

Computer Games 2011/2012

Level Editors

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Organization



- Groups
 - see Wiki
- Anyone without a group?

Practical Assignment



- Each group has to deliver
 - A playable game level (LBP, Gish, Super Meat Boy)
 - A game concept document for this level
 - 2 page, 12pt, Roman font
 - A postmortem document for this level
 - 2 page, 12pt, Roman font
 - A presentation of the level
 - Just a few slides

Agenda



- Little Big Planet
- Gish
- Super Meat Boy

Little Big Planet



- You control Sackgirl (Sackboy)
- You jump and run through levels
 - Story Levels
 - Community Levels
- You create levels
 - ... and publish them online



Little Big Planet



- Key Game Features
 - Basic jump & run
 - Puzzle, story, bosses
 - Multiplayer (on- and offline)
 - Cooperative & competitive
 - Express yourself
 - Customize Sackgirl (Sackboy)
 - Talk & wave
 - Collectibles
 - throughout the levels



Little Big Planet



- Co-op trailer

Little Big Planet



- Play Jump & Run levels
 - Play “Intro” & “The Gardens”
 - Play “Krawattenspringen”
 - Play “Skate zum Sieg”

Little Big Planet



- Creating Stories
 - show Trailer “Danger”

Little Big Planet



- Show some community levels
 - Tube Racer 2
 - Biberkuhs Schlaflosigkeit

Little Big Planet



- How to create a level?
- Goal: single player platformer
 - Theme: Junkyard
 - Features: Swinging, jumping, poisonous gas
 - Traps: rotten apples etc.

LBP: Key Level Elements



- Portal
 - checkpoints
- High score table
 - end point
- Bubbles
 - to score ...
- Race portals

LBP: Key Level Elements



- Different material
 - Grab, glide, move, fly, etc.
- Physics
 - gravity, friction, etc.
- Mechanics
 - motors, rubber bands, springs, rockets
- Dangerous materials
 - TNT, acid, gas, fire, electricity

LBP: Key Level Concepts



- Platformer
 - Move through the level, maximize score
- Co-op
 - Go together to get more collectibles
- Race
 - Move as fast as you can
- Survival
 - Survive as long as you can
- Puzzle
 - Solve some puzzle to make your way

LBP: Survival Challenges



- see video ...
 - <http://www.youtube.com/watch?v=-MHZ13TJTNo>

LBP: Switches



- see video
 - <http://www.youtube.com/watch?v=PGWkBX7SQ0U>

LBP: Extensions



- Painter
- Water
- Dispenser hat (LBP2)
- Grabinator (LBP2)
- Controlinator (LBP2)
- ...

Assignment: What to do next?



- Play some levels of LBP
 - Finish “The Gardens” to unlock everything.
- Check level creation tutorials
- Try them out
- Create a concept
- Implement it
- Write a postmortem document

Parameters



- Each group selects parameters
 - competitive vs. cooperative
 - race vs. survival vs. platformer (puzzle)
 - single vs. multi player
 - walking vs. vehicles

Goal - Winning Condition



- Highscore
 - global highscore
- Multi player
 - more points than co-players

Don't forget



- Bring a USB Stick
 - to save your creations