Resource List for Game / Level Design

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(Being continuously updated)

Reading List

- 1. 101 Things I Learned at Architecture School by Matthew Federick
- 2. An Architectural Approach to Level Design by Christopher W. Totten
- 3. Architecture: Form, Space, and Order by Francis D.K. Ching
- 4. The Design of Everyday Things by Don Norman
- 5. Fragile by Design by Charles W. Calomiris, Stephen H. Haber
- 6. Game Design Workshop by Tracy Fullerton
- 7. <u>Preproduction Blueprint</u> by Alex Galuzin
- 8. Video Game Level Design by Michael Salmond

Websites on Design

(A list of websites that I refer to when I start planning for my work)

- 1. https://book.leveldesignbook.com/ (Design resources on just about everything)
- 2. https://www.udemy.com/ (Courses on design, code, etc...)
- 3. https://www.dungeonscrawl.com/ (Excellent resource for planning out levels)

- 4. https://www.worldofleveldesign.com/ (More resources and lessons on Design)
- 5. https://gdcvault.com/ (Talks on everything game dev)

GDC Talks and Videos on Design

- 1. What Modern Interior Design Teaches Us About Environment Art, GDC Talk, https://www.youtube.com/watch?v=HpjbkKjqPE8
- 2. Ten Principles for Good Level Design, GDC Talk,

https://www.youtube.com/watch?v=iNEe3KhMvXM

- 3. Blocktober: Your Quick Start Guide to Blockouts for Level Design and Game Environment Art
- https://www.youtube.com/watch?v=lYyP3RMqkK0
- 4. Spatial Communication in Level Design

https://www.youtube.com/watch?v=AKeUZVikPV8

- 5. 10 Key Quest Design Lessons from 'The Witcher 3' and 'Cyberpunk 2077', GDC Talk, https://www.youtube.com/watch?v=nAkH86 g0o
- 6. The Dark Place of 'Alan Wake 2': Crafting an Evolving Nightmare Dimension, GDC Talk https://www.youtube.com/watch?v=vyafiQG6XEU
- 7. The 100 Games That Taught Me Game Design,

https://www.youtube.com/watch?v=gWNXGfXOrro

8. How Mega Man 11's Levels Do More With Less,

https://www.youtube.com/watch?v=nYxHMZX6lN8

9. The Making of Pentiment - Noclip Documentary,

https://www.youtube.com/watch?v=ffIdgOBYwbc