**Level Designer Role**

1. Takes all the information created by the Game Designer and creates levels out of them.
2. The player must be "Pulled", not "Pushed" through the environment. They become part of the environment.
3. The level designer creates the environments by carefully adding interactive assets (ingredients) that help in the balancing of all the mechanics, features and systems.
4. Ingredients (gameplay assets used inside levels)

1. Any object that the player can interact with (objects and characters).

2. Used to affect the fun, difficulty, and pacing of the game.

E. To build a composition, a strict pace must be followed so the flow of the level is maintained. The player's suspension of belief must not be interrupted. This is done by a delicate placement of features, lighting, color, and sounds to guide the player.

F. Initial Documents

1. One Pager (info to get top brass onboard).
2. Game Genre
3. General brief outline of game
4. Core Mechanics
5. Main Character (someone for the player to relate to)
6. Setting of the game (year, location)
7. Core Audience
8. ESRB Rating

G. Pitch Doc (used to obtain funding for the project from a publisher)

1. 30 seconds Elevator pitch
2. Only the most important info from One Pager
3. Key selling points
4. 2-3 pages in length

H. Higher Level Documents (Framework)

1. Rough Draft of the game

2. Summary of Sytems, Mechanics and Features

3. Systems-Monetization, in-app purchases, core loop, economy