



# Level With Me



First-person **shooter** or **platformer**



Same **level**, different **iterations**



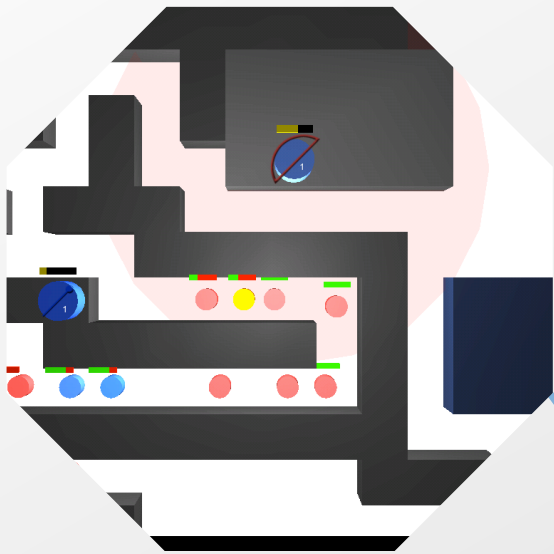
Key **stages** in development **process**



**Gameplay transforms** as well



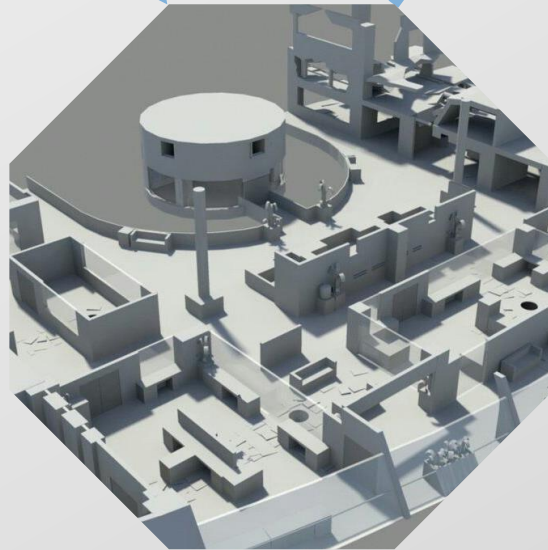
**Developer comments**, behind-the-scenes info



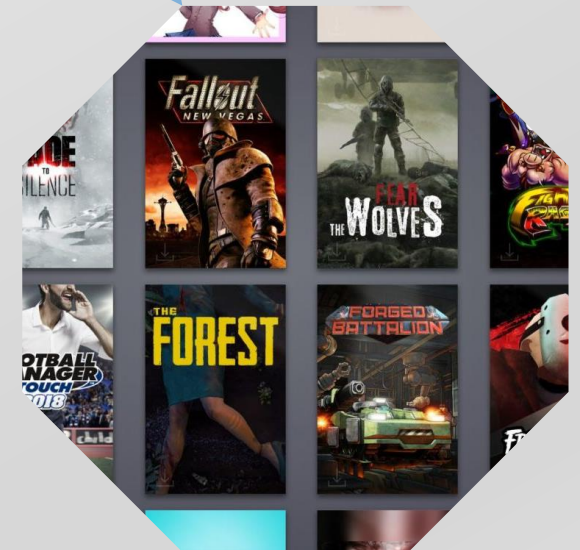
First abstract  
prototype



After first  
playtesting



Internal greybox  
level



Release version

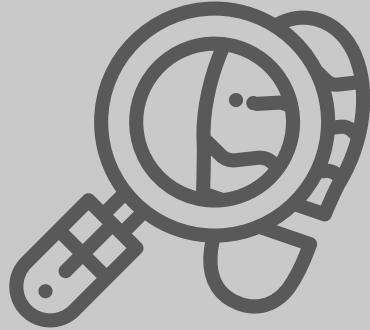
# Interesting Stories

1



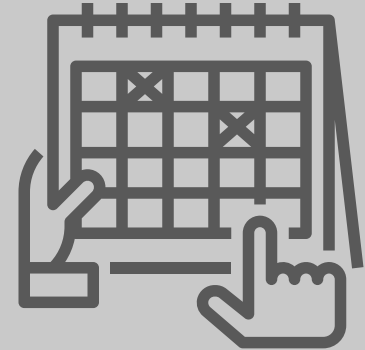
**Dynamics** of the  
development **team**

