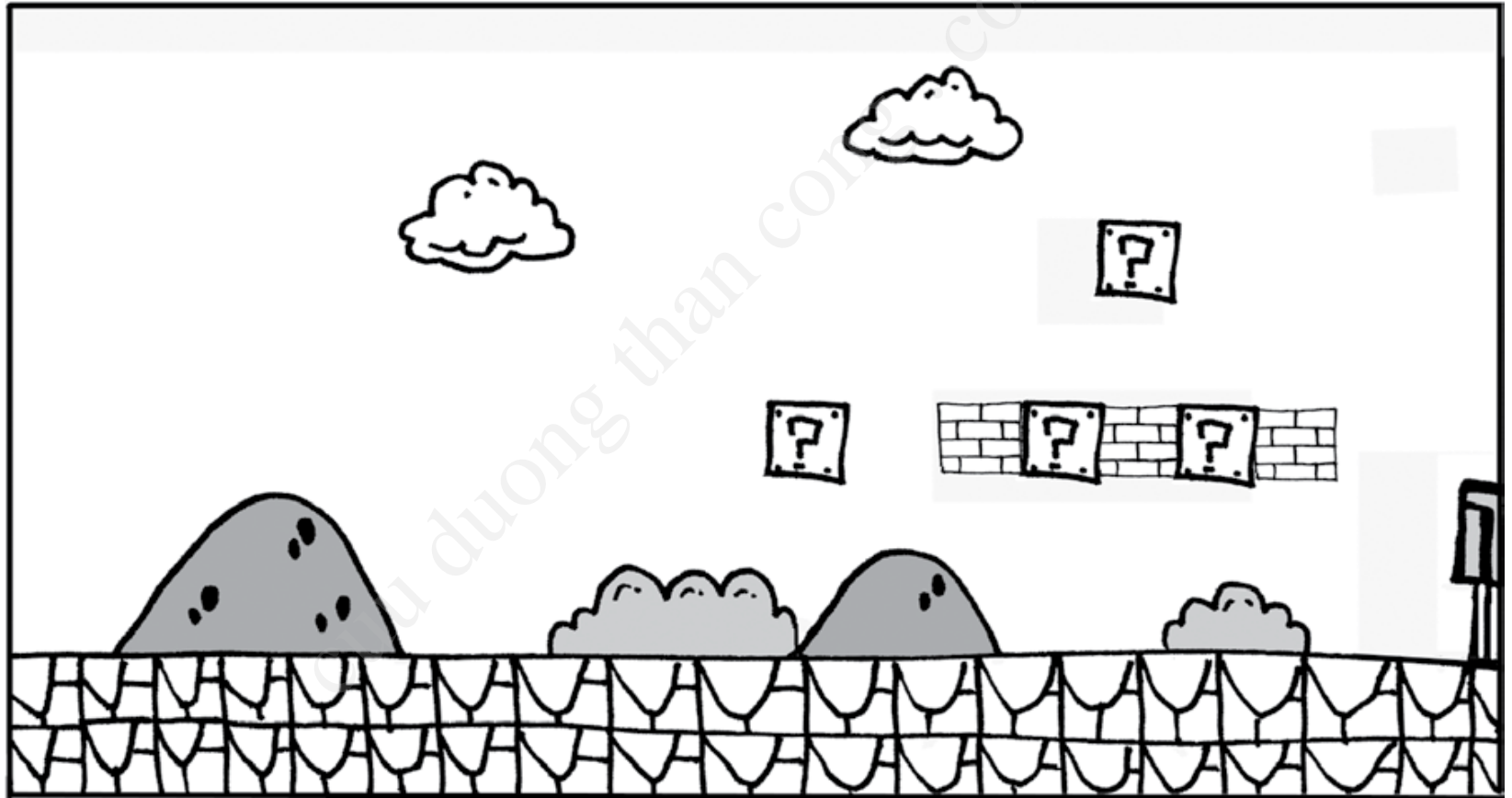


# LEVEL DESIGN

# DEFINITIONS

