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How to get a Game Design Job?

1. Start Designing NOW
2. Desktop a skill you love
3. Persistence
4. Always do more

BLIZZARD DESIGN VALUE:

1. Easy to Learn, Difficult to Master:
 - 1.1 Rules, controls, Mechanisms are simple to learn
 - 1.2 System have depth
 - 1.3 Complex. Not complicated
2. What's the Fantasy:
 - 2.1 Allows the player to become someone else
 - 2.2 Fulfill player expectations of that role
 - 2.3 Reinforced with the mechanics of the game
3. Make Everything Overpowered:
 - 3.1 Make the player FEEL overpowered
 - 3.2 Give the Player unique abilities that feel like "Cheating"

3.3 Asymmetric Design

4. Concentrated Coolness:

- 4.1 Don't give the player too many capabilities
- 4.2 Instead give a few very unique ones
- 4.3 Too much makes everything feel water-down

5. Play, Don't tell:

- 5.1 Tell stories through player actions
- 5.2 Avoid too many cinematics and cut-scenes
- 5.3 Avoid exposition and "Wall of text"

*Note: I'm not a game creator, but all of the aforementioned considerations are crucial for both game developers and players when playing games.