



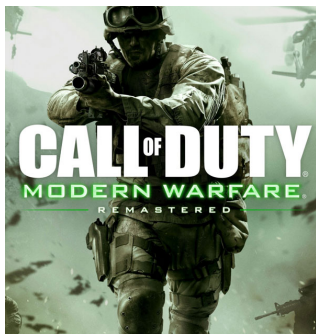
# SP vs MP Level Design: a Paradigm Shift

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# Who am I?





# What I Will Be Covering:



Designing SP Levels



Designing MP Levels





# Designing Layouts





# Planning Level Size





# SP Level Size Considerations:

- # of combats + length/size
- Big narrative sets
- Traversal conversations
- Side quests/content





# MP Level Size Considerations:

- # of players in a game + team sizes
- Intended time until engagement





# Framing/Composition





# Framing/Composition

Main Focus in SP	Main Focus in MP
<ul style="list-style-type: none"><li>● Storytelling</li><li>● Gameplay-relevant objectives</li></ul>	<ul style="list-style-type: none"><li>● Player paths/options</li><li>● Tightening up sightlines/exploits</li></ul>







# Composition: SP





# Composition: SP





# SP use of “Weenies”







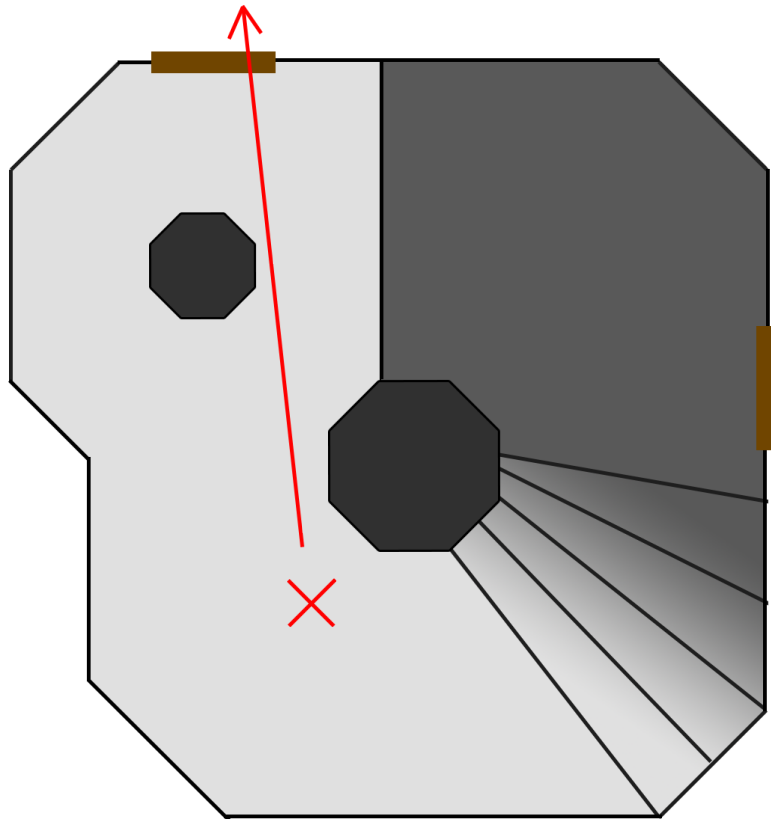
# Composition: MP





# Composition: MP

- Watch out for unintended sight lines.







# Planning Optional/Advanced Routes





# Optional Routes: SP





# Optional Routes: SP





# Optional Routes: SP

- Will the AI play nice?