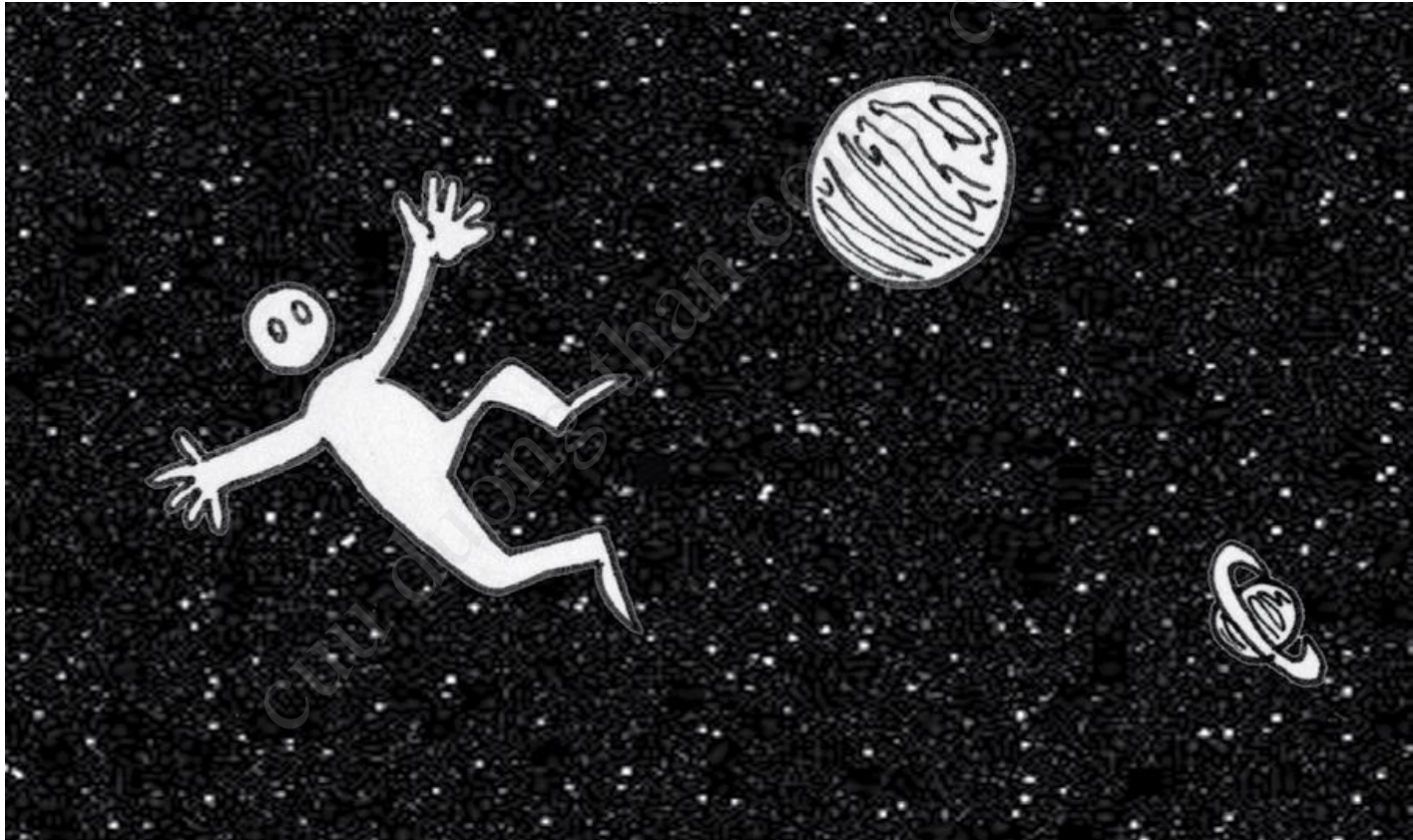
- Rounds
- Waves
- Stage
- Acts and Chapters
- Maps

