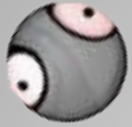


From Experimental Gameplay to the Wonderful

WORLD OF GOO

and How Physics is Your Friend

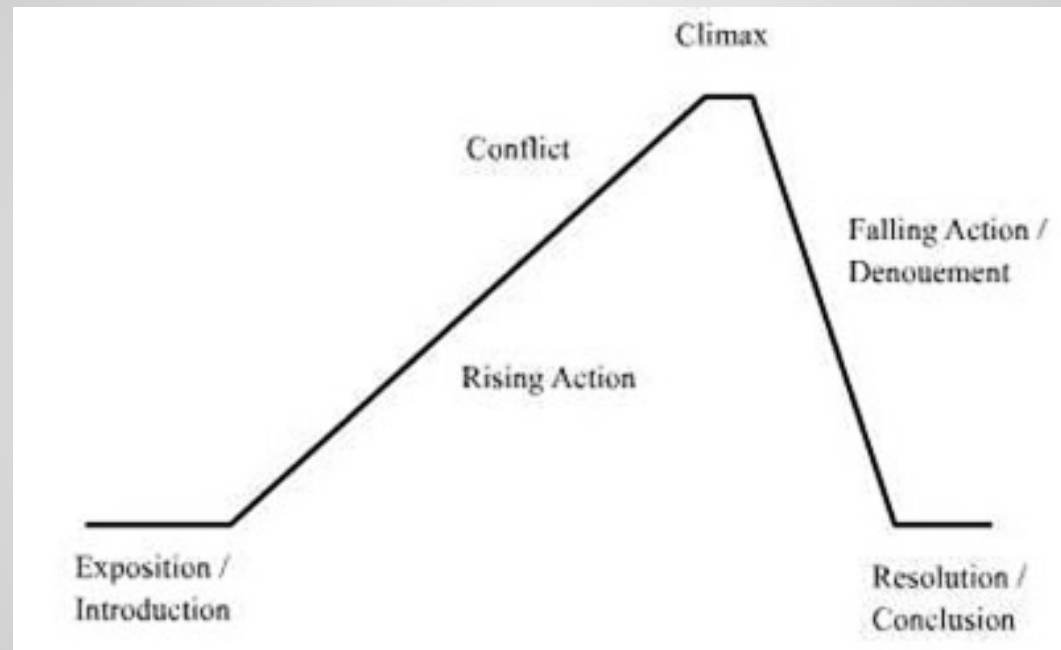




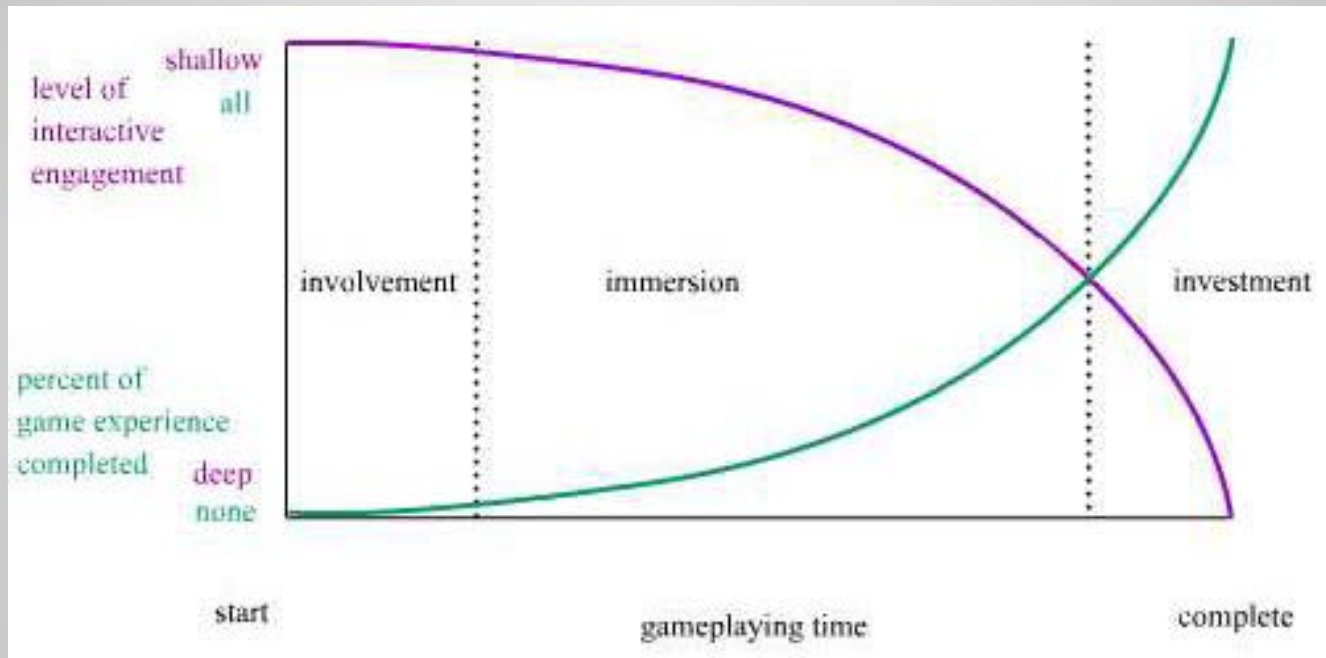
Analysis

- **Narrative Development & Game Design**
- **Literacy & Mastery of Gameplay**
- **Learning Units – Flow**
- **Themes**

Narrative



Gameplay



WORLD OF GOO



Analysis

- **Cultural Buzz**
 - Media Attention
 - Industry Interest
- **Development Process**
 - Indie
 - Beta Testing
- **Playing Experience**
 - Game & Story
 - Variations on Gameplay



Full Disclosure

- **I know Kyle (ETC)**
