

The background image is a screenshot from a video game, likely a first-person or third-person action game. It depicts a dark, industrial or cave-like environment. In the center, a character wearing a blue jacket and a red helmet is visible, standing on a dark, reflective surface. The environment is dimly lit with various light sources, including a bright yellow light on the left and a blue light on the right. The overall tone is mysterious and immersive.

Game Development Essentials

Game Level Design

Trouis Castillo
Jeannie Novak

Game Development Essentials Video Game Art

Michael E. Moore, Jeannie Novak



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