

Name: About This Channel.

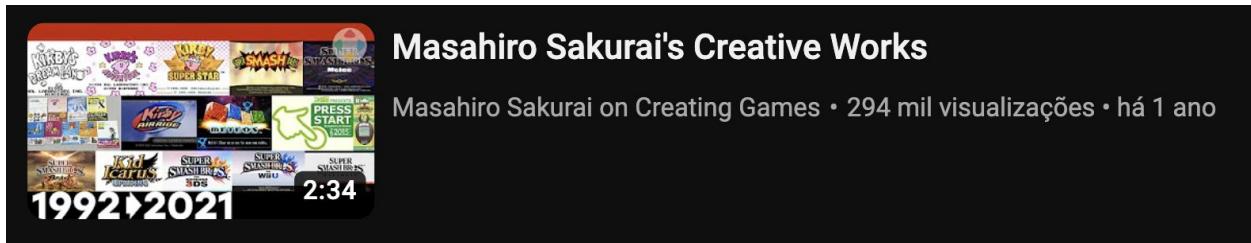
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 23, 2022.

URL: <https://youtu.be/7M-DnOleasA?si=mIY6IAOo4poLvgEz>.

Summary:

The speaker, Masahiro Sakurai, introduces himself as a director and game designer known for titles like Kirby and Super Smash Bros. He discusses the goal of his YouTube channel, aiming to enhance the appreciation of game design and development globally. Unlike traditional gaming channels, Sakurai focuses on discussing the nuances of game design, sharing insights that may benefit both aspiring and experienced game developers. He emphasizes making the content accessible to those unfamiliar with game development, with episodes lasting 2 to 5 minutes. The channel targets a niche audience of game creators, aiming to provide valuable insights and potentially contribute to the growth of future game developers. The channel operates independently of Nintendo, and Sakurai mentions that it is not focused on generating revenue, but rather as a voluntary investment in the gaming industry.



Name: Masahiro Sakurai's Creative Works.

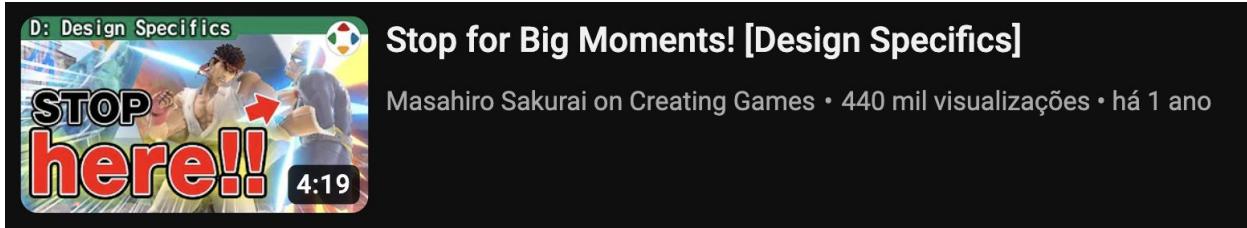
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 23, 2022.

URL: <https://youtu.be/frNXwWqZpkI?si=GDV6Qo5jnfLKiyJg>.

Summary:

This video offers a brief introduction to Sakurai's major creative works as of 2022. He has been involved in numerous other projects as well, but for games in particular, he chose to only include works that he directed personally.



## Stop for Big Moments! [Design Specifics]

Masahiro Sakurai on Creating Games • 440 mil visualizações • há 1 ano

Name: Stop for Big Moments! [Design Specifics].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 23, 2022.

URL: [https://youtu.be/OdVkJOzdCPw?si=W\\_rbGxg-j9NQhRlx](https://youtu.be/OdVkJOzdCPw?si=W_rbGxg-j9NQhRlx).

Summary:

In this video, the speaker discusses the concept of "hit stop" in game design, referring to the brief pause that occurs when a character lands an attack. He emphasizes the significance of hit stop in creating impactful and engaging gameplay experiences. The discussion extends to the implementation of hit stop in games like Super Smash Bros. Special and relates it to the speaker's coined term "boss stop," seen in games like Kirby's Dream Land. The speaker suggests that hit stop can enhance various game genres, including shooters, by adding a momentary pause during significant events, creating a more immersive and satisfying experience for players. The importance of incorporating hit stop for both player and enemy actions is highlighted, with examples from classic games like Fantasy Zone. The speaker encourages game developers to consider adding hit stop to their games for better visual impact and player feedback.



Name: Kirby's Dream Land [Game Concepts].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 25, 2022.

URL: [https://youtu.be/PBRt2D2YN44?si=wh-TCG\\_ut9CHC94j](https://youtu.be/PBRt2D2YN44?si=wh-TCG_ut9CHC94j).

Summary:

In this video, Masahiro Sakurai, the director of various games, including the Kirby series, plans to discuss the concepts behind the games he directed. He begins with the first Kirby game, sharing insights into the development process. Sakurai touches on the initial concept at the age of 19, focusing on the enjoyment of utilizing enemies in gameplay. He explains the decision to allow Kirby to fly, providing players with an alternative to instant death scenarios in traditional action games. The discussion also addresses the game's approach to accommodating novice players, aiming for an accessible and enjoyable experience. Despite its simplicity, the first Kirby game became a top seller, especially among beginners. The video concludes, teasing future discussions on the Kirby series and its evolution.



Name: Frame Rates [Planning & Game Design].

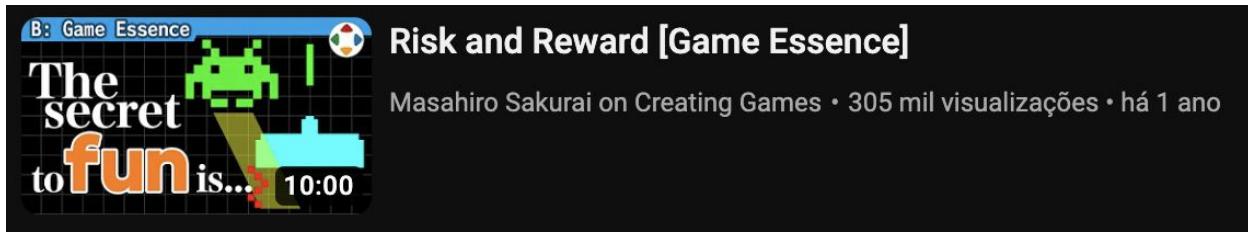
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 26, 2022.

URL: <https://youtu.be/Rjdmi7628GM?si=hjHjisQyFQW6aLsb>.

Summary:

In this video on game design concepts, Masahiro Sakurai focuses on fundamental aspects crucial when ideating and designing games. He explains the concept of frames in the gaming industry, typically referring to the number of screen refreshes per second. Sakurai highlights the significance of frame rate, emphasizing the difference in visual smoothness and gameplay between 30 and 60 frames per second. He discusses the historical context of frame rates, touching on the NTSC and PAL standards in different regions. Sakurai explains the impact on game speed and smoothness due to variations in frame rates and shares insights into the evolution of frame rates, especially with the transition to polygon-based processing. The video concludes with a reminder of the importance of understanding frame rates in contemporary game development.



Name: Risk and Reward [Game Essence].

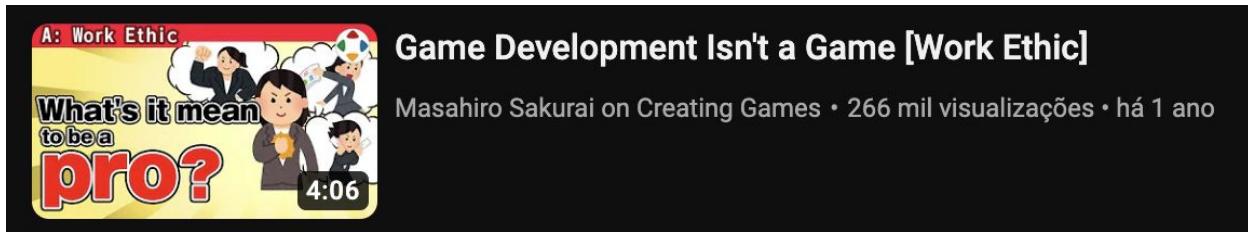
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 28, 2022.

URL: <https://youtu.be/FXqEykD5Ub4?si=Z3b5UAa9sIV8JFa0>.

Summary:

In this video, Masahiro Sakurai delves into the fundamental concept of risk and return in the context of game design. He defines game essence as the interplay of risk and return, using Space Invaders and Super Mario Bros. as examples. Sakurai explains how adjusting the risk and return elements can enhance the gameplay experience. Using Space Invaders, he demonstrates how the positioning of the player's ship influences the risk and return dynamics, emphasizing the importance of strategic decision-making. He also touches on techniques like the "Nagoya maneuver" and discusses how Super Mario Bros. incorporates risk and return through enemy encounters, jumps, and additional rewards. Sakurai concludes by noting the need to balance risk and return appropriately in game design and hints at the potential trade-off between game essence and general appeal.



## Game Development Isn't a Game [Work Ethic]

Masahiro Sakurai on Creating Games • 266 mil visualizações • há 1 ano

Name: Game Development Isn't a Game [Work Ethic].

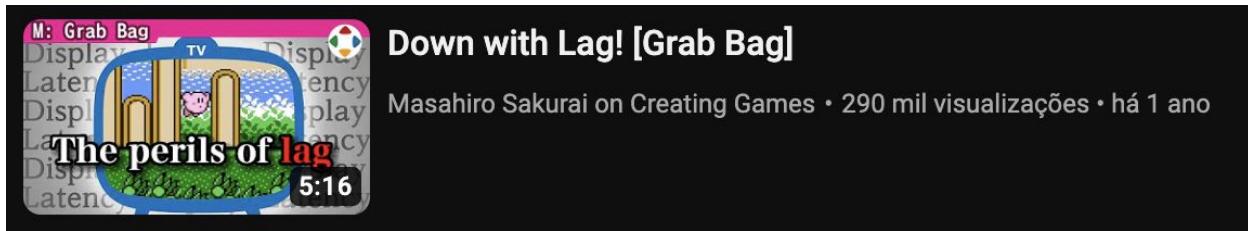
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 31, 2022.

URL: <https://youtu.be/jlFkxfkICO8?si=YESEf5GdO7iaWm99>.

Summary:

Masahiro Sakurai discusses the motivation behind game development, noting that while many developers express their love for games as the primary reason, he sees it as the work he excels at. He emphasizes that game development is a professional job, and even if developers enjoy making games, they must treat it as a business when money is involved. Sakurai argues that catering to one's personal preferences may not always be feasible, especially when working with a team where individuals may have different tastes. He suggests finding the enjoyment and satisfaction in the work itself, even when it deviates from personal preferences. Sakurai highlights the importance of understanding the purpose of game creation, which is ultimately to entertain players. He encourages developers to keep the player's enjoyment in mind and navigate challenges with the goal of delivering an enjoyable experience.



Name: Down with Lag! [Grab Bag].

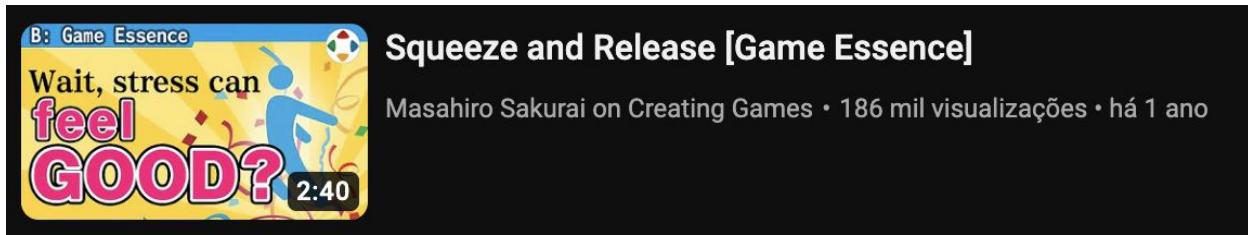
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 1, 2022.

URL: [https://youtu.be/gjoKKyskco4?si=C9Gi\\_zSfG2nRLkTj](https://youtu.be/gjoKKyskco4?si=C9Gi_zSfG2nRLkTj).

Summary:

Masahiro Sakurai discusses the impact of display lag on gaming experiences, emphasizing the importance of low response times for a better gaming environment. He mentions instances where he observed significant input lag during a Super Smash Bros. Ultimate demonstration due to the display setup at an event. Sakurai encourages players to choose games that immediately respond to button inputs and suggests using devices with low-latency modes or game modes to reduce lag. He highlights the relevance of response times in both button inputs and display technology and recommends players be mindful of these factors for an optimal gaming experience.



Name: Squeeze and Release [Game Essence].

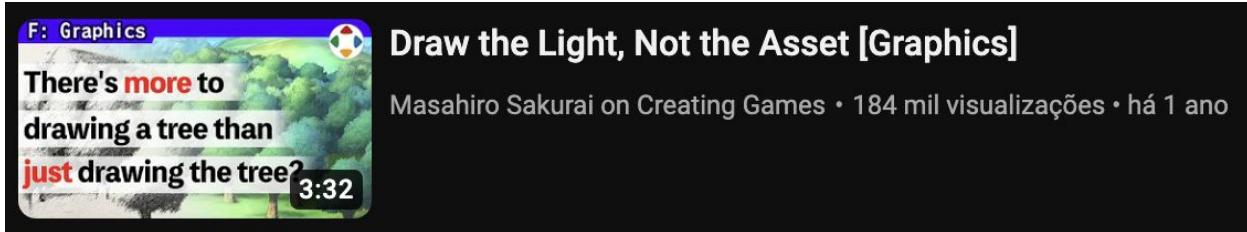
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 4, 2022.

URL: <https://youtu.be/TYh5SJb5gWk?si=YMmDctPBaz6nnO3O>.

Summary:

Masahiro Sakurai discusses the peculiar aspect of games where players willingly subject themselves to stress and find enjoyment in overcoming it. He explains that while stress itself is not pleasant, the act of imposing and resolving stress in games can create a sense of satisfaction and pleasure. Sakurai emphasizes the importance of incorporating challenges or obstacles in games that players must overcome for a rewarding experience. He suggests connecting these challenges to in-game rewards, such as experience points or skills, to enhance the overall gaming experience. Sakurai encourages game designers to rethink the meaning behind stress in games and leverage it to create more engaging and innovative gameplay.



Name: Draw the Light, Not the Asset [Graphics].

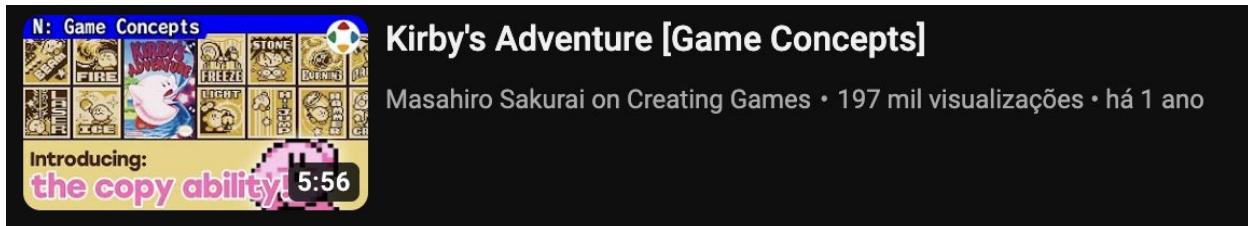
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 7, 2022.

URL: <https://youtu.be/FuAtKjEuck8?si=PADr0ya8OKpaew-4>.

Summary:

Masahiro Sakurai discusses graphic design considerations in game development, specifically focusing on the role of light reflection in creating realistic visuals. He emphasizes the importance of not merely drawing materials but also incorporating the reflective light that interacts with them. Sakurai provides examples, such as creating depth in a forest scene by considering lighting, color variations, and atmospheric effects. He advises against the simplistic approach of just placing textured materials, urging artists to be mindful of lighting, color contrasts, and the overall atmosphere to enhance the visual appeal of game graphics.



Name: Kirby's Adventure [Game Concepts].

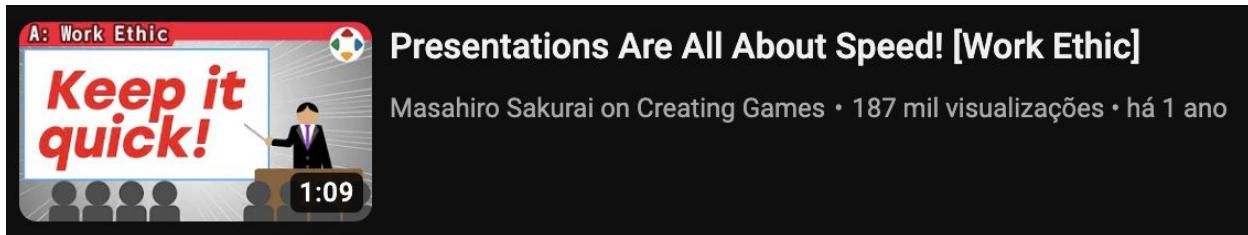
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 9, 2022.

URL: <https://youtu.be/khJa2vIW0xY?si=jxcZRicHpaoD2Mvj>.

Summary:

Masahiro Sakurai discusses the development of "Kirby's Dream Land 2" for the Game Boy, which marked the introduction of copy abilities in the Kirby series. Facing financial challenges during the development of the original Kirby game, Sakurai was tasked with creating a new Kirby game for the Famicom. To cater to both beginners and advanced players, he came up with the idea of copy abilities, allowing Kirby to gain different powers by inhaling enemies. This concept not only enhanced gameplay but also added depth to Kirby's character. Despite the technical challenges, the team successfully implemented copy abilities and created an enjoyable game that contributed significantly to the Kirby series' popularity. Sakurai also touches on the challenges of adapting the game to the Game Boy's limitations, such as screen size and aspect ratio. He concludes with a sense of accomplishment and the anticipation of discussing the next project, "Kirby Super Star."



Name: Presentations Are All About Speed! [Work Ethic].

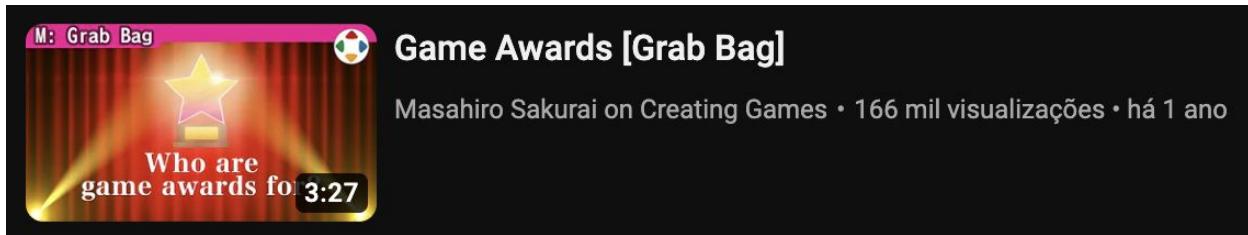
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 11, 2022.

URL: [https://youtu.be/nkNSNGJvFXk?si=pAgL\\_cjV0bkWfmRG](https://youtu.be/nkNSNGJvFXk?si=pAgL_cjV0bkWfmRG).

Summary:

Masahiro Sakurai emphasizes the importance of presentation skills when working in a team to create something, whether it's a game or another project. He highlights the need for conveying information effectively, even if the creators themselves aren't presenting it. Sakurai shares a prescription for successful presentations, stating that speed is crucial. He suggests stripping away unnecessary details and focusing on delivering the essential information. The key is to present with speed, keeping the presentation dense and maintaining a good tempo. Sakurai concludes by reiterating that the essence of a successful presentation lies in its speed.



Name: Game Awards [Grab Bag].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 15, 2022.

URL: <https://youtu.be/re5JlUcYvxU?si=YI2smvaJtynvmFlB>.

#### Summary:

In this video, Masahiro Sakurai discusses the Japan Game Awards, expressing his view that determining a game's worth through rankings may not be the most suitable approach. He emphasizes the primary goal of creating games should be to bring joy to both developers and fans, rather than engaging in a competitive race for awards. While acknowledging the positive impact of awards on developers, Sakurai suggests that recognizing creativity and originality is more crucial than focusing solely on popularity or sales. As the chairman of the Japan Game Awards' Game Designers Award, he underscores the importance of celebrating innovative game directors and advocates for a more nuanced approach to acknowledging contributions in the gaming industry.



Name: Assigning Animations [Animation].

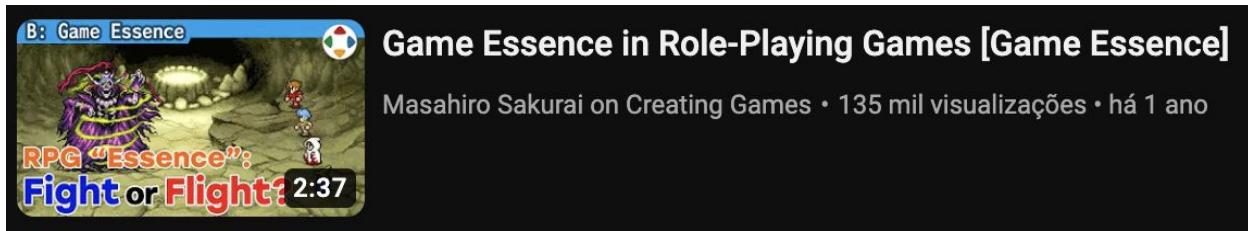
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 17, 2022.

URL: <https://youtu.be/fV8xIP480qk?si=cxQkHyTQiovaP-pK>.

Summary:

In this video, Masahiro Sakurai delves into the intricacies of motion design for characters, particularly in games like Super Smash Bros. He emphasizes the importance of creating a detailed list of motions, including descriptions, lengths, and attack initiation times. Sakurai then discusses the use of figures and photographs to convey the nuances of motions, helping the motion designer understand the desired poses and movements. He highlights the significance of providing clear references and details during the planning stage of character creation. Additionally, Sakurai emphasizes the collaboration between directors and motion designers, acknowledging the challenges of translating real-world poses into game character movements. He concludes by encouraging communication and sharing experiences to enhance the overall quality of character animations.



Name: Game Essence in Role-Playing Games [Game Essence].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 20, 2022.

URL: <https://youtu.be/BFGkFHb2lBw?si=GZQWOhP2mSsdPYnI>.

Summary:

In this video, Masahiro Sakurai discusses role-playing games (RPGs) and the need to explore dangerous areas in such games. He mentions the risk and reward dynamic, where venturing into more perilous territories can yield greater returns but also poses greater challenges. Sakurai emphasizes that balancing safety and risk is crucial in RPGs to create engaging gameplay experiences. He explores the concept of combat encounters, discussing how introducing factors like increased miss probability in battles can contribute to overall balance. Sakurai highlights the importance of considering the appearance and characteristics of enemies, allowing players to deduce information and strategize accordingly.

Additionally, he touches on exploiting enemy weaknesses as a gameplay element, citing examples from games like Persona where targeting weaknesses leads to advantageous situations. Sakurai concludes by encouraging designers to explore new systems and mechanics within the broad and complex realm of RPGs.



Name: Make It "Pop" [Effects].

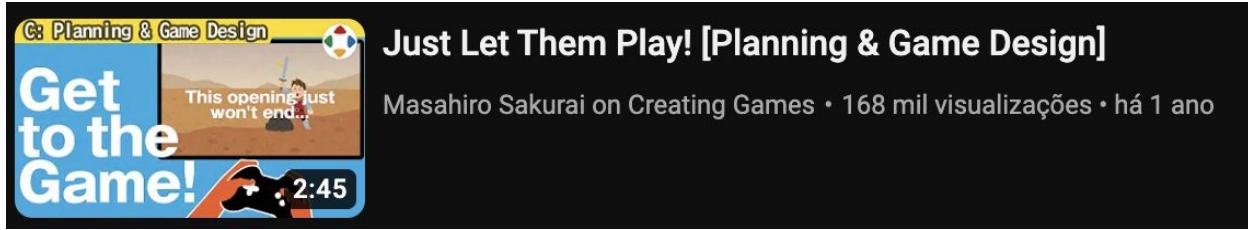
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 22, 2022.

URL: <https://youtu.be/kcYDrtRvuKg?si=-3s0yfZeWkOg97-p>.

#### Summary:

In this video, Masahiro Sakurai discusses the concept of "effects" in video game design, specifically focusing on visual effects or animations that enhance gameplay. He explains the use of color addition (color additive blending) in creating effects, demonstrating how elements like explosions or flashes are drawn with colors that add up on the screen. Sakurai notes that relying too much on color additive blending can lead to a lack of contrast and a hazy appearance, so he recommends combining it with other design elements for a crisp and impactful result. He highlights the importance of using a mix of bright and dark elements to create visual interest and suggests incorporating sharp and well-defined effects. Sakurai emphasizes that effects should be designed with consideration for the overall visual style of the game, and adding contrasting elements can enhance the overall design.



Name: Just Let Them Play! [Planning & Game Design].

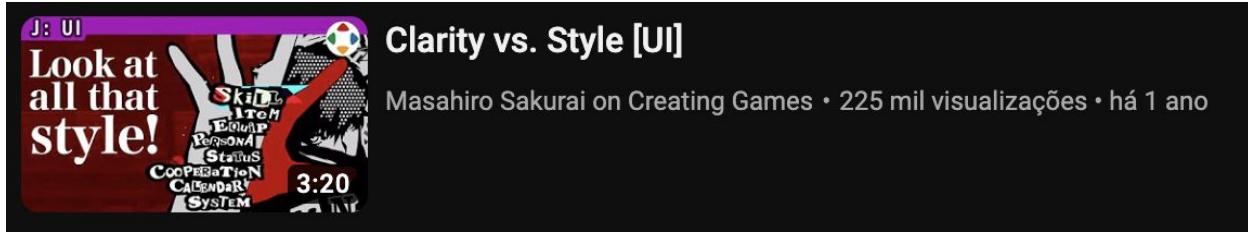
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 25, 2022.

URL: [https://youtu.be/PlbwQ\\_rntCM?si=kkGi5lNvobyEM6ms](https://youtu.be/PlbwQ_rntCM?si=kkGi5lNvobyEM6ms).

Summary:

In this video, Masahiro Sakurai discusses the importance of capturing players' interest within the first 3 minutes of gameplay. He emphasizes the need for games to be engaging and immediately enjoyable, as prolonged waits can lead to player disinterest. Sakurai critiques some game trailers that prioritize story demos and slow introductions, suggesting that players often skip these segments. He advises game designers to transition quickly to actual gameplay in trailers and avoid slow starters, ensuring that players get a clear sense of the game's feel early on. Sakurai acknowledges that certain genres, like RPGs, may require introductory segments, but he encourages designers to find ways to let players experience the core gameplay swiftly. He suggests incorporating action or battles involving characters other than the protagonist to provide a quick and engaging introduction. Sakurai also stresses the importance of controlling what is shown in trailers, focusing on unique aspects that make the game enjoyable. He advocates for showcasing elements exclusive to gaming and making tutorials feel like part of the main gameplay experience rather than separate practice sessions.



## Clarity vs. Style [UI]

Masahiro Sakurai on Creating Games • 225 mil visualizações • há 1 ano

Name: Clarity vs. Style [UI].

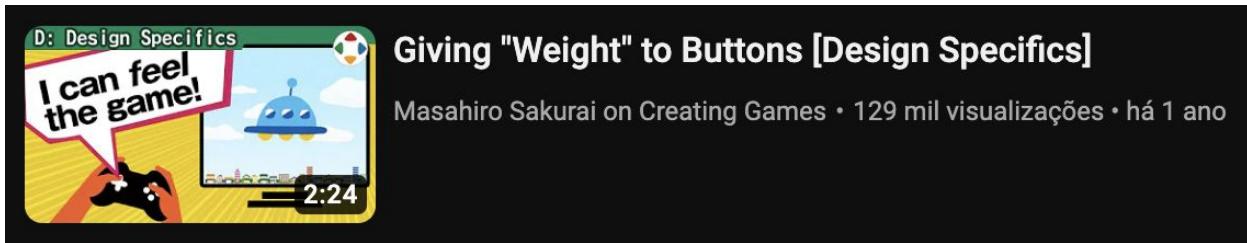
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 28, 2022.

URL: [https://youtu.be/UjW\\_TTNtXEM?si=hGj5enQk6pahdoOt](https://youtu.be/UjW_TTNtXEM?si=hGj5enQk6pahdoOt).

Summary:

In this video, Masahiro Sakurai discusses User Interface (UI) in games, referring to the visual elements such as menus, displays, and numbers that players interact with on-screen. He points out the challenge of balancing clear and stylish UI, using Persona series as an example of highly stylish but not necessarily straightforward UI. Sakurai emphasizes that the clarity and style of UI can be subjective, varying based on individual preferences. He notes that UI should serve the game's purpose, and what may be considered good UI design depends on the game's context. Sakurai acknowledges that some games, like his own, might have an abundance of features, leading to challenges in UI design. He also mentions the importance of considerations such as directing the player's gaze, hierarchy, window organization, brightness, and font selection in UI design. Sakurai suggests that designers prioritize aspects based on the game's content and world, aiming for both convenience and style. The video concludes with Sakurai expressing the intention to explore more UI-related topics in future discussions.



## Giving "Weight" to Buttons [Design Specifics]

Masahiro Sakurai on Creating Games • 129 mil visualizações • há 1 ano

Name: Giving "Weight" to Buttons [Design Specifics].

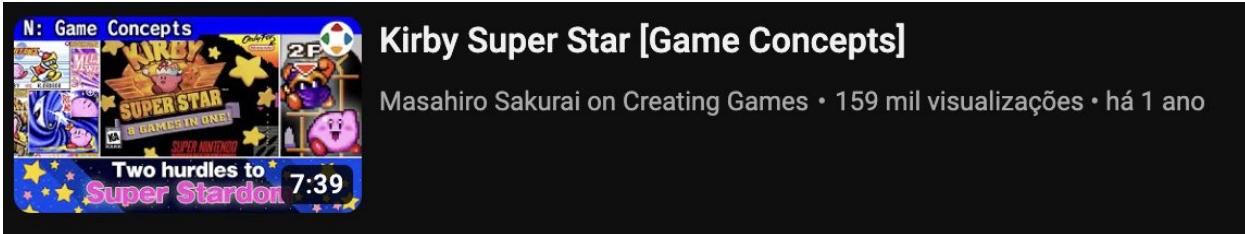
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 30, 2022.

URL: <https://youtu.be/9qzUwoKT9T8?si=hCx0U5wK7nQkU4BD>.

Summary:

In this video, Masahiro Sakurai discusses the tactile feedback in video games, particularly focusing on the sensations players experience when interacting with buttons. He mentions how the perception of button weight or responsiveness can vary based on the game's expression and specifications. Sakurai uses the example of the D-pad on the Famicom controller, highlighting how the character's movement speed and other factors can influence the player's impression. He emphasizes that even though the physical buttons remain the same, the in-game representation can significantly impact the player's experience. Sakurai encourages players to pay attention to these subtle differences, as they contribute to the unique qualities of video games. He reflects on the idea that video games are a two-way interaction between the computer and the player, and the tactile feedback from controllers plays a crucial role. Sakurai also mentions the considerations made in Super Smash Bros., where factors such as the speed of character movements and the exaggeration of attack animations are designed to enhance the competitive aspect of gameplay. Additionally, he notes the adjustments made to analog pads for different platforms, ensuring that the tactile sensations align with the intended experience.



Name: Kirby Super Star [Game Concepts].

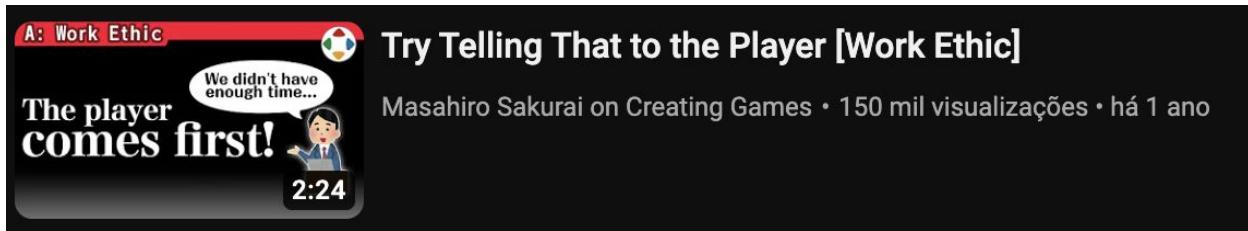
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 2, 2022.

URL: <https://youtu.be/PkeETXCSn5M?si=D3lVIQtBfcn19eZ2>.

Summary:

In this video, Sakurai delves into the development of "Kirby Super Star" (known as "Kirby's Fun Pak" in Europe), emphasizing two key concepts: the introduction of two-player simultaneous play and an omnibus-style game structure. The idea for simultaneous gameplay stemmed from discussions with Shigeru Miyamoto, considering Kirby's slower pace as suitable for this feature. Overcoming challenges of shared scrolling, the Helper system was introduced, allowing secondary players to return if off-screen. This system, coupled with the incorporation of Copy Abilities, enhanced gameplay diversity. The omnibus structure, featuring various scenarios accessible from a corkboard, aimed to address the trend of lengthy games, ensuring enjoyable experiences within shorter play sessions.



Name: Try Telling That to the Player [Work Ethic].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 5, 2022.

URL: [https://youtu.be/Ik3deWOVCHI?si=Frvy4E58Wvc\\_hueB](https://youtu.be/Ik3deWOVCHI?si=Frvy4E58Wvc_hueB).

Summary:

Sakurai discusses the challenges and contradictions inherent in game development. He emphasizes the importance of considering both what developers want and what is feasible, as these can often conflict. The role of planners is highlighted, as sometimes specifications that are convenient for developers may not be player-friendly. Sakurai stresses the need for a balance between efficiency and player-friendliness, cautioning against prioritizing developer convenience or policies too heavily. He encourages developers to maintain a user-focused perspective and, when faced with unfriendly design decisions, explore alternative approaches with input from both planners and programmers to strike an ideal balance between ideals and technical feasibility.



Name: Name Files Logically [Programming & Tech].

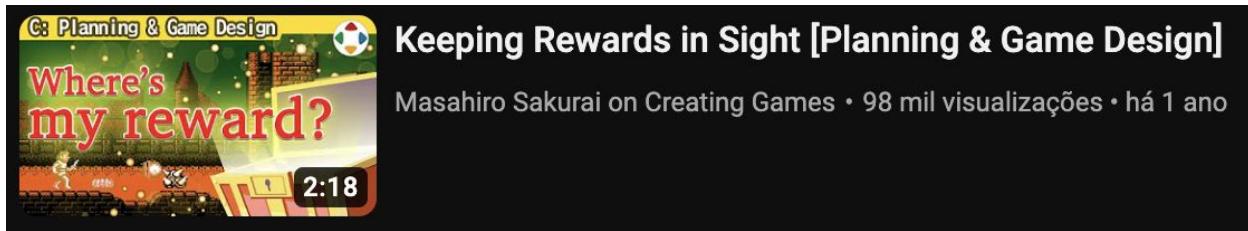
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 7, 2022.

URL: [https://youtu.be/XMzR5mJHPDg?si=c0\\_ZRtFoVQN2881](https://youtu.be/XMzR5mJHPDg?si=c0_ZRtFoVQN2881).

Summary:

In this video, Sakurai delves into technical aspects of game development, specifically focusing on file naming conventions for moves in Super Smash Bros. He explains the rationale behind using development names and emphasizes the importance of concise and clear labels to facilitate understanding, both for the development team and potential international contributors. Sakurai highlights the significance of avoiding excessive use of Romanized file names, as it can create confusion for non-Japanese speakers. He stresses the importance of maintaining a balance between brevity and clarity in file naming conventions, ensuring that they remain accessible to team members, even those unfamiliar with the project.



Name: Keeping Rewards in Sight [Planning & Game Design].

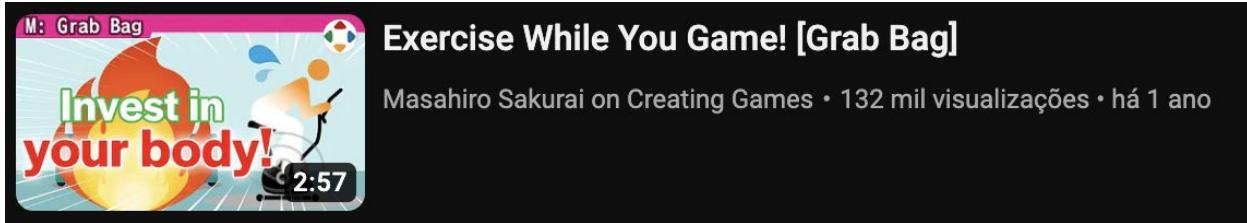
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 10, 2022.

URL: [https://youtu.be/KePsEzN-IAM?si=MnjK-1MiqOm\\_GaBR](https://youtu.be/KePsEzN-IAM?si=MnjK-1MiqOm_GaBR).

Summary:

In this video, Sakurai explores the motivating factors that drive players to progress in games, emphasizing the importance of rewards and incentives. Using the example of Ys, a PC game from 1987, he highlights the significance of displaying relevant information on the screen, such as current experience points and the value needed to level up. Sakurai discusses how clear objectives and visible rewards enhance player motivation, drawing attention to the positive impact of setting achievable goals and expressing the joy of accomplishment directly. He reflects on the potential benefits of incorporating such motivational elements more actively in his own game designs.



Name: Exercise While You Game! [Grab Bag].

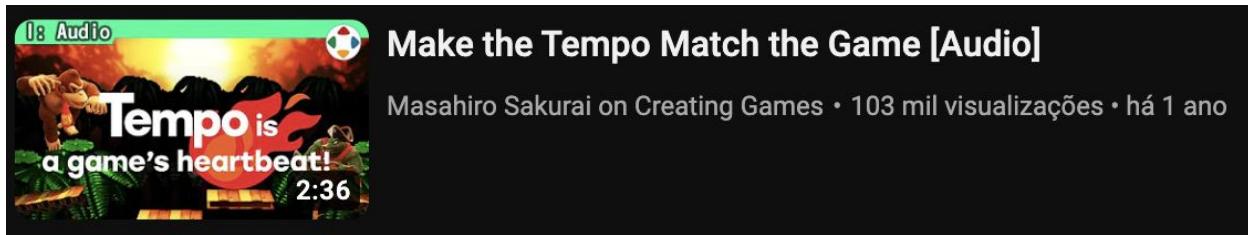
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 12, 2022.

URL: <https://youtu.be/ysaNUatLMn0?si=NpTw6m3iHEOFHj0->.

Summary:

Sakurai discusses the combination of gaming and exercise, sharing his personal approach to incorporating physical activity into his routine. He recommends using an exercise bike to play games simultaneously, finding it to be an effective way to forget the difficulty of exercising. Sakurai mentions the potential use of other exercise equipment, cautioning against overdoing it and emphasizing the importance of sustaining aerobic exercise for an optimal duration. He shares his own experience of biking for about two hours while engaging in other activities, such as watching videos on a second screen. Despite expressing a dislike for exercise, Sakurai acknowledges its positive impact on work performance and encourages cultivating a habit of physical activity, noting the benefits of adjustable dumbbells for convenient weight control. He concludes with a reminder to avoid excessive exercise and to be mindful of balancing physical well-being with other aspects of life.



Name: Make the Tempo Match the Game [Audio].

