

Game design and free to play

TC5 : Game design documentation and prototyping

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V1.0.0



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Game design and free to play

- I. Presentation
- II. Mkg
- III. Concept
- IV. Gameplay
- V. L&F/LD
- VI. Doc./proto.
- VII. Ludi.

Game design documentation

- Paper concept / design treatment
- Design documents
- Product specification / game specification

MANSIÓN

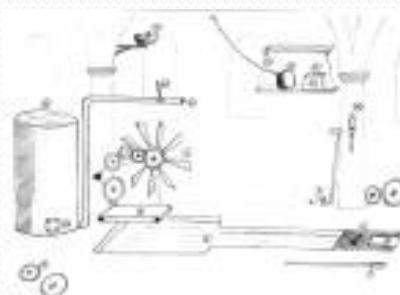
1 REJA DE ENTRADA = GARDA, JERÓNIMO Y GANAS LLAVE (ENTRADA) / ABRIR REJA.
 2 PATIO = SI REVISAS LA TUMBA SALE UN DOGUE MODRIDO QUITA MATA.
 3 ENTRADA = OBTENER LLAVE PARA ABRIRLA (REJA) / AL LADO ESTÁ LA BODEGA 1.
 4 PASILLO = LEER UN LIBRO QUE DICE: HAY UNA ENTRADA SECRETA EN EL LIVING.
 5 COCINA = LLAVE PARA LLEGAR AL MENTERITO / TOMAR ELLIRIC CONTRA EL VENENO DEL CORTE DORADO.
 6 BODEGA = MEDIA LLAVE PARA ESCALERAS DEL SALÓN DE BAILES (NATURALEZA HABITA EN EL TÉMATE).
 7 COMEDOR = SI COMES DEL BOWL DE PROTAS TE MUERES.
 8 ALCOBA HIJO = ABRIR LACAMA, HAY UNA DULCE CON DÁMUM ENTERRADA (MATA AL MODO).
 9 ALCOBA HITA = DENTRO CASO CON SILENCIO PIDE MALSTRUMS (TUMANA) / TOCAR EL ESQUELETO TORPE.
 10 ALCOBA MALSTRUMS = PALLINA ROSSETA CÁNCEROSA (PIANO CON COMBINACIÓN DE LAS PALABRAS DE LA PELÍCULA).
 11 ESCALERAS GIRATORIAS CATAFUMBA = ESCADA LUMINA (NO SIRVE).
 12 CATAUMBAS = ENTRA PARA ENTRAR RON LA IGLESIA, EL ESQUELETO SE MATA CON UNA YEMA.
 13 ESQUELETO = EN METAL DICEN: EN LA TUMBA DEL MENTERITO HAY UN "AVISADOR". EN LA TORRE CON CAMPAÑA, EN EL MISTERIO, EN LA CALAVERA, EN LA TUMBA DE LA CATAUMBAS, EN EL MISTERIO, EN LA CALAVERA, EN LA TUMBA DEL MENTERITO.
 14 LIVING = MODO SENTADA CON DASA (LA COMERAS TIENE UN MANDO SECRETO).
 15 ESCALERAS A PUERACEHEN = LA OTRA MEDIA LLAVE PARA ESCALERAS DE BAILE.
 16 PUERTA = SE ABRE CON LA LLAVE CUCHUMA, EN LA CALAVERA ESTÁ LASERADURA A FABRICAR UNA PUERTA.
 17 MENTERITO = EN LA TUMBA HAY UN MISTERIO (SI APRESAS LA TONDA EQUIVOCAMOS MUERES).
 18 ESCALERAS (SALBAL) = LA PUERTA NO SIRVE, LAS 2 MITADAS LLAVES UNIDAS.
 19 SALÓN DE BAILES = DESPIERTA EN EL BAILARIN CON GACAS DE LA PUERTA DE LA MESA PROTECTORA.
 20 ESC. GIRATORIA (SACAN) = LLAVE PARA LA PUERTA DE LA MESA PROTECTORA.
 21 TORRE PUNTA (SACAN) = ESCONDIDO CONZ PARA PAPALUCA, CALORDE BAILES.
 22 ESC. GIRATORIA (CONCAM) = SE PUEDE TOMAR DEL BAILARIN CON UNA (NO SIRVE), SI DISEÑAS UNA LLAVE SE PUEDE TOMAR.
 23 TORREABAJO (CONCAM) = HAY QUE SUBIR LA ESCALERA PARA SUBIR ALA CAMPAÑA.
 24 TORRE PUNTA (CONCAM) = ESCONDIDA BRENIDA PARA PODER A MALSTRUMS (SI NO LO HACES)
 25 PIEZA PROTECTORA = SE LLEVÓ LA MIERTE SIN ESTRENAR LA TUMBA (NO SIRVE). NADIE LLAVE ESC. GIRATORIA.
 26 IGLESIA = LEER MANUSCRITO Y SILENCIOSO PELAQUAS QUÉ NECESSITAN LA COMBINACION DEL PIANO
 27 MUERES, DODUS ENTRAR ESPAÑOL NUEVO (PASEO DE CATAUMBAS) PARA LLEGAR AL ALTOR DE MESTROS.
 28 TUMBA MALSTRUMS = SE ABRIRY SALE EL PANTAMA MALSTRUMS, SEMIADA CON AGUA BENDITA.
 FIN

TODAS LAS PUERTAS SE ABREN.

