

Level Design Exercise (for final project game)

Play a few games this week and consider how levels are integrated into the game play. Really look at how important levels are in keeping your attention and your hands on the game! A good level makes your game. You will only create ONE level this semester but you should see in games you play how each level leads to one another and makes a game either very good or very bad...

Now it's your turn!

1.

First off – come up with a game concept. Think about a game idea you would like to develop for the rest of the semester. Consider the main character (who you play), the story behind the game (general right now) as well as the goals or mission of the game.

Consider mini missions and goals as well as obstacles or enemies.

Is the game is first person or third person top down, side scroller etc? Refer back to handouts on perspective as necessary.

2.

Draw on paper a general map of your level from top down perspective.

3.

Zero in on one 'room' and draw in detail this map considering the perspective, objects in room, color, line and texture, etc. Draw this from the perspective you are considering for your game!

LIST the inventory items in this room, enemies encountered, objects that can be picked up, traps, obstacles... If any object work together make a note of it. Note what happens when each object is 'clicked' on or interacted with...are there any 'mini missions' in your room? What inventory items help take you to the next level?

Ex. *picture on wall – key hidden behind it*
Key – use to open cabinet
Cabinet – salt
Salt –used to kill poor toad the snail

4.

Take these details on paper and develop using photoshop, illustrator, flash (whatever you are most comfortable in – you can even do it in 3d!). Each object, however, should be imported into flash and converted INDIVIDUALLY to a **movieclip** symbol. The room is an exception. Whatever you interact with should be converted to a **movieclip** symbol.