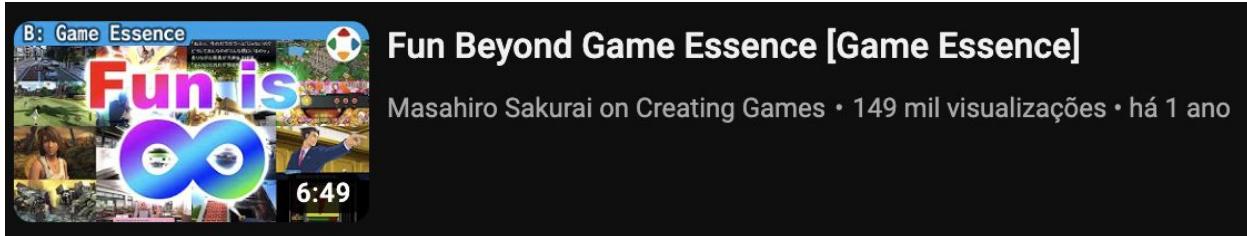
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 14, 2022.

URL: <https://youtu.be/hGp2Jw5dLH8?si=OugDGWn14J9UvHzF>.

Summary:

Sakurai delves into the various elements of audio, including music, sound effects, and voice, providing insights into their role in game development. He begins by discussing the concept of tempo in music, emphasizing its importance in determining the speed at which notes are played. Sakurai notes that personal preferences play a significant role, but awareness of tempo is crucial in game design. He introduces BPM (Beats Per Minute) as a measure of tempo and discusses its relevance to different game contexts, citing examples from Super Smash Bros. where the tempo varies based on the stage and scenario. Sakurai underscores the need for composers to consider the appropriate tempo for different in-game situations. Additionally, he mentions a unique feature in Dragon Quest 1 where the tempo of the music slows down as players descend deeper into dungeons, praising its effectiveness and expressing its rarity in other titles.



## Fun Beyond Game Essence [Game Essence]

Masahiro Sakurai on Creating Games • 149 mil visualizações • há 1 ano

Name: Fun Beyond Game Essence [Game Essence].

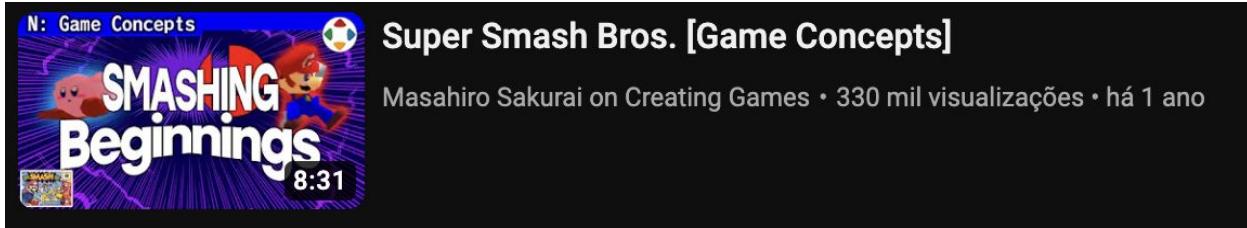
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 17, 2022.

URL: <https://youtu.be/Dq7X8-lB0is?si=j030uGzejjR3M7xb>.

Summary:

Sakurai delves into the multifaceted dimensions of gaming enjoyment beyond traditional gameplay. He introduces seven categories to illustrate diverse elements contributing to the appeal of various game genres. These encompass games with enjoyable controls, narrative-centric adventures, story-driven cinematic experiences, licensed or character-focused titles, realistic simulations, crafting and building experiences, and rhythm games. Sakurai emphasizes that the boundaries between these categories are fluid, highlighting the interconnected and nuanced aspects that collectively contribute to the overall enjoyment of games. Players are encouraged to appreciate the varied sources of enjoyment available in the gaming landscape.



Name: Super Smash Bros. [Game Concepts].

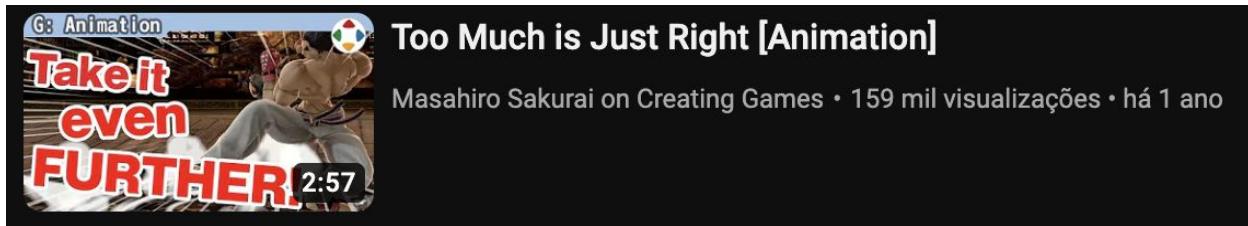
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 20, 2022.

URL: [https://youtu.be/i3IOWaVDbx0?si=BG\\_fSt-rgtn221gt](https://youtu.be/i3IOWaVDbx0?si=BG_fSt-rgtn221gt).

Summary:

In this video, Masahiro Sakurai discusses the period after the completion of Kirby Super Deluxe in 1996 and his exploration into 3D studies during the Nintendo 64 era. Following the development of Super Star, Sakurai worked on two prototypes—one serving as the foundation for the Super Smash Bros. series and the other involving a remote-controlled robot adventure using surveillance cameras. These prototypes showcased early versions of major titles. Sakurai emphasizes the challenges of waiting for hardware and the need to quickly complete software projects due to limited staff availability. The decision to prioritize a four-player fighting game, Super Smash Bros., was influenced by the desire for a game with simpler controls and innovative gameplay elements. Sakurai reflects on the development process, including the introduction of a damage accumulation system and the incorporation of Nintendo characters, and expresses gratitude to those who supported the project.



Name: Too Much is Just Right [Animation].

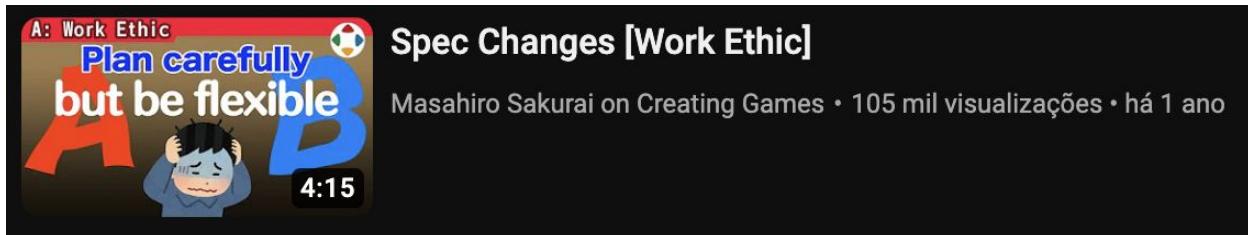
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 23, 2022.

URL: <https://youtu.be/zNBKzLzDKtM?si=sD3Rj-5tsWx1vFr7>.

Summary:

In this video, Masahiro Sakurai discusses the animation and motion design for character actions, specifically focusing on the exaggeration of movements and twists in the character's torso. He encourages going beyond what may seem appropriate, stating that extreme motions that disrupt the model's weight can actually result in more dynamic and visually appealing animations. Sakurai emphasizes the importance of creating animations that are slightly overdone rather than playing it safe, suggesting that this approach leads to more engaging and lively character actions. He also touches on the evolution of motion design tools and techniques over the years, allowing for greater flexibility and creativity in character animations.



Name: Spec Changes [Work Ethic].

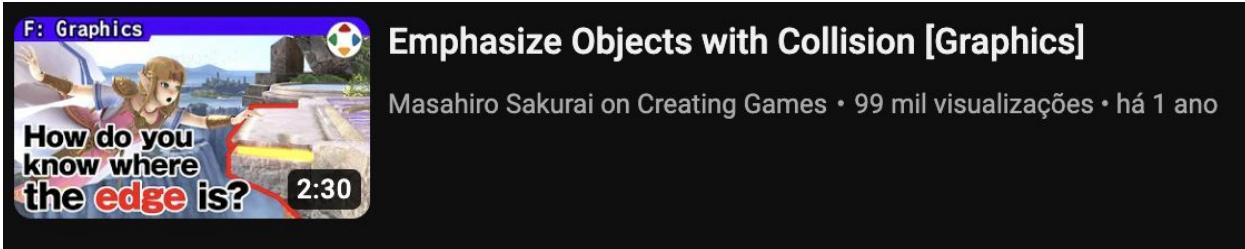
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 26, 2022.

URL: <https://youtu.be/bzWibA7izF8?si=z-vHZVCsDfkcYl5c>.

Summary:

Sakurai discusses the challenges and considerations related to changing specifications during game development. While it's generally advisable to avoid altering specifications midway, he acknowledges the importance of flexibility. Changes may be necessitated by unforeseen issues or to improve the game's overall quality. Sakurai emphasizes the need for comprehensive planning during the conceptual stage to minimize the risk of wasted efforts. He notes that team dynamics and scheduling can also influence the decision to modify specifications. However, he cautions against making changes solely for the sake of avoiding challenges, urging developers to maintain a focus on creating an engaging and fun game. Sakurai highlights the importance of promptly addressing any identified issues within the development team, emphasizing that early recognition allows for more effective problem-solving. He concludes by sharing his personal approach of making quick decisions when faced with challenges, seeking immediate resolutions to avoid unnecessary delays.



Name: Emphasize Objects with Collision [Graphics].

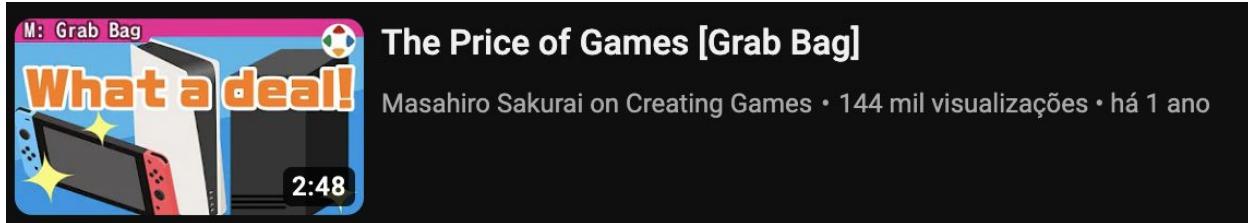
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 28, 2022.

URL: <https://youtu.be/FfPN4ZGgBpo?si=FloHxnGirXrgtqfi>.

Summary:

Sakurai discusses a recurring challenge in Super Smash Bros. stage design—clearly emphasizing the parts with collision detection while de-emphasizing other areas. He emphasizes the importance of making the positions with collision detection evident for players in an action game like Smash Bros. However, in 3D polygonal environments, especially with detailed backgrounds, it can be challenging to differentiate areas with and without collision detection. Sakurai points out that when too much attention is given to the non-collision parts in the visuals, crucial areas with terrain detection may become less noticeable. Achieving a balance between clear collision areas and visually appealing graphics is crucial, and he acknowledges the difficulty in striking this balance. Sakurai encourages artists to understand the game's functionality and create appropriate visuals that align with both aesthetics and gameplay considerations.



Name: The Price of Games [Grab Bag].

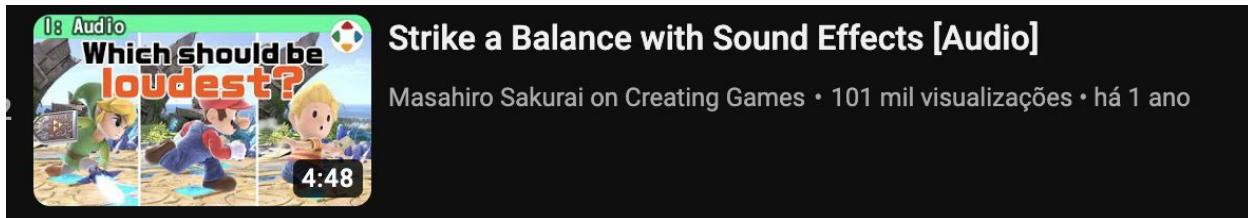
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 30, 2022.

URL: <https://youtu.be/i6jKMAU3aJ8?si=d1XoyGi8N63-24Vr>.

Summary:

Sakurai engages in casual conversation, addressing the commonly heard complaint that video games are expensive. He shares his perspective, considering the extensive amount of time one can spend playing a game in comparison to its cost. Sakurai notes that, especially in Japan where movies are relatively expensive, games offer a cost-effective entertainment option. Despite the growing scale and complexity of game development, he observes that game prices haven't increased significantly, making them a reasonably affordable form of entertainment. Sakurai acknowledges the substantial resources required to create games, emphasizing the efforts of teams and the financial aspects involved. He also discusses the rise of subscription services, acknowledging the benefits for consumers but highlighting potential challenges for creators. Sakurai concludes by encouraging support for games that players genuinely want to play, whether through traditional purchases or subscription services.



Name: Strike a Balance with Sound Effects [Audio].

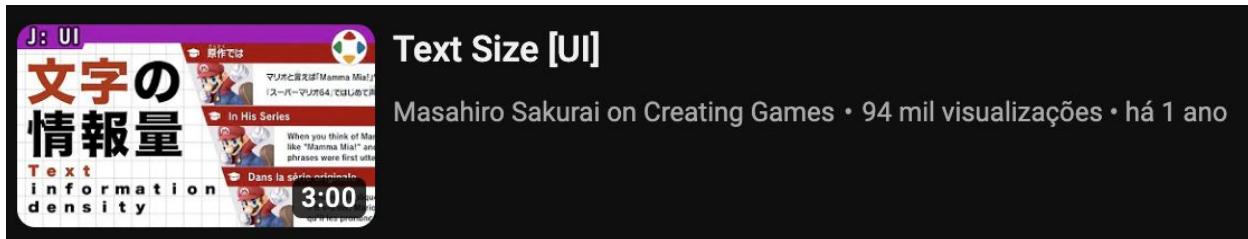
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 2, 2022.

URL: <https://youtu.be/qKjD5qbLUeI?si=2mSkJ0hzjpFAUNny>.

Summary:

Sakurai delves into the world of game sound effects, emphasizing the importance of considering the volume, intensity, and prominence of various in-game sounds. Using Super Smash Bros. as an example, he discusses the prioritization of sound effects based on their impact on players. He suggests that significant events like KOs should have the loudest and most noticeable sounds, while actions like attacks and dodges should also be appropriately emphasized. Sakurai details the hierarchy of sound effects, placing importance on events that directly influence player experience. He notes the challenge of balancing sound levels for various actions and highlights the intricacies of creating distinctive sounds for different characters and scenarios. Overall, Sakurai emphasizes the need for careful consideration and balance in designing game sound effects.



Name: Text Size [UI].

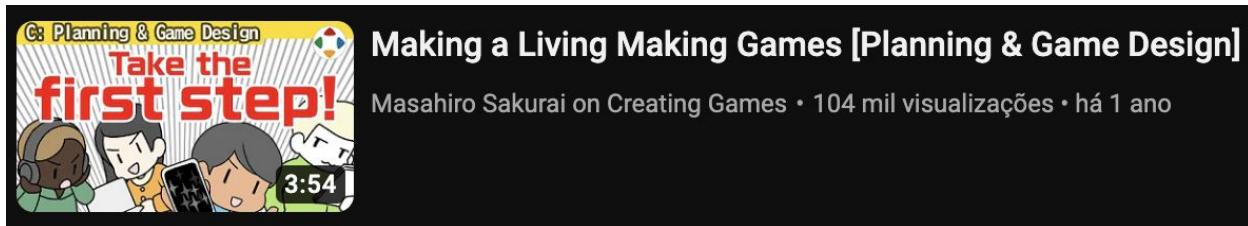
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 4, 2022.

URL: <https://youtu.be/W1ubngQNJpw?si=BjzMOT-V7WbTLrwk>.

Summary:

Sakurai addresses the issue of text size in games, particularly when playing foreign games in Japanese. He highlights the importance of considering appropriate text sizes based on the language used, noting that languages with complex characters, such as Japanese and Chinese, often require larger spaces. Sakurai contrasts the information density between languages, emphasizing that a single character in Japanese may convey more information than an alphabet-based character in English. He discusses the challenges faced by creators in accommodating various languages in game layouts and mentions the increased flexibility provided by modern game resolutions and the ability to customize text size. Sakurai also suggests that some contemporary games, especially those with a focus on aesthetics, take care to address these issues, ensuring a more user-friendly experience. Additionally, he reflects on the changes in text presentation over time, acknowledging the efforts of creators in adapting to higher resolutions and providing options for text size adjustments.



Name: Making a Living Making Games [Planning & Game Design].

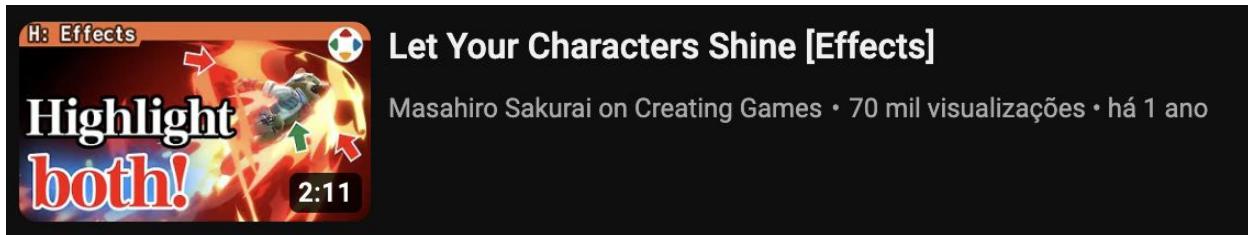
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 6, 2022.

URL: [https://youtu.be/\\_-WyivvfibM?si=lrn07\\_3NGOcwBuBr](https://youtu.be/_-WyivvfibM?si=lrn07_3NGOcwBuBr).

Summary:

In response to the common question of how to enter the game industry, Sakurai emphasizes the importance of creating your own game. He suggests using tools like Unity or programming languages such as C or JavaScript and highlights the need for hands-on experience in game development. Regardless of the desired role, Sakurai encourages aspiring game developers to start by making a game, even if it involves imitating existing games. Once a game is created, he advises sharing it with others, whether friends or the public, to gather feedback and improve upon weaknesses. Building on this experience, individuals can then apply to game companies with their portfolio. Sakurai acknowledges that making games independently can be a viable path, allowing creators to have full control over their work and potentially earning revenue directly. He also mentions that this journey may involve facing challenges and uncertainties but encourages aspiring game developers to persevere and gain valuable insights through the process.



Name: Let Your Characters Shine [Effects].

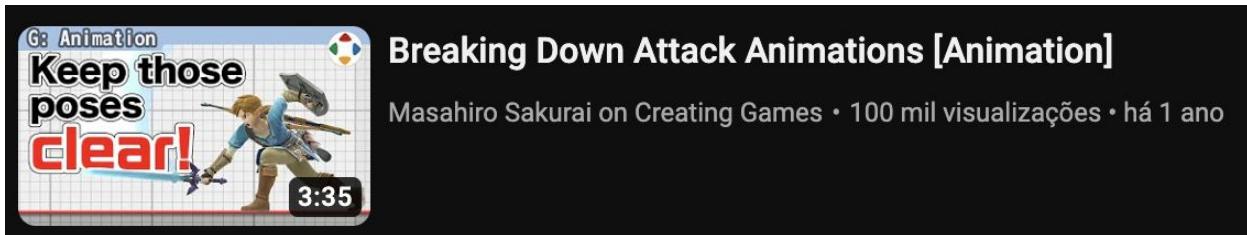
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 9, 2022.

URL: <https://youtu.be/0ucvynuIe-o?si=PAm81e0dVqNOmGtz>.

Summary:

In the context of game development, addressing the challenge of making characters visible amidst various effects is a common concern. In 2D games, adjusting the display priority of characters relative to effects can be a straightforward solution. However, in 3D environments, particularly those not viewed from a top-down perspective, characters may still become obscured. Popular games like Super Smash Bros. tackle this issue through careful design, ensuring that characters remain distinguishable even amid intense visual effects. Techniques such as adjusting the heights of elements in 3D space and incorporating visual cues help maintain character visibility. The discussion also touches on the consideration of adding outlines or other visual enhancements to make characters stand out in complex scenes, providing valuable insights for game developers aiming to balance visual impact and gameplay experience.



Name: Breaking Down Attack Animations [Animation].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 11, 2022.

URL: <https://youtu.be/LewXWM7HDd8?si=I2gkW4dHb2LeJB86>.

Summary:

Sakurai breaks down attack motions in games into four key components: "Idle," "Ready," "Attack," and "Follow-through." The Idle pose serves as the foundational stance for all movements, while the Ready pose, acting as a preparatory motion, emphasizes a quick and distinct transition. The Attack pose focuses on the crucial moment of the attack, ensuring a clear and impactful animation. Finally, the Follow-through phase involves returning to the Idle pose, with cancellation frames allowing for responsive actions before fully transitioning back. By understanding and refining these components, motion designers can better convey the essence of characters' actions, contributing to the overall gaming experience. Masahiro Sakurai also hints at the importance of specified points like Idle pose, Attack pose, Attack initiation frames, and total frames for designers creating these motions, suggesting these elements as key considerations in the design process.



Name: Jump Physics [Design Specifics].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 13, 2022.

URL: <https://youtu.be/noKsDZ-UPq8?si=My241a3-ZD4sSBZk>.

#### Summary:

Sakurai delves into the intricacies of programming character jumps in games, emphasizing the need to consider various factors. He explains the common approach of providing a constant upward velocity upon initiating a jump and applying a frame-by-frame decrease in speed due to gravity. Sakurai highlights how different games adjust jump mechanics based on their objectives, citing examples from Super Mario Bros., Metroid, Ghosts 'n Goblins, and Street Fighter II. He notes that the design of jumps can significantly impact gameplay, introducing diverse elements such as controllable mid-air movement, distinct landing points, and varying jump speeds for unique character experiences. Sakurai also touches on the decision-making process behind jump mechanics in Super Smash Bros. games, revealing the balance between providing flexibility and maintaining consistency across fighters. Additionally, he shares insights into a unique jump mechanic featured in Super Smash Bros. Ultimate, showcasing the innovative approach to creating a responsive and dynamic player experience.



## Writing Game Proposals [Work Ethic]

Masahiro Sakurai on Creating Games • 89 mil visualizações • há 1 ano

Name: Writing Game Proposals [Work Ethic].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 15, 2022.

URL: <https://youtu.be/2Iiu1k16Ukc?si=rlupJJpAl1K0RhYL>.

Summary:

Sakurai provides insights into the structure of game design documents, focusing on the format he has adopted for recent project proposals. He shares the cover page of the Super Smash Bros. Ultimate proposal, showcasing a Powerpoint-based document with a consistent layout. Each page typically includes one image or illustration along with two lines of text, contributing to a concise and visually engaging presentation. While the document exceeds 200 pages, Sakurai emphasizes the importance of readability and the ability to swiftly convey information during presentations. He highlights the practicality of incorporating game elements into the document and acknowledges potential cultural differences in presentation styles across development teams or companies. Sakurai concludes by underscoring the significance of content quality over the sheer number of pages in a game design document.



Name: My Feline Friend, Fukurashi [Grab Bag].

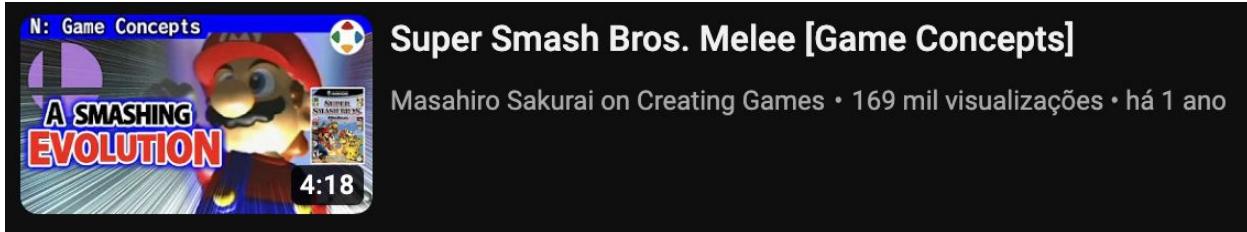
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 18, 2022.

URL: <https://youtu.be/EbkshNLpMwo?si=YbAw5H96wkqy9TiZ>.

Summary:

Sakurai takes a break from game-related discussions to share images and videos of his cat named "Fukura." Fondly calling her "Bukurashi," Sakurai showcases moments from Fukura's life, expressing the joy and cuteness of having a pet cat. The images and videos capture Fukura's playful behavior, including her meowing and enjoying post-bath rituals. Sakurai concludes the non-gaming talk by emphasizing the undeniable charm of his feline companion and the daily routines that come with being a cat owner.



Name: Super Smash Bros. Melee [Game Concepts].

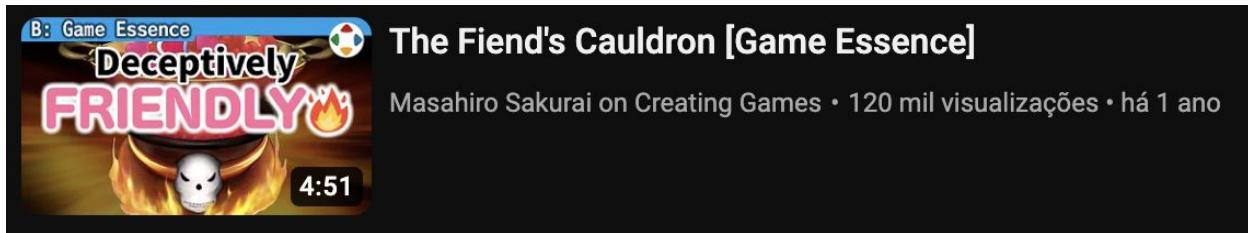
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 21, 2022.

URL: [https://youtu.be/vLRRNsAVI-8?si=Vylm1wVLqx4Q\\_nOv](https://youtu.be/vLRRNsAVI-8?si=Vylm1wVLqx4Q_nOv).

Summary:

Sakurai reflects on the development of Super Smash Bros. Melee, emphasizing its simple yet powerful concept of significantly enhancing the original Super Smash Bros. (64). He highlights the technological improvements facilitated by the transition to the GameCube, allowing for better graphics, effects, motion, sound volume, gameplay feel, items, and more. Sakurai mentions the challenges faced during the Nintendo 64 era, where stringent hardware limitations required creative solutions for character design. With the GameCube's improved capabilities, Sakurai introduces features like streaming music and the inclusion of CG movies. He discusses the introduction of collectible trophies as a way to celebrate Nintendo's history and the collaborative efforts involved in the project. Despite internal debates on the value of certain features, Sakurai emphasizes the importance of creating unique and unparalleled experiences in the world of gaming. He concludes by mentioning the positive reception and high expectations surrounding Super Smash Bros. Melee, which went on to become the highest-selling GameCube game. Sakurai then hints at the next topic, Kirby Air Ride, for the upcoming segment of the concept discussion.



Name: The Fiend's Cauldron [Game Essence].

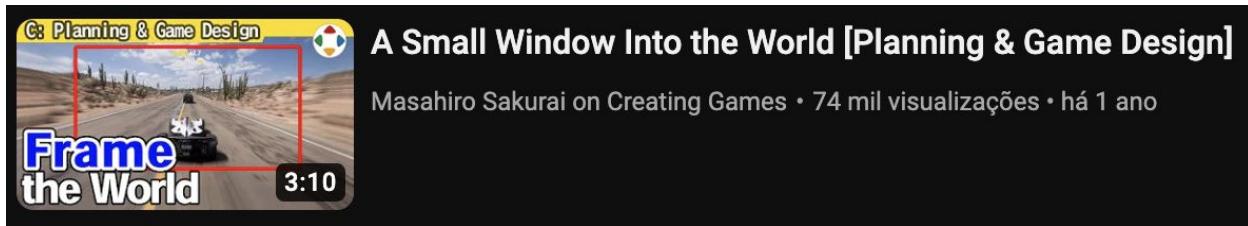
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 23, 2022.

URL: <https://youtu.be/ai7pBxHAcvU?si=L-boqXZdaexFK6vi>.

Summary:

Masahiro Sakurai discusses the innovative difficulty system, "Devil's Furnace," implemented in the game "Kid Icarus: Uprising." Departing from conventional difficulty settings, this system allows players to adjust the game's challenge dynamically by investing in-game currency, Hearts, into the Devil's Furnace. The higher the investment, the tougher the gameplay becomes, with enemies gaining aggression and strength. While presenting a unique risk-and-reward dynamic, the system ensures players are constantly engaged, though Sakurai acknowledges potential drawbacks for beginners, emphasizing the need for balance in game design.



Name: A Small Window Into the World [Planning & Game Design].

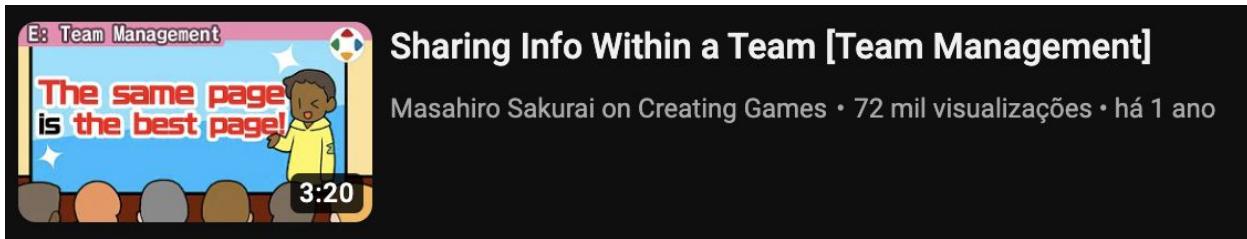
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 25, 2022.

URL: <https://youtu.be/DGIJk0Uh8jU?si=q1EJlhOQSI963ei8>.

Summary:

Masahiro Sakurai explores the limitations of realism in racing games, emphasizing the challenge of replicating true driving sensations despite advancements in graphics and simulations. He delves into the constraints posed by small monitors, hindering the replication of a driver's full field of vision. Discussing the trade-offs of cockpit views and the limitations of VR, Sakurai suggests that despite technical constraints, experiencing a VR racing game is recommended due to its immersive potential. He highlights the importance of considering the screen size used for gaming, emphasizing how the chosen size affects gameplay and the player's engagement. Sakurai encourages thoughtful layout designs that make the most of the screen real estate and suggests embracing the challenges posed by confined visual space.



Name: Sharing Info Within a Team [Team Management].

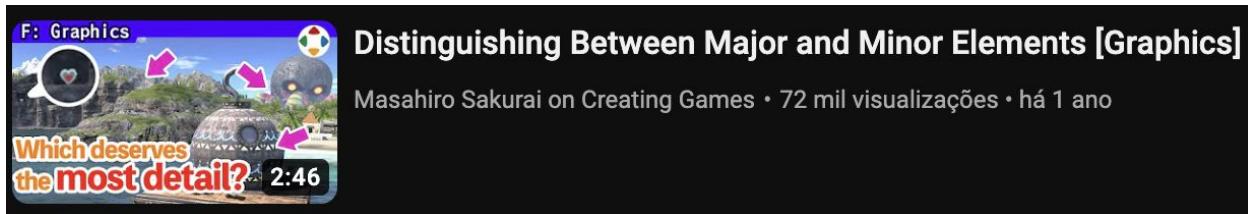
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 28, 2022.

URL: <https://youtu.be/40ryMOr36fw?si=iQE4-U1NLMZX6t1w>.

Summary:

In the category of team management, Masahiro Sakurai emphasizes the importance of smooth communication and information sharing within game development teams. He addresses the challenge of maintaining a clear understanding of individual contributions within a team and suggests three key initiatives to enhance team cohesion. First is the Legislative Page, a platform where development progress, events, and miscellaneous thoughts are shared, fostering communication among staff. Second is the "Today's Screenshot," where daily in-progress screenshots are posted to provide a visual overview of ongoing work. Lastly, he introduces the Project Presentation, held every few months, where teams present their completed work to the entire group, encouraging a broader perspective on individual contributions and fostering a sense of achievement. Sakurai advocates for effective information sharing as a means to break monotony and boost team morale, highlighting the collaborative nature of game development.



Name: Distinguishing Between Major and Minor Elements [Graphics].

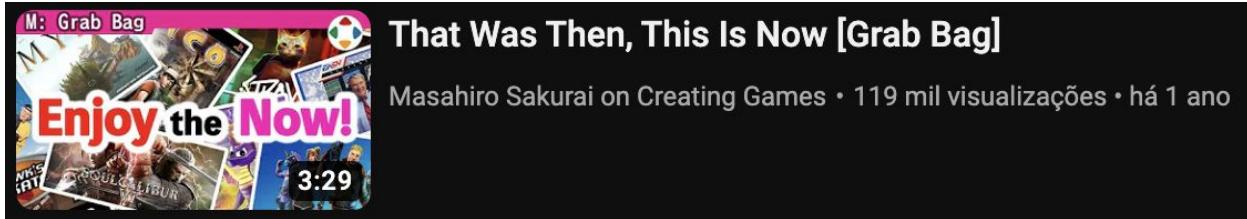
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 30, 2022.

URL: <https://youtu.be/NBXt-Uq7dHg?si=NlTYojrGP1l0uzgX>.

Summary:

in this video, Masahiro Sakurai discusses the importance of optimizing game performance while creating visuals. He emphasizes the need to distinguish between essential and non-essential elements, using the example of Super Smash Bros.'s circular stage design. Sakurai highlights the central screen area as crucial, even in stages with expansive views. He mentions the prioritization of fighters over the stage, with considerations for size and representation. Sakurai also touches on Level of Detail (LOD) mechanisms to manage polygon complexity during gameplay. Additionally, he mentions the occasional quirky preferences of stage designers, citing an instance where he requested adjustments to the rotation of tires on a car in the Inkling stage. Sakurai concludes by affirming that such attention to detail is essential in creating games that are both visually appealing and performance-efficient.



Name: That Was Then, This Is Now [Grab Bag].

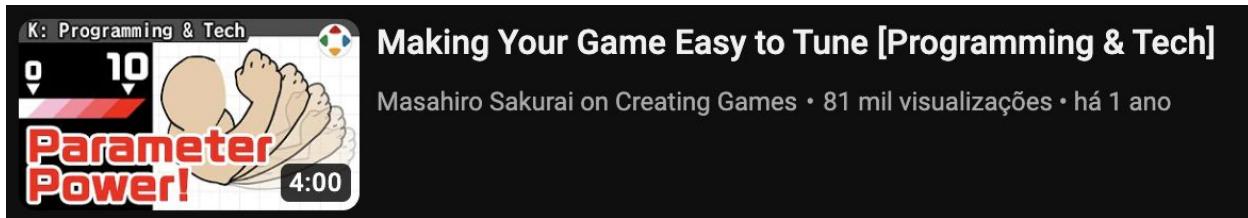
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 2, 2022.

URL: <https://youtu.be/CVQ4PuihnTk?si=hLDtw3d9n8DQPtHT>.

Summary:

in this video, Masahiro Sakurai reflects on the sentiment that some people may feel that games were better in the past. He acknowledges the nostalgia associated with older games, highlighting the era when new game titles were abundant and games were driven by innovative ideas. Sakurai notes the sense of mystery and fantasy that surrounded games in the past, where players had to rely on their trial and error rather than readily available information from platforms like YouTube and Wikis. While he recognizes the charm of older games, Sakurai emphasizes the importance of enjoying the present moment and the unique appeal of contemporary games. He suggests that the fun of games is relative and can be influenced by factors such as the era, environment, trends, and technological advancements. Sakurai encourages individuals to explore and try new things to maximize enjoyment in the present gaming landscape.



Name: Making Your Game Easy to Tune [Programming & Tech].

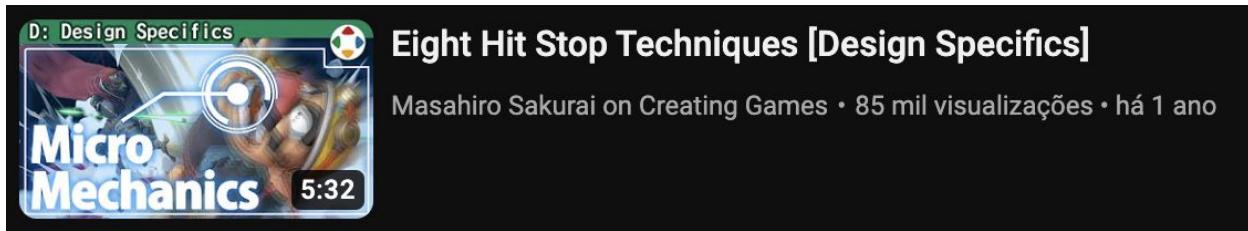
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 6, 2022.

URL: <https://youtu.be/nGaajB8m5Q0?si=u81-WgS6NRIWfyQd>.

#### Summary:

Masahiro Sakurai discusses the crucial aspect of game adjustment and balancing, shedding light on how it's done in a game development environment without revealing specific details due to company confidentiality. He mentions the use of parameters, numerical values that define various aspects of the game, which are often made accessible externally. By having parameters in an Excel sheet, developers can easily adjust and fine-tune settings without delving into the program's code, ensuring flexibility and ease of modification. Sakurai emphasizes the importance of hiding less frequently adjusted parameters to avoid human errors and maintain clarity. He mentions the conversion process, where changes made in Excel are reflected in the actual game through an add-in. Sakurai reflects on the progress in development tools, citing the evolution from manual editing to more sophisticated and efficient methods, allowing for a broader range of adjustments and facilitating trial and error in game design.



Name: Eight Hit Stop Techniques [Design Specifics].

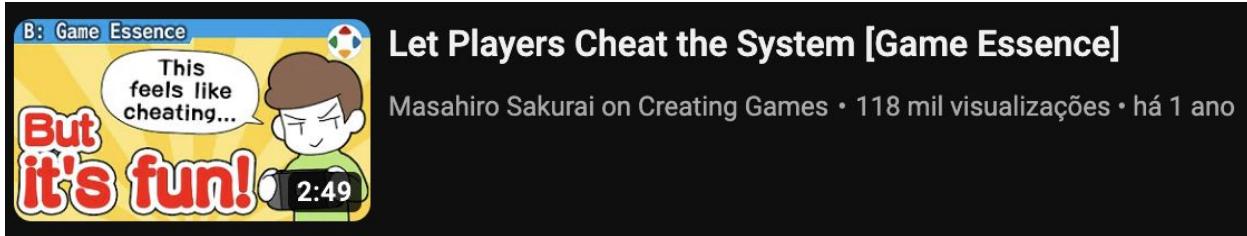
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 9, 2022.

URL: <https://youtu.be/tycbMSjDDLg?si=cqXB4nGWkpIx--cQ>.

Summary:

Masahiro Sakurai discusses the importance of hitstop in game design, focusing on its role in Super Smash Bros. Ultimate (Smash Bros. Special in Japan). Hitstop, a brief pause upon successful attacks, is intricately utilized to enhance visual impact. Sakurai outlines specific implementations in Smash Bros. Special, such as enlarging hit characters, maintaining hitbox precision, and employing directional vibrations. He touches on factors like amplitude convergence, hitstop duration calculations, and unique effects like subtle motion during hitstop. Throughout, Sakurai emphasizes how seemingly minor details contribute to an overall improved gaming experience, underscoring the significance of meticulous design choices.



Name: Let Players Cheat the System [Game Essence].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 12, 2022.

URL: <https://youtu.be/MVsVTgJKuzU?si=2vLWZzsMnswdDQJX>.

