Game design, level design and documentation (AD-004)
(MÄNGUDISAIN, LEVELDISAIN JA DOKUMENTATSIOON)
(Игровой дизайн, дизайн уровня и документация)

SUBJECT DESCRIPTION

Credits (ECTS)	6.00 ECTS
Assessment	grading
Aim of the subject and short description	

The students get an introduction to the field of game design. The students create levels/cards/game stages to the existing and planned games by creating level designs that are drawn and complemented by comments as well as creating functioning levels to the already existing games. The students will apply their theoretical game design knowledge in the practical process and learn to design and use game design document as a part of the development process.

Learning outcomes:

Student:

1. understands game design methods and uses them in practical tasks.
2. has experience with level design and play flow.
3. understands how to create a game design document.

☐