GAME LEVEL DESIGN

ED BYRNE

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Level design, or environment design, is a discipline of game development involving creation of video game levels—locales, stages, or missions. This is commonly done using a level editor, a game development software designed for building levels; however, some games feature built-in level editing tools. Level design is both an artistic and technical process. LEVEL-DESIGN.org News Roundup Volume 50. Hello fellow Level Designers and Artists! This update is way bigger than an usual one because of the long break between last posts but also because this one is a special one! It’s the 50th News Roundup! First LEVEL-DESIGN.org News Roundup was posted almost exactly 6 years ago. The idea was to save some of my time on writing single news posts and aggregate all the links into one single update.