Some Questions before Game Design

In what way is my world more interesting than the real world?

Does my world focus on one individual's story or can several stories be told?

How will the player internalize my world?

The Game World

When you build a game you construct a Universe, It will have

- Physics
- Boundaries
- Interfaces

The Building Blocks of Game World Design

- The Field of Play

- The Game Mechanic

- The Rules of Play

- The Outcomes of Play

- The Objectives of Play

- Player Resources and Conflict

THE FIELD OF PLAY

- The field of play has to be consistent and work within the mechanics and rules of the game world.

- The design of the interface between the player and the world is also an aspect of the field of play (How does the player navigate through the world and how does the world react to the player?).

- The field of play can also be thought of as the game's boundaries, tasks, and outcomes.

- The field of play is defined by the media it is played on. Game worlds can be generated to be infinite or ever-changing, but the rules and mechanic must remain consistent.

- The field of play can constrain and guide the player towards a goal (this is part of level design).

THE GAME MECHANIC

- The mechanic of a video game does not just refer to the "nuts and bolts" of the game or just the programming and art assets.

- The mechanic is what the game is, how it plays, and how the player interacts with the game.

- Mechanics explain the gameplay, environment, and physics of the world.

- They're what a player can and cannot do, as well as how they interact within the game space.

THE RULES OF PLAY

In video games, the rules define the potentiality of any space for play and define and restrict an array of possible actions

- Rules limit actions

- Rules must be explicit, unambiguous, and consistent

- The game should never give the impression of "cheating" the player by changing rules and outcomes on the fly

- Rules have to be consistent within the game, but they do not have to be consistent across games

Game Design Document

A general document should include:

• An overview of the game's premise: what the game is and what platform it is intended for.

• The story (if there is one).

• Concepts for level designs and environments (which could be mood boards or sketched art).

• Gameplay (What is the mechanic? What are the rules?).

• Art: sketches, mood boards, tone art (What does the world look like?).

• Sound and music (How much will there be? Do specific characters have specific sounds? Does each level require new music?).

• User interface: game controls (which may change once production is underway, but it is useful to know if the game has "conventional" controls and interfaces or if it is bringing something unique or unusual to the genre).