

LD Prototype 2

Goals, Rewards and Layout design

Weeks 4 / 5 / 6

Briefing

Create a new level for a non-fixed camera, 3D singleplayer game with a **start and an ending**.

Duration of the level: 3 minutes

Genre: Action / Adventure / Platformer / Puzzle

Different genre from your previous delivery is recommended

Work in pairs. Delivery can be done by one of the group members.

Delivery

You'll need to deliver:

1. **executable of the level** (don't send the Unity/Unreal project, just the elements needed to play)
2. **link to a video walkthrough of the level**
3. **design documentation**

Level Requirements

The level **needs to be playable.**

Main mechanics and systems should be implemented and working.

But things don't need to be polished. They should be functional enough to get the general idea of how the level would work.

It's recommended to use game kits for the gameplay.

Focus on making the level fun and interesting.

Level Requirements

The level needs to be created from scratch (don't use your previous one)

The level needs to contain:

- Goals (at least one main goal)
- Rewards (at least one type of reward)
- Hard or soft gates (at least one gate)

You can use existing assets and game kits as long as they are not used on the level design, but just for the game's systems and functionality.

Documentation Requirements

1. **Level documentation** (goals, theme, elements, gameplay beats, sequence, open questions...)
2. **References and Research**
3. **Layout sketches and diagrams**
4. **Pacing and beat charts**
5. Short GDD explaining the type of game, the mechanics, references...
6. Short how-to-play instructions (.txt)
7. Group members. Full name of both

The first four items will be evaluated for the activity grade.

Evaluation

This activity counts as **20%** of the final grade

Evaluation

If you want to work in an alternative way, you have to communicate it to the professor or it will be evaluated as outside of the briefing.

Deliveries after the due date will not be accepted.

Any type of plagiarism will not be accepted.

Delivery Date

This activity needs to be presented before
May 13th at 23:59

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Resources

Unity:

- [3D Game Kit](#)
- [FPS Game Kit](#)
- [Probuilder](#)

Unreal:

- [Learning Kit](#)
- [Geometry Brush Actors](#)

Blockout examples from industry professionals

<http://www.mikebarclay.co.uk/blocktober-2020/>

<https://twitter.com/IamDeanTate/status/1585723583602765824>

<https://80.lv/articles/blocktober-a-look-at-santa-barbara-levels-in-the-last-of-us-part-ii/>

<https://twitter.com/roquellnir/status/1452976352483631113>

<https://twitter.com/Bigrebo/status/1587111344607997952>

https://x.com/LD_Sandersen/status/1708876580422828353?s=20

Examples from last year

https://drive.google.com/drive/folders/1bVi9REq38xshd7_GA3KTOri3uKzNzPA?usp=sharing