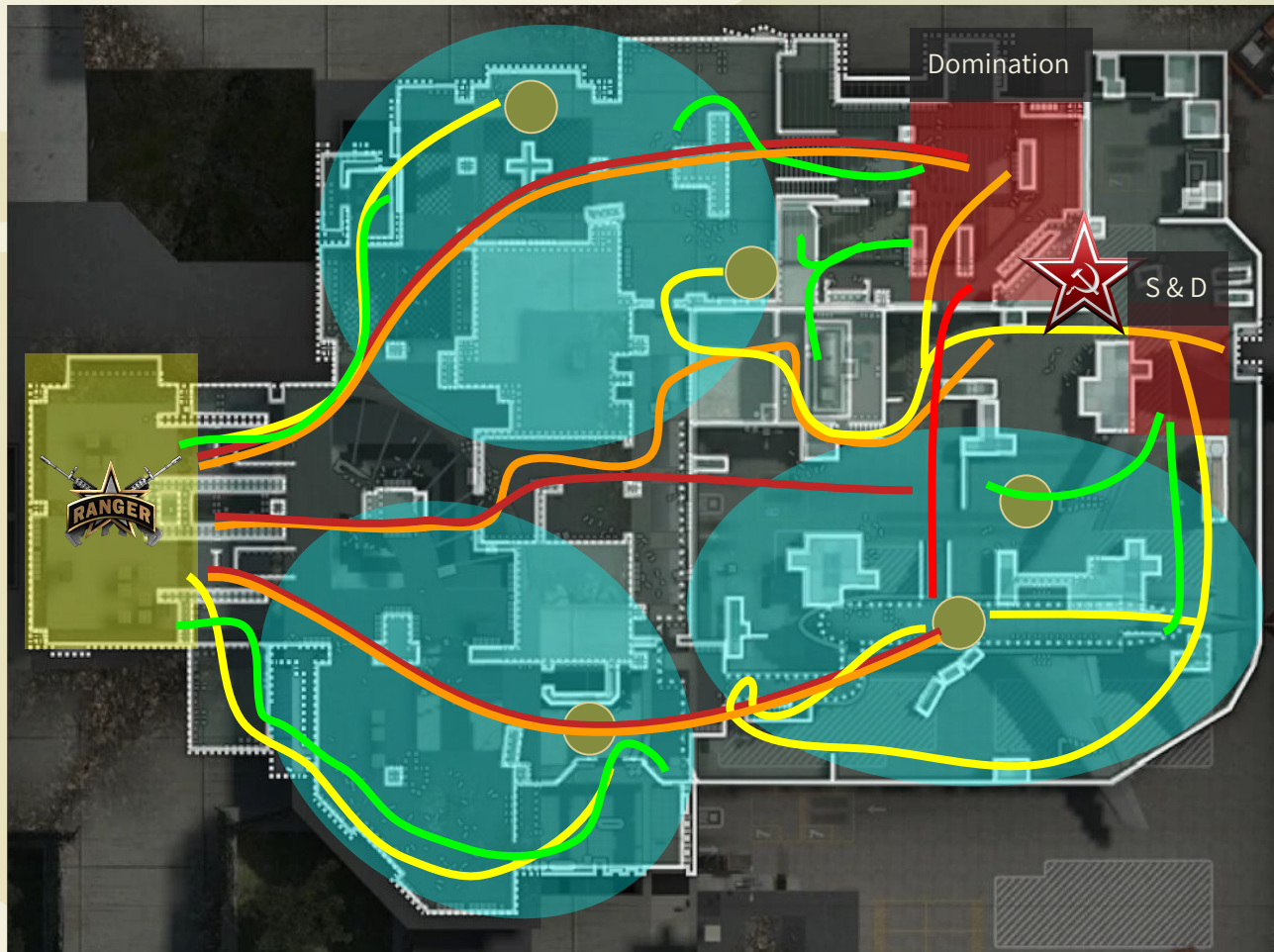
 Rushers

 CQB

 Stealth

 Snipers

 Roamers



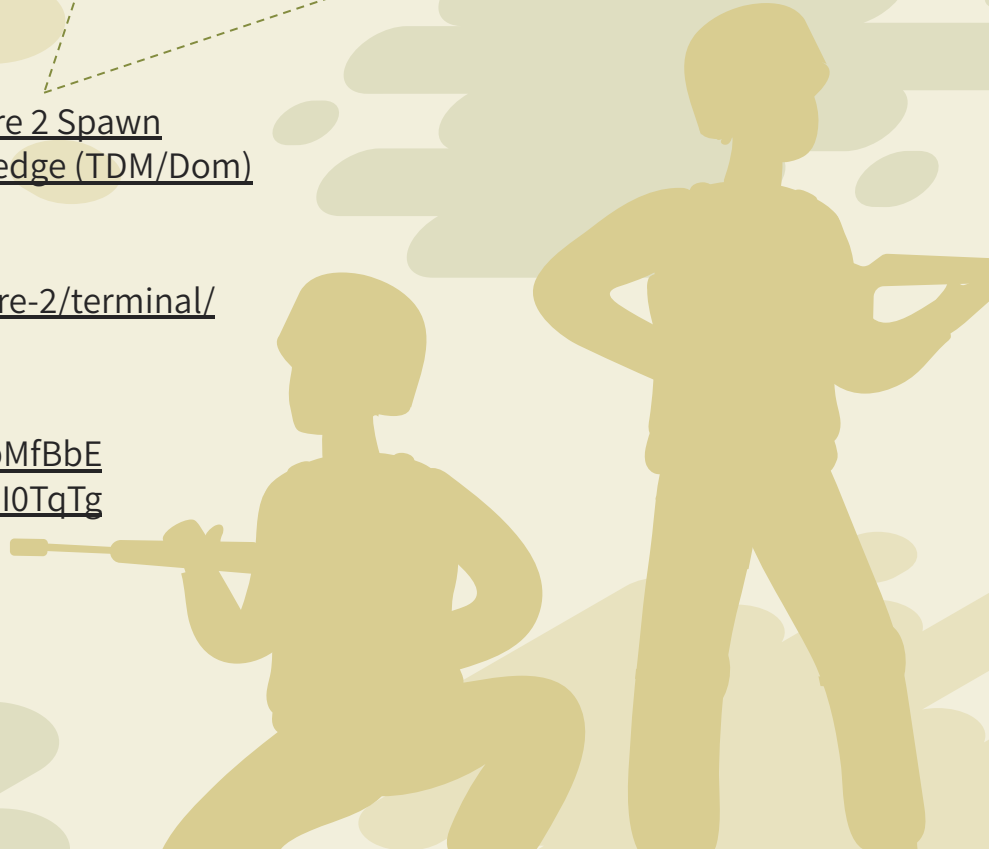
Webgraphy

Information videos & Screenshots

- [Steam Community :: Guide :: Modern Warfare 2 Spawn points, Power positions and General knowledge \(TDM/Dom\)](#)
- [Alexander Roycewicz | Call of Duty Wiki](#)
- [Terminal \(map\) | Call of Duty Wiki](#)
- <https://callofdutymaps.com/modern-warfare-2/terminal/>

Gameplay videos for reference

- <https://www.youtube.com/watch?v=GToicbMfBbE>
- <https://www.youtube.com/watch?v=bCZXOI0TqTg>



Thanks for watching

If you have any comments, leave it
down!

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CRÉDITOS: este modelo de apresentação foi criado pelo [Slidesgo](#), e inclui ícones da [Flaticon](#) e infográficos e imagens da [Freepik](#)