



# MY DESIGN INTENT

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# INTRODUCTION

## ABOUT ME

Hello, I am Alvin, a student in Computer Science in Interactive Media and Game Development.

For me, level design is about **telling a story**, so I strive to create levels that are **cohesive** and **believable**.

## MY DESIGN PHILOSOPHIES

Focused on **Narrative/Lore** of games.

To create levels for **Explorers**, rewarding those who would explore and interact with the environment.

## MY METHODOLOGY

- 1 Get inspiration & Planning
- 2 Prototyping
- 3 Building & Polishing

# DESIGN PROCESS

## THE WIZARD'S APPRENTICE

### Quest Campaign:

Design a 150m x 150m level around accumulating 1 million of a resource

Starting Area (20m x 20m)



Basement (6m x 12m)



## BUILDING A STORY

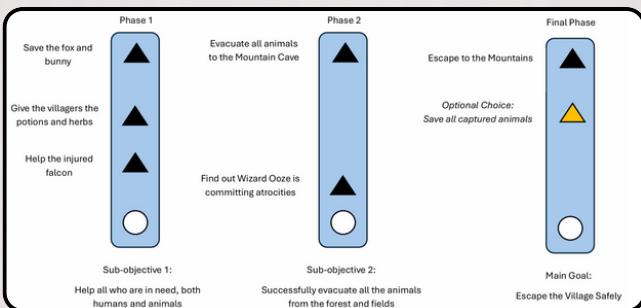
- Establish backstory of the main character
- Building the theme of the world
- Worldbuilding lore
- Adding twists to the story
- Adding moral dilemmas

## INSPIRATION



*Narrative of mentor turning on apprentice*

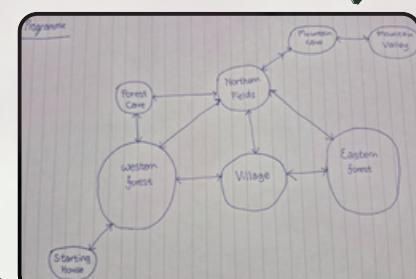
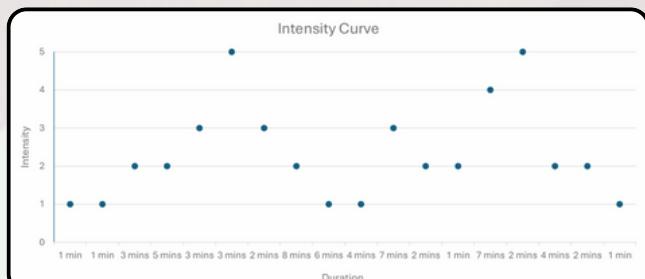
# 1 Planning



No.	Location	Deeds	Infamy Points
1.		Healing an injured bird (broken wing)	10,000
2. Western Forest		Save the fox and bunny from traps	20,000
3. Forest		Evacuating 31 small sized animals	310,000
4. Northern Fields		Evacuating 3 medium sized animals	60,000
5.		Successful delivery request (3 brewing potions, herbs)	40,000
6.		Wizard Ooze convinces the villagers to turn against you	100,000
7. Village		(OPTIONAL SIDE QUEST) Return the lost toy to its owner	50,000
8.		(OPTIONAL - If player chooses to stay and save the 13 animal)	30,000 - 120,000
		Mining operation	
		- Option 1 (flag) and 2 (loud sounds): 30,000	
		- Option 3 (set fire to trees): 120,000	
9.	Bakery	(OPTIONAL - If player chooses to stay and save the 13 animal)	180,000
		Escape from the clutches of Wizard Ooze & Forest Guards	200,000
10.	Home	Wizard Ooze finds out you have discovered his secret	50,000
11. Forest		Evacuate 1 large sized animal	30,000
12. Northern Fields		Evacuate 11 medium sized animals	220,000
13. Eastern Forest		Evacuate 40 small sized animals	400,000
14. Northern Fields		Evacuate 3 medium sized animals	60,000
15. Forest		Evacuate 3 large sized animals	10,000
16. Eastern Forest		(OPTIONAL - Outside of main path)	
MINIMUM NUMBER OF INFAMY POINTS OBTAINABLE			1,300,000
MAXIMUM NUMBER OF INFAMY POINTS OBTAINABLE			1,860,000

