

LEVEL DESIGN

Levels are spaces that deliver gameplay

- Aesthetic & Functional spaces exist simultaneously



- Architecture, real or otherwise
buildings might not be realistic

- Built with consistent metrics
players' physical limits



Levels tell stories and build worlds

- levels embody interest curve



Levels are structures

- Indirect controls

Levels teach

1-1

Levels are iterative, collaborative efforts



levels are content that exercises system, skill, scenarios

Rational Design

Enter flying mode with triple jump

Maintain flying by holding (B)



