

Note: Please turn on the notes view to see the spoken portion of this presentation.

One-Page Designs

Stone Librande
Creative Director, EA/Maxis

Overview

- Standard design documentation
- What are one-page designs?
- Creating your own one-page designs
- Benefits

Design Bibles

1. Game Mechanics

- 1.1. Core Gameplay
- 1.2. Game Flow
- 1.3. Characters/Units
- 1.4. Gameplay Elements
- 1.5. Game Physics
- 1.6. Statistics
- 1.7. AI
- 1.8. Multiplayer

2. User Interface

- 2.1. Flow chart
- 2.2. Functional Requirements
- 2.3. Mock-up
- 2.4. Buttons, icons, pointers

3. Art and Video

- 3.1. Goals, style, mood
- 3.2. 2D art and animation
 - 3.2.1. GUI
 - 3.2.2. Special Effects
- 3.3. 3D art and animation
- 3.4. Cinematics

4. Sound and Music

- 4.1. Goals, style, format
- 4.2. Sound effects
 - 4.2.1 GUI
 - 4.2.2. Special effects
 - 4.2.3. Environment
- 4.3. Music
 - 4.3.1. Events
 - 4.3.2. System screens
 - 4.3.3. Level theme
 - 4.3.4. Situations
 - 4.3.5. Cinematic soundtrack

5. Story

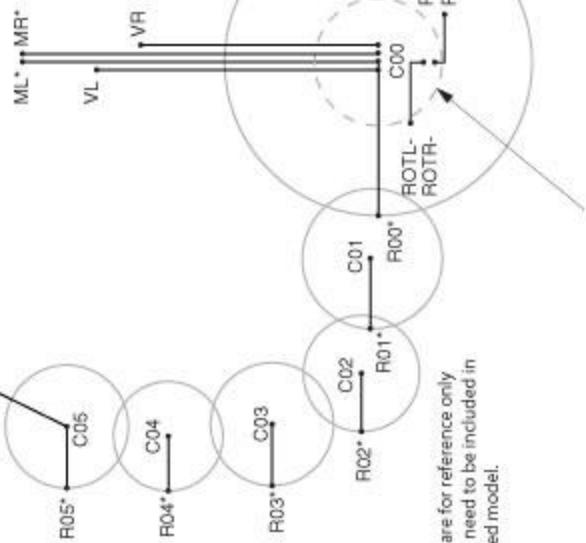
- 5.1 Backstory and world
- 5.2. Character descriptions
- 5.3. Game text, dialog requirements
- 5.4. Sample scripts

6. Level Requirements

- 6.1. Level Diagrams
 - 6.1.1. Flow diagrams
- 6.2. Asset revelation schedule

Anatomy of a Creature

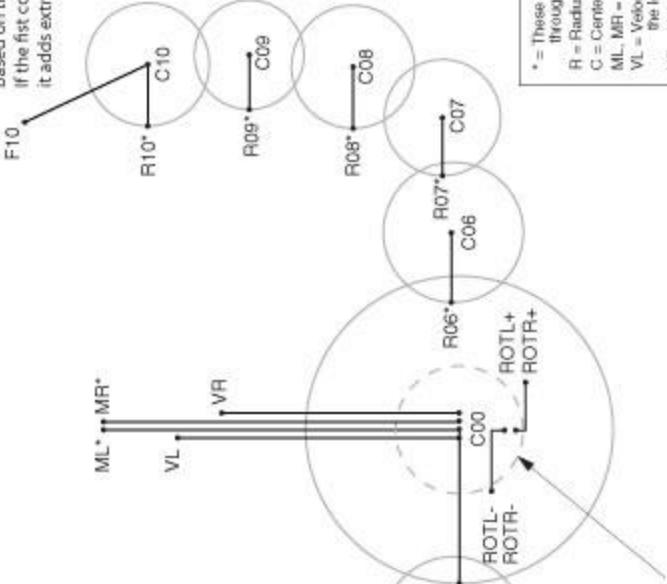
F05



The circles are for reference only
and do not need to be included in
the compiled model.

Q Time Estimates

The fist needs force vectors based on the arm's strength.
If the fist connects with an object it adds extra force to the collision.



* = These values stay constant throughout the round
R = Radius
C = Center
ML, MR = Mass left and right
VL = Velocity generated from the left arm
VR = Velocity from the right arm
F = Hitting force
ROT_L+ = Negative rotation generated from the left arm
ROT_L-, ROT_R+, ROT_R- = Rotation generated from the right arm

NOTE:
All of these points should originate from the same center point (C00).

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Off-Line ...
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Marketing ...

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Miscellaneous

History

Eight years ago birth of INN. After it dropped. Three year adult on-line chat, but

Today

Using the existing includes all the Hoyle access, but is more difficult.

Gamble in a safe tasy, and play the people, gamble, chat, slapstick, good-natured

The key concept third-person virtual visiting, swimming, hot-table economically Hoyle games and ad

Financial Moves

Larry's Casino Berkeley's Jack game four additional "part-national advertisers" challenge, etc.

Theme

Once again, Leisure Suit Larry's a casino. He has dollars to spend? He'll line Larry will players into his mob own

One running game counter, sells every scurries into every se

Goals

Our goals are fun on-line and off-line p additional funds; pro line the method of m

own message file. In N center out (from left-to-

The following char parenthesis.

Women

5000—Passionate
Patti is not young, only plays famous songs

Our next selection: 50—Passionate Patti Doe expects traveling salesman you'll probably just end times over and over, in MIKE IS LIVE! GENTLEMAN. Just select Passionate

5100 Drew Baringmore

Beautiful, young, in much time as possible

Next up is the best Drew Baringmore! As her time as possible not really loved how Drew lucky, before... Oh, we you choose Drew, you'

5200 Cavaricchi

Beautiful young be sense girl with well-def

Well now, who has hit on by men? How little number right here poor Larry found out, a beautiful young bisexual Cav tonight!

5300 Annette Bo

A mysterious, dark realizing his name, refus hat. She wanted someo

Moving now to a film noir woman in "I girl...actually she was her. She never realized mit murder for her, but she lovely? Well, of course a classic 1940's black & white movie.

People are dying to me

Scene-By-Scene Description

O's, Miscellaneous Animation

1000. User Interface

The 1000 numbers include everything that is shared globally: menus, cursors, icons, etc.

Rock Hard
Map
Internet play
My Stuff...
Options...
Help
Exit

Menus

The right-click menu will contain at least the following items (more will probably follow as we discover what I've forgotten!).

Title Bar

This only says "Rock Hard" if that's the player's chosen persona.

Map

Takes you to the Map without leaving the current scene so in case you cancel while on the Map, you'll still be exactly where you were. While in the Map, this menu item changes to "Return from Map."

Internet play

Takes you to SIGS. If you are not in a game, lets you select the game in SIGS, then takes you there. If you are already gambling, you remain in your chosen game. When you return, your on-line sign-up mates are there with you.

Stuff...	
Money	\$5000.00
Cigars	3
Condoms	2
Disinfectant	1
Roses	12

Stuff...

Opens a hierarchical menu off the side listing all the "stuff" you have in Inventory, which at the very least includes money and probably other things you've bought or been given. Left-clicking on one of the items expands another layer of menu of verbs that includes "give" if the item is "giftable." Give then has a sub-menu that lists all the people in your immediate "chat area."

Options...

Go to a tabbed dialog with all the choices in Hoyle's "Controls" dialog, except "Attitude." Added to the Hoyle's collection will be individual tabs for each of the games, allowing players to customize everything we think may ever be annoying. (For examples, see Office '97's "Tools | Options" menu item.) Each game's specifics are under that game. Going to Options from within a game opens to that game's sheet. Going to Options from anywhere else opens to the General sheet. Here are just a few of the many items available to futz with:

Text color (of text you send to others)

Background color (of text you send to others)

Reading speed (for others' cartoon bubbles)

Help

Takes you to the standard Windows Help system, and AI's rip-off of Hoyle's help system.

Exit

Sure, ask 'em to confirm, but if they do, don't display a commercial, just get the hell out!

Chat Bubble

Chat is displayed inside a rounded-corner rectangle, with one corner replaced with a comma shape leading from the persona's mouth. Bubbles scale to fit the text typed. The left persona's bubbles go to the right, while the right persona's bubbles go to the left; the inner persona's bubbles go above, while the outer persona's bubbles go below. Each bubble attempts to not cover other bubbles, although that seems impossible. Keep them gracefully shaped and proportionate (i.e., approximately 3x5 proportions), rather than rigid and within fixed boundaries.

GRIM



Puzzle



Cut-Scene: Choo-Choo Farewell

So it was Evaluna, after all, who stole the suitcase. After doing that, she rallied the L.S.A. reserves, now a hundred strong, and secured the train station with them. Manny finds a special ticket waiting there for him—first class for retired civil servants. He gets on the train with Meche and Glottis (Demons ride free! At least, to the border) and they wave good bye to Eva and her troops.

They speed across the world to the Mayan temple, where Glottis gets off. He can't leave the Land of the Dead, and there is a tearful farewell, but happy because Glottis has found a home with the little demon mechanics.

All the cheated souls finally get their tickets and board the train. The angelitos ride up front with Manny and Meche, singing "Chattanooga Choo Choo" and dancing in the isles until the train starts chugging out of the station and they all stick their heads out the windows to see the new world coming.

To protect this document,
please restrict your fallen
tears of joy to this box.
Thank you!

To protect this document,
please restrict your fallen
tears of joy to this box.

Thank you!

Pros

- Definitive source of information
- Entire design is in one place
- The act of creating the document is the act of designing the game

Cons

- Doesn't scale up
- Hard to manage updates
- Difficult to search

Design Wiki



Design

navigation

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search

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- [3D Assets](#)

FRONT PAGE

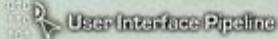
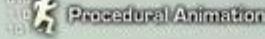
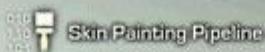
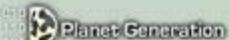
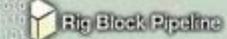
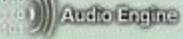
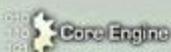
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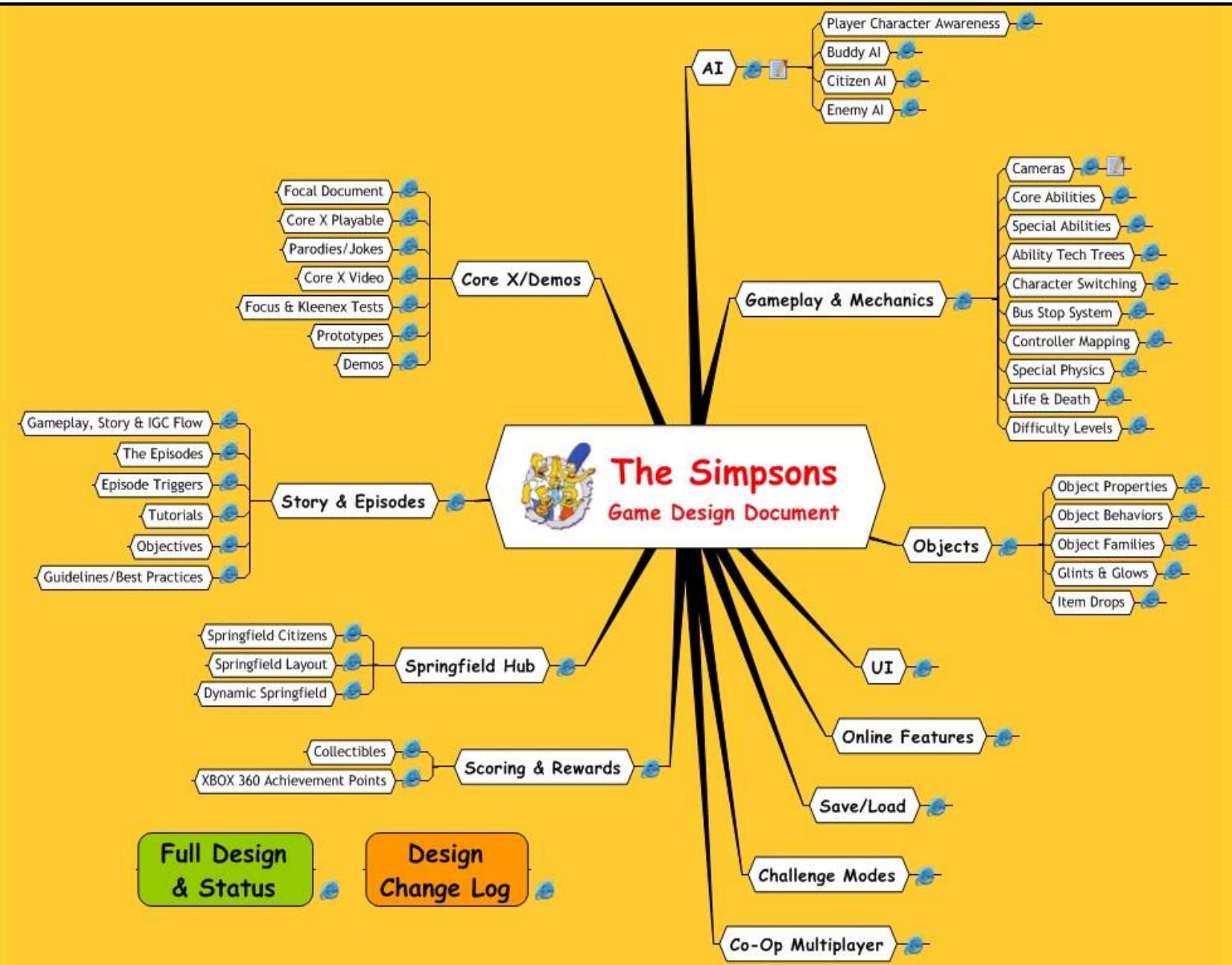


» Stone Librande Home Page » Front Page

SPORE CANON AND LEVEL VISION



SPORE FRANCHISE PROJECTS

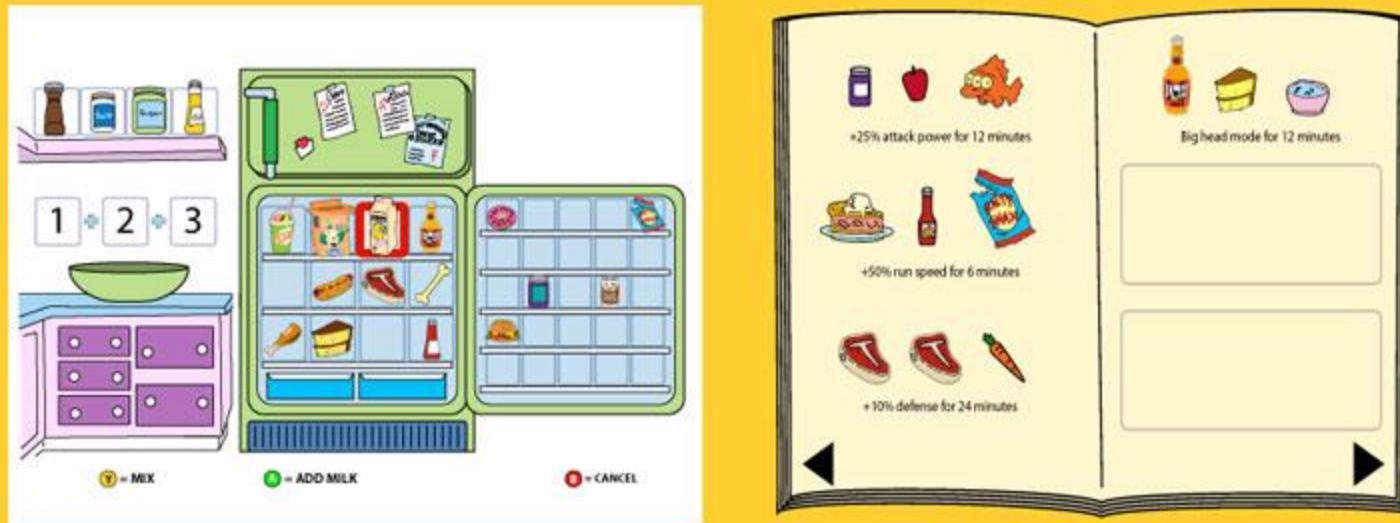


MARGE'S MEALS

INGREDIENTS

The secret to any great meal is the ingredients. Marge can find a wide variety of food items as she explores Springfield and those items can be combined in nearly limitless ways. Each ingredient in the game is described by a small number of parameters (which are not exposed to the player). This lets us change the ingredients at any time without breaking the underlying cooking system.

- As Marge travels around the town she sees food icons. (Many of these are the same food icons that Homer can eat for calories.) When Marge touches one she doesn't eat it; instead the food ingredient instantly teleports to the Simpson's refrigerator and a message appears, "[Food name] collected". In smaller text is the message, "Use your refrigerator to prepare a meal".
- All ingredients are stored in the Simpson's refrigerator. When Marge is in the kitchen and walks near the refrigerator a contextual message, "Press X to open" appears. Confirming the message causes a full screen image of an open refrigerator to appear. This is similar to an inventory screen in a typical RPG, with slots to hold items. A little number next to each item shows how much of that food you have (up to 10 each). Some items are stored on the main shelves and some are kept in the door. There are exactly enough food items in the game to fill up each slot. In this way the refrigerator acts like a trophy case, letting the player easily see if they have a complete food collection.



- In the example above there are 37 slots in the refrigerator, which means that there are 37 different ingredients in the game. (This number can be adjusted as needed.) This allows Marge to cook approximately 5000 unique meal variations.

