**Assignment 3**

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**Learning Outcomes:**

* Learn how to analyze and critique level design in games
* Learn how to communicate and present design critiques to other members of the team.
* Learn how to work and present as a team.

**Assignment Description:**

In this assignment you will work in groups of 2 (one group can have 3 if the class has an odd number of students) to deconstruct a 2D platformer Metroidvania style level into all design concepts we learned so far. **Please select ONE theme/section in the game, and do NOT pick a Metroidvania whose levels are procedurally generated**.

**Assignment Brief (specifics):**

Create a 15-minute presentation analyzing the 2D Metroidvania game with your selected level. Answer the following guide questions:

* What are the pillars of the level? (focus, gimmicks, challenges, narrative, etc.)
* What experience the designers wanted the player to feel?
  + How did they do it?
* What features this level has?
  + Enemies, items, skills, etc.
* How does the flow and pace work here?
  + Backtracking (if any)
  + Skill collection (what does the player have coming in, and what do they leave with)
  + How easier or harder the level gets

Your analysis must clearly explain the following for your chosen level. Use in game screenshots or maps to help visualize them:

* Spawn points
* Objectives
* Pickups
* Heatmaps
* Enemy/Obstacles placement

Also, please cover how the level designers dealt with the following fundamentals of level design. Use different screenshots, videos, or diagrams using the **player’s perspective** to help visualize them:

* Wayfinding
* Sightlines
* Orientation
* Navigation
* Game Flow
* Signifiers
* Affordances
* Overall Good and Bad

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 and the level, despite possibly not having played it before.

**Course Number:**

GAD130

**Course Title:**

Level Design 1

**Instructor:**

Cue, Charles

**Email Address:**

([ccue@lasallecollegevancouver.com](mailto:ccue@lasallecollegevancouver.com))

**Communication Channel:**

Omnivox: Mio

Please visit

<https://lci-lcvancouver.omnivox.ca/Login/Account/Login?ReturnUrl=%2fintr> to access Mio and Lea.

**Handout:**

Week 3

**Submission due:**

Week 4

**Weighting:**

(refer to Course Outline)

**Assignment 3**

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**Evidence of Learning/Deliverables:**

* Please submit either a Microsoft Powerpoint Presentation, or an online slideshow presentation (Google Slides, Canva, Prezi, etc.)
* If submitting an online presentation, please make sure that the slides are publicly viewable for the instructor to view and mark for the whole quarter.
  + Instructors reserve the right to provide a 0 or late submission penalties for presentations that cannot be accessed nor identified by the instructor.

**Presentation:**

* You will be required to present this assignment in front of the class.
* Feedback will be provided by your instructor and your classmates.

**Naming Conventions for Assignment Submission:**

* All submitted assignments should be named in a similar fashion
* i) Course number ii) assignment type iii) student surname, name

CourseNumber\_AssignmentX\_StudentSurname\_StudentName

* **Example:**

GAD130\_A1\_deWolfe\_Elsie

* Please note, if a student’s work cannot be identified by the instructor, they will receive 0% for the assignment. Students always need to follow the naming convention when handing in assignments.

**Required textbook:**

NA

**Suggested Reading:**

NA

**Suggested websites/blog:**

NA

**Required Software:**

* Microsoft Powerpoint or an online slideshow presentation.

**Values of LCI Education:**

* Commitment
* Initiative
* Quality
* Sharing
* Mutual Consideration

**Assignment 3**

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**Grading Criteria/Rubric:**

|  |  |  |  |
| --- | --- | --- | --- |
| **#** | **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 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 |
| 5 | Participation during reporting sessions |  | 10 |
| **Total** | |  | 100 |

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AI-generated content may be incorrect.

**Grading Scale:**

|  |  |  |
| --- | --- | --- |
| ***Letter*** | ***GPA*** | ***Percentage %*** |
| A | 4.00 | 88 - 100 % |
| A- | 3.7 | 85 - 87 % |
| B+ | 3.4 | 82 - 84 % |
| B | 3.00 | 78 - 81 % |
| B- | 2.7 | 75 - 77% |
| C+ | 2.4 | 72 - 74 % |
| C | 2.00 | 68 - 71 % |
| C- | 1.7 | 65 - 67 % |
| D+ | 1.4 | 62 - 64% |
| D | 1.00 | 55 - 61% |
| F | 0.00 | 0 - 54% |

**Student Services:**

Please visit

<https://outlook.office365.com/owa/calendar/StudentServices1@lcieducation.onmicrosoft.com/bookings/>

to make a booking with an academic advisor.

**Student Support:**

Please visit <https://guides.lcvlibrary.com/tutoring>

for more information on tutoring services.

**Library:**

Visit the library website at [lcvlibrary.com](https://lcvlibrary.com/) for access to E-books, the library catalogue, subject guides, electronic databases, and for more information. Please contact the library at [library@lasallecollegevancouver.com](mailto:library@lasallecollegevancouver.com?subject=Idea%20for%20library) (or phone 778-373-8919), if you have any questions about the library or its services.

**Technical Support:**

Please refer all technical issues to our Technical Services department at [3777-lcv@lasallecollegevancouver.com](mailto:3777-lcv@lasallecollegevancouver.com). Please be as specific as possible in describing the issue and ideally including a screenshot.