COMP 391

Introduction to Game Development

# Project 3 - Level Design & Digital Prototype

### 20% of final mark

In this project you will be designing a level using paper and pencil then implementing the level in Unity. You must create a hand-drawn level using the techniques described in the week 7 lecture. You must utilize graph paper for your drawing. Ensure proper scaling of your level as well as the objects within the level. Your level is a simple race from the beginning of the level to the end. With this in mind, create obstacles that will impede the player from reaching their goal. **Note: Your level must be a top-down or side scrolling 2D level**.

Your hand-drawn level must then be implemented in Unity. Your prototype must be playable from start to finish.

**To be completed in a group of 2-3 individuals.** **Note you may work in the same group if you want.**

# Instructions

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## Part 1 (5%) - Hand-drawn Level Design

### Due: Week 12

Create a hand-drawn, top-down or side-scroller 2D level using graph paper and writing material. Keep in mind that the level is a race to the end game with obstacles along the way. The length of the level and obstacles are up to you. Ensure that your drawn level contains a legend and visual markers defining various elements of your level. You will scan the final copy of your level to a computer and demonstrate the level to the class. Talk about the decisions made in creating your level.

You will be evaluated on:

* Level clarity (can I understand the level based on your drawing)
* Structure
* Creativity

Submission

* Scanned copy of the level (eCentennial dropbox)

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## Part 2 (15%) - Digital Prototype

### Due: Week 14

Using the hand-drawn level design in part 1, implement that level in Unity. Minimal changes to the original drawing is acceptable. Ensure that your prototype is playable by the deadline. Focus on gameplay by using simple art assets and stand-in sprites throughout development. Implement better graphics, sounds and asset ONLY after the game is playable and the level is fully constructed.

You are being evaluated on

* Implementation
* Fun
* Uniqueness

Submission

* Executable version of your project

### Tips:

* Manage the size of the level according to the timeframe. You have 4 weeks left, do not build a level that would take 10 weeks.
* Distribute the work across all members of the team.
* Hold each other accountable for the work assigned to them
* Have fun!