



# PROJECT: FREE GAME DESIGN PROJECT

## Overview:

In this assignment, you will design a dungeon for a video game, following all the stages of level design as taught in the lecture. This includes:

1. **Objectives and Ideas** – Brainstorm the purpose and main concepts of the level.
2. **Level Card** – Create a rough plan of your level objectives, gather references, and define a first version of your desired structure regarding navigation and raw ideas.
3. **Formal Design** – Start with the modular level diagram and complement it with the Nintendo Power Method annotations as required.
4. **Blocking** – Build a placeholder dungeon and iterate until you are happy with the result.
5. **Final Design** – Polish the level, adding all necessary details to make it more fun and functional.

You will use **Super Dungeon Maker** to create and test your level.

## Academic objectives:

- Develop game design abilities.
- Develops team working abilities and self-regulation.

## Deliverables:

You need to submit:

1. **A PDF document** containing:
  - The **Objectives and Ideas** of your level.
  - The **Level Card** showing the basic layout and key features.
  - The **Formal Design** with modular annotations, using the Nintendo Power Method (as discussed in class).
2. **A video** showing gameplay of your completed dungeon, created in **Super Dungeon Maker**.

**FINAL DATE: 30/12/24**

## Activity & Process to follow:

1. **Start with Objectives and Ideas:**
  - a. Think about the main goal of the dungeon. Is it to challenge the player, tell a story, or introduce a new mechanic?
  - b. Write down the purpose and theme of your dungeon.
2. **Create a Level Card:**
  - a. Search references that complement your objectives
  - b. Think and maybe even sketch a few of the situations that you can imagine happening in there
3. **Develop a Formal Design:**
  - a. Start with the modular design to your level.
  - b. Use the **Nintendo Power Method** to annotate your design, showing how it teaches players to solve puzzles or overcome challenges step by step.
4. **Build and Test with Super Dungeon Maker:**
  - a. Use the provided software to turn your design into a playable dungeon.
  - b. Start with **Blocking**: Place simple placeholders to test the gameplay flow.
  - c. Move to **Final Design**: Add decorations, refine mechanics, and ensure the level is engaging and balanced.
5. **Record Gameplay:**
  - a. Once your dungeon is complete, record a video explaining its gameplay from the building view, then play the level. This video should demonstrate how players will experience your level.

## Credits and recommended lectures:

The Art of Game Design: A Book of Lenses by Jesse Schell  
An architectural approach to level design by Christopher W. Totten

Special thanks to *rokaplay* and to the developers of Super Dungeon Maker for providing free Steam codes for the class.