Ingredient Rarities

Pros

- Easy access
- Easy to update
- Bite-sized chunks
- Team contributions
- History tracking and accountability

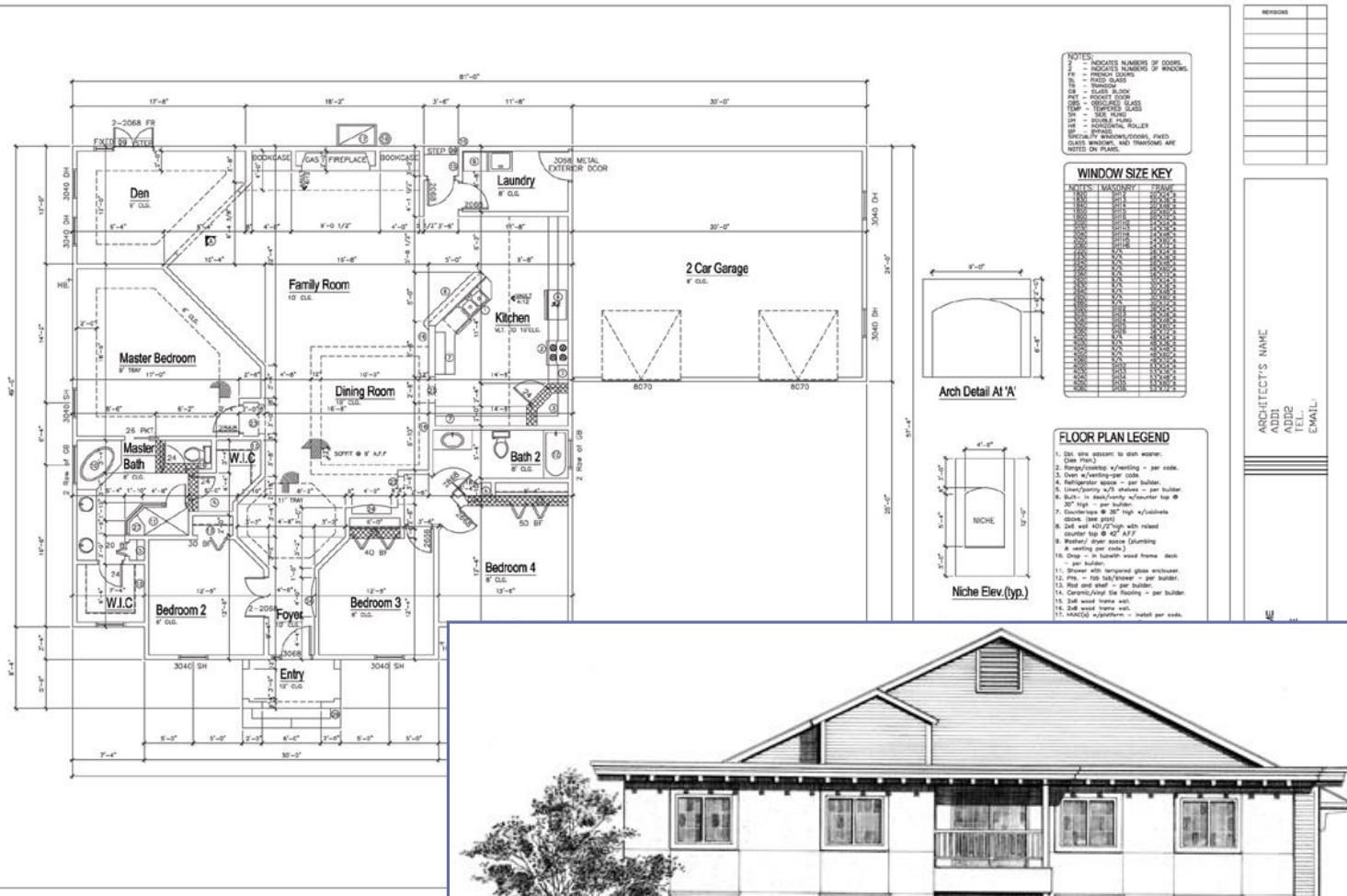
Cons

- Requires constant maintenance
- Hides design relationships
- Low resolution
- Frustrating viewport limitations

Observation

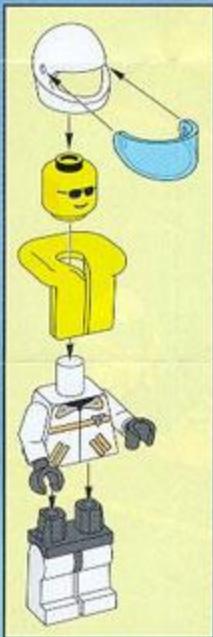
- *Problem:* Most people don't read past the first page or screen.
- *Solution:* Only use one page.

One-Page Design Inspirations

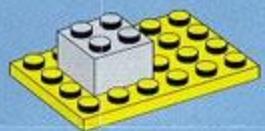


LEGO SYSTEM

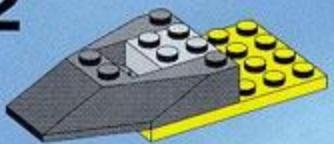
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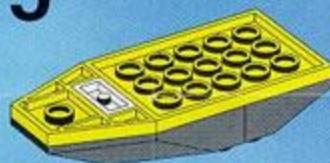
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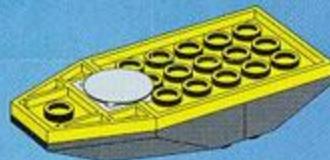
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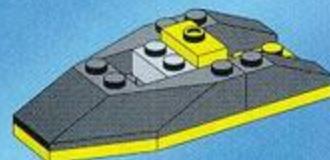
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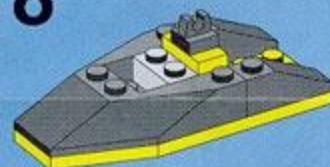
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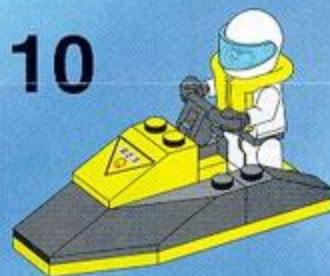
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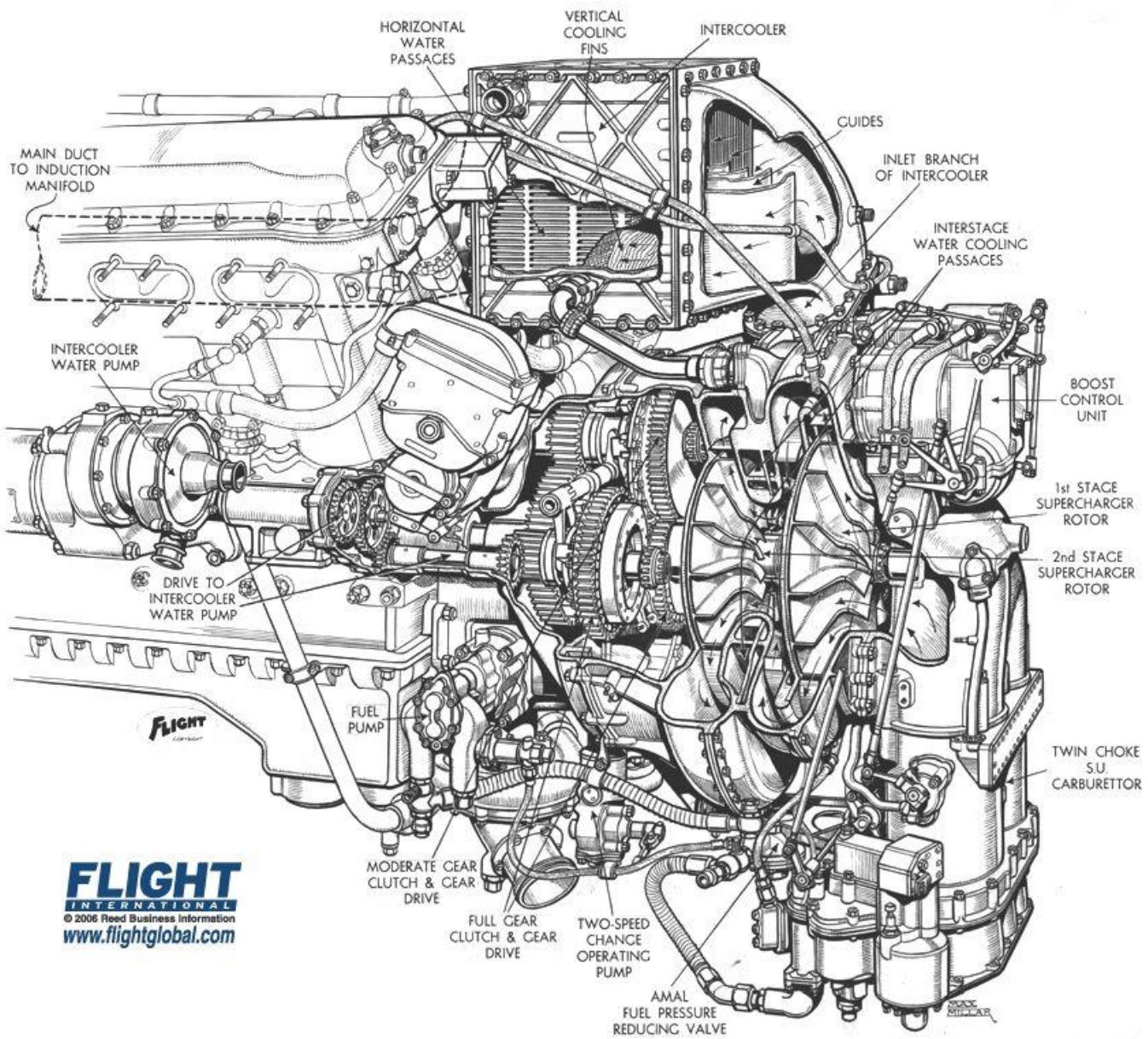
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10



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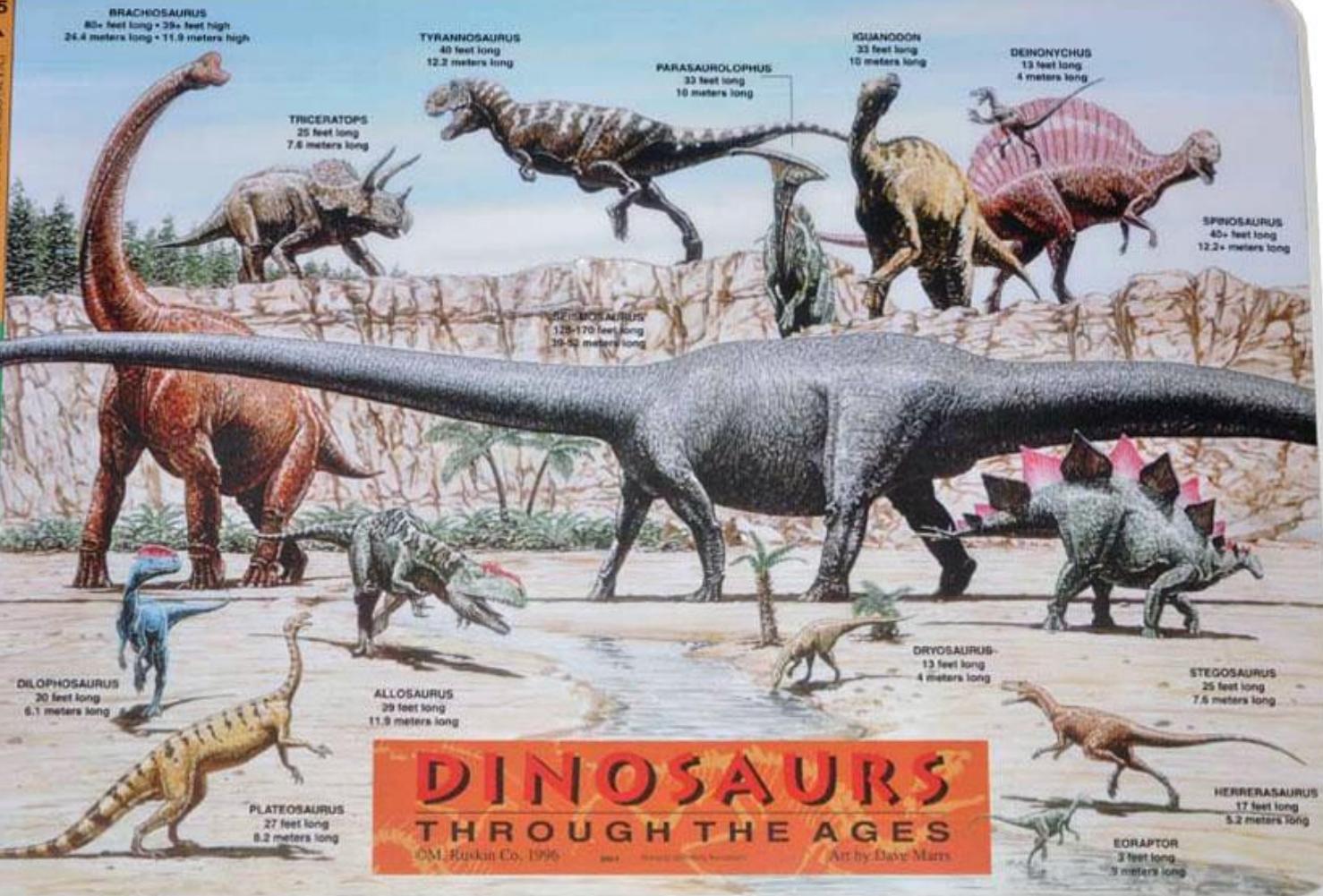


FLIGHT
INTERNATIONAL
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TRIASSIC PERIOD
FIRST DINOSAURS 238 MYA
245

JURASSIC PERIOD

CRETACEOUS PERIOD
MILLIONS OF YEARS AGO (MYA)
65



DINOSAURS THROUGH THE AGES

©M. Ruskin Co. 1996

Art by Dave Marxs

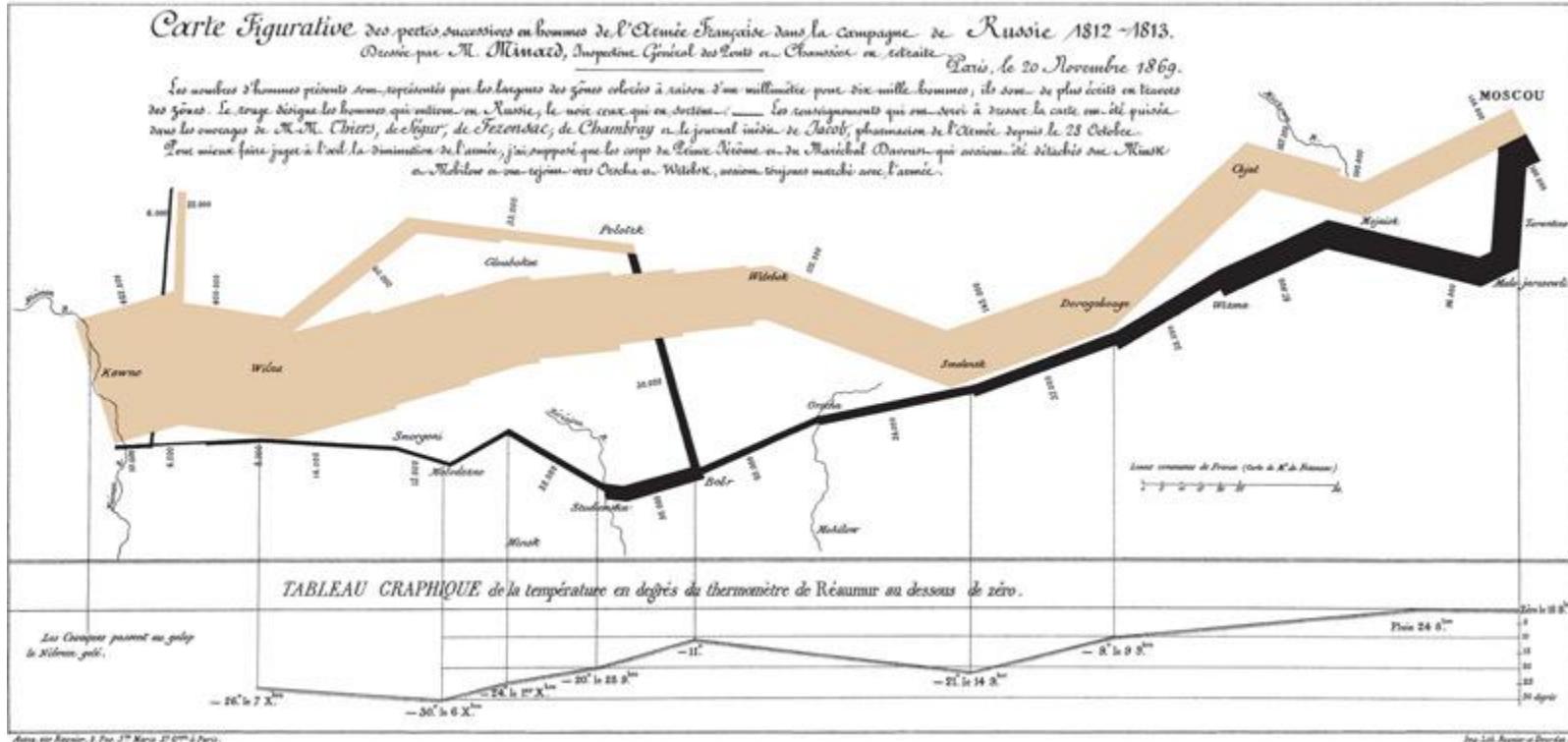
Carte Figurative des pertes successives en hommes de l'Armée Française dans la Campagne de Russie 1812-1813.

Dessiné par M. Minard, Inspecteur Général des Ponts et Chaussées, ex-extrait.

Paris, le 20 Novembre 1869.

Les nombres d'hommes perdus sont représentés par les longues des zones colorées à raison d'une millième pour dix mille hommes; ils sont de plus écrits en lettres des zones. Le rouge désigne les hommes qui reviennent en Russie, le noir ceux qui en sortent. — Les renseignements qui me servent à tracer la carte me déquisté dans les ouvrages de M. M. Chiers, de Ségur, de Feschbach, de Chambray et le journal intime de Jacob, pharmacien de l'Armée depuis le 28 Octobre.

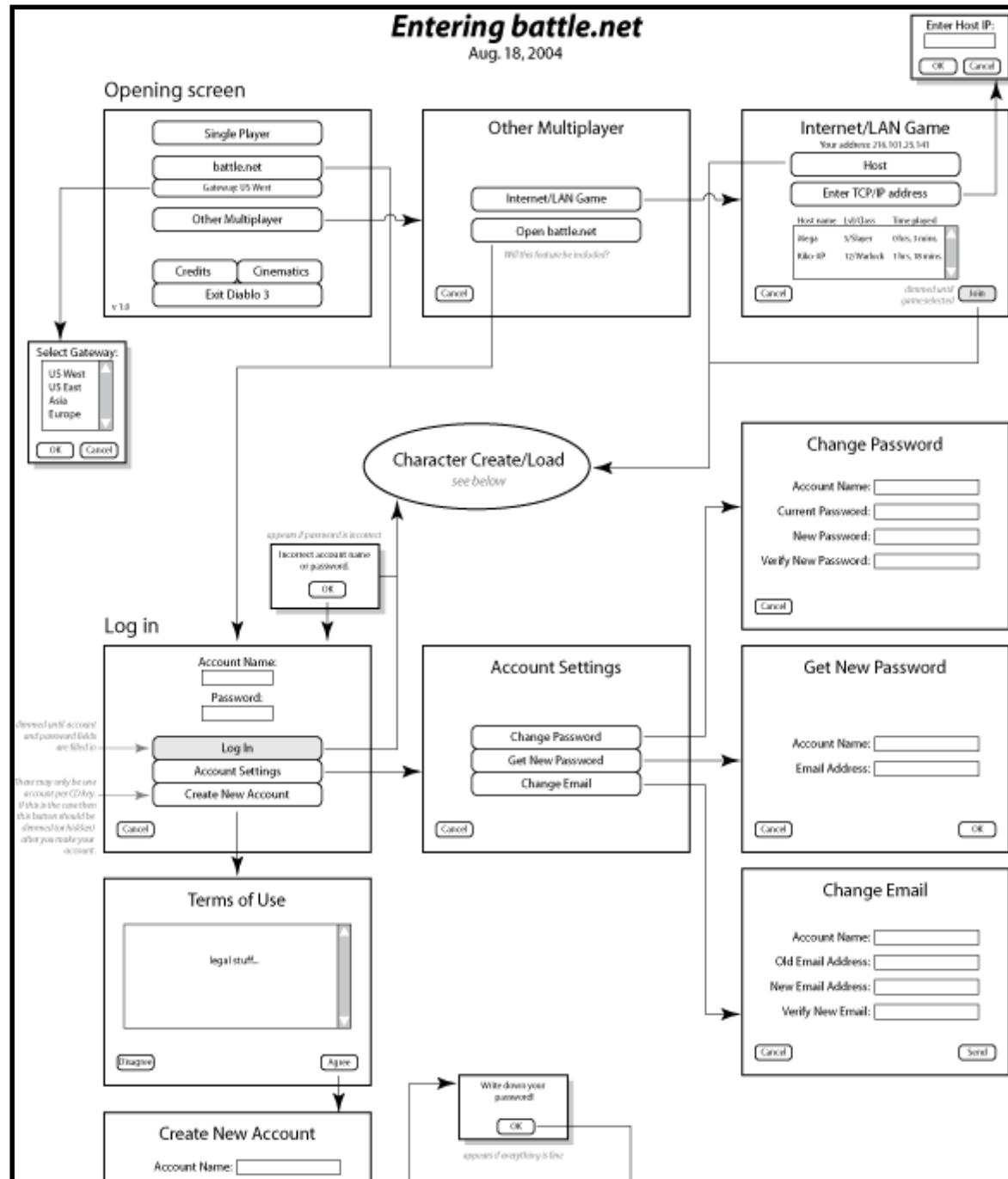
Je n'aime pas juger à l'oral la diminution de l'armée, j'ai supposé que les corps de l'Armée de la Marche D'Avril, qui avaient été détachés aux « Malak» et « Malibou» en retraite vers Ossaka en Wiltsch, avaient toujours marché avec l'armée.



