



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

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

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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

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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

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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)

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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

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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

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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

Criteria	Weight
Playable Game	55%
Completeness	5%
Title Screen	10%
Credits Screen	5%
README	15%
Status Report	10%

Submission

- Turnin (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