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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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