

Game Pillars

David Benages

What is a Game Pillar?

- ❖ 3 to 5 **key concepts**
 - ❖ Gameplay and dynamics
 - ❖ Emotion / Feelings
 - ❖ Genre / Theme / Mechanics
 - ❖ Art direction
- ❖ As designers, we will work with the Pillars as a filter to know if a mechanic/idea will fit well in our game or, on the contrary, will spoil it.



Why we need them?

Why do I have to limit my game to 3 or 5 specific things instead of making a super game that does so many amazing things?

Thunder
Game Design Patterns

Matt Barton

Game Pillars vs Unique Selling Points

- ❖ A pillar is a set of features that will be given special attention during the development of the game
- ❖ Unique Selling Point (USP) is the essence of what makes your product or service better than the competition's
- ❖ A pillar is not necessarily a USP
- ❖ All your USP will be pillars



Crafting - Story - AI Partners - Stealth



Exploration - Traversal - Scavenging - Combat

THE BINDING OF
ISAAC
REBIRTH





Difficulty – Decision making – Randomness - Replayability





Progression - Customization - Multiplayer



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INTERACTIVE

Paradox Game Pillars

WHAT MAKES A GAME A PARADOX GAME

Replayable



One does not simply “finish” a Paradox game. System-driven games with challenging sandbox environments make for unique game sessions each time you play.

Intellectually Challenging



Paradox games are played with your mind, not your reflexes. Incredible depth and a balanced learning curve come together to reward players’ curiosity.

Creativity



We want our players to create and share their own stories from our games - not just the stories we imagined. The game should encourage creativity and experimentation, and should lead to personal, memorable stories.



Form Follows Function

At Paradox we use visuals to complement gameplay, not gameplay to show off visuals. Paradox is function and form in sensible symbiosis.



Accessible

The games take time to master - but each game is still enjoyable. Players don’t stop playing our games because they’re too intimidating or punishing.



Nerd Out

Regardless of what the game is about, there’s always more to discover behind the scenes. The player can always dig deeper into the subject matter of the game even when they’re not playing.

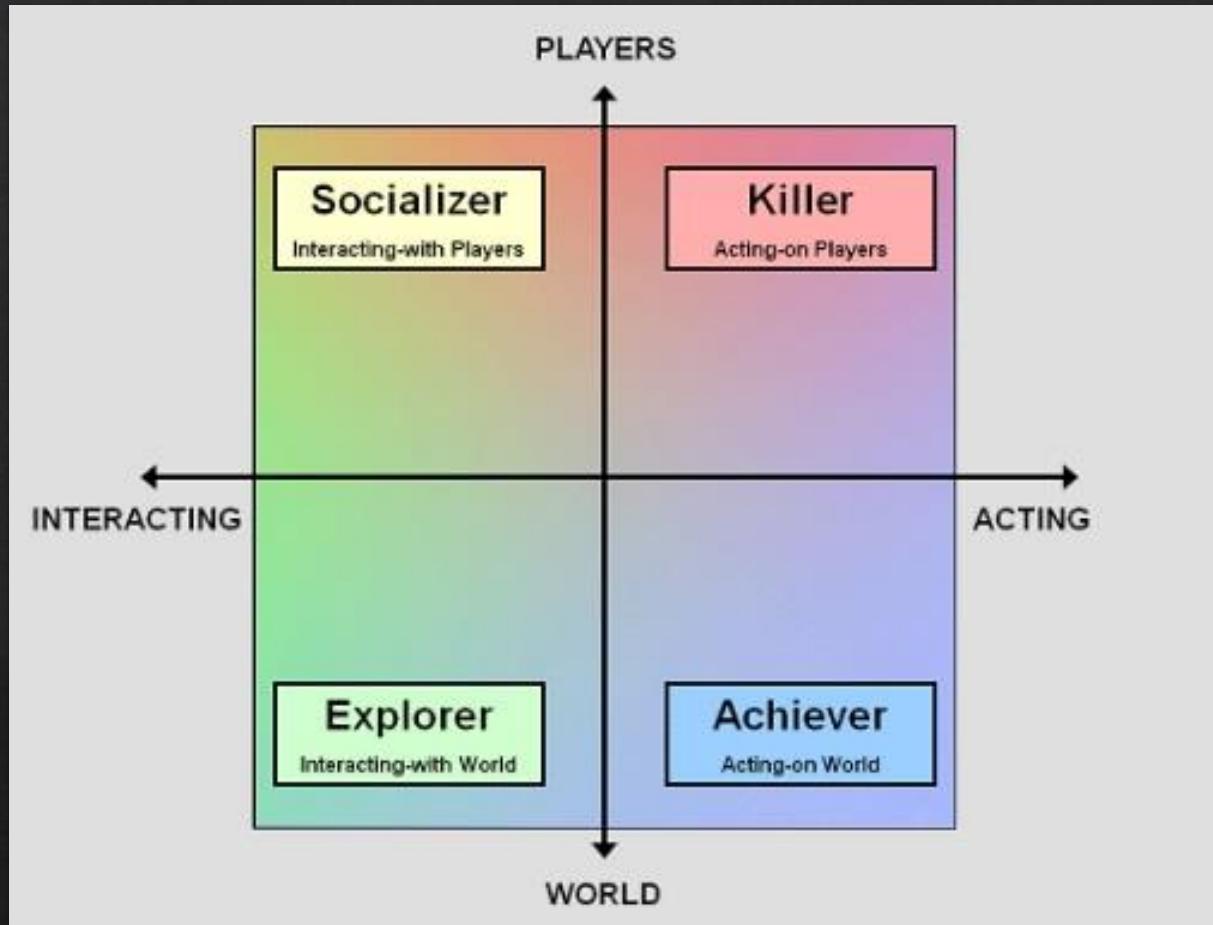


Establishing the Game Pillars - The basics

- ❖ Each statement should be short, no more than a sentence.
- ❖ It should be phrased as a rule you will follow through the development.
- ❖ Make your pillars focus on the player

