**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 **Kishotenketsu** *(keeshootenketsoo)*

* **Hits you with a concept**
* **Develops it**
* **Twists it**
* **Offers a conclusion**
* Ideas are taught, used, twisted and thrown away in around 5 minutes
  + Mechanics are introduced in a safe environment (safety nets)
  + Then the mechanics are used without the safety
  + Mechanics are then twisted to challenge the mastery and understanding (combined with a different mechanic)
  + 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/immersion breaking

“A good idea is something that does not solve just one single problem, but rather can solve multiple problems at once” – Shigeru Miyamoto, Nintendo

**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.