# DEFINITIONS



world 1-1

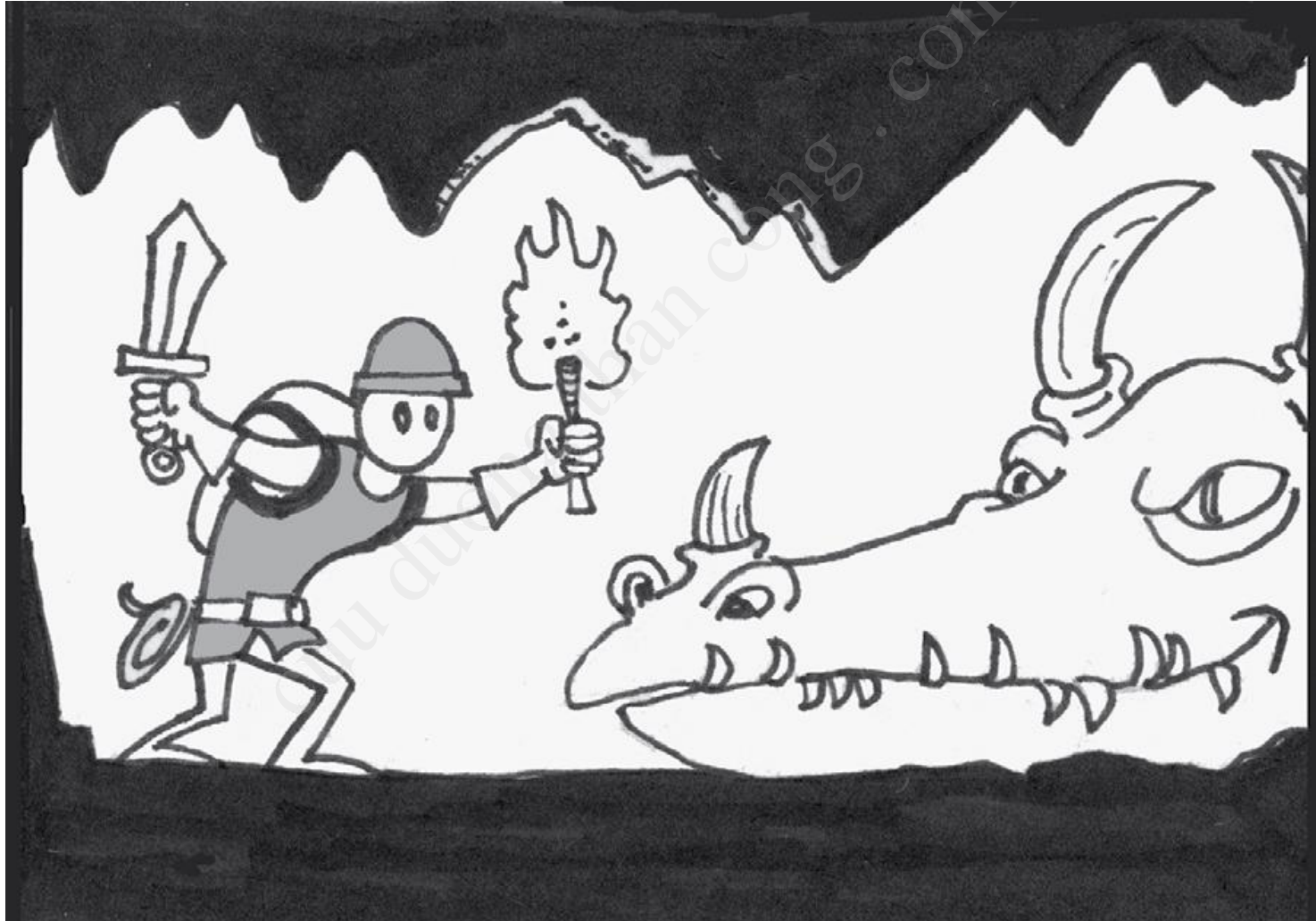
# THEME - OUTER SPACE



