

Miljödesign (Level Design)

Anna Jenelius

@TheAnaka | @Valiant_GS
anna@valiant.se | www.valiant.se

Planen

10:00-12:00

Jag och min resa i spelbranschen

Teori: Level Design

Start workshop med handledning (om tid)

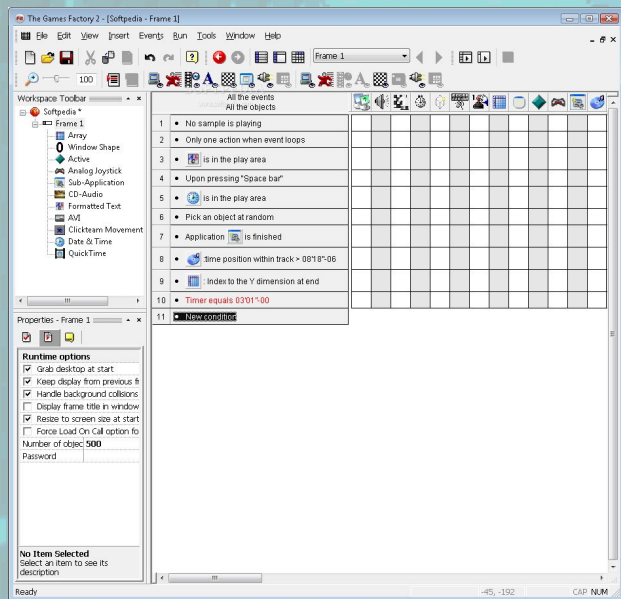
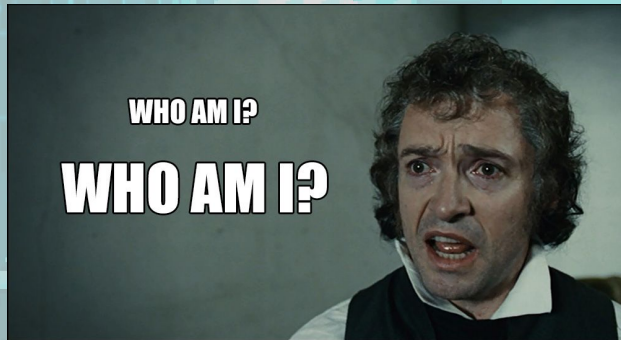
12:00-13:00

Lunch

13:00-15:30

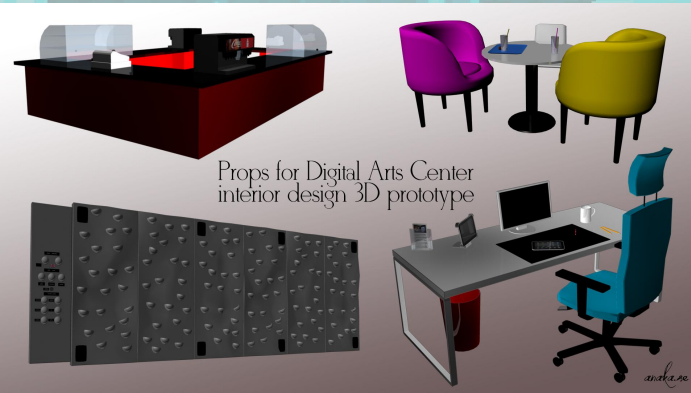
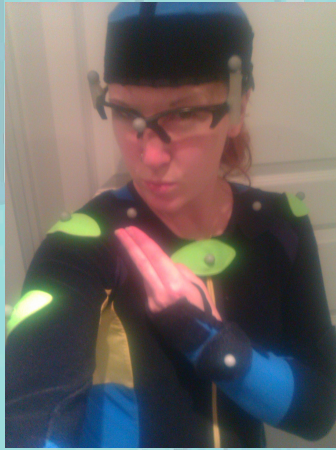
Workshop med handledning

Plus kortare raster!



goodgame













SERIOUSLY
INTERACTIVE

Capitals



The background is a pixel art scene with a teal and grey color palette. It depicts a character standing on a platform in the upper center. The scene is composed of various rectangular blocks and platforms, some with a dotted texture. The overall style is reminiscent of classic 2D platformers.

Talecore
STUDIOS



midvinter

Available now!



The Gnome

You are awoken by the voices of the two humans, coming from above. As you slowly rise from the hay, your soft words trickle through the floorboards.

Alma 'Aasha' Jarotila

"Do you think we have a gnome on the farm?" asks the female human.

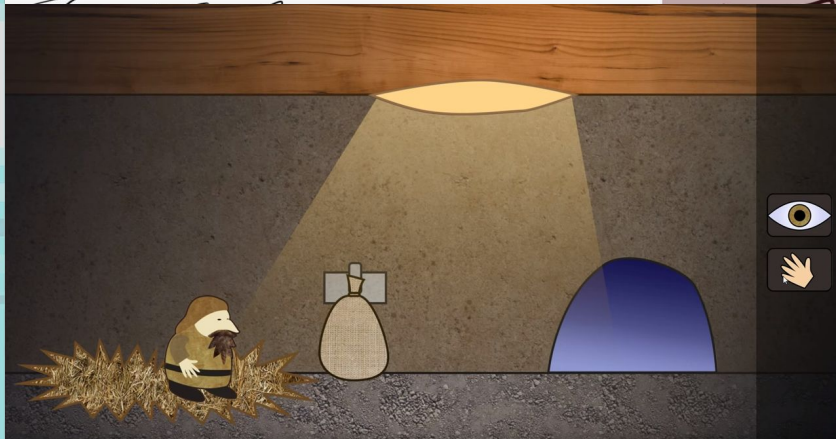
Restart

"I am not sure", answers the male human. "What do you think, dear?"

"I think we do. My grandfather used to say that you should put out porridge to the gnome to keep him happy. We should do that. You know, just in case."

"As you wish, my love. I will do it."

I will wait for them to go asleep.





Menu

Undo



Seysha awaited Patrysha's orders.

A few more moments passed, and then came the sound of a distant whistle.

"That is the signal", Patrysha announced, "time to go!"

1: Seysha walked close to Patrysha at the front...

2: Seysha stayed close to the back of the crowd...





