

# GA502 – Level Design II – Session 8

## Final Project:

- Demo reel quality level.
- Should be 2 - 3 minute experience.
- Should be compelling in video form.
- Production quality assets and lighting.
- At least one scripted interaction.
- Standalone .exe due beginning of week 12.

## Timeline:

Week 9: Planning and greyblock.

Week 10: Scripting and interactions finalized.

Week 11: Modelling, textures, lighting complete.

Week 12: Final level.

## Project Planning:

- One pager level design document.
- 2d map level layout and features.
- Detailed description of level and interactive features.
- Description of theme and style.
- Concept art and references.