**COMP08092 Level Design**

**2019-20**

**Assessment part 1 of 2: worth 40% of the module mark**

This assignment will involve you working in groups of three. Working individually is possible, but only with the prior approval of the Module Coordinator.

Your assessment task is to design and plan the creation of a playable video game level or an environment that illustrates the salient features pertaining to level design as detailed in your level design document. The level will be created using either Unreal Engine or Unity. This is something that you must decide upon when creating your level in terms of its overall features and design. The submission deadline for assessment one of the course work is Monday of **Week 5 (7th February) by 4pm**.

The core aspect that will influence your mark for assessment one will be how closely you have adhered to the concepts of level design throughout your level design document. This must be evidenced in your level design document within its various sections. This is to demonstrate that you have understood the various fundamentals associated with level design.

Part of this assessment involves your team producing evidence of project management in terms of how the project will be directed and run during the course of the trimester. Teams will be encouraged to use GitHub for the purposes of version control during the course of this module. Failure to provide evidence of project management will be reflected in the marking.

**Your submission for assessment 1** will consist of a detailed Level Design Document containing a title page with details of the team members, and three main sections:

**1. Design**

1.1. A narrative overview of the design concept for your level

1.2. Settings, Theme, Focal Point(s) and Location(s)

1.3. Player Experience

1.4. Level Features

1.5. Chosen level design typology

1.6. Usability and Gameplay Reference and Research

1.7. Photo/Video Reference and Research

* Architecture
* Environment
* Lighting
* Props/Artefacts
* Inspiration

1.8. **Story**

1.9. **Interactivity**

* Objectives
* Obstacles
* Set Pieces/Scripted Events

1.10. **Visual Development**

* Style Reference
* Colour Palette
* Lighting

1.11. **Top-Down Layout and Concept Art**

* A detailed top-down schematic of the entire level
* Examples of concept art

1.12. **Uniqueness/Originality of the Level**

**2. Project Planning and Control**

2.1. A detailed project plan starting from the date of the first class for the module, and containing all of the tasks and sub-tasks involved in the project

2.2. Estimated duration, start and end dates for each task and sub-task.

2.3. Task and sub-task dependencies

2.4. Allocation of tasks and sub-tasks to team members

2.5. A Gantt chart showing all of the above information

2.6. A description of the process that you will adopt to monitor progress on the project.

2.7. Evidence of version control (i.e. the use of GitHub)

**3. Playtesting**

One important component of your second assessment will be the results of the playtesting of your level. You should describe in detail in your level design document how you will approach this, and the processes, participants and documentation you will use.

This section should include the following:

3.1. A review of how playtesting has been undertaken during the course of your level’s development

3.2. Evidence of playtesting and iterative game design

3.3. Evidence of self-testing (internal testing)

3.4. Evidence of playtesting with friends and colleagues (or target audience)

3.5. One-on one testing; group testing; feedback forms; interviews, open discussions, questionnaires.

**Note that all of the items listed above for the level design document are mandatory**. Please make sure that you include all of them in your document. Note also that scripted events and other interactivity are very important. A very large level with little in the way of story and/or gameplay will not achieve a good grade, no matter how much static content it has.

It is essential that you justify your design choices by citing appropriate academic references. This is particularly important in Section one of your Level Design Document.

**Submission**

Please submit your document using Microsoft Word. You should name the file B00\*\*\*\*\*\*3LD1. (where B00\*\*\*\*\*\* is the Banner number of one member of the team). This file should be uploaded to the University’s Moodle VLE.

**Note that any submission not complying with these conventions will not be marked.**

**The deadline for submission is 4pm on Monday of week 5 (7th February) for the Level Design document.**