

# Game Design

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Electronic Armory

# Question of the Day

What's your favorite mechanic in a game?

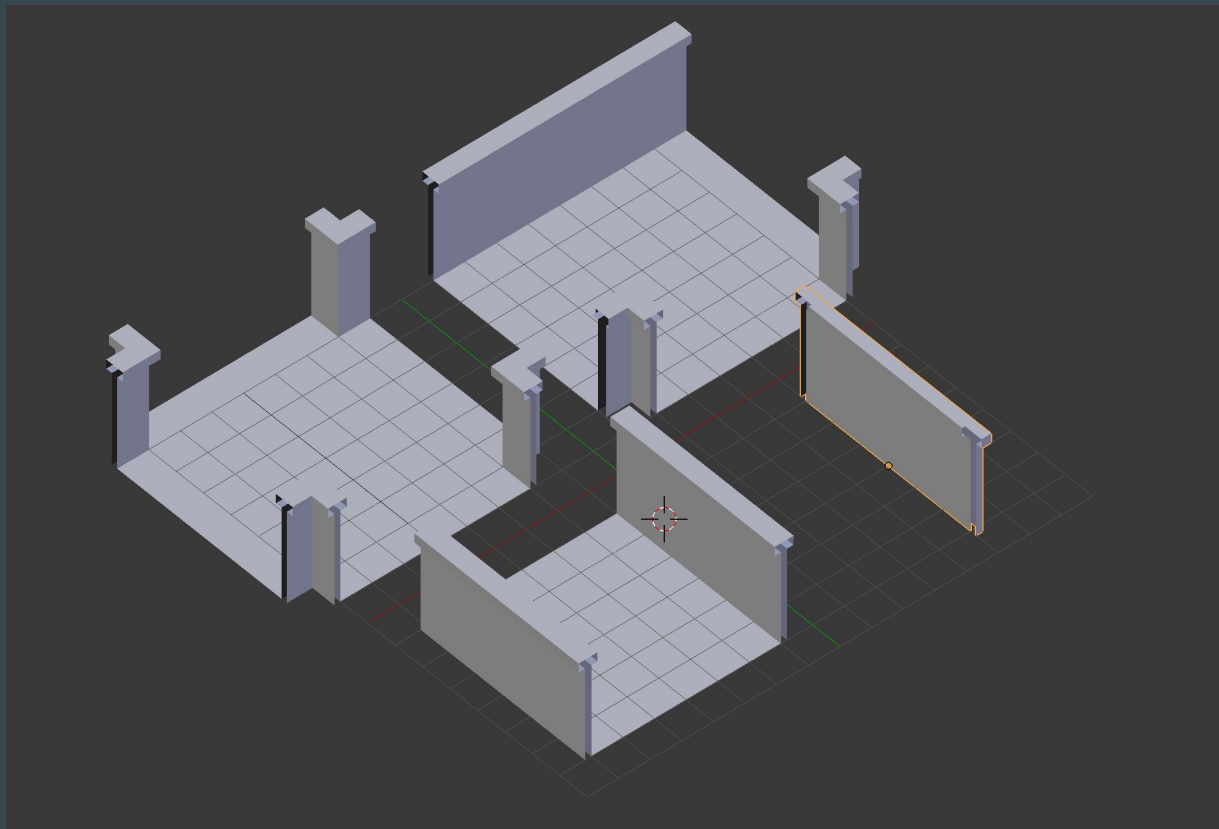
For example:

