

LevelForge — Concept Poster

Print this and pin it up — an at-a-glance map of the LevelForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Carve	Level architecture — where-does-the-eye-go-first spatial-flow + sight-line + landmark craft
Coax	Player psychology — invite-don't-trap; warm-host posture; player chooses forward
Bounce	Juice + feedback — tiny-celebrations; squash-stretch-shake-thunk; juice as empathy
Probe	Playtesting + iteration — what-they-DID-not-SAID listening-discipline; playtester-over-designer-taste
Ramp	Difficulty curves — teach-test-vary-rest; deliberate-difficulty-as-love-letter; never-spike never-punish

Key ideas at a glance

The big concepts this cast helps you master:

- Game Design Basics
 - Level Design Principles
 - Player Psychology
 - Game Mechanics
 - Playtesting & Iteration
 - Visual Storytelling
 - Game Balancing
 - Professional Game Design
 - Game Design
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