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Level Design Analysis

How to play

The core mechanic of this prototype is shooting. The player shoots crates in order to place them in positions that will be able to elevate them and reveal paths. The player also shoots enemies and doors in order to eliminate them out of the way. Enemies patrol certain platforms in the level and if the player touches one, they are sent back to the starting point of the level. The player then loses all the progress they have obtained in that level and are required to start over again.

The player moves using the Control arrows, jumps using the Space bar and shoots using the S key.

Intention

My task with this project was to design and build various interactions which pace the player to emulate levels. The main goal of the project was to not just create level design, but mainly focus on the iterative design process, design goals and analysing the core aspects of the prototyping process which come with designing a level.

I began the process of making this game by establishing design goals for myself. These design goals were having a shooter platformer with various obstacles which the player had to overcome in order to reach the objective.

Process

The procedure began with a session of brainstorming in which the fundamental goals of the prototype were determined. The ideal requirement was to build on our two previous Unity Projects from Assignment 1 and 2. For this third assignment, I changed the prototype completely because the two previous projects did not really fit well into what I had envisioned as part of the level design.

My previous projects were turn based games and with this project, I wanted to use a single player game to reduce the complexity of having to deal with two players. I decided to create a shooter platformer in which the single player would navigate the level at a steady pace before they reached their goal.

I started by creating a small scene where the player would understand what the requirements are and how they should go about getting to the end goal, as seen in figure 1. The player needs to understand that they need to capture the flag in order to progress onto the next level. However, future levels would not be as easy as shown in the figure.

The second scene introduces the shooting mechanic where the player is asked to shoot down the door in front of them in order to move out of the cave. From here on, the player uses this mechanic to navigate their way throughout the level, pushing crates as well as killing enemies that stand in their way.

The pacing was implemented in a variety of ways. These include the crates that they need to manoeuvre, the enemies that they need to kill and the doors that they need to break down. All these interactions that the player has with the level, allow for a certain pacing to occur.

Reflection

I approached the task of creating various interactions which pace the player to emulate levels with multiple ideas. Whilst many of them were implemented, the core concept of it being a shooter platformer was maintained from the beginning.

My project's focus was on level design and in reflection, I am quite happy with my prototype and how it displayed level interactions through the use of crates, doors that needed to be shot down as well as enemies that needed to be killed.

Appendix

Figure 1: Level 1