

GDN2211 : Level Design I

The Level Design I course explores how to analyze game levels and break them down into their basic structural components. Students will learn the benchmarks to properly guide their design when working on a level. Understanding the purpose any particular object in a level serves, whether an object is intended to be functional or simply aesthetic, and when or if a player should receive support are critical points of reference to inform level design. Students will also study level pacing and flow, setting clear goals for a player, and the importance of visual cues.

Credits 4