











PAW & ORDER – GAME DESIGN CANVAS

<div>GAME AESTHETICS</div> <div></div> <div><p>The Game Aesthetics are the emotive reasons for playing.</p><p>With Paw & Order, we want to achieve a mixture of funny and cute looking settings and characters, and more of an adult humour.</p><p>With a lot of all-round settings and characters, we want the player to feel fun, entertainment, variety and curiosity.</p></div>	<div>GAME DYNAMICS</div> <div></div> <div><p>The Game Dynamics are experiential play that are created by the mechanics.</p><p>In Paw & Order, the main Dynamics are:</p><ul style="list-style-type: none">Conversations (which sometimes differ based on which actions the player performs) to drive the story forwardProblem solvingFinding hintsDifferent challenges and sidequests to make the player do more than just complete the game</div>	<div>MAGIC CIRCLE</div> <div></div> <div><p>The magic circle encloses the virtual world that the player immerses into.</p><p>The Magic Circle in Paw & Order is created by having the player engage in a whole other world, with its own history, politics and laws.</p><p>There are scripted cutscenes in the game to ensure that the player gets to know the progress of the story and thus feels immersed into the virtual world.</p></div>	<div>UNIQUE VALUE PROPOSITION</div> <div></div> <div><p>Paw & Order is a classically constructed Point & Click adventure with an original backstory and storytelling approach.</p><p>But it targets a more mature audience by expressing a rather dark and sarcastic humour, and it offers an open world feeling to the player and allows him to move freely inside this world.</p></div>	<div>PLAYER TYPE</div> <div></div> <div><p>The player types the game is designed for would be the Achievers and the Explorers.</p><p>Achievers will have fun with Paw & Order, because they want to act on the world and immerse themselves into it, which is exactly what Paw & Order provides. Although there are no levels or point gaining systems in Paw & Order, it nonetheless offers a little open world with lots of challenges and quests for the Achievers to complete.</p><p>For the Explorers, the game offers the feeling of a little open world that can be discovered. Explorers can interact with the world, and the world changes around the player based on his actions.</p><p>The Socializer player type is only approached in that there are a lot of NPCs in the world with whom the player can sympathize and communicate, but there are no other real players involved.</p></div>
<div>UX HUMAN NEED</div> <div></div> <div><p>User Experience can be defined as the consequence of fulfilling the human needs for either competency, stimulation, relatedness, popularity, and security through the interaction with the product.</p><p>In Paw & Order, the human needs of Competence, Stimulation, Relatedness and Popularity are addressed.</p><p>The player can feel competent whenever he finds clues and hints or completes quests. He can be stimulated and thus feel entertained through the original backstory and setting of the game, but also through funny conversations with NPCs. The player can also feel relatedness towards these NPCs, because the game involves a lot of conversations with them and each one of them is different, has a different story, attitude and character.</p><p>From this also derives a feeling of popularity amongst the NPCs in the town, because they react positively to the achievements you gain during the game.</p></div>	<div>GAME MECHANICS</div> <div></div> <div><p>The Game Mechanics are the underlying rules and systems that make up the game. Paw & Order basically consists of the following mechanics:</p><ul style="list-style-type: none">PC only, but could be ported to Mobile as well2D, Third-Person side viewPoint & ClickPuzzles and Mystery SolvingInteracting with the world, objects, and charactersAvatar-approach (the player plays as the main character „Charlie“)Single Player (story-oriented, narrative)OfflineActions: Walk, interact with objects (look at, pick up, give to), talk to NPCsThe game is won when all main quests are completed and thus the storyline finishedVisual and audio feedback (objects appearing/disappearing, sound effects, ...)Structure: small “open world”, the player can go wherever he wants whenever he wants (there is only one restriction in the beginning where he can’t leave his town before having met a specific condition), the story progresses inside this world and the world and characters change during gameplay based on the player’s actions.</div>	<div></div> <div></div> <div><p>In order to keep the Game Flow at the right level, Paw & Order always keeps the player busy and entertained with quests and exploration possibilities, without overwhelming him.</p></div>	<div>PATH 2 PLAYER</div> <div></div> <div><p>An intro video shows the backstory of the game, to pick up the player and let him begin to immerse himself into this virtual world. Also, there are a lot of diverse NPCs with different attitudes and opinions, who will also react to some degree to the progress of the story.</p><p>In the end, an outro video marks the end of the prototype, but also tries to make the player curious how the story will continue.</p><p>Most of the time, the player has to find out on his own what to do next or where to click – like most Point & Clicks do – to ensure the feeling of an “open world”, but there are some indicators to guide the player, like different tutorial texts. But NPCs as well serve as player guides, because they often suggest the player’s next actions to him („Let’s go to XYZ!“).</p></div>	
<div>THEORETICAL BACKGROUND</div> <div></div> <div><p>Anderson’s theory: Bottom-up vs. top-down approach During development, we mix these two approaches. Point & Click Adventures need to focus on the experience we want the player to have (Top-Down-Approach), but it is also important that the game if functional and usable, otherwise the story cannot be transmitted optimally (Bottom-Up-Approach).</p><p>MDA Framework: The MDA Framework from Hunicke, LeBlanc and Zubek is followed closely during the development of the game in order to further understand the different perspectives of designers/developers and users. (https://www.cs.northwestern.edu/~hunicke/MDA.pdf)</p><p>Bartle’s Taxonomy: Richard Bartle’s Taxonomy of player types was used to understand the player types of our game so that we could then adjust the design to the player types we want the game to appeal to. (http://www.arcadetheory.org/wp-content/uploads/2014/03/1996bartle.pdf)</p><p>K. Salen, E. Zimmerman: Rules of Play - Game Design Fundamentals: The concept of the magic circle is described in Salen and Zimmerman’s book. For a Point & Click Adventure, storytelling is an important aspect. Transmitting this story and feelings to the player can be achieved by creating a virtual world, a magic circle, that the player can immerse into. (https://gamifique.files.wordpress.com/2011/11/1-rules-of-play-game-design-fundamentals.pdf)</p><p>M. Hassenzahl, S. Diefenbach: Well-being, need fulfillment, and Experience Design: The need fulfillment model from Hassenzahl and Diefenbach was also closely considered. Learning about which human needs we want to address, and which human needs the players want to fulfill, help with the improvement of the story narrating. (https://openlab.ncl.ac.uk/designwellbeing/files/2011/10/Hassenzahl.pdf)</p></div>	<div>EVALUATION STRATEGY</div> <div></div> <div><p>We regularly evaluate the game along the development cycle with users from outside the team in order to really pursue a User Centered Approach. There are several testing loops, conducted during the lectures as well as outside of the lecture with friends and family of the development team. In each loop, different aspects are examined to further improve the prototype.</p><p>In all test cycles, the playtesters are given a short introduction to the game. After that, they are invited to simply play the current version of the game. The team observes closely and pays special attention to the aspects we want to test – the playtester meanwhile don’t know what aspects there are, in order for them to play freely and not be influenced by specific tasks. After the players are done testing, the team asks questions regarding the test topic(s).</p><p>These are the topics we examined during tests:</p><ul style="list-style-type: none">Object Handling (How many objects should there be in each scene? Do the players want only useful items, or also useless items that add funny aspects to the situation? Should useful objects be highlighted?)Menu Structures and Appearances (How should the main menu be designed? Which sub-menus are understandable to the player, when e.g. clicking on an object?)Transmitting the Story (How much information should be delivered to the player at once? How much does he want to find out on his own? What should the relation between displaying text and playing sound be?)Examining the Human Needs (What human needs should be addressed in our game to make the players feel engaged?)</div>			