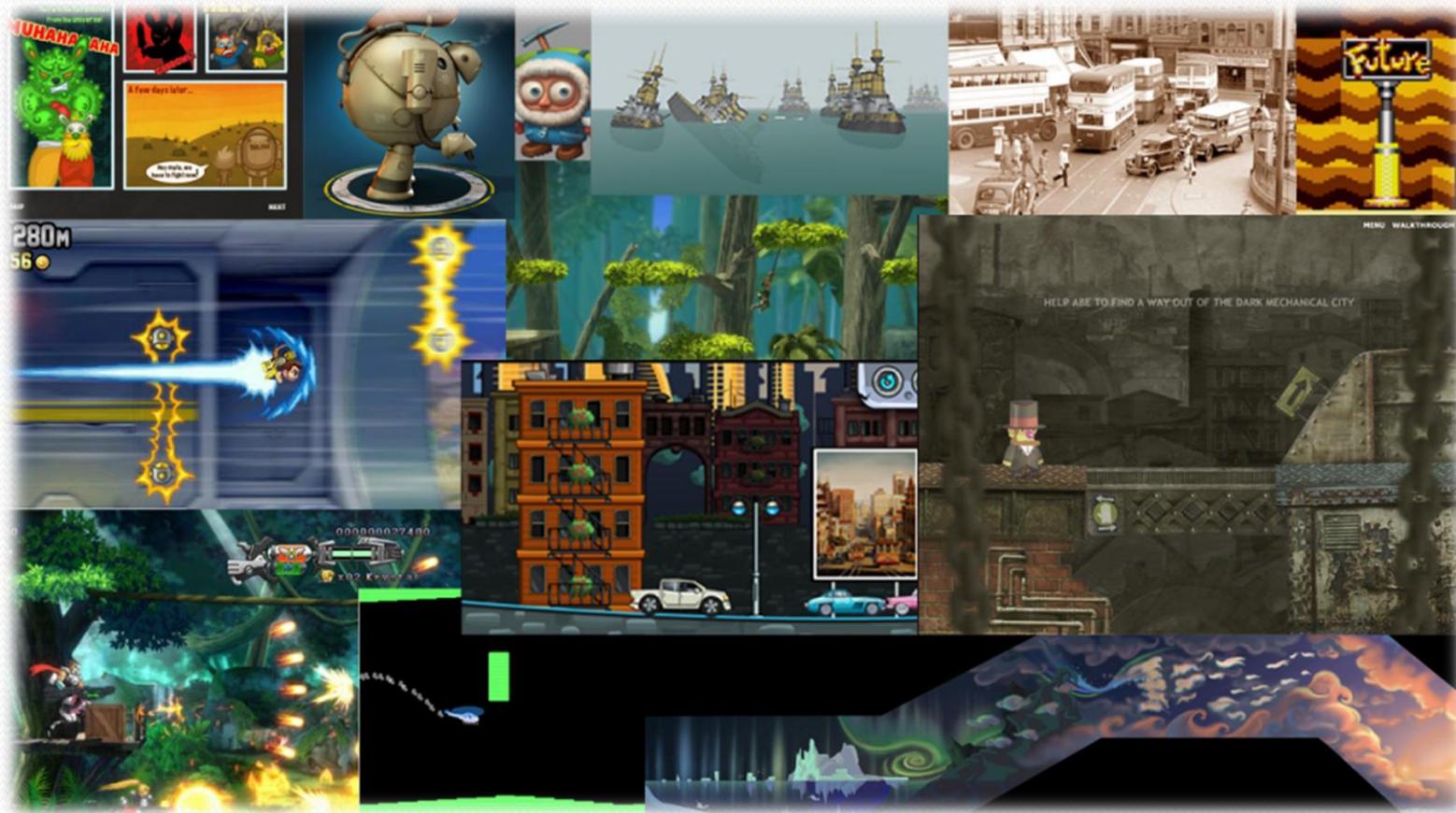


Concept paper / design treatment

- Concept paper:
 - Project **proposition**
- **Game treatment document (GTD):**
 - **High concepts**
 - **Story** pieces
 - **Coregameplay** and visual style
 - **Technical** specifications
 - Gender study: social difference between the gender (optional)



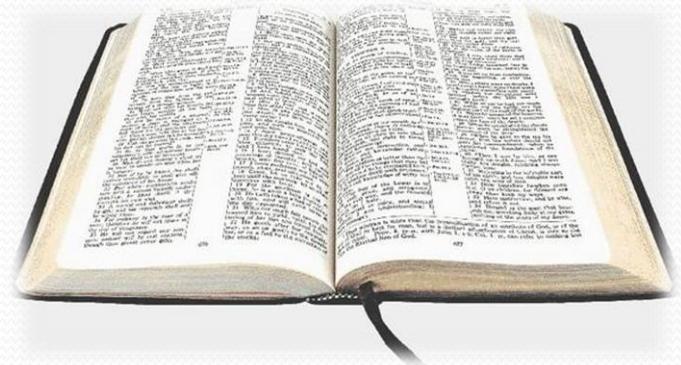
Moodboard



A moodboard may be a video (2 minutes max.)