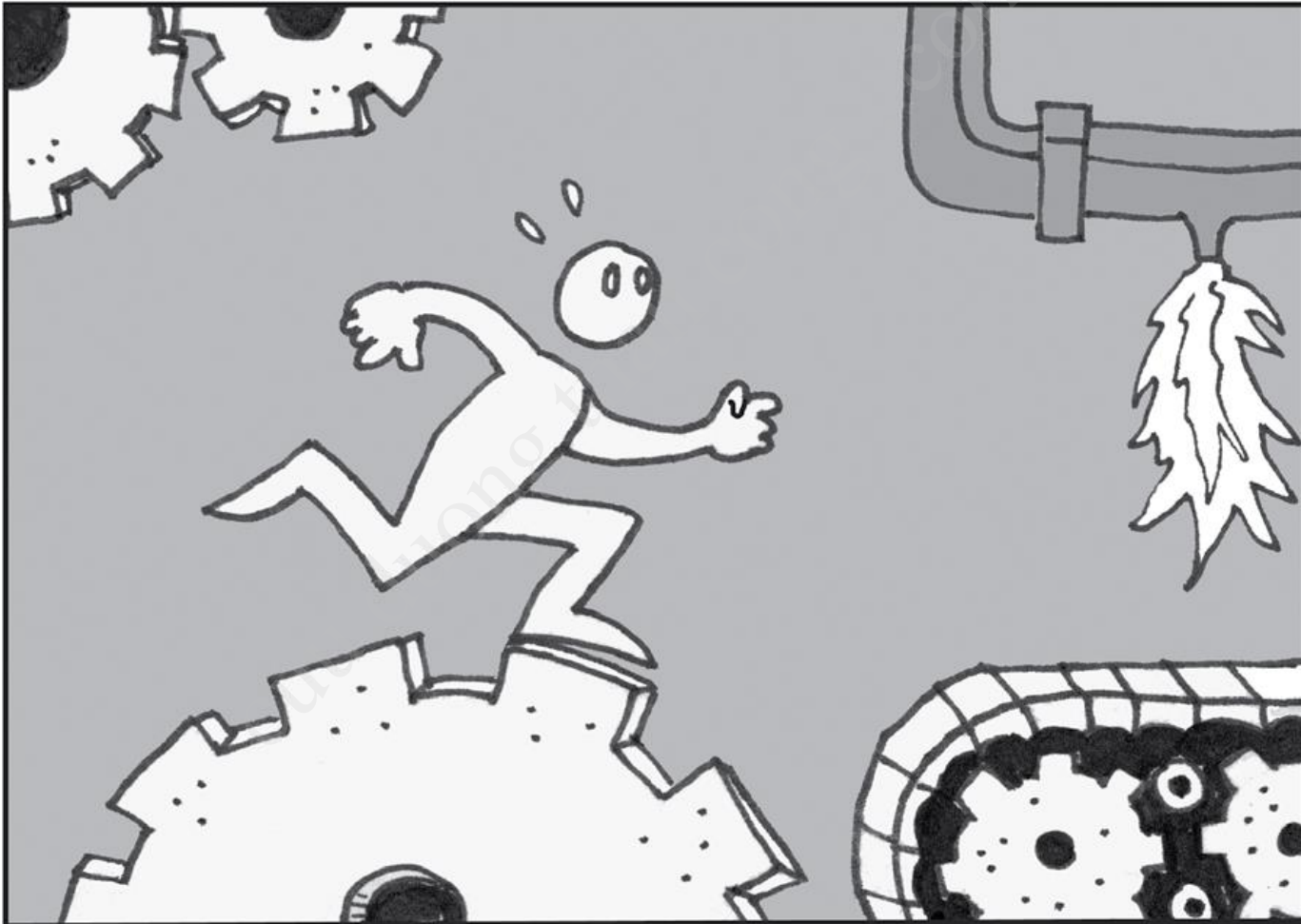
# THEME – FIRE/ICE



# THEME – DUNGEON/CAVERN/TOMB

