

MARK BROWN



GAME MAKER'S

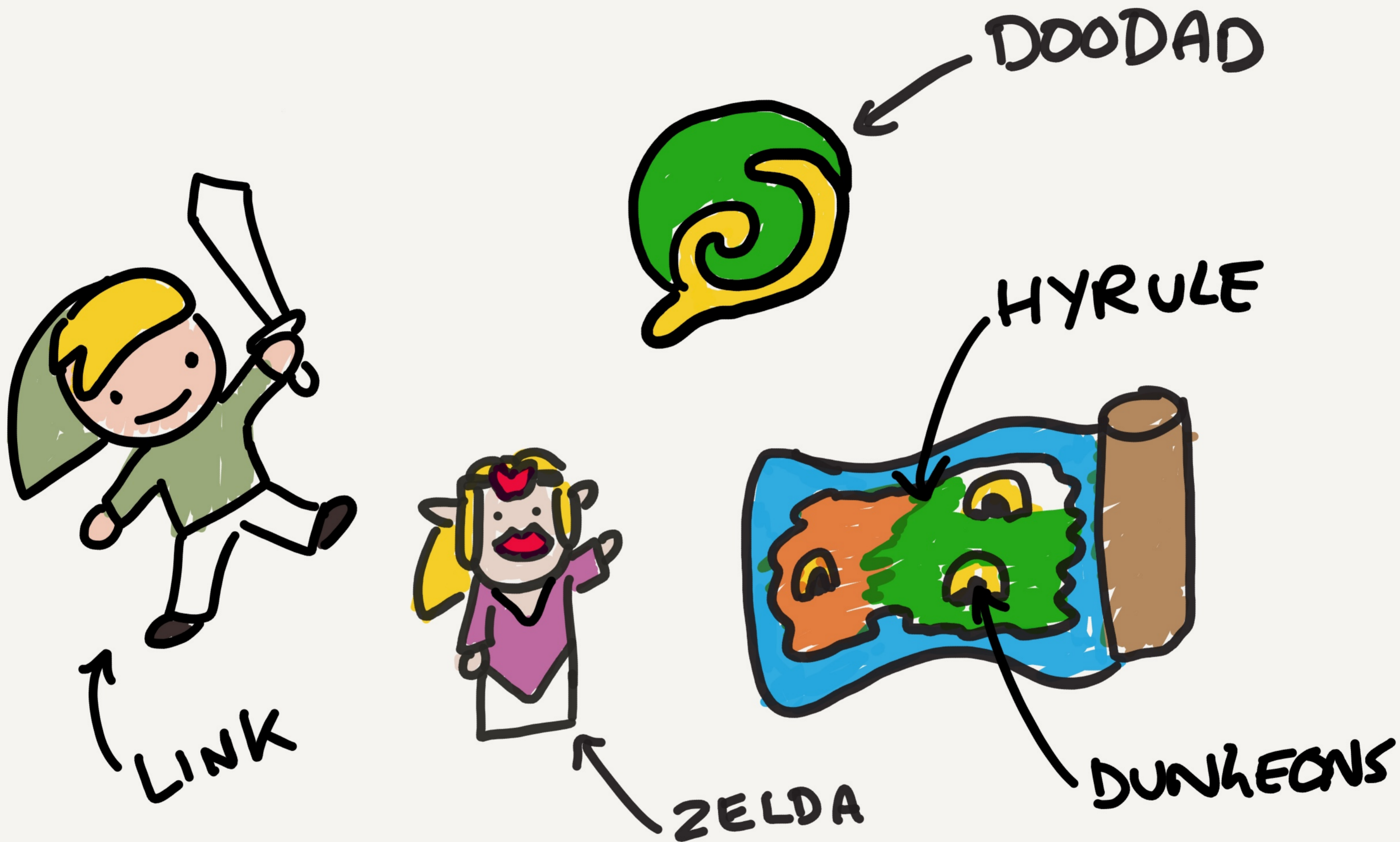
T O O L K I T

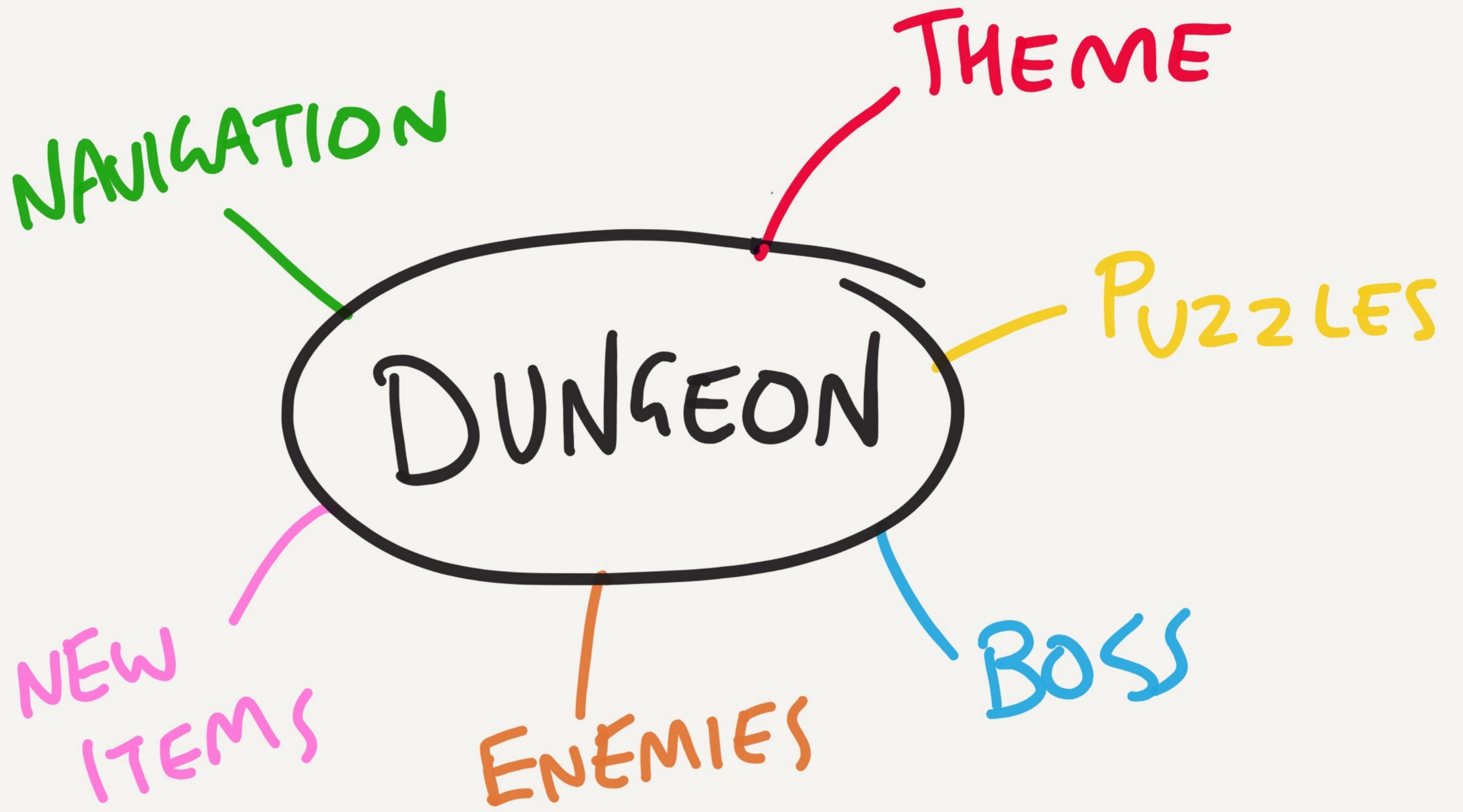


DUNGEON DESIGN

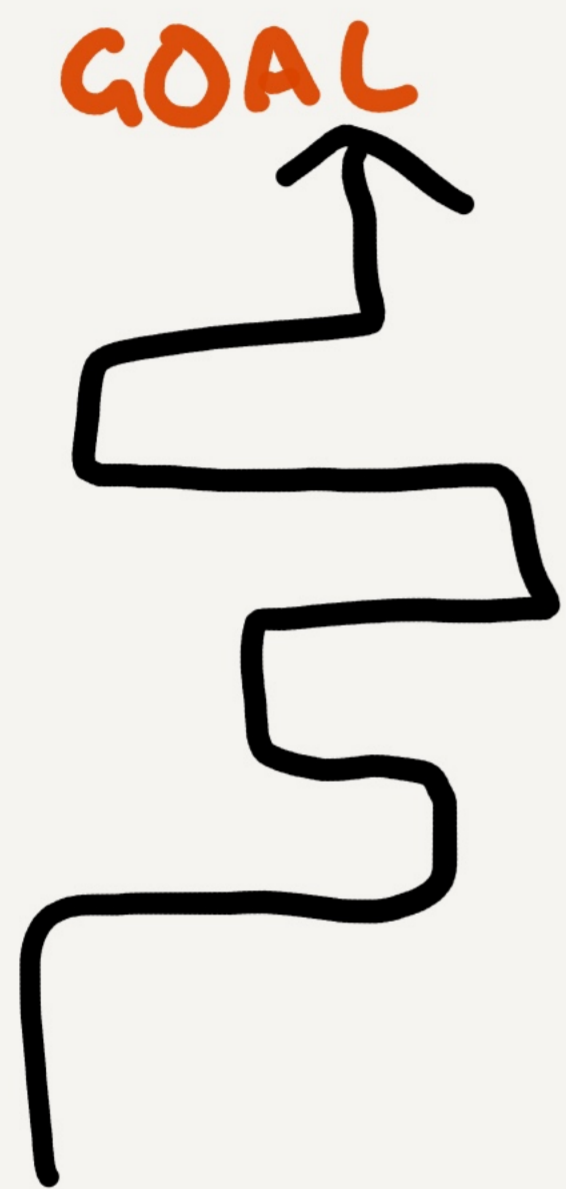
IN

THE LEGEND OF
ZELDA





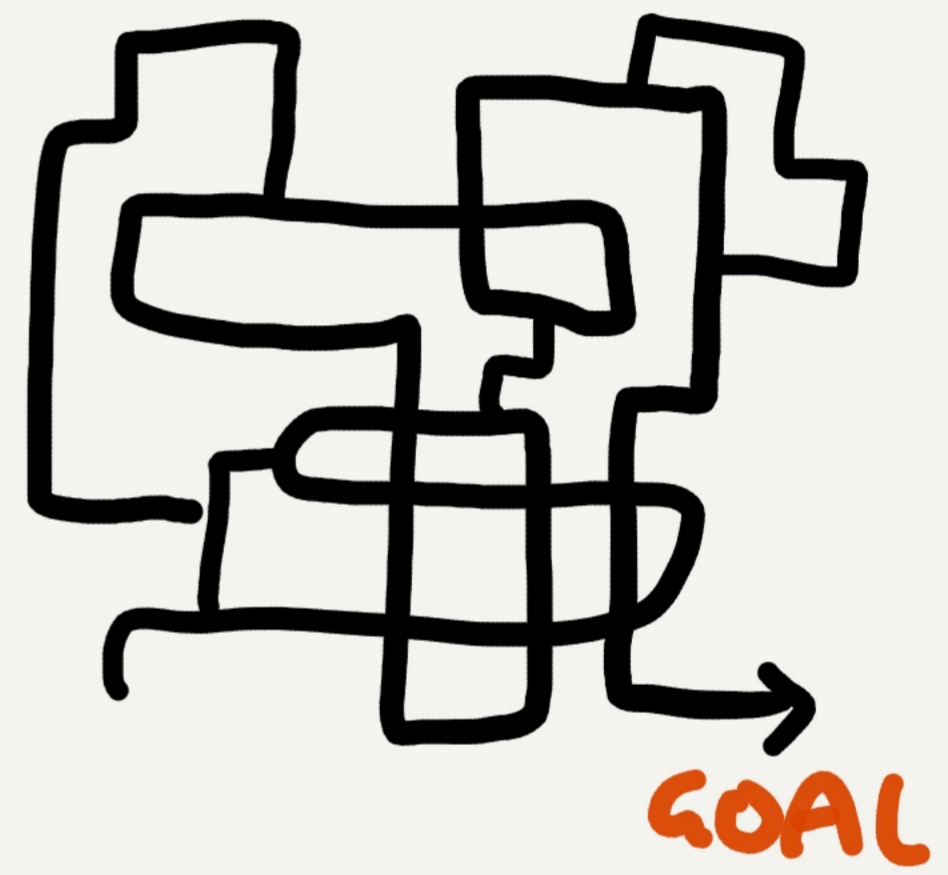
TYPES OF LEVEL DESIGN



CALL OF DUTY
UNCHARTED

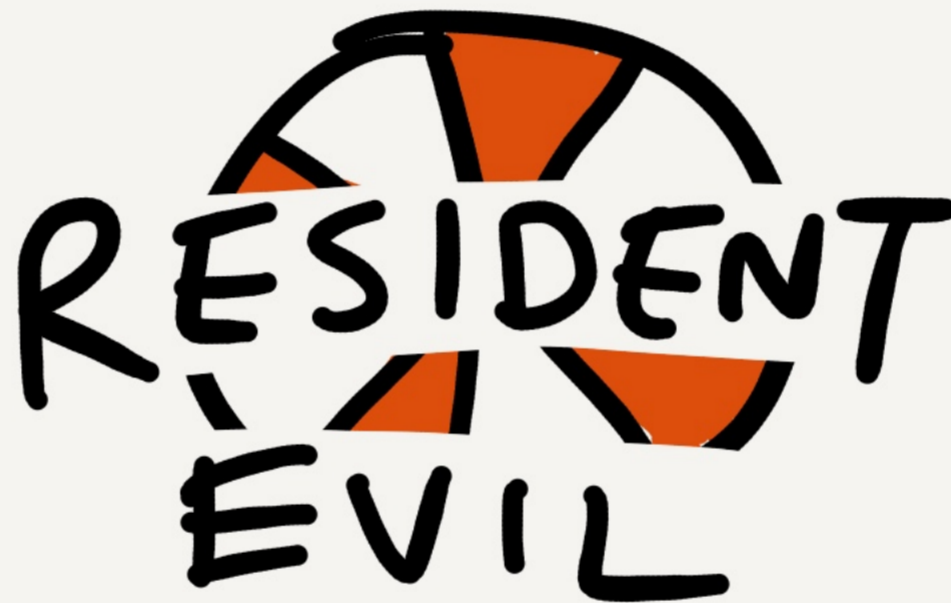


FAR CRY4
MGS 5



FORGOTTEN LEVEL DESIGN

DOOM



TOMB
RAIDER



FEWER MODERN EXAMPLES

BATMAN



ARKHAM
ASYLUM

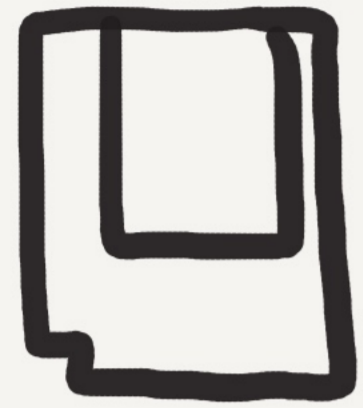


ALIEN
ISOLATION?

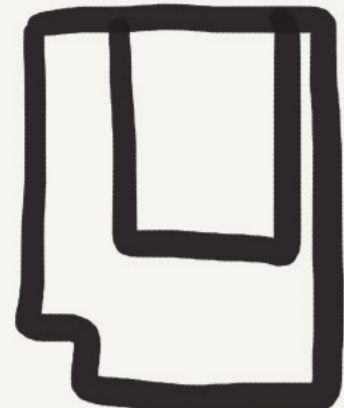


DARK
SOULS

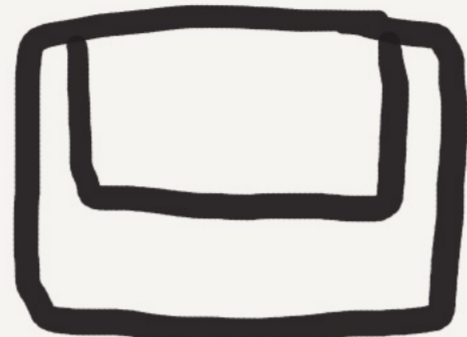
ZELDA!



1986



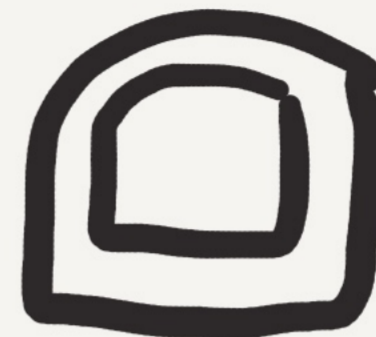
1987



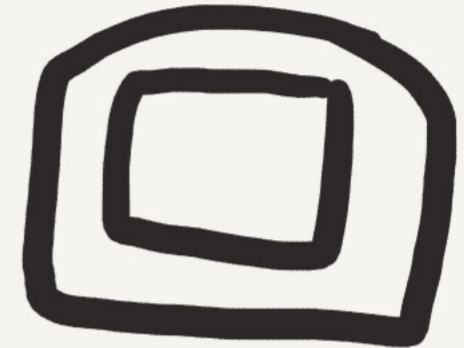
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1993



1998



2000



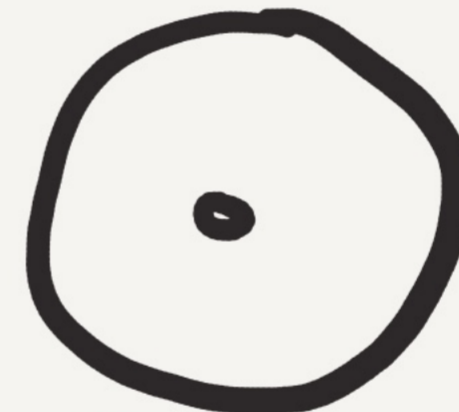
2001



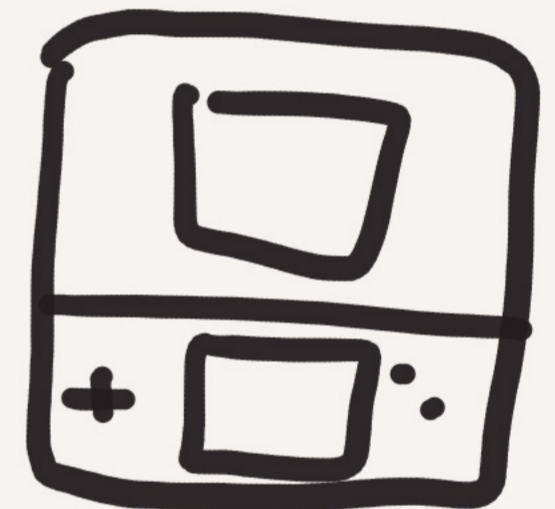
2002



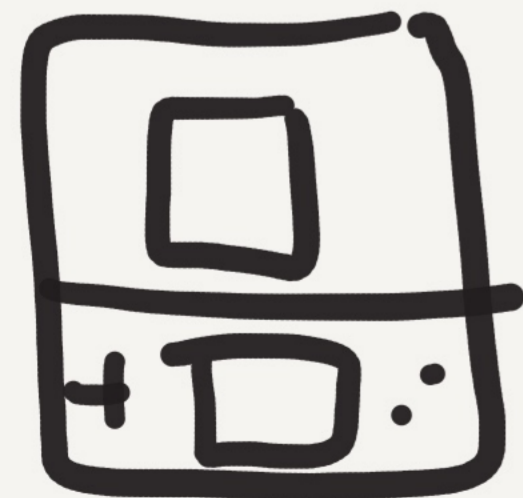
2004



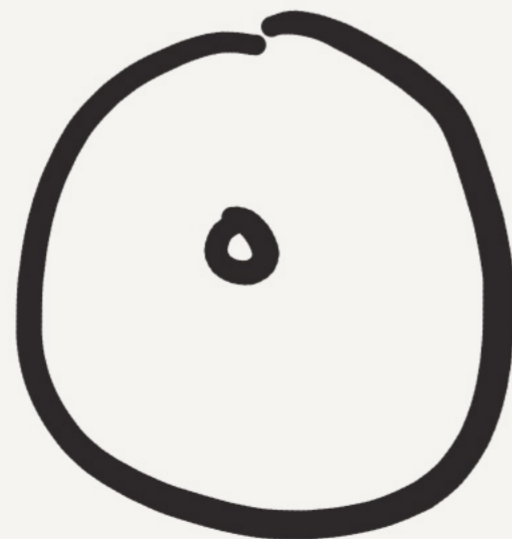
2006



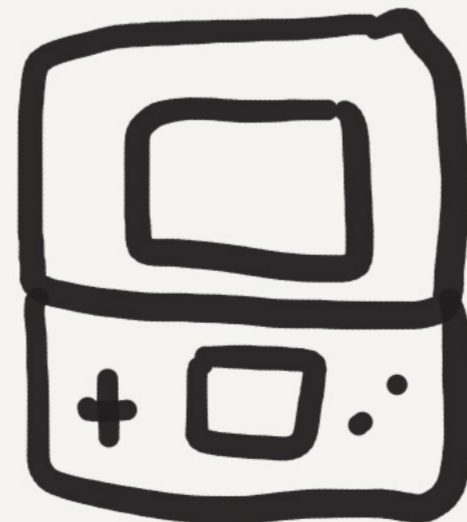
2007



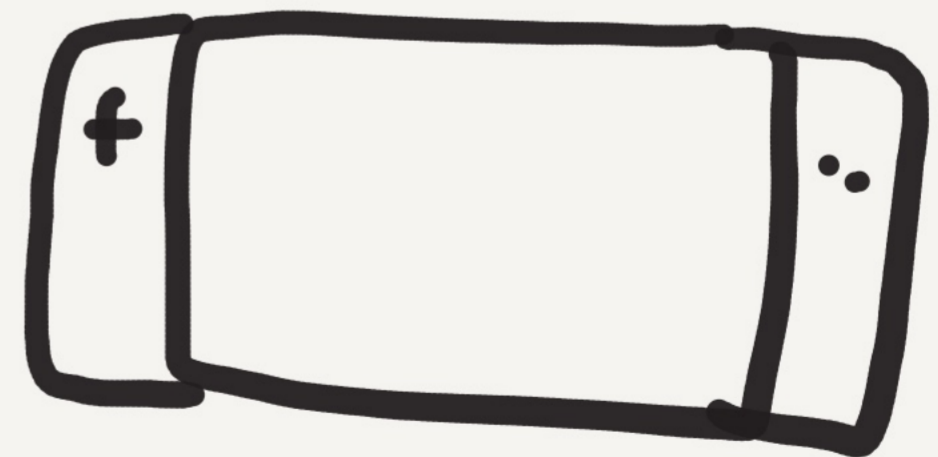
2009



2011



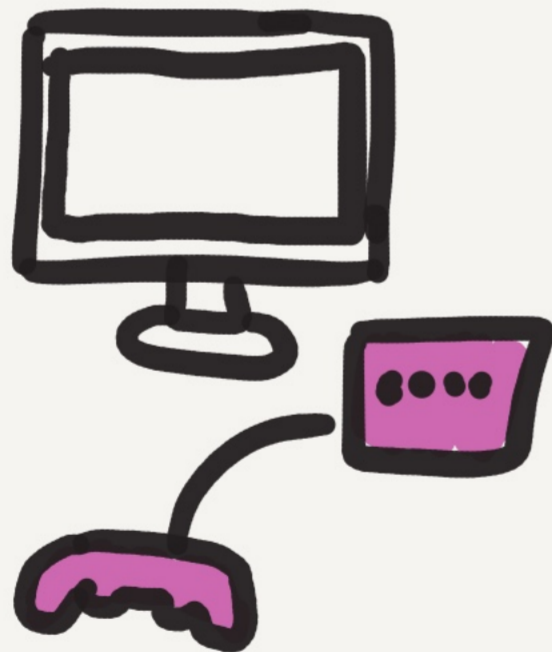
2013



2017

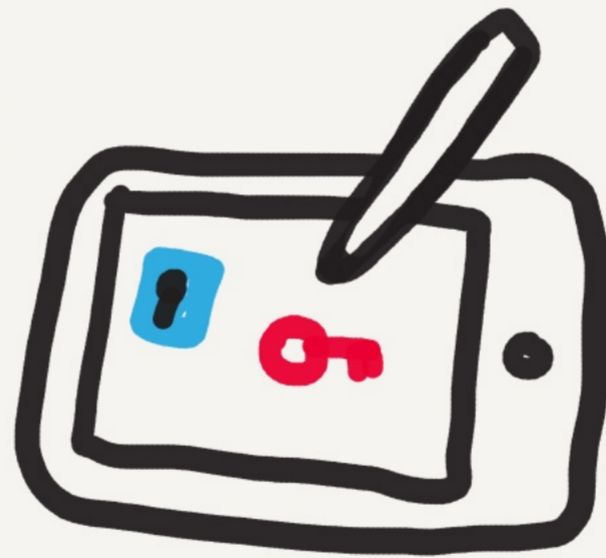
B O S S
K E Y S

①



PLAY!

