

# LD Prototype

## Final Iteration

Weeks 7 / 8 / 9 / 10

# Briefing

**Choose one** of your levels created for the previous activities.

**Iterate on your chosen level.** Applying feedback, adding more content and applying all the concepts explained in the theory classes.

Duration of the level: **5 minutes**

**Work individually.**

# 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.

**Focus on making the level fun and interesting.**

# Level Requirements

It's recommended to use game kits for the gameplay. **As long as they are not used on the level design**, but just for the game's systems and functionality.

# Level Requirements

The level and the documentation should contain:

- **Goals**
  - **Rewards**
  - **Gating**
  - **Layout**
  - **Pacing**
  - **Player Guidance**
  - **Combat design**
  - **Scripting**
  - **Narrative**
  - **Puzzle design**
- optional, depending on the type of game

# Documentation Requirements

1. Level documentation in detail
2. Extensive References and Research
3. Layout sketches, Diagrams, Charts, Graphs, etc.
4. Short GDD explaining the type of game, the mechanics, references...
5. Short how-to-play instructions (.txt)

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

# Evaluation

This activity counts as **30%** 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  
June 9th at 23:59

DI	Dt	Dc	Dj	Dv	Ds	Dg
		1	2	3	4	5
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DI	Dt	Dc	Dj	Dv	Ds	Dg
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17	18	19	20	21	22	23
24	25	26	27	28	29	30

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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>

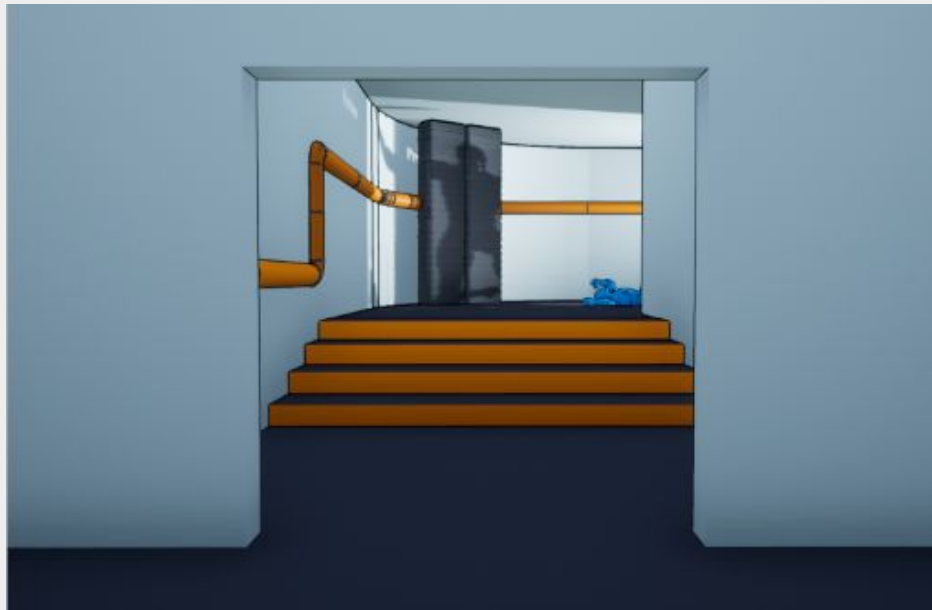
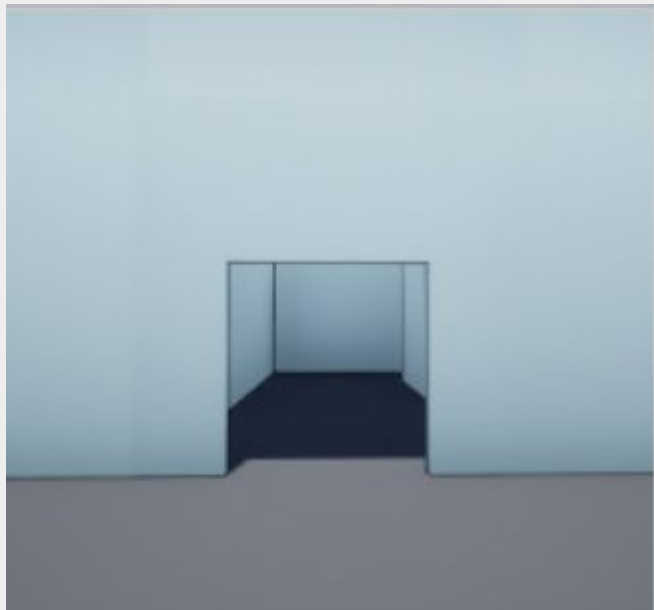
<https://twitter.com/Bigrebo/status/1587111344607997952>

[https://x.com/LD\\_Sandersen/status/1708876580422828353?s=20](https://x.com/LD_Sandersen/status/1708876580422828353?s=20)

# Examples from last year

[https://drive.google.com/drive/folders/1bVi9REq38xshd7\\_GA3KTOrJi3uKzNzPA?usp=sharing](https://drive.google.com/drive/folders/1bVi9REq38xshd7_GA3KTOrJi3uKzNzPA?usp=sharing)

## Extra: Depth



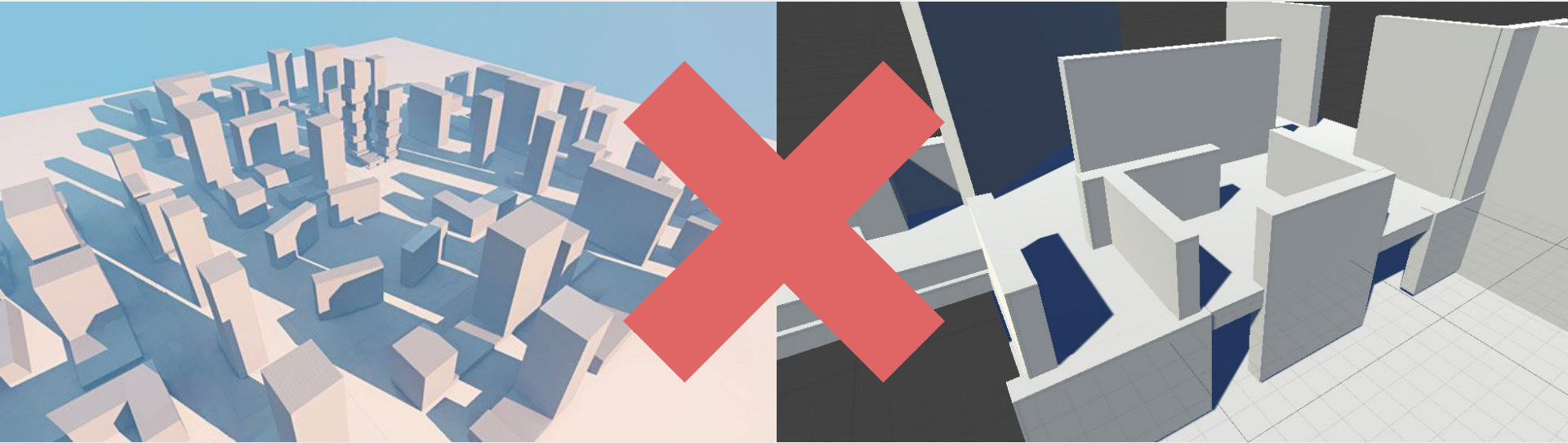
# Extra: Blockout textures

Unity

Unreal



## Extra: Avoid abstract and flat





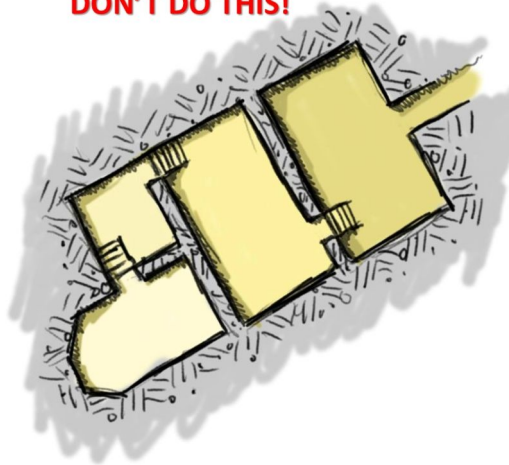
# Extra: Stairs

## Stairs!

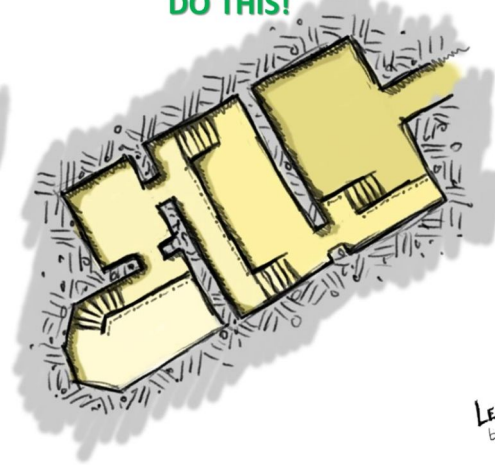