VALIANT GAME STUDIO



The Team



Anna Jenelius
CEO, Creative Director



Laura Bularca
Business & Marketing
Director



Eva Sokolova
Concept/Props Artist

Board of Directors



Laura Bularca
Chair of the Board



Anna Jenelius
Board Member



Stefan Lindeberg
Board Member

Advisory Board



Chris Avellone
Advisory Board Member



Armin Ibrisagic
Advisory Board Member



Jason Hayes
Advisory Board Member

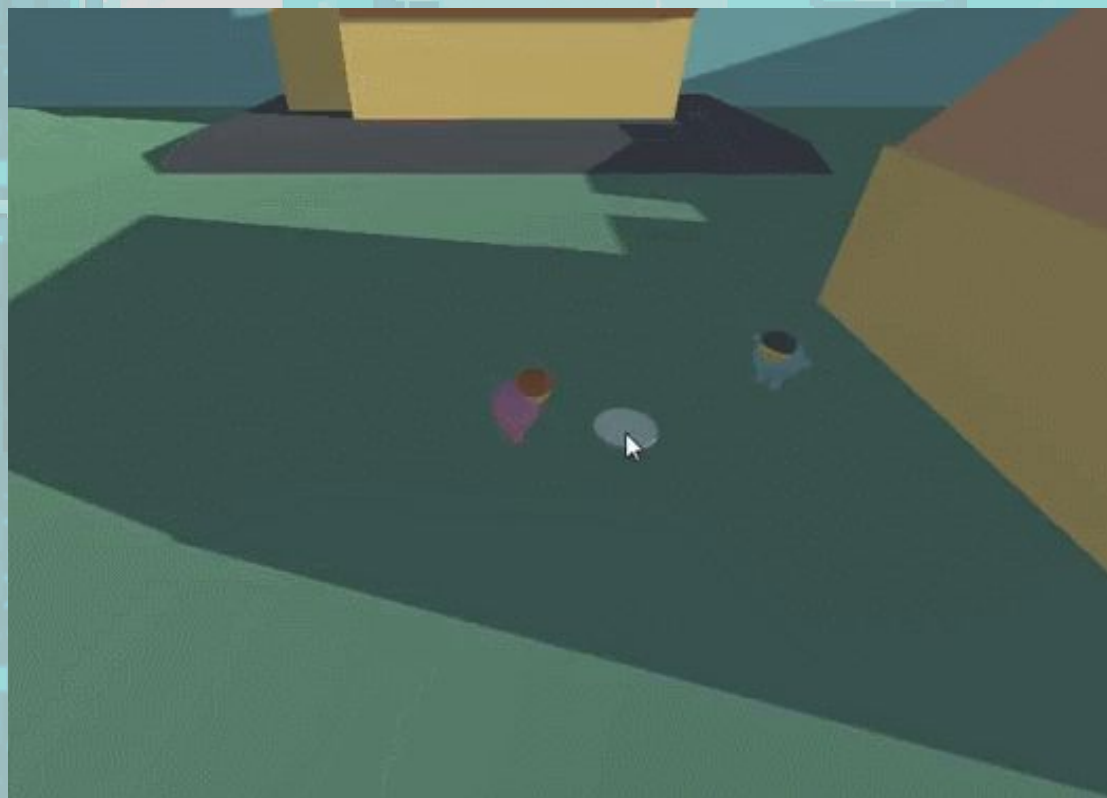


**Susana Meza
Graham**
Advisory Board Member

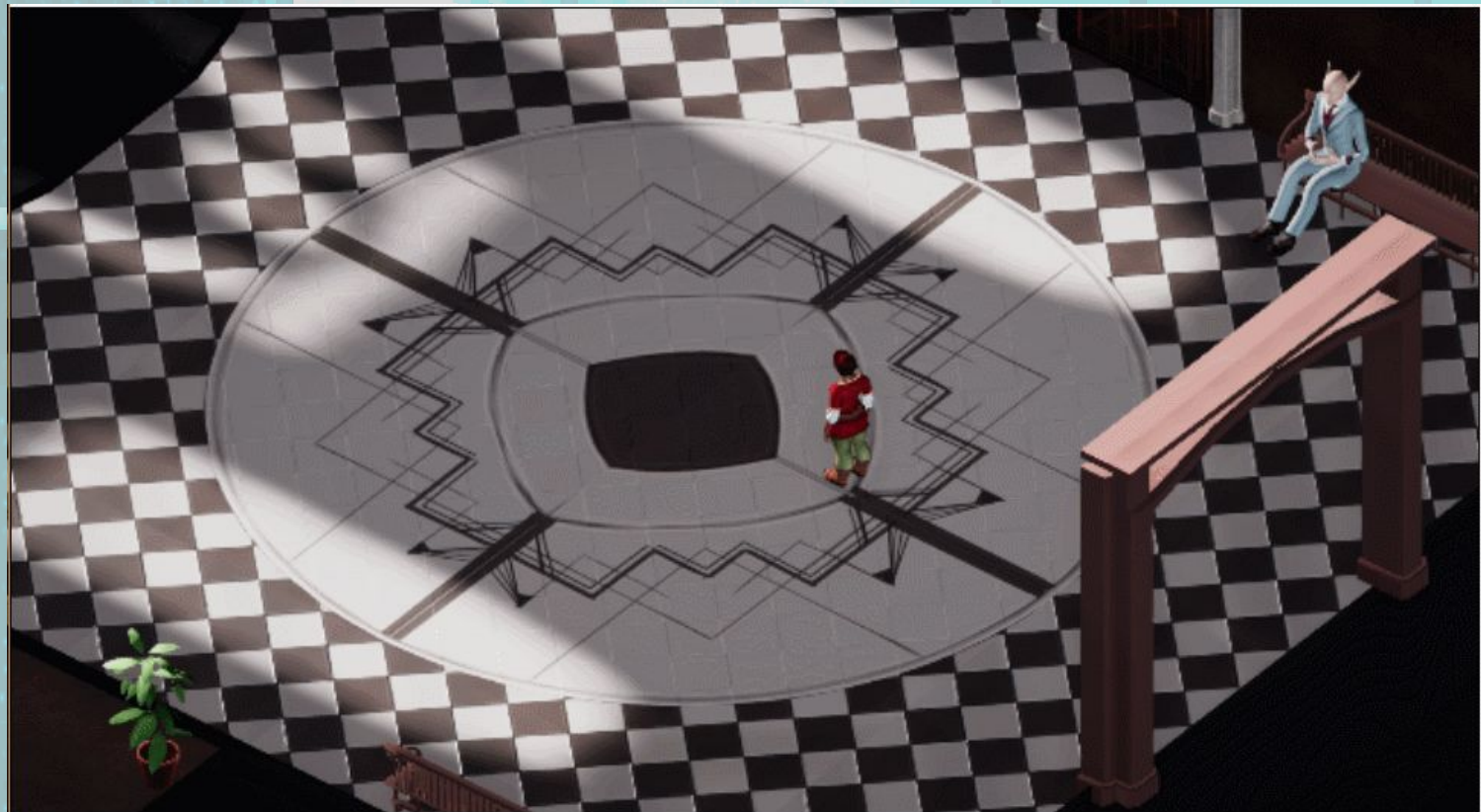


Tobias Sjögren
Advisory Board Member













<https://www.youtube.com/watch?v=4mSG0jw7Tdc>



Frågor?

MARIO MAKER™

CREATE YOUR OWN CUSTOM MARIO COURSES!

Level design

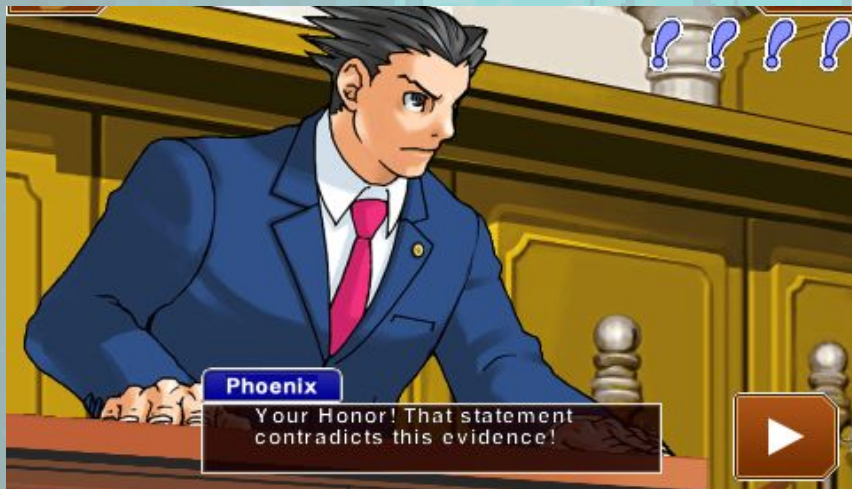


The background is a pixelated, retro-style game scene. It features a character on a platform, a large red number '1', and various geometric shapes and colors. The scene is divided into three horizontal sections by dark bands. The top and bottom sections show a character on a platform, while the middle section is mostly black with the text.

Vilken typ av spel?









Scratch 2 Offline Editor

Scratch 2 File Edit Window

Scratch 2:41 PM Thinkspace

Scratch 2

Scripts Costumes Sounds

Motion Events
Looks Control
Sound Sensing
Pen Operators
Data More Blocks

when green flag clicked
point in direction 90
forever
play sound meow
move 10 steps
if touching edge ? then
turn 15 degrees

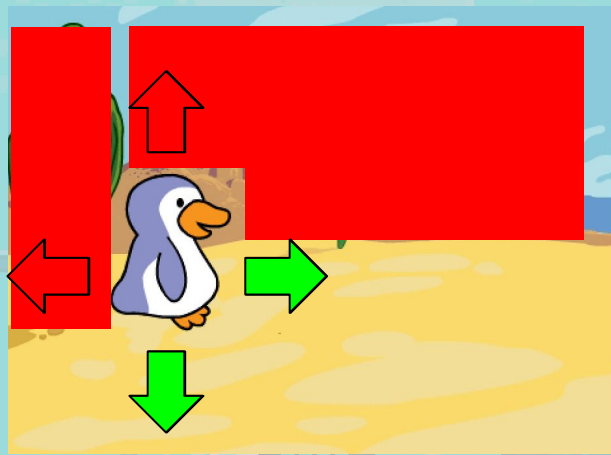
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -109 y: -18
go to mouse-pointer
glide 1 secs to x: -109 y: -18
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

x: 240 y: -180

Sprites
New sprite: [Stage 2 backdrops] [Sprite1]

Stage 2 backdrops
New backdrop: [] [] []

x: -108 y: -17



yellowfish  x: 0 y: 0 direction: 180



Scripts Costumes Sounds

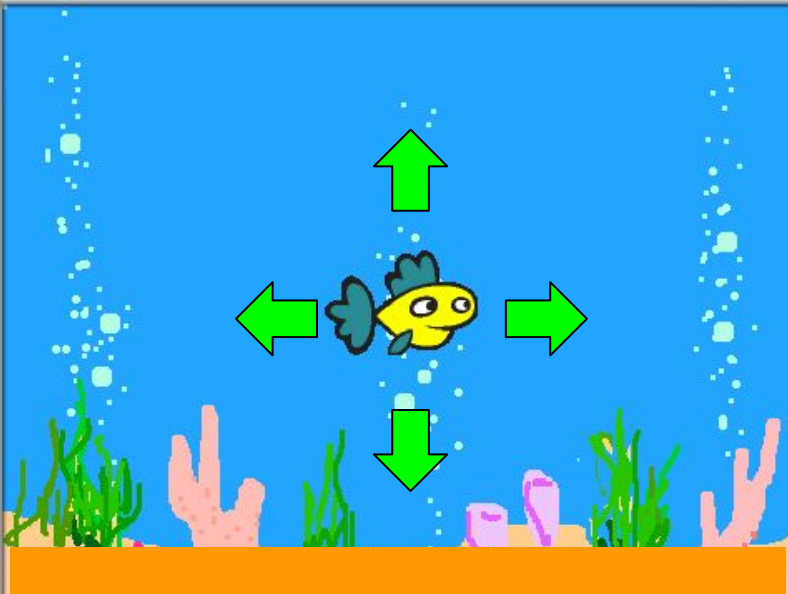
```
when up arrow key pressed
  point in direction 0
  move 10 steps

when down arrow key pressed
  point in direction 180
  move 10 steps




when left arrow key pressed
  point in direction -90
  move 10 steps


when right arrow key pressed
  point in direction 90
  move 10 steps
```


week7demogame1  



x: -557 y: 219

New sprite:   

 yellowfi...

