Game Level Analysis

**Instructions**: Analyze the following game levels and identify the guiding techniques used. Write your answers in the spaces provided.

Game Level 1: Super Mario Bros. World 1-1

- Visual cues:

- Audio cues:

- Level design:

- Non-playable characters:

- Narrative elements:

Game Level 2: The Legend of Zelda: Ocarina of Time - Kokiri Forest

- Visual cues:

- Audio cues:

- Level design:

- Non-playable characters:

- Narrative elements:

Game Level 3: Minecraft - Survival Mode

- Visual cues:

- Audio cues:

- Level design:

- Non-playable characters:

- Narrative elements: