

Miljödesign (Level Design)

Anna Jenelius

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Planen

10:00-12:00

Jag och min resa i spelbranschen

Teori: Level Design

Start workshop med handledning (om tid)

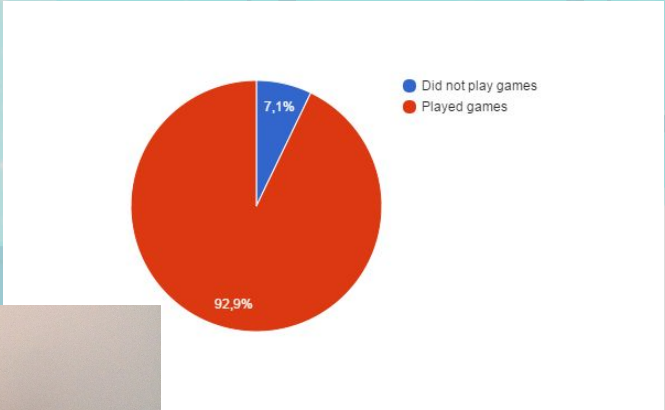
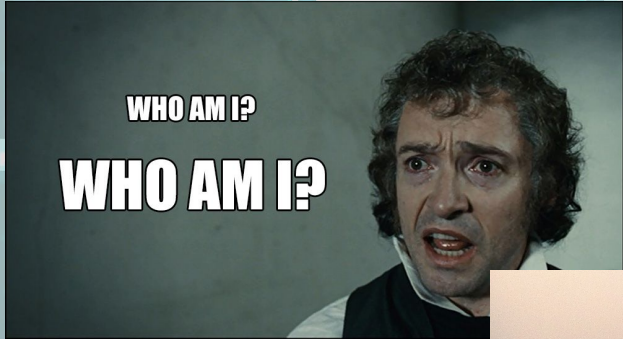
12:00-13:00

