



陈冠富 // RYAN CHAN

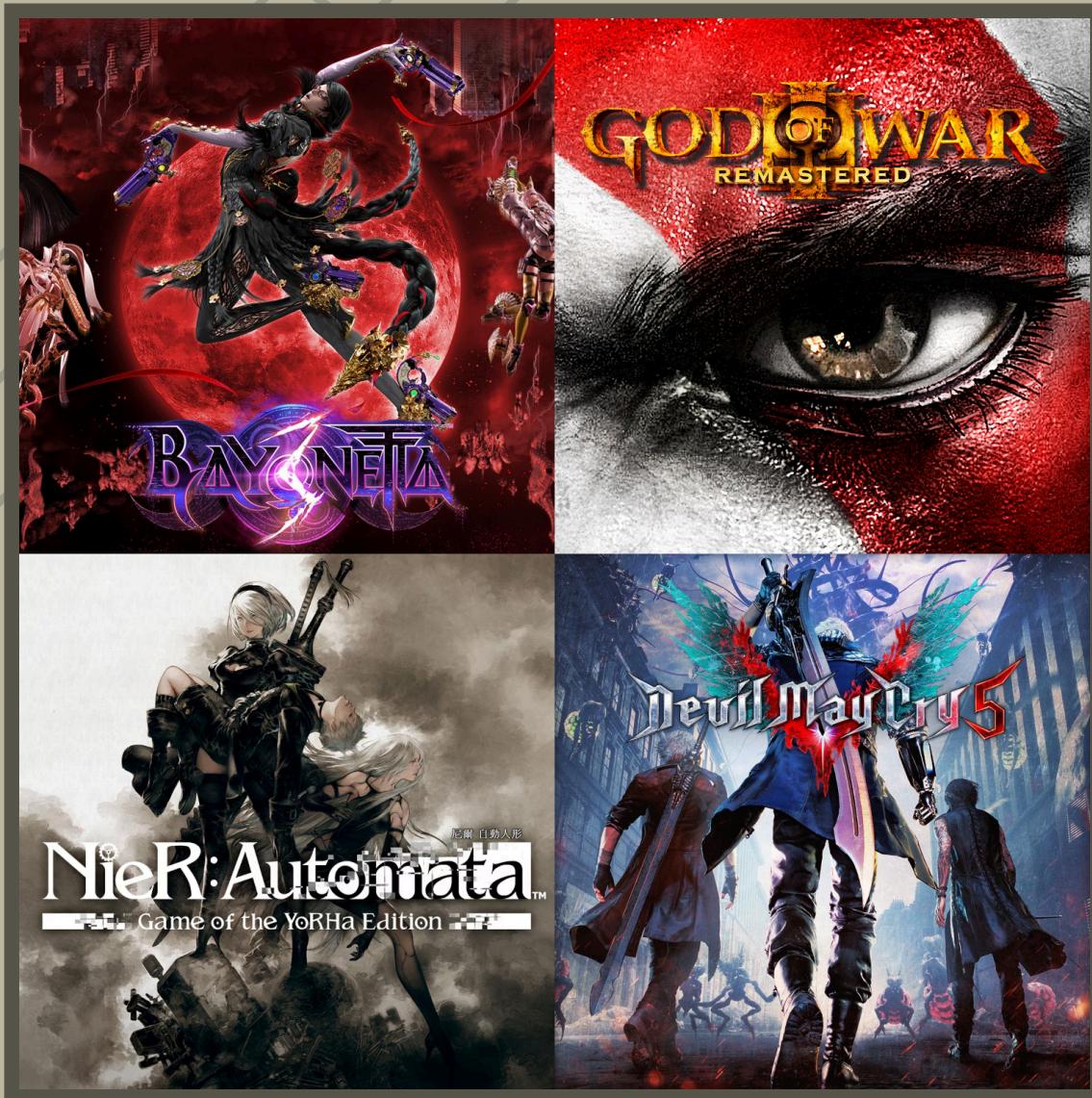
Level Designer

Diploma in Game Development and
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Currently studying Computer Science in
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Introduction

