

1. What is the term coined by Walt Disney to refer to features which stand out, to draw people to them?

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- ☐ Cathedral
- ☒ Weenie
- ☐ Tower
- ☐ Monolith

✓ Correct
Yes. The term came from the use of sausages (aka, "weenies") to direct the attention of dogs on set during a film production. In the design of Disneyland, Walt Disney created "visual weenies" to direct the guests eyes and guide them around the park.

2. Which of the following is NOT a component of level design described in lecture.

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- ☐ Action
- ☒ Platforms
- ☐ Aesthetics
- ☐ Exploration

✓ Correct
Correct. A level design may include platforms and platforming but this was not a component we discussed. Platforms would likely be part of action, exploration, and the aesthetics of the level.

3. Is this statement correct? Only the Design portion of the Design, Play, Experience Framework is involved in Level Design.

1 / 1 po

- ☐ True
- ☒ False

✓ Correct
Correct. The level design is where the rubber meets the road and all the aspects of the game come together. Certainly the experience is paramount, as is play to balance the levels.

4. The squint test encourages using _____ to encourage player movement.

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- ☐ Sound Effects
- ☐ Animation
- ☒ Light
- ☐ Landmarks

✓ Correct
That is correct. The squint test promotes the use of lights to direct the players movement subconsciously.

5. Which of the following is NOT a reason that levels became a common feature in games?

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- ☐ Player Progress Status Monitoring
- ☐ Saving
- ☐ Technical Limitations
- ☒ Too Little Content

✓ Correct
Correct. This is NOT a reason that levels became a common feature in games.

6. When thinking about level design, the idea of pacing action in a level is important, primarily because...

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- ☒ The player literally can't pay intense attention all the time for too long. You have to allow them to relax and regroup occasionally.
 - ☐ If the player is running too fast through a level, they'll miss all the interesting details that have been put into a game.
 - ☐ You don't want a level to take too long. Players will get impatient.
 - ☐ You don't want a level to be too short. Players will feel cheated.
- ☒ Correct
Correct, nice work.

7. Level Designers don't have to know anything about code or a game's underlying systems implementation.

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- ☐ True
 - ☒ False
- ☒ Correct
Correct, in all likelihood level designers are going to be responsible for all sorts of scripting or at least scripting "like" behavior in creating levels for a game. Of course the level of detail depends on the engine and team, but it still matters.

8. One simple level design tool is graph paper?

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- ☒ True
 - ☐ False
- ☒ Correct
Yes! Graph paper is a great tool for helping plan out levels.