2



**Elements unnoticed**  
by players

3



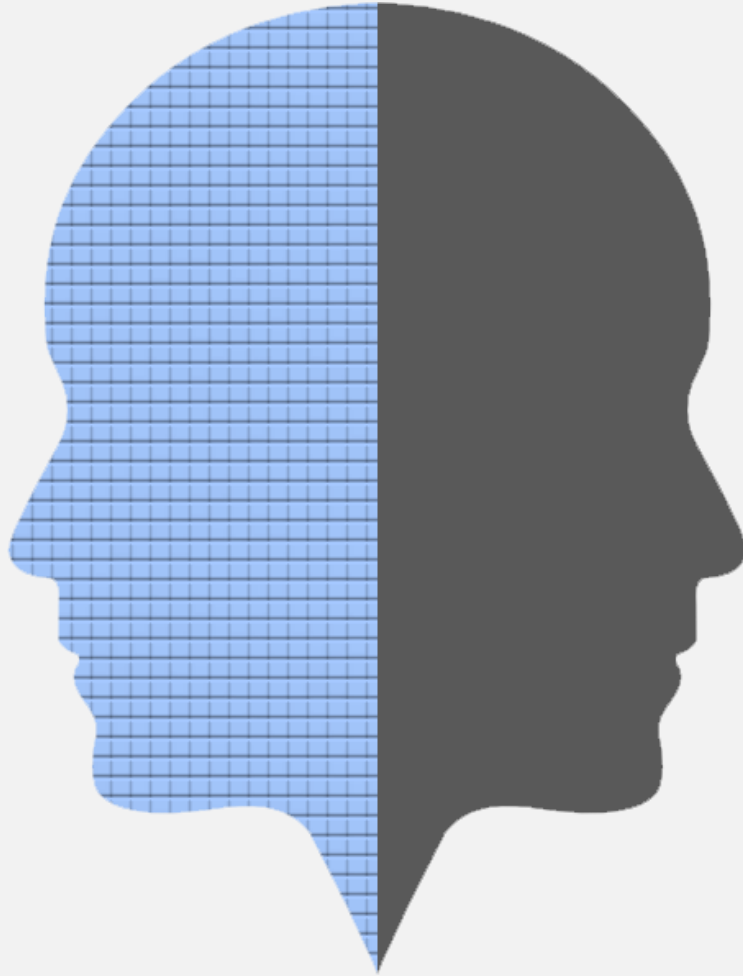
**Issues** with the  
**process** (e.g. crunch)

# Inspiration



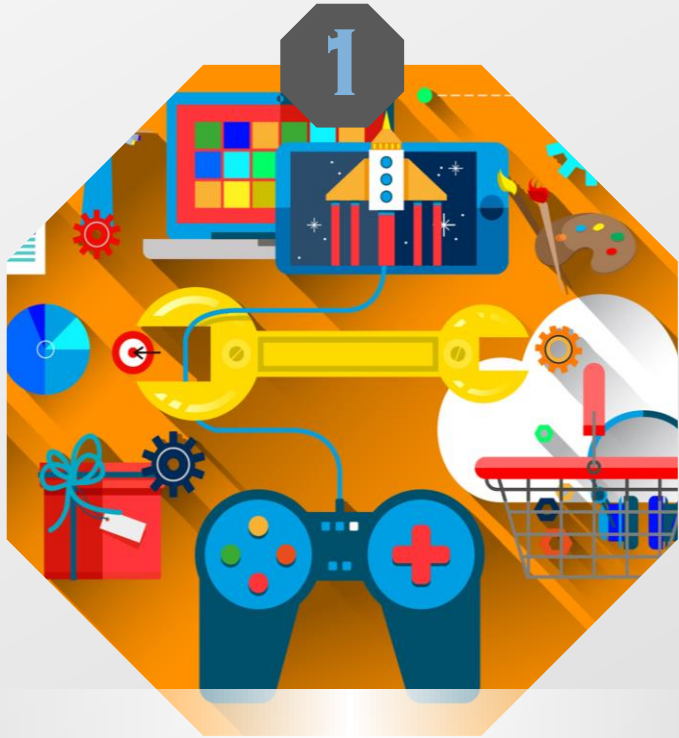
The Beginner's Guide, 2015

# Inspiration

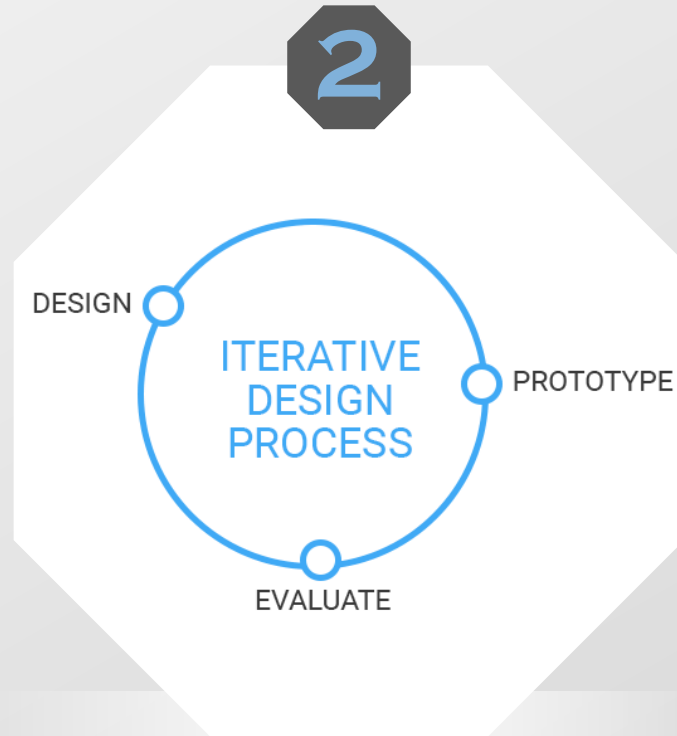




# Experimental Aspects



Game about game  
development



Process becomes  
visible



Radical changes  
in all elements

# Project USPs

1



Connection to  
subject matter

2



Reflect on own  
experiences

3



Project limitations  
turn game story