Level Design Workflow

Level Design 2
StepByStep

Level Design 2 Midterm

Remind the audience of your original design

1. Form Follows Function

2. Environmental Mechanics

3. Sketch gameplay ideas as spatial diagrams

4. Create Spatial Proximity Diagram

5. Make Measured Level Design Drawings on Graph Paper

6. Create Digital Prototypes

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- Follow these steps when preparing for your final project presentation.

- You will have one minute to go over each step during the presentation.

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- Record and edit down to 60 sec walkthrough video of your level (resolution of 720 or 1024)

- You will use this this video in your presentation to demonstrate implementation of specific features of your level design.

1.
Assembling the Level using Modular Level Design

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1. Assembling the Level using modular approach

- List examples of these three groups of elements in your level:

- Base set of elements

- Accessories/props

- Custom Pieces

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2. Demonstrate Gameplay Elements

- Using your level map and walkthrough recording demonstrate:

  - Gameplay Scenarios - quests/missions

  - Gameplay Moments - decision moments

  - Gameplay Actions - core gameplay

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3. Spatial Size Types and How They Should Affect the Player

- Give an example of your character metrics.

- Use your annotated level map to show important gameplay moments.

- Comment on the spatial size types where important gameplay moments will happen, and how the size should affect the player on emotional level.

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4. Symbols

- Do you use symbols in your level design? Explain how?

- List at least few cases where your game objects function on a symbolic level.

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5. Types of Rewards and Reward Spaces

- List all types of rewards you have in your level.

  - Rewards of Glory
  - Rewards that will sustain the player
  - Rewards of Access
  - Rewards of Facility

- Comment how did you make rewards exciting through spatial denial. What spatial denial rules did you use? (we discussed 5. rules)

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6. Focal Points

- How do you help a player orient in your level?

- How does a player remember your environment?

- Does your level have a focal point (or points)?

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7. Comment on techniques you used to create an immersive game world

- Temporal and historic grounding

- Game logic - believability

- Ambience (ambient sounds, ambient lighting, VFX, props, flora and fauna)

- Atmospherics (music, voice over, cut scenes, lighting, camera, dramatic scale)

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You can choose to present 8A or 8B

8A. Explain the design and demonstrate implementation of the original puzzle in your level.

- What is a type of the puzzle?

  - 1. Puzzles as formal tests
  - 2. Puzzles can gather or convey information
  - 3. Puzzles as reward mechanisms
  - 4. Puzzles as agency enhancers
  - 5. Puzzles as pacing devices

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8B. How did you use AI in your level?

Did you use AI characters to:

- assist gameplay

- enhance immersion

Explain placement and behavior of your AI characters.

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9.   Pacing

- How do you control the pace of the level progression?

- Demonstrate principles you used:

  - Connectivity and Layout

  - Stickiness

  - Push and Pull

  - Space

  - Alternative Methods

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10. Play-test Feedback

- Comment on the feedback notes you got from players after the play-testing sessions.

- Did you make any changes to your level based on the feedback?

- What changes did you make and/or plan to make in order to address these notes.