



NextLVL

Game Development without Game Programming

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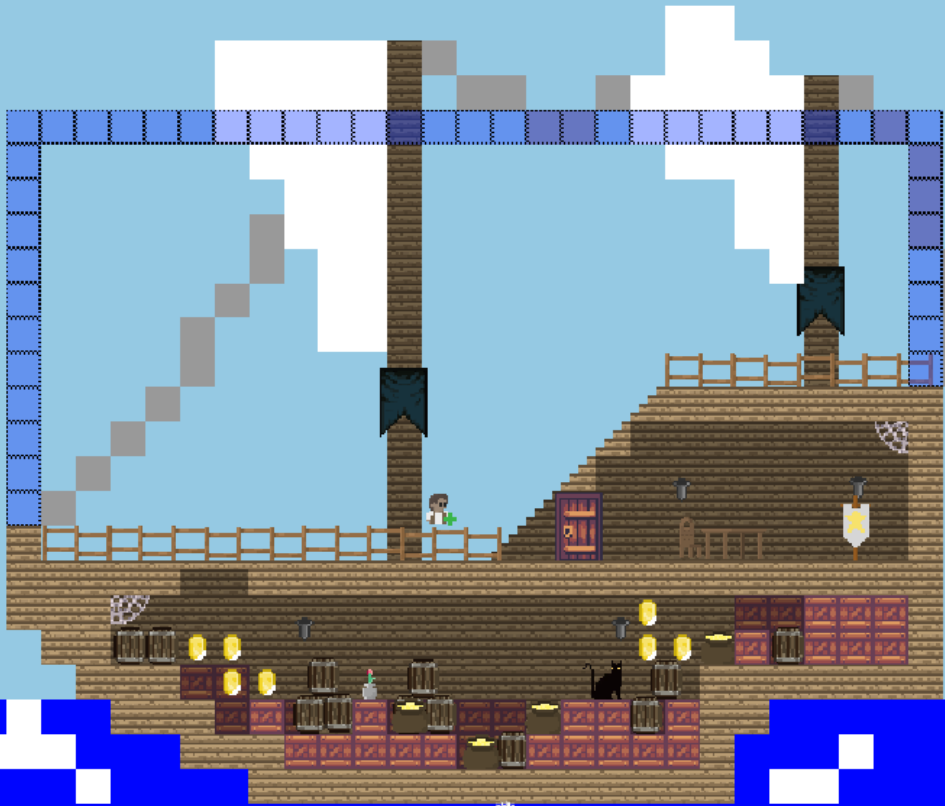
Concept: Simplify Game Development

Make Prototyping easier for everyone.





