

Game design and free to play

TC4 : Look and feel / level design

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V1.1.0



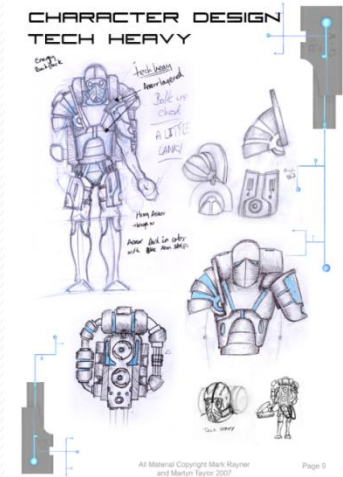
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Game design and free to play

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

Immersion

- Artistic **shape** (style, atmosphere): graphics, sounds, etc.
- **Universe**
- **Decoration:**
 - Credits and kinematics (pre-calculated or not)
 - Menu
 - Interfaces (GUI and HUD)
- **Staging** (cinematographic language) :
 - **Camera:** moves, focal, framing
 - **Editing:** coupling, dynamic, rhythm
 - **Effects:** grain, saturation, vignetting



Wow effect: surprise and delight effect when seeing sensational esthetics

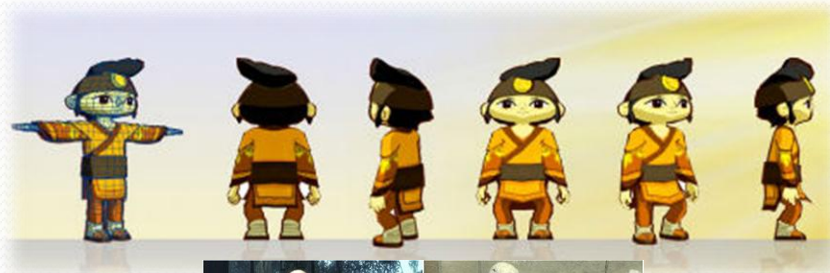
Universe

- **"Visible"** objects:
 - Characters, buildings, weapons, etc.
- **Ambient** objects:
 - Weather, sound atmospheres, etc.
- **Scenic** objects:
 - Cameras, lightings, non-interactive scenery (fake), etc.



Object and character

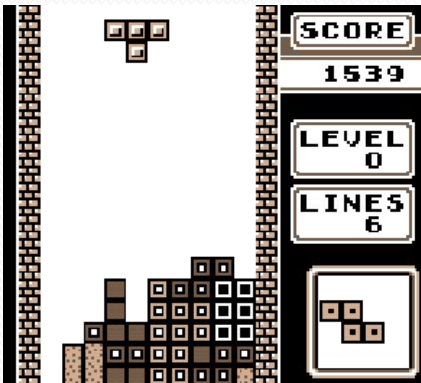
- Give a **soul**
- Define **shape** and **sounds** related
- Define all possible **behaviors**



Sound color

- Sound color type:
 - Music (heme)
 - Sound effects (sound)
 - Voices
- Synchronization between sound and action
(visual or acoustic)

Essential immersion factor in the great majority of the games but too often neglected



Example of theme (blind test)



Sound design

Perception levels	Level 1 Intern (personal)	Level 2 Extern (collective)	Level 3 Mental (mixed)
Sounds nature	Use Actions Powers	Environment altered by the crowd level	Musical clues related places
Role in gameplay	Heroes and world strong typing	Balance element of gameplay	Enigma resolution



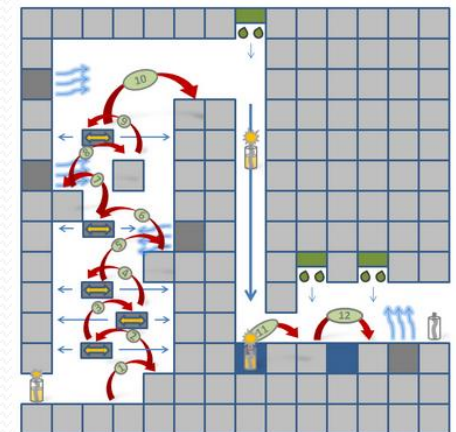
Level design

- Game **levels realization** (maps)
- Set up a playful narration:
 - **Micro-design** : game situation
 - **Macro-design** : series of situations (or missions) relating game system, narration and universe
- Take into account and influence **gameplay**
- **Collaboration** of various jobs:
 - Game designer (dictate objectives)
 - Level designer
 - Computer graphics designer
 - Sound designer



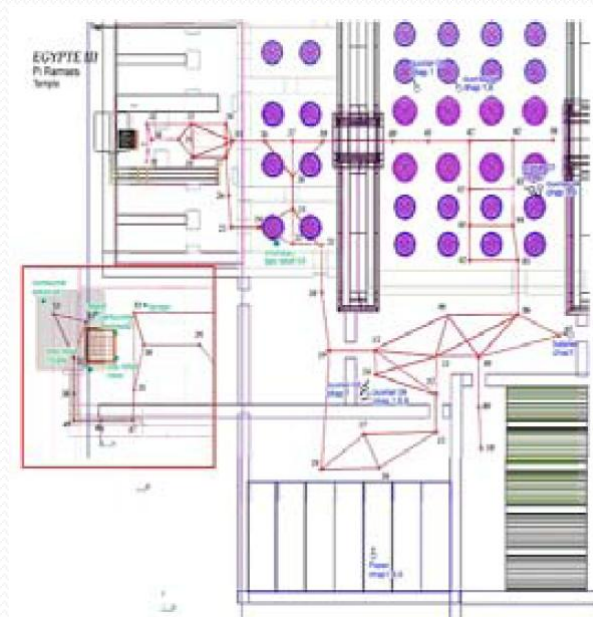
Level design rules

- **One level = one objective** (explicit or implicit):
 - Good distribution of main objects, enemies, etc.
- One level: description of only one **scenario**
- Bring the player to a predictable behavior in space and time:
 - (Hidden) storylines, checkpoints, etc.
- Give a **choice (sensation)**:
 - Actions with no particular order, etc.