②

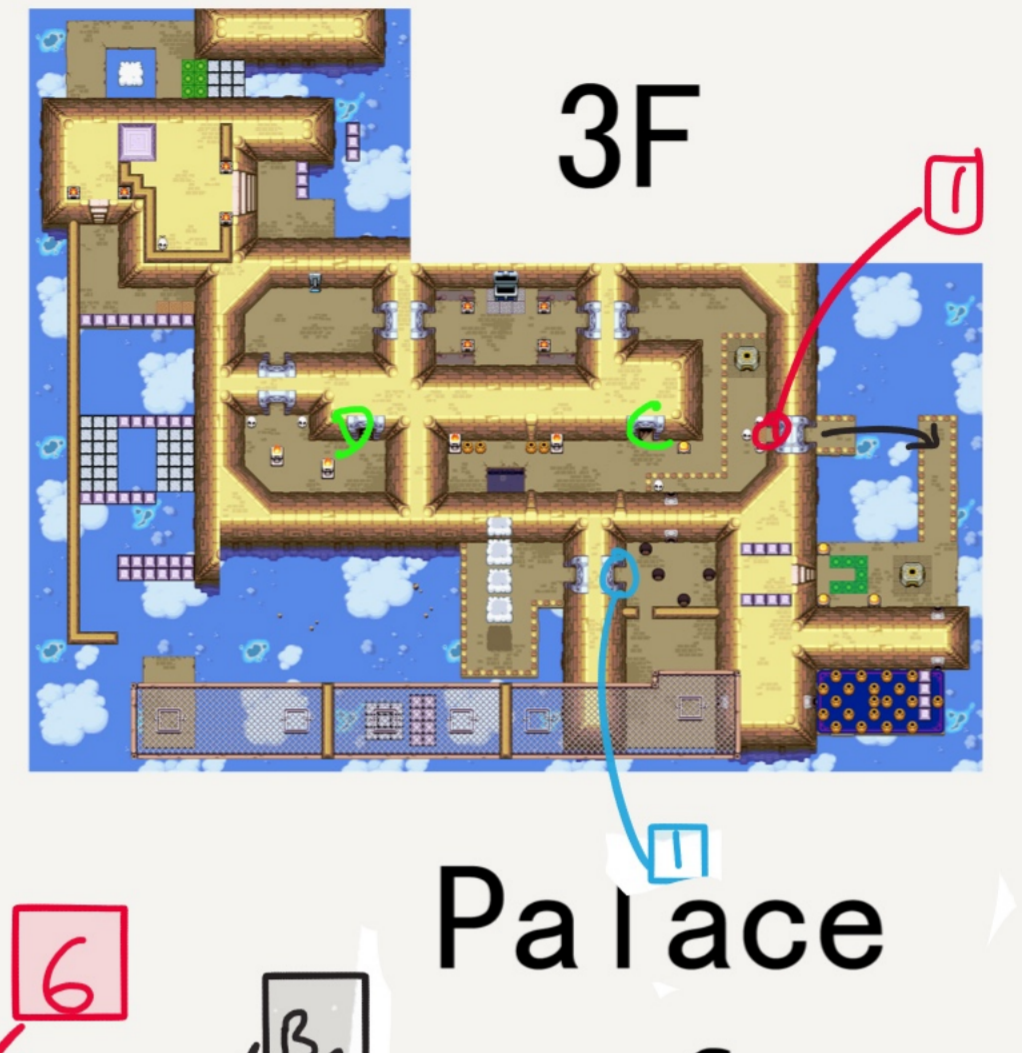
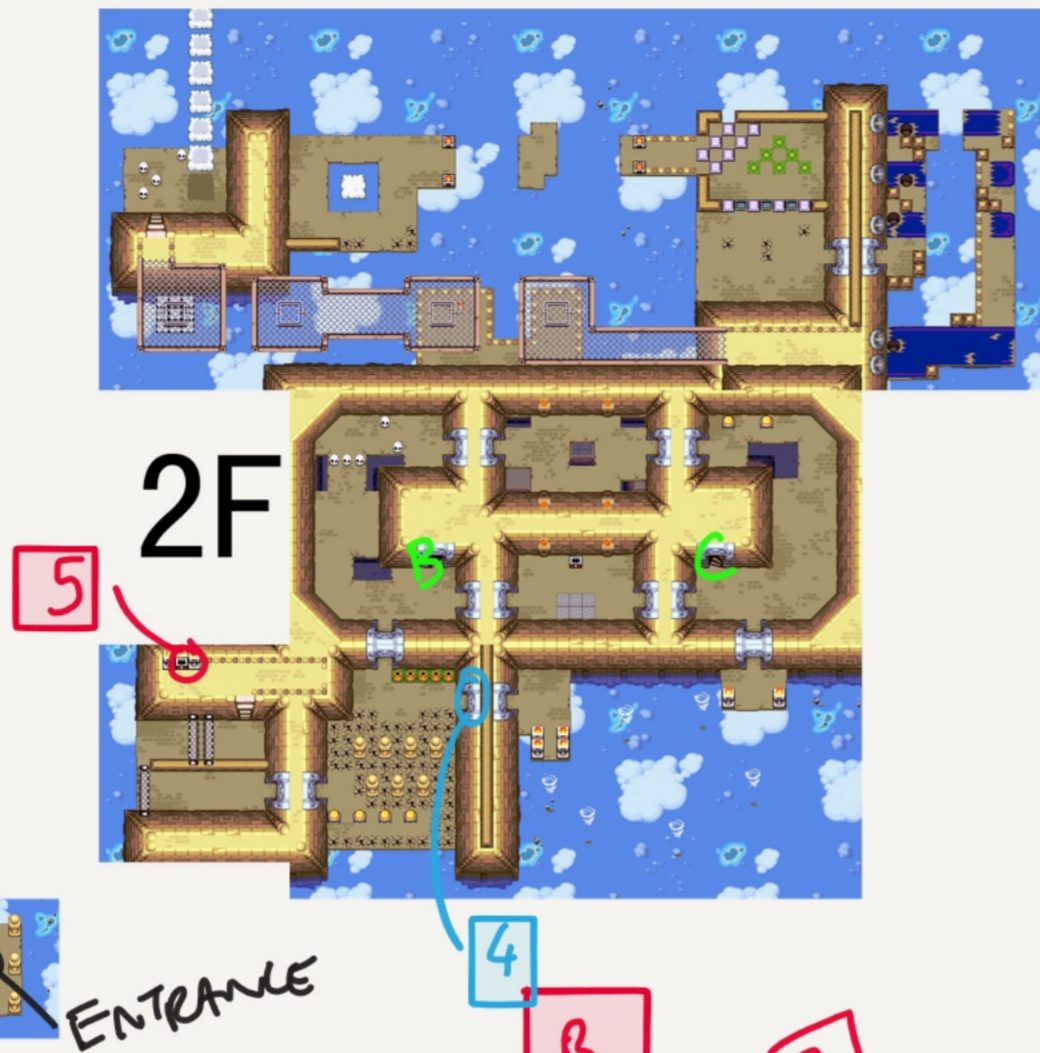
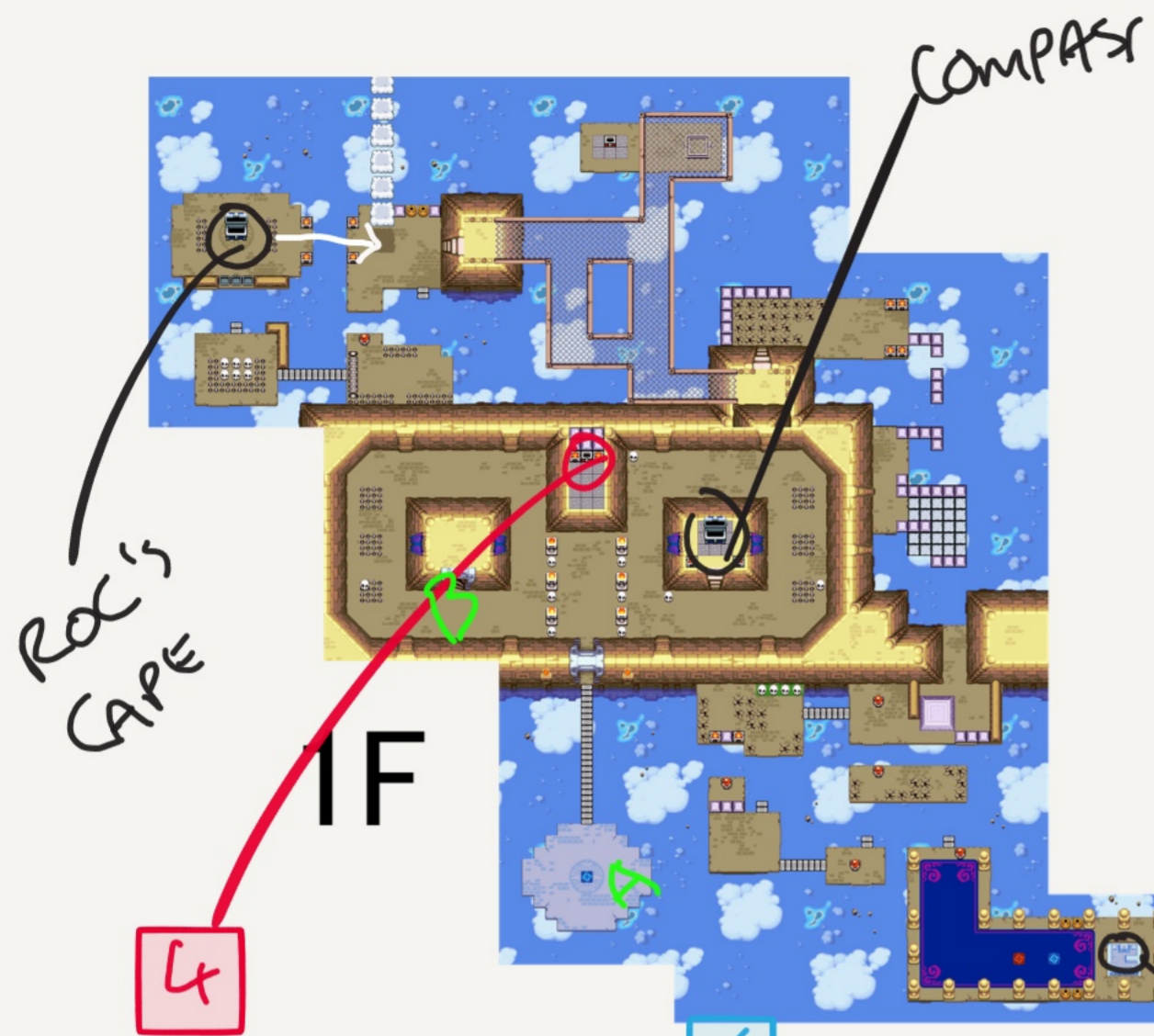


ANALYSE!

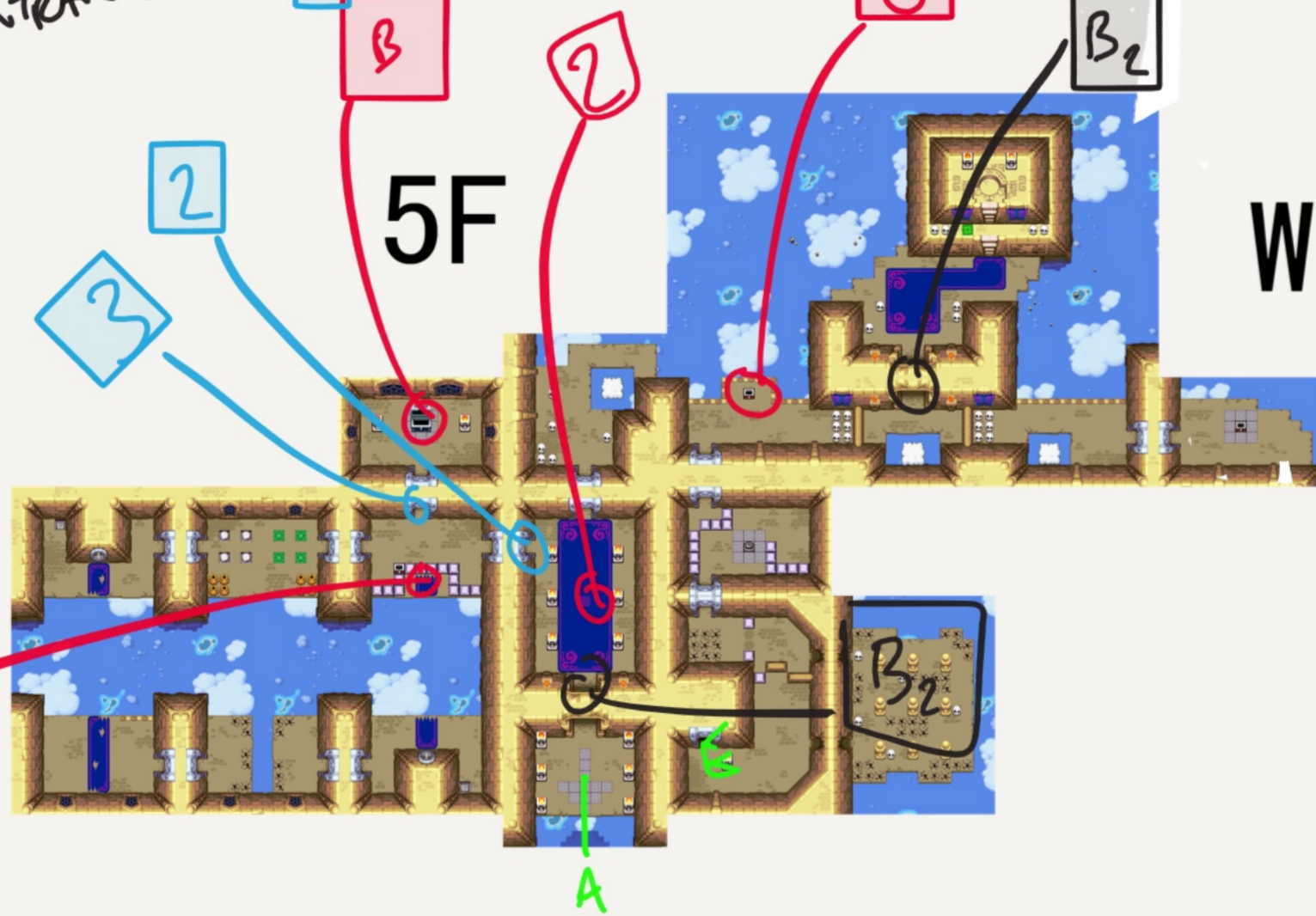
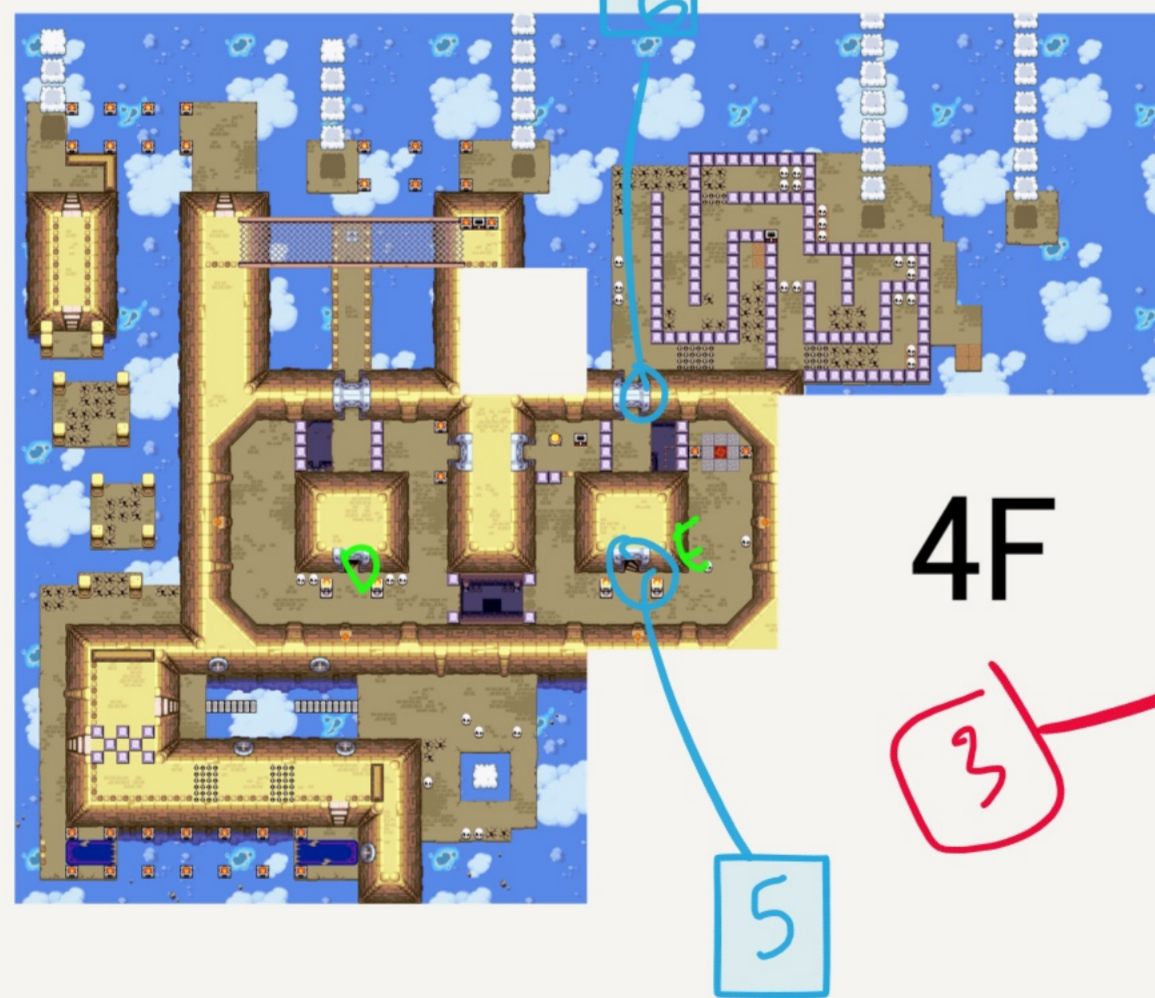
③

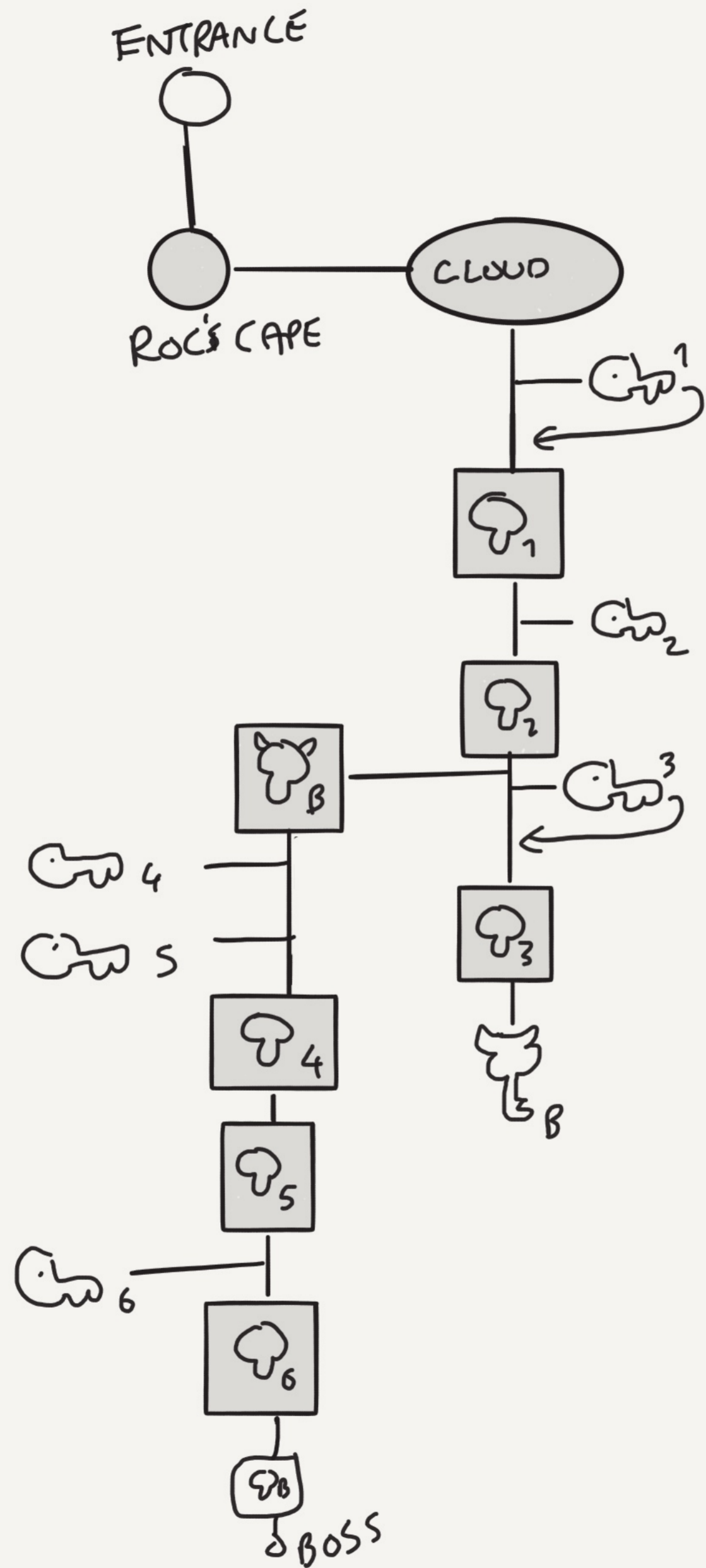


VIDEO!

