



# ADVANCED GAME DESIGN: GAME LEVEL DESIGN REFLECTION

Advanced Game Design  
GDI3300.1

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# Reflection

The game consists of two main scenes as main menu scene and a basic-level design scene. The main menu consists of an animated background image and buttons which follows the design layout that was mentioned in the game design document. Load and Continue buttons are locked on entry as there are no save files by scripts and can easily be activated for the function through the script. Buttons have hover animations for visual feedback and background audio which sets the mood of the game for the user on the first page. The game-level scene follows the map I created for the design document and following the mood, era and plot of the story, textures were created and modified with some assets got from the Unity assets store. Instead of following the main character concept art for the model of the main character, due to the limited time, I had on working on this project, I took a character model from the Unity assets store with basic animations already on it therefore making it easy for me to set up the third person character with basic animations. The character can walk, run and jump. While I had stealth approaches mentioned in the game design document, I hadn't included those in the gameplay experience I developed here. Moreover, again due to the time constraints, I haven't implemented any attack methods for the player to use just a walkthrough experience while solving the puzzles. Due to having problems with the navMesh AI system, I couldn't get the enemies to walk around but have kept them in the positions that they were mentioned on the map therefore. The game level consists of interactable chests, doors, levers and puzzles. The UI menus include a well-functioning pause menu, HUD with a player health bar and mana bar which also works perfectly. Even though I have mentioned that players will be able to interact with tombs after the cutscene with the dead king in the main tomb area, I didn't have enough time to implement all those interactions on tombs therefore I only included the interaction with the dead body which gives the player information on the trap around the corner. While the trap itself was designed to be an arrow mechanism I was unable to develop it on time therefore it was designed as a trigger box which the player will get damaged when they stay inside of it. Players can avoid it by jumping over this trigger. This is a good place to check the functionality of the health bar of the HUD. Moreover, the final part of my map was designed to be an obstacle course run where a Gollum would come trailing the player while destroying the catacomb structure. The path for the obstacle course was created without the part where it collapses on the player while on the run. Moreover, I mentioned that before encountering this obstacle course, players will be directed towards a campfire where player progression is saved and the player will be introduced to the game abilities and skill tree system. But As I was able to design the campfire and the cinematic trigger that directs the player towards it, I wasn't able to create all the complex ability and skill tree UI components. All the cinematic cutscenes have been replaced with a placeholder UI as it is time-consuming and hard work to create all those cinematic cut scenes. Finally, the game was optimized to include multiple levels of details on certain objects, occlusion culling and light-baked textures which enables players for a smoother gameplay experience.

**YouTube Tutorials:**

[\(613\) START MENU in Unity - YouTube](#)

[\(613\) THIRD PERSON MOVEMENT in Unity - YouTube](#)

**Unity Store Assets Used in the Project:**

[Altar Ruins Free | 3D Fantasy | Unity Asset Store](#)

[Campfires & Torches Models and FX! | 3D Environments | Unity Asset Store](#)

[FREE - Modular Character - Fantasy RPG Human Male | Characters | Unity Asset Store](#)

[Interactive Physical Door Pack | Physics | Unity Asset Store](#)

[MDP 4K Texture Pack Vol.1 | 2D Stone | Unity Asset Store](#)

[Old Chest | 3D Props | Unity Asset Store](#)

[PBR Materials - Wood & Metal | 2D Textures & Materials | Unity Asset Store](#)

[DigitalKonstrukt - Asset Store \(unity.com\)](#)

[Ruins Creation Kit | 3D Environments | Unity Asset Store](#)

[Skeleton Warrior 1 | Characters | Unity Asset Store](#)

[Water Shaders V2.x | VFX Shaders | Unity Asset Store](#)