

CSYE 7270

Building Virtual Environments

Level Design

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Level Design

Counts towards assignment score

Level Design

Design a level. The level MUST be used in a game.

Part 1 – Watch Level Design Basics in Unity with Adam Crespi

Watch Level Design Basics in Unity with Adam Crespi

<http://www.lynda.com/Unity-3D-tutorials/Level-Design-Basics-Unity/133341-2.html>

Part 2 – Plan/Sketch a Level/Scene in Unity

Plan/Sketch a Level/Scene in Unity or Unreal. The level should be for your individual project. If your individual project isn't a game then plan a level for a possible future game. The plan must include:

- i. Setting goals for the player(s)
- ii. Map/sketch of the level
- iii. Planning the player path(s)
- iv. Defining player scale and field of view
- v. Defining the level perspective(s)
- vi. Define the music/sounds used in the level
- vii. Define the look of the “player/interface”

Part 3 – Create a Resource list for your Level Assets

Define a list of assets for your level. This is a compilation of art, models, textures, tools, prefabs, music, shaders and resources needed for your level.

Provide samples of the level assets if you have them. You must provide links to websites if your assets are coming from external websites you must source the links.

If you don't know where your assets are coming from you must provide a plan of how to get them.

Scoring Rubric

100 points possible

Requirement	Points
Level plan	50
Level map/art/ sketch	25
Resource list	25

Submission

You will submit your assignment via BlackBoard. Upload to the week that you do the assignment. If you submit this in week 4 upload to assignment 4, if you submit this in week 5 upload to assignment 5, etc.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.