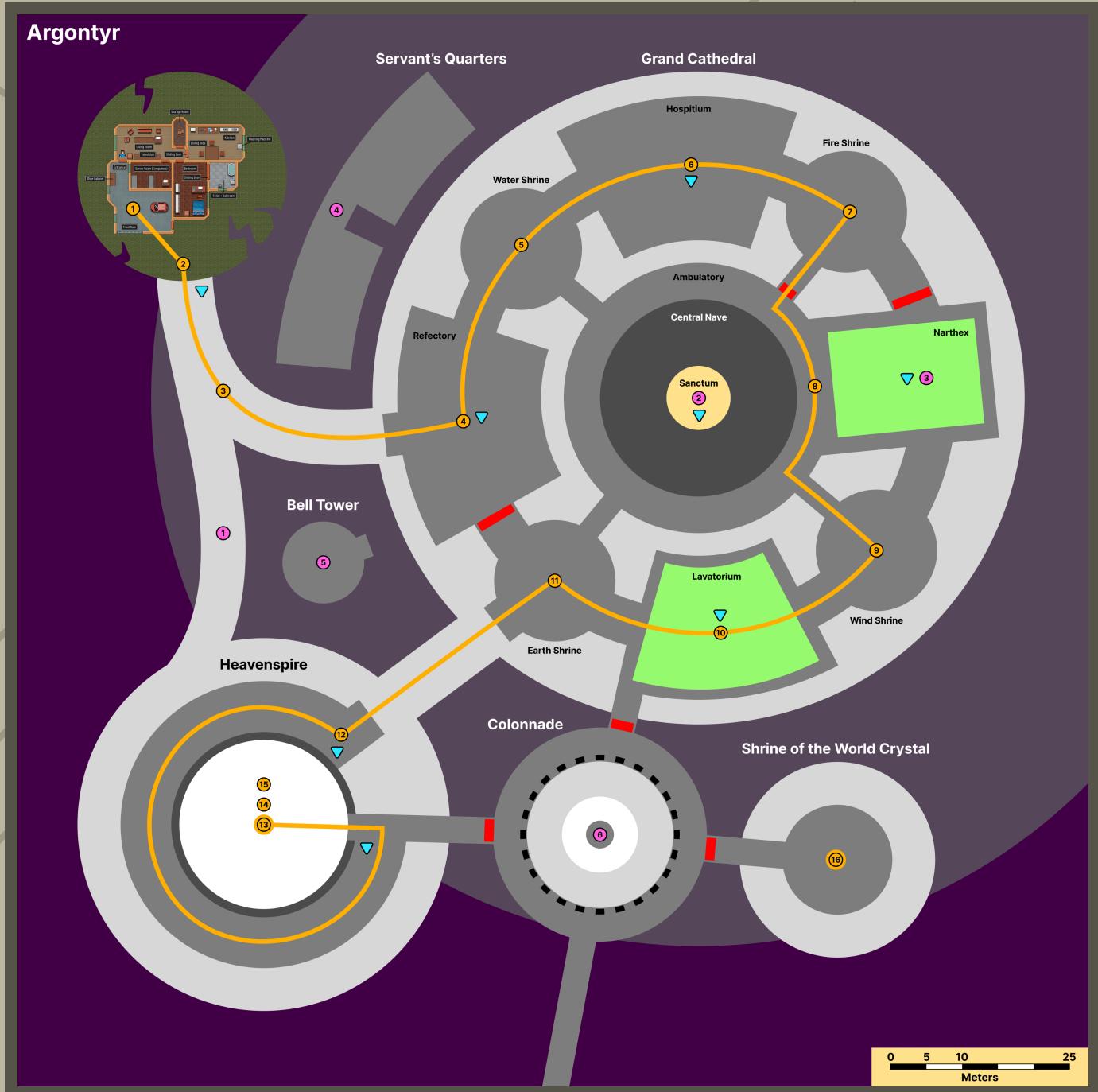
Hello, I'm Ryan. As a designer, I would like to create levels that push the boundaries to create compelling experiences. I believe that video games are a unique medium with strengths that set them apart from books and movies, yet they are seldom used to their full potential.