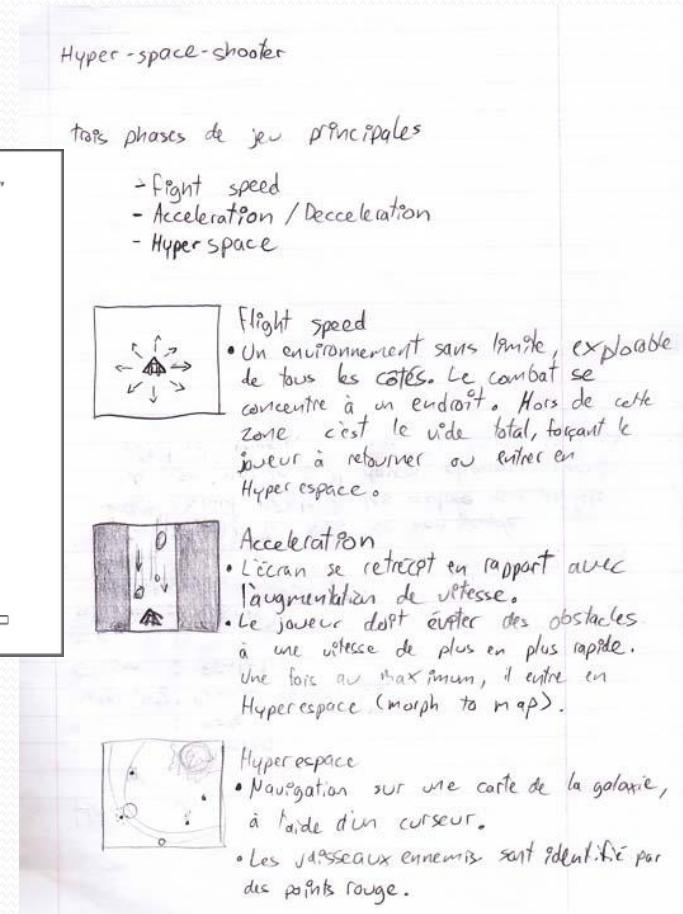
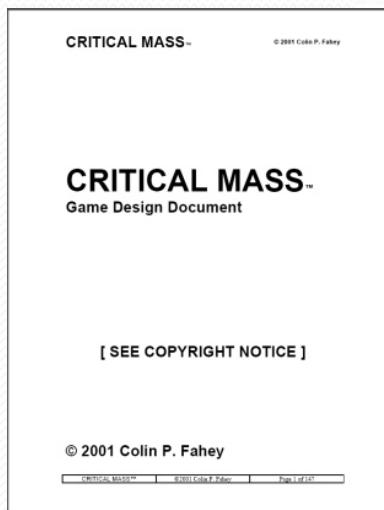
Design documents

- **Game design overview (GDO):**
 - Overview of *game design document*
- **Game design document (GDD):**
 - Game "plan"
- **Game "bible":**
 - **What is not inside, should not be in the game**
 - Often a **contractual base**
 - Required by the **customer**



Game design document (GDD)

- Document showing in details:
 - Universe
 - Rules
 - Look and feel
 - Modelisation
 - Programmation
 - Storyboard
 - Etc.
- Reference document
- "Living" document (itérative doc.)

