Game Level Design Template

**Instructions**: Use this template to design your own game level. Choose an approach (open-ended or directed) and incorporate guiding techniques discussed in class.

Game Level Name:

Approach:

Guiding Techniques Used:

- Visual cues:

- Audio cues:

- Level design:

- Non-playable characters:

- Narrative elements:

Description of Game Level: (Include obstacles, pathways, and any other relevant details)

Map of Level: (Include obstacles, pathways, and any other relevant details)