

Assignment 6: My First Adventure

Summary

Now is time to apply the learned concepts into your first level design. Build a level design project of:

- A third person adventure game, with basic combat mechanics (**1 melee attack type**) **and basic jump**. (think about Zelda)

The theme is free as long as the game **mechanics continue the same**.

The level **must be linear** (eg. The Last of Us). (**Is not an open world**)

Assignment Deliverables

Create level design project documentation containing the following items:

- Level design pillars (2-3)
- Level design Vision
- *****Level design references (pictures and explanation) (experience / layout)*****
- Visual references (pictures and explanation)
- Bubble diagram
- *****Level design project (level layout)*****
 - Level Design layout
 - Spawn points
 - Rush routes
 - Enemies
 - Pick ups
 - Objective
 - Level analysis (like assignment 1 and 2)
 - Wayfind;
 - Sightlines;
 - Orientation;
 - Navigation;
 - Game flow;
 - Scale;
 - Camera;
 - **Grayblock documentation with pictures and description.**
- This assignment is worth **30%**

I will be marking to see:

- Whether you have given me all that I have asked for in the deliverables;
- Whether you have incorporated in-class feedback;
- The overall quality of your work;

To obtain a B or higher, you must go beyond what I have asked for here, and your documentation must be of high quality.

Due date: 06/14/21.