



# Level Design

## Project 4

Due date: Wednesday, February 22nd



## Introduction

- Fourth in a series of related projects
  - Will (finally!) have a working game (or at least part of a game)
- Focuses on
  - Playable aspects of the game
  - Make use of design, art and objects created in previous projects
  - 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 1
- Use the *art* from Project 2
- Use the *game logic* from Project 3
- Evaluated based on
  - Playability
  - Completeness
  - Options
  - Title screen
  - Credit screen
- Documents
  - README (directions, etc)
  - Small image (200x150)
  - Description (100 words)



## Details (1 of 3)

- Playable game
  - Final form depends on design
- Evaluated based integration and use of art and objects from projects 2 and 3
- 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"
- Options screen
  - At least two options to influence game world (number of lives, health, game speed, difficulty...)
- Credits screen
  - List all members of your team
  - Other information (version number, or other art credits)
- (Maybe one screen above should with basic directions)
- 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)

- Informal README (text file)
  - Names of your team members
  - Short description of your game (can be taken from treatment documents)
  - A list of features in the prototype
  - Simple instructions for playing your prototype
- 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%
Options	10%
Title Screen	10%
Credits Screen	5%
README	5%
• Estimate 10 hours/group member	
- (1/2 other projects)	



## Submission

- Turnin (see Web page for instructions)
- Game Maker .gmd file
- README Document



## Resources

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

