804139 - DDN - Level Design

Coordinating unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Academic year: 2019
Degree: BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Optional)
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ECTS credits: 6
Teaching languages: Catalan, Spanish, English

Teaching staff
Coordinator: Pons López, Juan Jose

Degree competences to which the subject contributes

Specific:
CEVJ 1. (ENG) Dissenyar les mecàniques, les regles, l'estructura, el guió i el concepte artístic d'un videojoc, maximitzant la immersió i els criteris de jugabilitat i balanceig per oferir la millor experiència d’usuari possible.

General:
CGFC6VJ. (ENG) Analizar, diseñar, construir y mantener aplicaciones tipo videojuego de forma robusta, segura y eficiente, eligiendo el paradigma y los lenguajes de programación más adecuados.

Transversal:
CT1a. ENTREPRENEURSHIP AND INNOVATION: Being aware of and understanding how companies are organised and the principles that govern their activity, and being able to understand employment regulations and the relationships between planning, industrial and commercial strategies, quality and profit.
CT2. SUSTAINABILITY AND SOCIAL COMMITMENT: Being aware of and understanding the complexity of the economic and social phenomena typical of a welfare society, and being able to relate social welfare to globalisation and sustainability and to use technique, technology, economics and sustainability in a balanced and compatible manner.
CT4. EFFECTIVE USE OF INFORMATION RESOURCES: Managing the acquisition, structuring, analysis and display of data and information in the chosen area of specialisation and critically assessing the results obtained.
07 AAT N3. SELF-DIRECTED LEARNING - Level 3. Applying the knowledge gained in completing a task according to its relevance and importance. Deciding how to carry out a task, the amount of time to be devoted to it and the most suitable information sources.
04 COE. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.

Teaching methodology

Class sessions are divided into two areas of activity:
1. Descriptive part, in which the professor explains new contents, describes work materials, and solves doubts of the students.
2. Participatory part, in which the students work, explain and comment on the exercises proposed
3. Class gamation mechanics. Evaluation among students, kahoot, etc.

Learning objectives of the subject

- Learn the basics of the design of levels based on the objective of the public, the genre of play, the mechanics, the
804139 - DDN - Level Design

metaphor (theme) and user experience
- Learn the elements necessary to evaluate a game or prototype, finding its weak points and strengths, analyzing each game or phase in three segments, early game, middle game and end game. Learning to identify what elements are important in each phase.
- Learn the latest techniques for creating levels, procedural, manual, based on architecture, the design of theme parks, etc ...
804139 - DDN - Level Design

Content

<table>
<thead>
<tr>
<th>Level Design I</th>
<th>Learning time: 37h 30m</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Practical classes: 15h</td>
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<tr>
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<td>Self study : 22h 30m</td>
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</tbody>
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Description:
Introduction to the course
1. Syllabus
2. Evaluation system
3. Review of the main sources and resources

Preproduction blueprint
1. References: Location, subject and environment
2. Mockup, constraints and bubble diagram
3. Case analysis

Professional playtesting: physical prototypes
1. Professional playtesting methodology
2. Playtesting report
3. Proposal for improvement and conclusions

Related activities:
Desarrollo de niveles I: RPGMaker
1. Introducción a los juegos de rol P & P
2. Documentación y funcionamiento básico de la herramienta
3. Portabilidad de un módulo de un juego de rol en un escenario RPGMaker (one page dungeon)

Level Design II

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<thead>
<tr>
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Description:
Level design minute by minute
1. Top-down versus bottom-up approaches
2. Script, storyboard and storytelling
3. Level Flowchart

Applied digital playtesting methodologies
1. Methods of Q.A. (Functionality testing, Compatibility testing)
3. Mobile Test automatization frameworks

Related activities:
Development of levels II: Analysis of level editors
1. Selection of an editor from the list
2. Search for levels and proposal of blueprint
3. Level development
## Level Design III

**Description:**
- Schools and Approaches
  1. Design based on architecture and theme parks
  2. Procedural generation
  3. Manual generation
- Professional Playtesting III: Checklist and frameworks
  1. TRC, XR, Lotcheck, Lotcheck
  2. Playtest friendly code
  3. Automated tests and continuous integration: Extreme programming

**Related activities:**
- Level III development: Unreal Engine
  1. Basic notions of the editor: Blueprints vs. C
  2. Search for levels and design blueprint proposal
  3. Level development

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## Level Design IV

**Description:**
- Level design second to second
  1. Objectives, obstacles and programmed events
  2. Rewarding and monetization of micropayments
  3. Documentation and level GDD (LDD)
- Playtesting professional IV: Objectives and analysis
  1. Playtesting of functionalities
  2. Analysis of blind reactions and playtesting
  3. Target, difficulty, duration and fun
- Worldbuilding
  1. Level Up and difficulty increase
  2. Target oriented design (target)
  3. Design oriented to the game experience (Feeling)

**Related activities:**
- Development of levels IV: Unreal engine II
  1. Search levels
  2. Design blueprint proposal
  3. Level development

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Planning of activities

<table>
<thead>
<tr>
<th>Guided activity I</th>
<th>Hours: 5h</th>
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<tbody>
<tr>
<td></td>
<td>Laboratory classes: 1h</td>
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<td></td>
<td>Self study: 4h</td>
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<tr>
<td><strong>Description:</strong></td>
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<tr>
<td>1. Elevator pitch</td>
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<tr>
<td>2. Showroom of projects</td>
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<tr>
<td>3. Project analysis and popular leaderboard</td>
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<tr>
<td><strong>Description:</strong></td>
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<tr>
<td>1. Playtesting of 2 projects</td>
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<tr>
<td>2. Internal critical comparison</td>
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<td>3. Critical reference comparison</td>
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Qualification system

Exercises (30%):
The first 3 blocks will end with the design of a level, these 3 levels will be assessed among the students to ponder the final grade of the subject with 10% each exercise.

Final project (60%):
The last block will also end with a level design, this must be presented at the presentation fair that will be held on the penultimate day of class and will be evaluated by the students and the teacher.

Participation and attitude of learning (10%):
The evaluation of the student's participation in the training activities of the subject, and the attitude of learning, will be evaluated by monitoring their class interventions and the proportion of exercises and practices presented. This evaluation corresponds to 10% of the final grade.
Regulations for carrying out activities

The practice exercises begin during the class hours in the band assigned to this and are completed outside the class schedule hours following the instructions given in the corresponding Practice Sheet document and the indications that to such effect have been given in the part of the corresponding class.

The resolution of the practical exercises will be delivered using the virtual campus with the delivery space enabled for each practice, following the instructions described in the corresponding Practice Sheet document, in the indicated periods. At the end of the practice, the files that are required will be delivered. The correct management of the documentation provided is an aspect related to the competencies to acquire and is, therefore, an object of evaluation.

The evaluation of the practices does not only involve the resolution of the exercises proposed, but also the defense of the results when the student is required to do so at the beginning of the classes.

Any incident that does not allow to solve the practice within the indicated period will be communicated to the corresponding professor by means of a message by the Virtual Campus; After this communication, the relevance or not of any cause that motivates the non-presentation of the exercise will be resolved and the alternatives will be established to complete the evaluation if the causes are justified. The reasons for non-presentation of exercises that are communicated to the faculty by the Head of Studies will also be considered justified.
Bibliography

Basic:


Complementary:


Co, Phil. Level Design for Game Creating Compelling Game Experience. New Riders Games, 2006.


Others resources:

http://www.gamasutra.com/category/design/
http://www.worldofleveldesign.com/gettingstarted
https://www.reddit.com/r/gamedesign/
http://trenchescomic.com/tales