

## Workflow level production

- Look at gameplay's intentions, make drafts
- Draw with Layout (mandatory to keep a record) with providing documentation (path, sequence, intentions)
- Build with editor + tests / adjustments
- Have another Level Designer tested + looking at him/her while he/she plays without talking to see his/her behaviour
- Then with the Level Designer : talking / gameplay improving (check on the intentions)
- If big modification : tests with another Level Designer
- If ok : tests with the Level Designer learn (+ cheat tests : to try to find bad shortcuts)
- When the world is finished : consistency and difficulty tests by the Level Designer team
- Then tests by non Level Designer, with looking at them playing

## Testing form

Level	LD	Tester
Time	No of deaths	Level completed
Fun		
Frustrations / Blockings		
Help/Advice given by the Level Designer		
Comments		
Player's comments		
Bugs		