One-Page Design Examples

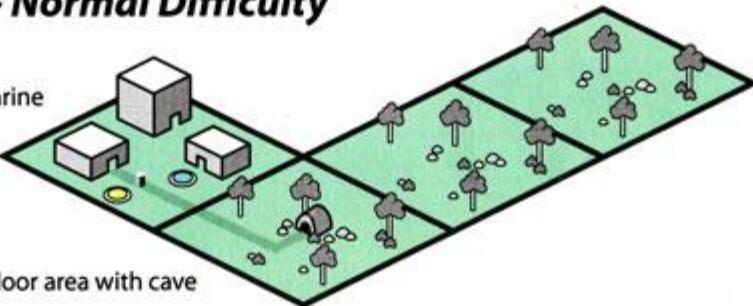
Entering battle.net

Aug. 18, 2004



The World of DHack - Normal Difficulty

Small town with healing shrine and identify shrine.



Outdoor area DRLG
(This is for demo purposes and can be any size.)

Small outdoor area with cave

Mines (Levels 1 - 5)

It was once a prosperous mining operation but now it lies in ruins. What caused this destruction?



Level 1 - Mines
(Up and down stairway plus 1 random tile)



Level 2 - Mines
(Up and down stairway plus 3 random tiles)



Level 3 - Mines
(Up and down stairway plus 5 random tiles)



Level 4 - Mines
(Up and down stairway plus 7 random tiles)



Level 5 - Mines
Swarm Level
(Up and down stairway plus 4 random tiles)

Swarm Level

Every 10th level, starting with the 5th, contains only one type of weak monster in large numbers.

Caves (Levels 6 - 10)

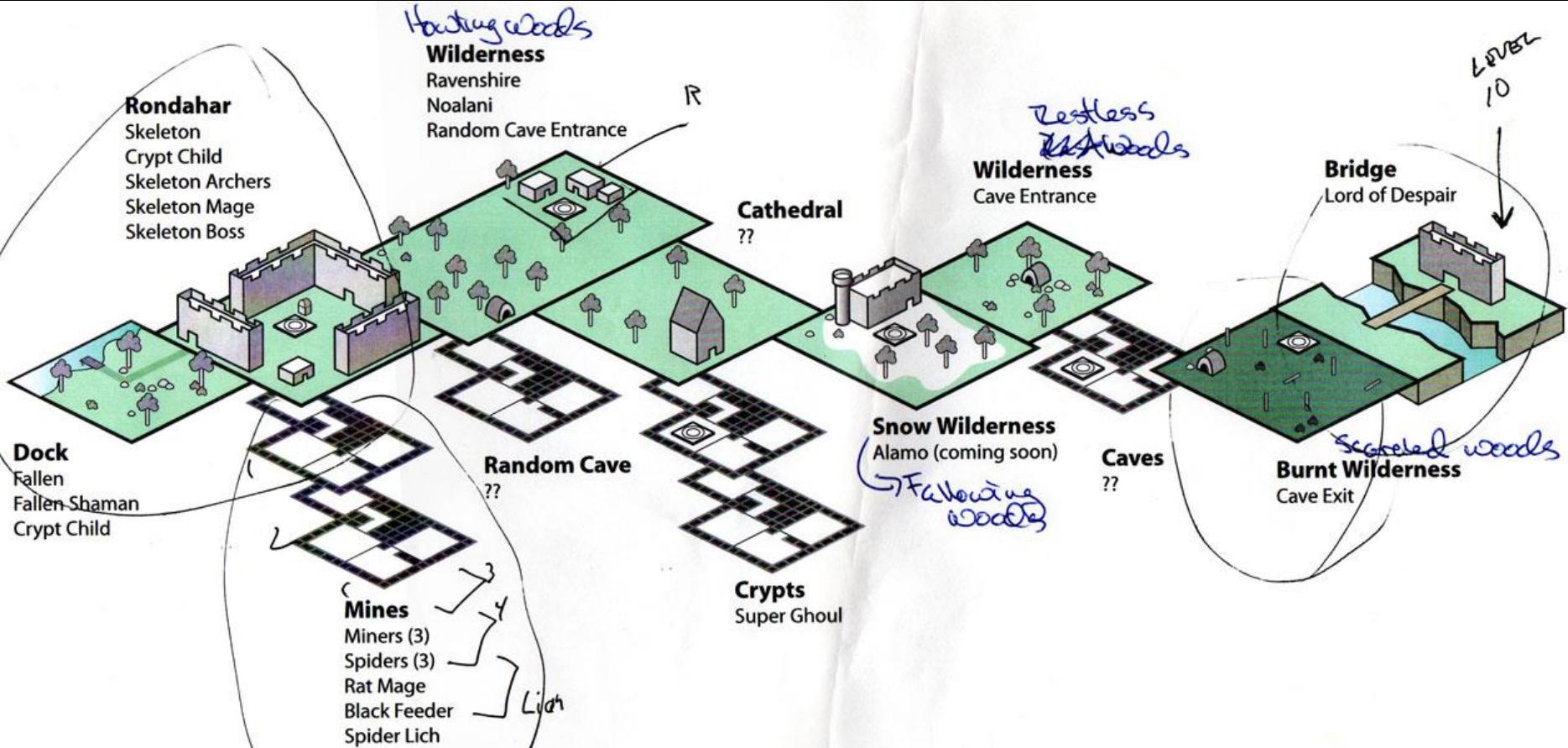
The first group of miners that broke through to this vast underground cave system unleashed horrors beyond comprehension.

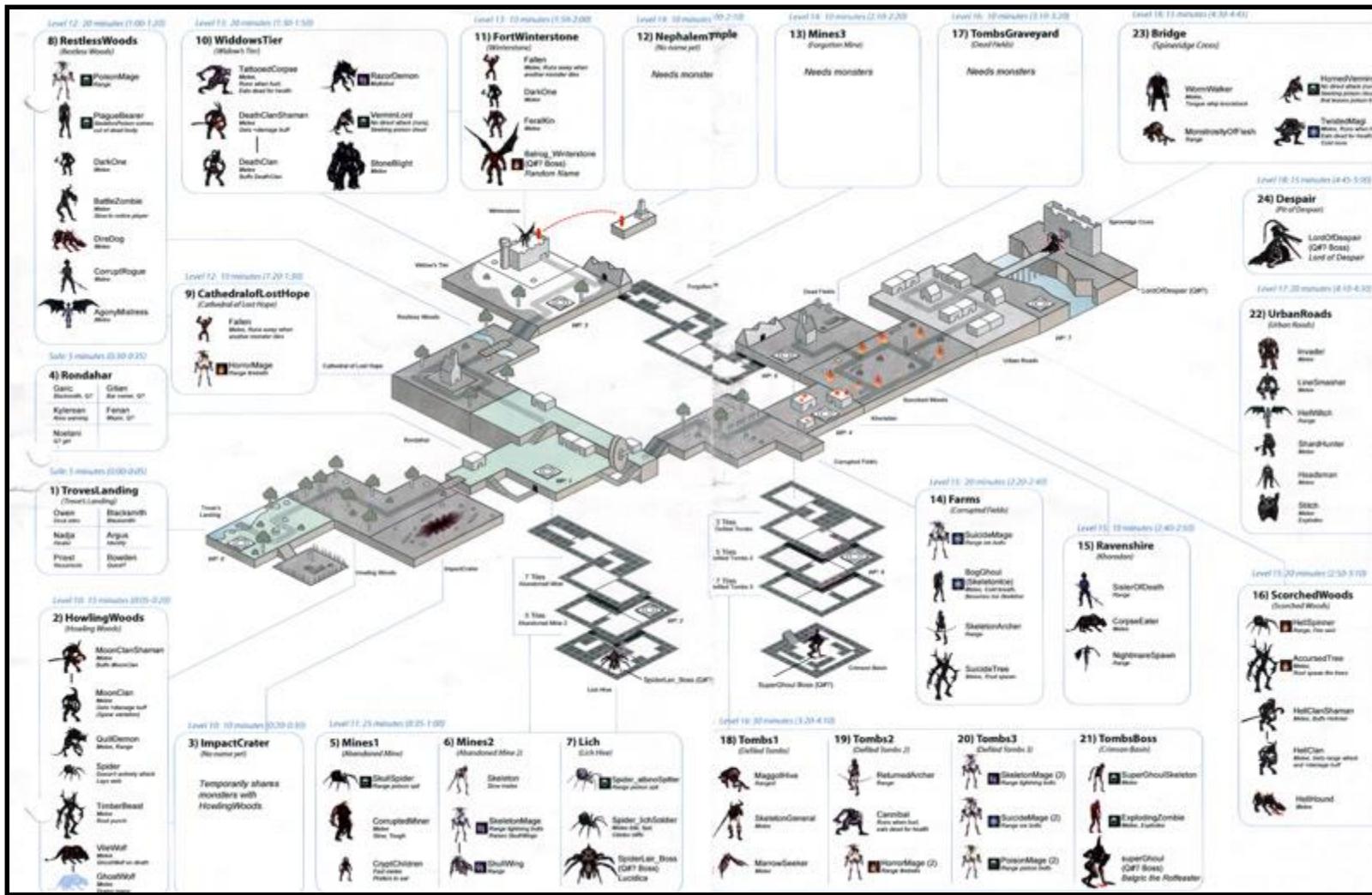


Level 6 - Caves
(Up and down stairway plus 1 random tile)

⋮

⋮





Level 13: 20 minutes (1:30-1:50)

10) WiddowsTier



TattooedCorpse
Melee,
Runs when hurt,
Eats dead for health



DeathClan
Melee
Buffs DeathClan



DeathClanShaman
Melee
Gets +damage buff



RazorDemon
Range lightning



VerminLord
No direct attack (runs),
Seeking poison cloud



StoneBlight
Melee

Level 13: 10 minutes (1:50-2:00)

11) Winterstone



Fallen
Melee, Runs away when
another monster dies



DarkOne
Melee



FeralKin
Melee

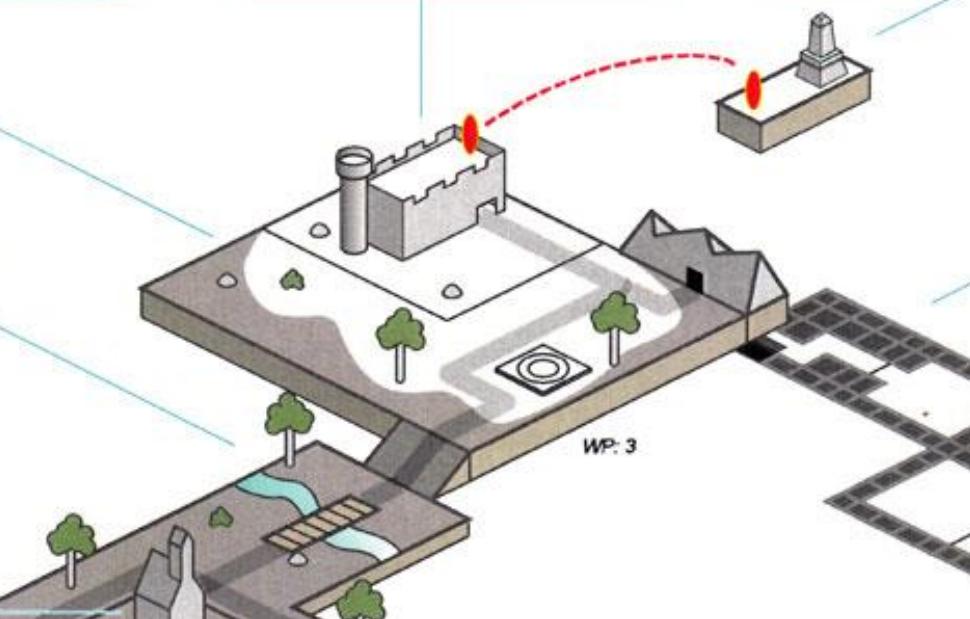


Balrog_Winterstone
(Q#? Boss)
Random Name

Level 14: 20 m

12) Neph

Needs m



Level 12: 10 minutes (1:20-1:30)

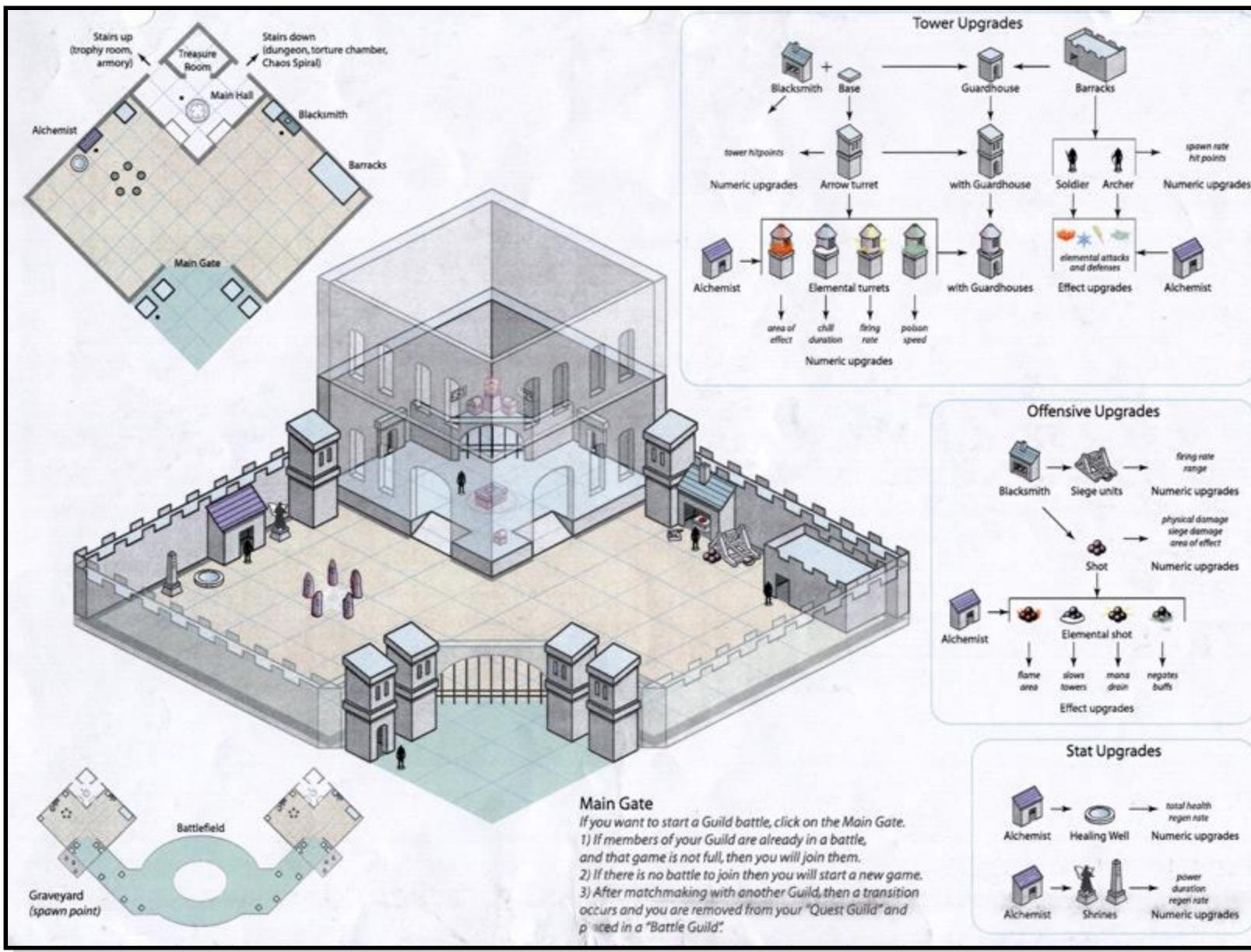
9) CathedralofLostHope



Fallen
Melee, Runs away when
another monster dies



HorrorMage
Range fireballs





Direct

Shot does not travel along path, but hits target instantaneously.



Parameters:
delay

Melee

A type of direct damage that can only be delivered by the source being within close range of a target.



Parameters:
same as Direct
min-max range
move in and attack (on/off)

Instant

Near instantaneous delivery that cannot be dodged, but can be blocked by other objects.



Parameters:
min-max range
pierce (on/off)

Propelled

Shoots out an object (actor) that can be dodged or blocked by other objects.



Parameters:
min-max range
distance trigger
time trigger
velocity
pierce (on/off)

Lobbed

A type of propelled delivery that arcs up and passes over objects.



Parameters:
same as Propelled
launch angle

Pathing (Homing)

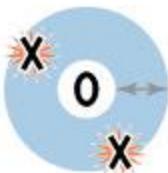
A type of propelled delivery that follows an arbitrary set of rules (AI) and attempts to reach a target, despite obstacles.



Parameters:
same as Propelled
pathing rules

Area - Circle

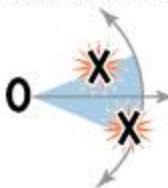
Payloads delivered to all targets within area at a set rate.



Parameters:
frequency of payloads
distribution
dissipation
min-max range
min-max height
spherical or cylindrical

Area - Cone

Similar to a circle, but in a specified arc.



Parameters:
same as Circle
min-max arc width

Area - Beam

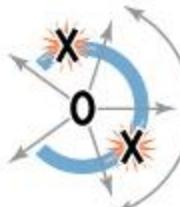
Similar to a cone, but in a rectangular shape.



Parameters:
frequency of payloads
distribution
dissipation
min-max x,y,z

Nova (Wave)

Attack radiates out from central point.
Target takes one hit as wave passes through it.
(Note: novas are typically a full circle, but do not have to be).



Parameters:
min-max range
min-max arc
velocity
2D or 3D
ground hugging (on/off)
dissipation

Demonic Mage

Fire Chain

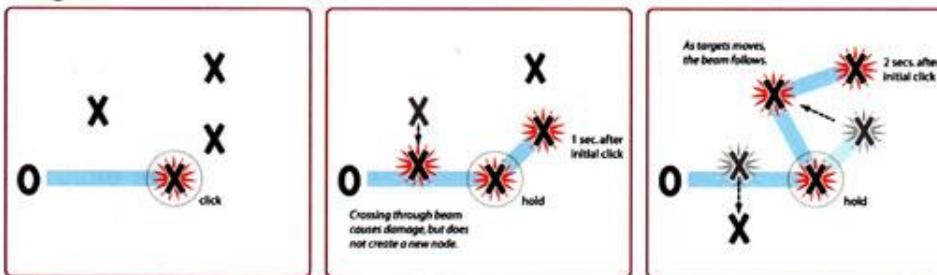
Skill Category

Fire

Description

Fire streams from the Mage's fingertips and spreads in chains to nearby monsters, burning them over time. The Mage must remain still while this happens. If the Mage gets hit, moves or releases the mouse button, the effect is broken.

