Toontown Rewritten Game Design
Level Designer Application

Thank you for showing interest in becoming part of the Toontown Team! Before you start filling out this application, there are a few things you should know:

1. **Toontown Rewritten is a volunteer effort.** No income or salary is provided as compensation for anyone's involvement.

2. **This position primarily consists of designing and playtesting prototypes, rather than creating finalized assets.** Level Designers create layouts, mockups, and basic 3D prototypes to design the most fun level possible before it is sent to our Art Department to make it look pretty.

3. **Basic knowledge of an level design external program is necessary for prototyping levels.** Toontown's game engine (Panda3D) does not have its own built-in level editor, so prototypes must be created in an external program such as modeling software or an alternative game engine. This isn't a required skill to have, but we do prefer those who can create 3D prototypes!

As a Level Designer for Toontown Rewritten, you will be collaborating with the development team to map out virtual spaces which solve unique challenges that arise in a massively multiplayer environment. These challenges could include attracting players to key locations, creating inherently fun and intuitive levels for players to explore, preventing overcrowding if many players join an area, and more.

No artistic or programming knowledge is required, however we do prefer applicants who have the ability to construct whiteboxed levels in a format that can be imported into Toontown's game engine, Panda3D. We are searching for designers who have a strong understanding of best practices for level design and an ability to help us perform quick level prototyping.

Position Requirements

- Must be at least 13 years of age.
- Have a firm understanding of best practices for level design.
- Knowledge to create mockups, layout plans, and/or 3D prototypes for levels.
- Strong work ethic and ability to thrive self-sufficiently in the role.
- Must be the primary owner of the computer used for sharing confidential files.

- Have time to dedicate for communication and discussion on top of time used for level design.

To submit your application, please copy the questions below into an email (and answer them, of course!) then send your email to support@toontownrewritten.com. After we receive your email, we'll follow up within a few days and will file away your information until the position is open for recruitment.

About You

- What is your first name, and preferred name?
- What is your date of birth?
- Is English your first language?
- Can you tell us a bit about yourself?
- What team values are most important to you based on your past and/or current experience working in a collaborative environment?
- What do you think you can bring to the table as a Level Designer?
- Do you have any multidisciplinary skills (programming, art, creative writing, Doodle training, etc.) outside of level design?

Toontown

- Please list your Toontown Rewritten account username(s).
- Do you have any previous infractions (warnings, suspensions, terminations, loss of ability to use SpeedChat+ or submit names) on any of your accounts? If so, what are they?
- How often do you play Toontown Rewritten?
- Are you an active member of any Toontown-related websites or communities outside of the game? If so, where can we find you? Direct links to your profiles would be great!
- How did you hear about Toontown Rewritten hiring?

Design Experience

- Do you have any previous experience with level design?
- What sort of level design software or resources are you familiar with?
- What is a level design technique that you find particularly unique, exciting, or otherwise interesting?
- Could you describe a section of Toontown that you love in regards to level design, and a section that could be improved? Provide a brief explanation for each.

- Do you have a portfolio or any other place where we can see your talents? We would be glad to see any of your previous design work!

Availability

- What timezone are you in?
- When are you usually available on your computer?
- How much time can you commit to your job as a Level Designer per week?

This application also contains a required challenge to be submitted with it. Please attach your challenge to your email in a PDF, JPG, or PSD format.

Required Challenge

Up for your first take on Toontown level design? We would like to challenge you to create a basic layout for a new street in Toontown. This new street could be for an existing Playground, or one of your own imagination! You aren't required to come up with building names, but you can if you want to. Otherwise, feel free to leave buildings unlabeled or use names from an existing street.

When submitting your challenge, include the following elements:

1. An overhead layout of the street, similar to what's pictured to the right. (No illustration required - feel free to keep it to simple shapes and colors!)

2. An explanation of your thought process while designing this level.

3. OPTIONAL: If you have the ability to create 3D prototypes, we would love to see a whiteboxed section or the entirety of the street you designed!
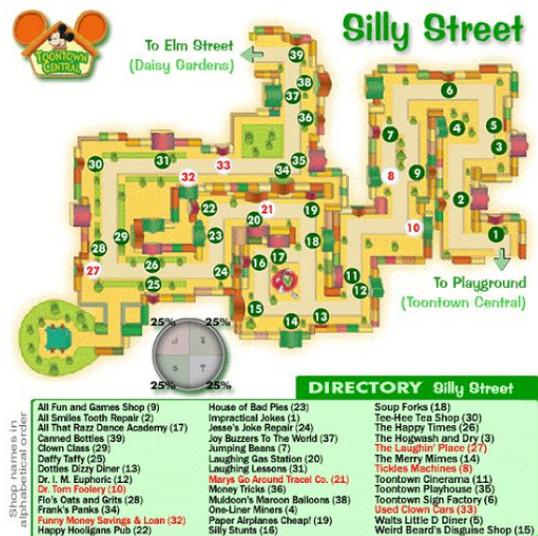
In the overhead layout of the street, make sure to include the following elements:

❏ 1 Pond

❏ 1 Toon HQ

❏ At least 2 Playground Tunnels

❏ Indicators for "important" buildings
(Must be visited for ToonTasks)

❏ Indicators for "decorative" buildings
(Not used for ToonTasks)

Last thing: Have fun with this challenge, but don't go overboard! We're only looking for a simple demonstration of your talents and thought process, and we don't want you to feel pressured to do something massive. No custom artwork or programming is required.

Thank you for taking the time to apply for Toontown Rewritten!

You *ARE* Toon Enough!