 Stage

The background is a pixel art scene. In the upper center, a small white character with a red hat stands on a grey rectangular platform. To the left, there are several vertical grey structures of varying heights. To the right, there are more grey platforms and structures, some with small red and blue squares. The overall style is reminiscent of classic 2D platformers.

Hur gör vi på Valiant?

Episode #6: Public Display of Heroism



Skapad av Anna Jenelius

Senast uppdaterad just a moment ago

Approx playtime

60 minutes

Area(s)

- Academic Area (REQUIRED)
- Lecture Hall (REQUIRED)
- University Interior (not required)
- Library Interior (not required)

Main storyline

- The protagonist enters Academic Area (REQUIRED), which they have accessed from Business Area (REQUIRED)
- They need to talk to key_008 - Yeldar, and have to ask around to find out where they work.
- When going to Lecture Hall (REQUIRED), the player encounters key_007 - Oa-Orlaine Jarelon, who tells the player that they need to go to Library Interior (not required)
- After defusing a student uprising in the way, the player meets key_008 - Yeldar, who shows them to their office



Academic Area (REQUIRED)



Skapad av Anna Jenelius

Senast uppdaterad Feb 15, 2018



An area of learning and high society

Sub-areas:

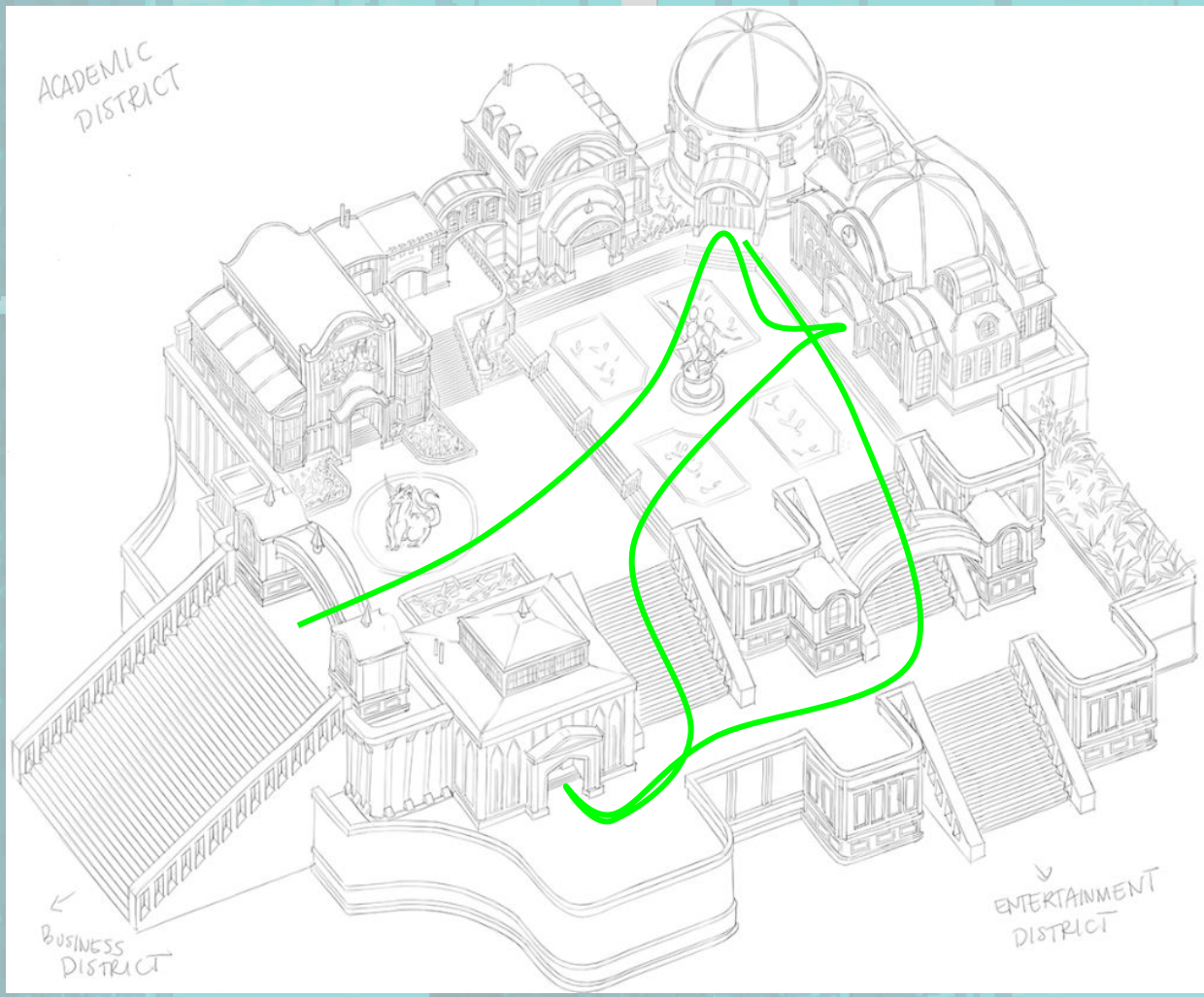
- Lecture Hall (REQUIRED)
- Library Interior (not required)
- University Interior (not required)

Features:

Adjacent areas:

- Business Area (REQUIRED)
- Entertainment District (REQUIRED)
- Residential Area (not required)
- Park Area (not required)
- Train Station (not required)

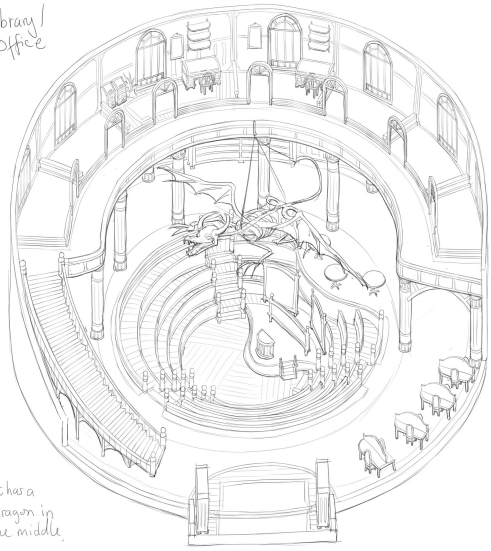
ACADEMIC DISTRICT



← BUSINESS DISTRICT

ENTERTAINMENT DISTRICT

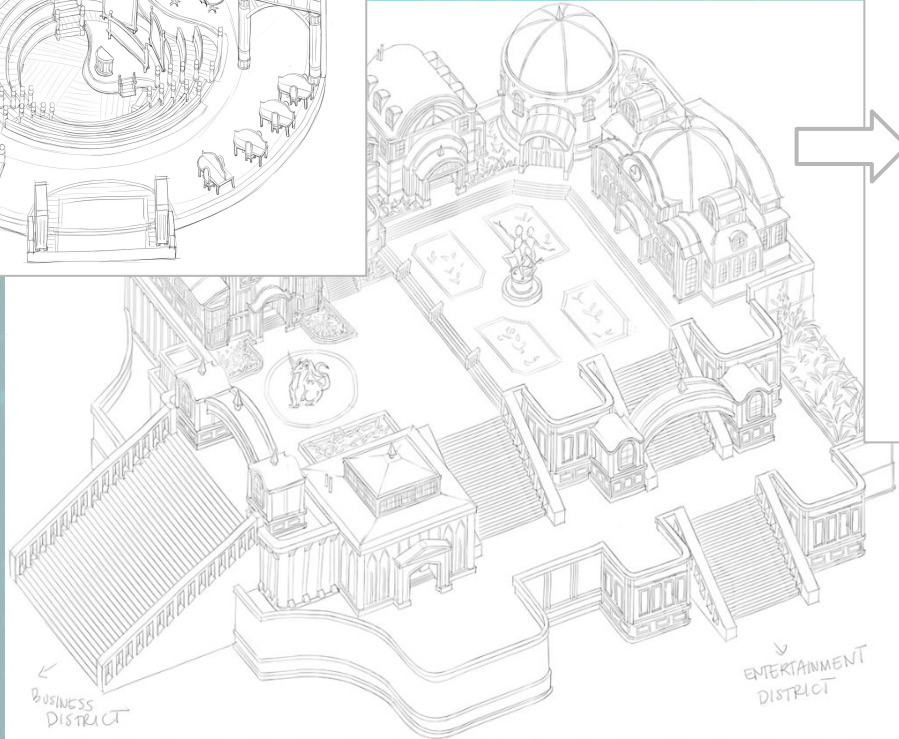
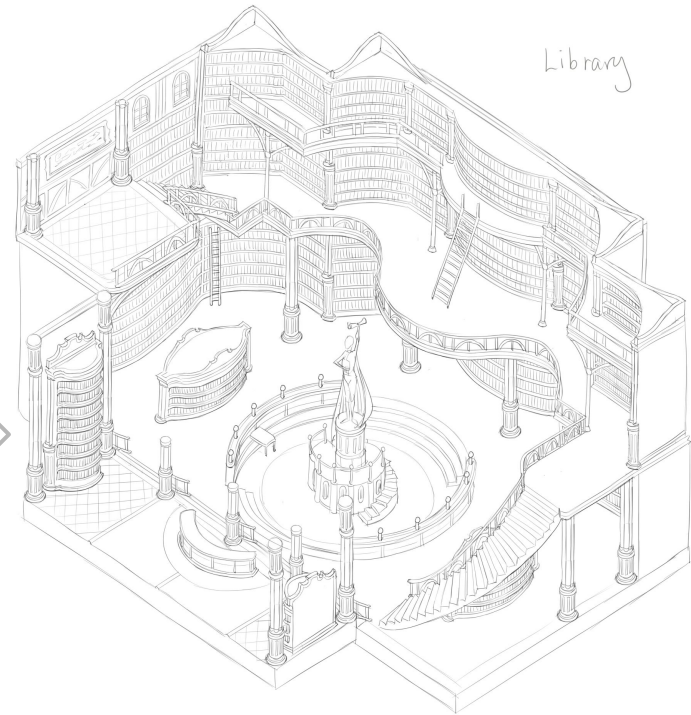
Library/
Office



