# Kingston Alumni Splash Damage Game Designer

* Largest Game Studios in England
* Works on multiplayer based games

## The reality

* In an AAA studio each game developer has one specific role to fulfil
* Splash Damage usually provide for AAA games
* Not going to be a big shot in games industry in the short term
* Can take years until you release a game to the public

## The life of a game developer

* Have a communication chain going
* Will have documentation software so will not be using your own (Confluence)
* Most AAA companies will use JIRA
* Source Control such as GitHub

## The Designer & the Team

### Types of Game Design:

1. System Designer (Progression systems, Earning XP)
2. Technical Designer (Programming and Designer merged together)
3. Combat Designer (not in small companies, Responsible for combat)
4. Level Designer (Make the maps, pick up the guidelines the designers create)
5. Monetisation Designer (what the items are going to cost and use Excel a lot)
6. Principal Designer (Have many years of design experience, the go to guy for questions about the design)
7. Content/ Narrative Designer (Creating the content of the game, the writing of the games story, characters etc)
8. UX Designer (Responsible for user research such as questionnaire’s and demo feedback)
9. Game Designer (A mix of many different development roles such as system and level)
10. Creative Directors (have years and years of experience and set up the direction of the game)

## Development Phases:

1. Concept Stage (Going to concept what the game might look like, what the risks are? Setting up the pillars of the game)
2. Pre-Production (Prove the concept works, start exploring the main features and mechanics, get game testers in, get honest feedback from game testers)
3. Production (All the features get implemented, All the mechanics are used, where analysists get data from the game, Marketing get involved, Designers stop, Presentations towards publishers)
4. Beta (Content lock, Game polishing and bug fixing from testers)
5. Release (Live Service and look into DLC’s)

## How to get you into the Industry?

* Tell the studio why they need you on your cover letter
* Structure your CV (Summary, Highlights, Experience, Education)
* QA is a great way to understand game development since you’ll be working alongside them
* Learn a lot from online sources (GDC talks are incredibly insightful)
* Go to Games Networking Events!

## Be Professional

* Trust you colleagues, don’t have an ego and be humble
* Be prepared to ask for help, don’t be scared and they may have 10+ years of development knowledge and will always happy to help
* Feedback will be honest direct and to the point, it’s never personal

## The Secret Mission

* Treat yourself and be healthy
* Feed your brain (use different ways to present your game ideas)
* Learn how to stop (don’t burn yourself out in the studios, have a life outside of the studios)

**For Presentation Include Game Loops**

**Look into QA tester jobs because that’s a great way to get into the industry and talk to developers/ network**