COMP09095 Level Design

2017-18

Assessment part 1 of 2: worth 40% of the module mark

This assignment is for small groups of two. In the event that one person is unable to find a partner, there will be one group of three. Working individually is possible, but only with the prior approval of the Module Coordinator.

Your assessment task is to design and plan the development of a playable level for a video game. The level is to be developed as part of Assessment two using either Unreal Engine 4 (UE4) or Unity. The end date for project planning purposes is Friday of **Week 13 by 4pm.**

As part of your assessment for the module from week two, you must update your lecturer with a weekly progress reports in the labs. **Failure to do so will be reflected in the marking.**

Your submission for assessment 1 will consist of a detailed Level Design Report containing a title page with details of the team members, and three sections:

1. Design
1.1. A brief narrative description of the design concept for your level
1.2. Settings, Theme, Focal Point(s) and Location(s)
1.3. Player Experience
1.4. Level Features
1.5. Usability and Gameplay Reference and Research
1.6. Photo/Video Reference and Research
   ☐ Architecture
   ☐ Environment
   ☐ Lighting
   ☐ Props/Artefacts
   ☐ Inspiration
1.7. Story
1.8. Interactivity
   ☐ Objectives
   ☐ Obstacles
   ☐ Set Pieces/Scripted Events
1.9. Visual Development
   ☐ Style Reference
   ☐ Colour Palette
   ☐ Lighting
1.10. Top-Down Layout and Concept Art
   ☐ A detailed top-down schematic of the entire level
   ☐ Examples of concept art
1.11. Uniqueness/Originality of the Level

2. Project Planning and Control

2.1. A detailed project plan starting from the date of the first class for the module, and containing all of the tasks and sub-tasks involved in the project

2.2. Estimated duration, start and end dates for each task and sub-task.

2.3. Task and sub-task dependencies

2.4. Allocation of tasks and sub-tasks to team members

2.5. A Gantt chart showing all of the above information

2.6. A description of the process that you will adopt to monitor progress on the project.

3. Playtesting

One important component of your second assessment will be the results of the playtesting of your level. You should describe in detail in your Level Design Report how you will approach this, and the processes, participants and documentation you will use.

Note that all of the items listed above are mandatory, so make sure that you include all of them in your report. Note also that scripted events and other interactivity are very important. A very large level with little in the way of story and/or gameplay will not achieve a good grade, no matter how much static content it has.

It is essential that you justify your design choices by citing appropriate academic references. This is particularly important in Section one of your Level Design Document.

Submission

Use any suitable text processing software. Acceptable file formats are .rtf, .odt, .doc or .docx. You should name the file B00******3LD1. (where B00****** is the Banner number of one member of the team). This file should be uploaded to the University's Moodle VLE. **Note that any submission not complying with these conventions will not be marked. The deadline for submission is 4pm on Friday of week seven for the Level Design document.**