It has a
dragon in
the middle.



Library



BUSINESS
DISTRICT

ENTERTAINMENT
DISTRICT

32 1.4 AA

My Work 133

Current/Backlog

Icebox

Done

Blocked 1

Epics

Labels

Project History

Auto

Current Iteration/Backlog 32 + Add Story

46 • 24 Jun - 7 Jul 0 of 48 points

- If you do not ask the guard at City Hall what it would take to allow the protester to protest, you cannot get back to that option (AJ) Accept Reject
- When the character sobers up, the wrong post processing is shown (or none at all) (AJ) Accept Reject
- It's possible to tell Jack the fly Boy that you have removed the graffiti when you haven't even accepted the quest (AJ) Accept Reject
- "Is that a yes" with VIP guard in Speakeasy makes no sense anymore (AJ) Accept Reject
- The Dwarf Clerk in Department Store level 2 should not say Behind Me, but Beside me (AJ) Accept Reject
- The charm delivery task should be possible to complete even if the family has moved to their home in Old Town (AJ) Accept Reject
- The deliver herbs taskline seems to be malfunctioning? (AJ) Accept Reject
- There is something wrong with the part of the dialogue where you introduce yourself to the Goblin Activist in Old Town - it goes in circles (AJ) Accept Reject
- If you talk talk to the dwarf by the wagon in Harbor and say you can talk to the goblin, you should get a task (AJ) Accept Reject
- It should be possible to ask Jack if he's Mr. Silvergate, and he should be offended by it (AJ) Accept Reject
- If you go to the goblins needing herbs in Old Town and you don't have the herbs, there should be a task to get some (AJ) Accept Reject
- As a player, I would like to have a map icon that leads directly to the Speakeasy (AJ) Accept Reject
- The audio loop for the ships in harbor isn't perfect (AJ) Deliver
- The audio loop for fountains isn't perfect (AJ) Deliver
- There should be an ambiance indoors in Home, with a creaking house (AJ) Deliver
- In the department store, the vendor who sells purses should also sell backpacks (AJ) Deliver

Icebox + Add Story

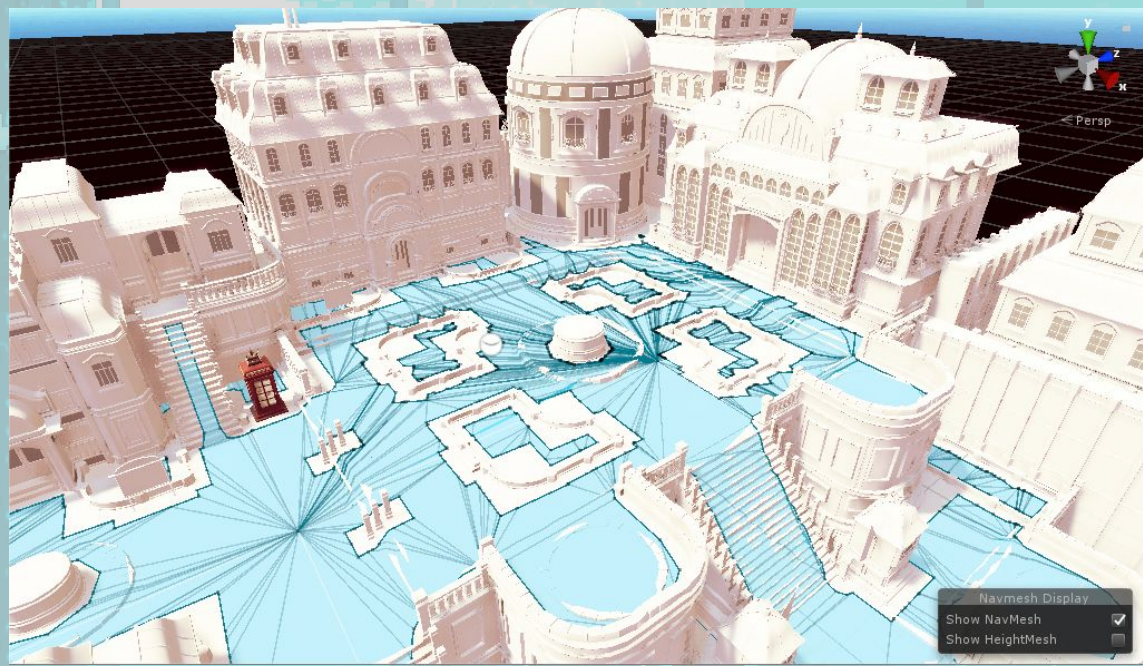
- There should be a satisfying end to the romance with Marla Lee Start
- Have a jewellery, hat and accessories system. Make sure the system works but we do not have to have that many accessories Start
- It should be possible to enter and exiting dialogues by pressing Enter, thus making it possible to play with only a keyboard
- In the loading screens, the background image should be filled instead of the progress bar (AJ) Start
- nice-to-have
- Rework windows in Business Street so we can streamline the window materials. Start
- Collectibles: Comic Team Brialyne Start
- Adding clouds Start
- Try out new UI icon setup Start
- There should be a vendor in Department store that sells bags and backpacks in different colors. Extra nice for wallets Start
- nice-to-have
- There are no sounds of footsteps in Garden (AJ) Start
- There is a delay when clicking Continue in Main Menu, before the Loading Screen shows up (AJ) Start
- It should be more clear which doors the player can and cannot use - all doors should have a description
- You should be able to encounter the VIP omni performer from Migration Checkpoint somewhere in town (AJ) Start
- nice-to-have
- There should be some kind of marker showing which home is Kit Wings's, such as a different-colored door Start
- The goblin font still doesn't have a proper ä? Start
- It should be possible to deselect a stack in vendor without having to click through them all Start
- It should be possible to help the prospectors put right away and talk to the neighbors, and then they should give gas right away if you have already finished that task Start

label:"academic" + Add Story

13 stories, 15 points

- In Academic Street, the spawn point for Library needs to be changed to 1 (AJ) Deliver
- academic
- Jarelon walks very slowly in Academic Street (AJ) Deliver
- academic
- All exits should have proper MoveToAids in Academic Street (AJ) Deliver
- academic
- There should be orc student protests in the Academic Street, which is broken up by Karen Weekes and Marla Lee (AJ) Deliver
- academic
- Remember to add the Orc guy date to Academic District (AJ) Deliver
- academic
- There should be notice boards from which you can access tasks and/or get some other information (AJ) Start
- academic
- There should be an explosion and a person running out of the research center Start
- academic, nice-to-have
- There should be an AA meeting for people addicted to Dwarven Ale (AJ) Start
- academic, nice-to-have
- It should be possible to change Katya back into an elf in the Academic district Start
- academic, nice-to-have
- Remember: Add someone willing to give the goblin Ninlis a job (AJ) Start
- academic
- Remember: Add Joanna West to some crazy area for the last step of her romance (AJ) Start
- academic, industrial
- Add a fortune teller tent to Academic District, to reflect on religion/superstition vs. science? Maybe otherwise in Old Town or Entertainment district? Start
- academic, nice-to-have





Navmesh Display
Show NavMesh
Show HeightMesh



Persp









Frågor?



Vilken värld/miljö?

