

CYBERDRIVE 2077

Level Design Guide

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Introduction

This Presentation serves as an introduction to Tile design in Cyberdrive. Obstacles fill Tiles, Tiles fill Nodes, and Nodes act as your levels. Here are the main guidelines:

- No Node should have more than 4-6 Tiles
- No Node should have more than 10 unique obstacles (though Tiles should not have all 10 obstacles)
- You should avoid the player being able to complete a Tile by going in a straight line. (Should the Tile repeat again, this can be boring for the player)

How a tile's difficulty is determined

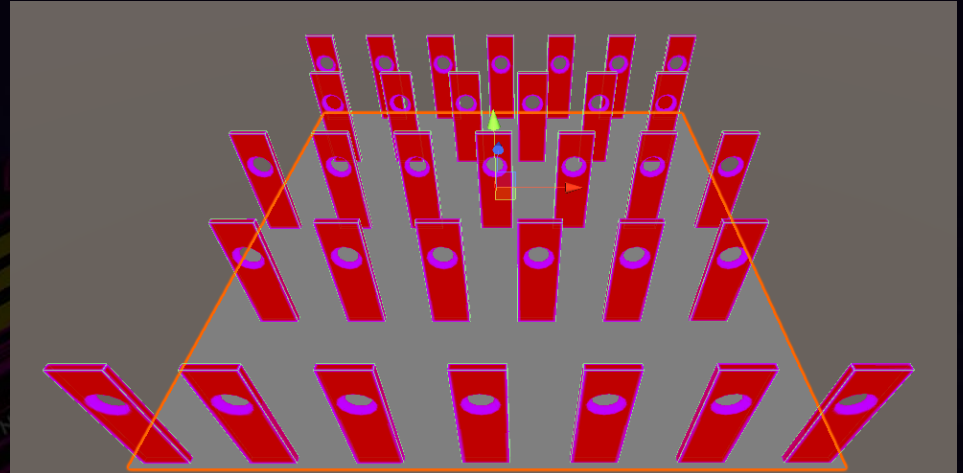
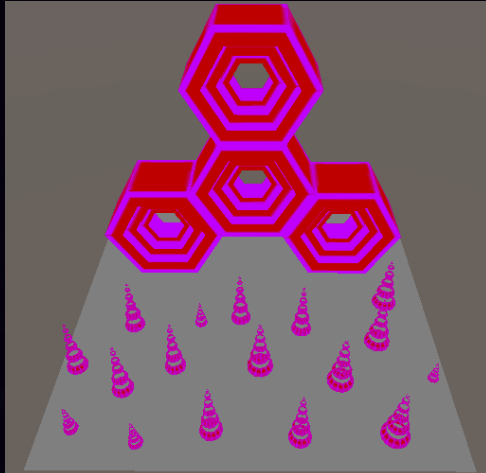
A Tile's difficulty is generally determined by two factors, both related to obstacle placement:

1. The amount of obstacles the player has to avoid
2. The amount of distance between/layout of these obstacles

Notes: Rule 1 is the reason there are no more than 10 unique obstacles per nodes. Each obstacle (Even the similarly shaped ones) asks the player "How will you avoid me?" Keep this in mind when introducing new formations to the player.

Zig Zag Examples

In Node 3(left), to pass this Tile, the player must move left or right about 3 times. Compare this to a later node 8(right), in which the player must do a similar motion about 5 times.



Node 1 Example

The Consistent trend in our data says most of the Users that get through Node 1 attempt Node 2. This has led us to believe Node 1 is the golden example of Cyberdrive level design. As it's also the introductory node, you can see how long the player is given to visualize obstacles before needing to decide how to avoid them.

