

How can elements of an environment be used to provide information and affect the actions of the player?

Independent Project (ACCA6020)

Final Presentation

BA Computer Games Design

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- Contents -

- Introduction to subject
- Different terms
- Project goals
- What was used to plan the project
- Practical work
- Evaluation of the work completed
- Bibliography

How can elements of an environment be used to provide information and affect the actions of the player?

Elements of an environment can be used by the designer in order to subtly affect the actions of the player, guide them towards areas of interest and to provide them with useful information.

A well-designed level can teach and guide players without the need for clunky or invasive tutorials that can break immersion and cause frustration.

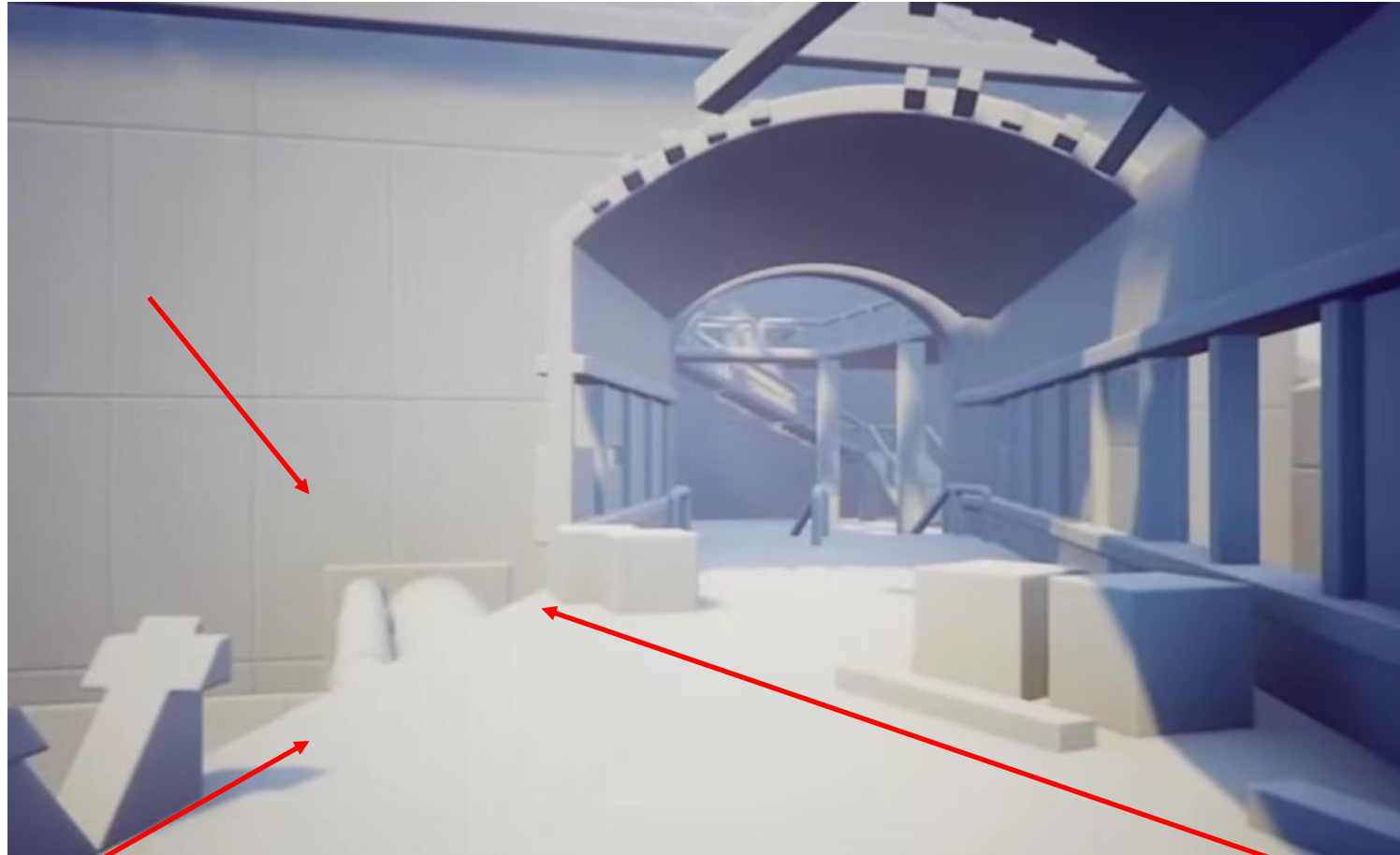
Successful level design is a vital element of gameplay experience and can blend into the background if done well.

Associated terms for the concept

There is no universally accepted term for the concept of subtle guidance given from the designer to the player using the level, however,

- Indirect control [1]
- Gravity [3]
- Spatial communication [2]
- Signposting
- Breadcrumbs

Associated terms for the concept



Example of leading lines in Peter Field's presentation on spatial communication [2]

Goals for this project

The goals for this project include;

- Research signposting techniques that existing games use in their level's designs.
- Then applying the researched theory in the creation of a virtual environment which highlights several signposting methods in an interactable exhibition-style space.

Planning

Colour-coded to do lists created in word were the primary organisational tool used during this project.

Tasks in **green** are completed, **yellow** for in-progress/started and **red** for uncompleted/not started.

