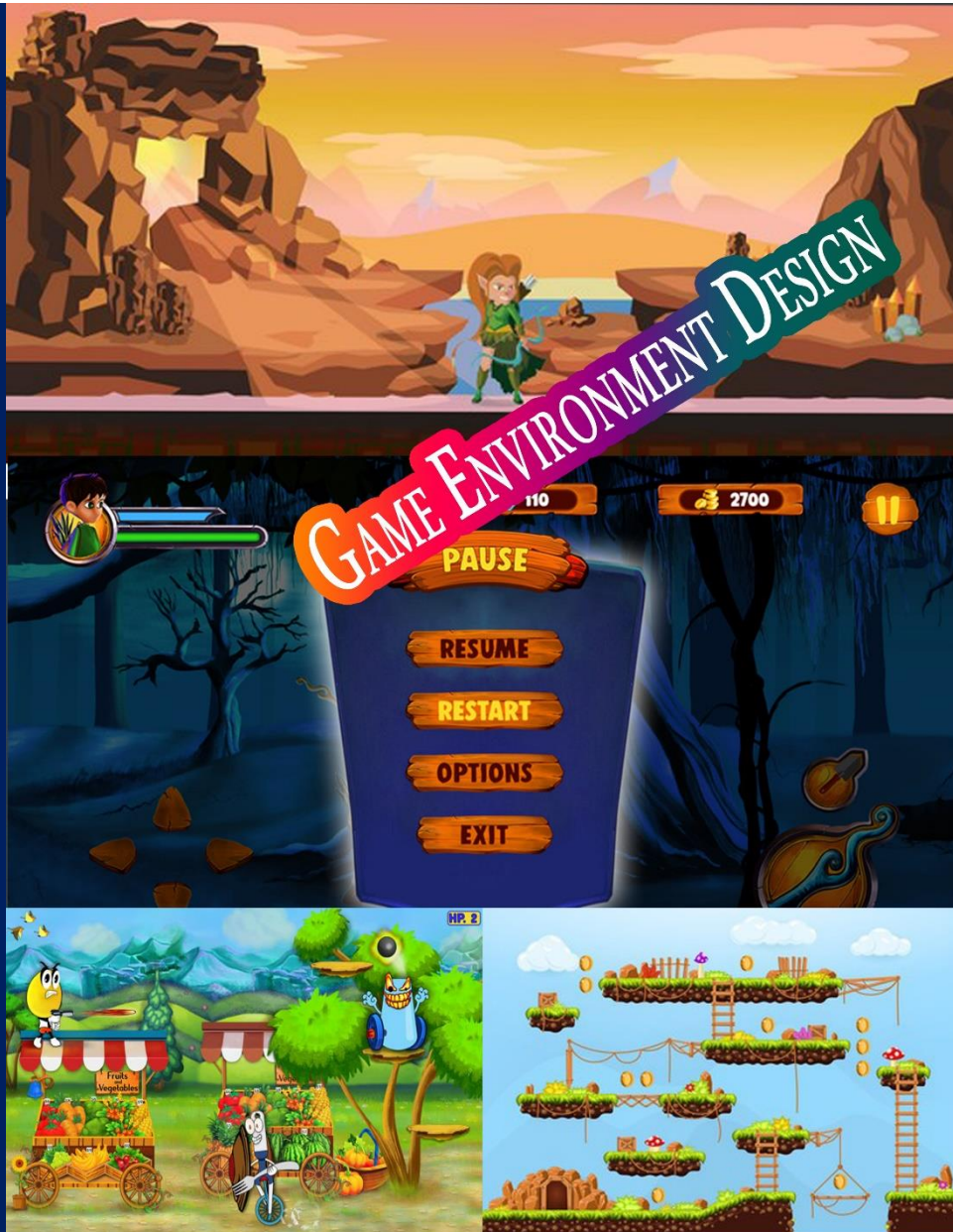


Game Environment Design



Title: Game Environment Design

By: Ali Akbary

Chapter 3 Design Types in Game

Learning Outcome

Objectives of this chapter are: -

- Types of design in games

TYPES OF DESIGN IN GAMES

What do we need to design for the game?

