Platformer LDD

Andrew Brassard

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Story

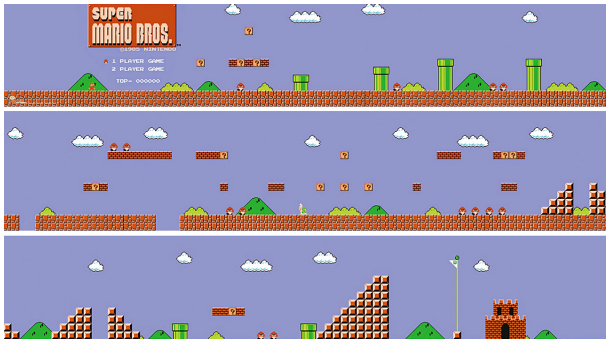
- Environment, Setting, Objects, Characters and Themes
    - Generic gassy area
    - Hills for smoe elevation changes
    - Pits
    - Enemies, do not charge at player simply do damage on contact
    - Peaceful

- What, Where, Who and Why of level
    - Running and jumping through the level to reach the end, collecting coins along the way
    - Peaceful grassy hills
    - The player character, Not-Mario
    - In order to get a good score by killing enemies and collecting coins.

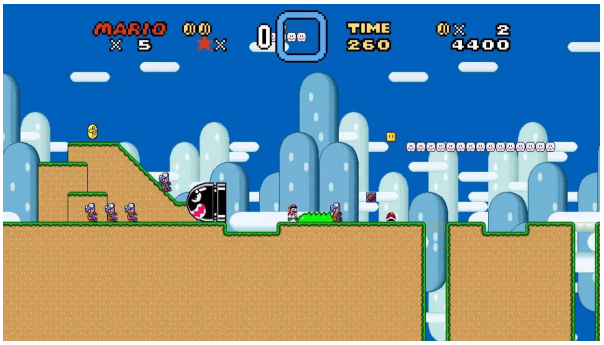
The very simple story of the game is as simple as the simple platforming series that inspired it. The player takes the role of the Mask Man, and he's hungry. But, tragedy of tragedies, he doesn't have any food to eat! Worse still, even if he did manage to find something like some delicious fruit to eat, we wouldn't even have a bowl to eat it out of. Now, in order to save the Mask Man from the horror of mild hunger, the players must platform through a simple level in order to acquire a trophy shaped bowl, and pick up as many delicious pineapples along the way!