Princess Peach's fly jump

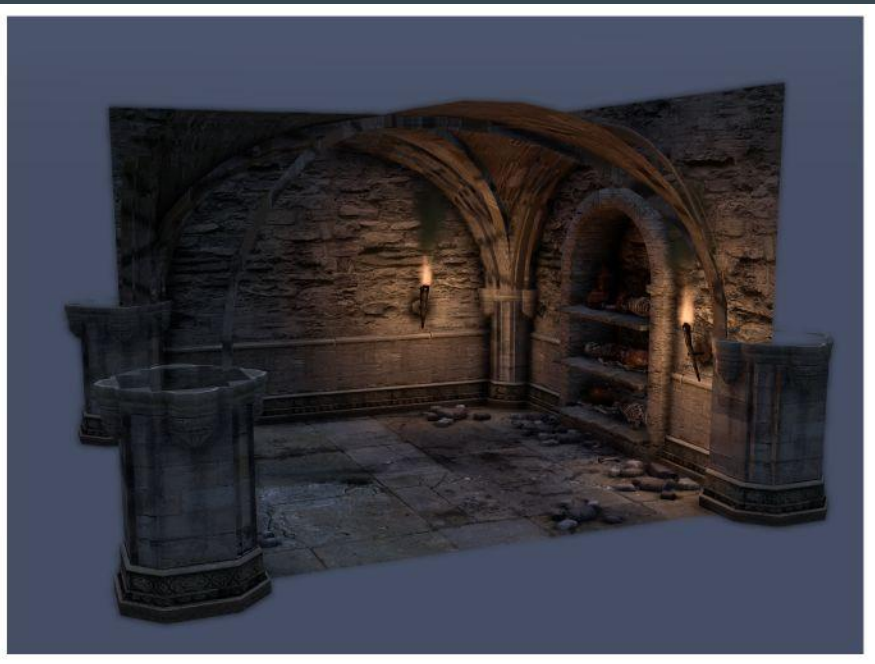
Shovel Knight's shovel jump

Celeste's double jump or dash

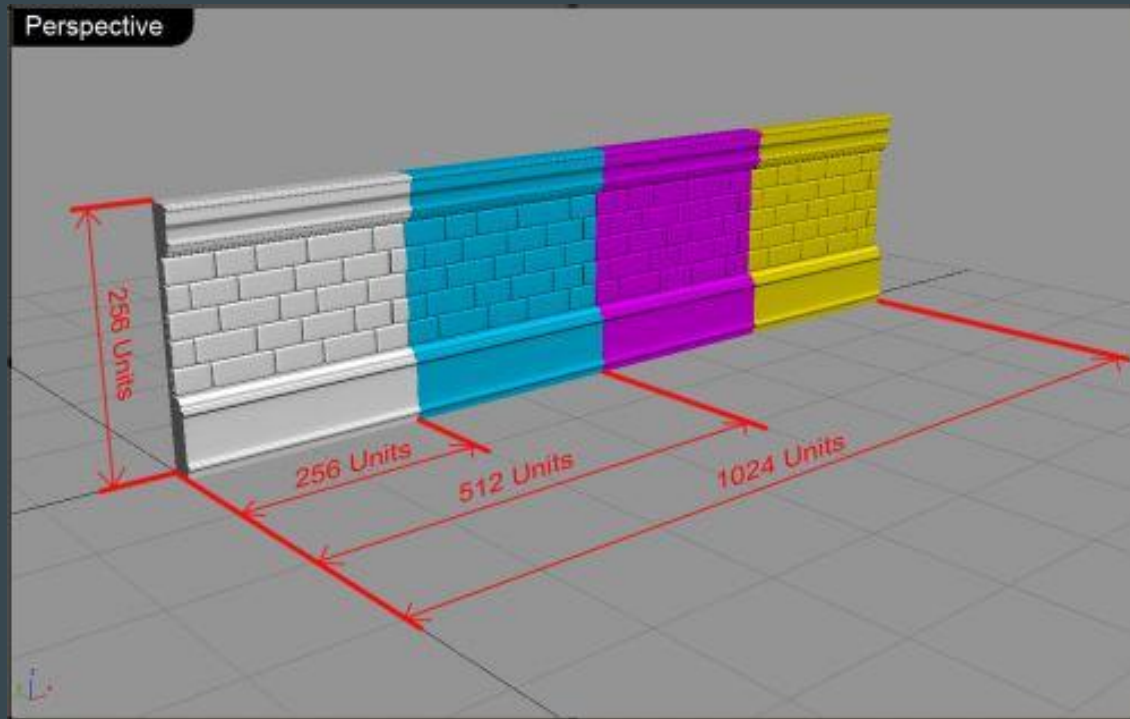
# Modular Level Design







# Modular Construction



$2^x$  = Grid size