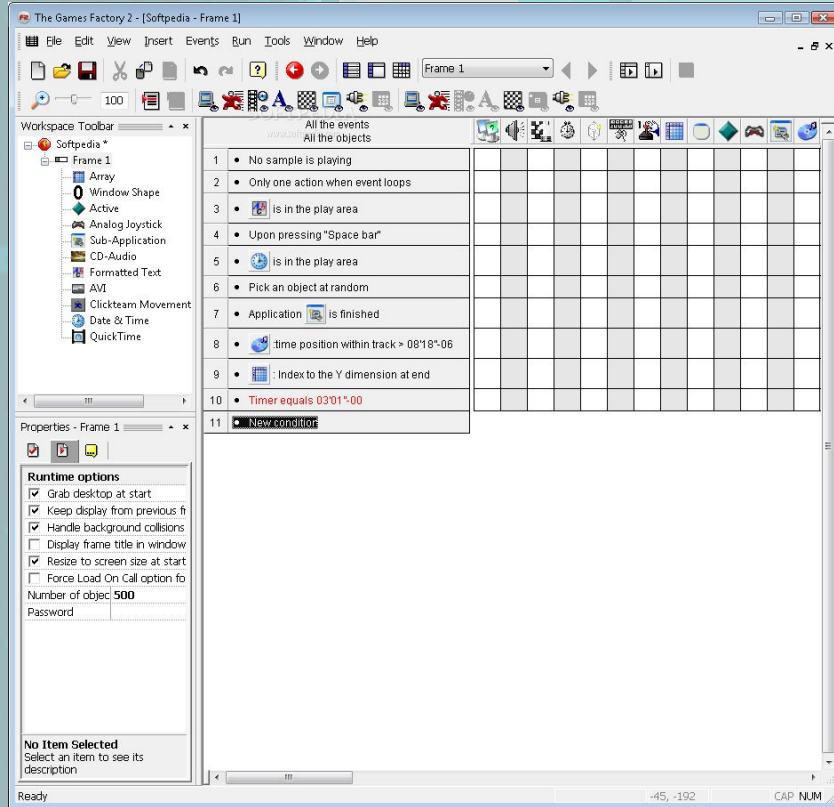
Lunch

13:00-15:30

Workshop med handledning

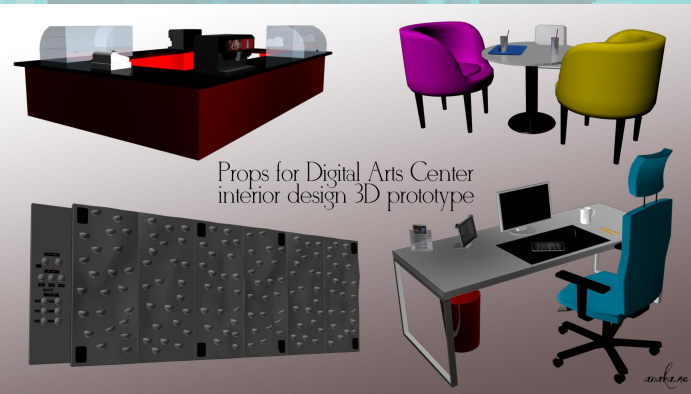
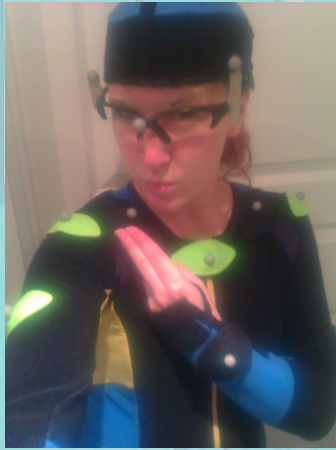
Plus kortare raster!





goodgame

















ARSTOTZKA Entry Permit

Give this paper to applicant

ENTR

M.O.A. IDENTITY RECORD

NAME: Hatya Hussong
ALIAS: No known aliases

Applicant's fingerprints and claimed name/alias must match this record.

ARSTOTZKA Entry Permit

Personal entry to the Republic of Arstotzka hereby granted to

HATYA HUSSONG

Passport number: B105-FPPBJ

VISIT: 14 DAYS

02.01.1983

Ministry of Admission

M.O.A. CITATION

ENTR HERE

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.

Lalecore
STUDIOS



midvinter

Available now!



The Gnome

Anna 'Anaka' Jenelius

Restart

This story was created with
Twine and is powered by
TiddlyWiki

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

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

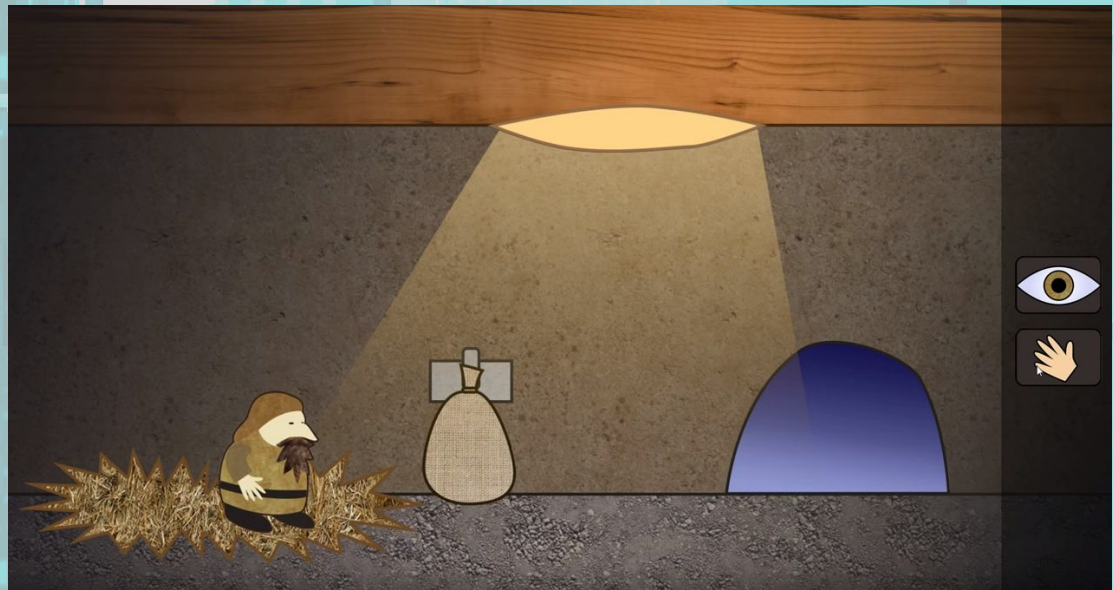
"I am not sure", answers the male human. "What do you think, dear?"

"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.







