

CS2 Level Design Document

Brief: This is a Design Document detailing the objectives, vision, and needs for a Defusal map designed for CS2 wingman mode, which is a 2v2 FPS game mode.

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Game Type:

- Multi-player
- Defusal
- Wingman

Overview: a 2v2 competitive defusal map for CS2. Player can just attack and defend one site.

Level Scope:

- A cite
- Factory
- T/ CT Side Room
- Mid
- Side Mid
- T /CT Spawn

Goal: Research CS2 active maps to master FPS design workflows. Create a level focusing on tactical sightlines and utility over ability-based lanes. Finally, publish to Steam Workshop for community playtesting and iterative feedback to refine the gameplay experience.