




Level Design

Project 5

Due date: Friday, October 6th




WORCESTER POLYTECHNIC INSTITUTE



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*



WORCESTER POLYTECHNIC INSTITUTE



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)



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
 - As implemented in project 4
- 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)

- 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
 - 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

<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 .gm6 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.)

