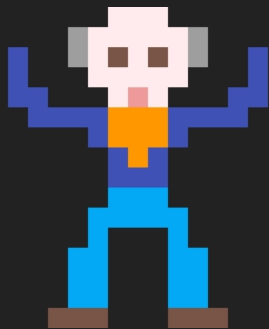


Be Ready to Present Your Prototype!



Level Design

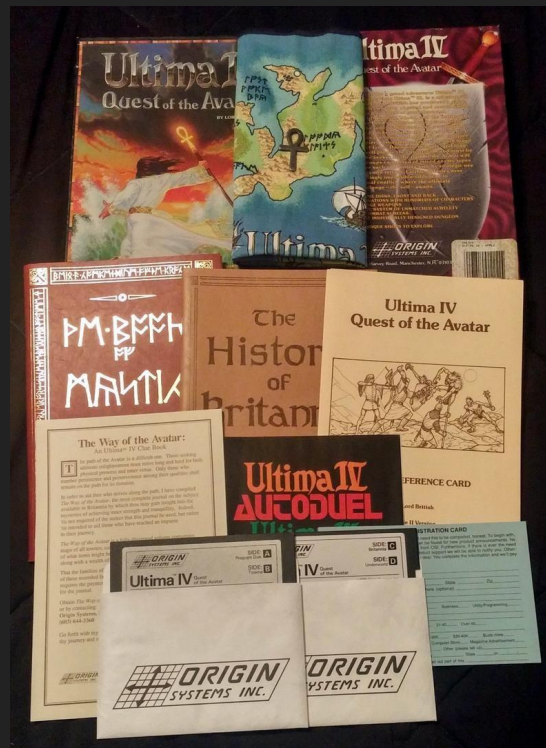
Back in my day...

In the past, video games would come with books, manuals and even maps.

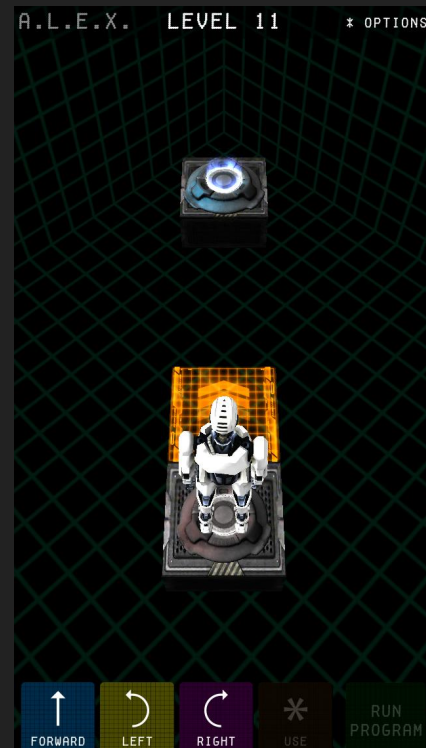
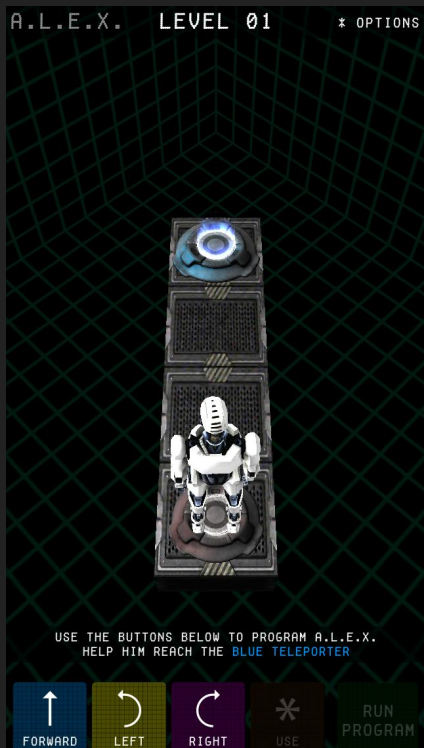
Modern games no longer include manuals and instead offer **built-in** tutorials and features such as auto-mapping.

Let's teach our players to play, without them even knowing they are being taught.

