Level Design notes

things to think about

- how the player moves around the map and sight lines

- in terms of pickups, identify the strongest ones and place them accordingly

- players may have to risk getting out of cover to pick up weapons or pickups

- movement options (lift jumps, slide through small gaps for high skilled players and slower routes

- how players navigate around parts of the map with different weapons and making the level around that segment of the map accordingly

- Consider wide spaces vs. small spaces   
- Wide spaces allow players to take on masses of enemies at once and have a massive choice of their movement so they should feel comfortable and powerful. However, that would make it difficult to build up a challenge to keep players engaged.

- Smaller spaces offer a faster pace and limited decisions but those decisions are incredibly important

- Players need to have excellent positioning and use a lot more aggression to succeed

- Ultimately, you can mix the 2 and have wide spaces with choke points between them, allowing you to funnel enemies into the player's space. Wide spaces will also allow you to have more flexible enemy patterns with more interesting shots (players will have more time to assess and react.

- Also, play a few games in that genre to see what you notice about the structure

- Make quick sketches of what you want the level to look like and then draw sightlines on them, consideration wise  
- the main thing to think about is making sure there are no super long sightlines and all rooms have 3 entrances and exits

- Compare location parts in a game and if you like certain parts, steal from those parts

- Decide on how your levels work before you design them (endless runner or moving through rooms) 