ANGM3367 - Level Design I

[ANGM 3367](#) Level Design I (3 semester credit hours) This course focuses on theory and practice for extended game experiences in digital game development. Students will experiment with mechanics, design level maps, and build playable prototypes in a modern game engine. Concepts will explore challenge scaffolding, player guidance, collisions, and event scripting. Prerequisite: [ANGM 2310](#) with a grade of B or better. (0-3) S