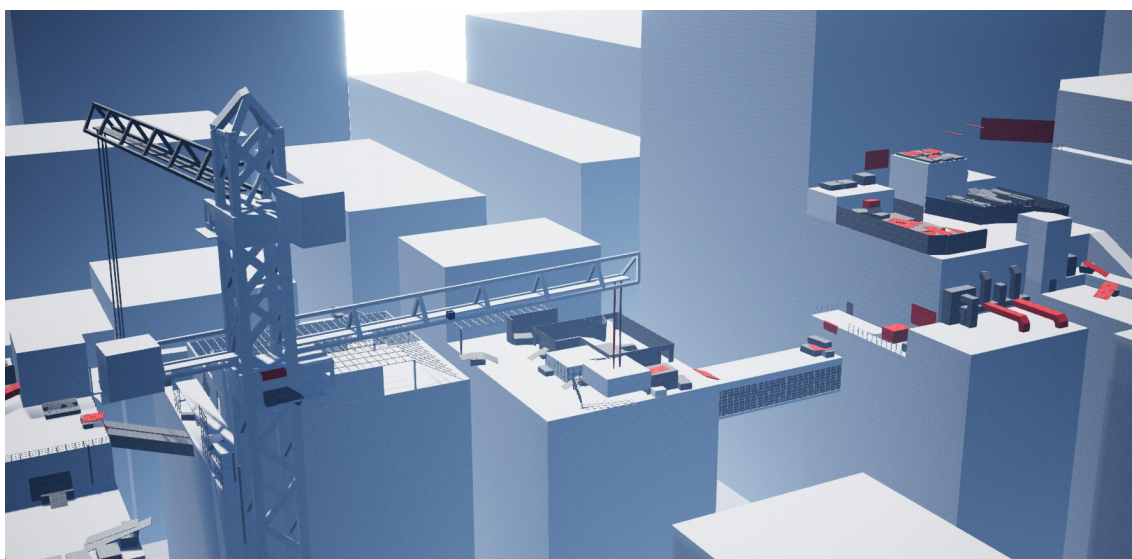# LEVEL DESIGN – Assessment II - Subject final level

General objective

This assessment will be developed in groups of 3 or 4 people.

Develop a level/map in Unreal engine, Unity & a level design document.
Also the group has to defend the individual contribution through an oral presentation on a specified date during the exams week.

- You can develop any map with any gameplay that you feel comfortable with.
  But you must explain the reasons behind crafting that map and gameplay associated.

- Develop a Level Design Document (LDD)
  Is possible that you should still develop it while you are doing the practice, but it is important to set at the beginning goals and the inspirations explained.
  The document should contain an explanation of the work process and all the learnings obtained by the lessons.

- Create the level using Unreal or Unity. We encourage you to use Unreal Engine with block meshes and/or BSPs. Or using Unity & Pro builder.

  - Use all the free art that you want or Blockmesh is also allowed.
  - Player guidance techniques are important.
  - It's important to take into consideration and put into practice all the concepts seen during the lessons.

- Defend the individual contribution on this assessment through an oral presentation the day of the exam.
  It is also important to develop a visual presentation with tools such as: PowerPoint, Google Slides...

Content of the proposal

This assessment should contains the following deliverables:

- Level Design Document (LDD)

  ○ References selected, explaining why.
  ○ Map Summary explaining the gameplay proposal behind it.
  ○ What is the map goal? (Intrinsic & extrinsic goals)
  - **IMPORTANT:** Expand your LDD, explaining in detail what you want to teach to your players and HOW in this document, not only with the level
  ○ A top-down map defining how the map is going to be played.
  ○ An explanation of the process followed (Workflow & Pipeline followed)
  ○ Postmortem of the project. Which were the learnings of the process, and what would you do better next time?
  ○ If you consider explaining anything else that you consider important please do it.

- Executable (url, .exe, downloadable…) with the final Level Design implemented fully playable.

- 1 gameplay video of maximum 5 minutes, with explanations of all the team members.

- Making an oral presentation on the day of the exam explaining the individual contribution with specific examples. This is mandatory.
  You can lean on any resource made by you or the team for this day
  (PowerPoint, Google Slides...)

Presentation rules

- The LDD document must be clear and concise, avoiding overloading the document with details that do not add anything concrete to the proposal but including all the information necessary to understand the creation with all the details. Images and graphics may be included that provide more information about the level created.

- The LDD document must be a PDF file.

- The Level Design should be playable from start to end.

- *The video should be uploaded to Youtube or add AVI file to the rar/zip (Youtube better)*

- The three files need to be in a zip or rar entitled **LD-P2**-, adding the name of the level and of the student or students. For example:

  LD-P2-FRAN-IGLESIAS.rar/zip

- Delivering date specified on classlife. If someone deliver the assessment out of time we won't take it into consideration, having to deliver the assessment on the next call (Re-evaluación)

Grading criteria

- Follow the rules of presentation established above. Test that the executables works or the videos can be watched (watch out codec issues). The PDF file format is valid and has the required structure. If we can't play, watch or read the document, you will be evaluated with a 0

- We appreciate that you "dress" the level with assets, but it is not mandatory. We're going to evaluate the gameplay and the concepts of the subject. Is better a blockmesh of the level with an excellent gameplay rather than a level "dressed" but is hard to understand and play and it doesn't show the subject objectives and concepts.

- The level should be fully tested. If we find a "way" to going out of the level / playable area the fully practice will be evaluated with a 0

- Any copied work will be evaluated with a 0

Rating (50% of the final grade)

- **30% format.** The document is well written. It has a professional tone, correct grammar and a good presentation structure and is visually appealing.
- **30% research**. The proposal is well-argued, documented and developed.
- **40%. The proposed proposal fits with the initial approach and both its adaptation and its resolution** fits correctly with the required requirements in a clear and intelligible way; we're also going to evaluate the oral presentation on the day of the exam.
- **If the assessment is delivered in English** (Document and video) will be considered positive regarding the final mark.

Good luck, and have fun :)
Fran Ruiz & Daniel Iglesias