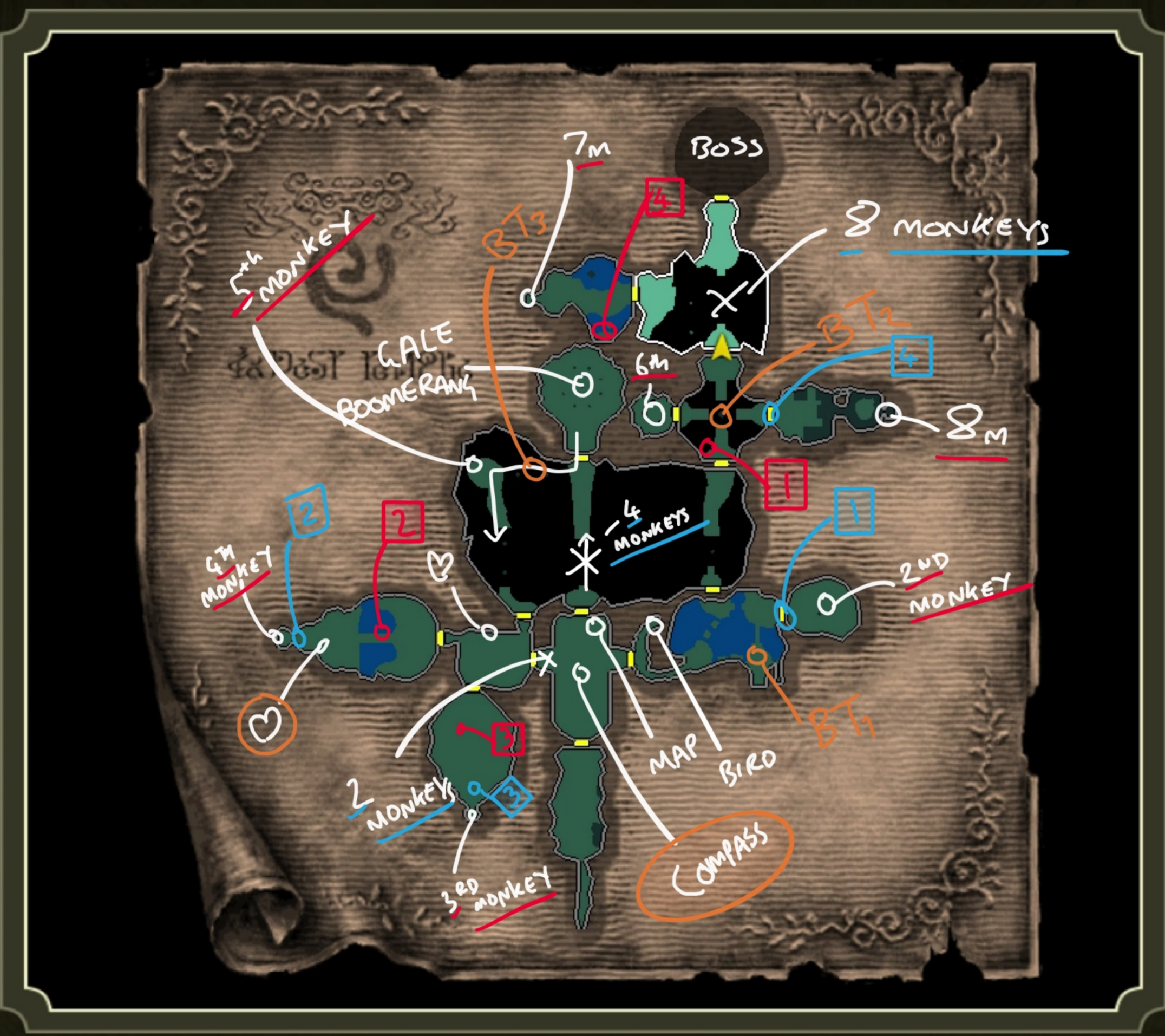


Palace of Winds

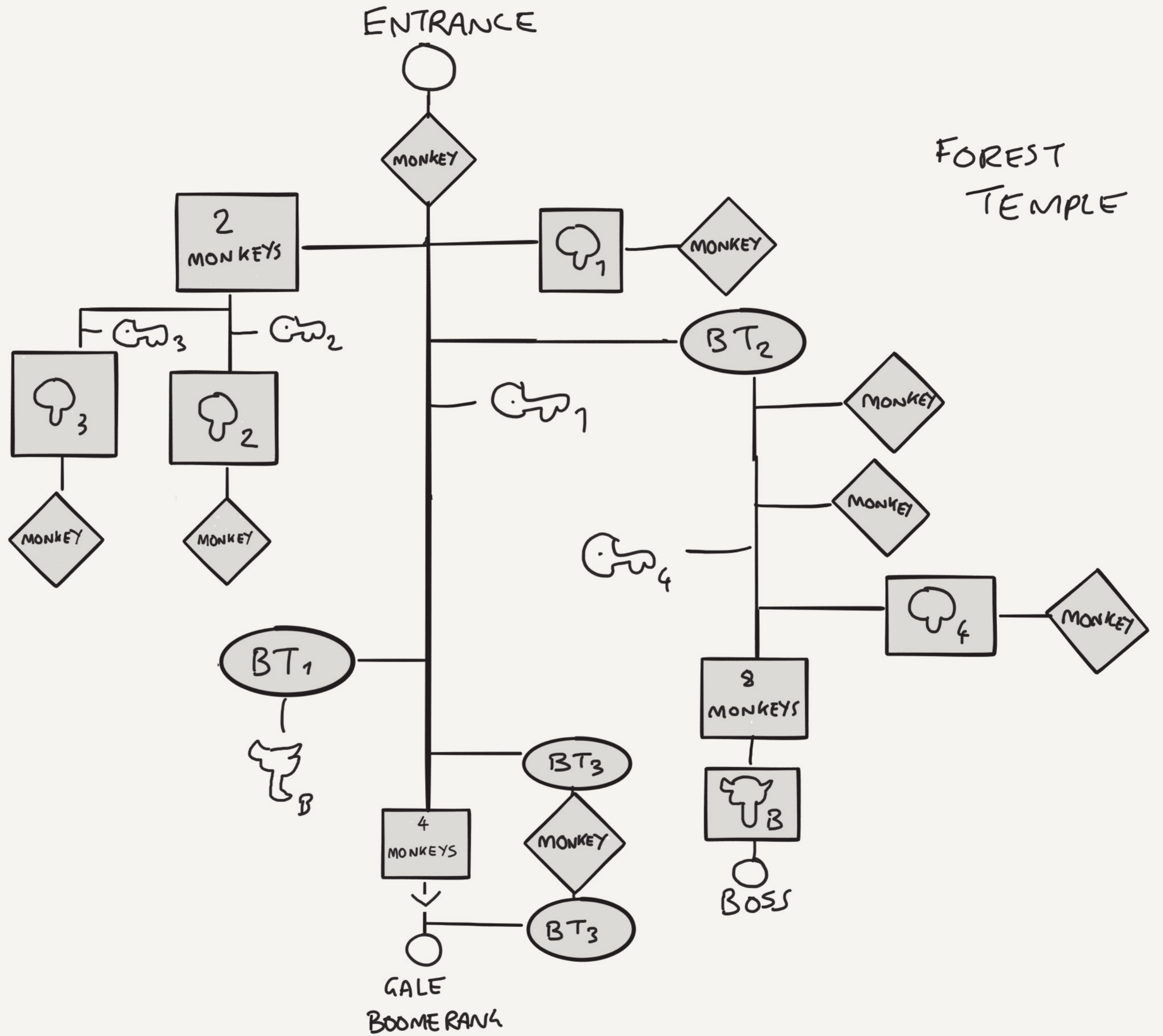


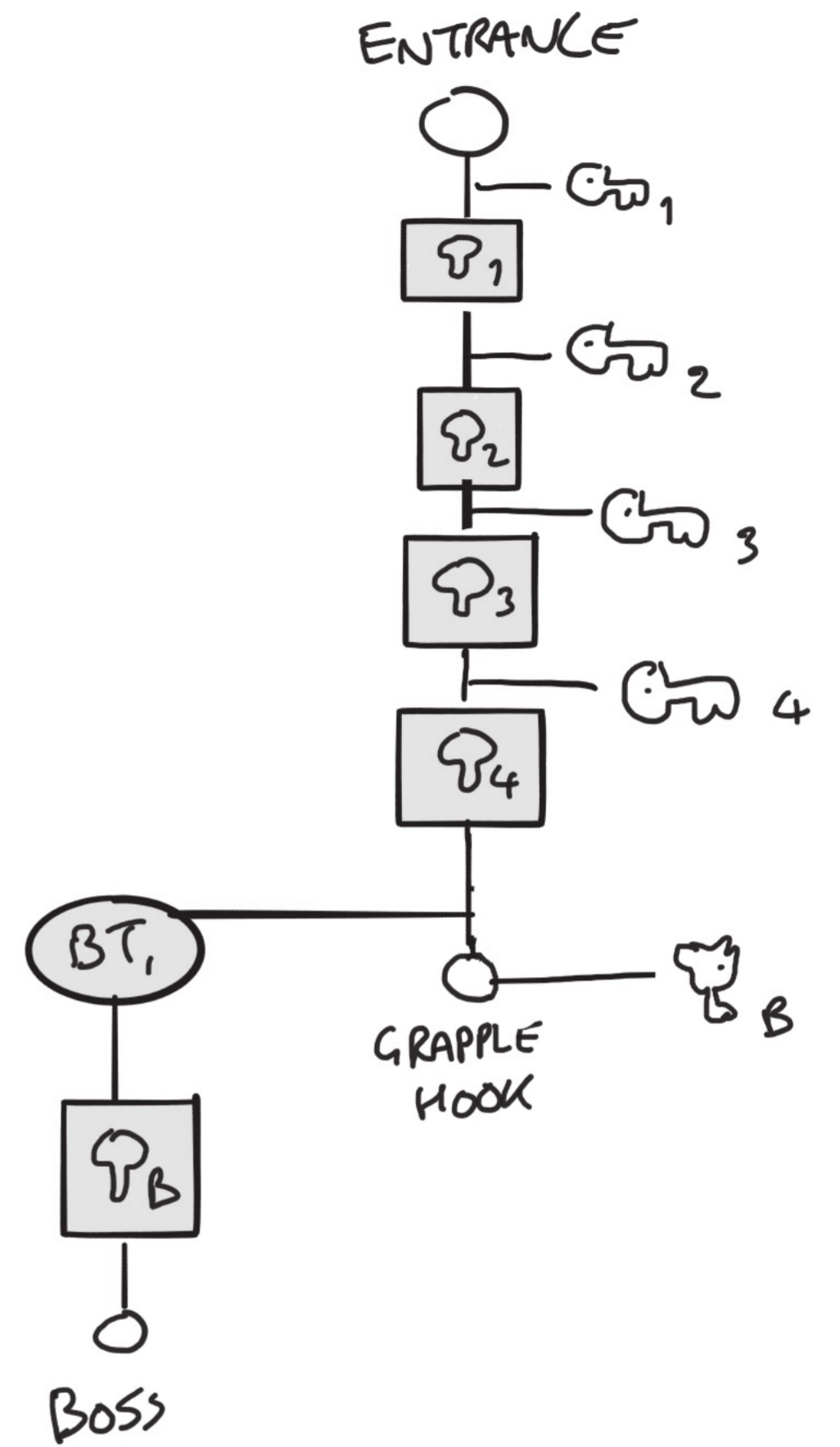
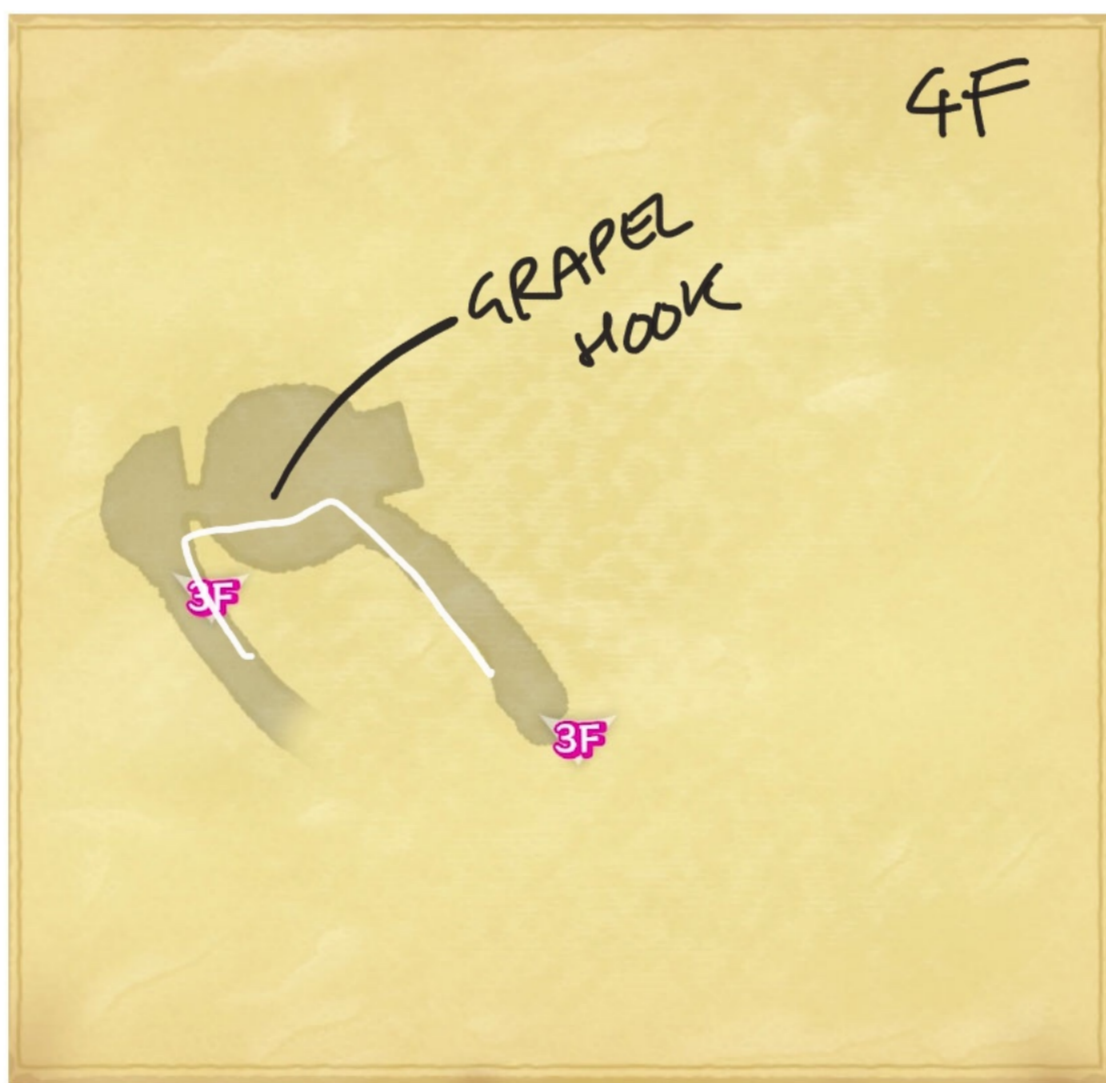
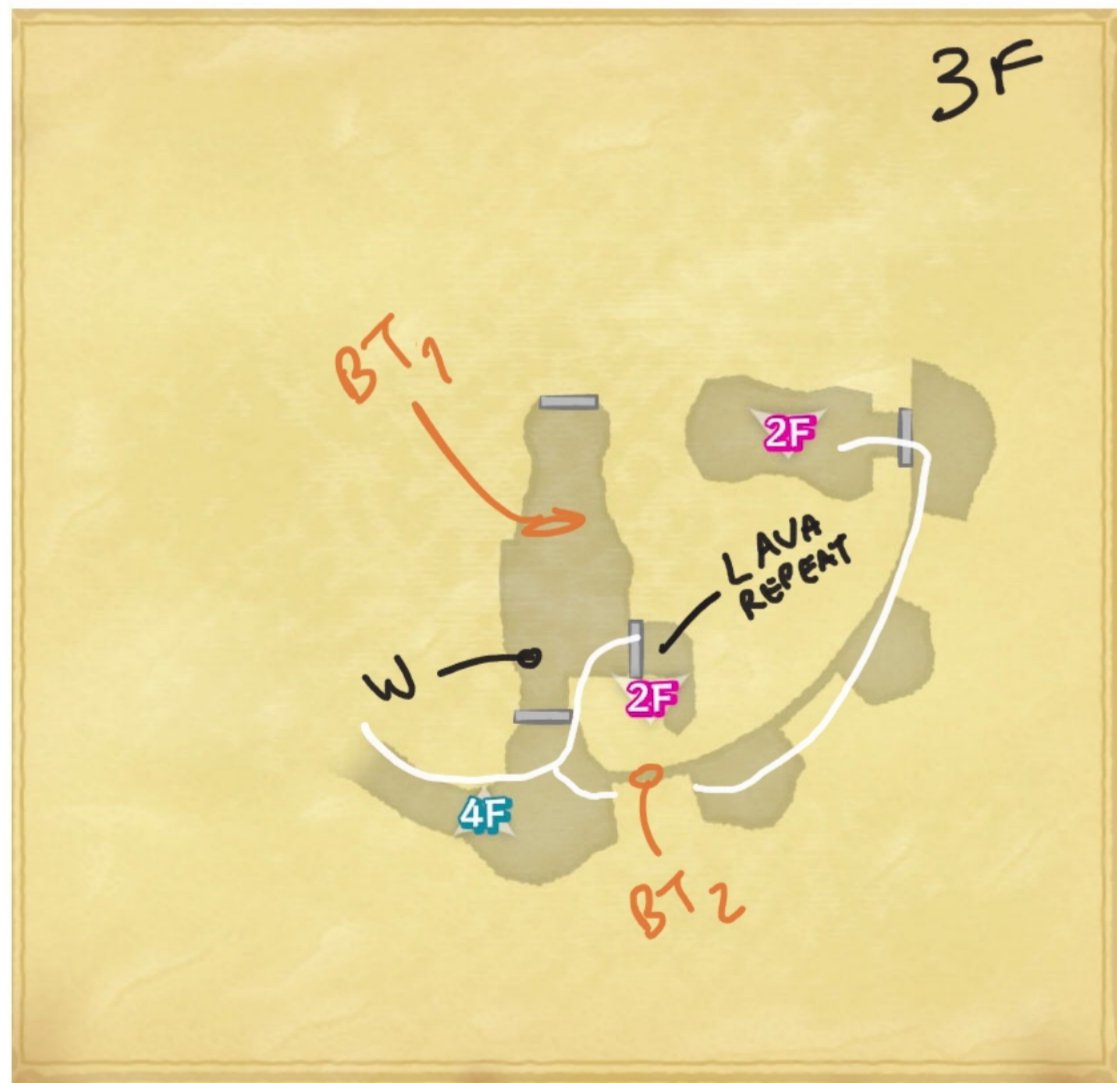
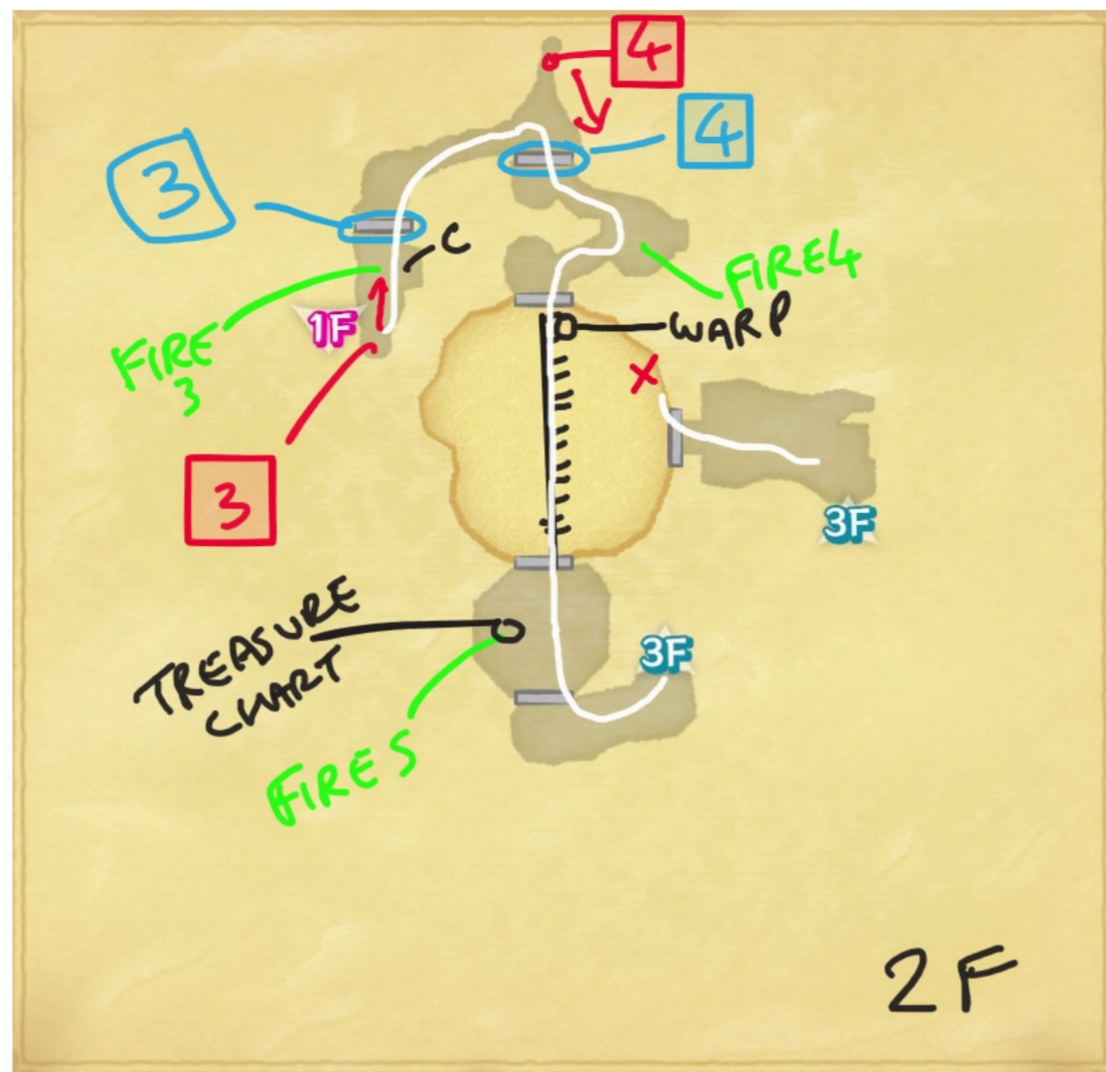
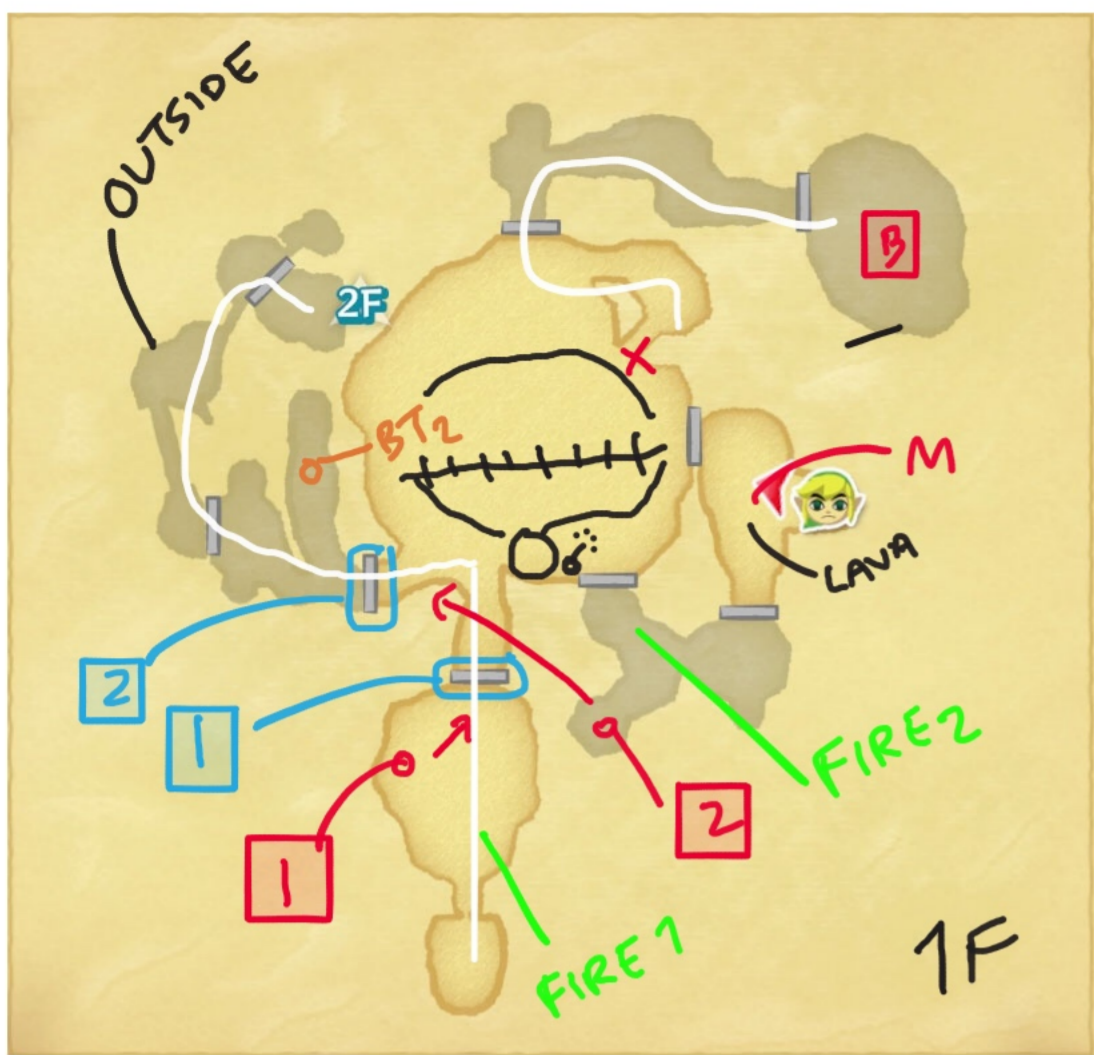


