

Level Design and Development – Written Evaluative Report

by James Doward

Submission date: 12-May-2025 01:36AM (UTC+0100)

Submission ID: 258808508

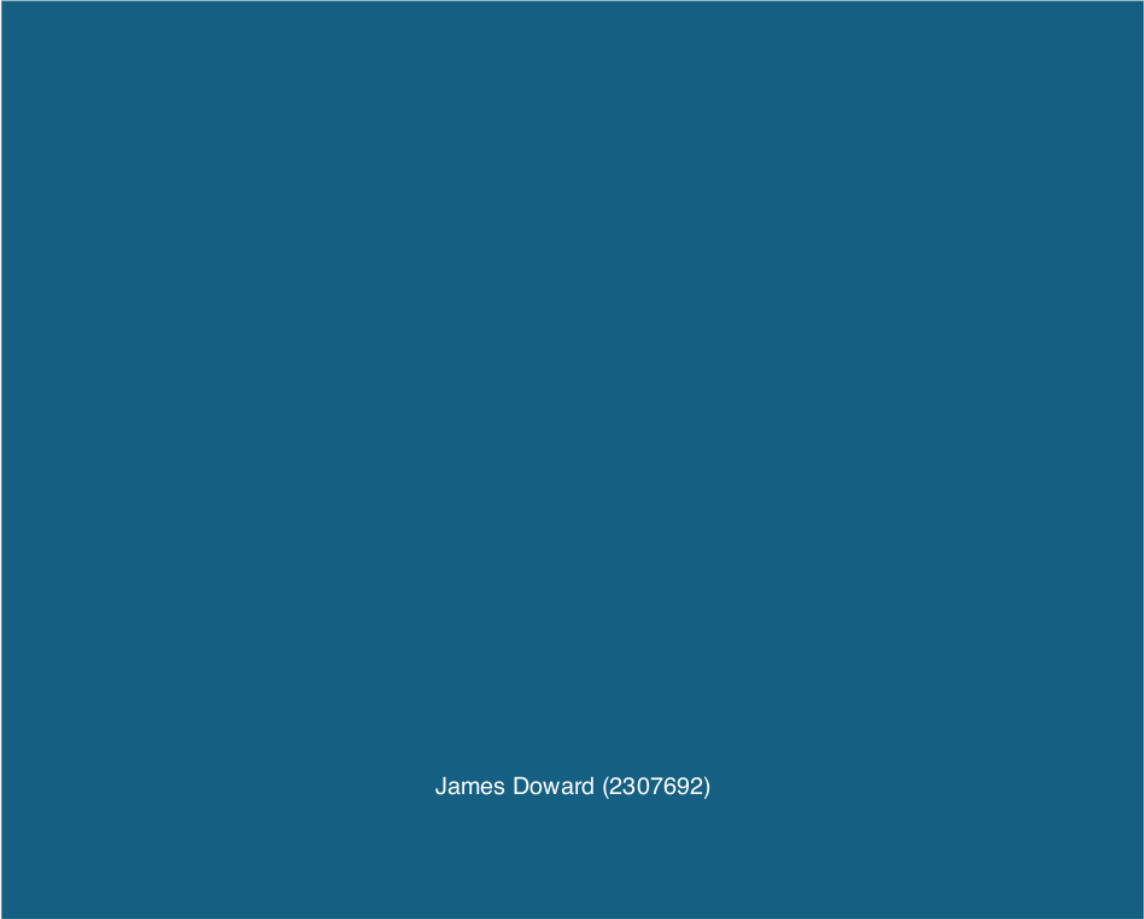
File name: 51185_James_Doward_Level_Design_and_Development_-_Written_Evaluative_Report_664638_1260479746.docx (166.48K)

Word count: 2037

Character count: 8846



LEVEL DESIGN AND DEVELOPMENT – WRITTEN EVALUATIVE REPORT



James Doward (2307692)

Contents

Game Idea	1
Target Audience	1
Design/Theming	2
Self-Directed Learning.....	3
Role Research	3
Game Design Theory Principles	4
Reflection	4
Bibliography	5

