

# MMED-1031-Game Design 1

## “Level Design with Editor Implementation” (7.5%)

Due date: **Week 5 (beginning of class)**

### Premise:

You will be responsible for building a level in **MegaMaker**. Using your Level Design components from Assignment 2, you will build, test and demonstrate your level.

Using **MegaMaker**, you will produce a custom level (see below). You will submit the LEVEL FILE when you are done. Use the “MegaMakerLevelCopier.bat” file to copy your level to the desktop so you can easily find it. Also include your rough out and final level map (both from assignment 2) with your Megamaker level submission.

In addition, you will record yourself playing your level from start to finish and post it to YouTube (you can make your video “Unlisted” but make sure it is not “Private” or I won’t be able to view it) and then include the URL with your submission. I recommend using “Game Bar” which is built into Windows 10 to record. Once you start recording, it will save whatever you do to a video file and store it in your user folder under Videos\Captures. From there it’s a very simple process to upload to YouTube (you will need a Google account). Capturing video / Recording gameplay will be expected of you in future classes.

As a reminder, your goal will be to create a level that trains the player how to play, and prepares them for the boss at the end.

### Design Considerations:

- These **levels should have a reasonable difficulty level**, that scales up in the level but **never gets too difficult**
  - **Remember:** these aren’t meant to be “troll-y” or “Cuphead hard” levels!
  - (since your level design should already be complete from Assignment 2, this is more of a reminder)
- When building/testing your level, **\*\*you are allowed to deviate from your level design\*\*** – the initial design is essentially preparation, but things always get tweaked when you playtest a level!
  - Keep this in mind especially if your level is too short/long, difficult, or has uneven progression. You may have designed your level on paper already but now is when you will actually get to test it and see where your design may have fell short
- **GET PEOPLE TO PLAYTEST YOUR LEVEL!** – It’s hard to assess a level you’ve spent a lot of time working on. Other people are far better judges.

### Submission Requirements:

Name your **Level File (.MMLV file)** file “**LastName\_FirstName\_AS3**” and upload to Dropbox in a zip files along with your roughout and level map. Assignments are due before class.

## Level Design with Editor Implementation Rubric (7.5%)

Level Implementation (30 marks)			
The Level...			
Is playable, able to be completed, and not "troll-y" (24-30)	Is playable and able to be completed, but with some "troll-y" level design (20-23)	Is roughly playable and can be completed, but suffers from implementation + "troll-y" level design (15-19)	Fails to present a playable or complete-able level, with substantial problems (0-12)
Visual and Design Polish (30 marks)			
The Level...			
is polished, with good level design and placement (24-30)	Is adequately polished, with decent level design and placement (with minor errors)(20-23)	Is rough, with poor level design and placement (notable errors) (15-19)	Fails to present the level in a clear manner, and/or is incomplete (0-12)
Level Progression Effectiveness (30 marks)			
The Level...			
Effectively teaches mechanics and scales difficulty (24-30)	Adequately teaches mechanics and scales difficulty (20-23)	Roughly teaches mechanics and scales difficulty (15-19)	Fails to teach mechanics and/or scale difficulty (0-12)
Followed Directions (10 marks)			
Assignment...			
Meets all criteria and is named properly (8-10)	Meets most criteria and/or is mostly named properly (6.5-7.5)	Meets some criteria and/or has naming scheme problems (5-6)	Fails to meet criteria and/or named properly (0-4)
<b>TOTAL MARK (/100):</b>			