Summary:

Masahiro Sakurai discusses the concept of "攻略" (kouryaku), which translates to "strategy" but emphasizes playing without making mistakes or losses. He explores the idea that strategy involves finding ways to progress through a game without incurring losses or setbacks, and how this notion can be applied across various genres such as action, FPS, fighting games, RPGs, simulation games, puzzle games, and gambling games. Sakurai acknowledges that games can have exploitable elements, allowing players to gain advantages, and notes that while developers often try to eliminate such imbalances during debugging, sometimes these quirks can add to the fun and memorable aspects of a game. He suggests that players naturally seek strategies, and even minor forms of "cheating" can enhance the overall enjoyment of a game.



Name: Making Lead-ins Instant and Impactful [Animation].

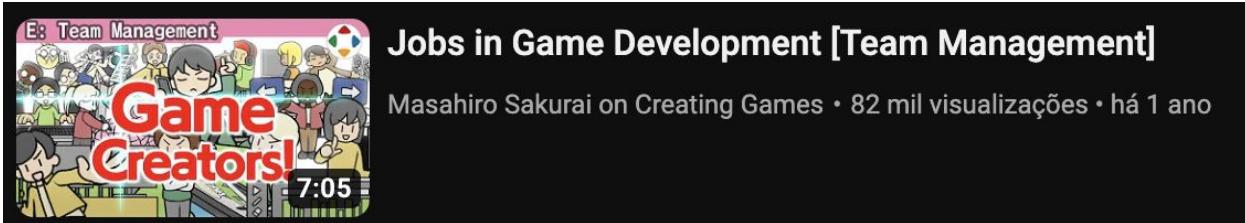
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 14, 2022.

URL: <https://youtu.be/E8DKndKkHw8?si=eqyZqswkiRHtz-Ad>.

Summary:

Masahiro Sakurai delves into the concept of "構え" (kamae), which translates to "stance" or "pose." In the context of game design, it refers to the animation or pose that occurs from pressing the attack button until the actual attack is executed. Sakurai notes the distinctive feature in Super Smash Bros. Ultimate where there is a significant change in pose from the moment the button is pressed. This design choice prioritizes responsiveness to player input, aiming to provide quick and immediate feedback. Sakurai highlights the importance of minimizing delays in response to player actions, especially in online play, where lag can be unavoidable. He also mentions examples of attacks with minimal or no visible stances, emphasizing the significance of conveying input recognition while considering the feel and impact of the attacks.



Name: Jobs in Game Development [Team Management].

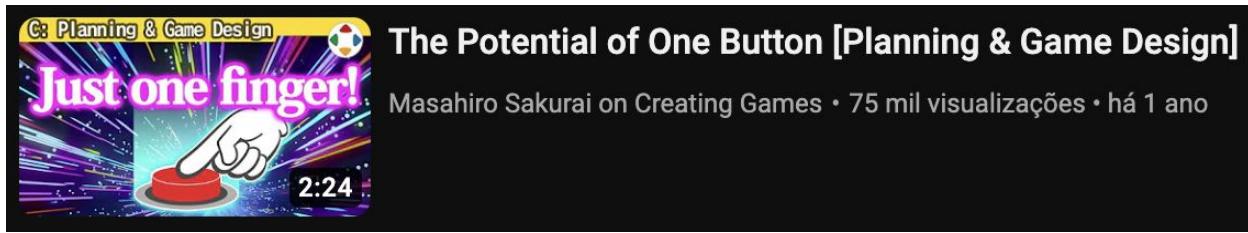
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 16, 2022.

URL: [https://youtu.be/Hk2npGxEQRo?si=9NBu4QEjQ\\_AnDovZ](https://youtu.be/Hk2npGxEQRo?si=9NBu4QEjQ_AnDovZ).

Summary:

Masahiro Sakurai provides a guide to the various roles involved in creating a video game. He starts with the Director (himself), responsible for overseeing the game's idea, making decisions, and supervising all aspects of development. The Planner, or Game Designer, translates the director's ideas into detailed specifications and plans. Programmers write the code to bring these plans to life, handling everything from game mechanics to scripting. Model Artists create 3D models, while Artwork Artists handle 2D visuals. Motion Artists craft character animations, and Effects Artists create on-screen visual effects. Sound Staff includes composers, sound effect creators, and voice actors. UI (User Interface) Artists design menus and interfaces. Technical Support manages servers and troubleshoots technical issues. Managers oversee team operations, and Monitors test the game for bugs and suggest improvements. The complex collaboration between these roles is crucial for successful game development.



Name: The Potential of One Button [Planning & Game Design].

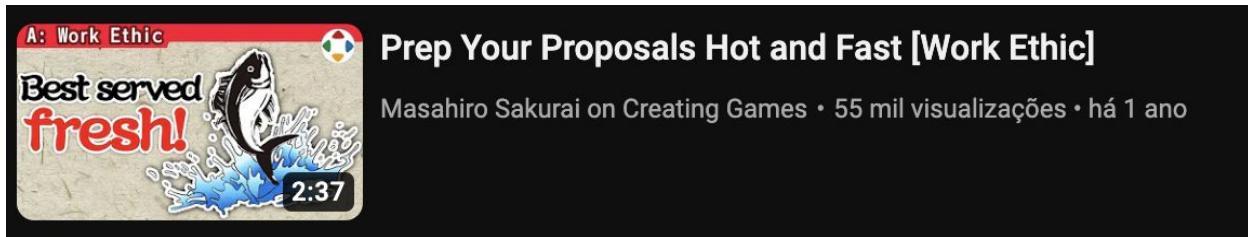
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 20, 2022.

URL: [https://youtu.be/tafG03n89MY?si=h\\_uD36zNTXq1m0IK](https://youtu.be/tafG03n89MY?si=h_uD36zNTXq1m0IK).

Summary:

Even with just one button, games can be created, as demonstrated in games like "Kirby's Adventure" and "Kirby Super Star," which feature mini-games designed around a single button input. These games typically fall into four categories: rapid-fire, timing-based, quick press, and switch-based. Rapid-fire games involve competing in button-mashing speed, while timing-based games require pressing the button at specific intervals. Quick press games involve rapidly pressing a button in response to a signal, testing reflexes. Switch-based games require toggling between pressing and releasing the button in response to changing conditions. These simple one-button mechanics can be surprisingly versatile when combined with other elements, showcasing the importance of matching the gameplay and control sensations. Sakurai emphasizes that, despite simplicity, thoughtful consideration of player experience and tactile sensations is crucial for effective game design.



Name: Prep Your Proposals Hot and Fast [Work Ethic].

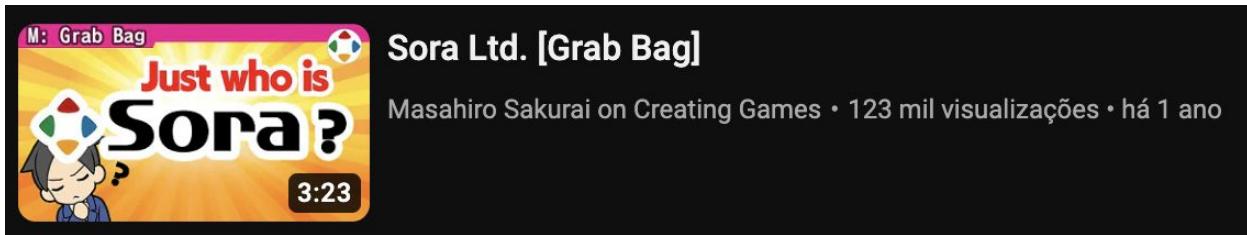
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 23, 2022.

URL: <https://youtu.be/1cFrEoiziDA?si=DgPT0UADTE-gPWo>.

Summary:

In crafting a compelling game proposal, Sakurai emphasizes the importance of efficiency and clarity. He advises against dawdling or writing excessively, emphasizing the need to quickly organize the main ideas and progressively refine the presentation documents after outlining the key sections. Planning ahead with clear categorization of major and sub-topics is crucial, along with avoiding overly lengthy sentences. Integrating visuals, such as diagrams and photos, is recommended to enhance the proposal's overall impact. Sakurai advocates for conciseness, asserting that unnecessary details, lengthy explanations of the project's intent, elaborate graphs, and extensive research are not essential. Instead, the focus should be on effectively conveying the fundamental aspects of the proposal and ensuring that each page delivers the appropriate amount of information. Sakurai also underscores the significance of maintaining enthusiasm during the initial phase of drafting and urges creators to avoid procrastination to preserve the freshness of their ideas. While acknowledging the challenges of creating an exciting and innovative game, Sakurai suggests that the true essence of a game's appeal often lies beyond what is explicitly outlined in the proposal. He cites the example of Monster Hunter, highlighting that its charm goes beyond the concept of hunting monsters to create equipment from their materials. Sakurai concludes by encouraging creators to submit energetic and compelling proposals, even if they face rejection, emphasizing that responsibility for conveying the project's allure ultimately rests with the creator rather than the evaluator.



Name: Sora Ltd. [Grab Bag].

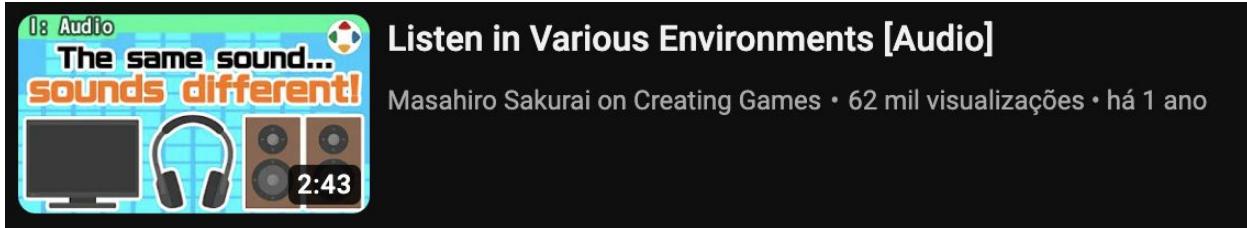
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 25, 2022.

URL: <https://youtu.be/VVhGCtCNGHg?si=KN2shhq28aFF5ahQ>.

Summary:

In discussing his limited liability company, Yugen Gaisha Sora, Masahiro Sakurai outlines its purpose as a contracting entity for collaborations with other companies, avoiding a formalized game development staff. Sakurai emphasizes his preference for a flexible, unconventional structure, in contrast to the typical model where independent creators establish companies, recruit staff, and assume managerial responsibilities. He notes his commitment to project-focused work schedules, highlighting the risk-sharing model of not receiving compensation during development, with income contingent on software sales. Despite acknowledging the unconventional approach's uncertainties, Sakurai appreciates the simplicity and flexibility of his current position, expressing contentment with the existing structure of Yugen Gaisha Sora.



## Listen in Various Environments [Audio]

Masahiro Sakurai on Creating Games • 62 mil visualizações • há 1 ano

Name: Listen in Various Environments [Audio].

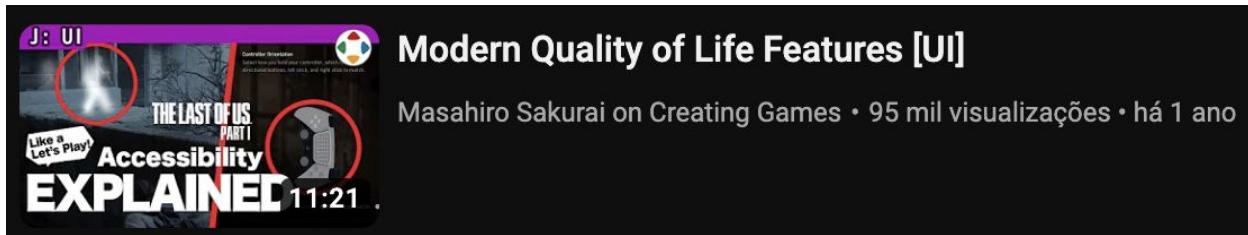
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 28, 2022.

URL: <https://youtu.be/WUy4lTUjh80?si=kQViD3uy0amBT-V6>.

Summary:

When checking sound, Masahiro Sakurai emphasizes the importance of evaluating it across multiple environments, including headphones, PC speakers, and notably, inexpensive TV monitors. He underscores the challenge of ensuring a balanced sound that translates well across different playback devices, particularly on smaller TV speakers where low frequencies may be lacking. Sakurai highlights the need to avoid overly refining sounds for studio-grade equipment, as it might compromise their effectiveness on consumer-grade speakers. He advocates for considering various playback scenarios, including the Nintendo Switch's built-in speakers, while cautioning against excessive adjustments that might deviate from the intended audio experience. Sakurai shares his experience with the intricacies of fine-tuning sounds, citing the example of the challenging hit sound for dragons in Super Smash Bros. Ultimate.



Name: Modern Quality of Life Features [UI].

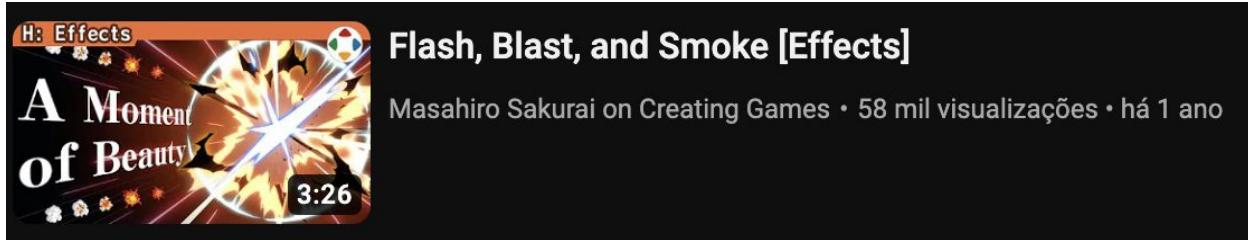
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 30, 2022.

URL: <https://youtu.be/j2BX4yw8Z4Y?si=uWqUGM8dAWBSYwEo>.

Summary:

Masahiro Sakurai explores the accessibility options in The Last of Us Part 1 for PS5, praising its meticulous attention to user-friendly settings, influenced by the game's predecessor. He delves into various accessibility features, such as screen magnification, visual aids, color adjustments for colorblindness, and detailed controller customization. Sakurai highlights the inclusion of audio cues, narration, and vibration feedback to enhance the gaming experience for players with different needs. He emphasizes the significance of accommodating diverse preferences and experiences, commending the developers for their thoughtful approach in catering to a wide range of users.



Name: Flash, Blast, and Smoke [Effects].

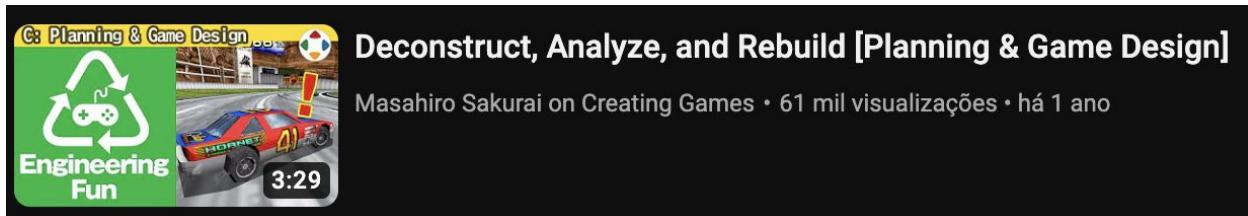
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 2, 2023.

URL: <https://youtu.be/ZDopYzDX-Jg?si=hw2YMA9Olo8Lm-tC>.

Summary:

Masahiro Sakurai discusses explosion effects in video games, citing the 1984 title "Star Force" as an example of well-crafted pixel art explosion patterns. He compares explosion patterns in "Super Smash Bros." to those in the shooting game, noting the importance of conveying instant information with a flash and subsequent impactful elements. Sakurai analyzes different aspects, such as the initial flash, the duration of the explosion, the emergence of black smoke, flames, and the eventual dissipation. He emphasizes the significance of incorporating elements like sparks and flares and how varying explosion styles contribute to a game's visual impact. Sakurai also touches on additional effects like screen flashes and vibrations to enhance the overall experience.



Name: Deconstruct, Analyze, and Rebuild [Planning & Game Design].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 4, 2023.

URL: <https://youtu.be/7VD0K1Sr5u0?si=FRLb4bT1fH1Cywnp>

Summary:

Understanding the essence of something is crucial, particularly when aiming to infuse originality into creations. Mimicking entertaining elements is insufficient; instead, breaking down the components of what makes something enjoyable and reconstructing them in a unique way is recommended. For instance, in the context of creating a racing game, Masahiro Sakurai explores the thrill of drifting and analyzes why it is perceived as exciting. Examining the risk and reward aspects of drifting, Sakurai emphasizes the importance of incorporating elements like risk of collision, potential advantages, and the skill required for successful drifts. He then suggests considering how to make drifting even more enjoyable in a game setting by aligning it with scoring mechanisms and exploring the integration of speed and acceleration. Sakurai concludes with the idea that a careful and systematic understanding of the underlying elements of enjoyment is essential for constructing and refining creative ideas.



## Team Digital or Team Physical? [Grab Bag]

Masahiro Sakurai on Creating Games • 140 mil visualizações • há 1 ano

Name: Team Digital or Team Physical? [Grab Bag].

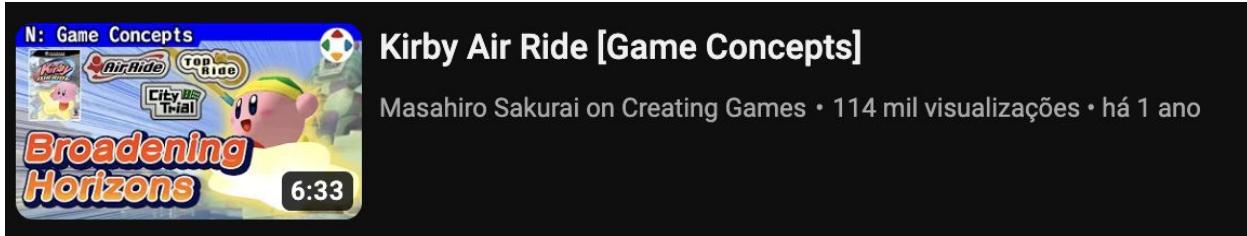
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 6, 2023.

URL: <https://youtu.be/ynBcgPh8xV4?si=DYPqLb-dSjvKCOY7>.

Summary:

Masahiro Sakurai discusses the choice between physical and digital game purchases, expressing a strong preference for digital downloads due to practical reasons and a lack of sentimental attachment to physical collections. He emphasizes the convenience of instant access without the need for storage space and appreciates the ability to organize games digitally. Sakurai acknowledges the higher cost of digital games but values the flexibility and lack of physical clutter. Drawing parallels with his approach to e-books, he underscores the importance of space efficiency in managing a large collection of games and books in a digital format.



Name: Kirby Air Ride [Game Concepts].

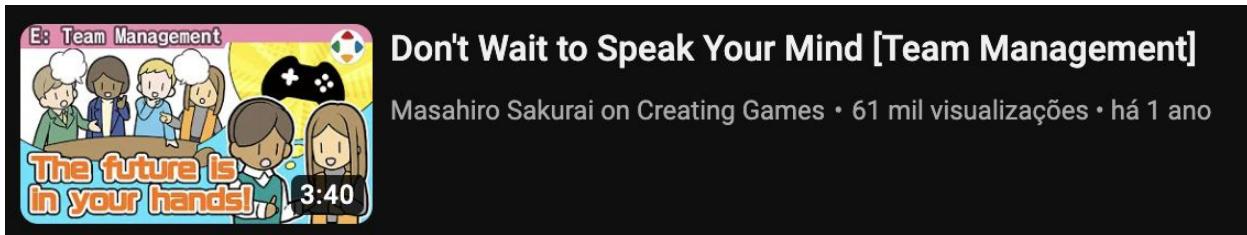
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 9, 2023.

URL: <https://youtu.be/bRDAYgRns4E?si=lkMlhr74U01vVr8V>.

Summary:

In October 2001, around the release of Super Smash Bros. Melee, Masahiro Sakurai, the director overseeing the Kirby series, found himself involved in various tasks, including supervising the Kirby anime and planning games. Reflecting on the creation of Kirby's Air Ride, Sakurai revealed that the decision to make a racing game featuring Kirby was influenced by the need for game products tied to the anime. Despite the cancellation of the initially planned GameCube version of Kirby, Sakurai described the development process for Kirby's Air Ride, emphasizing the enjoyment of drifting in racing games and the incorporation of risk and reward elements. He detailed the concept of widening gameplay possibilities, particularly in City Trial mode, where the focus was on open-world exploration rather than reaching a singular goal. Sakurai highlighted the unique personalities of the Air Ride machines and the rapid development process that led to the game's successful completion. After overseeing the Kirby anime and completing Air Ride, Sakurai transitioned to freelance work, noting that while Air Ride was his directorial effort, subsequent Kirby titles like Kirby: Nightmare in Dream Land and Kirby & The Amazing Mirror were not. Finally, he hinted at the upcoming discussion on the conceptual category of the next project, Meteos.



Name: Don't Wait to Speak Your Mind [Team Management].

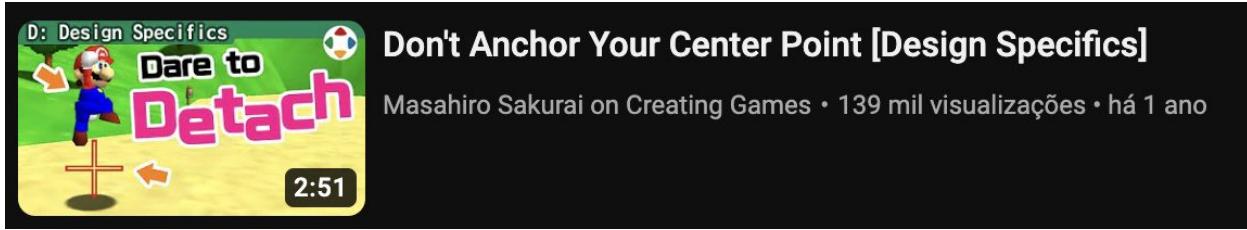
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 11, 2023.

URL: [https://youtu.be/f3UjN6cCBYY?si=JDuuP74G5lZs\\_6Ar](https://youtu.be/f3UjN6cCBYY?si=JDuuP74G5lZs_6Ar).

Summary:

In the realm of game development, individuals may often harbor thoughts or concerns about the specifications of a game or the dynamics within the team. Masahiro Sakurai advises against withholding such sentiments until after a project is completed, emphasizing the importance of sharing opinions within the team during the development phase. Players, limited to offering complaints after a game's release, lack the ability to influence the game's content directly. However, team members possess a unique advantage to discuss and potentially improve aspects of the game. Sakurai encourages constructive communication within the team, suggesting that expressing concerns along with proposed solutions fosters a more positive and collaborative development environment. He stresses the need for teams to openly discuss and consider improvement suggestions, acknowledging that even if the status quo is maintained, understanding the reasons behind decisions can contribute to a sense of satisfaction. Sakurai advocates for the creation of platforms, such as opinion sections or designated individuals for feedback, to facilitate open communication within the development team. Ultimately, he underscores the importance of sharing opinions constructively, as it not only aids in resolving immediate concerns but can also shape the future of game development.



Name: Don't Anchor Your Center Point [Design Specifics].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 13, 2023.

URL: <https://youtu.be/kLmd2F8LaLk?si=sR332GGN2XwFBmcr>.

Summary:

In the realm of 3D games, the camera's behavior plays a crucial role, and Masahiro Sakurai emphasizes the importance of considering the camera's focal point. While it might seem natural for the camera to follow the character closely, Sakurai warns against directly attaching the focal point to the character, citing instances like Super Mario 64 and Super Smash Bros. Ultimate. In these examples, Sakurai points out that maintaining a fixed point relative to the character in the y-direction can lead to a lack of depth perception, hindering the player's ability to gauge vertical movement accurately. Sakurai suggests that game developers should carefully tailor the camera's behavior based on the specific requirements of the game, ensuring that it enhances gameplay and contributes to the overall experience, rather than merely adhering to a standard approach.



Name: Attack Poses [Animation].

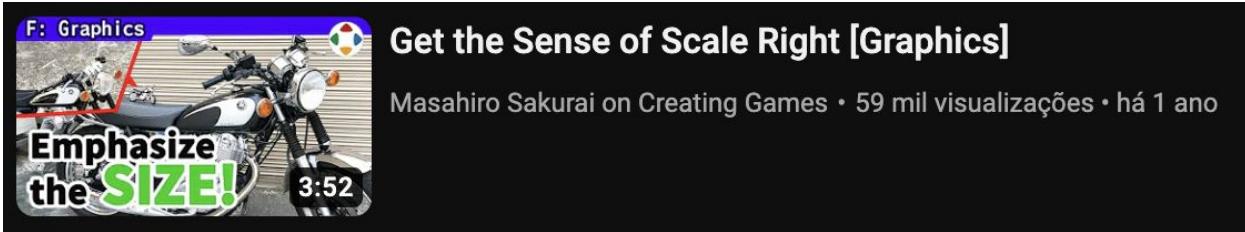
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 16, 2023.

URL: <https://youtu.be/99gdMDF7V2E?si=IKg2JIekfj5YjCIE>.

Summary:

In games with combat elements, the animations associated with successful attacks significantly impact the overall feel of the game. Masahiro Sakurai delves into the importance of the pose characters strike when their attacks connect. Emphasizing the crucial moment of impact during hitstop, Sakurai notes that this composition is pivotal for creating a memorable impression. He provides insights into crafting effective attack poses, suggesting exaggeration, clarity, and avoiding symmetrical poses. Sakurai also highlights the significance of maintaining a clear silhouette, especially in Super Smash Bros., where the game's side-scrolling nature makes lateral visibility crucial. Drawing from his supervisory experience, Sakurai emphasizes the importance of refining poses through a three-dimensional perspective, urging designers to experiment and perfect their animations for impactful combat experiences.



Name: Get the Sense of Scale Right [Graphics].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 18, 2023.

URL: <https://youtu.be/A6Rbb5sK4nI?si=mn3J0GINcZjUbnu9>.

Summary:

In graphic supervision, one crucial adjustment element frequently emphasized is aligning the sense of scale. Masahiro Sakurai explores how adjusting the perceived scale is vital in creating visually harmonious game environments. He highlights the challenges of conveying size accurately, noting that objects of the same shape can appear drastically different in size based on visual elements like textures. Sakurai discusses the importance of texture details, such as loop counts and color nuances, and urges designers to consider factors like saturation and specularity to avoid an artificial look. Additionally, he touches on specular highlights, emphasizing their impact on the perceived material and how subtle adjustments can significantly affect the atmosphere. Sakurai concludes by stressing the importance of prioritizing appropriate expression methods based on the game's objectives and encouraging designers to focus on creating conditions rather than just models to achieve optimal visual representation.



Name: Good Errands and Bad Errands [Planning & Game Design].

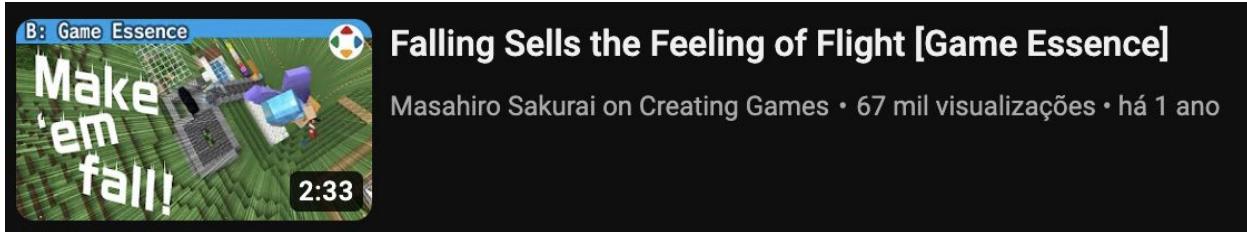
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 20, 2023.

URL: <https://youtu.be/IM9P9NIKo10?si=QFTiHiKHxh2203nA>.

Summary:

Masahiro Sakurai discusses the concept of "errands" in games, emphasizing their evolving role in modern gaming experiences. While traditional errands were often disliked, contemporary games offer diversified and rewarding tasks, contributing to a richer gameplay. Sakurai highlights five criteria for well-designed errands, stressing the importance of meaningful rewards, frequent enjoyable moments, player strategy freedom, swift closure upon completion, and integrating intriguing elements into seemingly mundane tasks. He suggests that carefully crafted errands enhance the overall player experience, making them an integral part of engaging game narratives.



Name: Falling Sells the Feeling of Flight [Game Essence].

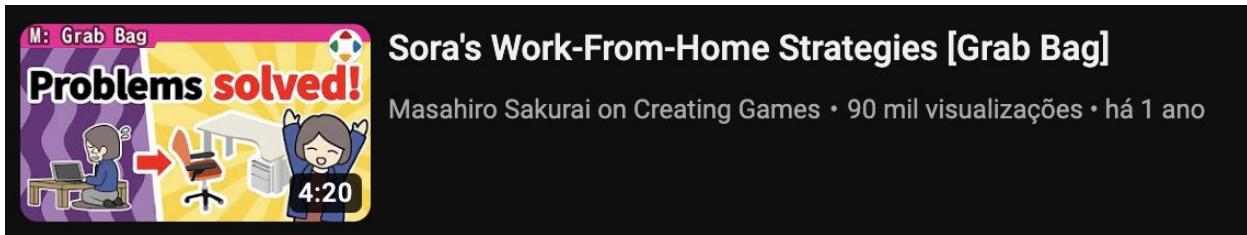
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 23, 2023.

URL: <https://youtu.be/j45EluChfqs?si=eAiGQA00GBWvYj3H>.

#### Summary:

When planning a game concept that aims to convey the exhilaration of freely flying through the sky, Masahiro Sakurai suggests incorporating a mechanism for falling or penalties to enhance the overall experience. He emphasizes that introducing elements that contradict the primary action, such as obstacles or risks, contributes to a more immersive and enjoyable gameplay. By creating situations where players must navigate challenges while flying, a sense of accomplishment and excitement is heightened. Sakurai highlights examples from games like the original Ace Combat and Kirby's Air Ride, where incorporating risks and diverse terrains enriches the feeling of soaring through the air. He concludes that embracing both the thrill and challenges associated with flight enhances the overall player experience.



Name: Sora's Work-From-Home Strategies [Grab Bag].

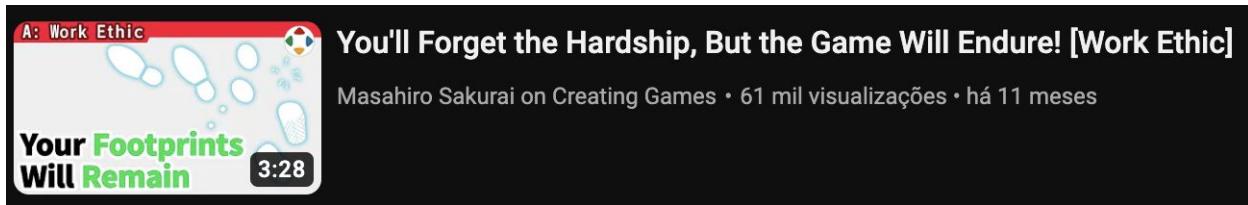
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 25, 2023.

URL: [https://youtu.be/YXudgEHF78M?si=CR2tVGyRn0E\\_B8Bh](https://youtu.be/YXudgEHF78M?si=CR2tVGyRn0E_B8Bh).

#### Summary:

in this video, Masahiro Sakurai discusses the transition of the Super Smash Bros. Ultimate development team to full telework during the COVID-19 pandemic. Sakurai shares the challenges faced by staff members working from home, including issues related to equipment, communication, and the desire for human interaction. To address these challenges, the development team implemented support measures, allowing staff to freely choose and purchase necessary work-from-home items. Sakurai emphasizes the importance of creating a comfortable and efficient remote working environment, highlighting the impact of telework on productivity and the need for flexibility in adapting to new work styles. Despite the initial difficulties, the telework experience is considered valuable, influencing future approaches to game development and reflecting the broader changes in work culture prompted by the pandemic.



Name: You'll Forget the Hardship, But the Game Will Endure! [Work Ethic].

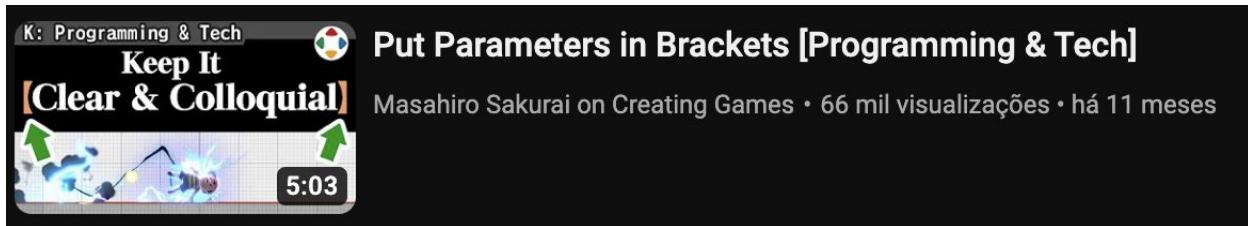
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 27, 2023.

URL: <https://youtu.be/MPSFqxpVJk?si=V-Y-vouPn9Tz08N>.

Summary:

Masahiro Sakurai reflects on the challenging nature of game development, acknowledging the hard work involved in creating a cohesive experience. He emphasizes the importance of perseverance, stating that the difficulties are worth it if more people can enjoy the game. Sakurai recognizes the collaborative effort required in game development and other services, where the support of many individuals contributes to the final product. He stresses the significance of creating something that resonates with players, as the impact and rewards are proportional to the player base. Sakurai shares his experience of forgetting personal struggles but remembering mistakes in the final product, highlighting the lasting impact of the work. Despite the challenges, he expresses gratitude to all players who have enjoyed his creations and encourages a dedicated and efficient approach to service provision. Sakurai concludes by emphasizing the enduring nature of the work and the importance of striving for a service that brings joy to a wide audience.



Name: Put Parameters in Brackets [Programming & Tech].

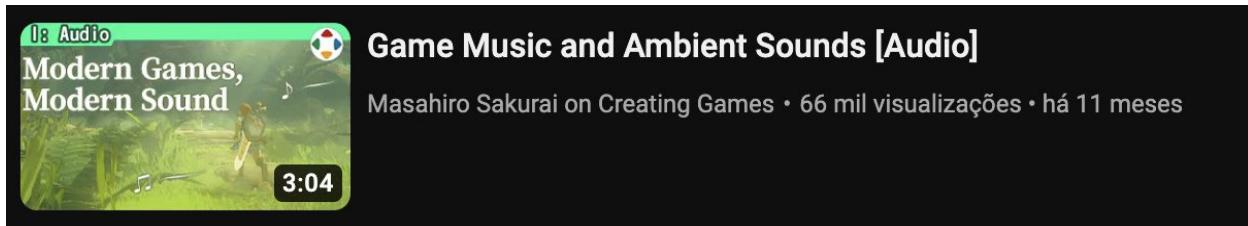
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 30, 2023.

URL: <https://youtu.be/v6ozfbqNa54?si=bVR4cIjfPDjJ8KLS>.

Summary:

Masahiro Sakurai discusses the distinction between program and parameters in game development, emphasizing that while programs contain instructions and expressions for character movement, parameters involve numerical values like speed and attack power. He outlines the general process of game creation, highlighting the collaboration between directors, planners, and programmers. Sakurai explains the need for clear and detailed communication in specifying parameters, using three strategies to address parameter adjustments. The first involves alternating parameter names in the specification document, the second uses highlighted sections to indicate parameters, and the third includes numerical values alongside parameter descriptions. Sakurai acknowledges the challenge of making adjustments accessible to non-specialists and suggests that these strategies help facilitate smoother collaboration and understanding during the development process.



Name: Game Music and Ambient Sounds [Audio].

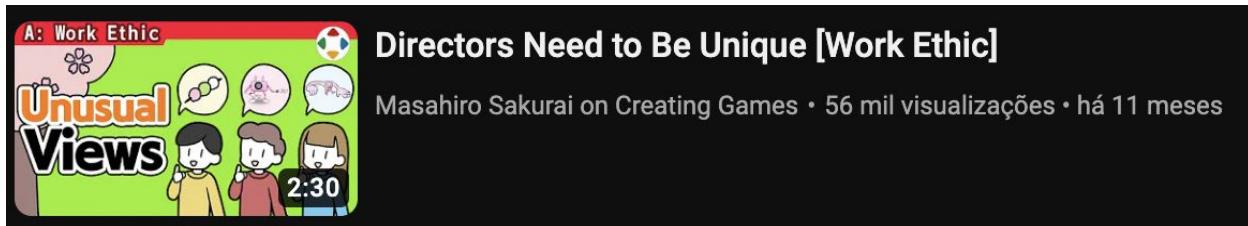
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 1, 2023.

URL: [https://youtu.be/t\\_RnBj9tqc?si=QBj-tegClVOE4jH9](https://youtu.be/t_RnBj9tqc?si=QBj-tegClVOE4jH9).

Summary:

Masahiro Sakurai addresses a common question about the perception of game music, comparing the memorable tunes of older games with the more complex and Hollywood-like compositions in contemporary games. He plays classic 8-bit music from the Famicom era and acknowledges its nostalgic charm but emphasizes that as graphics evolved, the need for immersive environmental sounds increased. Sakurai suggests that the abundance of different audio elements, including environmental and ambient sounds, can make it challenging to create memorable music in modern games. He advocates for a balanced approach, creating main themes and arranging them for various in-game situations to enhance the player's emotional experience. Sakurai emphasizes the importance of tailoring music to fit the game's content and evoke the desired emotions in players.



Name: Directors Need to Be Unique [Work Ethic].

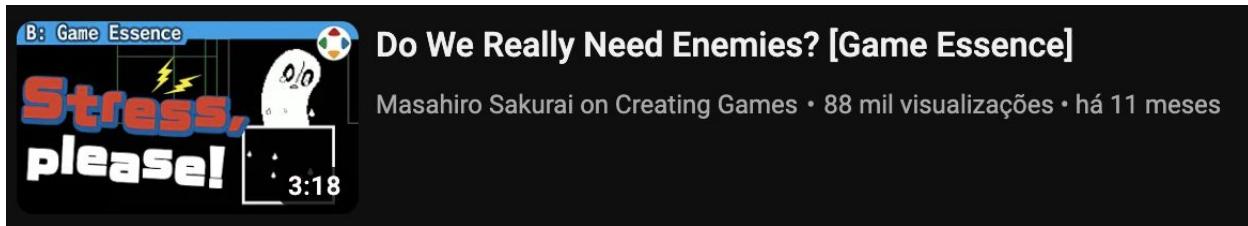
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 3, 2023.

URL: <https://youtu.be/WXBS7hk0B7k?si=wfraBZ1w6E5A1r7u>.

Summary:

Masahiro Sakurai discusses the aspiration of many individuals to become a director or game designer, highlighting that there is no common path or set of qualities shared by successful directors. While Sakurai acknowledges the diverse personalities and approaches of various directors he has encountered, he suggests that a common trait among effective directors is a heightened sensitivity to different perspectives and an ability to notice subtle details that others might overlook. Sakurai emphasizes the importance of being attuned to one's own unique way of perceiving things and having a keen sense that sets a director apart from others. He encourages prospective directors to embrace their individuality and suggests that having an unconventional or unique perspective can be an asset in game development. Sakurai also notes that while a degree of eccentricity may be beneficial, a balance with interpersonal skills is necessary, as effective communication is essential for a director's role.



Name: Do We Really Need Enemies? [Game Essence].

