LEV/L simplifies game development for educators by dividing the labor required to build a game.

The platform breaks games down into a handful of elements, each of which works with the others to produce the game experience. The adjacent list explains the roles of each element and how they function together.

What Goes in the Game Design Document

The Game Design Document (GDD) is written in a format called YAML. The GDD will serve as the "script" for your game, and can include details like settings, game pieces, and scoreboards.

Each game must have a list of Rounds.
Each Round must have at least one Prompt (e.g. , a question prompt posed to the player) and a way to capture a response.

The simplest kind of Prompt is a line of text. It can serve as exposition, or ask a question. If it serves as a question, faculty can choose the question type (e.g. , Multiple Choice) presented to the player. The player's response will be evaluated, and the game advances according to the faculty's design.

The flexibility of the LEV/L platform comes in part from the ability to embed animations, video, or audio at multiple points in the conversation between game and player. Educators can also present different prompts based on previous answers, allowing for some adaptation in the learning experience.

How LEV/L works

All of these elements work together as the game's framework. With faculty design, it becomes an engaging digital game for the classroom.

A small JavaScript file

This is written by the LEV/L team. The JavaScript file manages user actions and animations. Any effects specified in this file are ultimately controlled by the Game Design Document.

A CSS file

Also written by the LEV/L team. This file defines the look of your game, just like any other webpage.

A Game Design Document

This is the portion of the game that educators and university faculty design. Here you specify how students will interact with the game.