INNOVECS GAMES

Level Design Doc Review Checklist

For design leads, producers and external development directors signing off a level, whoever wrote it.

Before greybox validation

- [ ] Someone outside the team can say why this level exists after reading only the overview.
- [ ] The mechanic the level introduces, tests or twists is named in one line.
- [ ] Every beat has an intensity from `1` to `10`, with a rest after each peak.
- [ ] The map has numbered spaces, a scale bar and a player metrics table behind it.
- [ ] Each encounter and puzzle says what it is testing; puzzles list their dependencies.
- [ ] Checkpoints are placed so a failed attempt never costs more than a few minutes.
- [ ] The person who owns performance has agreed to the technical budget.
- [ ] There is a definition of done: playtime, performance target, playtest result.

Before art starts

- [ ] The greybox has been played by people who had never seen it, and the notes are in the change log.
- [ ] Callouts for art, scripting, audio and QA are numbered on the map and match the tracker.
- [ ] Route cues read without relying on color; landmarks read on the smallest target screen.
- [ ] The shopping list has an owner and a status for every new asset, script, VO line and VFX.

For levels built by an external team

- [ ] They used your template, your metrics sheet and your greybox kit.
- [ ] Changes are logged in your tracker, not in a separate document.
- [ ] They playtested the level before handing it over, and the notes came with it.
- [ ] Difficulty targets and pacing rules came from your lead, not from the partner.
- [ ] Acceptance happens on your build, on the weakest target platform.

Red flags

- Sections marked TBD for more than two milestones.
- The build and the document disagree, and people trust the build.
- A page with no map, chart or table that nobody can say who reads.
- The last change-log entry is older than the last playtest.