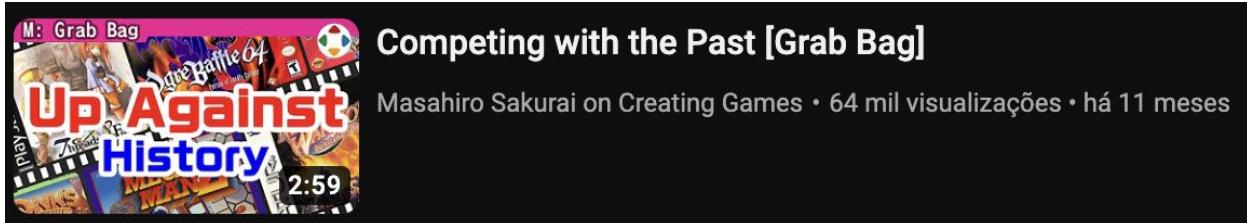
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 6, 2023.

URL: <https://youtu.be/atqS7SImuBc?si=qrlu9DrxjwZiByba>.

Summary:

Masahiro Sakurai explores the prevalent theme of defeating enemies in games, attributing its significance to the role it plays in stress relief, rewards, and the sense of growth within the gaming experience. Stress is introduced through obstacles, and overcoming these challenges provides a satisfying release. Rewards for defeating enemies contribute to players' progression and growth, while the emotional engagement created by enemy encounters adds excitement to the gaming narrative. Sakurai underscores the importance of incorporating these elements into game design to enhance the overall player experience.



## Competing with the Past [Grab Bag]

Masahiro Sakurai on Creating Games • 64 mil visualizações • há 11 meses

Name: Competing with the Past [Grab Bag].

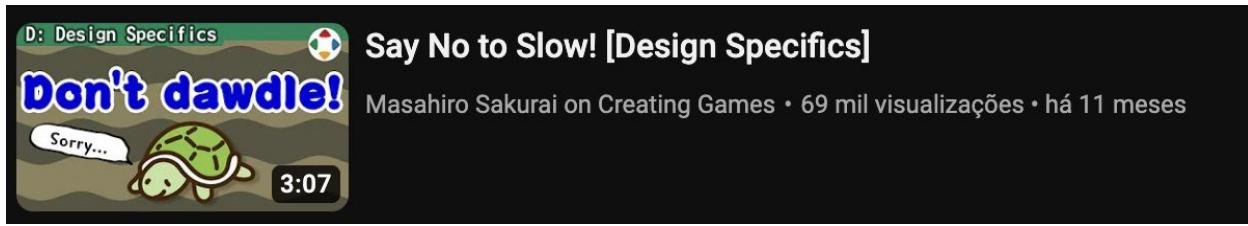
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 9, 2023.

URL: <https://youtu.be/EhcitspNMuI?si=8ZCeGWQYcGecNs3c>.

Summary:

Masahiro Sakurai discusses the challenging landscape of the film industry, particularly the competition intensified by subscription-based streaming services offering a vast library of past works alongside current productions. The constant influx of new content, combined with the perpetual accessibility of older films, creates a demanding competition where both current and past works vie for attention and value. Sakurai reflects on the relentless nature of this competition, acknowledging the difficulty for filmmakers to stand out amidst the abundance of choices. Despite the challenges, he emphasizes the importance of creating innovative and unique content as a key strategy for success in this competitive environment, a sentiment he believes holds true across various entertainment mediums, including games.



Name: Say No to Slow! [Design Specifics].

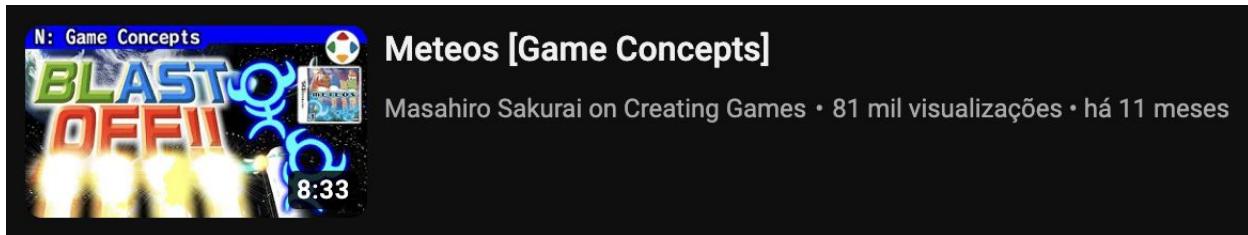
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 11, 2023.

URL: [https://youtu.be/3qEKNxp\\_Qs?si=6sya5oogp50p1GJW](https://youtu.be/3qEKNxp_Qs?si=6sya5oogp50p1GJW).

Summary:

Masahiro Sakurai emphasizes the critical importance of minimizing delays and slow-paced elements in video games. He argues that lengthy wait times, whether in loading screens or during inactive gameplay moments, can be detrimental to the player's experience. While acknowledging that certain unavoidable factors like loading times exist, Sakurai urges game developers to optimize and trim unnecessary wait times wherever possible. He highlights the need for a more condensed and engaging gaming experience, where players are actively involved in the gameplay rather than waiting for extended periods. Sakurai stresses that excessively slow pacing is a design flaw and encourages game creators to focus on providing players with a more concentrated and enjoyable time within the game.



Name: Meteos [Game Concepts].

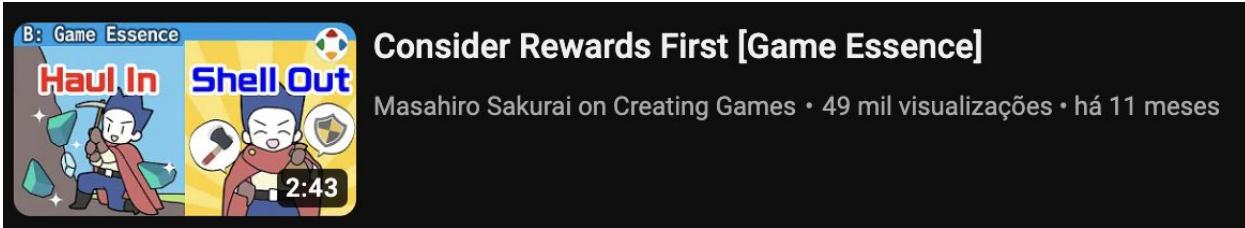
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 14, 2023.

URL: <https://youtu.be/snHecpmPeJs?si=wvWu9lwCTAOvXKLY>.

Summary:

After leaving the company he was previously affiliated with, Sakurai contemplated how to contribute to the gaming industry as a freelancer. Recalling a unique request from Tetsuya Mizuguchi, the former Sega executive, to create a falling-block puzzle game, Sakurai found the challenge intriguing despite his personal aversion to block puzzles. This led to the development of "Meteos," a game featuring a distinctive mechanic where stacked blocks could be propelled to create an explosive effect, adding an element of risk and reward. Sakurai emphasizes the importance of condensing gameplay time, avoiding unnecessary delays, and providing players with a more engaging experience. He shares insights into the development process of Meteos, highlighting the diverse characteristics of planets and the challenges faced in balancing the game. Despite some technical issues and unanticipated difficulties, Sakurai views Meteos as a valuable and unique contribution to the puzzle game genre.



Name: Consider Rewards First [Game Essence].

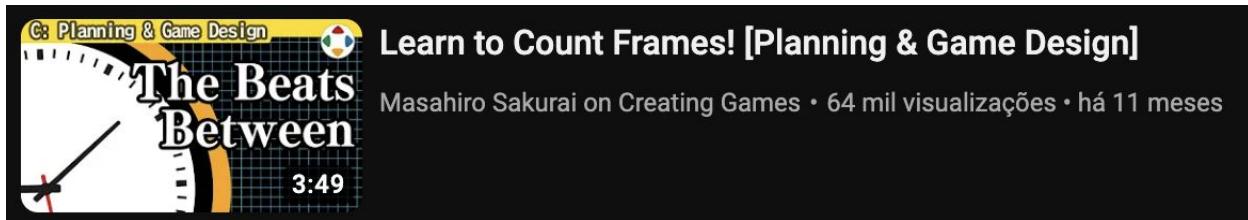
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 17, 2023.

URL: <https://youtu.be/SpwQkNzNsXk?si=3GdAIGbV5N-xUt-a>.

Summary:

In games, particularly those involving defeating enemies, incorporating rewards or bonuses upon defeating enemies or completing missions is essential. While older games may have had scores as a form of reward, contemporary games often include tangible rewards such as money, experience points, or skill points. Such rewards serve as a crucial motivation for progressing in the game. Without compelling rewards, the motivation to advance may be lacking in modern game design. Consideration of rewards, including the accumulation of in-game currency or points, should be a priority once the foundational structure of the game is established. Rewards, whether in the form of numerical values or materials, are integral to player motivation and engagement, and careful thought must be given to their presentation and consumption. The appeal of rewards is heightened when they contribute to crafting or collecting elements within the game. However, finding the right balance is crucial, as an excessive focus on collecting rewards can become both enjoyable and tedious for players. As a player, the joy of collecting rewards can be both engaging and, at times, overwhelming, emphasizing the significance of thoughtfully incorporating this element into game design.



Name: Learn to Count Frames! [Planning & Game Design].

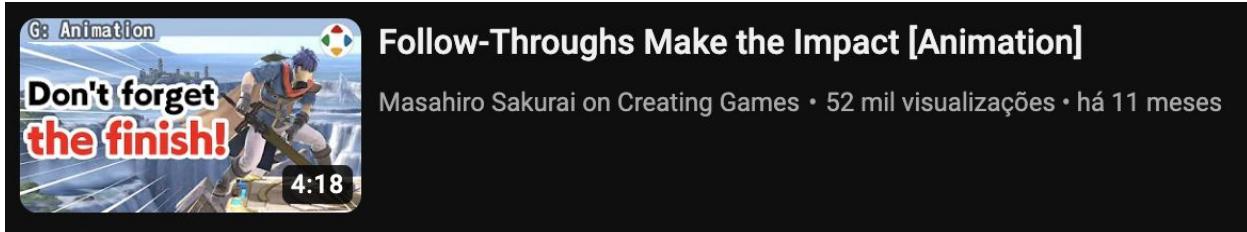
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 20, 2023.

URL: <https://youtu.be/JZ1Jd0u3b6U?si=GOaR6AiroDew0Wpu>.

#### Summary:

In this video, Sakurai discusses the critical importance of understanding the unit of time in games, known as frames. These frames serve as a fundamental measure for gauging the duration of actions and movements within the gaming environment. Sakurai emphasizes the significance of this knowledge in game development, where actions are intricately tied to frames. By counting frames, one can gain a tangible sense of time, aiding in the precise design of movements and interactions. Sakurai illustrates this concept by explaining how measuring the time between frames allows for a more accurate understanding of speed and distance, particularly in racing games. This awareness of frames becomes a valuable skill for game developers, enabling them to create engaging and immersive gameplay experiences.



## Follow-Throughs Make the Impact [Animation]

Masahiro Sakurai on Creating Games • 52 mil visualizações • há 11 meses

Name: Follow-Throughs Make the Impact [Animation].

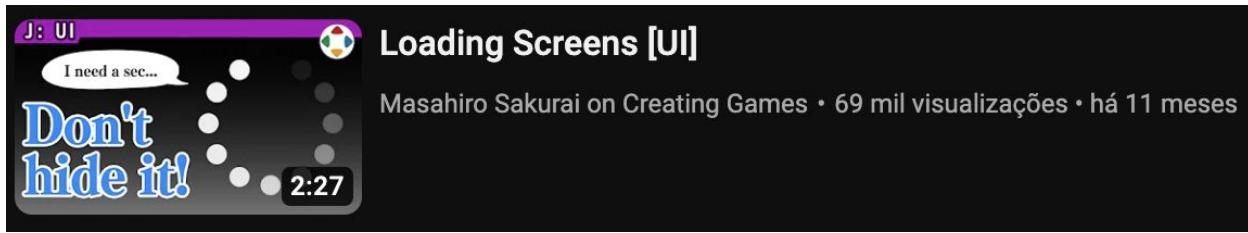
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 22, 2023.

URL: <https://youtu.be/cIB0BUe6Ihk?si=FPNuUh9ovTR2I9Cx>.

Summary:

In this video, Sakurai emphasizes the significance of "follow-through" or post-attack animations in fighting games, using Super Smash Bros. as an example. He explains that while the attack itself may be quick, the follow-through, or recovery time, plays a crucial role in gameplay dynamics. Sakurai highlights the balance required to make these animations both expressive and responsive, ensuring that the character's actions effectively convey the impact of the attack and allowing for strategic decision-making during the recovery phase. Understanding and optimizing follow-through contributes to the overall responsiveness and engagement of players in fast-paced action games like Super Smash Bros.



Name: Loading Screens [UI].

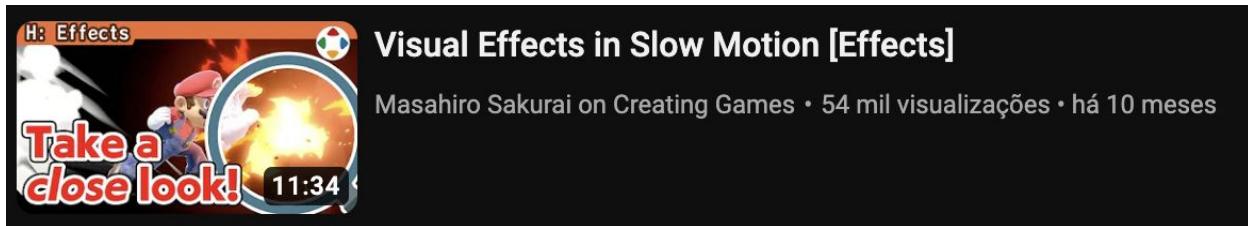
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 24, 2023.

URL: [https://youtu.be/JKV-30FD6NY?si=h\\_d1vfRQaL\\_PTXRn](https://youtu.be/JKV-30FD6NY?si=h_d1vfRQaL_PTXRn).

Summary:

In this video, Sakurai discusses the unavoidable aspect of data loading in games and its impact on player experience. He contrasts historical approaches, such as the door animations in the original Resident Evil, which cleverly masked loading times, with the current demand for speed in game development. Sakurai suggests that in contemporary gaming, displaying a straightforward loading indicator is preferable to elaborate animations that might delay gameplay. He emphasizes the importance of adapting to the faster loading speeds of modern systems and acknowledges the evolving optimization of loading times during the development process. Sakurai concludes that simple loading markers, avoiding unnecessary embellishments, contribute to a smoother and more transparent gaming experience, unlike the now-dated "Now Loading" text commonly seen in older games.



Name: Visual Effects in Slow Motion [Effects].

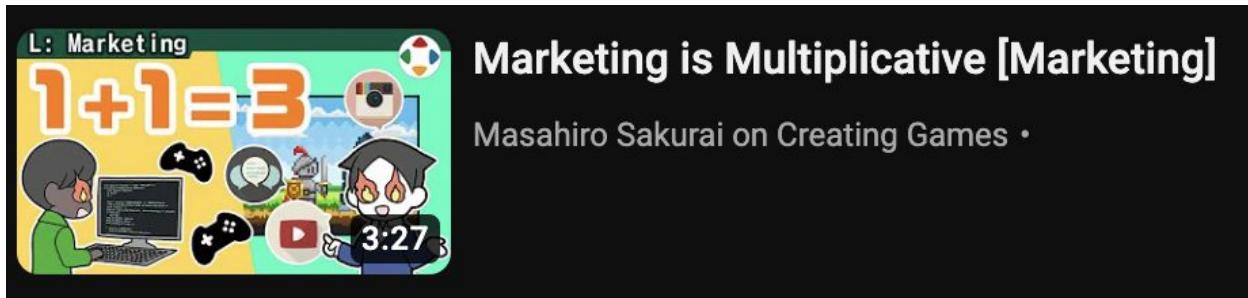
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: February 28, 2023.

URL: [https://youtu.be/353K\\_6kPqeE?si=crGVcfUMrCFhuCGs](https://youtu.be/353K_6kPqeE?si=crGVcfUMrCFhuCGs).

Summary:

Effect elements in games often go unnoticed due to the rapid flow of information. In this video, Sakurai slows down the effects in Super Smash Bros. Ultimate, showcasing them without background distractions to provide a closer look. He emphasizes the importance of careful observation in game development and suggests that studying effects can serve as a valuable reference. Sakurai also encourages examining motions and other details, making it a recommended viewing for gaining insights. While effects are typically delivered swiftly, they play a crucial role in enhancing the gaming experience, and removing them may result in a less engaging atmosphere. Ultimately, Sakurai encourages developers to use effects generously to enliven the game.



Name: Marketing is Multiplicative [Marketing].

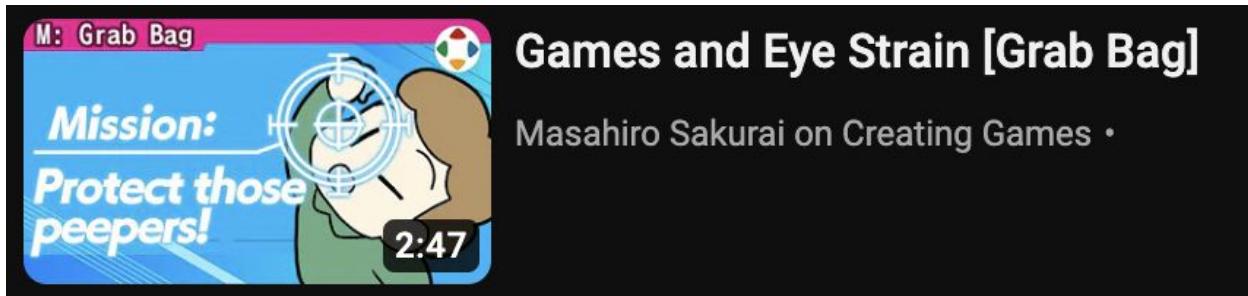
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 3, 2023.

URL: <https://youtu.be/iwOgFiJNCoU?si=YSesP5bT9HainiwS>.

Summary:

In this video, Sakurai delves into the crucial aspects of promotional activities for video games, emphasizing their significance alongside the game's inherent quality and entertainment value. He highlights the necessity of making a game known to the public, underscoring the pivotal role of publicity and sales as two interconnected elements. Sakurai, actively engaged in various aspects of game development, expresses the importance of efforts to promote games, drawing parallels between development and promotional activities. Reflecting on his involvement in promotional policies, he mentions the balance between the roles of director and producer, indicating the extensive responsibilities he assumes beyond financial considerations. In the era of a vast number of game releases, Sakurai acknowledges the need for strategic efforts to garner attention in a crowded market, suggesting that a thoughtful approach to promotion is essential for developers.



Name: Games and Eye Strain [Grab Bag].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 6, 2023.

URL: <https://youtu.be/0VaLAZeMJnE?si=U7VgE5FOyKt39jY6>.

Summary:

In this video, Sakurai shares insights into the challenges of playing smartphone games due to eye fatigue, a condition that persists even in the handheld mode of the Nintendo Switch. He discusses how age-related changes in eyesight affect his gaming preferences and the importance of maintaining a comfortable distance from the monitor to reduce eye strain. Sakurai reflects on the significant improvement in his eye condition after the development of Super Smash Bros. Ultimate concluded and highlights the variety of methods available to alleviate eye strain. Despite favoring a more distant monitor for work, he humorously shares his bedtime routine of reading books on an iPad suspended above his bed using a Bluetooth trackball, leading to a restful sleep.



## Do Competitive Games Have to Be Complex? [Game Essence]

Masahiro Sakurai on Creating Games •

Name: Do Competitive Games Have to Be Complex? [Game Essence].

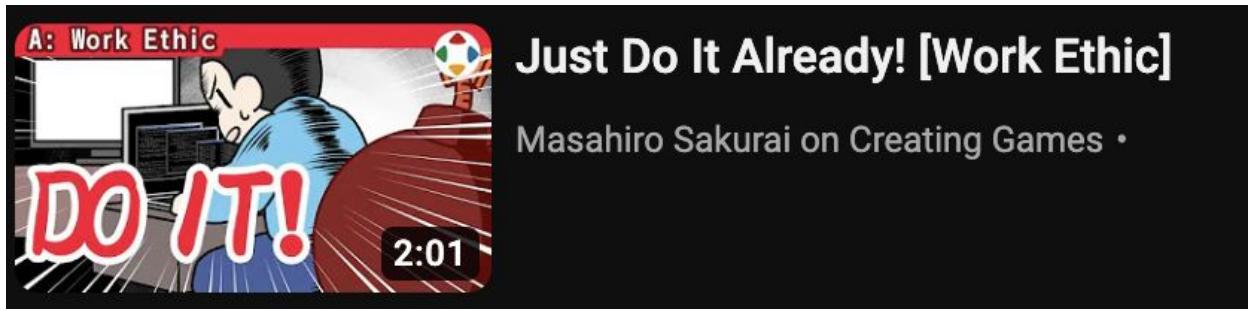
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 8, 2023.

URL:<https://youtu.be/1ggw9xXbzic?si=Fj3Sbu1oKXmQpFFR>.

Summary:

Entering the realm of competitive games can be daunting, especially when the complexity of the rules overwhelms newcomers. Sakurai reflects on the challenge of striking a balance between depth and accessibility in game design, using the example of fighting games. He explores the evolution of the genre, emphasizing that while depth is crucial, casual enjoyment is equally important for a game's success. Sakurai stresses the need for a careful balance between complexity and simplicity, acknowledging the difficulty of achieving this equilibrium. He advocates for a continuous reassessment of systems and rules during the development journey, encouraging a mindset that doesn't take the basics for granted and remains open to reevaluating them regularly.



Name: Just Do It Already! [Work Ethic].

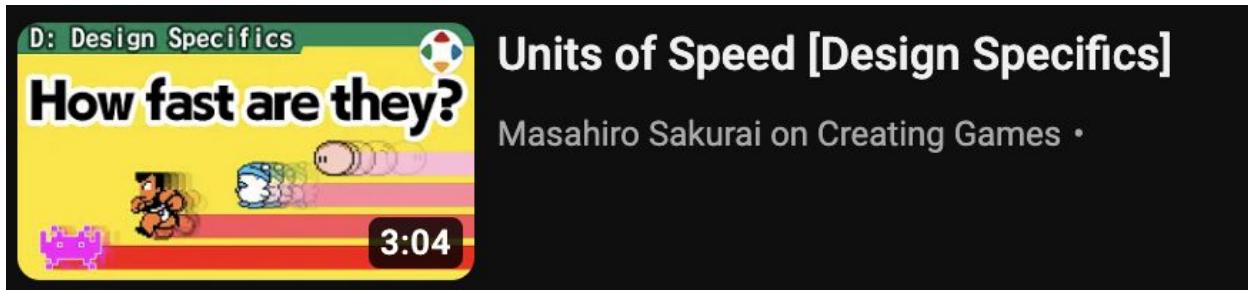
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 10, 2023.

URL: <https://youtu.be/IN-Uh2VfL8c?si=yA2bjWt1swLiYgJe>.

Summary:

Sakurai shares a straightforward solution for overcoming a lack of motivation or difficulty starting tasks. He emphasizes the importance of taking immediate action, urging individuals to dive into their work without overthinking or planning extensively. Whether it's writing, drawing, or any planned activity, the key is to start right away and let the momentum build. Sakurai suggests treating the situation as if the room will explode unless the task is initiated immediately. He asserts that motivation follows action and encourages people to move their hands, emphasizing that success comes through a sheer volume of effort. While acknowledging the effectiveness of task visualization, Sakurai stresses the immediate execution of tasks as the primary approach to self-improvement and achieving success.



Name: Units of Speed [Design Specifics].

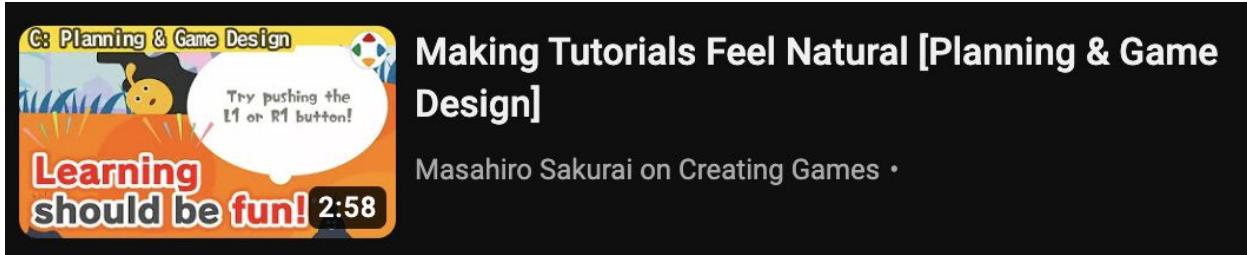
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 14, 2023.

URL: [https://youtu.be/\\_B0cpF8fQ4s?si=zpbRLyW\\_Cdj0nZWR](https://youtu.be/_B0cpF8fQ4s?si=zpbRLyW_Cdj0nZWR).

Summary:

Sakurai discusses the significance of speed in games, delving into the historical context of sprite-based games and the evolution of speed measurements. In the past, he used the term "deep" to represent speed, specifically referring to how many pixels a character advances per frame. The concept becomes more versatile in 3D games, where real-world units like kilometers or centimeters can directly define character and field sizes. Sakurai emphasizes the importance of standardizing distance units and time settings in games to ensure a consistent and meaningful representation of speed. He highlights the need for a unified understanding of distance in the game world and the importance of conveying a sense of speed through parameters, emphasizing the significance of aligning visual impressions with parameter values.



Name: Making Tutorials Feel Natural [Planning & Game Design].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 17, 2023.

URL: <https://youtu.be/Xz53DEwuAcU?si=6deam7QFH9CpV7Dk>.

Summary:

Sakurai discusses the evolution and importance of tutorials in games, emphasizing the shift from isolated practice stages to seamlessly integrating learning into actual gameplay. He mentions historical examples, like Super Donkey Kong 3, where visual cues like banana-shaped buttons guide players through the initial stages. The discussion touches on the various ways tutorials are presented, including in-game messages, button configurations, and UI displays. Sakurai acknowledges the challenges of creating effective tutorials, particularly when introducing new skills, and highlights the desire to make tutorials enjoyable and seamlessly integrated into the gaming experience. The goal is to ensure that tutorials don't feel like a chore or delay the game's progression but rather contribute to a smooth and engaging introduction for players.



## Game Essence in Falling-Block Puzzle Games [Game Essence]

Masahiro Sakurai on Creating Games •

Name: Game Essence in Falling-Block Puzzle Games [Game Essence].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 20, 2023.

URL: <https://youtu.be/QOkY6BULsgo?si=CPfNrM0JeO6EirQr>.

Summary:

Sakurai explores the genre of puzzle games, highlighting the distinct characteristics of block-falling puzzles like Tetris. He emphasizes the risk and reward dynamic in Tetris, where efficiently clearing lines reduces risk and enhances satisfaction. Sakurai contrasts this with jigsaw puzzles, lacking strategic gameplay. He delves into the importance of risk management, increasing falling speed as a form of challenge, and introducing mechanics like rotation to engage players. Sakurai suggests that understanding the underlying principles of game mechanics allows for creative game design, referencing his experience with Meteos. He encourages developers to consider the intrinsic appeal of puzzle games and leverage their simplicity for engaging gameplay experiences.



## Mastering Up [Grab Bag]

Masahiro Sakurai on Creating Games •

Name: Mastering Up [Grab Bag].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 22, 2023.

URL: [https://youtu.be/y2Webks5iTsi=Kx\\_uzR4s6jqIBgbG](https://youtu.be/y2Webks5iTsi=Kx_uzR4s6jqIBgbG).

Summary:

Sakurai shares thoughts on the completion of a game, known as "mastering up," acknowledging that it may not always be the entirely satisfying moment one might expect. He reflects on the challenges faced during development, the tough decisions made, and the potential for post-release updates. Sakurai expresses appreciation for the staff who worked together and recalls the era when completed games had to be physically transported for testing. He contrasts this with the present, where online updates make the conclusion of the mastering process less definitive. Despite the complex journey, Sakurai congratulates game developers worldwide and appreciates the effort that goes into bringing diverse games to players.



## Ten People Can Produce Seven People's Work [Team Management]

Masahiro Sakurai on Creating Games •

Name: Ten People Can Produce Seven People's Work [Team Management].

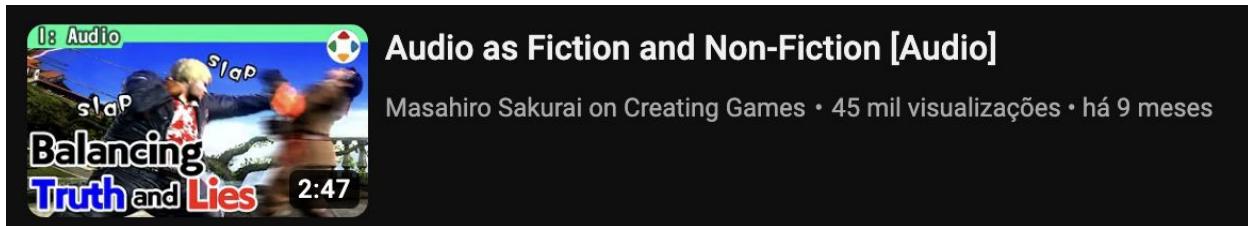
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 24, 2023.

URL: [https://youtu.be/1-iZFmenARA?si=CLiZvkmyznHlk\\_xi](https://youtu.be/1-iZFmenARA?si=CLiZvkmyznHlk_xi).

Summary:

In this video, Sakurai reflects on the completion of a game, describing the moment of reaching the master version and acknowledging the mixed emotions that come with it. He emphasizes the significance of the team's collaborative effort and the challenges of game development, highlighting the role of management in handling the workload. Sakurai discusses how the dynamics change with team size and the trade-offs between individual creative output and leadership responsibilities. He also touches on the importance of effective communication, supervision, and periodic presentations to enhance team cohesion and project understanding. Overall, he extends congratulations to game developers worldwide who have experienced the demanding yet rewarding journey of completing a project.



Name: Audio as Fiction and Non-Fiction [Audio].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 28, 2023.

URL: <https://youtu.be/6Ns03q8noEA?si=Rt6zB1cP2ZxwV7qj>.

Summary:

Sakurai points to the iconic "Shoryuken" move from the original Street Fighter II as an exaggerated example of how sound in games often deviates from reality. He highlights the cultural tendency in Japan, even in anime, to exaggerate sound, attributing it to a cultural preference for embellishment. As games strive for more realistic visuals, the balance between realism and exaggeration in sound becomes crucial. Sakurai discusses the importance of finding the right balance, citing Minecraft as an example where realistic sounds enhance the player's ability to gather information and contribute to the overall sense of immersion in the game.



Name: Supervising Art Through Retouches [Graphics].

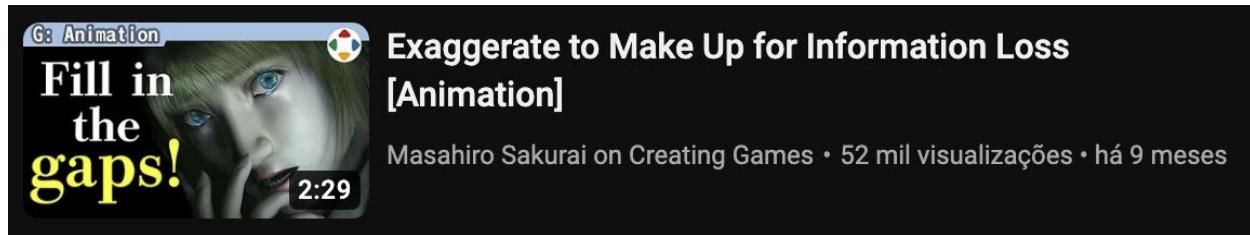
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: March 31, 2023.

URL: <https://youtu.be/s08NT-TVCvU?si=3XSNANbIpaP9CpW4>.

Summary:

When overseeing graphic adjustments, Sakurai emphasizes the effectiveness of presenting actual retouched images to convey desired changes. He provides examples of background images received from artists for the exploration of spirits in caves, boss battles, and the pathway of the Star of Bethlehem. Sakurai demonstrates how slight retouching, such as adjusting contrast, shifting hues, and modifying lighting, can significantly enhance the visuals in a short amount of time, typically within 5 to 10 minutes. This approach proves more practical than verbal explanations, allowing directors to efficiently communicate their vision for the art without personally preparing all retouched images. Sakurai uses Photoshop with just a mouse, underscoring the importance of artists refining the images for the final product. He concludes by suggesting that while retouching provides direction, artists must diligently work to polish the visuals for the best outcome.



Name: Exaggerate to Make Up for Information Loss [Animation].

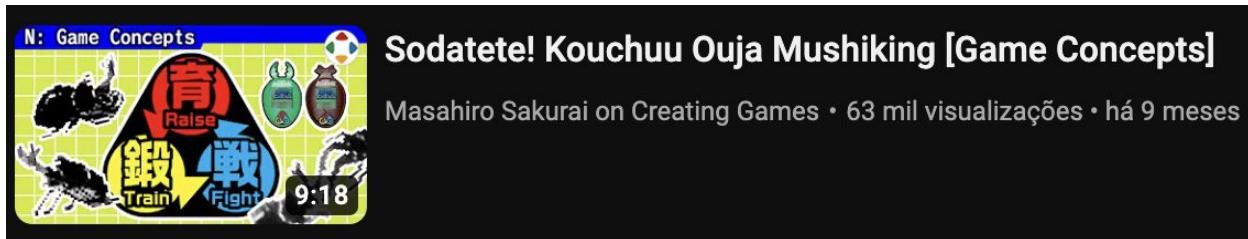
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 3, 2023.

URL: <https://youtu.be/Ivwt37x-2EU?si=H7JzsbIyjvb93OFC>.

Summary:

In this video, Sakurai shares his thoughts on memorable aspects of motion in games, reflecting on Clock Tower 3, a 2002 title directed by the renowned filmmaker Kinji Fukasaku. He highlights the exaggerated visual performances in the game, attributing them to the challenge of conveying a wide range of human emotions through polygonal characters. Sakurai notes that the absence of real-world cues necessitates larger-than-life animations, emphasizing the director's insightful approach to capturing the essence of character movement in a game. While acknowledging the differences in eras and preferences, Sakurai suggests considering the impact of character size on the screen, emphasizing that, regardless of the game genre, bold and dynamic motions are essential to enhance the character's presence and engagement. He encourages game developers to experiment with large, impactful movements, taking inspiration from the unconventional yet effective approach seen in Clock Tower 3.



Name: Sodatete! Kouchuu Ouja Mushiking [Game Concepts].

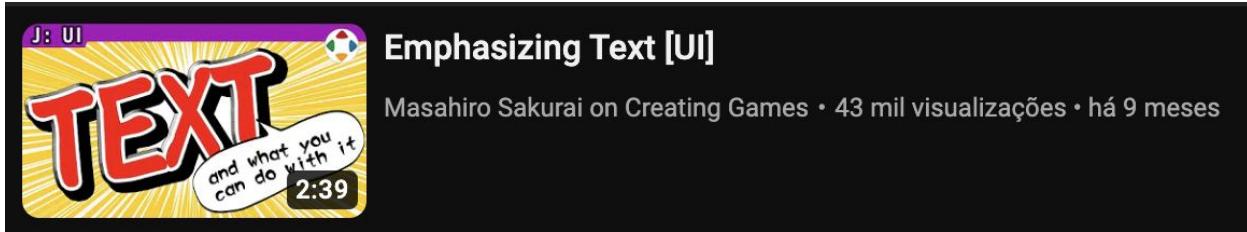
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 5, 2023.

URL: <https://youtu.be/b3Fd8pBK0EA?si=D-Gpc3S5FXLRd93M>.

Summary:

In this video, Sakurai discusses the development of "育てて好中王者ムシキング" ("Ikutete Kouchuuou Mushiking"), a small-scale LSI game blending insect breeding and battling elements. Originating from a collaboration with Sega's Kinji Fukasaku, the concept merged the world of Mushiking, an arcade card game featuring insect battles, with the nurturing aspect of LSI games. Sakurai explains the intricacies of the game design, emphasizing the attention to detail in conveying the impression of insect raising. Despite facing challenges such as dual responsibilities with Super Smash Bros. Brawl development and adapting to telecommuting practices during the Golden Week of 2005, the game successfully blended elements of strategy and enjoyment, offering a unique gaming experience.



Name: Emphasizing Text [UI].

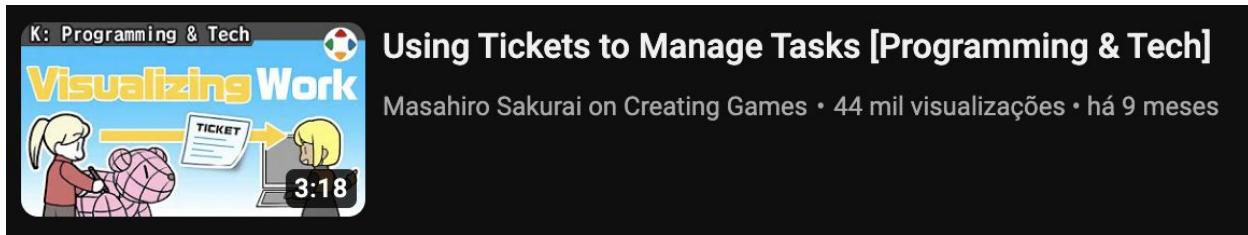
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 8, 2023.

URL: <https://youtu.be/bZSNYX5CVpw?si=zrj9A1XoiBoYHmM6>.

Summary:

Text manipulation in games, such as changing font size, color, or applying animations, can significantly enhance the storytelling and emotional impact, adding depth to character expressions and enlivening the gaming experience. While these effects might not suit serious narratives, they can bring vibrancy to dialogue and narratives, especially in text-heavy games. Sakurai suggests providing translation teams with the ability to adjust these text effects during language translation, allowing native speakers to tailor expressions that resonate culturally. Recognizing the richness of Japanese comic culture, where characters and emotions are vividly depicted through symbols and fonts, Sakurai emphasizes the importance of adapting these expressive elements to suit each language and cultural context. In summary, giving translators the flexibility to manipulate script details, including text effects, contributes to a more immersive and culturally resonant gaming experience.



Name: Using Tickets to Manage Tasks [Programming & Tech].

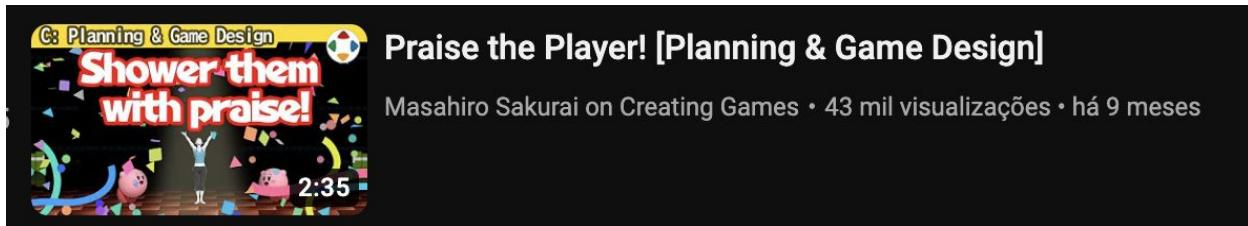
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 11, 2023.

URL: <https://youtu.be/7NpLxkkeh6Y?si=efSVPL7ehv5nOwO->.

Summary:

in this video, Sakurai discusses the organizational aspects of game development, focusing on task management through ticketing systems. He highlights how digital tickets, representing specific tasks, are utilized in project management, ensuring clarity on who is responsible for each job. Each ticket corresponds to a particular aspect of game development, such as character creation, modeling, animation, programming, effects, and balancing. The tickets are digitally managed on servers, allowing team members to track their assignments and preventing oversights or omissions. Sakurai emphasizes the importance of visibility in work processes and mentions that ticketing systems are now a fundamental part of game development, providing a clear and efficient way to manage tasks, deadlines, and potential issues, ultimately contributing to a streamlined workflow.