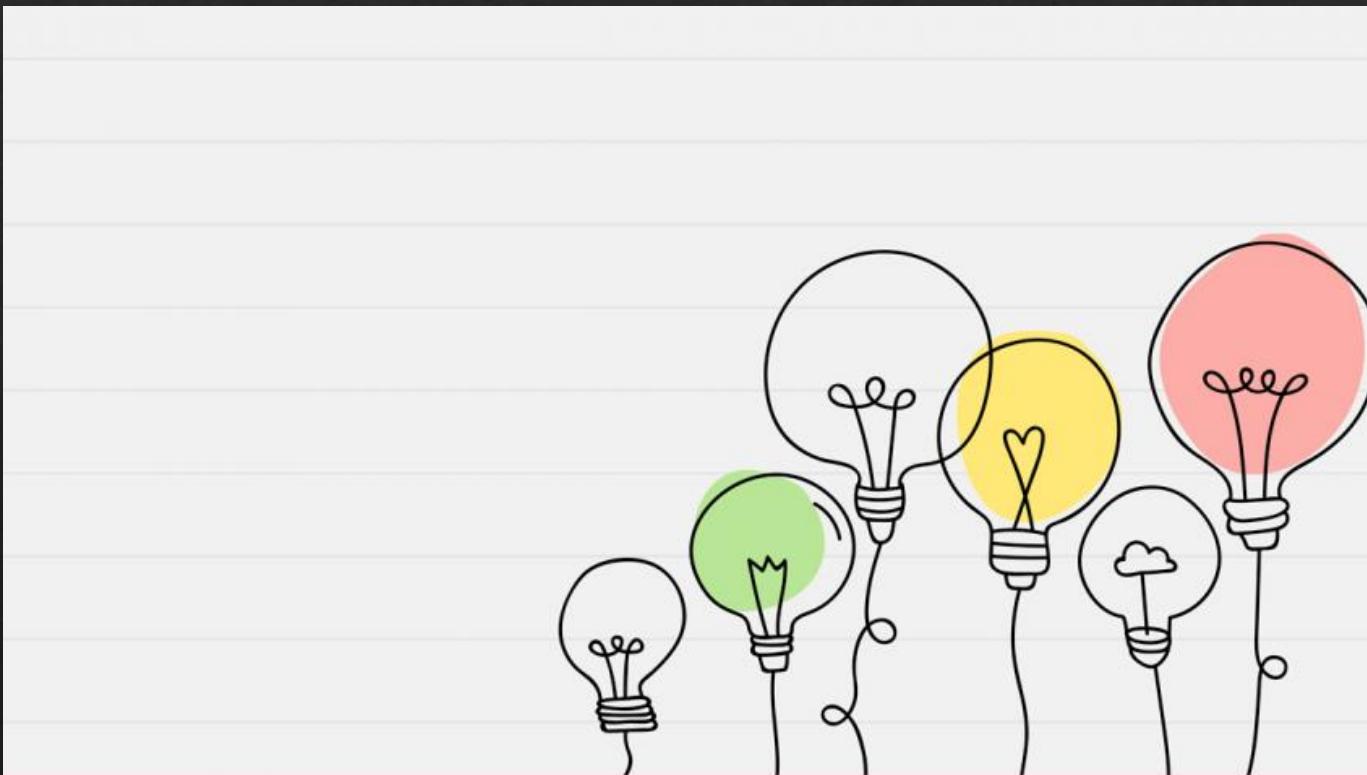
Establishing the Game Pillars - The Process

Choosing a target



Brainstorming

Everyone understands and buys into the chosen pillars because they had a say in creating them



Filter the ideas

- ❖ There are no bad ideas
- ❖ Fit better with our game target
- ❖ More synergies between the other chosen ideas.
- ❖ Why this game pillar?



Be original

- ❖ There is an existing game that have **ALL** your game pillar?

cualquier empresa de videojuegos: *hace un juego con
mundo abierto*
el revirgen de turno: se copia de zelda botw



Identifying Bad Game Pillars

- ❖ A Game Pillar should have one solid answer for **How can we do it?**
- ❖ A Game Pillar has to be something general that encompasses the entire game: if the pillar is focused on an specific element, we should discard it.

Using the Game Pillars

- ❖ Is the idea loyal to one or more of our Game Pillars? Try to not turn aside the original design.
- ❖ Is exceeding us with work? We have to be mindful of the time and resources we have.
- ❖ Is relevant for the game? Don't add things that have no real purpose.
- ❖ Don't mess up something that works: try to not change any pillar.

Does this mechanic/idea serve or fit into the pillars of our game? If the answer is ‘No’ then it may be best to **remove this mechanic**



About me



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