- **Participated in Beta Testing (PC)**
- **Played Tower of Goo (Unlimited) countless times**
- **Played Chapter 1 Demo about 6 times**
- **Recorded complete Play Through for Beta Testing**
- **Completed Gold Candidate**
- **Played various Levels multiple times**
- **Honored to receive Special Thanks**
- **No Major Spoilers**







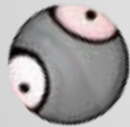
Going Up

Play



Impale Sticky

Play



Fisty's Bog

Play



Buzz



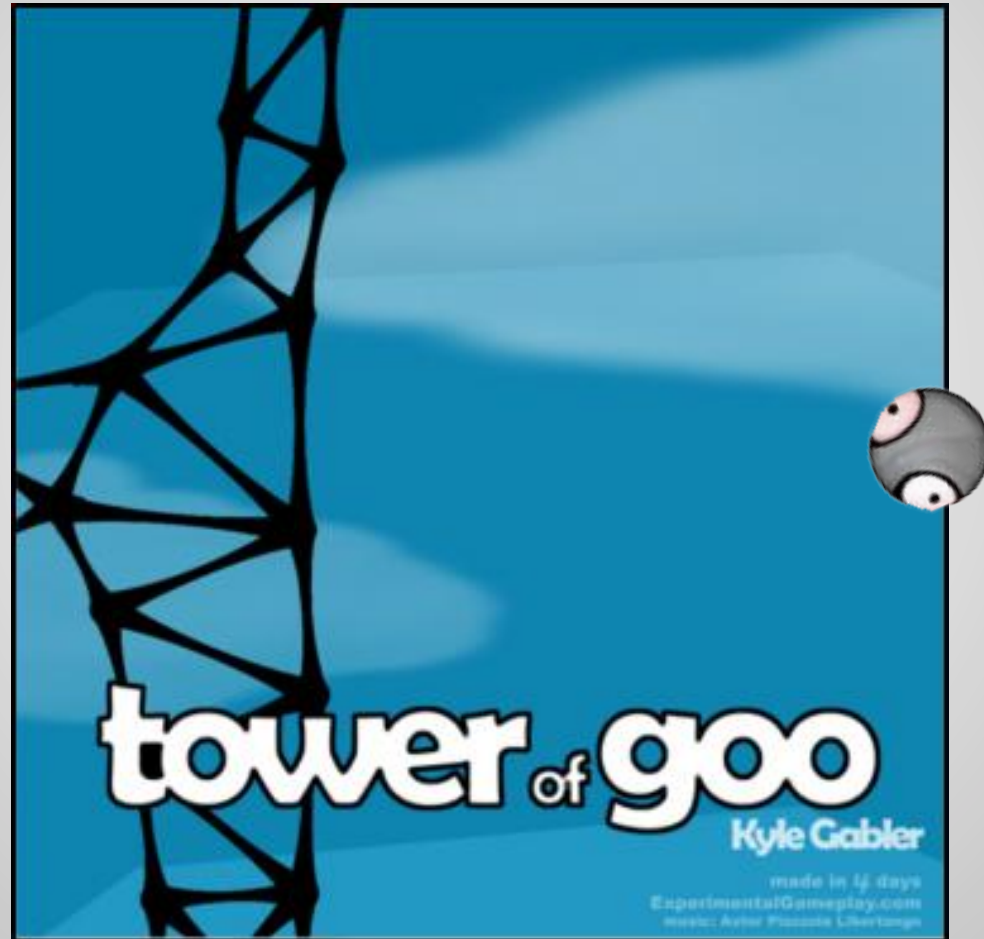
- **Media Attention**
 - Blogs
 - News
- **Industry Interest**
 - Conferences
 - Articles
 - Awards
- **Community**
 - Forums
 - Fansites



