CONNECT2COLLEGE

COMPUTER GAME LEVEL DESIGN

PRE-ENROLMENT RESOURCE PACK

Computer Game Level Design

Relates to

- UAL Level 3 Games Development

  https://www.tmc.ac.uk/courses/creative-media-production-and-technology-games-development

- UAL Level 2 Creative Media

  https://www.tmc.ac.uk/courses/creative-media-production-and-technology

Level Design Summer Challenge – Escape!

Background

Before we build levels using software such as Unreal Engine 4 or Unity 5, we need to develop interesting ideas for game concepts. Level design and creation is crucial in this, and we think level design is a great way to combine design skills with understanding of game stories and mechanics.

The Challenge

Most of the worlds and scenarios in games are original designs, but based up something in the real-world. So we would like you to take a real-world location and turn it into a Maze Escape game, with the playable character trying to find their way out of the maze as quickly as possible. Forget hedges – we want to see you use the real-world location and turn it into a maze – consider doors, rocks to block access, puzzles, and more.

Instructions

Research - firstly you need find your real-world space – we suggest you use Google Maps to explore a space. Then you can look up the location – make use of resources you can, including any books or magazines you have around.

Design - we'd like to see 3 possible mini puzzles for your idea – locked doors, collectables and rolling rocks are fine but we would like something a bit more imaginative. For each, sketch out the before, middle and after – so what it looks like before the puzzle is started, as it is completed and then one snapshot in between.

Produce - develop a map for your game level, laying out the whole level and adding in all the assets, interactive bits and pieces making. This could be digital or hand drawn, and you may wish to use Adobe Photoshop/Illustrator or any of the free online alternatives. Please make sure you include a key to show off where the blockages, threats and moving parts are located.

Present - create a Behance portfolio (https://www.behance.net/) and upload all of your work onto a single page – make it look the part! Please include #creativeTMC in the name of your project.

Other Interesting Things to Watch and Read

https://80.lv/

https://www.gamasutra.com/