

Level design assignment

Overview

The assignment is to create a level design document that contains a map of a level and a set of step-by-step instructions on what will happen in the level. It is important that the map is easy to follow and understand, but you are free to use either 2d or 3d to illustrate how it is laid out. The level design document should be delivered in Microsoft Word format.

The game

For this assignment you will be designing a level for a game that is using the Half-Life 2 Source engine. This is so that you will have a reference of the technical capabilities of the game engine in terms of graphics, physics, and scripting. It is not important that your level design follows the exact specifications of the engine.

The game you should be designing the level for is a first person shooter that is played cooperatively with three other friends, in a real world (or at least realistic) setting. The gameplay in the game is about solving things together with your fellow teammates.

The tools

You are allowed to provide the players with the following tools, **but only one of each**. You don't have to use all the tools in the list, only the ones you find applicable.

- A box of grenades
- A flash light
- A Geiger counter
- A biohazard suit
- A box of flares
- A pistol
- A scoped rifle
- A shotgun
- An assault rifle
- A metal detector
- A landmine
- A gas mask

The level design

The level should take approximately ten to twenty minutes to complete. As the level design you are creating will be for a fictional game, you are free to decide your own game rules – i.e. whether players can heal each other or not, whether they can climb ladders, whether they can respawn when they die or if it's game over if not all players live - and so on.

The purpose of the assignment

As a level designer you will be required to come up with creative solutions and the purpose of this assignment is to give you an opportunity to showcase your creative talent. We are looking for a level design that is easy to read from a development perspective, creative in its execution, and a compelling and fun experience for the four cooperating players.