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| **Chapter 7 – Levels: Creating the World**  Level Design  Structure   * Objectives * Flow * Duration * Availability * Relationship * Progression   Time   * Authentic * Limited * Variable * Player-Adjusted * Altered * Cosmetic   Space   * Perspective * Terrain & Materials * Visual Effects * Scale * Boundaries * Realism * Look & Feel   Space & Time: Levels, Gameplay & Story | | |
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