$2^0$  = 1 Unit

$2^1$  = 2 Units

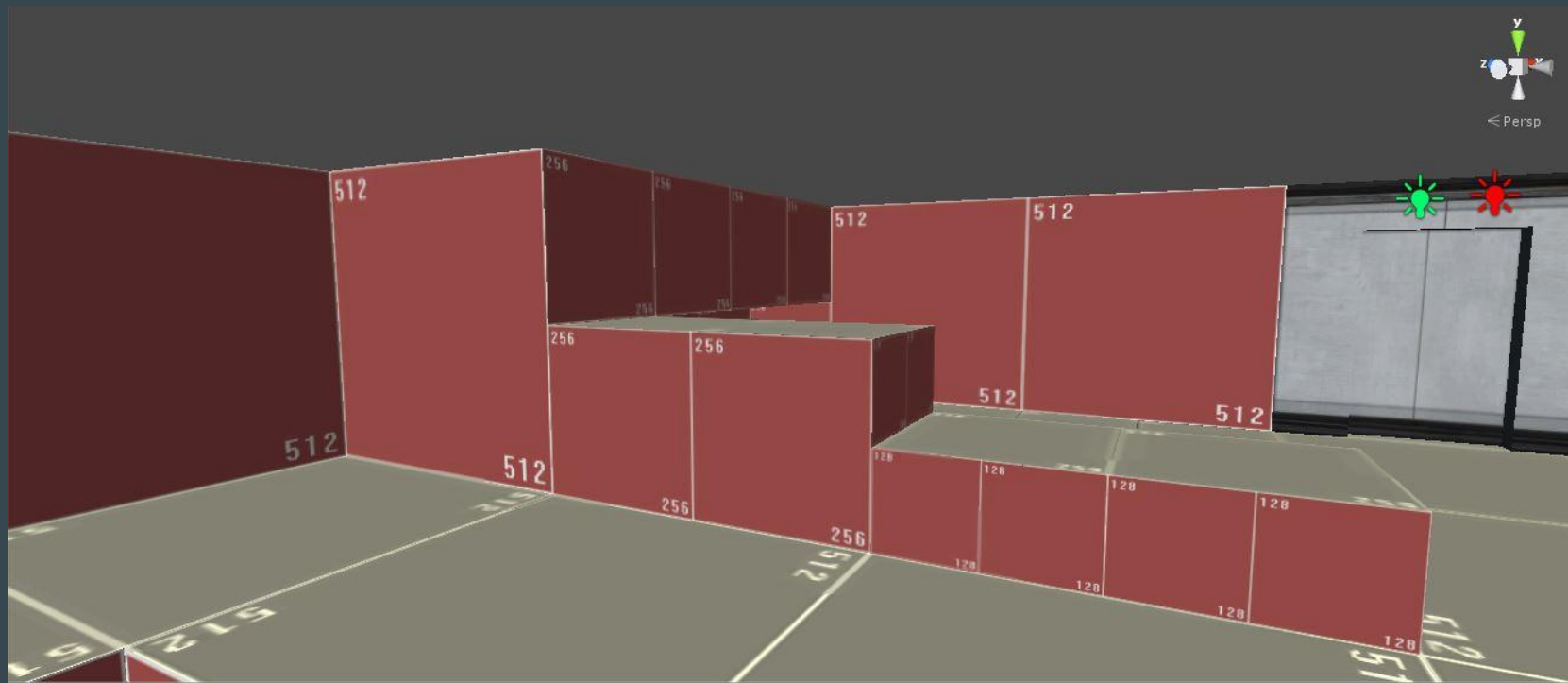
$2^2$  = 4 Units

$2^3$  = 8 Units

$2^8$  = 256 Units

$2^{10}$  = 1024 Units

# Prototyping



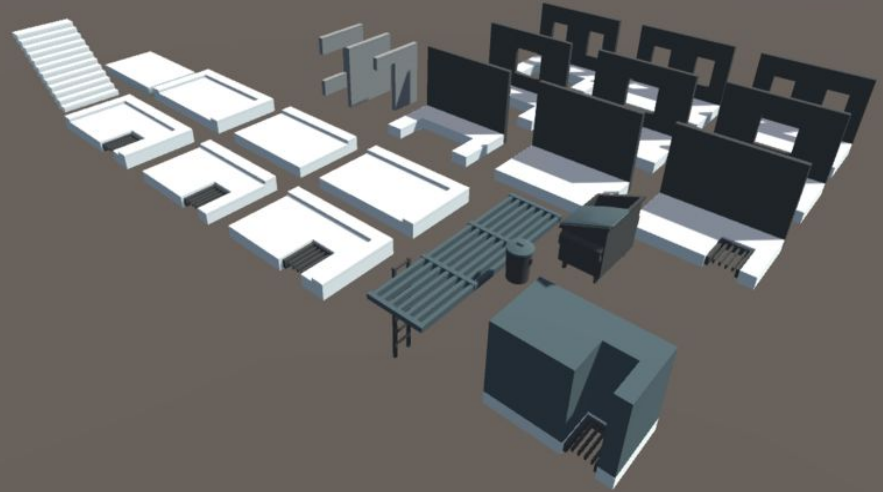
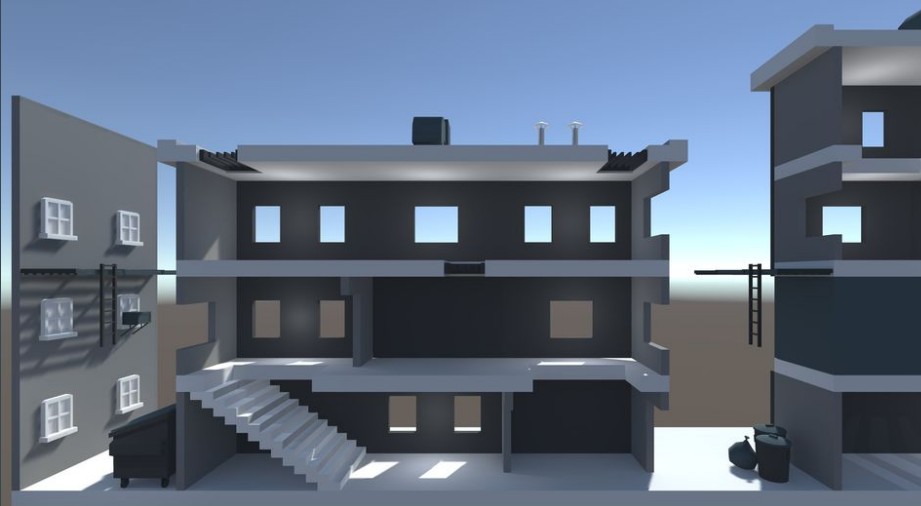


