<https://www.youtube.com/watch?v=WoNUaqWJrcI>

-Do some planning before opening level design software (Ideally graph paper)

-Make sure that where ever the player may be standing, they are seeing something interesting, appealing

-Don’ fall into noticeable patterns

-Be patient

-Put in the time and effort

-Strive to learn and improve

Common Stealth Level Design Mistakes - Bauer Design Solutions -<https://www.youtube.com/watch?v=ysXTQgHP-NY>

-Create paths that are always contested by enemies at one point or another

-Create dynamic pressure in one form or another

-Make the player consider the enemies when taking any path

-Don’t make the level super hard core so that it doesn’t become fun anymore but frustrating. Make it fair

-Give player’s time to react if there is randomization in the AI

-Provide enough options which are visible at the start

-Three to Five paths are ideal

-choices are great if YOU KNOW the sense of the consequences

-Some choices can be harder than others but should be hinted at.

-Don’t make a level which is hard to complete or make the level easy to complete. There must be a balance

-Make the player feel clever

Elements of a Good Stealth Game - Gaming's Brink -https://www.youtube.com/watch?v=jCdDWalP1LK

-Interact with the environment by hiding behind crates and walls.

My Level Design Philosophy + Tips For Designing Levels - https://www.youtube.com/watch?v=HyLL0W4mHnc

-Naming the level helps with the layout and identity of the level

-Naming the level makes it memorable

-Making generic levels won’t have an impact and will not stick in the player’s head

-Players should always be able to describe a level

Level Design Does NOT Start With Any Level! - <https://www.youtube.com/watch?v=9oAUX8Xp2Kw>

-Levels must be very different and unique otherwise they will become boring

-Use level rich context

Splinter Cell (Pandora Tomorrow) - Level Design - <https://www.youtube.com/watch?v=CGQY3eLMjsY>

Good level design should be effectively paced

Offer various challenges to overcome and necessitate some decision making on the part of the player

The must be a point where the player must be left to venture on their own to be tested on what they have learned

Stealth games must be tight, allowing the player to be put into difficult situations will offering plenty of options, making the player think “How the hell do I get out of this one”

You don’t want the player sitting around and doing nothing or you don’t want to throw lots of tests at the player and tire them out

The structure of a room should create multiple inherent obstacles and escape routes

Lighting highlights the threats of the player

Leading a player then giving no payoff for doing what you lead the player to do is a bit frustrating

Sudden noise cutting in the silence induces panic on the player and makes them think. Make this influence how you play and not a gimmick.

Make the enemies come to the player and force them to move out of the way of the enemy

Doing this allows the enemies to group up together and utilise the players gadgets like a smoke bomb or a grenade

Drop in pace breakers so it doesn’t end up as a straight up assault on player’s senses

A call back from earlier in the level isn’t necessary but is good to test the player

Space isn’t everything

Why Nathan Drake Doesn't Need a Compass | Game Maker's Toolkit - <https://www.youtube.com/watch?v=k70_jvVOcG0>

Use tricks to grab the player’s eye like artistic composition

Use light sources help

Composition of objects can lead the player into the right direction

Motion grabs the player’s eye

Use affordances for the player to use

Negative space can be used as a portal

Use the squint test to see if the path is the most dominant thing

Give players the freedom to explore paths which they can choose from

A Guide to Stealth Design | Video Game Design - <https://www.youtube.com/watch?v=jmW8HPo4qGc>

Make the player clearly understand how the stealth works by showing what aspects have effect on stealth

Starting area should be a safe zone and indicate safe zones

Have clear enemy navigation

The 4 Elements of a Good Stealth Game - [http://game-wisdom.com/critical/4-elements-stealth-design/](http://game-wisdom.com/critical/4-elements-stealth-design%20/) / A Critical Thought on Good Stealth Game Design - <https://www.youtube.com/watch?v=MMhR5o2EcLc>

Stealth must be 100% clear if the player has been detected or not

Avoid trial and error design if possible

Never have the player confused on how they were caught by the enemy

Make sure the player understands what they did wrong

Having more options means more freedom for the player navigate

May have a variety of enemies

A type of enemy will have one or two methods of detection

A good stealth game will determine how strong or weak the player character is

Give the player some means of surviving

Understanding the limits of the character is an important part to stealth design

Example: Batman can win a 1V1 but can’t win or survive 5 enemies shooting at him at the same time