▲ Final viva presentation to-do list

- Make PowerPoint file
- Double check how long the presentation is
- Put headings on slides
 - Title card – Module, module code, assignment, name, student number.
 - Contents page
 - Introduction to subject
 - Goals and objectives
 - Planning – software, hardware, to-do list screenshots
 - Practical slides (more screenshots needed)
 - Practical slides (record videos)
 - Evaluation slide
 - References/bibliography – (Put into IEEE format)
 - End slide

Planning

Software used

- Unreal Engine
- Word & PowerPoint
- Drawing software

Hardware used

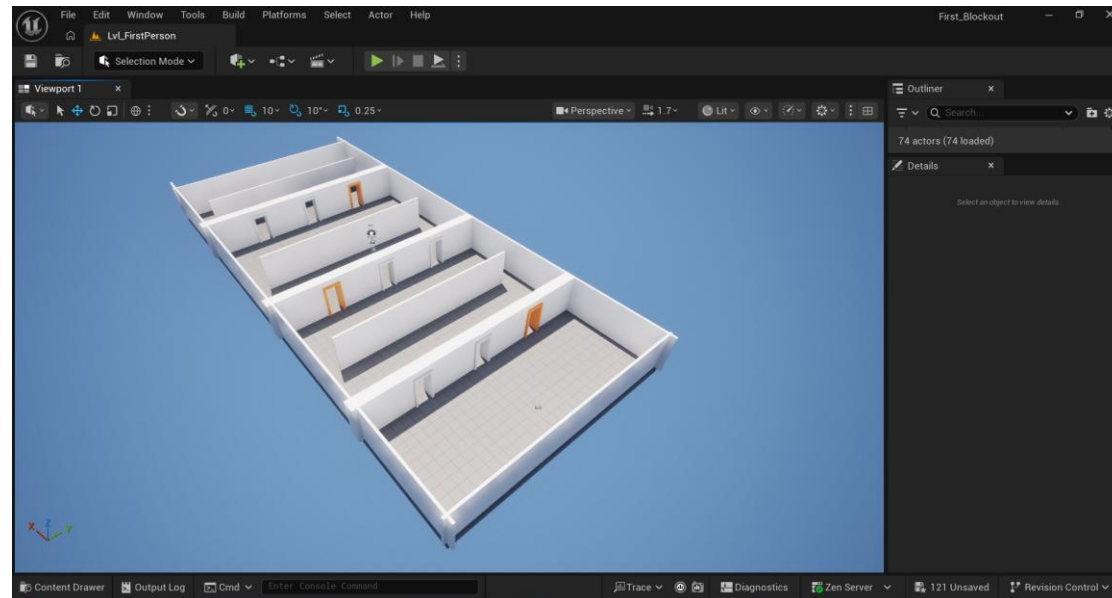
- Laptop
- Tablet
- External hard-drive

Practical - Recap

This basic level block-out was covered in the previous presentation.

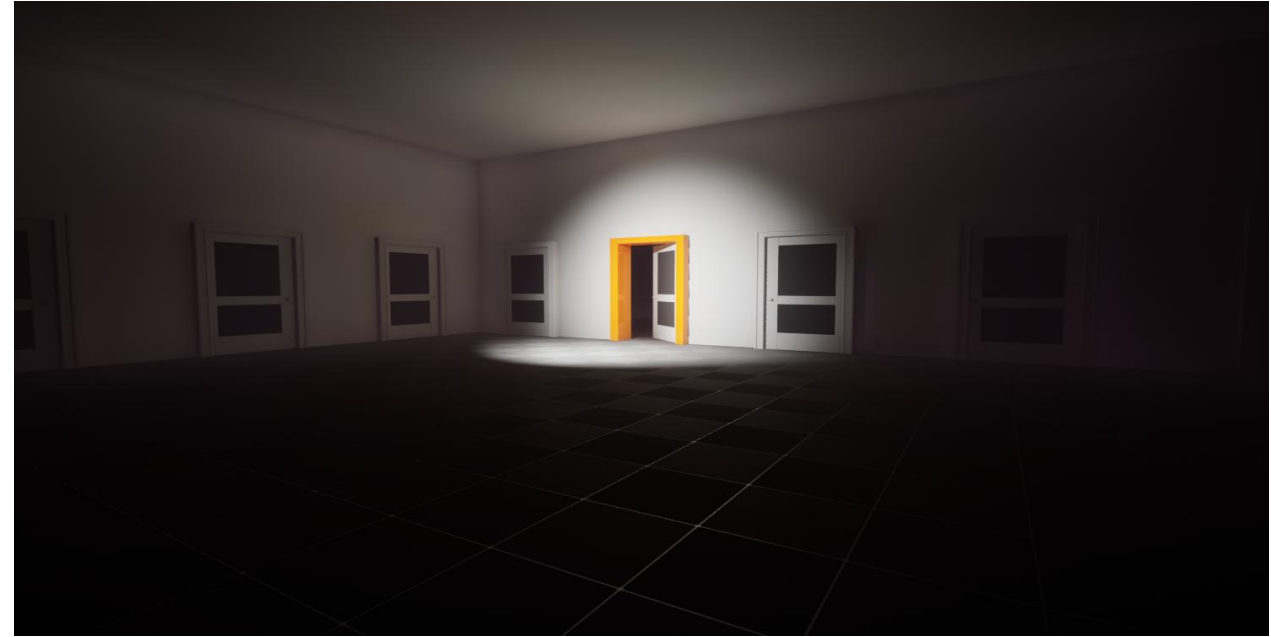


The level uses contrast on doorways with a brighter yellow colour to draw attention to itself.



