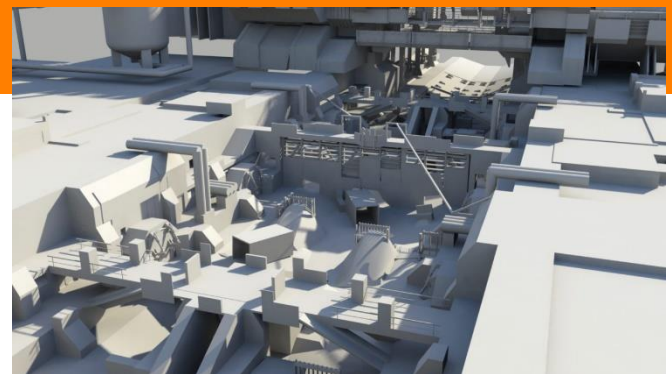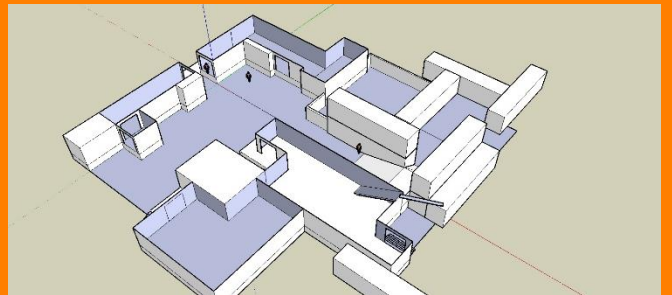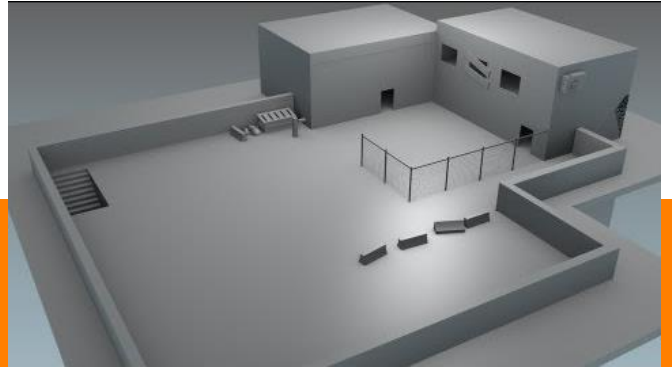# Assessment Specification

Sean Butler

UFCF8M-15-2

Game Level Design

MODULAR PROGRAMME

COURSEWORK ASSESSMENT SPECIFICATION

Module Details

Module Code UFCF8M-15-2	Run **20SEP/1** FRENCHAY CAMPUS	Module Title GAME LEVEL DESIGN
Module Leader Sean Butler	**Module Coordinator** Sean Butler	**Module Tutors** Sean Butler
Component and Element Number Component A CC1 1. PORTFOLIO		**Weighting: (% of the Module's assessment)** 75%
Element Description Portfolio: Practical Level Design and Implementation		**Total Assignment time** 80+ Hours

Dates

Date Issued to Students 17/11/2020	Date to be Returned to Students 21/02/2021
Submission Place: • Electronic submission via URL and Blackboard. • Depending on circumstances, presentations may be conducted in class during timetabled sessions.	**Submission Date** 21/01/2021
	Submission Time 1.59 pm

Deliverables

Correctly Named Folder Containing:

- Your Project
- A Windows Build
- A video of Level Playthrough
- Statement of Authorship

Module Leader Signature

Sean Butler.

Overview

This assignment consists of a Playable Game Level created from a creative brief handed out later in the module. To be submitted before end of semester and to be marked in-part by ongoing observation of development and by video and by a playthrough of the level.

Deliverables

Playable Game Level

The Technical Requirements of the Level Design tasks to be completed are below. You will also be expected to produce the level to match a particular theme and game genre. However, this will not be announced until part way through the semester.

Most of the later tutorial sessions of semester one will be dedicated to time to work on this task. You will also have to work in your own time.

The version of Unreal used should match that being used by the faculty in the labs. If we cannot get the level to build on our machines the risk of getting a very low mark or zero.

USB Deliverable

Your USB should use the following directory structure:

- UFCF8M-15-2_StudentNum_StudentName_CC1_PORTFOLIO/
    - Project/
        - Containing a Complete Engine Project and Files suitable for rebuilding the game from scratch on the Lab Machines. No external dependencies.
    - Deliverable/
        - Containing a Runnable Executable built for Windows
    - Video/
        - Containing Video(s) of Level Being Played Through (also posted online). Use a second video to demonstrate content not visible on the normal play through.
    - README.txt
        - A clear plain English statement to the effect that this is all your own work, that you did not plagiarise or copy from unacknowledged sources. Include a list of your sources if used.
        - A clear plain English statement to the effect that the university can use your submission including video and images as teaching or promotional materials.
        - A link to your video on YouTube, which must stay online for 12 months
        - Any additional instructions we might need to run it.

Technical Requirements of the Playable Level

Structure

A series of areas must be searched in order to find a set of three collectable objects to access an exit of some kind. Each object should require some form of challenge or puzzle to obtain.

Features

The following technical features should be demonstrated in your level and integrated with the player experience and level design. Up to 5 marks for each feature we can see from playing the level. Partial or buggy features or those present, but not integrated in the design may receive fewer marks.