Shirts



Tower of Goo



Tower of Goo

- **Play**



Experimental Gameplay Project

- **Student-Pitched Project at the ETC @ CMU**
- **4 Grad Students Prototyping Games**
 - **Kyle Gabler, Kyle Gray, Matt Kucic, Shalin Shodhan**
- **3 rules: Each Game must be...**
 - **Made in less than 7 Days**
 - **Made by exactly 1 Person**
 - **Based around a Common Theme**
- **Over 50 Games during the Semester**



experimentalgameplay.com



experimental gameplay project

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The Experimental Gameplay Project is about **discovering new forms of gameplay**. Each game must be made in **less than 7 days** by **1 person**, and show off something we've never

recent developers



[gongonpunch](#)



[tobias](#)



[racuell](#)



[grevpea](#)



[mordekai](#)



[kish](#)
developer 2

[more...](#)

featured on 2007-12-04 08:05:53

IGF Finalists: Two Made-in-one-week Games


The Indie Game Festival released a list of this year's finalists yesterday. Among the five Seamus McNally Grand Prize finalists were [World of Goo](#) and [Crayon Physics Deluxe](#), made by EGP'ers Kyle Gabier and Petri Purho, respectively.

Interesting to see that 40% of the final games chosen this year were based off of prototypes made in less than a week.

To think we knew them when they were little baby prototype games, instead of sul...

[read full article](#)



posted by  [kylegray](#) on 2007-12-04 07:53:09 | [comments \(5\)](#)

featured on 2007-12-04 08:05:19

Call for Games at FLEFF 2008

Radically reconfigured for the 21st century in 2006, the Finger Lakes Environmental Film Festival (FLEFF) is a



RaNdOM game



new games



[more...](#)

top 21





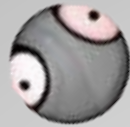
2D BOY



2D Boy

- **Kyle Gabler**
 - **Design, Art, Music and Story**
- **Ron Carmel**
 - **Programming and Production**
- **“... making games the old fashioned way –
a team of two, no money, and a whole lot of ‘love’...”**





2dboy.com

2D BOY

I love you,
2D Boy

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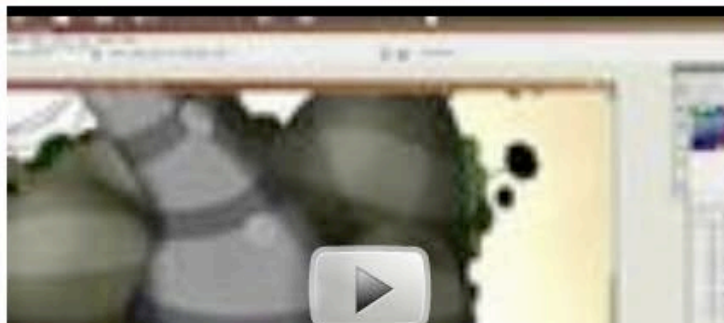
« [World of Goo Visits Nintendo, Japan](#)

[World of Goo Update Time!](#) »

game design, prototypes, and
"dev blog" on the road to World
of Goo

Making Art for World of Goo

I've been enjoying [David Hellman's "making of" art for Braid](#), and when designers like [Edmund's](#) show [how stuff is made](#). If anyone's curious, here's how I've been making scenes for [World of Goo](#), slowed down just a bit. Video below. kyle



categories

- [demo](#) (2)
- [game design](#) (11)
- [igf](#) (2)
- [love](#) (2)
- [meta](#) (3)
- [music](#) (2)
- [news](#) (9)
- [prototypes](#) (5)
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- [video](#) (3)
- [world of goo](#) (12)

archives

- [September 2008](#)
- [August 2008](#)
- [July 2008](#)
- [June 2008](#)



