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

Due: Friday, October 9th
Status report: Monday, October 5th

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 Flash

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 levels 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)
- (Need directions, so 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
- 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

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Weight</th>
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</thead>
<tbody>
<tr>
<td>Playable Game</td>
<td>55%</td>
</tr>
<tr>
<td>Completeness</td>
<td>5%</td>
</tr>
<tr>
<td>Title Screen</td>
<td>10%</td>
</tr>
<tr>
<td>Credits Screen</td>
<td>5%</td>
</tr>
<tr>
<td>README</td>
<td>15%</td>
</tr>
<tr>
<td>Status Report</td>
<td>10%</td>
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</tbody>
</table>

Submission

- Turn in (see Web page for instructions)
- Flash 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 Flash demo
  - Show in class