

Halfbrick Level Design Test

Welcome to the level design test for our Gameplay Programmer Generalist role. The test should not take long but will be a good test of your design intuitions and skills.

In this test, you will design a level for a simple platform game.

Your task is to create an interesting level for us to play. The level design should accommodate a new player but also surprise and delight the player. Use this simple tool to demonstrate your design knowledge, intuition, and creativity.

You can access the game & editor (all in one) here: <http://designtest.halfbrick.com>

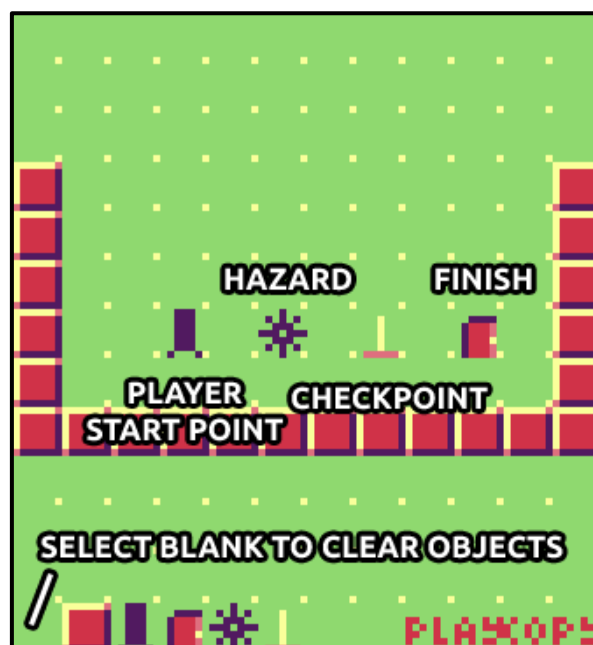
If your web browser does not support Adobe Flash:

Download the free Flash Player app available from Adobe:

[Download for Windows](#) [Download for Mac](#)

Run the app, select *File* -> *Open* and enter the following URL:

<http://designtest.halfbrick.com/main.swf>



Using the Level Editor:

- There are only 5 entities in the game. You can pick an entity by clicking it at the bottom of the screen, and then simply place it using the mouse

- There are 10 screens in total, which wrap around. To move between the screens in edit mode, simply press the left or right arrow keys on your keyboard
- Pressing PLAY at the bottom will have you start at the player start point. You can then run and jump with your little guy using the arrow keys
- You can drop back into editing the level by pressing the EDIT button

Saving Your Level:

- [illegible]

Notes:

- The game background will turn green when the player touches the finish door. You can assume that the player has completed the level when this happens
- You cannot submit multiple URLs. If you send multiple URLs, all but the first will be ignored.
- Please return only the level URL and no other information or descriptions. Let your level speak for itself!
- If you have any difficulty using the editor, please contact us as soon as possible

GOOD LUCK!