

BEFORE EVERYTHING

PLEASE TAKE THIS AS A DISCUSSION INSTEAD OF A SHARING

FEEL FREE TO ASK ANY QUESTIONS ☺

HOW TO BECOME A BETTER DESIGNER

SHIFTING PERSPECTIVES OVER 3 YEARS

無涘 PWE
2026-0129

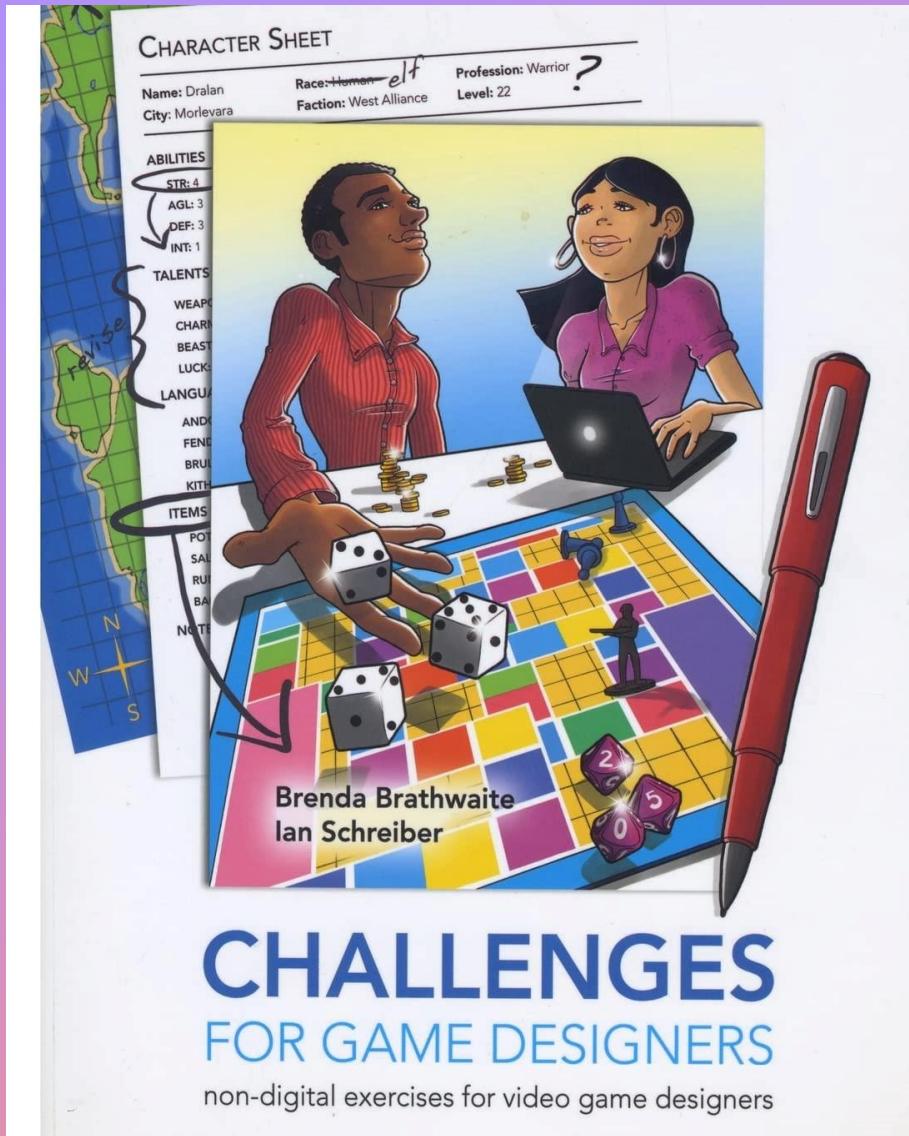
Let's say you just joined the game industry
what will you do to improve?

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what will you do to improve?

The way I choose:

Practice makes perfect!

Practice makes perfect!



Design/Thinking

- Challenges for Game Designers
 - CHAP2-Challenge1-Path A to B
 - [《生克之路》One-Page Design](#)
 - CHAP2-Challenge2-Territorial Acquisition
 - [《海内十洲》One-Page Design](#)
 - CHAP2-Challenge3-Exploration
 - [《灵宅救孩》One-Page Design](#)
 - CHAP2-Challenge4-Collection
 - [以 Collection 为核心的机制拆解](#)
 - CHAP3-Challenge1-Bomb
 - [对游戏中“禁锢”机制的解构及为百战天龙构思的炸弹谜题](#)
 - CHAP3-Challenge2-Maze
 - [《卦象迷宫》One-Page Design](#)
 - CHAP3-Challenge3-Password
 - [密码谜题](#)
 - CHAP3-Challenge4-Electricity
 - [《Pull the Trigger》One-Page Design](#)

2023-08 ~ 2024-01

What I gained:

Experience on visual presentation (one-page design)

Cultivated on rational thinking on certain gameplay

However…

This could be done forever

Where does this lead me to?

Seems I am circling around mechanics

Game is more than mechanics, right?

HOW SKY USES EGD – EMOTIONAL CURVE

- Universal Language (Visual/Audio)
- Action - people will do what they can do - 婴儿寻求反馈 武器带来破坏
- Space (environment) - hidden info to be revealed



HOW SKY USES EGD – EMOTIONAL CURVE

Emotional Curve



Emotional Experiences	Exciting	Playful	Complex	Energetic	Struggle	Mysterious
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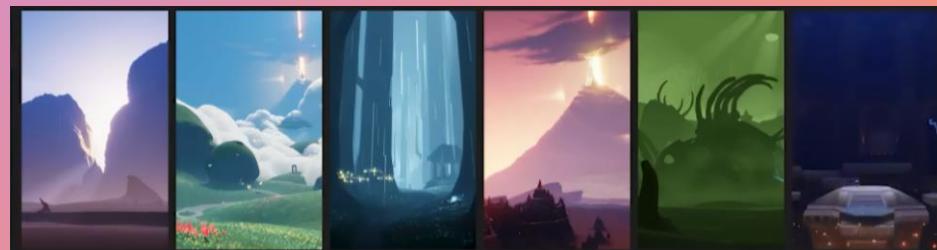
Storytelling - visual - color						
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Storytelling – visual – text						
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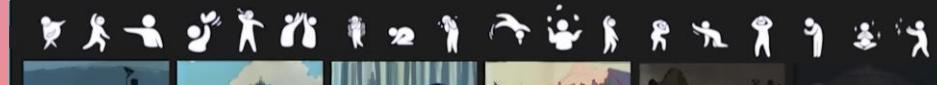
Collective Consensus - Time of Day	Dawn	Day	Rain	Sunset	Dusk	Night
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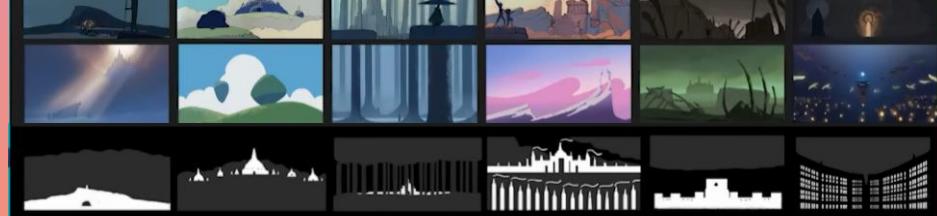
Isle of Dawn	Daylight Prairie	Hidden Forest	Valley of Triumph	Golden Wasteland	Vault of Knowledge
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Collective Consensus - Human Life	Birth	Childhood	Adolescence	Maturity	Midlife Crisis	Elder
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Collective Consensus - Progression of Civilization	Primitive	Harmony with nature	Industrialization	Peak of civilization	Apocalypse	Post-apocalypse
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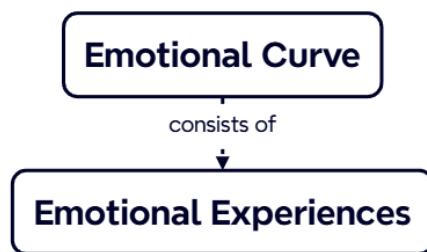