Reference

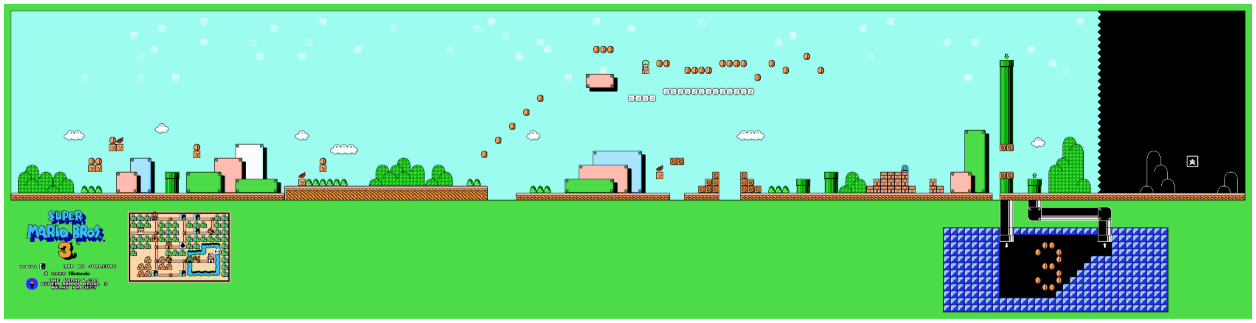
Classic Mario level design, marco scale



Full 1-1 first mario game



Large interesting section of level



Super mario bros 3 level 1-1

Projected look of the finished game

Example of the appearance of this era of Mario platformers

Mario level design, individual sections of levels

Block jumping section

Safe, but interesting, section

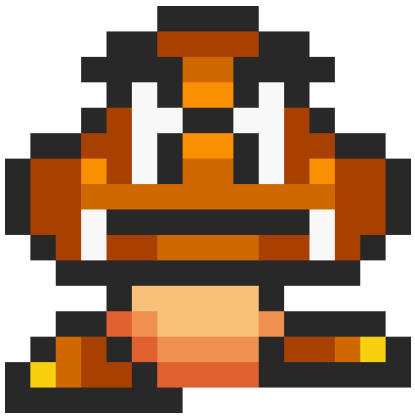
Precise block jumps

Classic block jumps w/ enemies

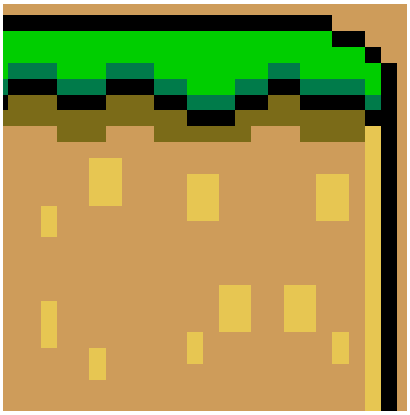
Valley w/ enemies

Sprites needed

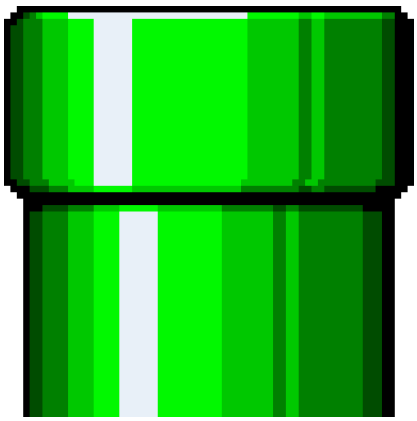
Mario



Goomba



Grassy dirt tile



Pipe

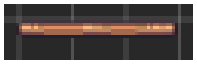
Coin

One-way platform

Program / Gameplay Requirements

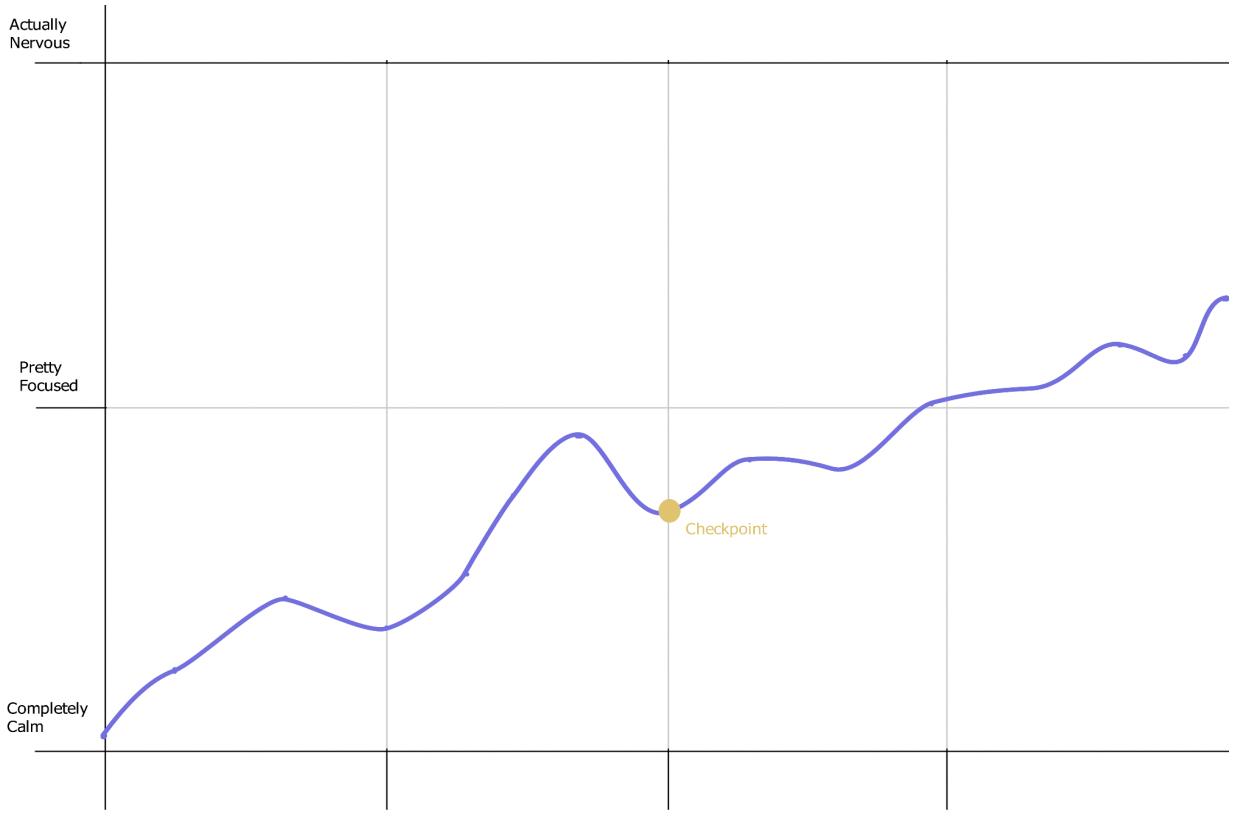
- Gameplay Requirements and features
    - Simple, linear level design
    - Simple enemies
    - Coin / collectables
    - 1 mid level checkpoint
    - Not very challenging