- World design
- System design
- Content design
- Game writing
- Level design
- User interface design

WORLD DESIGN

World design is the creation of the overall backstory, setting, and theme of the game. It's generally performed by the lead or sole designer.



Figure 1 Theme

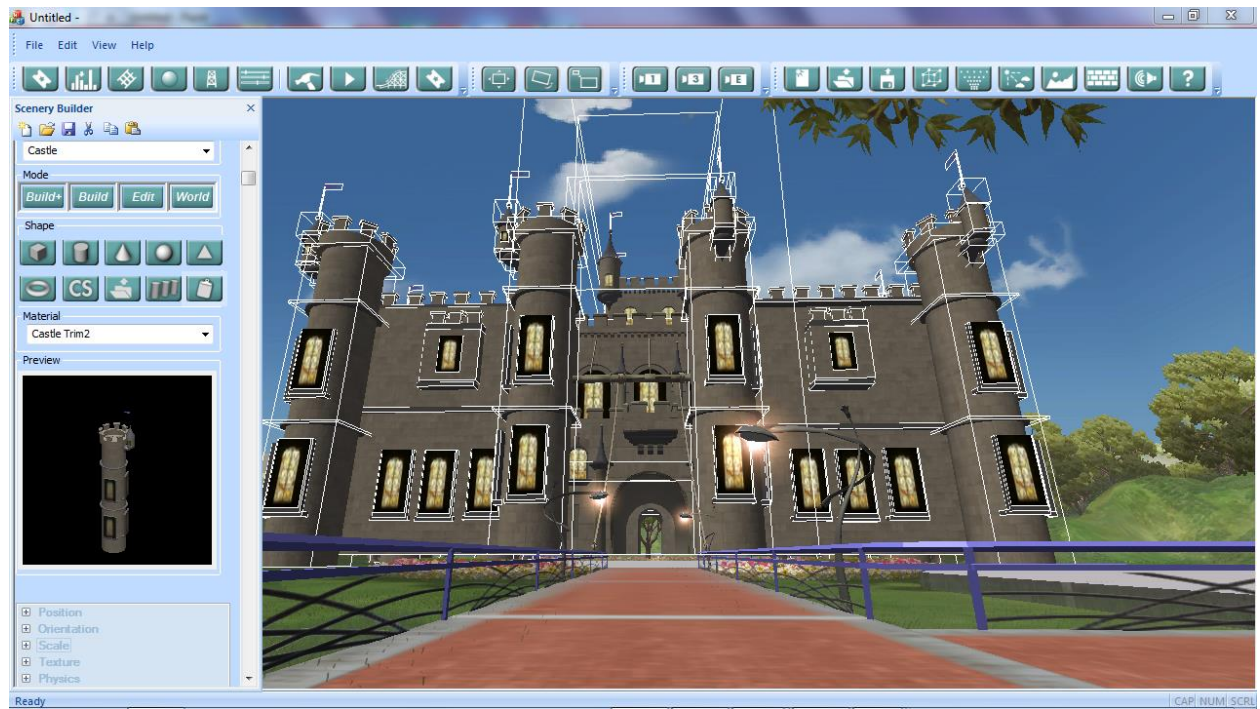


Figure 2 Theme



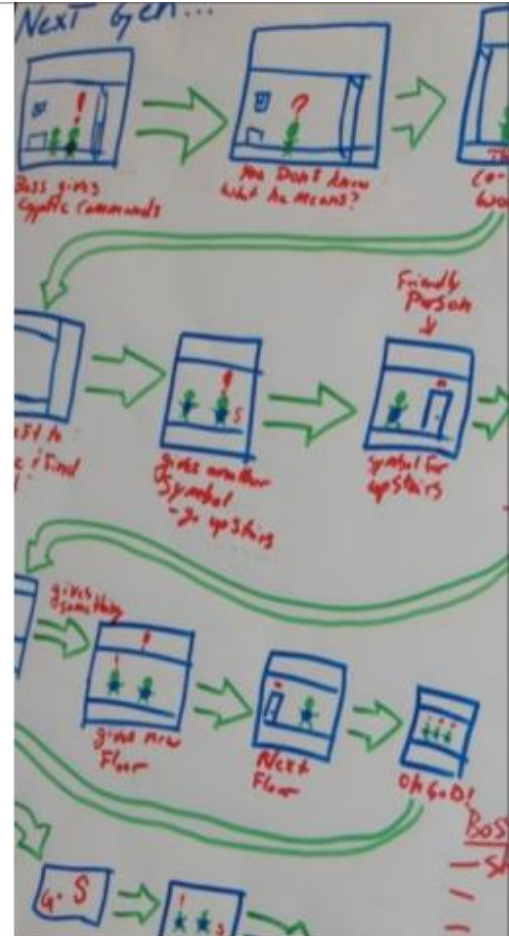
Figure 3 Theme

SYSTEM DESIGN

System design is the creation of rules and underlying mathematical patterns in a game. This is the only game design task that is common to all games, because all games have rules.

Game System Design:

- Central conflict or challenge
- Goals: clear Win-lose state
- Player roles & motivation
 - the means to overcome obstacles
- Multiple pathways to goals
 - “toys” & “tools” for deeper exploration
- Levels of difficulty and achievement
- Player feedback: Reward system
- Rules maintain balanced system
 - frustration versus boredom



Wednesday, February 11, 15

Figure 4 Syetem design

CONTENT DESIGN

Content design is the creation of characters, items, puzzles, and missions. While it's much more common in video games, role playing and collectible card games also feature a significant amount of content.

