CS 4730: Computer Game Design
Design Team: Area Design I

Overview
For this assignment, you will design the layout of the rooms for two of the four areas of your game. This will include a technical drawing with a short description of each room.

Design the Areas
For each of the two areas you are designing, produce the following:

- **Area Description**: A short (3-4 sentences) description of the area, including any changes from previous design documents. What is the area? What are the main enemies and mechanics associated with this area? Give a short overview of the types of challenges the player will overcome in this area.
- **Room Descriptions**: Draw out and describe each room of the area. There must be at least 8 rooms with transitions between them. See Room Description section below.
- **Overall Map**: An overall map showing the rooms and how they are arranged, including exit transitions to other areas of the game.

Room Descriptions
For each room, please provide the following:

- **Technical Drawing**: A technical drawing of the room (using actual sprites the game will use). You can create this in an image editing program or with your engine team's development tool (if they are making sufficient progress and you are able to use it).
- **Mechanic Labels**: Make sure the special mechanics of each room are labeled clearly. If you have enemies in your game, where are they located? If there are special tiles (bouncy tiles, ice tiles, etc.) make sure those are clearly labeled as well.
- **Design Argument**: A couple sentences describing the design purpose of the room. A flat hallway Is not interesting. Create rooms that challenge the player to overcome some skill, or to teach the player something. Describe the design purpose of this particular room.

Optional:
At this point you have the option to go ahead and create the levels in your engine team's development tool. You'll need to do this for your next assignment anyway, so if your engine team is making sufficient progress, we strongly recommend you go ahead and build out these rooms in your development tool if your team is set up to do so.

Turn In
Submit a single pdf of the design of your two areas on Collab.