Brush Size



Layers

Foreground Blocks

Background Blocks

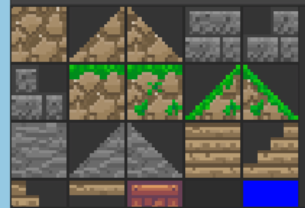
Decorations

Effects

Obstacles

Level Logic

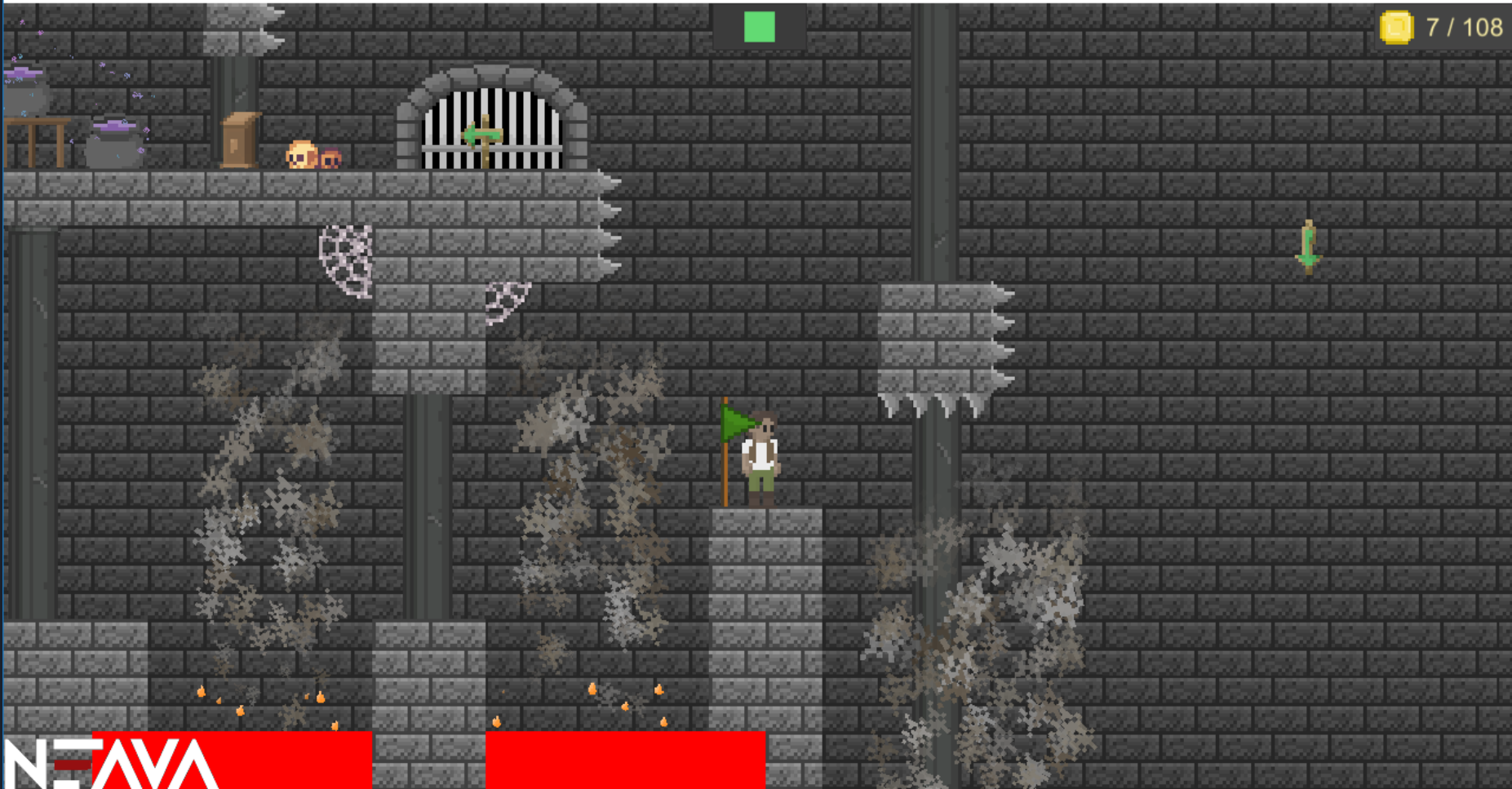
Palette



Dirt

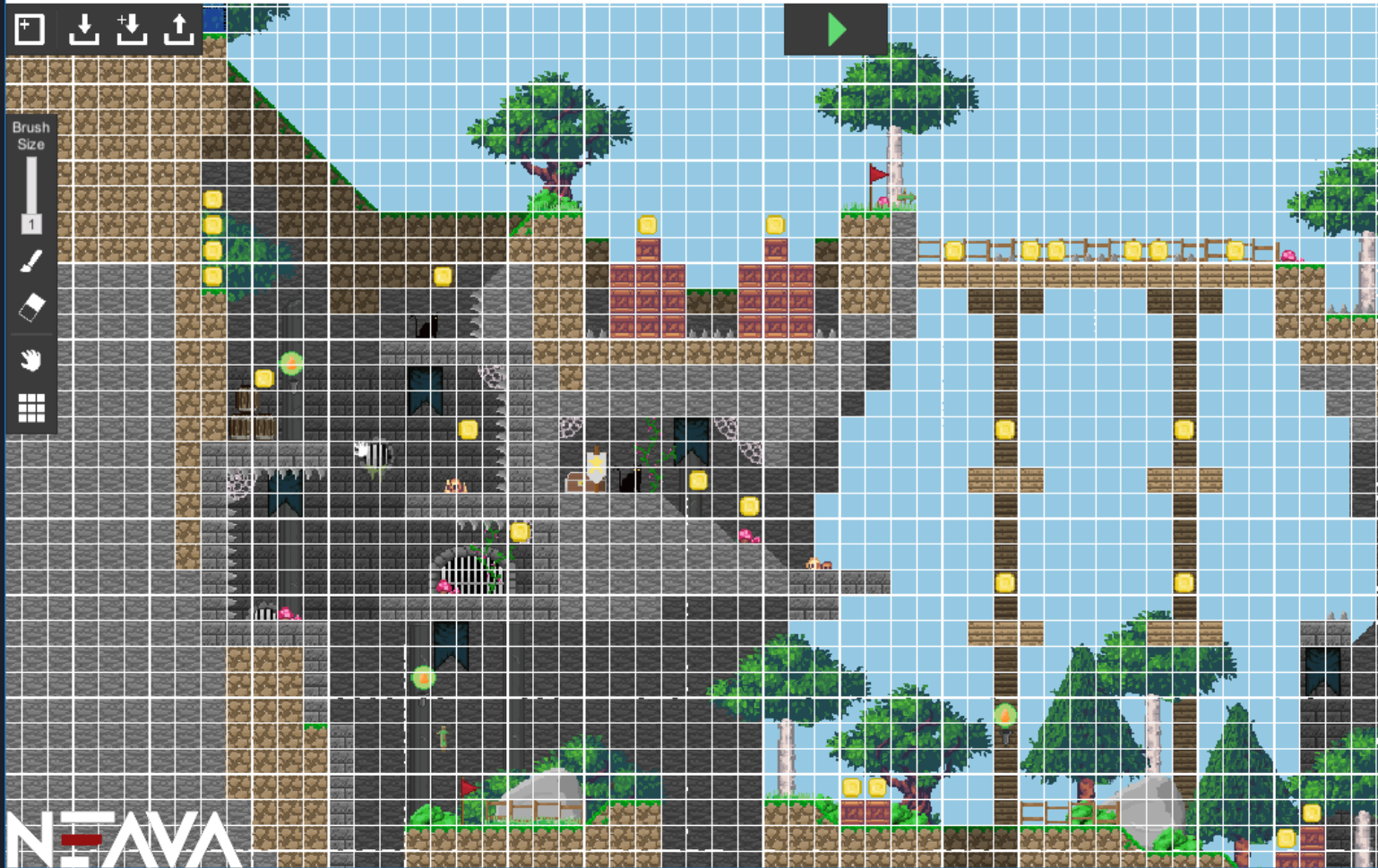
A tile you can use to build your level







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Problem

What if you had an amazing idea for a game or a game level but had no idea how to go about implementing it? You don't code and you know nothing about game development. We want to make game creation more accessible by providing a tool to make level creation/prototyping easy and fun.

Challenges - Frontend

Requirements:

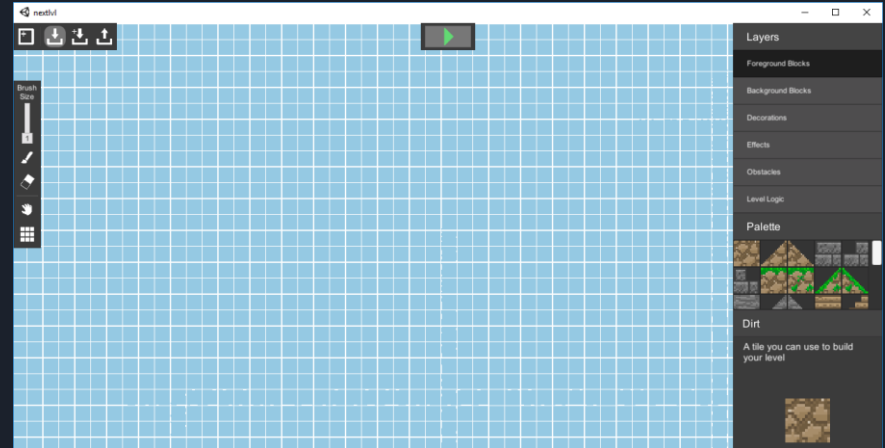
- Had to be scalable
- Had to be intuitive enough
- Had to be as simple as possible

Results:

- Dark Theme, because Light Theme is sadistic.
- Layer system
- Clear separation of elements
- Medieval theme for now, would have more if it had more importance.

Inspirations include:

- Adobe Photoshop
- Unity itself





Challenges - Game Backend

- Game Object Management
 - Easy to add new game objects
 - UI updates dynamically to newly added objects
 - To prevent having to manually add the buttons to the UI for each game object
- Object Placement System
