

Physics Is Still Your Friend

WORLD



OF

GOO

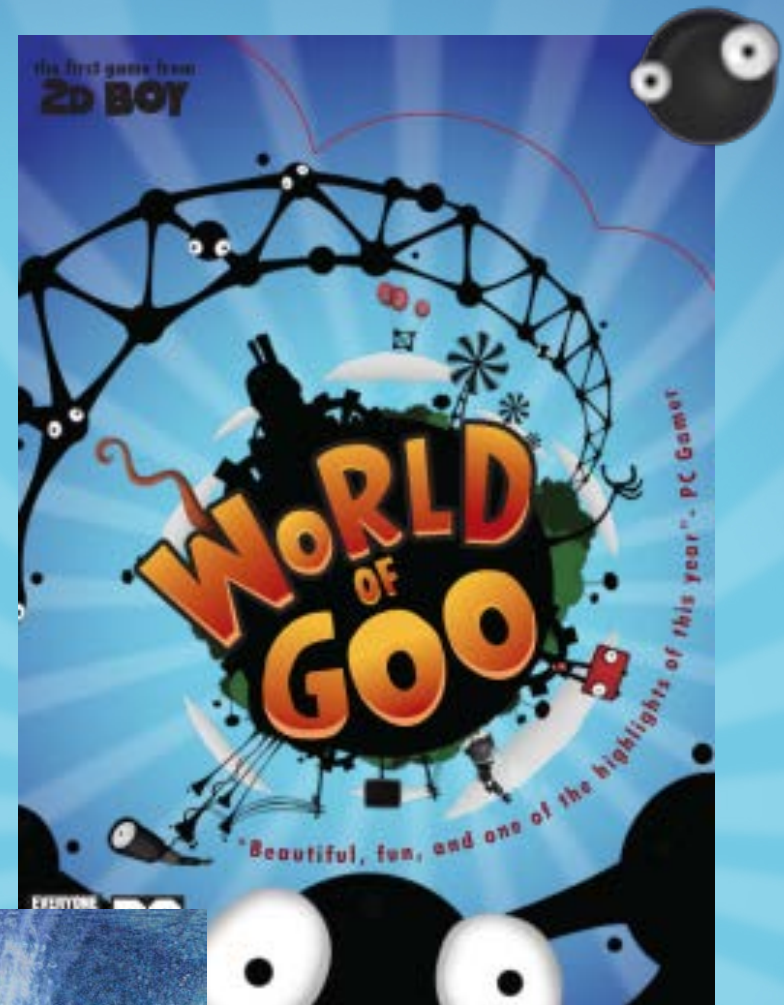
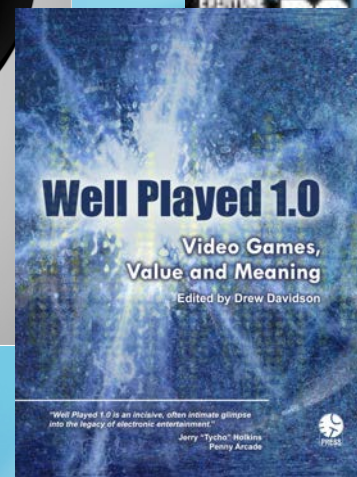
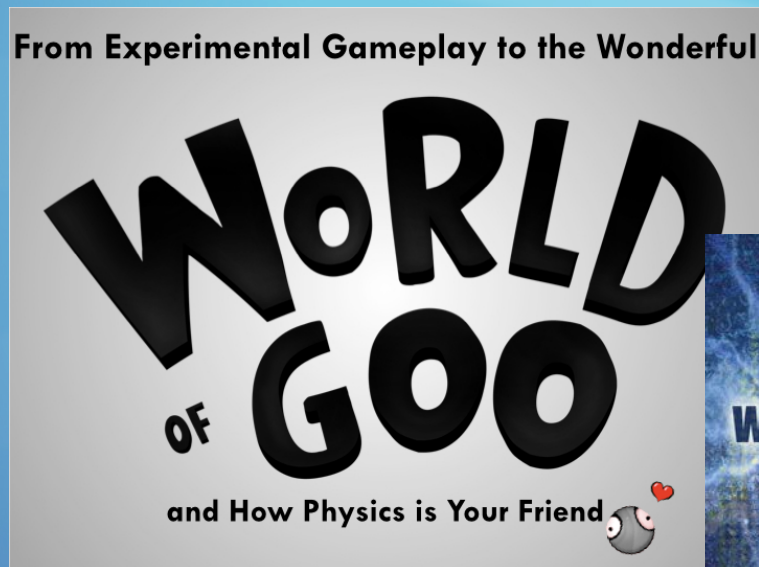


Drew Davidson

A Little Bit About Me



- World of Goo (?)
- Released on 10/13/08
- Meaningful Play 2008 (?)
 - 10/09/08
- Well Played 1.0 (?)
- Let's Revisit!



Well Played

- Well Done & Well Read
- Interpret & Analyze
- Value & Meaning



Goo Overview


- **Development Process**
 - Indie
 - Beta Testing
- **Cultural Buzz**
 - Media Attention
 - Industry Interest
- **Playing Experience**
 - Game & Story
 - Variations on Gameplay
- **@ 10**
 - Cultural Significance
 - Joyful Resonance



Full Disclosure

- I know Kyle & Ron
- Participated in Beta Testing
- Honored to receive Special Thanks
- Played Tower of Goo
- Played through on almost all platforms
- Spoilers





**World of Goo** **\$20.00**
2D Boy
Get World of Goo instantly! Cross-platform and DRM free.

☐ Purchase as gift

Select one of the payment options below to complete your purchase.