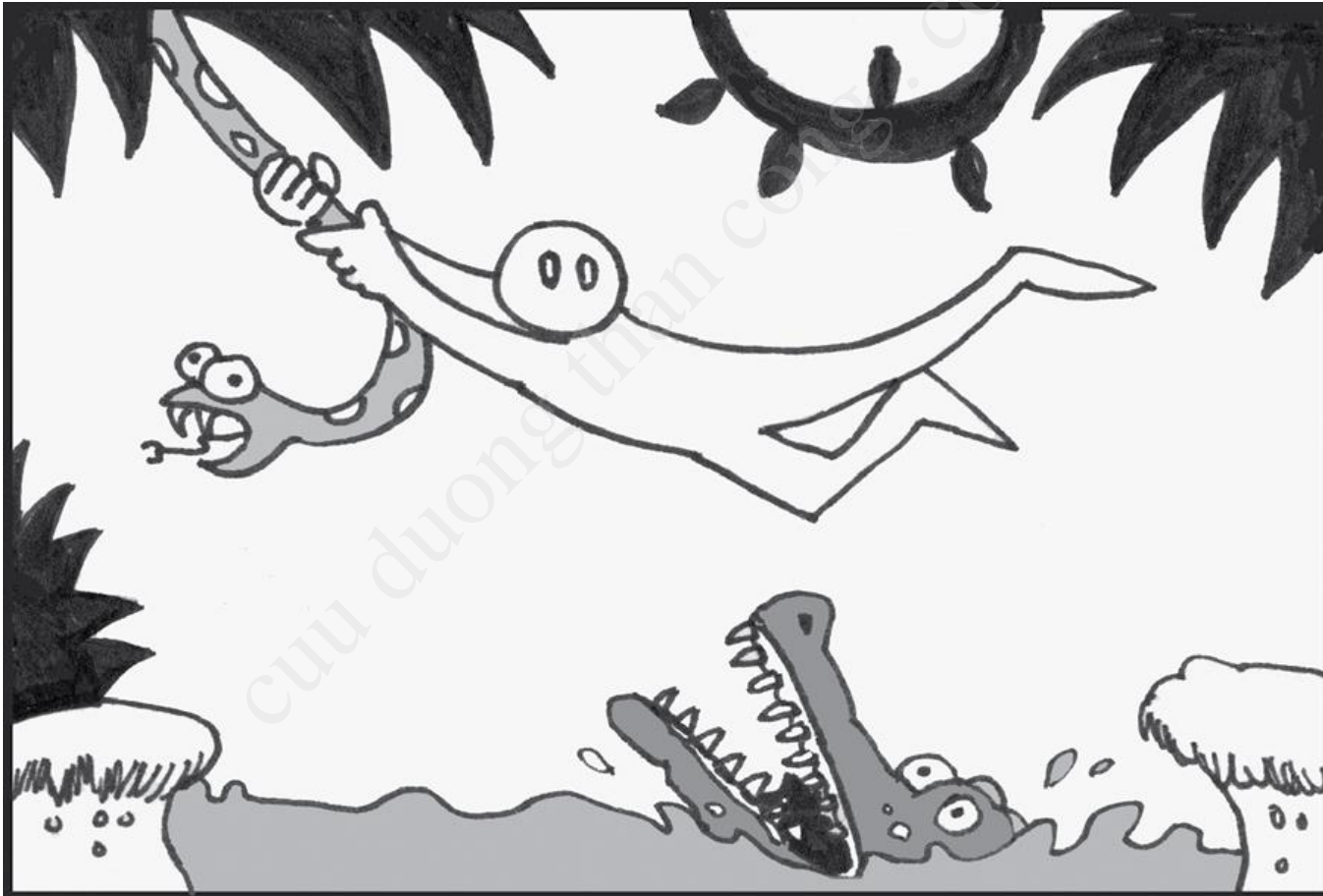


# THEME – FACTORY



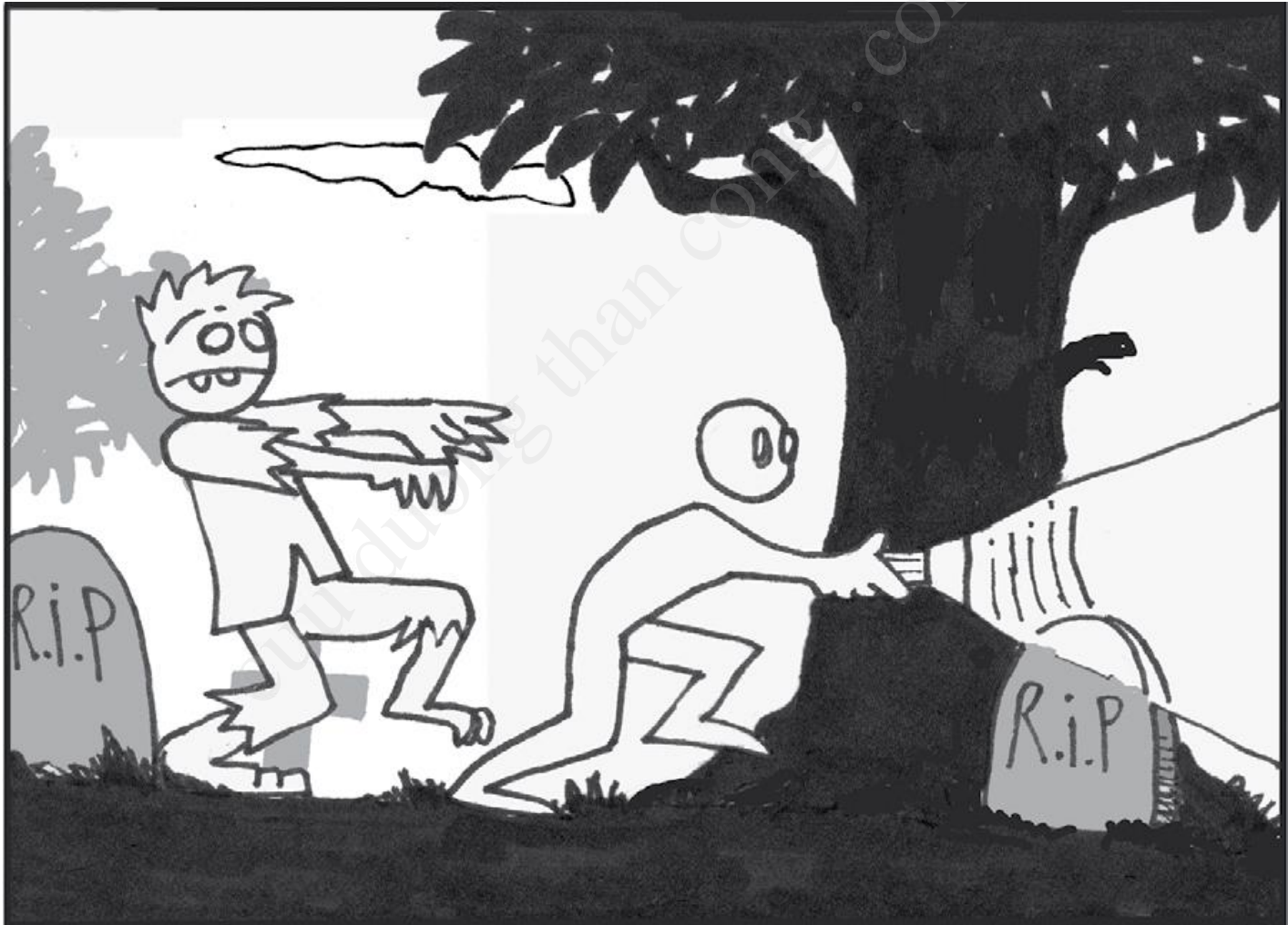