Name: Praise the Player! [Planning & Game Design].

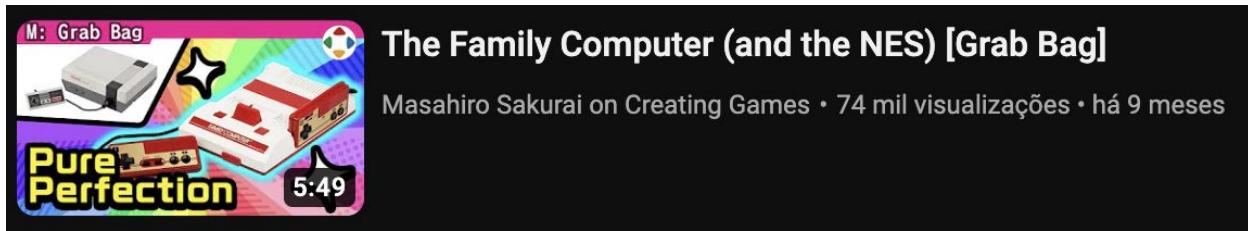
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 14, 2023.

URL: <https://youtu.be/fryDyXROp8A?si=JFem4rhNjGkyJnXE>.

Summary:

In this video, Sakurai discusses the significance of incorporating celebratory elements into games to acknowledge players' achievements and actions. Using examples from various titles, such as Super Smash Bros. and Kirby's Air Ride, he emphasizes the importance of going beyond conventional rewards and introducing creative expressions of praise. Sakurai highlights how games like Dynasty Warriors and Forza implement in-game character acknowledgments based on player performance. He underscores the idea of "praising to the extreme," transforming routine occurrences, even failures, into engaging and entertaining experiences, ultimately fostering a stronger emotional connection between players and the game.



Name: The Family Computer (and the NES) [Grab Bag].

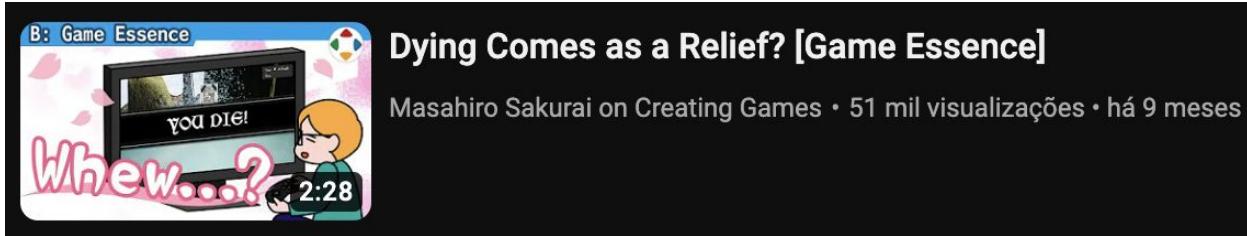
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 17, 2023.

URL: [https://youtu.be/PHBKYrnIUmY?si=e-Cu\\_hhHbs5oAEWt](https://youtu.be/PHBKYrnIUmY?si=e-Cu_hhHbs5oAEWt).

Summary:

In this video, Sakurai shares his experience with developing software for the Family Computer, also known as the Famicom, focusing on the creation of the game "Hoshi no Kirby: Yume no Izumi no Monogatari" (Kirby's Adventure). He reflects on the unique timing of his involvement in Famicom game development, emphasizing the remarkable advancements in graphics, music, and gameplay during the Famicom's release in 1983. Sakurai highlights the impact of iconic titles like Super Mario Bros. and the cultural significance of the Famicom in Japan, contributing to a gaming boom in the late 1980s. He touches upon the Famicom's role in shaping the gaming industry and fostering a culture of late-night queues for popular releases. Sakurai concludes by acknowledging the enduring legacy of the Famicom and its profound influence on the gaming landscape.



Name: Dying Comes as a Relief? [Game Essence].

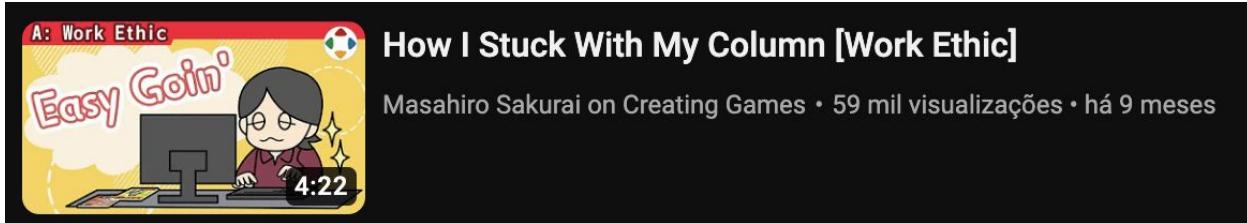
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 19, 2023.

URL: <https://youtu.be/vDEJ0sXw8Ks?si=coOG7IcqNXL5PwIC>.

Summary:

In a certain overseas study on competitive first-person shooter (FPS) games, it was found that players feel anxiety when they defeat an opponent and experience relief when they are defeated. This unconventional result suggests that the stress relief from overcoming challenges in games contributes to the overall enjoyment. The notion that losing can provide a sense of relief and the quick restart options in these games are discussed as factors influencing this phenomenon. The study highlights the psychological dynamics in multiplayer FPS games, emphasizing the importance of considering the emotional experiences of both winning and losing players. Sakurai notes that the ability to find enjoyment in both victory and defeat contributes to the richness of the gaming experience, challenging the conventional idea that winning is the sole source of satisfaction in competitive gaming.



Name: How I Stuck With My Column [Work Ethic].

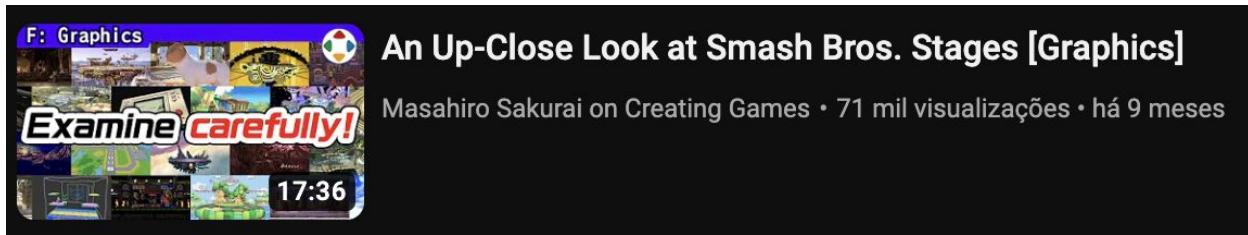
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 21, 2023.

URL: <https://youtu.be/ff7HadWHTJo?si=46Nhil4L8HAcyzx->.

Summary:

In this video, Sakurai reflects on his experience of serializing a column in the Japanese gaming magazine Weekly Famitsu, a stint that lasted for an impressive 18 years and 9 months, totaling 640 articles. This remarkable feat stands as the world's longest-running column by a game creator, although Sakurai acknowledges that it falls short of the enduring legacy of radio personality Ijiri Okada. Sakurai started the column during his tenure as the director of the Kirby series, later returning to the role during the development of Kirby's Air Ride. He highlights the challenges of maintaining the column amid the demands of game development, sharing anecdotes about editorial constraints and the pressure of deadlines. Despite the hurdles, Sakurai identifies three key reasons that enabled him to sustain the column: the act of output, minimal stress, and not overthinking the process. He emphasizes the importance of enjoying the writing process without succumbing to undue pressure, offering insights into the dynamics of his creative endeavors. Sakurai also expresses gratitude for the opportunity to share his thoughts in Famitsu and discusses the circumstances that led to his collaboration with the magazine. The video serves as both a reflection on his column-writing experience and an exploration of the unexpected opportunities that arise from seemingly mundane interactions.



Name: An Up-Close Look at Smash Bros. Stages [Graphics].

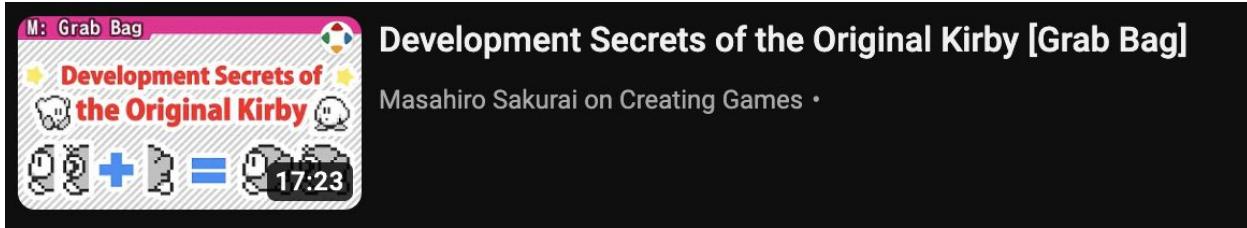
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 24, 2023.

URL: [https://youtu.be/lvYN7JciOdk?si=2SJVg6M\\_G6AK59Zo](https://youtu.be/lvYN7JciOdk?si=2SJVg6M_G6AK59Zo).

Summary:

Sakurai take a tour through several stages from Smash Bros. Ultimate, displaying the assets that made it into the game to illustrate the overall aesthetic of the crossover title.



Name: Development Secrets of the Original Kirby [Grab Bag].

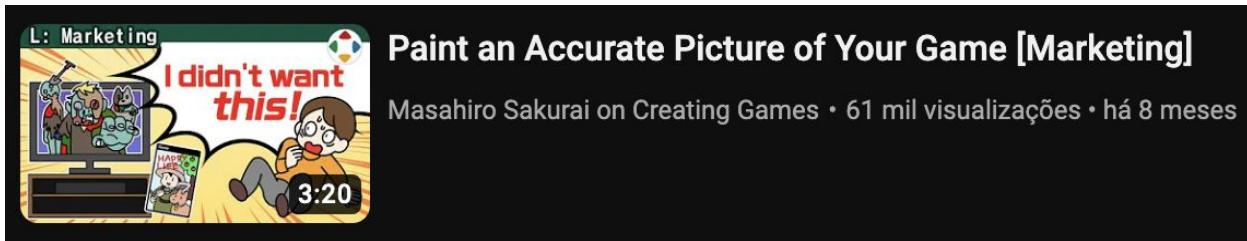
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 27, 2023.

URL: <https://youtu.be/ZUY2AtBD6Sk?si=F0shy0juQ8iVPm33>.

Summary:

In this video, Sakurai, the creator of the Kirby series, presents a special talk on the development history of the first Kirby game during the Kirby 25th-anniversary orchestra concert in 2017. Using the unique Famicom Twin system with a Hurricane trackball, he showcases the versatile development tools that allowed for detailed pixel art and character animations. Due to the limited ROM capacity, ingenious techniques, such as mirroring character designs and economizing movements, were employed. Sakurai delves into the intricacies of designing characters like Waddle Dee and Poppy Bros. Senior within the tight constraints, demonstrating the creativity born out of resource limitations. Additionally, he reveals unexpected connections between the original Kirby game and Super Smash Bros., highlighting early concepts like damage accumulation and dynamic scrolling. The presentation concludes with a bonus discussion on Meta Knight's design variations and a glimpse into early prototype characters for Kirby Super Deluxe on the Super Famicom.



Name: Paint an Accurate Picture of Your Game [Marketing].

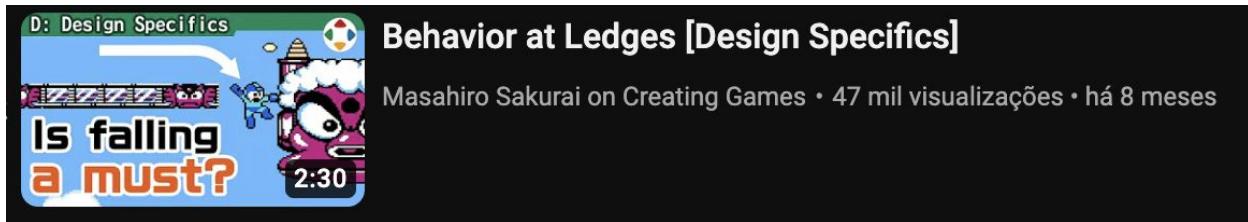
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: April 30, 2023.

URL: <https://youtu.be/tb6GJUvJGpM?si=OPkWLjv2RuhSIIdQV>.

Summary:

The video emphasizes the importance of accurately representing a game's content through its title, package, illustrations, screenshots, and promotional materials. Sakurai highlights the need for consistency between the perceived image of a product and the actual gameplay experience, cautioning against misleading representations. Using examples, he stresses that while surprising elements and twists in a game are acceptable, they should align with the overall product image to avoid disappointing customers. Sakurai also shares insights into title creation, suggesting consideration for concise Japanese titles and recalling a humorous instance of packaging for Kirby Super Deluxe that intentionally deviated from the game's vibrant content. Additionally, he acknowledges the significance of packaging art in enticing customers and credits Shigesato Itoi for his creative approach in capturing the essence of a game through unconventional packaging.



Name: Behavior at Ledges [Design Specifics].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 2, 2023.

URL: [https://youtu.be/r cuihq0j7VM?si=Wea9ZBTr6io18S\\_H](https://youtu.be/r cuihq0j7VM?si=Wea9ZBTr6io18S_H).

Summary:

The video discusses various mechanics related to falling off cliffs in games, highlighting different approaches and their implications. It starts with the consideration of unconditional falling from cliffs, a common feature in older games, emphasizing the need to evaluate its appropriateness. The discussion then delves into the concept of not falling during actions while moving, such as avoiding interruptions during attacks. The distinction between actions that allow falling and those that don't is explored, using examples like Fox's Illusion and Falcon Kick in Super Smash Bros. The video also touches on parameters, such as speed during certain actions, and the importance of careful design for edge behaviors in 3D games, suggesting techniques like pushing against cliffs to fall or preventing falls on shallow edges. The complexity of these considerations illustrates the depth of design decisions around cliff mechanics in games.



## Screen Shake [Effects]

Masahiro Sakurai on Creating Games • 45 mil visualizações • há 8 meses

Name: Screen Shake [Effects].

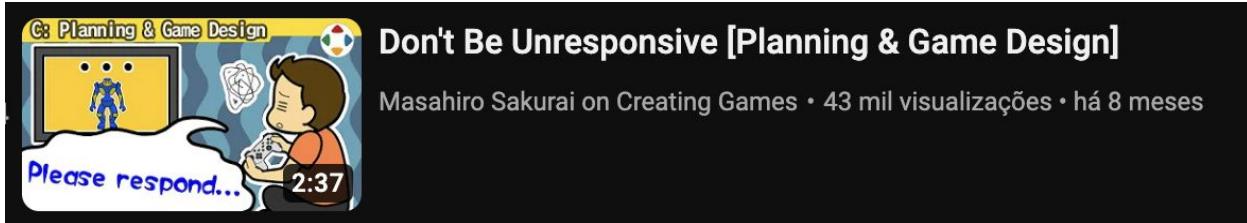
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 5, 2023.

URL: [https://youtu.be/2JXR7IASSog?si=IAhy\\_C8sEqDiL-iI](https://youtu.be/2JXR7IASSog?si=IAhy_C8sEqDiL-iI).

Summary:

The video discusses the use of screen shaking as an effective means of expressing significant shocks in games. Two main methods are explored: camera movement and post-drawing image manipulation. Camera movement involves the camera navigating 3D space, potentially reducing motion in distant views. Post-drawing manipulation shakes the entire screen, including UI elements. Consideration for black blanks appearing at the screen corners is noted. The video emphasizes the need to carefully decide the movement of the focal point, synchronized with the camera. Super Smash Bros.' screen shaking patterns, involving different sizes and continuities, are showcased. Implementation details, like adjusting vibration intensity based on camera zoom, are highlighted to ensure a natural feel. The discussion touches on adapting vibrations for specific stages and creating a pleasing randomness in the shaking pattern. The importance of screen shaking in adding impact and flavor to games, especially during attacks, is underscored, emphasizing its frequent use and high effectiveness in enhancing the gaming experience.



Name: Don't Be Unresponsive [Planning & Game Design].

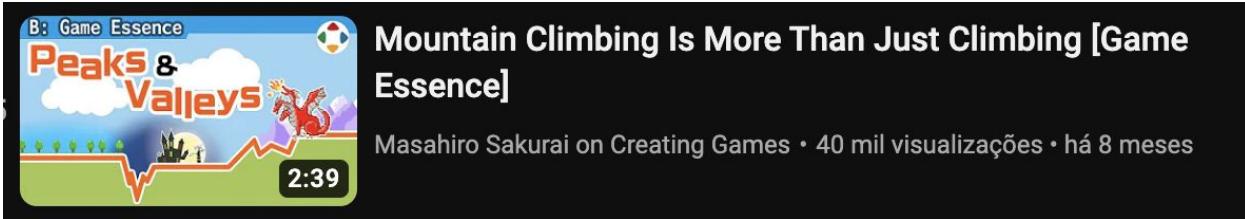
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 8, 2023.

URL: <https://youtu.be/eia2IAmvtKI?si=dO9ehoQamDX6JEZ>.

Summary:

The video discusses the importance of incorporating meaningful reactions to button inputs in games, even in simple action games with just a few buttons. It suggests assigning menu and UI functions to multiple buttons and occasionally allowing button overlap to provide some form of response when pressed. Acknowledging individual player preferences, the video emphasizes the significance of feedback in the two-way information exchange between the player and the computer. While recognizing the potential downsides of causing confusion, the video argues that having some reaction to button inputs is better than complete unresponsiveness. It also suggests that during movie sequences or other non-interactive moments, providing some response or options to button presses is preferable to a lack of feedback. The overall idea is to deepen the player's awareness of the game providing reactions to their actions, enhancing the gaming experience.



Name: Mountain Climbing Is More Than Just Climbing [Game Essence].

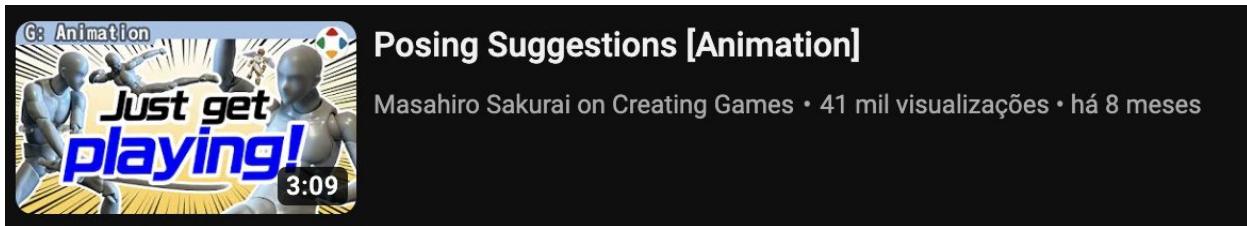
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 10, 2023.

URL: <https://youtu.be/Be6km65CuuM?si=F1fkChD818snDinm>.

Summary:

In role-playing games where characters grow stronger, the video discusses the balance of character strength and the difficulty of enemies and obstacles. It warns against a simple linear correlation between the two, advocating for a more nuanced approach. Using the analogy of climbing a mountain, the video suggests introducing variations in difficulty, such as challenging obstacles and occasional easy stretches, to create a more engaging experience. Instead of following the theory that bosses should be stronger than the surroundings, the video proposes placing challenging elements akin to bosses throughout the game, rewarding players who successfully overcome them. It emphasizes the importance of incorporating flat areas and strategic placement of enemies to enhance exploration. The video acknowledges the complexity of game design, especially in games with some degree of freedom, and suggests that a well-balanced seesaw approach is challenging but essential. It also cautions against systems that overly adjust enemy difficulty based on the player's character strength, as it may undermine the meaning of progression. The overall recommendation is to focus on creating a balanced and enjoyable experience that encourages players to strategize and overcome challenges.



Name: Posing Suggestions [Animation].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 13, 2023.

URL: [https://youtu.be/LsSF\\_H-W-w8?si=TT56Vy5PW6lkF0UJ](https://youtu.be/LsSF_H-W-w8?si=TT56Vy5PW6lkF0UJ).

Summary:

In Japan, the term "bundodou" is used to describe playing with articulated figures like action figures. While this may not align with the pursuit of realistic motion for motion designers, the video suggests that it could be a valuable play for understanding posing. Emphasizing the importance of well-executed posing, especially given the abundance of quality action figures in Japan, the video encourages motion designers to explore the process of handling three-dimensional objects. It highlights the benefits of physically interacting with figures and suggests that the experience can teach various aspects of design. Using the example of a Figma Pit figure, the video demonstrates how different poses can enhance the overall impression. Tips for effective posing include avoiding symmetry, adjusting facial features, paying attention to the flow of accessories like scarves, introducing subtle movements in clothes, and creating dynamic angles for various body parts. The video underscores that the final goal is not just adhering to principles or techniques but achieving a pose that feels right. It concludes by recommending experimentation with figure posing as a way to develop a sense of form and movement, essential for motion designers.



## Voice Recording [Audio]

Masahiro Sakurai on Creating Games • 51 mil visualizações • há 8 meses

Name: Voice Recording [Audio].

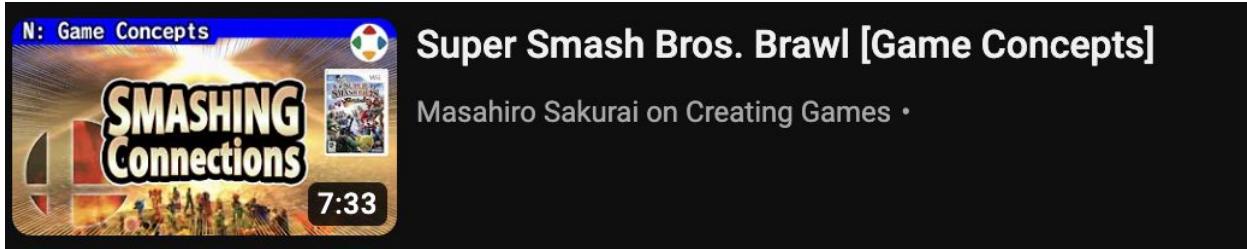
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 16, 2023.

URL: <https://youtu.be/C3ANiCI1Em4?si=dyJD2s7kYL8AO8vr>.

Summary:

In this video, Sakurai provides insights into the meticulous process of creating a single fighter for Super Smash Bros. Ultimate. Acknowledging the substantial time commitment, often exceeding a year, he emphasizes the intricate involvement of team members throughout the development. The focus shifts to the concise yet impactful nature of voice recording, where casting, scriptwriting, and studio coordination play vital roles. Sakurai sheds light on the challenges of directing voice actors to maintain character authenticity, especially considering the repetitive exposure to in-game dialogue. Additionally, he delves into the complexities of coordinating voice work for international releases. The video underscores the collaborative effort, scheduling intricacies, and extensive editing involved in refining the character's voice for seamless integration into the game.



Name: Super Smash Bros. Brawl [Game Concepts].

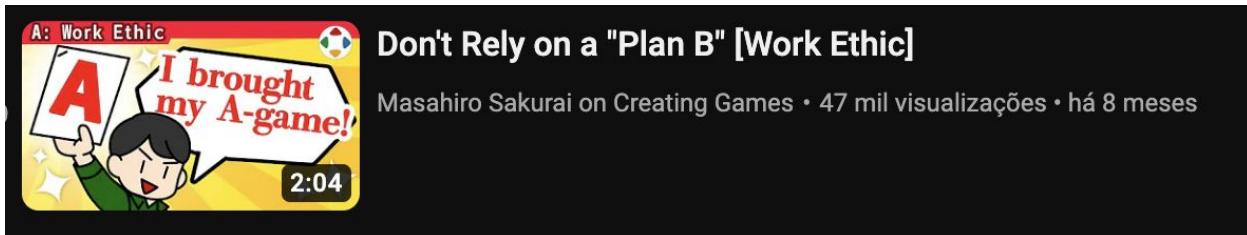
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 19, 2023.

URL: <https://youtu.be/dXpFTHtlmCo?si=losL-G9pPGDr6Cvp>.

Summary:

In this video, Sakurai discusses the development of Super Smash Bros. Brawl, highlighting the challenges and decisions involved in the creation of a single fighter. He touches upon the offer he received from Iwata, the president of Nintendo, emphasizing the pivotal role his acceptance played in shaping the game. Sakurai delves into the key concepts of Brawl, focusing on the incorporation of online play and the expansion of single-player modes, including the Subspace Emissary. He shares insights into the difficulties of balancing online compatibility and the extensive efforts required for the single-player campaign. The addition of Final Smashes, Assist Trophies, and guest characters like Snake and Sonic are also discussed, along with adjustments made to cater to a more casual audience. Sakurai reflects on the significance of Super Smash Bros. Brawl in the context of the series' evolution.



## Don't Rely on a "Plan B" [Work Ethic]

Masahiro Sakurai on Creating Games • 47 mil visualizações • há 8 meses

Name: Don't Rely on a "Plan B" [Work Ethic].

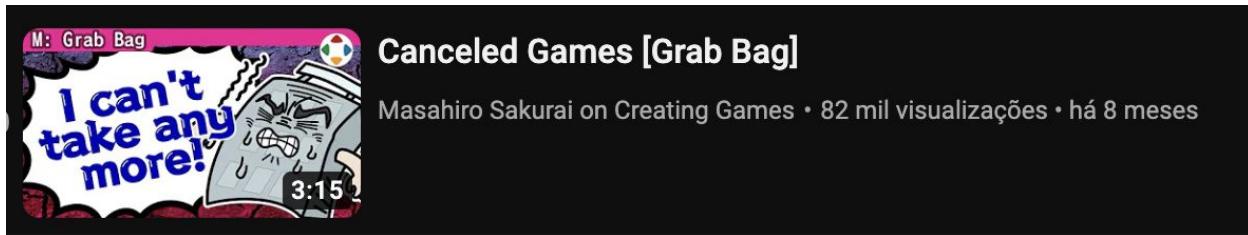
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 21, 2023.

URL: <https://youtu.be/QgkLrqGrwy4?si=23T0h8FAikxAyXYI>.

Summary:

In the process of creating project proposals or specifications, individuals may struggle with the question of how to make them more efficient. Sometimes, there is a choice between two options, and presenting both to let others decide might seem like a good approach. However, it is advised, especially in the case of project proposals, to avoid presenting Plan B. Instead, focus on presenting the option that, from a comprehensive standpoint, is deemed the best. While considering alternative solutions is important, presenting conflicting options in a proposal is not recommended. It is essential for the planner to choose the method they believe is most optimal, and adjustments can be made later if needed. Encouraging team input and collaboration can also contribute to refining the proposal. Ultimately, the key is for the planner to take responsibility for thoroughly considering and proposing the best solution from the start. Additionally, directors should be mindful of programming principles and seek efficiency, while recognizing that the project proposal serves as the framework and backbone, requiring a well-structured and coherent approach.



Name: Canceled Games [Grab Bag].

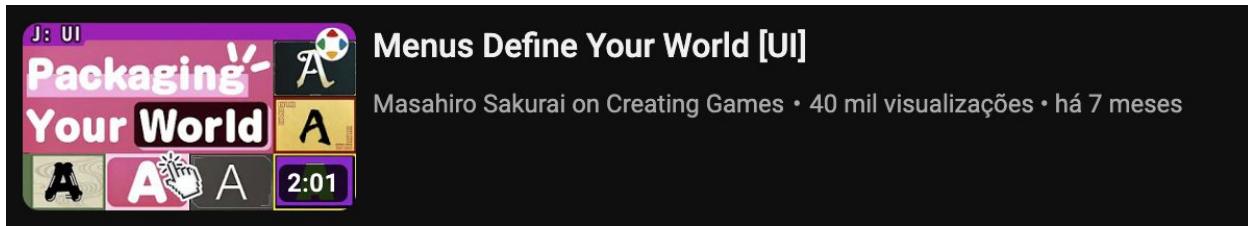
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 25, 2023.

URL: <https://youtu.be/5Ob9OA0peQY?si=sZAbodnXoKMs5Ow7>.

Summary:

In this video, Sakurai discusses the numerous game projects that were in development but never saw the light of day. He acknowledges the challenges faced by developers when their hard work goes unnoticed due to a project being canceled. The impact of such cancellations is not only emotional for the developers but can also have significant consequences for the companies involved. Sakurai explains that the decision to cancel a project is often based on the balance between projected costs and potential profits, with companies prioritizing financially viable projects. He emphasizes the importance of developers being aware of the risks and considerations involved in game development and encourages a collaborative and constructive approach to advancing projects. Sakurai concludes by expressing gratitude for the successful release of games amidst the many unseen titles that fade away quietly in the industry.



Name: Menus Define Your World [UI].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 27, 2023.

URL: <https://youtu.be/pivfg2DrFfY?si=PAEaXS7CtyjAsjA->.

Summary:

in this video, Sakurai highlights the significant impact that UI and font choices can have on the perception and target audience of a game, even if the core gameplay and content remain the same. He exemplifies how different UI styles and fonts can alter the game's atmosphere, catering to diverse demographics such as adults, cute aesthetics, horror themes, and various cultural influences. Sakurai emphasizes that font and UI design play a crucial role in shaping the overall world and packaging of a game, contributing to its unique identity. While acknowledging the current trend towards cleaner designs, he encourages designers to consider not only functionality but also the color, embellishments, and overall aesthetics to create a well-rounded and captivating gaming experience.



Name: Branching Tastes [Work Ethic].

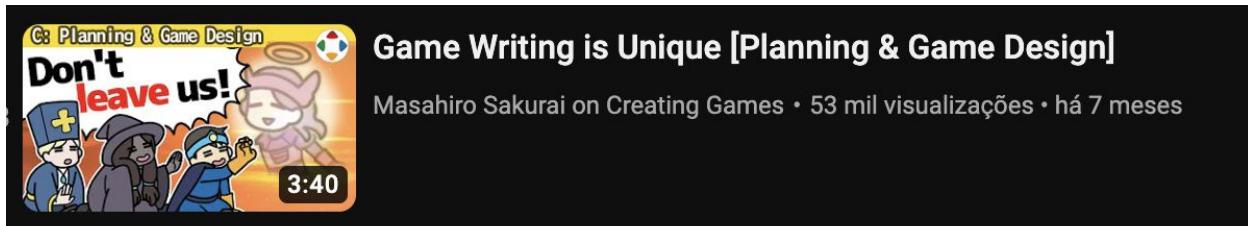
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: May 29, 2023.

URL: <https://youtu.be/50Khnf80P7M?si=sogCj04YvWZdgNBJ>.

#### Summary:

Sakurai discusses the concept that, despite the inherent diversity in people's perspectives, there might be less divergence in their tastes during their younger years. He observes the broad spectrum of gaming activities, ranging from traditional console gamers to social gamers, competitive players, VR enthusiasts, and those who play for health reasons. While acknowledging the diverse nature of gaming preferences, he reflects on the era when, despite having diverse experiences, individuals tended to play similar games in their youth. Sakurai then explores why Nintendo's games consistently perform well, attributing it not only to the high quality but also to their appeal to a younger audience. He delves into the idea that people's values become more diverse as they grow, leading to various experiences, cultural backgrounds, and preferences. Despite acknowledging that this is not an exhaustive analysis of Nintendo's success, Sakurai suggests that the company's ability to capture the younger market contributes significantly to its strong sales. He emphasizes the importance of understanding the market and targeting specific demographics, encouraging developers to consider these factors in game production.



Name: Game Writing is Unique [Planning & Game Design].

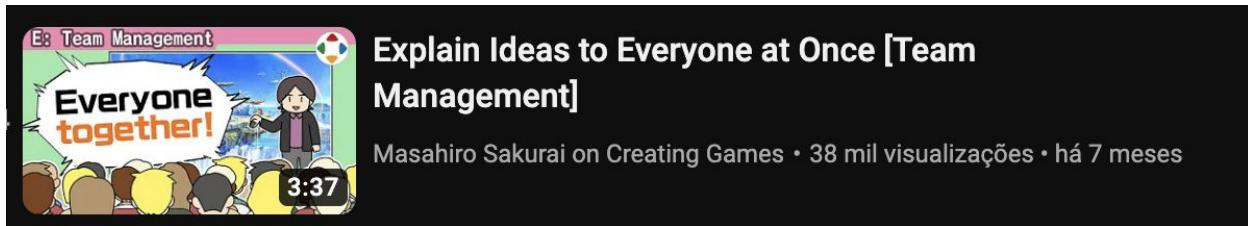
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 1, 2023.

URL: [https://youtu.be/ssvIEm\\_2mYM?si=BehTsoFZI992Ozuv](https://youtu.be/ssvIEm_2mYM?si=BehTsoFZI992Ozuv).

Summary:

In this video, Sakurai discusses four key distinctions in crafting scenarios for video games compared to traditional media. He points out that lengthy cutscenes, which might engage viewers in other media, can disrupt the gaming experience, suggesting the importance of allowing players to skip cutscenes. Sakurai emphasizes the protagonist-centric nature of game narratives, discouraging extensive backstories for secondary characters. He highlights the potential frustration caused by scenarios where the protagonist faces an inevitable loss after a battle. Additionally, Sakurai notes the challenges posed by story elements that impact party composition, affecting gameplay mechanics. Despite these considerations, he suggests intentionally incorporating these elements can lead to memorable scenarios, urging developers to prioritize gameplay and promptly immerse players into the gaming experience, using "Kid Icarus: Uprising" as an example where this approach was successfully implemented.



Name: Explain Ideas to Everyone at Once [Team Management].

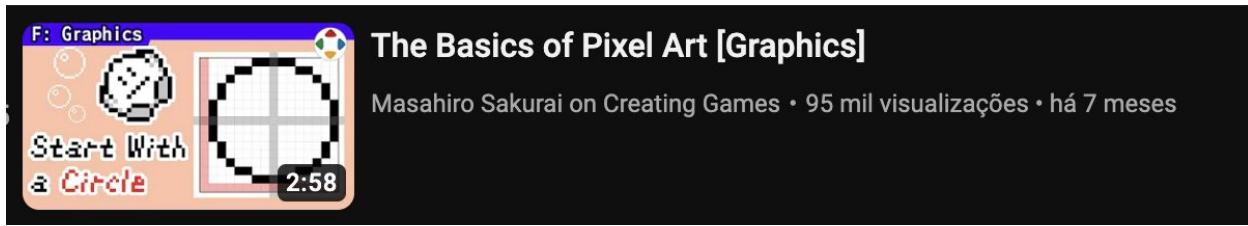
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 5, 2023.

URL: <https://youtu.be/CafmzxRBo4Y?si=o0i1V80njVNk1ziG>.

Summary:

in this video, Sakurai reflects on the development challenges encountered during "Kid Icarus: Uprising," specifically addressing issues arising from diverse cultural backgrounds within the development team. He describes a new communication approach implemented during the development of "Super Smash Bros. for Wii U," where he would communicate project elements to all relevant staff members collectively, fostering a shared understanding of the game's direction. Sakurai highlights the effectiveness of this method in providing a deeper understanding for each staff member, facilitating better communication, and contributing to a more streamlined development process. Despite the increased time commitment for staff, the method proved beneficial in ensuring everyone comprehended the project's intentions, fostering a transparent and collaborative environment. Sakurai also shares an anecdote about providing snacks in the communal area to create a relaxed atmosphere for the team, acknowledging its positive impact on team morale.



Name: The Basics of Pixel Art [Graphics].

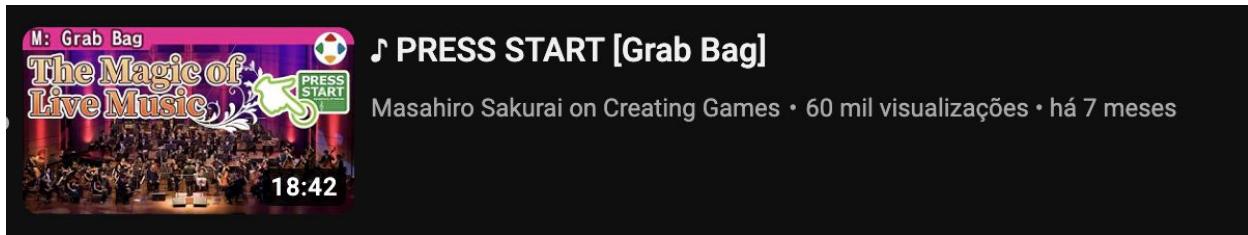
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 7, 2023.

URL: <https://youtu.be/NDno0U5UxSI?si=0ZO1xP77svCqcEMO>.

Summary:

In this video, Sakurai shares insights into his experience creating pixel art for the original Game Boy's Kirby game. He mentions creating numerous pixel art elements for the Kirby game, including enemies and backgrounds, which were also used in the Famicom version of Kirby. Sakurai proceeds to discuss pixel art techniques for platforms with limited color palettes, such as the Famicom and Game Boy, focusing on 16x16 pixel sprites. He demonstrates the visual difference between drawing a circle with 16 pixels and 15 pixels, highlighting the cleaner appearance of the 15-pixel circle. Sakurai recommends using odd widths to achieve a more accurate centerline and explores techniques like introducing diagonal lines or reflections to add texture and enhance visual appeal in two-tone pixel art. The discussion touches on creating reflections for reflective materials and the importance of a second color to expand the expressive possibilities of pixel art. Sakurai concludes by mentioning the charm and creativity involved in animating pixel art, sharing a fun fact about Kirby gaining weight when acquiring copy abilities in the game Kirby's Adventure.



Name: ♪ PRESS START [Grab Bag].

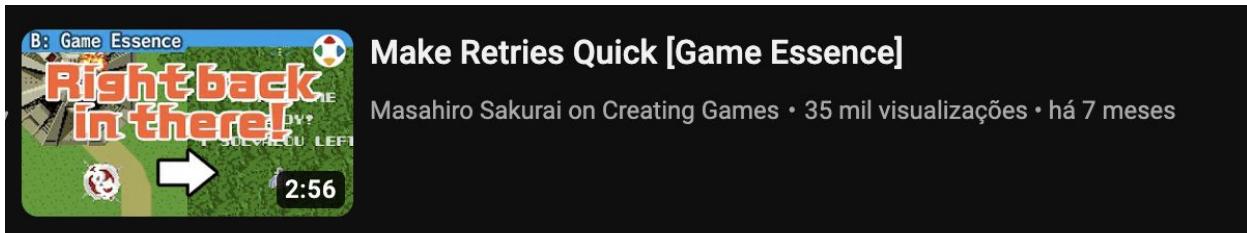
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 9, 2023.

URL: [https://youtu.be/zJcPrrjFNFw?si=UVHGwkYqvpuFSz\\_](https://youtu.be/zJcPrrjFNFw?si=UVHGwkYqvpuFSz_).

Summary:

Over the past decade, Sakurai has organized an annual game music concert called "Press Start" from 2006 onwards, featuring a diverse selection of game music in an omnibus format. Primarily held in Tokyo, the concert expanded to locations such as Yokohama, Osaka, Nagoya, and even overseas in cities like Shanghai and Paris. The initiative began in 2002 when orchestral concerts for Final Fantasy and Super Smash Bros. Deluxe were separately held, with conductor Taizo Takemoto, composer Shogo Sakai (known for the Kirby series), and scenario writer Nojima Kazushige (known for Final Fantasy VII) among the key organizers. Sakurai shares insights into the concert's inception, the challenges of selecting music, and the difficulties of sustaining such events. He also reflects on the impact of the COVID-19 pandemic on live performances, emphasizing the irreplaceable joy of experiencing live music and encouraging attendance when opportunities arise.



