Game 201T: Design Challenge Research Questions

1. Find a job ad for a position in video game design (not programming) that you would like to do upon graduating from ODU. Post the link below.
   https://job-boards.greenhouse.io/naughtydog/jobs/6116051004

2. Find a portfolio / profile / online article published by a video game designer who is currently employed in a similar position to the one advertised in the previous question. Post a link to the materials you discovered in the space below.
   https://www.thegamer.com/the-last-of-us-2-downtown-seattle-blockout/
   This article is by a level designer at Naughty dog, Michael Barclay. He talks about the design of the Downtown Seattle level from The Last of Us Part II. thegamer

3. Using both the job ad and the designer's materials that you located in the previous question, list three skills that somebody employed in this position needs to know.
   a. First Skill: Level layout and blocking out levels. The job posting states that level designers block out basic shapes in order to create interesting level layouts. Barclay created goals for pacing, traversal, objectives, theme and interactivity in his level. greenhousethegamer

   b. Second Skill: Creating and scripting levels within a game creation program. The job posting wants designers to be able to place objects, create situations and script level interaction. Barclay also acknowledges another level designer that scripted his level. This would be a collaborative effort. greenhousethegamer

   c. Third Skill: Communication and documentation. The job posting wants level designers to document their levels as well as communicate with other departments and the art team. Level design is a very collaborative design so the ability to effectively communicate one's design is necessary. greenhouse

4. Using the design ad and the designer's materials you located in questions 1 and 2, list three digital media technologies or software applications that designers working in the position often employ.
   a. First technology / software application: Unreal Editor. The job posting is looking for experience with a game creation program such as Unreal Editor. greenhouse

b. Second technology / software application: Maya - 3D software used for blocking out levels. The job posting has listed Maya and Unreal Editor as software used for blocking out levels. greenhouse

c. Third technology / software application: Scripting - Visual scripting or scripting in Python, Lua, C# or another language. The job posting lists these as being used for scripting within a game. greenhouse

5. Of the three skills and technologies you listed in the previous question, which are the most daunting to you? Why?

   The most difficult for me would probably be 3D level blocking out and creating a portfolio to demonstrate the ability to do so. The job listing does state that a design test or demo reel/portfolio may be required. I feel that the scripting is not as difficult because I have used Python for scripting during an internship. I feel that learning another language is possible. I believe that creating an aesthetically pleasing space that is also enjoyable to interact with would be an artistic endeavor. Learning both Maya and Unreal at the same time also sounds difficult to me. I would probably start off creating some small levels in Unreal so that I have something to add to my portfolio and to practice using the software.