Distribute resources

Establish objectives and intensity graph

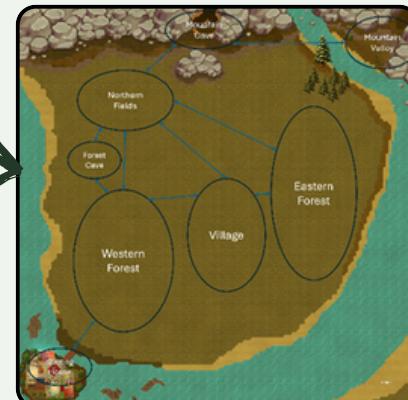


Draft out programme

# 2 Prototyping

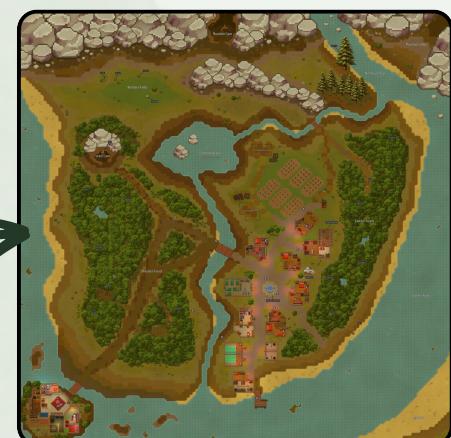


Sketch



Area allocation

# 3 Building & Polishing

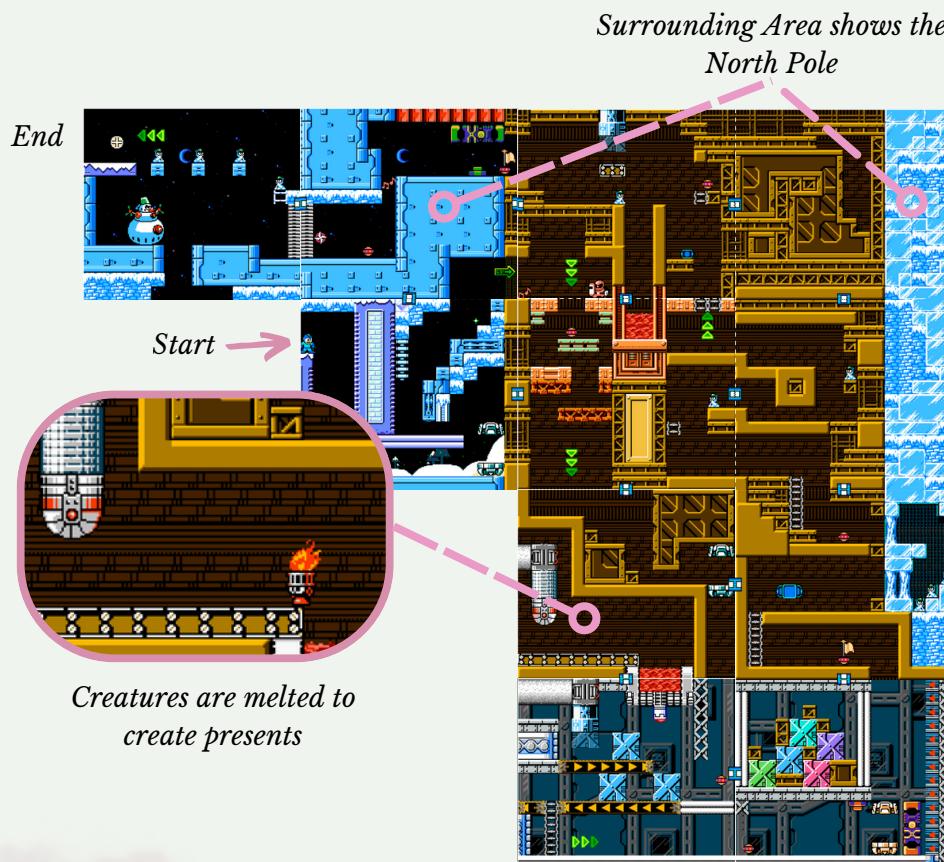


# DESIGN PROCESS

## MEGAMAN SANTA'S TWISTED WORKSHOP

Difficulty: Easy

Concept: Megaman tries to put a stop to Santa's cruelty



## CADENCE

Step	Screen	Cadence	Intensity
1	1	A + B + C	1
2	2 - 3	B	1
3	3	A	1
4	4	D	2
5	5	D + E	3
6	6	F	2
7	2/7	C + F + B + F + C	4
8	9	C + F + D	4
9	10	E	2
10	11	F + C	3

A - Elevator

B - Slide

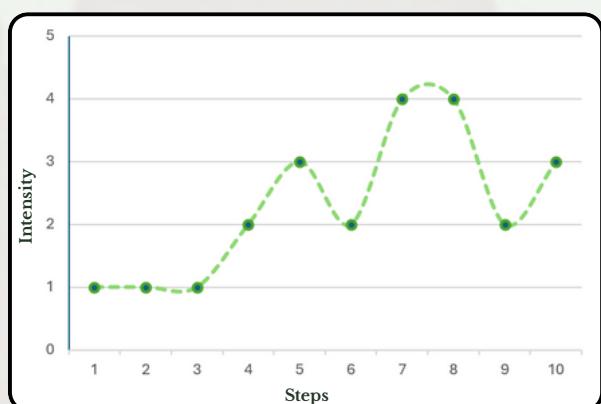
C - Jump Challenge

D - Conveyer Belt Challenge

E - Moving Door Mechanic

F - Combat

## INTENSITY CURVE



Higher intensity levels as the level progresses to maintain player engagement