Name: Make Retries Quick [Game Essence].

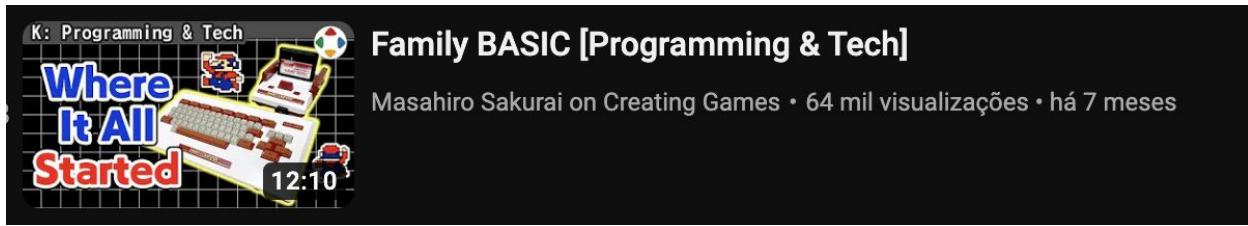
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 12, 2023.

URL: [https://youtu.be/oSi0wEJHLuA?si=Nn5Kwn9iy5l3GAF\\_](https://youtu.be/oSi0wEJHLuA?si=Nn5Kwn9iy5l3GAF_).

Summary:

When implementing retries in a game after a player makes a mistake, it's crucial to ensure a swift and seamless resumption of gameplay. Minimizing the time between failure and the player regaining control increases the likelihood of them persevering through challenges rather than abandoning the game. The downtime, where the player cannot actively engage with the game, should be kept to a minimum, with concise and brief transitional elements, including short loading times. The goal is to swiftly hand back control to the player, reducing the chances of frustration or disinterest during this crucial interval. While prompt resumption is essential, it's equally important not to make the game overly forgiving, striking a balance that provides a quick restart without undermining the sense of challenge and accomplishment. Additionally, the presentation of the retry process should be accompanied by dynamic and engaging reactions from the game, further encouraging the player to continue their efforts.



Name: Family BASIC [Programming & Tech].

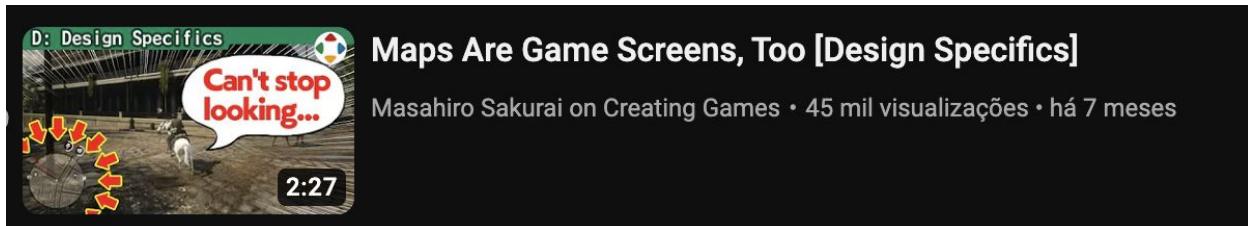
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 14, 2023.

URL: [https://youtu.be/89\\_FhHQ5n-g?si=hoQWNzvBxYvrhdfC](https://youtu.be/89_FhHQ5n-g?si=hoQWNzvBxYvrhdfC).

#### Summary:

In this video, Sakurai reflects on the pivotal role that Family Basic played as the catalyst for his entry into the gaming industry. The Family Basic, a device that docked with the Famicom and turned it into a game console, featured a small keyboard and a mere 2KB program capacity. Sakurai highlights the significance of this technology, allowing him to explore the world of game programming and ultimately contribute to the creation of orchestral game music concerts, such as "Press Start." He emphasizes the importance of hands-on experience in game development and encourages aspiring creators to delve into game making, underscoring the impact it had on his own journey, which eventually led to the creation of iconic games like Kirby and Super Smash Bros.



Name: Maps Are Game Screens, Too [Design Specifics].

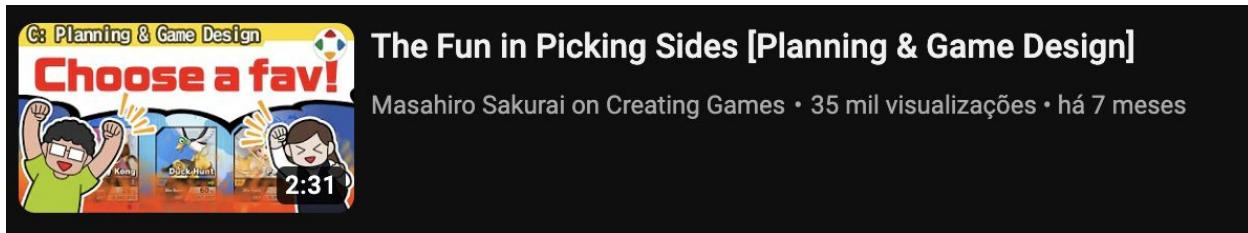
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 16, 2023.

URL: [https://youtu.be/-Fhj07C1ou0?si=KwU6u3Z\\_Qql9\\_mTs](https://youtu.be/-Fhj07C1ou0?si=KwU6u3Z_Qql9_mTs).

Summary:

Playing various games often leads to the realization that, despite exploring vast and beautifully depicted 3D spaces, attention is frequently drawn to a small map displayed in a corner of the screen. While the scenery is expansive, the actual gameplay seems confined to this map-centric perspective, prompting a sense of missed opportunities. Addressing the challenges of representing three-dimensional spaces, the video discusses map screen processing, recalling the innovative approach of the Mystery Dungeon series. The idea of seamlessly integrating transparent maps across the entire screen, allowing players to toggle between game and map views, is considered groundbreaking. The video encourages game developers to not only enhance map features but also enrich the main screen with additional information, citing examples from racing games like Forza. By strategically placing guides and informative elements, developers can direct players' attention effectively, emphasizing the importance of understanding player consciousness in designing games.



Name: The Fun in Picking Sides [Planning & Game Design].

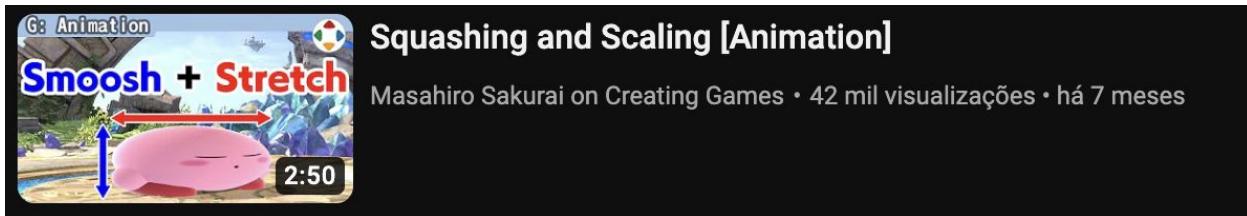
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 19, 2023.

URL: [https://youtu.be/A\\_A4tgLIXO4?si=UWuNvbt-ai\\_TH3-G](https://youtu.be/A_A4tgLIXO4?si=UWuNvbt-ai_TH3-G).

Summary:

In this video, Sakurai discusses the concept of spectator engagement in sports and draws parallels to the world of gaming. He shares his perspective on the lack of excitement in sports spectatorship due to the absence of a clear team preference. Sakurai mentions the spectator mode in Super Smash Bros., where viewers can bet on match outcomes, emphasizing the enjoyment derived from having a bias or someone to cheer for. The video explores the idea of incorporating motivational elements in games, touching on the challenges of designing spectator systems to avoid resembling gambling mechanics, with a brief reference to social games and gacha systems. Sakurai suggests that creating an environment where players can easily pick a side enhances the overall gaming experience.



Name: Squashing and Scaling [Animation].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 21, 2023.

URL: <https://youtu.be/Sm0LAm4sJKc?si=Ir27lPLwZKBIFKwj>.

Summary:

Scaling, the process of enlarging or reducing models, is a fundamental aspect of motion in computer graphics, often complementing translation and rotation. While scaling may not be as commonly employed as other transformations, it can significantly enhance visual representations, as demonstrated with squash-and-stretch techniques. Sakurai illustrates the impact of scaling on animations, emphasizing its effectiveness in conveying texture and dynamism. The concept is applied to Kirby's animations, highlighting the importance of maintaining mass for realistic portrayal. Additionally, Sakurai mentions the nuanced use of scaling in Mario's punch animation, showcasing how it contributes to the overall motion aesthetic. The video encourages designers to explore scaling for adding depth and character to animations, providing a valuable tool for motion embellishment.



Name: Game Demos [Marketing].

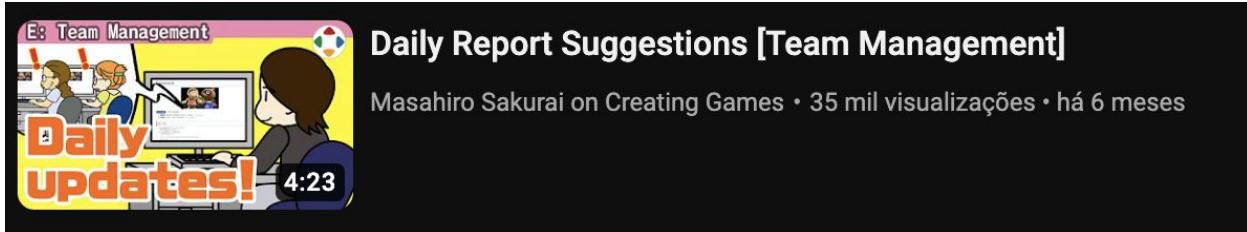
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 23, 2023.

URL: <https://youtu.be/PfNtg0tSGDY?si=cNqX3bozsAznTfjP>.

Summary:

Creating trial versions, commonly known as demos, is highly effective as a game marketing strategy. However, Sakurai emphasizes the significant challenges and resource-intensive nature of demo production. While demos provide an opportunity for potential players to experience a game before its official release, the process involves careful consideration of leak prevention, separate version management, and rigorous debugging. Sakurai highlights the delicate balance required in demo content, as releasing an incomplete or poorly balanced trial may lead to negative reviews. Despite the difficulties, demos remain a valuable tool for engaging players, especially in a gaming landscape where events and online downloads facilitate widespread access to trial versions. Ultimately, the decision to create a demo depends on the publisher's and developer's strategies, but the effectiveness of making games known to a wider audience through demos is acknowledged.



Name: Daily Report Suggestions [Team Management].

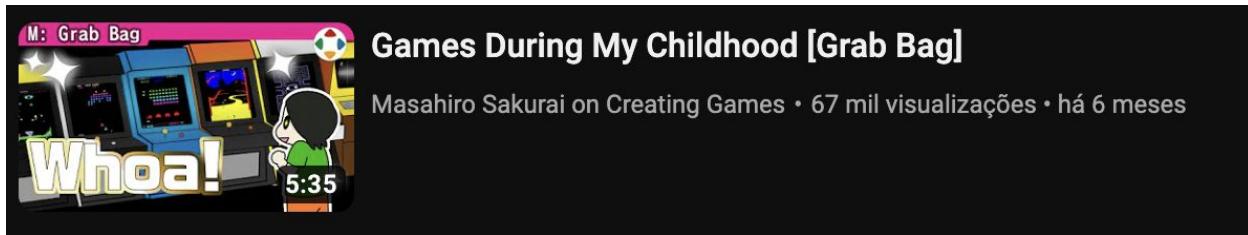
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 26, 2023.

URL: <https://youtu.be/T6XgiBzYbz?si=5k9nEzvA5RnlJ7Jt>.

Summary:

From Super Smash Bros. X onwards, Sakurai shares insights into his daily routine of writing internal team reports, a habit he developed as the director. These reports, not publicly disclosed, serve multiple purposes. Firstly, they aim to make the team members acquainted with Sakurai, who, as an outsider without a dedicated team or company, seeks to bridge the gap and foster understanding within the group. Secondly, the reports facilitate efficient information sharing within the team, as daily updates are more likely to be read than mass emails. Additionally, Sakurai highlights the training aspect of consistent output, emphasizing that directors, in particular, need to develop a robust output routine. The daily reports also provide a source of small stimuli for the team, injecting variety into their routines and potentially sparking insights. Finally, the reports aid in progress tracking, preventing individuals from losing sight of the overall game development picture as the team expands. Sakurai recommends this practice for creating a well-ventilated and collaborative production environment, emphasizing its role in fostering a positive team dynamic.



Name: Games During My Childhood [Grab Bag].

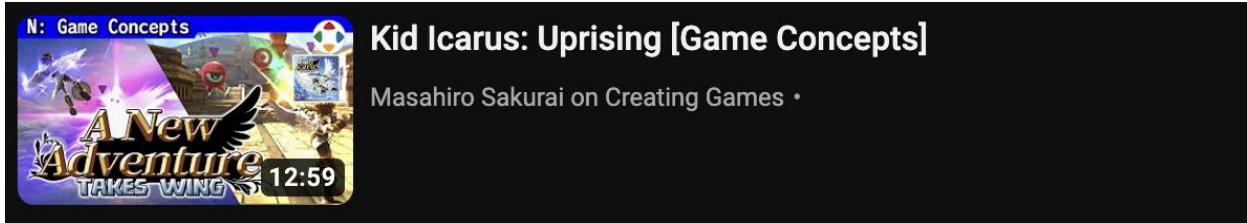
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: June 29, 2023.

URL: [https://youtu.be/mDVaOyzO5pY?si=PwjhnsOLZ\\_qTgwc5](https://youtu.be/mDVaOyzO5pY?si=PwjhnsOLZ_qTgwc5).

Summary:

In this casual chat, Sakurai reminisces about his childhood experiences with video games. His earliest memories involve playing a Pong-like game with a variable resistor, where manipulating the dial directly affected the on-screen paddle. Sakurai vividly recalls the excitement of this interactive experience. During the Space Invader boom in 1978, around the age of 7 or 8, he would receive 200 yen from his parents for the local supermarket and head straight to the game corner, carefully choosing which games to play with the limited coins. Sakurai also participated in various game and RC car competitions held in department stores, winning prizes and enjoying the diverse gaming landscape of the time. Reflecting on the impact of these childhood gaming experiences, Sakurai acknowledges how the games and hobbies one engages in during childhood can significantly influence future perspectives.



Name: Kid Icarus: Uprising [Game Concepts].

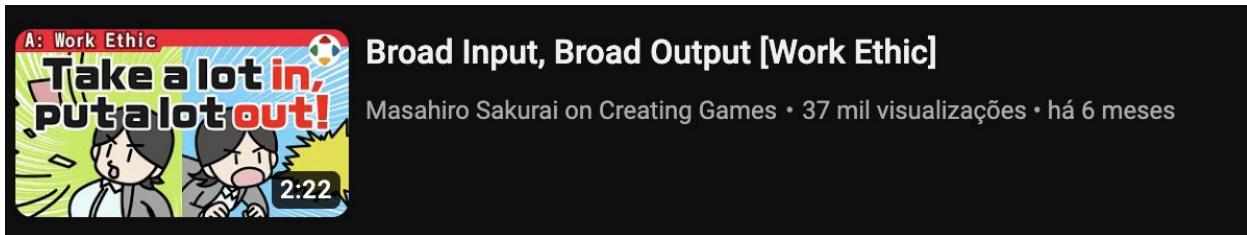
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: July 4, 2023.

URL: <https://youtu.be/p-uwRfckTs4?si=fm-ajBZdpTvdc5DN>.

Summary:

In this video, Sakurai recounts his involvement in the development of "Kid Icarus: Uprising" for the Nintendo 3DS, sharing insights into the creative process and challenges faced. Following the success of Super Smash Bros. Brawl, he was tasked by President Iwata to contribute ideas for the 3DS. Sakurai decided to explore a unique blend of casual touch-based gameplay and dedicated gamer satisfaction, resulting in a third-person and rail shooter hybrid set in the Kid Icarus universe. He discussed the selection of Palutena as the central character, the creation of Project Sora for development, and the game's various mechanics, including aerial and ground combat. Despite encountering challenges, Sakurai expressed satisfaction with the final product and hinted at a potential future project, tentatively referred to as "Super Smash Bros. 4DS20," suggesting the idea of a fourth installment in the Super Smash Bros. series.



Name: Broad Input, Broad Output [Work Ethic].

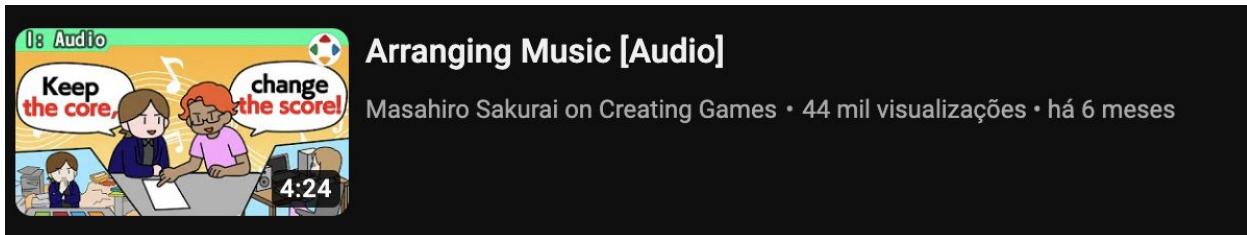
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: July 7, 2023.

URL: <https://youtu.be/VGsxpVJ4IfM?si=Rg6dxmqlUXsdLLHq>.

Summary:

The director, and perhaps others, believe that to excel in their work, it's crucial to enrich both input and output. Input involves receiving stimuli from the external world, and for Sakurai, it primarily includes enjoying various games and visual works. Actively playing multiple titles is favored over focusing on a single one, considering the current scale of games. Output, on the other hand, refers to self-expression. Sakurai highlights his collaborations, weekly columns, daily reports during development, and Twitter posts as forms of output. Engaging in both prolific input and output is seen as beneficial for personal and professional growth. Sakurai emphasizes that the forms of input can vary among individuals, and it's essential not to passively consume information but to engage actively and thoughtfully with it.



Name: Arranging Music [Audio].

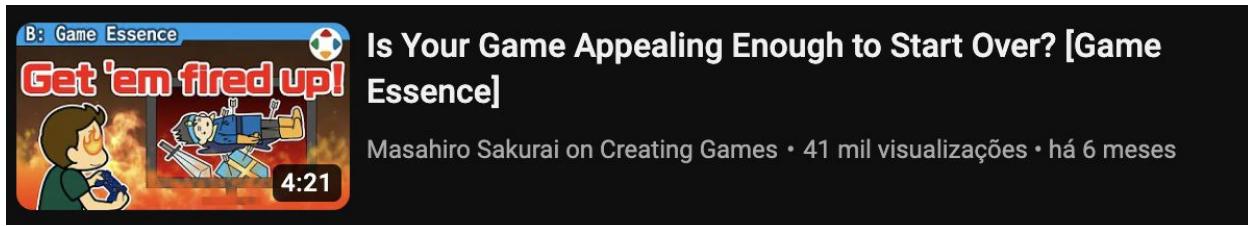
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: July 10, 2023.

URL: [https://youtu.be/qahwb7\\_67f0?si=\\_qnDz1j5FPo495z6](https://youtu.be/qahwb7_67f0?si=_qnDz1j5FPo495z6).

Summary:

In Super Smash Bros., a multitude of composers contribute to arranging a vast number of musical pieces. Sakurai explains the process, starting with him selecting potential tracks from various games. Then, composers are gathered, and specific points for arranging Smash Bros. music are discussed. These include adapting the music for battles, incorporating intros strategically, utilizing variations, contributing to the climax, and setting loop points. Sakurai stresses the importance of maintaining the same identity as the original melody while allowing for creativity in arrangements. Once composers choose tracks, Sakurai checks and refines them through the supervision process, ensuring a cohesive and enjoyable musical experience for Super Smash Bros. players.



Name: Is Your Game Appealing Enough to Start Over? [Game Essence].

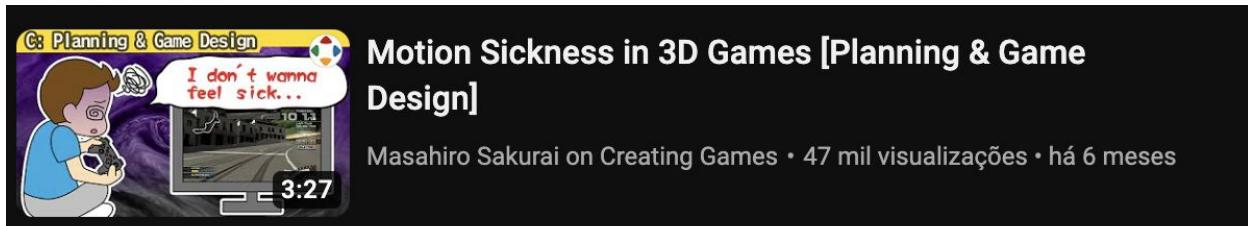
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: July 13, 2023.

URL: <https://youtu.be/atHnu2fKtZA?si=XemCjlnLmbUExQ6v>.

Summary:

In the late 2010s to the present, the influence of hits like Dark Souls has led to an increase in challenging games, particularly those with permadeath or similar mechanics, such as roguelikes and roguelites. Sakurai explains the distinction between these genres and emphasizes how the "retry upon failure" mechanic aligns well with indie games that may have limited resources for creating diverse content. However, Sakurai cautions that the key to keeping players engaged is not just repetition but providing compelling reasons to progress, citing the importance of creating allure and variety within the game. He notes that simply mimicking high difficulty without offering motivation or trust in the developer may not sustain player interest, urging developers to consider the balance of challenge, volume, and engagement in their games.



Name: Motion Sickness in 3D Games [Planning & Game Design].

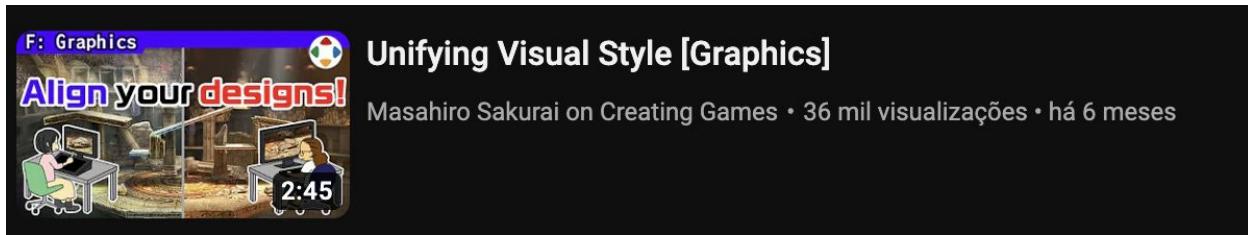
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: July 17, 2023.

URL: [https://youtu.be/OS4CZkBbW4?si=10\\_UA-vic8\\_22S2F](https://youtu.be/OS4CZkBbW4?si=10_UA-vic8_22S2F).

Summary:

In this video, Sakurai addresses the issue of motion sickness, particularly in 3D games, acknowledging the significant variability in individuals' susceptibility. Explaining the underlying principle of conflicting information between visual input and inner ear signals, he draws parallels between game-induced motion sickness and traditional motion sickness. Sakurai suggests effective ways to mitigate 3D motion sickness, such as widening the field of view, conscious awareness of the stationary elements outside the game, and even considering motion sickness medication. Stress and fatigue are identified as contributing factors, leading to the recommendation of avoiding prolonged gaming sessions. Additionally, he explores in-game options, like toning down certain visual effects or providing anti-motion sickness settings, as potential measures to enhance player comfort during gameplay.



Name: Unifying Visual Style [Graphics].

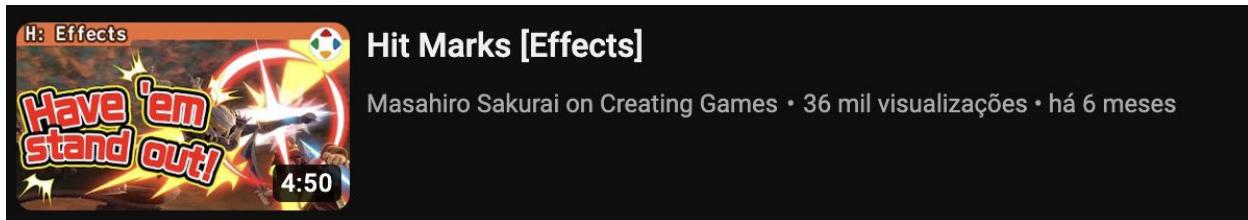
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: July 20, 2023.

URL: [https://youtu.be/BLzEMMcwUKk?si=ot0\\_jOoqkopfGg8U](https://youtu.be/BLzEMMcwUKk?si=ot0_jOoqkopfGg8U).

Summary:

In this video, Sakurai delves into the multifaceted nature of working on game development, emphasizing the need for individuals, including artists, to adapt to various tasks regardless of their personal strengths or weaknesses. He notes that artists often find themselves adjusting their style to fit the overall aesthetic of a project, even if it differs from their preferred approach. Sakurai highlights the competitive nature of both drawing and game development, with teams creating image boards to align the visual direction of a game. Using the example of his own work, he discusses the importance of maintaining a consistent artistic tone, such as incorporating denim lettering to harmonize diverse character styles in Super Smash Bros. While acknowledging the high cost of aligning artistic touches in games with advanced graphical capabilities, Sakurai emphasizes the necessity of this effort in creating cohesive and visually appealing gaming experiences.



Name: Hit Marks [Effects].

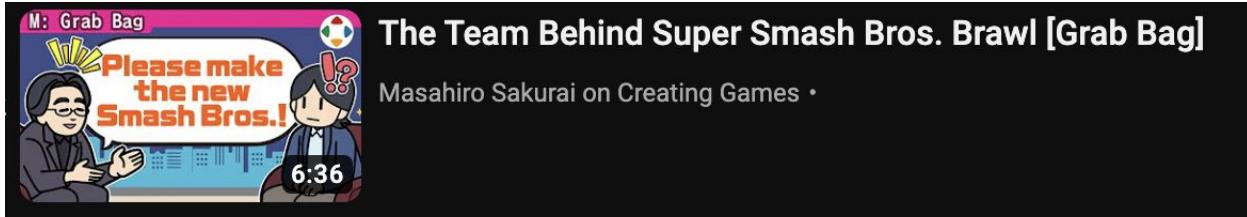
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: July 25, 2023.

URL: [https://youtu.be/B-P4ysHSjCg?si=VWyq5kaSis\\_2ARo0](https://youtu.be/B-P4ysHSjCg?si=VWyq5kaSis_2ARo0).

#### Summary:

In this video, Sakurai explores the concept of hitmarks, the visual effects that appear when an attack successfully lands on an opponent. He notes that in the games he works on, hitmarks are often vibrant and flashy, resembling comic book expressions. Sakurai emphasizes the need for hitmarks to strike a balance between being visually striking and fitting the overall style of the game. He showcases various hitmarks from Super Smash Bros. and discusses the criteria for effective hitmarks, including the importance of vividness, clarity, proper positioning, and the use of different elements. Sakurai also touches on the challenge of not obscuring characters too much during hit effects and highlights the significance of adjusting hitmark duration based on the game's context. He concludes by presenting an additional effect in Super Smash Bros. where the player on the receiving end can influence the direction of their character during hitstop, showcasing the game's unique and rule-specific visual elements.



Name: The Team Behind Super Smash Bros. Brawl [Grab Bag].

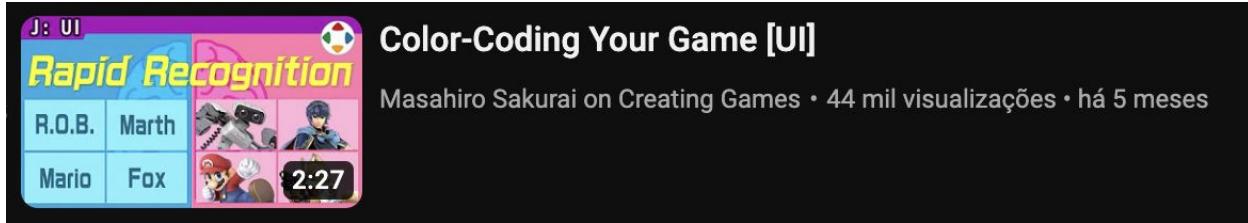
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: July 28, 2023.

URL: [https://youtu.be/MammcQ3XkpY?si=Q\\_uHi6z12hRIF\\_50](https://youtu.be/MammcQ3XkpY?si=Q_uHi6z12hRIF_50).

#### Summary:

In this video, Sakurai discusses the formation of the team for Super Smash Bros. X and the events that led to his involvement in the project. He begins by highlighting his freelance status after leaving Hal Laboratory, emphasizing the uncertainty he faced when the new Smash Bros. game was announced. Sakurai recounts the request from Nintendo's president, Satoru Iwata, to be closely involved in the development of the game, especially in a directorial role. The decision to announce the game at E3 before the development structure was established posed challenges for Sakurai, as he had already received other game development requests. Sakurai reflects on the dilemma of whether to accept the project and the discussions with Iwata about potential scenarios if he declined. Ultimately, he chose to take on the challenge, expressing gratitude for the support and encouragement from key figures like Zelda producer Eiji Aonuma. The video concludes with Sakurai explaining the staff composition and the decision to gather a team centered around him in Tokyo, with the primary development focus shifting from Hal Laboratory to Game Arts. Sakurai reflects on the dedication and enthusiasm of the new team, emphasizing the importance of maintaining the unique aspects of the Smash Bros. series. He ends the video by expressing a commitment to continue contributing to the series in collaboration with Nintendo.



Name: Color-Coding Your Game [UI].

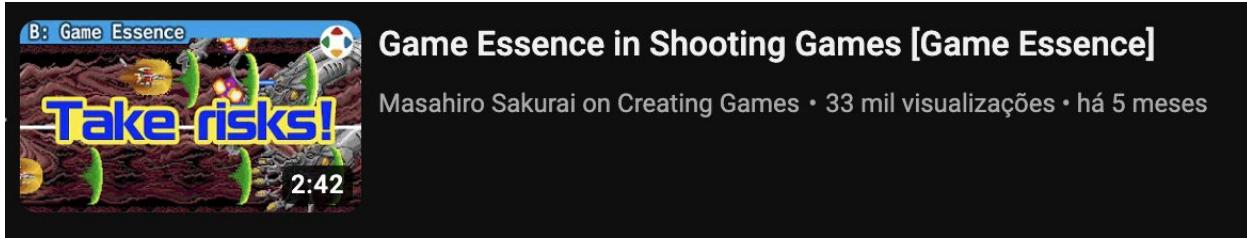
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 1, 2023.

URL: <https://youtu.be/CWvLMK4OKko?si=8I1aqevfDvumaEV8>.

Summary:

In this video, Sakurai discusses the common practice of color-coding menus in game design, using Super Smash Bros. Ultimate as an example. He explains how the top menu screen in the game is divided into different colors, with each color dominating subsequent menus related to that category (e.g., red for "Smash," green for "Spirits"). Sakurai acknowledges that while color-coding menus may not always be universally beneficial, he finds it fitting for his projects. He emphasizes the importance of considering the game's tone and atmosphere when implementing such design choices, and he encourages flexibility in adjusting colors to match the overall aesthetic. Sakurai notes that mixing too many colors on the same screen can create a cluttered and confusing feel, recommending a clean and cohesive design. Despite the potential drawbacks, he highlights the advantages of incorporating images and colors into menus, as they can enhance visual recognition and provide a more intuitive understanding for players. Sakurai concludes by reiterating that while his approach works for his projects, the optimal menu design may vary depending on the game's specific tone and style.



Name: Game Essence in Shooting Games [Game Essence].

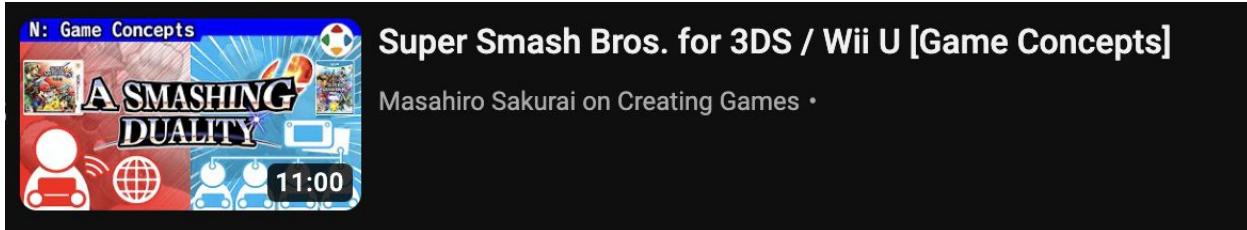
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 4, 2023.

URL: [https://youtu.be/iN3IyqPjLkc?si=PK\\_mYwN-ONSWabbK](https://youtu.be/iN3IyqPjLkc?si=PK_mYwN-ONSWabbK).

Summary:

In this video, Sakurai delves deeper into the concept of game design, focusing on the fundamental aspects of game mechanics and strategy. Using the classic shoot 'em up game, Darius, as an example, Sakurai illustrates the importance of risk and return in gameplay. He highlights how Darius, with its horizontally scrolling screen and limited on-screen enemies, creates a strategic element by introducing bullet shortages, prompting players to manage shots and position carefully. Sakurai introduces the concept of risk and return, emphasizing that taking risks can lead to higher returns in terms of gameplay satisfaction. Using examples from the Gradius series, he discusses the trade-offs associated with different weapons and encourages game designers to think beyond replicating existing games, urging them to understand what makes certain mechanics enjoyable for a unique gaming experience. While acknowledging the importance of a balance between game mechanics and other elements, Sakurai stresses the significance of comprehending the intricacies of engaging gameplay.



Name: Super Smash Bros. for 3DS / Wii U [Game Concepts].

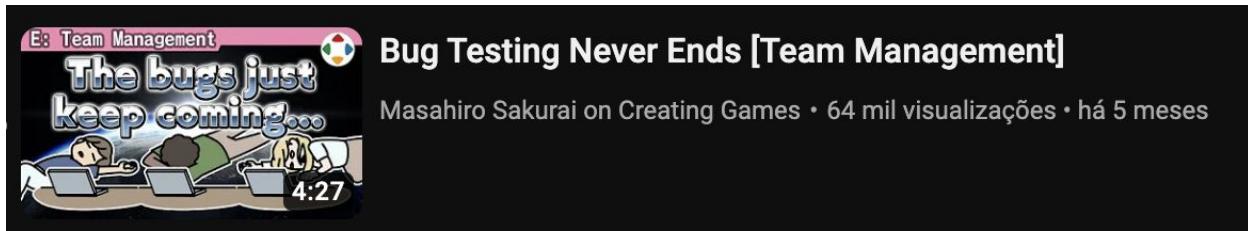
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 8, 2023.

URL: [https://youtu.be/DeLrIXCOUw0?si=cY2m6\\_V-z4ZgIgr5](https://youtu.be/DeLrIXCOUw0?si=cY2m6_V-z4ZgIgr5).

Summary:

In this video, Sakurai discusses the development concept behind Super Smash Bros. for Nintendo 3DS and Wii U, a project that aimed to release the game on both portable and home consoles simultaneously. He highlights the unique challenges and advantages of each platform, emphasizing the need to create a balance that caters to both. Sakurai explains the differences between the 3DS and Wii U versions, introducing new modes like Smash Run and Smash Tour tailored to each platform's strengths. He also touches upon the introduction of amiibo support, customization options for fighters, and the revolutionary ability to update the game via online patches, enabling the addition of DLC fighters. Sakurai concludes by expressing the entertainment value of character reveal trailers, a trend that started with this iteration of Super Smash Bros. and continued throughout Super Smash Bros. Ultimate.



Name: Bug Testing Never Ends [Team Management].

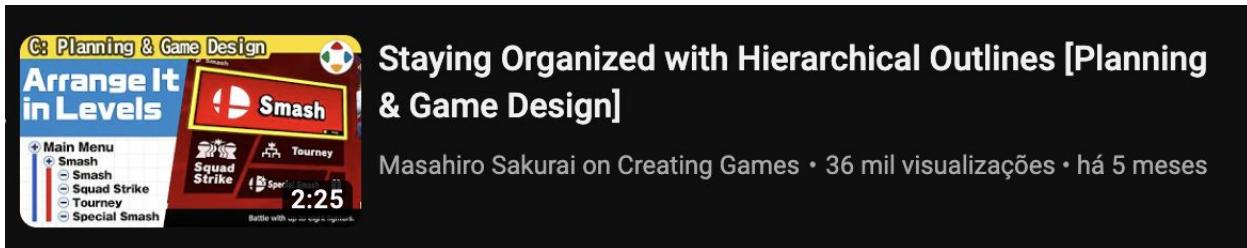
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 12, 2023.

URL: <https://youtu.be/yIXB0vGJBuw?si=7jiieHEW26jqMQAc>.

Summary:

When it comes to completing a game, debugging is indispensable. In this video, Sakurai focuses on the process of bug fixing, acknowledging the misconception that online updates can easily address post-release issues. He emphasizes the challenges posed by the increasing scale of modern games, using Super Smash Bros. as an example, where the multitude of character interactions, stage elements, and additional factors create an astronomical number of potential scenarios. Sakurai discusses common sources of bugs, such as grab mechanics, stage design complexities, and interactions with various in-game elements. Despite efforts to debug systematically, the sheer volume of possibilities makes achieving absolute perfection practically impossible. Sakurai sheds light on the difficulties faced by game developers and hopes for a nuanced understanding of the complexities involved in the debugging process, urging viewers to consider the realities of game development.



Name: Staying Organized with Hierarchical Outlines [Planning & Game Design].

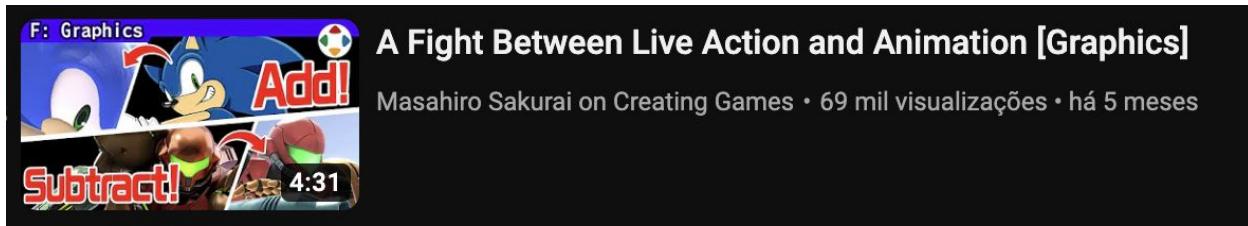
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 15, 2023.

URL: <https://youtu.be/ZzCfzwe23kw?si=6WssRqWreBs14QjV>.

Summary:

Sakurai introduces the concept of "Outlining," a feature found in Microsoft Word, often overlooked by many but an essential tool in his workflow. Outlining allows the hierarchical organization of text, similar to managing folders. Sakurai demonstrates its application using the example of structuring the top menu of Super Smash Bros. Ultimate. He explains how it can be employed to simplify and organize complex information, such as compiling a list of a character's special moves. Sakurai emphasizes the versatility of Outlining for personal idea organization and notes its significance in his work since 1993 when Macintosh was introduced. While acknowledging its usefulness, he also suggests caution in sharing Outlining documents externally, considering the need for a more polished presentation for official documents or specifications. Sakurai concludes by encouraging viewers to explore and experiment with this feature to experience its potential benefits in various contexts.