Bag



KanbanFlow Midvinter Bug Reports Administration Anna Jenelius

Open Issues (New) +	Won't fix/Low prio/Shippable +	Resolved in Coming Build +	Resolved in Current Beta Build +	Closed +
<p>From community: (Swedish) I clicked Esc to get out into the menu, clicked "click to fast walk", and no I can't get back into the game again. ☹</p> <p>From community: In the fields, it shows an interaction icon all over the screen, not only where the fairies dust was, and even after you pick up the mushrooms - every time ☹</p> <p>Jennifer (Bat): Menu still responsive after actions such as New Game. (Only present on first game launch (No continue button)) ☹</p>	<p>Erik: Not possible to interrupt current action while walking if you change your mind.</p> <p>Per: The crack in the Foundation that makes up Nisse's front door doesn't look natural. ☹☹</p> <p>Anna: The gnome does not look at the troll when talking ☹</p> <p>Erik: Moon stationary in sky all through the night ☹</p> <p>Konrad: It might be cool to be able to stash the mushrooms and potatoes on the plate in Nisse's house ☹☹</p> <p>Konrad: Clicking on the inventory while the Map is "loading" makes it unresponsive ☹☹</p> <p>From community: Humans don't think there is a gnome on the farm, even if you eat the porridge on day one. ☹</p> <p>Konrad: Pressing Settings button progresses the tutorial and may cause the tutorial to be displayed on top of settings menu ☹☹</p>		<p>Current Beta Steam Version: 1.0.4. Branch password: GnomeNansLand</p> <p>From community: [SWE] ska bli vår tjänare. Inte ska vara vår tjänare ☹</p> <p>From community: if you are in a middle of an action, in the morning, and you get teleportad home, the icons for eye/hand get teleported with you in your house ☹</p> <p>From community: HUD hover elements don't end up in the right place (varies depending on resolution)</p> <p>Konrad: Clicking while Skogsrå is walking out makes her play her VO ☹☹</p> <p>Konrad: The hitboxes on the top UI panel are not aligned to anything ☹</p> <p>From Community [SWE] Horse is called Horse, not Häst ☹</p> <p>Jennifer: Steam overlay box in right corner stays on screen, but is halved. ☹</p> <p>Jennifer: Feature request Right click to close interaction menu. ☹</p>	<p>Today</p> <p>Tuesday, 10 May</p> <p>From community: Pressing Esc before having started a new game caused ingame interface items to appear. ☹</p> <p>From community: [SWE] ur din svans, inte ur sin svans ☹</p> <p>From community: [SWE] Click to fast walk, just called "klicka för att gå" ☹</p> <p>Erik: When entering a new area, the name of the area is shown in the text bar at the bottom of the screen until something is moused over. ☹☹</p> <p>Wednesday, 4 May</p> <p>Erik: Missing paragraph in farm ending ☹☹</p> <p>Erik: If you close inventory with Esc key, impossible to mouseover objects ☹☹</p> <p>Erik: Typo in Swedish credits ☹☹</p> <p>Erik: Missing period in Swedish description of returned key ☹☹</p> <p>Erik: Typo in Swedish description of mushrooms ☹☹</p> <p>Viktor: Raise contrast/brightness of the in-game HUD (inventory). Also, raise contrast/brightness on the gloved hand you use to interact with stuff. Now the HUD elements looks way to similar to the backgrounds and are somewhat hard to discern. ☹☹</p> <p>Anna: The inventory panel looks like shit in smaller resolutions, and you can click stuff behind the bag (working on it).</p> <p>Troll is obscured by darkness! ☹☹</p> <p>Per: The Controls tab in the launch window is</p>

Alla spel > Genre: Äventyr > Midvinter

Midvinter



Midvinter är ett mysigt peka-klicka spel som tar dig uttills i en svensk folktröskland. Du får utforska en mystisk värld och gåtor såväl som tilltalande musik. Det är det som gör att du får du som spelare ta rollen som en av de mest mystiska väsen på din resa.

Användarrecensioner: Positivt (16 recensioner)



Registrera dig för att lägga till denna artikel i din önskelista eller markera som favorit

Tic-Toc-Tower

Trading cards available

Midvinter

Trading cards available

Secrets of Deep Earth Shrine

Trading cards available

...words that are u
...able individually b
...ct of being spoken. Then
...aded away again and instead
...of the Party stood out in bold capitals:

WAR IS PEACE
FREEDOM IS SLAVERY
IGNORANCE IS STRENGTH.

...he face of Big Brother seemed to persist for se
...on the screen, as though the impact th
...everyone's eyeballs was too vivid
...y. The little sandy-haired
...rd over the back of
...ous murmur

A glowing yellow cube, reminiscent of a Super Mario Bros. 'E' block, is the central focus. It has a dark grey 'E' on its front face and a small white rectangular detail at the bottom center. The cube is surrounded by a bright yellow glow and has several lens flare effects. The background is a pixelated teal color with a faint grid pattern and some white pixelated shapes.

