

Nomenclature and good practices

Levels :

Searchs

Put searchs, drafts, working hypothesis... in dans **LevelDesign/Drafts**.

Current LD version

The finale or currente version is in LevelDesign/Levels/WorldX.

- The Layout version is named **LevelX_YDoc.layout**
- The Flahs version is named **LevelX_Y.lvl**

X is the number of the world and Y the number of the level in the world.

Ex : for level 3 of world 2, the layout will be Level2_3Doc.layout, et the flash Level2_3.lvl.

>>> **LevelDesign/Levels/WorldX/LevelX_Y.lvl**

Several versions of the same level could be if we want to test serevel gameplay hypothesis. They will be named **LevelX_Y -vZ** (ex : Level1_3-v1). One they were tested, name the choosen version LevelX_Y and the others will go in the Drafts directory.

Validated version

Once validated, copy the flash version in the directory : **src/Data/Levels**

Ex : The former level 7 (new level 3 of world 2) : src/Data/Levels/Level2_3.lvl

Don't forget to put a level's screenshot for the graphic designers in **LevelDesign/Resume/WorldX** .