

Specifications – Grand Paradise City, SkyX Games

Code name: GPC



1. Project Objective

Create a new immersive map for the Roleplay (RP) mode, combining aesthetics, gameplay fluidity, and technical optimization, while offering players a varied and rich experience.

2. Mistakes to Avoid

- City too dense, creating a feeling of clutter.
- Constructing buildings cube by cube → memory overload.
- Heavy and complex underground subway.
- Placing roads and buildings without a global plan → lack of organization.

3. Overall Vision

Desired atmosphere: a mix of **Miami** (beaches, summer, bright colors), **Los Angeles** (mountains, Ferris wheel, iconic sign), and **Dubai** (modern architecture, visual richness, paradise effect).

Release period: summer → bright and immersive atmosphere.

Organization: plan the road layout before placing buildings.

Memory optimization:

- Buildings grouped as parent/child meshes.
- Lightweight aerial subway, compact stations.
- City divided into districts/blocks (possibility of rounded shapes using splines).

4. Map Structure

- **Main island:** large modern city, including wealthy districts, business areas, popular neighborhoods, and beaches.
- **Number of main blocks:** maximum of 3 to 4 to avoid overload.
- **Strategic sub-islands:** port, airport, special districts.
- **Small secondary town:** located in the desert for geographical diversity.
- **Varied biomes:**
 - Desert (secondary town)

- Jungle (exploration and hideouts)
- Snowy mountains (realism and panoramas)
- **Special roads and infrastructures:**
 - Modern elevated roads
 - Rivers and waterfalls for natural immersion

5. Key Locations and Infrastructures

Urban districts

- Luxury villas
- Business district (towers and modern buildings)
- Popular neighborhood (bright and lively)

Essential RP points

- Bank (heists)
- Hospital
- Police station
- Restaurants: Burger / fast food / pizzeria
- Dealership
- Gun shop
- Small shops and garages
- Gas stations

Special / gameplay locations

- Nightclub
- Bowling alley (if approved)
- Pet shop (animal purchases)
- Port
- Airport (on a separate island)
- Race track
- Park and green spaces

- Ferris wheel / funfair
- Mountains with iconic sign (Los Angeles style)
- Secret or spooky locations (seasonal events, e.g., Halloween, Ghost Hunter crossover)

6. Building Style

- Lay out roads before placing buildings, based on the mini-map.
- Districts organized into square blocks, with rounded areas possible via splines.
- Panoramic sea/beach views from the city.
- **Density optimization:** city split into several zones, not concentrated in one single area.

7. Summary

Create a **main island** with a modern city inspired by **Miami/Dubai**, organized into **3 to 4 blocks** with **strategic sub-islands** (port, airport). Add a **secondary desert town** and **varied biomes** (desert, jungle, snowy mountains). The entire project must revolve around a **clear organization** of roads and districts, with **optimized buildings**, a **light aerial subway**, and **complete infrastructures** for rich and varied RP gameplay (bank, bowling alley, pet shop, funfair, etc.).

Map Concept – Grand Paradise City, SkyX Games



Our Goal: To offer a complete and diverse island, combining wild nature, a tropical metropolis, and isolated areas perfect for giving players a great sense of freedom.