Check out with **PayPal**

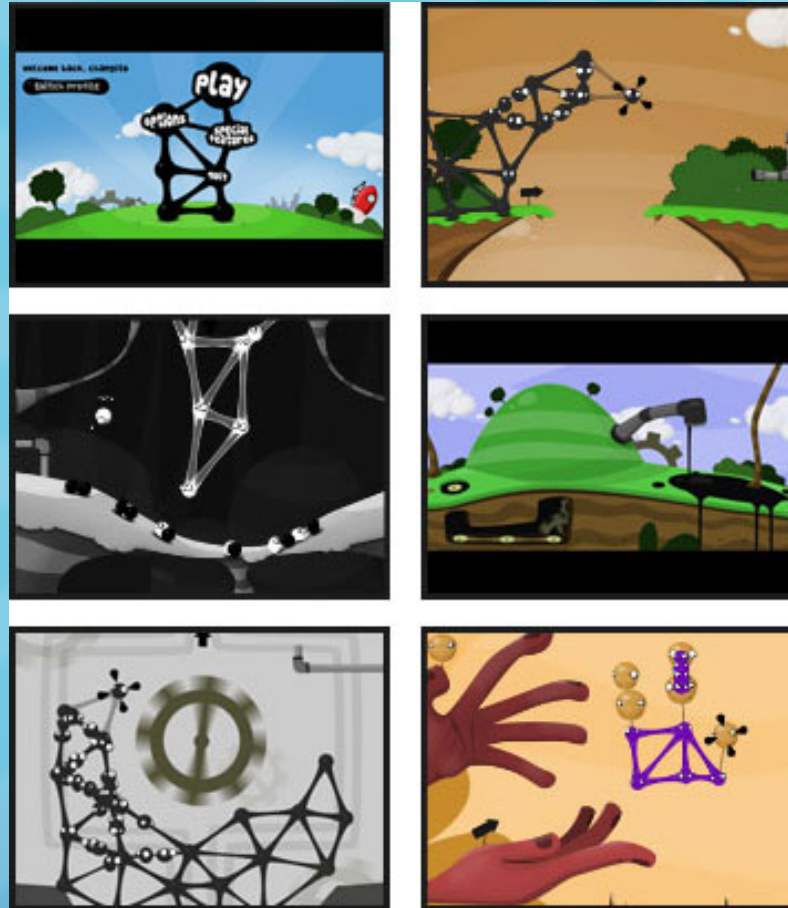
Pay Now 
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 Humble Widget

Already purchased and need to [look up your order or re-download](#)? iPad, iPhone, and iPod Touch versions are available on [Apple's App Store](#). Android versions are available on the [Google Play Store](#) and the [Amazon App Store](#). Nintendo Switch version is available on [Nintendo's eShop](#).