I have a strong passion for character action games such as Bayonetta, God of War, NieR: Automata and Devil May Cry.

They blend mechanics which have great range of skill expression with levels that meaningfully engage the player with those mechanics.

My Design Intent



Purple Fog



Temporary Fog



Fogless Zone



Darkwood



Poison Gas

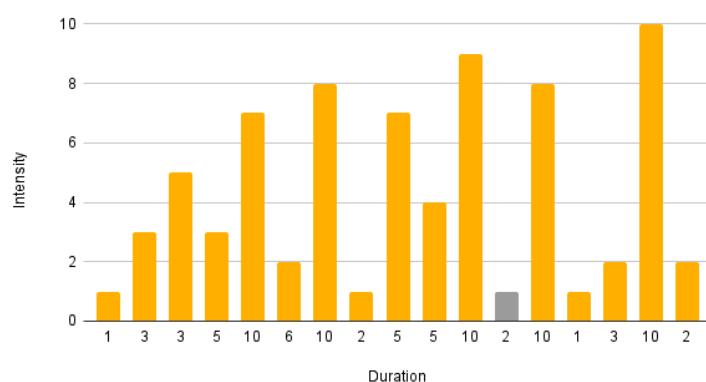
I like using physical obstructions and environmental hazards to guide the player until progression reaches a point where these obstructions and hazards can be cleared.

The level unravels itself gradually.

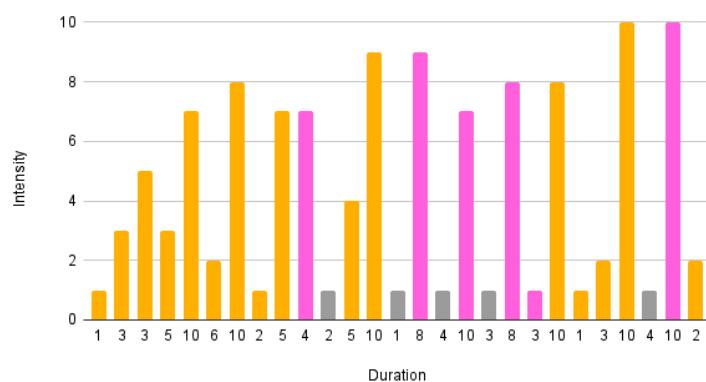
Non-Linear Progression



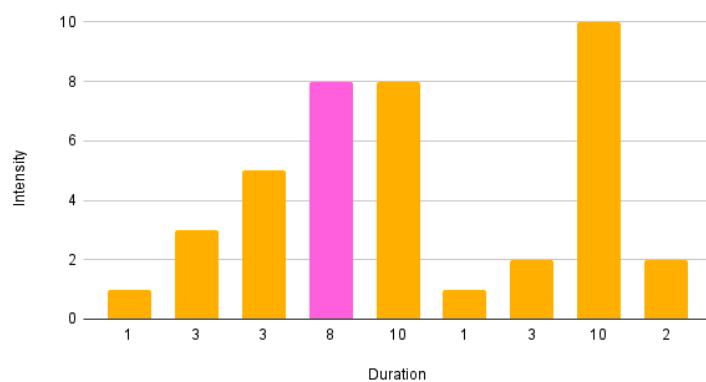
Intensity vs. Duration



Intensity vs. Duration



Intensity vs. Duration



Giving players the ability to make meaningful decisions means that sometimes, progression becomes non-linear.

The path may split, converge or disappear entirely.

Having different intensity curves for different variations ensures that the player's experience is not compromised regardless of the choices they make.

When I create a level, I think about flow and progression. Yes, there is an intended path for the player, but how can we give them the choice to break away from this path?

How do I open up the level as the players become familiar with the mechanics?

Level Exemplar

This level was created using Mega Man Maker. Its main gameplay theme is moving around and jumping with the correct timing.



At step 4, the path splits. Failing this timing challenge will send the player downwards, but succeeding it awards the player with a shorter path to the end.

The player can also make the choice to fall downwards intentionally.

I also introduced moving platforms at step 5 to keep the gameplay fresh without changing the theme completely.

