

Project – modular level design

DUE DATE: ___/___/_____

Creating games - like creating movies - needs elements like actors, sets, scripts, sounds and effects. Before any filming can take place, you need a stage for the acting to take place. Or in the case of games, you need to design the level that the game will take place in.

Good level designers are highly sought-after by the game industry. It requires an understanding of psychology, architecture and art in order to create something that is interesting to look at, easy to understand and fun to play.

Use your research and pre-production work (separate handout to be filled out and completed) to design the architecture to make your level authentic. It should be of the “alleys” variety and support your chosen gameplay. You must create a modular kit and reuse geometry creatively so as to limit art fatigue.

Be clever. Be resourceful. *Astonish us!!*

Make Lists (and play *Pictionary*)

Pre-production, research and design are absolutely paramount to achieve a successful and completed level. Lists can give you an overview of what you need to do, model, collect, create in order for the environment to take shape.

- What models do I need?
- What will I do first and in what order?

Use modular methods to assemble your level in Unity:

- Import FBX modeled assets from Maya
- Import textures exported from Substance Painter
- Create prefabs
- Assemble your architectural assets in Unity
- Add and position set dressing elements and varied textures to eliminate art fatigue
- Add lighting to enhance the desired mood
- Add a first person controller
- Create a custom collider for any stairs
- Import SpeedTree vegetation

Submit:

A zipped folder to Campus Cruiser that includes:

1. A fully completed pre-production worksheet (see attached handout)
2. A folder containing your pre-production grey-blocked Unity level map
3. A JPG (HD 1080) composite of all the pieces of your modular kit

4. Zip file to Campus Cruiser containing the *entire* Unity project

The rubric:

Your work will be graded upon the following criteria:

Pre-production	4
Modeling (low & high poly)	6
UV unwrapping (low poly only)	4
Texturing (using painter)	6
Unity assembly	8
Aesthetic	8
Organization	4
Late	(-4)
Total	40

Level Design Pre-Production Worksheet

World Building: <https://vimeo.com/album/3774760/video/153863906>

1. What is your world type?
2. What culture(s) inhabits your world?
3. What is unique about the culture(s) and history of your world?
4. What event is central to the story of your game?

Environment Narrative: <https://vimeo.com/album/3774760/video/153930679>

1. What visual elements will describe the history of your world and society's values?
2. How will you visually provide plot points, hints, foreshadow events?
3. How do you want players to react emotionally to the environment?

Modular Kit Pre-production:

1. Architectural asset priority list:
 - a. _____
 - b. _____
 - c. _____
 - d. ?
2. Set dressing asset priority list
 - a. _____
 - b. _____
 - c. _____
 - d. ?
3. Gather specific images from the Internet, film, artwork, etc., that you will be using to model each of your elements and paste them here:
4. Art style (Photorealistic? Stylized? If so, in what way?) – Image references or sketches should be pasted here:
5. Color scheme: (screen capture from <https://color.adobe.com/>) – this should be for your entire level. The world you create needs to coexist

artistically. Think about what elements, if any, may need color contrast. Paste your scheme here:

6. Fill in the following timetable for completed all elements of your modular kit:

Asset	Date Modeled	Date UVs unwrapped	Date Textured

Directing Traffic:

1. Spawn point – What does the player first see? What makes it cool *at a glance* to explore? What gets the player moving in the intended direction? How do players know where to go?
2. What element(s) of gameplay will direct the player?
3. Visual clues? Weenies? Lighting? Foreshadowing? Clues?
4. How will you offer choices?

Blocking it in – creating a grey box level:

1. Pick out/draw a (top down view) map.
2. Assign the map to a plane in Unity and block out your level with Unity cubes and other shapes.
3. Add a player and run around your level, check scale, sight lines, skyline, etc.
4. Submit a zip of this simple project to Campus Cruiser along with this completed document.