

# **3D GAME LEVEL DESIGN**

DX1217

# ASSIGNMENT 3

2

Design a **Stealth level** using the **stealth-game-template-UE5.2** in Unreal Engine 5.2. Your goal is to guide the players from starting to the finishing point in the level while remaining stealth in the process.

The following should be demonstrated in your level design:

- Using the **3D Level Design Principles** along with appropriate use of **lighting** in your 3D level **spatial composition** to effectively guide your players through the entire level without any text prompt.
- The **overall gameplay progression** for the players should be **well-paced**, with **increasing difficulty** and **variety** of gameplay mechanics.

# ASSESSMENT RUBRICS

3

## DX1217 3D Game Level Design A3 Rubrics (50%)

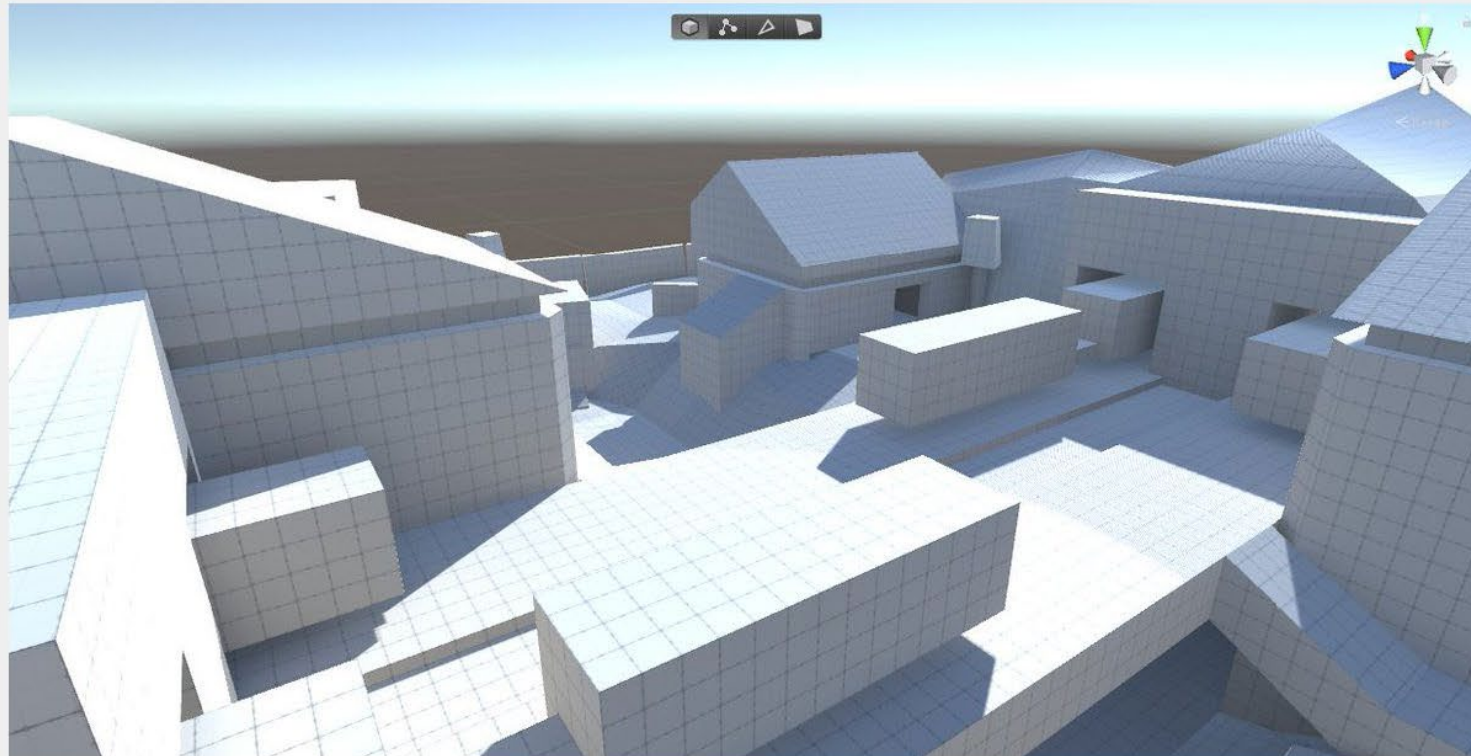
Criteria	Level of Achievement				
	Excellent (A)	Very Good (B)	Good (C)	Satisfactory (D)	Unsatisfactory (F)
	Pass: 80 and above	Pass: 70 -79	Pass: 60 - 69	Pass: 50-59	Fail: Below 50
<b>Overall Progression (20%)</b>	Level difficulty progression curve is exceptionally well thought of and works seamlessly in most parts.  Rich variety of game play elements introduced at good pacing in most parts.	Level difficulty progression curve is well thought of and works in most parts.  Good variety of game play elements introduced at good pacing in most parts.	Level difficulty progression curve is considered of and works in some parts.  Consideration of providing variety of game play elements introduced at good pacing which works in some parts.	Evidence of earnest attempt to provide level difficulty progression curve.  Evidence of earnest attempt to introduce game play elements at good pacing.	Lack of evidence showing earnest attempt to provide level difficulty progression curve and introduce game play elements at good pacing.
<b>Design Elements (30%)</b>	Most parts of the levels are exceptionally well designed with meaningful spaces with objectives and challenges.	Most parts of the levels are designed with meaningful spaces with objectives and challenges.	Levels are designed with consideration of meaningful spaces with objectives and challenges in some parts.	Attempted to design level with meaningful spaces with objectives and challenges.	No attempts to design the level spaces with meaningful objectives and challenges
<b>Spatial Composition (30%)</b>	Composition is used exceptionally well to draw attention to and/or guide player in necessary situations in most parts.	Composition is used well to draw attention to and/or guide player in necessary situations in most parts.	Consideration of using composition to draw attention to and/or guide player in necessary situations which works in some parts.	Evidence of earnest attempt to use composition to draw attention to and/or guide player in necessary situations.	Lack of evidence showing earnest attempt to draw attention to and/or guide player in necessary situations.
<b>Functional Lighting (20%)</b>	Lighting is used exceptionally well to draw attention to and/or guide player in necessary situations in most parts.	Lighting is used well to draw attention to and/or guide player in necessary situations in most parts.	Consideration of using lighting to draw attention to and/or guide player in necessary situations which works in some parts	Evidence of earnest attempt to draw attention to and/or guide player in necessary situations.	Lack of evidence showing earnest attempt to draw attention to and/or guide player in necessary situations.