# Epic Games Modular Level Set



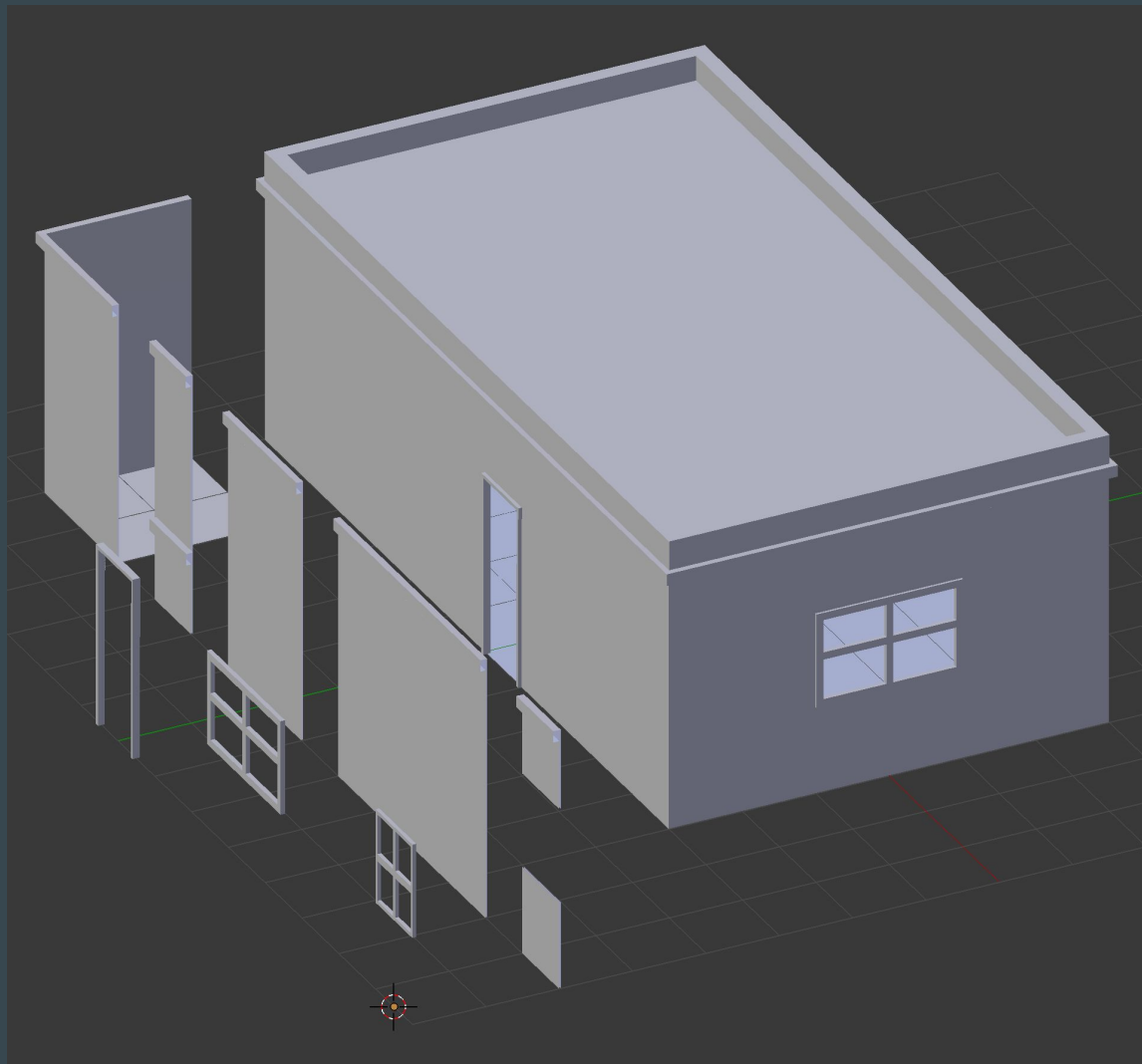


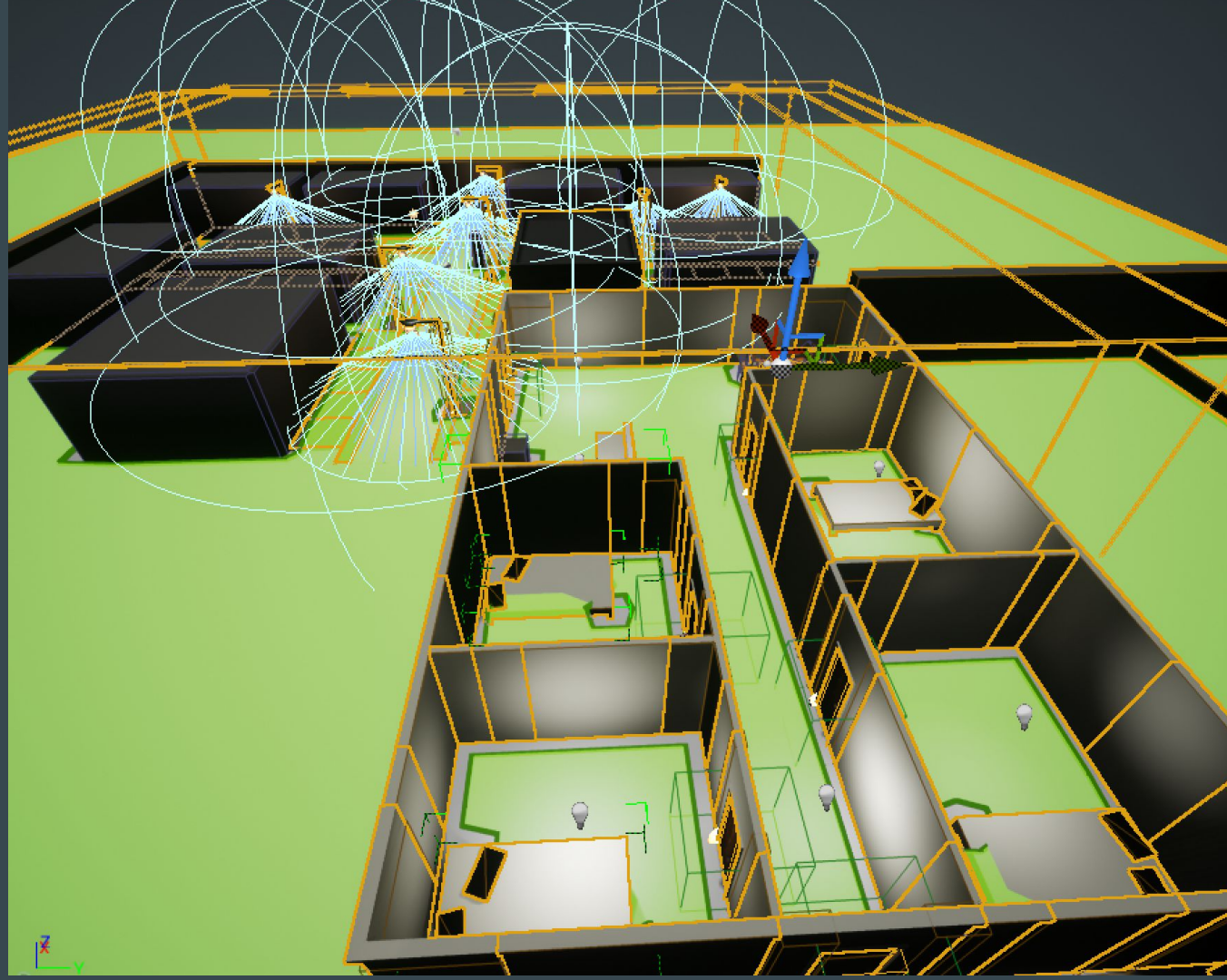
# Complex Levels from a few pieces



# Kit