Level design possibilities

- **Enigma, puzzle or labyrinth**
- **Physical** routes (platforms?)
- **Helps** (suggestions, hints)
- **Parallelism** (or reminder) inter or extra-level



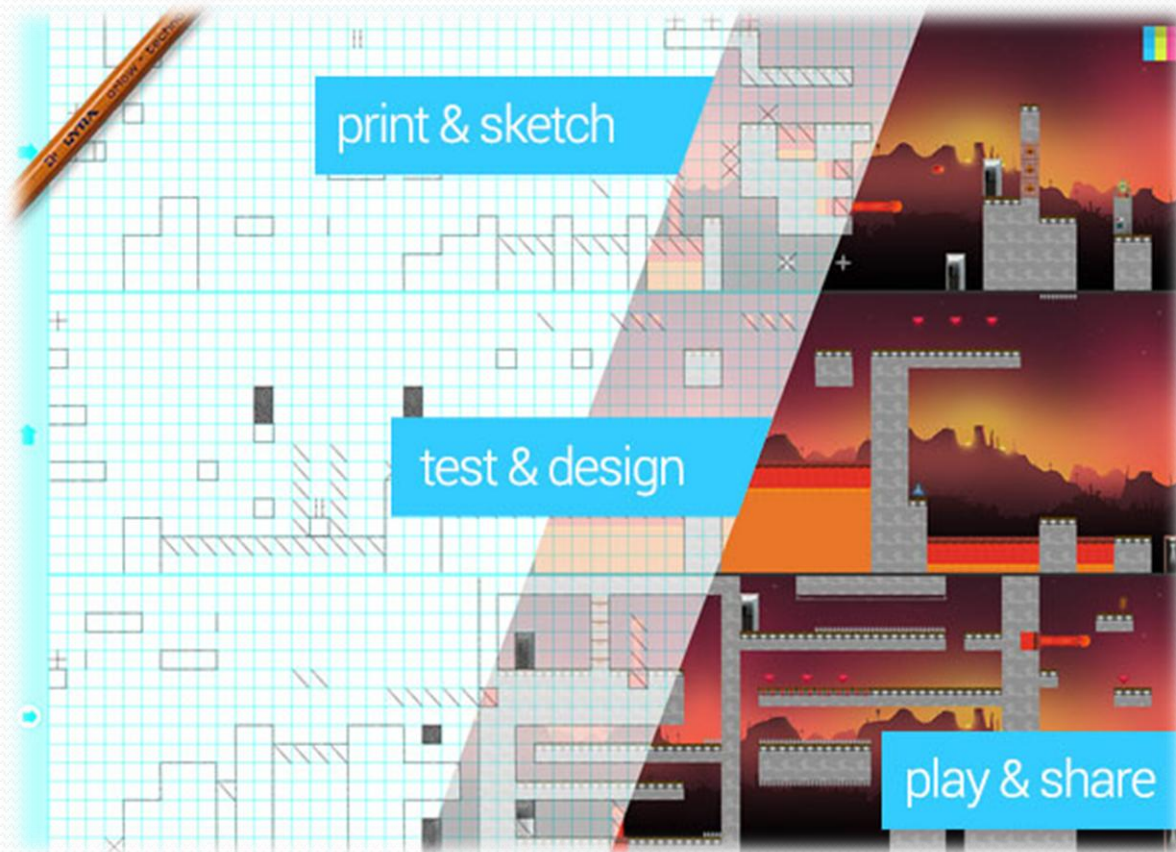
Rational level design

- Respect rational game design philosophy
- Rational process:
 - Set up **situations** combining **game tiles**
 - Situations or missions **selection** and **classification** (by family)
 - Set up levels as **series of situations**
 - (Mathematical or human) **evaluation** of level quality and, if necessary, return to previous stage



Level design: new approach

- <http://projectpixelpress.com/>



Game design evolution

- **Convergence:**
 - **Adaptations:**
 - Video game => board game
 - Board game => video game
 - **Universal mechanisms**
- Varied expression ways:
 - **New platforms:**
 - <http://youtu.be/WdGRHmxz7PA>
 - Cross-platform:
 - <http://youtu.be/dlidA3ubR0s>
- Game types:
 - **Enrichment**
 - **Combination**
 - **Diversification**



Game design does not
only concern video game

Go farther

- Various stages of game conception
- Kind of moves (spatial and/or temporal)
- Interactivity level
- Game theory
- Immersion theory
- Narrative writing
- Narrative art and narrative layout
- Multimedia and narrative screenplay tree
- Diegesis/mimesis

Link

- Electronic documents:

- <http://www.coupdoreille.fr/index.php/long-read/343-press-play-les-jeux-video-et-le-hip-hop>

Link

- Classic documents:

- Roger Caillois. *Les jeux et les hommes: le masque et le vertige.*
- Marc Albinet. *Concevoir un jeu vidéo.*
- Damien Djaouti. *Structure d'un jeu vidéo.*
- Damien Djaouti. *Théorie du Game Design.*
- Alexis Kennedy. *La narration dans les jeux vidéos.*
- Fatiha Kerzazi. *Schémas narratifs et actantiel.*
- Jesse Schell. *L'art du game design.*
- Nicolas Charciarek. *Gameplay émergent.*
- Course:
 - Mark Overmars. *Game Design Course.*

Credits

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