TEMPLE
OF
WINDS



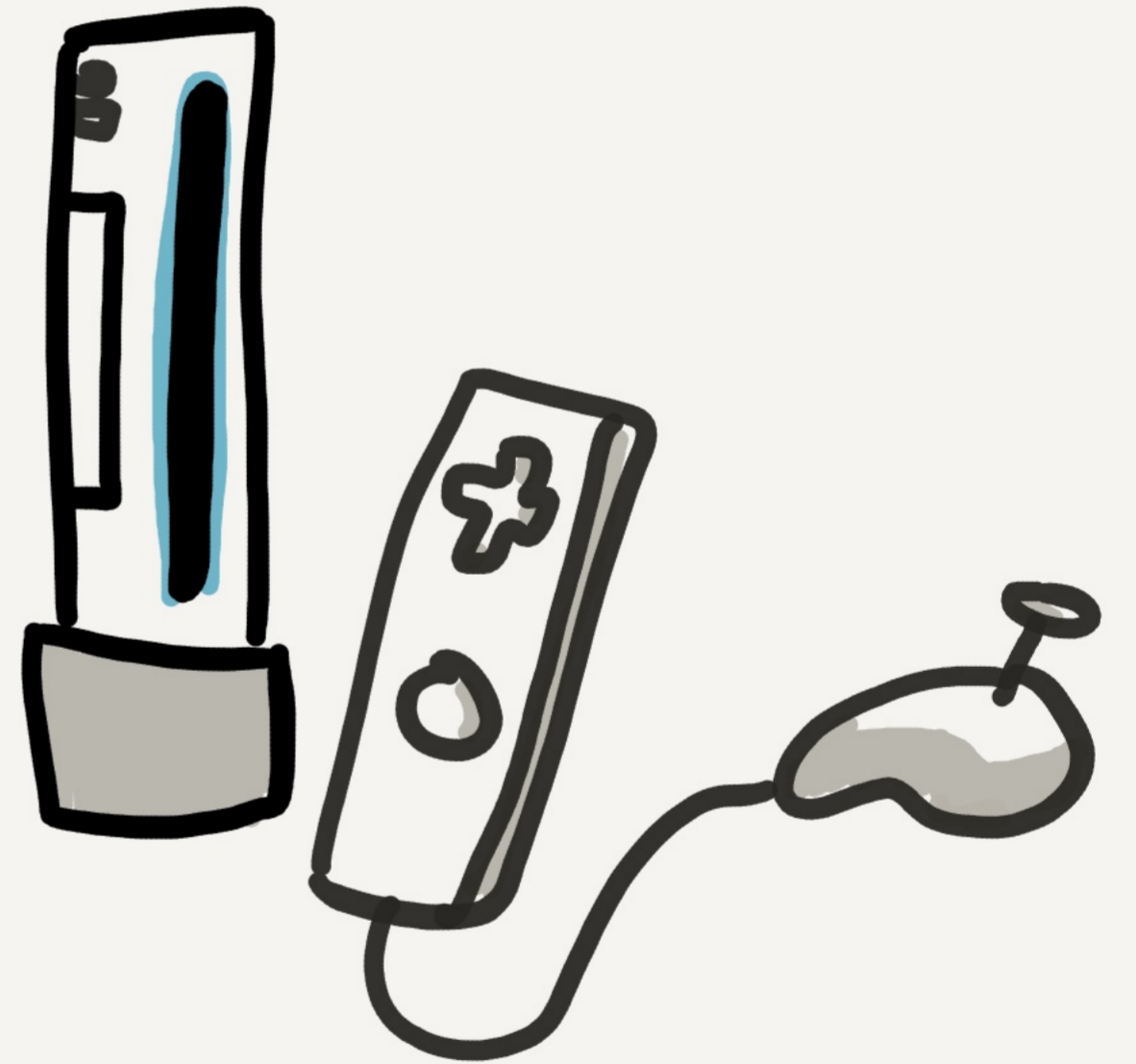
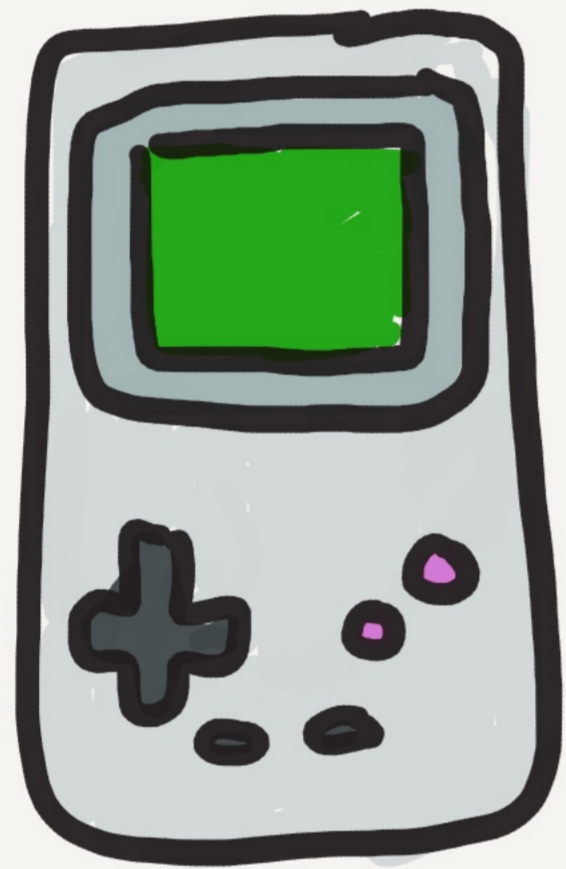
FOREST TEMPLE





DRAGON ROOST CAVERN

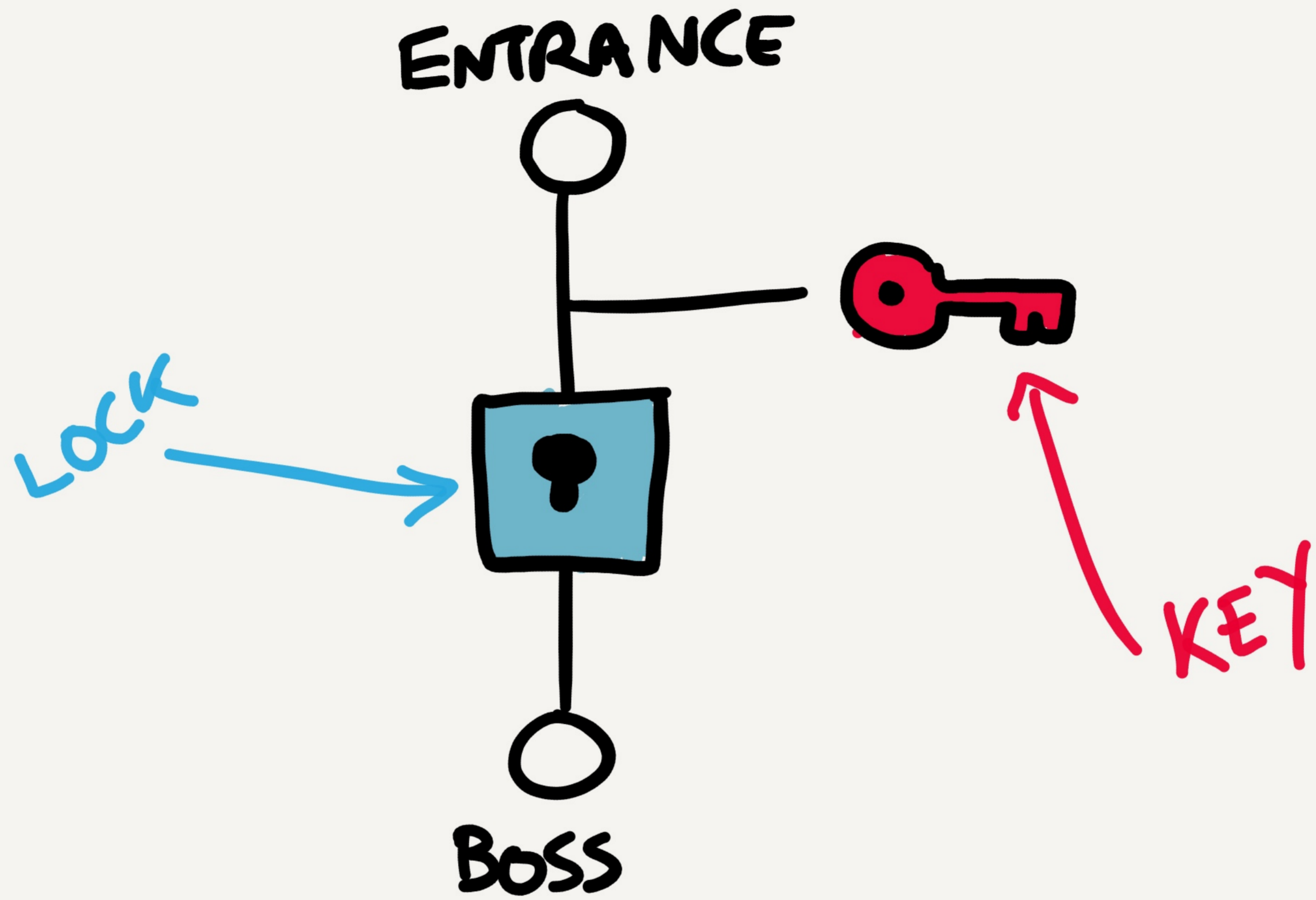
LET'S
MAKE
A
DUNGEON!