# THEME – JUNGLE





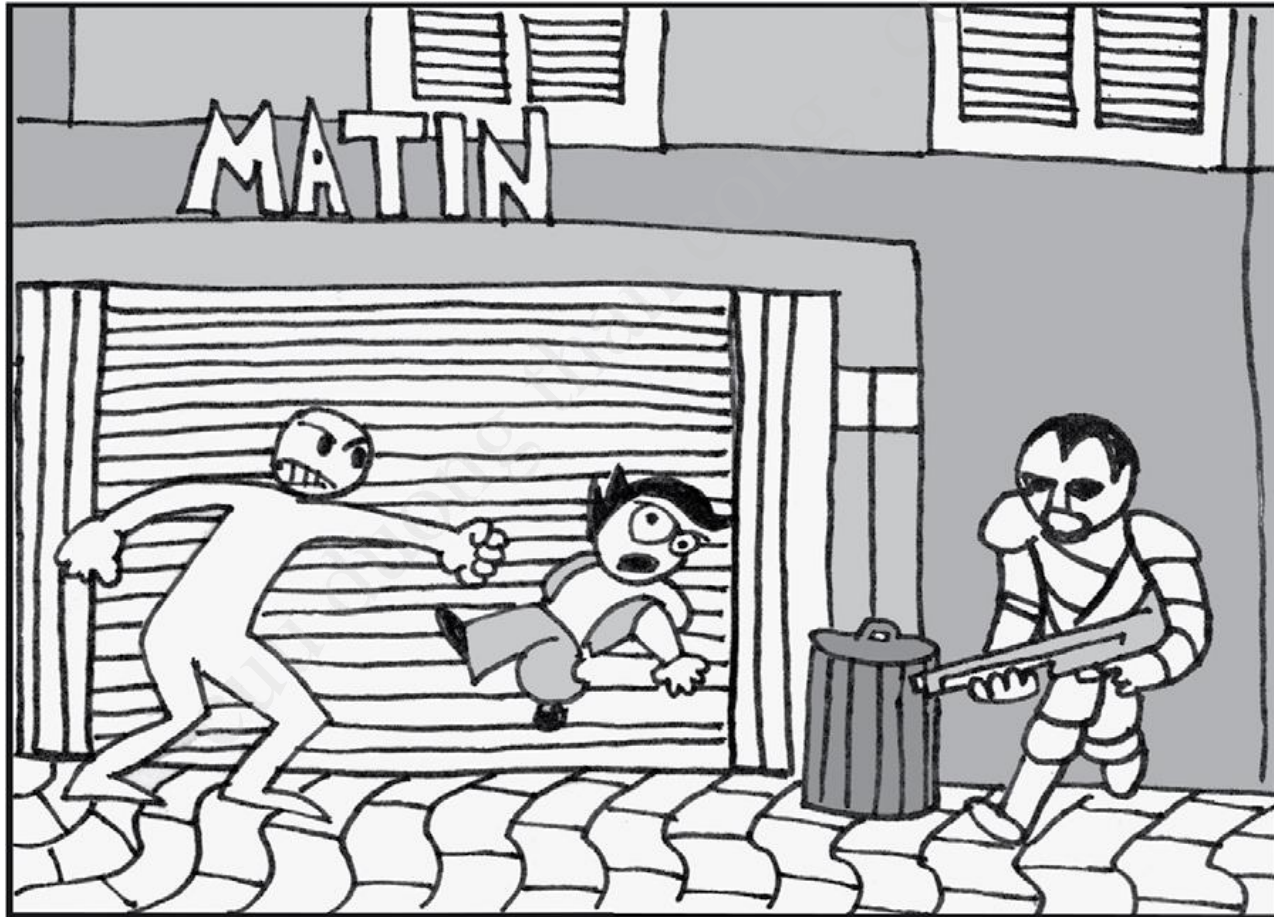
# THEME – SPOOKY/ HAUNTED HOUSE/GRAVEYARD



