




Level Design


Project 4

Due date: Wednesday, February 23rd



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
- Informal README with flexible grading



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)
- 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

