

MMED-1031-Game Design 1

“Level Design Concept Work” (7.5%)

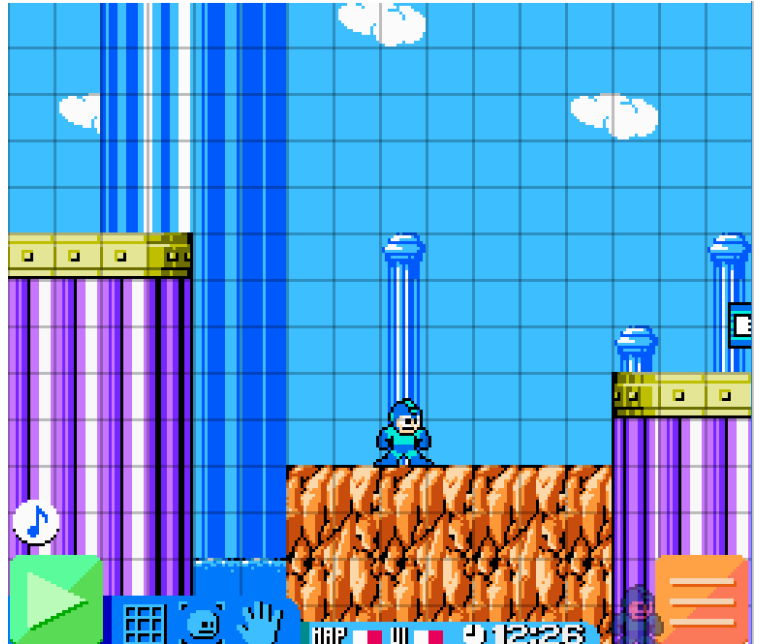
Due date: **Week 4 (beginning of class)**

Premise:

Players will be responsible for designing a level in [Mega Man](#). This will require players to follow the Level Design Process from the PowerPoint, and that begins with concept + design work. Your goal will be to create a level that trains a new player how to play, and prepares them for the boss at the end.

For this assignment, you need to complete:

1. A “**Roughout**” – illustrations of your “seven level sections” of the level and a clear written goal for each (if you are teaching the player shooting in one section, you should have that clearly stated and a rough illustration showing how the area will work)
2. A “**Final Level Map**” that is polished and displayed in a **grid(tile-based)** view for accurate scale
 - Note: Mega Man Maker uses a **16 wide x 14 tall grid for each screen** so you need to design your level around these restrictions
 - This should be something you can give to someone else to make a perfect 1:1 copy of your level



Design Considerations:

- Don't copy existing levels of Mega Man! Plan it out yourself!
- Know the limitations of Mega Man– don't design things the game couldn't do!
- These **levels should have a reasonable difficulty level**, that scales up in the level but **never gets too difficult**. Design for an “average” player
 - **Remember:** these aren't meant to be “trolly” or “Cuphead hard” levels!
- Levels should be of a **reasonable length**, using the “7 areas” approach of level design (yes, an “area” can be multiple Mega Man screens)
- Levels should incorporate enemies and environmental placement
- For assets, you can grab Megaman icons and assets for your final map online or use Windows “Snipping Tool” to grab them out of Megamaker

Submission Requirements:

Your submission must be presented in class next week for approval. If you miss this class, you will get 0% on the assignment and you are still required to submit it in order to complete the next assignment. There will be no dropbox for this assignment.

Level Design Concept Work Assignment Rubric (7.5%)

Rough-out of Level Sections (40 marks)			
Rough-out...			
Clearly communicates (written/visually) the goals and design of each level section (32-40)	Adequately communicates (written/visually) the goals and design of each level section (26-31)	Roughly communicates (written/visually) the goals and design of each level section (20-25)	Fails to communicate (written/visually) the goals and/or design of each level section (0-16)
Finished Level Map (50 marks)			
Level Map...			
Effectively displays the level using a grid, showing environment, collectibles and enemies (40-50)	Adequately displays the level – possibly missing a grid, showing environment, flow, collectibles and enemies (32-39)	Roughly displays the level – possibly missing a grid, showing environment, flow, collectibles and enemies (25-30)	Fails to display the level, showing environment, flow, collectibles and enemies (0-20)
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)
TOTAL MARK (/100):			