Development Process

- Experimental Gameplay
- Tower of Goo
- 2D Boy

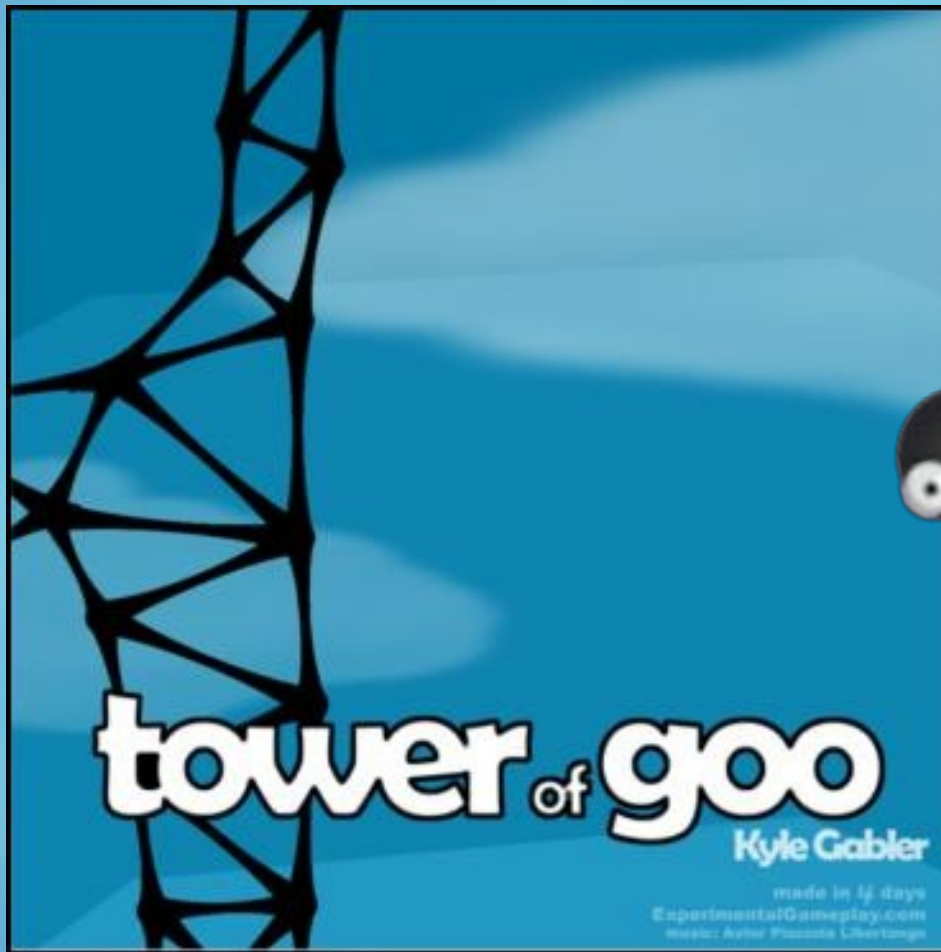


Experimental Gameplay Project

- 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

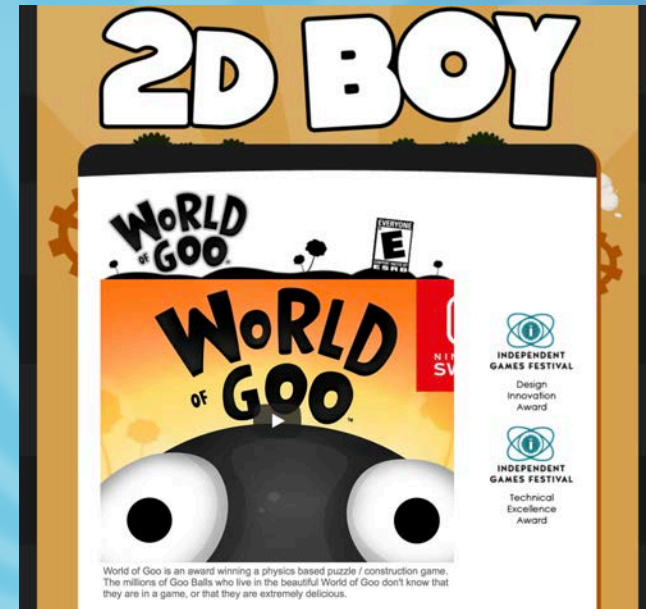


Tower of Goo



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’...”



Cultural Buzz

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



goofans!



