

DATT 3700: Collaborative Project Development, *North Bear* (in development)

Level Design Update #3

A quick demo of two of the sketches (Levels 1-2) depicted in the previous update of the concept design for the game space, prototyping the available space to determine changes in the design/mechanics.

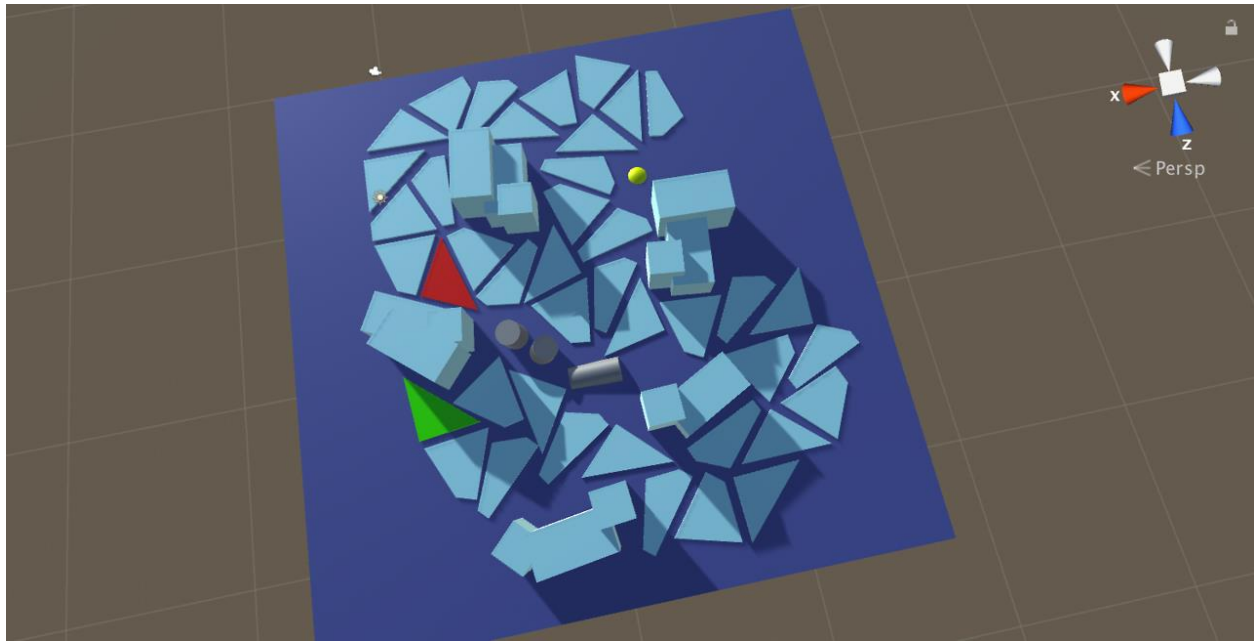


Figure 1. Initial design applied from the concept art.