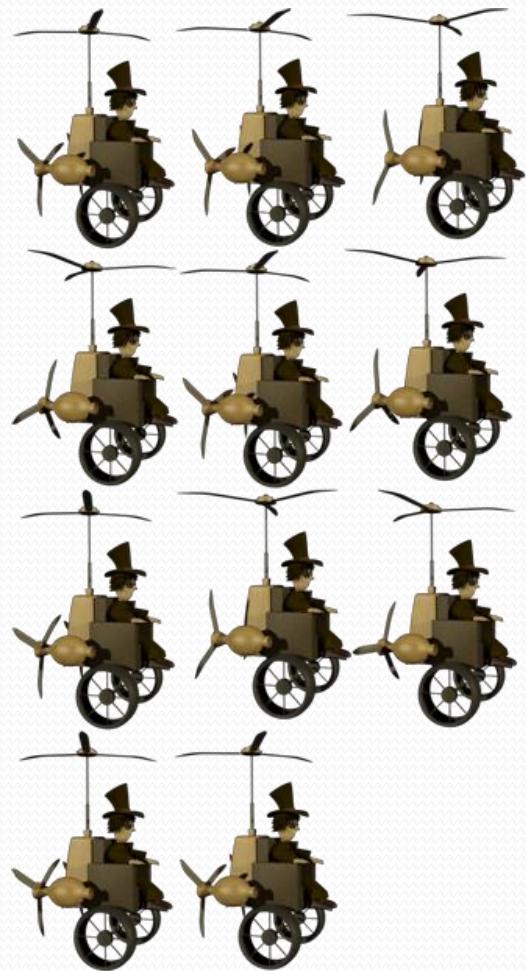
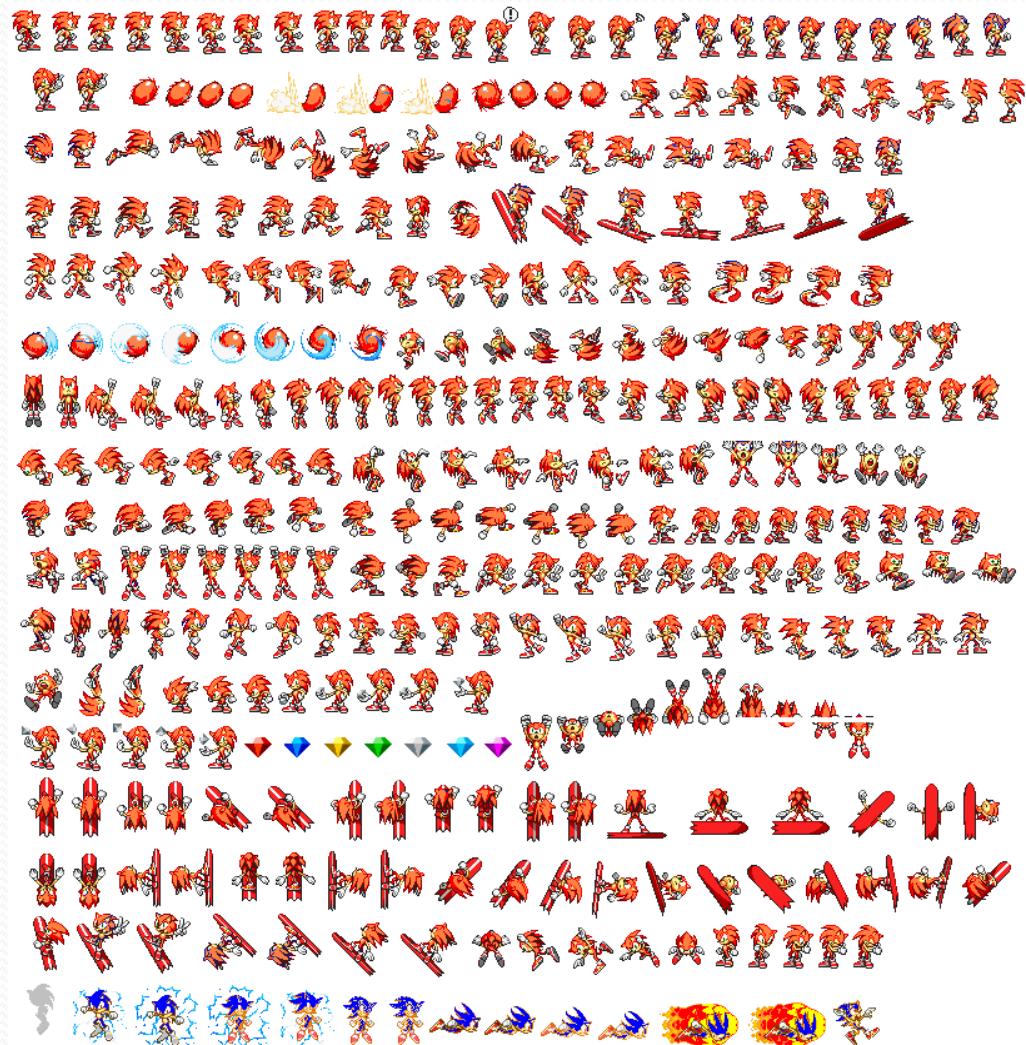


