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**Assignment 3: Level Design micro-project reflection.**

The requirements for this assignment were to finetune or implement level design into an our existing or to create a new project. Level design is not only linked to the visual layout, enemy spawn points or aesthetic of an ingame level but can also describe the systems that interact within and between levels. Within *Dungeon Dwellers*, the project name, the design chosen was to give players the option of choosing where to navigate to next; currently this is a hard coded option based on a 'choose your own adventure' format. A player is presented with limited options after winning or fleeing an encounter as to where they may proceed. The CYOA (choose your own adventure) format works well with a turn-based game as it does not interrupt the flow of gameplay as the player does not need to change their control inputs.

This aspect is important since it allows for expansion upon the system and levels; some levels may be shops, non-combat encounters or a puzzle area. Having the mouse as the only means of input also allows for different interactions such as a light source that follows the mouse which can illuminate secrets. These are all plans for future iterations that will expand on the three assignments.

The current level-layouts and interactions are all hard-coded, there are multiple routes to get to the final enemy/boss but for the purpose of this assignment it was easier and more efficient to control these variables. In future iterations this would preferably be randomized and consider the current state of the player: health, number of items left, level, the types of enemies faced as well as how many have been faced in that 'area' or biome. Taking these into consideration can allow the game to feel fairer towards the player; if they are on low health and cannot heal, they may face a weak enemy or if they have not encountered a shop or health room in a while then the player can be given that navigation option and rest.

Keeping track of the types and number of enemies faced will allow the system to choose when the player fights a boss, if there is a level requirement then the player may not be sent to fight the boss and must keep exploring the area. Areas could either be infinite or contain a pre-set loop of rooms that the player will navigate through until the floor has been cleared, they find the boss room, or a certain condition is met to move to the next area either through beating the boss or finding an exit.

This system is reminiscent of the popular Rogue-Like genre of games that use procedural generation to generate their levels so that each run or playthrough is different.

The level design in *Dungeon Dwellers* focuses more on the interaction and input between combat encounters than allowing the player information through the environment, to expand upon this in the future would require art assets, audio and visual, that will give the player a clue to what they may fight next or directly tell them what the next room will contain. The project may have fallen short of the brief's contents but it still fits within the understanding of what the brief layed out.