

Join the Discord!



DevLUp FSU


 **GBM #8** 

Level Design Sprint

12 March, 2026.

Congrats to everyone who participated in our Game Jam!

Our Meeting Schedule:

Date	GBM	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(Involvement fair?)	
15 Jan	1	Intros, Icebreakers, and Retrospectives		Everyone
21 Jan	2	Unity 201 (what new things?)	In the Co-Lab	Jake
29 Jan	3	2D Art -- Pixel and ...not pixel?	In the Pitch Room ↓	Calvin & Ares
5 Feb	4	2D Animation -- Frames and Tweening	(May have to move)	Calvin & Ares
12 Feb	5	Making Music for Non-Musicians		Marsh
19 Feb	6	Blender 201 -- Tidbits		Hailie
26 Feb	7	Unity 202 -- Lighting	Florida Comedy Jam (27-1)	Jake & Marsh
5 Mar	8	Writing For Games		Screenwriting Club
12 Mar	9	1 HOUR LEVEL DESIGN JAM		David
19 Mar		Spring Break		
26 Mar	10	Sound Design and the Art of Foley	(May have to move)	Yusong
2 Apr	11	Unity 203 -- A*, Agents and Navmesh		Jake & Marsh
9 Apr	12	Online Portfolios (HTML Basics) -WICS collab		Hailie
16 Apr	13	Prototyping Levels	(May have to move)	Marsh
23 Apr	14	Year's Out Celebration!		Everyone

#👁️👁️showoff

Today's Goals

- Hands-on experience with level design
- Build ideas based off of a genre and an environment
- Not a in-depth talk, details about where to go for that in a bit

The End Product

- Paper sketches of one level
- NO CODE

Brief Background

When working in an indie space, there are very few people with influence on your level design. Following strict guidelines that another developer uses might not apply well to your use case.

Above all, ensure your decisions are *intentional*. If you construct a framework of rules to follow, ensure each rule exists *for a reason*.

There are no universal rules to game design, but there are universally understood truths of human psychology. "Good practice" in game design usually means understanding these.

-Indie Game Clinic

That being said... here are some Rules of Thumb

- **Contrast**
 - Open rooms next to Cramped rooms
 - Bright rooms next to Dark rooms
- **Leave recognizable landmarks, don't have it all look identical**
 - Makes it easier to avoid getting lost
- **Reuse the space**
 - Not strictly linear progression, give players a feel of where things are and allows more time to be spent on any given room
- **Dead ends**
 - Influence difficulty and mood
 - Do we want the player cornered by enemies? Should we add loot to avoid feeling like a waste of time?
- **Levels can serve many purposes**
 - They need to serve as a series of experiences
 - They need to communicate to the player what they need to do
 - They need to represent an environment
- **Players tend to flow like water to explore all possible paths**
 - However they typically make natural gradual turns instead of sharp corners

Looking to learn more?

- Marsh's Prototyping Levels Talk:
 - April 16th, 4:30pm in this room
 - Much more in depth than today's talk
- Jackson's Level 1 Class:
 - DIG 3779 Intro to VR Development
 - About more than just levels
- Dawn of Dion
 - Practice level design in our club project!

The background is dark grey with a repeating pattern of light grey geometric shapes, including squares and rectangles with rounded corners. Some of these shapes contain white arrows pointing in various directions (up, down, left, right).

Find a Team!

(approx. 5 teams)

Genres:

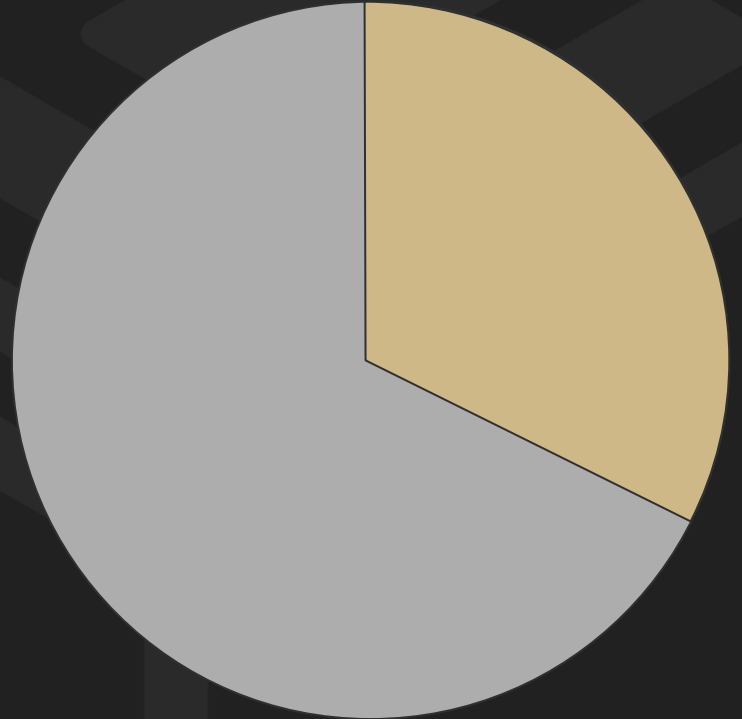
<https://wheelofnames.com/b8s-aev>

Environments:

