Mission Designer

Overview

The purpose of this test is to allow you to showcase your mission design abilities to Gobo. Working in a production manner, it measures how well you interpret a design brief, document ideas and then subsequently follow those ideas through.

Some points to consider when submitting your work:

Studio Gobo develops playsets for Disney Infinity, and the test will be based on a possible entry in this franchise.

We like to see and understand your creative thought process. Therefore think about showing us any key reference, sketches, notes, binned ideas or initial workings that might help us to understand how you got to the finished design, not just the finished design.

Think about the emotional hook, theme or gameplay that your design is trying to highlight. What makes the design really stand out?

Disney Infinity is predominately a children's game. With that in mind, think about the design in terms of player interaction, immersion and fun within the context of the age group. Is the design Disney Infinity?

Infinity can be played by 1 or 2 players. Think about how this influences your design.

What other inspiration have you drawn from to create the design?

You will be required to present your design internally but we really want you to 'Show Us' - 'Not Tell Us'. Let your design do the talking.

The Creative Brief

Disney Infinity is predominately a 3rd person perspective action/platform game. A common gameplay loop in such games is a sequence of missions building up to a boss battle encounter.

Your goal is to produce a design for a boss battle encounter in which the player(s) must defeat Ursula, the sea witch antagonist of The Little Mermaid

The design should utilise Disney Infinity's main gameplay metrics and combat systems. For any 'exotic' gameplay, consider both the justification and implementation.

Try to stay true to the property of The Little Mermaid. Your chosen design should reflect its tone and tell a possible story within its fiction.

As well as innovative and fun gameplay also be mindful of the usual design considerations of performance, readability, cameras and collision.

Just like a real development schedule, you will give your own task time estimate for completion of the test.

The desired play-time is 5 - 10 minutes.

How you choose to present you design is up to you. Use whatever mixture of mediums you feel delivers the best impact and efficiency.

Technical Designer

Instructions: Please submit your responses within 5 calendar days. Please
send all materials and responses to the sender as an attachment.

1. Design Comprehension

Answer the following questions in 1-2 paragraphs each.
1. How can weapon design encourage teamwork among multiplayer teammates?
2. Management team decides to change the game from a 2 player co-op experience to a 4 player co-op experience. The vehicle level can't support an additional vehicle. The vehicle is a two-seater vehicle and can't be reworked. What design solution would you recommend to get two additional players into the level without changing the level or vehicle?

2. Scripting Comprehension

For the following questions, please refer to the attached script sample.
1. Review the attached script sample and provide a short explanation of what each function is doing.
2. Modify the script to activate a monster spawner when a door is opened.

3. Script Problem Solving

Using the Unity 3D game engine (https://store.unity.com/), please implement the following design in C#:

The player drops into a large pentagon shaped room. Each wall has a single locked gate with a trapped enemy behind it. When the player lands in the room, an event is triggered that randomly opens one of the gates every ten seconds, unleashing the monster behind the gate while also closing any opened gates. The first gate opens immediately. Each gate should only be opened once, and at the end of the event all gates should be closed.

Your script does not need to handle any of the details surrounding monster AI, combat, or player movement. The scene does not need to be pretty. For purposes of this solution, placing a static camera in the scene to watch all the gates and related events occur will be sufficient.

Game Designer

1. FEATURE BREAKDOWN

Single-Player campaign for a AAA First Person Shooter.
Task: Create a 'design specification' for a Grenade System used by the player.
The document can be provided in any form you require (ideally that can be easily reviewed!).
Suggested Structure:
1. Concept section that outlines the core idea – what it is, why it's important, player/design goals
2. Technical document outlining how the feature should work (and be tuned)
3. A breakdown of the process for building the feature and resources required from other teams(animation, vfx, audio, etc)

2. SCRIPTING TECHNICAL TEST

TEST 1

Look at scripting example 1. It shows an example script taken from a test level.
Your Task:
1. Explain why a specific function only be called once
2. Explain how the combat encounter concludes and stops running

TEST 2

Look at scripting example 2. It shows an example script taken from a test level.
The script has been created as a simple setup for an initial spawning of enemies with an additional reinforcement wave.
Encounter Requirements: …
Example Playtrough: …

Your Task:
1. Explain what the results of the script logic would be at the test playthrough
2. Correct the scripting example, if you think it necessary, to match the encounter requirements

TEST 3

Look at scripting example 3. It shows an example script taken from a test level.
Encounter Requirements: …
Your Task:
The script attempts to cater for all the requirements outlined in the scripting requirements:
1. Explain what you expect to happen within the logic, as currently scripted
2. Pinpoint any critical scripting flaws and if necessary, correct the scripting
3. Write up a solution on how would you fix or redo the logic in order to match the encounter requirements

Designer RPG

Design on paper and implement using UNITY GUI TOOL a crafting system for a near-future RPG.