Fashion

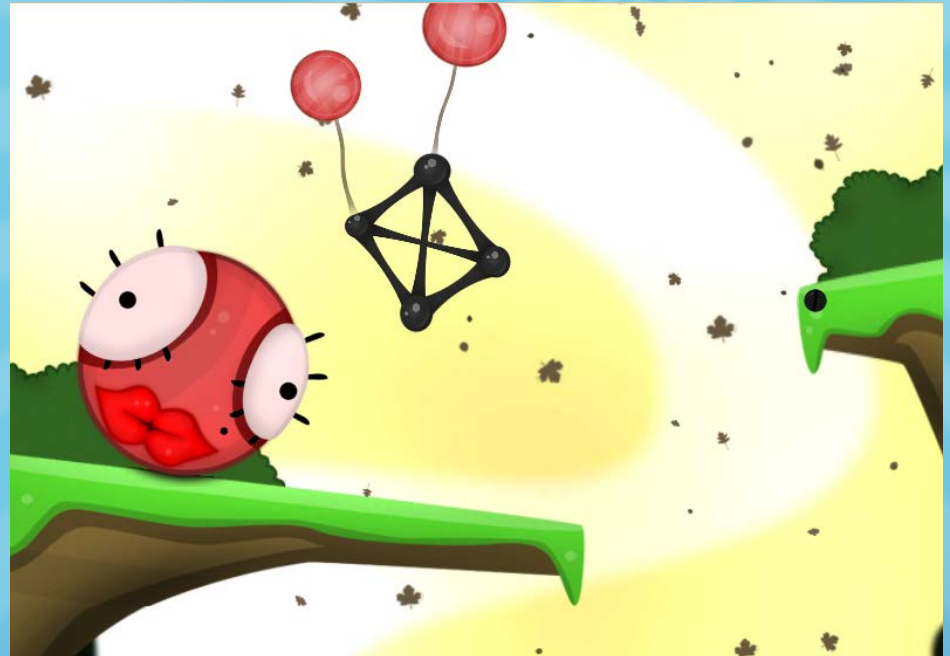




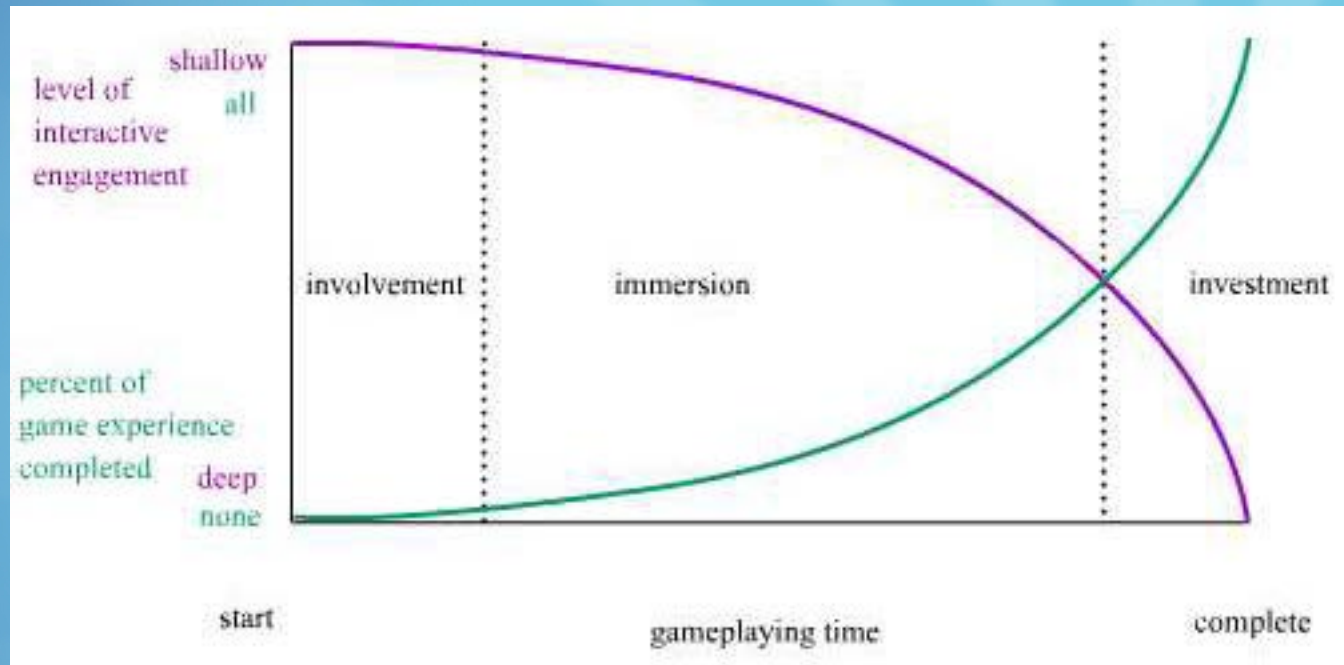


Playing Experience

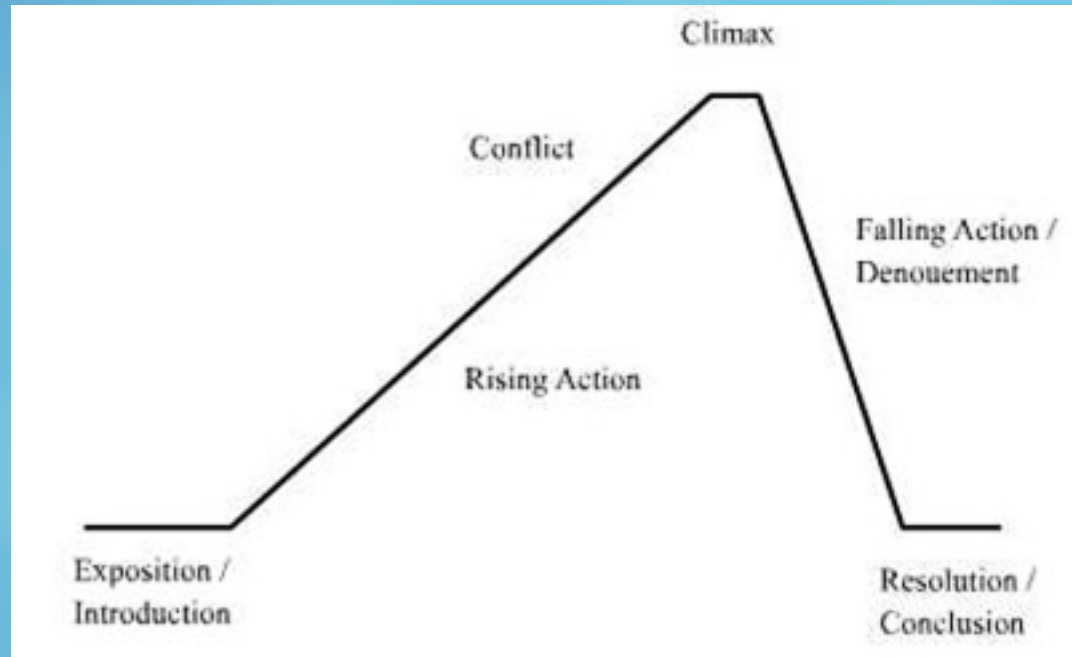
- **Narrative Development & Game Design**
- **Literacy & Mastery of Gameplay**
- **Learning Units – Flow**
- **Themes**



Gameplay



Narrative



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.”**



Summer



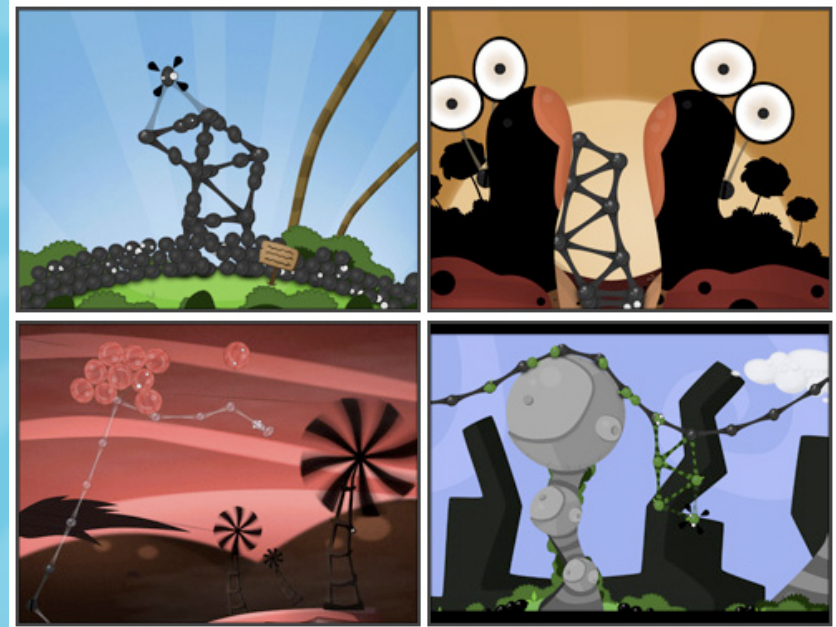
Play

- **Going Up**
- **Small Divide**
- **Hang Low**
- **Fisty's Blog**
- **Impale Sticky**



The Game

- 4 Chapters, an Epilogue and a MetaGame
- 48 Levels
- @ 25 types of Goo
- @ 10-12 hours
- Metagame Leaderboard
- 3 profiles
 - # of Goo Balls
 - Time Units