# DELIVERABLES

- UE5 project folder (with your level file in the Content>ThirdPerson>Map folder)
- Pre-recorded gameplay video (.mp4 or YouTube link)

# What is a greybox level?

In short, Greyboxing is a process used by game developers to quickly get a sense of a level's layout and playability without wasting too much time. They should be quick to build and iterate.



# What is a greybox level?

Of course, it doesn't literally be all "grey". You can use various flat colors to help your scene read better.





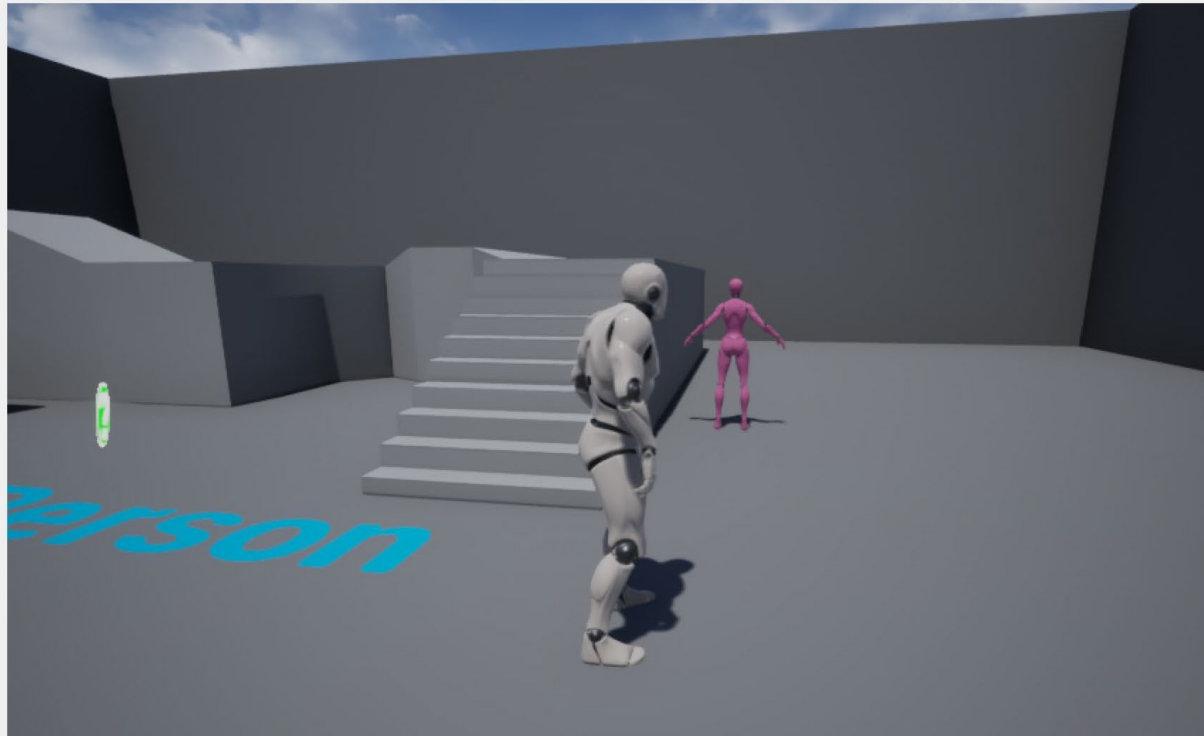
# What is a greybox level?

Greybox level does not mean that everything are literally boxes. Use the simplest possible low poly geometry to represent what your block out is meant to represent. E.g. trees, tables, pillars etc.



# What is a greybox level?

Be resourceful and reuse items already in the template. For example, you can reuse the player mannequin mesh but change the color as placeholders to indicate where you want to place enemies.





# DEADLINE

## Due week 17 by before class

Submit all deliverables on Brightspace.

File naming conventions as below:

- UE5.2 Project Folder – Admin\_Name\_UEProj.zip
- Gameplay Video with commentary –  
Admin\_Name\_gameplay\_video.mp4
  - Alternatively, submit a .txt file with your link to your video.