



IMGD 1001 - The Game Development Process: Project 5 – Level Design

Due: Friday, October 10th (in class)
Status report: Monday, October 6th



Introduction

- Fourth in a series of related projects
 - Will (finally!) have a working game prototype (or at least some *playable* component)
- Focuses on
 - Playable aspects of the game
 - Make use of design, art and objects created in previous projects
 - Can create new art and objects, but not emphasis
 - Illustrate potential
- Using Game Maker

Motivation

- Game design
 - Mere words on paper
- Art
 - Merely eye candy
- Game logic
 - Clever programming
- All is for naught if you cannot design playable levels that illustrate the concepts and potential of your game

Overview

- Work in same group
- Use the *treatment* from Project 2
- Use the *art* from Project 3
- Use the *game logic* from Project 4
- Evaluated based on
 - Playability
 - Completeness
 - Options
 - Title screen
 - Credit screen
- Documents
 - README (directions, etc.)
 - Small image (200x150) and Description (100 words)
 - Reflections on how treatment met (100-250 words)

Details (1 of 3)

- Playable game
 - Final form depends on specific design
- Evaluated based integration and use of art and objects from projects 3 and 4
- Use as many or as few Game Maker rooms as needed
 - Ex: Strategy game maybe one carefully constructed battlefield
 - Ex: Puzzle game maybe several rooms showing different kinds or complexities of puzzles

Details (2 of 3)

- Title screen
 - Game name, perhaps "prototype" or "demo"
 - Attractive, well-presented
- Options screen
 - As implemented in Project 4
- Credits screen
 - List all members of your team
 - Other information (version number, or other art credits)
- (Maybe directions screen)
- Exact configuration, layout and use up to you
 - Ex: Splash screen of credits at start, followed by the title screen, then options
 - Ex: Title screen at start, leading straight into the game, with options accessible in-game, and credits displayed at exit

Details (3 of 3)

- README (text file)
 - Names of your team members
 - Short description of your game (can be taken from treatment documents), including a list of features in the prototype (100 words or so)
 - Simple instructions for playing your prototype
 - Note, this *must* be in game someplace, too (Game Maker help, via F1, fine)
- Brief (200-350 word) description
 - Relates your prototype back to your treatment
 - Core game goals met? Why/why not?
 - Deviations from treatment? Why?
 - Not postmortem, but could have similar elements
- As time allows, you may create additional artwork and game objects as needed.
 - Ex: Title-screen artwork, or a team logo might be a good addition

Grading Guidelines

<u>Criteria</u>	<u>Weight</u>
Playable Game	60%
Completeness	10%
Title Screen	10%
Credits Screen	5%
README	15%

Submission

- Turnin (see Web page for instructions)
- Game Maker files
- README Document

Status Update

- Show what you have so far!
 - Provide name and high concept
 - Core mechanics
 - Initial level and objects
- About 5 minutes per group
- Presentation or Game Maker demo
 - Save .exe
 - Load Game Maker

Resources

- Game Maker
 - Sample games for splash/title/credits/options
- Games from last year
 - Sample images on front and 100 word description
 - (Use page to advertise, etc.)