Diagram



Details

Target a single monster.

Medium range.

Click to create a flame rope that connects the Mage to the target.

Attack continues as long as you hold down the mouse button, or until you get hit.

After 1 second the flame will leap from the target monster and connect to a nearby monster (if one is in range).

If the skill is leveled up, the flame will leap to additional monsters, in 1 second intervals, creating a connected chain. A monster already connected to the chain will not be reconnected again.

Line of sight: Yes, for initial target. Additional targets need to be in LOS from previous monster, not from the caster.

Auto-hit: yes.

Blockable: no.

Mana usage: up front cost paid on click, smaller cost paid over time (while mouse button is held down).

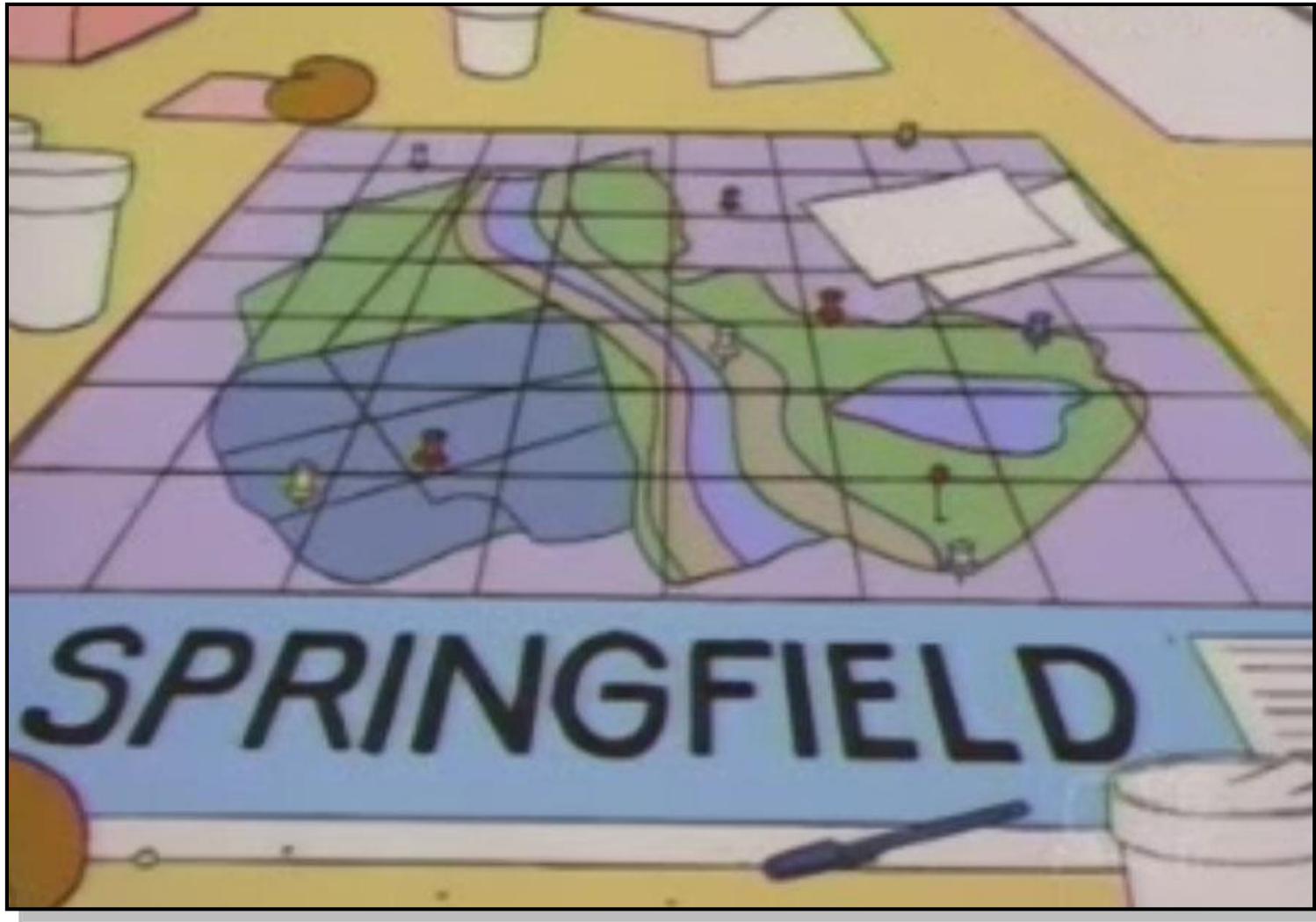
UI

Set up the Fire Chain skill on either the Left or Right slot.

Click and hold on a monster.

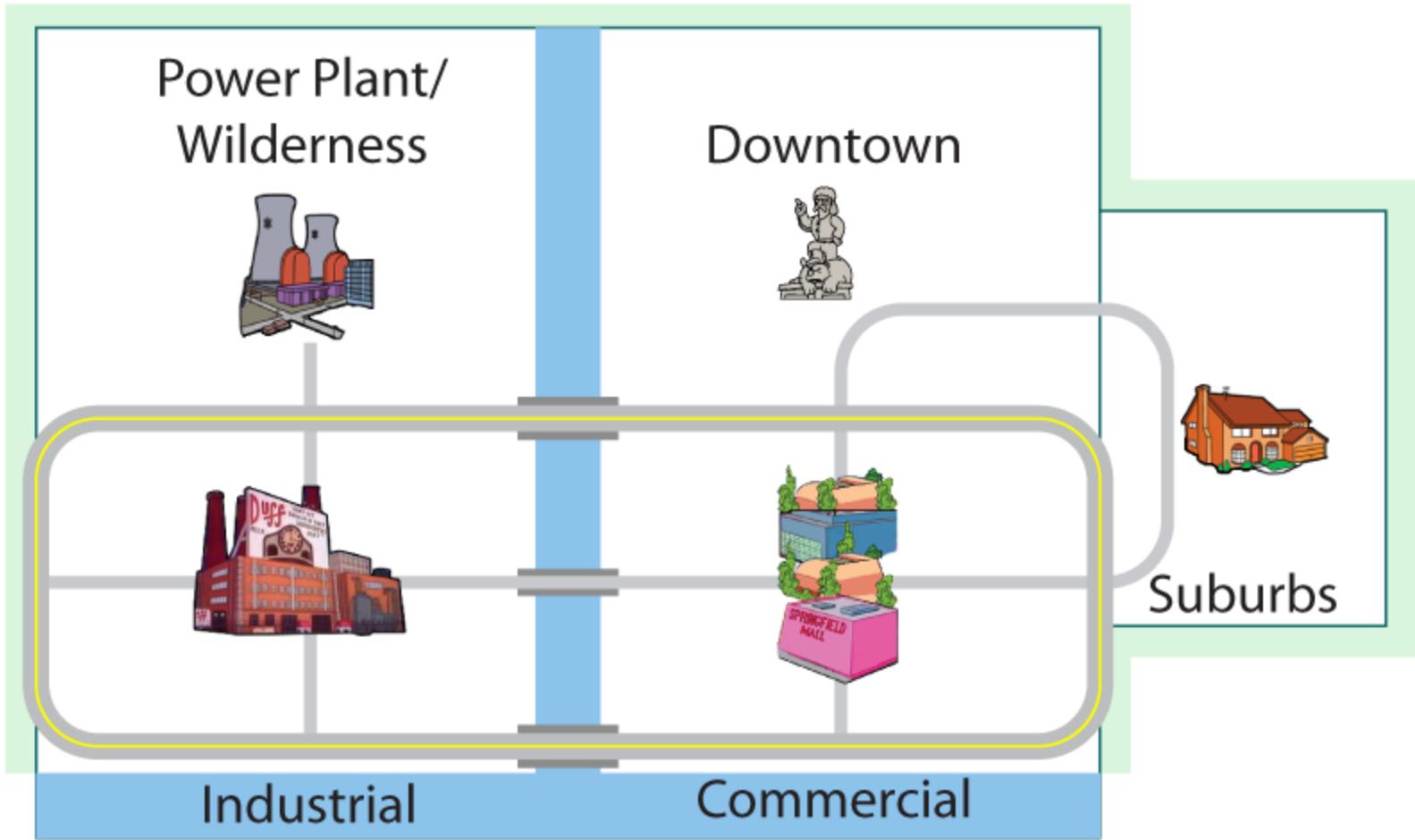
If the Mage is not within range, he will walk within range and then start the attack.

Release mouse button to stop attack.



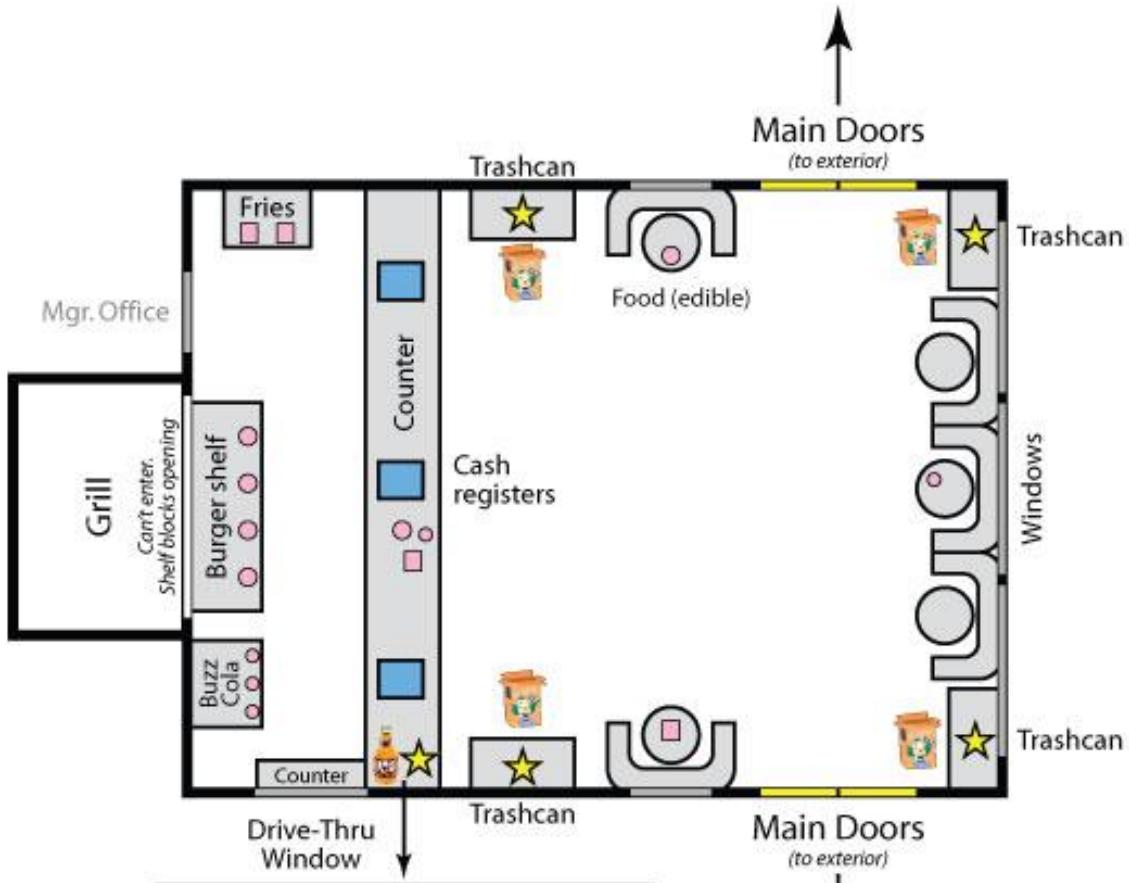






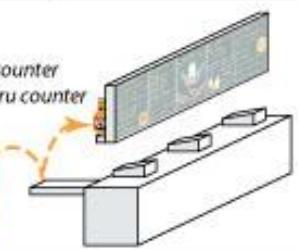






To Get Beer:

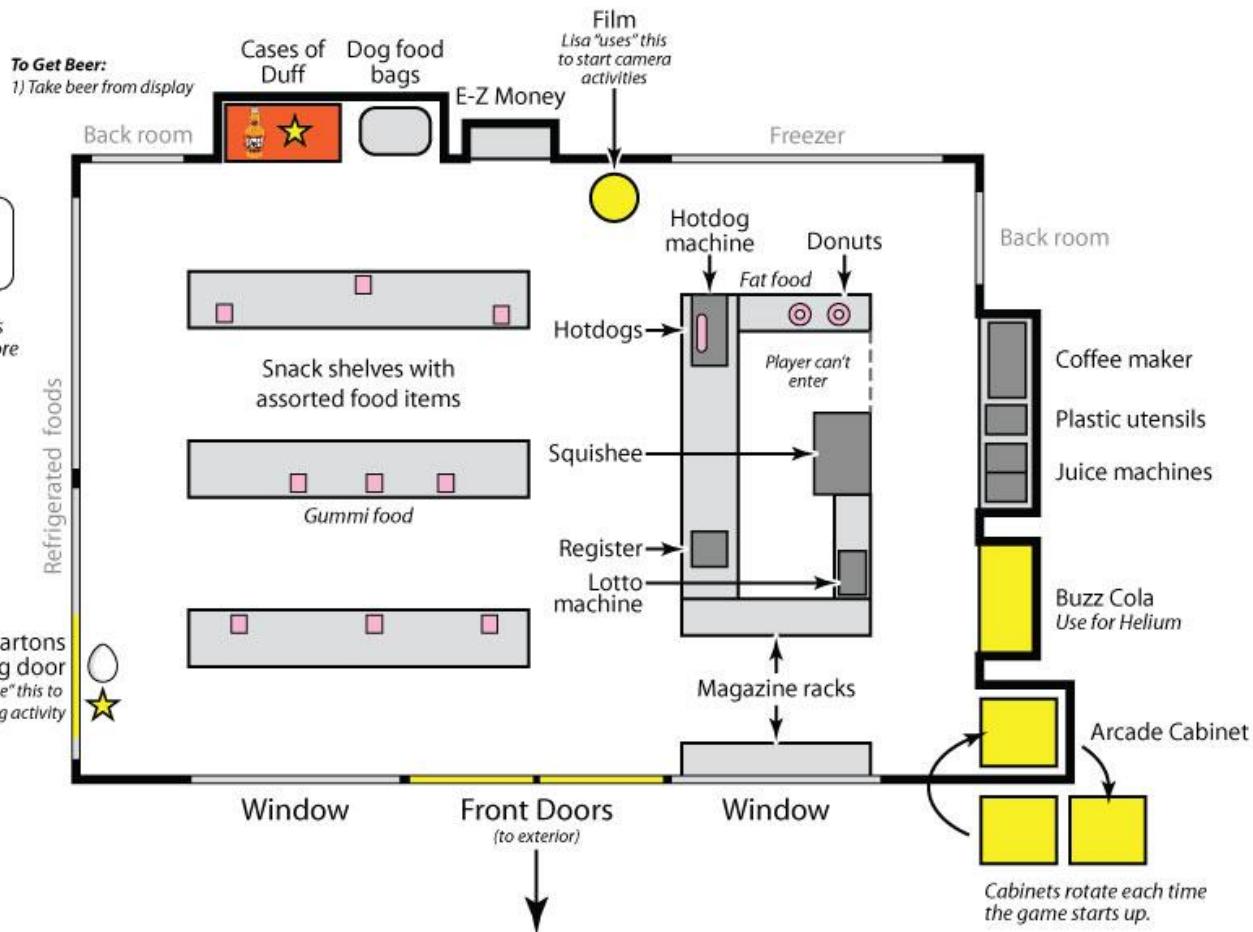
- 1) Jump over main counter
- 2) Climb on drive-thru counter
- 3) Jump up
- 4) Collect beer

