**Not started yet**

**Basic Beat Chart**

*Note: This is simply a template and not for a specific game. Please make sure to modify for your particular game.*

**1. Level Name:**

* (e.g., "Escape the City", "The Ancient Temple")

**2. Game/Project:**

* (Name of the game the level belongs to)

**3. Designer(s):**

* (Your Name/Student Names)

**4. Version:**

* (e.g., "v1.0", "Draft 2")

**5. Date:**

* (Date of creation/update)

**6. Level Overview**

* **Level Goal:** (What is the main objective of this level?)
* **Target Audience:** (Who is this level designed for?)
* **Level Theme/Setting:** (Describe the atmosphere and visual style.)

**7. Beat Chart**

| **Beat #** | **Time (approx.)** | **Gameplay Event/Action** | **Description/Notes** | **Visuals/Audio** | **Dialogue/Text** |
| --- | --- | --- | --- | --- | --- |
| 1 | 0:00 - 0:30 | Introduction/Setup | Player enters the level, establishing shot, initial objective presented. | Ambient city sounds, establishing music | "Find a way out of the city before it's too late!" |
| 2 | 0:30 - 1:00 | First Encounter | Player encounters a small group of enemies, tutorializing combat. | Intense combat music, enemy cries | (Tutorial prompts) |
| 3 | 1:00 - 2:00 | Exploration/Puzzle | Player navigates a complex environment, solves a puzzle to unlock a path. | Atmospheric music, puzzle sound effects | (Environmental clues, maybe a note) |
| 4 | 2:00 - 3:00 | Mid-Level Challenge | A more challenging enemy encounter or obstacle, testing player skills. | Boss music, dramatic lighting | (Optional: Enemy taunts) |
| 5 | 3:00 - 4:00 | Plot Twist/Revelation | A story event occurs, changing the objective or revealing new information. | Cutscene, change in music | "The bridge is out! Find another way!" |
| 6 | 4:00 - 5:00 | Climax/Escape | Final challenge, intense action sequence, player escapes the city. | Fast-paced music, explosions, visual effects | (Optional: Victory dialogue) |

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**8. Notes and Considerations:**

* **Time Estimates:** These are approximate and can be adjusted as the level develops.
* **Gameplay Variety:** Ensure a good mix of gameplay events to keep players engaged (combat, exploration, puzzles, story moments, etc.).
* **Pacing:** Consider the rhythm and flow of the level. Vary the intensity and provide moments of calm between challenges.
* **Emotional Arc:** Think about the emotional journey you want the player to experience and how the beats contribute to it.
* **Visual and Audio Cues:** Use visuals, sound effects, and music to enhance the impact of each beat.

**Tips for Using the Template:**

* **Start with the core beats:** Identify the key moments that define the level's structure and build around them.
* **Collaborate:** Use the beat chart to discuss and refine the level's pacing and flow with your team.
* **Iterate and refine:** The beat chart is a living document that can be updated as the level evolves.
* **Don't be afraid to experiment:** Try different beat structures and see how they affect the gameplay experience.