Iterative Level Design in Unity

RESEARCH AND DESIGN



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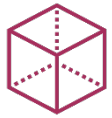
Overview



Iterative Level Design in Unity

- Level design process
- Quick
- Design through play

Iterative Level Design



Block out the level quickly



Walk a character through the level



Adjust the level adding detail



Repeat

Production Pipeline



Game Design
Design Document



Asset Building
Building the models



Implementation
Putting it together

An actual document

Constantly changes

Everything in the game





The Design Document

- Focuses production
- A contract

Game Summary

The Skittering Passages is a single player level for Swords n' Shovels, built in the Unity engine. The level is set in a maze of tight corridors that twist and wind, connecting, splitting, and reconnecting with one another to form an unintelligible maze, deep in the abandoned dwarven mines underneath The Mountain of the Ancients. The level culminates in an exciting boss encounter with The Eye of The Dark. Defeating The Eye opens up the passages below.



General Game Flow

The Skittering Passages has an overall linear flow that has several sections of gathered branching, where players can take several different paths, but they all wind up at the same place eventually.



Major Elements

- Encountering a tentacled boss at the end of the level
- Finding the remains of a previous failed expedition
- A maze-like environment of tight corridors



The Level

This level is dark, twisty abandon dwarven mine, littered with fail previous expeditions, where you must fight the looting enemies hidden in the shadows, until you reach the level exit guarded by a tentacled boss.





Skittering Passages

- Twisty passage ways
- Dwarven mine
- Exit guarded by tentacled boss

The important thing us that you put pencil to paper, or in my case stylus to tablet. It doesn't matter what you use, it's just that you start pumping out ideas.

Thumb nails are tiny drawings that define shape and structure, you can use these as bases for more refined drawings. These are for your eyes only. Don't worry how crumby they look, this is your brain barfing up ideas.

I'm starting on the idea of twisting dark passage ways. Plus keeping in mind that the game is 3rd person Isometric.

What makes twisty, what is dark and shadowy. .. Is twisty fun or confusing.. Can the environment be twisty but the actual path be more straight forward. We need to know we are in a mine, and it's a path going deeper, The enemies must have places to hide, can paths cross over each other, should I watch the movie Labyrinth again, whatever happened that kid I played D and D with in 8th grade? And back to reality. I end up with something I like and I clean up the design to present it.

But we really don't know if it will be fun...

The only way to know is to start building this portion as a gray boxed level. So I can determine if the path seems twisty, and I don't get lost and frustrated while playing.

Next



ProBuilder in Unity

Using ProBuilder

Overview



ProBuilder comes with Unity

3D Modeling and texturing tool

Need Unity ver. 2018.1 or higher

Next



Building the Dwarf Mine Entrance