

This is not an exhaustive list, but includes some common techniques used in level design.

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## Signposting

Signposting is using literal instructions, visual or audio clues, character dialog or narrative, or other signals to direct the player through a level.



Image

source: <https://www.eurogamer.net/articles/2019-09-20-zelda-links-awakening-walkthrough-guide-6812?page=22>

## Gating

Gating is restricting areas of a level, requiring players to find literal or figurative keys to open doors.



Image source: [https://banjotooie.fandom.com/wiki/Ice\\_key](https://banjotooie.fandom.com/wiki/Ice_key)

## Risk vs reward

Risk vs reward is a scenario where a reward or goal is placed in a dangerous area of a level. The player must evaluate the value of the reward vs the danger of the risk.

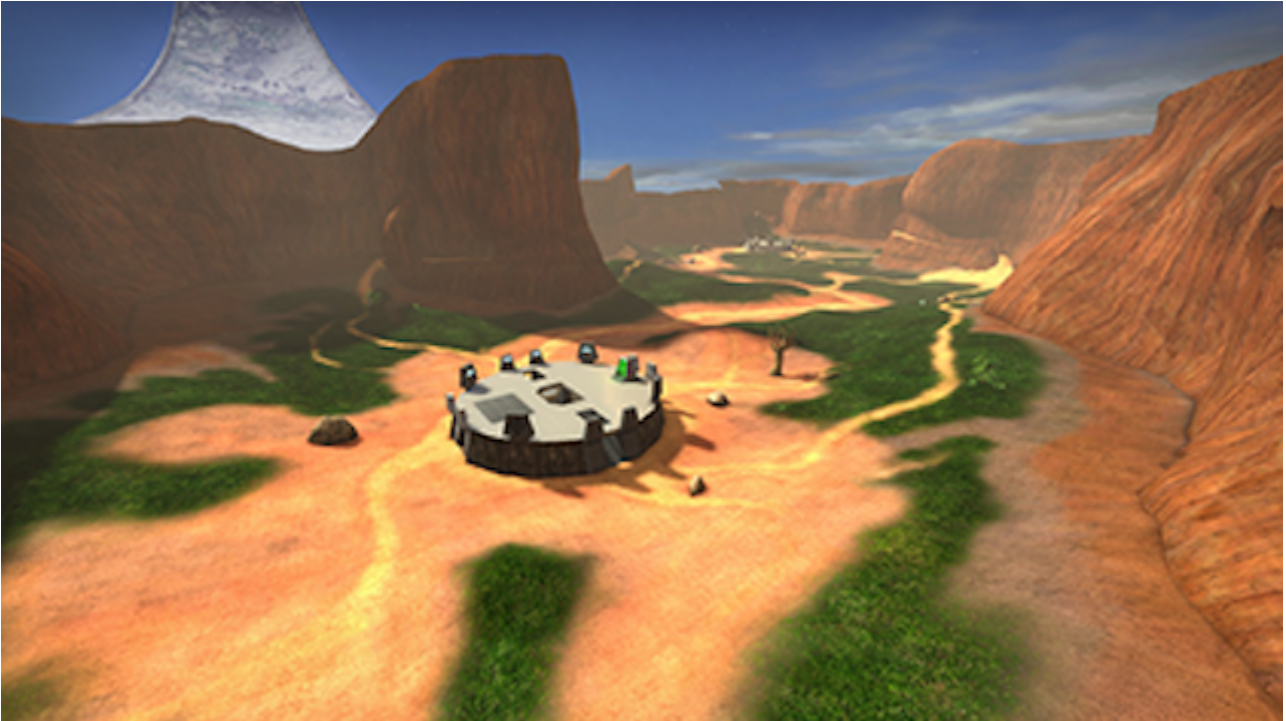
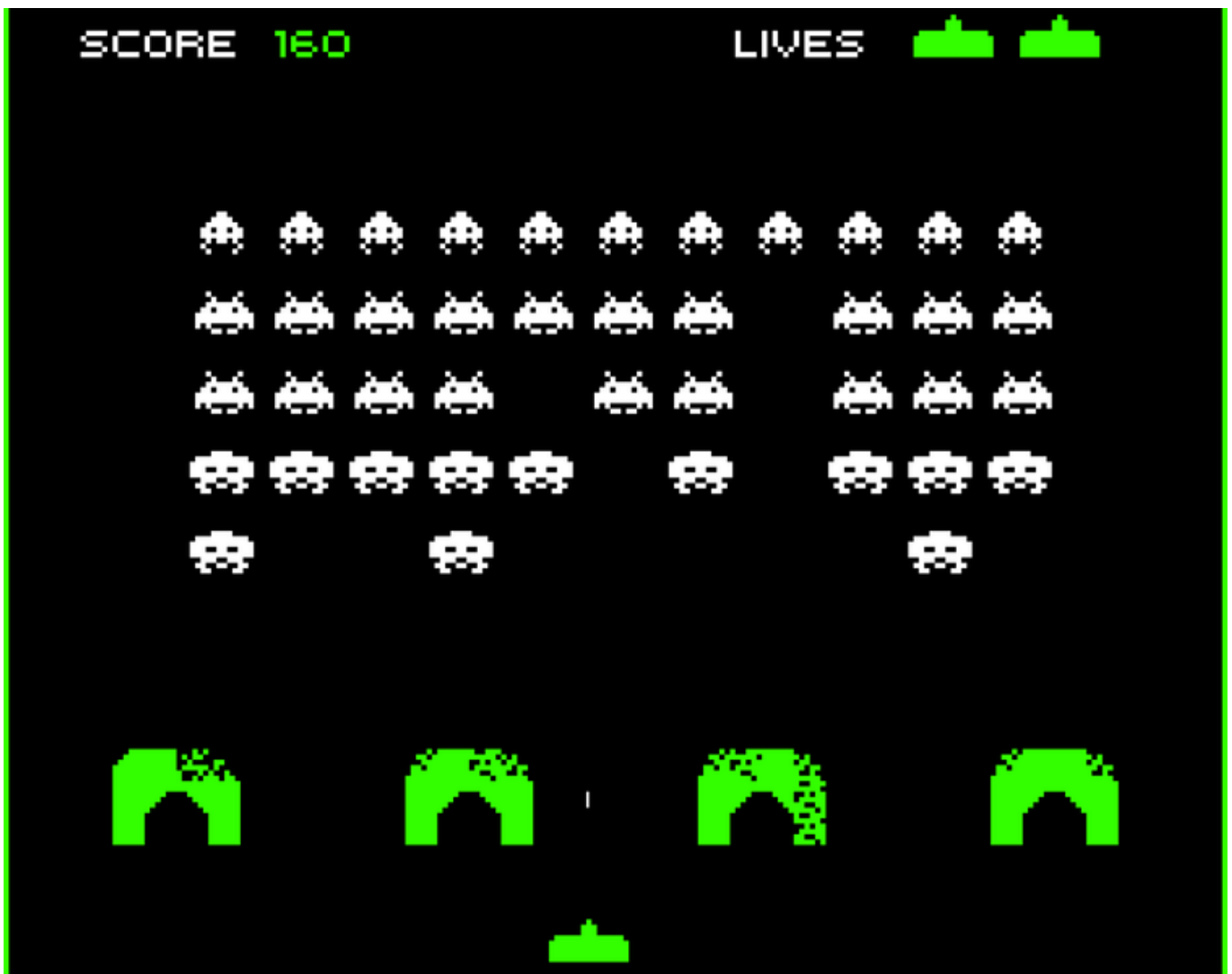


