**My Brand**

**Skills**

* Strategist – Find solutions, big picture
* Philomath – Love learning, acquire knowledge
* Time keeper – planning, deadlines
* Optimist – find the good
* Problem solver – Find solutions, find flaws, can’t ignore issues

**Specialties**

Level Design

* Environment design
* Tutorial

UX Design

* Accessibility, readability, ease of use
* Feedback, effects

Technical Design

* Tools programming

**Strengths**

Lorem ipsum

**Weaknesses**

Lorem ipsum

**Platforming Adventure**

**Project Hook**

Designing an entire platformer by myself

* Building levels as a full experience *Read More >*
* Planning for a tight deadline *Read More >*
* Developing skills in new fields *Read More >*

**Project Homepage**

Platforming Adventure is a solo project I created to practice level design. I wanted to lean into rapid iteration, focusing on the *Kishotenketsu* design philosophy popularized by the *Super Mario* games. This involves introducing a mechanic, developing it, and adding an unexpected twist. This is all done in a short amount of time, usually just a level or two, and then the mechanic is dropped to focus on something new.

**Building Levels as a Full Experience**

I believe Level Design is the most important part of a good platformer. It takes thorough planning to create levels that are each exciting and unique. If done properly, any level should be a fun experience on its own. Together, a group of great levels can make any game stand out.

**Objective**

My goal for this project was to build three levels, each focused on a different mechanic. Each level should be:

* Easy to pick up and play
* Short (1-3 minutes)
* Focused on a unique mechanic

Since I was building the entire game myself, I had some limitations. The unique mechanics for each level would also have to be programmed by me, and would cut into some of the level design time.

**Research**

My main goal for this project was to practice a form of level design called *Kishotenketsu*. In this style, a mechanic is introduced and developed at the start of a level. It then has some form of twist that uses the mechanic in new and unexpected ways. At the end, it returns to its simple form for a final challenge.

A video game with a game

Description automatically generated with medium confidence

I researched the *Kishotenketsu* design style through various videos and blogs. I also played levels from several different games to see how it was implemented. I looked into how mechanics were implemented and broken into smaller challenges. One thing I hadn’t considered was that there is a “cooldown” area between each challenge. This would be a safe place to collect some coins or power-ups, a checkpoint, or even just a straight path with no enemies. This gives the player some variety, so the entire level isn’t justthe core mechanic.

**Picking a Core Mechanic**

When I started designing the first level, my goal was to pick a mechanic to focus on. My first attempt was to feature breakable blocks that the player could destroy by attacking. When I tried sketching out some challenges, I discovered that the mechanic didn’t seem to stand on its own. I did more research to figure out why it didn’t work. I found out that players abilities are best used to accent the level’s mechanic, rather than being the mechanic themselves. For example, the dash ability in *Celeste* is present in every level, but no level is just about dashing. Rather, they each have their own unique features that work with the dash to let the player show off their skills. With this in mind, I wanted to find a new mechanic that would highlight the player controller.

A drawing of a game map

Description automatically generated

**Rapid Prototyping**

To find something fun to build my levels around, I created a test level with everything I could think of. I took simple scripts for moving and rotating platforms and made as many combinations as I could. Then, I ran around the level and played with each one to see what they played like. I particularly liked the idea of rotating platforms with spikes on them, and started thinking about other ways I could build off that concept.

**Back to the Drawing Board**

Once I had a core mechanic, I went back to sketching out a level.

**Planning for a tight deadline**

Lorem

**Developing skills in new fields**

Lorem

**Basil and the Isles of Spice**

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Say something about how *YOU* work on a team