

Links:

Patterns:

<https://patternlanguageforgamedesign.com/PatternLibraryApp/PatternLibrary/1605>

<https://patternlanguageforgamedesign.com/PatternLibraryApp/PatternLibrary/1561>

Itch.io:

<https://jonahbln.itch.io/level-design-group-6-project-2>

Trello Board:

<https://trello.com/b/ePCOZEXZ/project-2>

Description:

Our scene is a rhythm parkour level where the player must climb a spiral staircase where the steps are phasing in and out of reality to the beat of the music which speeds up over time. The level represents a wise wizard's tower that has been outfitted with magical defensive capabilities. The player must use their skills to outsmart the wizard's magic to climb the tricky steps and reach the top.

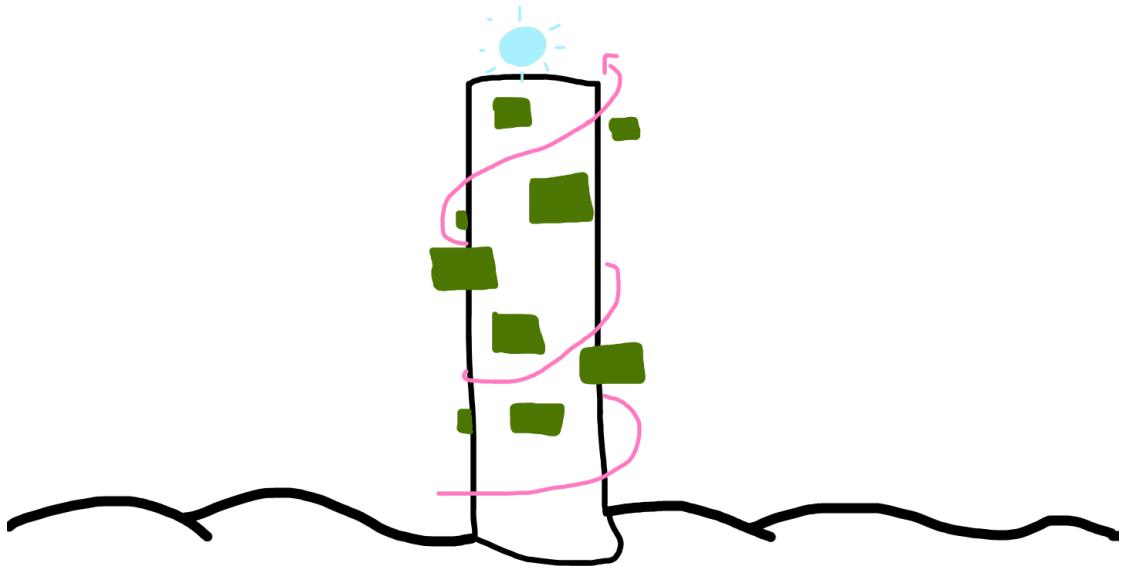
Design Problem:

In some games, a lack of urgency can make players feel like they can take their time, which takes the stakes and excitement out of an otherwise well-designed level.

How your pattern applied to the design problem:

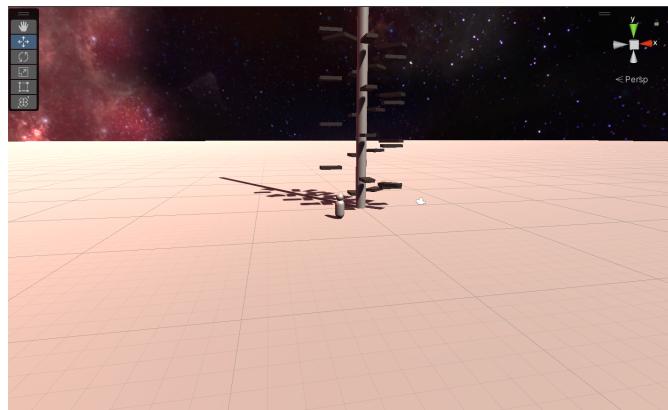
We used the pattern in a way where the player must make quick decisions along with the rhythm of the platforms to reach the goal. We paired this with a scaling difficulty, which we adopted from the other pattern. These elements combined mean that the player will feel a level of urgency, and one that only gets harder as they get better at the level.

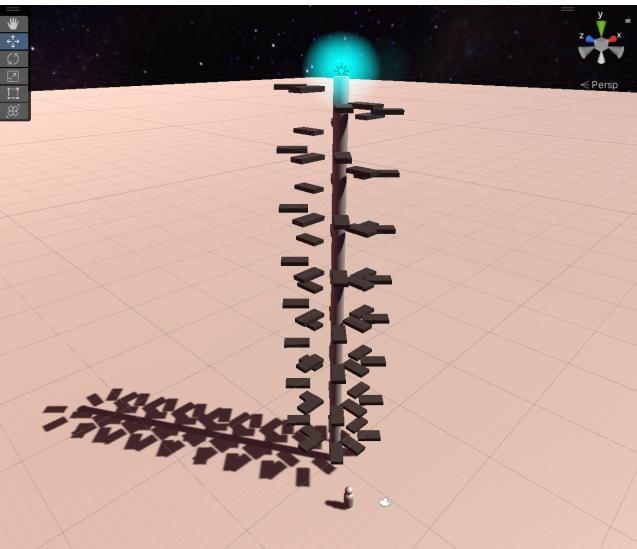
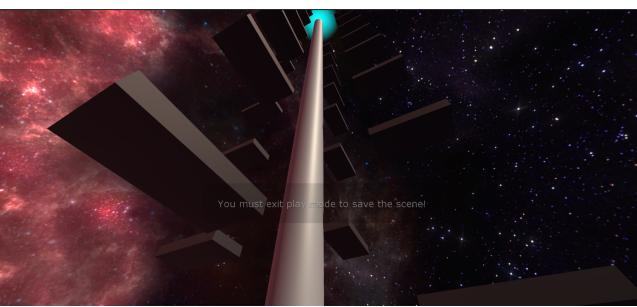
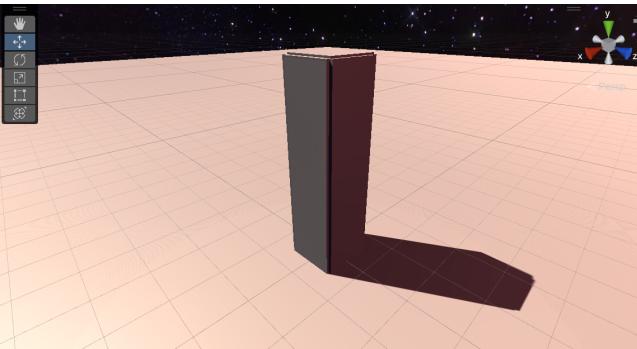
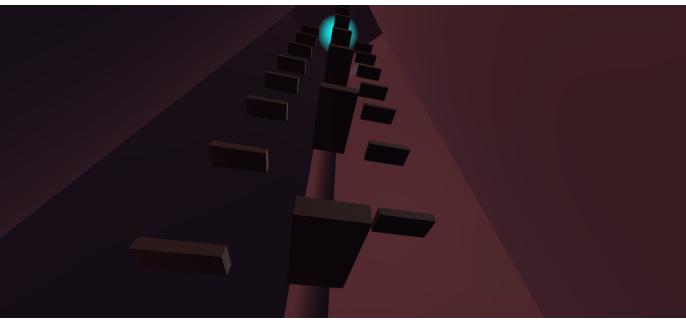
Sketches:



Annotated Screenshots:

- Greybox Screenshots:



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- **Decorated Screenshots:**