<https://wheelofnames.com/yae-6u5>

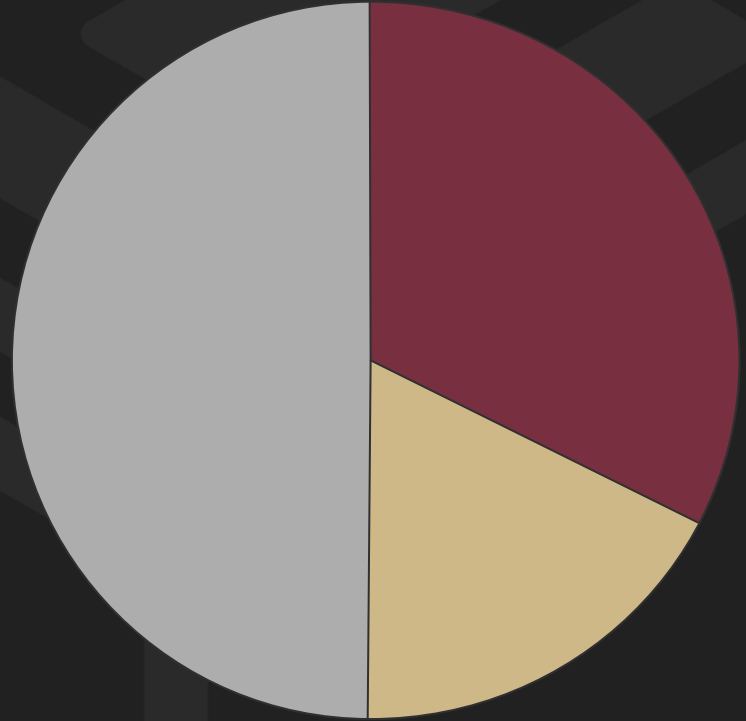
04:50-05:00

- THE SPRINT BEGINS
- Recommended: Brainstorm possible concepts



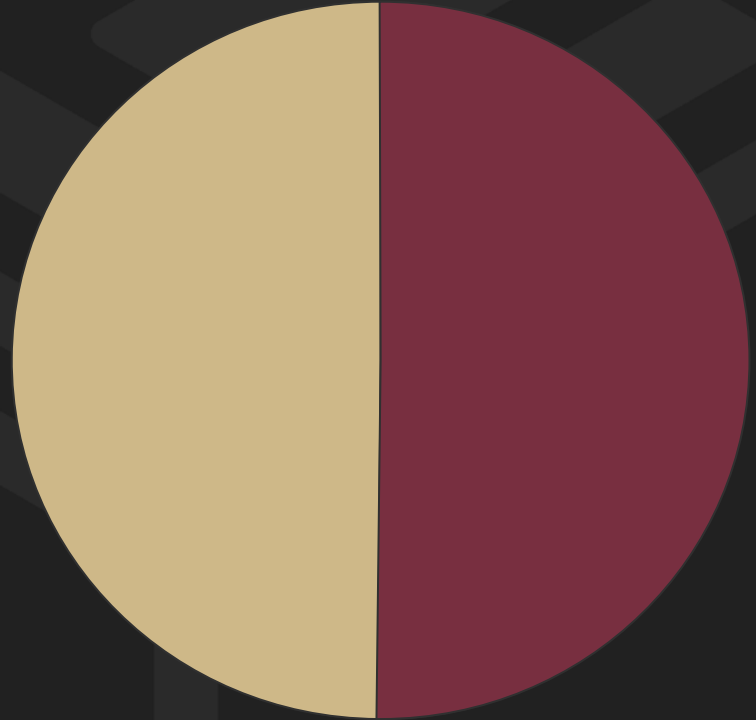
05:00-05:05

- Recommended: Settle on a final idea & begin sketching



05:05-05:20

- Recommended: Get your ideas onto paper, have a final level
 - Quality art not required
 - Be prepared for a presentation!



05:20

- THE JAM ENDS - PENCILS
DOWN



Presentations

- Each team presents concept for ~3 mins
 - Use your sketches
 - Field questions

Voting

- Vote with the QR Code at the end
- Winner will be announced in 24 hours
- You can vote from home if you'd like, see discord announcement

Presidential Platforms

