

Topics

Communication/Collaboration

In class work

Project 1 Playtest 2

Out of class work

Project 1 Blogpost 2

Continue Project 1

Required Reading

AGD Ch. 25 Team (12 pages)

PMD Ch. 28 Documentation (17 pages)

The Cabal (PDF)

Optional reading

AGD Ch. 26 Documents (8 pages)

PMD Ch. 32 Presenting

Team with tremendous diversity

★ LOVE the game you are making

- if someone incapable of loving game, get off
- team member loves other games, find interesting elements, explore new possibilities
- team members prefer different versions, communicate & listen, make clear announcement

Involve everyone in the studio into DESIGN

- Initial brainstorming
- Independent design
- Design discussion
- Design presentation

Lens #100: The Lens of Love

To use this lens, ask yourself these questions:

- Do I love my project? If not, how can I change that?
- Does everyone on the team love the project? If not, how can that be changed?

Lens #101: The Lens of the Team

To make sure your team is operating like a well-oiled machine, ask yourself these questions:

- Is this the right team for this project? Why?
- Is the team communicating objectively?
- Is the team communicating clearly?
- Is the team comfortable with each other?
- Is there an air of trust and respect among the team?
- Is the team ultimately able to unify around decisions?



postmortem 项目盘点

Documentation

to inform team members about what they are going to build

fostering communication instead of dictating

must be up-to-date

How to make design docs

◦ Determine Purpose / Desired Scope / Connected Systems

what systems are we going to use? what is the motivation?

which system benefits from complexity? which not?

	Description	Risk	Example
Innovative (Level 1)	The design is beyond the level of functionality of other games in the market.	Highest Risk	Creature Creator in Spore
Market-Leading (Level 2)	The design is similar in functionality to the best example currently in the market.	High Risk	Progression System in Destiny
Market-Standard (Level 3)	The design matches similar functionality as is expected in the genre.	Low Risk	Destructible Terrain in The Last of Us
Present (Level 4)	The design is as bare-bones as it can be while still satisfying the basic functionality of the design.	Lowest Risk	In-Game Store in Assassin's Creed

◦ Research

	Description
Innovative (Level 1)	Since, by definition, you are attempting to create something that has never been done before, you cannot take features from other games and apply them to yours. However, you do still need to know the best practices for similar features to determine whether yours exceeds the quality of the market leader.
Market-Leading (Level 2)	This step requires influences from beyond the world of games. You do read outside your design work, correct? From what fiction and nonfiction works can you pull inspiration? From what non-game interactive systems (ATMs, toys, events) can you draw inspiration? Be thorough.
Market-Standard (Level 3)	Play games that implement similar features. Which are the best implementations? Why are they the best? How can you adapt their systems to your game's requirements?
Present (Level 4)	Play games that implement similar features and try to find what they have in common. Can you take anything else away while still preserving the purpose of the feature? This requires <u>design by subtraction</u> . What is the simplest possible version of this feature?

◦ Idea Generation

Select & discard ideas from the research

◦ Murder your Darlings

drop the impractical / contradicting ideas

◦ Fully detail the best answer

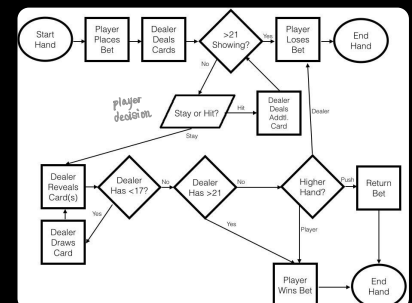
also consider different readers < simple hierarchy to coders >

◦ Edit and find edge cases

discuss with colleagues < is this clear? >

find edge cases < bags in bags >

◦ Put additional / non-crucial info in the appendix



use flow chart in GDD

The Limits of One-Page Designs

Good for

- Iconography
- Content Relationships (few dimensions)
- Spatial Relationships
- Systemic Flow
- Interface/UX Flow
- "Narratives" (Temporal Flow)

Not-so-Good for

- Content Inventories
- Content Relationships (many dimensions)
- Content Details
- Numeric Details
- Implementation Details
- Complex Systems in Constant Flux