**USE THE ELEVATION THAT STAIRS CREATE!!!**

You technically add verticality by having rooms on different heights.  
But try to push and pull the stairs INTO the gameplay area and USE IT.

**DON'T DO THIS!**



**DO THIS!**

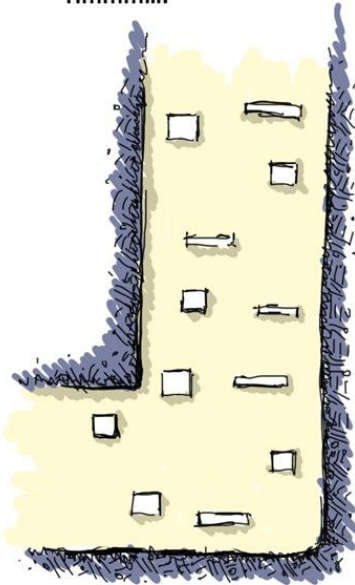


LEVELDESIGN   
by TOMMY NORBERG

# Extra: Proximity

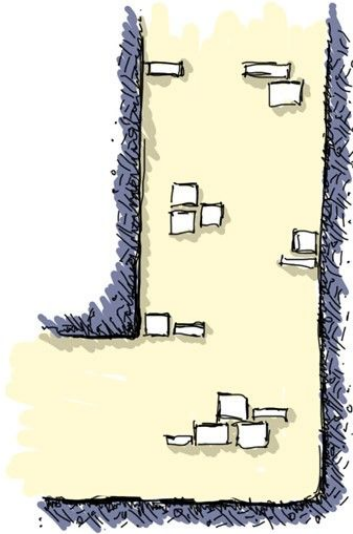
## GESTALT LAWS: PROXIMITY

Hmmm....



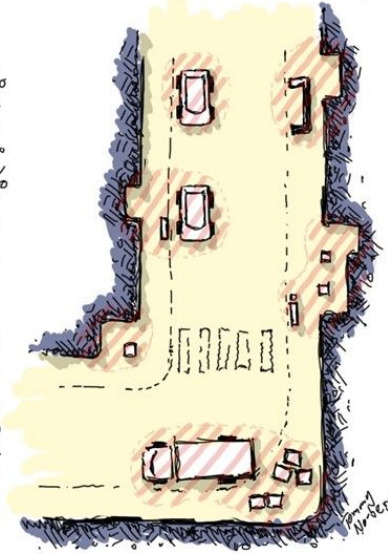
Better....

Readable **cover islands**  
Due to clear proximities



Betterer....!

Readable cover islands  
AND clear **spaceplanning**  
Makes it even easier to read proximities.



## Extra: Forced perspective



# Extra



# Extra

