

**Level Design – Level Finishing  
GM404  
Game Level Design  
Spring 2014**

**April 7, 2014 – June 16, 2014  
Monday, Wednesday and Friday  
Time: 3pm-5pm  
Room: C119**

**Instructor: Kwame Hawkins  
Phone ext: 214  
Email: khawkins@living-arts-college.com**

**Due Date: \_\_\_\_\_**

**Name: \_\_\_\_\_**

**The level should be ready to ship.**

## **Turn this sheet in with your project!**

**Goal:** Get the level to a point where it is ready to ship. The level should be as refined and polished as possible with no flaws. Your level should look as professional as possible. All of the models assets, scripts, audio, should be refined and polished. Fix any problems discovered during the critique for level hardening. Make sure all of those items are fixed. Beta test the level again and make fixes corrections and changes. Make sure that win and loses screens are working and that they are refined. Nothing should look pixelated. This is your last chance to polish the level. The final grade for this is will the level pass cap. To pass cap the class will vote on your game if it passes you will receive all of the point for that part of the rubric, if not then you will not receive any points for that part of the rubric. **THERE IS NOT A RESUBMIT FOR THIS PROJECT**

### **Directions**

1. Fix and refine all critiqued elements for the level. Play-test the level.
2. Make sure the FPS character controller is working and can access all playable areas. Make sure that your colliders and scripts are working.
3. Make sure that elements of the level are working. Tweak and polish models and textures.
4. Make sure that you have all of the game elements according to your game design document.
5. Build an EXE for the level. Build a web player for the level
6. Make sure that the level can be reset if the player dies
7. Make sure your audio is working. Make sure that your level has some Foley and background music. There should be an audio track and ambient sounds as well.
8. Make sure that you light and lightmap your level and tweak the lighting.
9. Have your level beta tested by a student that is not in the class, Submit a type document of the beta testers notes and the changes you made. The Beta tester cannot be a member of this class. This cannot be the same beta tester as the tester for Level Hardening

### **Deliverables:**

1. Maya Project Directory
2. Unity Project Directory
3. Web Player with data folder
4. Unity EXE with data folder
5. All elements on a DVD
6. Microsoft word document

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**Grading rubric**

1. **Level is ready to be shipped/Looks Professional** 40 points\_\_\_\_\_
  - a. Level looks refined
  - b. All elements are refined from the last iteration of the project
  - c. Student has made changes and polished the level to satisfaction
  - d. Textures look good
  - e. Models look good
  - f. Level is set dressed
  - g. Level is playable
  
2. **Followed directions(written and verbal)** 15points\_\_\_\_\_
  - a. If not automatic zero for this part of the rubric
  - b. Electronic files submitted
  - c. Paper document submitted
  - d. Made changes from the last critique
  - e. Naming conventions
  - f. Turned this sheet in with the project
  
3. **Level has been Play-Tested(beta tested)** 15points\_\_\_\_\_
  - a. **Beta testers name here:**\_\_\_\_\_
  - b. **Student submitted the beta testers**(printed and electronically)
  
4. **Will this level pass CAP** 30 points\_\_\_\_\_
  - a. Is the game ready to ship
  - b. If a majority of all the students in the class agree then you will get all of the points for this part of the rubric

**Points: \_\_\_\_\_ Letter Grade: \_\_\_\_\_**

**Grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)  
Grades also reflect upon the time the project is submitted.**

**HOMEWORK EXPECTATION**

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 4 hours** on the 1 week period of this assignment to complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.

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**LATE WORK**

1. All work must be handed in at the beginning of class. (10 minute grace period) Work submitted after the first 10 minutes of class, is late.
2. Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.
3. Late work must be submitted during the next day following the due date even if no class is held that day.
4. Assignment submitted beyond three days late will receive and F grade.
5. Resubmissions of projects for better grades are not accepted, do the best work the first time.
6. Deadlines are important.

**How to succeed at this assignment**

1. Do the best that you can
2. Take Pride in your work
3. Ask Questions
4. If you do not understand a grading point then ask
5. Write down any verbal instructions
6. Do not wait until the last moment to start working on a project