

# LD Prototype 1

## Blockout Basics

Weeks 1 / 2 / 3

# Briefing

Create a level for a 3D single player game with a **start and an ending**.

**Duration of the level:** 3 minutes

**Genre:** Action / Adventure / Platformer / Puzzle

**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 should have a **minimum duration of 3 minutes** approximately.

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. **Sketches and Diagrams**
4. Short GDD explaining the type of game, the mechanics, references...
5. Short how-to-play instructions (.txt)
6. Group members. Full name of both

The first three 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  
**April 29th at 23:59**

DI	Dt	Dc	Dj	Dv	Ds	Dg
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

April

# 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](https://x.com/LD_Sandersen/status/1708876580422828353?s=20)

# Examples from last year

[https://drive.google.com/drive/folders/1bVi9REq38xshd7\\_GA3KTOri3uKzNzPA?usp=sharing](https://drive.google.com/drive/folders/1bVi9REq38xshd7_GA3KTOri3uKzNzPA?usp=sharing)