Narrative – structure – collective journey	<p>觉醒与团结 awakening and unification 1. The Old World (旧世界) 2. The Shift (转变) 3. Tapping the Digital Oracle (利用数字神谕) 4. Adapt or Succumb (适应或屈服)</p>	<p>探索与挑战 Exploration and Challenge 5. Different Paths (不同的道路) 6. Signs & Images (标志与图像) 7. Multiple Solutions (多种解决方案) 8. Paths Will Cross (道路将交汇) 9. Anyone Can Die (任何人都可能死去)</p>	<p>整合与变革 integration and transformation 10. Deconstruction (解构) 11. Embracing the Reversal (拥抱逆转) 12. Reaching Plurality (达到多元性) 13. Superpositioning (超级定位) 14. Endless Universe (无尽宇宙) 15. Collective Movement (集体运动) 16. Momentum (动力) 17. Change-making (变革制造) 18. The New World (新世界)</p>
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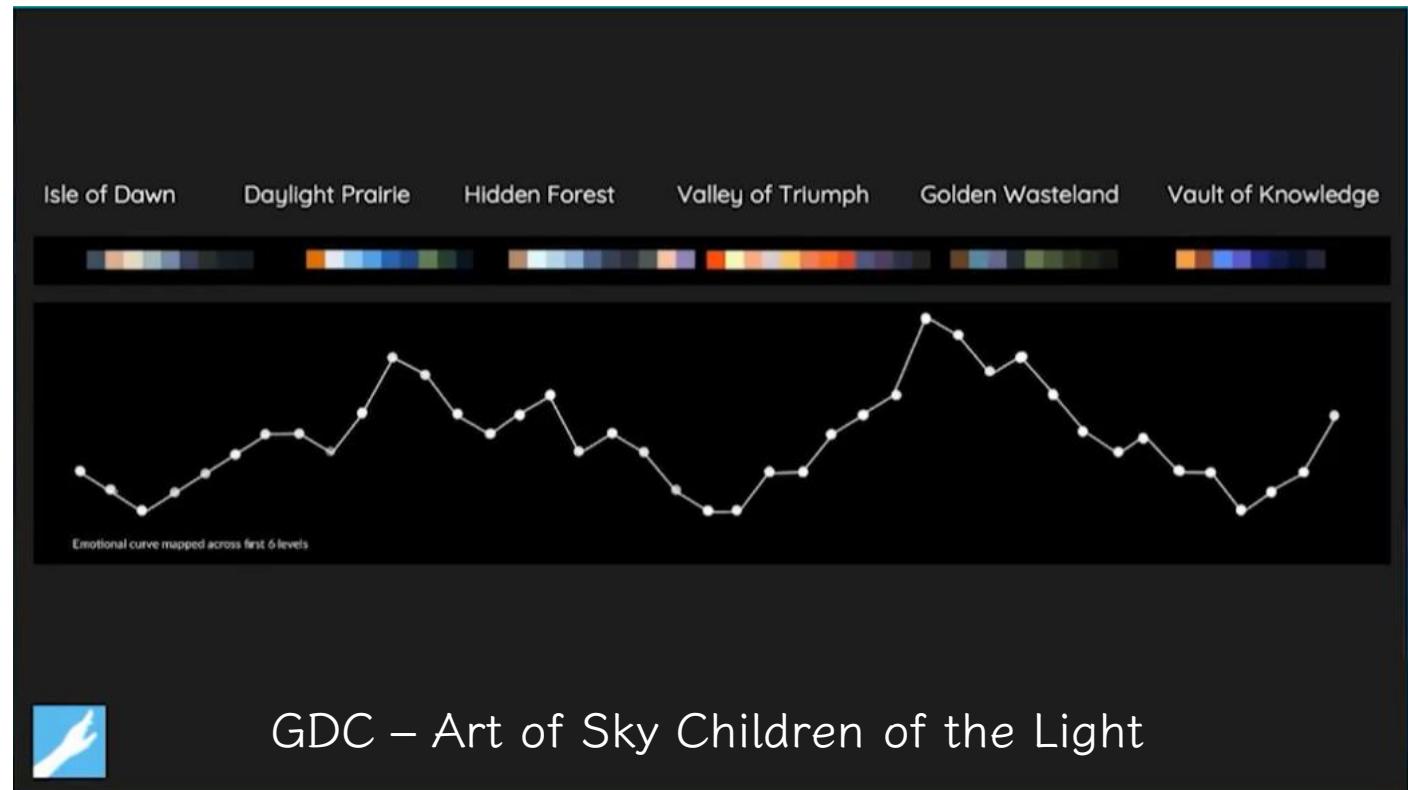


