

Level Design

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Bruce R. Maxim

UM-Dearborn

Level

- Originated in shooters and side-scrollers
- Refers to change of area or difficulty
- In some games the user is required to build his or her level after being assigned an arbitrary starting position

Level Designers

- As games grow larger the need to use level designers becomes important
- A level designer works on 1 or 2 levels at the most
- Level designers need to integrate their knowledge of the game engine, art work, and core game play