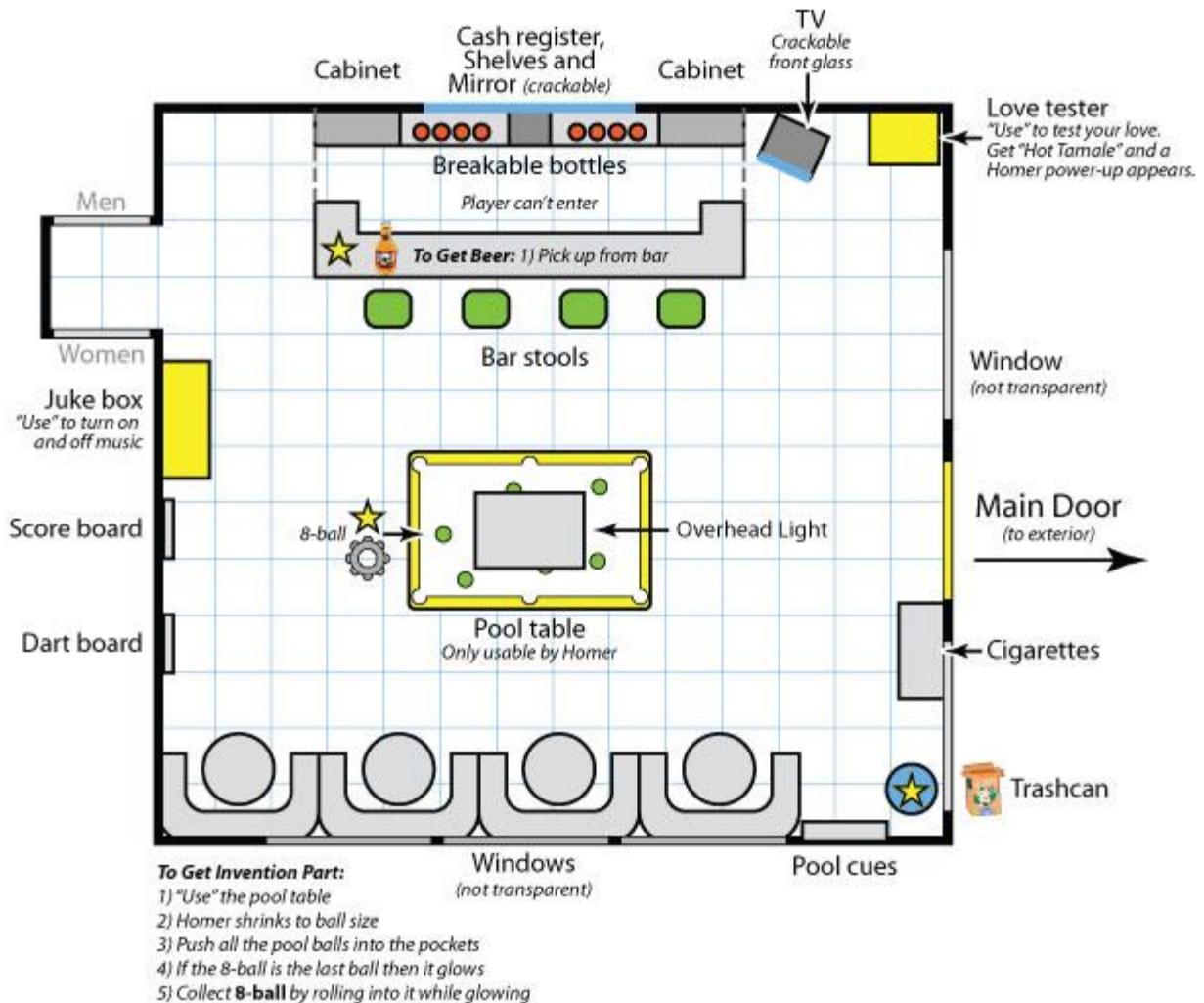


Krusty Burger
NOT TO SCALE

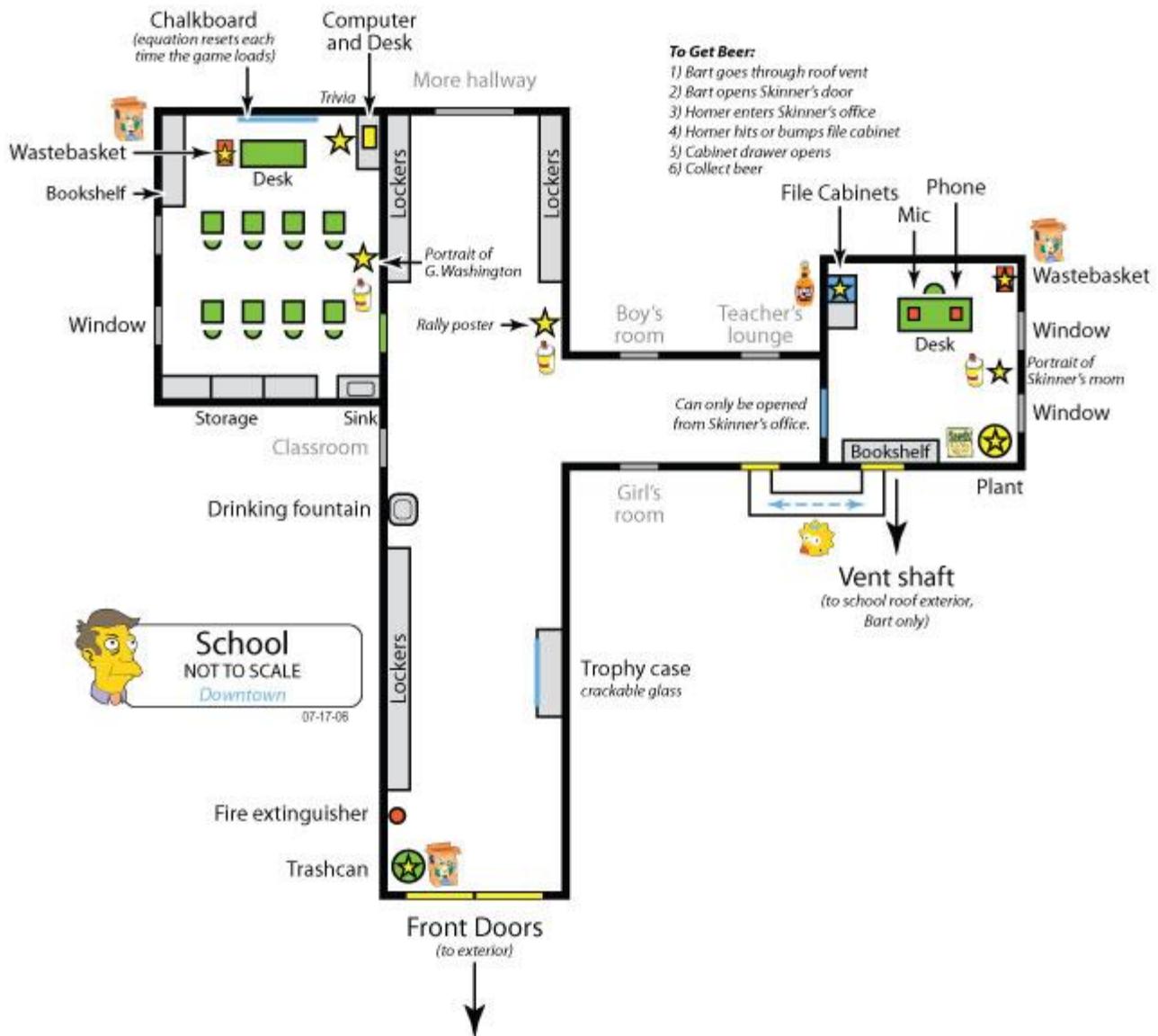
Commercial, Indust., Downtown

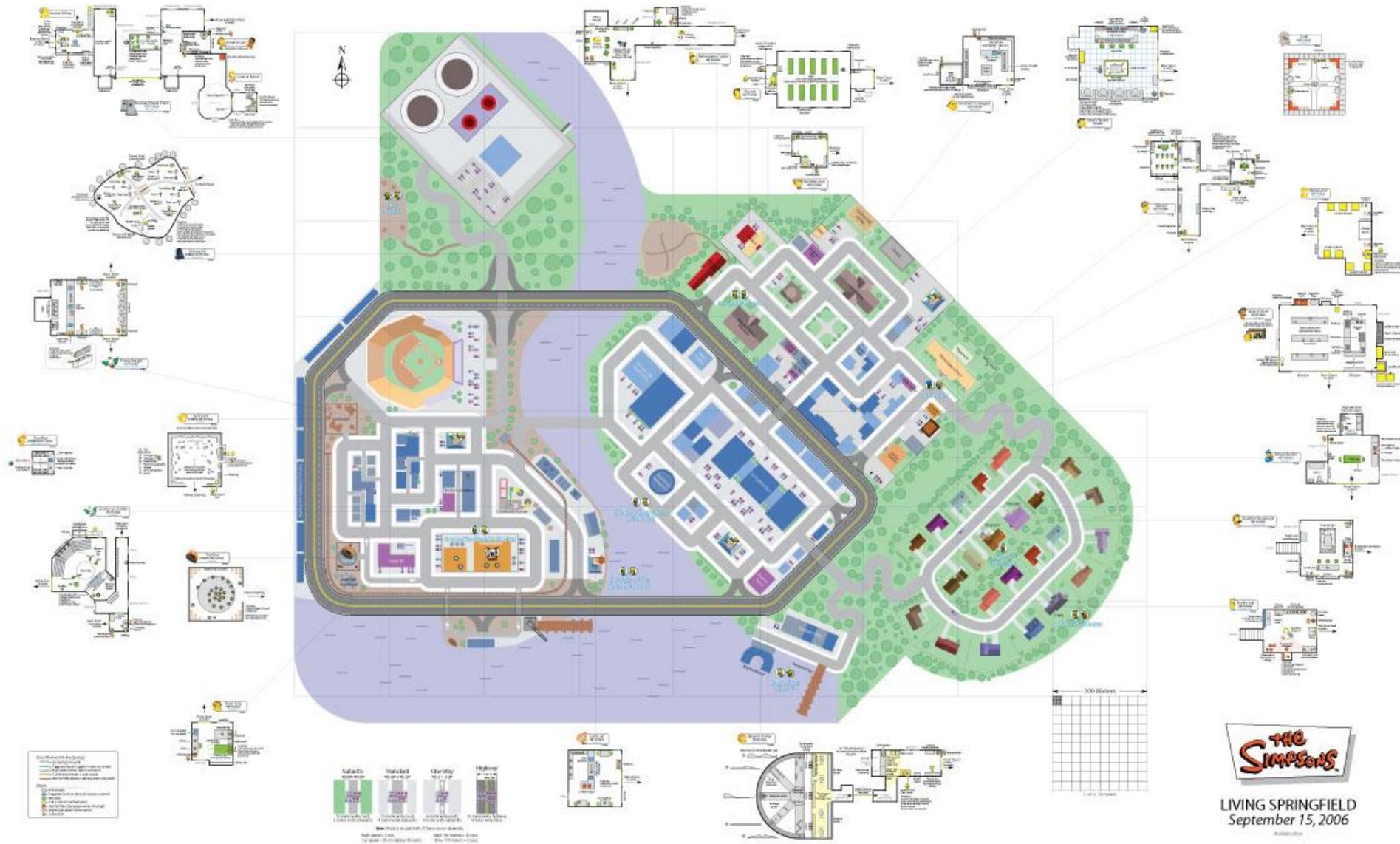
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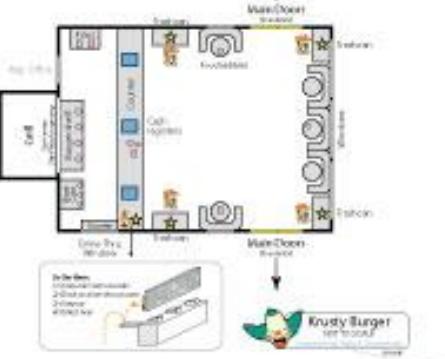
07-06-06





THE SIMPSONS

LIVING SPRINGFIELD
September 15, 2006



Creating a One-Page Design

Title

date

Lots of whitespace!

Callout

Main
Illustration

Sidebar

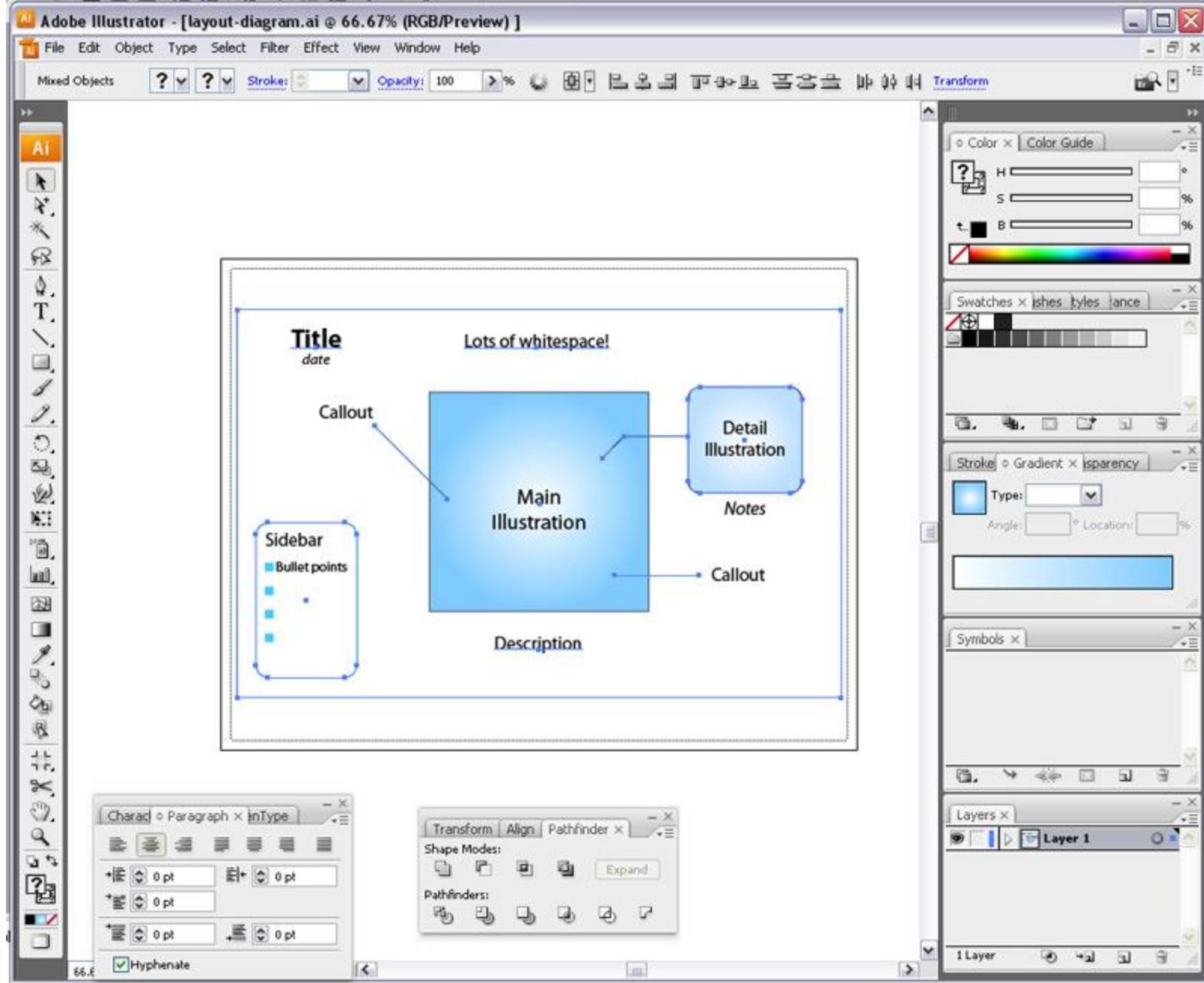
- Bullet points
-
-
-

Detail
Illustration

Notes

Callout

Description



Creature Traits

As you raise your creature you can punish and reward three primary traits: Physical, Playful and Creative.

The 3 traits always total 100%. When one increases the other two are reduced. (Some actions cause 2 traits to increase, while reducing the third.)

When 1 of the traits gets reinforced to 80% or 2 traits get reinforced to 40% then your creature becomes an adult.

At this point your creature gets a skill. A creature can only have one skill and, once learned, it can never be forgotten. If you want to see other skills you will have to raise other creatures.

Athlete

Egg: Owner throws it around

Baby: Running, Jumping

Child: Tumbling

Adult Skill: Gymnastics

Final Skill: Karate

Physical

Sculptor

Baby: Pushing, Pulling

Child: Stacking, Building

Adult Skill: Pottery

Final Skill: Procedural Statues

Dancer

Baby: Swaying

Child: One-Two steps

Adult Skill: Basic dance

Final Skill: Advanced styles
(*disco, charleston, tap, etc.*)

Creative

Painter

Egg: Owner leaves it in nest

Baby: Messy

Child: Scribbles on walls

Adult Skill: Sketch

Final Skill: Procedural paintings

Playful

Gamer

Egg: Owner picks it up

Baby: Needs attention

Child: Simple games (*tag, chase, fetch*)

Adult Skill: Structured games (*dodge ball, etc.*)

Final Skill: Creation of new games

Child

A creature remains a child until:
1 trait > 80%
or
2 traits are both > 40%.

(Traits begin at 33.3% each)



Withdrawn

Creature only moves to eat and sleep.

This is caused by excessive punishment.

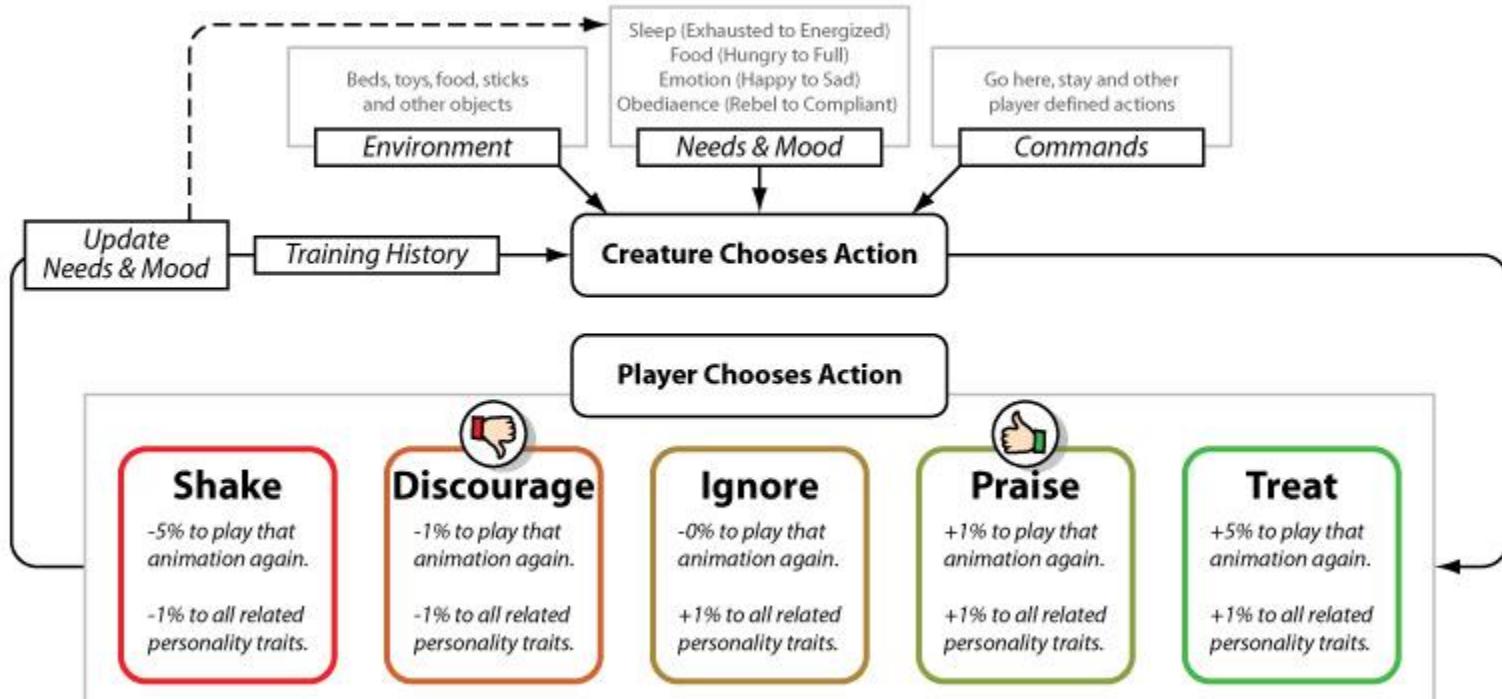
(All traits < 10%)

Defiant

Creature ignores your commands.

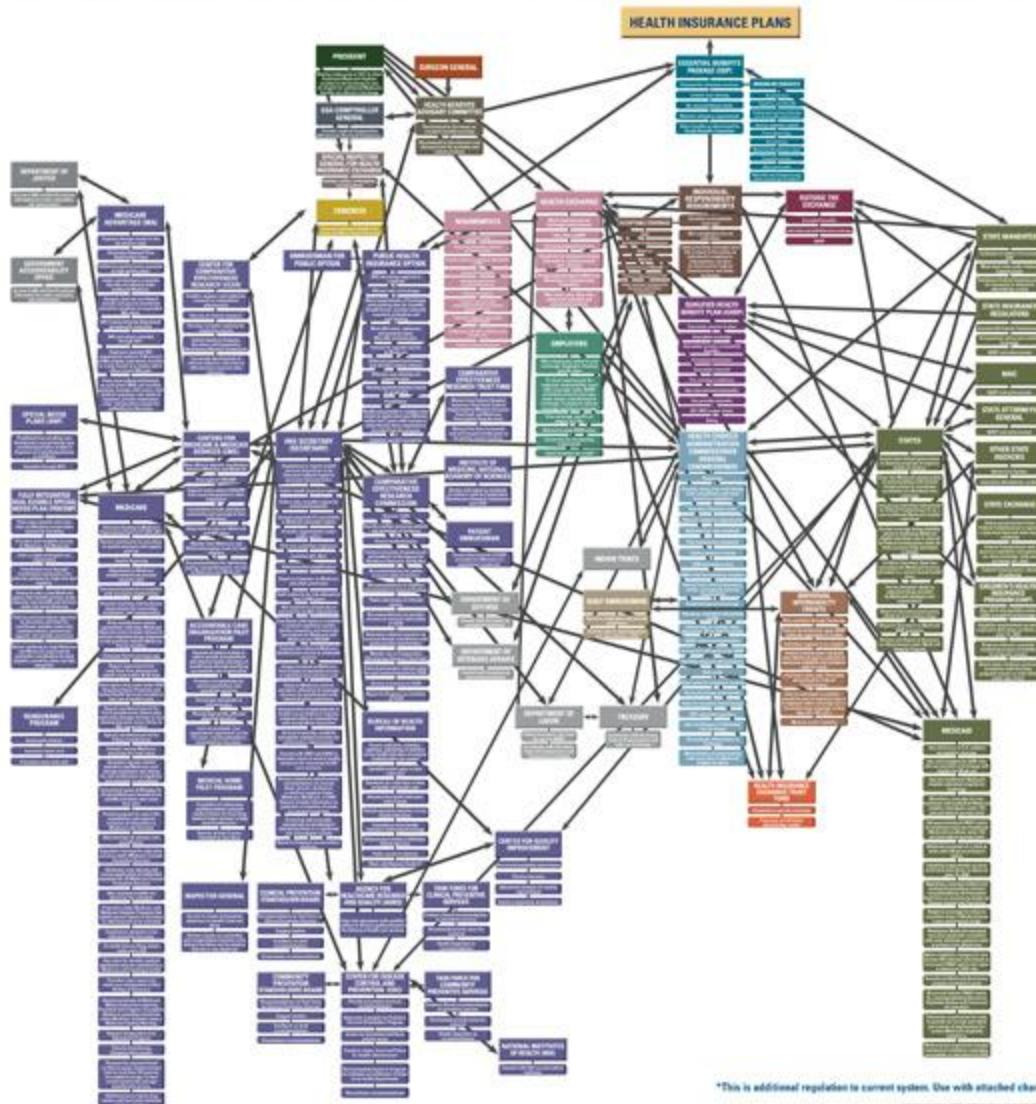
This is caused by inconsistent cycles of punishment and rewards.

