



DISCUSSION
FGD – CHAPTER 16
GENERAL PRINCIPLES OF LEVEL
DESIGN

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a network diagram. These lines connect to small white circles, some of which are larger than others. The lines are thin and have a clean, minimalist aesthetic.

WHAT WAS THIS CHAPTER ABOUT?

SUMMARY

The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines, right-angle turns, and small circles representing components or nodes. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

WHAT IS LEVEL DESIGN? WHAT DOES IT ENTAIL?

The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines of varying lengths and angles, ending in small circles, resembling a network or data flow diagram. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

KEY DESIGN PRINCIPLES OF LEVEL DESIGN? GENRE-SPECIFIC RULES?

The image features a dark blue background with white, stylized circuit traces in the corners. These traces consist of straight lines of varying lengths and angles, ending in small circles, resembling a printed circuit board layout. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

WHAT ARE THE VARIOUS TYPES OF LAYOUTS FOR LEVELS? PROS AND CONS OF THEM?

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or branching paths. Each path starts from the corner and moves towards the center, ending in small white circles. The paths are composed of straight lines and right-angle turns.

WHAT DESIGN PRINCIPLES ARE RELATED TO LEVEL PROGRESSION?

DESIGN RULE: MAKE TUTORIAL LEVELS OPTIONAL

The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines of varying lengths and angles, ending in small white circles, resembling a PCB layout. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

WHAT IS THE PROCESS FOR LEVEL DESIGN
PROFESSIONALLY? HOW DOES THIS RELATE TO
COMPUTING?

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a network diagram. These lines connect to small white circles, some of which are arranged in a grid-like pattern. The lines are thin and white, contrasting with the dark blue background.

WHAT ARE SOME COMMON PITFALLS IN LEVEL DESIGN? HOW DO THESE RELATE TO COMPUTING?

DESIGN RULE: GET THE SCOPE RIGHT!

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a stylized tree structure. These lines connect to small white circles, some of which are larger than others. The lines are thin and white, contrasting with the dark blue background.

WHAT ARE SOME GOOD AND BAD EXAMPLES OF LEVEL DESIGN?

ANYTHING ELSE TO NOTE FROM THIS CHAPTER?



FREE TIME

GREAT TIME TO DESIGN A LEVEL OF YOUR GAME SINCE THE MECHANICS SHOULD BE MOSTLY IMPLEMENTED BY NOW.