Practical – Development of the idea

Further development of the doors idea, adding more doors to the level while also using lights to place more emphasis on it.

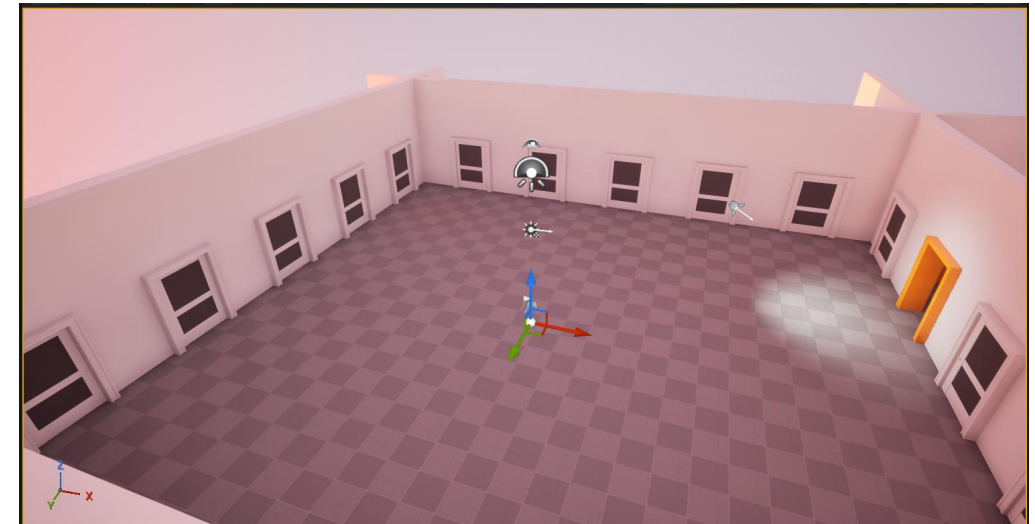
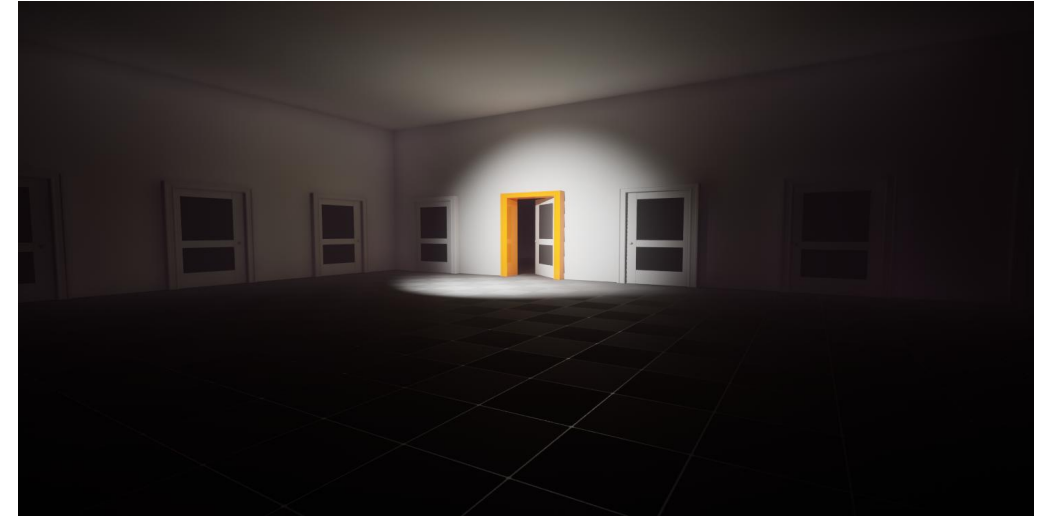


Practical – Development of the idea

Created in reference to one of the case study games.



