

DES214 – Level Design Methods

Guidance

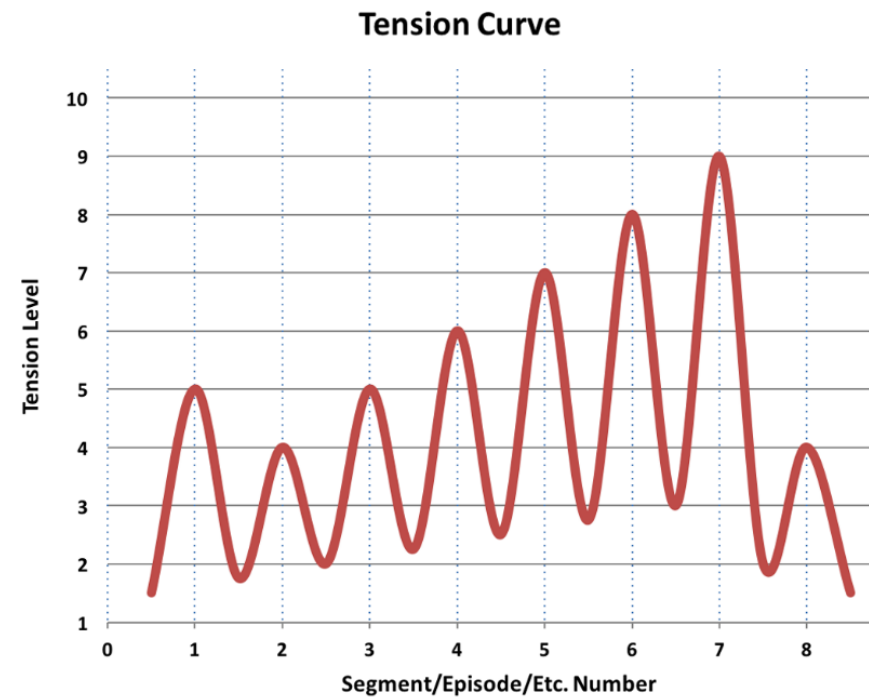
DigiPen Institute of Technology

Guidance

**How to use elements to
guide the player
through space?**

Guidance

Ideal Tension Curve



Guidance

Subtle vs Blunt



Very
Hard to
Notice

Almost
Impossible
to miss

Guidance

Diegesis

Diegetic elements are ones that belong within the reality of the world represented in the game / movie.



Diegetic UI



Non-Diegetic UI

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UI – Minimap



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UI – Quest Markers



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UI – Compass



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Camera – Cinematic Flyover



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Camera – Dynamic Hint



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Narrative – Dialogue

“You’ll find the temple beyond the mountains to the north”

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Audio – Diegetic Sound Emission



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Audio – Soundtrack Ramp Up / Down



Guidance

Mechanics – Breadcrumbs



Guidance

Level – Diegetic Signs / Markers



Guidance

Level – Path



Guidance

Level – Motion



Guidance

Level – Scale



Guidance

Level – Color



Guidance

Level – Lighting



Guidance

Level – Lines



Guidance

Level – Lines



Guidance

**Manage the player's
flow through the space
while respecting their
autonomy and
immersion**

Guidance

Extra Material



[Level Design Workshop: Blockmesh and Lighting Tips](#)

Thank You!

Questions?

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