World of Goo

- **“World of Goo is a physics based puzzle / construction game. The millions of Goo Balls that live in the beautiful World of Goo don't know that they are in a game, or that they are extremely delicious.”**



The Game

- **4 Chapters, an Epilogue and a MetaGame**
 - + Additional Chapter for European Release
- **48 Levels**
- **@ 25 types of Goo**
- **@ 10-12 hours**
- **Metagame Leaderboard**
- **3 profiles**
 - # of Goo Balls
 - Time Units





Beauty School

- **Play**



Whistler

- **Play**



The Red Carpet

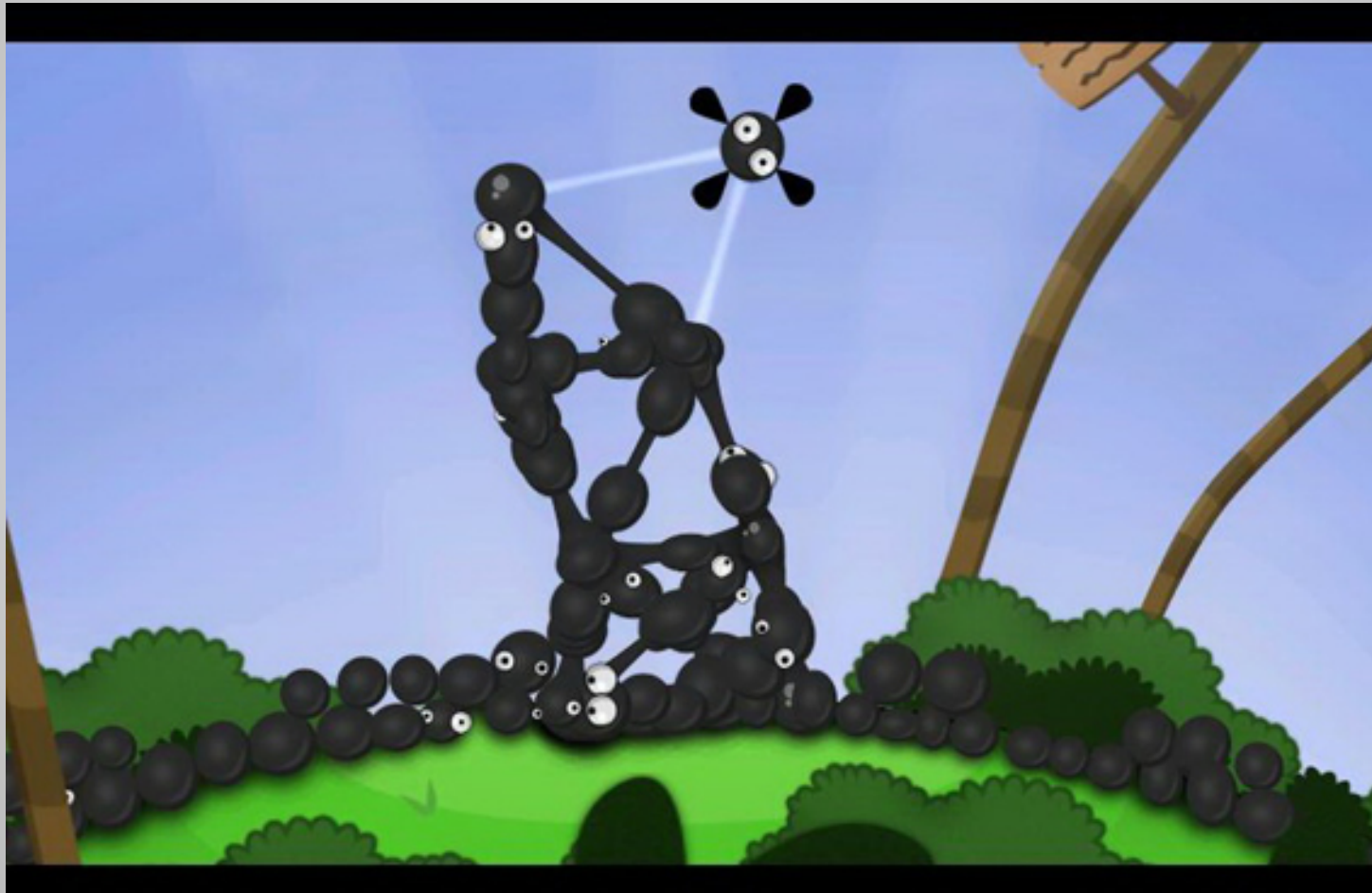
- **Play**



Gameplay Mechanic



Gameplay Mechanic

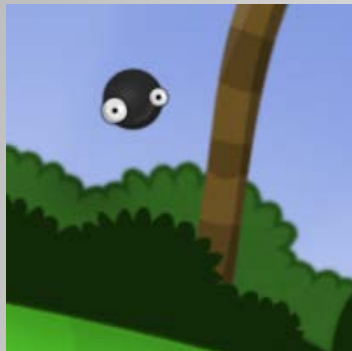


Gameplay Variations

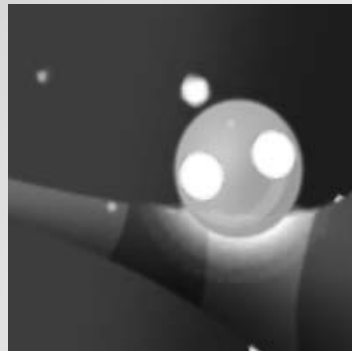
- **Goos**
- **Levels**
- **Islands**



Goos!



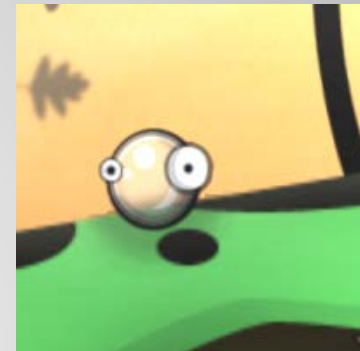
Common



