1. **GDD: Game Design Document**: story development through using the hero's journey & the writer's journey
   a. **About the Game**: Release (due) date, Theme, Targeted Audience, Rating, Targeted Platform(s), Dimension, Perspective, Game Genre, Story/Literary genre, Game environment(s), Unique selling point, Game model, Source, Similar competitive products
   b. **Log Line**, **Story**
   i. *Archetype & Character Bio*: Hero/Protagonist, Mentor, Threshold Guardian, Herald, Shapeshifter, Shadow, Ally, Trickster
   ii. Stages of the Journey: Ordinary World, Call to Adventure, Refusal of the Call, Meeting with the Mentor, Crossing the First Threshold, Test Allies Enemies, Approach to the Inmost Cave, The Ordeal, Reward: The Road Back, The Resurrection, Return with the Elixir
2. **TDD: Technical Design Document**: give an overview of the technical goals of the project & to outline how they will be achieved
   a. **Game Presets/Requirements**: Game engine & v, Software development tools & v, Art development tools & v., Sound dev. tools & v, Project management tool & v, Computer language(s), Developer system, Player system
   b. **Game Play/Features**, **Game Rule**, **Game Mechanic**, **Room Detail**, **Diagram**
3. **ADD: Art Design Document**: Story
   a. **Storyboard**: [see GDD Story], **Maps**, **Artworks**, **Animations & Cinematic**, **Audio**
4. **GPP: Game Project Plan**
   a. **Waterfall**: each phase completely wrapping up before next phase begins. Has an *end day*. Large projects (2+yrs), typically AAA. No user feedback.
   b. **Agile**: incremental & non-linear, breaks large projects into more manageable tasks, completed in short "sprints" throughout project life cycle. No end day. Small projects (-1yrs).
   c. Task IDs, Task Descriptions, Due dates, Durations, Resources, & Constraints
5. **Proper game**: Story is integrated as part of the game. **Popular Game**: Story may be present, but not needed to play the game
6. **Maps**: World map is a high level map, Level map is a low level map
7. History of Video games: Used to be very expensive to participate, Became very popular in the '90s & onward when people were able to afford it
8. **Define Game**: Interactive, fun; If there is no interaction, it is not a game, Must be able to change the future or something that is happening in the game
9. **Why Do We Play Games**? We play games in order to satisfy our need for survival & competition, etc.
10. **Dimensions Study**: NARRATIVE >> IF >> 0-D >> 1-D >> 2-D -> 3-D >> 4-D
    a. Point & Click is **not** a type of game; it is a game mechanic that can occur in any of the dimensions
11. **Narratology:** the branch of knowledge or literary criticism that deals with the structure & function of narrative & its themes, conventions, & symbols
12. **Interactive Fiction**: a "choice" game where the player makes a decision by selecting an action that the computer/game will perform. may or may not have graphics, but the player has no direct control over the character's movements. originated from adventure texts
13. **Type of IF**: Classic: text-based command line games, Vocal: vocal-based narrative game, Novel/cinematic, InF: Interactive non-Fiction
14. **0 Dimensional:** a point in space, an example is whack-a-mole because there is no control over movement, mostly 3rd person perspective
15. **1 Dimensional:** player's environment is restricted to a straight line, conceptually, the player cannot move outside of that environment, straight line can be horizontal, vertical, or skewed, may utilize colors to represent doors, characters, & objects, mostly 3rd person perspective

16. **2 Dimensional:** takes place on a mathematical place, there are 3 common perspectives for 2-D, side, cross-section view of a game, slice/plane of a 3-D game, top, shows the game from above based on a flat/plane world, skewed, infinite skewed views between side & top views, isometric is one specific view with 120-120-120, **side** >> **skewed** >> **top** can be seen as a fluid transition between the 3 distinct views

17. **3 Dimensional**

18. Takes place in *mathematical* 3-D space, (XYZ) coordinates

19. **1st Person**: The player sees what the character sees, & the movements of both are synchronized. (A 2-D character would only "see" in 1-D. **2nd Person**: The player sees the characters from the perspective of the opponent / object, & the player can control the movements of the character but not the view of the opponent. **3rd Person**: The player fixates on the character from a distance, & the player can control the character's movements. The difference between 2nd & 3rd Person is that in 2nd person the player is not in control of the camera. **4th Person (God View):** The player does NOT directly control the character, but can manipulate the character's decision by altering the environment the character is in.