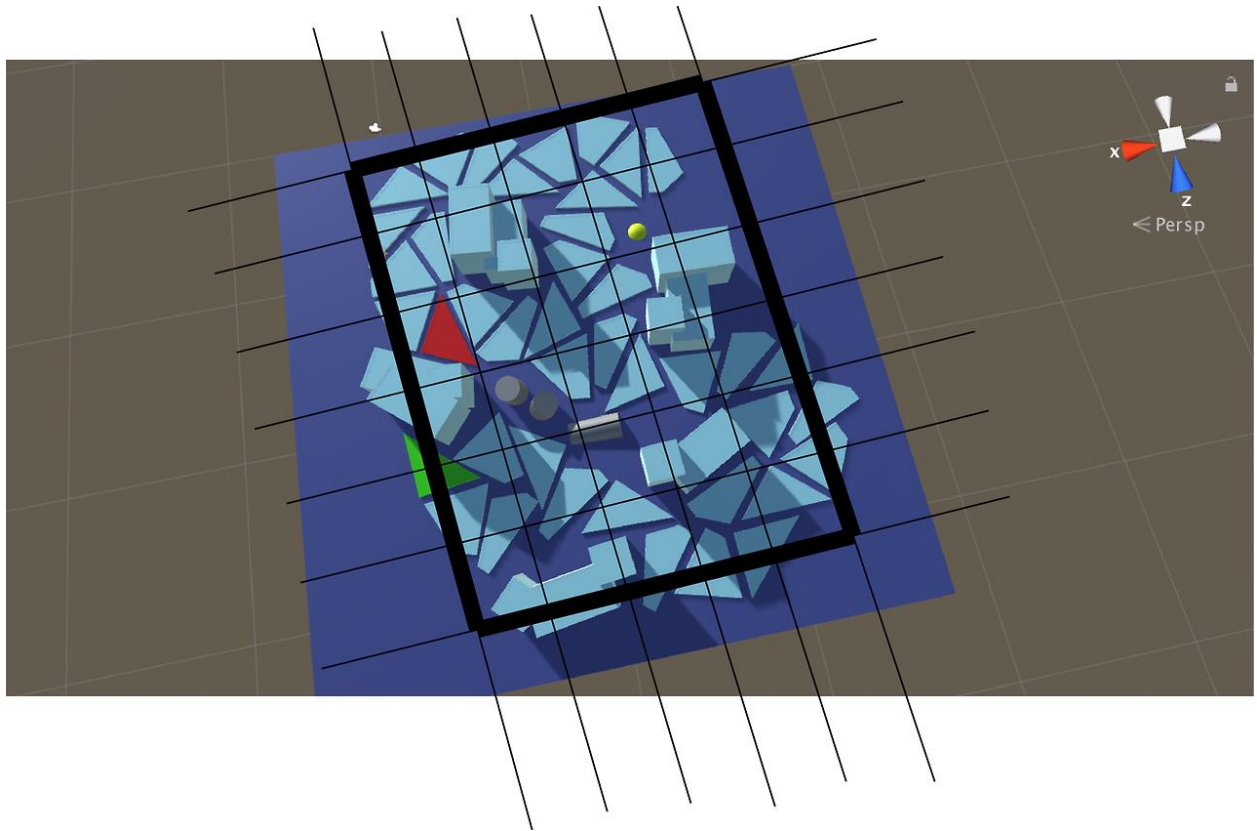


Figure 2. Black box indicate live space available.

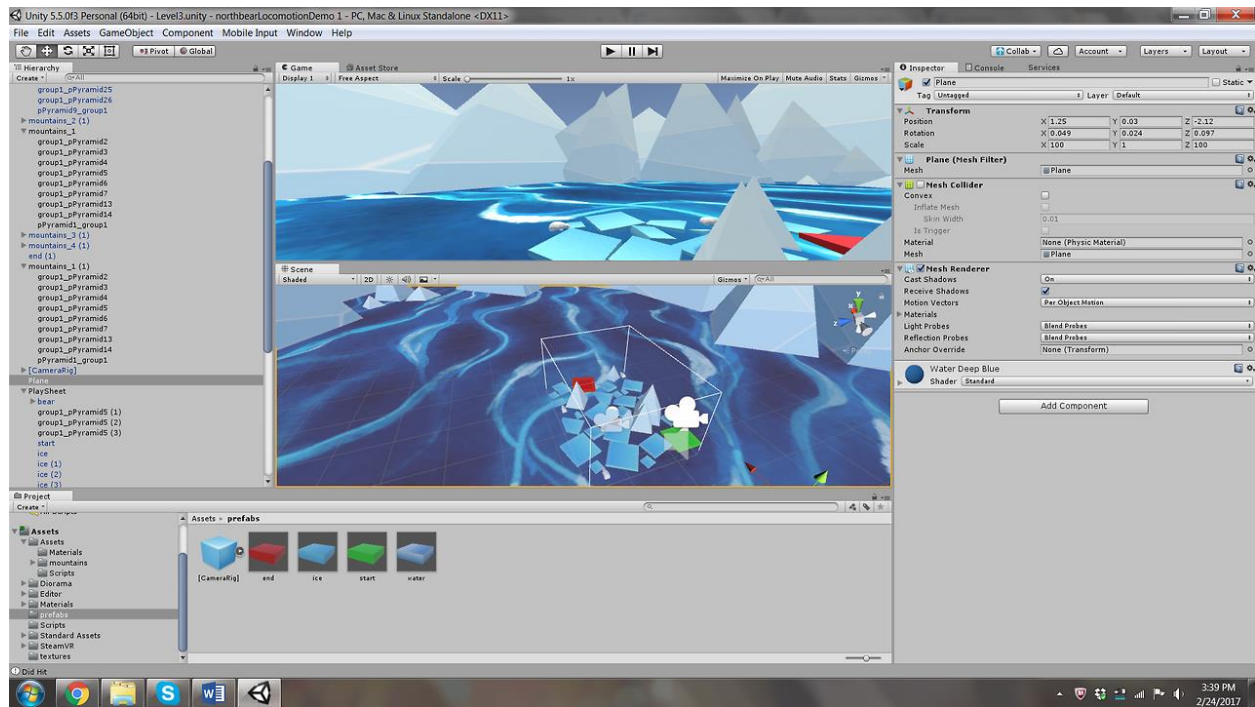


Figure 3. Game space available. Design of the previous two figures (1 and 2) were scaled down to fit the game space. The white box surrounding the ice sheets indicate the available space in the real world with respect to the game.