3D GAME LEVEL DESIGN

DX1217

ASSIGNMENT 1

Create a Feedback Journal to document the process of gathering feedback over the course of designing your 3D Level with the following milestones.

- Week 12: Feedback on Level Design Analysis Report

- Week 13/14: Initial Consultation

- Week 15: Playtest Session

- Week 16: Playtest Review and Consultation

For playtest session, create the following set of documents:

- Playtest Plan with test cases

- Playtest Survey with results

- Playtest Summary

DX1217 3D Game Level Design A1 Rubrics (25%)

Criteria	Level of Achievement				
	Excellent (A) Pass: 80 and above	Very Good (B) Pass: 70 -79	Good (C) Pass: 60 - 69	Satisfactory (D) Pass: 50-59	Unsatisfactory (F) Fail: Below 50
Feedback Journal (50%)	Excellent collection of feedback from various sources such as supervisors and/or mentors, on one's own career and learning development, to apply strategies to manage personal expectations.	Good collection of feedback from various sources (e.g. mentors, supervisors) on own career and learning development (e.g. apply strategies to manage personal expectations)	Fair collection of feedback from various sources (e.g. mentors, supervisors) on own career and learning development (e.g. apply strategies to manage personal expectations)	Slight collection of feedback from various sources (e.g. mentors, supervisors) on own career and learning development (e.g. apply strategies to manage personal expectations)	No collection of feedback from various sources (e.g. mentors, supervisors) on own career and learning development (e.g. apply strategies to manage personal expectations)
Playtest Documents (50%)	Survey has good mix of exceptionally well crafted questions to generate quantitative and qualitative responses. Success and failure criteria of test cases are exceptionally well defined. Problem summary of test cases are exceptionally informative and detailed.	Survey has good mix of questions to generate quantitative and qualitative responses. Success and failure criteria of test cases are well defined. Problem summary of test cases are informative and detailed.	Survey has reasonable mix of questions to generate quantitative and qualitative responses. Success and failure criteria of test cases are reasonably defined. Problem summary of test cases are reasonably informative.	Evidence of earnest attempt to craft a survey to generate quantitative and qualitative responses. Evidence of earnest attempt to state success and failure criteria of test cases. Evidence of earnest attempt to record down problem summary of test cases.	Lack of evidence showing earnest attempt to craft a survey to generate quantitative and qualitative responses. Lack of evidence showing earnest attempt to state success and failure criteria of test cases. Lack of evidence showing earnest attempt to record down problem summary of test cases.

DELIVERABLES

- Feedback Journal

- Playtest Document (Compile all into 1 single document)

    - Playtest Plan

    - Playtest Survey

    - Playtest Summary

DEADLINE

Due week 17 by end of week, Friday 2359hrs

Submit all deliverables on Brightspace.

File naming conventions as below:

- Feedback Journal – Admin_Name_feedback_journal.docx

- Playtest Documents – Admin_Name_playtest_report.docx

ASSIGNMENT 2

Conduct an analysis on a 3D level of an existing game and break down the level design by identifying what are the level design technique that is being used to guide the player's experience.

"I am creating a level for a single player, third-person shooter game. I need to design combat/battle areas where the player encounters enemies and fights his way through. How should I approach this? What type of combat design should I incorporate? How should I design the playable space to make combat fun, one doesn't suck or gets boring?"

DX1217 3D Game Level Design A2 Rubrics (25%)

Criteria	Level of Achievement				
	Excellent (A) Pass: 80 and above	Very Good (B) Pass: 70 -79	Good (C) Pass: 60 - 69	Satisfactory (D) Pass: 50-59	Unsatisfactory (F) Fail: Below 50
Design Elements (40%)	Identifying most parts of the levels that are exceptionally well designed with meaningful spaces with objectives and challenges.	Identifying most parts of the levels are designed with meaningful spaces with objectives and challenges.	Identifying levels that are designed with some consideration of meaningful spaces with objectives and challenges in some parts.	Attempted to identify levels designed with meaningful spaces with objectives and challenges.	No attempts to identify level spaces designed with meaningful objectives and challenges
Spatial Composition (40%)	Identify composition used exceptionally well to draw attention to and/or guide player in necessary situations in most parts.	Identify composition used well to draw attention to and/or guide player in necessary situations in most parts.	Identify considerable use composition to draw attention to and/or guide player in necessary situations which works in some parts.	Evidence of earnest attempt to identify composition used to draw attention to and/or guide player in necessary situations.	Lack of evidence showing earnest attempt to identify composition used to draw attention and/or guide player in necessary situations.
Functional Lighting (20%)	Identify function lighting used exceptionally well to draw attention to and/or guide player in necessary situations in most parts.	Identify function lighting used well to draw attention to and/or guide player in necessary situations in most parts.	Identify considerable use of functional lighting to draw attention to and/or guide player in necessary situations which works in some parts	Evidence of earnest attempt to Identify use of functional lighting to draw attention and/or guide player in necessary situations.	Lack of evidence showing earnest attempt to Identify use of functional lighting to draw attention and/or guide player in necessary situations.

DELIVERABLES

- You can be creative! Select the most suitable mode of reporting about your analysis on level design.

- Some mode examples you can consider:
    - Blogging
    - Vlogging
    - Pen and Paper Journal (Old School!)

DEADLINE

Due week 13 by end of week, Friday 2359hrs

Submit all deliverables on Brightspace.

For physical submission, submit in-person during class or leave it at pigeonhole under Kris Lee in the admin office at Blk M Level 3. Kindly leave me a message on discord if you submit via pigeonhole.