



GAME DESIGN DOCUMENT PRESENTATION

ANNOUNCEMENTS



**Marks for the pitch
and feedback will be
uploaded by next
week**



**Design document
presentation @ UofT**

Wednesday October 9th



**Alpha presentation @
UofT**



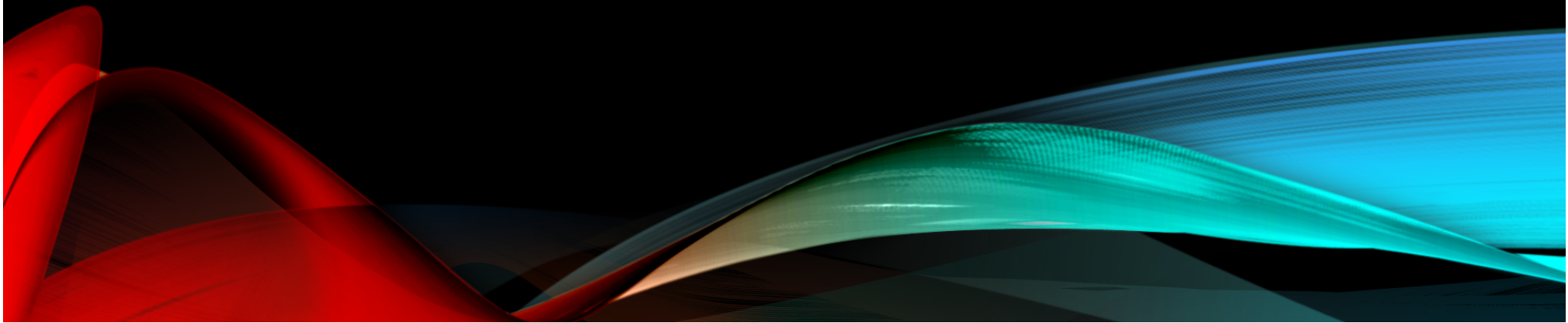
**Beta presentation @
TBD**



**Final presentation @
TBD (possibly Zynga)**

MLESTONE 2

Game Design Presentation



PRESENTATION



Present all designs for game.

Mechanics



Presentation of mock-ups, storyboards, mood board, sketches, data models, etc.

Mostly Centennial



Prototype for challenging elements.

Mostly UofT

PRESENTATION



Make sure your demo works before the presentation!



Create an executable with a working demo



Ensure it works on multiple computers



Bring speakers and adapters



Questions?

GAME DESIGN DOCUMENT



Pablo will talk about GDDs during the tutorial today.



I will post a GDD template on the course website.



Questions?

PRESENTATION CONSIDERATIONS

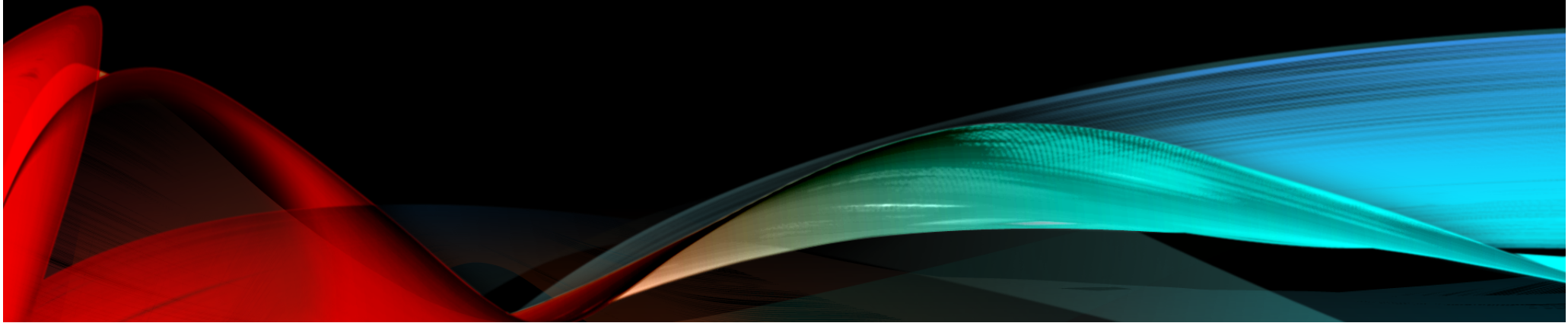
- Biggest issue from past presentations
- Too much telling, not enough showing!
- Examples:
 - No level designs
 - Reading off slides (or off your GDD)
 - Incomplete tech demo
- Present blueprints, not just a more detailed pitch