+ • GAME DESIGN IS ABOUT EXPERIENCE DESIGN

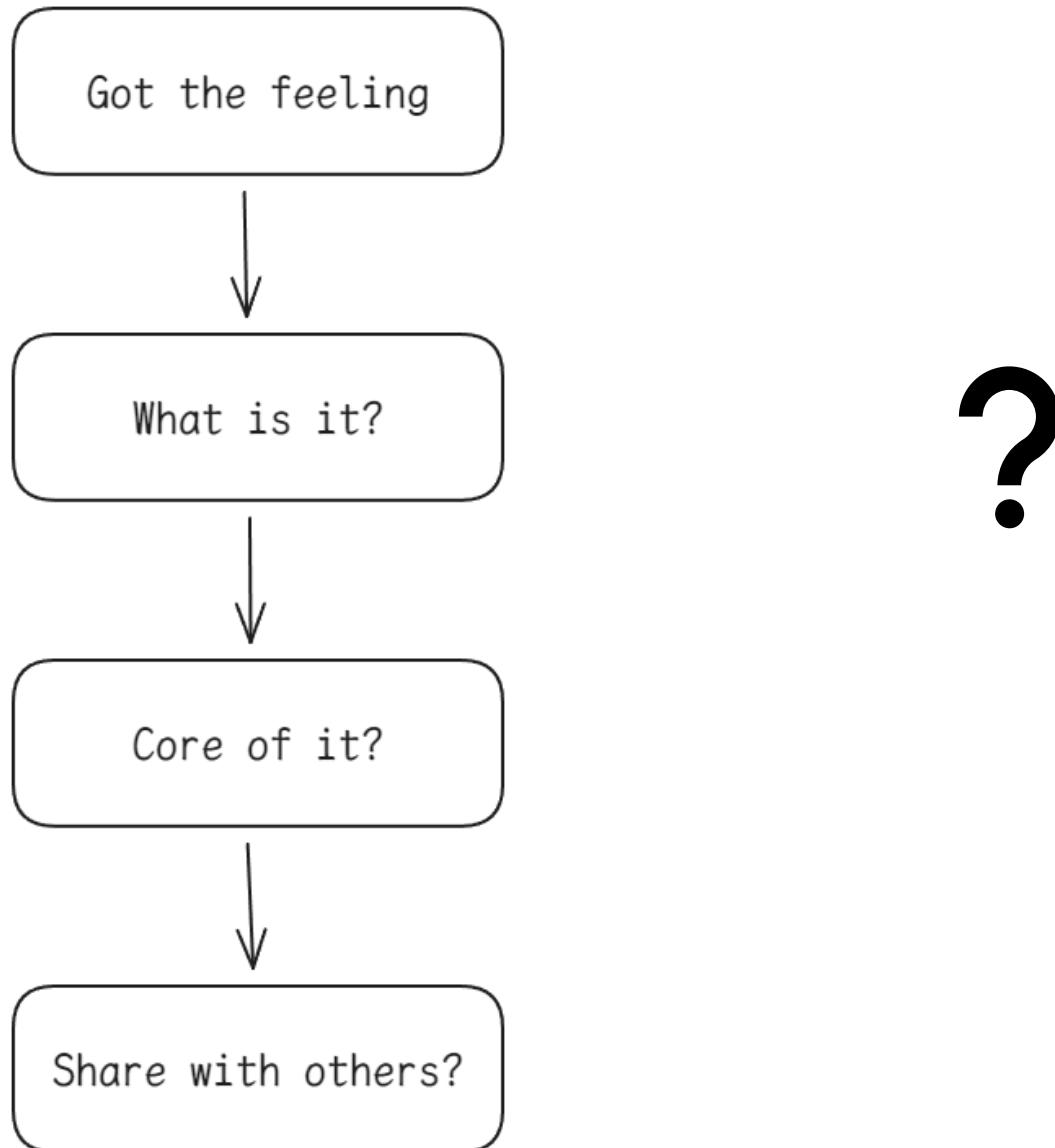
Emotional Game Design System



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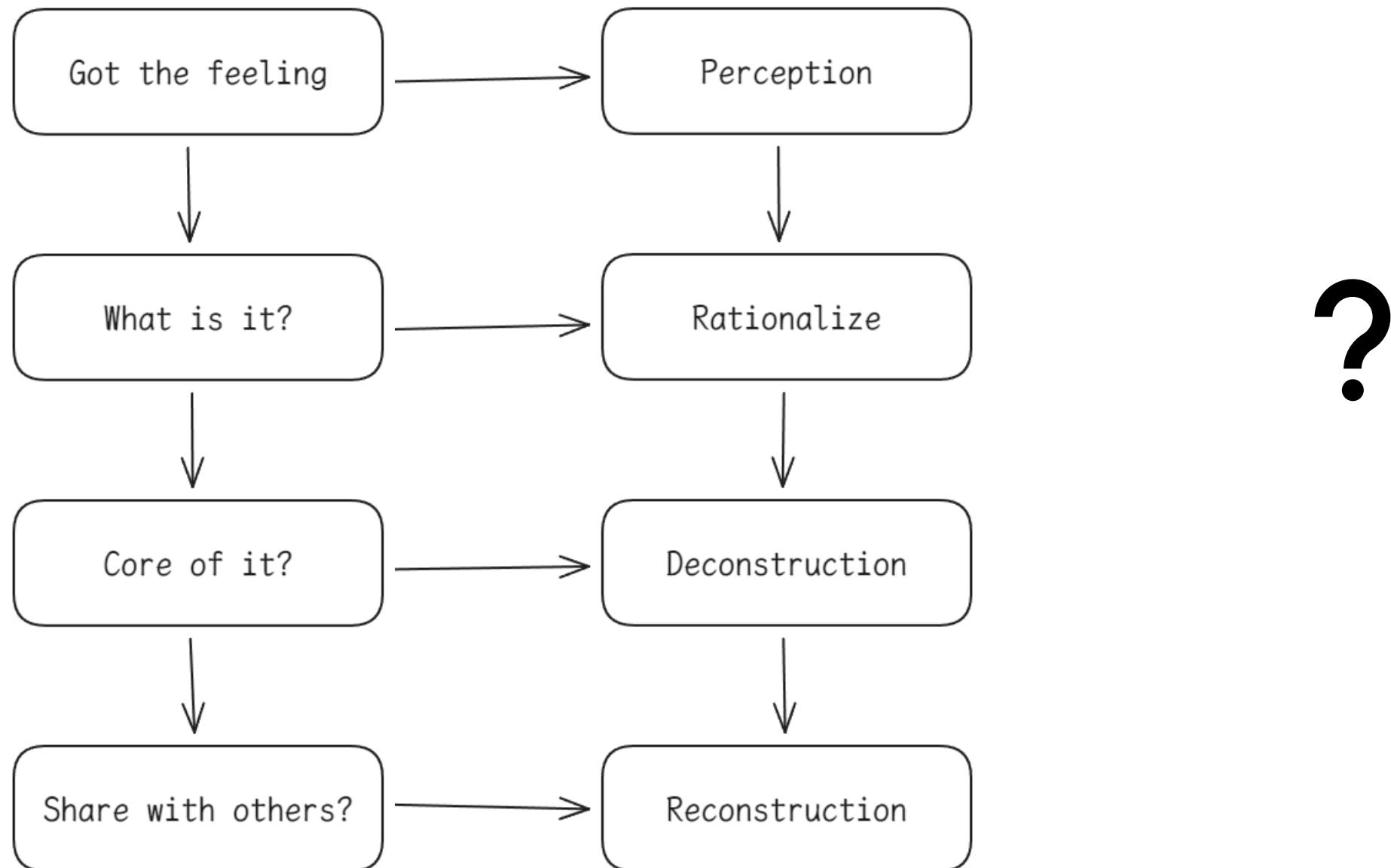


⁺ . THINGS BEHIND EXPERIENCE DESIGN

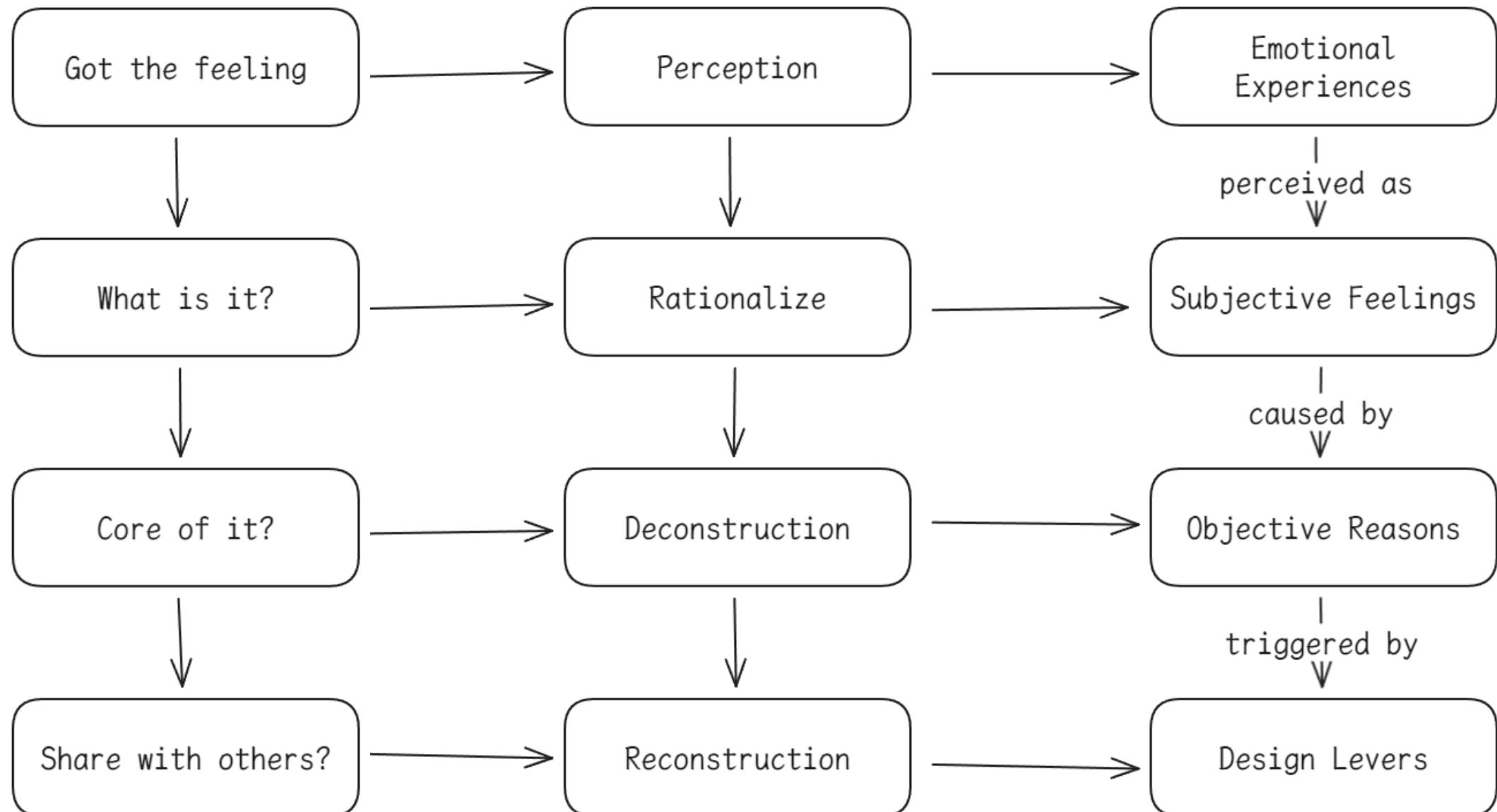


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+ . THINGS BEHIND EXPERIENCE DESIGN