Flow Charts



ADDITIONAL REGULATION UNDER TRI COMMITTEE BILL*

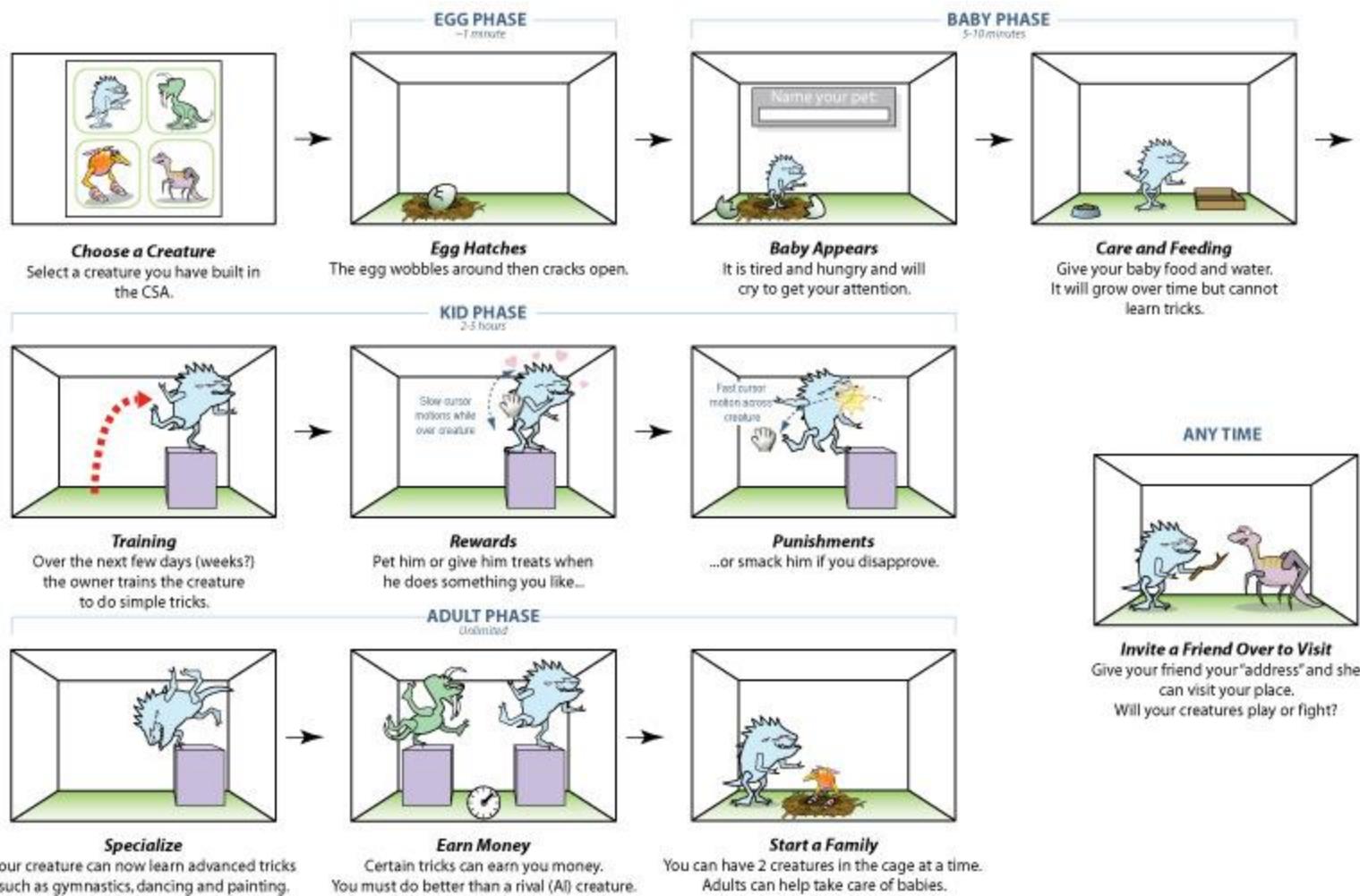
As of July 12, 2009



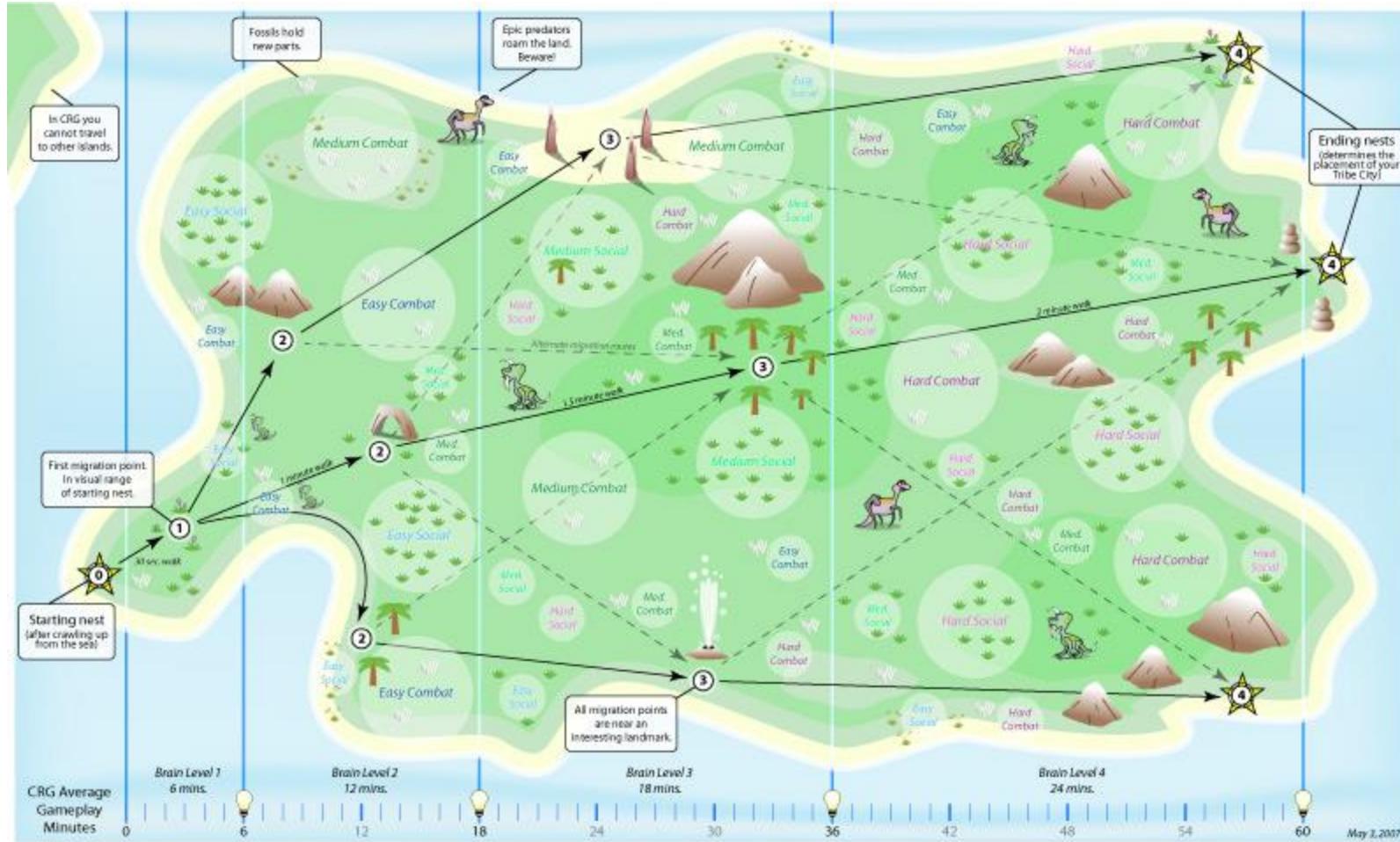
*This is additional regulation to current system. Use with attached chart.

Source: GDC 2009 - All Rights Reserved © 2009 GDC

Storyboards



Time + Space



Relationships Between Modules

Robot Game Entry (RGE)

This is not a game mode. It's a UI overlay that sits on top of the Arena Map.



Options, Login and Sporepedia

Create New Game (click on empty planet)

Home Tutorial
1) Make a Jock
2) Make Robot
3) Test Robot
4) Make a UFO
5) Fly to Arena Map

Home Arena

Your home planet is a special type of arena that grows over time. You earn more items by winning medals in the campaign games.



Opens Home Arena Editor

Opens Accessory Editor

Robots walk around the home arena in "Test Mode"

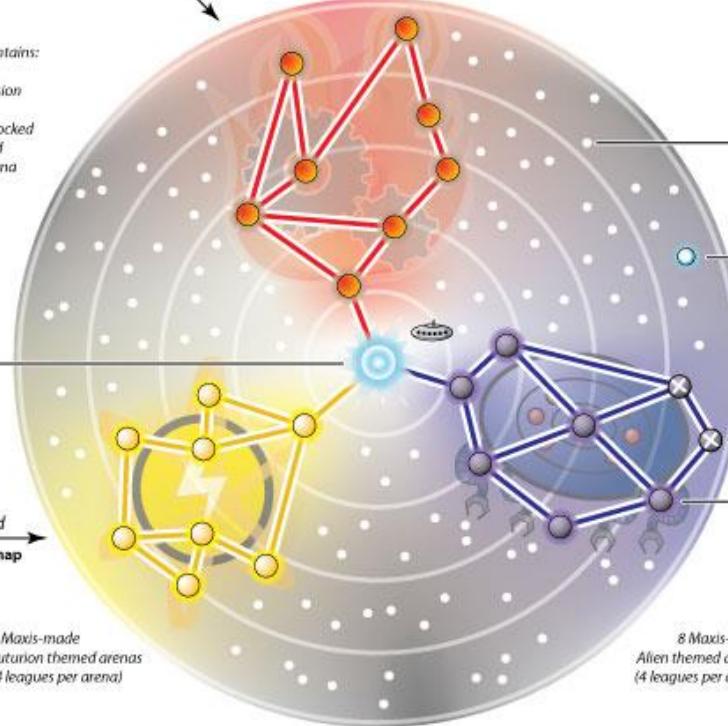
Load ArenaMap (click on jock's UFO)

Load Home Arena (click on jock's planet)

A jock's save game contains:
- Robots created
- Campaign progression
- Trophies awarded
- Common parts unlocked
- Rare parts unlocked
- Layout of home arena
- Achievements
- Career stats
- Timeline (log)

Arena Map

8 Maxis-made Brute themed arenas (4 leagues per arena)



Game Types

Assault

Destroy all targets
Marker: Assault target
Settings: Points per target, Required or optional

Brawl

Classic Deathmatch
Marker: Robot target
Settings: Points per target, Respawn time

Control

Switch all zones to your color
Marker: Zone area
Settings: Time to switch

Defend

Protect targets from destruction
Marker: Defend target
Settings: Points per target, Required or optional

Hunt

Find and collect objects
Marker: Collect object
Settings: Points per target, Required or optional

Race

Reach the finish line first
Marker: Checkpoint zone, Finish line zone
Settings: Ordered or unordered

Roboball

Return ball to your base
Marker: Ball object
Goal zone area
Settings: Goal owner (team)

Zone Master

Try to stay inside the zone
Marker: Target zone
Settings: Points per second

Leagues

Planetary	Easy
Solar	Medium
Galactic	Hard
Intergalactic	Online

When you beat an arena you gain robot parts, home arena items, and you unlock the next League (difficulty level).

Intergalactic mode is the same as Hard mode except that the robot that has the best arena score makes a "guest star appearance" and will fight against the player as the current champion.

Get the best score in Intergalactic mode and your robot will become the new champion and appear in other players' games.

Click on any **empty star** to open the Sporepedia and either:

- 1) Make a new arena
- 2) Load an existing arena

→ Opens Arena Editor

Click on an **existing arena** to either:

- 1) Enter the arena
- 2) Delete the arena (becomes an empty star)

→ Select/Edit Robot
→ Opens Arena Game
→ Reward
→ Replay or Exit

Locked campaign stars cannot be played until you beat the previous arena.

Click on an **unlocked campaign star** →

Select Difficulty
Select/Edit Robot
→ Opens Arena Game
→ Reward
→ Replay or Exit

There are 8 primary game types. Each of the 3 Maxis campaigns includes all 8 of these types.

The arenas are themed based on the archetype:

- **Brute** arenas tend to be violent and reward **aggression**.
- **Futuron** arenas tend to be fast and reward **dexterity**.
- **Alien** arenas tend to be tricky and reward **smart play**.

Shared settings:



Scoring



Times



One life

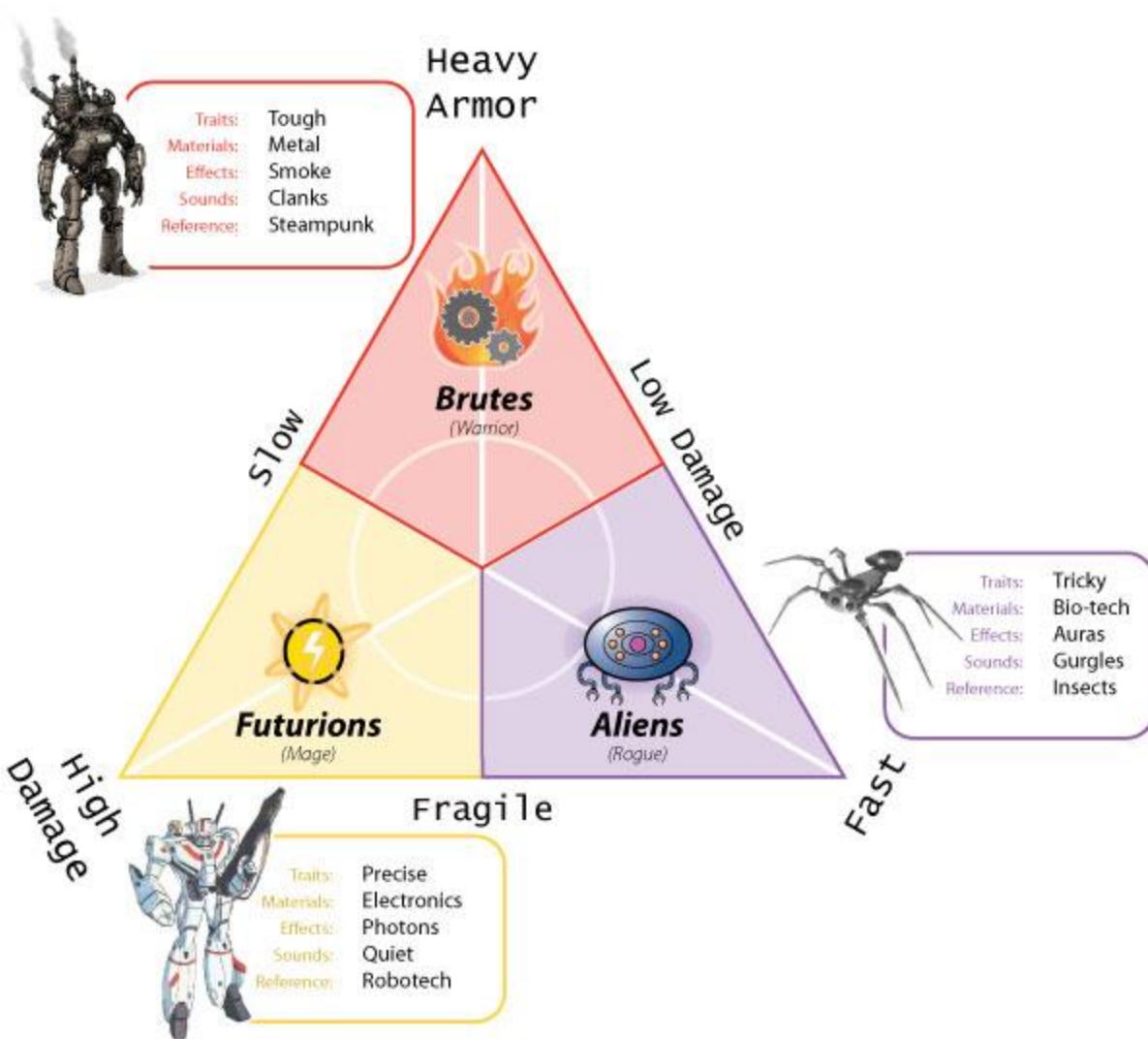


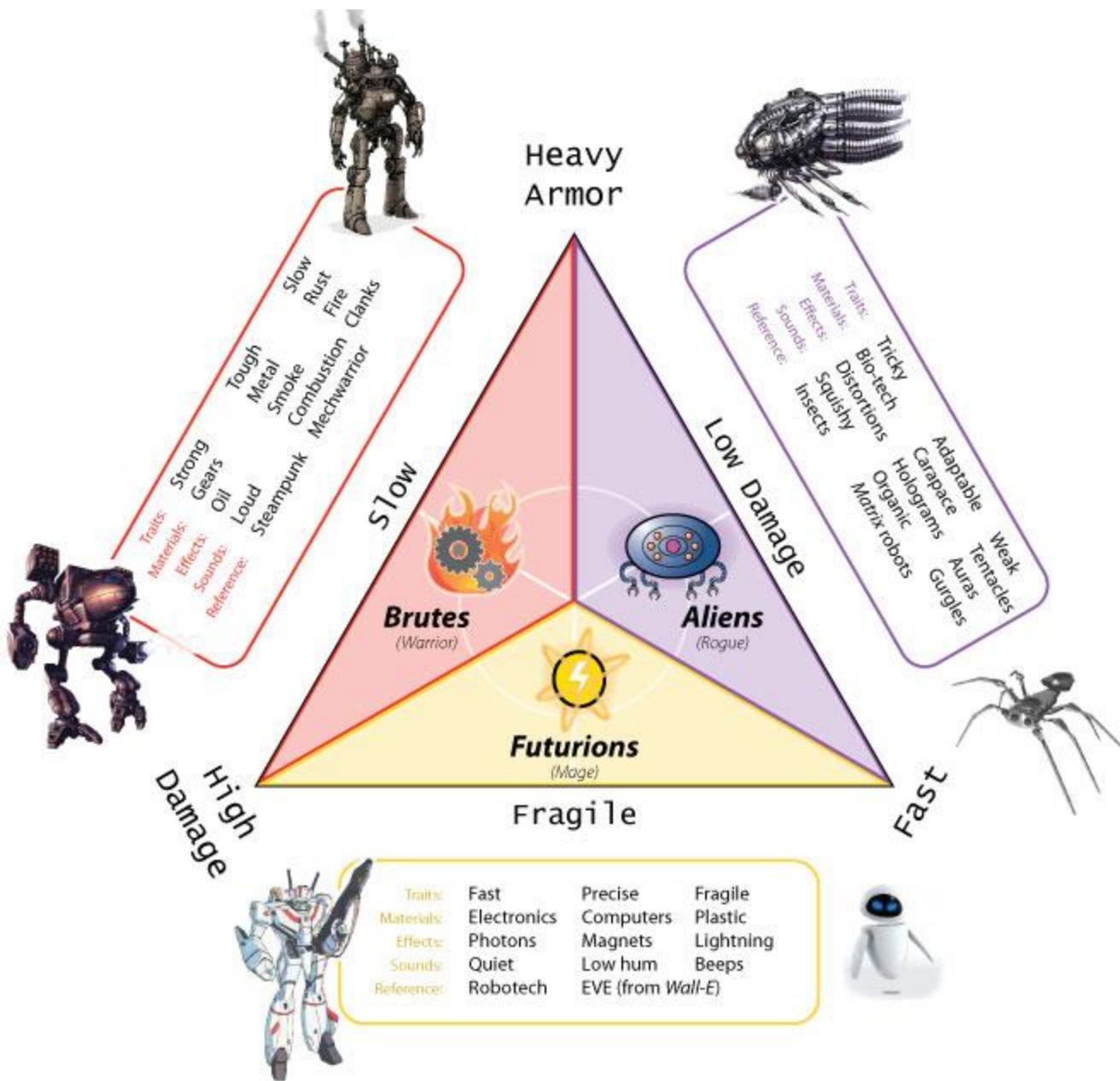
Limited
respawns



Infinite
respawns

Relationships Between Units





Matrix

Attribute 1

Attribute 2					

Character Class

	Fighter	Archer	Mage	Scout	Thief	Warlock
Fire						
Metal						
Nature						
Water						