Storyboards

- Illustrated evolution of main game screens

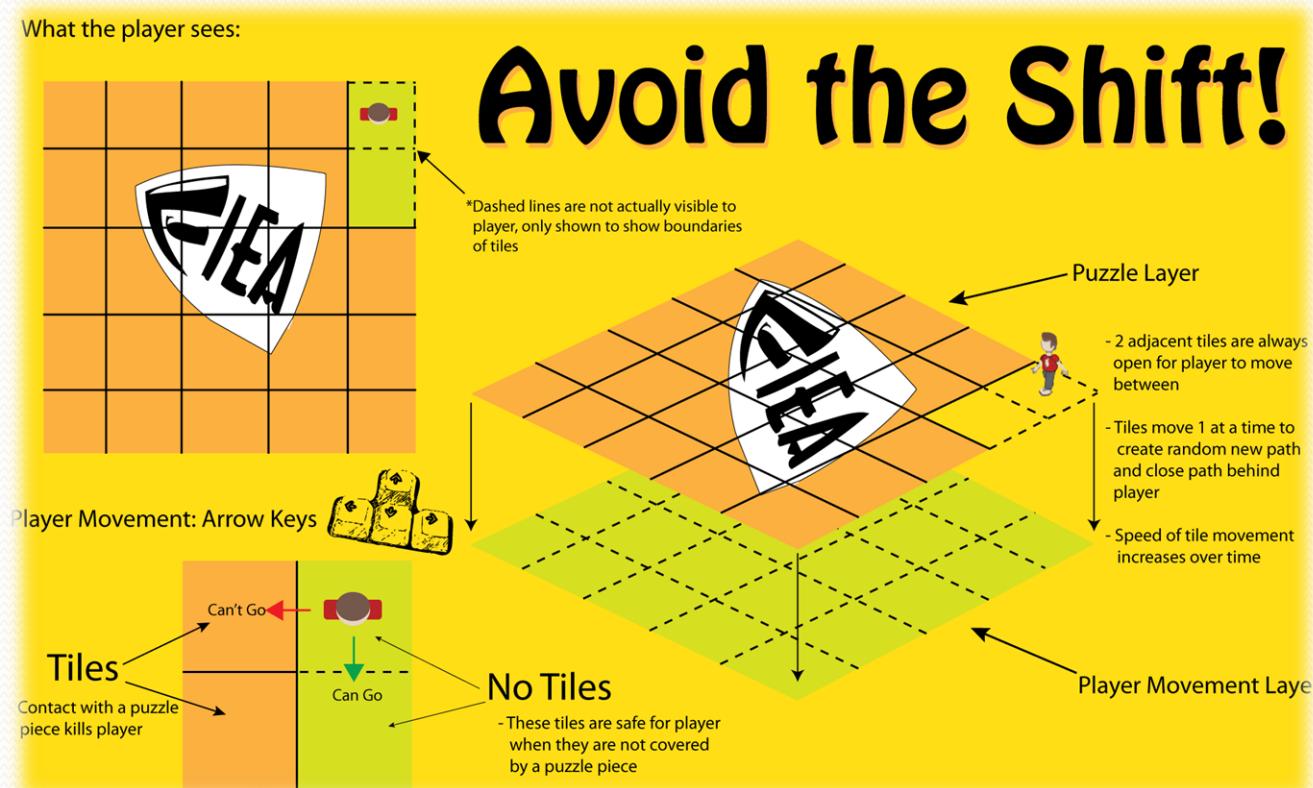


Sprite sheet



One page design (OPD)

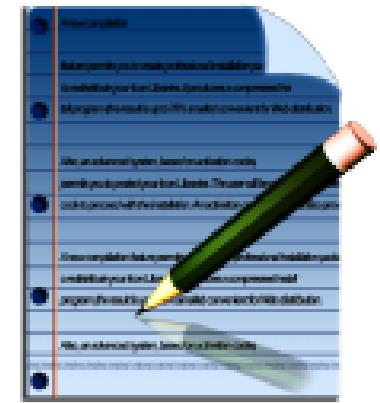
- A whole game mechanics explained on a single page



"A good sketch is better than a long speech" — Napoléon

Example of GDD plan

- Changelog
- Section I – Game overview
- Section II - Gameplay and game mechanics
- Section III – Story, framing and characters
- Section IV – Levels and progression
- Section V - Interface
- Section VI – Artificial intelligence
- Section VII – Development
- Section VIII – Game art
- Section IX – Installation, configuration, maintenance
- Section X – (Team) management
- Appendices



Good GDD

- Give game **objective**
- Document self-sufficient
- Ideas/features with **priorities**
- **Behavior pattern** (all game details)
- Give **realization steps**