Image source: [https://en.wikipedia.org/wiki/Blood\\_Gulch](https://en.wikipedia.org/wiki/Blood_Gulch)

## Safe zone

The safe zone technique gives a player a safe area to move in and out of as they navigate a level.



Image

source: <https://www.smithsonianmag.com/science-nature/original-space-invaders-icon-1970s-America-180969393/>

## Foreshadowing

Foreshadowing is revealing future rewards or challenges to the player before they reach them in the level.



Image source:

<https://innuendostudios.tumblr.com/post/617963920366452736/thoughts-on-outer-wilds>

## Branching and bottle necking

Branching is giving a player multiple options to complete a challenge, avoid an obstacle, collect a reward or reach a goal.

Related to branching, bottle necking is when the possible paths converge on one area or challenge.

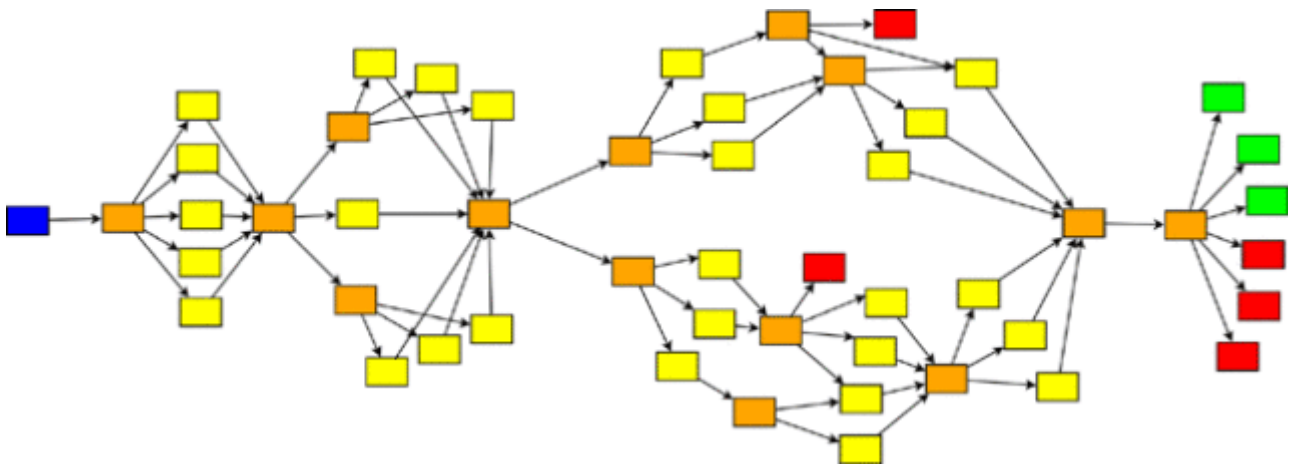


Image source:

<https://heterogenoustasks.wordpress.com/2015/01/26/standard-patterns-in-choice-based-games/>

## Layering

Layering is when two or more previously introduced game mechanics are present in one level or scene.



Image source: <http://www.honestgamers.com/guides/mega-man-x/8/read/97.html>