Frågor hittills?

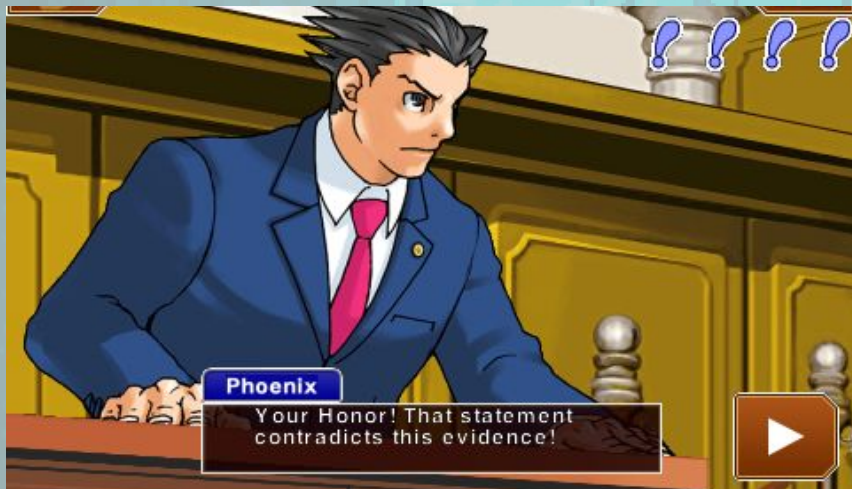


Vilken typ av spel?













Vilken värld/miljö?

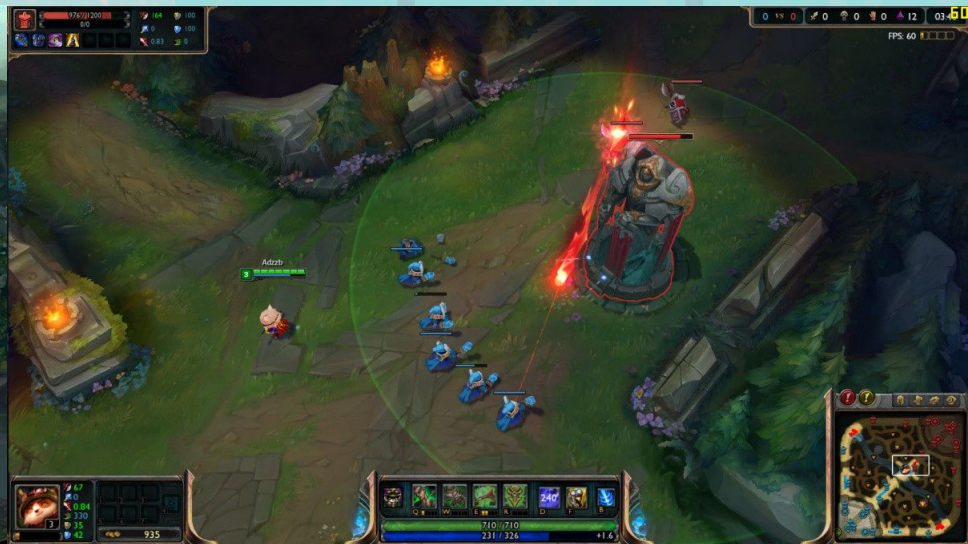
Level Design vs. World Design

World of Warcraft (2004-)



Level Design vs. World Design

League of Legends (2009-)



Level Design vs. World Design

Monkey Island Special Edition (2009)



A pixelated platformer game scene. The background is a light blue sky with a grid of darker blue lines. On the left, there are several vertical structures of varying heights and colors (blue, green, yellow). In the center, a small white character with a red hat stands on a yellow platform. To the right, there is a green platform with a small red goal icon on top. The scene is framed by a dark blue border.

Vad är syftet?

Innehåll: Syfte

HP



COMMAND

Attack

Magic

Items

—



Innehåll: Syfte

Vampire the Masquerade - Bloodlines (2004)



Innehåll: Berätta en historia

Life is Strange (2015)



Home, sweet home. My favorite cocoon...