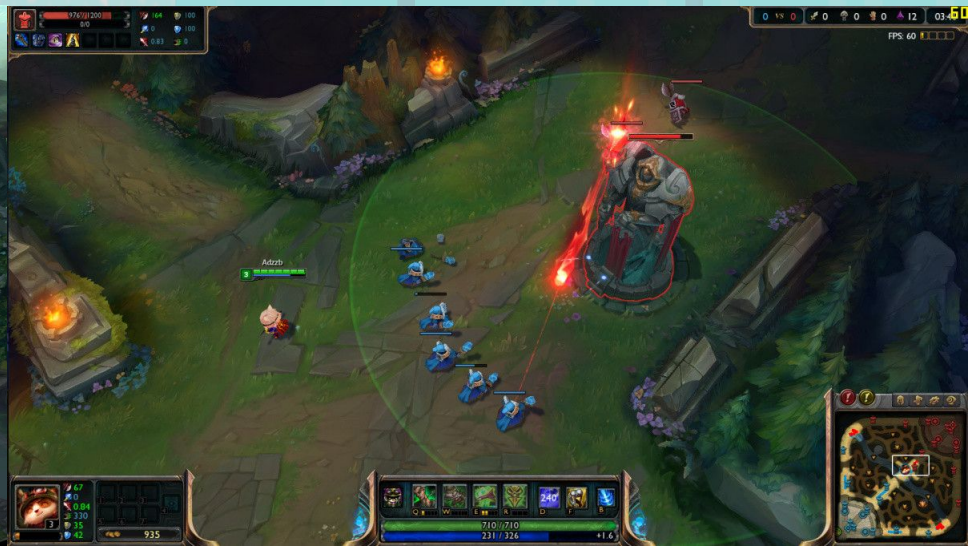
Level Design vs. World Design

World of Warcraft (2004-)



Level Design vs. World Design

League of Legends (2009-)



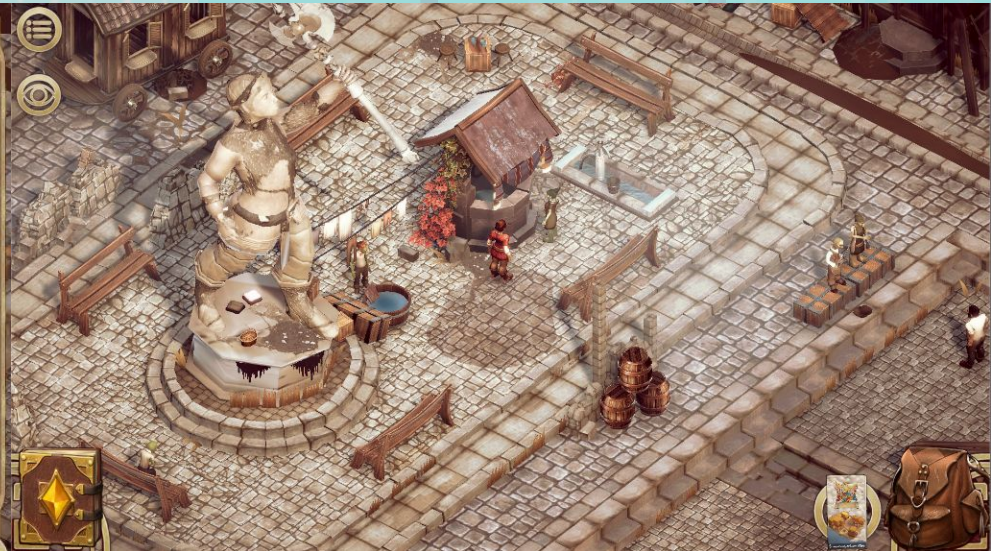
Level Design vs. World Design

Monkey Island Special Edition (2009)



Level Design vs. World Design

Pendula Swing (2019)



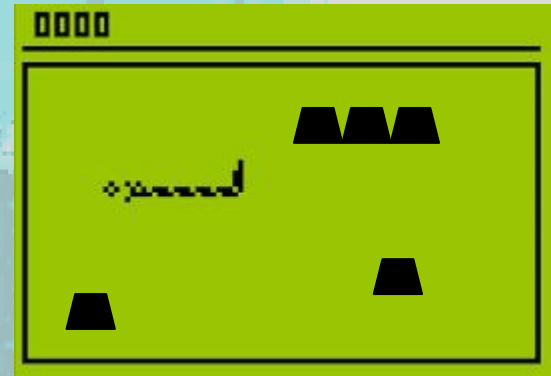
Level Design vs. World Design

Monkey Island Special Edition (2009)



A pixelated 2D platformer game scene. The background is a light blue sky with a grid of darker blue lines. In the foreground, there are several platforms of different heights and colors. A small, white, pixelated character is standing on a yellow platform in the upper center. To the left, there is a tall, dark blue structure with a grid pattern. In the center, there is a yellow platform with a small, white, pixelated character on top. To the right, there is a yellow platform with a small, white, pixelated character on top. The text "Vad är syftet?" is written in a white, handwritten font in the center of the image.

Vad är syftet?



Innehåll: Syfte

Kingdom Hearts III (2019)



Innehåll: Syfte

Kingdom Hearts III (2019)



Innehåll: Syfte

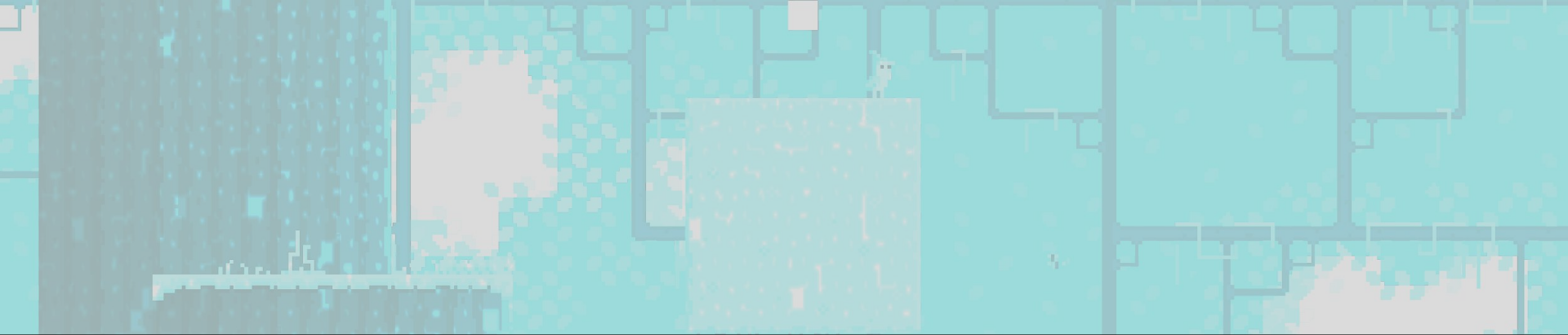
Ratchet & Clank (2016)



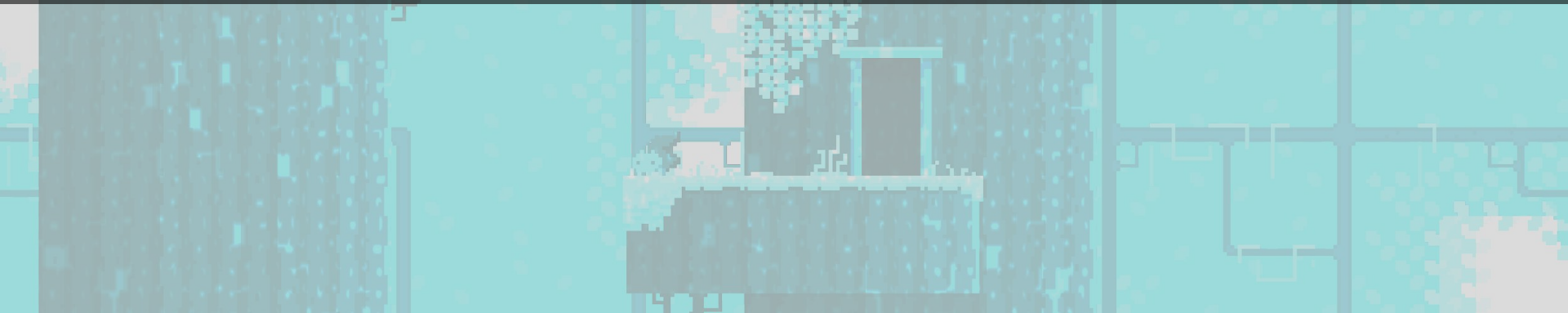
Innehåll: Syfte

Vampire the Masquerade - Bloodlines (2004)





Berätta en historia



Innehåll: Berätta en historia

Life is Strange (2015)



Home, sweet home. My favorite cocoon...

