

# COMPONENT: WEB LEVEL DESIGN

Web level design focuses on creating visually appealing, user-friendly, and functional websites. A well-designed website should guide users through the content, providing an optimal experience.

## DESIGN PRINCIPLES

The design principles for component level design comprises of the following:

- Design by Contract
- Open-Closed Principle
- Subtype Substitution
- Depend on Abstractions
- Interface Segregation

It occurs when a number of components all make use of a global variable. In the example, the components make use of a global variable setup

## Responsibilities:

1. Design and layout levels, including terrain, obstacles, and challenges.
2. Develop level concepts, sketches, and prototypes.
3. Implement level design using game engines (e.g., Unity, Unreal Engine).
4. Collaborate with game designers, artists, and programmers.
5. Playtest and iterate on level design.

## Key Skills:

1. Creativity and problem-solving.
2. Understanding of game mechanics and player psychology.
3. Proficiency in level design tools (e.g., Unity, Unreal Engine).
4. Excellent spatial reasoning and visualization.
5. Strong communication and collaboration.