PRESENTATION FLOW

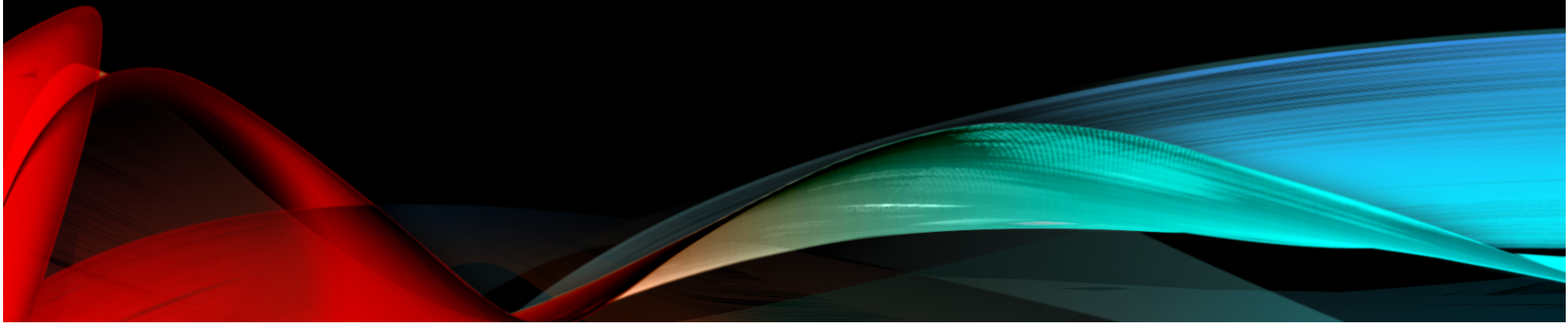
1. Introduction (team, members)
2. Pitch
3. Gameplay
4. Character Design
5. Level Design (flowcharts)
6. Level Breakdown (goals, purpose)
7. Sound & Music
8. Workflow (team & task breakdown)
9. Tech Demo
10. Panel Feedback



PRESENTATION QUESTIONS?



LEVEL DESIGN EXERCISE



BREAKING DOWN YOUR LEVELS

1

Describe the features of an easy, medium and hard difficulty level.

- Do this alone

2

Describe the skills needed to perform your medium difficulty level.

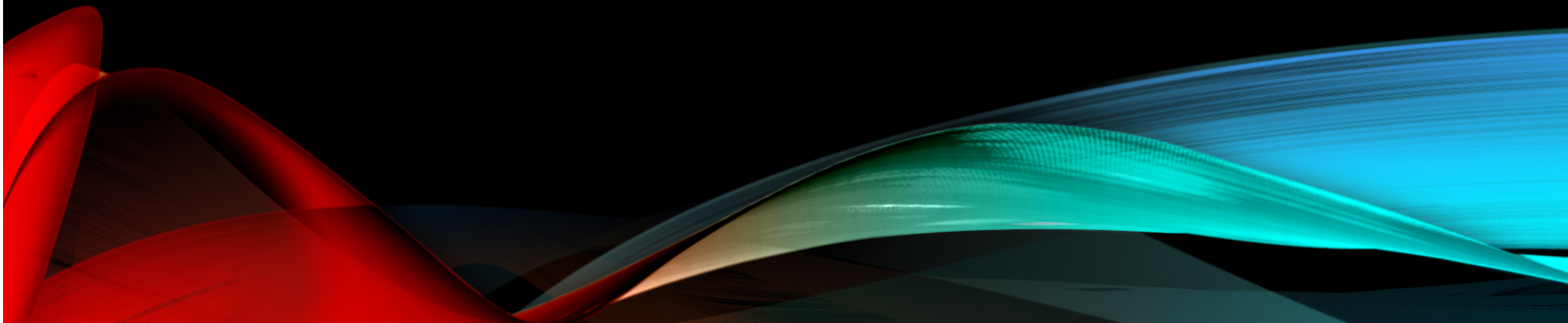
- Do this with a person from another group

3

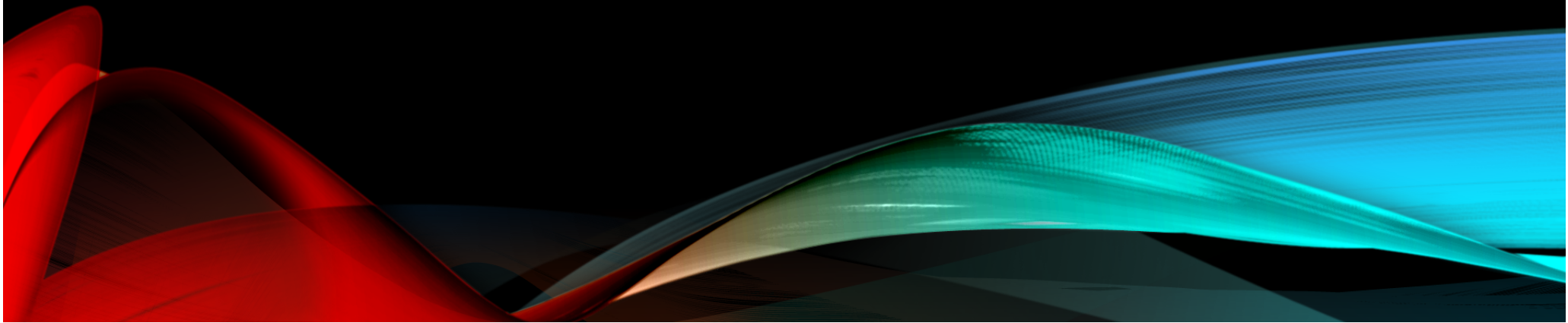
Compare the list of skills that the players need to have and order levels based on that.