Innehåll: Berätta en historia

What Remains of Edith Finch (2017)



Innehåll: Berätta en historia

What Remains of Edith Finch (2017)



Innehåll: Berätta en historia

What Remains of Edith Finch (2017)



Innehåll: Berätta en historia

What Remains of Edith Finch (2017)



Innehåll: Berätta en historia

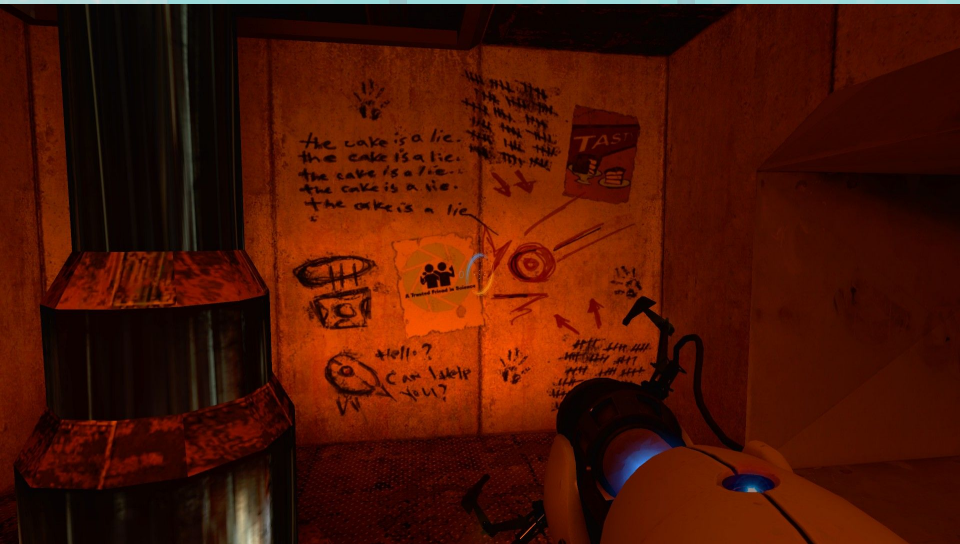
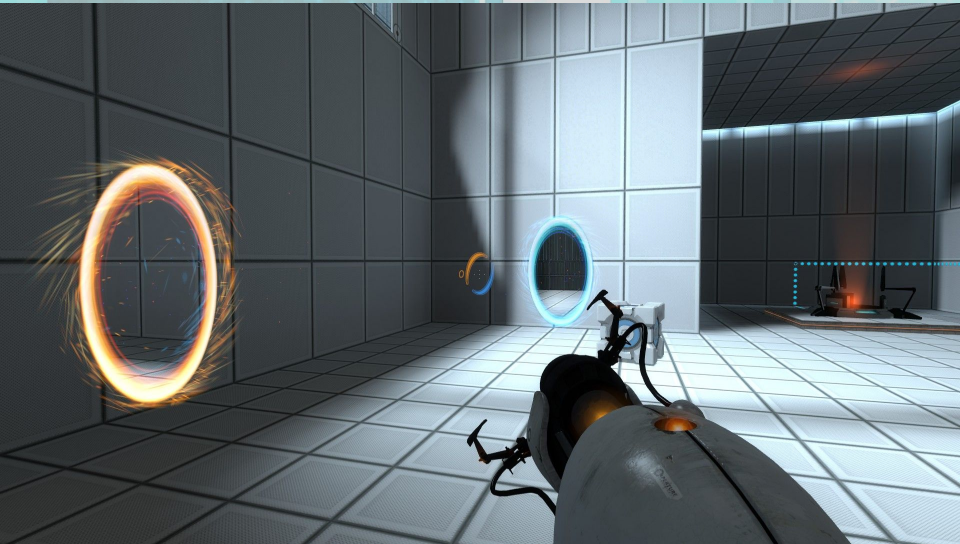


What Remains of Edith Finch (2017)



Innehåll: Skapa kontraster

Portal (2007)



Innehåll: Skapa kontext



04/08
Innehåll: Skapa kontext

Hatoful Boyfriend (2014)

Sakuya

"What is the point? I have no wish to speak with commoners. Do not think I'm here because I wish to be."

HATOFUL BOYFRIEND



Innehåll: Spår och meddelanden

The Last of Us (2013)





Fysisk upplevelse

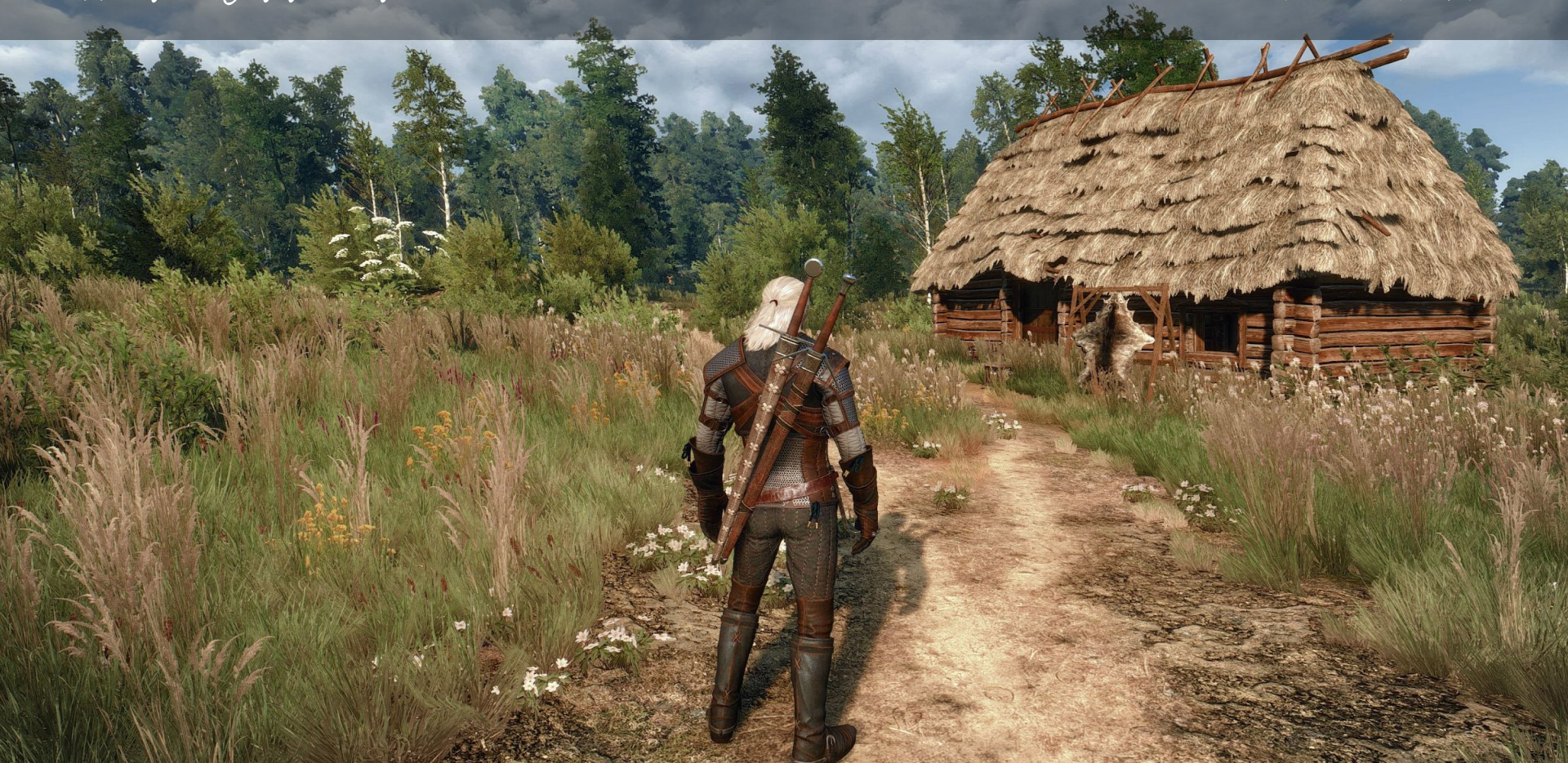
Innehåll: Skala (orealistisk)

World of Warcraft (2004)



Innehåll: Skala (realistisk)

The Witcher 3: Wild Hunt (2015)



Innehåll: Skala - fysisk upplevelse

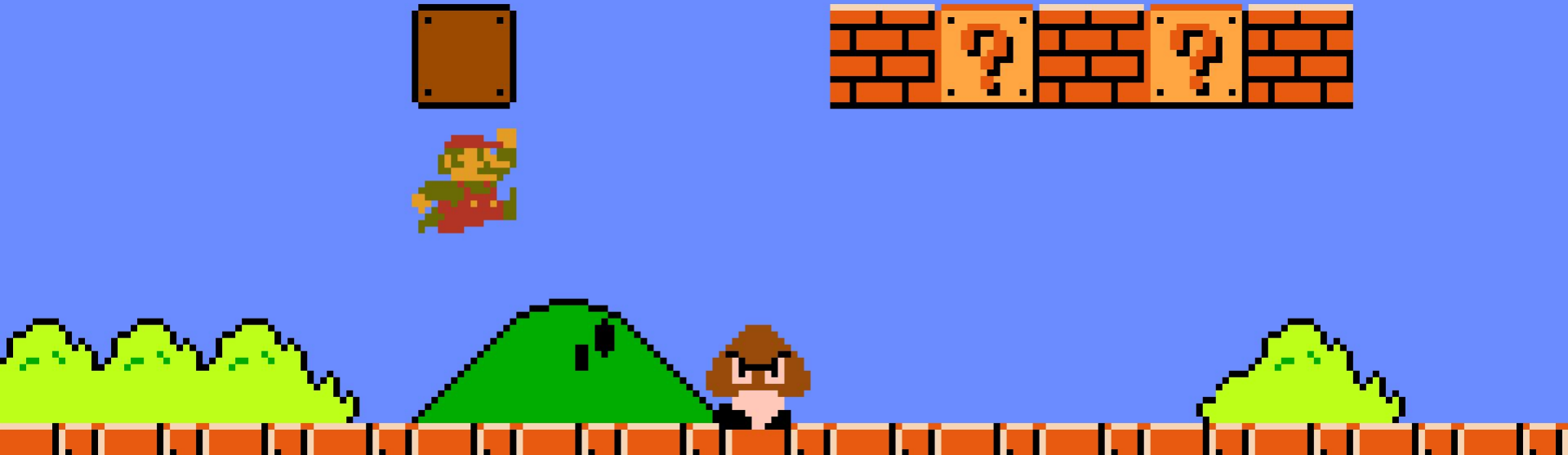
War of the Roses (2012)



