

GA502 - Level Design 2

- Level and environment design theory
- Game development production cycle
- Advanced UE4 usage:
 - Blueprints & scripting
 - Advanced material and shader networks
 - Level optimization and performance
- Introduction to Unity3d Development:
 - Unity3d workflow & asset pipeline
 - Unity3d C# scripting

- Grading:
 - Assignments: 70%
 - Final Project: 30%
- Final Project will be a portfolio quality interactive level which will showcase your skills the topics covered in this course.
- All course materials will be available on github.
<https://github.com/maxmurder/GA502-LevelDesignII>

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Context

Counter Strike

- Competitive multiplayer
- “Realistic” first person shooter
- Source Engine

Bomb Defusal

- Asymmetrical
- Objectives



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Layout

Considerations:

- Asymmetrical teams and objectives
- LOS, Grenades, penetration and other mechanics

Pacing

Considerations:

- Rounds are 1m 55s
- Bomb fuse is 40s
- Player movement speed



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Discussion

Is it balanced?!



Unreal Development Resources

Read the #@%&'n manual!

<https://docs.unrealengine.com>

<https://wiki.unrealengine.com/>

- Extremely well documented and maintained
- Huge amount of resources freely available

While you're at it, read the #@%&'n EULA!

<https://www.unrealengine.com/eula>

- Epic takes 5% of revenue after \$3000(USD)
- Video/Streaming content, and contracting work is exempt
- UE4 is open source!

<https://github.com/EpicGames/UnrealEngine>

Free as in Freedom!

GNU Image Manipulation Program (GIMP)

<https://www.gimp.org/>

Blender

<https://www.blender.org/>

AwesomeBump

<http://awesomebump.besaba.com/>

Inkscape

<https://inkscape.org/>