Bashing







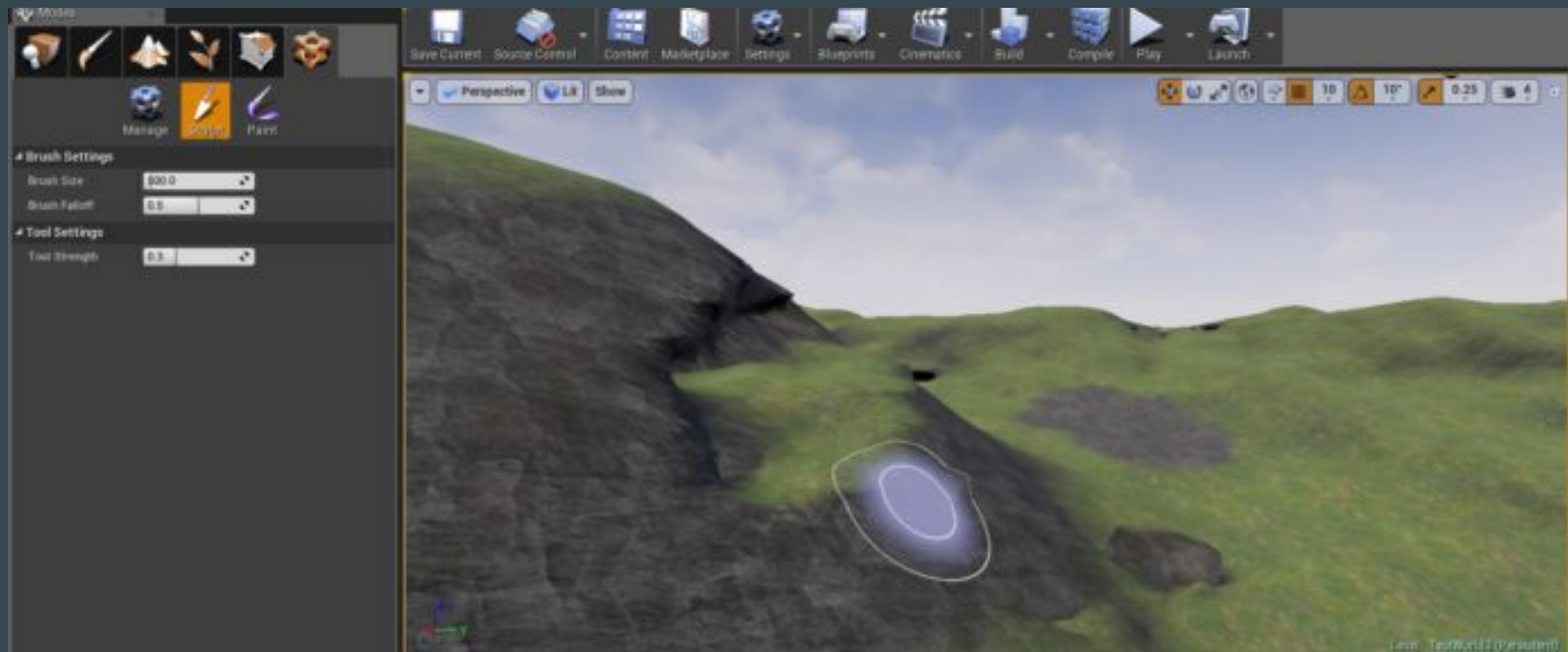
# Procedurally Generated Levels



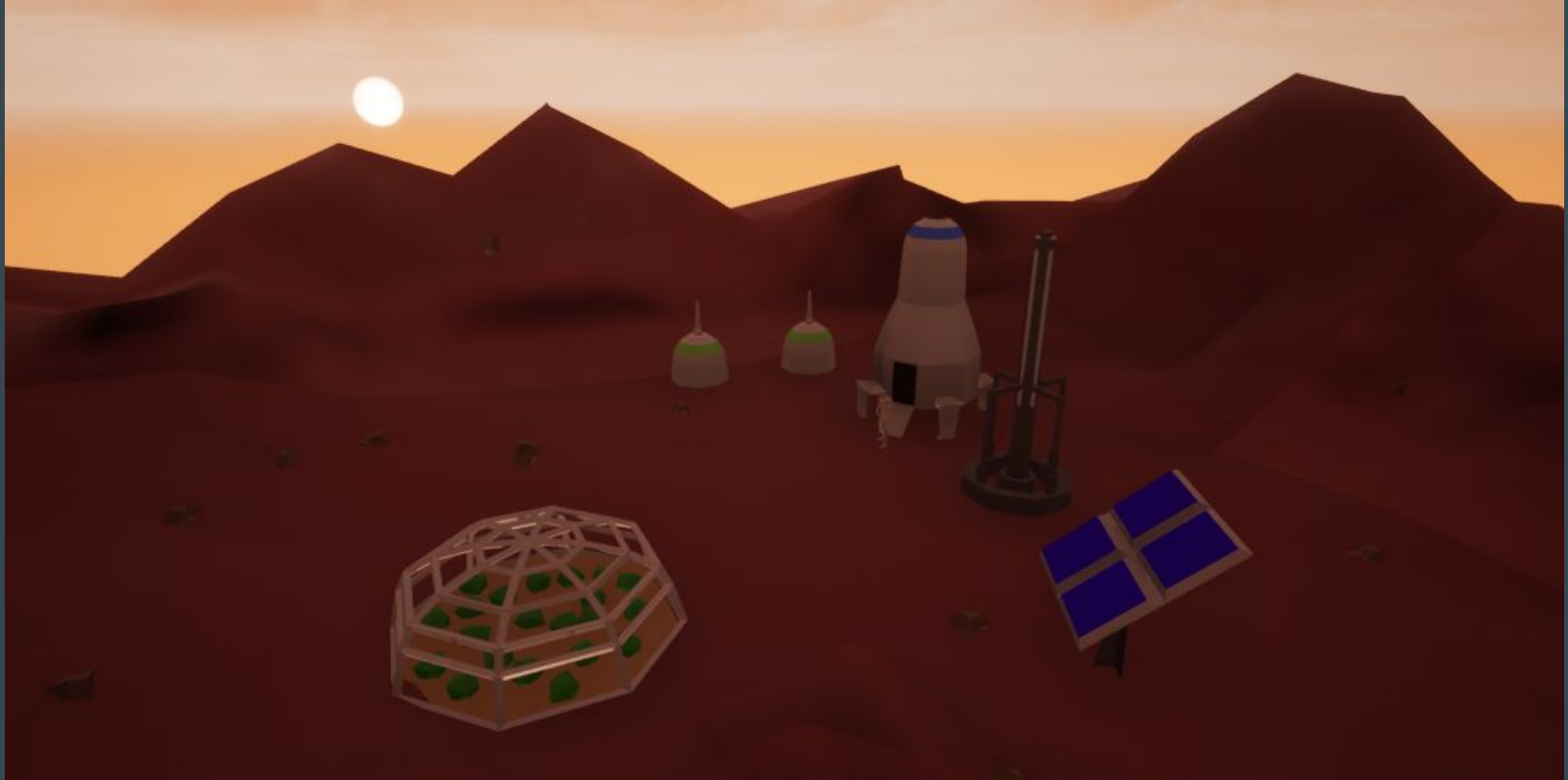
*Daggerfall (1996)*