Albino



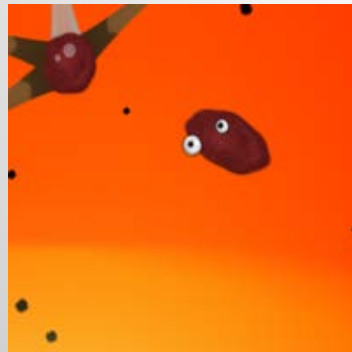
Ivy



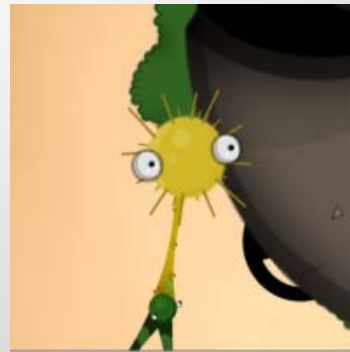
Water



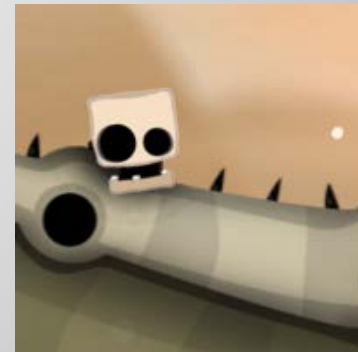
Balloon



Fuse



Pokey



Bone

...and Many More!

Levels

- **Construction**
- **Directions**
- **Navigation**



Islands

- **Chapter 1 – “The Goo Filled Hills”**
 - **Chapter 2 – “Little Miss World of Goo”**
 - **Chapter 3 – “Cog in the Machine”**
 - **Chapter 4 – “Information Superhighway”**
 - **Epilogue – “End of the World”**
-
- **World of Goo Corporation**
 - **Tower of Goo Memorial Park and Recreation Center**
-
- *** Additional Chapter – “The Moon 2.0” ***





Burning Man

- **Play**



Misty's Long Bony Road

- **Play**



You Have to Explode the Head

- **Play**



Playful Story

- **Satirically Elliptical**
- **Ambiguously Ominous**
- **Constructively Gooney**