Innehåll: Skala - fysisk upplevelse



Super Mario Bros. (1985)

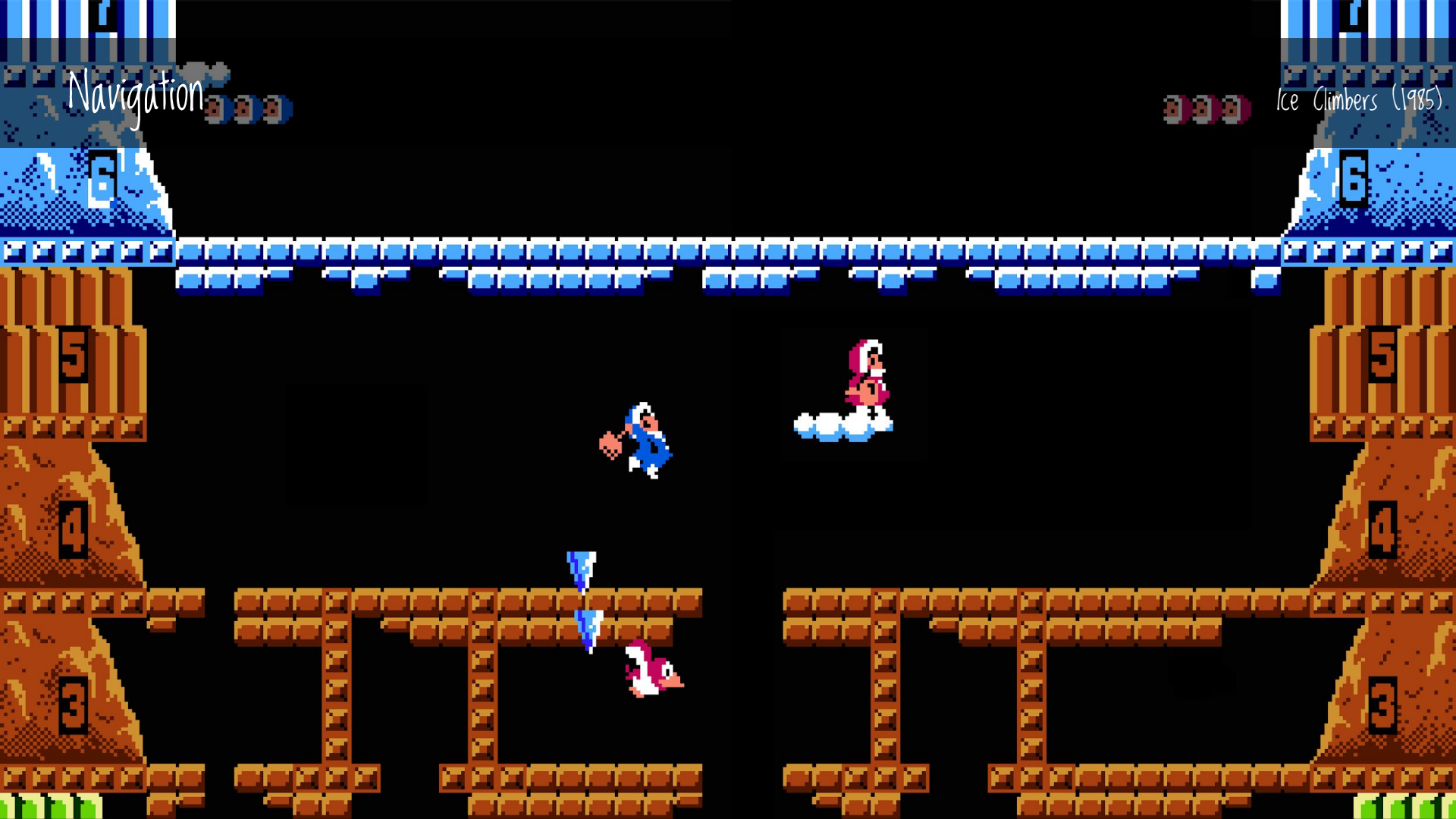




Hur rör sig spelaren i världen?

Navigation

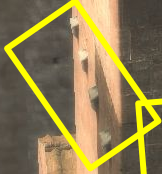
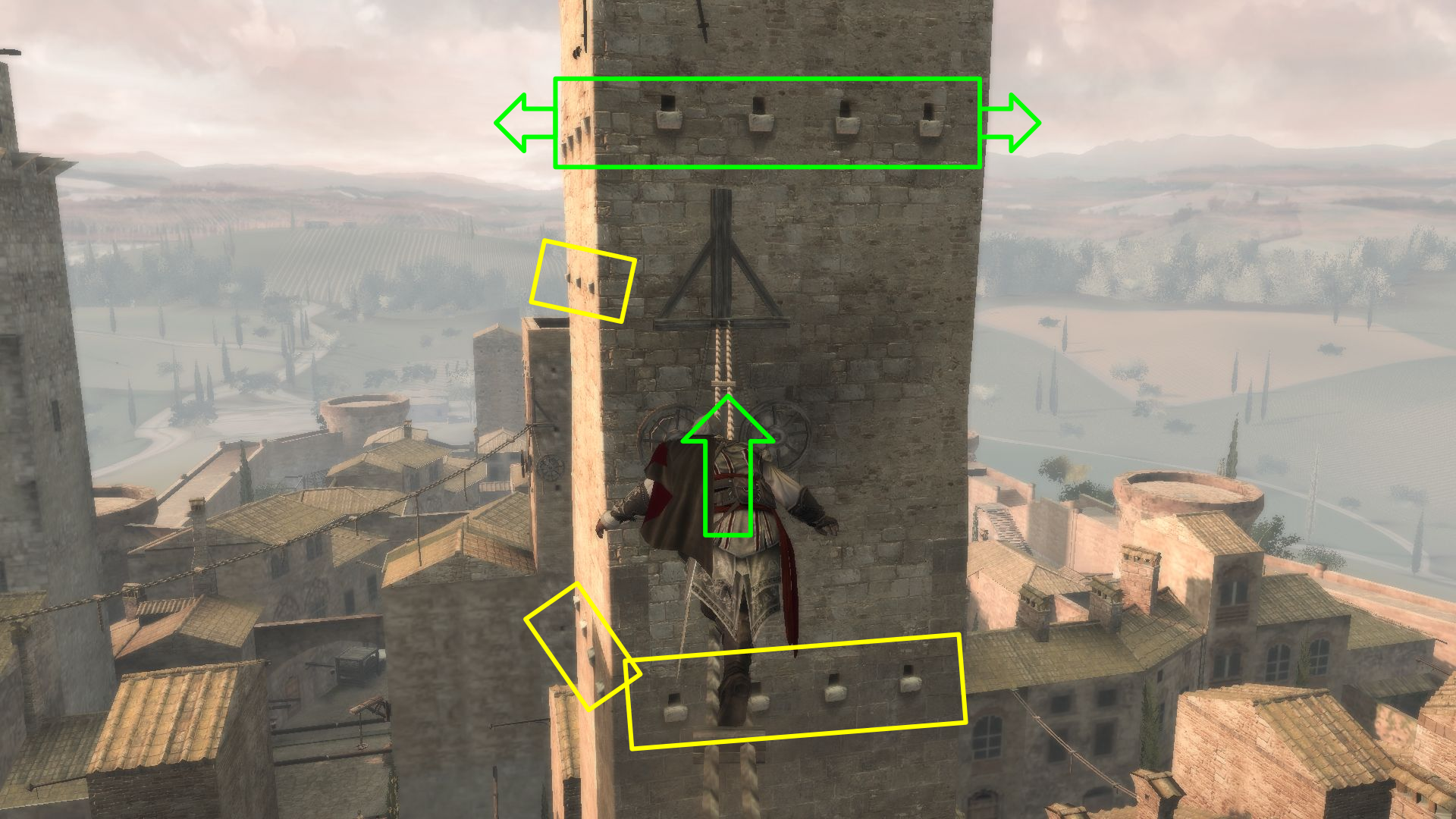
Ice Climbers (1985)



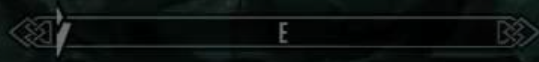
Navigation: Visvella hjälpmedel

Assassin's Creed II (2009)