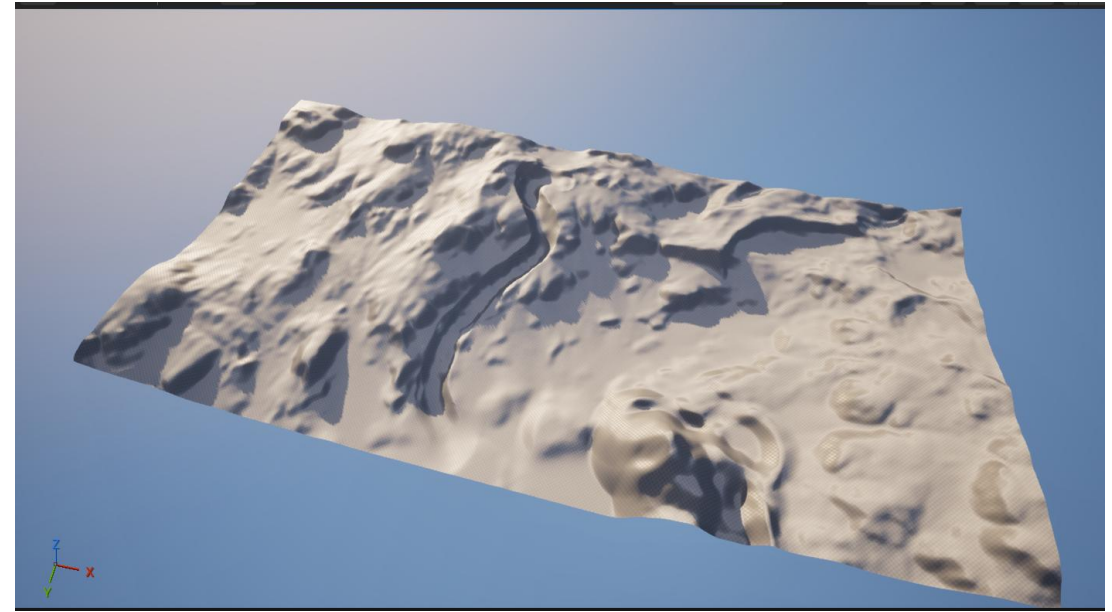
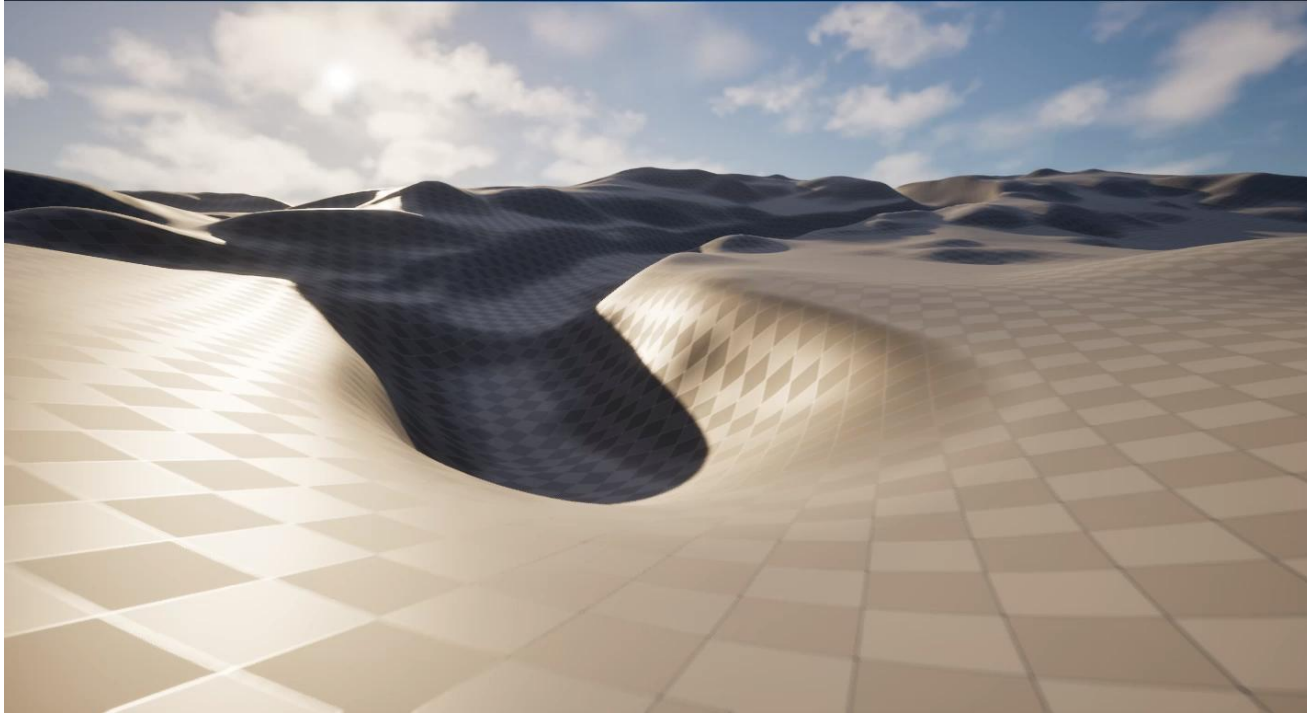
Red door highlighted by spotlight in Mirror's Edge Catalyst [4]