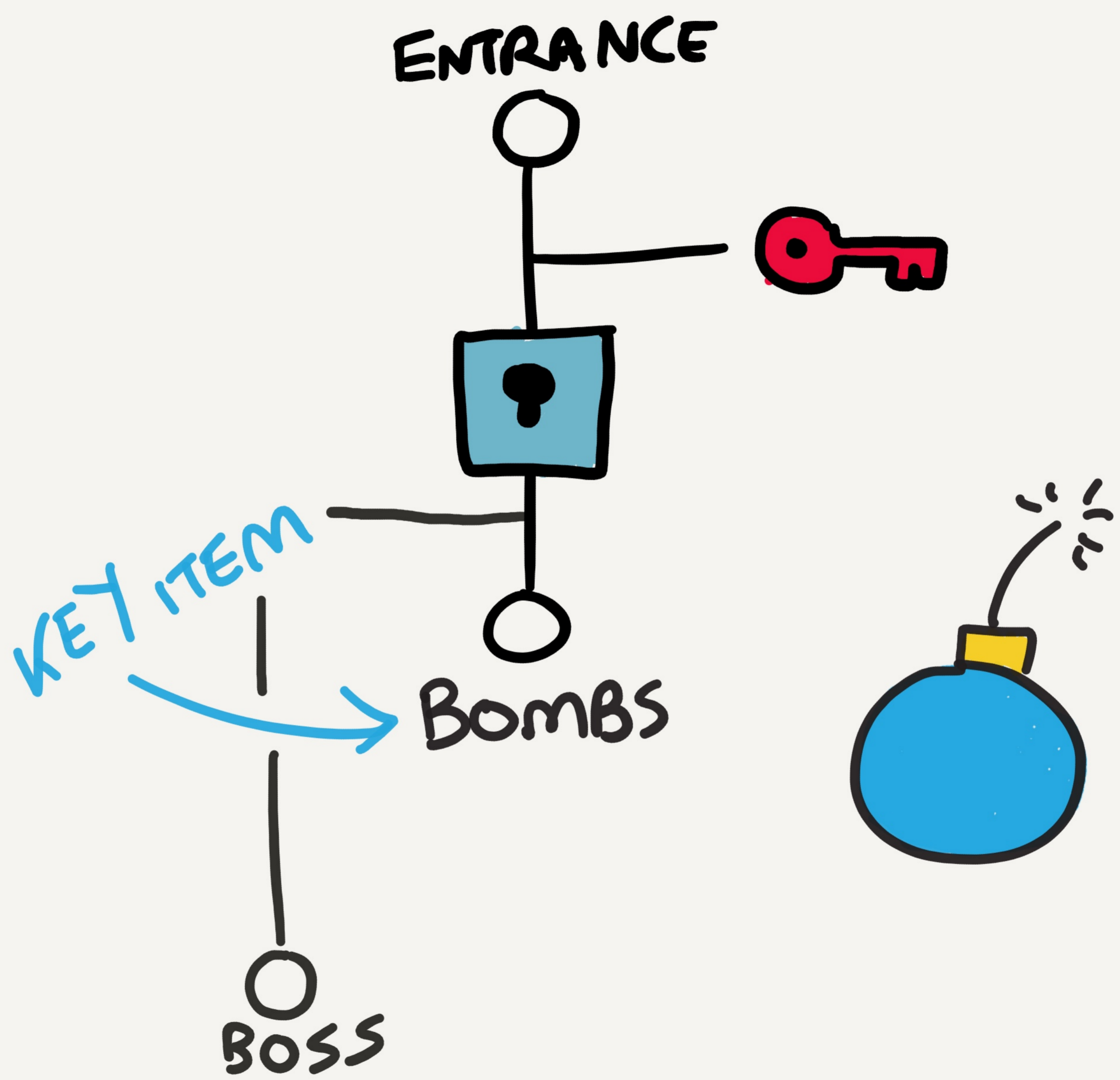


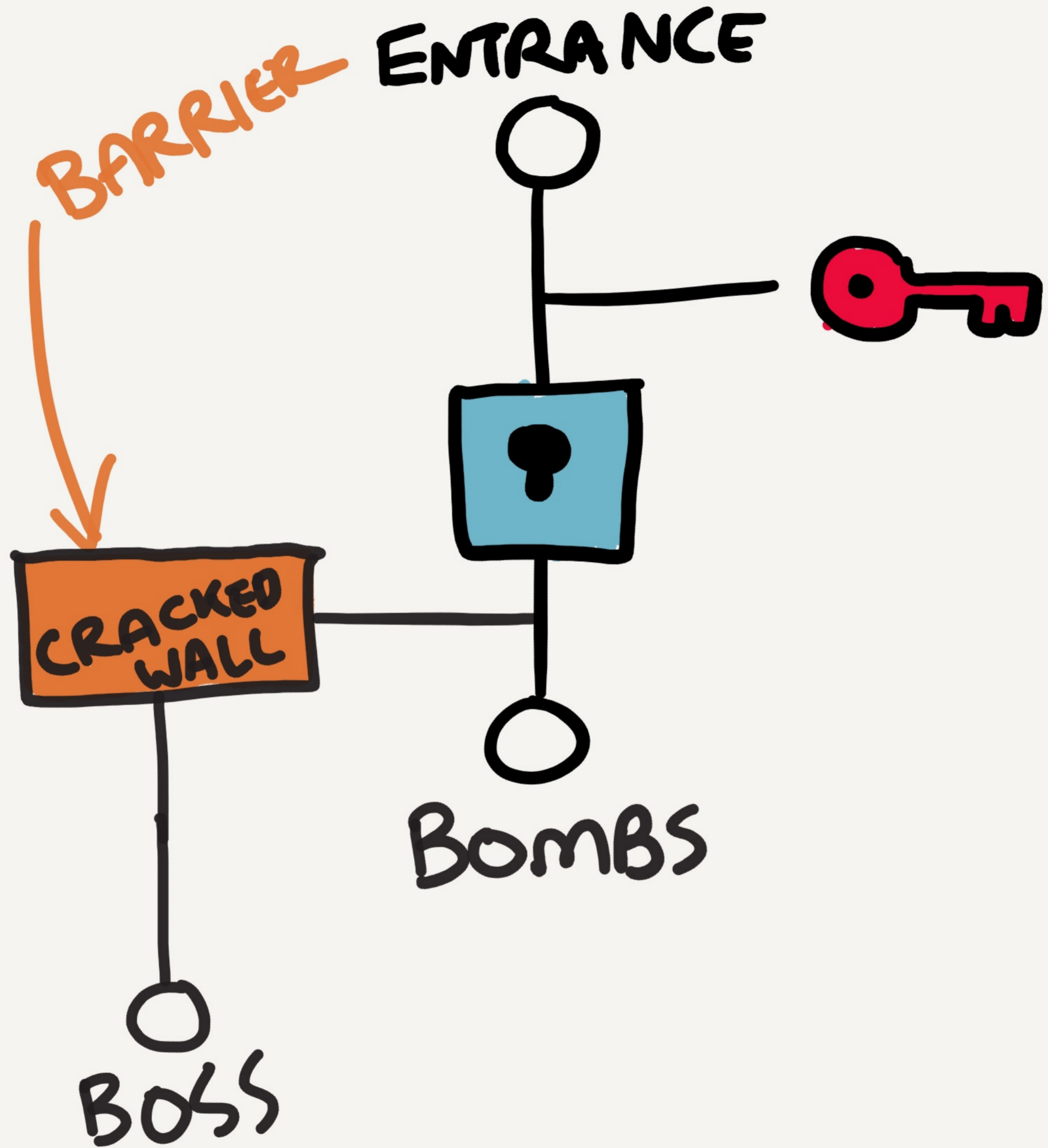
ENTRANCE



BOSS

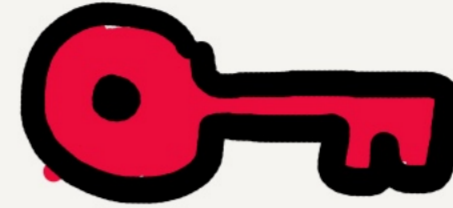






ENTRANCE

CRACKED WALL

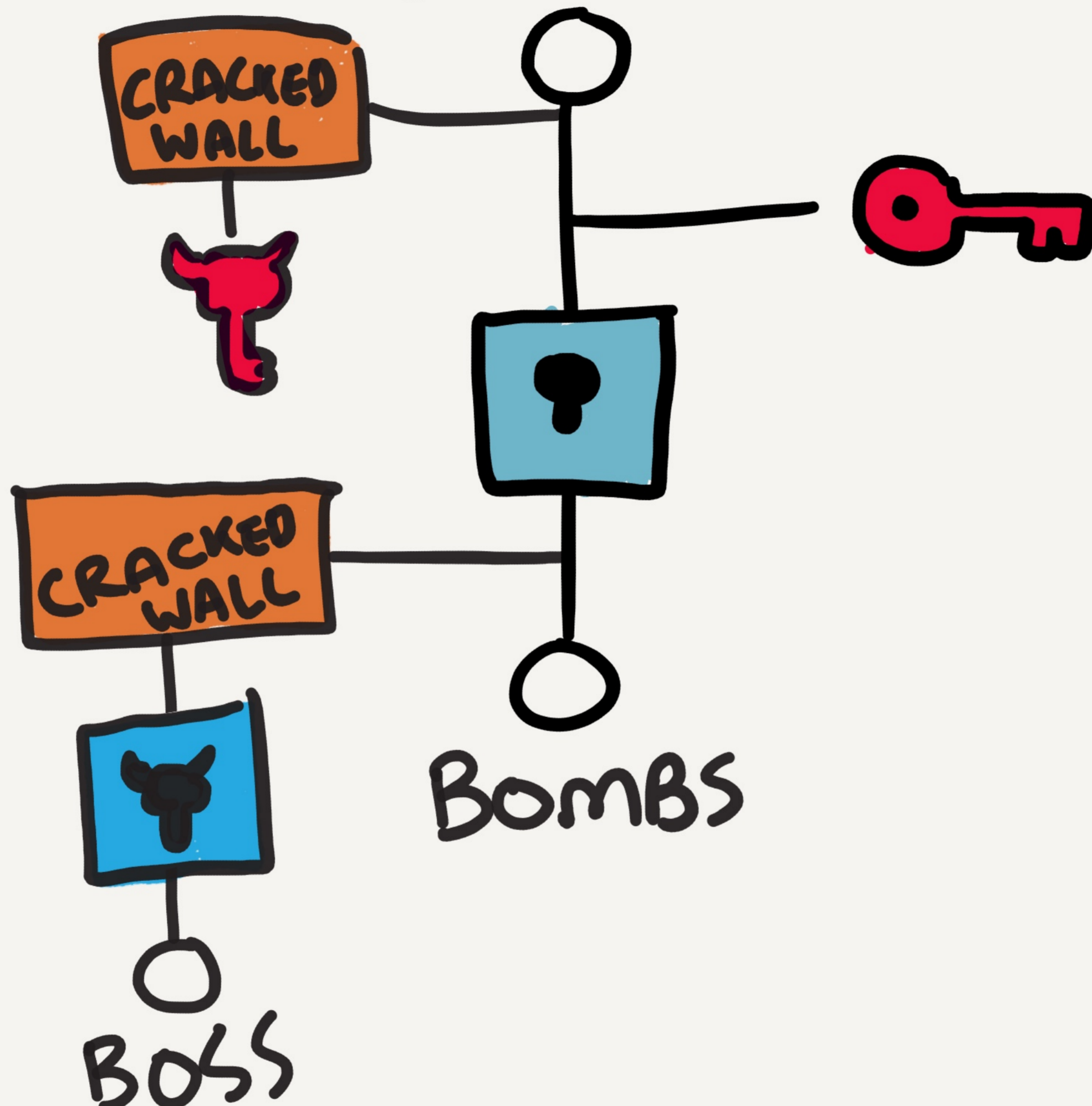


CRACKED WALL

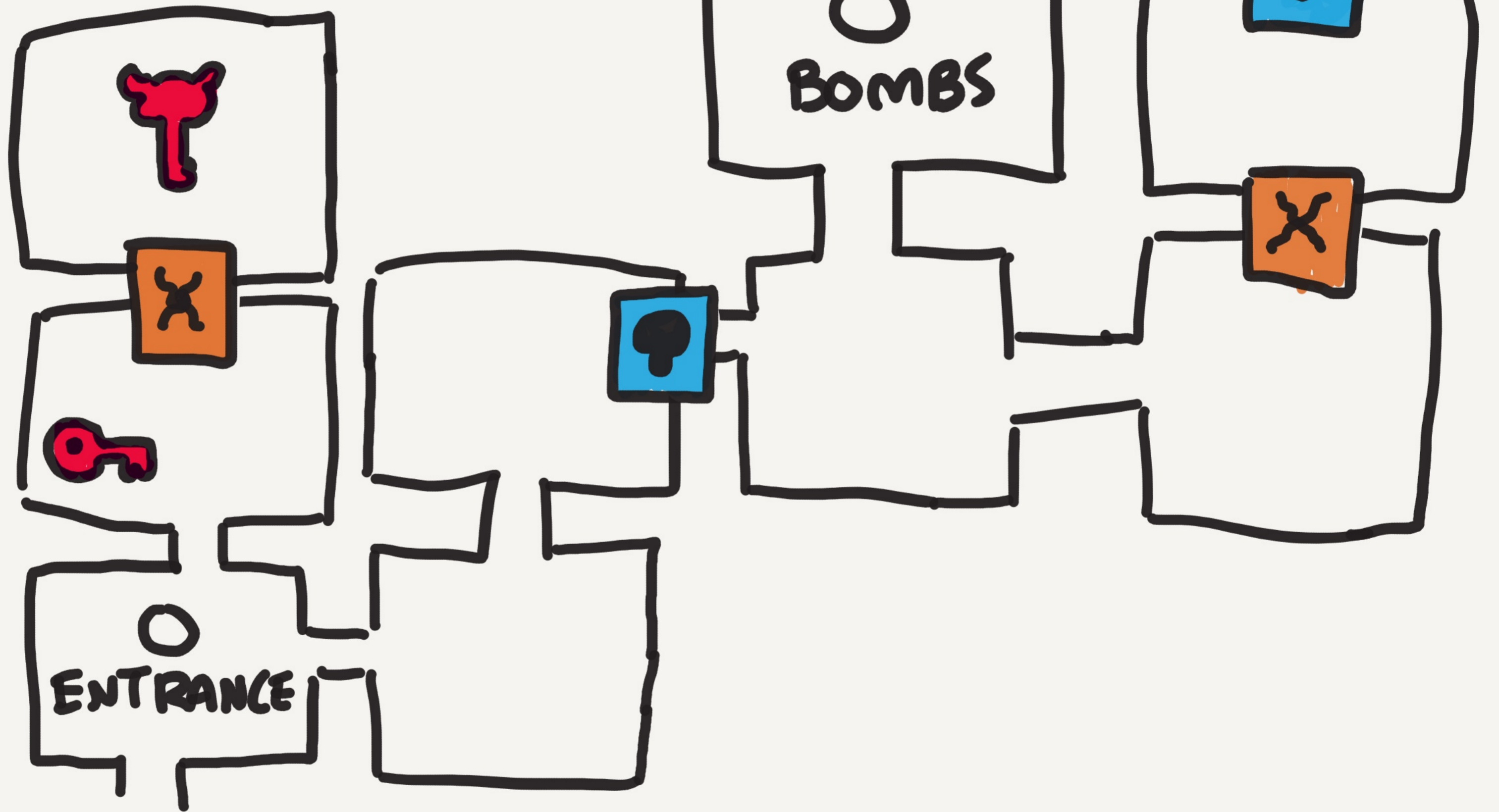


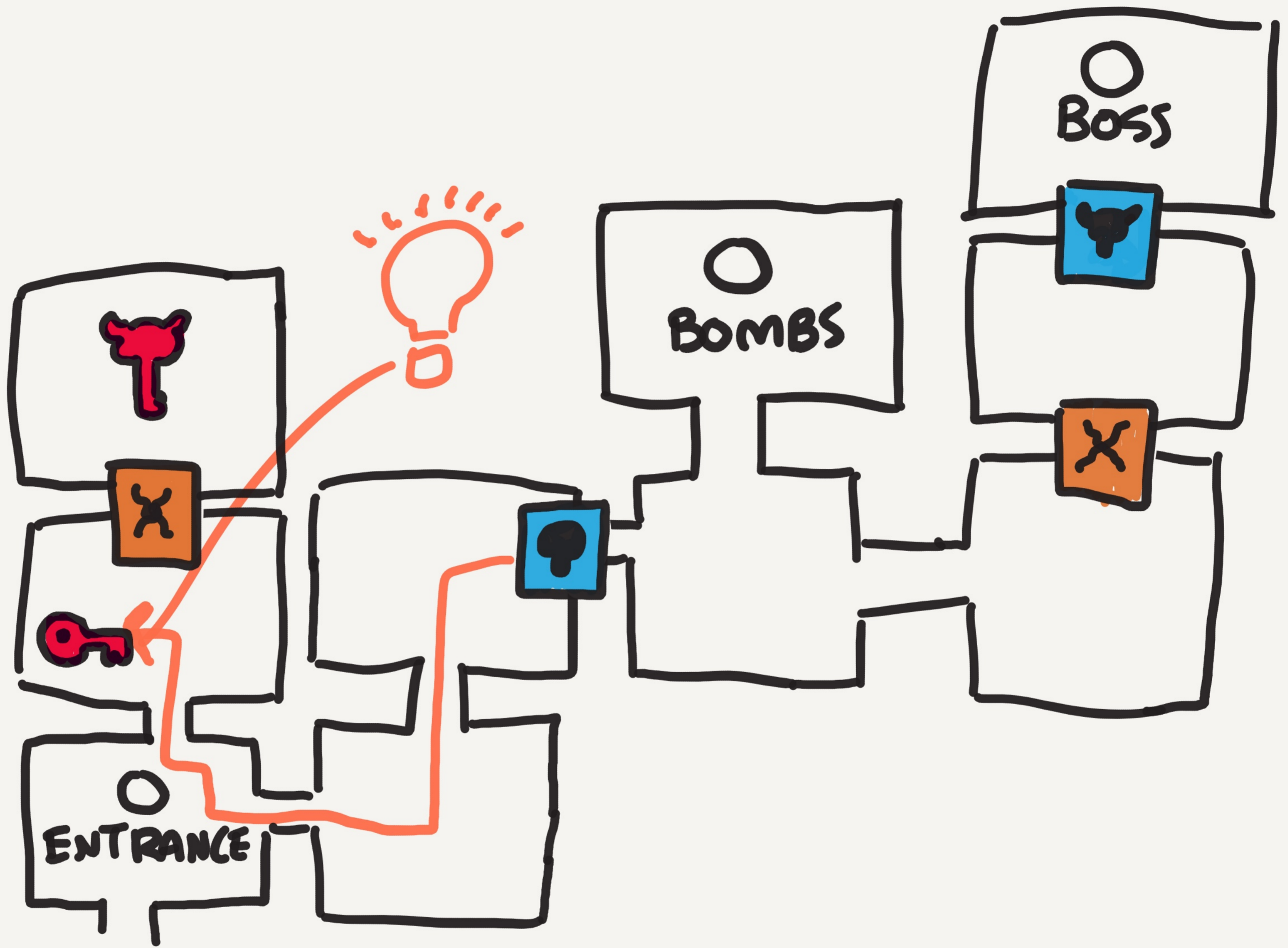
BOMBS

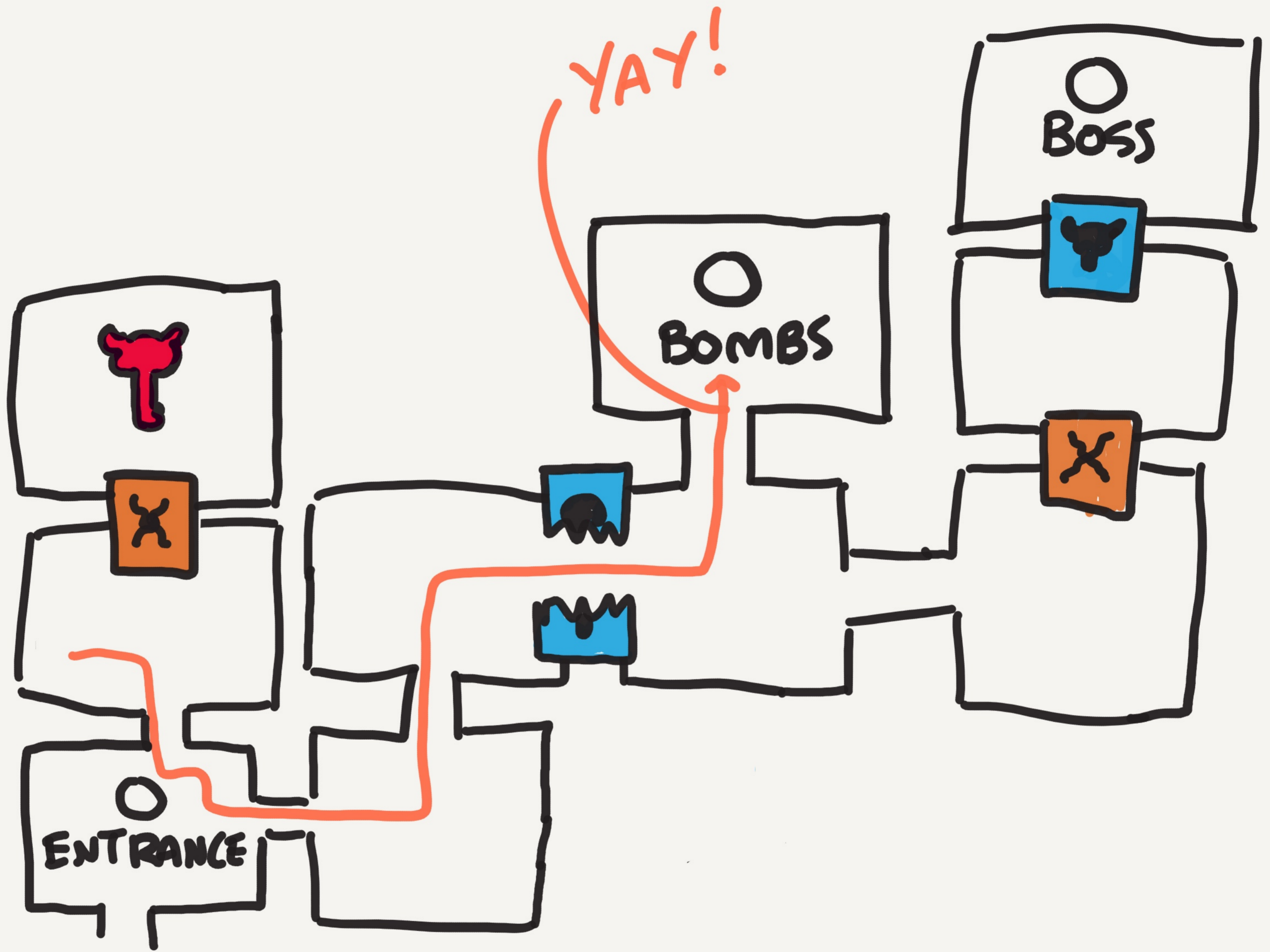
BOSS

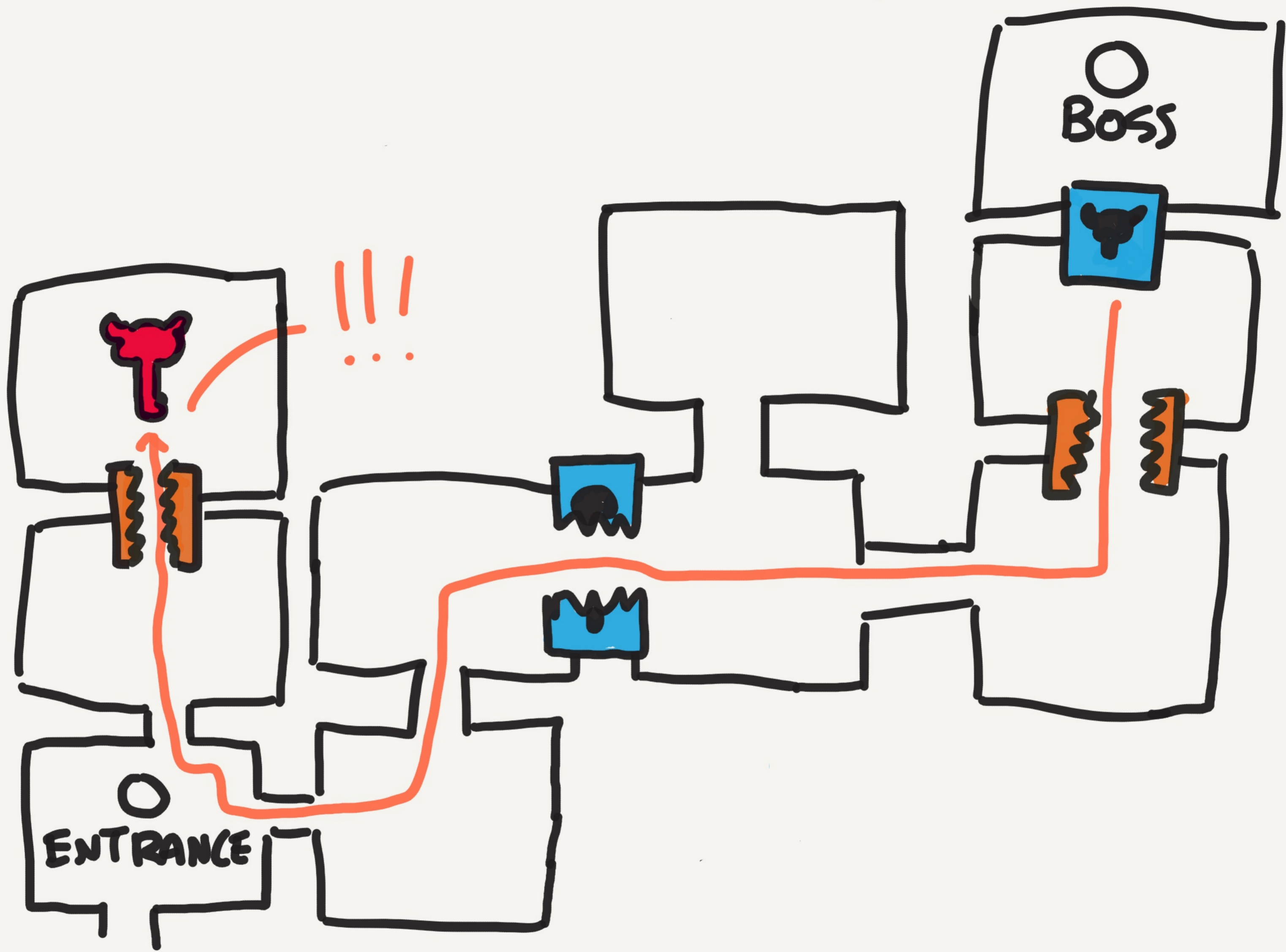


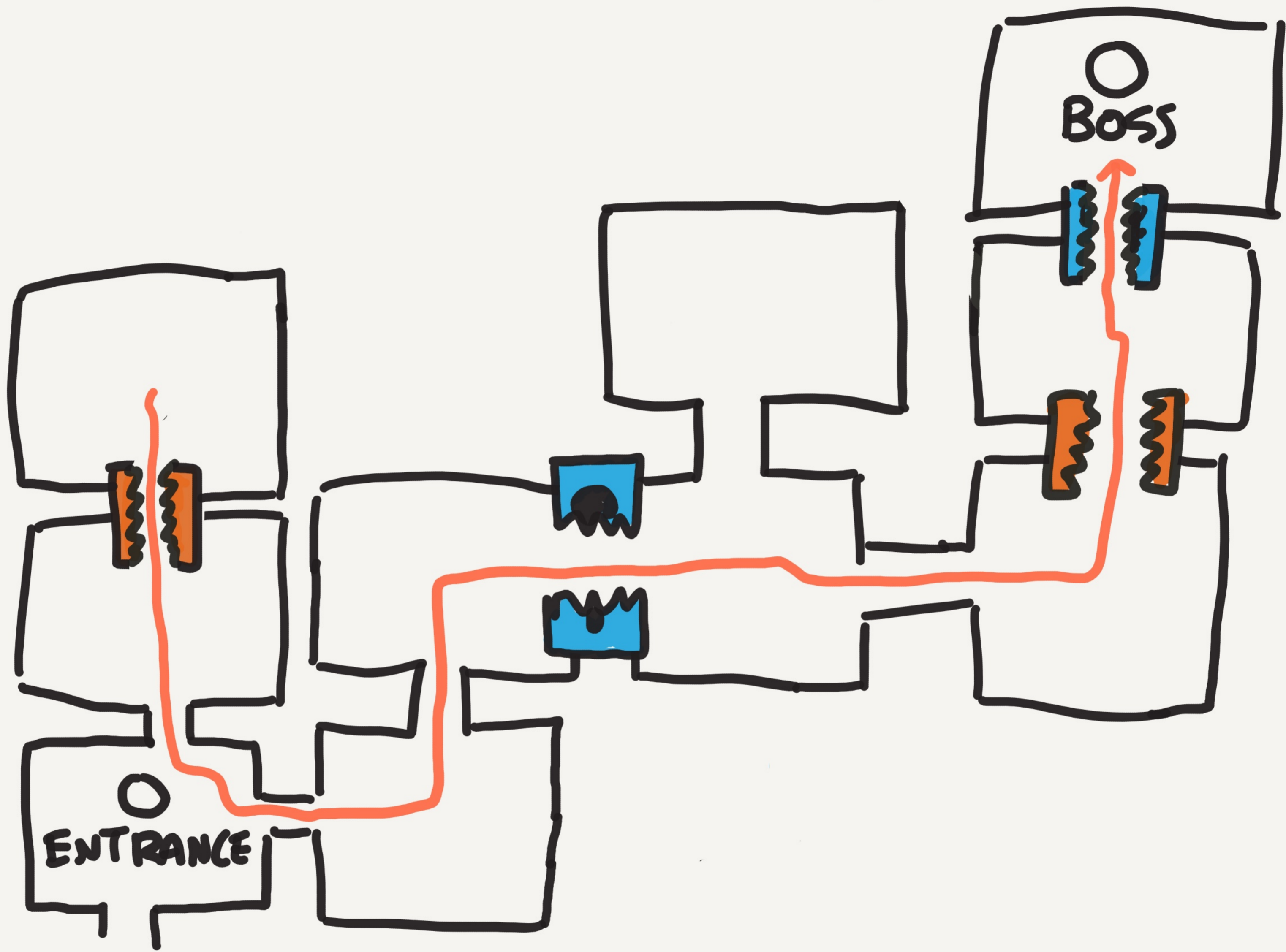
MAP











WAIT!