# Terrain Editor



# Terrain





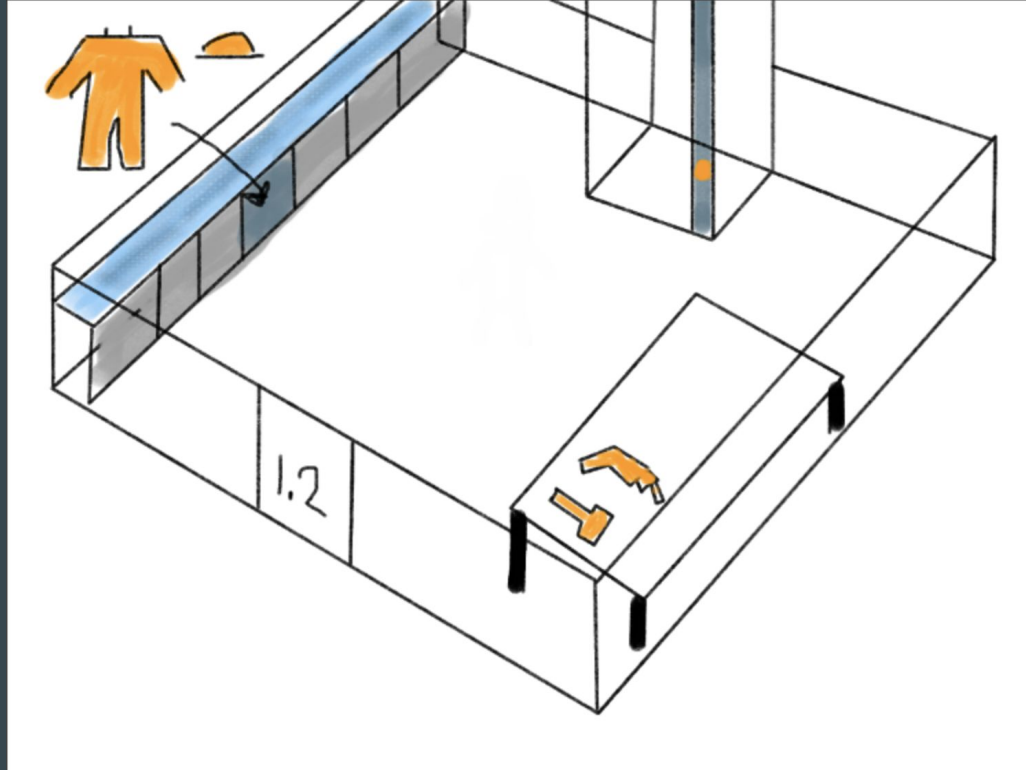
# Planning

**Game Concept Document (GCD)** - General overview of your initial game idea

**Game Design Document (GDD)** - Defines everything in your game and how it works, including interface, game mechanics, story, input and other design elements.