Brief:
- Focus on one item class/crafting skill in a game with around 50h playthrough.
- Implement UI for progression - clicking "Advance" should progress time, provide loot, allow to craft new items.
- Key elements include design clarity, balance, economy and UX
- The Unity prototype should mimic as close as possible an in-game system.

The system should feature:
- Different item sub-types
- Items' quality
- Potential customization options
- Socketing/upgrades
- Be easily scalable (up/down, DLC/expansions)

Deliverables should include detailed
- Design documentation
- XLS files with all data
- Balance spreadsheets
- Technical description

Requirements:
- Your delivery should include a compiled executable and all source files.
- Consistency with a near-future setting (might need a very short setting description).

The following will be a plus:
- Progression simulation
- Multiplayer support
- Parameters & Items Design
- Visual quality improvement of the Unity template

Level and Missions Designer/Scripter

1. Design a Mission

This task is as simple as it gets: design a new mission for GAME NAME.
Your mission's constraints:
- Length: Approximately 20 minutes
- Timing: Between "MISSION X" and "MISSION Y"

In-Game Location:
- Be more or less self-contained near the IN-GAME LOCATION
- You can (and are somewhat encouraged to) modify some of the basic geometry. But be sure to list those modifications.

General Narrative:
GAME CHARACTHER has to retrieve documents or equipment from IN-GAME LOCATION. The characther doesn't have to be physically present, though he can be.

Pitch this mission in whatever format you'd like. Paintovers, write-ups, videos... whatever you think will communicate your vision and the important details well.
No limit on quantity of pitches.

2. Your Best Work

Pick a mission or level that you've created (preferably for a shipped title) that you're especially proud of and provide...
1. ...a link to a video of someone playing through it. Or (better) a way to easily play it ourselves.
2. ...a short write-up about why you chose it.
3. ...a short write-up about what you would change about it if you were given 2 more weeks to work on it.

3. Someone Else's Great Work

Pick 3 levels or missions from recent(max 5 year old) AAA action games that you think "Totally Rules".
Provide a link to a YouTube walkthrough of that mission/level
Do a short write-up about why you like it so much.

Level Designer

Important Notes:
- The test must be completed in English
- Deadline is one week. If you need more, please advise the recruiter

1. Market knowledge

Select one FPS AAA game you've played recently.
Pretend you are part of development team and a new DLC is around the corner, you have a limited amount of time to enhance, modify or implement new features.
Write a level design critique to analyze the strongest points to leverage from, and the most important ones to improve, as you would do for a "post mortem". Focus only on level design related topics.
Remember while writing this test, we're looking for candidates that has:
- Ability to demonstrate strong understanding of the game creation constraints
- Excellent capacity for analysis and ability to convey efficiently abstract ideas to other team members
- Capability to provide examples taken from their video game culture, to support their ideas and ability to rework/reshape them to fit the product they're currently working on.

Max 2 pages - Optional: additional visual documentation

2. Q&A

- What kind of gaming devices are you playing on?
- Among all these devices what's your favorite?
- Name a game you consider exemplary in terms of Level Design
- Which is the latest AAA game that caught your attention in terms of LD? Why?
- How would you define the level designer work?
- What are fundamental steps you'd focus on when introducing a new feature in the game?
- What are the key elements that you use to assess the quality of a level?
- In your opinion, what's the best example in term of randomized level design you've encountered in a video game?
- How would you apply randomization to level design in an FPS game?
- You disagree with your Lead regarding a specific feature, how would you approach the situation?
- You have trouble to translate one of the game mechanics into your level, what would you do to address the situation?
- You've provided a complete white box of a level to be dressed by artists. In order to achieve a better looking environment some of the objects metrics and volumes have been modified, how would you manage these changes?
- You're working as Level designer and you need to explain a level design to your producer, what kind of method or medium would you use and why?

