|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Design:** | | | | | | | |
| 2D Platformer | 3D Platformer | First Person Shooter | Puzzle Game | Serious Game | Shoot-'em Up | Strategy Game |  |
|  |  |  |  |  |  |  | Minimum requirements: |
|  |  |  |  |  |  |  | Is the level layout interesting? |
|  |  |  |  |  |  |  | Does it make good use of gameplay mechanics? |
|  |  |  |  |  |  |  | Is there good pacing and progression? |
|  |  |  |  |  |  |  | Is the visual language of the map clear? |
|  |  |  |  |  |  |  | Is the level too big or too small? |
|  |  |  |  |  |  |  | Above and beyond: |
|  |  |  |  |  |  |  | Does the level have a unique visual style? |
|  |  |  |  |  |  |  | Does the level encourage replay? |
|  |  |  |  |  |  |  | Do any gameplay mechanics change the nature of the level? |
|  |  |  |  |  |  |  |  |

Here’s an example of minimum requirements for a 2D platformer:

·      2D Platformer:

o   Level layout:

§  Is the level layout interesting?

§  Does it make good use of gameplay mechanics?

§  Is there good pacing and progression?

o   Standard player mechanics (or equivalent):

§  Walk.

§  Run.

§  Jump.

o   Gameplay mechanics:

§  Gating: player must do something to get something.

§  Empowering: player’s abilities are improved by doing something.

§  Damaging: player is harmed or killed by something.

§  Transporting: player is able to traverse in some way other than standard player mechanics.

o   Enemies:

§  Functionality / balance / behavior:

·      Offensive.

·      Defensive.

·      Non-combat.

§  Appearance.

o   Story / narrative:

§  Story is conveyed through the game.

§  Story is interesting and avoids common tropes / clichés.

§  Story has a point / purpose.

o   LET’S MAKE THIS SOMETHING CREATIVE!

§  Add an interesting player mechanic:

·      Modify standard player mechanic.

·      Add a new ability:

o   Offensive.

o   Defensive.

o   Movement.

§  Add an element from a different genre.

§  Come up with an interesting visual style.

§  Come up with a unique way of using the target platform.