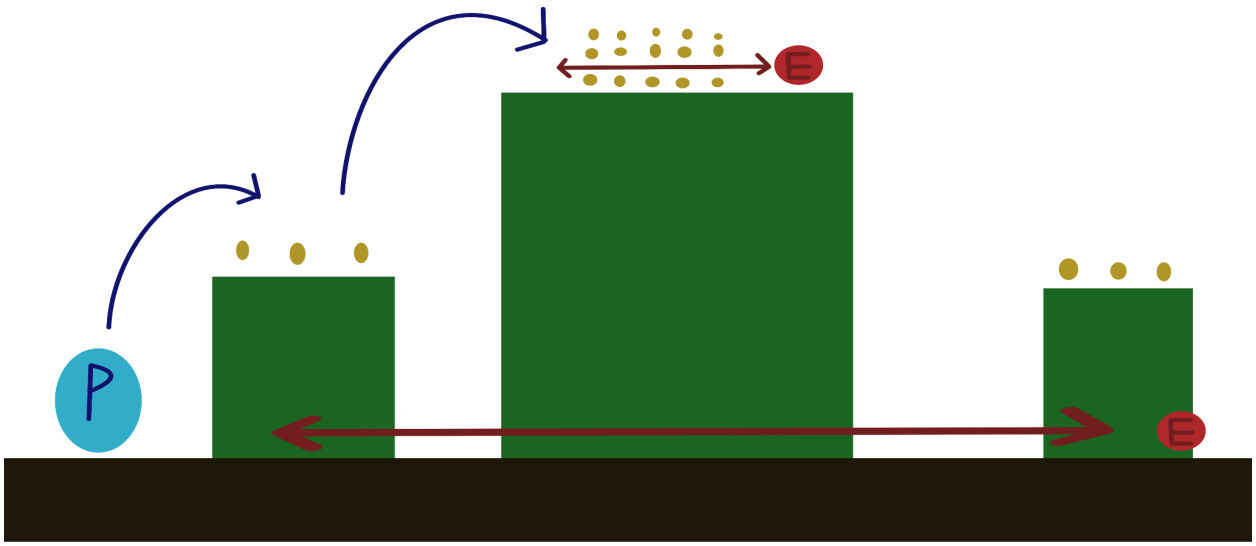
- 3 pillars of play for level, focus or core
    - Running
        - The game must feel quick and flow nicely. It cannot get bogged down or feel slow, and the player must feel like they are running through the level most of the time
    - Jumping
        - The level must encourage and require a fair amount of jumping. This will help keep the player feeling light and bouncy and fun, as supposed to the other extreme in game without a jump at all, where the player can feel heavy and bulky.
    - Collectables
        - There must be many collectables throughout the level and spread along alternative or optional paths. This will help make the level feel fuller and larger, without actually making it any slower to get through for players just trying to go fast through the level.
- Asset list
    - 9x9 terrain tiles
    - 2 floor edge tiles
    - 2 floor edge wall edge tiles
    - Single tile wide wall (left and right edges)
    - Single tile wide floor (left and right edges)
    - Single bottom tile (floating section)
    - Inside corner middle