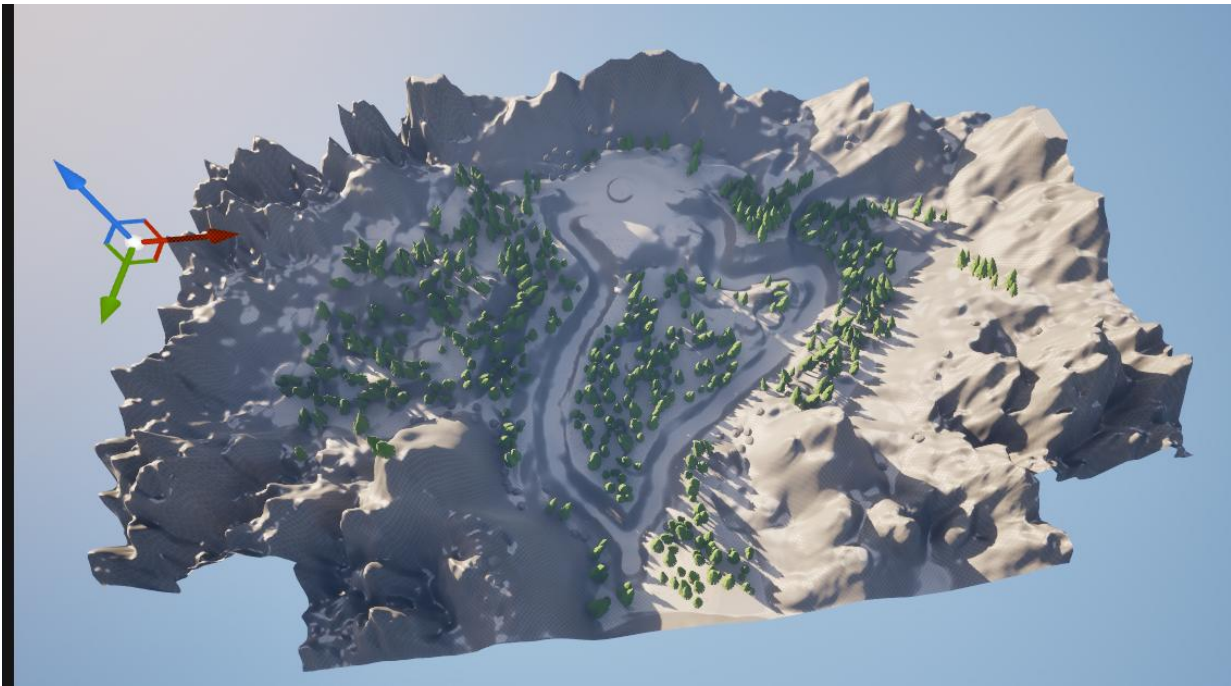
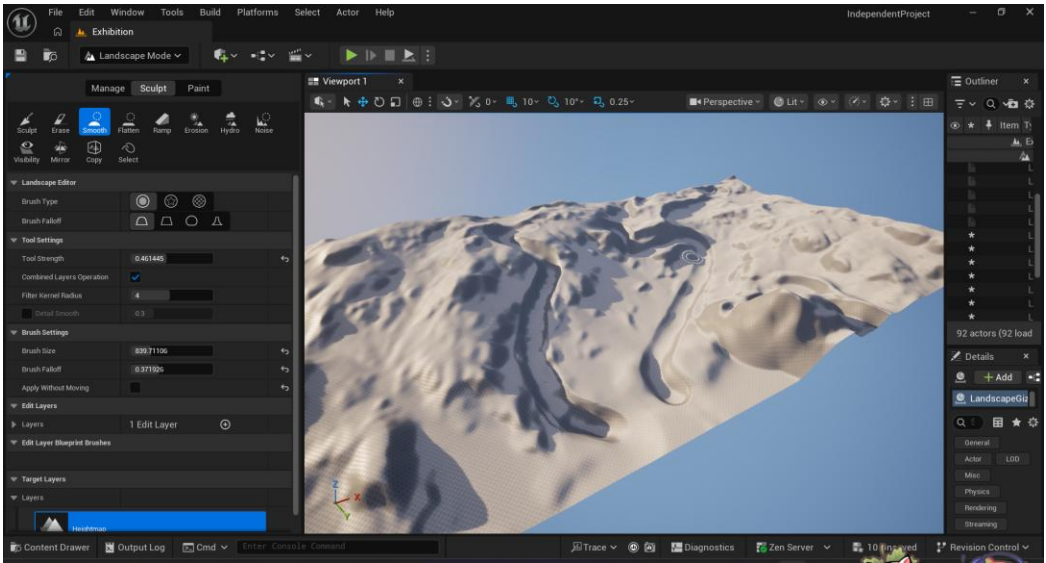
