KW 15 - Level Design

PHASE 5: LEVEL DESIGN

This week, you will add levels to your prototype for Cyberspace Olympics.

Inspiration

→ Jonathan Blow on Puzzle design: www.youtube.com/watch_popup?v=2zK8ItePe3Y

→ Super Meat Boy: How to teach tough level design:
www.youtube.com/watch_popup?v=z0W2PCH04Pw

Exercise 'Level Design

a. **Make it fun:** Find elements in your game and tweak them to find elements that you can use to make the game more fun - and to create levels in exercise b.

→ Keep it simple. Only work on aspects of your game that you are interested in.

1. **Basic:** Just tweak: Use the parameters you have in your prototype to change the feeling of your game completely: Increase the speed to insane levels, make the jumps extremely high or change the position of the camera to an interesting angle.

2. **Extra:** Change the behaviour of the world in some aspects. For example, you could create moving obstacles, invert the controls, turn the physics upside down. Or you create portals – entities are teleported from one space to another.

b. **Add new levels of difficulty to your prototype**

→ Decide for a goal condition (Score, spatial places reached, …)

→ Deicde for level elements you tweak to find the right level of difficulty for each level (speed +/-, obstacles +/-, enemies +/-…)

→ Write a simple Level Controller which changes the level when goal condition reached

→ Add a UI-Element, that displays the current level.

Extra Challenge "New Level Mechanic": Add a new Level mechnic. How do you introduce the new mechanic? How can the player learn the mechanic and apply it in different ways in the game play? Reward / punish.

Extra Challenge "More Scenes": Apply some techniques shown in class to make your game span several scenes.
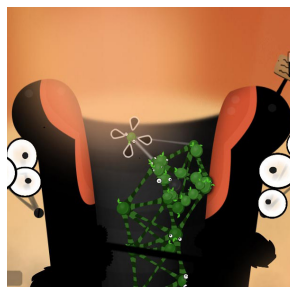
Exercise submission (1 files):

1. Screen capture the gameplay of your game. Upload a small movie (mp4, mov) to moodle.