



Máster en Diseño y Creación de Videojuegos Máster en Animación, Arte Digital y Videojuegos

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14 de Enero del 2020

Level Design

Toad Treasure Tracker



Production

Creation of a “Toad Treasure Tracker” type environment, and present it in a Playable Build. This exercise will test all the steps of creation of levels, until the production, where a work system will be tested based on taking into account errors and changes, very common throughout the creative process.

Documentation and Ideas

It will be necessary to gather information and interpret correctly all the things to take into account for the creation of the scenario.

Concept

It will be necessary to create a concept where these ideas are visualized as a schematic drawing

(A 3D program can be used to perform the concept with boxes)

Playable Sketch

A previous model will have to be made to ensure that the gameplay is working.

The level must have:



- A player (Toad will be replaced by a sphere).
- A start.
- An ending (where the star is).
- It must be possible to play with the keyboard.
- The camera can be rotated with the mouse.
- You must have a visual Mesh (which can be modified later).
- You must have a collision Mesh

Production

Optimization of resources should be taken into account to the maximum, for this:

- It must be taken into account that all the material provided is provisional.
- All the decoration should be built from 3dsmax.
- Instances must be used to be able to change or replace all the props if necessary.
- The entire decoration must be exported as a single mesh to unity.
- You should be able to replace any of the elements in the future without the game suffering changes, conflicts or errors.