HOW IS THIS
FUN?

BACKTRACKING



GETTING LOST

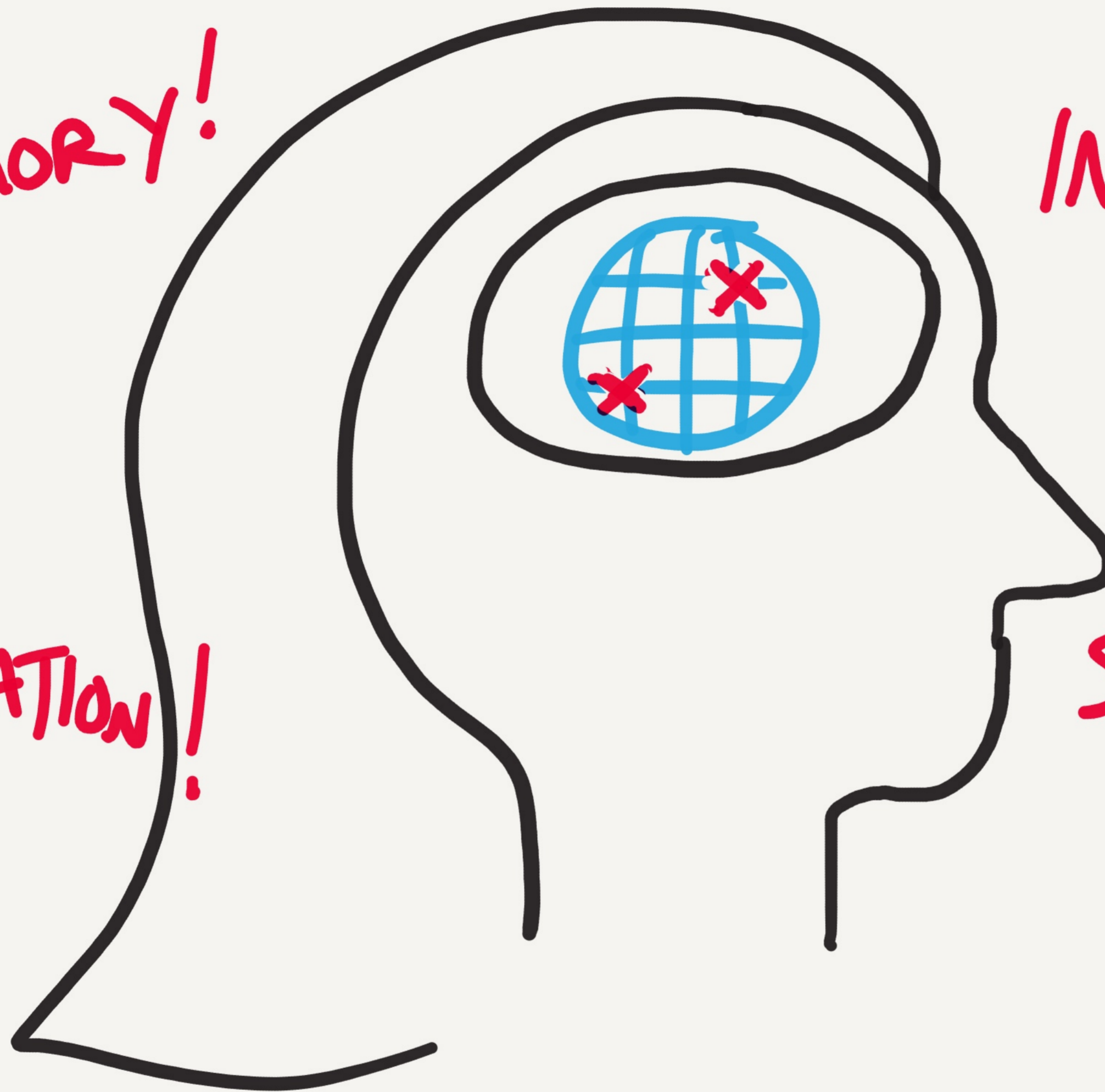


LAZY DEVS!



MEMORY!

INTENTION!



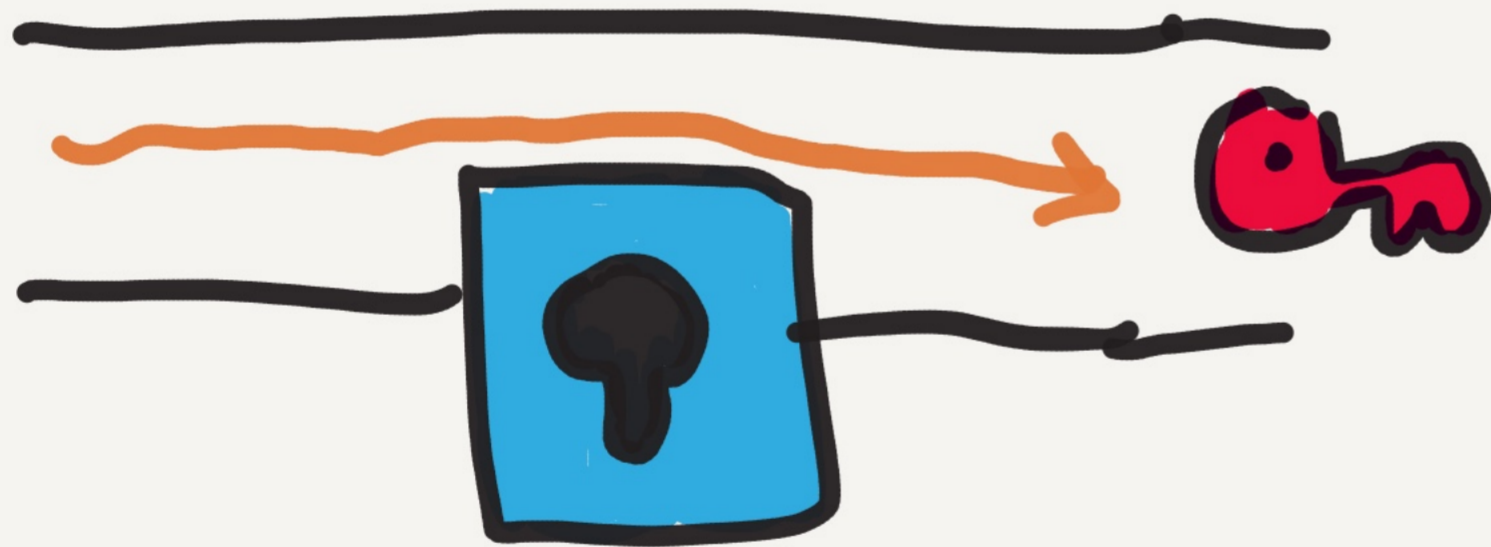
NAVIGATION!

SPACIAL
REASONING!

ORIENTATION

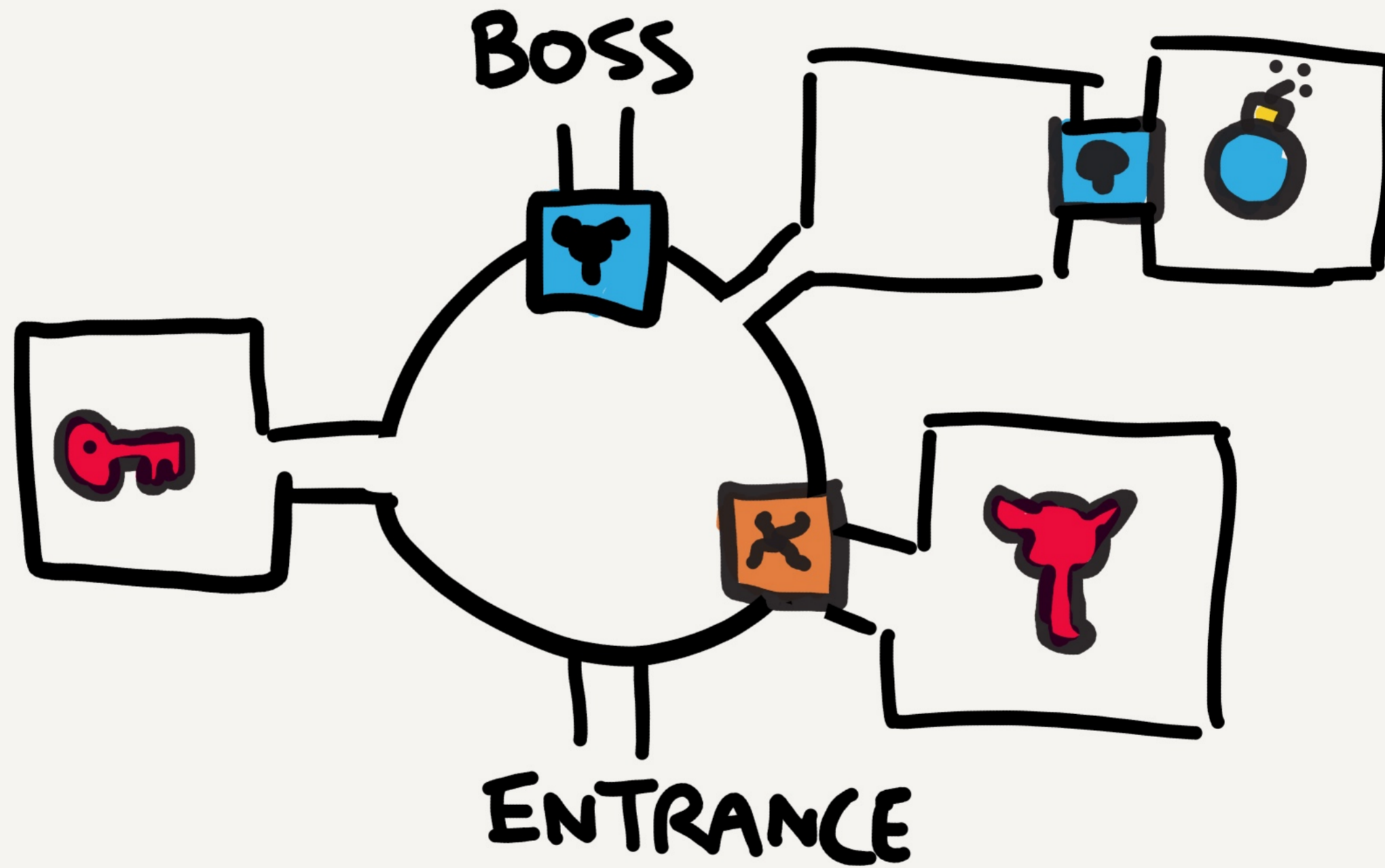
(HELPING YOUR PLAYER NOT GET LOST)

KEY BEYOND
LOCK

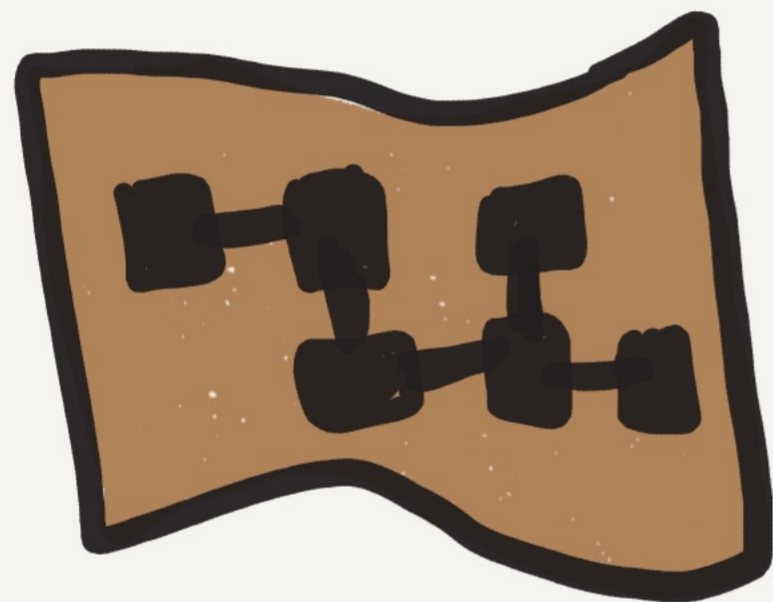


MEMORABLE
LANDMARKS

HUB + SPOKE LAYOUT



OTHER BITS



MAP

(WHAT THE
GRAPH
DOESN'T
SHOW)