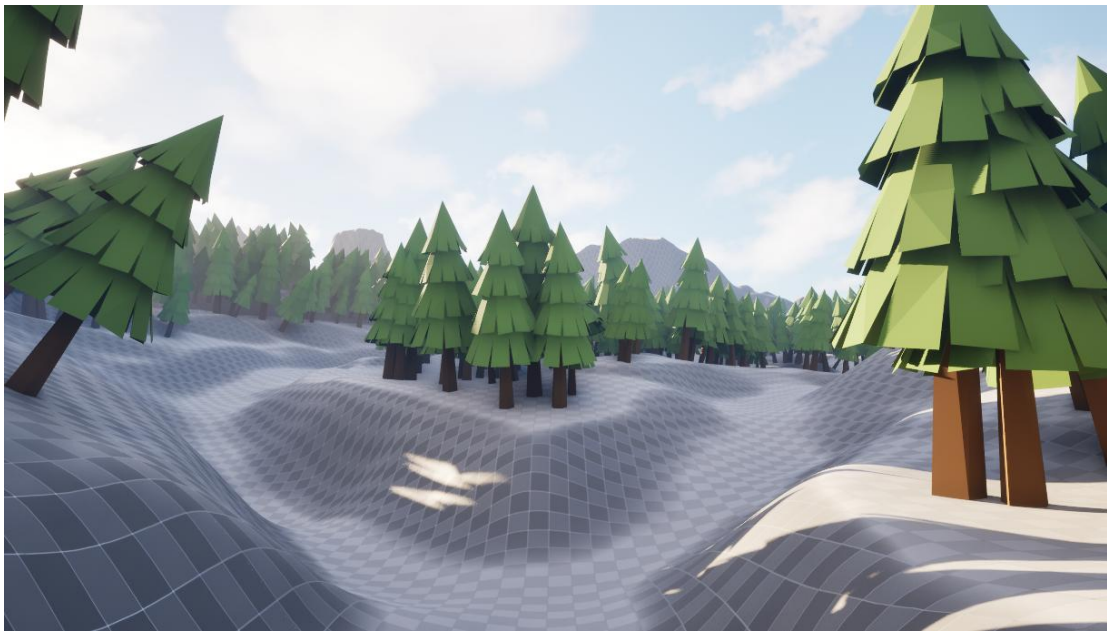
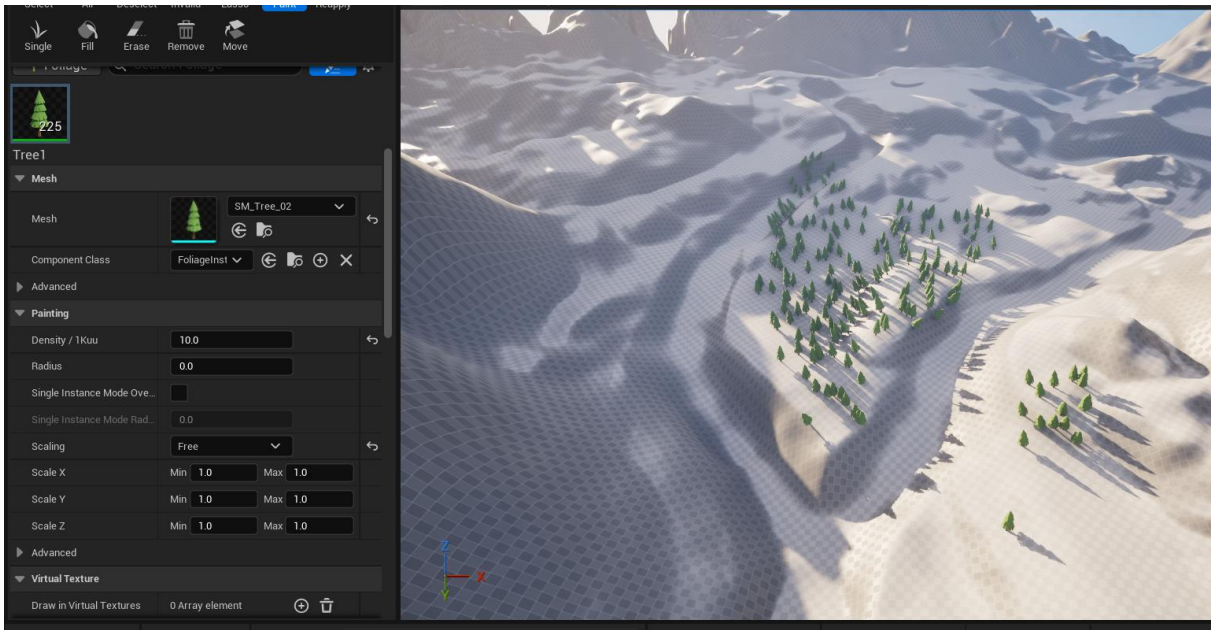




