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| **Name:** |  |
| **Date:** |  |

**Video Game Level Design**

**Final Project (VGLD)**

**Faculty of Video Design & Development**

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| **Evaluation:** |

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| **SECTION** | **SCORE** |
| **LEVEL CREATION** | **/100** |
| **TOTAL** | **/100** |

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| **Design Options** |  |
| Based on the tools, and information delivered in this project,  you may choose **ONE (1)** of the following paths: | |
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| 1. **Counter-Strike: Source Level Design**   Design a multi-player level for Counter-Strike: Source.  Your design must use the minimum hammer primitives:   * 2D Skybox * 5 info\_player\_terrorist entities (min) * 5 info\_player\_counterterrorist entities (min) * 3 Different types of lighting * Must have at least 3 trigger brushes/volumes * Must have at least 3 triggered actions (smoke, fire, area visible, etc) * Should make use of 2 functional brush entities (door, ladder) * Must feature 4 continuous unique spaces with a similar thematic design (alley, or island design method, your choice)   **You must create a beat chart, with each room/area being one of your 4 beats.**  **You must create a floor plan, digital copy preferred.** | |
| 1. **Half Life 2:Source Level Design**   Design a single player level for Half Life 2: Source.  Your design must use the minimum hammer primitives:   * 3D Skybox * Info\_player\_start * 5 NPC entities (min) * 3 Examples of Relay & Assault Points for NPCs * 3 Different types of lighting * Must have at least 2 trigger brushes/volumes * Must have at least 2 triggered actions (smoke, fire, area visible, etc) * Should make use of 2 functional brush entities (door, ladder) * Must feature 4 continuous unique spaces with a similar thematic design (alley, or island design method, your choice) * One Cinematic / Thematic event.   Example: You’re in an area, nice music change, you’re blocked, bad guys make an entrance, you hit a trigger, open it up. Its not a cut-scene, but it draws the player into a situation.  **You must create a beat chart, with each room/area being one of your 4 beats.**  **You must create a floor plan, digital copy preferred.** | |
| 1. **Alien Swarm**   Design a level for Alien Swarm.  Your design must use the minimum hammer primitives:   * 1 Required Class * Co-op support (2+ players) * 5 NPC entities (min) * 3 Examples of Relay & Assault Points for NPCs * 3 Different types of lighting * Must have at least 3 trigger brushes/volumes * Must have at least 2 triggered actions (smoke, fire, area visible, etc) * Should make use of 2 functional brush entities (door, ladder) * Must feature 4 continuous unique spaces with a similar thematic design (alley, or island design method, your choice) * One Cinematic / Thematic event.   Example: You’re in an area, nice music change, you’re blocked, bad guys make an entrance, you hit a trigger, open it up. Its not a cut-scene, but it draws the player into a situation.  **You must create a beat chart, with each room/area being one of your 4 beats.**  **You must create a floor plan, digital copy preferred.** | |
| 1. **Portal 2**   Design a level for Portal 2.  Your design must use the minimum hammer primitives:   * Co-op support * 3 Different types of lighting * Must have at least 1 physics materials(bouncy goo, slippery goo, ect.) * Must have at least 3 trigger brushes/volumes * Must have at least 3 triggered actions (smoke, fire, area visible, etc) * Should make use of 2 functional brush entities (door, ladder, pressure pad, button) * Must feature 4 continuous unique spaces with a similar thematic design (alley, or island design method, your choice) * One Cinematic / Thematic event.   Example: You’re in an area, nice music change, you’re blocked, bad guys make an entrance, you hit a trigger, open it up. It’s not a cut-scene, but it draws the player into a situation.  **You must create a beat chart, with each room/area being one of your 4 beats.**  **You must create a floor plan, digital copy preferred.** | |
| 1. **Team Fortress 2**   Design a multiplayer map for TF2.  Your design must use these minimum hammer primitives:   * Red and blue team support. * Pick-ups spread throughout the level for game balance purposes. * 2 Different types of lighting. * Must support one objective based game types (control points, cart push, etc.) * Must have the common start point entities (start gates, ammo dispensers, etc.) * Must feature at least 5 continuous unique spaces with a similar thematic design (alley, or island design method, your choice)   **You must create a beat chart, with each room/area being one of your 5 beats.**  **You must create a floor plan, digital copy preferred.** | |
| 1. **Killing Floor**   Design a level for Killing Floor.  Your design must have at minimum:   * Co-op support (2+ players). * 3 NPC entity types (minimum). * Good use of at least 8 ZombieVolumes. * 2 Different types of lighting. * Must have at least 3 trader zones. * ZombieVolumes should not spawn within 5 seconds of a player coming in contact with that particular volume. * Should make use of 2 movable / weldable doors. * Must have ammo and health pick-ups at key points in the level for balance. * Must feature 4 continuous unique spaces with a similar thematic design (alley, or island design method, your choice) * Must support dynamic music that changes during combat vs. when in the trader mode.   **You must create a beat chart, with each room/area being one of your 4 beats.**  **You must create a floor plan, digital copy preferred.** | |
| 1. **Left 4 Dead**   Design a level for Left 4 Dead 2.  Your design must have the minimum hammer primitives:   * 3D Skybox * Spawn point to support the 4 co-op players. * 3 NPC entity types (minimum). * 3 Different types of lighting. * A valid safe room. * Must feature at least 5 continuous unique spaces with a similar thematic design (alley, or island design method, your choice) * One Cinematic / Thematic event.   Example: You’re in an area, nice music change, bad guys make an entrance chasing NPCs and a problem is presented. Its not a cut-scene, but it draws the player into the situation at hand.  **You must create a beat chart, with each room/area being one of your 4 beats.**  **You must create a floor plan, digital copy preferred.** | |

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| **SECTION** | **SCORE** |
| **THE FLOOR PLAN AND THE BEAT CHART**   * **Detailed level drawings – 10 marks** * **Content (Legend, scale, arrows, etc) – 5 marks** * **One Sheet (wording, flow, grammar) – 5 marks** | **/20** |
| **LEVEL DESIGN**   * **Accuracy (the level meets all of the specifications outlined in class ( Design3 videos & lectures) - 15 marks** * **Theme (Consistency, colour and textures) - 15 marks** * **Creativity (Item placement, Spawn points) - 10 marks** * **Experience (the game has a fluid look and feel during execution) - 10 marks** | **/50** |
| **LOOK AND FEEL**   * **Ability to set the mood of the level by the use of lighting   10 marks** * **Game flow (Guiding the player through the use of lights)  10 marks** | **/20** |
| **LEVEL PRESENTATION**   * **Ability to demonstrate functionality of the level design**   **10 marks** | **/10** |
| **TOTAL** | **/100** |

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| **Important Points To Remember:** |
| 1. Complete a detailed beat chart and a floor plan for a source engine level.   Your floor plan must clearly communicate your ideas. (Scale, Legend, etc).  Your beat chart must include all the information needed to start building your level. (Day 3 Lecture slides).   1. Create a Level   Ideas must meet the games’ color theme (color scheme and game elements).  For example, if you’re building a counterstrike level, use appropriate colors, textures, and environmental elements from/for that title.  You should include all your items (pick-ups) and spawn points in your level. You will also need to keep a good flow of your game and keep the player active at all times.   1. Look and Feel   Depending on your design, you need to set the mood for your level and create contrast with the use of lights and effects. Also, try to drive the player through your level with good lighting tricks.   1. Presentation   You must demonstrate that you have built a functional level and that is playable.  **Present your project to your instructor by the end of this module.** |