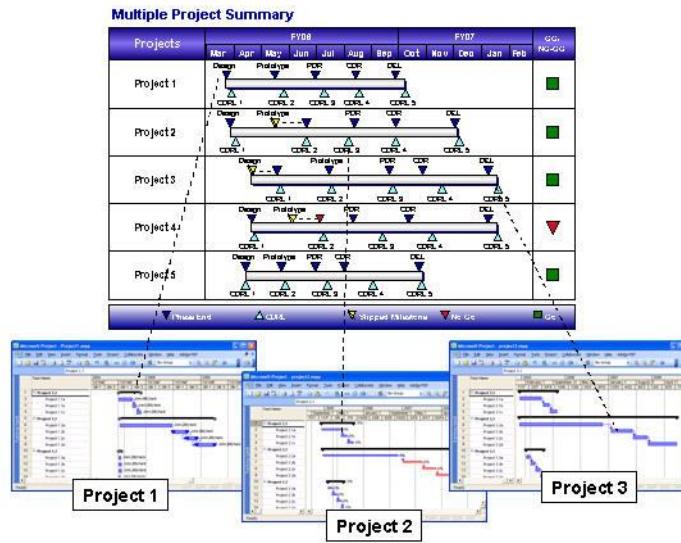
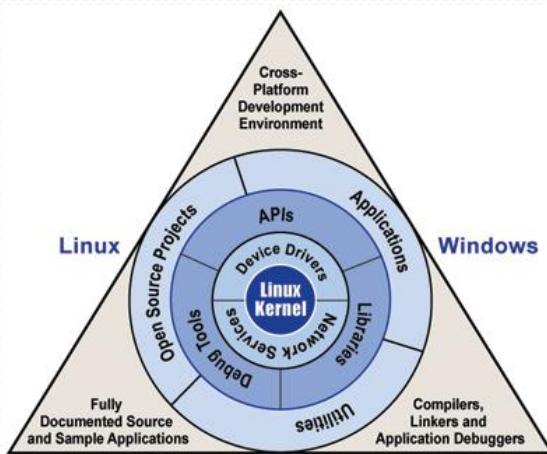


GDD: few advice

- Several contributors, **a single integrator**
- A good **drawing** is often better than an long explanation
- References to existing
- **Complete game presentation**
- Pretty and **attractive** presentation
- Chronological concepts approach
- Advanced description of **gameplay/features**
- Try to be widely **understood**
- Think **methodical** and **useful**

Product specification

- Development team presentation
- Targeted public
- Gameplay
- **Development environment**
- **Detailed planning** (milestones, releases)



Game specification

- Implementation details:
 - **Pseudo-code**
 - Development rules
- **Mock-ups**
- Story-line: plot(s)
- **Storyboards**
- **Scripts** (narration)
- **Caracters'bible:**
 - Profiles and biographies
- Organization chart
- Details: artistic, musical, acoustic, videos, etc.



- (1) Level: Displays the current level.
- (2) Objective: Displays the objective that must be met for Victory.
- (3) Tool Tip: Displays a tip for the player, varies periodically.
- (4) Gameplay Area: Main Area that the game takes place in.
- (5) Command Hints: Pop-up menu to give a summary of the available commands.
- (6) Food Counter: Displays the current amount of food that the Tribe has.
- (7) Population Counter: Displays the current population of the Tribe.
- (8) Spirit Counter: Displays the current Spirit Level of the Tribe.
- (9) Happiness Counter: Reflects the current Happiness of the Tribe.

Mock-up

- User interface **prototype**
- **1:1** scale model
- Game use presentation



A wireframe mock-up of a video player interface titled "myTube". The interface includes a header with navigation links (Home, Videos, Channels, Community), a search bar, and an "Upload" button. The main content area is labeled "Video Title Goes Here" and features a large play button icon. To the right of the video player, there is a sidebar with a green box containing a smiley face and a "Subscribe" button, followed by a section titled "More from username" with three video thumbnails. At the bottom, there are buttons for "Share", "Favorite", "Add to Playlist", and "Flag", along with statistics: Comments: 1,722, Favorited: 1666 times, Honors: 21 Links: 5. A "Comments & Responses" section is also present.

Prototype

- Primary objectives (creators):
 - Ideas/features quick tests
 - Find ideas (iterative conception)
- Secondary objectives (receivers):
 - Show, beta tests (and get early feedback)
 - Convince, sell
- Often bring améliorations (**milestones**)
- Eliminate false good ideas

A prototype is just a functional sketch with a delimited perimeter: not a complete game!

