



Level Design Document

Project Overview

- **Level Name:** [Name of the level]
- **Game Title:** [Title of the game if applicable]
- **Type of Level:** [e.g., Hub, Linear, Sandbox, etc.]
- **Design Goals:** [Specific outcomes the level aims to achieve]

Description: Brief overview of the level, including its purpose in the game and any key features.

Level Objectives

- **Main Objectives:**
 - [List of primary goals the player must achieve to complete the level]
- **Secondary Objectives:**
 - [List of additional goals that enhance gameplay or narrative]

Description: Clearly outline the main objective(s) the player must achieve. Include secondary objectives that may enhance gameplay / offer additional challenges or rewards.

Narrative & Setting

- **Context:**
 - [Background story or setting of the level]
- **Environment:**
 - [Description of the level's environment, including key locations]
- **Themes:**
 - [Description of the levels overarching concept / motifs]
- **Tone:**
 - [Overall mood or atmosphere of the level]
- **Points of Interest:**
 - Major: [List and describe major locations or landmarks within the level]
 - Minor: [List and describe minor location or landmarks within the level]

Description: List all essential narrative and setting elements for the level. Only listing what is needed.

Gameplay Mechanics

- **Core Mechanics:**
 - [Describe the specific mechanics the player will have access to within the level]
- **Unique Mechanics:**
 - [Describe any unique mechanics the player may need to learn within the level]
- **Level Design Interactives:**
 - [List any interactive elements within the level, such as buttons, environmental hazards, destructible objects etc...]

Description: Describe what the player can do and what they might come across throughout the level.

Level Beats, Flow, and Pacing

(Disclaimer: Not all of these are needed, but can help visualize the level thru different viewpoints)

- **Level Beats:**
 - [Outline the Key events or moments that set the stage for the level, e.g., a dramatic cutscene or an environmental change]
 - A visual beat chart might be placed here
- **Flow:**
 - [Outline how the player is going to progress through the level]
 - A visual flow chart might be placed here
- **Pacing:**
 - [Outline the overall Intensity of the level]
 - A visual pacing graph might be placed here

Description: Describe how the level will progress over time.

Level Layout & Structure

- **2D Layout:**
 - [Diagram or description of the level layout, including major areas and paths]
- **Area Break Downs:**
 - [Zones designated for player exploration, discovery, traversal etc.]
- **Combat/Puzzles:**
 - [Locations and types of combat encounters or puzzles]
- **Duration:**
 - [List the desired time required to complete each section / the level as a whole]

Description: Provide a detailed breakdown of the level's structure.

Enemies | NPC

- **Enemy Types:**
 - [Types of enemies present in the level and their characteristics]
- **NPC Interaction:**
 - [Details on NPCs, their roles, and how they interact with the player]

Description: Explain what enemies or NPCs that might be present in the level.

Optional Sections

(Disclaimer: These sections might not be needed)

Technical Requirements

(Disclaimer: This section is only needed if there are unique elements needed that only appear in the level being made)

- **Unique Scripting:**
 - [Special events or sequences triggered by player actions or game conditions that would be unique to the level]

Description: Detail the scripting and or technical requirements that may be needed, this would include if a specific audio, visual, or some other unique element is needed for the level specifically.

Design Principles

(Disclaimer: This section is only needed for solo level projects)

- **Design Pillars:**
 - [Establish the Design pillars you will use throughout your project]

Description: Define the core pillars that guide the level's creation.

- **Core Gameplay Loop:**
 - **Overview:** [The central loop players engage in repeatedly, such as exploration, combat, and puzzle-solving]

Description: Detail the core gameplay loop