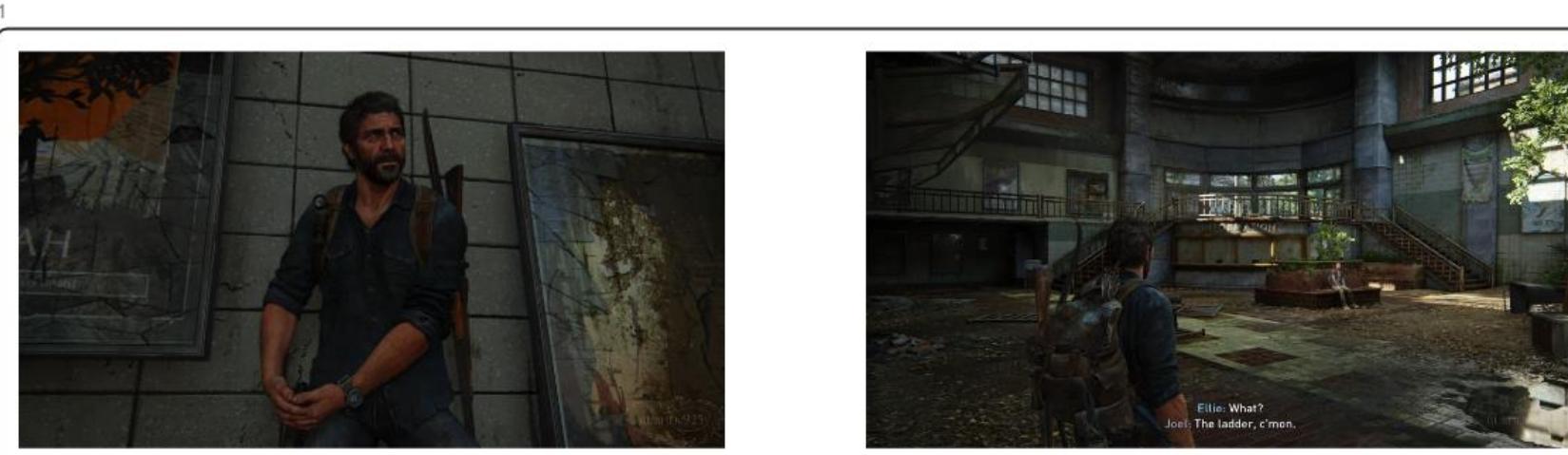


• THINGS BEHIND EXPERIENCE DESIGN





Emotional Game Design System



最开始以一次“非常规”爬梯行为引入，展示此时心神不宁的 Ellie。

- [[subjective feeling - 好奇 curiosity]]
- [[subjective feeling - 担心 concern]]

- [[objective reason - 打破预期 pattern violation]]
- [[objective reason - 未知 unknown]]
- [[objective reason - 被刻意隐藏的信息 information withheld until revealed]]

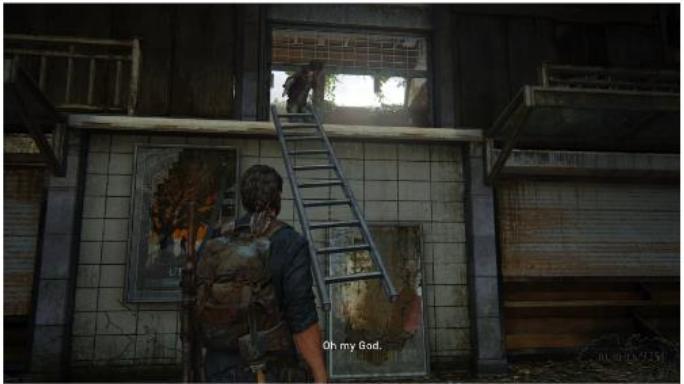
- [[设计杠杆 design levers]]

Narrative: [[Silence - 沉默]] (她没有触发常规的语音反馈)

Aesthetics - Performance:

[[Nuance - Body Language]] (Tag: Avoidance/背对)

[[Timing - Tempo]] (Tag: Hasty/敷衍)



待 Ellie 爬上后，先声夺人创造钩子，将 Ellie 吸引走的同时引起玩家好奇。并且从 Joel 的两次情绪渐强的呼唤中可以看出其担心，感染玩家情绪。

💡[[subjective feeling - 不确定感 uncertainty]]

💡[[objective reason - 无法按计划进行 derail]]

💡[[objective reason - 被刻意隐藏的信息 information withheld until revealed]]

💡[[VO - dialogue voice-over 对白 旁白]]

💡Design Levers:

[[VO - dialogue voice-over 对白 旁白]] (这是素材)

[[aesthetics - performance 演出]] (这是注入灵魂的地方)

Tag: [[Intensity: Crescendo 渐强]] (对应你文字里的“情绪渐强”)

Tag: [[Tone: Anxious/Rising 焦虑/升调]] (对应你文字里的“担心”)



爬上后，整体环境明亮翠绿，Ellie 用话语继续勾起玩家好奇心，吸引玩家向前探知真相。

● [[subjective feeling - 好奇 curiosity]]
 ● [[objective reason - 情绪感染 emotional contagion]]

● [[subjective feeling - 舒心 comfort]]
 ● [[objective reason - 安全信号 safety signal]]

● Design Lever - Aesthetics:

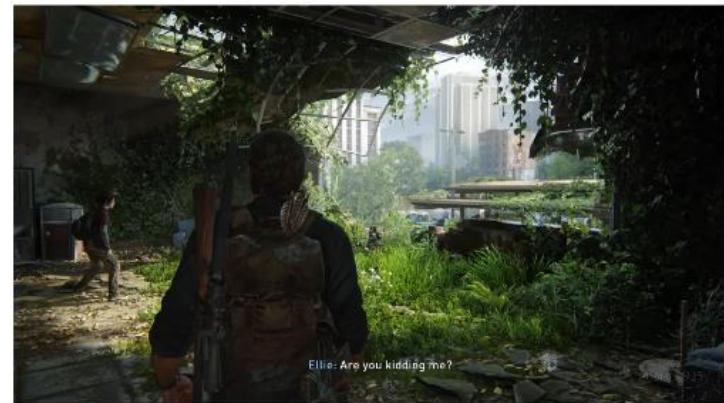
[[aesthetics - atmosphere 氛围]] (对应明亮翠绿)

Tag: High-key lighting / Vibrant colors

Design Lever - Performance (关键!):

[[Tone: Excited/Playful]] (对应 Ellie 的话语)

解释：正是 Ellie 这种轻松、兴奋的语气
 (Performance)，进一步确认了 Safety Signal，并勾起了 Curiosity。



透过马赛克窗可以模糊地辨认出是长颈鹿的形象，但在这之后没有马上揭露，而是用了两个不同的 layout 来做情绪铺垫。

⌚ [[subjective feeling - 期待 looking forward]]