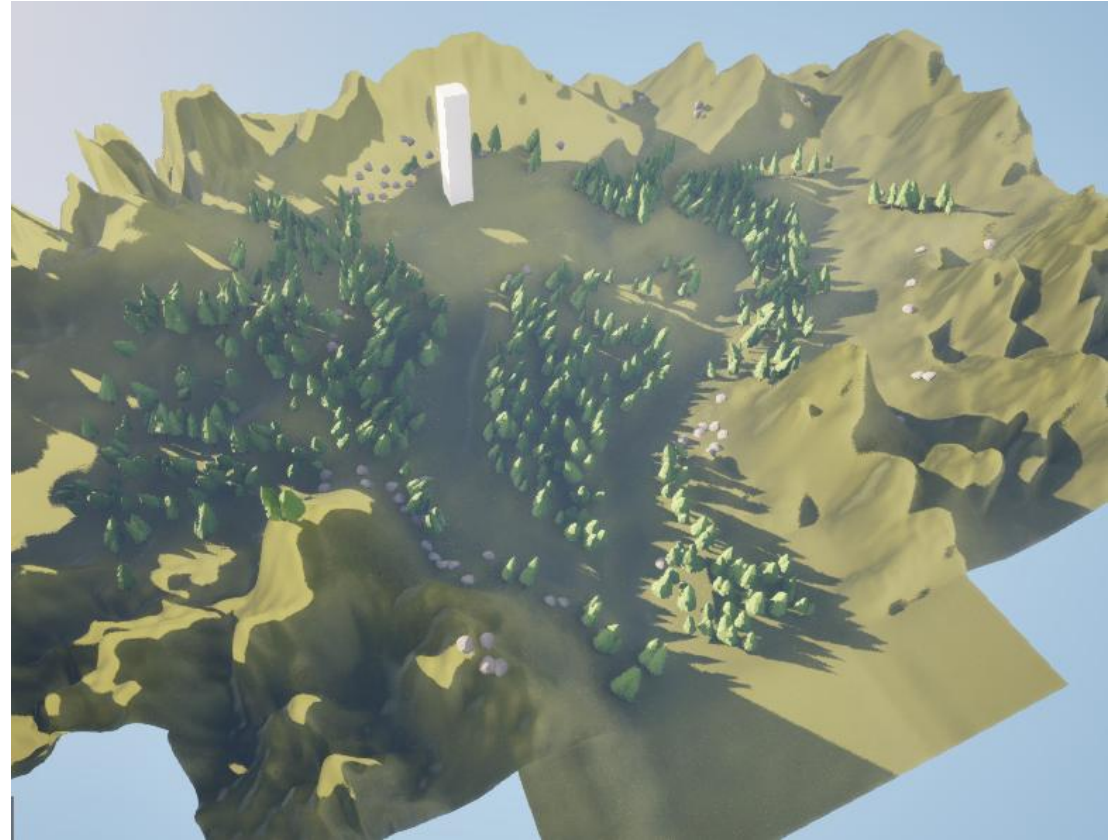
Practical – Terrain tools



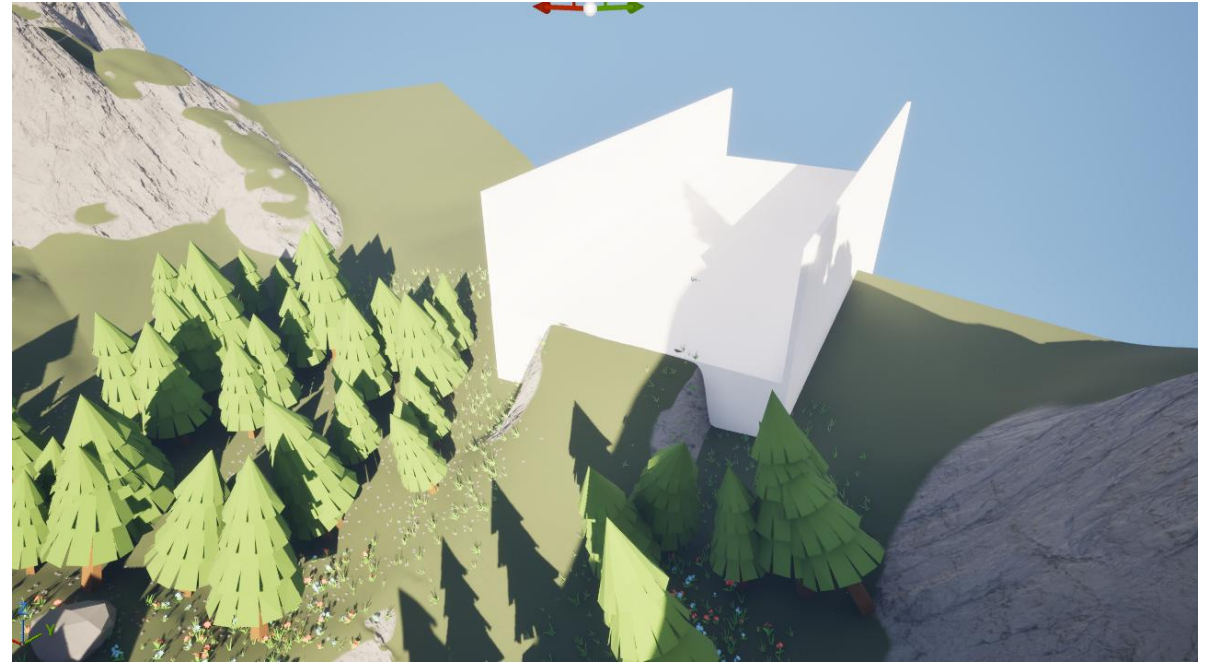
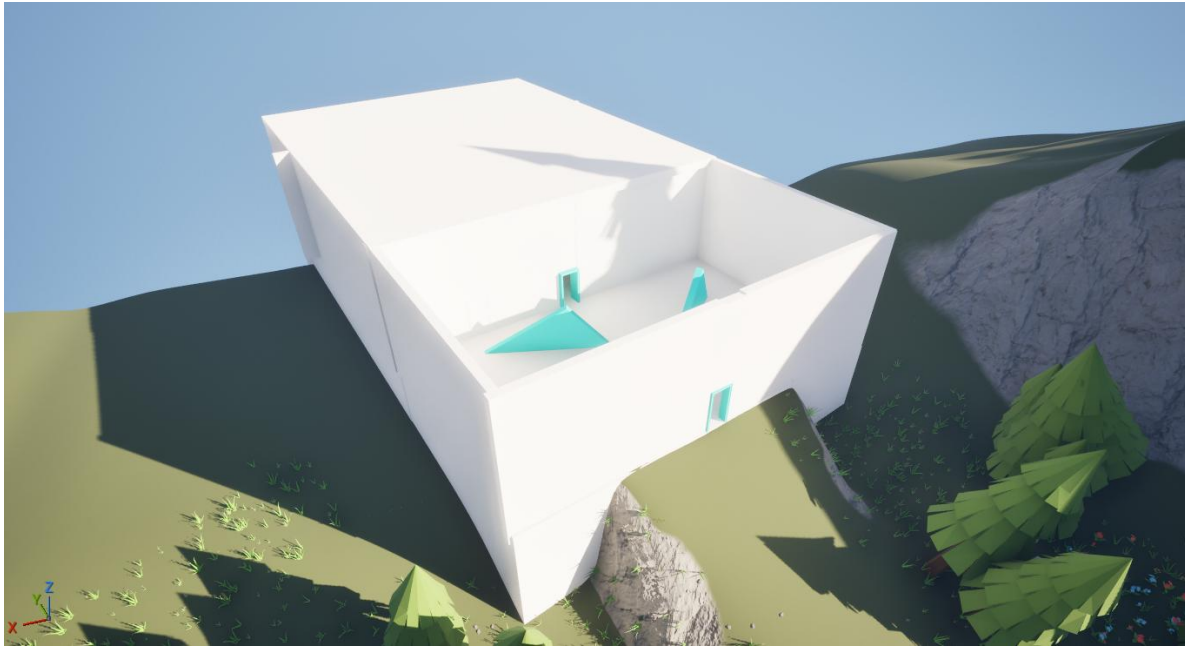
Practical