Fall



Play

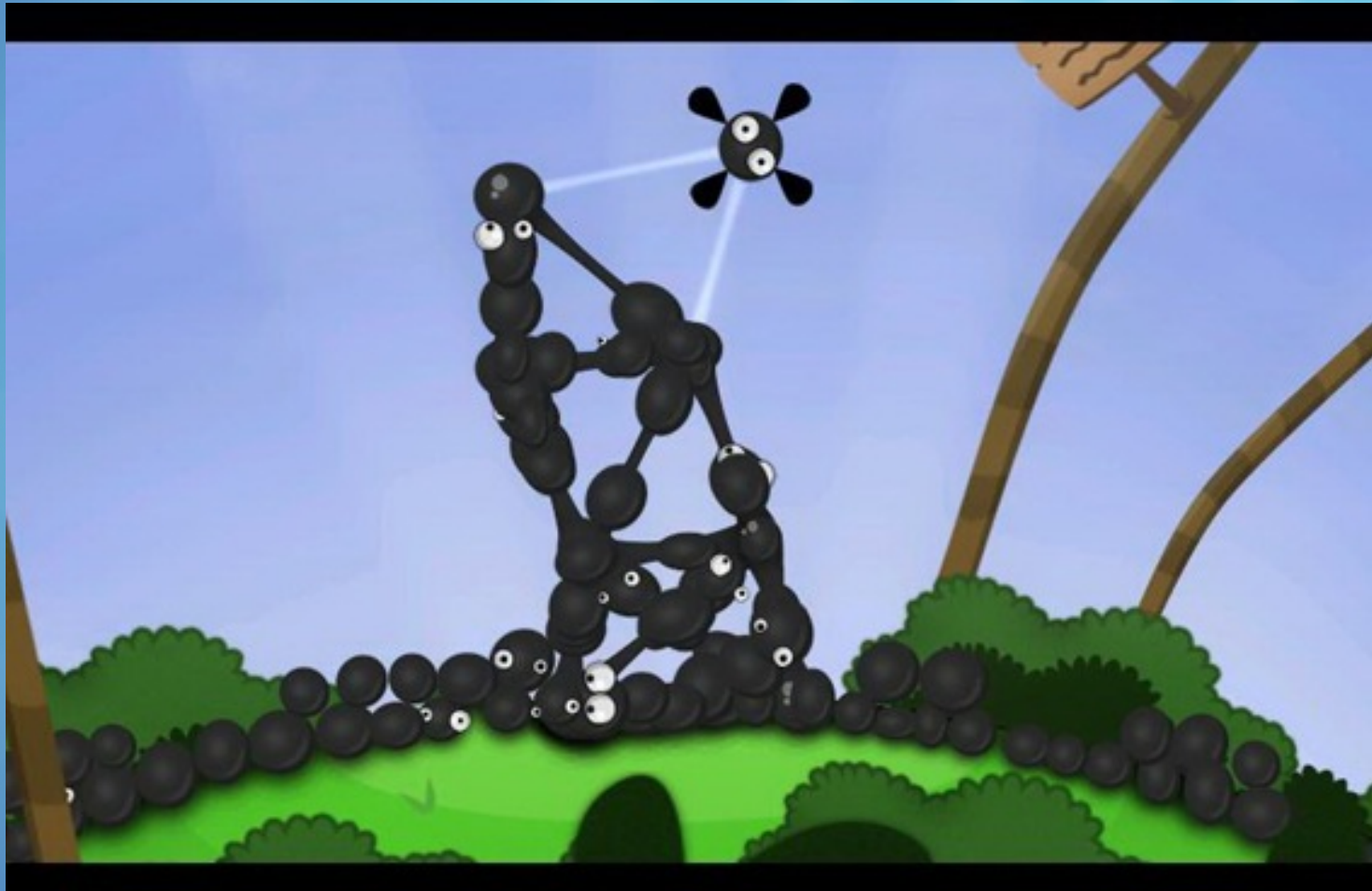
- **Welcoming Unit**
- **Whistler**
- **The Red Carpet**



Gameplay Mechanic



Gameplay Mechanic



Winter



Play

- **Burning Man**
- **Misty's Long Bony Road**
- **Incineration Destination**

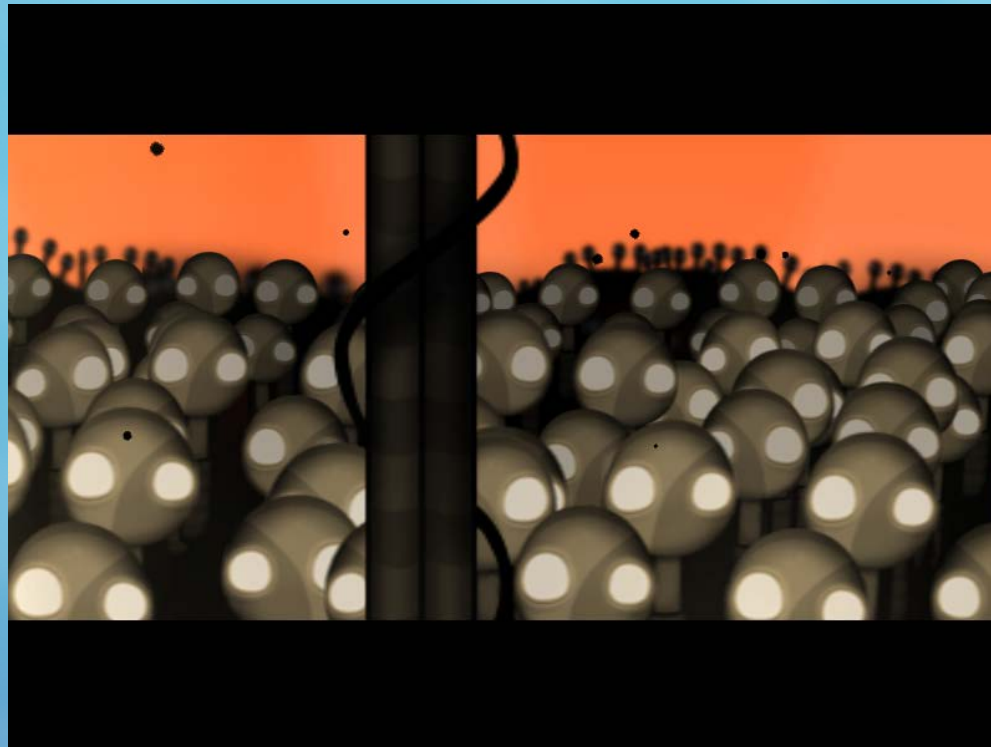


Meanwhile...