Satirically Elliptical





Ambiguously Ominous



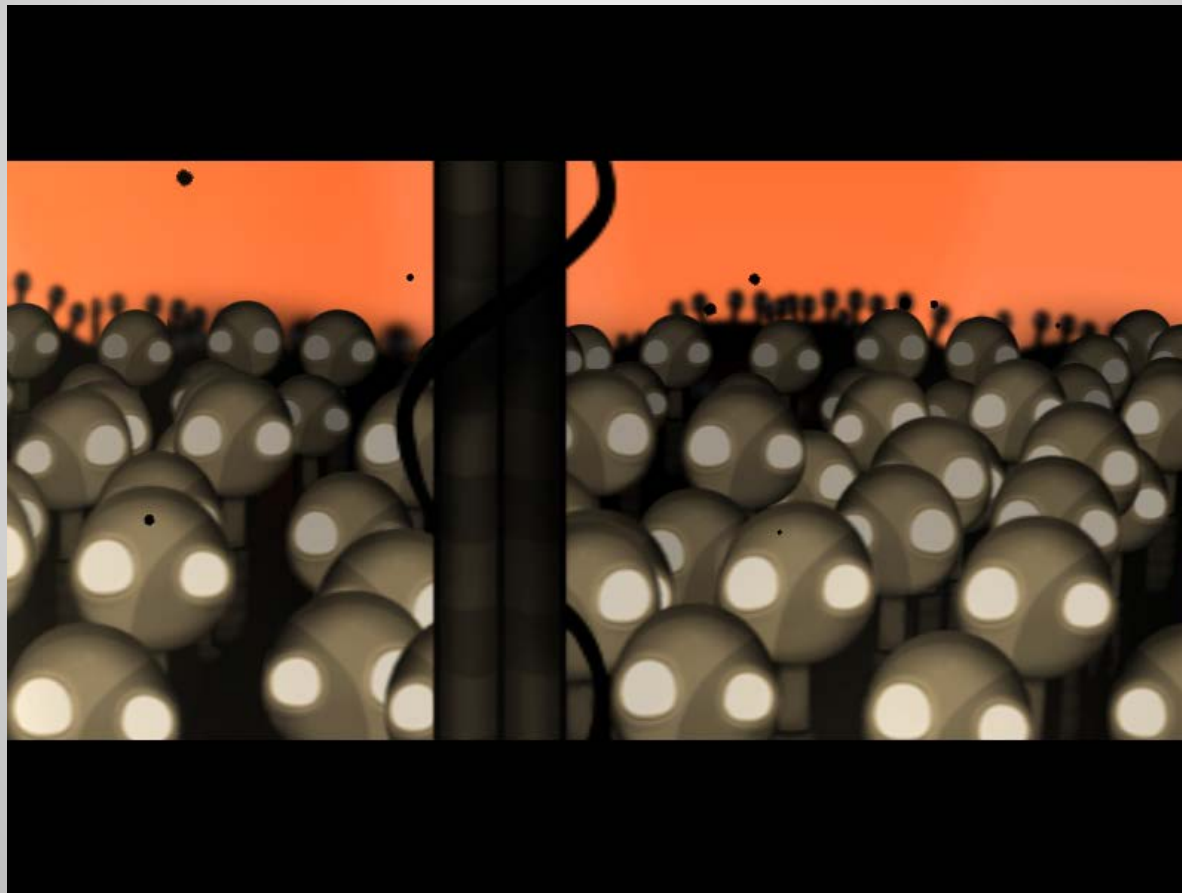
Constructively Gooney





Chapter 4

Super Secret Surprise



Information Superhighway

- **Show**



Experiential Themes



- **Trickster Humor**
- **Friendly Physics**
- **GooPunk World**



Trickster Humor



Physics is Your Friend



GooPunk World





Infesty the Worm

- **Show**



Weather Vane

- **Show**



Horizontal Transportation Innovation Committee

- **Show**



Literacy & Mastery

- **Flow across Learning Units**
 - Sometimes Interrupted
- **Trickster Humor**
- **Variations on Gameplay**
- **Physics is Your Friend**
- **GooPunk World**
- **Goo is Elliptically Ambiguous and Ominously Constructive as Satire**
 - Open-Ended



Ludic Narrens



- **Homo Ludens**
+
- **Homo Narrens**
=
- **Ludic Narrens**
=
- **World of Goo**





