**Terminal Objective**: At module completion, students will create a physical or digital prototype for a game level.  
 **Enabling Objectives**: #4. Create supporting draft-quality materials (i.e. drawings, model) &   
#6 Develop a prototype (Block Mesh) of one introductory game level

From my past observations, I feel that some team decisions made during the conceptual phase of game development were incomplete, would later hinder gameplay, and students were reluctant to revise.  
In addition to objectives, my secondary goals during this prototyping process are to improve student’s mindfulness of their design decisions, and willingness to iterate on an existing concept.  
  
Because my capstone class focuses on team efforts and process in creating original work, I felt very drawn to the activities listed in the text regarding; Tracking key decisions at critical paths, Creating work-documents, and Journaling. I also feel wary about adding *one more* task which students may view as a distraction - taking time away from production.  
  
**Assignment:** Viewing (absorb) that will introduce new design principles, along with a supporting document listing each principle introduced. Students are asked to consider each principle when revising their work.

Steps include:

1. Each student will have created a rough draft of a video game level using tools they are most familiar.   
   (Paper Prototyping encouraged)
2. Assign viewing (absorb) activity of an industry presentation related to level design.
3. Use the form provided (below) to select the principles most applicable.   
   (Given the gameplay, not all may be possible (items in grey are optional)).
4. Use form to briefly describe features to be added/revised to improve the concept and user experience
5. Revise their game level with principles implemented and produce a greybox/blockmesh prototype.
6. Present their level to the team for review/critique.

I do think that giving the students a guide will help with focus by reducing the overall set of decisions, however   
I am still uncertain to the order that these could be presented, (steps 1 & 2) as some may feel that I am withholding information.

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**Prototyping 3D Game**

1. Please watch the first 27 minutes of the GDC talk by David Shaver of Naughty Dog entitled  
   *“Level Design Workshop: Invisible Intuition: Blockmesh and Lighting Tips to Guide Players.”*  
   <https://www.youtube.com/watch?v=ythxeTIGZIc&t=1135s>
2. Considering your level design, choose any/all of the guidance principles which can be improved in your design.
3. Describe why they are needed, how you can implement these changes, and how it might affect user experience.
4. Implement these revisions into your prototype

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| --- | --- | --- | --- |
| **Guidance Principle** | Need? | Description of need (Why?) and solution in prototype.  How will changes improve user experience? | **Applied** |
| Affordance |  |  |  |
| Denying Affordance |  |  |  |
| Visual Language – Shape |  |  |  |
| Visual Language – Color |  |  |  |
| Landmarks |  |  |  |
| Openings Attract |  |  |  |
| Gates & Valves |  |  |  |
| Leading Lines |  |  |  |
| Pinching |  |  |  |
| Framing & Composition |  |  |  |
| Breadcrumbs |  |  |  |
| Textures |  |  |  |
| Movement |  |  |  |
| Light & God Rays |  |  |  |
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