COMPASS

OPTIONAL GOODIES



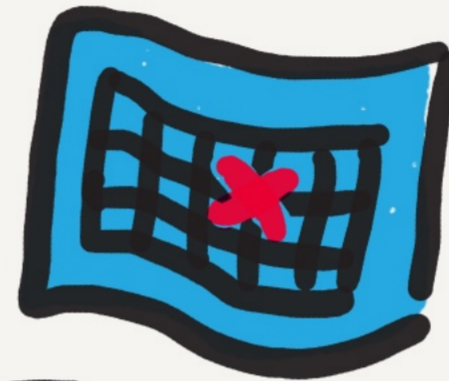
STRAY
FAIRIES



RUPEES



PIECES OF
HEART



TREASURE
MAPS



SEA SHELLS



SKUTULLAS



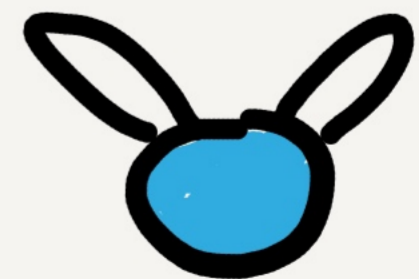
RINGS



MIIVERSE
STAMPS

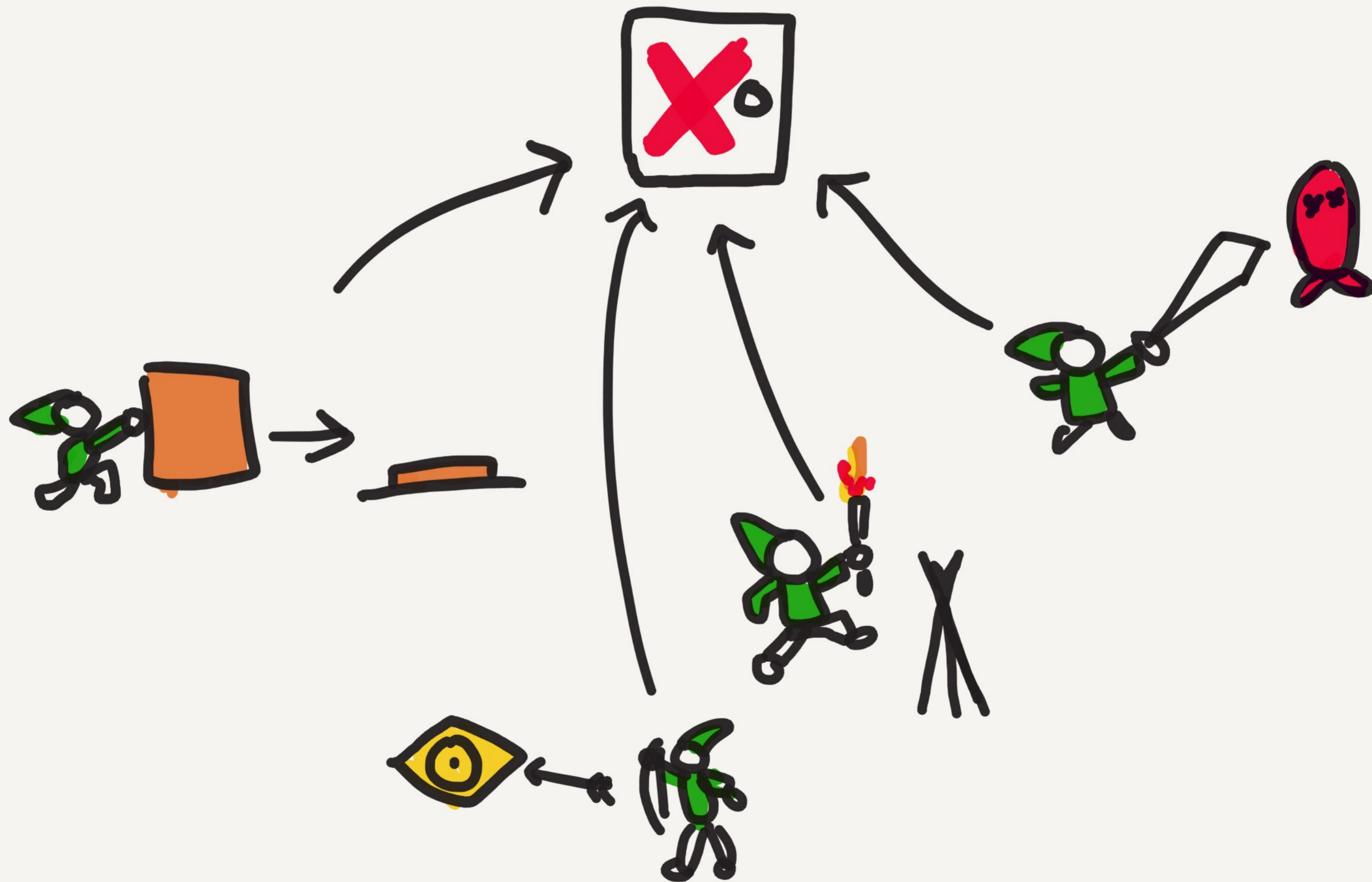


KINSTONE
PIECES

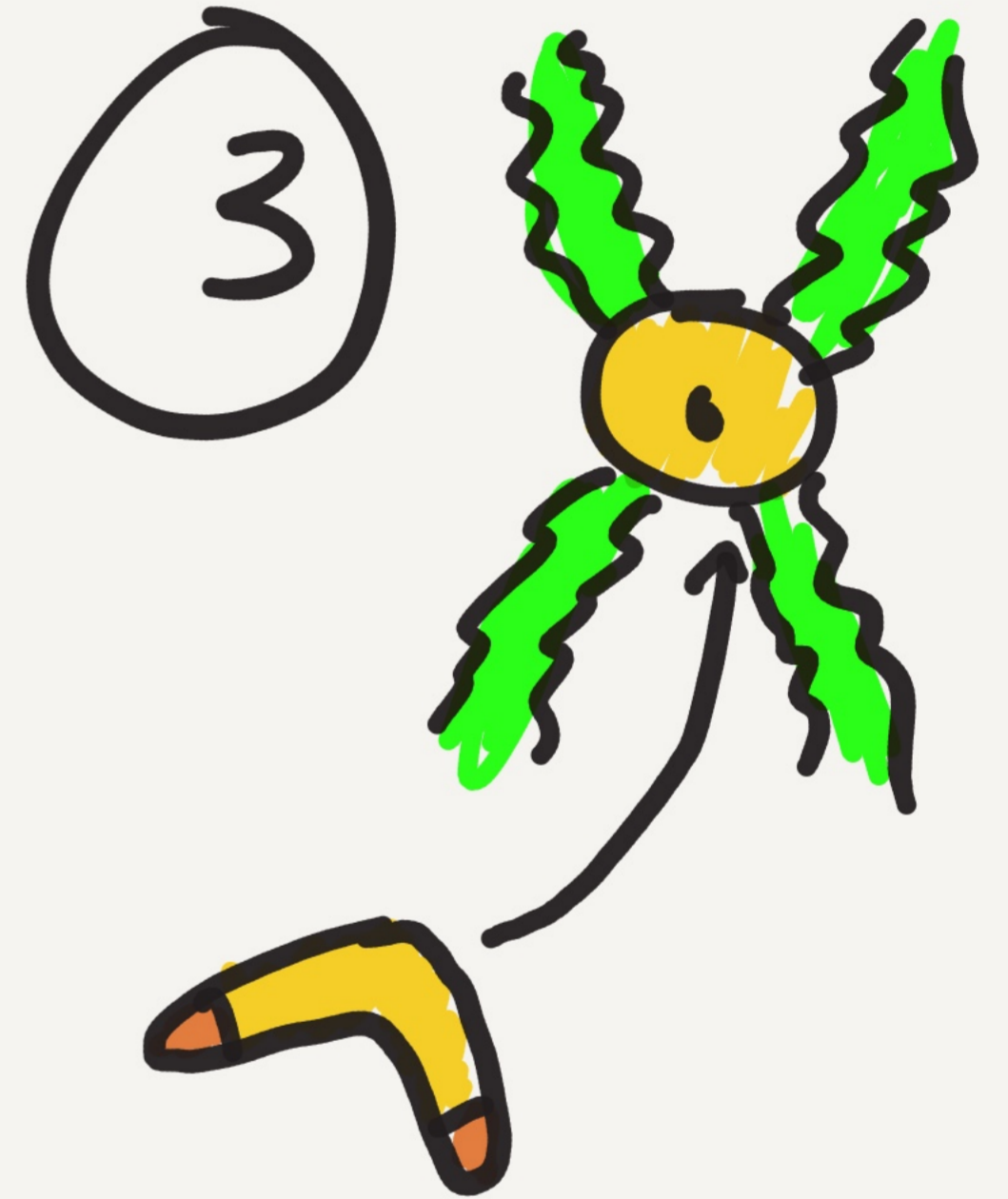
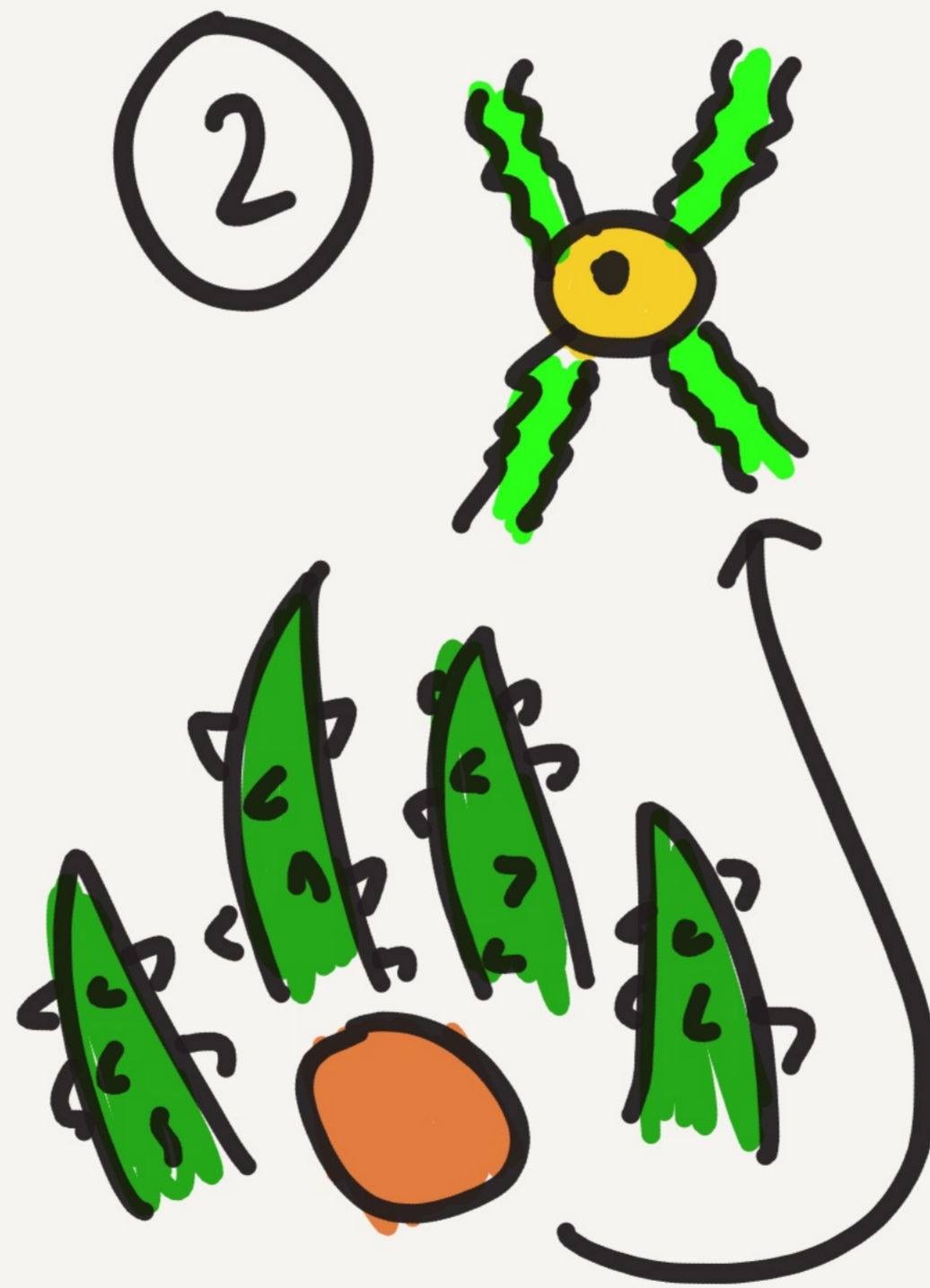
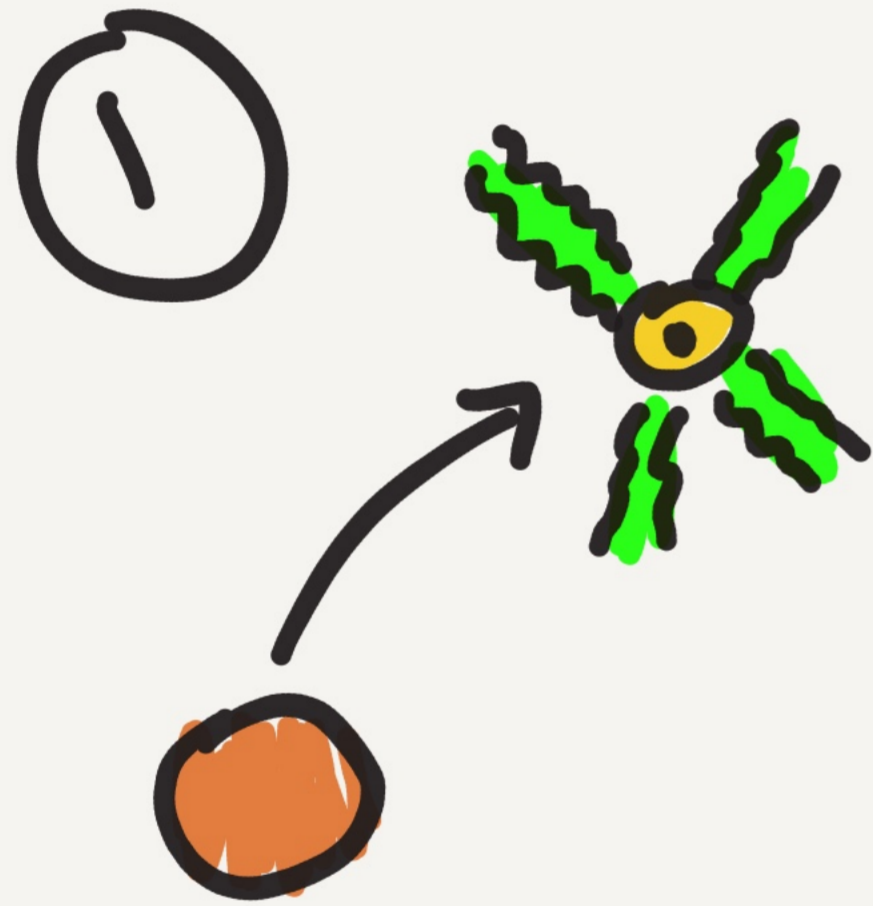