- ⌚ [[objective reason - 伏笔 foreshadowing or teasing]]
- ⌚ [[objective reason - 被刻意隐藏的信息 information withheld until revealed]]
- ⌚ [[objective reason - 强制绕行 forced detour]]

⌚ 观察 A: “透过马赛克...模糊辨认”

Design Lever - Aesthetics: [[Translucency/Silhouette - 半透明/剪影]]

价值: 这是一个美术手段。如果窗户是全透明的，惊喜就提前泄露了；如果是全不透明的，就没有期待感。模糊 (Blur/Mosaic) 恰恰是关键的 Lever。

观察 B: “用了两个不同的 layout 来做情绪铺垫”

Design Lever - Level Design: [[Pacing - 节奏控制]]

价值: 这解释了为什么这里要放两间空屋子，而不是直接转角遇到爱。这是为了酝酿情绪。



然后以小门作为视口看见了长颈鹿，确认玩家猜想。

💡 [[subjective feeling - 解脱 安心 relief]]

💡 [[objective reason - 基调反差 tonal contrast]]
💡 [[objective reason - 确认预期 confirmation]]

💡 Design Lever - Aesthetics (Composition):

[[Framing - 框式构图]]

解释： 门框天然形成了一个画框 (Picture Frame)，把长颈鹿变成了一幅画。这增加了场景的仪式感和美感，引导玩家聚焦。

Design Lever - Aesthetics (Visual):

[[Lighting - Exposure]] (曝光)

解释： 室内暗、室外亮 (Over-exposed exterior)，这种光照处理强化了“出口 = 希望/解脱”的心理暗示。



在玩家走入门后，音乐渐强。温和接管3C，减慢移速，控制镜头朝向。玩家与长颈鹿交互后，与 Ellie 换手抚摸长颈鹿。

💡 [[subjective feeling - 幸福 happiness]]

💡 [[subjective feeling - 和谐 harmony]]

💡 [[objective reason - 通过触摸获得自主性 gain agency from tactile interaction]]

💡 [[设计杠杆 design levers]]

Gameplay / 3C:

[[Movement Constraint - 移动限制]] (Tag: Forced Walk/减速)

解释： 强迫慢下来，就是强迫玩家进入“欣赏/沉浸模式”。

Performance (Camera):

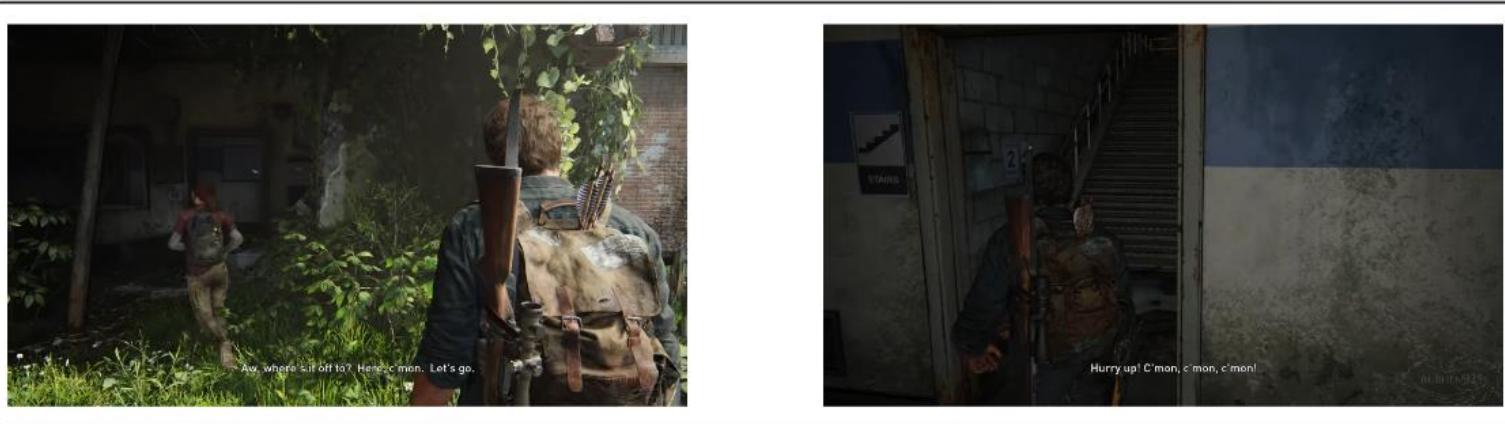
[[Camera Guidance - 镜头引导]] (Tag: Soft Lock/温和接管)

解释： 这里的接管是“温和”的，不是生硬的 Cutscene，这种平滑性属于 Performance。

Aesthetics (Audio):

[[Music - Dynamic Layering]] (Tag: Swell/渐强)

解释： 对应你写的“音乐渐强”。



长颈鹿离开后，Ellie 发出惋惜声，然后引导玩家探寻之后的路。可以从 Ellie 的三次 c'mon 中明显感知其高昂的情绪和兴奋程度。

💡 [[subjective feeling - 期待 looking forward]]

💡 [[objective reason - 节奏转换 pacing shift]]
 💡 [[objective reason - 情绪感染 emotional contagion]]

💡 Design Lever - Narrative (Content):

[[Dialogue - Repetition 重复]] (Tag: Rule of Three)

解释： 她喊了三次。重复是建立紧迫感和强调情绪的经典修辞。

Design Lever - Aesthetics (Performance):

[[Timing - Tempo]] (Tag: Accelerating/急促)

[[Tone - Pitch]] (Tag: High Energy/高昂)

解释： 对应你文字里的“高昂的情绪和兴奋程度”。



然后以掩门作为 vista 的最后一道遮挡，推开后便是美丽的远景。

- [[subjective feeling - 解脱 安心 relief]]
- [[subjective feeling - 有机的世界 organic and diegetic world]]

- [[objective reason - 确认预期 confirmation]]
- [[objective reason - 空间释放 spatial expansion]]
- [[objective reason - 安全信号 safety signal]]

● [[design levers]] (建议补充)

[[level design - 视觉阻挡 visual occlusion]] (制造揭示前的张力)

[[aesthetics - 远景 vista]] (视觉回报)



在最佳观景位斜靠的 Ellie 提供了交互选项，以对话再次回望过往的种种艰辛。

🔑 [[subjective feeling - 联系 connection - 沟通 communication - 陪伴 togetherness]]

🔑 [[objective reason - 共同经历 shared experience]]

🔑 [[design levers]] (建议补充)

[[interaction - 可选对话 optional conversation]] (赋予玩家主动权)

[[aesthetics - performance - 肢体语言 body language]] (通过姿态传递放松信号)



Joel 先行离开观景位，但在开门时犹豫了。待 Ellie 过来时提出可以到此为止不必向前。

💡 [[subjective feeling - 纠结 in a dilemma]]
💡 [[subjective feeling - 沉重 heaviness]]

💡 [[objective reason - 不可逆后果 irreversible outcomes]]
💡 [[objective reason - 前途未卜 future unclear]]

1. 关于“开门时的犹豫”（关键演出）

建议添加: [[aesthetics - performance - 细节 nuance]]

Tag: Hesitation/犹豫

解释: 手放在门把手上没有立刻压下，身体重心的细微停顿。

2. 关于“这扇门”（关卡设计符号）

建议添加: [[level design - 阈值 threshold]]

解释: 这扇门被设计为从明亮的室外通向阴暗的室内，这种光照和空间的过渡 (Transition) 本身就在暗示“好日子结束了”。

3. 关于“不必向前”的提议（叙事）

建议添加: [[narrative - dialogue - 潜台词 subtext]]