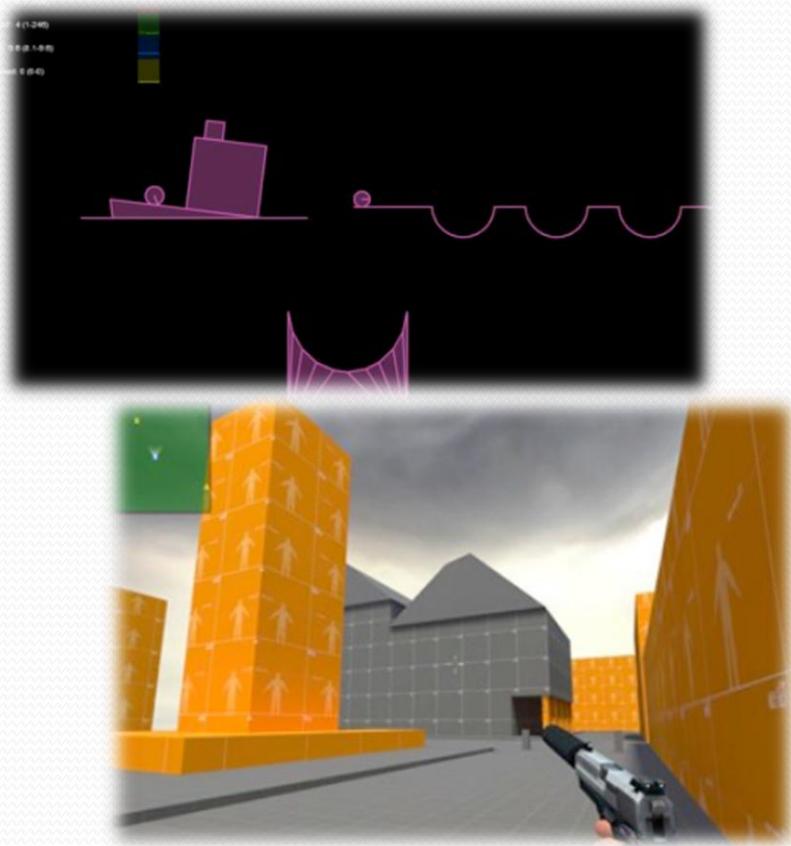


Prototype

Analog



Digital



Prototype final

- http://youtu.be/BMt_vsgk4nY



Also called first playable prototype or final tranche

Observation session

- **Introduce ourselves** and give observation **objectives**
- Indicate that we can **give up the test all the time**
- Indicate room **equipments**
- Explain "how to think **effectively**"
- Indicate that **no help** will be supplied after test start
- Describe what is expected from participants:
 - **Scenario Sheet**
 - **Quiz**
- Ask for preliminary **questions**
- **Observe** (tracking sheet)
- **Conclude the observation**
- **Exploit results**

Observation session

Stewardess

- Check users conditions
- Express users thoughts



Sportscaster

- Puts forward important points (for observers)



Scientist

- Check test regularity



Playtest

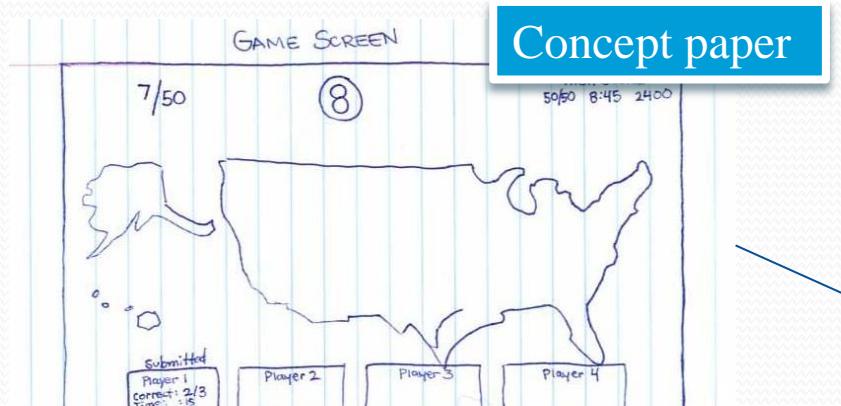
- Observation session during prototype or game test
- Type:
 - Informal
 - Focus group
 - Expert checking
- Collect data
- Process data
- Set up feedback



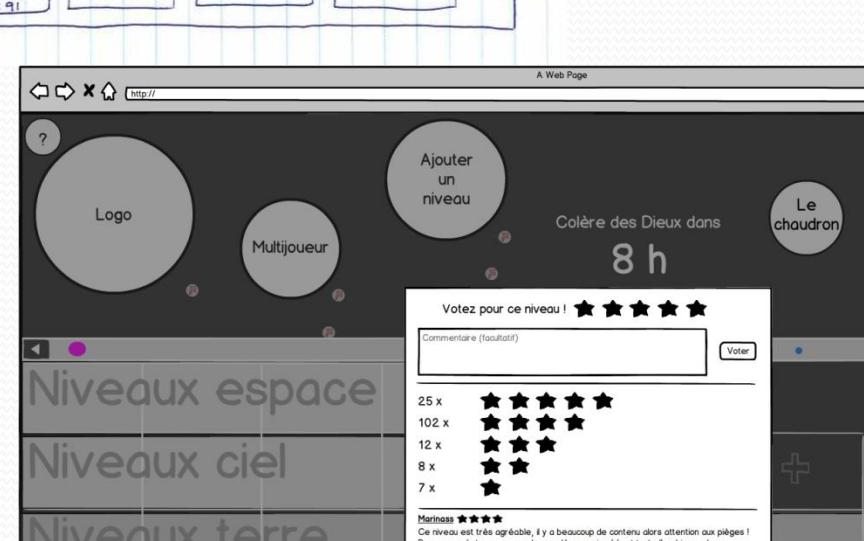
Concept evolution

- Conception (game design) :