Innehåll: Berätta en historia

The Division (2016)



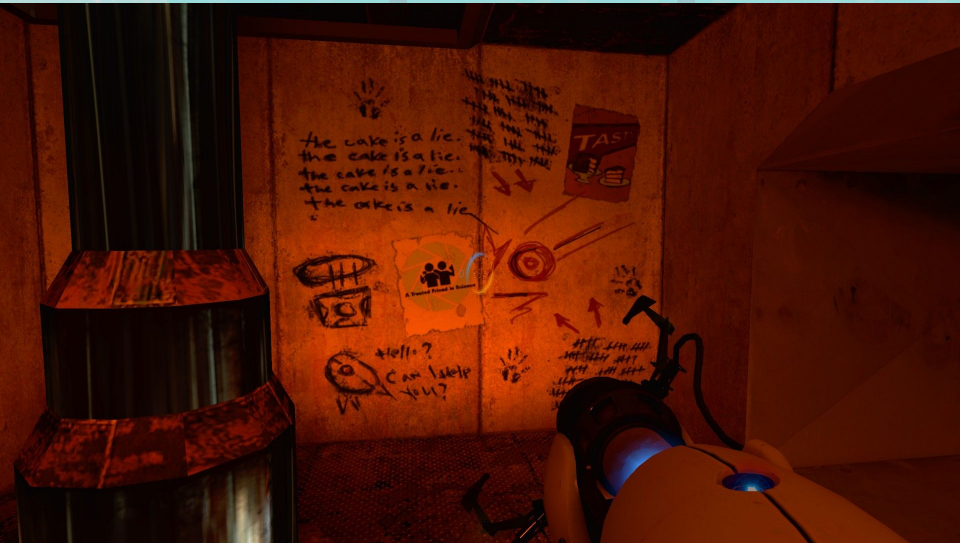
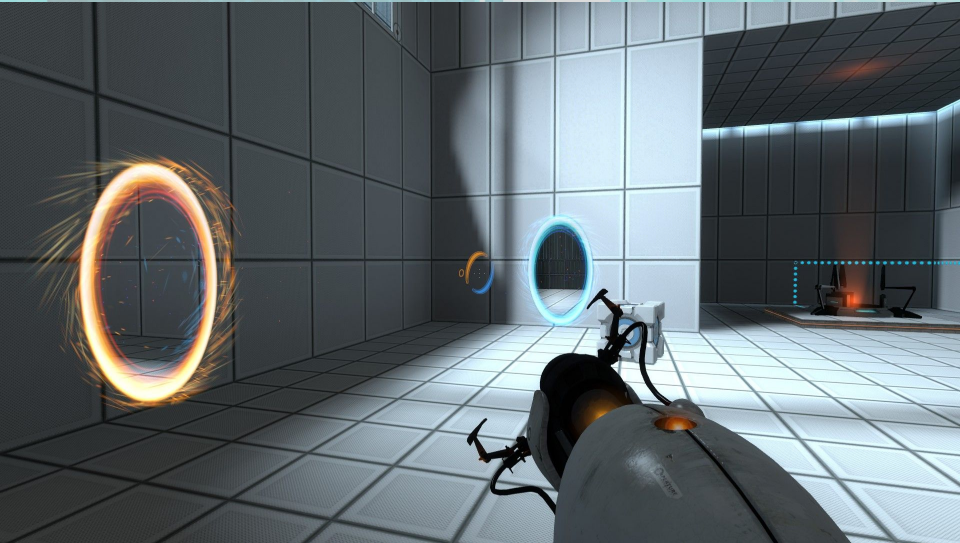
Innehåll: Spår och meddelanden

The Last of Us (2013)



Level Design vs. World Design

Portal (2007)



Innehåll: Skapa en norm - och bryt mot den

Midvinter (2016)



Ah, the trusty old shovel! What is it doing here? It should be in the shed, where it belongs.