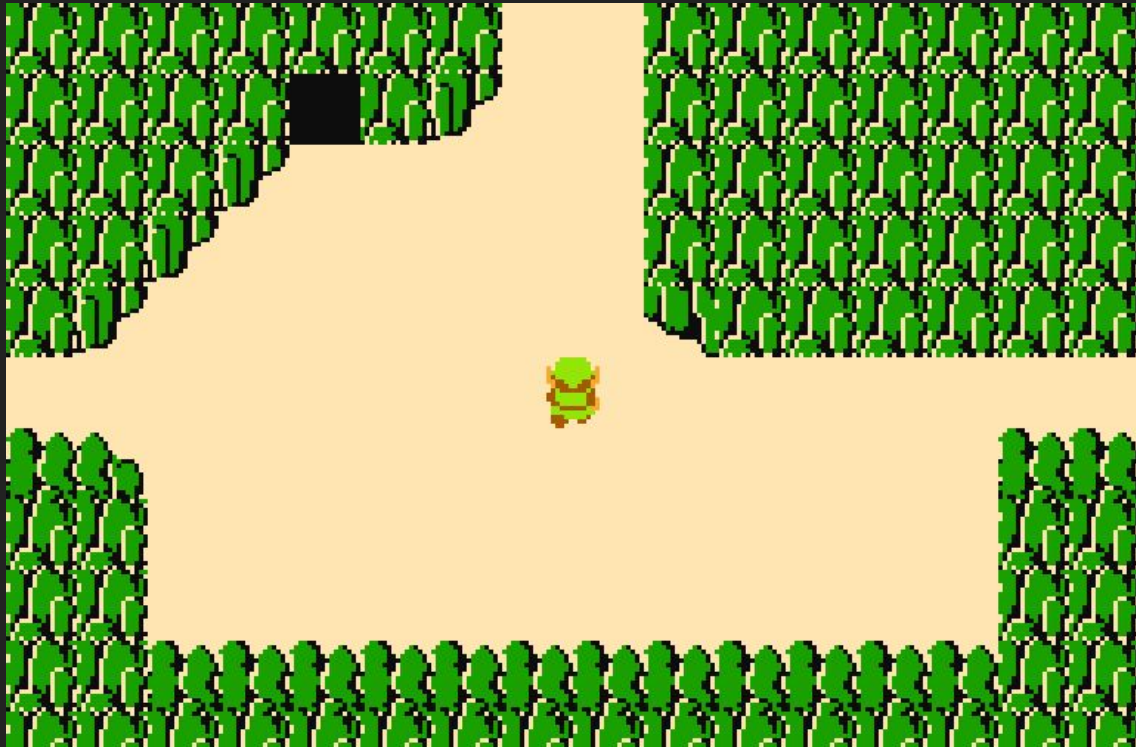
(or being obvious it's a tutorial)



Teach the game's mechanics through level design



Teach the game's mechanics through level design



Teach the game's mechanics through level design

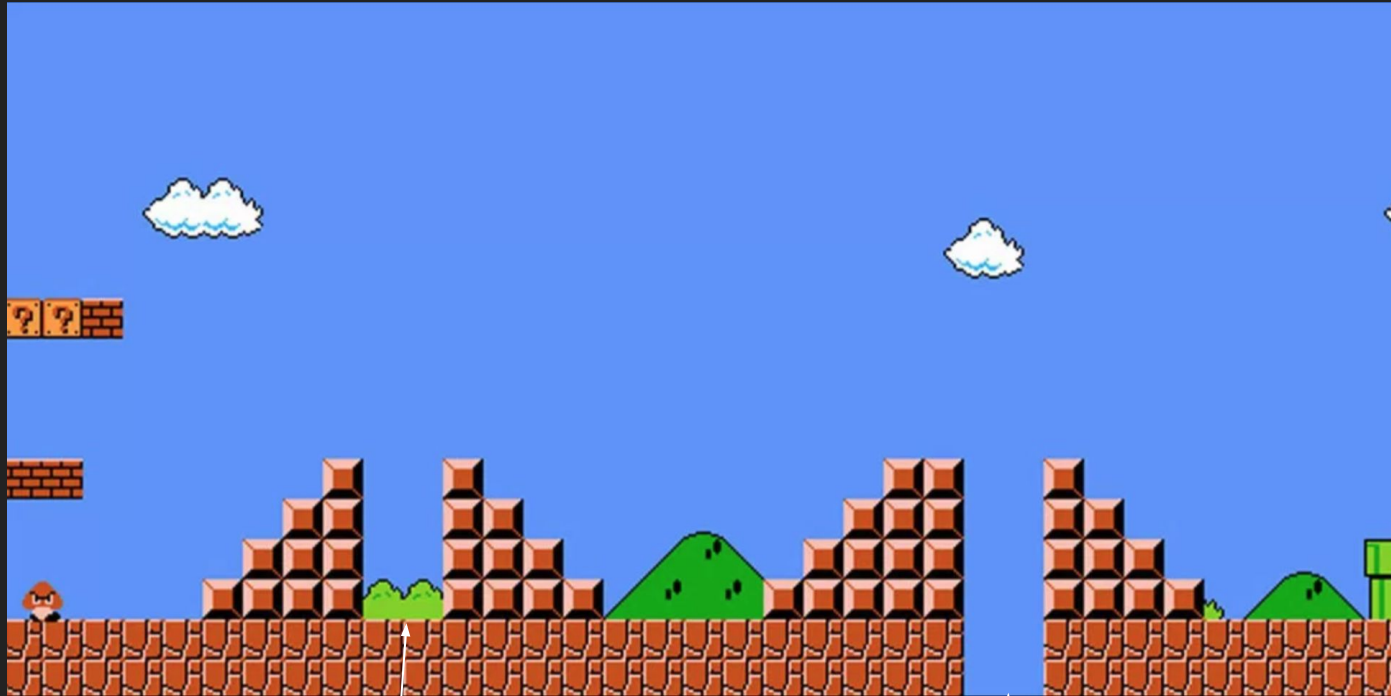


Teach the game's mechanics through level design



Illustrate the basic mechanics
of the game in a
low stakes environment.