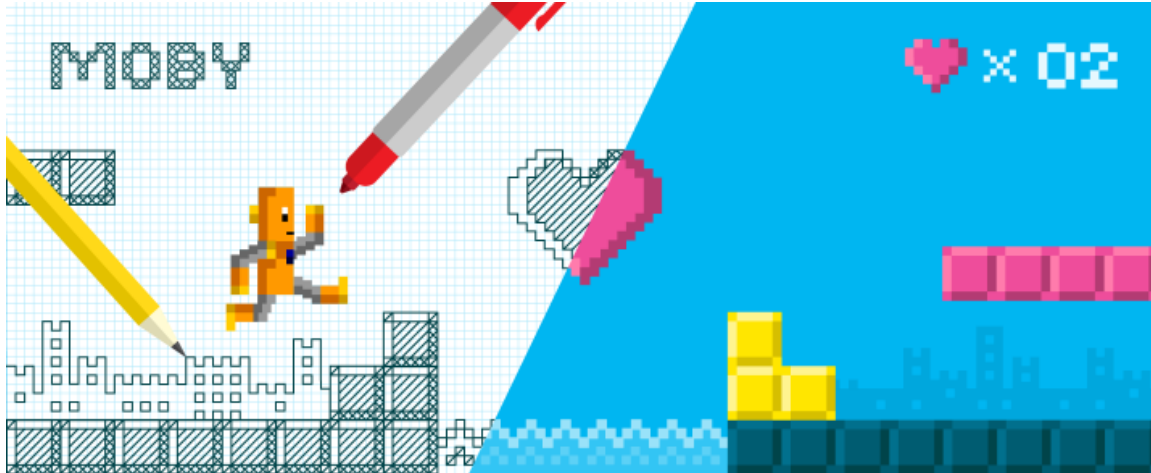


Figure 5 Content Design

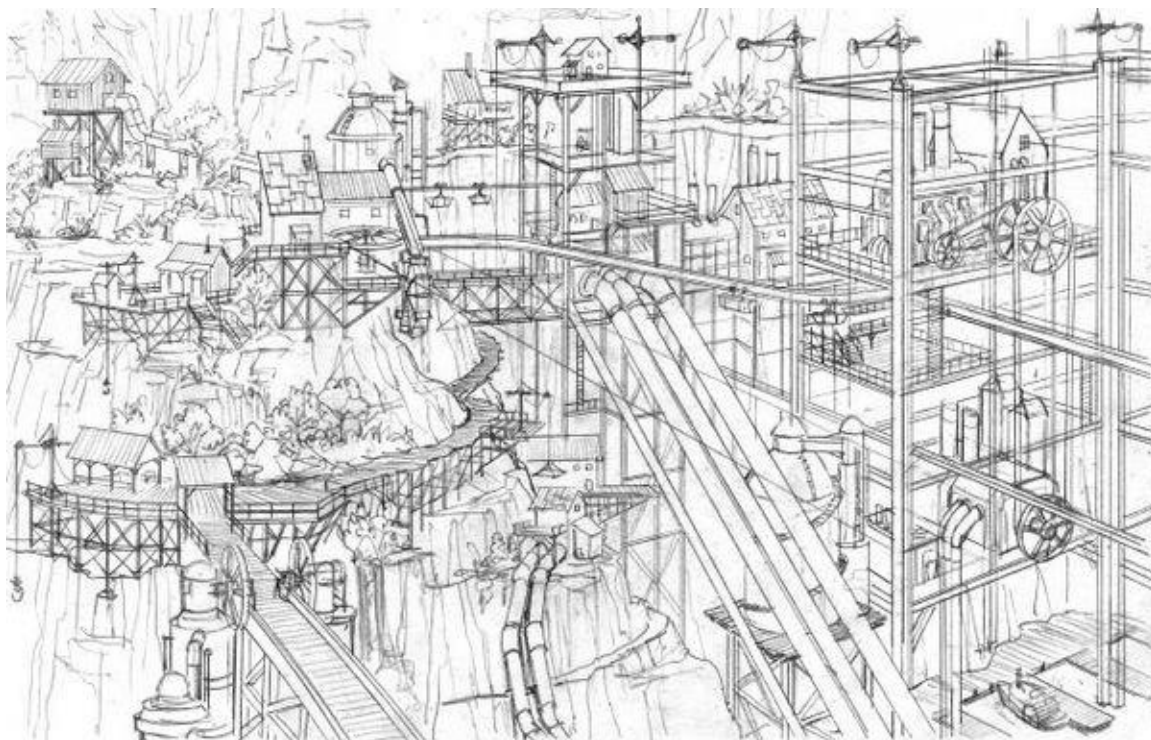


Figure 6 Content Design

GAME WRITING

Game writing is the writing of dialogue, text, and story within the game world.



Figure 7 Game writing



Figure 8 Game Writing

LEVEL DESIGN

Level design is the crafting of levels in a game, including the layout of maps and placement of objects and challenges within those maps. Though level design is a shared discipline dungeon masters have been mapping levels in tabletop paper games since the 1970s—when one refers to a “level designer,” it is a video-game level designer that they are referring to.