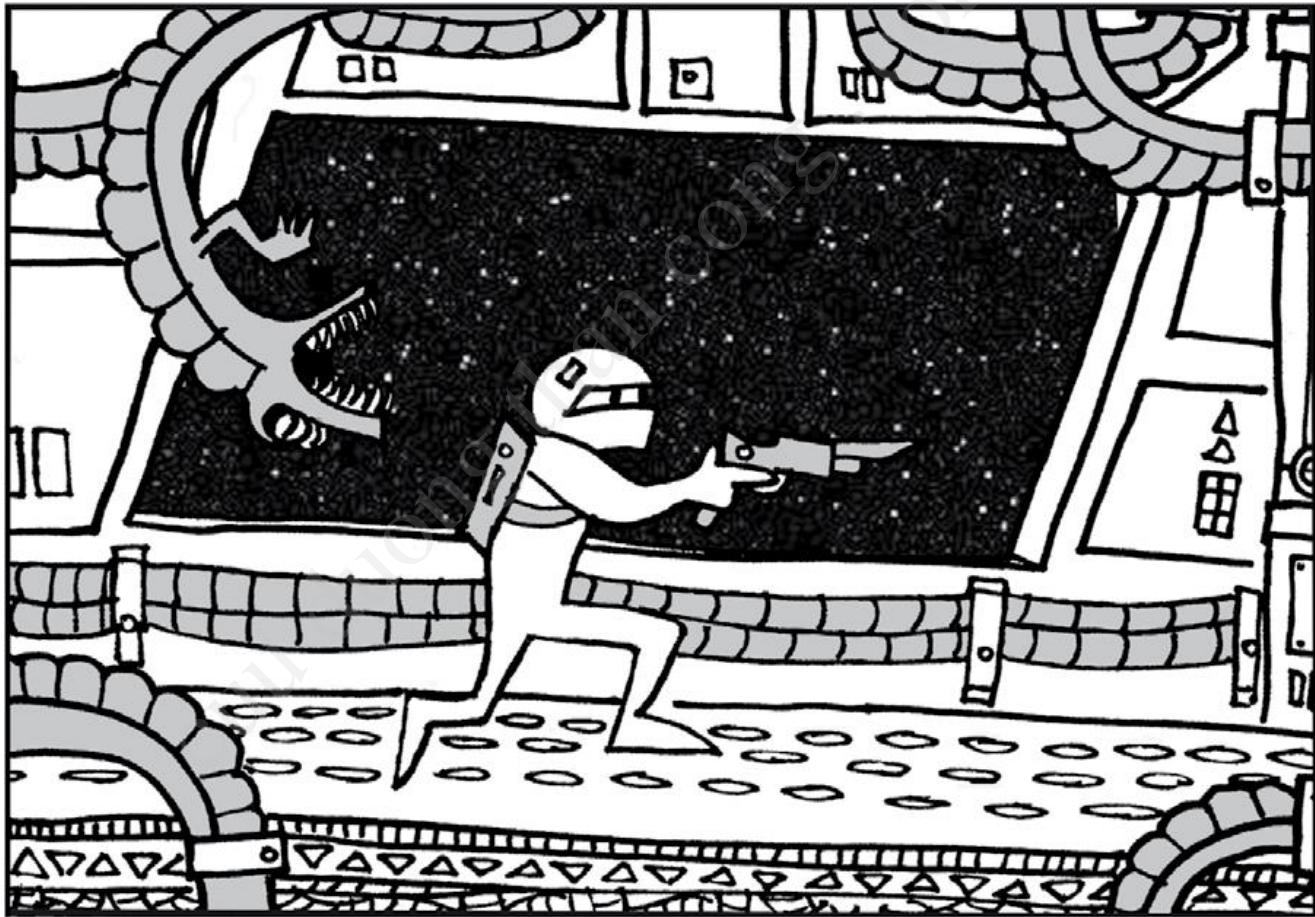
# THEME – PIRATE



# THEME – GRITTY URBAN

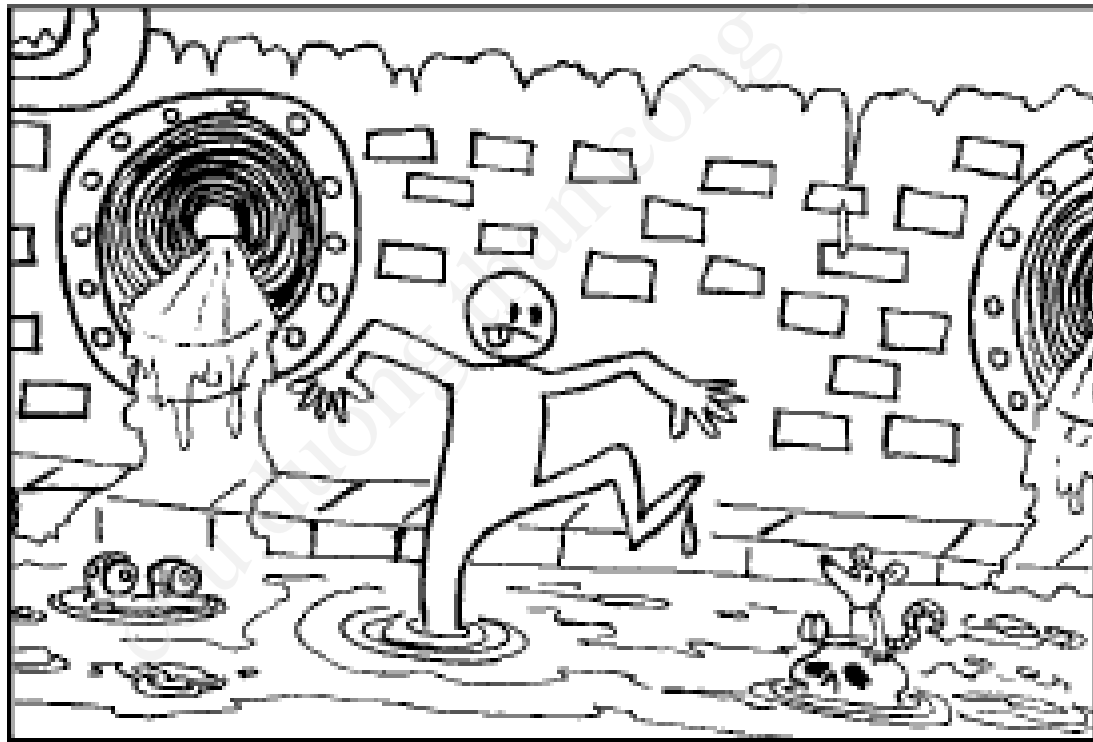


# THEME – SPACE STATION





# THEME – SEWER



# THE NAME GAME

- Keep the name to eight characters max.
- Players don't see the file names, so you don't have to be witty.
- For more complex titles, use abbreviated text.
- Make sure your naming conventions don't overlap.
- Organize your levels.

# LEVEL NAME

- Functional
- Location
- Descriptive
- Punny



# MAPPING THE WORLD



# FORESHADOWING

**#COMING**

# GOAL SETTING

- Escape/survive
- Explore
- Educate
- Provide a moral

REUSE

**#TRADE-OFF  
OR  
#OPTIMIZATION**