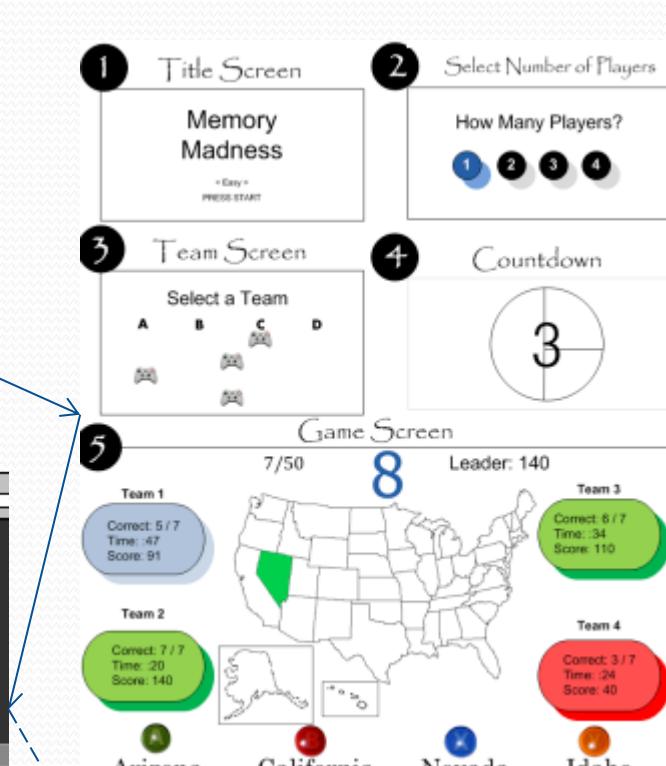
Concept paper



Mock-ups

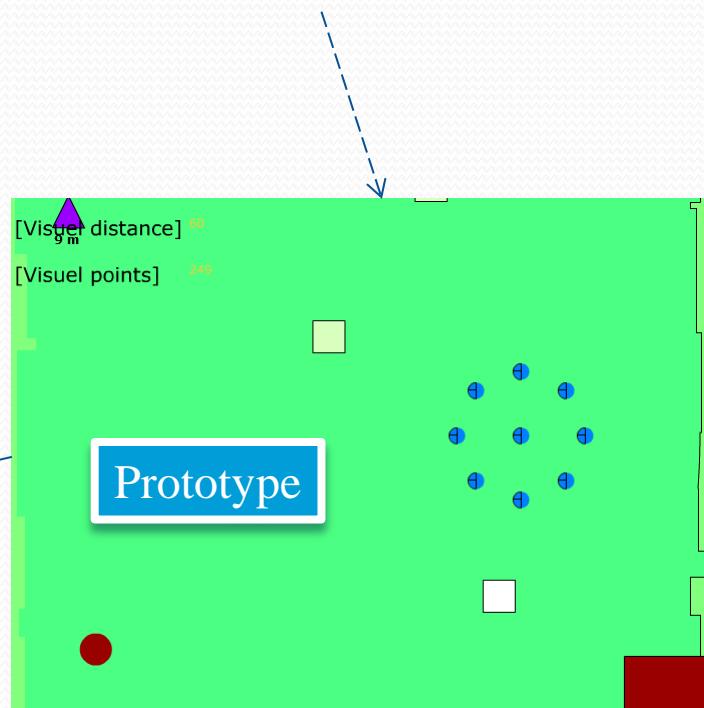
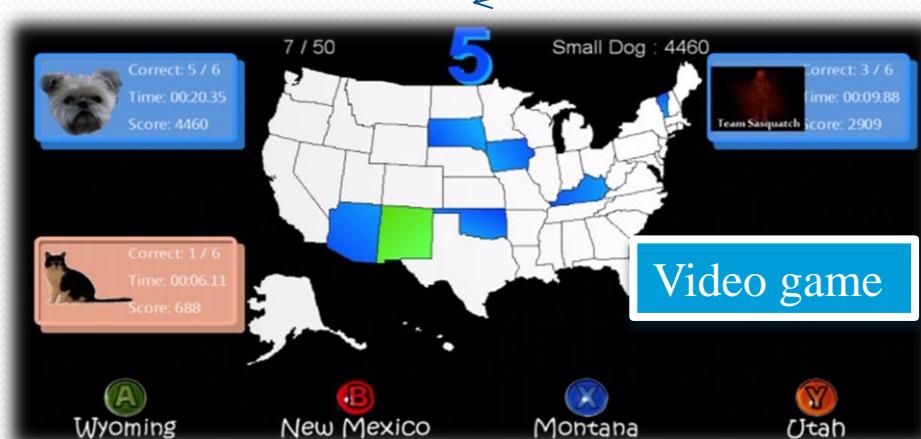


GDD



Concept Evolution

- **Conception (game design) :**



Link

- Electronic documents:

- http://www.bibhost.ulb.ac.be/BST/Regles_v2_2a.pdf
- <http://nanoblur.wordpress.com/category/ben-quinney/>

- Classic documents:

- Class :
 - John Laird. *Game Development Process*.
 - Ernest W. Adams. *The Game Treatment Document*.
 - Mark Baldwin. *Game Design Document Outline*.
 - Benjamin Jouan. *Prototypage de jeux*.

Credits

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