Character Class

	Fighter	Archer	Mage	Scout	Thief	Warlock
Fire	Rage	x	Fireball	x	x	Demon
Metal	Cleave	Piercing	x	x	Backstab	x
Nature	x	Hunting	x	Tracking	x	Golem
Water	x	x	Ice Bolt	Swimming	Potion	x

1 world_ice



ICE

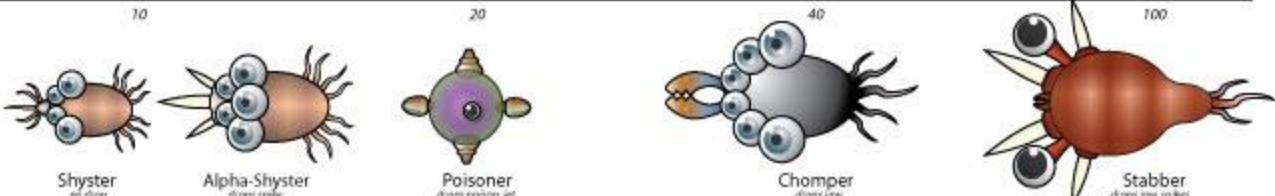
Jaw (automatic)
Jet (easy)



2 world_rock



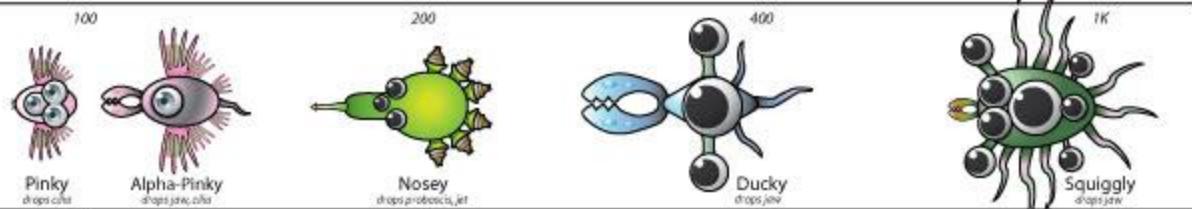
Spike (easy)
Poison (hard)



3 world_plant



Cilia (easy)
Proboscis (hard)



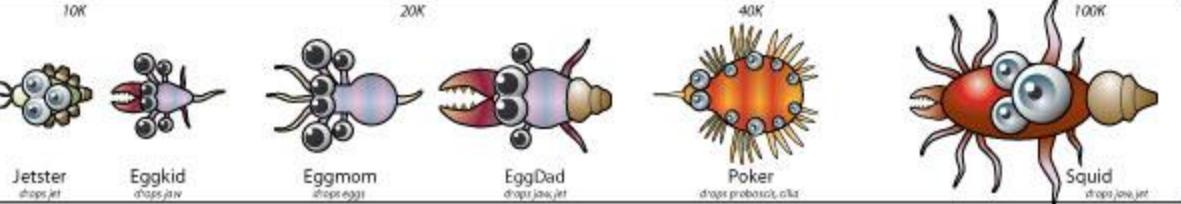
4 world_water



Electric (hard)

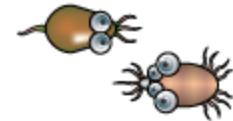


5 world_beach



PEER to PEER interactions

February 22, 2007



Base Interaction

	Jaw	Proboscis	Spike	Poison	Electric
	Each bite does 1 damage. 3 bites to kill. Leaves carcass.	Each sip does 1 damage. 3 sips to kill.	Each stab does 1 damage. 3 stabs to kill. Leaves food chunks and possibly liquid (no carcass).	Each second in cloud does 1 dmg. and temporarily stuns. 3 seconds to kill. Leaves carcass.	Each zap does 1 damage and temporarily stuns. 3 zaps to kill. Leaves carcass.

CELL-B



Jaw

	Jaw	Proboscis	Spike	Poison	Electric
	Deflect. Both cells bounce off each other.	Jaw wins. Cell-A takes 1 damage.	Spike wins. Cell-B takes 1 damage.	vs. Cloud: Poison wins. vs. Part: Jaw wins	vs. Bolt: Electric wins. vs. Part: Jaw wins.

Proboscis

	Jaw	Proboscis	Spike	Poison	Electric
	Jaw wins. Cell-B takes 1 damage.	Deflect. Both cells bounce off each other.	Spike wins. Cell-B takes 1 damage.	vs. Cloud: Poison wins. vs. Part: Proboscis wins.	vs. Bolt: Electric wins. vs. Part: Proboscis wins.



Spike

	Jaw	Proboscis	Spike	Poison	Electric
	Spike wins. Cell-A takes 1 damage.	Spike wins. Cell-A takes 1 damage.	Deflect. Both cells bounce off each other.	vs. Cloud: Poison wins. vs. Part: Spike wins.	vs. Bolt: Electric wins. vs. Part: Spike wins



Poison

	Jaw	Proboscis	Spike	Poison	Electric
	vs. Cloud: Poison wins. vs. Part: Jaw wins	vs. Cloud: Poison wins. vs. Part: Proboscis wins.	vs. Cloud: Poison wins. vs. Part: Spike wins.	Cells with Poison Parts are immune to poison.	vs. Bolt: Electric wins. vs. Part: Poison wins Doesn't target poison clouds.



Electric

	Jaw	Proboscis	Spike	Poison	Electric
	vs. Bolt: Electric wins. vs. Part: Jaw wins.	vs. Bolt: Electric wins. vs. Part: Proboscis wins.	vs. Bolt: Electric wins. vs. Part: Spike wins.	vs. Cloud: Poison wins. vs. Part: Electric wins.	Electric cell won't target other electric cells.

PEER FOOD



Liquid food

	Jaw	Proboscis	Spike	Poison	Electric	Filter Mouth
	Ignores liquid food.	Sip for 1 DNA point. Shrinks to -1 size.	Stabbed food leaks two -1 size liquid food and then disappears. New food fades quickly.	Poison cloud doesn't hurt food.	Electric doesn't target liquid food.	Too big to eat. Ignores peer food.



Carcass

	Jaw	Proboscis	Spike	Poison	Electric	Filter Mouth
	Bite carcass once to split it into three -1 size chunks.	Deflect.	Splits carcass into three -1 size chunks.	Poison cloud doesn't hurt carcass.	Electric doesn't target carcasses.	Ignores it.



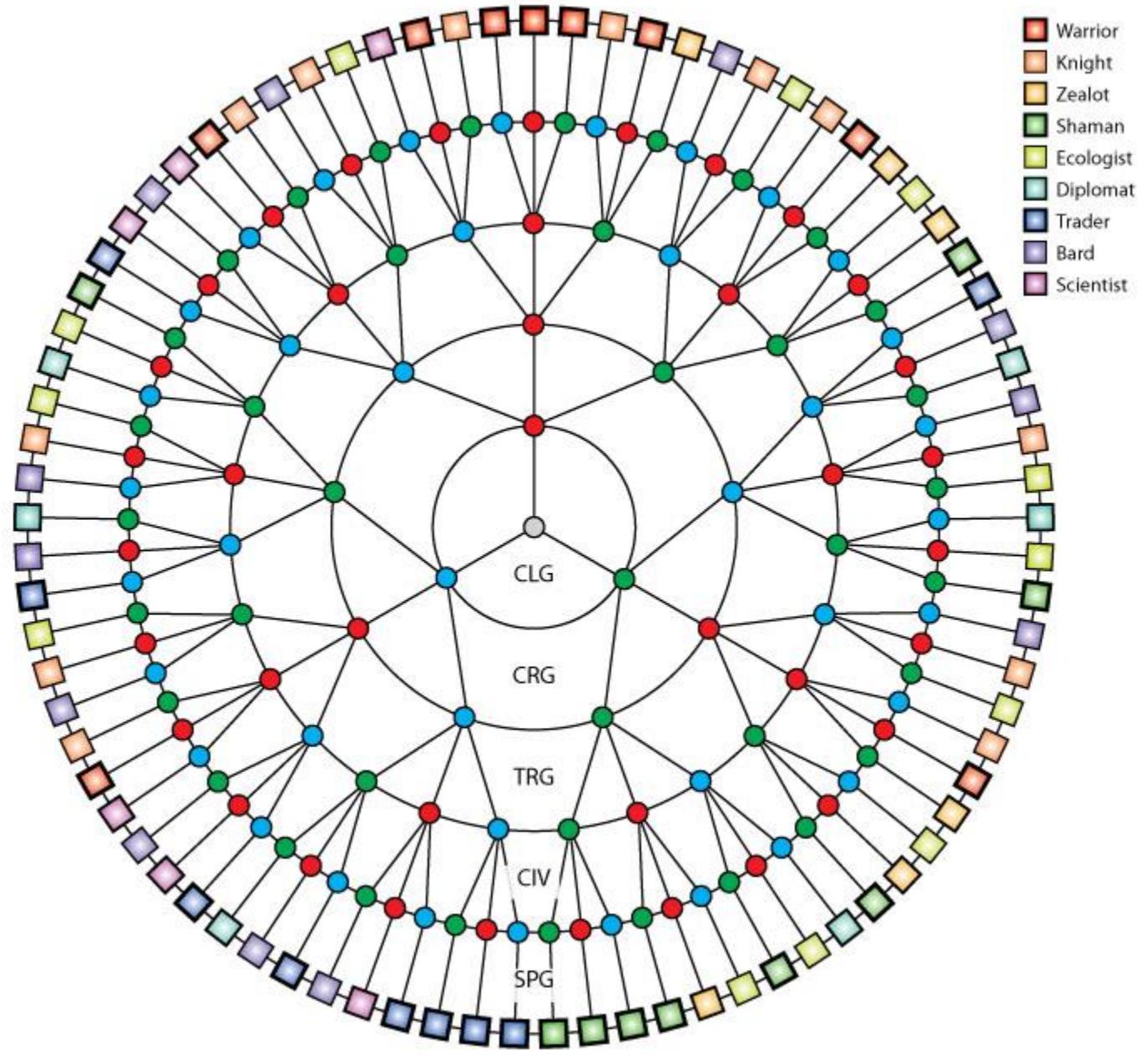
Food chunk

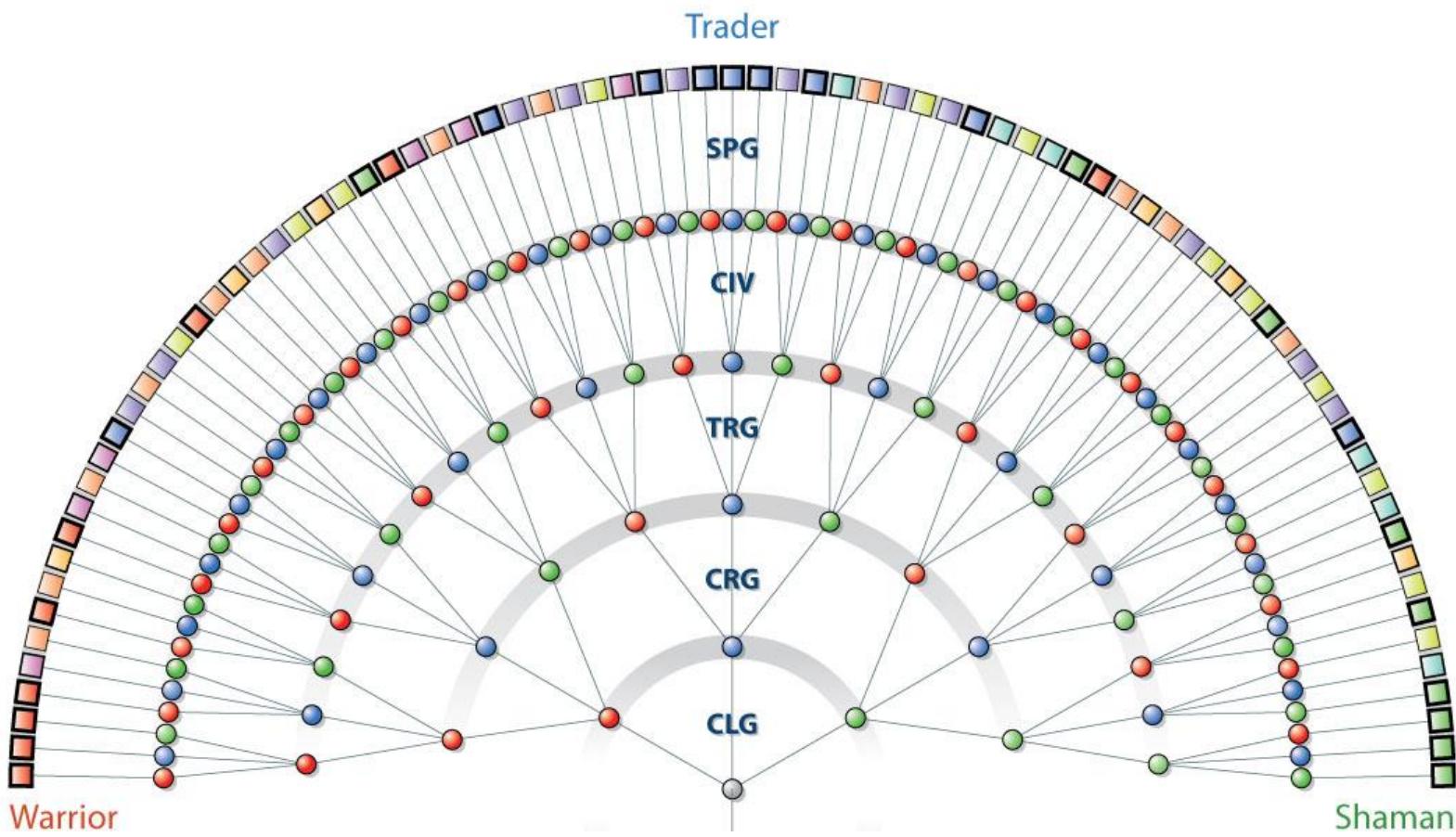
	Jaw	Proboscis	Spike	Poison	Electric	Filter Mouth
	Bite chunk once to split it into three -1 size chunks.	Deflect.	Splits chunk into three -1 size chunks.	Poison cloud doesn't hurt food chunks.	Electric doesn't target food chunks.	Ignores it.

	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA	AB	AC	AD	AE	AF	AG		
1	WARNING DON'T EDIT THIS PAGE. ALL VALUES ARE AUTOMATICALLY CALCULATED!																																
2	CIV: UNPLAYED																																
3	CIV: CREATURE GAME																																
4	CIV: MILITARY																																
5	CIV: ECONOMIC																																
6	CIV: RELIGIOUS																																
7	Tribe	Cell	V	V	V	V	V																										
8	V	V	V	V	V	V	V																										
9	V	V	V	V	V	V	V																										
10	V	B	V	V	V	V	V																										
11	V	G	V	V	V	V	V																										
12	CELL		V	V	V	V	V																										
13	CIV: CREATURE GAME																																
14	Tribe	Cell	V	V	V	V	V																										
15	R	R	V	V	V	V	V																										
16	R	R	V	V	V	V	V																										
17	R	B	V	V	V	V	V																										
18	R	G	V	V	V	V	V																										
19	CELL		V	V	V	V	V																										
20	CIV: CREATURE GAME																																
21	Tribe	Cell	V	V	V	V	V																										
22	R	R	V	V	V	V	V																										
23	R	B	V	V	V	V	V																										
24	B	G	V	V	V	V	V																										
25	B	B	V	V	V	V	V																										
26	B	B	B	V	V	V	V																										
27	B	G	B	B	V	V	V																										
28	CELL		V	V	V	V	V																										
29	CIV: CREATURE GAME																																
30	Tribe	Cell	V	V	V	V	V																										
31	R	R	V	V	V	V	V																										
32	G	V	V	V	V	V	V																										
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34	G	B	V	V	V	V	V																										
35	G	G	V	V	V	V	V																										
36	CELL		V	V	V	V	V																										
37	CIV: CREATURE GAME																																
38	Wanderer		25																														
39	Warrior		23																														
40	Trader		23																														
41	Shaman		23																														
42	Scientist		42																														
43	Zealot		42																														
44	Diplomat		42																														
45	Ecologist		12																														
46	Knight		12																														
47	Bard		12																														
48			256																														
49	Highlight:	Warrior																															
50			3	4	0	0	1	1																									
51			4	8	1	1	0	0																									
52			0	0	1	0	0	0																									
53			0	1	0	0	0	0																									
54			0	0	0	0	0	0																									
55																																	

Creature	Count
Vanderer	25
Warrior	23
Trader	23
Shaman	23
Scientist	42
Zealot	42
Diplomat	42
Ecologist	12
Knight	12
Bard	12

GDC
10





Calculating Space Game Archetypes

- 1** When you complete a game mode you earn a "token". (These tokens will show up on your Sporepedia card.) Your tokens will determine your SPG Archetype when you enter into SPG. Tokens come in 4 colorful flavors:

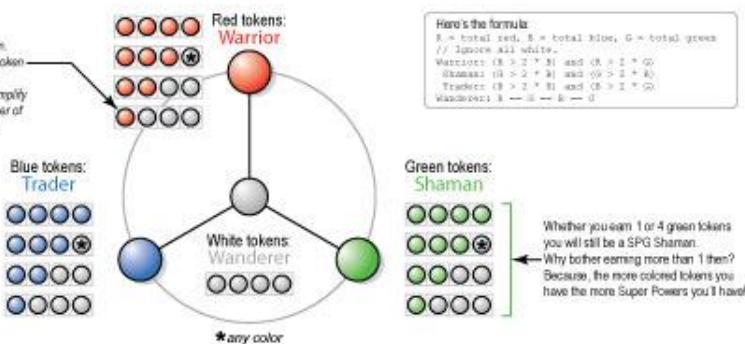


- 2** When you start a new creature it has 4 white tokens by default. As you play through CLG, CRG, TRG and CIV you will replace your default white tokens with red, blue and/or green tokens. You can only earn 1 token per game mode.