 - Align to grid
 - Object Ghost
 - Brush Size configuration
 - Layers
 - Dynamic Grid
- Load and Save System
- Program State
 - Edit Mode
 - Play Mode

Game Objects:

- Object Properties:
 - ID
 - Type
 - Tile, Prop, Effect, Etc

To save, all objects in the canvas are stored into a dictionary that is then serialized and written as a .lvl file to the disk. The ID of the object and it's x and y location are saved. Reverse process for loading.

Every object is instanced from a prefab. Each object has a parent prefab it is created from.



Working with Neava

- Independence allowed, support always present.
 - In the end it is your job, and also your responsibility.
 - You receive support from the fine people at Neava.
- Flexible time schedule
 - Want to work 9-to-5, 12-to-8? Go ahead!



Possible Future Development

- Dynamic Game Objects
 - Moving Platforms
 - Triggers
 - Buttons
 - Levers
 - Doors
 - Physics Objects
- More User Control
 - Object Editor
 - Rotate & Scale Props
 - More Game Genres
 - Top down
 - RPG
 - Shooter



Level Creation Competition

Test your skills! Join the competition to make the best level and have the opportunity to win a 500kr gift card to Elgiganten.

Join the competition!

- Windows

<https://bit.ly/2W4g2e0>

- Linux

<https://bit.ly/2XHOjjo>