Tower of Goo Memorial Park and Recreation Center

- **Play**



Quality

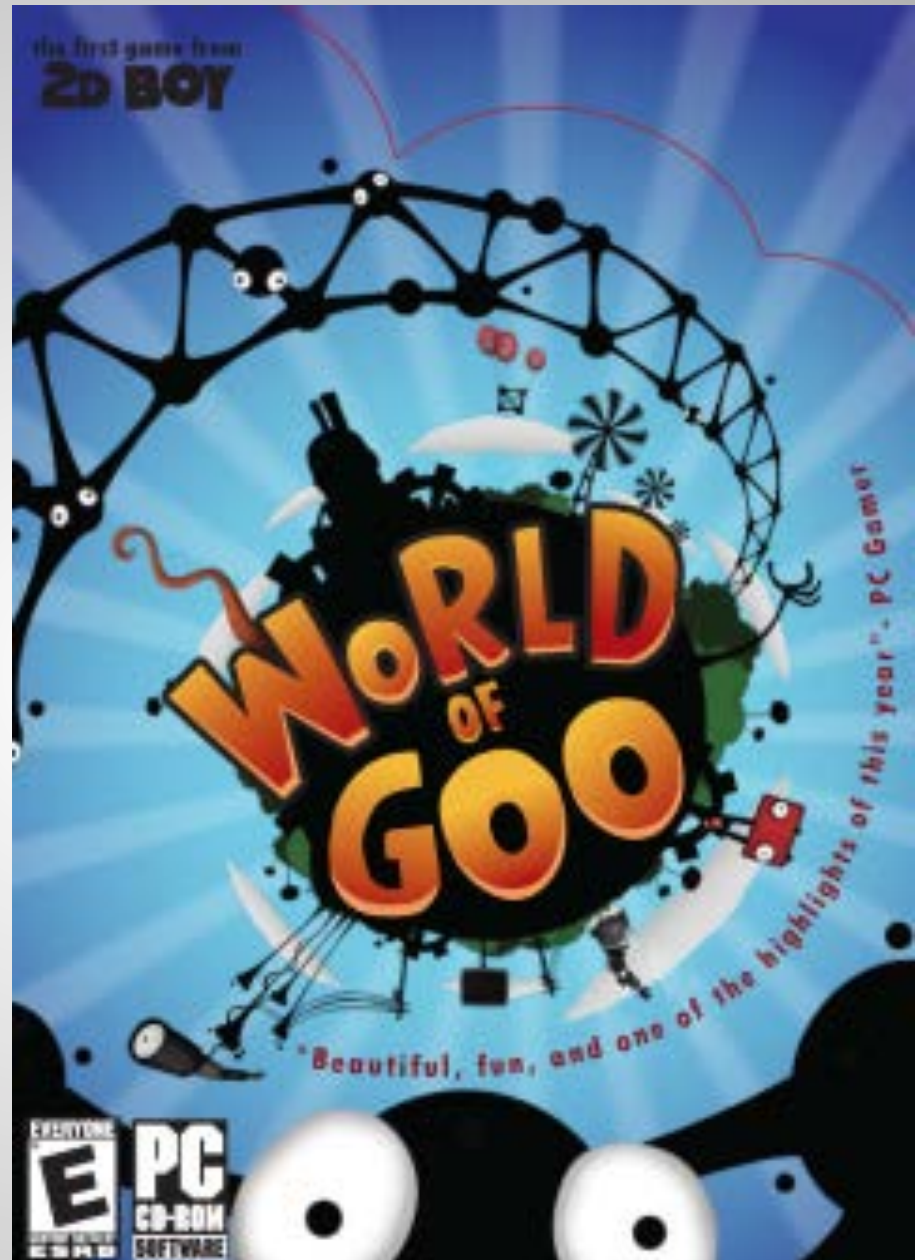
- **Polish across the Board**
 - **Game Design**
 - **Art Direction**
 - **Music & Sound**
 - **Story**
 - **Technical**
- **Independent Revolution**



- **World of Goo**
- **Release on 10/13!**
- **Wiiware**
 - **1500 Points**
- **PC**
 - **\$20**



- **Mac / Linux**
 - **Shortly After**



And So...

- **Interpret & Analyze**
- **Buzz & Dev**
- **Narrative & Gameplay, Learning Units**
- **Meaning & Themes, Literacy & Mastery**
- **Well Played**
 - **ETC Press**
 - etc.cmu.edu/etcpress



WORLD OF GOO



Questions?