解释: Joel 表面上是在给 Ellie 选择，潜台词其实是他在求救，他不想失去 Ellie。



但 Ellie 决心已定，由其最终推开了门。

● [[subjective feeling - 紧张 tension & nervous]]
 ● [[subjective feeling - 决心 determination]]
 ● [[subjective feeling - 束缚 limited - 无力感 helpless]]

● [[objective reason - 主动权转移 agency shift]]

● [[design levers]]

Narrative:

[[narrative - 核心动机 core motivation]] (Tag: Sunk Cost/代价)

解释：这句话不仅仅是对白，它是对之前所有 Gameplay 牺牲的总结。

Performance (Facial):

[[aesthetics - performance - 微表情 micro-expression]] (Tag: Firmness/坚定)

解释：截图里 Ellie 的眼神没有丝毫闪躲，而 Joel 是回避的。这种对比是 Performance 的功劳。

Character Design:

[[character - 角色弧光 character arc]] (Tag: Maturation/成长)

解释：这一刻标志着她不再是“货物”，而是“救世主”。



切镜看到远处的最后一只小长颈鹿隐入林中，既寓意着美好的结束，也寓意着新生力量（Ellie）所做出的抉择（即离开）。

⌚ [[subjective feeling - 不舍 reluctant to let go]]

⌚ [[objective reason - 转瞬即逝 transience]]

⌚ 1. 关于“隐入林中”（演出调度）

[[aesthetics - performance - 调度 blocking]]

Tag: Exit/退场 或 Occlusion/遮挡

解释：看着背影消失在视线中（Object Permanence），是引发“不舍”的最强视觉手段。

⌚ 2. 关于“寓意新生”（叙事符号）

[[narrative - 象征 symbolism]]

Tag: New Life/新生 或 Passing the Torch/传承

解释：对应你文字里写的“新生力量（Ellie）所做出的抉择”。长颈鹿不仅是动物，它是 Ellie 内心纯真一面的外化，长颈鹿走了，Ellie 也就长大了。



最后镜头回到阴暗的楼梯间，将情绪再次下沉。

⌚ [[subjective feeling - 山雨欲来 the calm before the storm]]

- [[objective reason - 前途未卜 future unclear]]
- [[objective reason - 基调反差 tonal contrast]]
- [[objective reason - 空间压缩 spatial compression]]

⌚ Design Lever - Level Design:

[[level design - 垂直下降 vertical descent]]

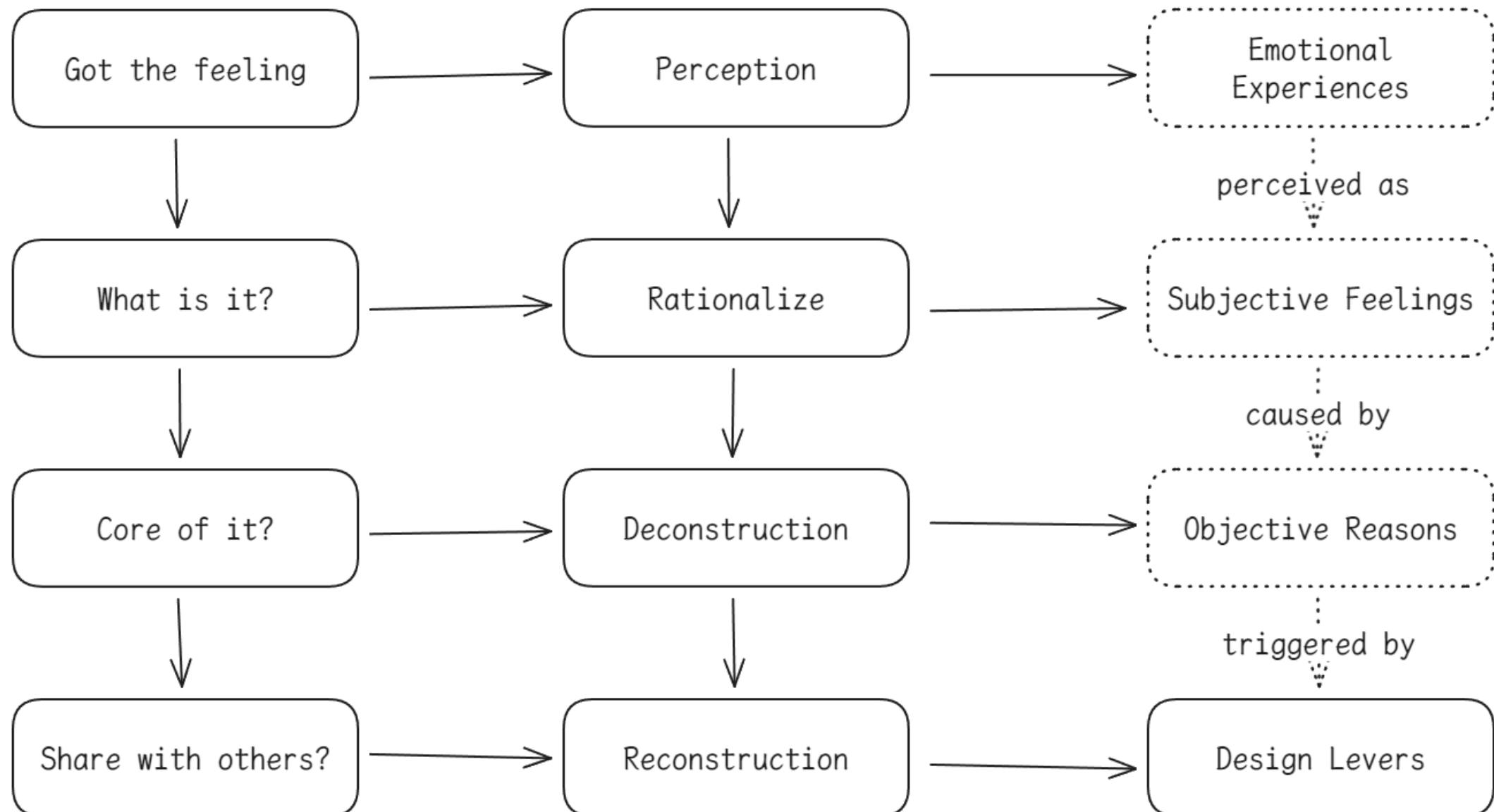
解释：这是一个非常经典的符号学设计。向下走 (Descent) 通常暗示着进入冥界、潜意识深处或危险区域 (Into the Abyss)。

Design Lever - Aesthetics (Lighting):

