Level Design Workshop: Building Your 2D Platformer Level

## **Part 1: Reviewing Game Design Documents**

1. **Game Design Document Recap:**
   * Refer to the Game Design Documents for their 2D platformers.
   * Highlight key features, mechanics, and objectives outlined in the documents.
2. **Level Design Objectives:**
   * Discuss the specific objectives for the level they will be creating.
   * Emphasize the importance of aligning the level design with the overall game vision.

## **Part 2: Planning Your Level**

1. **Storyboarding:**
   * Create a simple storyboard for their level.
   * Outline major sections, obstacles, enemies, and any special features.
2. **Level Structure:**
   * Discuss the structure of the level (e.g., linear, branching paths, vertical sections).
   * Consider pacing and difficulty progression.

## **Part 3: Implementing Your Level**

1. **Godot Scene Setup:**
   * Open the Godot project for the 2D platformer.
   * Create a new scene for the level.
2. **Placing Nodes:**
   * Instruct students to add necessary nodes:
     + TileMap: For the ground, platforms, and obstacles.
     + Player Character: The main character node.
     + Enemies: If specified in the design documents.
     + Checkpoints: If applicable.

## **Part 4: Fine-Tuning and Iteration**

1. **Testing:**
   * Playtest their level regularly during the creation process.
   * Identify areas that need improvement.
2. **Feedback Loop:**
   * Implement feedback from playtests.
   * Iterate on the level design based on observations and player experience.

## **Part 5: Special Features and Challenges**

1. **Adding Mechanics:**
   * If the design documents include new mechanics, guide students in integrating them into the level.
   * For example, adding platforms that move or introducing new enemy types.
2. **Balancing Challenges:**
   * Balance of challenges and rewards in the level.
   * Ensure that difficulty progresses in a way that aligns with the overall game difficulty curve.

## **Part 6: Finalizing and Reflecting**

1. **Polishing the Level:**
   * Add details, decorations, and any final touches.
   * Ensure visual consistency with the game's art style.
2. **Reflection:**
   * What was your initial vision for the level, and how closely did the final result align with it?
   * Did you encounter any unexpected challenges during the design process? How did you overcome them?
   * How did you decide on the structure of your level (e.g., linear, branching paths)? Did you consider player engagement and pacing?
   * Reflect on the difficulty progression throughout your level. Were there specific challenges you intentionally placed to enhance the player's experience?

## **Part 7: Playtesting and Feedback**

1. **Class Playtest:**
   * Allocate time for students to playtest each other's levels.
   * Encourage constructive feedback and discussion.
2. **Revisions:**
   * Based on playtest feedback, guide students in making final revisions to their levels.

## **Part 8: Showcase**

1. **Showcasing Levels:**
   * Dedicate time for each student to showcase their level to the class.
   * Discuss the unique elements and challenges in each design.