DISCUSSION
FGD – CHAPTER 16
GENERAL PRINCIPLES OF LEVEL DESIGN

WHAT WAS THIS CHAPTER ABOUT?

SUMMARY

WHAT IS LEVEL DESIGN? WHAT DOES IT ENTAIL?

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

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

WHAT DESIGN PRINCIPLES ARE RELATED TO LEVEL PROGRESSION?

DESIGN RULE: MAKE TUTORIAL LEVELS OPTIONAL

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

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

DESIGN RULE: GET THE SCOPE RIGHT!

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.