**Art Bible** - Art direction and style guide for characters, levels, era, equipment and other visual aspects of the game

# Plan your levels

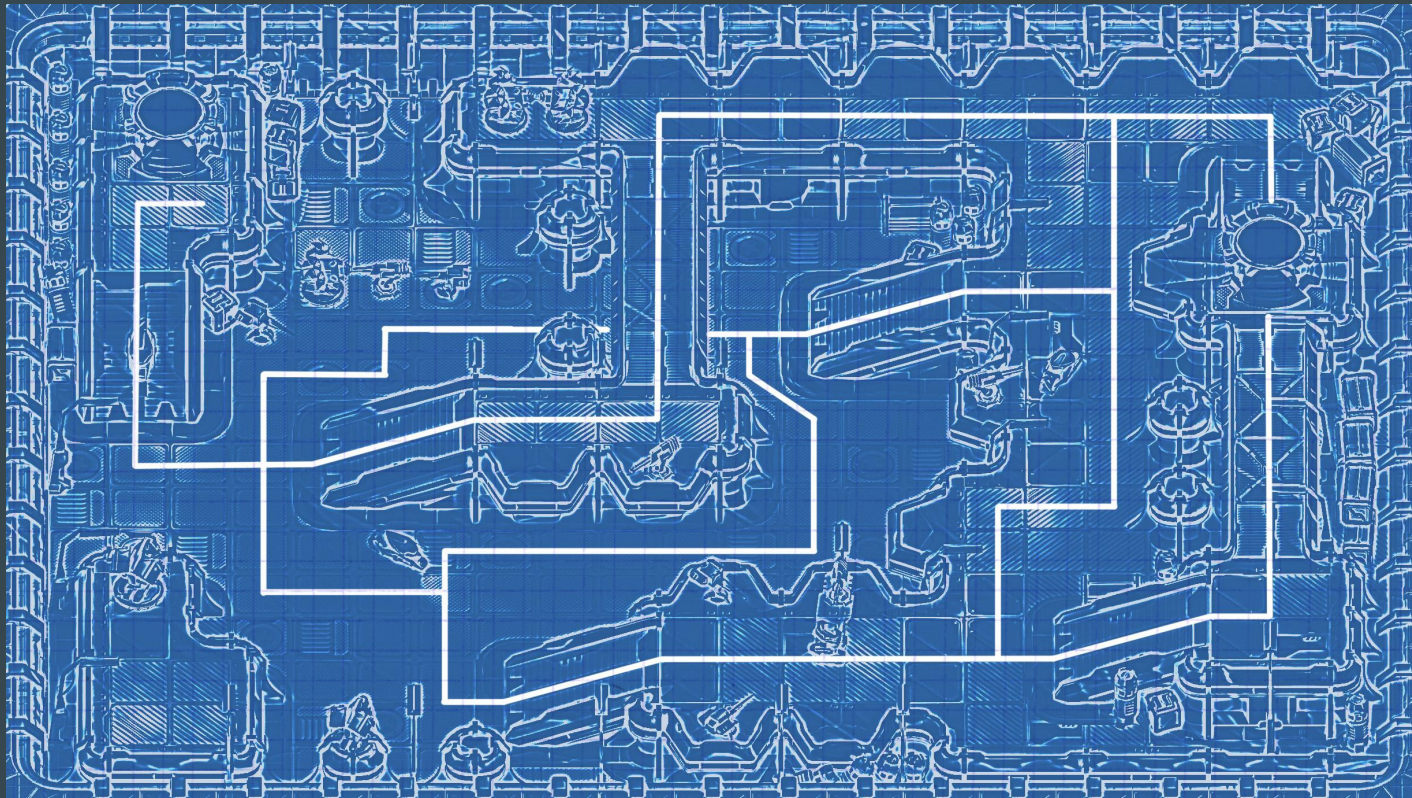


**LIGHTING NEEDS TO BE REBUILT (48 unbuilt objects)**

'DisableAllScreenMessages' to suppress



# Level Layout





# Level Design