20. **State of the Game Industry Report**

21. Which platforms are you developing for? PC 63% | PS5 31% | Android 30% | iOS 30% | Xbox X 29% | Switch 20%

22. What platforms will you be developing for? (Essentially same as before)

23. A Look Back at 10 Years of SOTI:

    a. PC is the House favorite: 48% (2013)->63% (2022)

    b. Mobile Took the Plunge: 55% (2013)->30% (2022)

    c. Playstation Beats Xbox: (PS almost always beat Xbox)

    d. Has VR Hit Its Peak? 7% (2013) -> 24% (2015) -> 10% (2022)

    e. Nintendo Switch!! 20% (2022)

24. Steam Deck has an uncertain longevity, YES (36%), NO (17%), UNSURE (47%)

25. Interest in cryptocurrencies, NTFs grow, but game developers remain skeptical

26. Social Media Leads Discovery, Marketing Investments

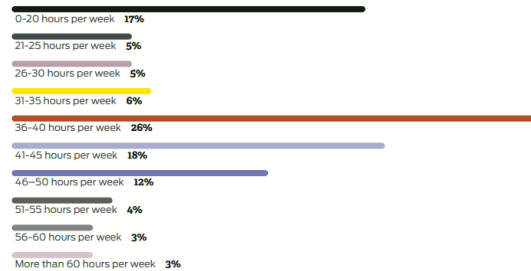27. Accessibility in games on the rise! YES (39%), NO (36%), N/A (25%)

28. Still work to be done on Diversity & Inclusion: Attempts at Inclusion / Diversity? NOT (6%), SLIGHTLY (23%), MODERATELY (42%), VERY (20%), EXTREMELY (8%)

29. Game Studios Engage in Social Activism: 51% YES, 49% NO

30. STUDIOS STAVE OFF CLOSURE AMID PANDEMIC

31. Most Game Devs are working 40 hours or less per week, self-pressure drives longer hours

What is your average amount of hours worked per week in the last 12 months on video games?
- 0-20 hours per week 17%
- 21-25 hours per week 5%
- 26-30 hours per week 5%
- 31-35 hours per week 6%
- 36-40 hours per week 26%
- 41-45 hours per week 18%
- 46-50 hours per week 12%
- 51-55 hours per week 4%
- 56-60 hours per week 3%
- More than 60 hours per week 3%

In the case of "Epic Games v. Apple," who was in the right?
- Apple 8%
- Epic Games 34%
- Both 10%
- Neither 23%

32. Not sure 25%

Do you think that workers in the video game industry should unionize?
- Yes 55%
- Maybe 22%
- No 14%

33. Don't Know 9%

How many years (if any) have you been involved in game development?
- Under a year 3%
- 1-2 years 9%
- 3-5 years 20%
- 6-10 years 23%
- 11-15 years 16%
- 16-20 years 10%
- 21-25 years 8%
- 26-30 years 4%
- More than 30 years 4%
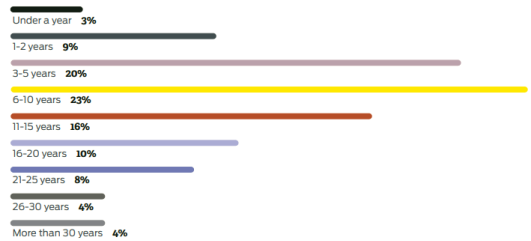
34. N/A - Not involved in development 4%