Low stakes environment



OK to make a mistake

Danger!

Low stakes environment



Both “learn to climb” spots have a safe “try again” spot.

Explore Your Game's Mechanic Through Level Design

Explore your game's mechanic



Now for something (somewhat) different.

Alter the core game mechanic by drastically altering level/board properties that affect it

(without completely changing it).



Combine Mechanics

Design levels to teach one mechanic at a time, then add challenges that require combining mechanics.



Difficulty (Again)

Use level design to control the difficulty curve.
Give your player more challenges as they get better at the mechanics in your game.



Video Time!

<https://www.youtube.com/watch?v=zRGRJR UWafY>

Shigeru Miyamoto : Legendary Game Designer

Creator of Super Mario, Legend of Zelda, Starfox and more.

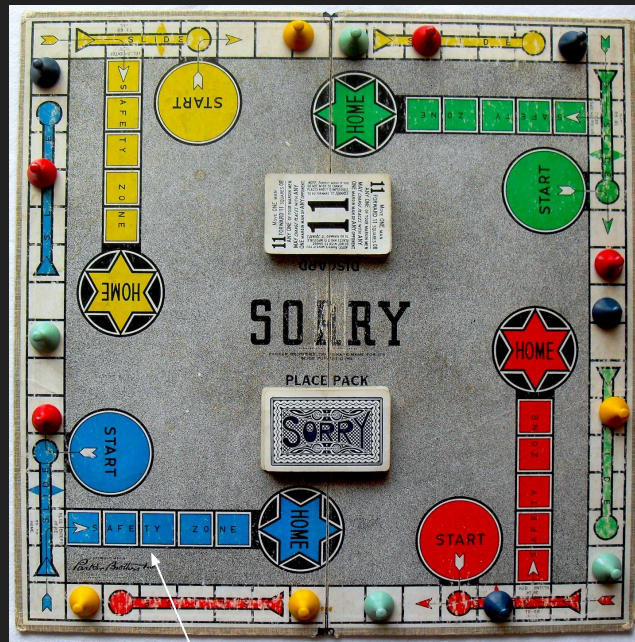
Talks about Super Mario Level 1-1

Graph Paper!

Original Level Sketches from The Legend of Zelda

<https://www.nintendo.co.uk/News/2016/December/Take-a-look-behind-the-scenes-with-design-documents-from-The-Legend-of-Zelda--1169414.html>

Board Design

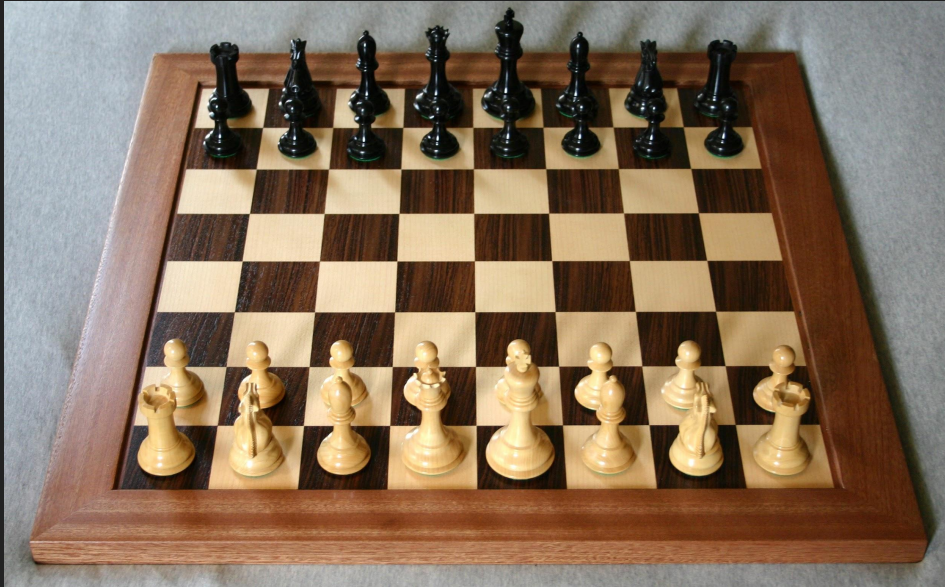


Signaling and Labels, plenty of text.

Tiles / Grids



Standards



Board Design



Board Design



Prototype 5

(Due next week)

Let's review the requirements!

Fast Prototype!

Create totally different Chess board!

Feel free to use only some of the pieces, alternate configurations.

Make and **play** your game!

Play more of a **speed** chess than a well thought out game.

(let's leave some time left to discuss)