Nina Notes

* Tacoma – wings locked, designed station to account for that
  + A few locks, not super important though
  + Layout space so player passes through, despite locks
  + How is player going to walk through it
  + Hub & spoke structure
    - Each wing has is a central space
    - Dining room—branches to other spaces, 1 or two places to branch off
    - Lighting, see through playtesting, sightlines, order things visually
    - Place story elements in space
    - Order in which rooms are connected
    - Not too confusing pieces, trust people to put together stories out of order if nuggets of info are small enough or clear enough
* Trust the player to make connections on their own
  + Always designing the way you put the story in the game to be concise and clear
  + Certain things can’t understand out of order, that’s when you use gating
  + Don’t overwhelm with irrelevant info
  + Focus on specifics
  + Diary—knowing it’s from that one source helps understanding
  + Present information in a consistent way
  + In Tacoma, you know the AR is security footage
* Write story in story beat format
  + Bullet points of story
  + Organize story into beats, find story one beat at a time
  + Don’t present too much story at one time
* Playtests—ask people to say what they think is happening
* Start with taking notes, then write a script in google docs
* Kimmy has ensemble cast, wrote character profiles
  + Pretty detailed so they could write them consistently with two writers
  + Little details, when’s their birthday, bio
* Map
  + Center hallway is straight shot to lookout, rooms are square
  + Key elements that will occlude the player’s view
  + Draw columns, break up spaces with occluders
    - Big wardrobe that blocks a corner of the room
    - Draw in blocks/circle to indicate blocks of line of sight
    - That way players can’t see everything at once
    - Have really obvious stuff you want them to see first in front of occluders
    - More stuff “gated” behind occluders
    - Dining room in Tacoma—draw table in from paper map
    - Leave room 1’s door open, lighting, stuff like that to lure player in
    - Animation, decoration on doors, anything to draw the eye
    - Occluders helpful with that too—block line of sight to doors you don’t want them to go to first (columns, etc.)
* Good level design
  + Dishonored (first one)
    - Dr. Galvanni’s mansion
  + Prey
  + Half-life 2
  + Bioshock