# Optional Routes: MP







# Pickup Considerations: SP





# Pickup Considerations: MP





# Exploit Considerations

Singleplayer	Multiplayer
<ul style="list-style-type: none"><li>● Not super critical.</li><li>● Low consequences</li><li>● Sometimes can be fun!</li></ul>	<ul style="list-style-type: none"><li>● Critical to fix!!!</li><li>● High consequences</li><li>● Only fun for the individual, frustrating for others.</li></ul>



# GDC®

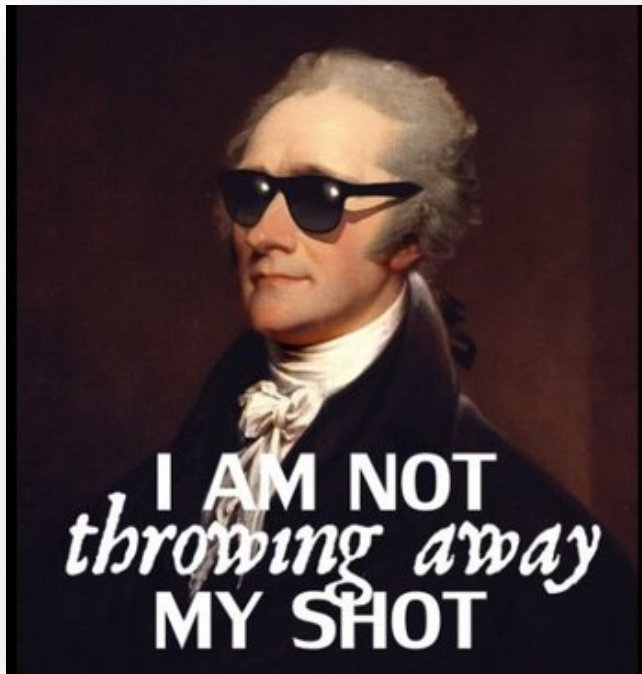
## Playtesting

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# Playtesting for Singleplayer

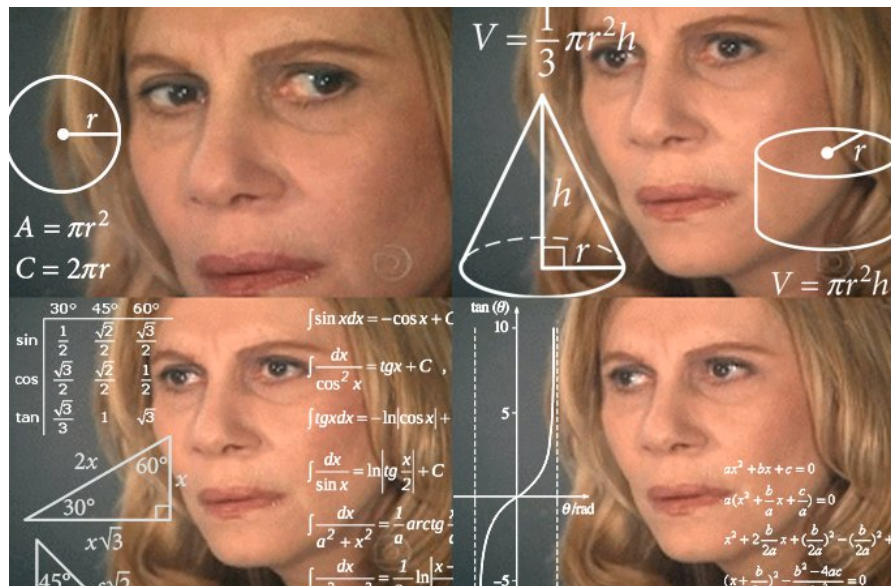






# Playtesting for Singleplayer

- Players should:
  - Know their motivation.
  - Know where they are.





# Playtesting for Multiplayer





# Playtesting for Multiplayer

- First impressions aren't a big deal.





# Summary: SP vs MP Priorities

Singleplayer	Multiplayer
<ul style="list-style-type: none"><li>● Sell the narrative</li><li>● Frame gameplay objectives</li><li>● Design optional routes for rewards + play styles.</li><li>● Playtest less, polish more in between.</li><li>● Exploits are low priority.</li></ul>	<ul style="list-style-type: none"><li>● Narrative is low priority.</li><li>● Frame player routes/options</li><li>● Design routes for advanced players + play styles.</li><li>● Playtest often and repeat testers.</li><li>● Fix exploits/sightlines.</li></ul>





Thanks!

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