

Map & Dungeon Design Worksheet

This worksheet bundle includes three documents that will assist you in the creation of game maps, the *Map Design Worksheet*, the *Map Design – Isometric Worksheet*, and the *Map Design – Room Builder Worksheet*. When designing a game, it is important that you keep track of information related to each of the maps your players will be exploring, not just for your own reference, but potentially that of other developers working on the same project, so as to avoid conflicts or errors further down the line. It is also very helpful to plan a visual layout of any maps beforehand, to make sure everything fits together or having a visual reference before working on the final product. Each of the worksheets will be broken down and explained to further help you get started creating maps for your game!

General Info:

Grid Area/Sketch Area: This area is specifically set to have the ability to either fill with concept sketches, or for a top down layout of your map. Basic design marking specific areas of interaction using the Legend section, Color palette references, anything you need to adequately visualize for yourself or for your team. These sheets are designed for both a complete overview or to break Areas of your Region into smaller sub maps.

Region: The name of the land mass, or map group, of the region. Think of this like a continent that contains each area or territory or a city.

Area Name: The name of the specific area the map is located within.

North/South/East/West: The name of the map connecting to the various sides of a map or chunk.

Legend: Symbols with descriptions pointing to important parts within the map. Intractable objects, map transfers/entrances and exits, are prime examples of what to assign a symbol and short identifier.

Atmosphere: The mood/feeling of what the map is set to convey and a description room aesthetic. Example: A small corridor with walls blanketed in gnarled roots, dark and humid.

Setting: Specific identifiers to setup where you are in your story, simple events, references to pages containing detailed scripts to dialogue, etc.

Goal List: Any specific events that must be accomplished within the map. Activating switches, performing a puzzle, a simple overview statement that points to another page explaining this in depth is perfect.

Other Info: Any other information required that has not fit into the other categories or any notes that add additional information to maps. Things like required small details to make a map unique or references to other maps to follow and adopt coherent atmosphere.

Worksheet 1: Map Design Worksheet

The first worksheet is the *Map Design Worksheet*. This worksheet will help you with designing the layout of your map using a basic grid.

This worksheet is divided into three sections, with the top being dedicated to locale info, middle being the drawing space and the bottom for additional info. In the drawing space there is a legend which can be used to identify parts of the map. An example of how you might fill out the sections of the worksheet is displayed below.

Region: Northern Pass
Area Name: Abandoned Village

North: Icy Pass
South: Whispers Grotto

East: Frozen Well
West: Old Market

[Map Layout with legend filled out]

Atmosphere: Creepy, cold, abandoned
Setting: War torn village, Nith clan, ~Century old
Goal List: Find Nith Rune, remove curse
Other Info: Lots of undead ghost type monsters

Worksheet 2: Map Design - Isometric Worksheet

The second worksheet is the *Map Design – Isometric Worksheet*. This worksheet will help you with designing the layout of your map using a grid ideal for an isometric styled game.

This worksheet is divided into three sections, with the top being dedicated to locale info, middle being the drawing space and the bottom for additional info. In the drawing space there is a legend which can be used to identify parts of the map. An example of how you might fill out the sections of the worksheet is displayed below.

Region: Great Desert
Area Name: Nip Ruins (Desert Center)

North: Desert North
South: Desert South

East: Desert East
West: Desert West

[Map Layout with legend filled out]

Atmosphere: Ruins, Hot, Party/Festive
Setting: Nomad Gathering Place, Mid-Festival
Goal List: Locate Lost Artifact "Rune Orb"
Other Info: Thieves hiding in festival that will steal money.

Worksheet 3: Map Design – Room Builder Worksheet

The final worksheet is the *Map Design – Room Builder Worksheet*. This worksheet will help you with designing the layout of your dungeons or interiors.

This worksheet contains 12 different squares for you to draw out map layouts, with an area at the top for additional information. An example of how you might fill out the sections of the worksheet is displayed below.

Region: Mystical Woods

Area Name: Forbidden Temple

[Dungeon layout drawn, with connecting lines]