Name: A Fight Between Live Action and Animation [Graphics].

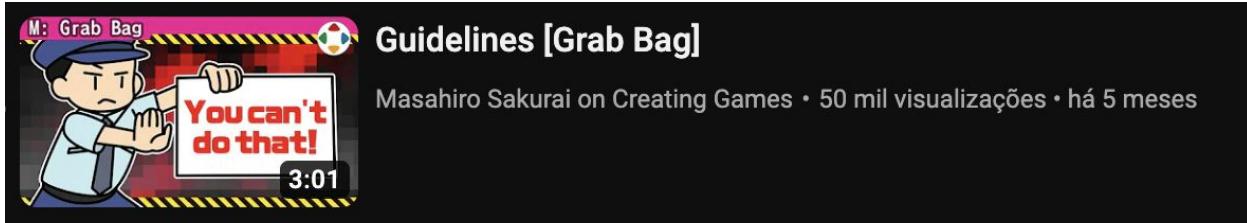
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 18, 2023.

URL: <https://youtu.be/luB-5GqW55Q?si=Tz5uz4R5fyn2a46O>.

Summary:

In this video, Sakurai discusses the challenges of integrating characters from diverse worlds and art styles in Super Smash Bros. Ultimate. He shares five techniques for visual cohesion, including the use of subdued colors to prevent clashes, texture adjustments based on the character's original style, proportion tweaks for a balanced appearance, refinement of designs, and adapting realistic expressions for characters. These strategies aim to create a cohesive visual experience, ensuring that characters from different franchises seamlessly coexist in the game. Sakurai emphasizes the importance of these considerations, extending beyond graphics to encompass motion, effects, and sound for a well-integrated Super Smash Bros. experience.



Name: Guidelines [Grab Bag].

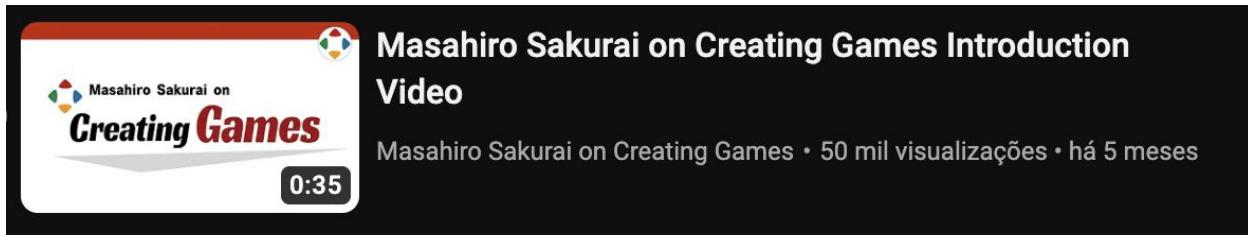
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 22, 2023.

URL: <https://youtu.be/HgvheCHsExA?si=3oh8wYK0QjWFS7Ub>.

Summary:

In this video, Sakurai discusses the presence of guidelines in the creation of various products, using Tetris as an example with established rules for block rotation and color allocation. He highlights the challenges and constraints imposed by guidelines across different aspects of game development, such as age ratings, platform requirements, and internal company policies. Sakurai emphasizes the importance of balancing adherence to guidelines with the freedom to innovate, recognizing that strict compliance can sometimes lead to creative limitations and contradictions. Ultimately, he expresses a desire for more flexibility within guidelines to encourage the development of high-quality, innovative products.



Name: Masahiro Sakurai on Creating Games Introduction Video.

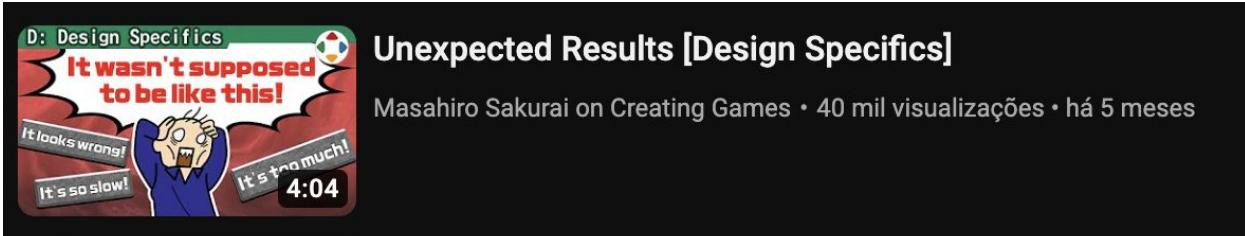
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 24, 2023.

URL: <https://youtu.be/PUj0WzkmLf0?si=KpWaOfE4b8c3gz8D>.

Summary:

In this video, Sakurai discusses the objective of the program, aiming to incrementally enhance the enjoyment of games globally by introducing creative ideas and perspectives related to gameplay. The focus is on presenting unique and valuable elements that contribute to the gaming experience, with a commitment to providing ongoing inspiration and insights. The goal is to create a show that remains relevant and informative, offering niche yet impactful considerations for game design. Sakurai encourages viewers to support the program and expresses gratitude for their collaboration in the mission to elevate the overall appeal and quality of games.



Name: Unexpected Results [Design Specifics].

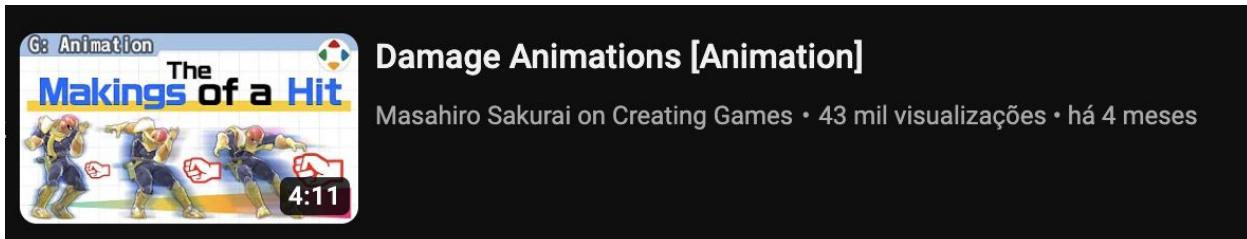
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 25, 2023.

URL: <https://youtu.be/6P8zwwQ9OhU?si=bkzYMUQ7RcrczuvC>.

Summary:

In this video, Sakurai shares instances from his development experiences where unexpected outcomes occurred, leading to results that were less satisfying. He discusses challenges faced during the development of games like "Meteos" and "Mushiking," where last-minute optimizations and changes in processing speed led to unanticipated difficulties, such as increased difficulty levels. Sakurai also touches upon issues encountered in the initial release of "Super Smash Bros. Ultimate," where computer-controlled characters were perceived as stronger than intended, and adjustments were challenging due to the complex debugging process. The anecdotes highlight the unpredictable nature of game development, emphasizing the delicate balance and potential pitfalls even in well-established projects.



Name: Damage Animations [Animation].

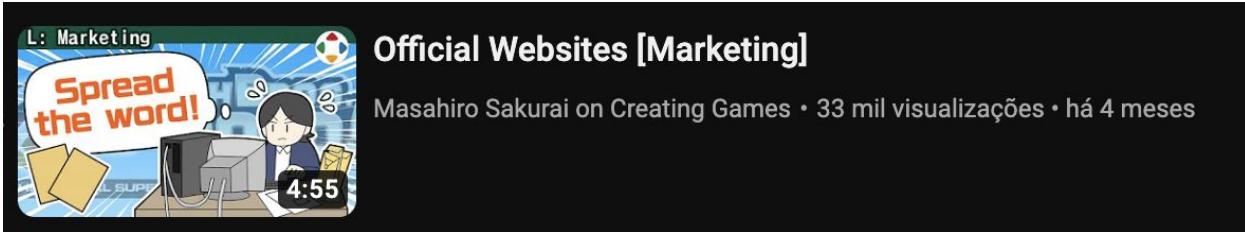
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: August 29, 2023.

URL: [https://youtu.be/0xHE3ypX96U?si=0Lv6V5MS\\_NOyazhW](https://youtu.be/0xHE3ypX96U?si=0Lv6V5MS_NOyazhW).

Summary:

Sakurai discusses the implementation of damage reactions in Super Smash Bros., emphasizing the importance of creating impactful and recognizable poses for characters when they take damage. He highlights the challenge of maintaining distinct reactions for various character body types and weapon holdings in a game where almost every character has a unique physique. Sakurai explains the complexity involved in adjusting hit reactions and showcases how different damage motions are tailored to convey a sense of being hit while considering the silhouette visibility and asymmetry. Additionally, he touches on addressing issues related to hit reactions affecting combo opportunities and the intricacies of adjusting damage motions to suit different character designs in the Super Smash Bros. series.



Name: Official Websites [Marketing].

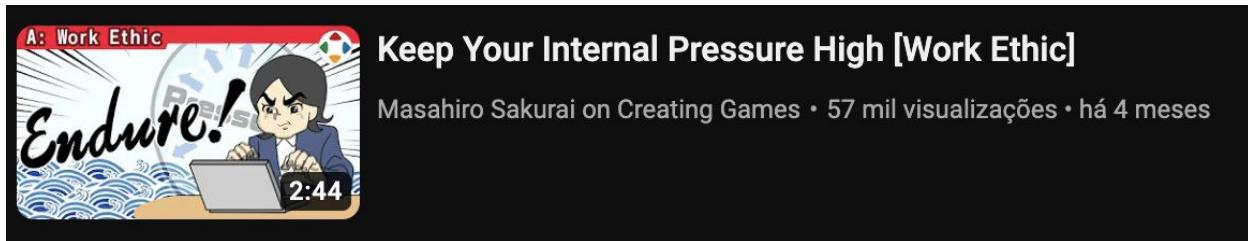
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 1, 2023.

URL: [https://youtu.be/ABow3YMNg1Q?si=hpI4r\\_6dUypkZzgt](https://youtu.be/ABow3YMNg1Q?si=hpI4r_6dUypkZzgt).

Summary:

in this video, Sakurai reflects on the evolving landscape of game information dissemination, noting the shift from in-depth website exploration to shorter, concise updates on various social media platforms. Despite the prevalence of short-form content, he acknowledges the continued importance of official websites, particularly for major titles. Using the example of the Super Smash Bros. Ultimate website, Sakurai outlines its comprehensive structure, featuring sections such as Fighter List, How to Play, Network, Stages, Items, Sound, Movies, and integrated Twitter updates. He emphasizes the significance of accurate and centralized information dissemination, particularly for games with extensive content like Super Smash Bros. Ultimate. Sakurai recalls his involvement in the early days of creating an informative website for the original Super Smash Bros. and the challenges of breaking through biases and misconceptions surrounding the game. As technology and communication methods evolve, Sakurai concludes by pondering the future of effective information delivery in the gaming industry.



Name: Keep Your Internal Pressure High [Work Ethic].

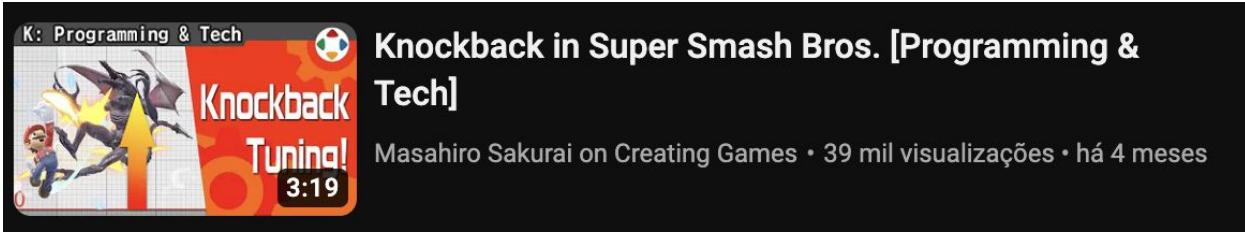
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 5, 2023.

URL: <https://youtu.be/UVnLW47cpFk?si=daNwT3rYazeZBjMX>.

Summary:

Sakurai advises against sharing your ideas or projects with others during the early stages of development and encourages the practice of internalizing and refining concepts without external input. He introduces the concept of "internal pressure," likening it to the expansion of a balloon or the pressure in a pressure cooker, emphasizing the importance of building and maintaining pressure within oneself to strengthen the content and ideas. Sakurai suggests that constantly sharing ideas prematurely can lead to satisfaction and a loss of creative intensity. He highlights the necessity of enduring the pressure, cultivating ideas, and creating a powerful and concentrated proposal before seeking external opinions or feedback. Sakurai extends this advice to social media, cautioning against prematurely sharing content or work progress and recommending focusing on internal pressure before releasing ideas to the public. He also suggests imagining how the audience will perceive the final product and using that anticipation to enhance one's dedication and effort in the creative process.



Name: Knockback in Super Smash Bros. [Programming & Tech].

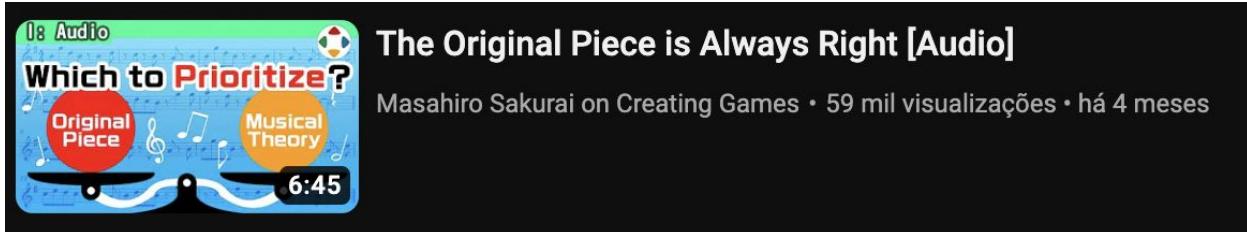
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 8, 2023.

URL: <https://youtu.be/HVktK4a9Yfo?si=xetLib8wRirJV21T>.

Summary:

in this video, Sakurai delves into the unique parameters associated with attacks in Super Smash Bros. Instead of a straightforward deduction of health points based on attack power, Smash Bros. employs a system where characters are sent flying, adding depth to the gameplay. Sakurai explains the parameters related to knockback and describes how the vector determines the direction of knockback, with the ability to fine-tune angles for more nuanced control. He introduces concepts such as Reaction Influence, which allows for adjusting the knockback size based on a multiplier, and Reaction Addition, which unconditionally adds knockback force. Additionally, Sakurai discusses Reaction Fixed Value, enabling the complete fixation of knockback, providing designers with greater control over the dynamics of each attack. These parameters, a staple since the first Super Smash Bros., contribute to the distinctive gameplay that sets the series apart from traditional fighting games.



Name: The Original Piece is Always Right [Audio].

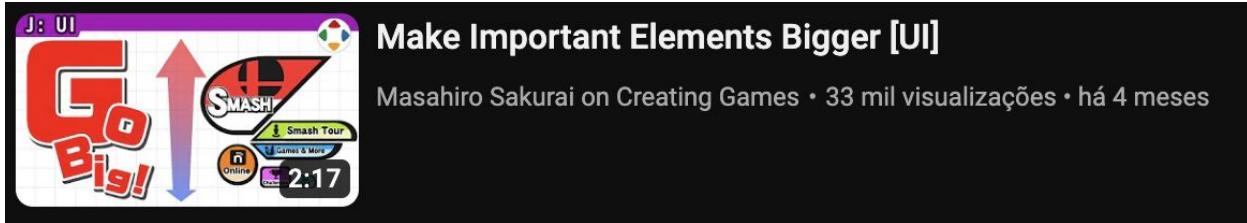
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 12, 2023.

URL: [https://youtu.be/2iWqCSO98jU?si=i-UW\\_aOUjGO0kW8d](https://youtu.be/2iWqCSO98jU?si=i-UW_aOUjGO0kW8d).

Summary:

In this video, Sakurai continues discussing his experiences with music supervision and arrangement. He shares a unique challenge he faced when arranging the music for the classic arcade game "Athena." Despite initially misconceiving the main melody (A melody) as the bass, the final arrangement resulted in a memorable composition. Sakurai emphasizes the importance of understanding the original context and player's experience when creating arrangements. Sakurai then moves on to discuss the song from the game "Ikari Warriors," known as "Ikari no Theme" or "Rush of the Ikari." This song is recognized for being one of the first game songs with vocals, and the Super Smash Bros. series features a rendition of it. He talks about the intricate details of the arrangement, such as the differences between the Japanese and English versions, and how they handled transitions between verses in the Super Smash Bros. version. Throughout the discussion, Sakurai underscores the idea that the original composition holds a special place in players' hearts, and any arrangements should respect and preserve that sentiment. He also touches on the importance of adapting arrangements to fit the unique characteristics of each fighter in Super Smash Bros.



Name: Make Important Elements Bigger [UI].

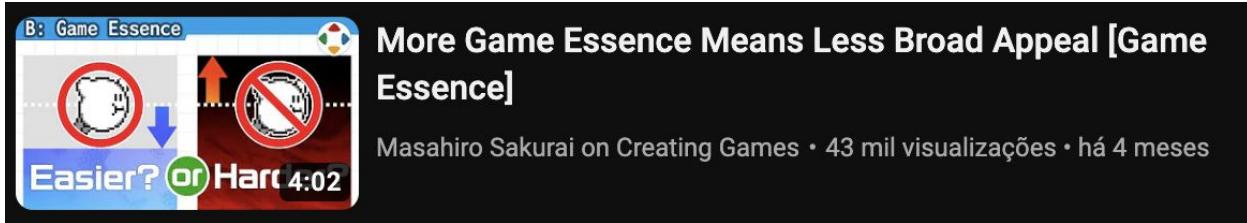
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 15, 2023.

URL: <https://youtu.be/va8wt2yGviY?si=NJShjXfJGQpcLoHC>.

Summary:

in this video, Sakurai discusses a distinctive aspect of the menu UI direction he provides, where the size of icons varies based on their importance. Departing from conventional menu layouts, Sakurai emphasizes the use of iconography with varying sizes, intending to convey the priority and significance of each mode. Larger icons signify frequently used features, while smaller ones represent less utilized options. Sakurai suggests that this design not only serves visual appeal but also encourages user engagement by highlighting the most crucial elements. Drawing inspiration from the GameCube controller's button sizes, he explains how this approach aligns with the intuitive understanding of prioritized actions. However, he acknowledges the challenge of balancing universal usability with customization based on individual game contexts. Sakurai also touches on the complexities of adapting menu layouts for different languages and apologizes for potential inconveniences for users in non-Japanese languages. Ultimately, he presents this approach as an alternative to the conventional list-style menu, offering a weighted visual hierarchy to enhance user interaction.



Name: More Game Essence Means Less Broad Appeal [Game Essence].

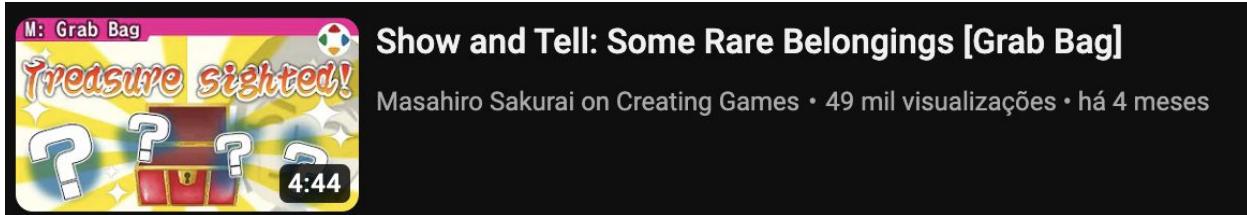
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 19, 2023.

URL: <https://youtu.be/ML5wdEWpTuA?si=g-3Yxqxf4Pu36qwe>.

Summary:

in this video, Sakurai delves into the concept of game design involving the interplay between risk and return, emphasizing that it contributes to making games enjoyable and stimulating. However, he cautions against elevating game complexity excessively, as it may compromise accessibility for a wider audience. Using Super Mario and the original Kirby's Adventure as examples, Sakurai illustrates the importance of balancing risk and return in game mechanics. He highlights how in Kirby's Adventure, the risk of inhaling enemies is mitigated by the ability to spit them out, fly, and withstand multiple hits. Sakurai discusses the delicate balance required to maintain a satisfying level of challenge without alienating players. He acknowledges the subjective nature of difficulty perception, emphasizing the need for considering the target audience and tailoring the game experience accordingly. Sakurai concludes by stressing the importance of understanding the principles of game design and setting clear objectives to achieve a balance between risk and return in a game's mechanics.



## Show and Tell: Some Rare Belongings [Grab Bag]

Masahiro Sakurai on Creating Games • 49 mil visualizações • há 4 meses

Name: Show and Tell: Some Rare Belongings [Grab Bag].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 22, 2023.

URL: <https://youtu.be/Yk8WsbCQXGc?si=Gmlb5mx5vPIz6RN9>.

### Summary:

While Sakurai claims not to be a collector, he showcases several rare and unique game-related items he possesses. These include a Wii Remote with a personalized portrait printed by Nintendo, a 3D-printed Pit and Palutena statue from a promotional event, a game signed by Shigeru Miyamoto, and an autographed copy of *Kid Icarus: Uprising* by manga artist Fukumitsu Shigeyuki. Sakurai also shares an Xbox 360 Elite plate with his name on it, a memento from the Xbox 360 launch, and a certification from Sega for a game concept submitted during a 1980s campaign. He expresses gratitude for the meaningful signatures and shares insights into the personal and historical significance of each item.



## The Perils of Interpolation [Animation]

Masahiro Sakurai on Creating Games • 44 mil visualizações • há 4 meses

Name: The Perils of Interpolation [Animation].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 25, 2023.

URL: [https://youtu.be/oFwamE6Hy04?si=D\\_9CsE44t3SaXjZy](https://youtu.be/oFwamE6Hy04?si=D_9CsE44t3SaXjZy).

Summary:

When adapting 2D games to 3D, maintaining the lively and crisp impression of the original poses is challenging. While motion production tools make it convenient to set up poses and automatically store them, over-reliance on such tools can lead to animations that feel sluggish. Sakurai illustrates this point by comparing a 2D character's kick pose with its 3D adaptation in Super Smash Bros. Ultimate. He emphasizes the importance of keyframes in creating impactful animations, suggesting that a simple transfer of poses may result in less dynamic movements. Sakurai advocates for exaggeration and demonstrates how tweaking keyframes can enhance the visual impact, ensuring that the 3D adaptation feels sharp and dynamic like its 2D counterpart.



## Planning Your Game's Rewards [Planning & Game Design]

Masahiro Sakurai on Creating Games • 37 mil visualizações • há 3 meses

Name: Planning Your Game's Rewards [Planning & Game Design].

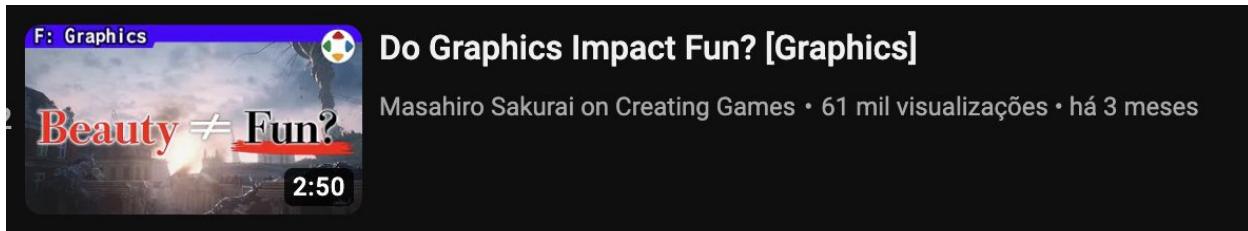
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: September 28, 2023.

URL: <https://youtu.be/44ONFHla-sw?si=ct9H4YpHs5C-DTlm>.

Summary:

In this video, Sakurai discusses the importance of carefully designing in-game rewards and incentives during the planning stages of game development. He emphasizes that rewarding players with enhancements like character upgrades, unlocking new elements, expanding collections, and offering special challenges contributes significantly to player motivation and enriches the overall gaming experience. Sakurai provides examples from the Super Smash Bros. series, illustrating how unlocking fighters, spirits, and incorporating various reward systems play a crucial role in engaging players and maintaining their interest throughout the game.



Name: Do Graphics Impact Fun? [Graphics].

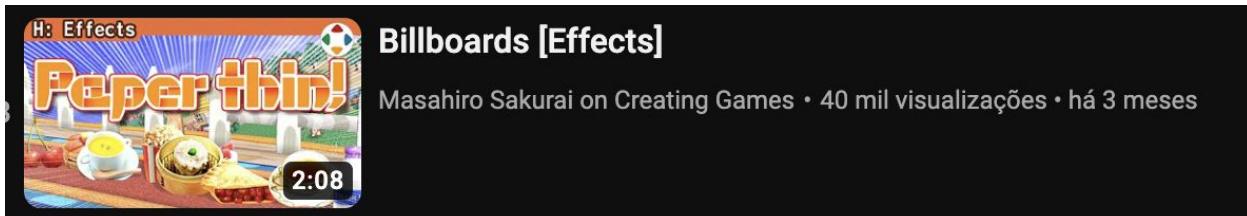
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 3, 2023.

URL: [https://youtu.be/VM-kH-j9\\_OQ?si=WmRvDCnT\\_k2y6umD](https://youtu.be/VM-kH-j9_OQ?si=WmRvDCnT_k2y6umD).

Summary:

In this video, Sakurai explores the relationship between the visual quality of a game and its overall enjoyment. While some argue that game mechanics and graphics are independent considerations, Sakurai highlights how visuals can enhance gameplay experiences. He emphasizes the significance of background elements, noting that even seemingly mundane polygons contribute to the game's atmosphere and player engagement. Using examples from challenging games like Dark Souls and Sekiro, Sakurai illustrates how detailed backgrounds can influence a player's cautious approach and heighten the impact of in-game challenges. He suggests that while graphics alone may not define a game's fun factor, a well-balanced combination of engaging gameplay and appealing visuals is optimal for overall enjoyment and player attraction, particularly in the context of online shops where banners play a crucial role in drawing interest.



Name: Billboards [Effects].

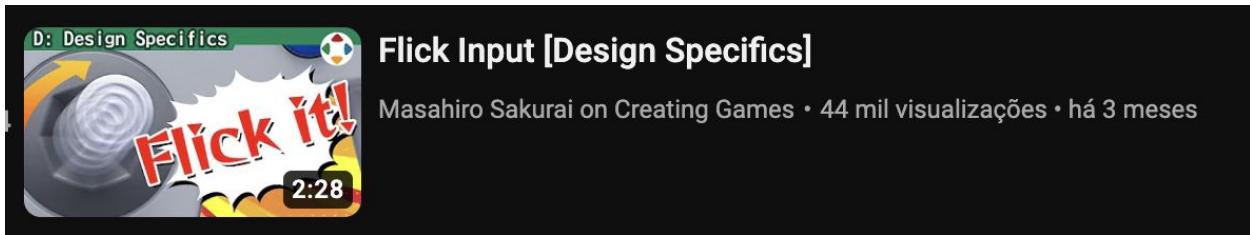
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 6, 2023.

URL: [https://youtu.be/\\_o29OOOarPY?si=c5vz72H82ax2CLtq](https://youtu.be/_o29OOOarPY?si=c5vz72H82ax2CLtq).

#### Summary:

In this video, Sakurai discusses the concept of billboards in game graphics. Billboards are polygons that consistently face the camera, often flat surfaces used for rendering 2D images. Sakurai illustrates how Super Mario 64 employs billboards for objects like rolling iron balls and characters like the Bomb King, showcasing their animated aspects without intricate 3D models. He emphasizes the cost-effectiveness of billboards, especially in particle effects such as explosions, providing an efficient means to depict elements like sparks. The discussion extends to how billboards are traditionally used in games like Super Smash Bros. for items such as food, highlighting their subtle but crucial role in graphical representation, even in the context of modern games.



Name: Flick Input [Design Specifics].

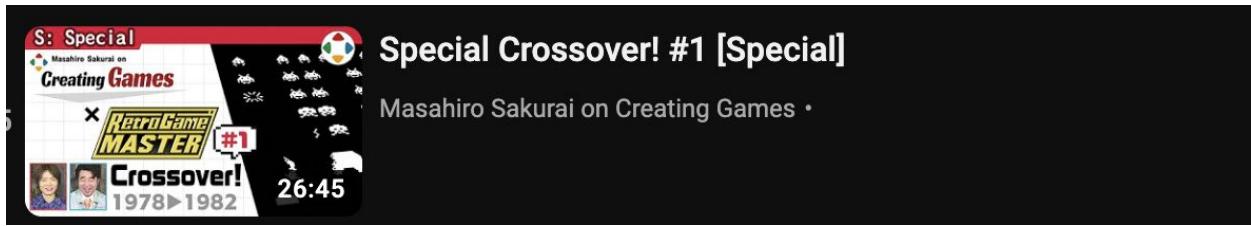
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 10, 2023.

URL: <https://youtu.be/ChNceKFm2kI?si=V2hy0ZpjvrTKNtqC>.

Summary:

In this video, Sakurai reflects on the introduction of analog sticks in the Nintendo 64 controller, emphasizing the significant shift from digital directional buttons to a smoother and more nuanced input system. He introduces the concept of "はじき入力" (hajiki input), where the speed and depth of tilting the analog stick determine the character's actions, providing a more intuitive and emotionally engaging control experience. Sakurai discusses the advantages of this input method in games like Super Smash Bros. for creating distinct and responsive gameplay sensations. While acknowledging potential drawbacks like unintended inputs, he highlights how this innovation contributed to the unique and satisfying gameplay experiences in Super Smash Bros. Ultimate, especially in managing dash and evasion maneuvers. Sakurai underscores the importance of carefully considering and integrating new input devices into game design, citing the success of the analog stick in enhancing the overall gameplay of Super Smash Bros.



Name: Special Crossover! #1 [Special].

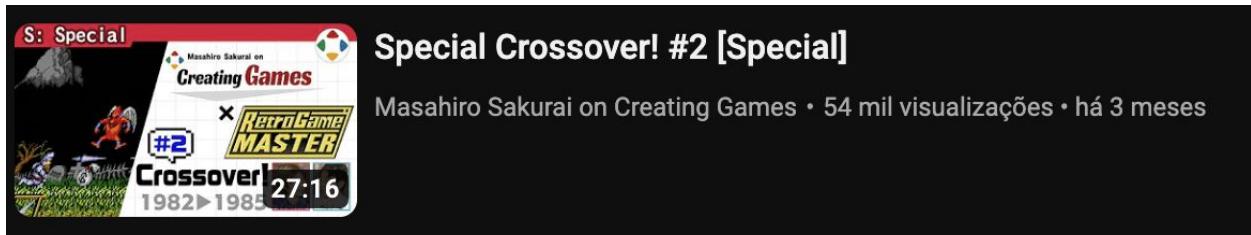
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 13, 2023.

URL: [https://youtu.be/6QH1cQWmXIY?si=JAUSf9FDthmgrq\\_R](https://youtu.be/6QH1cQWmXIY?si=JAUSf9FDthmgrq_R).

Summary:

In this video, Sakurai welcomes special guest Arino Kacho, the legendary host of the popular Japanese game variety show, Game Center CX. They take a tour through a curated selection of arcade games released between 1978 and 1987—"The Space Invaders Decade".



Name: Special Crossover! #2 [Special].

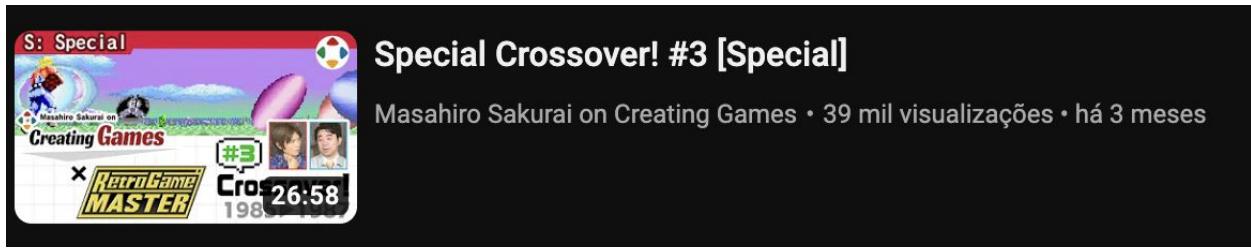
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 16, 2023.

URL: [https://youtu.be/lI01fYUI\\_iQ?si=4XbkWZGuIyNtmek4](https://youtu.be/lI01fYUI_iQ?si=4XbkWZGuIyNtmek4).

Summary:

Masahiro Sakurai plays classic arcade games with legendary Let's Player Arino Kacho. In the four short years covered in this episode, games evolved rather dramatically!



Name: Special Crossover! #3 [Special].

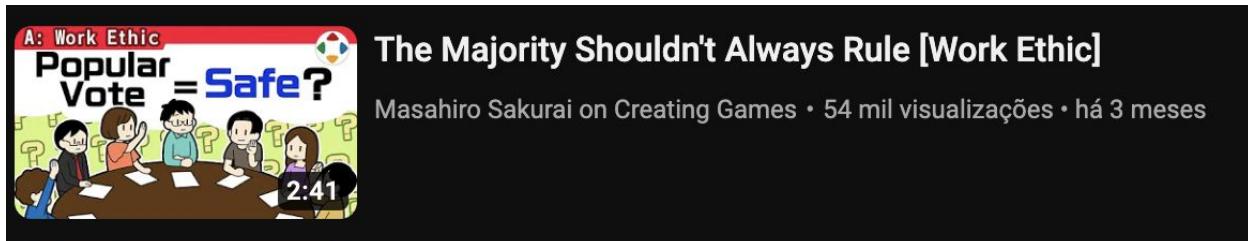
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 19, 2023.

URL: [https://youtu.be/zfh0oq\\_nJQ?si=BaFZ7FOtQZmHDJNm](https://youtu.be/zfh0oq_nJQ?si=BaFZ7FOtQZmHDJNm).

Summary:

The final episode of the Retro Game Master crossover, with Masahiro Sakurai and Arino Kacho.



Name: The Majority Shouldn't Always Rule [Work Ethic].

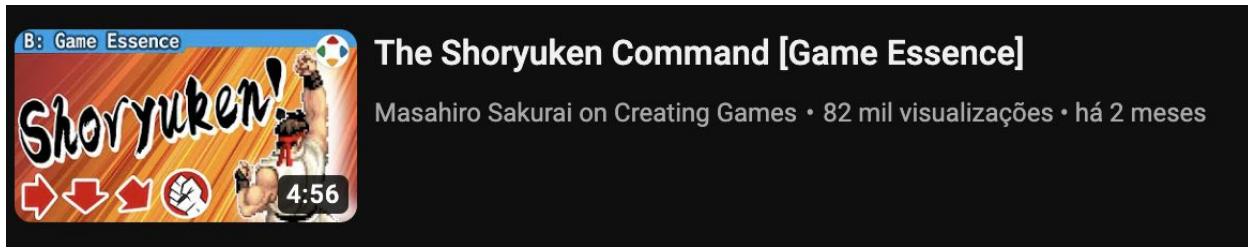
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 24, 2023.

URL: <https://youtu.be/dP94K69NSVc?si=tJlvGNB5qRTTZDZq>.

Summary:

In this video, Sakurai discourages the reliance on majority votes when facing disagreements on project ideas or specifications, asserting that it is often devoid of real significance. He argues that the best approach involves individuals with a holistic understanding of the project envisioning the overall direction, emphasizing the limitations of democracy in creative endeavors. Sakurai shares examples, including the case of Metal Gear Solid 3, where an initially unpopular idea turned out to be interesting in the final product. He advocates for decision-making by a central figure, like a director, who can balance a sense of responsibility and a well-informed understanding of the project's vision, highlighting the potential pitfalls of leaning solely on majority opinions in the creative process.



Name: The Shoryuken Command [Game Essence].

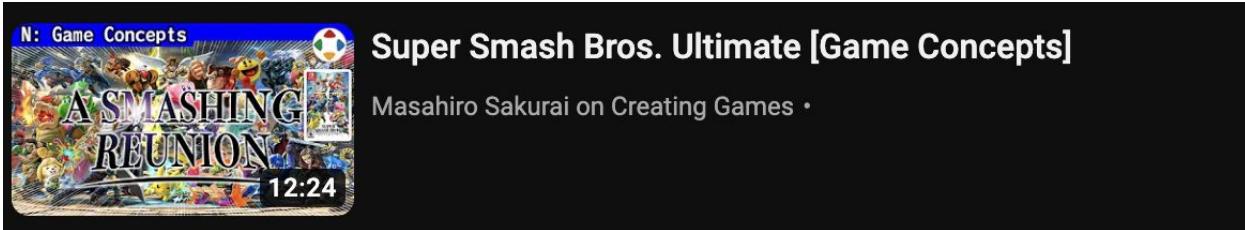
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 27, 2023.

URL: <https://youtu.be/zswiCPS5CSM?si=rrWdnDh2UAc-SAK8>.

Summary:

The video showcases the iconic move "Shoryuken" (Dragon Punch) in the gaming industry, focusing on its history and significance. Sakurai discusses its origins in Street Fighter, highlighting its power and difficulty of execution in the first installment. He notes the evolution of its command input in subsequent games, emphasizing the strategic aspects of the move in Street Fighter II. Sakurai explores the risk and reward dynamics, detailing how the move's properties create a balance between offense and defense. Additionally, he briefly touches on similar moves in Super Smash Bros., acknowledging the balance between command inputs and accessibility for players.



Name: Super Smash Bros. Ultimate [Game Concepts].

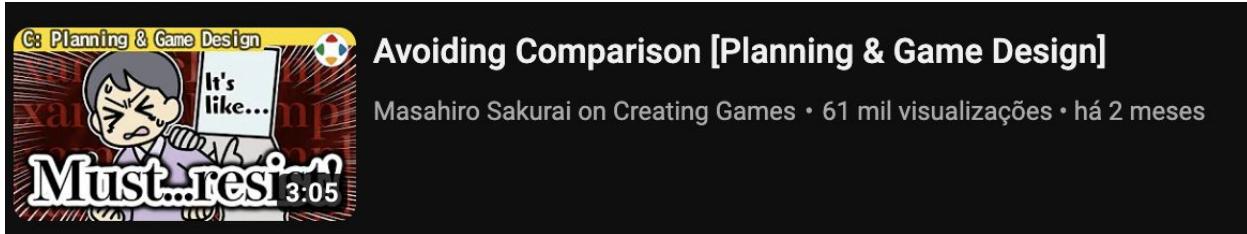
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: October 30, 2023.

URL: <https://youtu.be/RDrNWAHaKfI?si=CcNuZO5OShOanTwb>.

Summary:

In this video, Sakurai discusses the development process of Super Smash Bros. Ultimate (Smash Bros. Special in Japan), revealing that the project had been commissioned for the Nintendo Switch even before the console was officially announced. He highlights the unique challenge of incorporating all past fighters into the game and mentions the continuity of the development team from Super Smash Bros. for Wii U and 3DS. Sakurai details the extensive planning, adjustments, and considerations involved in creating the game, addressing factors like character adjustments, stage expansion, and the use of compressed technology for music. He also touches on the Spirits mode and the challenges faced during the development period, including the impact of the COVID-19 pandemic, emphasizing the dedication to delivering quality content. Sakurai concludes by hinting at future projects while expressing gratitude for the success of Super Smash Bros. Ultimate.



Name: Avoiding Comparison [Planning & Game Design].

