GAME LEVEL DESIGN

ED BYRNE

CHARLES RIVER MEDIA, INC.
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Level design, environment design, or game mapping is a discipline of game development involving creation of video game
levels—locales, stages, or missions. This is commonly done using a level editor, a game development software designed for building
levels; however, some games feature built-in level editing tools. Level design is both an artistic and technical process. 5 Guides to Video
Game Level Design. Share Tweet. A whole new world! You’ll design a level that tells a story, has character, and serves a real
purpose within the game. Ultimately though, the level needs to be fun. One quick note on bad level design, and then you can get to the
really good stuff! One of our writers insisted on sharing that he’s never beaten Turok for N64. Not even that he’s never beaten
the entire game—he’s never completed a single level, start to finish.