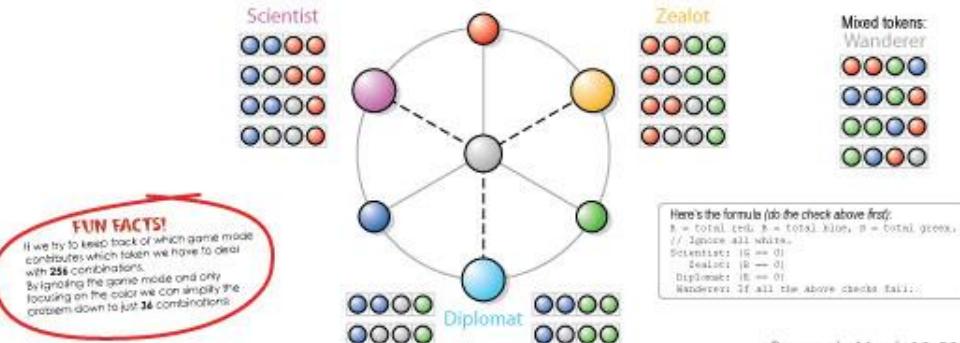


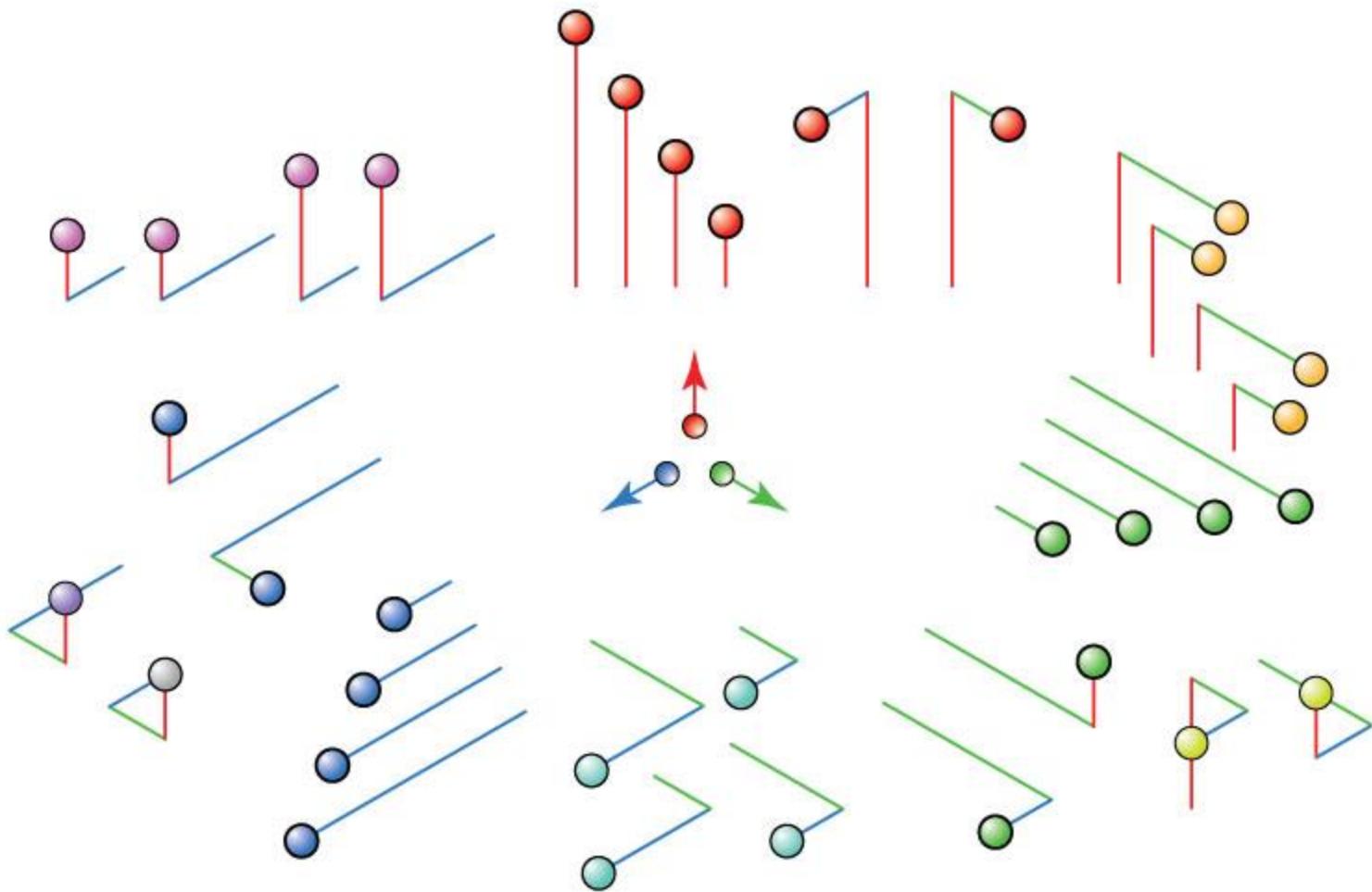
- 3** As you collect tokens you start to define your species. Collect 1 dominant color to move towards a primary archetype.

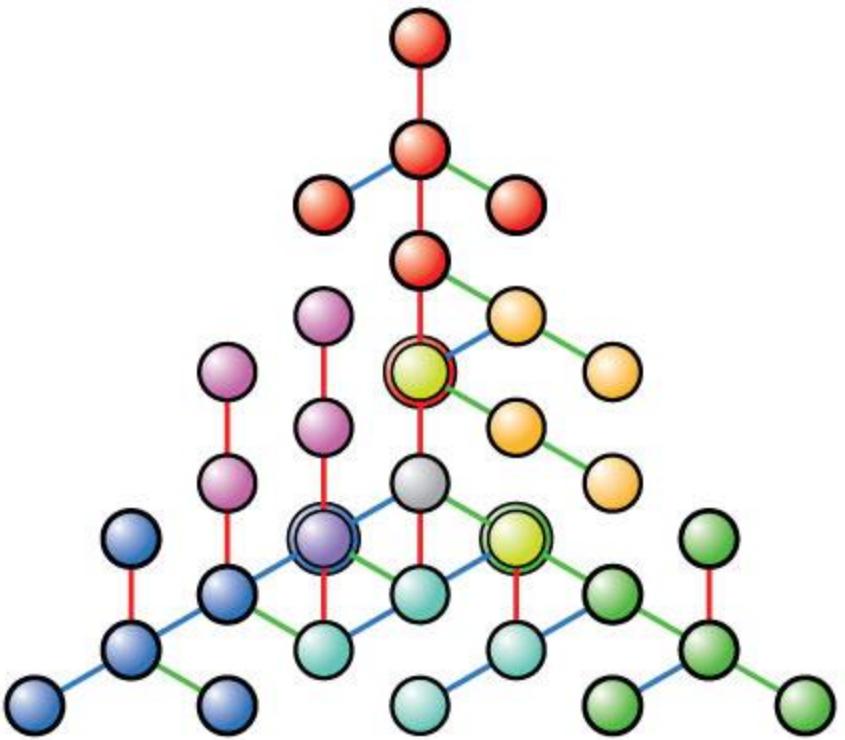
In these charts, we ignore the color position. For instance, it doesn't matter if this lone red token was earned in CLG, CRG, TRG or CIV. (By ignoring the game mode we can greatly simplify the mapping problem. This reduces the number of combinations from 256 down to only 32!)

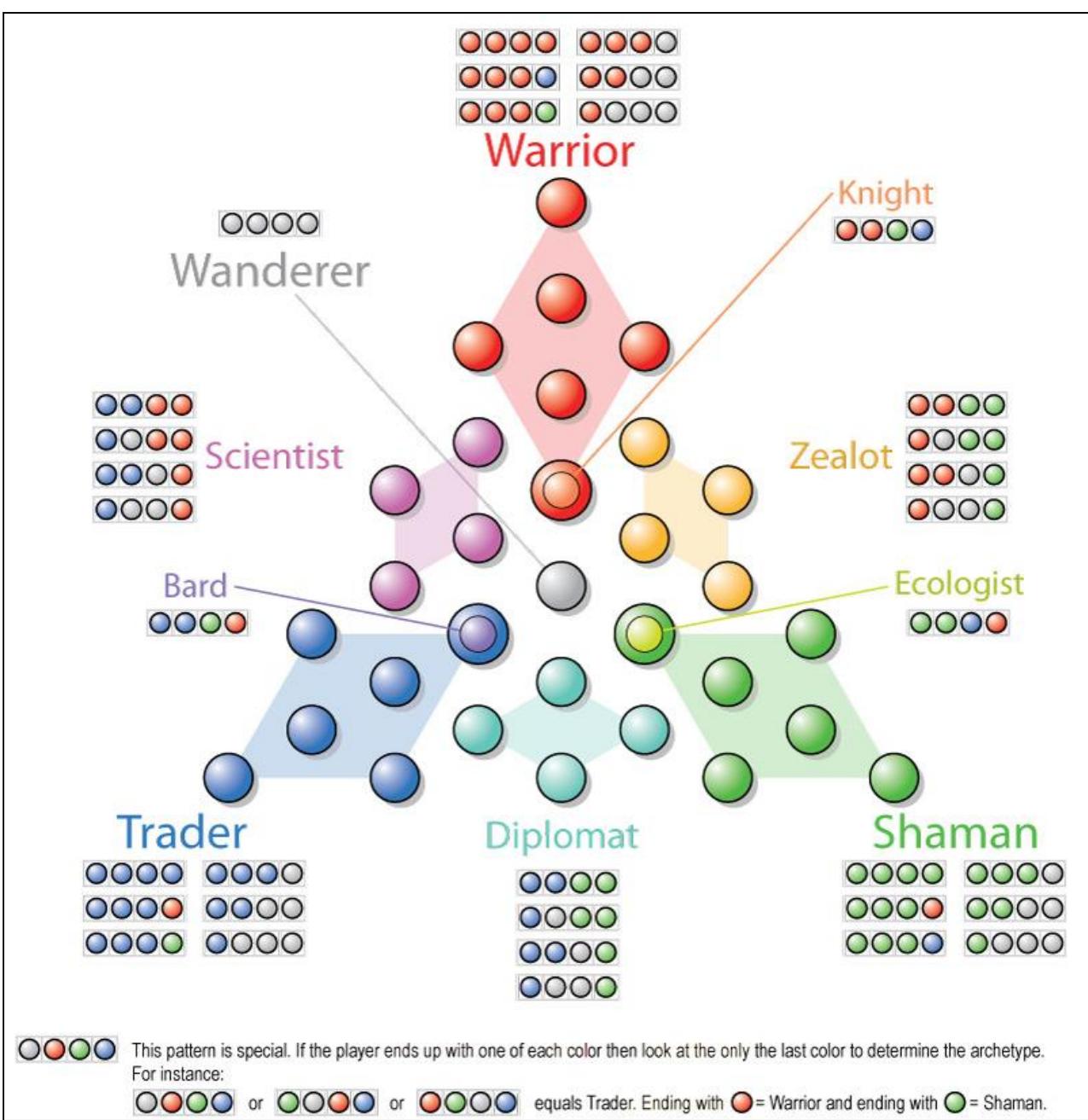


- 4** Collect 2 colors to move towards a secondary trait. If you have a mixture of all 3 colors you will become a Wanderer.



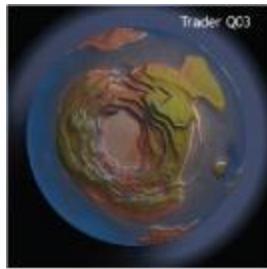






Benefits

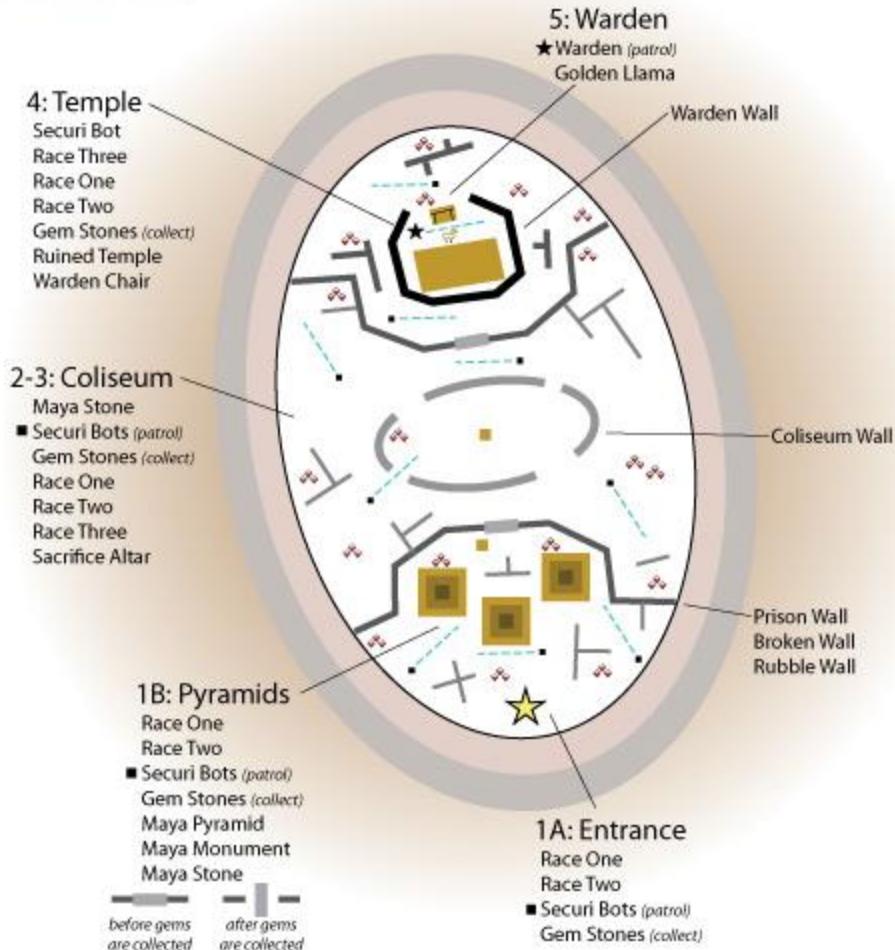
- Team
 - Easy to share designs across team
 - Make sure the designs are seen
 - Hand out pencils and encourage participation



Trader 3: The Llamaman of Gannet Island

The real Golden Llama has been traced to the prison island of Gannet. The Warden protects other people's valuables - for a fee. The prison itself is one of the newer 'open plan' models. Built as a grid over the remnants of an ancient civilization, the prisoners are allowed to walk free - but never leave the island...

Note: All creatures (except the Warden) should spawn in, creating unlimited combat!



Act 1: Incarcerated!

The player beams into the prison in a hedge-maze like corridor not far from a group of pyramids. At the pyramids prisoners fight. Collect the gems to activate a big stone door that is distant from here...

- ▶ Talk to Maya Monument
- ▶ Collect 25 Gems
- ▶ Talk to Maya Stone

Act 2: The Maze

The player completes the Act 1 goals and the Portal opens. Venturing further, the Player eventually comes upon a Coliseum - but not before encountering a third race of prisoners...

- ▶ Collect 25 Gems
- ▶ Talk to Sacrifice Altar
- ▶ Move to Race Three (hidden)

Act 3: Rat Race...

Races #1 and #2 go at it again - if the player is there (most gems there) he should get out! The player again has to move around the Prison looking for gems

- ▶ Collect 25 Gems
- ▶ Talk to Maya_Stone
- ▶ Move to Race Three (hidden)

Act 4: The Warden

Get the required number of gems and find a new Portal...

- ▶ Collect 25 Gems
- ▶ Talk to Ruined Temple
- ▶ Move to Warden Chair (hidden)

Act 5: Flight of the Llama

The Warden is awake! There's only one thing to do! Grab that Golden Llama and make a run for it!

- ▶ Move to Golden_Llama

Jan. 11, 2009



Trader 3: The Llamaman of Gannet Island

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Note: All creatures (except the Warden) should spawn in, creating unlimited combat!

The Warden is "sleeping"
ZZZ chapter when behind
the chair.
Warden then paces back
and forth

5: Warden
★ Warden (patrol)
Golden Llama

H. COLLECT 5 GEMS,
LLAMA OR
5 GEMS + 1 LLAMA

5. COLLECT LLAMA OR RUN
OR RUN!!
(Super Strong wall)

Rat Race - Racing to pick
up gems
Loose maze to
avoid routing

Coliseum Wall

BREAKABLE WALLS

Prison Wall
Broken Wall
Rubble Wall

3/4
Temple
Securi Bot
Race Three
Race One
Race Two
Gem Stones
Ruined Temple
Warden Chair

COMBINED

2-3: Coliseum
Maya Stone
■ Securi Bots (patrol)
Gem Stones (collect)
Race One
Race Two
Race Three
Sacrifice Altar

THINKING OF
MAYBE HAVING
THE WARDEN
BREAK THE
WALLS NEXT
TO HIM.

1B: Pyramids
Race One
Race Two
■ Securi Bots (patrol)
Gem Stones (collect)
Maya Pyramid
Maya Monument
Maya Stone

before gems
are collected after gems
are collected

1A: Entrance
Race One
Race Two
■ Securi Bots (patrol)
Gem Stones (collect)

Act 1: Incarcerated!

The player beams into the prison in a hedge-maze like corridor not far from a group of pyramids. At the pyramids, prisoners fight. Collect the gems to activate a big stone door that is distant from here...

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- ▶ Collect 25 Gems
- ▶ Talk to Maya_Stone
- ▶ Move to Race Three (hidden)

Act 4: The Warden

Get the required number of gems and find a new Portal...

- ▶ Collect 25 Gems
- ▶ Talk to Ruined Temple
- ▶ Move to Warden Chair (hidden)

Act 5: Flight of the Llama

The Warden is awake! There's only one thing to do! Grab that Golden Llama and make a run for it!

- ▶ Grab Golden_Llama

► MOVE TO EXTRACTION POINT
Jan. 11, 2009

Benefits

- You (the designer)
 - Forces a complete understanding
 - Forces concise design
 - Highlights relationships in the system
 - Aids problem solving

- The goal of design is to efficiently communicate ideas.
- It can take a lot of time and effort, but isn't that what you are getting paid for?
- People will read your designs!

Thank you!

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