Navigation: Med hjälp av ljus



The Elder Scrolls: Skyrim (2011)



Navigation: Med hjälp av nivåer

Uncharted 4: A Thief's End (2016)



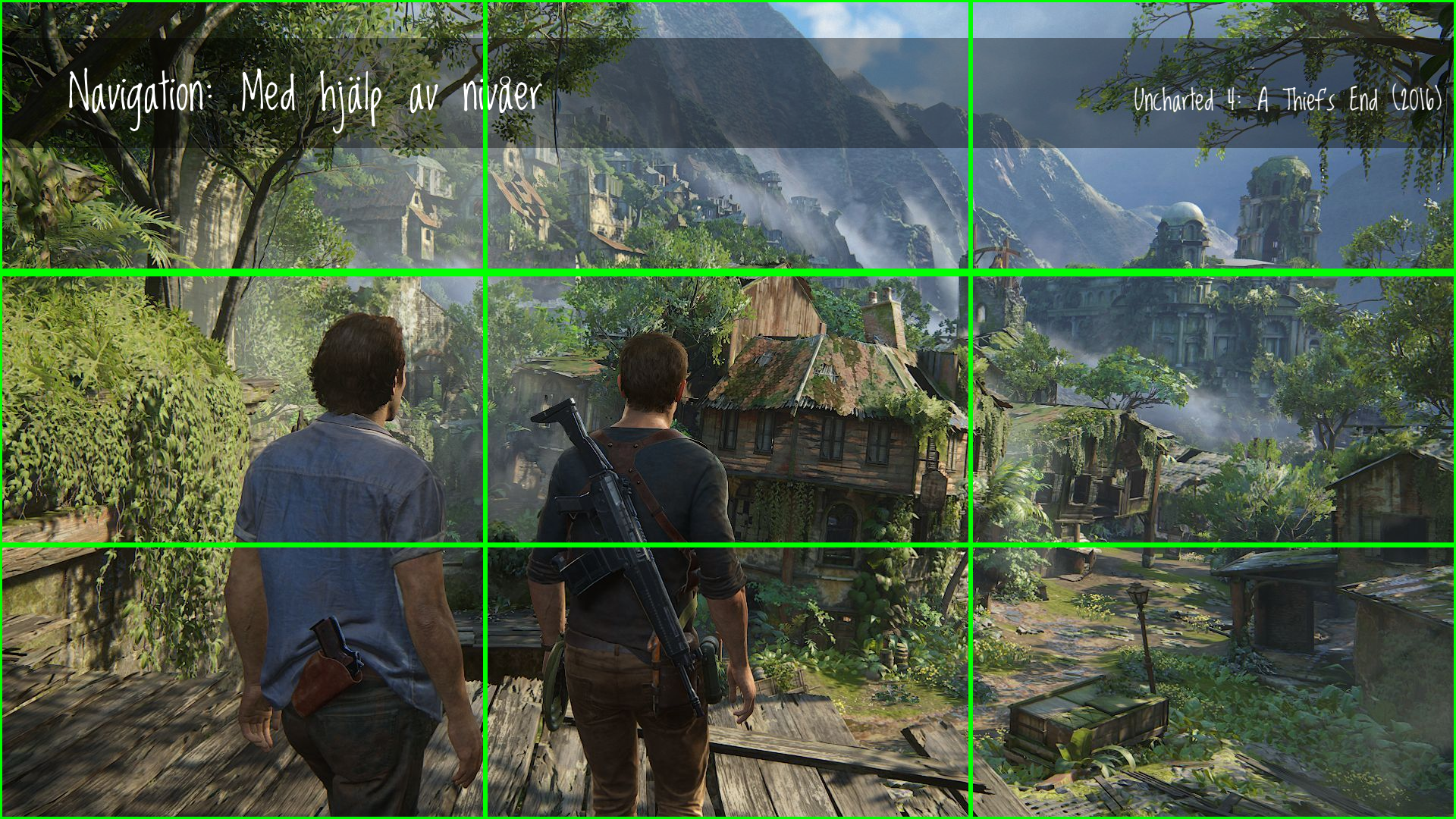
Navigation: Med hjälp av nivåer

Uncharted 4: A Thief's End (2016)



Navigation: Med hjälp av nivåer

Uncharted 4: A Thief's End (2016)



Navigation: Med hjälp av samlingsföremål

Little Big Planet 3 (2014)



LittleBigPlanet[™] 3

Navigation: Med hjälp av samlingsföremål

Unravel (2016)



Navigation: Med hjälp av landmärken

Half-Life 2 (2004)



I also detect some unspoken questions. Do our benefactors really know what's best for us? What gives them the right to make this kind of decision for mankind? Will they ever deactivate the suppression field and let us breed again?

Navigation: Med hjälp av landmärken

Kista



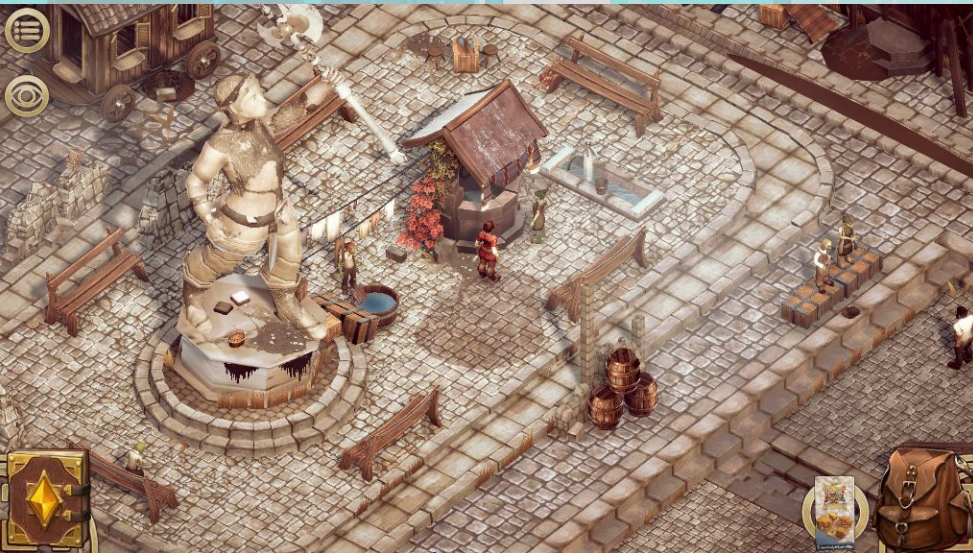
Navigation: Med hjälp av landmärken

Pendula Swing (2019)



Navigation: Med hjälp av landmärken

Pendula Swing (2019)



Navigation: Med hjälp av landmärken

DISNEY DINING

- 30** Bibbidi Bobbidi Boutique
- 31** Sleeping Beauty Castle Walkthrough[†]
(Alternate experience)
- 32** King Arthur Carousel[†]
- 33** Casey Jr. Circus Train
- 34** Dumbo the Flying Elephant
- 35** Mr. Toad's Wild Ride
- 36** Peter Pan's Flight
- 37** Mad Tea Party
- 38** Alice in Wonderland
- 39** Pixie Hollow
- 40** Matterhorn Bobsleds
(Minimum height 42"/107 cm)

DISNEY DINING

- U** Maurice's Treats
Sweet and savory twists, and Boysen Apple Freezes.
- V** Red Rose Tavern (Limited Time)
hosted by Minute Maid®.
Burgers, flatbread pizza and veggie options.

DISNEY DINING

- 2** River Belle Terrace Table service – BBQ Ribs, salads, sandwiches and desserts.
- 1** Stage Door Café Corn dogs, fish and chips, and chicken nuggets.
- R** The Golden Horseshoe Chicken nuggets, chili, fish and chips, and tasty ice cream specialties.
- S** Rancho del Zocalo Restaurant Breakfast, salads, tacos, burritos and Costena Grill specialties.
- T** Ship to Shore Marketplace Fresh fruit, turkey legs, chimichangas, and frozen beverages.

DISNEY DINING

- 48** Chip 'n Dale Treehouse
- 49** Mickey's House and Meet Mickey
- 50** Minnie's House
- 51** Roger Rabbit's Car Toon Spin

***Attraction operating hours may vary from park hours. Please see location or Information Centers for more information. Entertainment may vary.**

Show Ticket Distribution
Available along the Rivers of America adjacent to Frontier Landing.

Blue Bayou and River Belle Terrace
Dinner packages include a ticket for access to reserved viewing. Make reservations at Disneyland.com, 714-781-DINE(3463)



Viktigast av allt...



Funktion går över form!

Sammanfattning

När ni designar världen, tänk på:

1. Hur ser världen ut som spelaren rör sig i?
2. Hur rör man sig i världen?
3. Hur vet spelaren vart den ska?
4. Vad berättar världen för historia?
5. Vad är stämningen i världen?



Frågor?

Workshop

1. Världen?
2. Syftet?
3. Designa banan/banorna på en hög nivå
4. Gör bakgrunder
5. Fyll med föremål