METROIDVANIA 101: LEVEL LAYOUT EXAMPLE

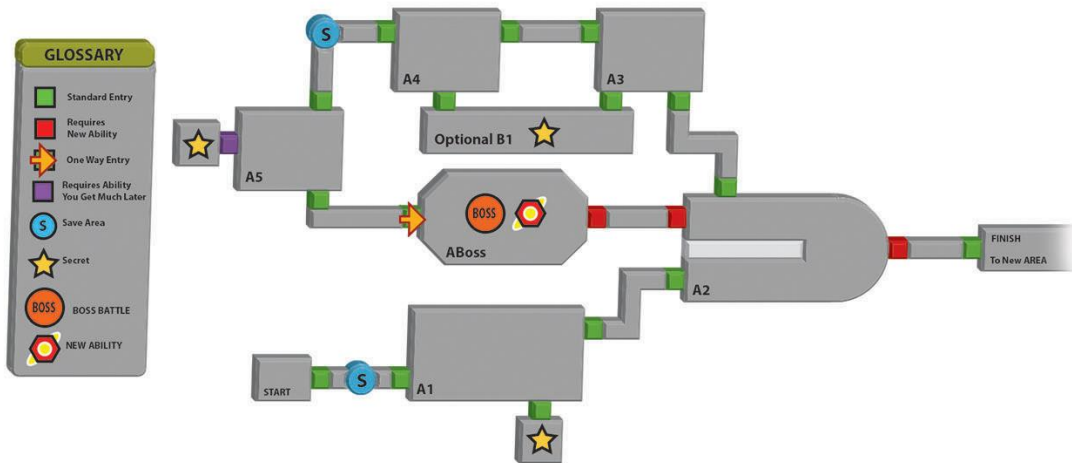


Figure 9 Level Design

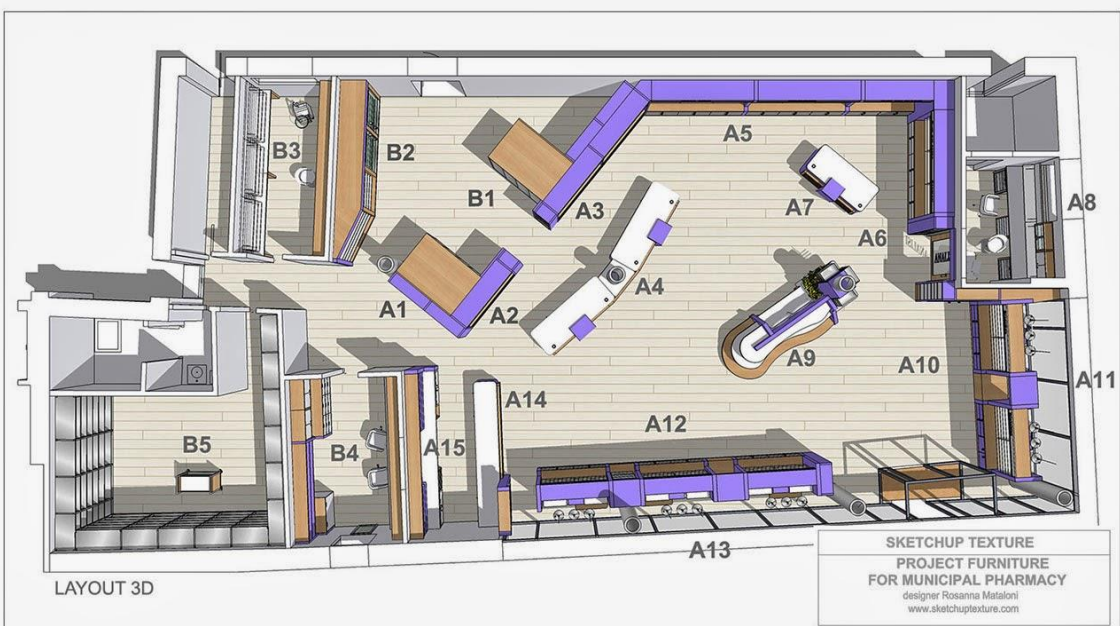


Figure 10 Level Design

USER INTERFACE (UI)

User interface design consists of two things: how the player interacts with the game, and how the player receives information and feedback from the game. All types of games have UI, even non-digital ones. Boards are designed to fit on an average table and cards are designed to be held in an average-sized hand. The game components must present information that is easily understood, used, and interpreted by the players.



