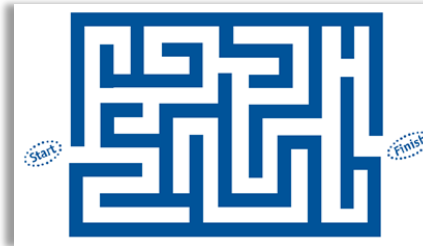# Level Design and Interaction

In this assignment, you can <u>work alone or as a team of two</u>. You will play the role of a level designer and show your creativity.

Description:

- Build a maze layout. You can choose any pattern (regular, circular, spiral) of your choice.

- Mark one start and one end point. Place some interesting items/objects of your choice inside the maze logically (i.e. meaningful – as mentioned in the class).
- A player will attempt to explore the maze.
    - Player can move left, right, forward and backward (or others)
    - Player can also jump if there is an obstacle on his way
- While exploring, the player will collect points as set by the designer.
- The objectives are to collect points and reach at the end quickly.
- By combining these two micro goals define a macro goal (i.e. a winning condition) for your game.
- There is no restriction in terms of layout, color and text, as long as it is playable and aesthetically sound.

Grading Alert:

- Level design – 50%
- Macro goal(s) – 10%
- Interaction – 30%
- Report – 10%

Submission instructions –

1. A short report (max one page) about your level and goal.
2. You must mention the other team member's name, if there is any. Only one submission per team.
3. All resources and code to run your submission.
4. Include a help file, if necessary.