**Design Test – Senior Level Designer**

The test consists of three parts (A, B, C). Choose two of them. Within a limit of 4 to 8 pages overall, answer these two with concise text and supplemental visuals or schematics, as you see fit.
Along with your answer, please provide the time you took for either part.

For either part, please pick a game from the following list:

Halo (series)
Killzone (series)
Resistance (series)
Gears of War (series)
Uncharted (series)

1. **Level design analysis**

What makes the levels in this game work? What are basic patterns, and how are they varied and broken?

Please describe how the various aspects of the game (game design mechanics, artistic choices, technical design) influence the level design: What constraints do they bring? What opportunities do they offer? How did the level designers incorporate both?

1. **Level vs. Gameplay design**

Devise a new feature (e.g. significant new gameplay mechanic, enemy type, or similar) for the chosen title. Then describe how the new feature would shape gameplay, and how level design would change to facilitate this.

Answer questions such as:
How does the feature relate to the existing gameplay and level elements? Which important modifications might need to be made to existing systems, if any? What fun does the new feature bring? How can players incorporate it into their approach to challenges?

Do this from the perspective of
a) selling the feature idea to the lead designer for approval
b) describing the do's and dont's with regards to the feature, to level designers.

1. **Generic level design**

Imagine a modular system for automatic creation of levels for the chosen title, combining building blocks of geometry with a distribution of gameplay elements (enemies, pickups, etc.).
What are the important questions such a system needs to address?
Which basic approach would you suggest? Which priorities would you assign?
Optional: Can you devise and describe a possible solution?