Game Design Tutorial

Things to watch out for:

1. That’s cool, no follow up.
2. Communicating the game with no confidence

**Game premise**

Avoid:

* + - Generalizations
    - Words without meaning

OK:

* + - Referencing other games
      1. …but differentiate

It’s like Warcraft but the focus is more on the towns and villages base building. Combat is faster paced.

Dark

* + - Dim, grim, skeletons, dark magic
    - Night

Deep

* + - Character Experience
    - Base Building
    - Research

Fantasy

* + - Wizards
    - Necromancers
    - Monsters

Strategy

* + - Commanding units
    - Building bases
    - Harvesting resources

Explore

* + - Tileset for the main campaign map
    - Fog of war

Enemy

* + - Marauders
    - Undead
    - Demons

Setting

* + - Dark fantasy

**Managing Scope**

Specific – A specific goal (do research, finish this system, etc.)

Measurable – Get this done by then

Attainable – Can I do this

Realistic – Needs to have real goals

Timeline -

**SPREADSHEETS**

**TAGS**

- Working

- To Do

- Be strict about schedules

**Time Estimates:**

* + - Have I done this before?

**GAME DESIGN DOCUMENT**

**Key Influences**

* + - Warcraft – Great characters, neutral towns/NPCs
    - Factorio – excellent resource management
    - Diablo – 3rd person heroes
    - XCom – Forces

A dark, deep, fantasy strategy game that is fun to play

**The Pitch:**

1. One to two sentences:
   1. The Old War is a dark, deep, fantasy strategy game. You play as the ruler of a fledgling town that has survived an apocalyptic event and must explore a twisted world to reforge an empire and defeat a dark enemy.

**Project Description**

* + - 2-3 paragraphs

**Project Details**

* + - 4-6 paragraphs

THEME / Setting / genre

* Theme

Core gameplay mechanics brief

* mechanic
* mechanic
* mechanic
* Upgrade and find new resources to make new tools and weapons

**Ideas**

How do you win?

* + - End boss
    - Level bosses
    - Loot
    - Resources
    - Secure tile

Where?

* + - Fantasy Setting
    - Clans
    - Lands
    - Castles
    - Settlements
    - Wizard Towers
    - Mines
    - Dungeons
    - Portals
    - Events
    - Flip on their head

Events

* + - Betrayal
    - Revolt
    - Dark enemy
    - One clan released horror
    - Policed city

Main Game Loop

* + - Start out in a small town/troop
    - Build resources/tech
    - Build army
    - Explore
    - Engage
    - Attack/complete objective
    - The more you gather, the more undead gather

Layers of experiences

* + - Hidden gems/scrolls
    - Story
    - Lore
    - Exploration experience
    - Evade mechanics/warstomp

Names:

* Turotan
* Lucan
* Turotial

The Story:

Lore: Long ago, there was a mystical empire of Ruun

Single player

* + - The Kingdom of Andar was a magical place where magic was used and the lands were prosperous.
    - The mists came down by magic and snuffed out their empire. All cities and towns lost contact with one another and no one could leave the limits of their cities.
    - Our hero is the first to notice the mists receding.
    - He/she becomes the leader of the town after the mayor tries to shut her down.
    - The hero leads the town outside, where they encounter a strange and twisted world with the bandits, undead, demons.
    - The hero reunites the lost empire while fighting these horrors.
    - Eventually the demons summon their god.
    - The keepers band up with the hero’s empire to defeat the god.
    - The rip is locked away forever.

Gameplay doc

3 pillars of game design

1. Tech 3
2. Story 2
3. Gameplay 1