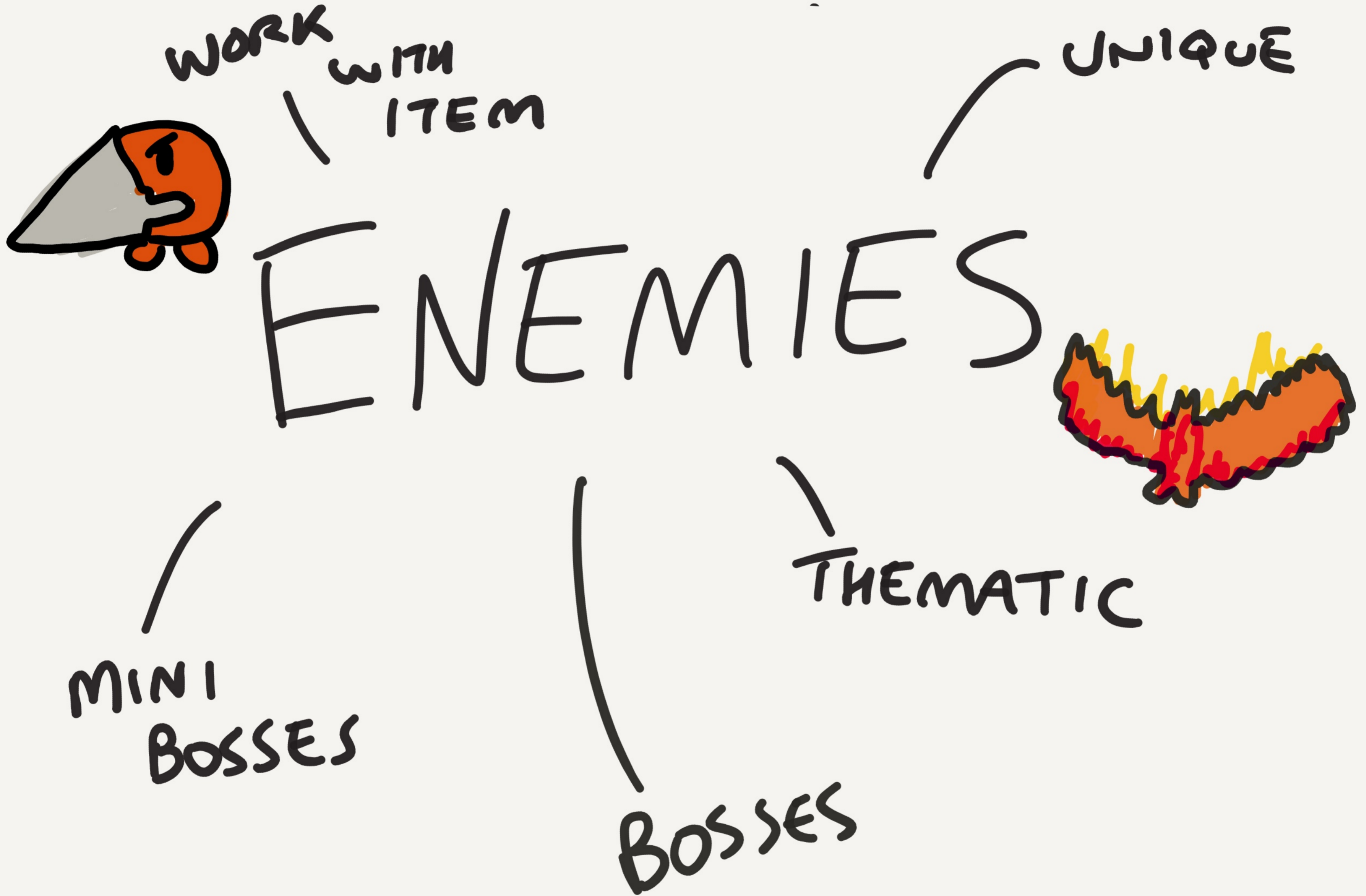
FAIRIES

ROOM PUZZLES



PUZZLE MOTIFS



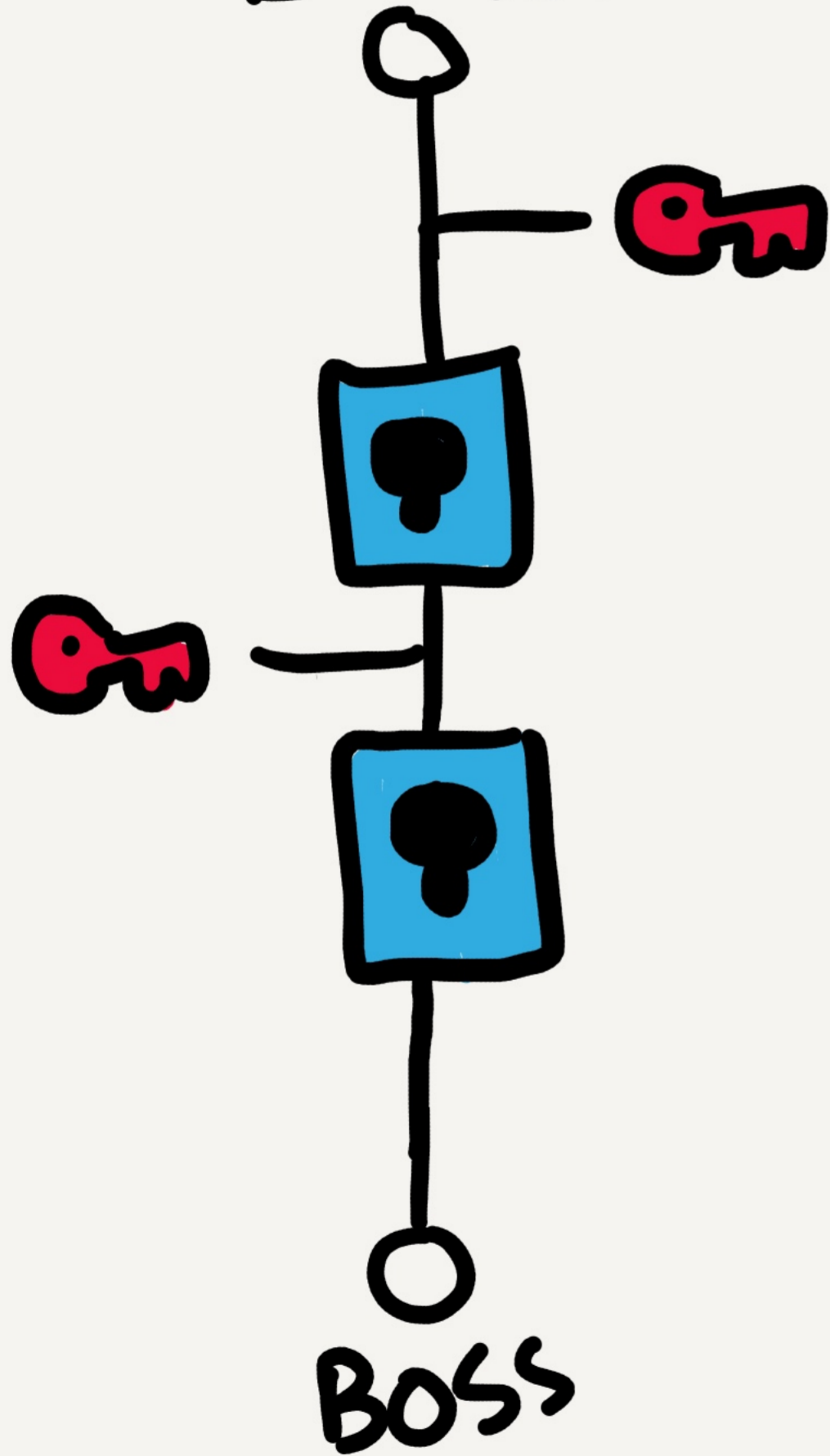


MORE
COMPLEX
STRUCTURES

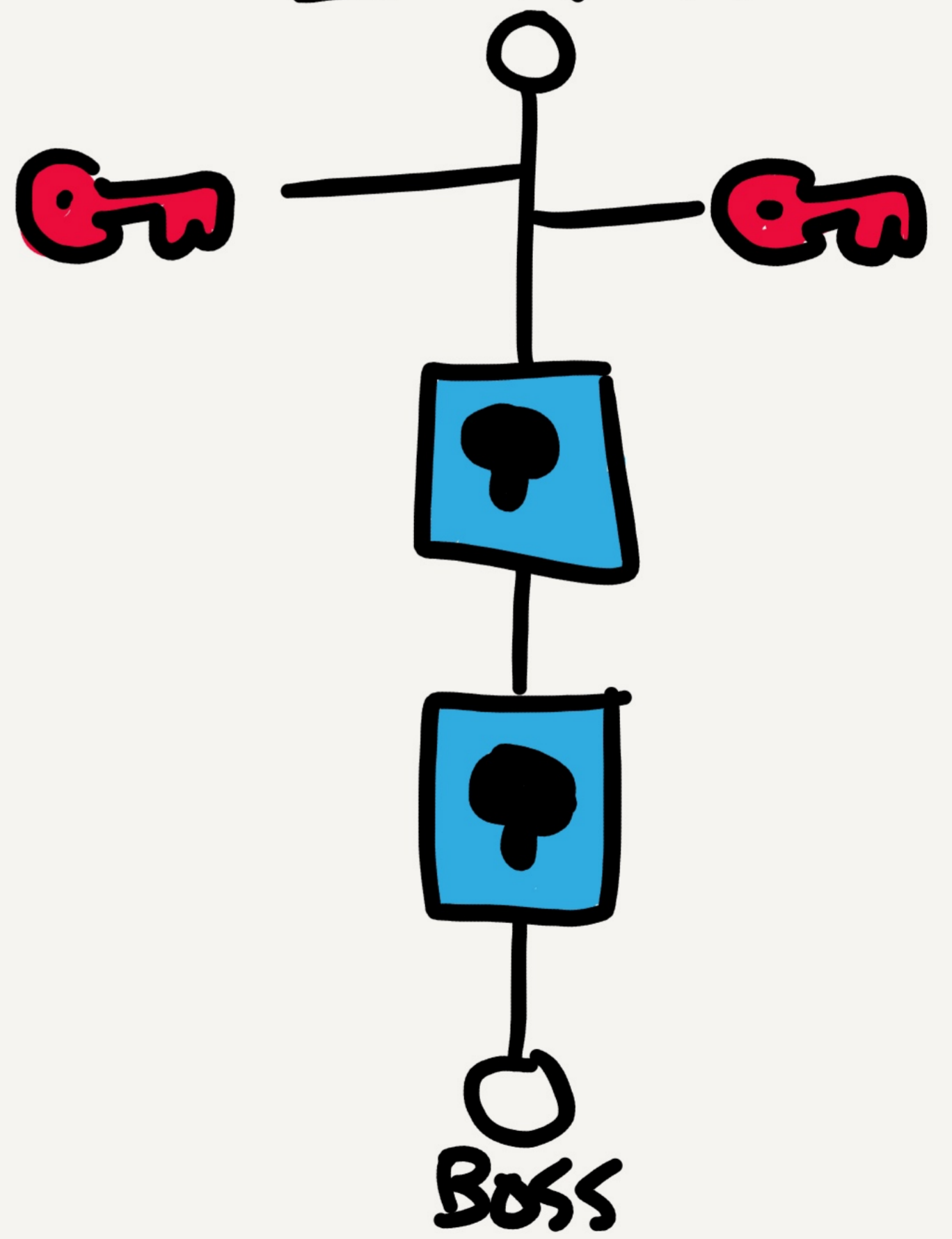


CHOICES

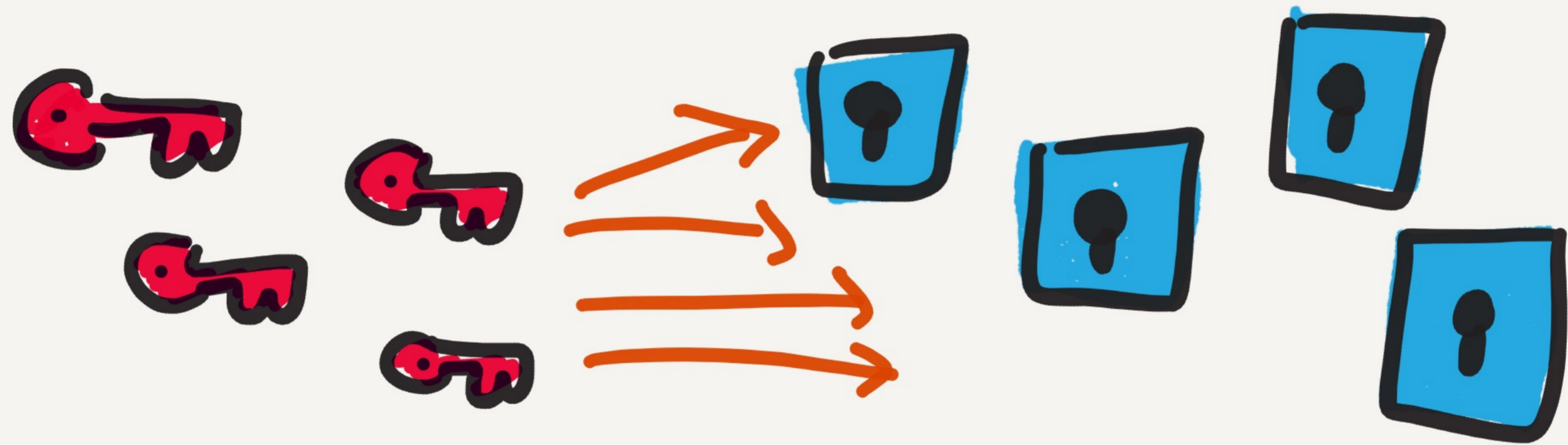
ENTRANCE



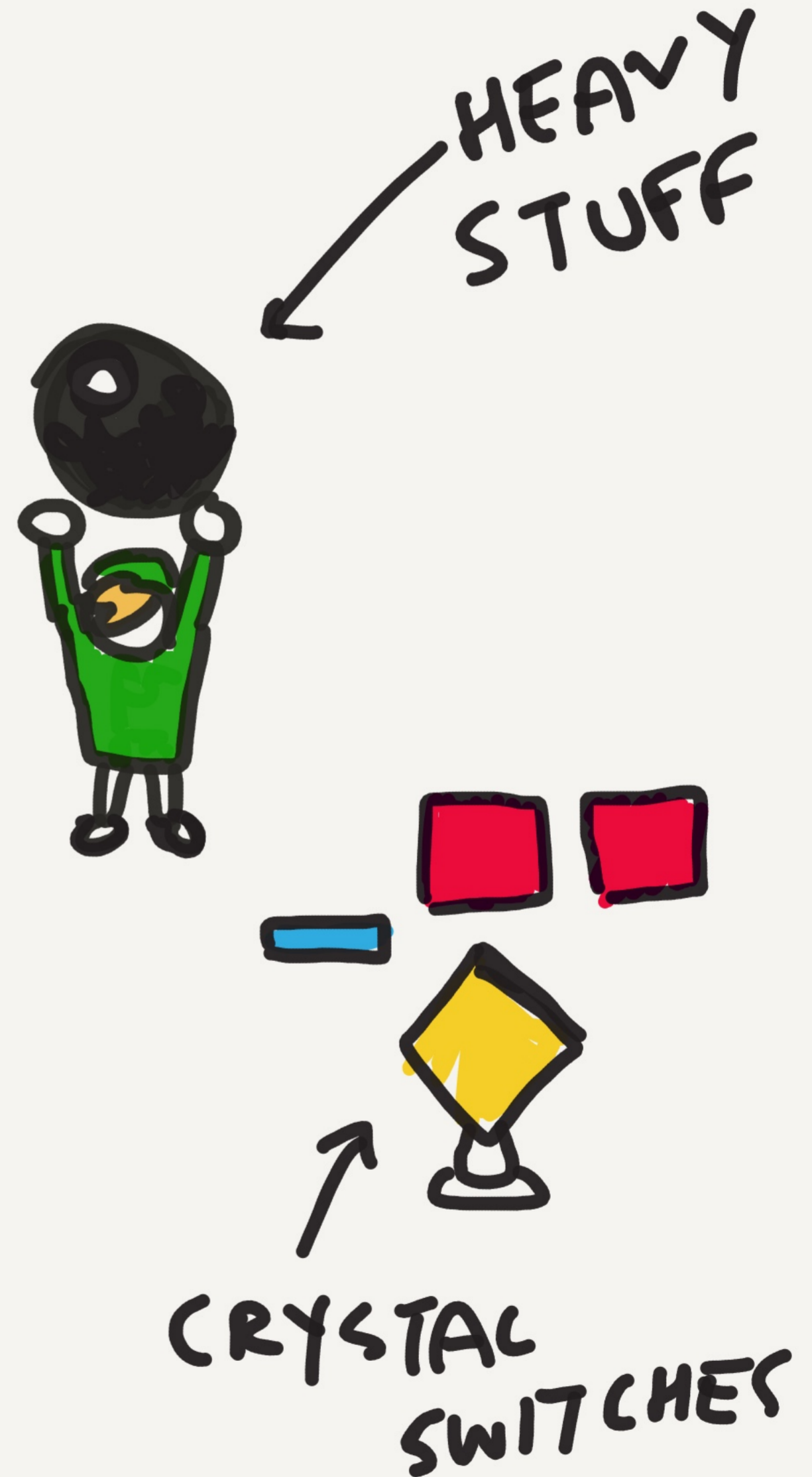
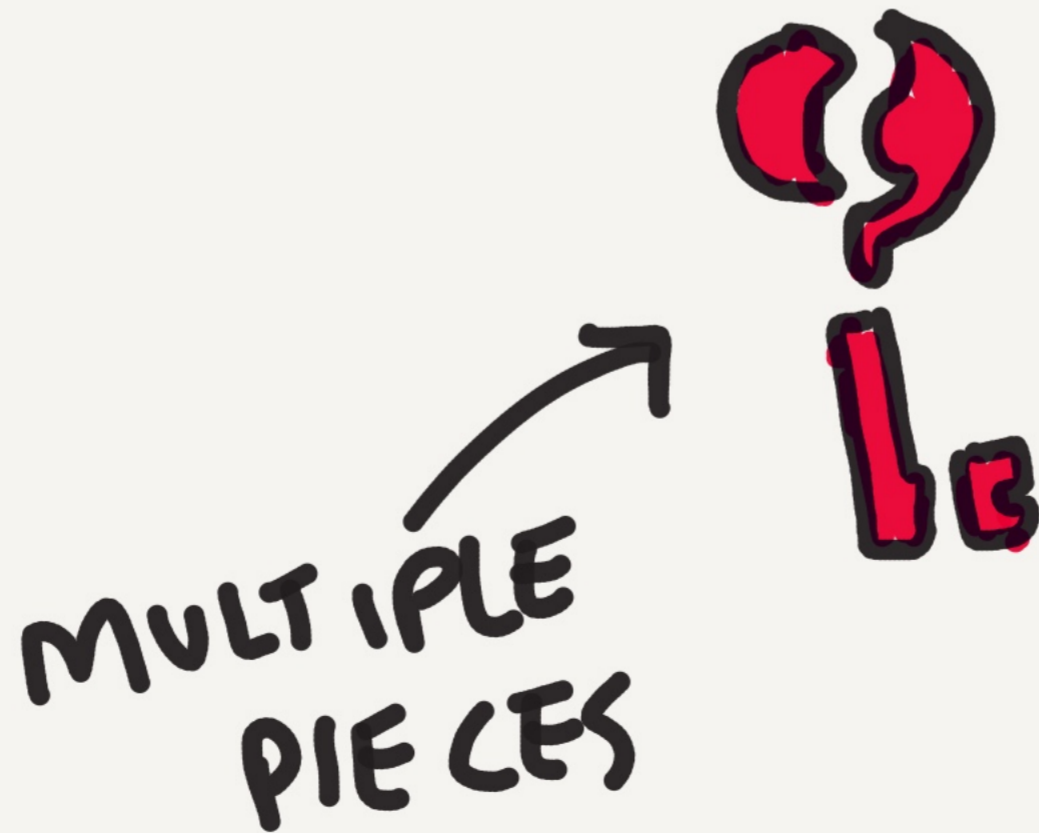
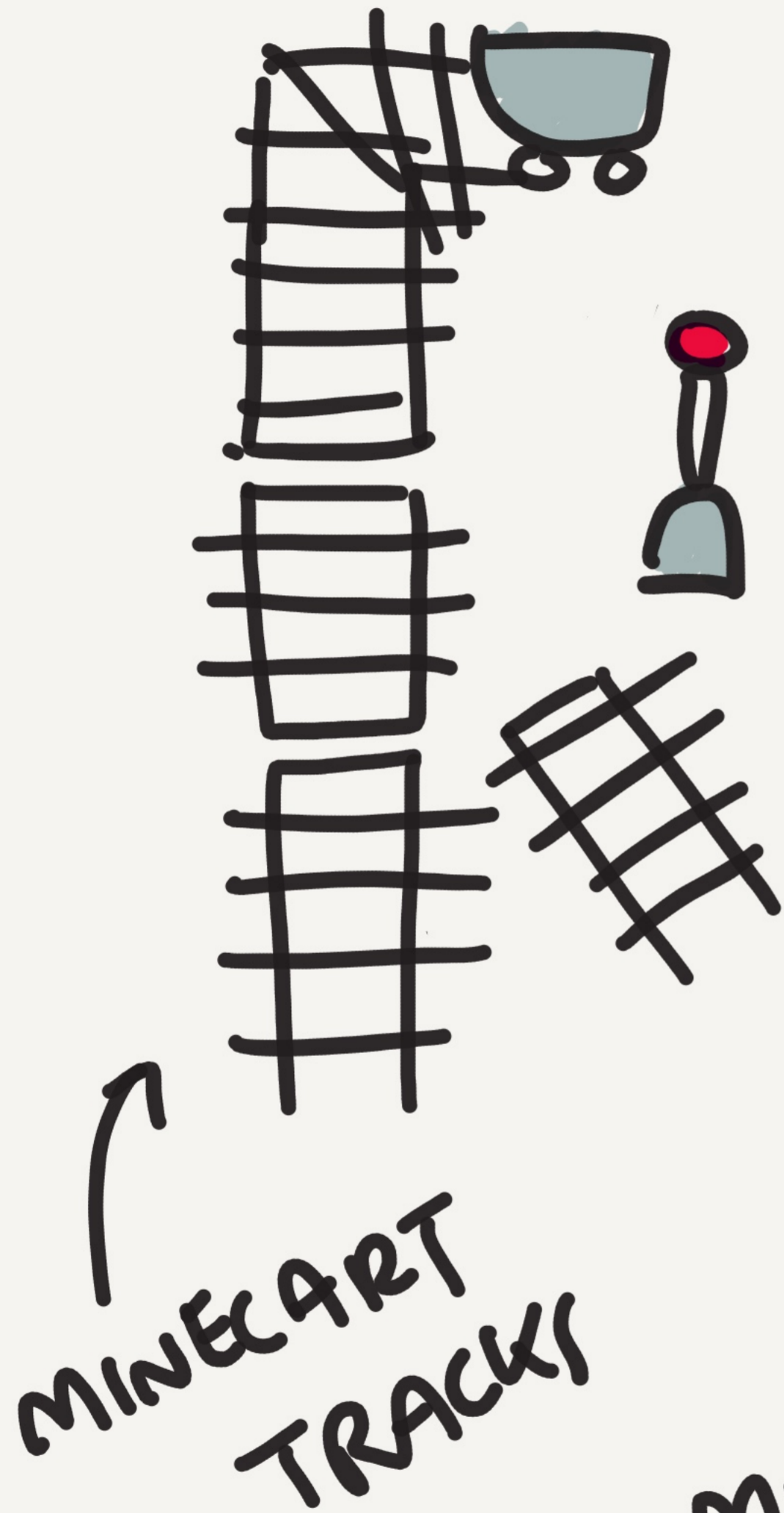
ENTRANCE



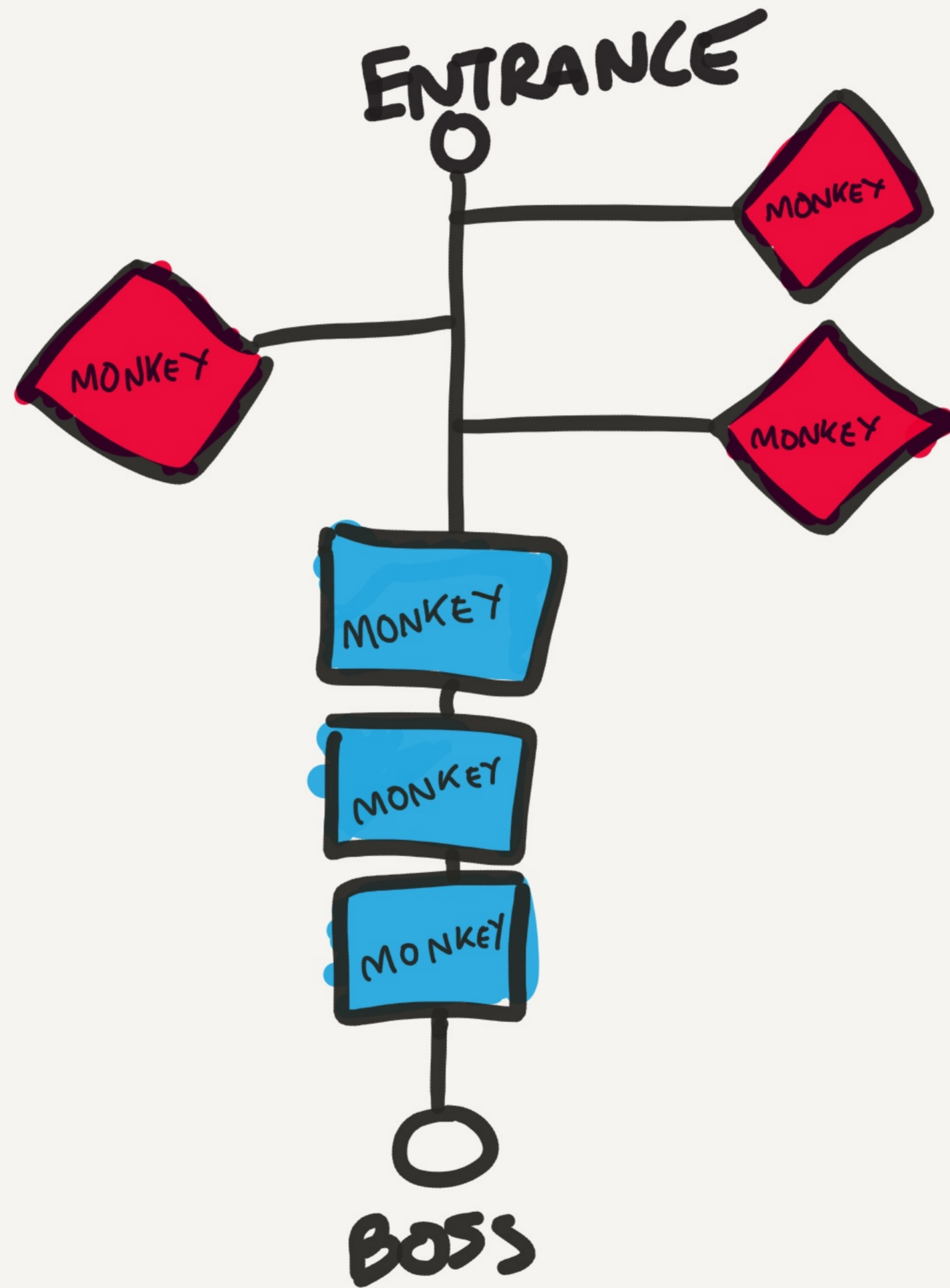
KEYS + LOCKS



OTHER LOCKS



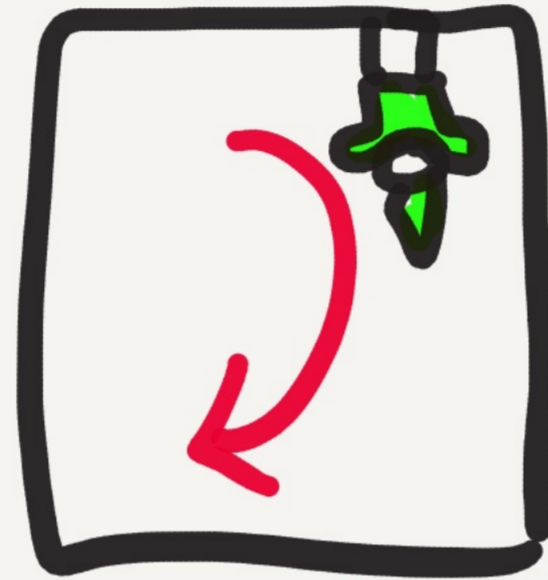
OTHER LOCKS



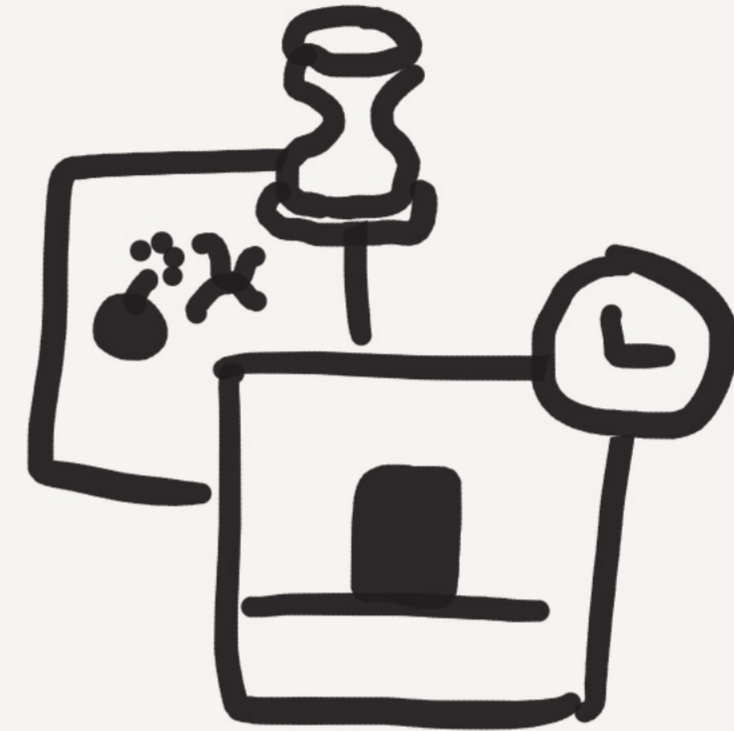
CHANGING THE DUNGEON



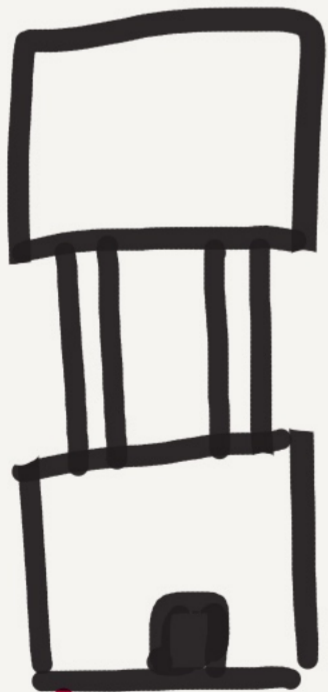
OCARINA



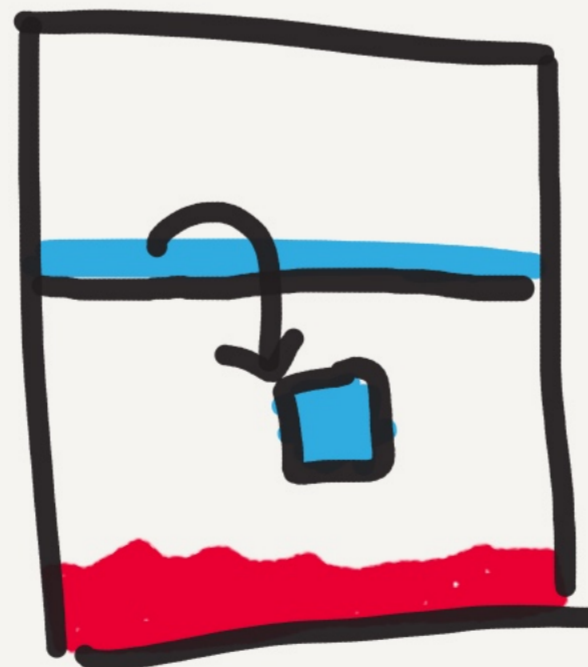
MAJORA



ORACLE



LINK'S AWAKENING

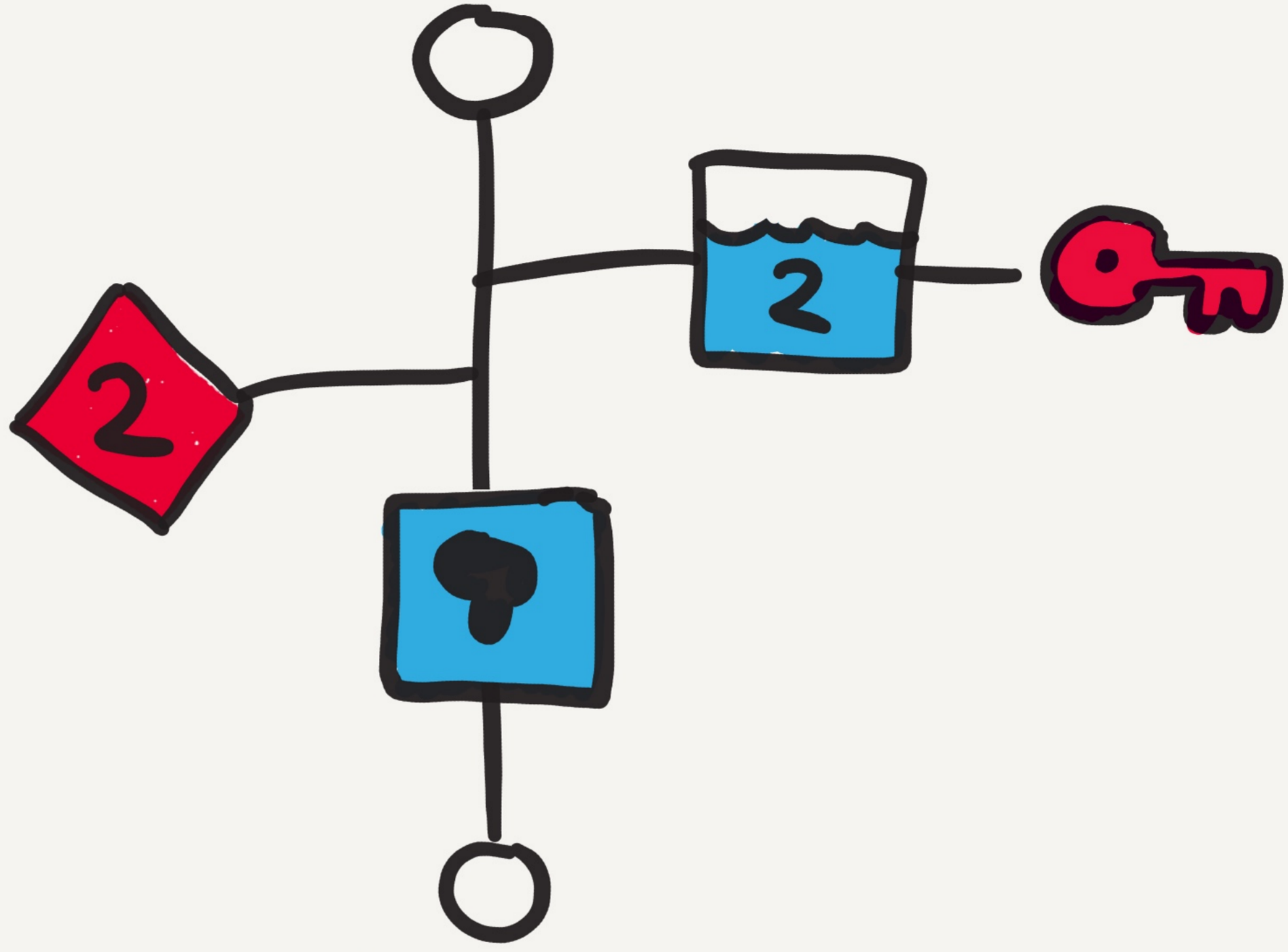


ORACLE



MAJORA

ENTRANCE



LONGSHOT

CONCLUSION!

①



②



③

