**Level Design Research**

**Game Maker’s Toolkit: Super Mario World level design:** [**https://bit.ly/1fEfRzL**](https://bit.ly/1fEfRzL)

* 4 Part level design theory
* Ideas are taught, used, twisted and thrown away in around 5 minutes
  + Mechanics are introduced in a safe environment
  + Then the mechanics are used without the safety
  + Mechanics are then twisted to challenge the mastery and understanding
  + Then conclusion where the player can show off their skills
* Creates a satisfying arc of Introduction, development, twist and conclusion
* Collectables can further twist and challenge player’s skills
* The conclusion can be either a cut scene, boss fight or a score or star rating.
* Environments with tons of gimmicks can pull focus from the player’s abilities and the mechanics of the game
* Standard teaching mechanics can seem boring

**Extra Credits: Design Club - Super Mario Bros: Level 1-1 - How Super Mario Mastered Level Design:** [**https://bit.ly/2Ela8ij**](https://bit.ly/2Ela8ij)

* Player starts in an open space with tons of negative space allows the player to mess around a bit.
* The way he faces and his position on the screen tells the player which way they will be going
  + They know where to go without being shown the end point
* The first item block invites exploration without being threatening
* Enemies clearly threatens the player by moving straight towards them
* Even if the player dies nothing is lost.
* First item is forced upon the player to teach them that they are good
* All these mechanics are allowed to be taught and practiced without any real threat.

**Sunder: LevelHead – Super Meat Boy:** <https://bit.ly/2tqUmMC>

* The way the players are taught are hidden
* The final level to each area are a test of the player’s skills and sometimes call back to other mechanics taught by the player.