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



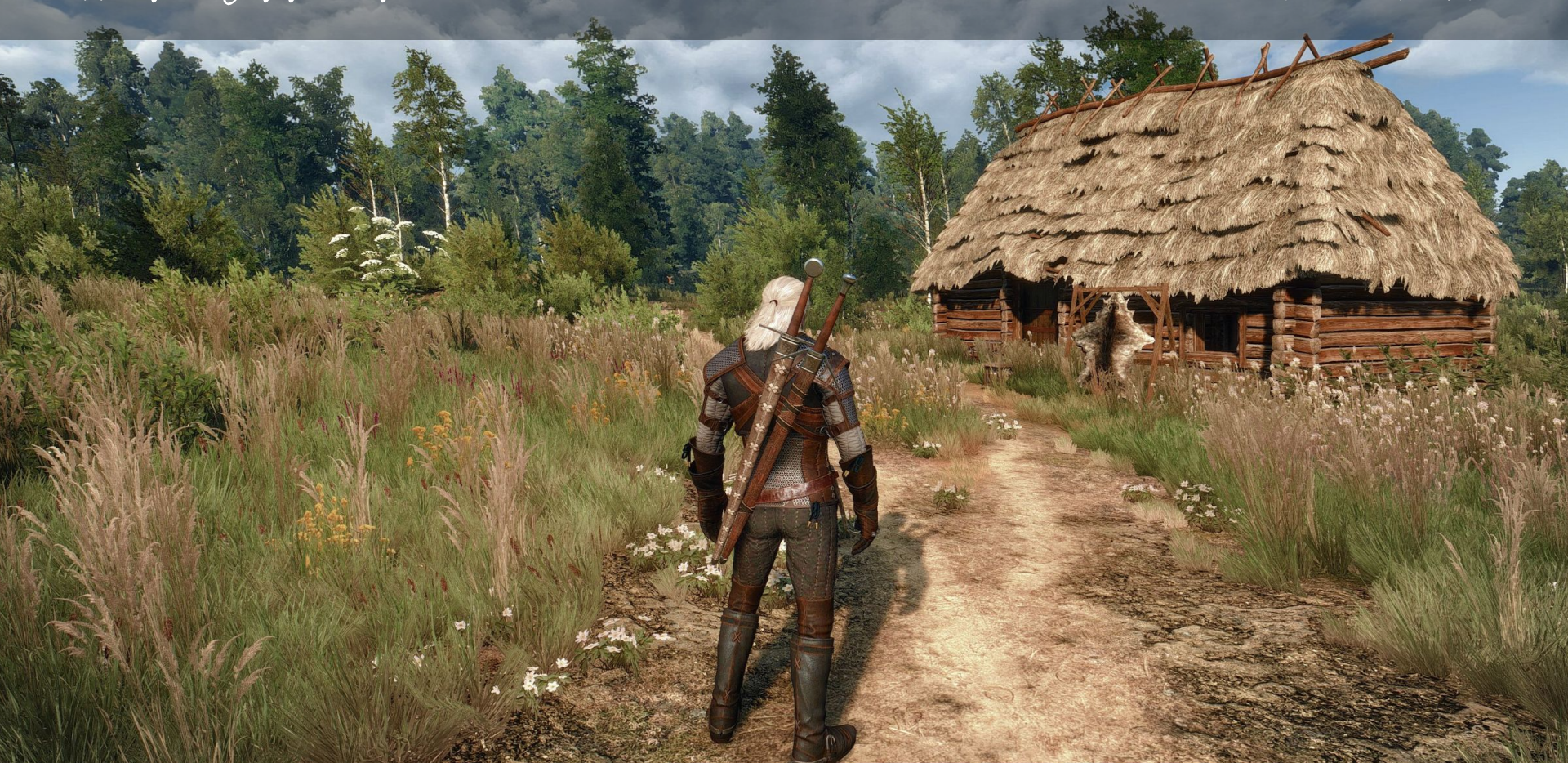
Innehåll: Skala (orealistisk)

World of Warcraft (2004)



Innehåll: Skala (realistisk)

The Witcher 3: Wild Hunt (2015)



Innehåll: Skala - fysisk upplevelse

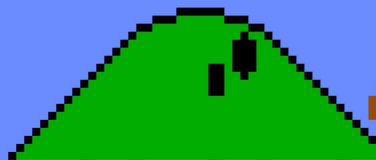
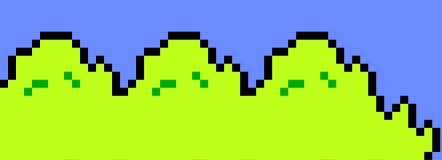
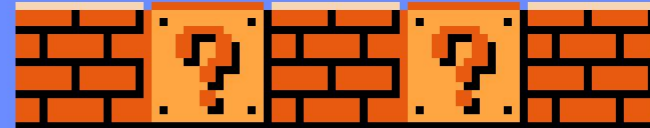
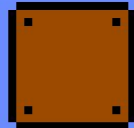
War of the Roses (2012)