Optional: additional visual documentation

3. Level design creation

Select 1 game among this list:
- Payday 2
- Call of duty black ops 3
- Wolsfenstein the new order

Develop 3 new features and create the documentation necessary to produce a level using these. Include in your proposal all the information needed to put that level into production

You're free to use any of the already-existing core game mechanics to create interesting scenarios in your new level

Remember to respect the game theme you've selected: there can't be aliens in Payday 2 or cowboys in Call of duty for instance…

Required: level layout using 2D tool (PowerPoint, Photoshop, Illustrator…)
Optional: white boxing using a 3D program (provide an exported DAE file)

Additional Step – Optional:
Imagine you're working as level designer, during the production and after providing the level tasked above, you're requested to modify it to fit these new directives:
- Randomization needs to be introduced in your level
- The game change of economic model from paymium to freemium

Document the changes you'd make and explain how they would fit these 2 new requirements

Max 800 words
Optional: additional visual documentation

Level Designer

Instructions

Please answer the following questions in 2 paragraphs or less

1. **Gaming History**
   a. What games are you currently playing?
   b. What are some of your favorite levels in games and why?
2. **Work Experience**
   a. What kind of scripting experience do you have?
   b. What kind of experience with 3d editors do you have?
3. **Level Design Scenario**
   a. What makes GAME NAME different from other games in same genre?
   b. Choose your favorite level from GAME NAME and explain why it works well.
   c. Pick a level from GAME NAME. How would you improve the level design?
   d. Create a 2D or 3D map which includes the following scenarios:
      i. An engaging enemy encounter which utilizes a unique level mechanic
      ii. An interesting platforming sequence which includes variety and challenge
      iii. A logic puzzle in which the player solves the space in a unique way

- Include bullet points to outline level scripting and logic requirements for this scenario.
- The scenario should be outlined in less than 2 pages of text and include images.
- The map should include icons, descriptive text and be no more than 3 rooms.
- The scenario should take place in the universe of GAME NAME.

Single Player System Designer

You have a 48 HOUR TIME LIMIT for this questionnaire.
Please read each question carefully. Good luck!

1) Name a recent game you've played that has a great system. Describe the system, and what made it stand out.

2) Name a recent game (other than the game from question 1) you've played that has a poorly designed system. Describe the system, what was wrong with it, and how you would improve it.

3) Describe a system you've designed and/or implemented from a shipped game. What turned out well, and why? What do you wish you could have changed, and why?

4) Update the design of the progression systems in GAME NAME (gun upgrades / crafting item upgrades / player upgrades). What worked and didn't work about these systems? How would you improve on them?

5) Add a new crafting item to GAME NAME. Why is it awesome? What does it add to GAME NAME that is currently missing? What parameters would you ask for to tune it?

6) You've been asked to implement a gun recoil system for GAME NAME. Describe how the system would work in detail, including what tunable parameters you would want. Assume there is no system for making guns recoil currently.

7) Design an aim assist system for GAME NAME, assuming there is none. Start with your goals, then describe the components of the system and whatever tunable parameters you want.

8) Describe some techniques you would use to make weapons feel more powerful / impactful (besides sound and vfx.)

Multi Player Designer

1) Design a gun recoil system for GAME NAME. Describe how the system would work in detail, including what tunable parameters you would want.

2) In GAME NAME the camera is over the right shoulder of the player's character. This allows players to shoot past corners/edges while exposing very little of their character.
    A. How would you solve this problem?

3) Design a system for skill balancing which players are assigned to which teams for a Team Deathmatch mode, assuming you start with a random group of 10 players (5 per team).
    A. How would it change for a CTF mode?

4) Design a unique objective mode for either GAME NAME.
    A. Come up with an overarching story idea, "goal", or reason that the teams need to complete the objective(s).
        a. How does it fit into the GAME universe?
        b. What makes it unique and different from standard objective modes?
    B. Describe the mechanics of the mode. Include any key details, such as
        a. Player toolset
        b. Scoring
        c. Major changes to the flow or goals during the match
        d. Win condition(s).
    C. Briefly describe how player spawning works in this mode.

5) Design an engaging progression system for GAME NAME which will at minimum unlock a variety of loadout items (e.g. guns, in-match purchaseables, boosters/survival skills).
    A. Broadly outline your ideas for this design.

6) Come up with a new SP/MP combat ability for GAME NAME. It could be a weapon, gadget, crafting item, or hand-to-hand combat behavior.
    A. Why is it awesome?
    B. What does it add to the game that is currently missing?
    C. What parameters would you ask for to tune it?

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