Figure 11 Game User Interface



Figure 12 Game User Interface



Figure 13 Game User Interface

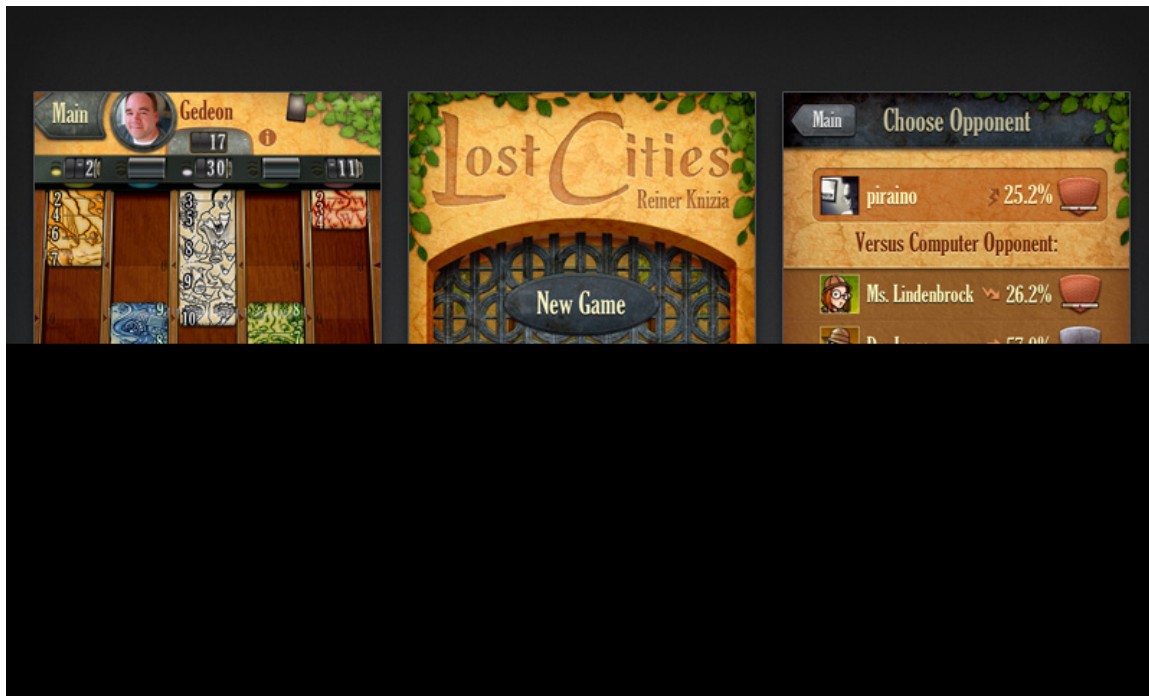