Game Idea

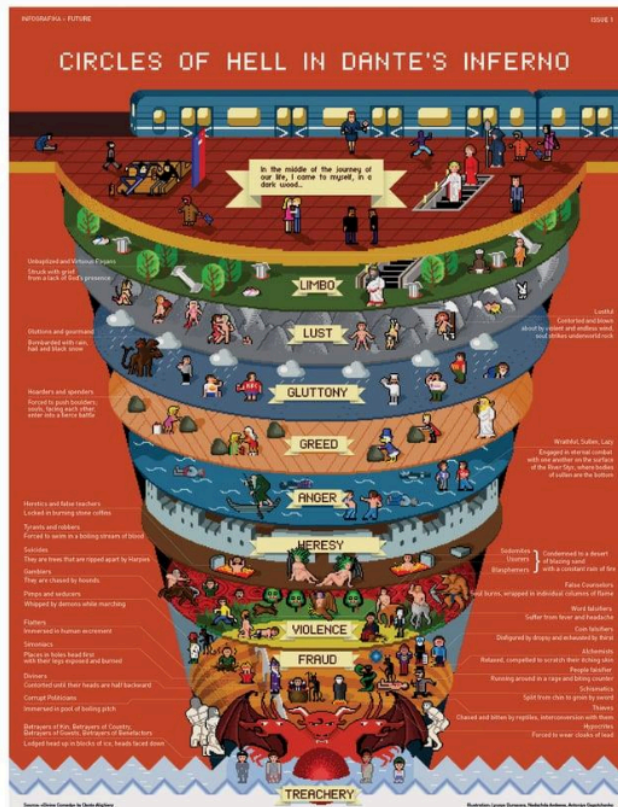
Our game Sinbound is a doom clone with dating sim elements such as Monster Prom that will see you the player going through the nine levels of hell to get your soul back and reunite with your wife, each level will have a distinct theme that ties into what that level is based on for example the level for lust is inspired by the red light district in Amsterdam, each level will also provide a new weapon and NPC that will either give you the weapon or lead you to the weapon that you can then add to your existing arsenal and a boss at the end that gives you a piece of your soul.

Target Audience

The target audience for our game is going to be mostly adult males aged 18-30 mainly because of the themes that the game is going to tackle and also the type of game it is so the doom clone FPS will appeal to that audience but the dating sim elements will give the game a wider audience as people who don't like the FPS might just get through it to get to the dating sim parts and vice versa people who like FPS elements will just get through the dating sim to play the FPS parts.

Design/Theming

When it came to the design and theme of the game there was only one overarching theme and that was hell as the game takes you through the nine levels of hell them being Limbo, Lust, Gluttony, Greed, Wrath, Heresy, Violence, Fraud, and Treachery, so the overarching theme is hell but because of the nature of each level dealing with a different thing we decided that each level should have a distinct design that would coincide with each level for example in Limbo we went with lush green forest areas with some ruins of buildings like churches and temples and then in Lust we designed the levels after the red light district that is in Amsterdam, we came to these decisions because of the research we did into the circles of hell in Dante's inferno as you can in the image below. In the hub level however this is not in Dante's inferno but we did take inspiration from the image below in having the train station be the main hub, and with that we decided that it would be best that this train station be a old dilapidated train station so with that in mind I started research old new York and London train station to get an idea of what I need to do when making the assets for the train station hub. For the rest of the levels that weren't done in this game slice the design of the levels would be done the same way that we designed the first two levels.



(1)

Self-Directed Learning

Most of my self-directed learning came when making the assets for the two levels that I worked on that being the train station hub and a bit of the limbo level, and a lot of that learning came in the form of looking at videos of how to do certain things in maya like with the turnstile I looked at videos showing me how to make cylinders curve so I could get the bars in the middle part of the turnstile to bend like in a picture I searched up for inspiration, and I also looked at videos on how to connect cylinders at different angles with a rounded edge that looks good, and one of last main things I looked into was how to make models modular which was mainly for the train tracks, and that was most of the self-learning I did as most of the things that I did in the team for this unit was modelling the environments of two levels, so that's where most of the my own learning went.

Role Research

When researching for my role I looked at articles about being a 3D Artist and some of the things that I took on board when it came to doing the assets was what 3D Artist do, what are 3D Artists good at and some of the tools of the trade that I could use to make my work even better, first I started with looking at what 3D Artist do so I knew exactly what was required of me which was making any asset that was required like weapons, buildings, furniture and so on, but before making the 3D model I would start with a 2D drawing which in this instant was provided by other team members which I then used to make the 3D model, I also learned that sometimes 3D Artist will specialise in a certain area which in my case I have specialised in being an environment artist. I then looked at a 3D Artist should be good at which is a couple things, with the first one being able to use the latest 3D software like maya and blender to make assets/artwork, Then being able to use game engines like unreal or unity to implement those assets/artwork into a game, thirdly a 3D Artist should have a good artistic eye and ability to make sure things like colour, light and texture all work in unison to bring the asset or artwork to life, A 3D Artist should also have a good understanding of gameplay and how a vehicle or any asset will be used in game so that when modelling they can take that into the thought process, the last two things that a 3D Artist should be good at go hand in hand in my opinion and that is collaboration when working in a team and organisation when managing files and deadlines. Finally some tools of the trade that 3D Artist use and that I have used when making my assets are photoshop, maya or other software's like blender, Zbrush and others and unreal or unity. After research all this and what a 3D Artist needs to do, I feel like I have lived up to that while also taking some of the points on board when making my assets and just with my role in the team. (2)