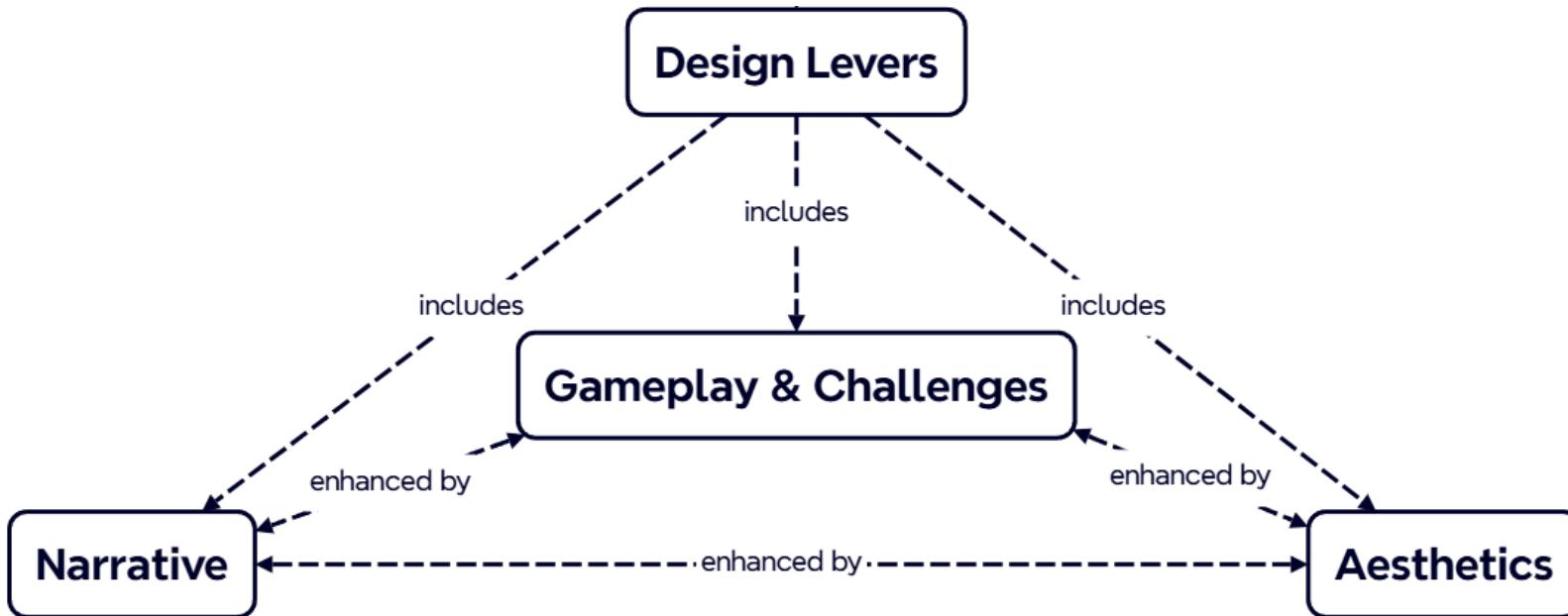
[[aesthetics - visual - 低调照明 low-key lighting]]