Feature	Description
Physics	Rigid Body physics should apply to some Entities in the world for the player to interact with.
Logic	Actors with states/logic defined by Visual Programming (e.g. Blueprints) or code should exist in the world for the player to interact with.
Lights	Locations should be lit. Where appropriate dynamic lighting should be used, logic should be used to control the lights.
Particles	Particle effects should be used where appropriate to add life to the level. Do Not Use the standard fire and spark effects given.
HUD/UI	Some information from the game state should be communicated to the player by means of a HUD.
Timing	The player should have at least three and maximum four minutes from starting the level to escape. Near the end of three minutes there should be lighting and other effects to indicate lack of time. The last 10 seconds should have additional effects. At four minutes the entire level should be ended somehow.
Victory and Defeat Cinematics	There should be some form of animation/cut-scene to demonstrate victory. E.g. a sweeping camera flying along a route that shows off the entire level. Also there should be some different form of animation/cut-scene to demonstrate defeat.

Artistic Requirements of the Playable Level

Levels will be marked against four broad criteria which are typical of judgements used within the industry.

Engagement and Replayability	Two key factors in judgement of video games, you will develop a detailed understanding of these terms and how to promote them in a player during the module.
Applications of Level Design Principles	We will examine a range of design patterns during the module. You learn to understand their use and to apply them in combination to produce additional effects.
Understandability	Your level must communicate to the player
Emotions	What feelings does an objective player (the module tutors are objective) have on playing your game. Are they appropriate for the scenario.

Progress and Controlled Conditions

Students are required to regularly attend sessions and discuss their work with a module tutor. This gives you support and help on how to keep work on track, to keep the quality high and to ensure the work occurs under controlled conditions.

Key Dates

Key dates are listed int the tables at the front of this assignment spec. They are subject to change as the module progresses, but a full warning of any changes will be made during lectures and on Blackboard if this is the case. It is important you attend all these sessions and check blackboard as you are may be expected to present your work in your timetabled session.

Note: Submissions within the 24-hour window will be capped at 40%. No submissions will be accepted after the end of the 24-hour window.

Overall Marking Guidance

The level submitted is the main piece of work for the module and covers 75% of the marks available for the module. These are further divided into two chunks: 40% for the technical requirements and 60% for the design quality.

The following table is a breakdown of how marks are allocated across the submitted materials. It follows the same scheme as the module specification.

Playable Game Level	Marks
Technical Features Present	40%
Gameplay Implementation	60%
	100%

Details

The following tables are *marking guidance which staff will follow to grade your work.* Included here so you have a clear understanding of how to achieve a good grade on the module.

Each column represents a perspective from which we consider the submission. The descriptions are indicative, where a submission falls higher or lower in different columns the marker will change the grade accordingly.

Technical Features Marking

Technical Feature Implementation Description	Approximate Grades
All technical features implemented, complete polished and high quality.	30-40%
Some technical features implemented, complete and high quality and some partially implemented.	20-30%
Few technical features implemented, complete and high quality and many low quality.	10-20%
Few technical features implemented and those implemented simple or incomplete	0-10%

Example Technical Marking Scenarios

- An avatar on a flat open level with standard lighting will receive 0-5
- A Level with tailored avatar, rigid body physics on some elements, logic controlled actors & lights might receive up to ~20 marks.

- A level with triggered cinematics for win/lose, HUD, timers, tailored avatar, might receive 20%.
- A level with all the above might receive up to 35%

These marks are separate from the quality of the level design you implement.

Artistic Features Marking

Engagement and Replayability	Application of Level Design Principles	Understandability	Emotions	%
Not Compelling. Not Entertaining.	Non-existing, Token or Limied application of Level Design Principles.	I had no idea what to do.	Horrible	0
	Several Varied Principles are applied.	Confusing.	Flat	10
Happy to finish the level, not motivated to play again.	Several Varied Principles are applied. Principles are applied Globally and Locally.	I knew what my goal was, I also could see how to achieve it without learning or exploration. Goal was explained to be via exposition of some form.	Motivates any feeling other than frustration.	20
Might Play this again sometime.	Multiple Several Varied Principles are applied. Principles are applied Globally and Locally. Significant Aspects Combine on Many Layers To Create Effects.	I knew exactly what my goal was but didn't know how to achieve it. Goal was explained via exposition of some form.	Motivates feelings, appropriate to theme/content/situation.	30
Like to have another go.	Multiple Significant Several Varied Principles are applied. Principles are applied Globally and Locally. Aspects Combine on Many Layers to Create Effects. Locally applied principles have multiple effects depending on circumstances.	I knew exactly what my goal was but didn't know how to achieve it. Goal was not explained via exposition of some form.	Includes significant effective emotional aspect.	40
Very Much Want to Play This Again	Surprising or unexpected effective thematically appropriate results through synthesis of new experiences by combination of existing principles on many levels in varied ways.	I knew exactly what my goal was but didn't know how to achieve it. Don't know how I learned this.	Includes surprising significant emotional aspect beyond the course content.	60

Example Technical Marking Scenarios

A level with lots of running down empty corridors without a sense of urgency in an escape sequence might receive a low mark for Engagement and Emotions.

A Level with applies level design principles and patterns broadly and in combination which combine to create interesting effects would receive a high mark for Applications of Level Design Principles.

Suggested Reading

A variety of sources will be use through the module. Of relevance are the following, <mark>which you should consult</mark>.

Technical Level Design

https://docs.unrealengine.com/en-US/index.html

https://docs.unity3d.com/Manual/index.html

Level Design and Theory

Christopher W. Totten - An Architectural Approach to Level Design

ISBN-13: 978-1466585416

Also the digital Library Reading list can be found at the following link:

https://rl.talis.com/3/uwe/lists/05A44249-9C82-8CAA-A07C-AF6F5B67484A.html