Level Design Pipeline with Joel

Assignment 1: Concept Document, Analysis

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An Analysis of GD54 Gustavo Grizendi’s Quest for Valor Level

**Part 1: Finding the Entrance To The Lair**

In this section the player speaks to villagers to find the entrance to the villain’s lair. The villagers say they are hungry and send the player on a fetch quest. After the player kills a pig and returns with meat, they tell the player that the secret entrance is through a chimney of a house nearby.

I liked:

There was plenty of priming in this level. Seeing the boxes stacked made me think of climbing them before the villagers even mentioned entering through the chimney. Seeing the pig before hand prepared me for having to hunt it.

I did not like:

Facing a wall of trees, the second I spawned into the world. The first thing I thought to do was turn back, not move forward!

**Part 2: Infiltration**

In this short section, the player needs to open the door to the lair. There is a simple puzzle where the player has to push an object onto a pressure plate.

I liked:

This short and simple buzzle prepared me for the next, more advanced puzzle. The object I had to move was highlighted.

I did not like:

There was nothing telling me which button to press in order to push objects.

**Part 3: Demon Dinner**

In this section, you must feed the demons in order to be allowed to progress. Using levers to turn tracks and your new learned push mechanic to push tracks with blocks around, you have to give every demon their favorite food.

I liked:

This was a neat puzzle! It took some trial and error to figure out what I had to do. It felt like the right place for a puzzle! At the same time, it felt unexpected. Great use of assets! Food and feeding begins to be a theme here. You also fed the villagers upstairs!

I did not like:

When I messed up, I didn’t know how to reset the puzzle. Some arrows flashing which way the carts are going would be an easy way to fix this.

**Part 4: Down We Go / Impslavery**

After going down the elevator, the player jumps through platforms avoiding lava and liberating imps. They make their way up to the boss while fighting some minions. After getting to the boss, the player must defeat him to save the imps.

I liked:

The nice cut scene at the end! The platforming by itself wasn’t bad.

I did not like:

Fighting while platforming over lava was too hard! Fighting the boss on a tiny little platform was unexciting. It would have been cool to see what each type of enemy was like, and to learn how to fight them accordingly.