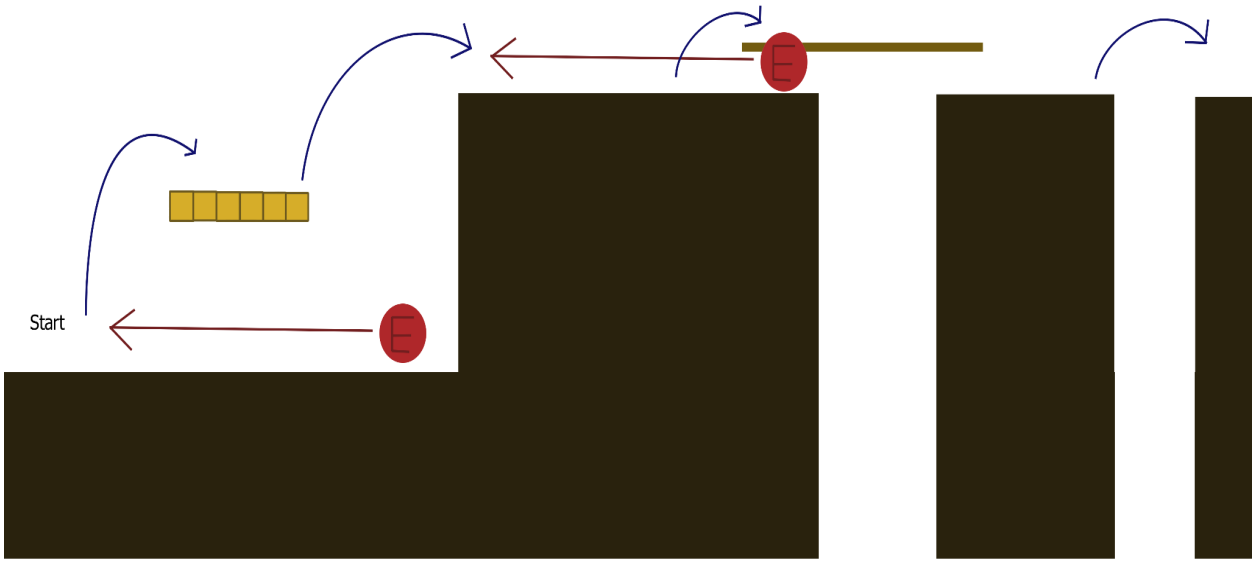
- 1-way platforms (left, right, middle) 

Diagrams

Minimum of 3 that indicate intention




P
E
E

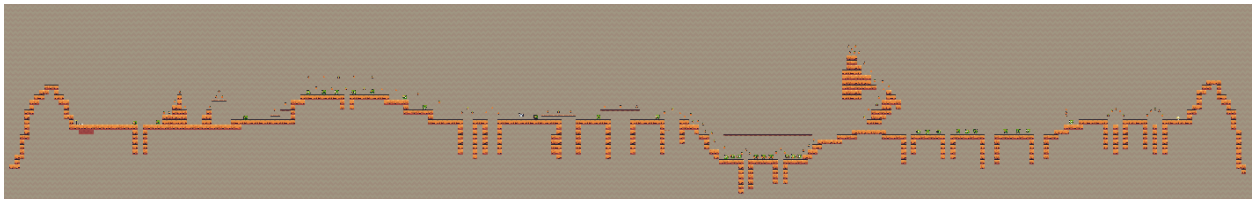

E
Start
E

Beat Map

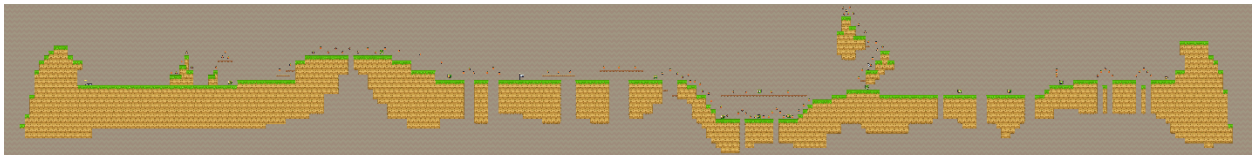
Legend	0 1 2 3 4	Break areas, no new focus	>=5 >=10 >=15 >=20			Extra Feature No Extra Feature
	Difficulty (0-4)	Player Progress (gameplay focus)	Time (seconds)	Content	Pacing	Extra Mechanics
1 Start	1	-Basic controls	8	1 enemy 1 small pit	slow	N/A
2 Tall Jumps	2	-More precise jumping	15	1 small pit Couple high jumps	slow	N/A
3 Break One	1	N/A	5	1 enemy	break	N/A
4 Elevated Platform	3	-Multiple enemies Coins	20	3-4 enemies Many coins	medium	N/A
5 Break Two	2	N/A	8	2-3 enemies	break	N/A
6 Double Gap	3	-Comboing jumps together	5	2 small pits	Medium - quick	Possible secret
7 Checkpoint	0	-checkpoints	3	Checkpoint	break	N/A
8 Platform Jumps	2	-One way platforms	6	2 large pits 2-4 one-way platforms	slow	N/A
9 Semi-Risk Gap Jump	4	-Wider jump distances	8	1 medium pit	quick	N/A
10 Low Area	3	-Combo bouncing	20	5 enemies 10 coins	quick	N/A
11 Break Three	0	N/A	5	5 coins	break	N/A
12 Jump Area	2	-Advanced jumping	20	4 enemies 4 tall jumps 12 coins	medium	N/A
13 Flat Area	3	-Avoiding enemies	10	7 enemies 7 coins	slow	Possible secret
14 Big Pit Jump	4	-Knowing jump distance -Risk assessment	10	3 medium / 6 small pits 15 coins	medium	N/A
15 End	0	-Level ends	4	End Flag	break	N/A

