



## 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