解释：光线被剥夺，只剩下冷色调或黑暗，强制剥离了之前的安全感。

• THINGS BEHIND EXPERIENCE DESIGN



+ . THINGS BEHIND EXPERIENCE DESIGN

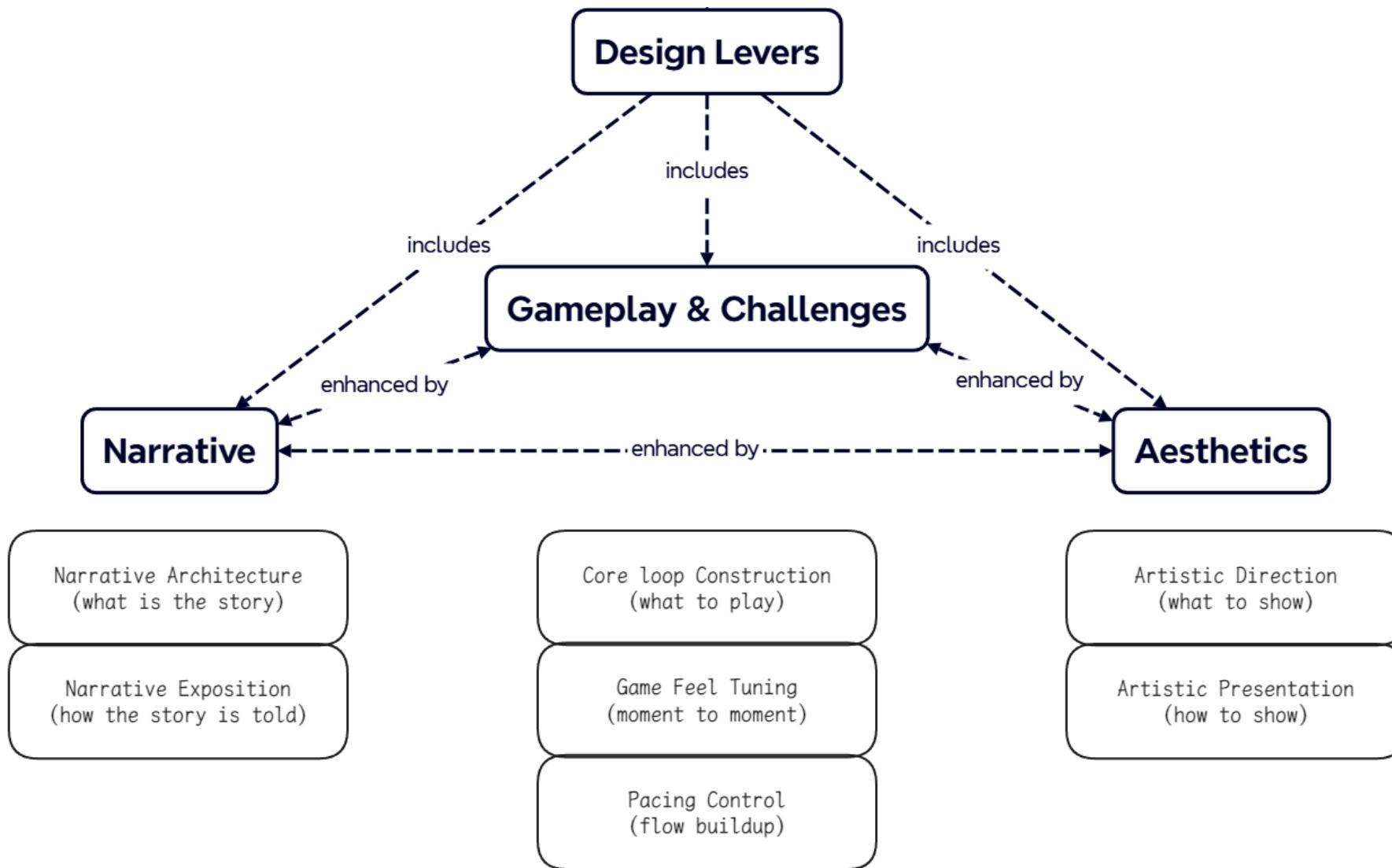


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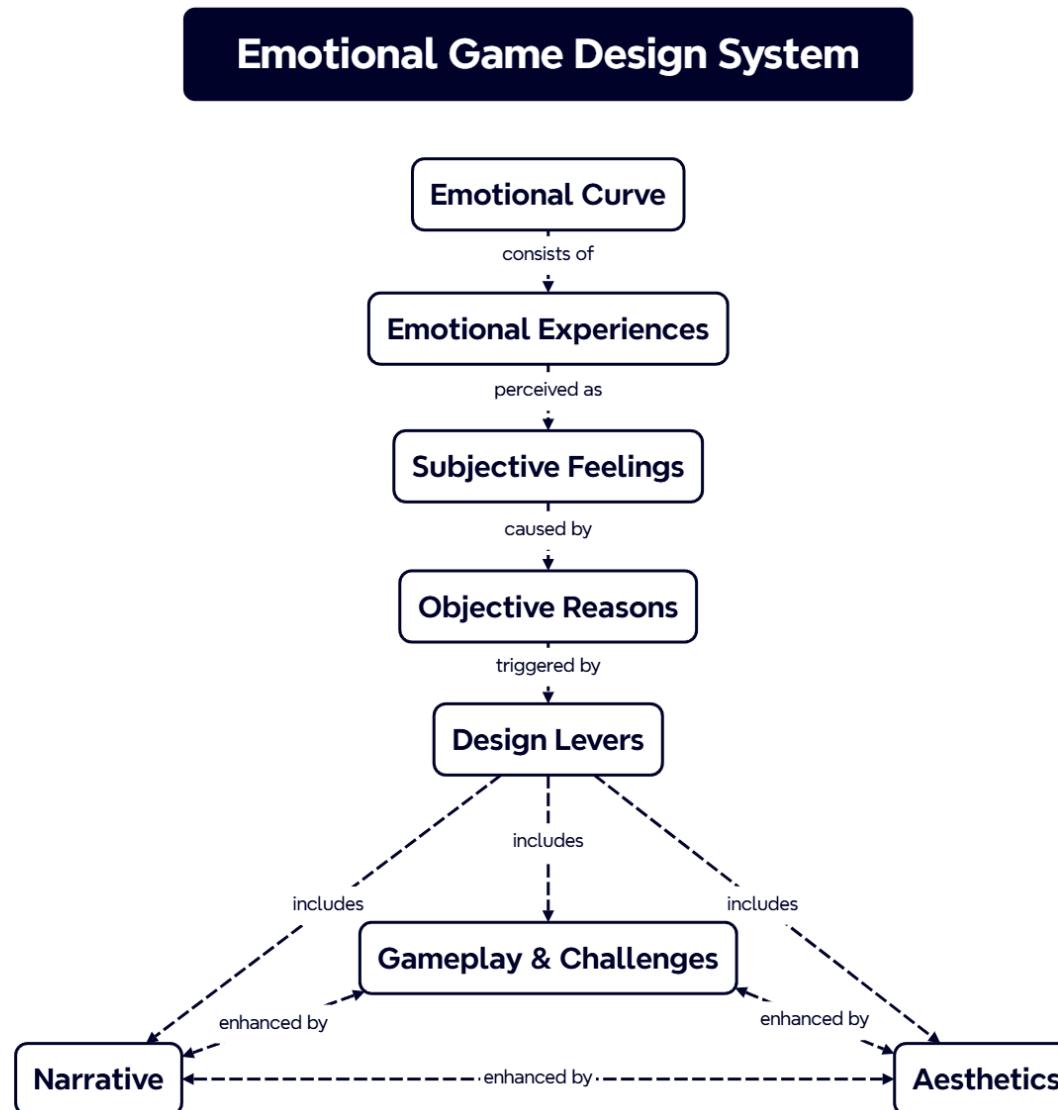
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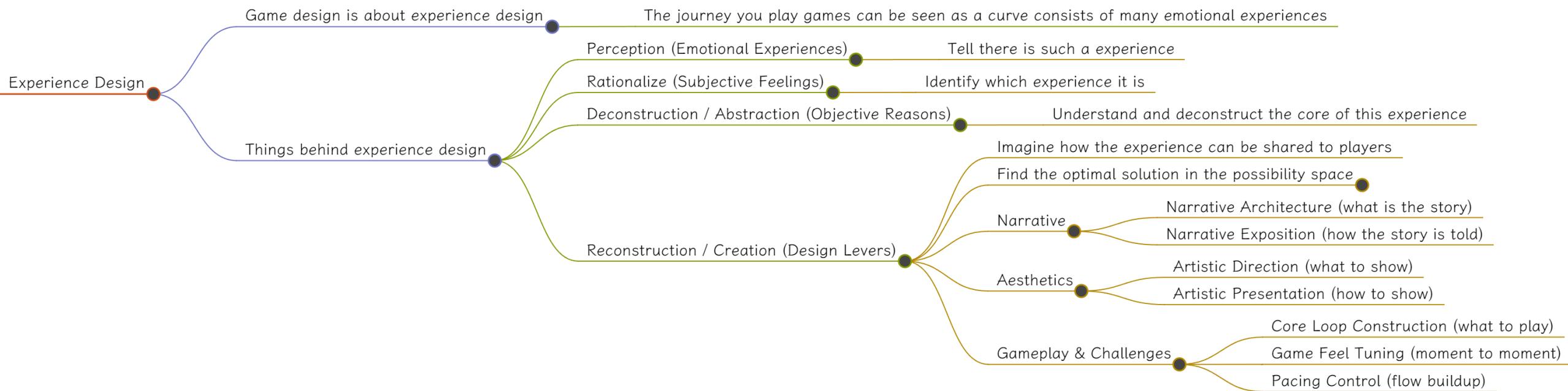
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+. THINGS BEHIND EXPERIENCE DESIGN

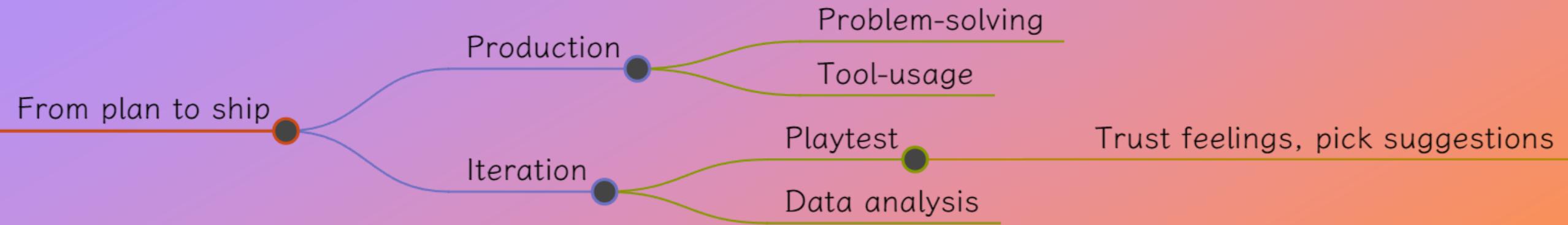


+. THINGS BEHIND EXPERIENCE DESIGN



So, I have a bigger picture
game design is about experience design
and there are many things behind it
It is time to make things happen!

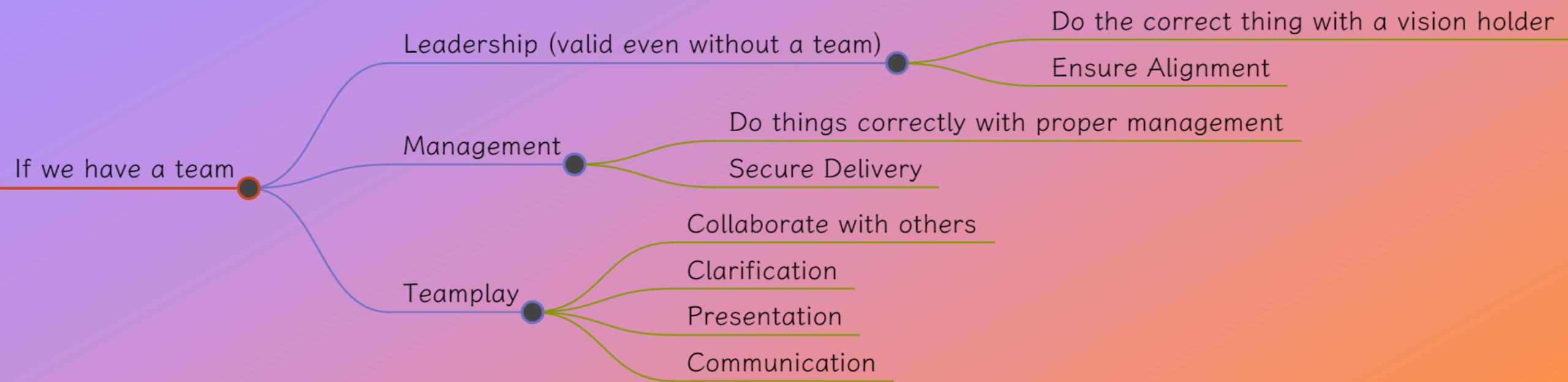
From Plan to Ship



If we have a team

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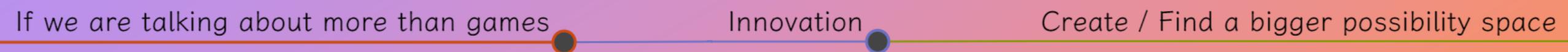
o



If we want to make profits



If we are talking about more than games



Innovation vs. Reconstruction

So we have the map



THANK YOU FOR YOUR THINKING AND THOUGHTS IN THE
DISCUSSION!

ANY FEEDBACK WOULD BE APPRECIATED
I AM LISTENING TO YOU ☺
WE COULD MAKE THIS BETTER!



無涘 PWE

Play With Experiences