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 CS 1010 – Intro to Interactive Entertainment
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Module 6 – TIO: Design Discussion – Creative and Expressive Play

1. What features do you want to include to allow the player to define herself in the game: avatar selection, customization, or creation from the ground up? What attributes can she change, if any? – In *Shadow Realms*, I want players to be able to customize their character by selecting various physical attributes and gear that impact playstyle. Players can choose from different appearance options (such as facial features, hair, and outfit colors) to personalize their character. Players will have the most personalization through gear and unlocked abilities, which will reflect a preferred play style (such as a fighter or a mage).
2. How will you make clear to the player the possible consequences of his avatar customization decisions so that he can make informed choices? Where will you provide this information? – To help players make informed choices, a tooltips window will be available when looking over stats in the character creation menu. These will display a brief description of the attributes which should give enough guidance for those looking to build a specific character. Pre-built character options will also be available to characters looking for a quick-start.
3. If you offer creative play, what will its domain be? What limitations will the machine impose? – I do not anticipate offering creative play for this type of game. The only customization offered beyond character creation and leveling is the gear chosen to play with. I do like the idea of implementing a color selection option for gear to give some minor personalization in this aspect.
4. Do you plan to offer constrained creative play? If so, what will be the constraining factor or factors—economics, physics, or aesthetics? Will the game provide a growth path to gradually free the player of constraints? In the case of aesthetics, how will you implement an aesthetic judgment mechanism, and how will the results of that judgment become clear to the player? Will aesthetically successful (however you determine that) creations earn more money, win prizes, produce points, or gain some other reward? – Yes, some constrained creative play will be implemented, but this will primarily be done in the context of unlocking character abilities and gear. There will be an economic constraint, which will use essence or gold acquired from defeating enemies, which can be used to level up and purchase items.
5. Will you offer freeform creative play? If so, will it be part of ordinary play, or will it be a separate sandbox mode? If you do offer freeform creative play, can the player's creations affect the gameplay? – No freeform creative play is anticipated for the project *Shadow Realms*.
6. Does your game include features for role-playing or storytelling play? What will they be? How can you seamlessly integrate such features into the rest of the game? – Storytelling elements will be available through environmental clues, lore item descriptions, and interactions with NPCs. These interactions and lore items will be found through exploration in the world, which should tie into

gameplay.

7. Do you plan to allow mods? What will you let players modify? Can they create new levels, bots, or narrative material? What tools will you want to ship to support these activities? – I could see this game potentially supporting modding circulating around level creation, weapons, and skins. But I don't see anticipate this being a large part of the game.
8. How will you create a sense of community between the players and allow them to share their creations with others? – Community will be limited as this is primarily a single player game. But I can see a leaderboard that shows the player's character with the gear they used and what stats they had at the end of the game.