Pre-Release Secret

- Major Plot Point
- Different Look & Feel



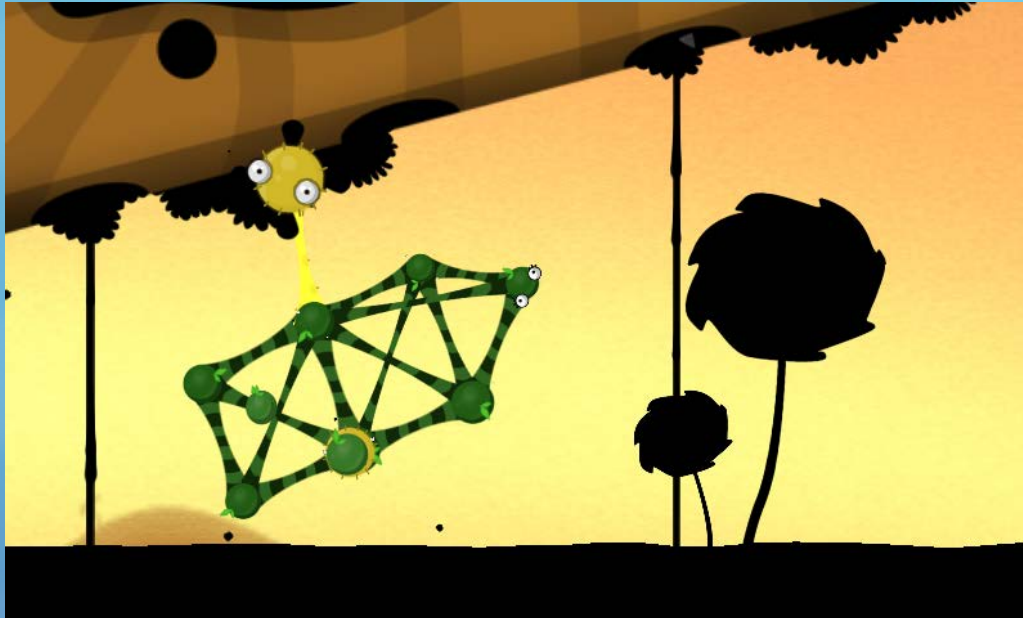
Play

- **Hello, World**
- **Graphic Processing Unit**
- **Alice and Bob and the Third Party**

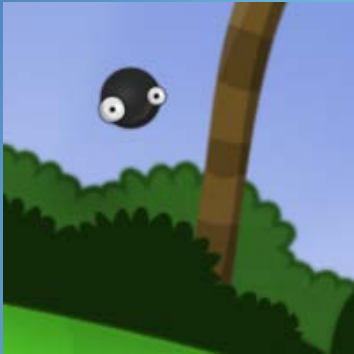


Gameplay Variations

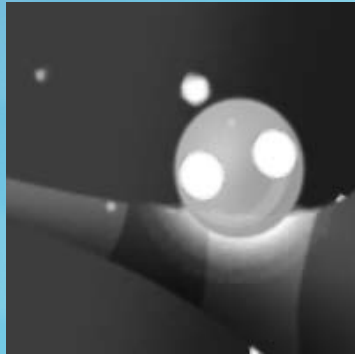
- Goos
- Levels
- Islands



Goos!



