Design: Level Design- Introduction

With the neutral zone done it is now time to deal with some of the actual levels that will take place in the game. There are 3 parts to each game:

-Level layout: Where everything will be.

-Level design: What themes will look like and the player will see (the aesthetics of the level).

-Level mechanics- How each level will work (pseudo code and algorithms for each part)

Now to decide what themes will be used for each level, I have the GCSE science books that students in my school will use. I have gone through all three books and have selected one topic to be a theme for each level:

For example, the first stage in physics has no need for it to be complex. Seeing that this could be the first level they play, there should be too much platforming to get to key objects when compared to the later levels.