Game Design Theory Principles

Like with the role research I also researched game design theory principles so that I didn't forget these principles when working in the team or working on my tasks. In the article I read there are six core game design principles objectives, constraints, success criteria, reward, play and competition. All these principles apart from the first one come from the article Using Design Games. The first principle objectives when making a game or anything in general there needs to be a goal for people to work towards, and if these are more concrete then people will find it easier to take part, but on the other hand if objectives are a little more undefined can be satisfying as this is more like what the real world is, The second principle constraints is what a game needs to make sure there are some things that the player can do and some things the player can't do while also being relevant to each other and the game, the third principle success criteria is a way to know that objectives have been met this clear win can help with expectations but there are some games that don't have a clear success criteria like Dungeons & Dragons which there is not really a clear end but games like this can be better at making certain scenarios but hard to sell in an organization as there is no ending to it, the fourth principle reward can be anything from things that reward success to things that are embedded in the game itself and balancing these can be tricky but it is something that needs to be thought about, the fifth principle play is the most important one as for the value of game to be determined by how fun the gameplay is and this can be done before a game is out by doing some playtests with the development team so you can find out what is fun and what is not so fun, this then leads to play being in a state of flow with balancing the challenge of the gameplay itself with the different abilities of different players, The last principle which can be case by case principle is competition as you can sometimes have teams or even two people competing to obtain their goals, this can depend on the company as adding competition can be an easy thing to do but might not lead to the outcome the company or development team want and competition can have two effects it can make a game fun or turn everyone into enemies that just want to win no matter what a solution that could work is having more cooperative options like trying to beat a record like in Forza Horizon/Motorsport. With making our game and me making my assets we did take these principles in with all aspects of the game making process. (3)

Reflection

Overall I think the level design went very well a lot of the models I made for the train station and Limbo went smoothly with not many of them giving me any issues the main things that I encountered was small things like how to make the train tracks modular and how to make a curve in the cylinders on the turnstile, the rest of the models for the train station didn't give me any trouble and even the lamp which I thought would be a bit difficult turned out to be quite easy, but when I came to the

assets for the Limbo level this is where the assets became an issue like with the curved wall I first tried to curve a cube but I could not get it to be modular and connected to make a full circle that looked good so in the end I got a cylinder deleted the top and bottom faces then extrude inwards and just deleted the faces I needed to get a curved wall and the other asset that give me trouble was the half ruined wall which when I tried to UV unwrap it maya kept crashing, so in future I would give even more time to get these models done as the what I thought would be the easier assets to make turned out to be the hardest for different reasons. When it came to working in the team I think we all worked well together with getting things done for other people to do what they need to do like other team members doing 2D concept that I can then take to make my assets. Lastly in future I would give more time also to making the block out of levels so I can better know what I need to make as I did a block out of the train station but when it came to making the assets and also making a list of assets we would need there were some that I wrote down that I never ended up needing like a ticket booth or some that I didn't write down that later on knew I would need like the turnstiles. In conclusion I think my assets, block out and final train station level achieved what I and the team set out to do and show with the train station which was to have a hub level that was creepy and dark to set the tone for the rest of the game and also the Limbo assets which was to show ruins of what once was maybe a church or temple of some kind that as long since been forgotten.

Bibliography

- (1) wl_86129, A Guide to the 9 Circles of Hell : Dante's Inferno : Divine Comedy, Reddit, https://www.reddit.com/r/coolguides/comments/nmcs3f/a_guide_to_the_9_circles_of_hell_dantes_inferno/, 27,05,21, (Accessed May. 11, 2025).
- (2) ScreeSkills, 3D modelling artist, screenskills, <https://www.screenskills.com/job-profiles/browse/games/art/3d-modelling-artist/> (Accessed May. 11, 2025).
- (3) J. McMullin, Using Design Games, boxes and arrows, <https://boxesandarrows.com/using-design-games/>, 19,07,07, (Accessed May. 11, 2025).

Level Design and Development – Written Evaluative Report

GRADEMARK REPORT

FINAL GRADE

62/100

GENERAL COMMENTS

Thanks for the submission James. Overall a good piece of reflective work here. There is a good breakdown of the idea and personal workflow throughout the project. I think it would have been beneficial to have a more extended bibliography and reference list used throughout the document to further illustrate the work you completed to research for the project. Also potentially proofread further in future as the formatting in some areas lends itself to large blocks of text. Use of imagery contextual to text is good.

 A voice comment was left for this paper.

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6