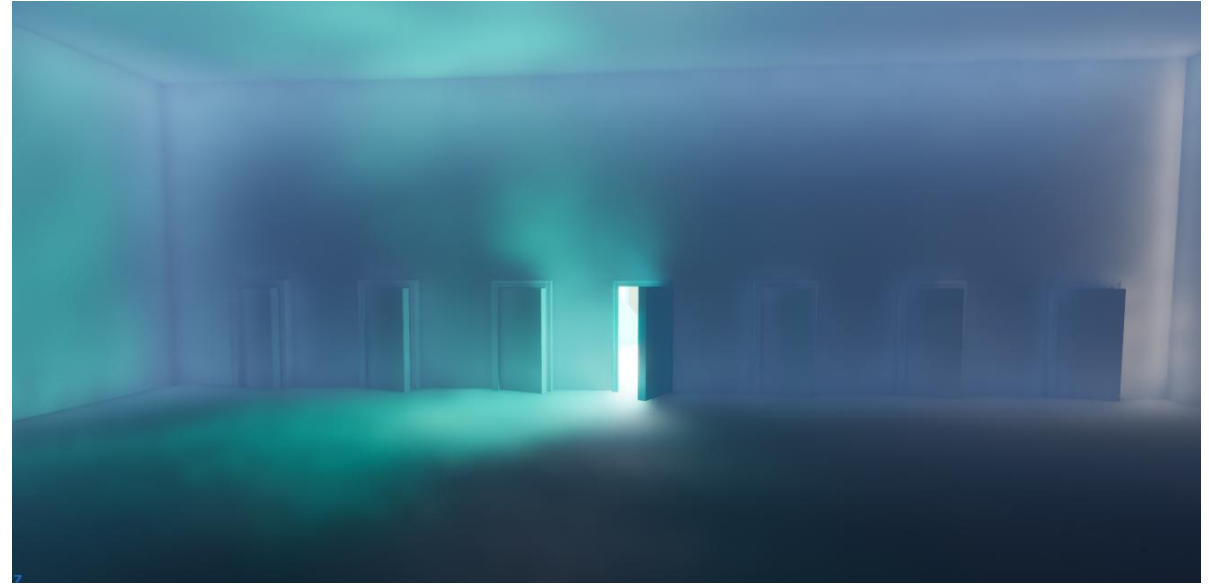
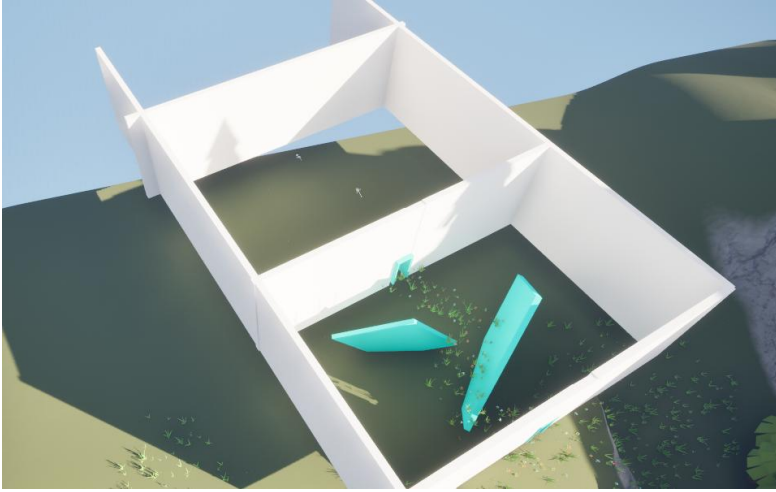
Practical



Practical



Practical



Evaluation - What went well

- Satisfied with the execution of the level.
- Successful research was conducted.
- Knowledge gained during this project can be transferred to future projects, such as; organisation, proficiency with Unreal and level design.

Evaluation - What needs improvement

Further use of other organisation tools such as Gantt charts and production diaries could be useful for organisation in larger scale projects.

If this project were taken forward, the inclusion of testing sessions would be included so that useful feedback could be gained and therefore create higher quality levels.

The project could also be scaled up, including more exploratory elements, similar to the case studies researched in the dissertation.

Bibliography

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Thank you!

- End of presentation -