Innehåll: Skala - fysisk upplevelse

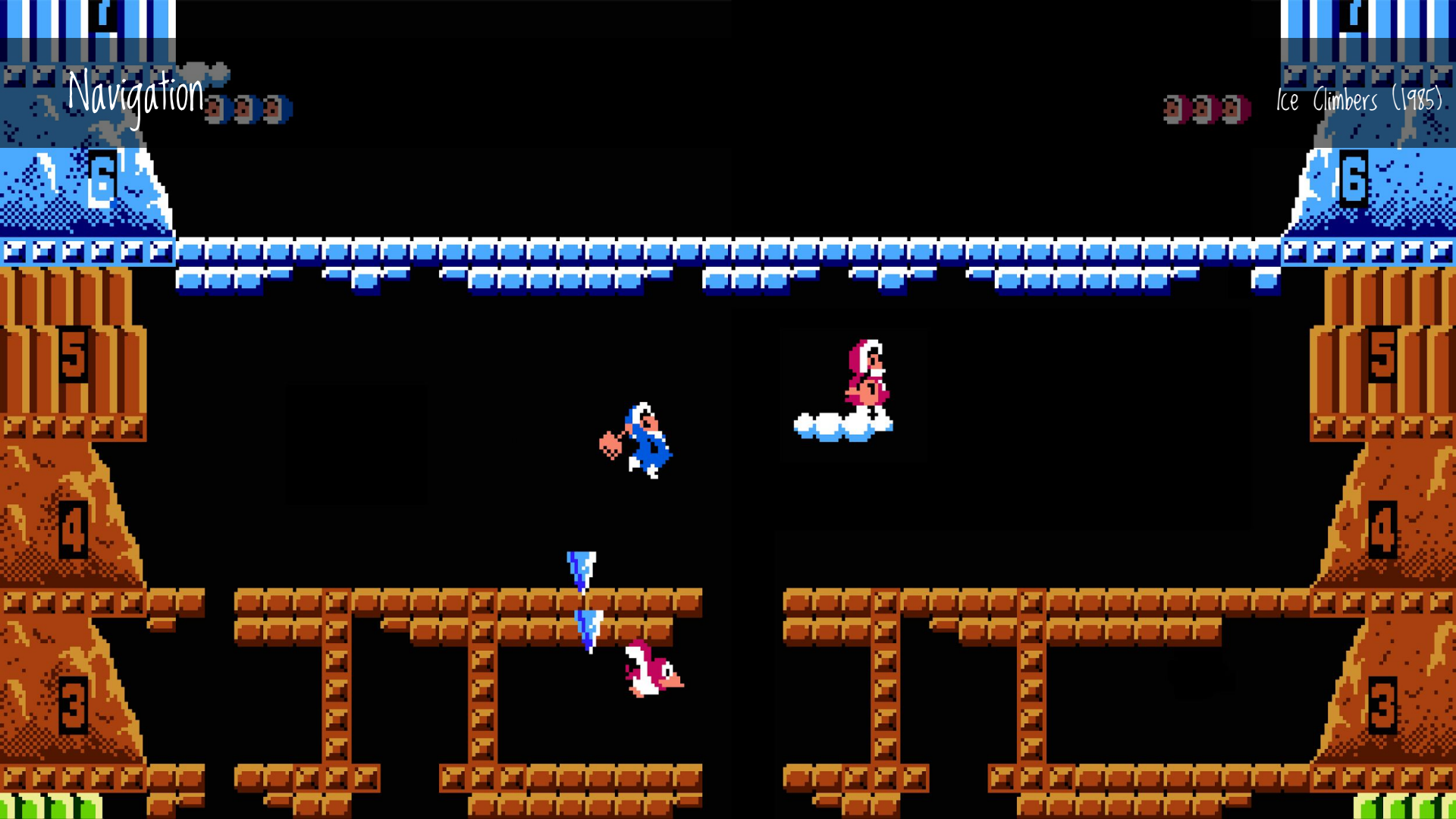


Super Mario Bros. (1985)



