Evolving to Homoludens

GGJ Edition

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Makled?
Who dat?

- Born Dec 16th 1989
- BSc. DMET (GUC)
- MSc. DMET (GUC + Uni Stuttgart)
- Researcher (GUC)
- Game Designer / Developer
- Co Founded NullDIES in 2015
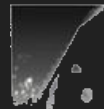- Beat my first game at age 10

TACTICAL ESPIONAGE ACTION

METAL GEAR™

SOLID

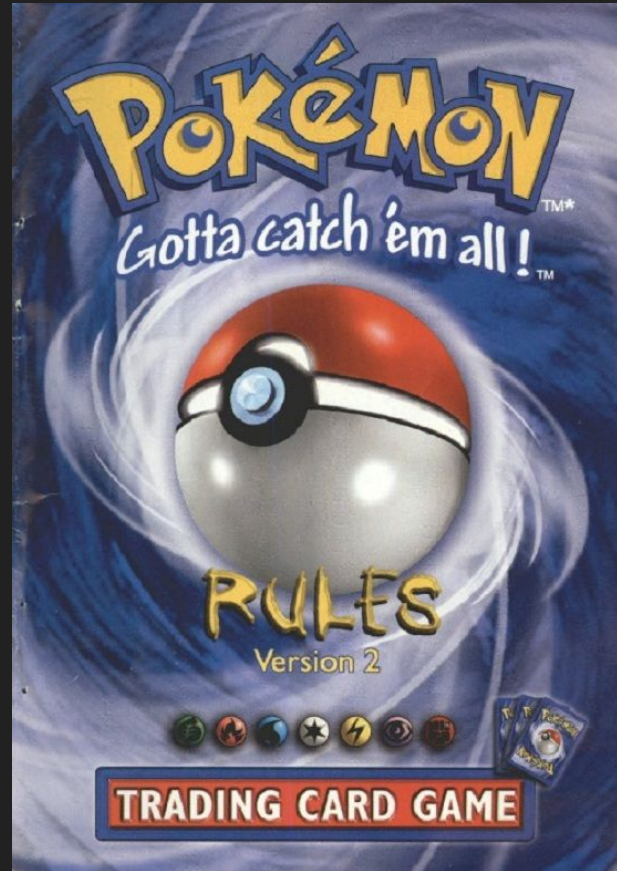What is your favorite Game

The Importance of Game Design

How Do You play?

Defined Rules

RULES OF PLAY

Rules of Play | Characteristics of Rules

- Rules limit player action
- Rules are explicit and unambiguous
- Rules are shared by all players
- Rules are fixed
- Rules are binding
- Rules are repeatable

Rules of Play | Three Levels of Rules

- Constitutive Rules
  - Logical
  - Mathematical
- Operational Rules
  - Behavior
  - Guidelines
- Implicit Rules

  - متبصش في ورقة زميلك

"Every game has its rules"

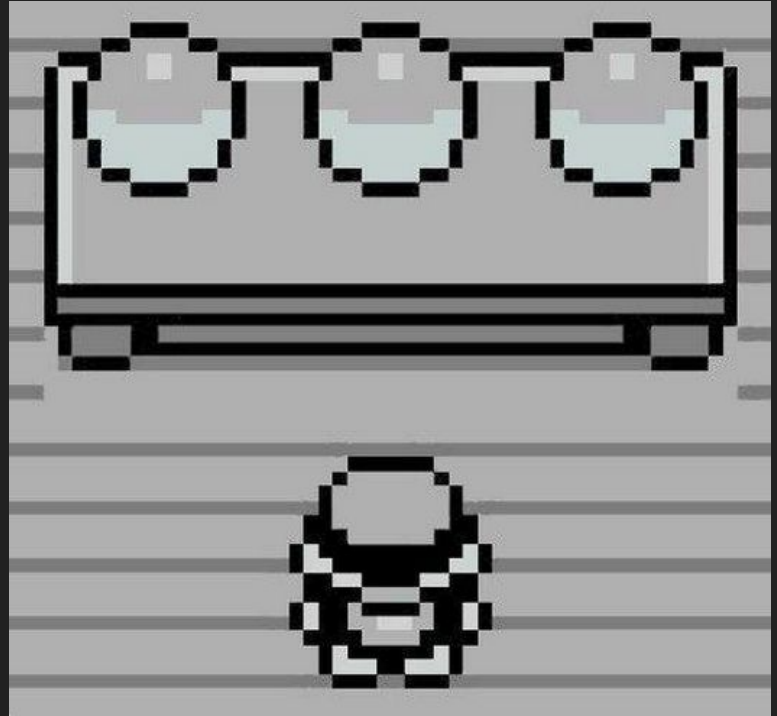- Johan Huizinga (Homo Ludens)

"Every game is its rules"

- David Parlett   (The Oxford History of Board Games)

Rules' Complexity
=
Hard Choices

Player's Choices

Player's Choices ++ | Decisions Decisions Decisions

- Hollow Decisions
- Obvious Decision
- Uninformed Decision
- Informed Decision
- Dramatic Decision
- Weighted Decision
- Immediate Decision
- Long-term Decision

Process

- Imagine
- Define
- Describe
- Transmit
- Implement
- Playtest
- Iterate

Imagine - Capture

Capture different interaction styles, methods, or any form of idea from experiences that could be related or not related.

- Remember to write down ideas even if you are playing a game in your free time.
- If you think an idea is interesting explore it further
    - With other game designers
    - With other potential gamers

Create a "source pool" that includes media of similar engagements and ideas.

Prepare a small brief of the feeling (same idea of a mood board).

Define

Narrow down all thoughts and start defining interactions.

State a list of interactions and draw a flowchart between them (user journey and user stories)

Breakdown each interaction and think of each detail, write them in the form of user stories.

Think of all external factors that may affect the game(AI, other player in multiplayer, physics,..).

Sketch the final look of each interaction and use the sketches to describe the entire flow/user journey.

Describe

Describe each interaction in details in the GDD.

Build a prototype as a reference for developers. The prototype is built with dummy data and ugly interactions.

The prototype will be built using Unity with Probuilder, VRTK and any interaction assets from the store.

The prototypes don't have to be using the same engine as the actual product.

It can be an ugly animation of what should happen.

Transmit

GDD should be read by everyone working on then product.

Perform multiple design meetings and workshops to discuss the interactions.

Use the prototype built to demonstrate to the developers each interaction and discuss its development with developers.

Discuss UI Elements and generic shapes of 3D models that affect a certain interaction with the artists.

Always keep an open channel for communication and feedback.

Implement

Take part in developing the game!

Participating in development will help you improve the game and the fun factor as you will always be observing the interactions in action and can improve them easily.

Before the development starts, schedule a playtest for each interaction using the developers' estimates.

Play Test

Schedule play tests from day 1 for each interaction.

Plan each test prior with certain tasks and a set of post-test questions.

Perform multiple play tests for each interaction and record the results

Analyze the results in a document that will be used as a reference for future enhancements

Thank You
Any Questions?