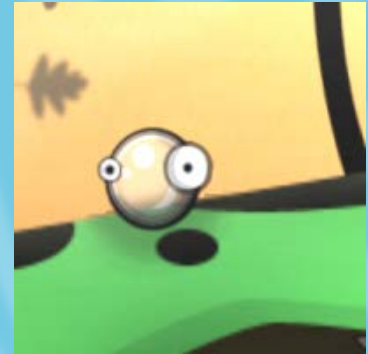
Common



Albino



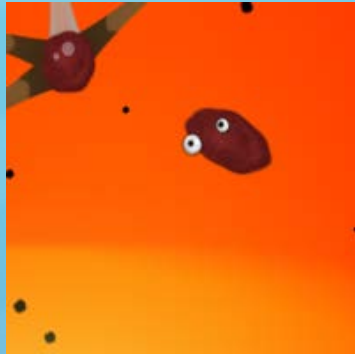
Ivy



Water



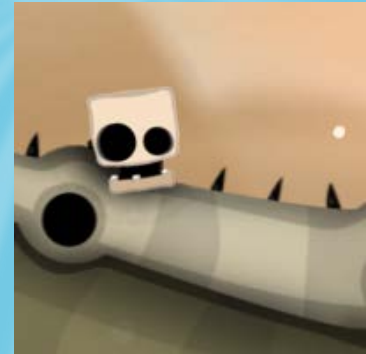
Balloon



Fuse



Pokey

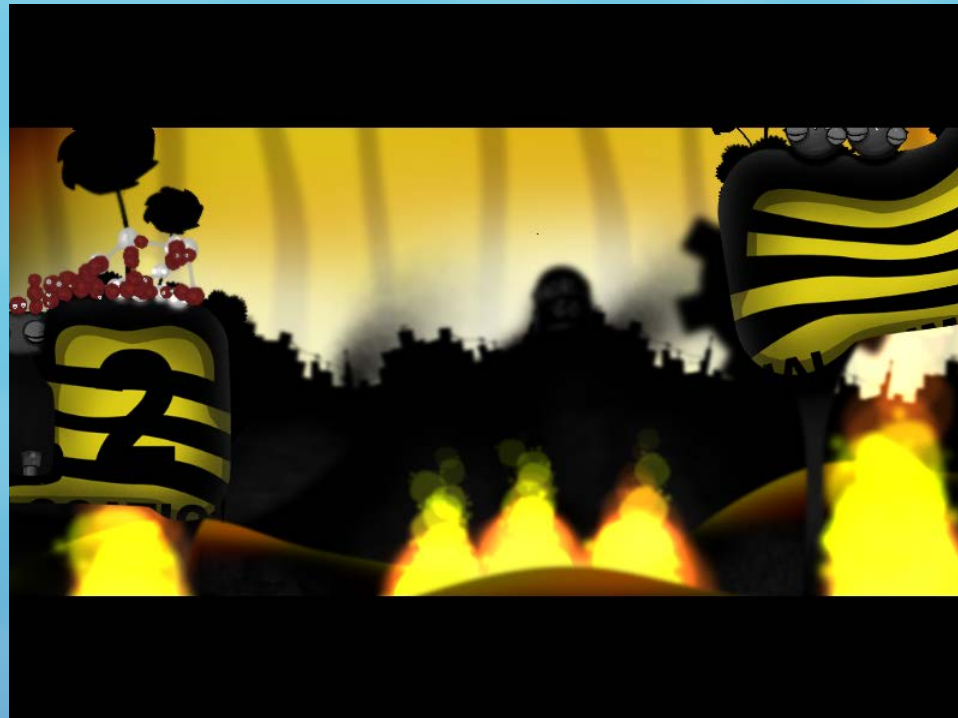


Bone


...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**

Spring



Play

- **Infesty the Worm**
- **Weather Vane**
- **Horizontal Transportation Innovation Committee**





OF

WORLD OF GOO CORPORATION

GOO BALLS YOU COLLECT IN EACH LEVEL
GET SENT HERE. IF YOU PLAY WITH THEM
FREQUENTLY, SOMETHING GOOD MIGHT HAPPEN



WORLD
OF
GOO

TOWER OF GOO
MEMORIAL PARK
AND RECREATION
CENTER



Play

- **Tower of Goo Memorial Park and Recreation Center**
- **Observatory Observation Station?**



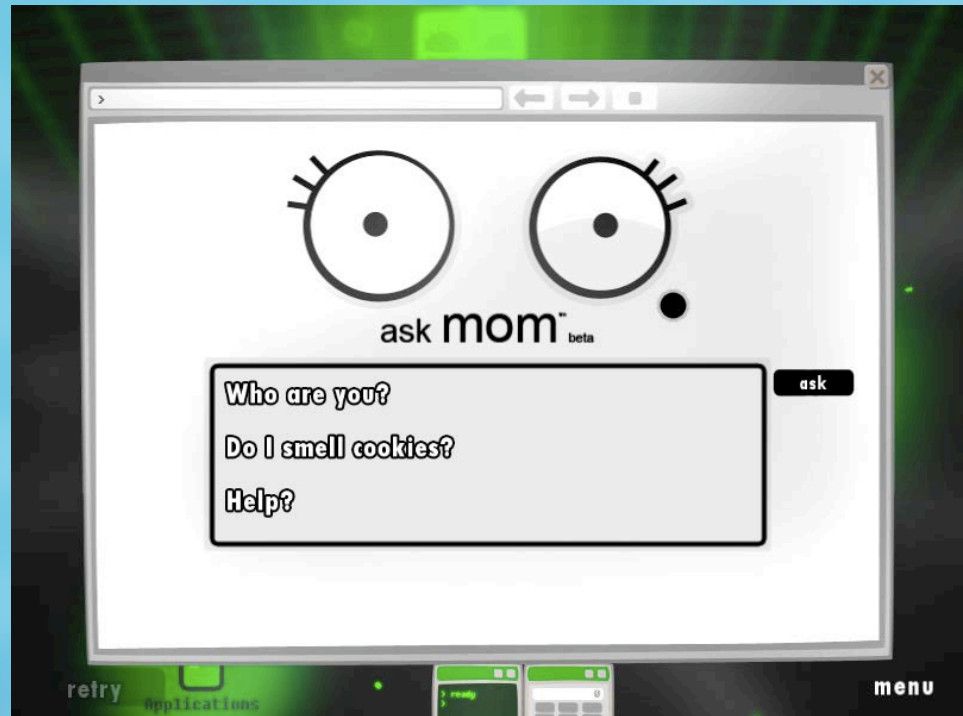
@ 10

- Looking Back
- Playful Story
- Experiential Themes
- Cultural Significance
- Playing & Learning



Looking Back

- Creative Explosion
- Little Anachronisms
- Keeping it Playable



Playful Story

- **Satirically Elliptical**
- **Ambiguously Ominous**
- **Constructively Goosey**