Navigation

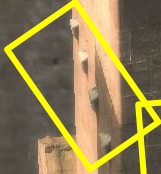
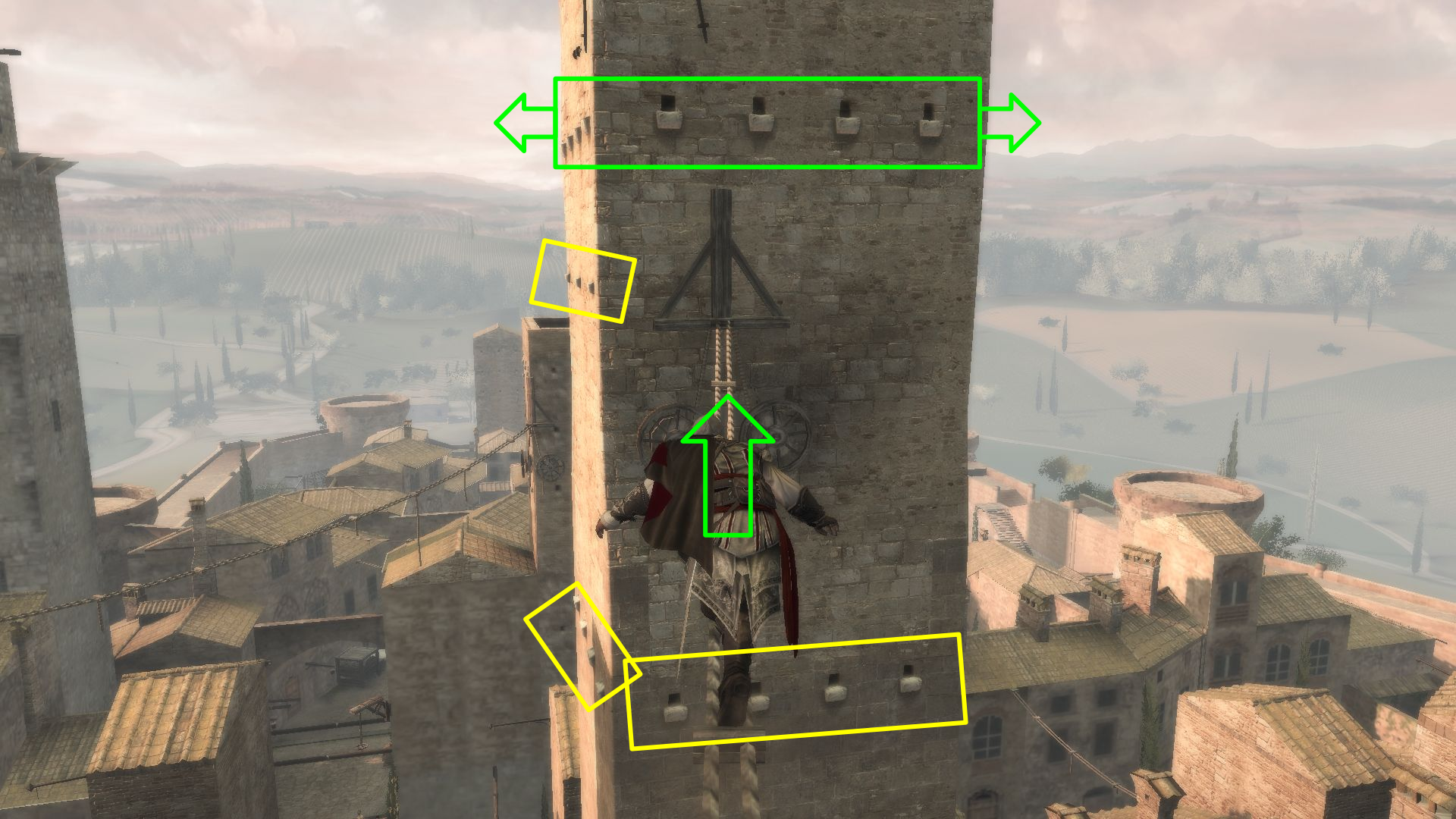
Ice Climbers (1985)



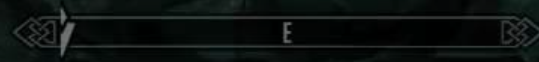
Navigation: Visvella hjälpmedel

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 samlingsföremål

Little Big Planet 3 (2014)



Navigation: Med hjälp av samlingsföremål

Unravel (2016)



Navigation: Med hjälp av ledtrådar

Midvinter (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?

FULL DRAW
 Högskillnader: Verklig

HOLD POSITION

HOLD POSITION



ATTACK

12 Boss
Fereldan Frostback
 760 / 105261 38

Dragon Age: Inquisition (2014)

Vigilance on the Coast

POWER REQUIRED
 4 / 4

GO TO THE WAR TABLE TO SCOUT THE STORM COAST.

7 Alexandra
 72 / 729 163



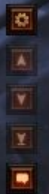
Gameplay action bar with icons for: Search, Skills 1-8, Time Manipulation, Health (0/8), Magic (4/5), Lock, and various combat actions.



Höjdskillnader: Fejkad



- OBJECTIVES
- Turning the Tide
 - Catapults raised in Stonefort: 0/3



44
Soundrel

Lärande: Introducera mekaniker längs vägen

Death
by pressing

- Aim with **R** to shoot a beam!
- Kill those pesky Goblins!

Magicka 2 (2015)



Workshop

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



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