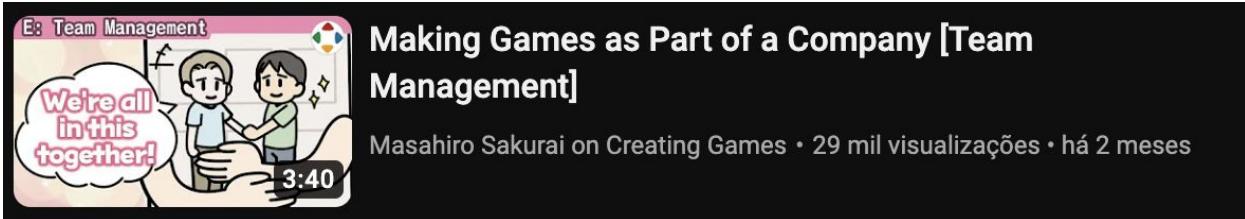
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 2, 2023.

URL: <https://youtu.be/gYuvggptkDM?si=UNtvZM8GPo2rH43V>.

#### Summary:

In this video, Sakurai discusses the challenges of presenting and promoting new game concepts, emphasizing the tendency to rely on comparisons to existing titles for better understanding. Sakurai advises against frequently using phrases like "it's like X, but with Y," as it not only limits creativity but also fails to capture the unique essence of original ideas. The video underscores the importance of conveying the distinct qualities of a game without constantly resorting to comparisons, encouraging creators to embrace and showcase the originality of their concepts for more effective communication and appreciation.



Name: Making Games as Part of a Company [Team Management].

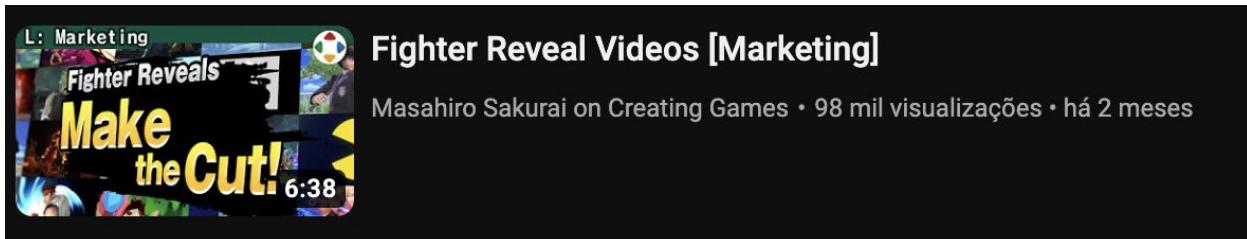
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 7, 2023.

URL: <https://youtu.be/fiCLKUQtKg0?si=ig23NbMlvKDfOgpJ>.

Summary:

When it comes to creating games individually versus working for a company, Sakurai expresses the pragmatic viewpoint that being employed by a company offers the security of a stable salary. While financial rewards may not directly correlate with a game's success, working for a company provides a consistent income. Sakurai acknowledges the challenges in the gaming industry, where successful titles can thrive while others struggle, leading to financial risks for companies. Despite potential friction and differences in perspectives within a team, Sakurai emphasizes the importance of collaboration and mutual support in a company setting, highlighting the benefits of shared responsibilities and a supportive work environment.



Name: Fighter Reveal Videos [Marketing].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 10, 2023.

URL: [https://youtu.be/K\\_z28RqWDU4?si=mojSJJuOLGDNyWVvT](https://youtu.be/K_z28RqWDU4?si=mojSJJuOLGDNyWVvT).

Summary:

In this video, Sakurai discusses the creation of the fighter introduction movies for Super Smash Bros. Ultimate, detailing the process from conceptualization to execution. The idea of showcasing interactions between fighters in the game dates back to Super Smash Bros. Brawl, but it officially began with Super Smash Bros. for Wii U and Nintendo 3DS. Initially, there was an attempt to create in-depth story-driven content, but due to leaks and the evolving landscape of game sharing, Sakurai shifted to making standalone, universally enjoyable movies that wouldn't impact gameplay progression. He explains the collaborative process involving plot creation, storyboarding, CG production, animation, sound design, and gameplay capture, emphasizing the need for constant refinement and collaboration with various teams. Despite challenges, the global enthusiasm for these movies became a source of motivation for the development team. Sakurai expresses gratitude for the opportunity to contribute to the gaming world and encourages viewers to check out the compiled fighter introduction movies with additional explanations in the video's description.



## Making Sequels [Planning & Game Design]

Masahiro Sakurai on Creating Games • 33 mil visualizações • há 2 meses

Name: Making Sequels [Planning & Game Design].

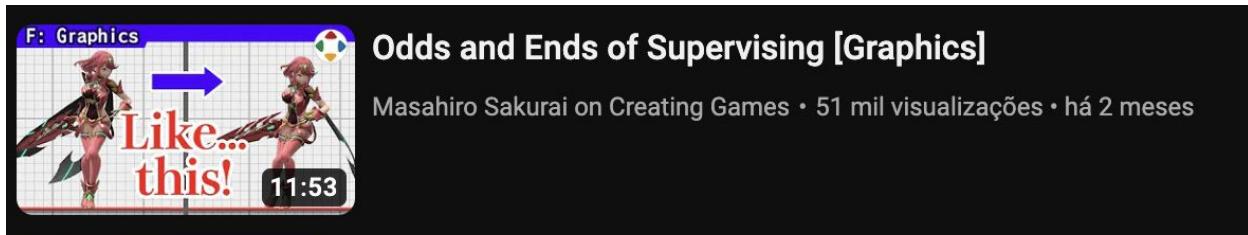
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 14, 2023.

URL: <https://youtu.be/plPR6-Gqemc?si=j8vrLwdYlFp1eyZ3>.

Summary:

In this video, Sakurai discusses the challenges and advantages of creating sequels and series in the gaming industry. He emphasizes the significant effort required for developing new game systems, making the case that sequels often leverage existing frameworks to streamline the process. Sakurai acknowledges the risk of diminishing sales for subsequent installments and highlights the importance of delivering a sequel that surpasses the original in enjoyment. While recognizing the benefits of series continuity, he also expresses a pragmatic approach, emphasizing the need for dedicated effort and quality in both sequel and original game development, ultimately valuing the opportunity to contribute to the gaming landscape.



## Odds and Ends of Supervising [Graphics]

Masahiro Sakurai on Creating Games • 51 mil visualizações • há 2 meses

Name: Odds and Ends of Supervising [Graphics].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 17, 2023.

URL: <https://youtu.be/wKQ2v9kno9I?si=zwkkeBsgPBByQoUq>.

Summary:

In this video, Sakurai discusses his role in providing supervision during the game development process, especially in the context of remote work. While acknowledging the effectiveness of text-based communication like emails, Sakurai emphasizes the importance of visual aids such as retouched images and diagrams to convey ideas more effectively. He showcases examples of his supervision, including adjustments to character animations, stage designs, and various visual elements. Sakurai underscores the collaborative nature of the process, where he works closely with the development team to ensure the desired artistic and gameplay elements are accurately represented, expressing gratitude to the staff for their dedication and efforts.



Name: Facial Animations [Animation].

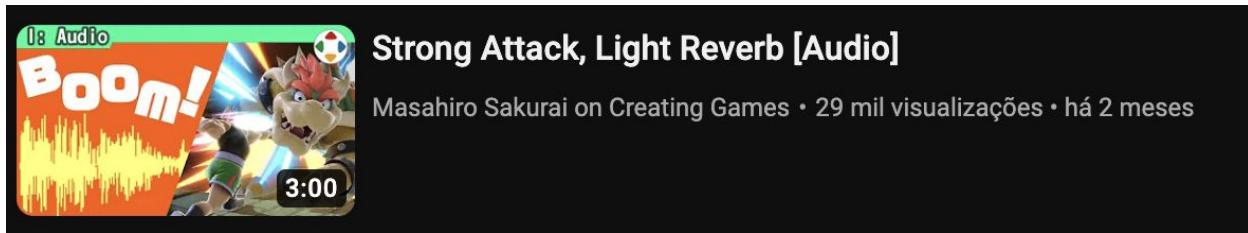
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 21, 2023.

URL: <https://youtu.be/TUHL7Ex-RH8?si=eMVwEQdyMpXOZpTm>.

Summary:

Facial expressions, or "フェーシャル" in Japanese, refer to the various expressions depicted on characters' faces in Super Smash Bros. Ultimate. Despite the characters being relatively small on the screen, considerable effort is put into creating detailed facial animations. Using Zelda as an example, Sakurai highlights the importance of conveying a range of emotions, even in a game where subtle expressions may not be immediately noticeable. He shares instances of retouched images, emphasizing the significance of establishing artistic guidelines before creating the 3D models. Sakurai discusses the challenges of expressing emotions in characters like Wolf and underscores the differences in approach between realistic and comical characters. Despite the limitations of conveying expressions in CG, he emphasizes the importance of exaggeration to enhance expressiveness, whether in realistic or more stylized character designs. Additionally, he touches on the unique challenge posed by characters like Steve, whose only facial expression is blinking, and the need to compensate for limited facial animation through other movements.



Name: Strong Attack, Light Reverb [Audio].

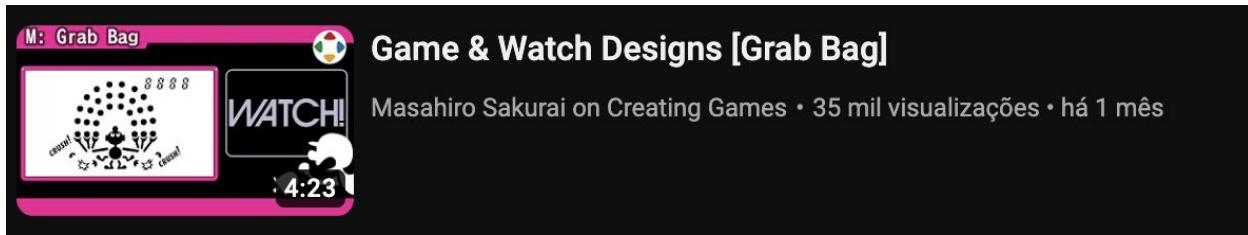
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 24, 2023.

URL: [https://youtu.be/-nWjT49-cds?si=7HSliyLYN\\_5v2paN](https://youtu.be/-nWjT49-cds?si=7HSliyLYN_5v2paN).

Summary:

in this video, Sakurai explores the waveforms of hit sounds in Super Smash Bros. Ultimate. He discusses the challenges of creating impactful and distinguishable attack sounds in a game where numerous characters engage in battles simultaneously. Sakurai highlights two key adjustments in sound design—strengthening the initial attack for a quick and powerful impact and ensuring that the sound doesn't linger too long to maintain clarity in the midst of the game's audio complexity. He emphasizes the importance of balancing these elements to create a satisfying auditory experience, considering the fast-paced nature of Super Smash Bros. Ultimate and the need for each hit to feel distinct.



Name: Game & Watch Designs [Grab Bag].

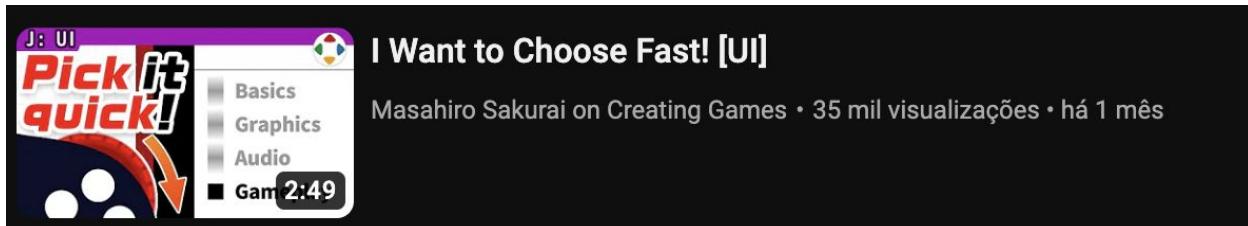
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: November 28, 2023.

URL: <https://youtu.be/8JLA5YG16QM?si=fMxrVLmPgvu4uAP>.

Summary:

The Game & Watch series, introduced by Nintendo in 1980 as a line of LSI games, holds historical significance. In the development of Super Smash Bros., Sakurai gained valuable patterns for the iconic character Mr. Game & Watch from this series. In this special segment, with Nintendo's permission, Sakurai shares a selection of patterns directly inspired by the Game & Watch device. The showcased patterns, accompanied by music, provide a glimpse into the unique and nostalgic aesthetic of that era, offering a fascinating trip down memory lane for viewers.



Name: I Want to Choose Fast! [UI].

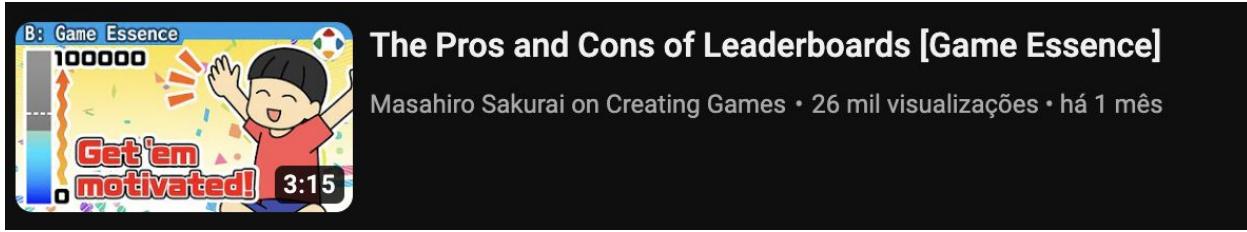
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 1, 2023.

URL: [https://youtu.be/-\\_3ZnSiwlnc?si=mFy0IEVdGbb2e3zw](https://youtu.be/-_3ZnSiwlnc?si=mFy0IEVdGbb2e3zw).

Summary:

In this video, Sakurai discusses a recurring request he has made to Nintendo during the development of new consoles, particularly focusing on the GameCube era and the planning of Super Smash Bros. Deluxe. Sakurai has consistently proposed the inclusion of a wheel (or jog dial) on controllers, similar to the scroll wheel on mice. He emphasizes the convenience and speed it could bring to menu navigation and various in-game selections. Sakurai envisions a tactile and clickable wheel that would enhance the overall gaming experience, providing a quick and satisfying method for selecting options. While acknowledging the challenge of integrating a sizable wheel into hardware, he reflects on the ongoing quest to improve the tactile feel of menu navigation, even suggesting that revisiting established features is as important as anticipating new ones in gaming devices.



Name: The Pros and Cons of Leaderboards [Game Essence].

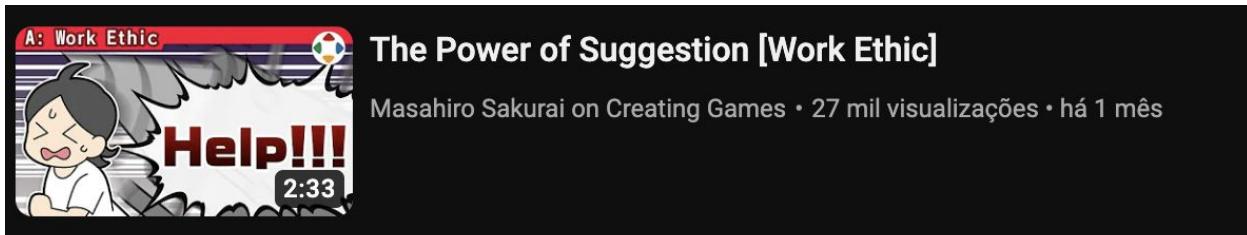
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 5, 2023.

URL: [https://youtu.be/g7nC6NtTMIk?si=q\\_faTrr4BUFUVJ4K](https://youtu.be/g7nC6NtTMIk?si=q_faTrr4BUFUVJ4K).

Summary:

In this video, Sakurai discusses the pros and cons of online rankings in games. He highlights the positive aspects, such as providing players with a sense of purpose and connecting players with similar skill levels. However, he acknowledges the challenges of matchmaking, especially in regions with a small player base. The difficulty lies in balancing the matchmaking width—narrowing it may lead to long wait times, while widening it could result in matching players with significant skill gaps. Sakurai emphasizes the potential everlasting sense of humiliation for players who cannot reach the top ranks. To address this, Super Smash Bros. incorporates a Global Smash Power system, quantifying a player's strength relative to the global player population. Despite some issues, Sakurai finds it more effective than conventional rankings. He also introduces the concept of VIP Rooms, allowing top players to engage in VIP matches and preventing high-level players from constantly facing lower-ranked opponents, providing insights into the complexities of ranking systems and the need for innovative solutions.



Name: The Power of Suggestion [Work Ethic].

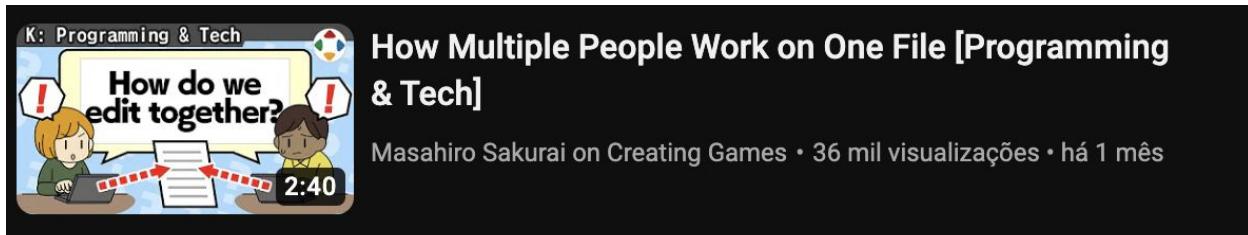
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 8, 2023.

URL: <https://youtu.be/QI39AHhZNcY?si=bdoiE9UISehhi146>.

Summary:

In this video, Sakurai shares a personal experience from his middle school days where, despite being consistently at the bottom in physical education, he unexpectedly won a first-place award. He attributes this success to a mental trick – using the image of a large, menacing machine chasing him as motivation. Sakurai vividly describes visualizing a massive piece of machinery with rotating blades and powerful jaws, symbolizing the pursuit of failure. With the looming threat in mind, he would sprint desperately, imagining that his legs were about to be crushed. The result: a surprising victory at the finish line. Sakurai acknowledges the somewhat absurd nature of this mental trick but emphasizes the power of suggestion. He suggests that having a mindset focused on escaping or avoiding impending challenges can be more effective than merely striving toward a goal. While admitting the anecdote may sound bizarre, he underscores the importance of the psychological approach in facing challenges and meeting deadlines, drawing parallels to the impact of a looming deadline in motivating individuals to complete tasks efficiently. Sakurai concludes with a humorous note about the effectiveness of the "running away" mentality in certain situations, highlighting the significance of mental preparation in various endeavors.



Name: How Multiple People Work on One File [Programming & Tech].

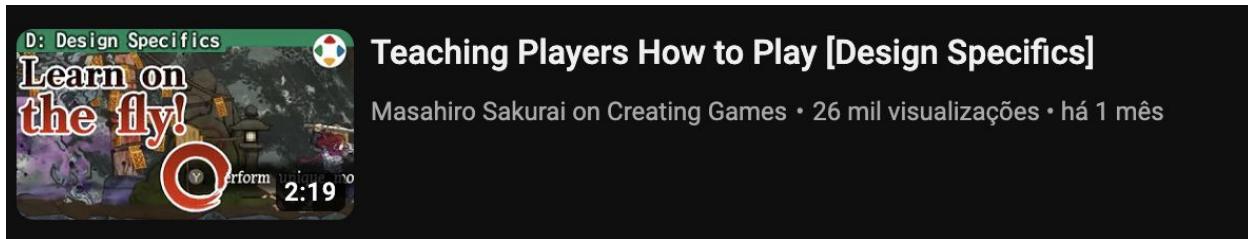
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 12, 2023.

URL: <https://youtu.be/s5u7VqDl-1I?si=sajTS3wnWzeFCojQ>.

Summary:

When game development teams are large, with hundreds of creators working on the same game, the challenge of managing files efficiently arises. Sakurai explains that game production involves countless files, potentially numbering in the tens or hundreds of thousands. These files need careful organization and monitoring. Typically, a version control system or management tool is employed, where files are stored on a server. When someone wants to edit a file, they lock it, preventing others from simultaneously editing. However, this method can be inefficient for large files and may lead to conflicts. Conflicts occur when two or more people attempt to edit the same file simultaneously. While management tools attempt to resolve conflicts automatically, sometimes manual intervention is required. Unexpected issues, such as ancestral reversion (where edits disappear, reverting to a previous state), can occur despite logical systems in place. Despite these challenges, many projects continue to use such management tools, and Sakurai highlights the curious nature of the issues that can arise, even when theoretically everything should proceed smoothly.



Name: Teaching Players How to Play [Design Specifics].

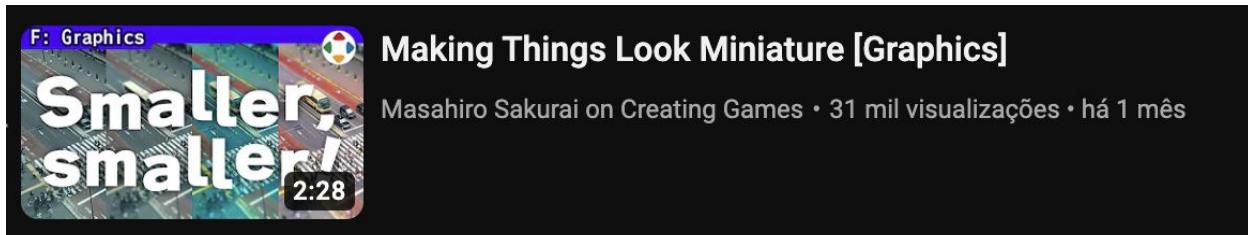
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 16, 2023.

URL: <https://youtu.be/Icl-jMlz1iY?si=MCoksnwoARSGSTYm>.

Summary:

Mastering game controls from scratch is a challenging task due to the complexity of operations. While many genres have similar control schemes that experienced players can quickly grasp, relying solely on these common controls hinders the evolution of game systems. To introduce unique controls or break down rules, tutorials become essential. However, Sakurai notes that tedious tutorials, especially those involving lengthy text or practice fields, are undesirable. A common approach is incorporating text in the initial stages and along the way, allowing players to read and practice simultaneously. In the case of Super Smash Bros., the use of demo movies has been employed, but Sakurai emphasizes the importance of actively engaging players in learning through gameplay. While he expresses regret about not implementing a mode in Super Smash Bros. Ultimate that allows players to learn techniques while playing, he underscores the significance of ensuring a deep understanding of controls.



Name: Making Things Look Miniature [Graphics].

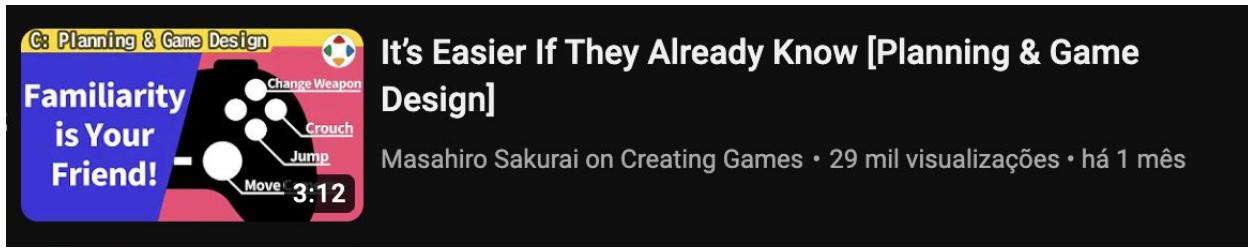
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 19, 2023.

URL: [https://youtu.be/omeFOX21-wc?si=RxXBjj02pUnA\\_2ox](https://youtu.be/omeFOX21-wc?si=RxXBjj02pUnA_2ox).

Summary:

When creating games, a common issue is the mismatch of scale, where objects that should appear large end up looking small. Sakurai discusses a somewhat unrelated topic but provides a guide on creating miniature photography for a more atmospheric effect. He recommends capturing an overhead photo, blurring the top and bottom to create a sense of depth, and slightly reducing the saturation on the sides to remove atmospheric haze. While these techniques contribute to a miniature effect, Sakurai emphasizes that applying them indiscriminately may cause large objects to appear smaller. Balancing factors like focus and color saturation is crucial to maintaining the proper scale perception. He notes that even though these discussions may seem basic, they are fundamental considerations in the visual presentation of video games, requiring attention to texture and a conscious awareness of the final output during the creation process.



Name: It's Easier If They Already Know [Planning & Game Design].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 22, 2023.

URL: <https://youtu.be/ANerCiyfJjo?si=WyrdTpjH0a1iZTDS>.

Summary:

In this video, Sakurai discusses the uniformity of controls in overseas first-person shooters (FPS) and the importance of prioritizing immersion, world-building, and unique scenarios in games. He emphasizes the efficiency of assuming players' familiarity with common mechanics, avoiding lengthy explanations for actions like shooting and throwing grenades. Sakurai acknowledges the need to cater to players unfamiliar with gaming conventions while highlighting the advantage of standardized controls for experienced players. He briefly touches on the challenge of implementing key configurations in Super Smash Bros. and shares an anecdote about the unconventional controls in the game Chernob, expressing a sense of nostalgia for unique experiences that may be lost with standardized controls.



## Creators Change, Too [Grab Bag]

Masahiro Sakurai on Creating Games •

Name: Creators Change, Too [Grab Bag].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 26, 2023.

URL: <https://youtu.be/pb4MCvedyOg?si=y7MLvnNtusPG-boE>.

Summary:

In this casual discussion, Sakurai reflects on his early days in the industry, surrounded by older colleagues who have gradually disappeared from the gaming scene as he has aged. He contemplates the whereabouts of former acquaintances, recognizing that many individuals in the gaming industry or other fields undergo changes in their careers or pursuits. Sakurai encourages a more nuanced perspective, cautioning against assuming someone has "ended" just because they may not be visibly successful in the gaming industry. He acknowledges that people find fulfillment in different endeavors and emphasizes the importance of individuals finding their own paths in life, with the freedom to choose and evolve. As Sakurai continues his work in game development and hosting this program, he acknowledges the dynamic nature of careers and the diverse journeys individuals take.



Name: Finish Everything Within the Day [Team Management].

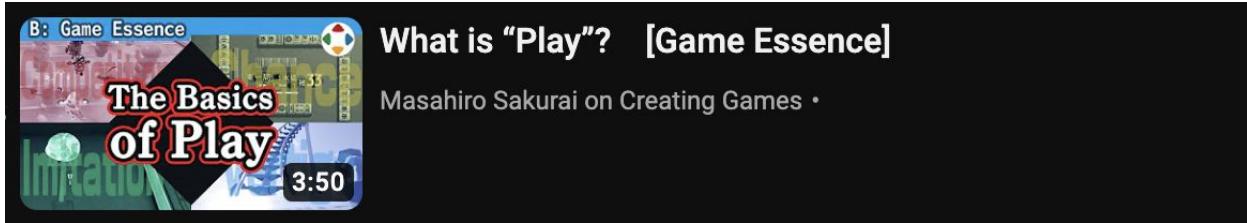
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: December 29, 2023.

URL: <https://youtu.be/j1qLM0yfOuY?si=2VZIkZoKOVg4TdZU>.

Summary:

in this video, Sakurai discusses the extensive responsibilities he oversees within his team, involving various tasks related to product development. He emphasizes the importance of communication through email for handling supervision requests within the team, highlighting the need for prompt responses to maintain efficient workflows. Sakurai shares insights into his approach to supervision, stressing the significance of addressing correction points quickly and not accumulating unread emails. He also touches on the challenges of varying time constraints and suggests allocating specific times for uninterrupted work to enhance productivity. Ultimately, Sakurai underscores the importance of managing one's time effectively amid a constant influx of emails and responsibilities.



Name: What is "Play"? [Game Essence].

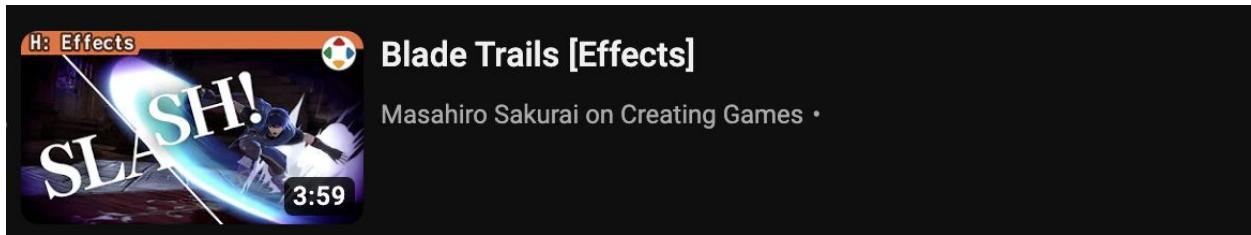
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 2, 2024.

URL: <https://youtu.be/g5uooUqdXXs?si=RqTE48xv3wEKgb1r>.

Summary:

In this video, Sakurai delves into the essence of play and its connection to human behavior. He introduces the four elements that define play, as outlined in the book "Homo Ludens" by Johan Huizinga: Agon (competition), Alea (chance), Mimicry (simulation), and Ilinx (vertigo). Sakurai emphasizes the significance of these elements in understanding the appeal of games, particularly the competition aspect (Agon) in his game design philosophy. He also briefly discusses his personal perspective on play, viewing it as a form of training that contributes to various aspects of human life, including physical, mental, and social elements. Sakurai reflects on the value of play in providing joy, relaxation, and meaningful experiences, ultimately contributing to a more fulfilling and human existence.



Name: Blade Trails [Effects].

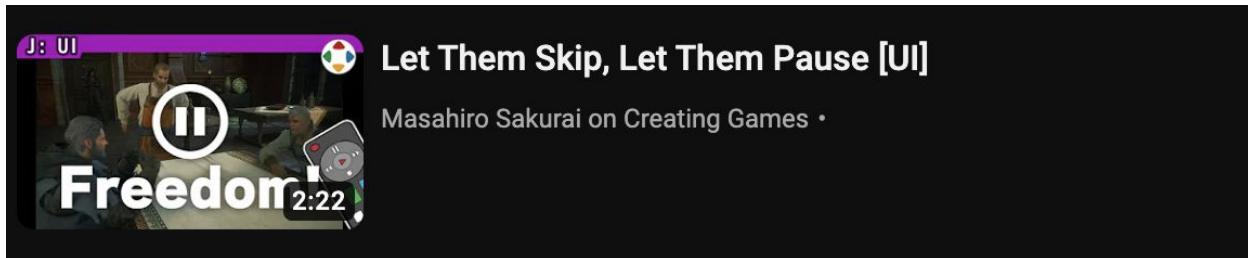
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 5, 2024.

URL: <https://youtu.be/X0GdWg2Q7z8?si=fYetnwvCWPXB9wZ4>.

#### Summary:

In this video, Sakurai discusses the concept of "風切り" (fury slashes), referring to the trail left behind when swinging a sword. He explains two main methods for representing this effect in games. The first method involves creating polygons along the path of the sword, with these polygons appearing as a fan-like shape. The second method utilizes flat polygons placed briefly during the swing motion, creating a more rapid and stylized representation. Sakurai highlights the importance of adjusting motions to enhance the visual impact of these effects. He showcases examples from characters in Super Smash Bros., such as Lucina, Marth, Ike, and others, each having a distinct visual style for their fury slashes. Sakurai emphasizes the significance of achieving a satisfying visual impact for these effects in 3D games, acknowledging the challenges in motion adjustment and the overall effort involved in creating compelling fury slashes.



Name: Let Them Skip, Let Them Pause [UI].

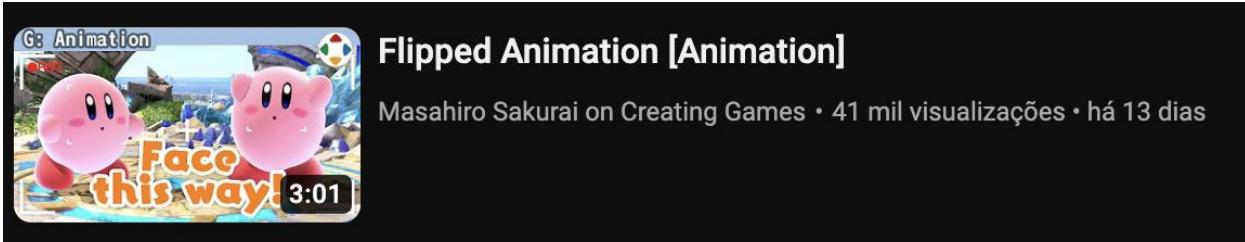
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 9, 2024.

URL: <https://youtu.be/Y4-eS6Ezui8?si=7SIB-ePWXWj6zu7R>.

Summary:

In this video, Sakurai emphasizes the importance of allowing players to skip certain elements like company logos or opening sequences in games. He acknowledges that there might be instances where skipping is restricted by guidelines or regulations, but suggests that it's essential to prioritize player convenience. Sakurai notes that even if a specific save data or event is crucial, there's no guarantee that the player will experience it for the first time in their playthrough. He recommends making skip options available whenever possible, citing the prevalence of dialogue-based skips in current games. Additionally, he highlights the need for players to pause or skip cutscenes easily during interruptions like phone calls or real-life events. Overall, Sakurai advocates for a player-centric approach to enhance the gaming experience by allowing flexibility in skipping non-essential elements.



Name: Flipped Animation [Animation].

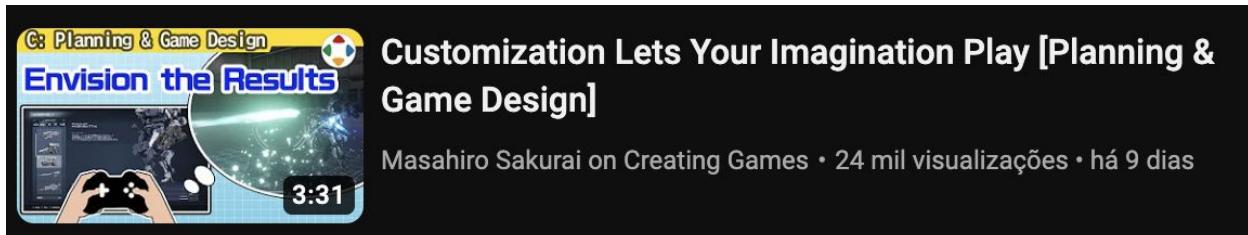
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 12, 2023.

URL: <https://youtu.be/TJDMDxnWU5g?si=89rrL8l2uv937fxh>.

Summary:

In this part, Sakurai introduces the concept of mirror image posing or motion, a technique used in games where characters face each other but have different orientations, such as one facing forward and the other backward. He mentions that in games like Street Fighter 2, characters were created with sprites, allowing for easy left-right flips. However, in more recent polygon-based games like Street Fighter 4, mirroring becomes more complicated as each motion needs adjustments. Sakurai highlights the visual appeal of having characters face the camera, and he refers to this as "Flick Motion Pose." He explains that while it may not be applicable to characters holding items in both hands or asymmetrical designs, it enhances the overall viewing experience in games like Super Smash Bros. Sakurai also shares a humorous tidbit about the character DJ in Street Fighter 2 and how the choice of "Maximum" for his shorts was a clever design workaround for left-right symmetry. He concludes with a fun fact about Kirby's Maxim Tomato, which also benefits from being easily adaptable to mirror imaging.



Name: Customization Lets Your Imagination Play [Planning & Game Design].

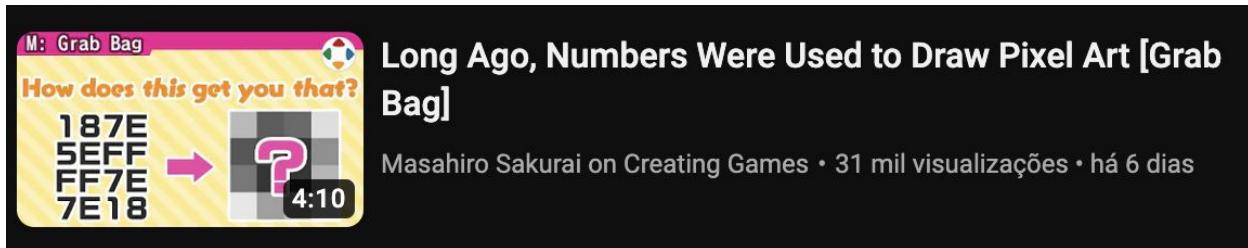
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 16, 2024.

URL: <https://youtu.be/rwE-EEn3hYU?si=TwzHqUyE2xpkxtSd>.

Summary:

In this video, Sakurai discusses the importance of customization in games, particularly in those featuring mechs or similar elements. He underscores that the process of customization should be inherently enjoyable, considering the player's experience during creation. Sakurai outlines five key considerations for effective customization: the need for intuitive effects, clear trade-offs between customization options, easy selection of options, swift trial and error, and the importance of stylish design. He emphasizes that customization should offer a qualitative, engaging experience for players, going beyond numerical values and enhancing the overall enjoyment of the game.



Name: Long Ago, Numbers Were Used to Draw Pixel Art [Grab Bag].

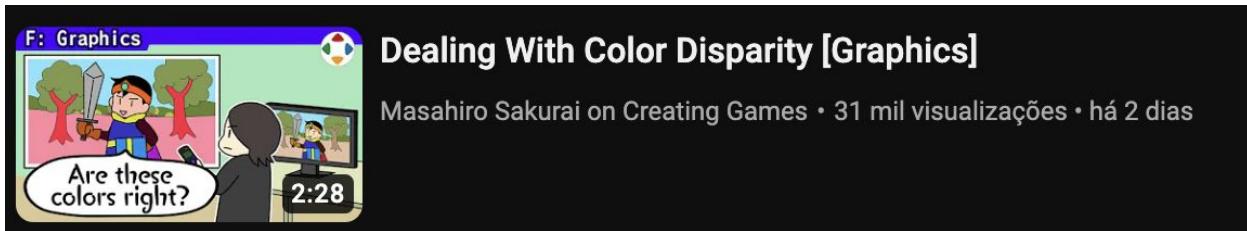
Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 19, 2024.

URL: <https://youtu.be/5pJC1YLMbhk?si=LS9ciW-5ctira8TR>.

Summary:

In the early days of computing, when personal computers were called "マイコン" (Maikon) in Japan, creating game graphics involved manually inputting pixel data using hexadecimal code. Sakurai explains the basics of hexadecimal numbers, where each digit represents four bits, allowing for concise representation of pixel patterns. He demonstrates how different combinations of hexadecimal values create pixel art and highlights the nostalgic aspect of early computer graphics. Despite the simplicity of the process, Sakurai acknowledges the shift towards more advanced and user-friendly tools in contemporary game development.



Name: Dealing With Color Disparity [Graphics].

Author: Masahiro Sakurai, Masahiro Sakurai on Creating Games.

Date: January 23, 2024.

URL: <https://youtu.be/240NQ--7xvU?si=P1t7VncZBMMcfi9f>.

Summary:

In this video, Sakurai addresses a long-standing issue in graphics development – the variability in monitor colors among team members. He explains the challenge of ensuring consistent color and brightness across different monitors, even when using the same make and model. Sakurai highlights the critical nature of color accuracy for artists and supervisors, as variations in monitor output can impact the visual quality of the game. Despite efforts to calibrate and adjust monitors, there are limitations to achieving perfect uniformity. Sakurai emphasizes the importance of creating systems within the team to minimize color discrepancies and suggests using lighting conditions that don't introduce excessive color bias. He shares an illustrative image demonstrating the significant differences that can occur when viewing the same content on monitors with varying color representations.