Maps

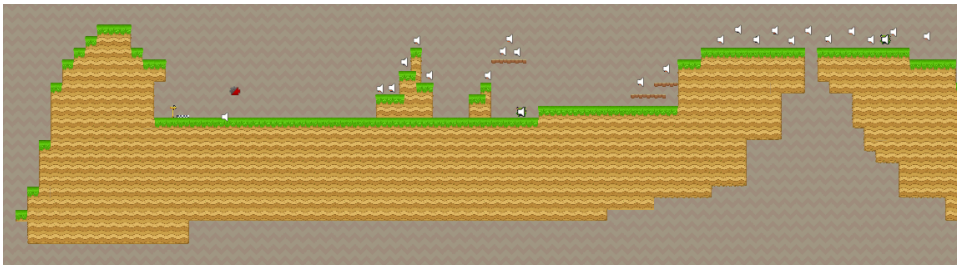
Map of greybox level

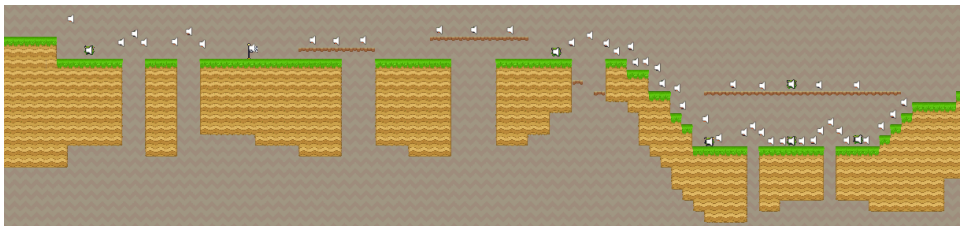


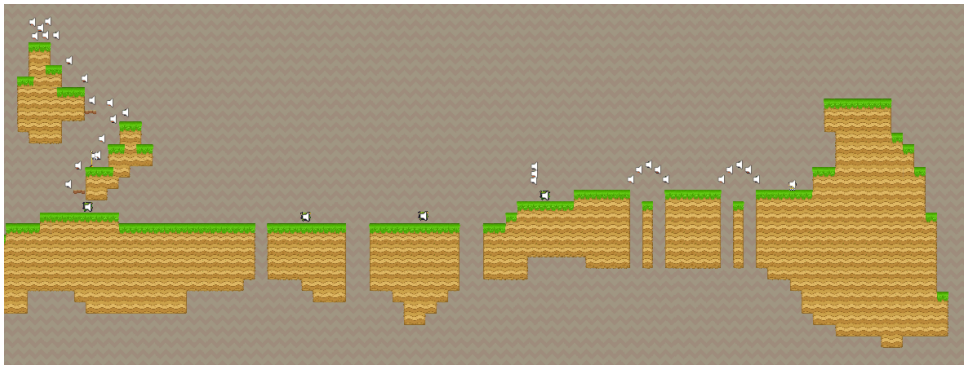
Map of final level



Split up map for higher resolution (in order left to right)







Schedule

- Assets list started
    - New grass tiles
    - New checkpoints
    - New End goal
    - New Tiles Specific for 1-way terrain
- Asset list finished
    - All finished Dec 12th afternoon and evening

- Timeline included
    - Nov 29: Exercises 8 & 9
    - Dec 6: Finalize level
    - Dec 12: Assets finished
    - Dec 13: Add assets to level, final polish
    - Dec 13: Assignment 4 submission
    - Dec 14: Assignment 3 submission