- Do this with people in your group

“THE PLAYER NEEDS TO KNOW HOW TO MOVE AROUND THE LEVEL, HOW TO JUMP, HOW TO PICK UP AND THROW CRATES, AND HOW TO COMBINE THESE TOGETHER TO OPEN THE DOOR BY PLACING THE CRATE ON THE FLOOR SWITCH.”

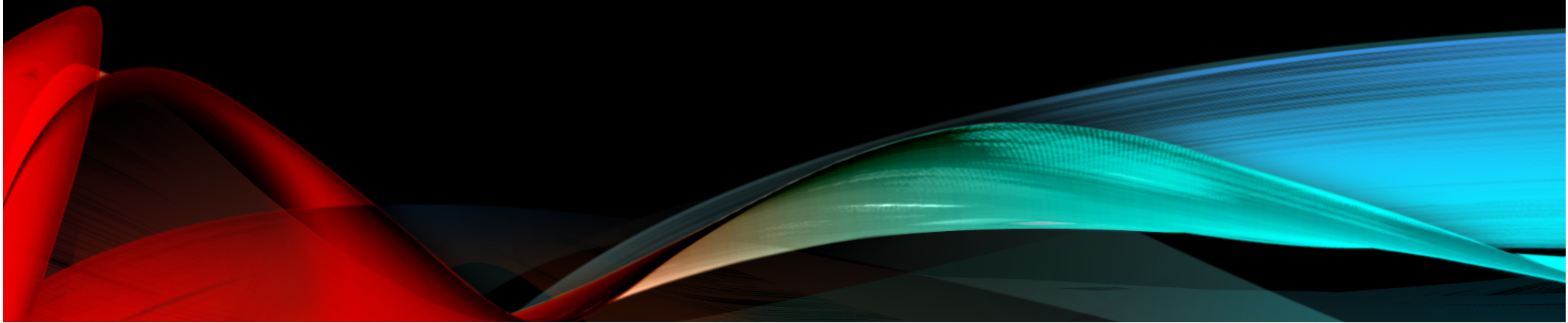


GAME MECHANICS EXERCISE



“ GAME MECHANICS ARE *RULE BASED SYSTEMS / SIMULATIONS* THAT FACILITATE AND ENCOURAGE A USER TO *EXPLORE* AND *LEARN* THE PROPERTIES OF THEIR POSSIBILITY SPACE THROUGH THE USE OF *FEEDBACK MECHANISMS* ”

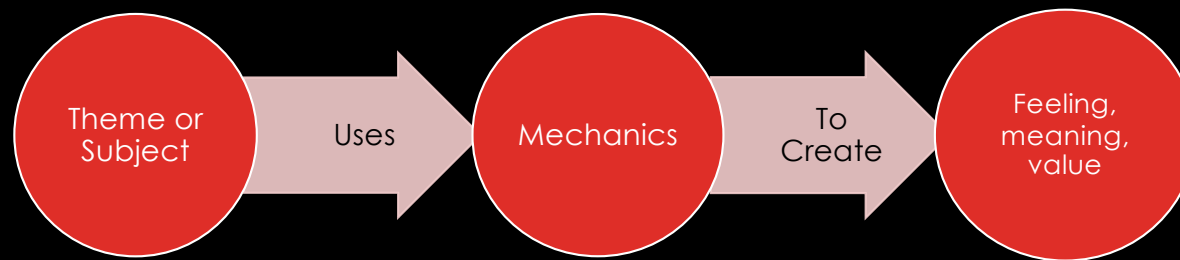
Raph Koster (A Theory of Fun)



ANOTHER DEFINITION

- Something fundamental that one plays with.
- Something that provides the player with a satisfying sensation.
- Something that lends itself to more extensive interactions.
- The game itself can also interact with the player.
 - Speeding up
 - Add more obstacles
 - Etc

MECHANICS EXERCISE



IDENTIFY MECHANICS

- Assassin's Creed
- Baba Is You
- Bubble Bobble
- Call of Duty
- Civilization 5
- Dishonored
- Don't Starve Together
- Dota 2
- L.A. Noire
- League of Legends
- MapleStory
- Minecraft
- Overwatch
- Persona 5
- Pixel Dungeon
- Pokemon Go
- Portal 2
- Skyrim
- Stardew Valley
- The Longest Journey
- The Unfinished Swan
- The Witness
- To The Moon
- War Thunder
- World of Warcraft
- Zelda: Breath of the Wild