### **LEVEL DESIGN DOCUMENT**

### **Title:**

**Version:**

**Date:**

**Produced by:**

# STEP 1: IDEA

**Idea:**

**Software:**

**Description:**

# STEP 2: SETTINGS, THEME AND LOCATION

# Environment Setting:

# Key Location/s:

**Theme:**

# STEP 3: PROJECT PURPOSE

# I/We Want to Create:

**I/We Want the Player to Experience the Following:**

# STEP 4: FEATURES

# Features List:

# STEP 5: USEABILITY AND GAMEPLAY REFERENCE AND RESEARCH

**Sources of information/inspiration**

* Provide references in accordance with University guidelines

# STEP 6: PHOTO/VIDEO REFERENCE AND RESEARCH

**Photo Reference:**

* Architecture reference
* Environment reference
* Light reference
* Prop reference
* Inspiration reference

**Research:**

**STEP 7: STORY**

Story:

How?  
How did the player arrive in the environment? What were the events that brought them here?

Why?

Why is the character here? What purpose or what goal are they to achieve?

# What?

What happened to the environment prior to the player arriving here?

# Show, Don't Tell

How will you show what happened to the environment? How will you tell the story of the environment to the player?

# STEP 8: SET PIECES

# (Objectives 🡪 Obstacles 🡪 Set Pieces/Scripted Events)

# Level Design / Stand Alone Game Environment:

What do you want to showcase? What do you want the player, viewer and/or designer to experience?

**Set Pieces:**

Define a set of set pieces (scripted events) that will add interactivity, atmosphere and believability to the environment.

# STEP 9: FOCAL POINT

##### Focal Point/s:

**Uniqueness and Originality:**

* What would make your environment stand out?
* How will the player remember the environment?
* What would make your location interesting? Aesthetically, visually and architecturally?

# STEP 10: VISUAL DEVELOPMENT

**Style Reference:**

**Colour Palette:**

##### Environment Colours:

**Lighting:**

# STEP 11: TOP DOWN LAYOUT

Level Environment:

# STEP 12: PROJECT PLANNING

**Project plan (Gantt) chart:**

Production List:

**Props/Assets List:**

**Texture List:**

# Texture/Material Quality List:

# Audio List:

# STEP 13: PLAYTESTING STRATEGY