<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 has to 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