

Assessment Hand-in Checklist

Level Design Fundamentals

For this subject, you are required to hand in 4 Assessment Tasks:

1) Level Design Document (LDD)	<input type="checkbox"/>	Soft Dates
<ul style="list-style-type: none"> • Game Brief, minimum of: <ol style="list-style-type: none"> a. Overview (concept, genre) b. Gameplay (player experience) c. Mechanics (player inputs/actions, systems) • Art Style, minimum of: <ol style="list-style-type: none"> a. Mood Board (Art Bible acceptable alternative) b. Concept/Reference Images (specific to Level/LDD) • Level Progression, minimum of: <ol style="list-style-type: none"> a. Level Progression Chart/Table, <u>OR</u> b. Beat Sheet • 2D Topographical Maps, minimum of: <ol style="list-style-type: none"> a. 1x 2D topographical level map b. 1x 2D map showing level focal points • Asset List, minimum of: <ol style="list-style-type: none"> a. Milestones (key dates/deadlines) b. Priority (level of importance) c. Status (level of completion) d. Model Polycounts & Texture Resolutions e. <i>Prepared in Excel/Sheets and transferred into PDF</i> • Revision History/Changelog, minimum of: <ol style="list-style-type: none"> a. At least 1 revision after receiving feedback, with appropriate notation and version numbering <p><u>SUBMISSION REQUIREMENTS</u></p> <ul style="list-style-type: none"> • Single PDF File, name extension “_LDD” 	<input type="checkbox"/>	<p>1st DRAFT Week 04 THU, 06/04/23</p> <p>1st ITERATION Week 05 FRI, 21/04/23</p>

2) 3D Modelling	<input type="checkbox"/>	
<ul style="list-style-type: none"> • At least one 3D model constructed using Maya <ul style="list-style-type: none"> ○ Must meet design requirements (LDD) ○ Correct topology, scale, and polycount ○ It is expected that you attempt to complete multiple models, as per LDD requirements <p><u>SUBMISSION REQUIREMENTS</u></p> <ul style="list-style-type: none"> • Submit models in a compressed .zip file, name extension “[Name]ModelFiles” where Name is the name of your game, e.g. “BigJumpModelFiles” 	<input type="checkbox"/>	<p>Week 06 FRI, 05/05/23</p>

3) Level Design Greybox	<input type="checkbox"/>	
<ul style="list-style-type: none"> A completed Greybox level using Unity <ul style="list-style-type: none"> Must meet design requirements (LDD) Must run at real time in engine Must have at least one example of lighting (LDD) Must use appropriate placeholder SFX and VFX/Particles (as outlined in LDD) All models must be created by the learner – no asset packs permitted <p><u>SUBMISSION REQUIREMENTS</u></p> <ul style="list-style-type: none"> Submit models in a compressed .zip file, name extension “[Name]ProjectFiles” where Name is the name of your game, e.g. “BigJumpProjectFiles” 	<input type="checkbox"/>	<p>Week 07 Fri, 05/05/23</p>

4) Level Design Build	<input type="checkbox"/>	
<ul style="list-style-type: none"> A completed executable level using Unity <ul style="list-style-type: none"> Must meet design requirements (as outlined in LDD) Must run at real time as an executable (.exe file) Must use appropriate lighting, materials, and shaders, etc. (as outlined in LDD) All models must be created by the learner – no asset packs permitted <p><u>SUBMISSION REQUIREMENTS</u></p> <ul style="list-style-type: none"> Submit models in a compressed .zip file, name extension “[Name]GameBuild” where Name is the name of your game, e.g. “BigJumpGameBuild” 	<input type="checkbox"/>	<p>HARD DEADLINE ALL ITEMS</p> <p>Week 08 Fri, 12/05/23</p>