# Assignment 1 - Analyzing a 3D PVP Level

**Due date: beginning of Class Week 2 - In-class presentation.**

## Summary

In this assignment you will begin to analyze your favorite **3D multiplayer competitive** level, and criticize all the strengths and weaknesses of its design.

## Assignment Deliverables

Create a 5-10 minutes presentation of your analysis of the top down layout of your favorite multiplayer competitive level. Your analysis must clearly explain the following for your level chosen:

* Spawn points;
* Objectives;
* Pickups;
* Heatmaps;
* Rush routes;

How the level designers dealt with:

* Wayfind;
* Sightlines;
* Orientation;
* Navigation;
* Game flow;
* Signifiers;
* Affordance;
* The good and the bad;

Big maps such as PUBG, nor open-world maps **cannot** be used. Choose something that you can actually analyze the whole map.

Lastly, please provide one or two slides at the start of the presentation explaining the game, and what’s the win condition of the game. Ensure that the audience understands the game, despite possibly not having played it before.

## Marking Procedure

| **#** | **Criteria** | **Mark** | **Total** |
| --- | --- | --- | --- |
| 1 | All the points required above were covered during the presentation. |  | 20 |
| 2 | The game was properly explained and introduced to the students, assuming that they haven’t played the game before. |  | 20 |
| 3 | The design breakdown was insightful and provided a good amount of critique to the level’s design, either positive or negative. |  | 30 |
| 4 | The speaker’s voice is audible and the presentation is easy to follow along with the reporting style. More visual media or videos are used, and walls of texts are avoided. |  | 20 |
| Above and Beyond | | | |
| B1 | Participation during reporting sessions |  | 10 |
| **Total** | |  | 100 |