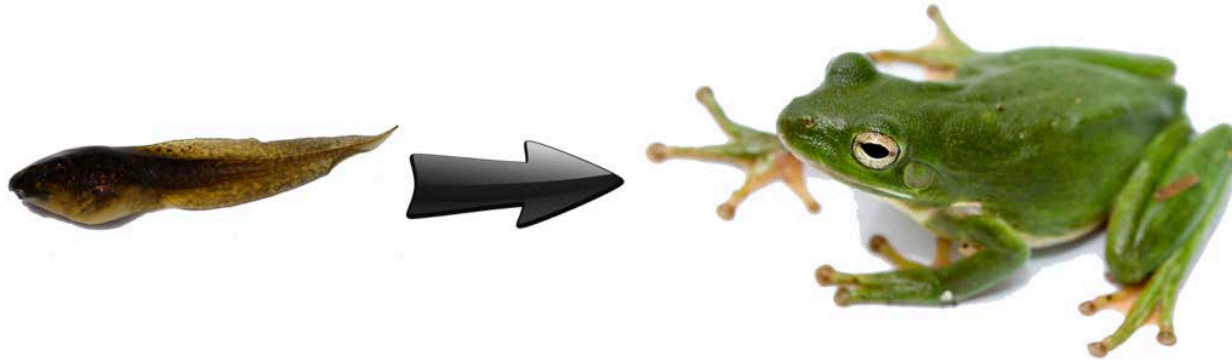
Experiential Themes

- Trickster Humor
- GooPunk World
- Friendly Physics





Flight of Fancy



(2008

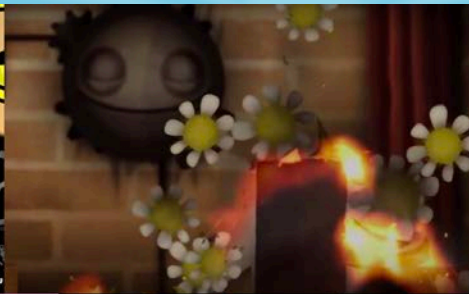
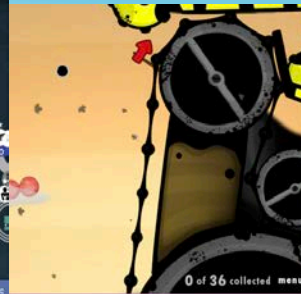
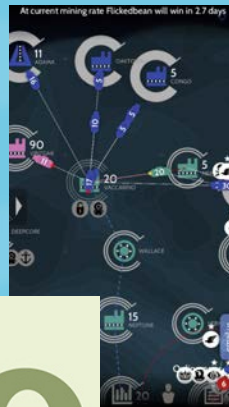
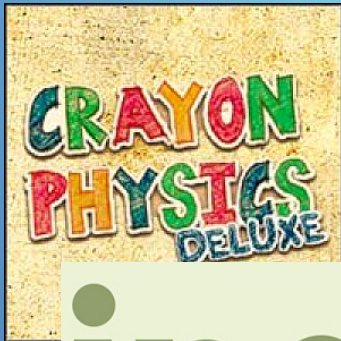


2010)

Cultural Significance



- #1 iOS Game - MetaCritic, Recent Revisits
- New Games
- Supportive Indie Game Community
- EGP & Indie Fund



indie
FUND



Playing & Learning*

► <u>Difficulty:</u>	<u>Easy</u>	<u>Medium</u>	<u>Hard</u>
► Learning:	Beginning	Intermediate	Advanced
► Games:	Noob	Casual	Hardcore



*Valerie Shute

Joyful Resonance

- Literacy & Mastery
- Ludic Narrans
- Meta Goo
- Well Done & Well Read



Literacy & Mastery

- Flow across Learning Units
- Variations on Gameplay
- Physics is (Still) Your Friend



Ludic Narrens

- Homo Ludens



+

- Homo Narrens

=

- Ludic Narrens

=

- World of Goo

iodizing...

loading...

debating games as art...

filtering moral...

exceeding cpu quota...

processing...

deterministically simulating the future...

homogenizing goo...

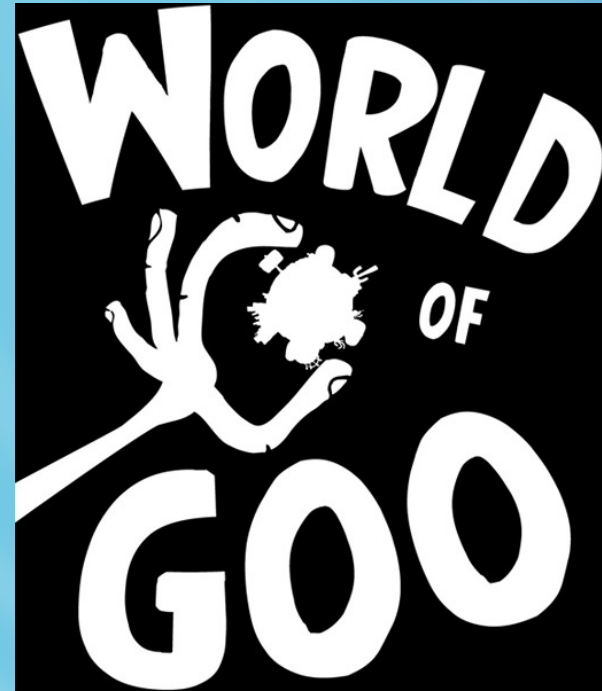


Meta Goo

- **“The overarching story of World of Goo is a big metaphor for the development process. Curious and naive little goo balls, encountering a large international corporation with a global pipe distribution system. Meanwhile, we're a curious and naive new indie studio, eager to explore, having to deal with large international publishers and their global distribution systems. Hope, ambition, curiosity, etc, colliding with cold gray reality.”**

Well Done & Well Read

- Polish across the Board
 - Game Design
 - Art Direction
 - Music & Sound
 - Story
 - Technical
- Indie Game about Indie Games



And So...

- Interpret & Analyze
- Buzz & Dev
- Narrative & Gameplay
- Story & Themes, Literacy & Mastery
- Significance & Resonance

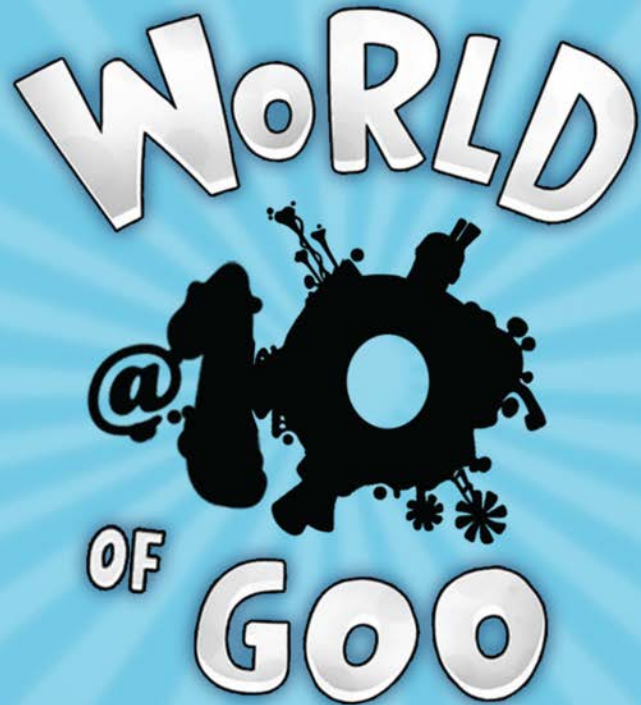
WORLD OF GOO

- Well Played
 - ETC Press



Well Played  Single

Physics Is Still Your Friend:



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Questions?

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