**Basic Level Design Document**

*Note: This is not a “one size fits all” level design document, as all games have different needs and focuses.*

**1. Level Name:**

* (e.g., "Forest Ruins", "Level 3 - The Foundry")

**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 3")

**5. Date:**

* (Date of creation/update)

**6. Level Overview**

* **Level Goal:**
  + (What is the main objective of this level? What must the player achieve?)
* **Target Audience:**
  + (Who is this level designed for? Consider skill level, playstyle preferences.)
* **Level Theme/Setting:**
  + (Describe the overall atmosphere and visual style of the level.)
* **Level Flow:**
  + (Briefly outline the intended path and progression through the level.)

**7. Gameplay Mechanics**

* **Core Mechanics:**
  + (List the key gameplay mechanics used in this level. Are there any new mechanics introduced?)
* **Challenges:**
  + (Describe the types of challenges players will face. How will they be tested?)
* **Enemy Encounters:**
  + (If applicable, detail enemy types, placement, and AI behaviors.)
* **Puzzles/Obstacles:**
  + (Outline any puzzles or environmental obstacles the player must overcome.)

**8. Level Layout and Design**

* **Map/Sketch:**
  + (Include a rough sketch or a more polished map of the level layout. Indicate key areas, points of interest, and player paths.)
* **Areas/Zones:**
  + (Divide the level into distinct areas or zones and describe their purpose and characteristics.)
* **Points of Interest:**
  + (Highlight specific locations within the level that are important for gameplay, narrative, or visual impact.)
* **Verticality:**
  + (Describe how vertical space is used in the level. Are there multiple levels, climbing sections, or vantage points?)
* **Visual Design:**
  + (Explain the visual elements that contribute to the level's atmosphere and theme. Consider color palette, lighting, and environmental details.)

**9. Narrative and Story Integration**

* **Story Context:**
  + (How does this level fit into the overall game narrative? What story elements are conveyed?)
* **Environmental Storytelling:**
  + (Describe how the level design itself tells a story or reveals information about the game world.)
* **Character Interactions:**
  + (If applicable, outline any interactions the player might have with NPCs or other characters in the level.)

**10. Technical Considerations**

* **Performance:**
  + (Are there any potential performance bottlenecks in the level? How will they be addressed?)
* **Optimization:**
  + (Describe any optimization techniques used to ensure smooth gameplay.)
* **Scripting/Triggers:**
  + (Outline any special scripting or trigger events that occur within the level.)

**11. Playtesting and Feedback**

* **Playtesting Plan:**
  + (How will the level be playtested? Who will be the target playtesters?)
* **Feedback Integration:**
  + (How will playtest feedback be collected and incorporated into the level design?)

**12. References/Inspiration**

* **Reference Images:**
  + (Include images that serve as visual inspiration for the level's design, mood, or specific elements.)
* **Level Design Examples:**
  + (List other games or levels that have influenced the design of this level.)

**Tips for Using the Template:**

* **Adapt it to your needs:** Feel free to modify or add sections to this template to suit your specific game and level design requirements.
* **Keep it concise and focused:** Avoid unnecessary details or overly long descriptions.
* **Use visuals:** Include sketches, diagrams, and reference images to effectively communicate your ideas.
* **Iterate and refine:** The level design document should be a living document that evolves throughout the development process.