Figure 14 Game User Interface

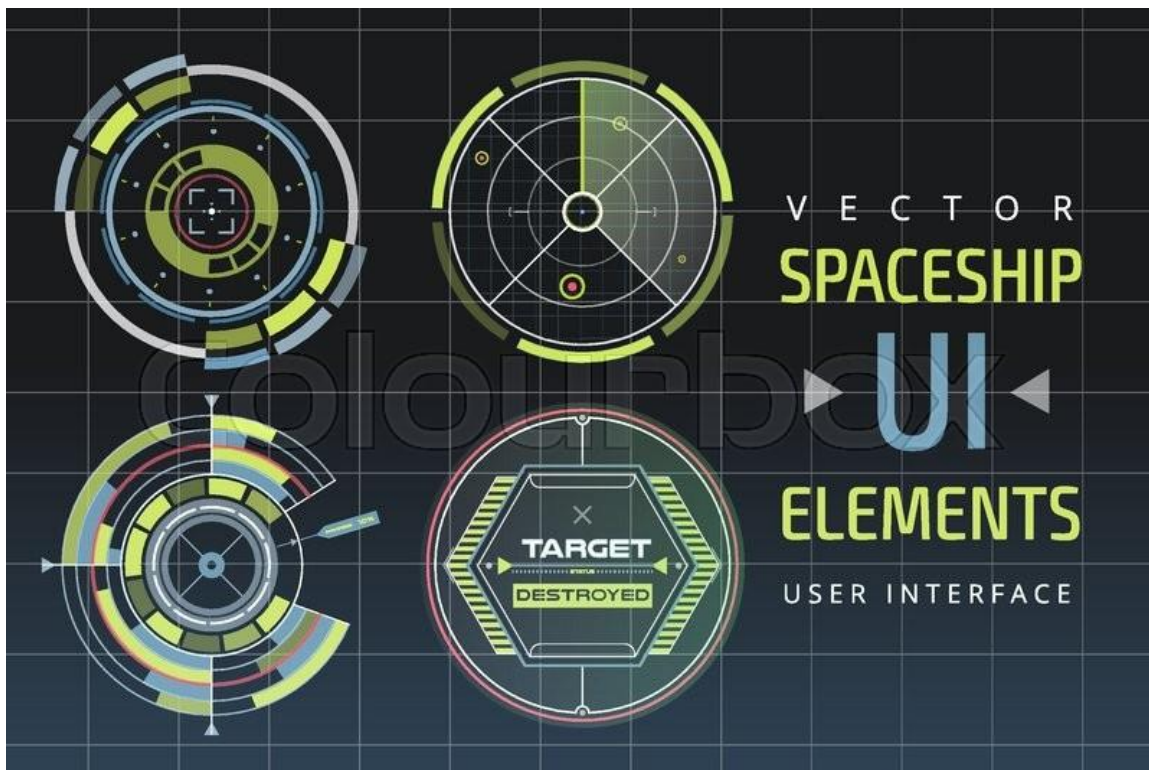


Figure 15 Game User Interface